



Section Overview: Brief summaries for each section of this FAQ.

FAQ: The most frequently asked questions and their answers.

Updates: A list of updates and what has been altered in each.

Review: A review of the game.

Spoiler-free Walkthrough: A secondary walkthrough that doesn't give away any story elements.

System and Stats: Explanation of the game's very heart.

Walkthrough: A guide to getting through the game.

Challenging Mode: A walkthrough of the battles in Challenging Mode.

Checklists: Lists of every Zi Data, part, and command.

Locations: A listing of at least one place to find things in the game.

Secrets & Miscellaneous: Various secrets including codes and handy little tidbits.

Credit & Links: Credit for everyone who's helped out, links to useful sites.

Contact Info: How to contact the FAQ author.

Copyright/Legal Info: Necessary evil.

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02A

FAQ:

I'll answer as many important and common questions as I can think of here, so let's get going.

Q: Why do you have those letters and numbers at the start of your FAQ?

A: It makes it easier to get to the section you need quicker. Type those into the search window(Ctrl+F in most Windows programs, Cmd+F in most Macintosh programs) to get to the section you want to scroll to faster.

Q: What is the game like?

A: Check out the review, it should answer all your questions.

Q: Can you tell me...?

A: Please do not email me about my FAQ or the game unless you have read this document in it's entirety and still haven't found the answer to your question. It's not that I don't like to help people out, it's just I would like to have enough free time in my life to do other things :P  
If you feel that your question is absolutely not answered in any of the FAQs, try the Zoids Legacy board at GameFAQs.

Q: Are you interested in any contributions?

A: It depends on the actual contribution. Should it be something like what Zaber Fang TS looks like painted blue or something already present, I will not accept it. Now should it be something like a perfect formula for EXP or an easy way to fight the Ultra Saurus/Ulte. Phalanx duo in the regular game, I'll definitely accept it.

Q: I want to try and write a FAQ of my own, do you have any advice?

A: Just follow the submission guidelines to the letter. If you do so, your submission should be accepted. Keep in mind the standards increase as the number of FAQs for a game do and whatever you do, don't let your FAQ getting accepted go to your head. I get the impression that most FAQ writers are elitists that think they are above everyone else regardless of any truth and to some extent this is promoted in the difficulties of submission(it is extremely difficult for first-time submitters to get their work accepted). That's not to say that I'm any better than people who do let fame go to their heads or anything like that, I'm just saying a lot of people do let it go to their heads(a problem I have had before as well).

Q: What did you use to write your FAQ?

A: WordPad. Pretty much every Windows system has it, it's simple, and it's the program I'm accustomed to using. Oddly though, CJayC recommends not using it(go figure).

Q: It seems like a lot the info you and mech gouki use comes from each other, why is this? Why do you two manage to fight all the time?

A: We both use each other's information because it's not a good idea to pass up a great resource. We fight all the time because we're both too headstrong for our own good!

Q: What is a Zoid/Organoid/ZOS/OS/Blox/Changemize?

A: A Zoid is a giant animal robot(specifically the ones in the game!). An Organoid is a small Zoid that fuses with and enhances the abilities of another. ZOS(Zoid core Overload System) is explained in the story, but in short it allows a Zoid to have more than one action per turn. OS (Organoid System) is supposed to strengthen a Zoid's capabilities(mainly seen on Zoids from 2000, never before and less common after). Blox is a special kind of Zoid composed of modular pieces that connect to a number of blocks(allowing for easy customization of the models). Changemize is a marketing gimmick invented by Tomy for the Blox Zoids, it's a combination of the words change and customize.

Q: What is the best Zoid/weapon/pilot/Organoid?

A: It depends, really. Hands down King Gojulas is the most powerful Zoid, but it's XL size is a major weakness. Gojulox has the best defense of any Zoid that isn't XL-sized, Berserk Fury Z has many many advantages, and Cyclops I has the most powerful fixed weapon short of an XL-sized Zoid. As for weapons,

there are really two choices for the most powerful. First is the Gravity Gun which has an AT of 999, hits all enemies, and has no ATR. Second is EDistbce U, which doesn't even deal damage. Rather than dealing damage, EDistbce U effectively kills an enemy by making it near-impossible for it to have its weapons hit their mark. The most powerful pilot depends on what you're looking for, but of course the main character fulfills most any desire you'd have. Pulse is the best Organoid because you can control how his bonuses increase and what skills he learns. The other three Organoids (Zeke, Shadow, and Specular) are as-is and do not change. Ambient is not in the game at all.

Q: What is the best ATR?

A: Well there's really more to it than just that. G is the ATR that is least defended against by armors (only regular armors and F Rd Shld help), but all weapons with that ATR have a 1-1 range and there are numerous pilots with skills to help avoid being hit with such attacks.

Q: What is the strongest team?

A: The answer is a bit more complex than the question... To make the strongest team possible you must consider every Zoid, command, and pilot available to you as well as Pulse. There must be perfect harmony to be the strongest team, being able to defeat an enemy with brute force but also having the ability to defeat an enemy with an apparent advantage. Personally I favor disabling enemies as much as possible to nullify their strength, and only back it up with brute force. With this in mind I've come up with a nice setup, but it still has its flaws... Four GuysackStingrs, three King Gojulas (one Switched in). The GuysackStingrs would be equipped with three C Sensor Xs and one EDistbce U to eliminate the four greatest threats (with their assault aided by the Obstacles command). Zeru would pilot the King Gojulas in the front row and call Pulse when False Nego is used. On the third turn Zeru would try to kill the enemy team's Zeru with one shot from Blade Horn, which with enhancement by Pulse and the No Return command it will deal over 6000 armor-ignoring damage. Meanwhile the GuysackStingrs disable the two enemies they didn't the first time around and Raven piloting the King Gojulas in the back row calls Shadow. In turn four Coercion would be used so Zeru could unleash more on the enemy's front row while Raven bombards them with a pair of GravityGuns... Also, Zeru's King Gojulas would be equipped with four FusionArmXes for ridiculous defense. This idea is still incomplete, I haven't figured out what to equip to everything and which pilots to use (but of course Van and Rease are included). The commands I have a hard time choosing, but Obstacles, Coercion, The Brave, No Return, Aegis Phalanx, and Friendship definitely deserve to be used.

Q: What about DummyOrgnd, what effects does it have?

A: Well it varies depending on the pilot and the Zoid it's equipped to. The one thing you can count on is 50% HP recovery, full EP recovery, an attack and defense bonus of around 20% (my tests found it to vary but the results stayed within 15-25%), boosts to level, and no skills. There's probably a pattern but I for one would rather not test every single pilot and Zoid combination just to be certain of it... That's a TON of testing. On occasion it may appear to have a version of the HP max.UP skill, but that's just it helping your pilot reach CLV. You'll notice a lack of HP max increase if say Red Mask uses DummyOrgnd on a Zoid he can reach the CLV of.

Q: Where can I get...?

A: Try reading the walkthrough before asking, it will save everyone trouble.

Q: Ahhh! I keep losing! How do I beat this enemy?

A: Carefully assess the threat and determine if it would be wiser to focus on the main boss or the lackeys. Usually it's a better idea to focus on the main boss, but at times you'll want to just kill the weaker enemies first so that your team takes less damage. Another important thing is to always upgrade the DF of your entire team as high as you can afford. Taking less damage without weighing down your Zoids is a VERY good idea. Check the walkthrough and Challenging Mode section for strategy on individual bosses.

Q: Why can't I fight in this battle?

A: You're not following the rules. In Seas Town, Sandstorm, after the boss fight in BD Base, and the extra arena battles there are special rules. See the walkthrough for details on each battle. Supposedly there are problems with emulators regarding this as well. If you experience such problems, there is nothing I can do for you.

Q: Extra arena battles? What are they?

A: A special set of five battles available after beating the game which have some demanding rules. Take a gander at the walkthrough for more info.

Q: What all happens after I beat the game?

A: Provided you were patient enough to sit through the credits, you can now enter to codes to gain new Zoids, participate in an extra set of arena battles, fight the strongest wild Zoids in the game in a newly-unlocked area, play level 10 of Challenging Mode, upgrade Pulse's ZOS, increase Pulse's emotions as you see fit, and get many Zoids that were previously not available. You can also fight the final boss again at any time, but there is little use in it since you don't even gain EXP or money from it.

Q: Is there anything I can miss out on in the game?

A: Yes, plenty. There are four Zoids and several commands that can only be acquired by playing Challenging Mode, most commands require you to talk to an NPC or find in a box, and most notably the Gravity Storm command is only available BEFORE you get the Dragoon Nest. Aw, I misworded part of that. There are four Zoids that the only way to acquire their Zi Data is play Challenging Mode: Saberlion, Gun Tiger, Cerberus, and GuysackStingr. Oddly Dibison doesn't appear in the wild but you're given it's data...

Q: Do you know any cheat codes for the game?

A: Yes, but just the two you can enter after beating the game. Go down to the Secrets & Miscellaneous section to see them.

Q: Do you know where I can get a ROM?

A: No. Don't ask. Don't think about it. ROMs are illegal worldwide. I don't know about you, but I don't think going to prison over one little game is very appealing so I find it best not to bother with such things. Besides, a couple hundred people worked very hard to make the game and could use some money to pay the rent! It should be noted though, emulators themselves are legal within the United States. If they were not, Sony could not sell PS2 due to it's built-in PSX emulator and Nintendo could not sell the Gameboy Players that have been released on SNES and Gamecube.

Q: Can you help me with codes for GameShark/CodeBreaker/PAR/etc?

A: No, that's not my realm of expertise. I am looking forward to getting one to use as a time saver though(changing a pilot's level and money at will would really save some time!). It'd also be nice to modify Shadow Fox so that it isn't so weak...

Q: How do I get this Zoid/pilot/command?

A: You need these things to build a Zoid: Zi Data, the appropriate parts, an appropriate base Zoid, and the necessary amount of money. Some Zoids require a special part(such as Z Core ZN or GC Set) or a pre-existing base Zoid(such as Godos or Geno Hydra) to be built. All Zoids require Zi Data and money to be built. At different points throughout the game, you will also be given a Zoid; but you may not be able to modify or keep it. The majority of the pilots join you automatically as the story progresses, but a handful are only available after you beat the game. Most commands need to be found, either in a box or by talking to NPCs. The very best commands are received by clearing stages in Challenging Mode and some are acquired automatically as the story moves on.

Q: How does CAS/CAU work?

A: Essentially it transforms a Zoid in mid battle into a different type of Zoid. Colors, equipped weapons, and TP carry over but upgrades do not. In order to build CAU, you must have a Liger Zero or Berserk Fury that doesn't have the specific CAU you want and both Zi Data+part to build it. Zero Empire requires no parts though. Changing CAU in battle takes up a Zoid's action and nullifies active-use equipment...So it's wisest to make preparations according to the enemy you're going to fight.

Q: Why can't I add CAS/CAU to Liger Zero?

A: The Liger Zero Bit has you cannot add Zero Empire or Zero X to. I don't think anyone \*knows\* why, but you just can't. After beating the game you can at least upgrade and equip it. Also, you can't add a CAS/CAU to a Zoid that already has the one you're trying to add.

Q: How can I get money or EXP faster?

A: The more difficult your opponents, the more of both you get. There are two commands that are helpful for this as well, Supplier and Proven Hero. Supplier doubles the amount of money earned and Proven Hero doubles the amount of EXP earned-if you win the battle the turn you use the command. It should be noted though that Proven Hero isn't available until after you

beat the game.

Q: How do I get what I need to build a Zoid?

A: Win as many battles as possible. As with any RPG, the benefits of stalling the story to fight in more random battles outweighs the only problem it has (takes up time). Winning battles gets you money, EXP, and a chance to get Zi Data, weapons, and parts. You can get the Zi Data and parts (primarily cores) even when you don't use a command, but you're better off using the Data Gather. and CoreSecurity commands to ensure that you receive what you want. Not far into the game the Junk Parts command becomes available, which allows you to get a weapon from the weapon racks of an enemy Zoid (chosen at random). Do note that Junk Parts and neither version of Data Gather. or CoreSecurity works against enemies whose stats are concealed with question marks (i.e. HP is at ???/???).

Q: I can't hit anything! Why can't I hit anything?

A: There's a few possible reasons, but most likely is that you've equipped too much to your Zoid. See that stat labeled CP on your Zoid? See that stat labeled WP on weapons? CP is how much weight a Zoid can carry before having it's stats reduced, WP is how much weight a weapon has. If you still have trouble hitting enemies after adjusting equipment, take note of a weapon's HR and a Zoid's CLV. Weapons with lower HR are less likely to hit. If you use a pilot in a Zoid and their level isn't at least as high as the Zoid's CLV, the Zoid's stats will drop. There are also pilot skills that enable pilots to use a Zoid at lower levels without affecting stats). The only other possible reasons are that an enemy Zoid is a flying type, you're fighting in deep water with a land Zoid, or the enemy pilot has a skill enhancing evasion versus the kind of weapon you're using. Flying Zoids have a 20% evasion bonus, meaning they are more difficult to hit. In deep water, all land Zoids have a penalty to their accuracy and evasion...But that penalty is relatively minor if you're using Zoids as strong as Geno Breaker.

Q: What about those skills that affect CLV?

A: They make it act as if a pilot is 5, 10, or 20 levels higher when they are assigned to the appropriate Zoid but this only affects the CLV requirements. Not all pilots have these skills and most types of Zoids are not affected by them. Also, once a pilot's level is high enough these skills are useless. A level 40+ pilot will not have difficulty with \*any\* Zoid... I don't know about you, but I doubt I'll get any of my pilots up to such a level. That would just be so time-consuming and I've already lost some interest in the game ;\_;

Q: What types are there and which Zoids are that type?

A: There are few types, but they do encompass a decent amount of Zoids. Do note that some count as more than one type, so don't be surprised when you find out something odd like RoyalMask having no problems piloting Geno Trooper.

Here's the list:

Liger: Shield Liger, Shld Liger DCS, S Liger DCS-J, Spark Liger,

Liger Aero, Blade Liger, BladeLiger AB, Trinity Liger, Trin. Liger BA, Saberlion.

Liger0: Liger Zero, ZeroJaeger, ZeroSchneider, Zero Panzer, Zero X, Zero Empire.

Tiger: Zaber Fang, ZaberFang Old, Zaber Fang AT, Zaber Fang SS, Zaber Fang TS, Proto Zaber, Diablo Tiger, Blitz Tiger, Gun Tiger.

Wolf: Command Wolf, Comm. Wolf AC, Com.Wolf Town, Climber Wolf, Cerberus, Konig Wolf, KonigWolf DSR.

Gojulas: Gojulas, GojulasGunner, Goju.the Ogre, Gojulas Giga, Goju. Giga C., King Gojulas.

Geno: Geno Saurer, Psycho G Sau., Proto Breaker, Geno Breaker, Geno Scissors, Geno Trooper, Geno Flame, Geno Hydra, Geno Hydra KA.

Fury: Berserk Fury, Strum Fury, Jagd Fury, Berserk Fury Z.

Flying: Dbl-Sworder, Pteras, Pteras Bomber, Pteras Radome, Storm Sworder, StormSworderF, StormSwordrFX, Raynos, Pteramander, Hammer Head, Hammer Head VL, Geno Trooper, Redler, Redler BoostC, R. Interceptor, Bloodler, Zabat, Gilvader, Sea Striker, Saicurtis, Mosasledge, Nightwise, Flyscissors, Diplo Guns, Buster Eagle.

Swimming: Sea Striker, Wardick, Hammer Head, Hammer Head VL, Brachios, Barigator, Mosasledge, Diplo Guns, Death Stinger, Jagd Stinger, Ultra Saurus, Ulte. Phalanx, Killer Dome.

Death Saurer: Death Saurer, Death Meteor, Bloody Demon.

Ultra Saurus: Ultra Saurus, Ulte. Phalanx.

Kong: Iron Kong, I K Maneuver, Iron Kong PK, Iron Drill, Hammer Rock.

Q: Why do you have that Zoid listed in that category?

A: Because that's how it is in the game.

Q: Why are you using the wrong names?

A: I'm using the names used in the game to make it clear enough so that more than just elitist fanboys will have a use out of this FAQ. I personally do dislike some of the name changes(AHHHH!!! Zaber Fang! Killer Spiner! AHHHHHHHHHHHHHH!!!!!!), but that's what they're called in Zoids LEGACY. Then there's also how my mind works...When I see a large, red lion type Zoid I don't think "Trin.Liger BA", I think Trinity Liger BA. Those abbreviations are painful and sometimes I get mixed up...

Q: Did you know that that name is wrong anyways?

A: Unless I've made a typo, it probably isn't. I've provided an additional section just for the localization because of the names issue. An additional note should be made that due to how Zoids' names take up more room in English than in Japanese, there are two different names used in this game for many Zoids as well(one for the Zi Data+build menus, the other for battles and the



database).

Q: Where's a good site for...?

A: Check the Credit and Links section near the bottom of the FAQ.

Q: What's that Zoid? I've never heard of it.

A: Try finding it in the game first. If you can't find it, ask on a message board. Please do not email me with these kind of questions, they are a bit bothersome. The game's database answers a lot of questions actually.

Q: What's the best for Pulse?

A: It mostly depends on what skills and stats you want. I personally recommend keeping him red until you've beaten the game because of the diabolically powerful skills he learns. After beating the game, you should raise Pulse's red, blue, and black emotions to around 30 to learn the rest of the skills on the next level up. Once Pulse will no longer learn skills in red, blue, and black, increase his white emotion to maximize his defensive skills(HP max. UP3, EP max. UP2, Self-repair2).

Q: Why does Pulse increase my Zoid's HP differently than he's supposed to?

A: He doesn't. The stats of a pilot and Organoid are added to his skills. So if your pilot has 100% HP and your Organoid has HP max.UP2, the actual HP increase will be 400. There's also the Self-repair skills. They heal even the second that an Organoid is called and ignore all stats except current HP, they automatically sacrifice 3 EP for 50 or 100 HP.

Q: Why can't I use this pilot/Zoid/command?

A: Pilots need to be assigned to a Zoid, Zoids need to be assigned to formation to be used and must have a pilot. Commands need to be assigned to the list of commands you use for battle and many have special circumstances needed for use. All three can be changed from the pause menu, Chg Zd chooses pilots for your team, Team changes the formation of your team. Assigning things does get old after awhile though :P

Q: Why can't I use a Gattai command?

A: You need to have the exact Zoids in the right formation. All except for Griffin are only usable with one specific set of Zoids. Check the description of the commands for details. Be sure not to confuse F.Drgn Gattai with C.Drgn Gattai too, that one letter is a world of difference in battle.

Q: Why do Gattais always result in the wrong pilot and color?

A: The color of the Zoid in the middle of the front row always becomes the color of the combined Zoid. The pilot of a specific Zoid always takes precedence, as follows:

Fuzor Dragon: Leo Blaze

Chimera Dragon: Demon's Head  
Gojulox: Leo Blaze  
Griffin: Buster Eagle  
2-arm Lizard: Leo Blaze  
Lord Gale: Demon's Head  
Goju. Giga C.: Gojulas Giga  
Killer Spiner: Dark Spiner

Q: I can't equip any more guns to this Zoid, why can't I?

A: Because every Zoid has a limit as to how many offensive weapons can be equipped to it. The overwhelmingly vast majority have one offensive rack on each side, but some are different. Here's a list of the Zoids with different arrangements for their offensive racks:

top and sides: Shield Liger, Blade Liger, Spark Liger, Zaber Fang, ZaberFang Old, Zaber Fang RS, Proto Zaber, Lightng Saix, Lightg SaixBS, Konig Wolf, Geno Hydra.

top only: Nightwise, Stealth Viper, Killer Dome, Sea Strker.

side only: RR PileBunker

none: GSnpr Weasel, Gun Sniper LS, SMastr A-Sild, SnpMaster FB, Death Stinger, Jagd Stinger, Zabat, Proto Breaker, Saicurtis, Double Sworder.

All other Zoids can equip offensive weapons to their sides.

Q: Why can't I equip this weapon?

A: Some weapons can only be equipped to the type of Zoid they came from. For example, you can only equip Zaber Fang's 2Beam Cann on Zaber Fang, ZaberFang Old, or Zaber Fang RS and you can only equip Shadow Fox's vulcan on Shadow Fox.

Q: Why won't Zeke, Shadow, or Specular level up or learn new skills?

A: They just don't. Nothing you can do about it. Story-wise though it would be because they lack the emotion circuits Pulse has.

Q: Where is Ambient?

A: Not in this game. The role Hiltz has in the game is also extremely minor and totally optional too...For such a mastermind, that's sad.

Q: Why can't I develop a new CAU/CAS?

A: Keep in mind you need three things for that: the appropriate base Zoid, the Zi Data of the variant you wish to upgrade to, and the CAS unit. For some bizarre reason, you can never develop Zero X or Zero Empire armors for Bit's Liger Zero even after you beat the game(yes, Bit's stupidity is rivaled only by that of R.D.; who thankfully isn't in the game!).

Q: Why do you keep on talking about how everything is inferior to Genos and

Furys? Don't you know that there are plenty of other Zoids to choose from?

A: It's very simple really. Those types have some of the best power for their costs and their stats tend to be on the higher end. It's just that there happens to be so little that can compare to Geno Trooper and Berserk Fury Z...

Q: Where can I buy this model?

A: First off, be sure that there *is* a model of the Zoid you want to buy. There are many Zoids in the game that there are no models of.

Q: What's your favorite Zoid?

A: Haha, unlike most Zoids fans I'm neither obsessed with a single Zoid nor am I one of those losers that says all Zoids are great (because *everyone* knows that Gator sucks! woohoo!). I actually have five favorites and prefer none of them over the other... Oldhios (not in the game at all!), Shadow Fox, Konig Wolf, Gilvader, and Lord Gale. I do honestly like most Zoids, but to me those are the very coolest.

Q: I've heard that some rare Zoids are in this game, is that true?

A: Yes and no. There are several Zoids in the game there are no models of and some Zoids can be painted in the colors from a special release (such as the original Zenebas colors for Wardick or Gojulas Mariner's colors on Gojulas Gunner). There are some colors that are similar but not exactly the same as special releases (such as Death Stinger painted white to look almost identical to the ZS type). I've listed all the variations I know of in the Secrets & Miscellaneous section, but there are some I'm not certain about such as Storm Sworder Carol...

Q: So does a Zoid get any better/or worse when it's painted?

A: No.

Q: Isn't Genius Wolf in this game?

A: No. A common mistake is to confuse a green Leoblaze with Genius Wolf. Genius Wolf has a different special attack (Trick Hunting), lacks a shield, has a higher top speed, and most importantly has a wolf-shaped head. For those that haven't heard of it, Genius Wolf is a limited edition variation of Leoblaze packed with the Battle Blox LCD game. I know nothing about the game, but apparently it sold very poorly.

Q: Where is this particular place at? I can't find it.

A: First check your map. There's probably a few pixels in the general area I've mentioned in this FAQ representing the place you're trying to find.

Q: How do I get out of this cave/dungeon?

A: Sorry, but I just don't help people on this. I believe they are pretty



commands(X\_X), added Challenging Mode walkthrough, changed credits according to mech gouki's wishes.

02/04/05(version 1.2): Corrected the credits again(hopefully that's all x\_x) and added loads of Organoid info courtesy of mech gouki.

01/21/05(version 1.1): Corrected credits, added pilot skills list courtesy of OziByte. Also added the freaky clone glitch to the secrets section.

01/13/05: The walkthrough is complete! I've also added every bit of data on the normally unavailable transport Zoids, courtesy of Tigerhawk71.

12/03/04: After over a month of barely making progress, I realized I needed to save all the extra information in the walkthrough for later(starting at Llama Town) and just get this thing up. A FAQ isn't exactly useful if no one can see it...

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04A                   Review

One would be surprised just how common a question is "what is this game like?" Well, I thought that since everyone else has needlessly given their opinions one more pointless review couldn't hurt! One-and-a-half really, I think one simple and one in-depth version should cover all the bases. Before we get into either, I would like to remind the reader that despite my best efforts this review is still rather biased(what with me being a fan and all).

#### Basic

Gameplay: Think Pokemon with giant robots. At first brute force will appear to be the only way to go, but as you get into the game you'll realize there are other things that can almost entirely bypass the strength of an enemy. The battle system is deceptively simple and gameplay out of battles is just simply simple.

Graphics: Outside of battle things are rather dull and simple. During battle the images of the Zoids when they attack are very detailed, but movement is rare beyond say a Geno prepping it's particle cannon or Trinity Liger using one of the weapons in it's neck.

Sound: Sound effects are pretty much average, but some of the music really shines. You'll **\*DEFINITELY\*** want to put on headphones for boss battles, the music is very good at those times.

Story: Well, it's not very good at all(which honestly should be expected of Zoids). Basically like the first Zoids Saga, the story is just an excuse for characters from different eras to team up and defeat one super villain. Even beyond that though, there numerous little subplots left completely unexplored and the story is nearly as incoherent as I am.

Replay Value: Fairly limited. After beating the game there's only a few things you can do beyond have link battles. There are many Zoids you don't have access to before beating the game though, and when the game inevitably becomes devoid of challenge there's always the Challenging Mode.

Overall: 4 out of 5. If you're a fan of Zoids you'll no doubt love it, but otherwise it'll just seem like an average RPG to everyone else.

### In-Depth

**Gameplay:** The battle system is much more complex than the one in the original Zoids Saga, so much so that while brute force is undeniably powerful it can still be defeated with finesse. This newfound complexity has made finding the ultimate team all the more difficult (whereas in Zoids Saga it was almost painfully obvious: Ultrasaurus in front with Geno Breaker RSeS in back). Is IV or CP more important? Which ATR is best for weapons? Questions like these can be confusing at first, but once you get the hang of the battle system it's not that hard to realize. For the most part as you go through the game you'll really be relying almost exclusively on raw power but if you ever get into a link battle you'll quickly find that is not very hard to trump with a good strategy (or just pure cheapness :P). Personally my judgment may be a bit lenient though, I've never played an RPG with a battle system I didn't like. The way you upgrade your Zoids is odd. They can gain TP as they win battles to increase many stats, a pilot enhances five stats, and a few more important ones can be upgraded permanently for a fee. There are also things like pilot skills, Organoids, and special commands that are capable of completely upsetting the balance of power in a battle.

**Graphics:** Probably average for GBA, an improvement on Zoids Saga by a little bit. Now certain Zoids have animations unique to them and all Zoids can be painted in different colors (which doesn't help you in battle :P). The animations of all weapons except GravityGun is a bit boring...

**Sound:** The basic boss music played for Leviathe and then later on at Miletos Castle is very good. Despite the limitations of the GBA they have very good beats. The music for regular battles and arena battles gets stale pretty fast sadly though. Sound effects are about average I'd say, some good, some bad, but none great.

**Story:** Basically multiple parts of time were fused together to create a different world that shouldn't be. Major themes are Terra Geist after the fall of it's original leader Viper teaming up with the Backdraft Group to use ZOS as a way to conquer the world. The main character is a warrior named Zeru Jupit, with no clear goal or allegiance at the beginning of the game. He quickly befriends another equally-mysterious warrior named Juno Hera. Later on your best allies are Zan Fel from Zoids Versus, Bit Cloud from the Zoids New Century /Zero anime, and your main rival is Leviathe (who is normally Zan's rival apparently). The main forces behind the scenes are Backdraft's officer Alteil and Terra Geist's current leader Gard.

**Replay Value:** The lure of creating the ultimate team is a powerful one, it's one thing you can't do before beating the game as well. There's also six warriors you can't normally have before beating the game, the last level of Challenging Mode (with Leviathe as an ally in the final stage!), obtaining weapons stronger than Gard ever dreamed of, and making Pulse as destructive as possible. Trying out every Zoid in battle is also an interesting idea too.

In case you're one of the rare persons who want to know how to get through a part of the game without spoiling the story, this secondary walkthrough should suit your needs. Even more so than the second half of the regular one, you'll find this one utterly devoid of story information! As such, what the bosses are is also not spoiled. Just remember to always keep the AT and DF of your team as high as possible and you shouldn't have too much worry. Don't forget to look all over towns and caves/dungeons for freebies either!

NOTE: Do not try to skip things. If you try skipping an event, you won't be able to advance the story. Some have had difficulties with such things because they decided to try fighting the final boss early and similar things...There are some optional areas that don't matter, but unless noted every area is necessary to complete the game. Every time you get the chance, heal, upgrade your Zoids, and adjust your team+commands. Try to take all the freebies from every town and dungeon, most will come in handy!

#### Cebu Town

Grab the freebies, most importantly the commands. Talk to people in town until the main character has talked to three people and then you can leave town. Head west and you'll be forced into an easy battle. After beating the battle head west into the next town.

NOTE: You should stay away from building new Zoids for awhile. So far the Zoid you start with is much superior to anything you can find.

#### Llama Town

Head into the arena and talk to the Judgeman. After being signed up for battles talk to every warrior in town to find a partner. After talking to enough, head into the Zoid shop and you'll find one more. If that was the last warrior, you'll find the partner you seek as you exit the shop. Assign your partner in formation then head back to the arena and save. There are five battles, but this time only one is necessary to exit town. When you're ready to leave exit

town the way you came in and answer yes to your partner. Once outside of town head west. Be sure to save before entering the next town.

#### Old Village

As soon as you enter town you're thrust into a series of bad things. First off is a sub-boss which should be no trouble. Defeat the one with the Gatling equipped first and you'll have no trouble. After defeating the sub-boss, you should go to the Zoid shop and heal before anything else.

in the field...

You're faced with another pair of sub-bosses. For the first, just use your most accurate weapon. For the second power should be your concern, but be aware when it boosts it's evasion. After the battles head north to the next town.

#### Outlaws Town

Head straight to the Zoid shop to gain a new ally. Put this warrior in Saberlion and the main character in Gun Tiger for an easier time in battle. Save the game and go into an empty building in town. Your reward is another sub-boss! With the two Zoids you have, this battle is devoid of challenge. Nothing left to do in town afterwards, so go east into the next town.

#### Galilstorm

All this town really has to offer is it's arena, which has battles that are of little challenge still because of your superior Zoids. The last battle though is a boss, not an easy one either. Between battles in the arena, be sure to save and spend money upgrading your Zoids; you're going to need your DF as high as possible for the boss and you really want strong, accurate weapons too! After defeating the meanie boss, switch the main character back into Saberlion and head eastwards.

#### Mount Town

After some very convenient events take place, get ready for an easy arena battle. Beat the pathetic enemy into dust and you'll gain three more pilots and four more Zoids to be at your disposal. Head northwest after the events in town are over.



in the field...

One sorry enemy challenges you, they shouldn't give you any trouble as long as you keep the leader in the back row. After dealing with the riffraff it won't hurt to go back down and explore the E.Sea ruins just east of Galilstorm, but it's completely optional. When you're ready to advance the story head northwest from Mount Town.

#### Seas Town

This area is problematic for those not-so-skilled at listening...Change your formation so that only Zeru or Zan will enter battle. Answer yes to the challenge and then take note of what the answer to the next question means...

Yes: Zan must fight alone.

No: Zeru must fight alone.

Should your party not be setup properly, you'll be forced to exit the arena. Adjust your party and answer according to which character is in it.

After your inevitable victory put your formation like normal and try to exit the town. When the pause menu opens up, go to the commands menu and press Start with the "F.Drgn Gattai" command highlighted. If you do not, you can't exit town...now be sure to make ample preparations before you leave town, the next area has the most difficult random battles of the game!

As you leave town, events unfold and you are automatically taken to said area.

NOTE: While in this area, you cannot access your map or use Evactn U. Be sure to buy 3 Bm Cannons and 5 Smoke Units, it's impossible to buy these weapons elsewhere.

in the field...

Go through the dialogue and just enter the town directly east, nothing to do here. I should note however, Dark Horn is an excellent Zoid you can find fairly commonly around here and with upgrades it will remain useful for the rest of the game.

#### Imperial Twn

Head to the Zoid shop then the bar. After doing the rounds you'll have more than enough pilots to use six Zoids finally. I suggest fighting in as many random battles as possible now, the next bosses are rather difficult!

in the field...

As the characters said, your destination is in the east but first you must go northwards due to the mountains. Once you arrive at your destination you'll encounter one of the most difficult bosses in the game...With enough upgrades the boss isn't too difficult, but you should save the Red Horn BG for last to avoid the most powerful enemy being able to unleash it's most powerful weapon...

After the merciless battle, north is your destination. Heal and stock up on ShockWavs and React U.s before advancing too far, you'll need them against the next nasty boss...Save every time you reach a bend turning west, you don't want to be caught with low health! As for how to deal with this troubling enemy, first take out the little guy and then be rid of the missile-armed enemies. After the battle, things return to normal and you can use the map and Evactn Us once more.

#### Live Town

This town serves merely as a rest spot to heal, upgrade, and save without any enemies bugging you. Take advantage of this and then go northwest to the local cave.

#### Live Ruins

Just work your way to the bottom as you normally would, the events unfold on their own. You may want to consider returning to the bottom floor, there are two things you couldn't get before the events happened. Once this little misadventure is over, go north and follow the ridges to the next town.

#### Sandstorm

Everything except the arena is just a sideshow. The first battle is no different than any other arena battles but the rest of them have rules!

battle 2: No more than 4 Zoids, all must be flying types.

battle 3: No more than 4 Zoids, 1 must be LL-size.

battle 4: No more than 3 Zoids, limited to liger, tiger, and wolf types, only fixed offensive weapons allowed.

battle 5: No more than 3 Zoids, commands not allowed.

For battle 2, anything beyond Pteras types will suffice. Redler BoostC, R. Interceptor, and Storm Sworder are fine choices.

In battle 3, just get the data from a Gordos outside the city and build one of those.

As far as battle 4 goes, only use liger types. Your Leo Blaze with a couple Shield Ligers will do.

In battle 5 just use the 3 strongest Zoids at your disposal, it is a boss battle afterall.

After the boss battle heal then go northwest.

in the field...

Defeat an additional boss. No rules, so just use your 6 strongest Zoids. No difficulty really. Afterwards go north into the next town.

#### Bayside Town

Go straight to the bar. Do whatever you wish in town and then follow the path in the shallow water.

#### Tros Farm

Just a rest stop with some freebies really. All you'll find here is a Zoid shop run by a more-famous character. Any time you feel like it you can go west or east. In the east is the N.Sea caves, as well as a glitched area. The glitched area can be just barely traversed on the island and has stronger Zoids you wouldn't normally encounter for a little while. Every bit helps! Also, for the rest of the battles in the game be sure to use Supplier if you can! They give quite a lot of money in proportion to their difficulty. Also, until you get to the end of the north continent be sure to keep the Liger Zero in your party. It'll pay off later on if it has 100 CP or better.

in the field...

Simple enough, you're put in a 3-on-2 battle in your favor. Afterwards go further west into the next town.

## Tarim City

Not much to do here, just make the usual preparations. After leaving town you're forced into a 2-on-2 battle. There's no time to heal afterwards though, you're then forced into another battle against six Zoids, one of which has a bad pilot. Nothing left here, just go into the next town and save.

## Bell City

There's really nothing to do here...Save and be ready for a battle when you exit town. It's not that hard of a battle, but you should try to take out the enemies in the back row first so they can't increase their evasion. When you're done with that head west yet again for the next town.

## Sera City

Just a good excuse to save your game. Head north along the mountains for the next fight.

in the field...

You're greeted with four waves of enemies, but only the last one will be of any noteworthiness. At the beginning of every turn in the last wave, which row Zoids on both sides will change randomly. This should be of little consequence to you. After you're done with that, go around the mountains to the next city.

## Romeo City

Go to the bar and be ready for a battle. The enemy isn't very difficult at all, just save the two weakest enemies for last so you can use the Supplier command. Go east, you probably won't even need to heal.

in the field...

lv1! Use any L-size Zoid you have, the battle is a cakewalk. After the breezy battle go east to the next town on your world tour.

## McCulley

Go to the bar and don't leave until you're ready for a battle. By now you can build Geno Breaker and other such monsters, these enemies whose AT is limited to 150 are hardly a threat. After the battle just go east to the next town(my, how novel!).

## Morabu City

In town be sure to go to the bar and talk to the very large man. You won't get another chance to gain the command he has. You've got two battles in a row, the first of which you can beat while sleeping. The second you can beat while inebriated. However, you can only use 3 Zoids in the second battle and the enemy's leader can dish out decent damage whenever he decides to not waste his turn. After the battles go straight east for the next town.

## Saral City

The usual useless stuff is in town, but before leaving be sure to change Liger Zero into ZeroSchneider(from Chg Eq menu). The battle you're stuck with restricts you only to Liger Zero and it's pilot...It's a two-part battle. The first part ends after you or your enemy takes significant damage and the second part is an all-out slugfest! Focus on your strongest weapon in the second part, use your weakest to keep building up EP and still attack. If you built up Liger Zero's TP this battle shouldn't be \*too\* hard though. After the battle you can forget about Liger Zero and use the best Zoids you have. Go east after making preparations.

in the field...

Another cakewalk battle. With Zero Panzer, you can wipe out all the enemies in one shot(but it is a pretty slow Zoid). When you're done with this, go further east to the end of the peninsula.

## BD Outpost

Once you enter, you're immediately forced into battle with an infamous boss.

Just build up your team as strong as possible with things like Geno Breaker, Bloodler, Elephander, and Iron Kong PK. Take advantage of the fact that two of your enemies have shields requiring their total GEP to function and let them drain away their EP instead of destroying their shields. So long as you don't use the Mines command it shouldn't be \*too\* hard with a decent team. After the battle, you're automatically sent to the deep ocean.

in the field...

Be aware, in deep water performance of Zoids is limited. All land Zoids have their MM cut in half and all but three weapons in the game do half damage. Head east to the next town.

Cape City

Just a good opportunity to save and heal here. When you're done with that go south along the eastern side of the ridge.

in the field...

An easy battle. Just take out the wolves first, they're the only notable threat. You can beat the battle in two turns. Afterwards go to the cave that's plainly visible.

Cave Ruins

Just go to the bottom. On B5F there's a sub-boss but it should be of no consequence to you. While you're here you may want to pick up the data and part for Geno Trooper, it's less durable than Geno Breaker but it's significantly higher speed and identical particle cannon make it superior. With your business in the cave over with, go southwest.

## Sand City

This town is in ruins, having only a Zoid shop and an arena standing. Oddly there's a man inside the Zoid shop that sells weapons too...The only thing to do in this town though is to beat the enemy in the arena. The one stipulation for the battle is that no more than 3 Zoids may be used. The actual battle is rather easy too...After beating the battle it's time to go south.

## Rock City

In almost the same state as Sand City, Rock City actually has a few decent weapons to buy from the man inside the Zoid shop. If you find yourself taking heavy damage, EDistbce U is a deadly weapon that prevents an enemy from being able to hit you; but save it only for emergencies! Also like Sand City, this place only has anything going on in the arena. There are no rules for the battle this time and even less challenge. With this travesty of a battle behind you, it's time to fight on the islands scattered about the planet. None of them have especially hard battles, but you can only clear them in order. The first one is to the west.

## Silver Dome

Save before entering, you immediately go into battle upon entering. At this point the battle should be a breeze, but you may want to save a certain blonde-haired pilot as your last enemy to easily use the Supplier command and nab 175500 G. Go south to find the next island.

## Gold Dome

Basically the same as last time, only you're limited to 3 Zoids. If you know your Zoids well, you should note what each of your enemies is best at and use commands carefully so as to not force them into using their most powerful weapons. Go west for the third island battle.

## Platinum Dme

Nearly the same as the Gold Dome, except no commands are allowed and all 3 enemies are lightning-fast flying Zoids. Fortunately they're not all that strong and they're bad about using up their EP fast. Just use your strongest land Zoids and you should outmatch them. Go to the north for the fourth and last island battle.

#### Diamond Dome

No commands, limited to 4 Zoids. This time though, at least one of the enemies has a bit of punch. Two enemies also have shields, but one of them doesn't use too much EP anyways. Just focus your attacks as you normally would and you shouldn't have much difficulty. Congrats, now you can access almost every area of the south continent. For now only the southwestern part is of interest though.

#### Miletos Castle

Nothing here...Seriously, there is nothing here at all. Try barging in and you're just steered away from the gates.

#### Imperial Twn

Much the same as in the past, but the weapon shop has some decent guns available for purchase. These guns will not be available to buy after you beat the game, but you will be able to find them on wild Zoids then as well...

#### BD Base

Your current destination. Climb to the top floor and defeat a pair of bosses. The first one is very much meh but the second one fought immediately after can be challenging. The second boss limits you to only the main character...Choose your Zoids and equipment well! Upon winning the challenging battle, you're automatically moved to the next destination.

#### Desert cave

Standard boss-at-the-end-of-the-dungeon routine. Interestingly, the boss is horribly outmatched even if your team isn't very good. Between a shield that erases EP and not having any shooting weapons, it's not exactly a difficult battle. Mines even guarantees invulnerability for one turn! After the battle, return to the south continent.



## Ghost Dome

It's location is visible on the map, a tiny spec by the mountain range closest to the west coast. Save before entering and don't be intimidated by what the boss is: it's hardly a challenge despite it's appearance. Now you can freely explore two additional areas.

## South ruins

An optional area. Near the southwestern tip of the south continent. Here you'll face two little pathetic sub-bosses (pathetic even compared to the average group of random enemies) and an unnecessary boss on the bottom floor. If you want to build Death Stinger and Jagd Stinger, this is the only time before the game you have a chance to get Death Stinger's core and Jagd Stinger's data. Besides from that, the only purpose of this area is to add one more character to your database.

## Breton ruins

Next destination. It's next to a small lake on the south continent. At the bottom floor you'll encounter another boss having a going-away party. They can at times be dangerous but they won't often use their most powerful weapons due to EP problems. With the battle out of the way, go northeast along the mountains until you come across a cave you couldn't access without flying...

## Centl. ruins

Get ready, this is a 7-floor journey. Also the last dungeon in the game. Clean it out and don't enter the hole at the bottom until you've made all the upgrades you can to your team. I suggest putting off going into the hole until you have at least a good 30 minutes to sit through story events. Between bits of story, you must face two menacing bosses without a chance to heal. The first boss is roughly as strong as the one in the South ruins, the second has about 75% more health...With the battle over, you appear outside of Sandstorm.

in the field...

Dr. T asks if you're ready to plan your next move. Just say no, you'll want

to heal and adjust your party! Be sure to remove Bit from your team and heal up, it's about time for the final battle. When you're ready to fight again, head directly west from Sandstorm and Dr. T will prompt you to begin another long series of events. Answer yes. Talk to all five characters inside the transport and more fun stuff will happen. The final boss won't be any more difficult than the one before it, you can just breeze right through it. Don't bother using shields, they just waste your EP...

With the final boss defeated, go through the events of the ending and be sure to sit through the credits! Save your game when you're given the prompt, things have changed!

aftermath...

When you continue your game you'll be outside Sandstorm once more. Points of interest include Imperial Twn's weapon shop, Sandstorm's own Zoid shop, Tros Farm, Live Town's arena, and a new area with extremely strong wild Zoids is between Mount Town and Seas Town. Be aware that raising Pulse's emotions to the maximum won't do you any good...if you didn't before you beat the game, now's a good time to explore any caves you left alone and beat all 50 stages of Challenging Mode. You'll be pretty satisfied when you have every command in the game.

Also, be sure to enter the two codes at the title screen. If you don't, you'll never fill up your Zoids database.

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06A

System and Stats

06B

Basics

This section was previously titled "From the Manual", but changed since not that much of it actually is from the manual(a bit of a sad note...manual's not very good!).

Main Menu: After skipping all those annoying logos and finally opening up the menu you have three choices.

START A GAME: Start from the beginning of the story.

RESUME A GAME: Continue from where you last saved. Must have previously made a save.

OPTIONS: Change various settings and enter Challenging Mode.

#### Options Menu:

Challenging Mode: Play special battles with fixed Zoids, pilots, and commands. Each level has 5 stages, additional levels are unlocked as you advance the story. Each stage gives you various rewards for winning (some of which you can't obtain any other way).

Multiplay: Battle with a friend. Main character's name, win/loss record, and team rating is displayed pre-battle.

Transfer: Give/receive Zi Data or parts.

Database: View the database of 151 Zoids and 75 characters. Zoid entries are added when you obtain a Zoid or it's Zi Data, character entries are added when you see the character (with the exception of Dr. D).

Config: Change the main character's name and battle cry. Default name is Zeru, default battle cry is "Take this!".

Delete SaveData: Erases all parts of your save, including database entries.

#### Adventure Mode:

Outside of battles, you can't do as much. Outside of towns, hold down B button to move faster and press A button to open boxes. In towns press the A button on people to talk and on boxes to get what's inside. Press the B button on people to switch places with them (useful for the rare times those mindless peons trap you in a corner). Hold B button to move faster. In or out of towns, use A and B to scroll text during conversations, start to bring up the pause menu, and R or Select to bring up the map. The A button makes selections.

Towns: In towns you'll find random people to talk to (which rarely holds a purpose), some shops, an arena for battles with special rules, and some treasure scattered randomly. You can enter any building that has the front door open. Most notable is the shops! Go go consumerist lifestyle!

The shop with a hammer and anvil next to it's door sells items that heal Zoids in and out of battle. These items are relatively costly and the selection is only updated every few towns... Also sold at the shops are Evactn U and RTrans U, two very useful items. Evactn U teleports you to the entrance of the Zoids shop of your choice (that you've previously went to) and RTrans U returns you to the last place you used an Evactn U at. Note that all items can be used only once and disappear upon use (hello, logic people, logic!).

The shop with a gun on it sells weapons of every type from particle cannons to missiles to armors to radars, but selection varies by shop.

The shop with a Blade Liger's head is the Zoids shop! Here you can build Zoids, upgrade them, revive defeated ones, create CAS, and sell them as well. Just by talking to the attendant, the health of all your Zoids is recovered completely... But if it goes down to 0 for any you need to pay to revive them. You can upgrade the AT of your Zoids' fixed offensive weapons in five

increments of 20, GEP up twice in increments of 1(or 2 if it's high enough), DF increased in five increments of 5, and you can also change the color of your Zoids. All upgrades but paint vary in cost with the Zoid, paint costs 500 G. Each time you upgrade a weapon, the cost of the original upgrade is added meaning that the final upgrade will cost five times what the first did! 100 more AT is nice though since there is no other way to permanently increase the power of weapons...GEP upgrades don't rise nearly as much, but they go up as the GEP of your Zoid grows and are VERY expensive. For paint, your options are limited to the base color, red, green, blue, white, black, purple, or brown.

Pause Menu:

Status: View Zoids and pilots.

Zoids(L): View all the stats of a Zoid and brief explanations of them. I will only list the ones the game doesn't explain thoroughly enough:

EP: Maximum amount of energy a Zoid can have. At the beginning of a battle, you start with half this amount plus the amount of your Zoid's GEP. Most weapons consume EP, so try to keep check of it.

GEP: The amount of EP recovered at the beginning of each turn. Note that when you use ZOS your EP still only recovers at the start of the turn and not when your Zoid gets an action. Your Zoid also recovers the GEP amount when you choose Waiting(can choose Waiting with ZOS for multiple recoveries).

IV: The order Zoids act in battle is determined by this. The Zoid with the highest IV acts first. The IV is determined by combining SP and SR, so a Zoid with a high speed won't necessarily act first.

DF: Amount of damage reduced from attacks your Zoid receives. If your Zoid's DF matches or exceeds the AT of an enemy's weapon, it will do 1 damage. Sometimes an enemy will get a lucky hit though and DF won't come into play.

AM: The chance of an enemy attack not penetrating DF. It's a percentage and NEVER exceeds 99.

CLV: Level required for a pilot to be to use a Zoid at it's full stats. If the pilot does not meet this requirement even with skills, the stats of the Zoid will be reduced when that pilot uses it. Note that Zeru has an easier time meeting this requirement because Organoid levels are added to the pilot's level when used and Pulse is the only Organoid that goes up beyond level 1.

TP: Essentially the growth of a Zoid. A Zoid gains 1 TP for every battle that survives. Most stats of a Zoid(HP, EP, GEP, SP, MM, IV, and CP) increase by 1% every 2 TP...Stats do \*NOT\* increase 0.5% every 1 TP, it just doesn't work that way(odd enough!).

SIZE: As you'd expect, size matters! The smaller a Zoid is, the better it's evasion will be on top of it's stats. S-sized Zoids generally have the lowest stats but are the cheapest and have immunity to the Obstacles command. M-sized Zoids are a little stronger but other than Cyclops I none of them are particularly noteworthy. L-sized Zoids are what you will use the most as they have good stats and weapons. LL-sized Zoids tend to have even higher DF, but really only Gojulox and Jagd Stinger are noteworthy. XL-sized Zoids are beasts with the highest stats and most powerful weapons of all, but their size is crippling. XL-sized Zoids MUST be placed on the middle of either row and when

you put them into formation, only S-sized Zoids can be put in the row next to them.

Pilots(R): See the bonuses and such for pilots. Press A to choose which pilot to view. On the first screen press Start to edit growth type. Press A to advance from the pilot's stats to the pilot's skills to the Organoid's stats to the Organoid's skills.

EXP: Experience the pilot has earned.

NEXT: Amount of EXP needed to reach next level for pilot.

ORGD: The pilot's Organoid(only for Zeru, Van, Raven, and Rease).

Growth Type: Change which of a pilot's bonuses increase with level.

Offense: HP +2, MM +1, DCP +1, SR +3, HR +3.

Defense: HP +3, MM +1, DCP +3, SR +2, HR +1.

Evasion: HP +1, MM +3, DCP +3, SR +2, HR +1

Almighty: HP +2, MM +2, DCP +2, SR +2, HR +2.

Edit: Divide 10 points as you see fit.

Manual: Divide 10 points at level up as you see fit.

Random: Random bonuses(who'd have thought?) at level up.

Pilot Skills: See the skills of selected pilot with brief descriptions.

Organoid: See the bonuses an Organoid gives. Only Pulse's bonuses can be changed, which are dictated by his color.

Organoid Skills: See the special skills of an Organoid with brief descriptions.

Items: View the list of items in your possession. All of the items you can acquire except Evactn U and RTrans U are used to heal Zoids.

Zi Data: View the list of Zi Data(L) and Zoid parts(R) you've acquired.

Chg Eq: Add/remove weapons from the weapon racks on a Zoid. CAS can be changed here.

Chg Zd: Assign a pilot to a Zoid. If you remove a pilot from a Zoid in formation without assigning another pilot, the Zoid will be removed from formation.

Team: Change the formation of your team. Press B to exit, A to select a spot. Once you select a spot, press A to view the list of available Zoids or B to simply remove whatever is in the selected spot.

Commds: View commands available for battle. Press A on a slot to go to the list of available commands, B to cancel, or A again to choose a command for use. Use up and down on the D-pad to move one space, left and right an entire page.

Dbase: View the database. It's no different than if you do from the options menu except the music of the area you're in will be played.

Save: Save your game. Press A to confirm Yes or No, or B to cancel.

## 06C Combat (Battle Mode)

Automatically starts once you are attacked by an enemy (whether it be wild Zoids, opponent in an arena, or a boss). Every turn, Zoids have one action (2-3 if ZOS is involved). The order from first to last is determined by the IV of all Zoids in battle, highest acting first. Damage is dealt according to the AT of weapons and DF of Zoids.

At the beginning of a battle you have four options: Start a battle, Form a team, Create Commands, and Retreat. Sometimes you don't have the option to retreat.

**Start a battle:** Begin battle. Your options now are Start Combat, Commands, and Retreat. Start Combat begins the turn and attacks are made. Commands allows the use of a single command this turn before attacks are made. Retreat exits the battle with no EXP or gold gained, but damage to your Zoids remains. At times the Retreat option will not appear or will not work.

**Form a team:** Edit team formation, you can assign Zoids to your team that weren't in formation before the battle (must currently have a pilot).

**Create Commands:** Choose up to 10 commands for battle.

**Retreat:** Run away, gain nothing. There's a chance that you won't be able to retreat.

**Actions:** Each turn, a Zoid has three to five options. Using any of them counts as the Zoid's action for the turn (but with ZOS a Zoid can have up to three actions per turn).

**Attack:** Use a weapon to varying effects. Note that some weapons don't even damage enemies and pilot skills can enhance your ability to use weapons.

**Waiting:** Recover EP equal to your Zoid's, but can't use items or attack.

**Item:** Use a healing item. Can't attack.

**Organoid:** Call Organoid to boost stats. No other action. Option only available if character has an Organoid or Zoid is equipped with DummyOrgnd. Organoids can only be used once per battle, one Organoid per Zoid (even if the pilot comes with their own Organoid).

**CAS:** Change the current type of Liger Zero or Berserk Fury to another type you've built onto it.

After all Zoids have had an action, a turn ends and you get the options to continue the battle, use another command, or retreat. If the entire front row of a group of Zoids is defeated, the Zoids on the back row are automatically moved forward at the start of the next turn.

## 06D Zoids

The giant animal robots you use in battle. In this subsection, I'll explain the various stats of a Zoid, list all the Zoids in the game, and examine the strengths and weaknesses of each Zoid.

First, the stats! If all you're interested in is just simply getting through the game all of the stats aren't that important to you. Just concentrate on HP, EP, IV, DF, CLV, and CP. The rest is slightly less important, but if you want a truly powerful team you need to know all the stats well.

**HP:** The health of a Zoid. This number is how much damage a Zoid can take and it drops every time a Zoid is hit. If a Zoid's HP goes down to 0, it can't fight in a battle and can't be revived except at a Zoid shop or via a certain command.

**EP:** Energy of Zoid. Almost every weapon requires EP to use, so you may want to be conservative when it comes to weapons.

**GEP:** The amount of energy a Zoid recovers at the start of each turn. Maximum is 50.

**SP:** Has an effect on a Zoid's accuracy and IV. Maximum is 9999.

**MM:** Directly affects accuracy, evasion, and HR. MM of land Zoids will drop 50% in deep water. Maximum is 999.

**IV:** Determines when a Zoid acts in a turn, the highest going first. IV is SP combined with SR. Maximum is 9999.

**DF:** How much damage is reduced from hits. DF can only be increased by equipping armor and upgrading at a Zoids shop. Sometimes DF won't factor into damage, that is usually because of a critical hit but there are also a few weaker weapons that bypass DF completely.

**AM:** The chance of a weapon \*not\* penetrating DF. AM can only be increased by equipping armors and cannot exceed 99.

**DCP:** Defense against status ailments. If a single weapon deals damage equal to or exceeding a Zoid's DCP, it may gain the Freeze status even against a weapon that doesn't normally freeze. Higher also means less chances of a Zoid becoming frozen, confused, or pilot being disabled. Does not defend against Berserk.

**SR:** Determines IV. Maximum is 9999.

**CLV:** Level a pilot needs to be at. You \*CAN\* put a pilot in a Zoid that has a CLV higher than their own level, but that means the stats of the Zoid

will go down(the pilot isn't worthy!). There are character skills that make it easier to reach to CLV as well. Once a character's level is equal to a Zoid's CLV, the skills that aid in reaching CLV become useless.

TP: A Zoid's growth. Every 2 TP stats(HP, EP, GEP, SP, MM, DCP, SR, and CP) go up 1%. Maximum is 200.

CP: How much weight a Zoid can take on in weapon racks. CP is taken up according to a weapon's WP(no idea why they decided to make that confusing).

SIZE: The size of the Zoid. The only effects this seems to have is that larger Zoids have higher stats(especially DCP) and lower evasion, smaller Zoids are typically inferior, have better evasion, and are easier to inflict ailments upon. Possibly more notable is that XL-sized Zoids have special properties. They can only be put into the middle slot of each row and only S-sized Zoids can be in the same row.

### Team Formation

This is very important in battle. Next to putting only the best available Zoids in your team, formation is the most crucial part of your battle strategy. The formation you use dramatically changes how useful the weapons on your Zoids are. There are three things to consider in choosing the formation for your team:

- 1: Which row a Zoid is more useful in.
- 2: How easy a Zoid is to kill(HP and DF).
- 3: Any Zoids that may be better in it's place.

The row a Zoid is most useful in depends on it's weapons almost entirely. For example, one might think that Geno Saurer is best in the back row due to three of it's weapons being guns. However, due to how fast it consumes energy it would be best on the front row so it can use it's claws which are as powerful as it's particle cannon.

How easy a Zoid is killed should tell you if it belongs on the front or back row. Generally, the front row will take more damage so the weaker Zoids on your team should be on the back row.

If there is simply a better Zoid for a certain purpose at your disposal, you should give it priority over the weaker one. Let's say you had a team of three regular Konig Wolves, a Chimera Dragon, and a Goju. the Ogre. In this situation it would be best to put Chimera Dragon on the front row and use one of the Konig Wolves for support on the back along with GTO. Though the Konig Wolf wouldn't be able to use either of it's fixed offensive weapons, Chimera Dragon's grapple power is better with Hells Gate. Goju. the Ogre just does better on the back row anyways because it's best weapon has a 2-3S range.

### Damage and Accuracy



For the majority of players, all aspects of a weapon except the ATR will be important.

AT: Damage before applying DF. When DF is applied, actual damage will be AT minus DF. If the DF of the target matches or exceeds the AT of the weapon, damage will always be 1.

EP: Amount of EP required for use and how much the weapon uses when fired.

HR: Accuracy of a weapon. Note that accuracy of weapons on land Zoids drops 20% against flying Zoids(unless they have a special property). All weapons have an HR limit usually equal to twice the regular HR(oddest exception being GravityGun's standard HR being 99 but maximum being 100!).

TG: Range and number of a targets a weapon can hit. S is a single target, N is two in the same row, V is two in a line, W is an entire row, B is a block of four, and A is all enemies. A, B, and V can be used against enemies anywhere (all such weapons have 1-3 range). If a target is too close or too far away, you can't hit them with some weapons.

ATR: The properties of a weapon. B is bullets, M missiles, L lasers, P particle cannons and beam guns, G grapple weapons(such as claws), and None is special. These only factor in for pilot's skills, commands, and armors. Pilot skills affect the HR of all weapons with specific ATR, commands prevent use of weapons with specific ATR, and some armors don't protect against weapons with specific ATRs(for example: GoodGrpl+10% means a pilot gets a 10% bonus to HR of weapons with an ATR of G, BeamScreen prevents use of weapons with ATR of L or P, and F Rd Shld only protects against weapons with an ATR of G or None). All weapons with the ATR of None have special properties, such as GravityGun's odd accuracy of Jamng Blade's Confuse ability.

special properties: Some weapons have unique properties giving special effects, altering damage, or altering accuracy. These are explained later.

Example:

Enemy:	You:
1 4	A D
2 5	B E
3 6	C F

Let's say you want Zoid D to attack. Let's also say that Zoid D is a land Zoid and has two weapons. Weapon 1 has 83 AT, 2 EP, 40% HR, 1-2N TG, and the ATR is M and Anti-air. Weapon 2 has 149 AT, 26 EP, 190% HR, 2-3S TG, and the ATR is P and Homing. In this case, Weapon 1 can only be used against the front row of the enemy(Zoid 4, Zoid 5, and Zoid 6) but can hit two enemies in that row. Weapon 1 is also very inaccurate and has the properties of an Anti-air missile.

Now let's say Zoid 5 and Zoid 6 are your targets. Zoid 5 is a flying Zoid, has 10 DF, and is equipped with an armor that adds 10 more DF with an M property. Zoid 6 is a land Zoid, has 65 DF, and has an armor equipped that adds 3 more DF with a G property. If you use Weapon 1 you can hit both of them, but the results will usually be quite different. Because Weapon 1 has the property Anti-air, it's HR against Zoid 5 will not decrease. If Weapon 1 hits, the maximum damage it can do is only 83-provided DF isn't applied. If DF is applied, the damage is reduced by 10 for the target's own DF and then 10 more because of the armor's anti-M property. Total damage to Zoid 5 is 43 due to the DF. If Weapon 1 can somehow hit Zoid 6 and DF is applied, it will lower damage

by 65 due to the DF and the anti-G armor will not have an effect. Total damage to Zoid 6 is 18.

Now let us say that Zoid 3 is your target. Weapon 1's range is too short to reach, so your only option to damage Zoid 3 is to use Weapon 2. This time Zoid 3 has 120 DF, an armor that has 20 more DF with anti-B and anti-P properties, and another armor that gives +10 Evasion with the anti-Homing property. Because of the Homing property on Weapon 2 and the anti-Homing property on Zoid 3's armor, Weapon 2 is slightly less accurate against Zoid 3 than if it were another Zoid. If Weapon 2 hits, 120 damage will be reduced due to Zoid 3's DF and an additional 20 damage subtracted due to Weapon 2 having the kind of property Zoid 3's armor protects against (wow, the pilot of Zoid 3 has thought of just about everything!). The total damage will be 9 if DF is applied, but due to Weapon 2's high accuracy there's a good chance the DF will be ignored completely for a full 149 damage.

One more example! Let's say that you use Weapon 2 against Zoid 4. Zoid 4 is a swimming Zoid, has 190 DF, and an armor equipped that gives 300 more DF with an anti-B/M/L/G property. If Weapon 2 was to hit and DF is not applied, Zoid 4 will receive 149 damage. If DF is applied, Zoid 4's own DF reduces the damage by 190 and the DF of it's armor doesn't come into effect because it doesn't protect against weapons with the P property. Since 190 is higher than 149, damage after applying DF would be 1.

#### Zoids List

I've arranged this list just like the database but used the names from in the game. Please do keep in mind that some of these arrangements make absolutely no sense, but that's how they are in the game...Unless otherwise noted every weapon rack on a Zoid comes empty when built. Lastly, the data is very far from completion as I decided to finally start my fourth game to work on my walkthrough and this means I only had the Zi Data for far fewer Zoids...

Courtesy of Tigerhawk71, I finally have info on the transport Zoids! They are normally not something you can acquire, but with codes (look at some other FAQs for those: they're not my forte) you can have their Zi Data.

Gustav

Base Zoids: N/A

Parts: None

Cost: 100G

HP: 200

EP: 20

GEP: 1

SP: 135

MM: 40

IV: 635

DF: 30

AM: 95

DCP: 100

SR: 500

CLV: 6

TP: 0

CP: 0/100  
SIZE: M  
Weapon:  
AssistFire  
AT: 150  
HR: 50%  
TG: 1-3A  
EP: 0  
WP: 0  
ATR: / / /P/

Hover Cargo:  
Base Zoids: N/A  
Parts: None  
Cost: 100G  
HP: 350  
EP: 50  
GEP: 5  
SP: 410  
MM: 15  
IV: 1910  
DF: 60  
AM: 75  
DCP: 150  
SR: 1500  
CLV: 10  
TP: 0  
CP: 0/500  
SIZE: XL  
Weapon:  
AssistFire  
AT: 180  
HR: 75%  
TG: 1-3A  
EP: 0  
WP: 0  
ATR: / / /P/

Dragoon Nest  
Base Zoids: N/A  
Parts: None  
Cost: 100G  
HP: 800  
EP: 80  
GEP: 8  
SP: 120  
MM: 50  
IV: 1620  
DF: 70  
AM: 90  
DCP: 400  
SR: 1500  
CLV: 16  
TP: 0  
CP: 0/850

SIZE: XL  
Weapon:  
AssistFire  
AT: 250  
HR: 65%  
TG: 1-3A  
EP: 0  
WP: 0  
ATR: /M/ / /  
-HOMING-

Whale King  
Base Zoids: N/A  
Parts: None  
Cost: 100G  
HP: 1000  
EP: 1000  
GEP: 10  
SP: 827  
MM: 10  
IV: 2827  
DF: 70  
AM: 90  
DCP: 600  
SR: 2000  
CLV: 18  
TP: 0  
CP: 0/950  
SIZE: XL  
Weapon:  
AssistFire  
AT: 350  
HR: 75%  
TG: 1-3A  
EP: 0  
WP: 0  
ATR: /M/ / /  
-HOMING-

Republic Force

Liger Type:

Shield Liger:  
Cost: 38,000  
Parts: Z Core H1  
HP: 210  
EP: 25  
GEP: 3  
SP: 250  
MM: 75  
IV: 550  
DF: 25  
AM: 60

DCP: 150  
SR: 300  
CLV: 7  
CP: 40  
SIZE: L  
Weapon Racks: U(O/A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: ShockCann.

AT:100  
HR: 70%  
TG: 1-2S  
EP: 0  
WP: 0  
ATR: B

2: none

3: E Shield

Esld: 150  
TG: SELF  
EP: 2  
WP: 0  
Use: Active

4: Lsr Saber

AT: 150  
HR: 67%  
TG: 1-1S  
EP: 2  
WP: 0  
ATR: L/G

ShldLiger DCS:

Base Zoid: Shield Liger

Cost: 10,000

Parts: DCS Unit

HP: 210  
EP: 25  
GEP: 3  
SP: 250  
MM: 50  
IV: 550  
DF: 25  
AM: 60  
DCP: 140  
SR: 300  
CLV: 8  
CP: 30  
Size: L

Weapon Racks: U(A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: Shock Gun

AT: 100  
HR: 70%  
TG: 1-2S

EP: 0  
WP: 0  
ATR: B

2: Beam Cann.

AT: 140  
HR: 90%  
TG: 1-3S  
EP: 5  
WP: 0  
ATR: B(a programmer's mistake)

3: E Shield

Esld: 150  
TG: SELF  
EP: 2  
WP: 0  
Use: Active

4: Lsr Saber

AT: 150  
HR: 67%  
TG:1-1S  
EP: 2  
WP: 0  
ATR: L/G

S Liger DCS-J:

Base Zoid: ShldLiger DCS  
Cost: 25,000  
Parts: none

HP: 250  
EP: 27  
GEP: 2  
SP: 285  
MM: 60  
IV: 585  
DF: 45  
AM: 65  
DCP: 180  
SR: 300  
CLV: 13  
CP: 40  
Size: L

Weapon Racks: U(A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: Shock Gun

AT: 140  
HR: 70%  
TG: 1-2S  
EP: 0  
WP: 0  
ATR: B

2: Beam Cann.

AT: 230  
HR: 90%  
TG: 1-3S  
EP: 10  
WP: 0  
ATR: P

3: E Shield

Esld: 200  
TG: SELF  
EP: 3  
WP: 0  
Use: Active

4: Lsr Saber

AT: 200  
HR: 65%  
TG: 1-1S  
EP: 2  
WP: 0  
ATR: L/G

Spark Liger:

Base Zoid: Shield Liger

Cost: 30,000

Parts: EM Unit

HP: 240  
EP: 27  
GEP: 2  
SP: 250  
MM: 65  
IV: 500  
DF: 45  
AM: 60  
DCP: 160  
SR: 250  
CLV: 15  
CP: 40  
Size: L

Weapon Racks: U(O/A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: Shock Gun

AT: 140  
HR: 70%  
TG: 1-2S  
EP: 0  
WP: 0  
ATR: B

2: Laser Claw

AT: 180  
HR: 75%  
TG: 1-1S

EP: 3  
WP: 0  
ATR: L/G

3: Pot.Diffce(...)

AT: 25  
HR: 70%  
TG: 1-2S  
EP: 10  
WP: 0  
ATR: None/Freeze

4: Lsr Saber

AT: 190  
HR: 65%  
TG: 1-1S  
EP: 2  
WP: 0  
ATR: L/G

Blade Liger

Base Zoid: Shield Liger

Cost: 32,000

Parts: Norm.OS

HP: 280  
EP: 30  
GEP: 3  
SP: 305  
MM: 75  
IV: 705  
DF: 50  
AM: 65  
DCP: 200  
SR: 400  
CLV: 13  
CP: 50  
Size: L

Weapon Racks: U(A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: ShockCann.

AT: 140  
HR: 75%  
TG: 1-2S  
EP: 0  
WP: 0  
ATR: B

2: none

3: E Shield

Esld: 200  
TG: SELF  
EP: 3  
WP: 0



Use: Active

4: Lsr Blade

AT: 220  
HR: 70%  
TG: 1-1S  
EP: 3  
WP: 0  
ATR: L/G

BladeLiger AB:

Base Zoid: Blade Liger

Cost: 10,000

Parts: AB Unit

HP: 300  
EP: 35  
GEP: 3  
SP: 320  
MM: 85  
IV: 720  
DF: 50  
AM: 65  
DCP: 250  
SR: 400  
CLV: 16  
CP: 45  
Size: L

Weapon Racks: U(A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: ShockCann.

AT: 160  
HR: 75%  
TG: 1-2S  
EP: 0  
WP: 0  
ATR: B

2: AB Cannon

AT: 230  
HR: 95%  
TG: 1-3S  
EP: 8  
WP: 0  
ATR: B

3: E Shield

Esld: 200  
TG: SELF  
EP: 3  
WP: 0  
Use: Active

4: Lsr Saber

AT: 230  
HR: 75%

TG: 1-1S  
EP: 2  
WP: 0  
ATR: L/G

Liger Aero:  
Base Zoid: Shield Liger  
Cost: 18,000  
Parts: none

HP: 230  
EP: 25  
GEP: 2  
SP: 280  
MM: 95  
IV: 780  
DF: 45  
AM: 50  
DCP: 150  
SR: 500  
CLV: 13  
CP: 30  
Size: L

Weapon Racks: U(A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: Shock Gun

AT: 170  
HR: 85%  
TG: 1-2S  
EP: 0  
WP: 0  
ATR: B

2: none

3: E Shield

Esld: 300  
TG: SELF  
EP: 5  
WP: 0  
Use: Active

4: LaserSaber

AT: 200  
HR: 85%  
TG: 1-1S  
EP: 2  
WP: 0  
ATR: L/G

Saberlion:  
Cost: 6,000

Parts: Z Core SS

HP: 90  
EP: 20  
GEP: 2  
SP: 255  
MM: 90  
IV: 755  
DF: 15  
AM: 40  
DCP: 70  
SR: 500  
CLV: 3  
CP: 20  
Size: S

Weapon Racks: U(A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: HiWaveClaw  
AT: 35  
HR: 85%  
TG: 1-1S  
EP: 0  
WP: 0  
ATR: G

2: Hi WvBlade  
AT: 70  
HR: 65%  
TG: 1-1S  
EP: 6  
WP: 0  
ATR: G

3: Smoke Unit  
Eva: +30  
TG: SELF  
EP: 1  
WP: 0  
Use: Active

4: HiWaveFang  
AT: 40  
HR: 70%  
TG: 1-1S  
EP: 1  
WP: 0  
ATR: G

Liger Zero:

Cost: 75,000

Parts: Z Core UX, WildZ Data

HP: 260  
EP: 35  
GEP: 3  
SP: 307

MM: 75  
IV: 657  
DF: 55  
AM: 65  
DCP: 210  
SR: 350  
CLV: 15  
CP: 40  
Size: L

Weapon Racks: U(A), R(O/A), L(O/A), (A)

Fixed Weapons:

1: ShockCann.

AT: 160  
HR: 75%  
TG: 1-2S  
EP: 0  
WP: 0  
ATR: B

2: none

3: Ion Boost

SP: +300  
TG: SELF  
EP: 1  
WP: 0  
Use: Active

4: S Lsr Claw

AT: 240  
HR: 75%  
TG: 1-1S  
EP: 3  
WP: 0  
ATR: L/G

ZeroSchneider(CAU dev. only):

Base Zoid: Liger0 Series

Cost: 15,000

Parts: Schneidr U

HP: 290  
EP: 35  
GEP: 2  
SP: 310  
MM: 80  
IV: 710  
DF: 65  
AM: 70  
DCP: 230  
SR: 400  
CLV: 17  
CP: 30  
Size: L

Weapon Racks: U(A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: ShockCann.

AT: 160  
HR: 75%  
TG: 1-2S  
EP: 0  
WP: 0  
ATR: B

2: 5 Blades

AT: 400  
HR: 50%  
TG: 1-1S  
EP: 30  
WP: 0  
ATR: L/G

3: E Shield

Esld: 200  
TG: SELF  
EP: 3  
WP: 0  
Use: Active

4: Lsr Blade

AT: 270  
HR: 70%  
TG: 1-1S  
EP: 6  
WP: 0  
ATR: L/G

ZeroJaeger(CAU dev. only):

Base Zoid: Liger0 Series

Cost: 15,000

Parts: Jaeger U

HP: 280  
EP: 35  
GEP: 3  
SP: 330  
MM: 90  
IV: 830  
DF: 55  
AM: 70  
DCP: 240  
SR: 500  
CLV: 17  
CP: 30  
Size: L

Weapon Racks: U(A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: ShockCann.

AT: 160  
HR: 75%  
TG: 1-2S  
EP: 0  
WP: 0  
ATR: B

2: Vulcan Pod

AT: 95  
HR: 85%  
TG: 1-3V  
EP: 2  
WP: 0  
ATR: B

3: Ion Boost

SP: +500  
TG: SELF  
EP: 2  
WP: 0  
Use: Active

4: S Lsr Claw

AT: 240  
HR: 75%  
TG: 1-1S  
EP: 3  
WP: 0  
ATR: L/G

Zero Panzer(CAU dev. only):

Base Zoid: Liger0 Series

Cost: 20,000

Parts: Panzer

HP: 300  
EP: 35  
GEP: 2  
SP: 285  
MM: 75  
IV: 485  
DF: 80  
AM: 80  
DCP: 250  
SR: 200  
CLV: 20  
CP: 30  
Size: L

Weapon Racks: U(A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: G Launcher

AT: 200  
HR: 90%  
TG: 1-2S  
EP: 0  
WP: 0

ATR: B

2: Hybrid C.

AT: 250  
HR: 90%  
TG: 1-3B  
EP: 20  
WP: 0  
ATR: B/P

3: B.Big Ban

AT: 300  
HR: 80%  
TG: 1-3A  
EP: 25  
WP: 0  
ATR: M/Homing

4: S Lsr Claw

AT: 240  
HR: 60%  
TG: 1-1S  
EP: 3  
WP: 0  
ATR: L/G

Command Wolf:

Cost: 25,000

Parts: Z Core H1

HP: 120  
EP: 18  
GEP: 2  
SP: 210  
MM: 70  
IV: 1010  
DF: 20  
AM: 60  
DCP: 90  
SR: 800  
CLV: 4  
CP: 13/30  
Size: M

Weapon Racks:

U: 2Beam Cann

AT: 70  
HR: 90%  
TG: 1-3S  
EP: 3  
WP: 13  
ATR: P

COMMAND WOLF

R(O/A), L(O/A), D(A)

Fixed Weapons:

1: none

2: none

3: Smoke Unit

Eva: +30

TG: SELF

EP: 1

WP: 0

Use: Active

4: Bite Fang

AT: 60

HR: 65%

EP: 1

WP: 0

ATR: G

Com.Wolf Town:

Base Zoid: Command Wolf

Cost: 5,000

Parts: Rokt gun

HP: 140

EP: 20

GEP: 2

SP: 195

MM: 60

IV: 795

DF: 23

AM: 60

DCP: 100

SR: 600

CLV: 5

CP: 25

Size: M

Weapon Racks: U(A), (O/A), (O/A), D(A)

Fixed Weapons:

1: Rocket Gun

AT: 50

HR: 65%

TG: 1-3V

EP: 3

WP: 0

ATR: M

2: none

3: Smoke Unit

Eva: +30

TG: SELF

EP: 1

WP: 0

Use: Active

4: Bite Fang



AT: 85  
HR: 67%  
TG: 1-1S  
EP: 1  
WP: 0  
ATR: G

Comm.Wolf AC:  
Base Zoid: Command Wolf  
Cost: 8,000  
Parts: Attack U

HP: 170  
EP: 23  
GEP: 3  
SP: 200  
MM: 70  
IV: 1000  
DF: 23  
AM: 60  
DCP: 150  
SR: 800  
CLV: 8  
CP: 30  
Size: M

Weapon Racks: U(A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: LR Cannon

AT: 95  
HR: 90%  
TG: 2-3S  
EP: 3  
WP: 0  
ATR: B

2: none

3: Smoke Unit

Eva: +40  
TG: SELF  
EP: 1  
WP: 0  
Use: Active

4: Bite Fang

AT: 85  
HR: 67%  
TG: 1-1S  
EP: 1  
WP: 0  
ATR: G

Cerberus:

Base Zoid: Command Wolf

Cost: 15,000

Parts: none

HP: 200

EP: 25

GEP: 3

SP: 190

MM: 65

IV: 1390

DF: 40

AM: 65

DCP: 150

SR: 1200

CLV: 16

CP: 30

Size: M

Weapon Racks: U(A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: 2Beam Can.

AT: 220

HR: 90%

TG: 1-2S

EP 12

WP: 0

ATR: P

2: BeamVulcan

AT: 80

HR: 85%

EP: 14

WP: 0

ATR: P

3: Smoke Unit

Eva: +40

TG: SELF

EP: 1

WP: 0

Use: Active

4: Dbl Fang

AT: 180

HR: 65%

TG: 1-1S

EP: 2

WP: 0

ATR: G

Climber Wolf:

Base Zoid: Command Wolf

Cost: 5,000

Parts: Climb eng.

HP: 130

EP: 20  
GEP: 3  
SP: 200  
MM: 70  
IV: 1000  
DF: 20  
AM: 60  
DCP: 100  
SR: 800  
CLV: 8  
CP: 30  
Size: M

Weapon Racks: U(A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: 2-Laser

AT: 50

HR: 92%

TG: 1-3V

EP: 4

WP: 0

ATR: L

2: none

3: none

4: Bite Fang

AT: 85

HR: 67%

TG: 1-1S

EP: 1

WP: 0

ATR: G

Comm.Wolf IS:

Base Zoid: Command Wolf

Cost: 10,000

Parts: Dmgd Rifle

HP: 180

EP: 25

GEP: 3

SP: 200

MM: 75

IV: 1000

DF: 33

AM: 60

DCP: 150

SR: 800

CLV: 11

CP: 18/25

Size: M

Weapon Racks:

U: LR Rifle

AT: 130  
HR: 99%  
TG: 2-3S  
EP: 6  
WP: 0  
ATR: B  
COMMAND WOLF IS

R(O/A), L(O/A), D(A)

Fixed Weapons:

1: none

2: none

3: Smoke Unit

Eva: +40

TG: SELF

EP: 1

WP: 0

Use: Active

4: Bite Fang

AT: 120

HR: 70%

TG: 1-1s

EP: 1

WP: 0

ATR: G

Shadow Fox:

Cost: 38,000

Parts: Z Core H2

HP: 220

EP: 30

GEP: 3

SP: 290

MM: 90

IV: 1290

DF: 40

AM: 60

DCP: 170

SR: 1000

CLV: 12

CP: 21/35

Size: M

Weapon Racks:

U: LsrVulcan X

AT: 90

HR: 87%

TG: 1-3W

EP: 10

WP: 16

ATR: L  
SHADOW FOX

R(O/A): empty

L(O/A): empty

D: Opt.Camou.

Eva: +50

TG: SELF

EP: 3

WP: 5

Use: Active

Fixed Weapons:

1: E BiteFang

AT: 180

HR: 70%

TG: 1-1s

EP: 1

WP: 0

ATR: G

2: none

3: Smoke Unit

Eva: +50

TG: SELF

EP: 1

WP: 0

Use: Active

4: S Lsr Claw

AT: 220

HR: 75%

TG: 1-1S

EP: 3

WP: 0

ATR: L/G

Konig Wolf:

Cost: 42,000

Parts: Z Core KW, WildZ data

HP: 250

EP: 35

GEP: 3

SP: 290

MM: 90

IV: 790

DF: 55

AM: 60

DCP: 200

SR: 500

CLV: 14

CP: 45

Size: L

Weapon Racks: U(A), R(O/A), L(O/A), D(A)

Fixed Weapons:

1: StrikeClaw

AT:190

HR: 75%

TG: 1-1S

EP: 2

WP: 0

ATR: G

2: none

3: Head Gear

HR: +100

TG: SELF

EP: 1

WP: 0

Use: Active

Radar

4: E Bite Fang

AT: 180

HR: 70%

TG: 1-1S

EP: 1

WP: 0

ATR: G

KonigWolf DSR:

Base Zoid: Konig Wolf

Cost: 15,000

Parts: DSR Set

HP: 280

EP: 38

GEP: 3

SP: 290

MM: 85

IV: 790

DF: 55

AM: 60

DGP: 200

SR: 500

CLV: 16

CP: 18/40

Size: L

Weapon Racks:

U(A): empty

R(O/A): 5-Misl. Pod

AT: 120

HR:97%

TG:1-3V

EP: 10  
WP: 18  
ATR: M  
KONIG WOLF

L(O/A): 5-Misl.Pod(uses both racks!)

D(A): empty

Fixed Weapons:

1: StrikeClaw

AT: 190  
HR: 75%  
TG:1-1S  
EP: 2  
WP: 0  
ATR: G

2: D Snipr R.

AT: 300  
HR: 99%  
TG: 2-3S  
EP: 10  
WP: 0  
ATR: B

3: Head Gear

HR: +50  
TG: SELF  
EP: 1  
WP: 0  
Use: Active  
Radar

4: E BiteFang

AT: 180  
HR: 70%  
TG: 1-1S  
EP: 1  
WP: 0  
ATR: G

I should probbaly get around to finishing this section someday...

Zoid Examination:

The information on this section is centered around the stats in the Zi Data. None of this information is false and none is based on opinion(unless noted with an IMO). Keep in mind that looking cool isn't going to help you win a battle before you decide that what I've said is wrong...Also, it's better to weigh out both the good and bad of a Zoid before trying to use it. Bloody Demon may sound menacing, but even three Geno Saurers would be better.

Shield Liger: A very basic Zoid with an E Shield that becomes available fairly early in the game. On the upside there's lots of room for upgrades and improvements and can be equipped with up to three additional offensive weapons. On the downside it's obsolete as soon as upgraded versions are available, there are things much better than even it's best upgrade, and it's not useful on the back row because it's only projectile weapon has a medium range.

ShldLiger DCS: A worthy upgrade to Shield Liger. On the upside its beam cannons give it a shot at long range and it has a few higher stats than Shield Liger. On the downside, it's GEP is too low to constantly use it's beam cannons, building it limits further upgrades to only DCS-J, you lose one offensive rack, and it's still not that good.

S Liger DCS-J: The only way to go for Shield Liger fans. On the upside it's the best Shield Liger and even has a stronger shield. On the downside, it's the dead end for upgrades, it inherits DCS' energy problems, pales in comparison to many Zoids, and worst of all is obsolete due to Blade Liger.

Spark Liger: A highly-specialized Shield Liger upgrade that can freeze enemies. On the upside, it can freeze enemies, has enhanced weapons from Shield Liger, and retains all three offensive racks. On the downside, it's freezing weapon is very weak(one of the weakest in the game at 25 AT!), it has less defensive capability without a shield, and is nearly useless in the back row.

Blade Liger: A Shield Liger upgraded with OS and enhanced grapple abilities. On the upside it boasts superiority to Shield Liger, has a stronger shield, and stronger weapons. On the downside it still needs to be in the front row to be of much use and isn't much in the face of things like Geno Saurer.

BladeLiger AB: An upgraded Blade Liger with a punch even at long range. On the upside it's easily the best of the Shield Liger family, has equal abilities for both short and long range, and can be useful on the back row. On the downside it's still relatively easy to kill, loses an offensive rack, and becomes obsolete by the time it's available(Geno Scissors, anyone?).

Saberlion: Your basic starter. On the upside, it's better than all the other Zoids you can build early in the game. On the downside it has no projectile weapons and in every way is inferior to larger Zoids.

Liger Zero: A versatile kitten. On the upside it's comparable to Blade Liger and has CAS to adapt to enemies. On the downside it is only an average Zoid, needs to be in the front row for maximum usefulness, and using CAS takes one turn in battle.

ZeroSchneider: A close combat CAS for Liger Zero. On the upside, it has above average power for grapple weapons and an E shield to boot. On the downside, it shares the shame easy-to-kill nature of it's family, goes through EP like it's air, and isn't very useful except on the front row.

Zero Jaeger: A Liger Zero CAS with higher speed. On the upside it's faster and can even increase it's SP during battles. On the downside the only real firepower it has is it's claws and still needs to be on the front row to be very useful.

Zero Panzer: A heavily-armed CAS for Liger Zero. On the upside, it can deliver a good amount of punishment to EVERY enemy at the same time and has some use in the back row. On the downside it's better weapons DEVOUR energy that it



can't recover fast enough, with less than 20EP it too has limited use in the back row, and it's best weapon is homing(much easier to miss against enemies with StealthSys and ECM).

Zero Empire: A Liger Zero CAS made by Guylos, nearly identical to normal. On the upside it's cheap, doesn't require a CAS unit to build, and has some differences between it and regular Liger Zero. On the downside it's basically just a red Liger Zero with weaker claws...

Zero X: A high voltage Liger Zero CAS made by Guylos. On the upside, it can freeze up to four enemies with one shot of it's E Driver, it's Stunblade can freeze enemies on the front row, and it still has the basic weapons of the Liger Zero family. On the downside E Driver uses a lot of energy, it's still easy to kill, and isn't very fast.

Command Wolf: A run-of-the-mill M-sized Zoid. On the upside it's easy to come by, can increase it's own evasion, and can mount up to three additional offensive weapons. On the downside it's relatively weak in every way, and the only worthwhile upgrades only become available by the time they are obsolete.

Com.Wolf Town: A Command Wolf upgrade with better firepower. On the upside it does have better DF and power, looks pretty cool(IMO), and doesn't lose any major advantages that the regular Command Wolf had to begin with. On the downside it still suffers from mediocrity and is reduced to only two racks for additional offensive weapons. Odd that Rokt Gun is 20 points weaker than a regular Command Wolf's gun, but upgrading it does allow for greater power.

Comm.Wolf AC: A worthwhile Command Wolf upgrade that doesn't lose much. On the upside it is superior to a regular Command Wolf in every way, can be painted in Command Wolf AU's colors(white), and it's LR Cannon can be upgraded. On the downside it only has two racks for offensive weapons and it's LR Cannon has too long of a range(2-3S).

Cerberus: Overall the best Command Wolf upgrade. On the upside it's the best in pretty much every way and even the main gun on it's back can be upgraded. On the downside it's still inferior compared to most L-sized Zoids and it lost an offensive rack.

Climber Wolf: A Command Wolf upgrade that can hit two enemies at once. On the upside it's better than a regular Command Wolf and can hit two targets with it's 2-laser. On the downside it's as mediocre as every other wolf.

Command Wolf IS: Irvine's customized Command Wolf. On the upside it's LR Rifle provides a decent punch, it's Smoke Unit is enhanced, has overall better stats, and has three racks for offensive weapons. On the downside the LR Rifle can't be upgraded(removable!), only the color of it's shoulder armor can be changed, and is still rather mediocre.

Shadow Fox: A stealthy replacement for Command Wolf. On the upside it has even better grapple attacks than most wolves(technically foxes are canines anyways...bad listing though) and comes standard with evasion-boosting Opt. Camou(Optical Camouflage! woohoo!). On the downside it's main gun is useless(90 AT for 10 EP and it takes up CP? what the!?!), the Opt. Camou both takes up room and weight as well as eating EP every single turn it's active(...), Shadow Fox is still about as mediocre as the other wolves, and it can't keep it's energy up at all.

Konig Wolf: A wild wolf capable of enhancing it's own HR. On the upside it has nice grapple power, it's Head Gear can give it an edge in accuracy, and it

can equip three additional weapons. On the downside it comes with only grapple weapons, it lacks smoke (you can see the dischargers on its back!!!), its Head Gear is active use, and it's pretty sub-par overall.

KonigWolf DSR: An upgraded Konig Wolf with nice firepower. On the upside its DS Rifle is powerful enough to be useful even against the final boss (300 AT is nice), its missiles can hit two enemies at once, and it still has that Head Gear to boost HR. On the downside it needs more energy than it can produce, its HP and DF are fairly low, its missiles take up BOTH of its offensive racks (...), its Head Gear is half as effective now, and if you don't win a battle in one turn you'll surely need to have it wait to recover EP.

Gojulas: A bruiser with a good amount of room for additional weapons. On the upside it's got quite a mean bite (compared to other things available at the time), can carry more weight than a lot of smaller Zoids, is pretty survivable, and its upgrades are useful even against the final boss. On the downside its only projectile weapon is fairly weak and uses more EP than it's worth, it's best-suited for front row work, and is pretty slow.

Goju.the Ogre: A Gojulas with nice guns and better performance. On the upside it has nice firepower that will give any boss a run for its money. On the downside its firepower is only made useful when it's on the back row, it's still slow, and isn't available until pretty late in the game.

GojulasGunner: Gojulas with big guns. On the upside it can be of use elsewhere besides the front row against enemies in their front row and is more powerful than a regular Gojulas. On the downside it's weaker than a GTO (Goju.the Ogre) and could really use a higher GEP.

Gojulas Giga: A Gojulas relative with greater grapple power. On the upside it has admirable power in its fangs, can damage all of the enemy's front row with its tail, and its shield provides good protection along with its nice DF. On the downside it has no projectile weapons, it's slow, and its Hyper E Shield uses too much EP.

Goju. Giga C.: Gojulas Giga with nice cannons slapped onto its back. On the upside its cannons are even better than those of GTO, it has even higher HP than Gojulas Giga, its cannons can be fired at any target regardless of the placement of the user, and it loses none of the major strengths Gojulas Giga has. On the downside...It's a bit expensive and it's not available until later in the game.

King Gojulas: Simply the ultimate Zoid. On the upside its Blade Horn is the most powerful weapon on any Zoid in the game (620 AT!!!), it is obscenely hard to kill (2000 HP, 300 DF, 90 AM standard!), has a massive amount of CP and EP, it's essentially the only XL-sized Zoid worth building, and is just plain mean. On the downside it is the single most-expensive Zoid in the game (700,000!), it costs ridiculous amounts to upgrade anything on it (better upgrade GEP before you use it battle!), its XL size is limiting, and it's pretty slow. A nice feature is that at 200 TP it's impossible to overequip.

Ultra Saurus: A really big Zoid that's good in water. On the upside it's a real dreadnaught with considerable durability and firepower, has the highest CP of any regular Zoid, and is also capable of using the CannonPhalanx command. On the downside it's quite expensive, its size is very troublesome, and it's nothing compared to King Gojulas. When at full growth, it's impossible to overequip it (400 CP...GravityGun x2+FusionArmX x2=298 CP).

Ulte. Phalanx: A superior version of Ultra Saurus. On the upside it's improved in every way and is the best Zoid for battles in deep water. On the downside

it's still inferior to King Gojulas, it has that nasty size problem, and isn't worth it because of it's price. It's slightly slower and doesn't have as much CP as Ultra Saurus, but it's otherwise superior.

Gordos: An ugly bugger with just decent firepower. On the upside it's common enough to easily acquire for that troublesome arena at Sandstorm and can increase it's own SR. On the downside even Shield Liger would be a better idea and Gojulas is far superior.

Gordos LR: Gordos with a greater punch at a distance. On the upside it's better than a regular Gordos in about every way. On the downside it's still inferior to everything else out there, use your GC Sets for GojulasGunner instead!

Dibison: An average Zoid with good SR and decent firepower. On the upside it has a high enough SR to get the jump on a lot of slower enemies, Megalo Max delivers a decent amount of damage to four enemies, and it has decent power even when it runs low on EP. On the downside it won't usually be able to use Megalo Max on the first turn, Megalo Max eats through EP, and is fairly easy to kill.

Gravity Bison: Dibison with better armor. On the upside it's more survivable and has better grapple power. On the downside it's sacrificed the power of it's main guns for it's superior grapple power.

Cyclops I: A Cyberdrive Zoid with surprising capabilities. On the upside it's Long Spear ties with Gilvader's GravityGun as the second most-powerful fixed weapon, it's SmokeSpryr enhances evasion quite a bit, and is remarkably durable(130 DF) for an M-sized Zoid. On the downside it's hideously expensive(240,000), has limited use on the back row, and is only available via a code. Weapons seriously lack accuracy.

Cyclops II: A slightly different Cyclops. On the upside it has about the same durability as Cyclops I and the same secondary weapons. On the downside it's horn is weaker than that of Cyclops I but has all it's other problems as well. It's weapons are slightly more accurate than Cyclops I.

Gun Sniper: A tiny little gunner. On the upside it has a few nice upgrades available. On the downside the basic type is very unremarkable and all types are very easy to kill.

GSnpr Weasel: A Gun Sniper with better firepower. On the upside it's best weapon is stronger than the regular Gun Sniper and can hit two enemies. On the downside it can no longer mount additional offensive weapons, burns through EP fast, and is still very easy to kill.

Gun Sniper LS: Leena Tros' customized Gun Sniper. On the upside it's three projectile weapons all hit multiple enemies and it's AnchorClaw has nice power for when it's EP inevitably runs low. On the downside it consumes EP ridiculously fast, can't mount any additional offensive weapons, has about the lowest CP in the game(5, not 15, not 50...5!!!), and is *still* easily killed.

Gun Sniper NS: Naomi Fluegel's customized Gun Sniper. On the upside it does everything Gun Sniper does twice as good and has a very high SR. On the downside it's *still* easily killed.

Snipe Master: Gun Sniper replacement with better performance overall. On the upside it's just better in every way. On the downside it's still cannon fodder.

SMastr A-Sild: Snipe Master with more protection and better grapple power. On the upside it tends to survive longer and has more grapple power. On the

downside it can no longer mount additional offensive weapons, has a painfully low CP limit, is among the slowest Zoids in the game(200 IV!), and is still easy to kill.

SnpMaster FB: Snipe Master with better speed and maneuverability. On the upside it has a decently high IV and can increase it's own MM. On the downside it has all the same weaknesses as SMastr A-Sild.

Godos: One of the first Zoids ever made. On the upside it's cheap. On the downside it's crap and not even Iguan makes it worth building.

Cann. Tortoise: An old little turtle with a nice gun. On the upside it's cheap and it's core is common. On the downside it's pitiful, it's upgrade isn't worth building, and don't say I didn't warn you about it's suckiness. A side note: it doesn' have AA guns in the game.

C Tortoise BC: A Cannon Tortoise with a gun larger than it's body. On the upside it's better than a regular Cannon Tortoise. On the downside it still sucks.

Barigator: A funky swimming Zoid. On the upside it's passable for the early areas and doesn't fall prey to the weaknesses of land Zoids in deep water. On the downside it's horribly weak and has only one offensive rack. Where are it's missiles?

Stealth Viper: A snake that attacks fast. On the upside it has a good IV and it's most powerful weapon doesn't even use EP. On the downside it's still incredibly weak, has the lowest DF in the game(5!!!), and can only equip one more offensive weapon. You know something's wrong when the enemy kills you in one shot without even penetrating your DF!

Guysack: A scorpion with decent speed. On the upside it attacks fairly quickly and can boost it's own evasion with Smoke Unit. On the downside it's easy enough for a modestly upgraded Saberlion to kill in one hit and it lacks firepower.

GuysackStingr: Stinger's diabolically customized Guysak. On the upside it's ParlyzMist both freezes and disables the pilot bonuses for three enemies at once and has a pretty high SR. On the downside it's quite weak and easy to kill(but it may not seem that way when you fight Stinger...).

Double Swords: An upgraded Saicurtis. On the upside it's superior to Saicurtis in every way. On the downside it's horribly weak even for a flying Zoid(50 HP!!!), has the weakest weapon in the game(18 AT!!!), and can't equip additional offensive weapons.

Pteras: The most basic flying Zoid. On the upside it'll keep your desire to fly satisfied until you can graduate to stronger Zoids like Redler. On the downside it's very easy to kill.

Pteras Bomber: The most powerful of the Pteras family. On the upside it's Airraid Mssl has satisfactory power and EP is never a problem with it's standard weapons. On the downside it's still easy to kill and is nothing in the face of upgraded Redler types.

Pteras Radome: Pteras with a Wild Weasel Unit's radar dome slapped on it's back. On the upside it doesn't lose any of the benefits Pteras has and it's Radome can increase HR. On the downside it remains easy to kill and lacks firepower.

Storm Sworder: The first flying Zoid you gain access to that can begin to compare with land Zoids. On the upside it's Top Sword has a decent amount of power. On the downside it's only projectile weapon uses a lot more EP than Storm Sworder can generate and overall a land Zoid would be better (unless your only concern was speed and a slight evasion boost).

StormSwordr F: A downgraded Storm Sworder. On the upside it's new gun can hit four enemies at once and has more CP than a regular Storm Sworder. On the downside it's inferior to Storm Sworder in every way (save for CP) and can't be upgraded into FX...

StormSwordr FX: The best Storm Sworder. On the upside it has even better firepower with it's LR Cannon, it's Iron Claw is comparable to the claws from Geno type Zoids, it has a shield, and has extreme speed (four times the speed of sound is lovely!). On the downside it's still easier to kill than a land Zoid, it's new weapons look a little bit...nasty, and it is a bit on the expensive side.

Raynos: A flyer faster than Pteras that can increase it's own HR. On the upside it has more power than Pteras and can make it's weapons more accurate. On the downside it uses EP a little fast, needs to be in the front row for maximum effectiveness, and is still easy to kill.

Pteramander: A tough flyer. On the upside it's FlameThrwr hits two enemies and drops their DF, it's other weapons can hit enemies anywhere, and it's among the most durable flyers around. On the downside it's \*still\* inferior to land Zoids, it's a bit slow for a flyer, and it's FlameThrwr has a painfully short range (1-1N).

Hammer Head: A shark that swims and flies. On the upside Hammer Head has good firepower for a flying Zoid and is fairly durable as well. On the downside it's pretty much mediocre and is vulnerable to both Off-Grd Mines and Water Mines.

Hammer Head VL: Hammer Head with the Viking Lance Unit. On the upside it has enhanced grapple power, can increase the HR of allies, has higher DF, and it's lance is 100% effective in deep water. On the downside it needs to be on the front row for maximum effectiveness. Has one of only three weapons in the whole game capable of dealing full damage in deep water.

Mad Thunder: A large Zoid designed to kill Death Saurer. On the upside it's Magnaser is very powerful (450 AT!) and it comes standard with an A-par. Shld (which provides an additional 200 DF against beam weapons). On the downside Magnaser uses a lot of EP, it's heavy armor occupies a weapon rack and only protects against beam weapons (particle cannons and beam guns), and it's XL size is a major weakness (especially with only 800 HP).

Gun Blaster: A gun-happy Zoid with surprising capabilities. On the upside it's Rolng Cann hits two enemies, it has a shield of it's own, it has a decent grapple weapon, and it can increase the HR of your entire team. On the downside it goes through EP like it's out of style and is only average.

Iron Kong: A famous large Zoid with a very strong punch. On the upside it's punch is pretty powerful, it's missiles have good accuracy, it's SR is high, and it's upgrades can be useful throughout the game. On the downside it's best on the front row, it's missiles erase it's EP, and it's relatively expensive when you first gain access to it.

Iron Kong PK: An infamous upgraded Iron Kong used by the Proitzen Knights unit. On the upside it is not that easy to kill (120 DF is nice), it's knuckles are strong, it's best weapon hits two enemies, and it improves on Iron Kong in

virtually every way. On the downside it's even more expensive.

I K Manuever: Iron Kong with better speed. On the upside it is even faster, it can boost it's own MM in battle, it's 6-Mssl Lchr is strong enough to be of use now. On the downside you're better off with one of the other upgrades.

Iron Kong SS: Karl Lichten Schwarz's customized Iron Kong. On the upside, it's better than a normal Iron Kong. On the downside the only decent weapon it has is it's knuckles and overall it's about the weakest upgrade for Iron Kong.

Hammer Rock: A tiny gorilla. On the upside, it's the only gorilla in the game that has it's guns stronger than it's fists. On the downside, it's inferior to the Saberlion and Gun Tiger you are given early in the game.

Iron Drill: A mandrill upgrade to Iron Kong. On the upside, it has the best offense of all the Iron Kong family and doesn't need extra parts to build. On the downside it's DF is just a bit lower than that of Iron Kong PK and it only has two weapons.

ZaberFang Old: A very basic tiger(Zenebas). On the upside, it caters well to the Multi-fire skill. On the downside it's inferior to Shield Liger beyond it's multiple guns.

Zaber Fang: A slightly upgraded Zaber Fang(Guylos). On the upside, it's better than ZaberFang Old in nearly every way. On the downside, it's still inferior to Shield Liger. The only visible difference is the darker eyes and that it can be painted like the Forrest Type(green with orange eyes).

Zaber Fang RS: Raven's personal Zaber Fang. On the upside, it's actually a match for Shield Liger and becomes available early enough to warrant using. On the downside it's still not much in the face of any upgraded type of Shield Liger and won't be useful for very long.

Zaber Fang SS: Karl Lichten Schwarz's customized Zaber Fang. On the upside it's one of the best Zaber Fangs. On the downside it's just not that great and the gatling is rather weak.

Zaber Fang AT: Zaber Fang upgraded with the Assault Unit. On the upside it's stronger than a regular Zaber Fang and can hit four enemies at once. On the downside it's still on the lower end of Zaber Fang upgrades.

Zaber Fang TS: A customized Zaber Fang used by the Tigers Team. On the upside it's SR Cannon matches it's fangs in power and it's good with the Multi-fire skill. On the downside it really needs to be on the front row for maximum usefulness and it only offers two types of weapons (bullets and grapple) which can be a problem in the face of some armors.

Diablo Tiger: One of the Cyberdrive Zoids(shh! from the future!). On the upside it's Cyber Fang is quite powerful and it has Opt. Camou as a fixed weapon. On the downside it's Cybr Cannon is a bit weak and is overall inferior to Blitz Tiger.

Gun Tiger: A tiger received early in the game. On the upside it's better than all the other S-sized Zoids you have access to for awhile and you're given one for free. On the downside it becomes obsolete as soon as L-sized Zoids are available and can't keep it's EP high enough to consistently use it's Static Magn.

Geno Saurer: A formidable Zoid with a particle cannon. On the upside it's particle cannon damages four enemies and overall it's a decent Zoid. On the

downside it's weapons use too much EP. Word of advice: use it's claws, they have the same AT as it's particle cannon.

Psycho G Sau.: A slightly modified Geno Saurer. On the upside it's different than a normal Geno Saurer. On the downside it's only available after the final boss and is FAR obsolete by that time.

Proto Breaker: A prototype for Geno Breaker(Super Geno Saurer was the original prototype). On the upside it's definitely better than Geno Saurer...But on the downside it's considerably inferior to Geno Breaker and isn't even available until Geno Breaker is. There's also the fact that it can't be equipped with any extra offensive weapons...Ouch. Oh yes, it's particle cannon also uses more EP...

Geno Breaker: An enhanced Geno Saurer. On the upside it has significantly better grapple power and it's particle cannon is 50% more powerful. On the downside it still lacks EP, it doesn't have Weapon Binders(which it does everywhere other than GBA games), and it's particle cannon only hits two enemies.

Geno Scissors: A further upgraded Geno(originally upgraded Geno Saurer, now upgraded Geno Breaker). On the upside it has even better grapple power than Geno Breaker and has an additional gun on it's back. On the downside both of it's guns are disabled by the Beam Screen command and takes awhile to acquire(need Z Core GS and Lmt. OS to build Geno Saurer, upgrade to Geno Breaker, need Sciss. Parts to build Geno Scissors).

Geno Trooper: The opposite of Geno Scissors...with wings! On the upside it's basically a flying Geno Breaker with a focus on guns and is faster. On the downside, it's slightly easier to kill than Geno Breaker or Geno Scissors(lower HP+DF). IMO this Zoid is also very useful and is great in Juno's hands.

Geno Flame: A bizarre Geno Saurer upgrade. On the upside it has a particle cannon with 25% more power that hits all enemies, strong claws, the highest DF of the Geno family, the strongest shield in the game(tying with Berserk Fury's), and a powerful beam cannon. On the downside it's relatively slow and everything but it's claws uses a lot of energy.

Berserk Fury: A nice dinosaur with CAS. On the upside it's particle cannon hits all enemies, it's shield is the most powerful in the game(tying with that of Geno Flame), it has good grapple power, and the CAS gives it additional versatility. On the downside the only projectile weapon it has is it's particle cannon, it's heavy on energy use, and using CAS takes a turn.

Strum Fury: A close combat CAS variant of Berserk Fury. On the upside, it's X Breaker has the highest grapple power of the whole Fury family(360 AT!), it has greater speed, and better DF. On the downside it's only projectile weapon is it's particle cannon so it's necessary to place it in the front row to warrant using over a regular Berserk Fury. Interestingly, it is an incomplete CAS and the only one available in the form of a model(though the Storm Unit is quite a rare find).

Jagd Fury: An artillery CAS variant of Berserk Fury. On the upside it has the greatest power at a distance of the Fury types, it's LR Cannon is quite powerful(350 AT!), and it's overall superior to a regular Berserk Fury. On the downside it's best weapon requires Jagd Fury to be in the back row for maximum usefulness, all it's projectiles are hefty on EP, and it has limited use on the front row.

Berserk Fury Z: The best CAS variant of Berserk Fury. On the upside it's very

fast, it has quite a high energy output(20 GEP, can be upgraded as high as 44 GEP!), it has room for some nice weapons(50 CP), and it surpasses all the other Fury types(150 DF, claws just shy of the power of Strum's X Breaker, and a nice missile launcher). On the downside it's very expensive to upgrade. The story behind it is a bit interesting...The Z is short for Zenebas, it's the only complete CAS variant of Berserk Fury, and the story has it with the genes from both Death Saurer and Death Stinger(rather odd for an armor change!).

Death Saurer: An infamously powerful Zoid. On the upside it's particle cannon hits all enemies for 400 damage, it can take a good amount of punishment(1000 HP, 200 DF), and has good grapple power as well. On the downside it's XL-sized and inferior to a few others of it's size(notably King Gojulas, Gilvader, and of course Death Meteor).

Bloody Demon: A toned-down Death Saurer with a couple of guns slapped onto it's back. On the upside it's more powerful than a lot of L-sized Zoids and it's the only of it's family with a unique animation. On the downside it is the single worst XL-sized Zoid and it's so weak it's not worth limiting two of the Zoids in your team to S-size.

Death Meteor: An evolved Death Saurer with remarkable power. On the upside it has the most powerful particle cannon of all(480 AT! 1-3A!), is very survivable(1500 HP, 250 DF), and has excellent grapple power as well. On the downside it's only projectile weapon is it's particle cannon, it's hideously expensive, and it has a relatively low CP limit.

Red Horn: A very basic Zoid. On the upside it can be upgraded into Dark Horn. On the downside it's otherwise mediocre and not that useful. Interestingly, it was originally a Zenebas Zoid but was later used by Guylos(like most of the Guylos Zoids from 1999+).

Red Horn BG: A Red Horn needlessly upgraded with a beam gatling. On the upside it can hit more enemies in one turn than Red Horn can. On the downside it can no longer be upgraded into Dark Horn and is inferior to it.

Dark Horn: A superior version of Red Horn. On the upside it has enough durability and firepower to remain useful even against final boss and it has enough CP and EP to slap big guns onto it's sides. On the downside it's best weapon only hits one enemy. IMO it is one of the best Zoids for Tita to use.

Dark Horn HS: Harry Champ's customized Dark Horn. On the upside it's even better than a regular Dark Horn and has even more power. On the downside it's not available until pretty late in the game.

Black Rhimos: An M-sized rhinoceros. On the upside it can freeze two enemies with one shot and is just barely acceptable at the time it becomes available. On the downside fighting it is bothersome when you can't easily kill enemies in one hit and it's limited in power.

Elephander: A real tank. On the upside it's got good durability(380 HP, 100 DF), has good power, can carry a good amount of weight, and is relatively inexpensive. On the downside it's a bit on the slow side and is a bit unimpressive once Genos and Furys are easily available.

Elephander AG: Elephander with a missile launcher senselessly thrown on it's back. On the upside it can now hit three targets at once. On the downside the only major difference between it and a regular Elephander is the missile launcher(which has a bullet type weapon o\_0) so it isn't worth building to most people.



Lightng Saix: A black cheetah with decent speed. On the upside it can be equipped with up to three additional offensive weapons. On the downside it's main gun cannot be upgraded, it's overall inferior to most Shield Ligers, and there's little reason to build it.

Lightg SaixBS: A white Lightning Saix upgrade that sacrifices a bit of speed for more power. On the upside it's main gun has been upgraded(130 AT) and it looks quite different when painted. On the downside the upgraded gun is pointless because it's still pathetic. IMO it is named well. BS indeed!

Dark Spiner: A dinosaur with formidable special weapons. On the upside Jamng Blade drives enemies crazy, Elect. Fang freezes enemies, it has good durability, and it can tack on a good bit of extra weight(60 CP). On the downside it's Jamming Blade is a bit weak and the status it inflicts is pointless against non-human enemies. The only Zoid capable of inflicting the Confuse status.

Killer Spiner: Dark Spiner with Killer Dome attached to it's back. On the upside it's even more durable and more powerful. On the downside it's only multi-target weapon has a horrible range(1-1W), it loses the abilities that made Dark Spiner so great, and an advanced Geno would generally be better. An odd note, only Killer Dome's weapons are used...

Rev Raptor: A small Zoid with decent grapple ability. On the upside it's cheap and can hold it's own on the front row. On the downside it's weak, easily killed, and has no projectile weapons of it's own.

Rev Raptor PB: Rev Raptor with a large spear on it's back. On the upside it's new spear has even greater power and it has better stats overall. On the downside it retains all of Rev Raptor's weaknesses.

Rev Hunter: A superior Rev Raptor upgrade. On the upside it's harder to kill, has greater power, and it's KillrLance has a unique animation(you need to see it in action!). On the downside it still has Rev Raptor's weaknesses, but it's a little harder to kill.

Atak Kat: A tiny feline with decent speed. On the upside it has a relatively high SR and it's Opt. Camou is a fixed weapon. On the downside that's really all it has to offer.

Iguan: An upgraded Godos. On the upside it's better than Godos. On the downside it still sucks.

Hellrunner: One of the tiniest and earliest Zoids. On the upside it's cheap(3000!). On the downside it is the WEAKEST Zoid in the game(45 HP and two VERY pathetic weapons). It's literally impossible to not meet it's CLV.

Gator: A tiny dinosaur with a MAD. On the upside it seems to attack fairly fast and it's weapons use very little EP. On the downside it sucks in every other way. A bit atrocious though...Using it's SR-affecting weapon on itself actually drops it's SR!

Killer Dome: A crab with radar. On the upside it's radar increases the HR of an ally, it's immune to mobility penalties of deep water, and has a surprisingly high IV. On the downside it's just simply a bad Zoid.

Redler: The basic imperial flying Zoid. On the upside it's a decent flyer and has room for a few good upgrades. On the downside it MUST be on the front row to use either of it's two weapons and it's easy to kill(as are most flyers).

Redler BoostC: A Redler upgraded with Booster Cannons. On the upside it has better stats overall and now has powerful cannons. On the downside it has the regular easy-to-kill nature of a flying Zoid and doesn't have quite enough EP.

R. Interceptor: The best basic Redler upgrade. On the upside it has the second-highest stats of the Redler family. On the downside it's gun is weaker than that of Redler BoostC.

Bloodler: A stealth Redler. On the upside it is superior to all other Redlers, the built-in StealthSys makes it hard to hit with missiles, and has superior weapons. On the downside it needs to be in the front row for maximum effectiveness and it isn't available until more than halfway through the game.

Zabat: A batty Zoid. On the upside it's pretty cheap(6000) and has decently powerful claws. On the downside it is weaker than most flying Zoids, it's guns are pathetic, and it can't be equipped with additional offensive weapons. Has the highest IV and lowest AM oddly.

Gilvader: The most powerful flying Zoid ever. On the upside it has a built-in GravityGun, it is the most durable flying Zoid, and all of it's weapons are nicely strong. On the downside it's a bit expensive, is only available with a code, is easier to kill than most XL-sized Zoids and is XL-sized itself.

Brachios: A tiny and cheap dinosaur for the seas. On the upside it can easily recover it's EP completely(the mislabeled Solar Unit recovers 100 EP) and doesn't fall victim to the penalties of operating underwater. On the downside it's a poor Zoid in every other way.

Wardick: One of the better(though one of the worst-named) swimming Zoids. On the upside it has weapons that are very effective in deep water, it has a weapon that both pierces defenses and disables an enemy's pilot bonuses, and it is decently durable. On the downside it has nothing else to offer. Has one of three weapons in the game that can perform normally in deep water.

Sea Striker: A ray that swims and flies. On the upside it gets the bonuses flying Zoids do. On the downside it is completely inferior to almost every Zoid out there. Has one of three weapons in the game that isn't hindered by deep water.

Molga: A larva(caterpillar) available early on. On the upside it's cheap. On the downside it's inferior to Saberlion and Gun Tiger even and has a single offensive rack.

Dark Poison: A superior Molga. On the upside it can actually both take and dish out a decent amount of punishment. On the downside it's available too late to be of use and still has only one offensive rack.

CannoryMolga: Molga with the massive Cannory Unit on it's back. On the upside it now has a single decently-powerful shot at a distance. On the downside it's inferior before you even encounter it.

Saicurtis: A tiny flying bug. On the upside it has all the usual advantages of a flying Zoid. On the downside it may as well be a flying Hellrunner...With the added weakness of not having offensive racks!

Death Stinger: A (sea) scorpion that takes command of the waters. On the upside it has quite formidable power and durability. On the downside it's slow, can't be equipped with any additional offensive weapons, and isn't easily available until after beating the game. Oddly, you get ONE chance to acquire it's Z Core

DS and Zi Data before the final boss but it's very difficult to get both a part and Zi Data from a single battle.

Jagd Stinger: A superior Death Stinger. On the upside it now has a pair of particle cannons in its tail and is otherwise superior to Death Stinger. On the downside it is hard to acquire before beating the game, it can't equip any extra offensive weapons, and it's still slow. You can actually build one and use it against the last few bosses in the game if you're patient enough to try the Death Stinger battle over and over until you get lucky.

Leo Blaze: A basic Blox. On the upside it's decently useful on the front row, has a shield, and can be combined to form three different Zoids. On the downside it's a far cry from even Shield Liger, has no projectile weapons, and combining Zoids is a bad tactical move anyways.

Unenlagia: A basic Blox emphasizing guns. On the upside it's decently useful wherever you put it in formation and compliments Tita well. On the downside it's below average in every way.

Mosasledge: A basic swimming Blox. On the upside it has decent power in its Tailsaw and doesn't have problems with penalties from deep water. On the downside its only projectile weapon is rather weak and it's below average (why not just use Wardick or Diploguns?). Very slow...

Nightwise: A basic flying Blox. On the upside it has a very high IV and can boost its SR even without any energy. On the downside its missiles are weak and it's not that good beyond its high IV. One offensive rack.

Fly Scissors: A basic flying chimera Blox. On the upside it has lots of choices when it comes to grapple weapons and a couple of them are decently powerful. On the downside it has no projectile weapons at all and is rather mediocre.

Shell Karn: A basic chimera Blox. On the upside it has decent power in its knuckles and can freeze an enemy. On the downside it has a short range and is below-average. One of the slowest Zoids in the game.

Diplo Guns: A basic swimming and flying chimera Blox. On the upside it has decent firepower wherever you place it and can increase its own SP at will. On the downside it's pretty easy to kill and becomes obsolete a little bit fast (Dark Horn, anyone?). Among the slowest Zoids in the game.

Demon's Head: A basic chimera Blox. On the upside it has good grapple power. On the downside it lacks projectile weapons, is mediocre, and is the slowest Zoid in the game (180 IV!).

Buster Eagle: A more advanced flying Blox. On the upside its cannons remain useful even against the final boss. On the downside it needs to be in the back row to use those cannons to hit both rows of enemies, its missiles are weaker than even Nightwise's, and it's no less frail than most flying Zoids.

Fuzor Dragon: A Blox made out of four smaller ones. On the upside its Drgn Tooth is nicely strong (350 AT), it has a shield, and it has good IV. On the downside Drgn Tooth uses a LOT of EP and Blitz Tiger is better.

Chimera Dragon: A chimera Blox made out of four smaller ones. On the upside its Hells Gate packs a good punch (360 AT), it has decent IV, and can take a moderate amount of punishment. On the downside Hells Gate uses just as much EP as Drgn Tooth but is less accurate and Chimera Dragon isn't available until later in the game (when your team will be using Genos and Furys).

Gojulox: A confounding Blox made out of six smaller ones. On the upside it has the highest DF you'll find without going to the XL size(180!), it's improved Railcannon hits two enemies, and it's claws deal a decent amount of damage. On the downside it's not available to \*build\* until very very late in the game and the Gattai command is simply not worth it. Note for the model fans, though it's made from only six Zoids in the game it would take more to create in model form(using more than one of a LOT of pieces, like 6-8 of Leo Blaze's chest for example).

2-arm Lizard: A combined Blox with average abilities. On the upside it's a decent Zoid. On the downside there's many better Zoids out there. Three offensive racks.

Griffin: A Blox using mainly Buster Eagle. On the upside it has stronger missiles than Buster Eagle, it's Buster Claws are nicely powerful(320 AT), and has a good speed. On the downside it needs to be in the front row for much use and isn't available until it's outclassed.

Lord Gale: An evolved chimera Blox. On the upside it has nice grapple power(X Scissors has 280 AT). On the downside it's not worth using at all because it only has grapple weapons and the only good weapon it has uses more EP than it can afford to use at once. IMO what Tomy did to Lord Gale in this game is horrible. I think it's one of the cooler Zoids out there and didn't deserve to be so downright crappy(plus, even on the box of the original model it says nothing of the X 2-barrel Cannon used in the Versus games!).

Trinity Liger: A liger with an interesting gimmick spinning around it's neck. On the upside it's one of the best ligers and the way the shield-like objects on it's neck spin to use it's weapons is...interesting. On the downside you can't build one until late in the game.

Trinity Liger BA: A decent liger. On the upside it has formidable power and it's most powerful weapon doesn't use more EP than it can produce. On the downside it's still not that fast or that hard to kill(350 HP, 55 DF).

Geno Hydra: A baffling little monster. On the upside it's particle cannon hits every enemy, it's Gatling Head hits three enemies, it has good grapple power, and has a funky gimmick similar to Trinity Liger. On the downside it's a bit slow and is quite inferior in the presence of Berserk Fury Z. What appears to be arms that it's heads are on are...something else. All three heads are actually mounted on three connected beams(steel beams), as seen in Battle Legends(a shame it sucks in that).

Geno Hydra KA: An upgraded Geno Hydra. On the upside it's better overall than a regular Geno Hydra(despite the loss of one offensive rack) and it's Plasma Can. can hit four enemies for 300 damage. On the downside both of it's projectile weapons are heavy on EP use.

Blitz Tiger: A deadly tiger...sent from the future to prevent an apocalyptic onslaught of bad cliché villains! Just kidding. On the upside it's LightningAttk is powerful and freezes enemies, it's VoltCannon can freeze three enemies, it has high speed, it has nice durability(400 HP+150 DF), and you get one for free. On the downside building Blitz Tiger is quite troublesome as it's relatively rare, expensive(240,000), and can't be built until after beating the game.

Ever notice how some pilots seem to do better with certain Zoids than others? Have you ever wondered why it's so hard to get Death Saurer to where it has good stats? Pilots are the key to these little things and much more. On their own, a pilot is worthless...But put in the right Zoid with the right weapons, a pilot could be untouchable. In this section we'll go over the stats and skills of pilots, with much help from OziByte who was gracious enough to donate a complete list of pilot skills!

First off, let's go over the stats and settings of pilots. Stats are added to a Zoid's stats with the pilot onboard. Hopefully there is no need to explain the stats, so a list should be fine...

HP  
MM  
DCP  
SR  
HR

LVL: Pilot's level. If a Zoid's CLV is higher, the pilot cannot use the Zoid effectively and suffers penalties. There are skills that aid in reaching CLV, but they do nothing else. Organoids also add their levels to the pilot's when they are called.

EXP: Current amount of EXP(experience points).

NEXT: EXP required for pilot to gain a level.

Orgd: Pilot's Organoid. Only Zeru, Van, Raven, and Rease have Organoids.

Type: Pilot's growth type.

Now, about the growth types. Each pilot has a default growth type that you can change at any time. How you have the points allotted determines how your pilot's stats increase at level up.

Offense: HP +2, MM +1, DCP +1, SR +3, HR +3

Defense: HP +3, MM +1, DCP +3, SR +2, HR +1

Evasion: HP +1, MM +3, DCP +3, SR +2, HR +1

Almighty: HP +2, MM +2, DCP +2, SR +2, HR +2

Edit: Assign 10 points however you wish.

Manual: Assign 10 points however you wish at level up.

Random: Stats increase randomly at level up.

Now for the skills. Every skills has it's own function, some more useful than others unfortunately...Note that skills that affect the same thing overwrite each other, much like how they do with Pulse.

1:\_\_\_ Type: Add 5 more to pilot's level in specified type of Zoid. Only counts towards CLV requirements, does not give stat bonuses. Can stack with similar skills if a Zoid counts as more than one type.

2:\_\_\_ Type: Add 10 more to pilot's level in specified type of Zoid. Only counts towards CLV requirements, does not give stat bonuses. Can stack with similar skills if a Zoid counts as more than one type.

3:\_\_\_ Type: Add 20 more to pilot's level in specified type of Zoid. Only counts towards CLV requirements, does not give stat bonuses. Can stack with similar skills if a Zoid counts as more than one type.

Good Grpl+\_\_\_%: Bonus to HR of weapons with ATR of G. Can stack with similar skills if weapon has more than one type of ATR.

PGun expt+\_\_\_%: Bonus to HR of weapon with ATR of P. Can stack with similar skills if weapon has more than one type of ATR.

Shtg expt+\_\_\_%: Bonus to HR of weapon with ATR of B. Can stack with similar skills if weapon has more than one type of ATR.

Lasr expt+\_\_\_%: Bonus to HR of weapon with ATR of L. Can stack with similar skills if weapon has more than one type of ATR.

Mssl expt+\_\_\_%: Bonus to HR of weapon with ATR of M.

Easy Target: More likely to freeze when damage exceeds Zoid's DCP.

Impudence: Less likely to freeze when damage exceeds Zoid's DCP.

End Battl+\_\_\_%: Bonus to evasion of weapons with ATR of G.

End Shots+\_\_\_%: Bonus to evasion of all other weapons.

Ultr.Reactn 1: Add 500 to IV.

Ultr.Reactn 2: Add 1000 to IV.

Multi-fire 1: Can use two weapons instead of one(must not have ATR of G).

Multi-fire 2: Can use three weapons instead of one(must not have ATR of G).

Strat.Commd 1: Allows use of certain commands.

Strat.Commd 2: Allows use of certain commands.

Strat.Commd 3: Allows use of certain commands.

Consrv-fire 1: Reduce weapons' EP usage by 10%(must not have ATR of G).

Consrv-fire 2: Reduce weapons' EP usage by 30%(must not have ATR of G).

Consrv-fire 3: Reduce weapons' EP usage by 50%(must not have ATR of G).

Consrv-batl 1: Reduce weapons' EP usage by 10%(must have ATR of G).

Consrv-batl 2: Reduce weapons' EP usage by 30%(must have ATR of G).

Consrv-batl 3: Reduce weapons' EP usage by 50%(must have ATR of G).

Wpn Destructn: 30% chance of destroying enemy's equipped weapons with grapple weapon. No special animation when successful.

Detect Dangr 1: Surprise attacks less likely. Surprise attacks being encounter with wild Zoids you can't run from.

Detect Dangr 2: Surprise attacks even less likely.

Detect Dangr 3: No surprise attacks...At least according to the game. Sometimes it happens anyways.

Now with the skills explained, let's get to Ozi's monstrous list of pilot skills!

Zeru

Initial Skills

2:Liger Type

2:Tiger Type

Gain at level up

3=Good Grpl+20%

4=Multi-fire 1

6=Strat. Commd 1

8=Consrv-fire 1

10=Consrv-fire 2

15=3:Tiger Type

18=Strat. Commd 3

30=Strat. Commd 2

Zan

Initial Skills

2:Liger Type

2:Wolf Type

1:Gojulas Type

Gain at level up

7=Good Grpl+15%

8=2:Flying Type

10=End Battl+15%

12=Good Grpl+25%

16=End Battl+30%

20=Multi-fire 1

30=Good Grpl+50%

Albane

Initial Skills

Strat. Commd 1  
Strat. Commd 2  
Mssl expt+30%  
2:Flying Type  
2:Swim Type

Gain at level up

20=Strat. Commd 3  
30=Easy Target

Tita

Initial Skills

Easy Target  
Shtg expt+20%  
Lasr expt+10%

Gain at level up

7=End Shots+15%  
9=Lasr expt+20%  
10=Consrv-fire 1  
11=Shtg expt+30%  
15=Consrv-fire 2  
20=Consrv-fire 3  
30=Strat. Commd 2

Van

Initial Skills

3:Liger Type  
Good Grpl+25%  
Impudence  
End Battl+20%  
Strat. Commd 2

Gain at level up

17=Good Grpl+35%  
18=End Battl+30%  
20=Lasr expt+20%  
30=Ultr. Reactn 2

2) Juno

Initial Skills

Multi-fire 1  
PGun expt+40%  
End Shots+10%  
Ultr. Reactn 1  
Lasr expt+30%



Gain at level up

12=3:Geno Type  
14=3:Fury type  
20=Multi-fire 2  
30=3:D. Saur. Type

6) Reiner

Initial Skills

Lasr expt+10%  
PGun expt+15%

Gain at level up

9=Lasr expt+20%  
11=End Shots+15%  
12=Consrv-fire 1  
14=Lasr expt+30%  
16=Consrv-fire 2  
18=PGun expt+25%  
20=Lasr expt+40%  
30=Multi-fire 1

7) Claudia

Initial Skills

Good Grpl+20%  
End Battl+30%  
Consrv-Batl 1

Gain at level up

10=Wpn Destructn  
12=Consrv-Batl 2  
15=Good Grpl+30%  
16=Strat. Commd 2  
18=Strat. Commd 3  
20=Consrv-Batl 3  
30=Good Grpl+50%

8) Max

Initial Skills

Impudence  
Shtg expt+20%  
Mssl expt+20%  
Consrv-fire 1  
2:Swim Type

Gain at level up

15=Consrv-fire 2  
16=Shtg expt+30%

20=Mssl expt+30%  
30=Multi-fire 1

9) Athle

Initial Skills

2:Liger Type  
Consrv-fire 1  
Detect Dangrl  
Strat. Commd 1  
Strat. Commd 2

Gain at level up

16=Consrv-fire 2  
18=Consrv-Batl 1  
19=Consrv-Batl 2  
20=Consrv-fire 3  
30=Ultr. Reactn 2

10) Regina

Initial Skills

2:Wolf Type  
1:Liger Type  
1:Tiger Type  
1:Kong Type  
1:Flying Type

Gain at level up

16=Consrv-Batl 1  
17=Consrv-fire 1  
18=Detect Dangrl  
20=Ultr. Reactn 1  
30=3:Liger Type

11) Earth

Initial Skills

2:Tiger Type  
1:Kong Type  
1:Wolf Type  
Impudence  
End Battl+20%  
Good Grpl+20%

Gain at level up

16=End Battl+30%  
18=Good Grpl+30%  
20=Wpn Destructn  
30=End Battl+50%

12) Jack

Initial Skills

2:Liger Type  
2:Gojulas Type  
2:Flying Type  
Consrv-fire 2  
Detect Dangr2  
PGun expt+20%

Gain at level up

17=PGun expt+30%  
18=End Shots+20%  
20=Consrv-fire 3  
30=End Shots+40%

13) Herman

Initial Skills

Consrv-fire 1  
Consrv-Batl 1  
1:Liger Type  
1:Flying Type  
Strat. Commd 1

Gain at level up

15=2:Gojulas Type  
16=Strat. Commd 2  
18=Consrv-fire 2  
20=Gojulas Type  
30=Multi-fire 1

14) Ford

Initial Skills

Bad Fight-30%  
Bad Shots-15%

Gain at level up

18=Bad Shots-20%  
20=Consrv-fire 2  
30=Multi-fire 1

15) O' Connell

Initial Skills

2:Wolf Type  
1:Liger Type  
1:Flying Type

Gain at level up

15=Shtg expt+10%  
17=Mssl expt+10%  
18=Lasr expt+15%  
18=Strat. Commd 1  
20=Strat. Commd 2  
30=Multi-fire 1

16) Krueger

Initial Skills

Multi-fire 1  
Consrv-fire 2  
2:Liger Type  
2:Gojulas Type  
2:Wolf Type  
Strat. Commd 1  
Strat. Commd 2  
Strat. Commd 3  
Wpn Destructn

Gain at level up

30=Easy Target

18) Fiona

Initial Skills

Easy Target  
Bad Shots-30%  
Bad Fight-50%  
Detect Dangr2

Gain at level up

16=Detect Dangr3  
20=2:D. Saur. Type  
30=3:D. Saur. Type

19) Irvine

Initial Skills

2:Wolf Type  
Shtg expt+30%  
Consrv-fire 2  
Consrv-Batl 1  
End Shots+20%

Gain at level up

18=Wpn Destructn  
19=Shtg expt+40%

20=3:Gojulas Type  
30=Shtg expt+50%

20) Moonbay

Initial Skills

Consrv-fire 3  
Bad Fight-30%  
Strat. Commd 1  
Consrv-Batl 2

Gain at level up

18=Strat. Commd 3  
20=2:Swim Type  
25=3:U. Saur. Type (well it IS her Ultrasaurus after all)

21) Schwarz

Initial Skills

2:Tiger Type  
2:Kong Type  
1:Geno type  
Ultr. Reactn 2  
Strat. Commd 2  
Detect Dangrl  
End Battl+15%

Gain at level up

18=Consrv-Batl 2  
20=2:Fury Type  
30=Multi-fire 1

22) Thoma

Initial Skills

Mssl expt+10%  
Lasr expt+10%  
PGun expt+15%  
Shtg expt+10%  
End Shots+10%  
Bad Fight-15%

Gain at level up

18=PGun expt+25%  
20=Consrv-fire 2  
30=Multi-fire 1

23) Raven

Initial Skills

3:Geno Type

3:Tiger Type

Multi-fire 1

Ultr. Reactn 1

PGun expt+20%

Gain at level up

21=End Shots+20%

22=Good Grpl+20%

23=PGun expt+30%

25=3:Fury Type

30=Multi-fire 2

24) Rease

Initial Skills

2:Geno Type

Detect Dangr3

End Shots+20%

End Battl+15%

Consrv-fire 1

Gain at level up

21=2:Fury Type

22=End Shots+35%

23=End Battl+30%

25=3:Geno Type

30=Multi-fire 1

25) Bit

Initial Skills

Impudence

Good Grpl+35%

1:Liger Type

2:Liger0 Type

Gain at level up

15=End Battl+15%

17=Wpn Destructn

18=End Battl+30%

20=Ultr. Reactn 1

30=Ultr. Reactn 2

26) Leena

Initial Skills

Shtg expt+15%  
Mssl expt+15%  
Lasr expt+15%

Gain at level up

13=Shtg expt+25%  
14=Lasr expt+25%  
15=PGun expt+20%  
16=Multi-fire 1  
18=Shtg expt+40%  
20=Mssl expt+40%  
30=Multi-fire 2

27) Ballad

Initial Skills

1:Wolf Type  
Shtg expt+30%  
Lasr expt+20%  
End Battl+20%  
End Shots+30%  
Consrv-fire 1

Gain at level up

15=End Battl+30%  
15=End Shots+40%  
20=Wpn Destructn  
30=Ultr. Reactn 2

28) Jimmy

Initial Skills

2:Flying Type

Gain at level up

11=Strat. Commd 2  
12=Consrv-fire 1  
13=Detect Dangrl  
14=End Battl+20%  
15=3:Flying Type  
16=Good Grpl+20%  
17=Ultr. Reactn 1  
20=Consrv-fire 3  
30=Multi-fire 1

29) Leon

Initial Skills

1:Liger Type  
Good Grpl+20%  
End Battl+20%  
End Shots+20%

Gain at level up

16=Wpn Destructn  
18=End Shots+30%  
20=2:Liger Type  
20=Strat. Commd 1  
30=Ultr. Reactn 1

30) Naomi

Initial Skills

End Battl+30%  
End Shots+20%  
Lasr expt+30%  
Shtg expt+20%

Gain at level up

16=Lasr expt+40%  
18=Shtg expt+30%  
20=PGun expt+30%

31) Kirkland

Initial Skills

2:Tiger Type  
Bad Missl-15%  
Bad Shots-15%

Gain at level up

15=Consrv-Batl 2  
18=Consrv-Batl 3  
20=Strat. Commd 3  
30=Multi-fire 1

32) Omari

Initial Skills

2:Tiger Type  
Bad Laser-15%  
Bad P Gun-15%

Gain at level up

15=End Battl+20%  
20=Consrv-Batl 3  
30=Multi-fire 1

33) Lineback

Initial Skills



2:Tiger Type  
Bad Fight-15%

Gain at level up

15=End Shots+20%  
20=Consrv-Batl 3  
30=Multi-fire 1

34) Harry

Initial Skills

Easy Target

Gain at level up

15=Impudence  
16=Strat. Commd 1  
18=Strat. Commd 2  
19=Strat. Commd 3  
20=Multi-fire 1  
30=Multi-fire 2

35) Mary

Initial Skills

3:Kong Type  
Easy Target  
Bad Shots-30%  
Bad Fight-50%  
Mssl expt+30%

Gain at level up

13=Mssl expt+40%  
15=Mssl expt+50%  
20=Mssl expt+60%  
30=Mssl expt+80%

36) JackCisco

Initial Skills

Ultr. Reactn 1  
Detect Dangr2  
End Shots+20%  
Shtg expt+15%

Gain at level up

18=Wpn Destructn  
20=Ultr. Reactn 2

30=Multi-fire 1

37) Alster

Initial Skills

2:Liger0 Type

2:Liger Type

1:Kong Type

1:Wolf Type

Good Grpl+15%

Gain at level up

17=End Battl+15%

18=Good Grpl+25%

19=Consrv-Batl 1

20=3:Liger0 Type

30=Multi-fire 1

38) Palty

Initial Skills

2:Flying Type

Easy Target

Bad Shots-20%

Bad Fight-30%

Detect Dangrl

Strat. Commd 1

Gain at level up

16=Strat. Commd 2

17=1:Swim Type

20=Strat. Commd 3

30=Consrv-fire 3

39) Solid

Initial Skills

2:Geno Type

1:Tiger Type

2:Kong Type

1:Fury Type

PGun expt+20%

Gain at level up

17=Lasr expt+20%

18=Mssl expt+20%

19=Shtg expt+20%

20=3:Geno Type

30=Multi-fire 1

40) RoyalMask

Initial Skills

2:Flying Type

1:Wolf Type

Strat. Commd 1

Gain at level up

13=Consrv-Batl 1

14=3:Flying Type

15=Good Grpl+20%

20=Strat. Commd 2

30=Good Grpl+40%

41) Benjamin

Initial Skills

None

Gain at level up

None

42) Sebastian

Initial Skills

None

Gain at level up

None

43) Red Mask

Initial Skills

2:Kong Type

2:Flying Type

Impudence

Gain at level up

18=3:Flying Type

19=Ultr. Reactn 1

30=Multi-fire 1

44) Prpl. Mask

Initial Skills

2:Flying Type

End Battl+10%

Gain at level up

18=3:Flying Type  
19=End Battl+20%  
20=Ultr. Reactn 2  
30=Strat. Commd 2

45) Stoller

Initial Skills

Multi-fire 2  
Consrv-fire 1  
Consrv-Batl 1  
Strat. Commd 1  
Strat. Commd 2  
Shtg expt+20%  
End Shots+20%  
Strat. Commd 3

Gain at level up

30=Easy Target

46) Pierce

Initial Skills

2:Flying Type  
End Battle+20%  
Ultr. Reactn 1

Gain at level up

19=Good Grpl+15%  
20=Mssl expt+20%  
30=Ultr. Reactn 2

47) Vega

Initial Skills

Multi-fire 1  
2:Fury Type  
Ultr. Reactn 1  
End Battl+40%  
End Shots+50%  
Good Grpl+30%  
PGun expt+30%

Gain at level up

23=PGun expt+50%  
25=End Battl+50%  
30=End Shots+70%

06F            Organoids

So sad...I'd wanted to use only my info but I cannot here either(aw...).  
virtually all of the following section is taken from mech gouki's Saga II  
FAQ.

Organoid Skills

=====

Organoid Skills and their meanings(in the order they appear when you hack them  
from the values 01 to 19 in the addresses 020278C2 to 020278CB):

Enhanced Combat Ability = First Combat Attack has attack power doubled after  
Fusion.

Anti-Air Combat = First Combat attack after fusion against Flying Type Zoids  
will have +20% accuracy and +20 AT Power Points.

Armor Damage Added = First Combat attack after fusion will have  
DF damage effect added.

Armor Piercing Attack = First attack after fusion will DF-Ignoring effect added.

E-Combat = First Combat attack after fusion will have an Freezing effect added.

Berserk = Combat AT power doubled after fusion, but causes the zoid to act  
on its own control.

HP MAX UP1 = +100 to HP MAX after fusion

HP MAX UP2 = +200 to HP MAX after fusion

HP MAX UP3 = +300 to HP MAX after fusion

Self-Repair1 = Auto-heals 50HP after fusion

Self-Repair2 = Auto-heals 100HP after fusion

Generate Healing Field = Ally Zoids will heal half the healing power of the  
organoid after fusion

EP MAX UP1 = +10 to EP MAX after fusion

EP MAX UP2 = +20 to EP MAX after fusion

EP MAX UP3 = +30 to EP MAX after fusion

GEP UP1 = +1 to GEP

GEP UP2 = +2 to GEP

Generate E-Shield = Creates E-Shield after fusion

Extreme Reaction = +500 to IV

Extreme Acceleration = +500 to SP

Extreme Evasion = 50% attack evasion, but uses up 2 EP when attack evaded.  
Also, the Zoid ends up being as the same as Berserk, when attack is evaded.

Male Roar = Freeze one random Enemy Zoid after fusion.

Repeated Attack = Only when the pilot has Multiple Ranged Attack skill,  
increase number of Shooting attack by one after fusion.

ZOS = ZOS+1 after fusion. Number of actions increase by 1.

ZOS2 = ZOS+2 after fusion. Number of actions increase by 2.

Note: The actual values from the Skills will be affected by the Stats of the Zoid Pilot, etc, so the values added may be more.

Note: Some of these Skills are in the same Skill Set. It is possible for one Skill in the Skill Set to overwrite those Skills in the same Skill Set.  
(E.g ZOS and ZOS 2 are in the same Skill Set, GEP UP1 and GEP UP2 are in the same Skill Set.)

Note: For Pulse, HP MAX UP skill can sometimes revert. You can have HP MAX UP3, and much later, it may be overwritten to HP MAX UP1. This is due to the skills gained from Colour Points during Level up. The newer HP MAX UP Skill will overwrite the older one. If the newer HP MAX UP is lower, it will just assume that level, even if the older one is higher. The same may also happen for other Max up skills like EP MAX UP and GEP UP. This is because the skills are in the same Skill Set. The newer skill in the Skill Set will overwrite the older one in the same Skill Set.

A bit of localization could help too:

Enhanced Combat Ability: Combat power/\

Anti-Air Combat: Antiair batl.

Armor Damage Added: Armor+damage

Armor Piercing Attack: Armor penetrn

E-Combat: E Grapple

Generate Healing Field: ...I can't think of this one.

Extreme Reaction: Ultra Reactn

Extreme Acceleration: ...Can't think of this one either x\_x

Extreme Evasion: Ultra Evasion

## Organoid Pulse

=====

Pulse starts at Level 1. Pulse will level up whenever Zell levels up.

Pulse starts at the following stats, and his stats gain at level up will be dependant on his colour, here as follows:

Base Stats	White	Red	Blue	Black
HP : 50	+5	+1	+1	+1
AT : 30	+1	+2	+1	+5
SR : 30	+1	+1	+2	+1
SP : 30	+1	+1	+5	+2
DF : 30	+2	+5	+1	+1

Pulse's colour will be the Emotion Colour with the most points.

If a colour is tied for the highest, then the colour top-most colour will take priority.

White > Red > Blue > Black

At each level up, skills can also be learned. The skills learnt will be determined by the Colour Points that Pulse has. Upon gaining more points, the skill will be gained at the following Level up.

### Note:

In is the Colour Points affect the skill learnt. The present Emotion Colour does not affect that. The present Emotion Colour will only determine the stats gained at level up. Colour Points will determine the Emotion Colour and skills learnt.

The Maximum the Points can go to is 99. Points can only add up, not deduct.

These are the skills that can obtained once the points are reached. The skills will be obtained at the next Level Up following the Colour Points gain.

White
5 = HP MAX UP2
6 = EP MAX UP1
9 = Self-Repair1
10 = EP MAX UP2
11 = HP MAX UP3
13 = Generate E-Shield
15 = Self-Repair2
20 = Generate Healing Field

Red
5 = Anti-Air Combat
7 = Armor Damage Added
8 = HP MAX UP2
9 = Armor Piercing Attack
10 = Enhanced Combat Ability

```
| 11 = E-Combat |
| 13 = EP MAX UP1 |
| 15 = GEP UP1 |
| 25 = Berserk |
-----
```

```
-----
| Blue |
-----
```

```
| 5 = Extreme Reaction |
| 6 = Extreme Acceleration |
| 7 = GEP UP1 |
| 8 = HP MAX UP2 |
| 9 = EP MAX UP1 |
| 10 = GEP UP2 |
| 13 = Repeated Attack |
| 15 = Male Roar |
| 20 = Extreme Evasion |
-----
```

```
-----
| Black |
-----
```

```
| 5 = HP MAX UP1 |
| 6 = EP MAX UP1 |
| 7 = Self-Repair 1 |
| 8 = Male Roar |
| 9 = E-Combat |
| 11 = Generate E-Shield |
| 13 = Enhanced Combat Ability |
| 20 = GEP UP2 |
| 30 = Berserk |
-----
```

```
-----
| Default Skills |
-----
```

```
| Initial = HP MAX UP1 |
| Initial = EP MAX UP1 |
| Plot Event = ZOS |
| Plot Event = ZOS2 |
-----
```

Some of these Skills are in the same Skill Set. If a Skill of a Skill Set already exists, and a new Skill of that Skill of that Set is Learned, the older Skill will be replaced by the newer Skill of that Set.

Note that it is possible for a lower version of a skill to overwrite the higher version of that skill.

(E.g. ZOS and ZOS2 are in the same Skill Set. HP MAX UP1 and HP MAX UP2 are in the same Skill Set.)

(E.g. You already have HP MAX UP 2. You later gain HP MAX UP 1. The newer one will overwrite the older one, even though the older skill is higher.)

**IMPORTANT NOTE:**

Pulse can only learn 10 Skills at the most. He will not learn any more new Skills after he has learnt 10 Skills.



## 06G Weapons

Now here is the fun part! Gun make things go boom! Hmmhahaha! Here I'll discuss the stats and effects of different weapons, maybe even more thoroughly than in a certain previous subsection!

**Additional Properties:** Some weapons have extra properties that have varied effects.

**Homing:** Accuracy property. When used against enemies equipped with armor that has the same property, accuracy is reduced by said number.

**Radar:** Most weapons that increase accuracy of all weapons on a Zoid have this property. Nullfied by weapons with A Radar property.

**Sonar:** SR-altering. Seems identical to Magnetic. No known effects on anything else.

**A Air/Anti-air:** Weapon ignores the +20% evasion bonus for flying Zoids.

**Water:** Weapon is unaffected by deep water (weapons without this property have their strength cut in half when used in deep water).

**Magnetic:** Alters SR to said amount.

**Pilot:** Has a chance to disable pilot's bonuses.

**Freeze:** Can freeze enemy even if AT is lower than enemy's DCP.

**NoDF:** Weapon ignores DF completely.

**DF Damage:** Weapons reduces enemy's DF by 10% of AT, regardless of damage dealt.

**Penetrate:** No known effect. Doesn't make a difference to shields, doesn't seem to ignore anything...The manual's description says it pierces shields, but that doesn't happen.

**Confuse:** Makes target behave erratically and uncontrollably...Only effective against human opponents (works on non-human enemies but there will be little difference in the enemy's behavior).

## Assist Weapons

Assist weapons are very different than offensive weapons. Assist weapons do no damage to enemies, but getting through the game without using any assist weapons is near-impossible. Assist weapons range from armor to systems that increase evasion to radars. All active-use weapons except EDistbce U wear off eventually.

DF: DF bonus given by equipping armor.

AM: AM bonus given by equipping armor.

MM: MM bonus after using weapon.

HR: HR bonus with weapon used. Usually active use, but sometimes passive. All weapons except EDistbce U that affect HR give bonuses to allies, but E Distbce U drops enemy HR to 0%.

SP: SP bonus with use.

HP: Amount of HP recovered each use/turn.

EP: EP use. EnergyTank, E Charger, and Brachios' Solar Unit recover EP.

HPMAX: HP bonus given by equipping.

EPMAX: EP bonus given by equipping.

GEP: GEP bonus. Only Generator+ gives this bonus, and only +1.

SR+: SR bonus by equipping.

SR=: SR after use. It is possible to lower the SR of allied Zoids by using weapons that have an SR= bonus.

E Shield: How much damage E Shield can take(100, 200, 250, 300, or 400).

Evasion: Evasion bonus from equipping/using weapon. Varies with individual weapons.

Action: Number of actions added by using ZOS. Note that only one ZOS-type weapon can be used at once and additional actions is limited to 2(only available with Pulse or ZOS Plus).

Organoid: Acts like a weak Organoid. Only DummyOrgnd has this property.

## 06H Commands

Before and at the beginning of battle, you have the option to assign up to ten commands for use. In battle, you have a chance to use one command at the beginning of each turn. After you use a command in battle, you can't use it again until the next battle. Commands generally only have an effect for the turn they are used, with exceptions of course.

Friendship:

Heal all ally Zoid's HP 50%.

Conservation:

All allies go on Waiting, selected Zoid fully recovers EP.

Charge Energy:

Selected Zoid goes on Waiting and recovers EP equal to entire team's total GEP.

King's Way:

100% HP recovery for entire team, Zeru goes on Waiting. Unusable if Zeru is not in battle.

The Brave:

All allies destroyed this battle are resurrected, Zeru's Zoid is destroyed. Unusable if Zeru is not in battle.

No Return:

AT of all your team's weapons double, evasion halved. No evasion bonus loopholes.

Muddy Ground:

Evasion for all Zoids in battle halved.

Logis.Support:

Team members on front row have double AT, team members on back row go on Waiting.

Data Gather.1:

If battle is won on turn used, 100% chance of acquiring Zi Data. Does not work on bosses, Zi Data obtained randomly.

Data Gather.2:

If battle is won on turn used, 100% chance of acquiring Zi Data of last enemy defeated. Does not work on bosses.

CoreSecurity1:

If battle is won on turn used, 100% chance of acquiring parts. Does not work on bosses or types built without parts, random part from random enemy when successful.

CoreSecurity2:

If battle is won on turn used, 100% chance of acquiring random part from last enemy defeated. Does not work on bosses or types without parts.

Junk Parts:

If battle is won on turn used, 100% chance of acquiring random weapon from enemy. Does not work on bosses or enemy with no equipped weapons.

Supplier:

If battle is won on turn used, money earned is double.

Proven Hero:

If battle is won on turn used, EXP earned is double.

Mines:

Weapons that have the ATR of G cannot be used.

Sandstorm:

Only weapons that have the ATR of G can be used.

Off-Grd Mines:

All flying Zoids go on Waiting.

Water Mines:

All swimming Zoids go on Waiting.

Obstacles:

All Zoids that are not S-size go on Waiting.

Coercion:

All Zoids that are not XL-size go on Waiting.

False Nego:

All Zoids in battle except selected one go on Waiting.

Beam Screen:

Weapons with ATRs of L or P cannot be used.

Covering Fire:

Transport Zoid attacks all enemies, all allies go on Waiting. Transport attacking determined by which is in use. Must have pilot with Strat.Commd 1 skill in team to use. Dragoon Nest has highest firepower. Cannot be used in arena battles.

Defend or Die:

Transport Zoid attacks all enemies and random number of allies. Transport attacking determined by which is in use. Must have pilot with Strat.Commd 1 skill in team to use. Dragoon Nest has highest firepower. Cannot be used in arena battles.

Link Support:

Transport Zoid attacks all enemies, selected ally goes on Waiting. Transport

attacking determined by which is in use. Must have pilot with Strat.Commd 1 skill in team to use. Dragoon Nest has highest firepower. Cannot be used in arena battles.

#### Airraid:

Whale King attacks all enemies, selected ally goes on Waiting. Must have pilot with Strat.Cmmd 1 skill in team to use. Whale King has higher firepower than Dragoon Nest and cannot be used in dungeons/caves or arenas.

#### Strategy Meet:

1 selected command used this battle can be used again, all allies go on Waiting. Must have already used command.

#### Distrbd Data:

One of enemy's commands is disabled. Link battles only.

#### Switch:

Replace the selected Zoid with another not currently in battle, new Zoid goes on Waiting. Must have pilot with Strat.Commd 2 skill in team to use. Pilot of Zoids does not change, Zoid's HP will not be full, equipment bonuses can be misleading. XL-size Zoids can be put anywhere regardless.

#### Redistributn.:

Change the positions of team members. XL-size Zoids brought in via Switch have unique limitations. Must have pilot with Strat.Commd 2 skill in team to use.

#### Parts Removal:

Removes all equipped weapons from selected Zoid. Nearly useless, but helps to keep evasion higher.

#### Decoy:

Selected Zoid will evade 1 attack that would normally hit. Continues to work until an attack that would normally hit is used or the turn ends.

#### God's Terrtry:

All allied Zoids except Zeru's evade all attacks this turn, Zeru's Zoid goes on Waiting. Zeru's Zoid evades like normal.

#### Gravity Storm:

All Zoids in battle randomly moved horizontally on front and back rows.

#### T-S Warp:

All Zoids in battle have actions in opposite order(lowest IV goes first).

#### Confusion:

All Zoids in battle have actions in random order.

#### Fiona'sPrayer:

If Van is in battle and Fiona isn't, Zeke is called with +300 HP MAX and +30 EP MAX. Can be used after Zeke is called normally for extra Hp and EP, disables Zeke's Antiair batl. and Armor penetrn skills if Zeke is not called before use.

#### Juno'sPrayer:

If Zeru is in battle and Juno isn't Pulse is called with +300 HP MAX and +30 EP MAX. Can be used after Pulse is called normally for extra HP and EP, disables Pulse's one-shot skills if used before Pulse is called.

#### 2-armL.Gattai:

If Leo Blaze and Unenlagia are next to each other in the same row, they fuse into 2-arm Lizard. 2-arm Lizard pilot is Leo Blaze's pilot, has stats as in Zi Data plus TP of Leo Blaze, HP+EP depend on totals before fusing, and color is that of Zoid on the middle space. Suicidal outside of Challenging Mode.

#### L.Gale Gattai:

If Demon's Head and Flyscissors are next to each other in the same row, they fuse into Lord Gale. Lord Gale pilot is Demon's Head's pilot, has stats as in Zi Data plus Demon's Head's TP, HP+EP depend on totals before fusing, and color is that of Zoid on the middle space. Wasteful command.

#### F.Drgn Gattai:

If Leo Blaze, Unenlagia, Mosasledge, and Nightwise are in a block formation(2x2), they fuse into Fuzor Dragon. Fuzor Dragon pilot is Leo Blaze's pilot, has stats as in Zi Data plus Leo Blaze's TP, HP+EP depend on totals before fusing, and color is that of Zoid on the front middle space.  
(note: useless)

#### C.Drgn Gattai:

If Flyscissors, Shell Karn, Diplo Guns, and Demon's Head are in a block formation(2x2), they fuse into ChimeraDragon. ChimeraDragon pilot is Demon's Head's pilot, has stats as in Zi Data plus Demon's Head's TP, HP+EP depend on totals before fusing, and color is that of Zoid on the front middle space. (also utterly useless)

#### GojuloxGattai:

If Leo Blaze, Unenlagia, Nightwise, Flyscissors, Diplo Guns, and Demon's Head are in battle, they fuse into Gojulox. Gojulox pilot is Leo Blaze's pilot, stats reflect Zi Data plus Leo Blaze's TP, HP+EP depend on totals before fusion, and color is that of Zoid on the front middle space.  
Most suicidal tactic ever.

#### GriffinGattai:

If Buster Eagle is in front middle space with Leo Blaze+Unenlagia, 2-arm Lizard, or Fuzor Dragon on the back row, they fuse into Griffin. Griffin's pilot is Buster Eagle's pilot, stats reflect Zi Data plus Buster Eagle's TP, HP+EP depend on totals before fusion, and color is that of Buster Eagle. Not such a wise idea.

#### K.Dome Gattai:

If Dark Spinner is on the front row and Killer Dome behind it, they fuse

into Killer Spiner. Killer Spiner's pilot is Dark Spiner's pilot, stats are equal to Zi Data plus Dark Spiner's TP, HP+EP depend on totals before fusion, and color is that of Dark Spiner. Just a poor choice.

#### Goj.GC Gattai:

If Gojulas Giga is on the front row and Buster Eagle behind it, they fuse into Goju. Giga C.. Goju. Giga C.'s pilot is Gojulas Giga's pilot, stats are Zi Data plus Gojulas Giga's TP, HP+EP depend on totals before fusion, and color is that of Gojulas Giga. Not as good as the real thing...

#### Arrow Phalanx:

Grapple attack power of Zoid at 2 is increased by highest shooting power of Zoids at A and C. Zoids at A and C cannot move, EP of all three Zoids 0 after one attack by Zoid at 2.

#### T-H Phalanx:

Shooting attack power of Zoid at B is increased by highest grapple power of Zoids at 1 and 2. Zoids at 1 and 2 cannot move, EP of all three Zoids 0 after one attack by Zoid at 2. Only first shot will have increased power.

#### CannonPhalanx:

If Ultra Saurus or Ulte. Phalanx is in the front row with a GravityGun and an S or M-size Zoid behind it, power of the strongest grapple weapon of that Zoid is added to GravityGun. Only affects first shot. There are \*no\* loopholes for this command.

#### Aegis Phalanx:

Combine highest shooting power of all enemies and divide by number of allies in battle(1-6). AT of all enemy weapons is reduced by that number.

## 06I Miscellaneous

There are some bits of info I didn't think fit too well in another subsection, so I put them here.

-Shields, optical camouflage, and ZOS use EP every action they are active. They deactivate when there is no longer enough EP to meet their cost.

-Shields seem more useful than they really are. Against a powerful enemy, shields are best used as protection from single attacks. A skilled opponent in a link battle wouldn't hesitate to ignore your shielded Zoid as well so that it's EP runs too low to attack effectively. If you do use a shield, I suggest using the weakest type available: Eshldr S. It doesn't use too much EP and it's easy invulnerability from a single attack like all other shields.

-Smoke-type assist weapons cannot be equipped to flying Zoids.

-All active use Assist weapons wear off randomly at the end of a turn. Weapons that boost evasion will also wear off occasionally after a Zoid under it's influence is damaged. Duration of active use weapons varies with the quality of a pilot. The exception appears to be EDistbce U, which doesn't seem to wear off at all.

-Shields, optical camouflage, and ZOS cannot be piled up. Basically you should only use the weakest shield and strongest optical camouflage and ZOS so you're not left with inferior equipment being active.

-The Assist weapon EDistbce U is one-of-a-kind. It is the only Assist weapon with active use that does not appear to wear off and also the only Assist weapon affecting enemies instead of allies.

-Weapons that have an ATR called None are special. All armors protect against them, but they each tend to have their own special effect. Sonic and most gas-type weapons ignore DF and disable pilot bonuses, electric weapons give the Freeze or Confuse status, and lastly GravityGun is simply the strongest weapon as far as damage goes.

-The Assist weapon AutoRepr U is one-of-a-kind. If a Zoid equipped with it has any damage, it will automatically recover 50 HP every turn at the cost of 3 EP. The effect and EP cost can be increased by equipping additional AutoRepr Us.

-The Assist weapon DummyOrgnd acts like a real Organoid without any skills. It helps a pilot reach CLV, gives 50% HP recovery, 100% EP recovery, and gives 15-25% bonuses to AT, SP, SR, and DF. Multiple Organoids(real or not) cannot be used.

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07A

#### Localization

By far one of the most annoying things about Zoids is that when they're released in different parts of the world, they often are given different names. Well fret no more! ...At least when it comes to Zoids Legacy and Zoids Saga II. I'd love to delve deeper and list more than the 151 Zoids in that(those) game(s), but topicality is a bit strict here at GameFAQs...Oh well, at least after reading this section you shouldn't have any difficulty figuring out which Zoid is which in the game.

Note: Keep in mind most of the names are shortened in Zoids Legacy because it takes more text to put them in English than it does to put them in Japanese. If only a hyphen(-) is listed for US, it means the US name is usually the same as in the game(or on some occasions there is no US name).

- US=America
- JP=Japan
- EU=Europe



Shield Liger:

US: Shield Liger

JP(1983+1999): Shield Liger

EU(Zoids2): Claw

Other Info: A liger is a feline born to a male tiger and female lion.

ShldLiger DCS(Double Cannon Special):

US: -

JP: Shield Liger DCS/Shield Liger Mk II(1980s)

S Liger DCS-J(Double Cannon Special Jet):

US: -

JP: Shield Liger DCS-J

Other Info: Essentially just a black Shield Liger DCS, but it was released as a limited edition and is known to be used by the elite Leo Master unit.

Spark Liger:

Other Info: A "game original" Zoid. It's name has never been different in any of it's few appearances and collectors should know that there is no model of it.

Blade Liger:

US: Blade Liger

JP: Blade Liger

BladeLiger AB(Attack Booster):

US: -

JP:Blade Liger AB

Saberlion:

US: -

JP: Saberlion

Liger Zero:

US: Liger Zero

JP: Liger Zero

Other Info: TEH GOD OF CHEEZ!

ZeroSchneider:

US: -

JP: Liger Zero Schneider

Other Info: Schneider literally means "cutter" or "tailor" in German.

ZeroJaeger:

US: -

JP: Liger Zero Jager

Other Info: Jager literally means "hunter" in German.

Zero Panzer:

US: -

JP: Liger Zero Panzer

Other Info: Panzer literally means "armor" or "tank" in German.

Command Wolf:

US: -

JP: Command Wolf

Com.Wolf Town:

US: -

JP: -

Other Info: Another "game original" Zoid.

Comm.Wolf AC(Attack Custom):

US: Command Wolf(...)

JP: Command Wolf AC

Other Info: Normally referred to as Command Wolf AU(Attack Unit) when a regular Command Wolf and CP-04 Attack Unit are combined, AC is the blue type with stickers reflecting it's pilot in New Century /Zero, Ballad Hunter.

Cerberus:

US: -

JP: -

Other Info: Actually there's slightly more to Cerberus than being another game original, it's name actually has a meaning. In Greek mythology, Kerberos is the name of the three-headed, dragon-tailed dog that guards the gate to the underworld. Ironically, this Cerberus only has two heads and an ordinary pair of tails.

Climber Wolf:

US: -

JP: -

Other Info: Game original.

Comm.Wolf IS(Irvine Specification):

US: Command Wolf Irvine

JP: Command Wolf Irvine

Other Info: That famous Long Range Rifle actually uses the ordinary Command Wolf guns in it's construction.

Shadow Fox:

US: Shaodw Fox

JP: Shadow Fox

Konig Wolf:

US: Konig Wolf

JP: Konig Wolf

Other Info: "Konig" is supposed to have an accented O, it's the German word for "king". For some reason, writers in Japan absolutely love everything German...

KonigWolf DSR(Dual Sniper Rifle):

US: -

JP: Konig Wolf DSR

Other Info: Equipped with the ludicrously rare CP-22 Dual Sniper Rifle and CP-23 AZ 5-shot Missile Pods. Later released as the e Shopping! Toys /Zoidscore.com exclusive Heavyarms Konig Wolf and Konig Wolf Mk II for the Fuzors line.

Gojulas:

US: -

JP: Gojulas

?: Zoidzilla

Other Info: A very famous Zoid, favored by many elitists. The only mystery is exactly where the name Gojulas comes from...Also, at this time I don't recall where it was known as Zoidzilla...

Goju.the Ogre:

US: -

JP: Gojulas the Ogre(2000)/Gojulas Mk II Limited Quantity Type(1980s)

Other Info: This Gojulas variant has an OS named "Ogre System". Among Gojulas types and even most Zoids, it truly is a giant ogre.

GojulasGunner:

US: -

JP: Gojulas Gunner/Gojulas Mk II

Other Info: It's just Gojulas with the cannons that bare it's name.

Gojulas Giga:

US: Gojulas Giga

JP: Gojulas Giga

Goju.Giga C.:

US: ?

jp: Gojulas Giga Buster Cannon/Gojulas Giga Cannon

Other Info: Merely Gojulas Giga supplemented with Buster Eagle's signature cannons(which actually isn't a bad idea :P).

King Gojulas:

US: -(Hahaha! Like that'll ever happen! So funny it's depressing --)

JP: King Gojulas

Other Info: Just the largest Zoid of all and just about the rarest. It's only been released just once in 1989, no one knows if it'll ever be released again.

Ultra Saurus:

US: Ultrasaurus

JP: Ultrasaurus

Ulte. Phalanx:

US: -

JP: -

Other Info: Another game original, this time an Ultrasaurus mod. Is it just me, or does Ultimate Phalanx's head resemble the Frankenstein monster a bit?

Gordos:

US: Gordosaur

JP: Gordos

Other Info: It's UUUUUUG-LYYYYYYY!

Gordos LR:

US: -

JP: Gordos Long Range Attack Specification

Dibison:

US: Dibison

JP: Dibison

Gravity Bison:

US: -

JP: -

Cyclops I:

US: -

JP: Cyclops(Type One)

Other Info: One of the two Cyberdrive Zoids which are remote controlled. The Cyclops model comes with horns of both types, but is hardly a model...

Cyclops II:

US: -

JP: Cyclops(Type Two)

Other Info: The Cyberdrive Zoids(or CDZ for shot) are supposed to have a Cyberdrive System and ZOS, but I don't know what a Cyberdrive System is and the indication of them having ZOS comes from Reika of Zoids Battle Legends(US release of Zoids Versus II).

Gun Sniper:

US: Gun Sniper

JP: Gun Sniper

GSnpr Weasel:

US: -

JP: Gun Sniper Weasel, Gun Sniper WW(Wild Weasel)

Gun Sniper LS(Rinon Specification):

US: -

JP: -

Other Info: Rinon Tros(Leena)'s overloaded Gun Sniper. English can be annoying, it's called LS even in the Japan but Leena's name in Japan is Rinon...

Gun Sniper NS(Naomi Specification):

US: -

JP: Gun Sniper NS, ?

Other Info: Naomi Fluegel's barely-customized Gun Sniper. My only question is why Tomy didn't just make this as the red color for regular Gun Sniper instead of taking up more room in the game...

Snipe Master:

US: -

JP: Snipe Master

SMAstr A-Sild:

US: -

JP: Snipe Master A Shield/Snipe Master Active Shield

Other Info: Snipe Master equipped with the CP-25 Active Shield Unit.

Snp Master FB:

US: -

JP: ?

Other Info: Snipe Master equipped with the CP-24 Flexible Booster Unit. There's also a Snipe Master MU equipped with the CP-26 All-direction Missile Unit but for some reason it's not in this game...

Godos:

US: -

JP: Godos

Cann. Tortoise:

US: Cannon Tortoise

JP: Cannon Tortoise

C Tortoise BC:

US: -

JP: Cannon Tortoise BC

Barigator:

US: Barigator

JP: Barigator

Stealth Viper:

US: Venomous Viper (2001)

JP: Stealth Viper, Snakes

EU: Slither

Guysack:

US: Gusack

JP: Guysack

Other Info: One of the weirdest names. EVER.

GuysackStingr:

US: -

JP: Guysack Stinger, Guysack Stinger Special

Other Info: Just Stinger's custom Guysack.

Double Sworder:

US: -

JP: Double Sworder

Other Info: Actually more similar to Saicurtis than most would think (take a look at their identical legs).

Pteras:

US: Ptera Striker, Pteras

JP: Pteras

Pteras Bomber:

US: ?

JP: Pteras Bomber

Pteras Radome:

US: ?

JP: Pteras Bomber

Storm Sworder:

US: Storm Sworder

JP: Storm Sworder

StormSworderF(Future):

US: -

JP: Storm Sworder F

Other Info: Game original.

StormSwordrFX(Future Explorer):

US: -

JP: Storm Sworder FX

Other Info: Game original.

Raynos:

US: Raynos

JP: Raynos

Other Info: The only widely-released Zoid I can think of that hasn't been renamed AFAIK and has such a bizarre name (...is "raynos" supposed to have a meaning?).

Pteramander:

US: -

JP: Salamander

Other Info: The name most likely comes from the salamander from some kinds of

mythology, a creature that was immune to flames.

Hammer Head:

US: Sledge Head, Hammer Head

JP: Hammerhead

Hammer Head VL(Viking Lance):

US: -

JP: Hammerhead VL

Other Info: Falsely rumored to be released in the US January 2005.

Mad Thunder:

US: -

JP: Madthunder

Other Info: In the battle story, Madthunder was designed specifically to kill Death Saurer. It's shield(Anti-charged Particle Shield) and it's Maguneza weapons are supposed to be able to nullify Death Saurer's particle beams. The Magunezas are also meant to drill into enemy Zoids and kill them by frying their cores with electromagnetic energy. Exactly what the correct translation for "maguneza" is remains to be seen, though I ponder if it could be something like "magnether".

Gun Blaster:

US: Gun Blaster

JP: Gunbluster

Gustav:

US: Gustav

JP: Gustav, Gustav Moonbay

Other Info: The type seen in the game is Moonbay's.

Hover Cargo:

US: ?

JP: Hovercargo

Iron Kong:

US: Iron Kong

JP: Iron Kong

Iron Kong PK(Proitzen Knights):

US: -

JP: Iron Kong PK

IK Manuever:

US: -

JP: Iron Kong Manuever

Iron Kong SS(Schwarz Specification):

US: -

JP: Iron Kong SS, ?

Other Info: "Schubaltz" is actually an inaccurate translation. Schwarz(pronounced "shvartz") is German for "black". Odd name for two good guys that aren't presented as badasses...No model either, mon ami.

Hammer Rock:

US: -

JP: Hammerrock

Iron Drill:

US: -

JP: Iron Drill

Other Info: Game original.

Zaber Fang Old:

US: -

JP: Saber Tiger(saberu taiga)

Other Info: The original version of Saber Tiger from the 1980s for Zenebas.

Zaber Fang:

US: Zaber Fang(yellow)

JP: Saber Tiger(seiba taiga)

Other Info: The 1999 version for Guylos and Raven. The only difference is that the eyes are a darker color, in the game it can be colored like the Forrest Type, and the weapons were given new names.

Zaber Fang RS(Raven Specification):

US: -

JP: Saber Tiger RS

Other Info: ...Why did Tomy waste another spot for Raven's Saber Tiger?

Zaber Fang SS(Schwzar Specification):

US: -

JP: Saber Tiger SS

Other Info: No model, amigos.

Zaber Fang AT(Assault Type):

US: -

JP: Saber Tiger AT

Other Info: Saber Tiger with the now-rare CP-02 Assault Unit.

Zaber Fang TS(Tigers Specification):

US: -

JP: -

Other Info: The one in the game is a little different...Though a yellow Saber Tiger has been available for awhile, the sawed-off cannon on it's back(CP-04 Attack Unit modified slightly) doesn't come with it.

Diablo Tiger:

US: -

JP: Diablo Tiger, Diablo Tiger Beta

Other Info: Regular Diablo Tiger is Guylos' Alpha, red is Neo Zenebas' Beta.

Gun Tiger:

US: -

JP: Gun Tiger

Geno Saurer:

US: Genosaurus, Geno Saurer

JP: Geno Saurer

Other Info: Not released in the US...

Psycho G Sau.:

US: -

JP: Psycho Geno Saurer

Other Info: No model.

Proto Breaker:

US: -

JP: Proto Breaker

Other Info: Asides from being inferior to Geno Breaker is nearly every way

possible, there's little else noteworthy about it...Other than the fact that there is no model of it. A custom wouldn't be completely out of the question though, the gun on it's back is from Black Rhimos and the thruster appears to be a combination of the regular Geno Breaker's backpack with the High Maneuver Thrusters from the CP-11(whose name I forget x\_x).

#### Geno Breaker:

US: Geno Breaker

JP: Geno Breaker

Other Info: Just an upgraded Geno Saurer. On a side note, why doesn't it have the Weapon Binders in any of the GBA games? Seems wasteful for Raven to have the Multi-fire skill and his signature Zoid only having one gun...

#### Geno Scissors:

US: -

JP: Geno Scissors

Other Info: Game original. FYI, the X Breakers are not the shields on anything. X Breakers are the clamp-like objects on Geno Breaker and Strum Fury, the blades on Proto Breaker's legs, and the long blades on Geno Scissors. Also, the gun on Geno Scissors' back is from Heldigunner(which isn't in this game oddly...).

#### Geno Trooper:

US: -

JP: Geno Trooper

Other Info: Game original.

#### Geno Flame:

US: -

JP: Geno Flame

Other Info: Game original. Is just me, or does it look like one of the creatures from the Alien movies when it's black? Leviathe uses a purple Geno Flame.

#### Berserk Fury:

US: -

JP: Berserk Fuhrer

Other Info: I hate both names, personally. The Japanese one brings to mind a certain mad German dictator and the American one is just stupid(redundancy in a name is a bad idea). The word "fuhrer" is German for "leader" and normally has an accented U...But accented characters are a no-go for a FAQ.

#### Strum Fury:

US: -

JP: Storm Fuhrer, Berserk Fuhrer Storm, BF Storm

Other Info: A name Atari messed up on. It should actually be Storm instead of Strum, storm being German for storm(pronounced more like "shterm" though). No American release of the CP-27 Storm Unit, which is extremely rare. There was also a limited edition release in Neo Zenebas colors called Shturm Tyrann.

#### Jagd Fury:

US: -

JP: Jagd Fuhrer, Berserk Fuhrer Jagd

Other Info: Game original. Jagd(pronounced "yawkt") is German for hunter, just as jager is(keep in mind there are multiple words in every language for many different things).

#### Berserk Fury Z(Zenebas):

US: -

JP: Berserk Fuhrer Z, BF Zenebas, Neo Zenebas Berserk Fuhrer



Other Info: Game original. The only complete CAS for the BF(all the armor is different).

Death Saurer:

US: Death Saurer

JP: Death Saurer

Other Info: The American release of Death Saurer was in very limited quantities and only in FAO Schwarz, it sold out fairly quick(you won't find it ANYWHERE).

Bloody Demon:

US: -

JP: Bloody Demon

Other Info: Don't confuse this with Bloody Death Saurer. Bloody Death Saurer is just merely a red Death Saurer, but Bloody Demon has a couple of large gatlings slapped onto it's back and the same core as Geno Saurer. Supposedly has the same operating systems and Maccurtis and Demantis. Game original.

Death Meteor:

US: -

JP: Death Meteor

Other Info: Game original. It's a safe guess that Death Meteor's designer was into some...less than traditional...stuff. I mean c'mon! It's spiky and has a gag!

Red Horn:

US: Red Horn

JP: Red Horn

Red Horn BG(Beam Gatling):

US: -

JP: Red Horn BG

Other Info: Since they'e identical in shape, why wasn't Red Horn BG just the red color for Dark Horn? Seems like another waste to me.

Dark Horn:

US: Dark Horn

JP: Dark Horn(1980s, two limited edition rereleases)

Other Info: CHEEP! The American version released in 2001 is literally Red Horn with different colors and packaging, everything else about it is the same.

Dark Horn HS(Harry Specification):

US: -

JP: Dark Horn HS

Other Info: No model. Harry Champ's customized Dark Horn. Note the Beam Launcher from Iron Kong PK.

Black Rhimos:

US: Black Rhimos

JP: Black Rhimos

Other Info: The silver Metalrhimos is identical beyond colors and Helic emblems, limited edition in Japan but regular in America.

Zero Empire:

US: ?

JP: Liger Zero Empire Specification, Liger Zero EM

Other Info: The red version of Liger Zero that's part of Liger Zero X.

Zero X:

US: Liger Zero X

JP: Liger Zero X, Liger Zero X Armor

Other Info: X actually retains one piece of regular Liger Zero EM armor on it's tail.

Elephander:

US: Elephander

JP: Elephander

Elephander AG(Assault Gatling):

US: -

JP: Elephander AG

Lightng Saix:

US: Lightning Saix

JP: Lightning Saix

Lightg SaixBS:

US: -

JP: Lightning Saix BS

Other Info: Game original. No one seems to know what the BS actually stands for, but personally I believe it may be Prototype Specification(Ps and Bs are even more easily mistaken in Japanese).

Dark Spiner:

US: Dark Spiner

JP: Dark Spiner

Killer Spiner:

US: Killer Spiner

JP: Dark Spiner KD(Killerdome), Killer Spiner

Other Info: Originally Dark Spiner KD, but now even in Japan it's known as Killer Spiner due to Zoids Fuzors.

Rev Raptor:

US: -

JP: Rev Rapter

RR PileBunker:

US: -

JP: Rev Rapter PB(Pile Banker)

Rev Hunter:

US: -

JP: Rev Hunter

Other Info: Game original.

Atak Kat:

US: -

JP: Helcat

Other Info: What kind of madly conservative stoner decided "Helcat" was obscene? Hell, they don't even spell it right in Japan!

Iguan:

US: Iguanasaur

JP: Iguan

Hellrunner:

US: -

JP: Merda

Other Info: Despite what some may believe, merda is actually the original

English name put on the box when the Zoid was first released in 1983.

Gator:

US: Gatordus

JP: Gator

Killer Dome:

US: -

JP: Killerdome

Redler:

US: -

JP: Redler, Reddra

Other Info: Reddra was it's name back when it was Zenebas and actually red. It's a safe enough guess that "Reddra" is short for "red dragon".

Redler BoostC:

US: -

JP: Redler BC(Booster Cannon)

R. Interceptor:

US: -

JP: Redler IC, Redler Interceptor

Other Info: Game original.

Bloodler:

US: -

JP: Bloodler

Other Info: Game original.

Zabat:

US: Zabat

JP: Zabat

Other Info: I think this name could be a really bad pun. Either it's supposed to sound like "sabbath"(which is just lame) or "the bat"(equally pathetic).

Gilvader:

US: -(Ain't gonna happen ;\_;

JP: Gilvader

Other Info: The largest flying Zoid as well as one of the rarest and most sought after. It only had one production run in 1989 and sells for hundreds of dollars.

Brachios:

US: ?

JP: Brachios

Wardick:

US: War Shark

JP: Wardick

Other Info: Despite how much of an improvement "War Shark" is, it's actually a coelacanth.

Sea Striker:

US: -

JP: Sinker

Other Info: Ok, I know "Sinker" isn't exactly a great name but what idiot decided on "Sea Striker"?

Molga:

US: -

JP: Molga

Other Info: I used to think it was a maggot. Lol, until I realized those laser cutters on it's tail were like bodyparts of a caterpillar.

Dark Poison:

US: -

JP: Dark Poison

Other Info: Game original.

CannoryMolga:

US: -

JP: Cannory Molga

Saicurtis:

US: Saicurtis

JP: Saicurtis

Other Info: It's doubtful many outside of Tomy actually know where the name comes from. I know I certainly don't.

Death Stinger:

US: -

JP: Death Stinger

Jagd Stinger:

US: -

JP: Jagd Stinger

Other Info: Game original.

Whale King:

US: Whale King

JP: Whale King

Other Info: No American release, not a model. Whale King is almost obscenely large, if I could afford the shipping on one I'd have a hard time fitting it in my room!

Dragoon Nest:

US: -

JP: Dragoon Nest

Other Info: No American release, not a model. Dragoon Nest is the special transport used by Eisen Dragoon.

Leo Blaze:

US: -

JP: Leoblaze

Unenlagia:

US: -

JP: Unenlagia

Other Info: It's name is a kind of ancient lizard that had wings on it's arms. The lack of wings wasn't corrected until Evoflyer, which at the last minute before release became a microraptor type x\_x

Mosasledge:

US: Mosasledge

JP: Mosasledge

Nightwise:

US: Night Wise

JP: Nightwise

Flyscissors:

US: Fly Scissors

JP: Flyscissors

Other Info: Actually the term chimera originates from Greek mythology, and it was only one beast. In modern times it's used a bit more often to describe any combination of multiple animals. Flyscissors is a chimera of a stag beetle and pteranodon. Chimaera from mythology had a horse's body, lion's head, and a snake as a tail.

Shellkarn:

US: Shell Karn

JP: Shellkarn

Other Info: Chimera of a gorilla and turtle.

Diplo Guns:

US: Diplo Guns

JP: Diploguns

Other Info: Chimera of a diplonaurus and piran(h)a.

Demon's Head:

US: Demons Head

JP: Demonshead

Other Info: Chimera of a tyrannosaurus and triceratops.

Buster Eagle:

US: Buster Eagle

JP: Buster Eagle

Other Info: It's Buster Cannons are actually toned-down versions of the Gojulas Cannons and even have a slightly different design.

Fuzor Dragon:

US: Fuzor Dragon, Matrix Dragon

JP: Matrix Dragon

Chimera Dragon:

US: ?

JP: Chimera Dragon

Gojulox:

US: -

JP: Gojulox

Other Info: A Blox version of GTO essentially. It's name is Gojulas and Blox combined.

2-arm Lizard/Double Arm Lizard:

US: -

JP: Double Arm Lizard, D.A. Lizard

Griffin:

US: -

JP: Griffin

Other Info: Everyone has their own personal spelling for it, but none is more correct than any others ("Griffin" just happens to be the spelling used in the Zoids Legacy game). Basically unless you actually know Greek and were the first person to translate the Odyssey you have no business arguing the spelling of it.

Lord Gale:

US: -  
JP: Lord Gale

Trinity Liger:

US: -  
JP: Trinity Liger

Other Info: Game original. Press releases of the cancelled American release of Zoids Saga named it Eternity Liger. I only have one word in response to that: OUCH. Trinity Liger originally appeared as a winner in the CAS contest of 2001. Any supposed pix of it as a model are of the contest entry, something that you cannot buy.

Trinity Liger BA(Burning Armor):

US: -  
JP: Trinity Liger BA

Other Info: It's labeled regular Trinity Liger in Cyberdrive Zoids.

Geno Hydra:

US: -  
JP: Geno Hydra

Other Info: More Greek mythology! The Hydra was a poisonous serpent that grew three heads every time it had one cut off, kind of odd the Geno Hydra only has three as the hydra is usually depicted with nine heads. The Hydra was IIRC, only used in the story where Heracles(Hercules) killed it.

Geno Hydra KA(Kill Armor/Keel Armor):

US: -  
JP: Geno Hydra KA

Other Info: It's labeled regular Geno Hydra in Cyberdrive Zoids.

Blitz Tiger:

US: -  
JP: Blitz Tiger

Other Info: Though it nearly goes without saying to most Zoid fans, blitz is German for lightning.

////////////////////////////////////\////////////////////////////////////  
08A Walkthrough

No introduction, just straight to the action! Keep in mind that being a basic walkthrough this section contains INCOMPREHENSIBLY MASSIVE SPOILERS! Don't even start reading it unless you want spoilers. For every area I have a list of things to do and acquire, like this:

- (name of area):  
Freebies:  
-Data/Parts  
-Weapons  
-Items  
-Money  
-Commands

- Party Change:  
-Character(Zoid the character is in) joins/leaves.

-Pulse's emotions change.

Tasks(necessary to advance the game!):

- task 1
- and so on

Formation of (sub-)boss and arena enemies are shown with 1-3 and A-C:

- 1 A
- 2 B
- 3 C

First off, I recommend going to the Config area of the options to adjust the main character's name and battle cry. Default name is "Zeru", default battle cry is "Take this!". I'll just refer to the main character as "Zeru" in this FAQ for obvious reasons. With that out of the way, why not start a new game?

As the game opens up, we see a Gustav and the ground begins to shake suddenly. Regina and Prince Athle are concerned! Next we see some people in a building(a Zoid lab to be precise). Fiona feels something wrong and Van is concerned about that. Now we see a battle going on between the Blitz and Lightning teams, but the earthquake distracts them as well(they must be pretty distracted, there's a Zaber Fang AT on the Blitz Team!).

After a long and incoherent explanation of the game's basic plot, we finally meet our hero: Zeru(or whatever you decided to call him!). The earthquake is also a bother to him...Apparently on Zi they don't have anywhere like Japan where they're accustomed to earthquakes :P Back on topic...Zeru decides a good idea would be to take his Gustav into the nearest town and ask around for information. \*NOW\* you have some freedom!

Cebu Town

Freebies!:

- Data/Parts: none
- Weapons: Lsr.M Gun(weapon shop), Armor Plus(northeast corner of town)
- Items: CA Ion S(item shop)
- Money:none
- Commands: Data Gather.1(scientist in Zoid shop), Supplier(old man at bar)

Party Changes:none

Tasks:

- Converse with three townspeople about three things.
- Leave

First off, go into all the buildings and press A on the gray boxes with blue spots you find. These boxes contain freebies! You'll especially want the Lsr.M Gun and Armor Plus weapons, Saberlion will have difficult against flying Zoids for awhile and it's hard to argue with extra defense! As you wander

around town, be sure to check out the stats of your only Zoid and pilot(Saberlion and Zeru...Gustav is unplayable) as well as talk to everyone in town. If you talk to everyone in town you'll gain two useful commands, Data Gather.1 and Supplier(be sure to add them to your list of usable commands before you begin a battle!). Talking to people in town is also a necessity, you cannot exit the town until Zeru talks to three of the locals about the earthquake, field Zoids, and Zoid battles.

Take note of the icons on certain buildings in town. The one with the Blade Liger head is the Zoid shop, the hammer is the item shop, the mug is the bar, the one with the cylindrical shape is a weapon shop, and in most towns you'll eventually go to you'll see arenas signified with a feather pen(Cebu Town does not have an arena though). At the Zoid shop you can heal your Zoids for free, just by talking to the scientist running it. A good idea is to head here to heal as soon as you get to a new town. The other functions of a Zoid shop require a fee though. You can revive defeated Zoid(ones at 0 HP), build new Zoids, develop CAU/CAS for them(Liger Zero+Berserk Fury only...), customize them by upgrading the strength of their weapons, GEP, DF, and change their colors to one of eight color schemes(base, red, green, blue, white, black, purple, or brown); or sell Zoids at 50% their purchase price(Zoids received to advance the story cannot be sold: Leo Blaze, Unenlagia, Mosasledge, Nightwise, Buster Eagle, Liger Zero, Blitz Tiger, and all temporary party members' Zoids). Item shops sell items to heal Zoids and eventually ones to move you about outside of battle. You can't buy anything in bars, but they are often vital to the story and often enough old men in them will give you a free command just by talking to them(wow, they must be \*QUITE\* lonely!)...Though the usefulness of these commands is questionable. Finally arenas are for special battles against specific enemies with various rules. These battles give you much more money than ordinary ones, it's a shame there is a limited number of arena battles...

Note that all the Zoids available to you suck right now, Saberlion is better than any of the ones you can build until you're given a certain L-sized Zoid later on...Also most of the weapons you can buy are virtually useless until you can buy ones with the Freeze or Pilot Down properties...

The money you have is very limited right now, use it to buy one React U. and two CA Ion S. Until healing commands become available these are vital to have. Once commands become available that can heal your team for free, you should focus most of your money on upgrading Zoids. Why bother on petty items that only heal 50 HP on a single Zoid when you can just use a command to heal half or all of your entire team's HP?

After doing some shopping and talking to everyone in town, you need to leave(nothing else that can be done so far!). If you want to give yourself just a slightly bigger edge, saving the game and playing the first level of Challenging Mode would be a good idea(freebies!). It'll give you an excellent opportunity to get used to the mechanics of combat without worrying about your Zoids being damaged or destroyed and wasting items.

in the field...

Goodies: none

Party Change: Mystery warri joins for one battle

Tasks: Beat two pairs of Molgas in a fixed battle.

Now that you're finally free of the confines of the town you'll be attacked randomly by groups of enemy Zoids. This is an RPG, afterall. With that in mind, don't worry about the bane that so many other RPGs fall prey to: energy



shortage. EP always starts at 50% maximum plus the GEP amount in every battle, no matter how much you use!

All right all right. Now you've got a choice. You can go east and fight in as many random battles as you see fit to gain money, EXP, data, and cores or you can go west and advance the story. If this is the first time you've played the game you should go east for some target practice on the Molgas and such. If you've completed the game before and want the maximum out of Pulse you should head west immediately and make sure that Zeru never survives a battle until after you have Pulse.

Once you finally head west, you'll trigger an attack by a pair of Molgas. Focus your attacks on one at a time and the battle should be over soon. Once the only remaining Molga has low HP, be sure to use the Supplier command(nothing wrong with having more money!). This battle should take 6-10 turns if Saberlion isn't upgraded.

Now that wasn't so bad, was it? Well now you get a chance to repeat the battle, with a Mystery Woman's help! The Mystery Woman joins you in a Gun Tiger. With her help you should be able to finish this battle in as little as two turns. After you win, the Mystery Woman goes away...With nothing better to do at the moment, Zeru decides it couldn't hurt to check out the Zoid battles in the next town! Head west and next to the ridge you'll find...

Llama Town

Goodies!:

- Data/Parts: none
- Weapons: Sml Laser(weapon shop)
- Items: React U.(item shop)
- Money: none
- Commands: Friendship(when Juno joins), Conservation(when Juno joins)

Party Changes: Juno joins the party

Tasks:

- Sign up for battles at the arena.
- Talk to warriors at the arena, bar, on the streets, and in the Zoid shop.
- Enter and exit the Zoid shop.
- Beat at least one battle in the arena.

Heal your Zoids, head to the north within the town until you find the arena. When you're told you can't fight without a partner go and talk to the Warriors roaming about town. The warriors are the people(only one female o\_o) that are wearing a grayish brown poncho. After you talk to every one of them and they all decline, go into the Zoid shop-there's one more in there. As you exit the Zoid shop you'll encounter the Mystery Woman again! She'll join you and reveal that her name is Juno, as well as give you her Zoid and two commands, Friendship and Conservation. Conservation can be a bit risky at times, but Friendship's usefulness is difficult to overestimate.

With Juno in your team head back to the arena and get ready for battle! If you're one of those people who want Zeru at level 2 or 1 by the time you get Pulse, just weaken your enemies until Zeru is defeated and this way he won't gain any more EXP. Use the money to upgrade your Zoids between battles or revive Zeru's Zoid, depending on what you're shooting for. Only the last battle

is of noteworthy difficulty, but you shouldn't have too much trouble if you focus on your more accurate weapons. Also, you \*can't\* leave town until you've beaten at least one battle.

Battle 1:

Cannon Team

2: Cannon Tortoise

B: Cannon Tortoise

Battle 2:

Killer Team(50 EXP/2400 G)

2: Gator

B: Killer Dome

Battle 3:

Saicurtis Team(40 EXP/1200 G)

A: Saicurtis

B: Saicurtis

Battle 4:

Bugs Team(50 EXP/1350 G)

2: CannoryMolga

B: Guysack

Battle 5:

Atak Kat Team(110 EXP/3200 G)

A: Atak Kat

B: Atak Kat

Now there's nothing left to do in Llama Town unless you particularly want to blow your money on pathetic weapons or didn't nab all the freebies lying around town. When you begin to leave, Juno will ask you if you want to leave town or not. Just say yes anyways, you can always come back into town if there's something you missed and saying no prevents you from leaving. Upon leaving head west to...

Old Village

Goodies!:

-Data/Parts: none

-Weapons: Gatling(weapon shop)

-Items: none

-Money: none

-Commands: none

Party Changes: Juno leaves

Tasks:

-Defeat the bandits in the Hellrunners.

SUB-BOSS:

2: Hellrunner(equipped with Bm Rifle)  
A: Hellrunner(equipped with Armor Plus)  
B: Hellrunner(equipped with Gatling)  
C: Hellrunner(equipped with Armor Plus)

You don't get a chance to do anything, a villager comes up to you the second you enter town and speaks of bandits! No self-respecting hero can deny people in need, so of course Zeru decides to fight the bandits! Curiously, one of them decides to run away right before the leader challenges you to a fight. Sub-boss battle here is four Hellrunners. It's only the weakest Zoid in the game, so the only one that's even a tiny bit of a threat is the one in the rear with the extra gun. Take that one out and you'll average 10 damage per hit, hardly a problem when you can kill your enemies in two hits each!

After the battle, Juno goes crazy and leaves you to head north...

field:

Tasks:

-Damage the bandit leader sub-boss.

Now would be the time to heal if you plan to, there's a potentially dangerous adversary coming up soon...Head north of the village as soon as you're ready. A little ways up the road an event happens and you run into the leader of those nasty bandits! "I'll let you go if we fight and I receive any damage." Her(or Leviathe as she is called in battle) Zoid is an ordinary Redler. Right now there's literally no chance of you getting the first attack in, so just use the Mines command(if you cleared the first level of Challenging Mode!) and attack with Lsr.M Gun. Chances are that 93% accuracy won't fail you, and fortunately the battle ends automatically when one of your attacks hit...The downside though is that you get NOTHING for winning...After the battle you wind up outside a building in Old Village again...

SUB-BOSS: Guysack(20 EXP/1000 G/90 HP/3120 IV/30 DF/48 DCP)

Back in the village, you stand right outside an open building. Right now I recommend heading to the Zoid lab and upgrading Saberlion's Hi WvBlade twice. Doing so will make the next battle very short. Saving won't do you any harm at this point either! Now go into that open building and you get to fight a Guysack. This battle is no challenge at all: just use HiWaveClaw until his smoke wears off(or when your EP is low) and Hi WvBlade the rest of the time.

As it turns out, the battle was a distraction! Juno has been kidnapped again! Head north to...

Goodies!:

- Data/Parts: Hammer Rock data (house)
- Weapons: none
- Items: CA Ion M (Zoids shop)
- Money: 1000 G (northeast corner of town)
- Commands: CoreSecurity1 (scientist in Zoids shop)

Party Changes: Bit joins.

Tasks:

- Meet Bit in the Zoids shop.
- Defeat bandit sub-boss.
- Sit through incoherent story without falling asleep.

There's little of significance here, head straight to the Zoid shop. You'll walk in on a conversation between a warrior and one of the shop's technicians. Every Zoids fan should recognize the warrior as well: Bit Cloud! After listening to him ramble on about his dream, he'll join your party. Since there are still no better Zoids available yet, assign him to Saberlion and Zeru to Gun Tiger. Heal your Zoids and walk around town until you find the open building. Save now if you want, but the enemy shouldn't be too much trouble.

SUB-BOSS:

Hammer Rock (equipped with Hvy Gatling/165 HP/380 IV/30 DF/108 DCP)

The battle is against a mere Hammer Rock, but it has a decent excuse for a gun equipped to it that can hit a whole row with one shot. Still, it shouldn't be that much of a challenge. If you want Zeru to die to minimize his EXP, it shouldn't be that hard if you keep Bit on the back row. I recommend weakening the boss until Bit can finish it with one hit first though.

Post-battle, there's nothing left to do in town other than heal...Which means you should head east to

Galilstorm

Goodies!:

- Data/Parts: Z Core SS (Zoid shop), Command Wolf data (Zoid shop)
- Weapons: none
- Items: none
- Money: none
- Commands: Junk Parts (old man in bar)

Party Changes: none

Tasks:

- Sign up for battles at the arena.
- Beat the boss in the fifth arena battle.

There's some goodies to be found in town, but the only thing that really matters is the arena. The arena is a bit more challenging this time and has the

first boss in the game that will prove to be a challenge. Only the boss battle should prove difficult, but it's not hard to have Zeru killed if you try to.

There's also the East Ruins nearby, but the enemies there are a little bit tough...You may want to go there after you acquire Pulse!

#### Battle 1:

Breaker Team(60 EXP/3000 G)

2: Dbl-Sworder(95 HP/2580 IV/17 DF/30 DCP)

B: Dbl-Sworder(80 HP/2580 IV/17 DF/DCP 30)

C: Dbl-Sworder(90 HP/2180 IV/17 DF/33 DCP)

#### Battle 2:

Viper Team(120 EXP/3000 G)

A: Stealth Viper(160 HP/980 IV/5 DF/66 DCP)

B: Stealth Viper(144 HP/1140 IV/5 DF/60 DCP)

C: Stealth Viper(152 HP/980 IV/5 DF/66 DCP)

#### Battle 3:

Bomber Team(150 EXP/4500 G)

2: Pteras Radome(224 HP/4900 IV/20 DF/140 DCP)

A: Pteras Bomber(96 HP/3000 IV/20 DF/40 DCP)

B: Pteras Bomber(108 HP/1700 IV/20 DF/44 DCP)a

#### Battle 4:

Hunter Team(165 EXP/3500 G):

2: C.Tortoise BC(Republic warr/170 HP/1640 IV/25 DF/65 DCP)

B: Atak Kat(Imperial warr/170 HP/2350 IV/18 DF/72 DCP)

C: Atak Kat(Imperial warr/170 HP/2350 IV/18 DF/72 DCP)

#### Battle 5:

Leviathe Team

BOSS:

2: Redler BoostC(Leviathe/300 HP approx./25 DF)

A: Guysack(Zoids pilot/equipped with Lg Armor+/96 HP/1560 IV/25 DF/40 DCP)

C: Guysack(Zoids pilot/equipped with Lg Armor+/108 HP/1560 IV/25 DF/40 DCP)

You're pretty much outmatched here. If you've upgraded your Zoids' weapons it shouldn't take too long to defeat the enemies...But this isn't very easy of a battle! Take out the lackeys first, Leviathe will be less likely to use those mean guns if she can use the claws too(the guns are the real threat!). If you've upgraded the weapons of your Zoids, Leviathe should go down after about six or seven hits. Note the music here, this music means beware. Only the most fearsome bosses in the game get this music.

Party Change: Bit leaves.

After the battle, Bit decides that he's earned enough money to pursue his dream and leaves you. Now Zeru rushes off to the empty building in town and sees Juno tied to a chair, but he gets attacked from behind before he can do anything about it! Juno gets kidnapped again! ...When Zeru wakes up he decides that the only way to save Juno is to fight in battle against the Back

Draft(or simply BD) team. Apparently that concussion damaged Zeru's brain...

Elsewhere you get to see the scheming of the various villains, not much of it's noteworthy beyond one line Leviathe has: "If I don't defeat Zeru, I can't return to Prince Gard..."

With all the story stuff over with, only thing left to do in Galilstorm is to heal and check for missed freebies. Don't waste your money upgrading Saberlion or Gun Tiger anymore and head east.

in the field...

Zeru sees someone laying on the side of the road and stops to help. This person is none other than Dr. T, the most important of the minor characters in the original Zoids Saga. Zeru takes Dr. T to the nearby Mount Town and starts a conversation with him as he recuperates.

Mount Town

Freebies:

- Data/Parts: Shield Liger data(Dr. T), ZaberFang Old data(Dr. T).
- Weapons: none
- Items: none
- Money: none
- Commands: none

Tasks:

- Pick your free Zoid.

Party Changes:

- Zeru gains use of the Organoid named Pulse, Shield Liger or ZaberFang Old is added to party.

All you get to do here is listen to Dr. T's rambling about what happened(yes, it is the very core of the story but it just feels so insignificant reading it like this loser's saying it!) and make one decision. When Dr. T asks what kind of Zoid you prefer, he gives you one of two Zoids!

Liger Type: Shield Liger

Zaber Fang Type: ZaberFang Old

For the most part, Shield Liger is better. It's stats are overall higher, it has a shield that can absorb 150 damage, and it's got a more powerful grapple weapon. ZaberFang Old's advantage is having more than one gun even without equipping anything on it's racks and it's better upgrades seem slightly easier to acquire than Shield Liger's...If this is your first game, just choose Shield Liger: it's simple and effective.

After you give your answer, Dr. T comments on how it's hard to believe that that Zoid is from the old war and then says he's lost his Shield Liger or ZaberFang Old. Zeru naturally agrees to help look for it and you're instantly back where you found Dr. T laying. There's no sign of it at all and you're suddenly attacked by bandits with the worst dialogue in the whole game! Despite their speech impediment these bandits are smart, they don't give Zeru a chance to get into his Zoid! It looks like the hero

could be seeing his last moments alive, but what's this? The ground shakes! The Zoid you chose leaps out of the ground and scares off the bandits! Dr. T says he'll give you the Zoid and his Organoid, Pulse.

Pulse's starting stats:

HP: +50%

SP: +30%

SR: +30%

DF: +30%

AT: +30%

Skills:

HP max. UP1(+100 to HP max of Zoid when Pulse is called)

EP max. UP1(+10 to EP max of Zoid when Pulse is called)

From now on, certain events in the game will require you to choose what Zeru says. Your choice affects Pulse's emotion, directly influencing which of his stats go up fastest and what skills he learns. It's important to plan through every single one of these events if you want Pulse to have a specific set of skills. For you perfectionists, now it's ok to have Zeru level up.

You can now use Pulse in battle by selecting Organoid when it's time for Zeru's action.

Mount Town(return!)

Freebies:

-Data/Parts: none

-Weapons: Smoke Unit(weapon shop)

-Items: ZC Promo(item shop)

-Money: none

-Commands: none

Party Changes: Albane(L10), Zan(L6), and Tita(L6) join, party acquires Mosasledge, Leo Blaze, Unenlagia, and Nightwise.

Tasks:

-Meet new friends after the first arena battle.

Zeru and Dr. T return to Mount Town with Pulse and the newest addition to your lineup. Dr. T says that he wants to see you in action(weirdo) and insists that you fight in the arena. There's nothing else noteworthy about this town except the waitress and man in the red shirt at the bar will change Pulse's emotions.

ARENA

Battle 1:

Wolf Team(40 EXP/2000 G)

B: Command Wolf(216 HP/1010 IV/20 DF/90 DCP)

This battle is a cakewalk. After you inevitably defeat this loser you don't even get a chance to exit the arena, you're suddenly attacked by four mysterious types of Zoids! The leader opens communication though and as it turns out you're allies...But that doesn't make a difference to the Judgeman.

Party Change: Pulse gains ZOS skill and goes up one level.

You end up back in the Zoid shop discussing where these people came from. After exchanging more ramblings, it's time to leave town. Go to the entrance and say yes when you're ready to leave. Apparently there are ruins in the northwest protected by walls of light...But if you want to, now you can participate in the other battles in this arena:

Battle 2:

Rock Team(70 EXP/2000 G)  
B: Hammer Rock(Zoids pilot/198 HP/420 IV/25 DF/90 DCP)

Battle 3:

Liger Team(150 EXP/2000 G)  
Rules: Only 1 Zoid.  
B: ShldLiger DCS(Zoids pilot/399 HP/550 IV/25 DF/154 DCP)

Battle 4:

Tiger Team(200 EXP/2000 G)  
Rules: Only 1 Zoid.  
B: Zaber Fang(BD Member/352 HP/800 IV/30 DF/224 DCP)

Battle 5:

Kong Team(300 EXP/3000 G)  
Rules: Only 1 Zoid.  
B: Iron Kong(Imperial warr/408 HP/870 IV/50 DF/192 DCP)

Only the last battle should be of difficulty, provided you fight these battles before leaving town. Whenever you're ready leave and head to the northwest.

in the field...

Tasks:

-Defeat petty bandits...that have ZOS.

You face some pretty pathetic bandits here. Three Rev Raptors and a Command Wolf is hardly a challenge...Well, not unless your entire team consists of a single Hellrunner! Then you would have problems. Anyways, these bandits are total pushovers. As long as you don't get the Command Wolf moved to the front row while it's ZOS is active, you should have minimal difficulty defeating them.

Now that you've got some allies, it wouldn't hurt to take the time to clear the cave that's east of Galilstorm. It's also not a bad idea to stock up on healing item and upgrade the DF of your Zoids right now, once the next set of events happen you're trapped in an area with significantly more difficult random battles. Check out Challenging Mode too, level 4 will be open now. After doing whatever you've wanted to do, head northwest to the next town. If you try to go past the town, Albane stops you and says that the Zoids need to be refueled...Not funny! Just head into the town.



## E.Sea ruins

Basement floor 1:

### Freebies:

- Data/Parts: Z Core H1, Z Core FL
- Weapons: none
- Items: CA Ion S, CA Ion S, Evactn U
- Money: 2500 G, 1500 G
- Commands: Muddy Ground

Basement floor 2:

### Freebies:

- Data/Parts: Z Core IS, Cannory U, Brachios data, Z Core WT
- Weapons: Lg Armor+, Accltd Cn., Mag.Detctr
- Items: React U., CA Ion M. CA Ion S
- Money: none
- Commands: none

This area has nothing to do with the story or anything else. The freebies don't hurt though. The only worthwhile enemy in this cave is Hammer Head, a fairly rare enemy on the second floor. It's not a bad Zoid at the moment... About as tough and strong as most land Zoids now, faster than most land Zoids, counts as both a flying and swimming Zoid(no CLV problems!), all it's weapons have the A Air property, and it has the nifty evasion bonus all flying Zoids get.

As soon as you come out the entrance of the second floor you'll see a treasure box that looks out of the way, but you can squeeze your transport to the left just fine. In case you didn't notice, there are two ways up from the bottom floor. The one to the east leads to a second area of the first floor. Go up from there to come out on an island to fight enemies that are somewhat advanced, including the LL-sized Gordos. Later on you'll need an LL-sized Zoid to participate in a certain battle, so getting the Zi Data of Gordos right now won't hurt you.

## Seas Town

### Freebies:

- Data/Parts: Zaber Fang data(Zoids shop), DCS Unit(Zoids shop)
- Weapons: none
- Items: none
- Money: none
- Commands: F.Drgn Gattai

### Tasks:

- Defeat the bandit in an arena battle with only Zan or Zeru.

The Blue Unicorn unit(the people that just joined your party <\_<) stop inside town and talk about how they were testing Blox fusion...Which Tita doesn't want to be known("Military secrets!"), though oddly her superior doesn't mind divulging classified information(Albane's a funny guy!). Zan's hungry, so he wants to go to...the bar. Ok then...Since this is an RPG, it's your job to satisfy every single whim of your characters! Head to the bar! Oh, adjust

your party so that only Zan or Zeru is in it too.

...In case you decide to stray away to the arena, the Judgeman refuses entry. For some reason the arena is closed...

In the bar, a random bandit assumes Zan is cocky based upon his clothes... And challenges him to a fight in the arena. You can accept or decline his challenge now, but declining it adds 2 to Pulse's blue emotion...But don't do that unless you really want Pulse to learn blue skills. If you decline you have infinite chances to accept again, and you have no choice but to accept because Albane won't let you leave the city(meaniehead!).

When you get to the arena, the bandit forces Judgeman to open the arena for combat. When Zan asks you his question, pay attention to which answer you give!

Yes: Zan fights alone.

No: Zeru fights alone.

I don't believe this choice even affects anything...The enemy is the same no matter which you take...And it's not much of a challenge either, must have to do with the fact that at least in the game that particular Zoid sucks...

Battle:

? team(I forgot to list the name.../250 EXP/1800 G)

B: Lightng Saix(Bandit/287 HP/491 IV/34 DF/180 DCP)

With that mess over with, reorganize your party the way you want and walk to the entrance of town. Albane gives you the F.Drgn Gattai command and opens the pause menu for you. His lines are completely unintelligible, but he's telling you to look at the command he gave you. On the commands menu press A on an empty space to view your list of available commands and A again to add another command to your list. Press start on any command to view what it does and how to use it, you need to do this on F.Drgn Gattai before Albane will let you out of the menu!

NOTE: Gattai commands are completely useless except in Challenging Mode.

In the regular game you're better off with a few Zoids than a single stronger one. There's so many downsides to using Gattais...The Zoid you wind up with is exactly how it is in it's Zi Data(plus bonuses from the pilot), with no extra weapons, no upgrades, and empty space left on your team...Oh, but two of the stats aren't the same as Zi Data: HP and EP. Those are going to be lower! Any damage from the Zoids you combined carries over, and their EP is added together...Which, chances are, will be quite low unless you used the command on the first turn in battle! Aw, did I mention you could fill the space with better Zoids than what you combined too? Just don't use Gattai commands!!! If you absolute \*MUST\* use a combined Zoid, build it later instead!

Now you get one last chance to stroll about town, once you leave you get stuck in another series of story-related events.

in the field...

As soon as you exit town, the Gustav automatically heads southwest. The Blue Unicorn unit tries those Blox fusion tests again, but four mysterious new types of Zoids appear suddenly! The leader of that group reveals herself to be Claudia of Rottiger! Rottiger and Blue Unicorn are rivals, so it's time for a

battle! Both sides fuse their Zoids together! A flash obscures everything and suddenly the scenery has changed! Wouldn't ya know it, but Rottiger is gone too! Everyone's been sent back through time! You end up in the nearby town before you have a chance to do anything...

#### Imperial Twn

NOTES: In this area you cannot access the map or use Evactn U. If you leave the freebies, they will be the same later on.

#### Freebies:

- Data/Parts: Dmgd rifle(item shop)
- Weapons: IonRadiatr(weapon shop)
- Items: ZC Promo
- Money: none

-Commands: Charge Energy(scientist in Zoids shop), C.Drgn Gattai(when Rottiger joins your party), 2-arm Lizard Gattai(Dr. T after leaving town)

#### Party Changes:

- Pulse emotions up, white +3 or black +3.
- Van(14) added with Blade Liger. Zoid cannot be changed in any way.
- Max added with Demon's Head.
- Reiner added with Diplo Guns.
- Claudia added with Flyscissors.
- Shell Karn added.

First head into the Zoids shop. You'll meet up with Van, Fiona, and Zeke. When Van asks you a question, your answer affects Pulse. Be nice to raise Pulse's white emotion 3 points, but IMO it's better to be mean and get the bonus to black...It's actually vital to the diabolic setup I have for Pulse! Van says that he met some strange imperial soldiers down at the bar...Albane says that they must be informed that they've gone back in time so that they don't screw up the present! ...Or would that be the future? There's only two sure things now: time travel sucks and you have no choice but to go to the bar. (Hmm...I wonder if the designers are drunks...).

#### Van's stats:

level 11  
HP +59%  
MM +33%  
DCP +59%  
SR +26%  
HR +23%  
default growth type: Defense  
Organoid: Zeke  
skills: 3:Liger Type, Good Grpl+25%, Impudence, End Battle+20%

#### Zeke:

HP +70%  
AT +30%  
SR +50%  
SP +39%  
DF +60%  
skills:HP max.UP 1, EP max.UP 1, Ultra Reactn

In the bar, Reiner is busy 'interrogating' the locals aggressively but Zan puts a stop to that. When the local Reiner was interrogating gets upset, everyone returns to the Zoids shop to discuss all these important matters. After everything is explained, Claudia more or less orders her subordinates to cooperate with your group and they join you with the chimera Zoids she says were stolen from Zenebas loyalists(Rottiger's mission is to prevent Zenebas uprisings...but anyone who's read the least bit of the battle story for the 1999-current line of Zoids knows how that ended up...). Oh, and they also give you the C.Drgn Gattai command...Which is a good waste of commands...

I recommend buying three Bm Cannons and five Smoke Units now, you don't get another chance to acquire these weapons in the whole game...Bm Cannon is pretty much useless but it looks cool, and Smoke Unit is so light it can be added to any Zoid easily! Well, as long as it doesn't count as a flying Zoid...

Now with more allies(and enough pilots to have a full team of six!), there's nothing left to do in town event-wise...As you reach the exit, Van stops you. Just say yes to leave town. Before you can get the Gustav out of town Dr. T stops you and says he modified the Gattai command. The 2-arm Lizard Gattai command amazes everyone and Dr. T's asked if he could do the same for Rottiger's Zoids, but he says it looks a lot harder to do...The command he's given you is even more worthless than the others now anyways, you could've gotten what you need to \*BUILD\* 2-arm Lizard out of Challenging Mode by now. Van says your destination is Miletos Castle in the east, where he left his friends and the emperor Rudolf fighting...There's no direct route, you need to head north first(which even Van realizes! amazing!).

You can move freely now, but the map will not work. I recommend taking advantage of the opportunity and build a Dark Horn before you face any sort of powerful boss, it's very durable and it's main weapon is perfect in Tita's hands. After being upgraded it's also strong enough to remain useful even against the final boss!

in the field...

#### Tasks:

- Defeat the Miletos Castle boss.
- Listen to Proitzen's proclamation.
- Defeat Stinger and his lackeys.

#### Party Changes:

- Herman joins in Gojulas(cannot be modified).
- Van and Herman leave.
- Irvine joins in Comm.Wolf IS(cannot be modified), Moonbay joins.
- Pulse emotion change: red +2/blue +2
- Irvine and Moonbay leave.

Head north along the curvy path. When you get to a point where the road begins heading south, Irvine gives you a call. He's busy protecting Rudolf at Miletos Castle, but they're out of ammo! They need you NOW!

Head further south and you'll see a Zoid on the road...It's captain Rob Herman of the republic! He joins your little group, but he's of no use...He refuses to get out of Gojulas or allow you to modify it...It's only projectile weapon has a mere 100 AT, so it shouldn't be of much use to you...It's slow too!

Be sure to keep your Zoids at high health, you're approaching a nasty boss fight...

Go farther east now and you'll see a pair of Command Wolves guarding Miletos Castle. The pilots are Herman's subordinates O'Connell and Ford, but they decide to stay behind while you go fight...When you head into the castle, you see Moonbay's Gustav being chased by a pink Zoid(Iron Kong PK to be precise). They need help, now!

SUB-BOSS(1760 EXP/16700 G):

1: Iron Kong(Imperial warr/408 HP/870 IV/50 DF/192 DCP)

2: Iron Kong PK(Imperial warr/500 HP approx./120 DF)

3: Iron Kong(identical)

A: RR PileBunker(Imperial warr/255 HP/925 IV/25 DF/144 DCP)

B: Red Horn BG(Imperial warr/408 HP/490 IV/40 DF/192 DCP)

C: RR PileBunker(identical)

Take note of the music here, this is one of only two times you hear it in the whole game.

This boss is a bit difficult...Try not to attack the Red Horn BG at all if you can. It's not that big of a threat, but you'll be in much more trouble if the Iron Kongs get in the front row...As long as they're in the back row, they need plenty of EP to attack and the normal Iron Kongs can only deal 70 damage each on the back row. The real problem is the PK. It has 120 DF and a weapon with 230 AT...Despite that threat it's still better to thin out the numbers and save it for next-to-last. The ideal order to defeat enemies in this battle is the RR PileBunkers, Iron Kongs, Iron Kong PK, and finally Red Horn BG. This way the enemy team's offense is constantly dropping and making the battle gradually easier.

After beating the boss, Van leaves to protect Rudolf and Herman leaves to guard Miletos Castle(but should you return, he's nowhere to be seen!). Irvine joins the party in his Comm.Wolf IS and Moonbay joins the party as well. Methinks Moonbay is a bit confused, one of her battle cries in this era is "I'm not Irvine!".

Irvine's stats:

level 10

HP +80%

MM +50%

DCP +20%

SR +40%

HR +60%

default growth type: Offense

skills: 2:Wolf Type, Shtg expt+30%

Moonbay's stats:

level 8

HP +100%

MM +10%

DCP +40%

SR+ 30%

HR+ 20%

default growth type: Defense

skills: Consvr-fire 1, Bad Fight-30%, Strat.Commd.1

Now I recommend heading back to Imperial TwN and upgrading your Zoids. You'll need them at 100% against a very vicious boss very very soon...It wouldn't hurt to stock up on ShockWavs and React Us either...

After making necessary preparations, head north from Miletos Castle. Midway, you'll be stopped to see Proitzen's infamous coronation speech...Moonbay has another bizarre line here! "Resuce Zeru must be our No.1 mission." Uh, sure.

Head a little further north and everyone in your party will start up a conversation on their own when Pulse loses track of the time-space warp...

"No! What should we do?": red +2

"Don't panic!": blue +2

I recommend red, makes for some awesome skills later on.

Further north you'll come across a couple areas where you must head west. Save at the second one! There's a really cruel B-O-S-S there! A pink Guysack rushes the Gustav and it's pilot seems obsessed with treasure...and Zeru!

"You're cute but sly, aren't you?"

...That's wrong on so many levels, no wonder Zan is grossed out! And poor Moonbay, she has ANOTHER incomprehensibly bad line here!

"Am I glad to see you!"

This whole thing is disturbing, may as well get one of the most difficult battles in the game over with...What's more disturbing is that the music played during the battle is that for a regular random battle...What's up with THAT?

BOSS(1060 EXP/13800 G):

2: GuysackStinger(Stinger/500 HP approx./30 DF)

A: Zaber Fang AT(Bandit/EM Cannon/368 HP/650 IV/35 DF/204 DCP)

B: Zaber Fang RS(Bandit/288 HP/624 IV/45 DF/153 DCP)

C: Zaber Fan AT(Bandit/EM Cannon/391 HP/650 IV/35 DF/204 DCP)

This one's a real toughie...WHAT'S UP WITH ALL THE HARD BOSS BATTLES EARLY ON!?!?

...Anyways, have Van and Zeru call their Organoids on your first turn. Focus all your efforts on Stinger, he's the biggest threat. His Zoid lacks firepower, but makes up for it extremely well with speed and a diabolic weapon that freezes and disables pilot bonuses for three Zoids! Once you've dealt with Stinger, focus on the Bandits with the Zaber Fang ATs. Though not nearly as dangerous as Stinger, their EM Cannons can still freeze one of your Zoids on the front row(an inactive Zoid is a dead Zoid). Save the Zaber Fang RS for last and you can easily rack in some cash at the end of the battle! You could also use the DataGather.1 command for a chance to nab Zaber Fang RS' data now, but your chances aren't that good and it's not all that great...

After the battle, there's some music I don't recall hearing often...Everyone pretty much says it's time to part ways. Irvine gives you the data for his Comm.Wolf IS and then leaves, followed by Moonbay leaving. Now it's your turn to leave, so Zeru heads into the time-space warp and you're sent back

to what looks like the regular world...

in the field...

Party Change:

-Pulse emotion: red +3, black +1/red +1, blue +1, black +2.

More story-related babbling before you get control. The only bit that seems particularly noteworthy though is when Claudia says

"Are you...a Zenebas survivor?"

Your answer affects Pulse.

"That's none of your business": red +3, black +1

"Zenebas? Never heard of it!" red +1, blue +1, black +3

reaction to option 1:

Reiner: "Must you speak like that?"

Claudia: "Look at his pendant. That's Zenebas royal family's emblem! He has some connection to Zenebas!"

reaction to option 2:

Claudia: "You're lying! The pendant you're wearin is... That's Zenebas royal family's emblem! He has some connection with Zenebas?"

either way:

Max: "Claudia, is he a Zenebas survivor?"

Reiner: "If so, we must capture Zenebas people as Zenebas hunters."

At this point Albane says he's tired and gets his way, the party goes into

Live Town

Freebies:

-Data/Parts: none

-Weapons: 2 hispd C. (weapon shop)

-Items: none

-Money: none

-Commands: Redistributn. (Zoids shop), L.Gale Gattai (scientist in Zoids shop, must have LG Head)

Of all the towns, this one has the least going on...No story events and guess what:

"The arena is under repair."

Spend your money how you want and leave town. Head west for

Live Ruins:

Tasks:

-Reunite Alster with his friends.

Party Changes:

-Alster joins in Liger Zero (cannot be modified).

-Alster leaves.

-Buster Eagle is acquired.

basement floor 1:

Freebies:

-Data/Parts: Assault U, Z Core FLZ Core H2

-Weapons: none

-Items: CA Ion M, CA Ion M, CA Ion S, ZC Promo, CA Ion L

-Money: 5000 G, 5000G

Commands: none

basement floor 2:

Freebies:

-Data/Parts: Attack U, Comm.Wolf AC data, EM Unit

-Weapons: none

-Items: ShockWav, CA Ion M, CA Ion M

-Money: none

-Commands: none

basement floor 3:

Freebies:

-Data/Parts: Lightning Saix data, Lmt.OS, Red Horn BG data, BG Unit

-Weapons: none

-Items: none

-Money: none

-Commands: none

basement floor 4:

Freebies:

-Data/Parts: LG Head, Norm.OS, Storm Swoorder data, S Liger DCS-J data\*

-Weapons: none

-Items: CA Ion L, CCleanr\*

-Money: none

-Commands: none

\*Unobtainable the first time you go through the dungeon. Return after the story events to obtain.

This dungeon is easy, especially since the wild Zoids no longer have pilots... The wild Zoids are also a lot more pathetic beyond the lack of pilots too...

This is a pretty straightforward area. Meet Alster on the first floor, pick up all the freebies all the way until the fourth floor. Make sure to grab the LG Head on the fourth floor, you can take it to the scientist in Live Town's Zoid shop and he'll give you the L.Gale Gattai command. You can only get the command here but you can get LG Head somewhere else later on.

Alster blabs "subterranean-world" this, underground tower that...You meet Palty,



Blue Jem, and (Captain)Solid on the fourth floor, only to have them leave as soon as you meet them. As they go though, Blue Jem gives you a Zoid he found in the dungeon...Buster Eagle! Albane says that it isn't even in production in his world yet. After the other heroes leave, you do too(what the?). Be sure to return and nab the S Liger DCS-J data and CCleaner item!

in the field...

Another Gustav approaches suddenly. The Warrior in it speaks of a big tournament being held in Sandstorm's arena...Now you can return to the Live Ruins to get the two things you couldn't the first time, as well as play level 5 of Challenging Mode! When you're done with that head north to

Sandstorm

Freebies:

- Data/Parts: Gojulas data(Zoid shop)
- Weapons: none
- Items: Evactn U(item shop)
- Money: none
- Commands: none

Tasks:

- Defeat the Blaster Team.
- Defeat the Flyer Team with up to four Zoids(flying Zoids ONLY).
- Defeat the Gigant team with up to four Zoids, one or more MUST be LL-sized.
  
- Defeat the Leomaster Team with up to three liger, tiger or wolf Zoids. No additional weapons other than armor can be used.
  
- Defeat the BD Team with up to three Zoids, without the use of commands.

It's all about the arena in Sandstorm. Zan can even smell BD...Or would that be BO? Probably the latter. Anyways, head for the arena. This time around, there are some mean rules for all but the first battle...You'll need a bit of skill to beat these battles, you'll be dead fast if you're only good with just one specific type of Zoid. Also, you should spend your money between the matches upgrading Dark Horn's strongest gun: 320 AT sure is nice!

ARENA

battle 1

rules: none

Blaster Team(1500 EXP/10100 G)

- 1: Redler BoostC(Zoids pilot/240 HP/3660 IV/20 DF/120 DCP)
- 2: Red Horn BG(Zoids pilot/456 HP/490 IV/40 DF/160 DCP)
- 3: Redler BoostC(Zoids pilot/270 HP/3600 IV/20 DF/132 DCP)
- A: SMAstr A-Sild(Zoids pilot/306 HP/202 IV/35 DF/150 DCP)
- B: Rev Hunter(Zoids pilot/400 HP/1150 IV/40 DF/187 DCP)
- C: SnpMaster FB(Zoids pilot/1705 IV/32 DF/165 DCP)

The Blaster Team shouldn't prove too difficult, especially not after defeating Stinger.

battle 2

rules: Maximum 4 Zoids, all must be flying types.

Flyer Team(110 EXP/7000 G)

2: Storm Swoorder(Republic warr/AA 8-Missl/374 HP/3980 IV/40 DF/324 DCP)

A: Pteras Radome(Republic warr/HiSpeed G./238 HP/4700 IV/20 DF/130 DCP)

B: Raynos(Republic warr/272 HP/5250 IV/40 DF/156 DCP)

C: Pteras Radome(Republic warr/BeamNeedle/238 HP/4700 IV/20 DF/130 DCP)

This battle won't provide an extreme challenge, but make sure that the Storm Swoorder is \*NOT\* the last enemy you kill. If it is, you'll need to worry about it's Top Sword with that 190 AT...Not something you want your flying Zoids to be hit by...

battle 3

rules: Maximum 4 Zoids, at least 1 \*MUST\* be LL-sized.

Gigant Team(1200 EXP/11000 G)

1: Gordos LR(Zoids pilot/475 HP/1260 IV/47 DF/140 DCP)

A: Gojulas(Zoids pilot/420 HP/235 IV/70 DF/133 DCP)

B: Iron Kong(Zoids pilot/480 HP/750 IV/50 DF/176 DCP)

C: Gojulas(Zoids pilot/443 HP/208 IV/70 DF/146 DCP)

At the moment, you have three LL-sized Zoids available to you: Gordos, Gordos LR, and Gojulas. None of them are particularly good but Gordos is the cheapest and easiest to come by(you could've gotten it's Zi Data quite some time ago and it's core type is pretty commonplace). Initially I have to say that I did indeed prefer Gojulas because of it's superior stats, but you're not going to have much use for it...Basically you'll want to sell whatever Zoid you built for this battle as soon as you win; Gordos is the suckiest choice but it's cheapest(and has enough CP to equip a decent weapon immediately anyways).

As for actual tactics, take advantage of the Mines command and just ignore Gordos LR until you've dealt with the other enemies.

battle 4

rules: Maximum 3 Zoids, only liger, tiger, or wolf types, and fixed and passive-use weapons allowed. The only removable weapons allowed are armors and SR boosting sensors.

Leomaster Team(unfortunately I forgot to write down the EXP and gold for this battle...)

2: SLiger DCS-J(Republic warr/425 HP/675 IV/45 DF/234 DCP)

A: SLiger DCS-J(Republic warr/425 HP/675 IV/45 DF/234 DCP)

C: SLiger DCS-J(Republic warr/425 HP/675 IV/45 DF/234 DCP)

This battle is a little bit harder...It requires a lot of money if you want to be equal with your opponents here too. Don't bother using any wolf types, the best one you can get right now is only Com.Wolf Town...Which is vastly

inferior to Leo Master's signature Zoid. Best options here are Zaber Fang AT, Zaber Fang RS(if you got the data from the battle with Stinger), or your own S Liger DCS-J. Focus your attacks as usual, but if one puts up it's shield you should let it drain it's EP to nothing so they'll be left with only those inaccurate cannons heheh. It's a very cheap tactic, but all that matters in an RPG is winning!

After the battle...

Employee: "The opponent in the other semi-final match is good. We'll see the winner soon. You should see the matches."

Of course the team is good, they've got a big mean new Redler type with ZOS!!! Dr. T says that using ZOS without an Organoid is very dangerous...

battle 5

rules: Up to 3 Zoids, commands are not allowed.

BOSS

BD Team(1800 EXP/14000 G)

A: R.Interceptor(BD Member/320 HP/3630 IV/25 DF/252 DCP)

B: Bloodler(Leviathe/1000 HP approx./30 DF)

C: R.Interceptor(identical)

This one's a bit of a challenge, but then I did use two flying Zoids the last time I fought it :P Don't even think about using missiles of any kind against Leviathe, her Zoid comes standard with an assist weapon that makes it nearly impossible for missiles to hit it...Personally I just don't think 0% accuracy is a good thing! Use your most accurate weapons against Leviathe, she has an absolutely ridiculous evasion in this battle...

It doesn't really matter if you take out Leviathe or her lackeys first, Leviathe herself has ZOS so she's like two enemies.

This battle also marks the last time Leviathe will use a flying Zoid, so the next time you face her it's possible you can get the first attack!

After the battle, none of the events are particularly memorable except Alteil believes Pulse is the original ZOS, he plans to research that original ZOS to conquer the world, and Leviathe is jealous that Gard has sent Juno to fight next...

Now there's nothing left to do in Sandstorm story-wise. Spend some money and head northwest. Save right before you reach a narrow pass between a couple of ridges, there's another boss battle there...

in the field...

Tasks:

-Defeat the boss.

Party Changes:

-Juno joins, piloting R. Interceptor(red).

-Pulse emotion change, white +3, blue +1, black +1/red +1, blue +1, black +3.

BOSS(900 EXP/7500 G)

2: GojulasGunner(Lezard/1700 HP approx./75 DF)

A: S Liger DCS-J(BD Member/400 HP/705 IV/45 DF/252 DCP)

B: R.Interceptor(Juno/500 HP approx./25 DF)

C: S Liger DCS-J(identical)

Albane spots something approaching from behind...a black Whale King! It's none other than Lezard Char, a former spy once embedded in the republic. What's more, he has a few Zoids he stole and a very interesting ally...Juno! She appears to be under mind control though, her only intention is to kill everyone but Lezard!

Despite the fact that Juno and Lezard have ZOS(and Lezard's high HP), this battle isn't that hard. Take out Juno then Lezard, focus on the ligers one at a time for last so you can use Supplier.

"What happened...?" Juno says when she's defeated.

After the battle is over, Lezard leaves and you see Juno's Redler laying on the ground in pieces...Somehow both she and her Zoid are just fine though!

After heading north, Dr. T determines that the ZOS on Juno's Zoid is highly unstable and affects time and space much more...As well as that extended use can result in the pilot's mind being controlled by the ZOS! Now make a choice, Pulse's emotions will change.

Juno: "I think I was always screaming for help in my mind..."

option 1: "Great to see you again.": white +3/blue +1/black +1

Zeru: "Great to see you again."

Juno: "Same here..."

option 2: "But who are you?": red +1/blue +1/black +3

Juno(angry): "I don't get it!"

Juno(sad): "I'm not like other people... Am I even human?"

Zeru: "Sorry about that! I don't care who you are...I just want to be with you."

Juno(happy): "Zeru..."

Apparently BD used the ZOS as a form of mind-control, but Pulse protects against that. Dr. T takes a crack at translating the stone tablets he picked up right before Seas Town, but his translation leaves much to be desired...

"All shall...where they belong..."

Oh well, now you may as well head north to

Bayside Town

Freebies:

-Data/Parts: Spark Liger data(Zoid shop)

-Weapons: none

-Items: CA Ion L(Zoid shop)

- Money: none
- Commands: Obstacles(old man sitting in bar)

Tasks:

- Join the Blitz Team and get across the ocean.

Party Changes:

- Bit joins in Liger Zero(cannot be modified).
- Leena joins in Gun Sniper LS.
- Ballad joins in Command Wolf AC.
- Jamie joins in Raynos.
- Current transport becomes Hover Cargo.

Very interestingly, you're welcomed into town by BD Member...All you can really do in Bayside Town is use the shops and go to the bar to meet...the Blitz Team! Since Bit knows Zeru and Tros has no objections to saving the world, they agree to create a joint team until everything's fixed...Meaning you get use of their Hover Cargo too! The only Zoids from the Blitz Team you'll have any use for are Liger Zero and Gun Sniper LS. You'll want to build up Liger Zero's TP for an upcoming battle since Bit refuses modifications. Gun Sniper LS' Full Burst can take out a bunch of wild Zoids with one attack, so Leena is useful in random battles. Keep Liger Zero in one of it's CAS types, they're better than the regular version.

Meanwhile...

Gard says Juno merely appears normal, she can return to him whenever he wants. He's using Juno to gather info on Pulse! What a meanie!

Well now level 6 in Challenging Mode is open. If you particularly want to build a Fuzor Dragon or Chimera Dragon, now is the earliest chance you have. As you exit town take note of the look of water Hover Cargo can and cannot go in. The water Hover Cargo cannot go in is so deep that only three specific Zoids will operate at full capacity in it...But by the time you get into that deep water you should have some Zoids so strong that they don't \*NEED\* to operate at 100% to wipe out the random enemies.

NOTE: The remainder of the game coincides with some of the events in the Zoids New Century /Zero anime(released simply as "Zoids" in the US). For the 2.3 people reading this that haven't seen it, I've done my best to avoid spoiling the story but some of the information(battle opponents particularly) still is a bit spoiling...

Head northeast to

Tros Farm

Freebies:

- Data/Parts: Gun Sniper LS data
- Weapons: A-Lsr Arm.(outside), LR Rifle, EnergyTank, Thrustor, HyperP Gun
- Items: Evactn U(outside), Evactn U

-Money: none  
-Commands: none

There's plenty of freebies, but the only other thing to do here at all is use Dr. Tros' facilities as a Zoid shop. After doing whatever, it's time to leave! Right now you have two excellent opportunities. You can head east and clean out the N.Sea caves of all it's goodies as well as encounter wild Zoids you shouldn't be able to for awhile...

There's an island to the east. The northern coast of it lets you fight wild Zoids that are worthy of your team, including Geno Breaker, Bloodler, Zero Panzer, Zero X, Iron Kong PK, Geno Saurer, Elephander, and Dark Spinner.

But first I'll cover the cave.

N.Sea caves:

basement floor 1:

Freebies:

-Data/Parts: Z Core WT  
-Weapons: GPS MDtr L, XPhys. Unit  
-Items: CA Ion S, CA Ion M  
-Money: 16200 G  
-Commands: none

basement floor 2:

Freebies:

-Data/Parts: Wardick data,  
-Weapons: F Rd Shld, EM Cannon, Generator+  
-Items: none  
-Money: 17000 G  
-Commands: none

basement floor 3:

Freebies:

-Data/Parts:  
-Weapons: Rolling C., X Sound Wv, EPlus Unit, EPlus Unit  
-Items: none  
-Money: none  
-Commands: The Brave, Defend or Die, Off-Grd Mines

in the field...

Tasks:

-Defeat the enemy team.

Suddenly, a Judgeman stops you! There's a battle request for Team Zeru, and battles on this continent cannot be turned down! There are no enclosed arenas here, the entire continent is the battlefield! The dialogue is hardly noteworthy, save for Leena scaring Claudia and one VERY cryptic line from Dr. Tros:

"Ahem! Regarding team management, leave to since he's a professional."

Whatever...Your challenge is just outside the next city.

BATTLE

rules: Up to 3 Zoids.

Stoller Team(800 EXP/35000 G)

2: Elephander(Stoller/1000 HP approx./100 DF)

B: Elephander(BD Member/560 HP/1250 IV/100 DF/308 DCP)

Take out the weakest link first, it's no fun when you have two enemies capable of dealing 250 damage so easily...

After the battle just head west into

Tarim City

Freebies:

-Data/Parts: Z Core KW(Zoid shop)

-Weapons: none

-Items: none

-Money: none

-Commands: none

Not much to do in the city...Only one freebie too! Such a shame. Just go west when you're done for another battle.

Rules: Up to 2 Zoids.

Fluegel Team(900 EXP/50000 G)

2: Gun Sniper NS(Naomi/950 HP approx./20 DF)

A: Blade Liger(Leon/1100 HP approx./50 DF)

Naomi will \*ALWAYS\* get the first attack unless you're using an extremely fast flying Zoid, but don't worry because she can't do too much damage.

After the battle, you don't get a chance to heal or anything! You're attacked suddenly!

BATTLE(350 EXP/4000 G)

1: Rev Raptor(no pilot/2 hispd C.)

2: Rev Raptor(no pilot/2 hispd C.)

3: Rev Raptor(no pilot/2 hispd C.)

A: RR PileBunker(no pilot)

B: RR PileBunker(Volta/250 HP approx.)

C: RR PileBunker(no pilot)

Nothing left to do in the field, so you should just go west to

## Bell City

### Freebies:

- Data/Parts: Konig Wolf data
- Weapons: none
- Items: none
- Money: none
- Commands: none

A shame there's so few freebies in towns now...Also a shame that Konig Wolf is so weak...Head west of the city for another battle.

### Hooma Team(2800 EXP/48000 G)

- 1: Wardick(BD Member/Opti Camou+8-Missl/700 HP approx./65 DF)
  - 2: Wardick(Hooma/Opti Camou+8-Missl/900 HP approx./65 DF)
  - 3: Wardick(BD Member/Opti Camou+8-Missl/850 HP approx./65 DF)
- A: Wardick(no pilot/no weapons)  
B: Wardick(no pilot/no weapons)  
C: Wardick(no pilot/no weapons)

Not much of a challenge here, particularly if you use Water Mines. There are, however, two things that could potentially give you trouble. The Wardicks with pilots have Opti Camou so they can dodge your less-accurate weapons easier, but more dangerous is the standard Wardick weapon...150 damage regardless of the target's DF and a chance to disable pilot bonuses. This could potentially cut a Zoid's HP in half with a single shot! What's more, your Zoid's HP max is also dropped with that status so you can't fully recover with the ailment!

Chances are you won't have major difficulty anyways...Especially if you bring along Leena's psychotically modified Gun Sniper ^\_^

With that ordeal over, head west to...

## Sera City

Freebies: none

### Tasks:

- Defeat the sub-boss.

You have the usual shops and bar here, but nothing else...Head north along the mountain for another anime-themed battle.

### SUB-BOSS:

round 1(300 EXP/6000 G)  
back row: Sea Striker x3  
front row: Rev Raptor x3

round 2(300 EXP/6000 G)  
back row: Sea Striker x3  
front row: Rev Raptor x3



round 3(1360 EXP/7500 G)

1: Hammer Head  
2: HammrHead VL  
3: Hammer Head  
A: RR PileBunker  
B: RR PileBunker  
C: RR PileBunker

round 4(1500 EXP/4500 G)

NOTE: Gravity Storm will be used at the start of every turn.

back row: Hammer Head x3

front row: Rev Hunter x3

Just keep your team's health up near the end of the first three rounds and you'll be fine. Hold nothing back, remember that your commands and Zoids' EP will be replenished at the start of each battle. I recommend using Mines at the beginning of round 4 though.

Head past the mountains and enter

Romeo City

Freebies:

- Data/Parts: Gun Sniper NS data(Zoid shop)
- Weapons: none
- Items: none
- Money: none
- Commands: K. Dome Gattai(old man in bar)

Tasks:

- Meet the enemy in the bar.
- Defeat the enemy team.

Meet your enemy in the bar and you may get to feeling nostalgic if you've already seen Zoids New Century /Zero. Exit the city and head just barely east to start the battle.

BATTLE

Champ Team(1600 EXP/13500 G)

2: Iron Kong PK(Mary/400 HP approx./120 DF)  
A: Iron Kong(Sebastian/360 HP/1050 IV/50 DF/240 DCP)  
B: I K Manuever(Harry/350 HP approx./60 DF)  
C: Iron Kong(Benjamin/360 HP/1050 IV/50 DF/240 DCP)

Saves the robotic pilots for last, they're the least threatening. It's best to keep Mary in the back row, otherwise she can strike with 230 AT whenever she feels like it. Beyond Mary there's little challenge in this battle.

Afterwards head eastward.

in the field...

Tasks:

-Defeat the opponent.

Party Changes:

-Ballad leaves (but Comm.Wolf AC remains).

-Ballad returns, piloting Shadow Fox.

You know the drill.

BATTLE

Fox Team (500 EXP/25000 G)

B: Shadow Fox (Ballad/700 HP approx./40 DF)

Nothing to it. Just use Bit or Zeru, Shadow Fox is sadly pathetic in this game...

After your inevitable victory, go east into

Harpe City

Freebies: none

This city serves almost exclusively as a place to heal and upgrade your Zoids before the next battle. There are the usual shops, just they don't have anything really worth paying for...

Once you leave the city though, you can go either southeast or northeast. If you go northeast, you can skip the story events for the moment and enter the next city then trigger the story events after visiting the shops. You can visit the shops either way, so it doesn't make much of a difference which you do.

Whichever path you take, the next city is

McCulley

Freebies: none

Tasks:

-Meet an enemy in the bar.

-Defeat the enemy team.

Hmm...What is it with the cities on the north continent being so void of

freebies? Perhaps after hearing of a string of burglaries throughout the southern continent, the people here wisened up! Sounds funnier before you say it...

Upon entering the city, you find out that Juno is busy feeling bad and Dr. T is currently researching ZOS. Everyone decides to split up. There's not anything going on in town, so do your shopping and head into the bar. You get to see yet another event from Zoids New Century /Zero transformed into pixels here...I think it'd be neat to have an animated Gif of the enemy character waving here, that's pretty neat.

Head back to the entrance of town and everyone will meet back up. Save before you exit, there's a battle coming up.

#### BATTLE

Pierce Team(3800 EXP/80000 G)

1: StormSworderF(BD Member/8-Missl/352 HP/3940 IV/35 DF/224 DCP)

2: StormSworderF(Pierce/8-Missl/600 HP approx./35 DF)

3: StormSworderF(BD Member/8-Missl/identical)

A: StormSworderF(BD Member/8-Missl/identical)

B: StormSworderF(Volta/-8-Missl/374 HP/4180 IV/35 DF/280 DCP)

C: StormSworderF(BD Member/8-Missl/identical)

If you've been using flying Zoids or snuck and built a couple of Geno Breakers, this battle's easy. Their highest AT is only 150!

Head to the next city afterwards, as usual.

#### Morabu City

##### Freebies:

-Data/Parts: none

-Weapons: none

-Items: none

-Money: none

-Commands: Gravity Storm(Raon in the bar).

##### Tasks:

-Defeat two enemy teams in a row.

-Get the Gravity Storm command while you can.

This place basically just serves as the only way to get the Gravity Storm command. Be sure to get it before you leave the city, you can't get it after you've acquired a new transport Zoid...

After leaving the city, head northeast

#### BATTLE

Exciter Team(1200 EXP/60000 G)

1: Climber Wolf(Zoids pilot/247 HP/1160 IV/20 DF/100 DCP)

2: Climber Wolf(Zoids pilot/260 HP/1000 IV/20 DF/110 DCP)

3: Climber Wolf(Zoids pilot/234 HP/1160 IV/20 DF/100 DCP)  
A: Climber Wolf(Zoid pilot/247 HP/1000 IV/20 DF/110 DCP)  
B: Climber Wolf(Zoids pilot/208 HP/1160 IV/20 DF/100 DCP)  
C: Climber Wolf(Zoids pilot/234 HP/1000 IV/20 DF/110 DCP)

You can beat this pathetic team sleeping!

However, you don't get a chance to heal before the next

BATTLE(1100 EXP/32500 G)

Rules: Maximum 3 Zoids.

A: Barigator(Sebastian/105 HP/1380 IV/15 DF/45 DCP)  
B: Dark Horn HS(Harry/500 HP approx.)  
C: Stealth Viper(Benjamin/120 HP/1380 IV/5 DF/90 DCP)

This is almost as pathetic as the Exciter Team, except the Dark Horn can do as much as 230 damage...Still, with such low HP it's hardly a challenge.

Go to the east to enter the final city on the continent.

Saral City

Freebies:

- Data/Parts: Liger Zero data(Zoid shop), Zero Empire data(Zoid shop)
- Weapons: none
- Items: none
- Money: none
- Commands: Parts Removal(old man by item shop)

Tasks:

- Win in a tough battle.

Nothing in town except the data, but there's some action just south of town. This is the reason you should've had Bit fighting in your party, so after this he becomes redundant.

BATTLE(1000 EXP/25000 G)

Rules: Only Bit may be used.

B: Elephander AG(Stoller/1000 HP approx./100 DF)

Here's a tip: change Liger Zero into Zero Schneider before battle, it can take more punishment than the other two forms you have available now. The battle is divided into two parts, the first one you cannot win. Try to keep your health as high as possible though.

When either of you take enough damage, Bit automatically winds up with Zero Panzer and Stoller with Elephander AG. This is good for you, Zero Panzer has greater firepower and Elephander AG is actually weaker than the standard type!

Even though his Zoid is now weaker, this is still one hell of a grueling battle because Bit is such an idiot that he doesn't let you add equipment to his Zoid...

After the battle, head east for more juicy story events.

in the field...

Tasks:

=Defeat the peons.

BATTLE(3000 EXP/45000 G)

Wardick x6

ZZZZZZzzzzzzzzzz...So easy, such a waste of time...There's actually a group of six wild Wardicks you can fight in the ocean, these are no different.

After the battle, return to Saral City and heal if you need to. Now you have access to the final battle on the north continent! You'll find the battle on the peninsula to the east.

BD Outpost

Tasks:

-Defeat the boss!

Party Change:

-Pulse emotion change: white +3, red +3/red +1, blue +3, black +2.

-Dragoon Nest becomes transport.

As soon as you enter, there's no going back. Dr. T is both shocked and frightened that Blood Keel is still alive...

"I was so bored, I came back from Hell."

Unfortunately, he's about as tough as he is confident. If you haven't prepared for this battle properly, you \*WILL\* die.

BOSS(3000 EXP/42500 G)

A: Berserk Fury(Vega/1300 HP approx./100 DF)

B: purple Geno Breaker(Leviathe/1500 HP approx./100 DF)

C: Geno Hydra(Blood/1200 HP approx./85 DF)

Stay on the offensive unless healing is absolutely necessary. If you lose a teammate, use The Brave to bring them back. Whatever you do, DON'T use Mines unless the enemies are very low on EP. If you use it while they have plenty of EP, they'll use their nasty particle cannons!

Each of these enemies is powerful enough to want dead first, but it seems to be that which you take down first doesn't make much difference. Just consider what each one brings to the table:

Vega: 250 damage to the whole team, the most powerful E Shield in the game, a grapple weapon with 280 AT. Has a nasty habit of wasting own EP with shield.

Leviathe: 300 damage to one team member on the front and back rows, formidable grapple attacks at 200 and 250 AT. Immobilized if low on EP and Mines is used.

Blood: 250 damage to the whole team, a grapple weapon with 250 AT. Possibly the least threatening.

After the battle, Blood commands Juno and she leaves! Zeru's reaction to this affects Pulse's emotion. The Team Zeru notices a strange, very large Zoid...Dragoon Nest! The Hover Cargo boards it and it heads southeast to the south continent(gotta love global travel!). From now on, you can travel in deep water Hover Cargo could not navigate. For now, head east into

Cape City

Freebies: none

This is really just a place to heal and cope with the loss of Juno. It's a lot easier with her around, she makes such excellent use of Genos...But I'm sure you'll find that Reiner or Max can do well too...Just not as good as her.

Head south along the eastern side of the ridge...

in the field...

You stumble upon four \*VERY\* familiar faces, who happen to be searching for Dr. T! There's no time for introductions, Dark Judgeman falls from the sky and forces you into a

BATTLE(5000 EXP/70000 G)

2: Trinity Liger(Athle 510 HP/50 DF)  
3: KonigWolf DSR(Regina/532 HP/1290 IV/55 DF/300 DCP)  
A: KonigWolf DSR(Jack/392 HP/1033 IV/55 DF/332 DCP)  
C: KonigWolf DSR(Earth/476 HP/1040 IV/55 DF/340 DCP)

This battle isn't much of a challenge, I was able to easily beat it in just two turns with only minute damage. If you have 4 or more Zoids with upgraded weapons that have 300+ AT you should have similar results. The only thing you'll want to worry about is the rifles on the wolves, which have 300 AT. Only Regina is likely to use hers though, Jack and Earth can only hit your back row with theirs. Note the music in the battle...

After the battle, these heroes of Arcadia join your party and bring their

Zoids too. They're not that useful though...

Meanwhile...

Alteil catches Gard snooping around his base, but Gard doesn't realize there's something Alteil has done to the ZOS...

back in the field...A mysterious Voice contacts the party.

"...nearby ruins...come to the bottom...Future...Zeru...to...given..."

Uhh...yeah...In other words, there's a cave within your sight. Go to the bottom, there's something there for Zeru...You may want to heal first though, some of the enemies in the cave can be kinda nasty.

Oh, and check out Challenging Mode now too. Level 7 is now open.

#### Cave Ruins

##### Tasks:

- Work your way to the fifth floor.
- Defeat the sub-boss.
- Change Pulse and get an excellent Zoid for free.

basement floor 1

##### Freebies:

- Data/Parts: none
- Weapons: RadarSys X, E Shielder
- Items: CA Ion M, CA Ion M
- Money: 11500, 13700
- Commands: none

basement floor 2

##### Freebies:

- Data/Parts: none
- Weapons: Poison Gas
- Items: RTans U, CA Ion M, CA Ion M
- Money: 5200, 4500
- Commands: none

basement floor 3

##### Freebies:

- Data/Parts: none
- Weapons: Spread Mis, Eleshot, Rare Metal
- Items: CA Ion M
- Money: 7500
- Commands: Beam Screen

basement floor 4

##### Freebies:

- Data/Parts: EM Unit, Z Core SP, Dark Spinner data
- Weapons: Charged P.
- Items: Evactn U

-Money: 4200  
-Commands: none

basement floor 5

Freebies:

-Data/Parts: Zero X data, Trinity Liger data, X Unit  
-Weapons: none  
-Items: CCleaner  
-Money: 8400  
-Commands: T-S Warp

Party Change:

-Pulse emotion change: white +3, red +1/blue +4/red +2, blue +1, black +2.  
-Blitz Tiger is acquired.

There's not too much to this place. You may want to pick up a Storm Sworder FX, Pteramander, or Geno Trooper while you're here though; they are the best flying Zoids short of a certain secret one you won't be able to have for awhile...

Save once you get to the fifth floor, there's a

SUB-BOSS(2900EXP/17000 G)

2: Goju.the Ogre(700 HP approx./120 DF)  
A: GojulasGunner(400 HP approx./75 DF)  
C: GojulasGunner(400 HP approx./75 DF)

It's not too much trouble, but the GTO does have ZOS(gotta love acronyms!).

After the battle, you see a tear in time-space! The mysterious Voice! It's a new Zoid! Zeru's reaction to the sight of it affects Pulse's emotion.

option 1

"The Zoids're cool!": white +3, red+1

option 2

"Is it compatible with Pulse?": blue +4

option 3

"Never seen the Zoids before.": red+2, blue +1, black +2

This is the very last unavoidable change to Pulse. All the others in the game are 100% optional.

After acquiring the mighty Blitz Tiger, you automatically exit the cave. Head to the southwest.

in the field...

You're contacted by Dark Judgeman. You've been challenged to a battle in the nearby town. That town is



## Sand City

Freebies: none

Tasks:

-Defeat the opposing team in the arena.

Party Changes:

-Naomi(Gun Sniper NS) joins.

-Leon(red Blade Liger AB) joins.

-JackCisco(Lightng Saix) joins.

This is one run-down town, there's not even an item shop and the weapon shop operates from within the Zoid shop! These weapons aren't too bad, but they really aren't worth the amount of EP or WP they use...Oh well. Heal, upgrade and enter the arena for a

## BATTLE

Cisco Team(4500 EXP/40000 G)

Rules: Maximum 3 Zoids.

2: Gun Sniper NS(Naomi/ZOS Plus/950 HP approx./20 DF)

A: BladeLiger AB(Leon/1200 HP approx./55 DF)

C: Lightng Saix(JackCisco/ZOS/1000 HP approx./34 DF)

The liger is the closest thing to a threat here, with two weapons that have 230 AT...The Gun Sniper can be annoying though, it has ZOS Plus(three actions per turn when activated!). If you could beat the Gojulas triad in the Cave Ruins, you should have no difficulty here.

Upon winning the battle, your opponents vow to join your fight against BD and Terra Geist; each for their own reason. They're not bad pilots, but personally I only find JackCisco useful(Buster Eagle!). You may as well head south after you heal, there is utterly nothing in this down.

in the field...

What's this? You're challenged by a joint team! This time they're not under mind control either, likely due to a lack of minds to control. Nearby you'll find the next town for the battle.

## Rock City

Freebies:

-Data/Parts: Dark Horn HS data(Harry), HS Set(Harry), Tiger Spir(Kirkland)

-Weapons: none

-Items: none

-Money: none  
-Commands: none

Tasks:

-Defeat the joint team in the arena.

Party Changes:

-Harry(Dark Horn HS) joins.  
-Benjamin joins.  
-Sebastian joins.  
-Kirkland(Zaber Fang TS) joins.  
-Omari(Zaber Fang TS) joins.  
-Lineback(Zaber Fang TS).

This town is much like Sand City, only this weapon shop happens to have what is the single most-devastating weapon in the game! EDistbce U. Think of it like a nuke: it's good to have in an emergency, but using it much ruins everything(namely by taking the fun out of the game). There's some other decent weapons to buy here to, notably Psn Cloud.

BATTLE

Harry Team(3000 EXP/50000 G)

Rules: none

1: I K Manuever(Sebastian/390 HP/1080 IV/60 DF/270 DCP)  
2: Dark Horn HS(Harry/355 HP/571 IV/70 DF/220 DCP)  
3: I K Manuever(Benjamin/390 HP/1080 IV/60 DF/270 DCP)  
A: Zaber Fang TS(Lineback/331 HP/834 IV/40 DF/227 DCP)  
B: Zaber Fang TS(Kirkland/331 HP/834 IV/40 DF/227 DCP)  
C: Zaber Fang TS(Omari/331 HP/834 IV/40 DF/227 DCP)

This might be hard...if there were some rules! But really, there's no difficulty here. Use the almighty EDistbce U on the enemy's back row and deal with the tiger first. This way you can use Supplier and get 100,000 G!

After the battle, the joint team joins your massive party and gives you all of their Zoids(except the Iron Kongs), as well as what you need to build them...Well, not \*everything\* you need to build them. You still don't have Zaber Fang TS data, but you've got the part needed to build one...Which is really pointless anyways because it sucks and you've just acquired 3 of them.

The joint team informs you that the winner of that battle gained certain Winner's Rights...Permission to fight the Island Battles, the winner of which will be given ZOS! The first island is to the west, check it out on your map for the exact location(it's unmistakable). Heal and head there.

Silver Dome

Note that there is nothing inside. You fight as soon as you enter the building. There are three more domes just like this off the coast of the south continent, but you cannot fight the battles out of order...

Freebies: Iron Kong SS data, Dibison data

Tasks:

-Defeat the opposing team.

Party Changes:

-Van(BladeLiger AB) joins.  
-Fiona joins.  
-Moonbay joins.  
-Irvine(Lightng Saix) joins.  
-Schwarz(Iron Kong SS) joins.  
-Thoma(Dibison) joins.

BATTLE

Guardian Team(9000 EXP/87500 G)

Rules: No commands.

1: StormSworderF(Moonbay/X hispd RG/500 HP. approx/35 DF)  
2: Iron Kong SS(Schwarz/800 HP approx.)  
3: StormSworderF(Fiona/X hispd RG/350 HP approx./35 DF)  
A: Lightng Saix(Irvine/600 HP approx./34 DF)  
B: BladeLiger AB(Van/600 HP approx./55 DF)  
C: Dibison(Thoma/600 HP approx.)

If you've equipped EDistbce U on a few flying Zoids, you should be able to butcher this team. You can't use commands here, so the order you attack your foes should only be decided for tactical reasons.

The only particularly noteworthy threats are provided by Schwarz, Van, and Thoma. The other three can't even deal more than 200 damage, not to mention that Fiona is a horrible pilot.

Once you've beaten the team, you'll discover that they were tricked by Lezard into fighting you. Terra Geist had intended on you annihilating each other!

All six of the pilots from the Guardian Team join your team, you also acquire all their Zoids except the Storm Sworders and the data for both Iron Kong SS and Dibison. Only Van will be of much use though, Zeke provides him almost as much power as Zeru gets from Pulse.

Time to head south to the next battle, though healing first wouldn't hurt.

Gold Dome

Freebies: Trin. Liger BA data(Blue Jem), BA Unit(Blue Jem)

Tasks:

-Defeat the opposing team.

Party Change:

-Alster(white Zero Schneider) joins.  
-Palty(red Pteramander) joins.  
-Solid(black Geno Breaker) joins.

Alster Team(6000 EXP/63000 G)

Rules: Maximum 3 Zoids, commands not allowed.

2: red Pteramander(Palty/800 HP approx./65 DF)

A: black Geno Breaker(Solid/750 HP approx./100 DF)

C: white Zero Schneider(Alster/600 HP approx.)

This battle is totally meh. Alster won't be likely to use 5 Blades because he'll probably put up his shield and run out of EP very fast, so you really only need to worry about Solid firing his particle gun. Palty is pathetic here.

It's easy enough to win, it's a total slaughter if you put EDistbce U on all three of your Zoids...After winning, head west to

Platinum Dme

Freebies: none

Tasks:

-Defeat the opposing team.

Party Change:

-Red Mask(StomrSwordrFX) joins.

-RoyalMask(StromSwordrFX) joins.

-Prpl.Mask(StormSwordrFX) joins.

Ala Barone Team(6000 EXP/63000 G)

Rules: Maximum 3 Zoids, no commands allowed.

2: StormSwordrFX(RoyalMask/500 HP approx./55 DF)

A: StormSwordrFX(Prpl.Mask/600 HP approx./55 DF)

C: StormSwordrFX(Red Mask/600 HP approx./55 DF)

Nothing to worry about here. Worst they can do is 230 damage and they have shields that absorb 300 damage. Use your best land Zoids or your fastest flying Zoids with EDistbce U and there's no danger.

After the battle, head north to

Diamond Dome

Freebies: none

Tasks:

-Defeat the opposing team.

Party Changes:

-Krueger(Gun Blaster) joins.

-O'Connell(Liger Aero) joins.  
-Ford(Gravity Bison) joins.  
-Herman(Goju.the Ogre) joins.

Helic Team(6000 EXP/63000 G)

Rules: Maximum 4 Zoids, commands aren't allowed.

2: Gun Blaster(Krueger/1100 HP approx.)  
A: Liger Aero(O'Connell/800 HP approx.)  
B: Goju.the Ogre(Herman/1000 HP approx.)  
C: Gravity Bison(Ford/500 HP approx.)

...Not much of a challenge here either. Gun Blaster has a shield and can hit two members of your team, Liger Aero has a shield, GTO can shoot your back row for 350 damage, and Gravity Bison can hit a whole block with one shot. Surely by now you have all kinds of stuff like Geno Breaker that can maul these guys. EDistbce U would be overkill as usual ^\_^

This was the final island battle. Now you can enter the restricted areas of the souht continent and play level 8 of Challenging Mode!

previously restricted ares: Miletos Castle, Imperial Twn, BD Base, Breton Ruins, Souht ruins.

Miletos Castle

A whole lot of nothing here...That's not going to change either.

Imperial Twn:

Freebies:

-Data/Parts: Dmgd rifle(item shop), Gojulox data(Zoid shop), GX Gatt.D(Zoid shop)

-Weapons: IonRadiatr(weapon shop)

-Items: ZC Promo

-Money: none

-Commands: Charge Energy(scientist in Zoids shop)

Weapon Shop:

LgCalib P.

Rolling C.

Hyper Cann

Neutron M.

A-Par.Shld

FusionArmX

AutoRepr U

Anything you didn't pick up will remain, but now you can also get your hands on everything needed to build Gojulox. The item shop now has all the goodies and the weapon shop has different stuff(most of which will be gone once you beat the final boss). However, not much is worth paying for here since you will eventually be able to fight wild Zoids armed with them and acquire them for free. Still, there is something about disabling pilot bonuses for six enemies that seems almost worth paying for...

The freebies aren't restored here, just whatever you didn't take remains. Nothing else in town is worthwhile since it hasn't changed a bit. You may as well head south to the real destination...

BD Base

Tasks:

- Reach the top floor and defeat the boss.
- Defeat a second boss using only Zeru.

floor 1

Freebies:

- Data/Parts: none
- Weapons: none
- Items: CA Ion L, CA Ion M, ShockWav
- Money: 18200, 15400
- Commands: none

floor 2

Freebies:

- Data/Parts: none
- Weapons: EProtector, RadarSys X, A-Lsr Arm.
- Items: none
- Money: 21500, 15700, 14000
- Commands: none

floor 3

Freebies:

- Data/Parts: Z Core H2, Z Core GS, Z Core GR
- Weapons: Sulf.Acid
- Items: CA Ion M
- Money: 12000, 20400, 17200
- Commands: none

floor 4

Freebies:

- Data/Parts
- Weapons: StealthSys, LgXH Armor
- Items: CA Ion L, CA Ion M
- Money: 15600, 16800
- Commands: none

floor 5

Freebies:

- Data/Parts: Strum Fury data

-Weapons: Extr.Chd P, Poisn.Mist  
-Items: RTans U, Evactn U  
-Money: 6100, 9500  
-Commands: none

This place is pretty cool actually. If you want CAS for Berserk Fury, this is a good place to get Strum and Jagd. The music is also pretty cool when you're roaming around in your transport. Keep in mind there's a boss on the top floor, so save constantly up there.

The boss is interesting, though not quite as much as the dialogue. Volta says that the base is the mass-production facility for ZOS. Lezard and Albane actually seem keen on fighting each other again...

SUB-BOSS(7500 EXP/110000 G)

2: Goju.the Ogre(Lezard/2000 HP approx./120 DF)  
A: Strum Fury(Volta/900 Hp approx./120 DF)  
C: Strum Fury(Vega/1500 HP approx./120 DF)

This boss is...meh. You've dealt with GTO before, the Strum Furys are hardly that much of a threat if you have the mighty EDistbce U...But they still have those pesky particle cannons that deal 250 damage to your entire party as well as new X Breakers that deal 360 damage(only your front row is at risk though).

Careful how you use your commands here, you could be worse off if you use them incorrectly. Don't use Mines unless the Strums are too low on EP to use their particle cannons and don't use Beam Screen at all, it doesn't affect GTO and forces the Strums to use their X Breakers. As long as you don't misuse your commands like that you should have no noteworthy difficulty.

After the battle, Lezard&co run away...As usual. Dr. T wants to stick around to gather data, but the unholy trinity of Leena, Zeru, and Dr. Tros insist in destroying the entire facility. Dragoon Nest opens fire! Explosions rock the whole complex and Alteil orders evacuation. Still in pursuit of Juno's captors and saving the world, the party stumbles onto a Whale King that was prepared for take off.

But suddenly you see a completely new type of Zoid approach...It's piloted by Leviathe! Desperate for revenge, she challenges Zeru to a one-on-one duel in her mysterious new Zoid! Zeru tries to warn her that using ZOS is unsafe, but she doesn't care as long as she wins...

BOSS(2500 EXP/50000 G)

Rules: Only Zeru can be in the team.

B: purple Geno Flame(Leviathe/1800 HP approx./120 DF)

Put Zeru in your strongest flying Zoid(Bloodler or StormSwordrFX) and use EDistbce U if you want to breeze through this battle. Otherwise beware. Leviathe has ZOS +2 this time, the strongest shield in the game, and all of the weapons at her disposal are deadly(the strongest can deal 360 damage).

Also, don't be afraid to take part of your turn to heal when Leviathe puts up her shield. Geno Flame has huge EP problems, it's shield erases it's GEP and even it's claws use that much EP as well!

This is the finale for Leviathe. After defeating her, she tells you where Lezard is at (how that proves her loyalty to Gard is beyond me). The newly acquired Whale King travels to the location automatically.

Desert cave

Tasks:

-Defeat Lezard on the bottom floor.

basement floor 1

Freebies:

-Data/Parts: none

-Weapons: none

-Items: CA Ion L, ShockWav

-Money: 12000, 19000

-Commands: none

basement floor 2

Freebies:

-Data/Parts: Bloodler data

-Weapons: none

-Items: ZC Promo, CCleaner

-Money: 16700, 15000

-Commands: none

basement floor 3

Freebies:

-Data/Parts: Gojulas Giga data

-Weapons: X Hispd RG, EPlus Unit

-Items: Evactn U

-Money: none

-Commands: Coercion

basement floor 4

Freebies:

-Data/Parts: Goju.the Ogre data

-Weapons: none

-Items: Evactn U

-Money: none

-Commands: Sandstorm, Decoy

Nothing noteworthy in the cave, just get the stuff you want and go for the battle.

SUB-BOSS (3000 EXP/60000 G)

B: Gojulas Giga (Lezard/2500 HP approx./150 DF)

Lezard has quite a lot of HP here, but this battle is a cakewalk. Your only enemy is armed with only grapple weapons (Mines anyone?) and isn't that fast. It should only take a few turns to defeat him at best.



After the battle, Lezard ejects(it's easy to miss!) instead of letting you capture or kill him...But he leaves Gojulas Giga behind! Zan is more than happy to acquire it and Dr. T says that found out where Lezard was headed to from Gojulas Giga(...what?). To the south continent!

Ghost Dome

If you have trouble locating it, there's a dot on the map next to the big ridge that represents it.

Tasks:

-Defeat a certain infamous behemoth.

BOSS(7000 EXP/120000 G)

B: red Death Saurer(Gard/3300 HP approx.)

This battle is meh. EDistbce U...For some reason it seemed like Death Saurer's DF was abnormal here, but perhaps it was just me(I think it really is just me).

After defeating Gard, it turns out it wasn't him. The dialogue says both that the pilot was a clone and someone who thought they were Gard due to ZOS mind control. Whichever doesn't make a difference...You can also play level 9 of Challenging Mode now and explore two more areas freely. I recommend heading as far south as possible to clear a completely optional dungeon...But if not, head north for the next part of the story. It doesn't matter what order though, the optional dungeon will remain even after you beat the game.

South ruins

Tasks(unnecessary):

-Defeat the enemy on basement floor 3.

-Defeat the enemy on basement floor 5.

basement floor 1

Freebies:

-Data/Parts: none

-Weapons: Acclrtr U

-Items: CCleaner

-Money: 13200

-Commands: none

basement floor 2

Freebies:

-Data/Parts: none

-Weapons: none

-Items: CA Ion L

-Money: 15000

-Commands: CoreSecurity2, Switch

basement floor 3

Freebies:

-Data/Parts: none

-Weapons: none

-Items: none

-Money: 21000

-Commands: Distrbd Data, Goj.GC Gattai(Dr. T)

basement floor 4

Freebies:

-Data/Parts: none

-Weapons: LgCalib P.

-Items: none

-Money: none

-Commands: GojuloxGattai

basement floor 5:

Freebies:

-Data/Parts: Jagd Stinger data

-Weapons: Hyper Cann, Neutron M.

-Items: Evactn U

-Money: none

-Commands: none

Even before entering, Pulse detects abnormalities in time and space here. Why not investigate? If you do(which is not necessary at all), you'll be given a free command(in addition to ones you can pick up!) and get another GF character added to your database. There's weakling "bosses" on the third and fifth floors here as well.

Dr. T believes these ruins were used by BD as a ZOS research center. All of a sudden he also produces a command to enhance Gojulas Giga(Goj.GC Gattai). It's not worth it though since GTO and Buster Eagle are better to have than a single combined Zoid...Wouldn't you know it, but you get attacked before you can go down to the next level too!

BATTLE(9000 EXP/15000 G)

A: Berserk Fury

B: Berserk Fury

C: Berserk Fury

These are stock versions with no pilots or added equipment. They \*may\* have ZOS, but I've never let them live more than two turns...

After the sad little battle nothing happens...Whatever.

Save like mad on the fifth floor though! You get one shot at getting both the data and core for a certain scorpion Zoid earlier than normal...

BATTLE(1500 EXP/30000 G)

B: Death Stinger(Core+ Unit)

Only 700 HP, so it shouldn't survive two whole turns. Make sure to use one of the CoreSecurity commands so you grab it's core, hopefully along with it's data. Using Jagd Stinger(which you should have the data for!) against the

remaining bosses in the game has a certain entertainment value to it...Also note the decidedly calm music during the battle...Head further north to fight another pathetic enemy.

BATTLE(5000 EXP/100000 G)

B: Death Saurer(Hiltz/4200 HP approx./200 DF)

Even without the mighty EDistbce U, this battle is pathetic...The dialogue mentions Hiltz's Death Saurer being incomplete, but it wouldn't make much of a difference...He and Death Saurer get sucked into the hole in time-space after the battle and you exit the place automatically. Now go north to the area Gard invited you to!

Breton ruins

basement floor 1

Freebies:

- Data/Parts: Z Core SL
- Weapons: FusionArmX
- Items: none
- Money: 23000
- Commands: none

basement floor 2

Freebies:

- Data/Parts: none
- Weapons: none
- Items: Evactn U
- Money: 18200
- Commands: none

basement floor 3

Freebies:

- Data/Parts: Bloody Demon data(mini-floor)
- Weapons: none
- Items: none
- Money: none
- Commands: King's Way

basement floor 4

Freebies:

- Data/Parts: Geno Hydra KA data
- Weapons: none
- Items: none
- Money: none
- Commands: none

I recommend keeping Beam Screen in your list of commands due to the fact that there's these groups of Iron Kong PK and Iron Drill that are difficult to run from...

On the fourth floor there's a boss that cheats in terms of equipment...

BOSS(16000 EXP/28000 G)

1: Geno Trooper(Flam/16-Mssl./1700 HP approx./90 DF)

3: blue Geno Flame(Gale/1300 HP approx./120 DF)

A: Geno Scissors(Opis/1600 HP approx./100 DF)

C: Geno Hydra KA(Blood/1600 HP approx./120 DF)

Flam's Geno Trooper here has a 16-shot missile pod...Mounted on the top rack! If you've built a Geno Trooper(and you should; it's nice!) you'll notice it's top rack is for assist weapons only...Oh well. Interesting note, this is the very last time in the game you get to hear this boss music!

They attack in order of Flam, Blood, Opis, and Gale. Use Beam Screen and EDistbce U in tandem to prevent them damaging you on the first turn. Each of them has a different threat...Flam brings speed and good chances of dealing 300 damage to two of your team, Gale can deal 360 damage to single team members or 250 to all, Opis can use X Breaker for 300 damage even when you use Beam Screen, and Blood can deal 300 damage to four team members as well as evade very effectively. Take them out in whatever order you feel would be safest.

After the battle, Blood says that he was wanting to use Gard as an ally... Apparently you just killed all four of them, they don't run away or go back to their own time...You should head northeast to a secluded cave in the middle of the mountains...

"So this ruin site is the enemy HQ! Inside this..."

"Those who legitimately inherit this legacy,cry out together for the calls of time... All shall return to where they belong..."

Apparently some of this has to do with Arcadia's time-space transmission unit...I should also mention, this is the final area to explore before a series of battles leading up to the end of the game...

Centl.ruins

Tasks:

-Defeat a set of bosses on the seventh floor.

Party Change:

-Juno joins(after the last in the set of bosses).

basement floor 1

Freebies:

-Data/Parts: none

-Weapons: Generator+

-Items: CA Ion L

-Money: 20000

-Commands: Link Support

basement floor 2

Freebies:

-Data/Parts: Z Core UX, WildZ data(a part...)  
-Weapons: none  
-Items: none  
-Money: 19000  
-Commands: none

basement floor 3

Freebies:

-Data/Parts: none  
-Weapons: Thick SA, O Camouf. X  
-Items: ZC promo, CA Ion L  
-Money: 25500  
-Commands: none

basement floor 4

Freebies:

-Data/Parts: none  
-Weapons: Core+ Unit(west mini-floor)  
-Items: CA Ion L, Evactn U  
-Money: 23000(east mini-floor)  
-Commands: none

basement floor 5

Freebies:

-Data/Parts: none  
-Weapons: Psn Cloud  
-Items: none  
-Money: 25500  
-Commands: none

basement floor 6

Freebies:

-Data/Parts: none  
-Weapons: none  
-Items: Evactn U  
-Money: none  
-Commands: Data Gather.2

basement floor 7

Freebies:

-Data/Parts: none  
-Weapons: Eshlder L, Buster Cn.  
-Items: none  
-Money: none  
-Commands: Juno's Prayer(after last boss in set)

Dungeons are so tedious...There's a hole in the wall at the bottom, proceed only when you have made ample preparations and have at least 30 minutes to play non-stop...

It's...HOLO GARD!

Because I feel like it, here's some bits of the long conversation between the characters.

Claudia: "So you're the successor to Viper, Terra Geist's leader."

Gard: "No,Viper was merely one of my pawns. Same for Leviathe and Juno!"

Gard: "I'll be the ultimate ruler of the world. And nothing's going to change

that."

Max: "You said you'll rule the Empire. Now it's changed to the world! You've become quite greedy."

Gard: "The strong get what they deserve. That's all. And you strength is founded in Juno."

Gard: "I'll tell you why Juno's here. Juno's a robot after all, who was made from the best genes of ancient Zoidians before the fall of the Zenebas Empire. The Death Saurer factor was combined with the genes, ready to be controlled by me. That's who she is.

Gard: "But Zenebas Empire is gone now. My people died after being betrayed by the Guylos sods... To avenge them, I've been waiting for the right time. Juno's existence was a secret to all but a handful of Empire people. I kept searching for Juno...Thanks to time-space phenomena, I found the one who could realize my life's ambition. Juno's here to give life to Death Meteor, which is Death Saurer's evolved being."

Gard: "Are you telling me time-space change's occuring now? No problem. The ZOS can destroy time-space walls. I'll erase all the worlds that I don't need!"

Juno appears!

Gard: "Now is the time for the awakening! Wake up, Juno!! Juno,, these're the keywords. Time has come. Thou shall be in the bosoms of thy lord!!"

My thoughts: "..."

Juno: "(Help...Zeru...Zeru!!!)"

(those are her thoughts, not whispering)

Gard: "For the revival of Zenebas, you wake up Juno! Give life to Death Meteor, Juno!"

Death Meteor appears! Juno's absorbed by it!

BOSS (20000 EXP/250000 G)

part 1

B: Death Meteor (Gard/4000 HP approx./250 DF)

When you hit Death Meteor, it isn't Gard that gets hurt...

Gard: "The more you attack, the more damage Juno will receive."

Zeru: "Darn! I can't attack this way!"

Zan: What can be done?"

Gard: "Darn, Juno! She's not as good as I thought!"

A purple Geno Flame appears!

Leviathe: "Prince Gard, use me, please!! ZOS, full power!!"

Geno Flame rockets forward and fuses with Death Meteor! Juno is ejected!

Alteil: "Leviathe's copied all data on Juno's physical characteristics. Take this, Prince Gard!! Leviathe is the strongest ZOS!! You'll defeat them with that...Hee-hee...and..."

Gard: "Ha-ha-ha!! Well done, Leviathe! Juno's ability plus ZOS... My gratitude to BD. The battle's only started!"

Gard: "I'll blow you up with ZOS power!"

Gard activates the 'ultimate' ZOS, but something's wrong...

Alteil: "Huh! You bought it, didn't you? Who'd have thought we'd put a small gift on Leviathe's body itself? Begone to the end of time and space!"

Death Meteor and your transport Zoid appear outside of Sandstorm. The battle isn't over yet!

part 2

B: Death Meteor (Gard/7000 HP approx./250 DF)

After dealing about 4000 damage to Gard, a certain event from Zoids New Century /Zero begins to unfold...

Gard: "Ha...it's a sign from above. Even God desires a new world. My ambition is destined to come true!"

The battle continues.

Once you deal enough damage (Gard will say "Terra Geist!!"), the screen just fades in... And believe it or not, but Juno... RETURNS!!! You also acquire the Juno's Prayer command. It's good, but can nullify one-shot skills...

outside Sandstorm

For this part of my walkthrough, I owe much to mech gouki. Without his help it would've taken who knows how long for me to find where the final final final boss was at x\_x

Freebies:

- Data/Parts: none
- Weapons: none
- Items: none
- Money: none
- Commands: Strategy Meet

Remember kids: just say no to Dr. T! If you don't, you won't get another opportunity to save before the final, Final, FINAL boss. Take this time to upgrade your team as well and hopefully put Juno in a Geno Trooper.

When you're ready to face the ifnal final final boss, move around the west of Sandstorm until Dr. T speaks again. After beating the final final final boss

the story remains at this point as well(despite changes...elsewhere). Remove Bit from your team and say yes to Dr. T. You'll be given the suicidal Strategy Meet command and a painfully long series of events will commence. This I choose not to spoil, but I'll detail you on two details of the final final final boss anyways.

FINAL FINAL FINAL BOSS(no EXP or gold!)

B: ???(6000 HP approx.)

After the battle, you get to hear the music played for the battle at Miletos Castle(just a strange coincidence). This is the end.

WAIT THROUGH THE CREDITS FOR MORE STORY AND DON'T FORGET TO SAVE YOUR GAME!

If you do, you'll get lots of goodies!

post-ending

Many thanks to mech gouki for much of the post-game information.

-Level 10 of Challenging Mode is now open.

-The two codes for secret Zoids can now be used at the title screen.

In the main part of the game, you're just outside of Sandstorm like before. You can fight the final final final boss at any time, but you still can't use Bit in it...But now you can customize his Liger Zero and assign him to another Zoid if you want(but you still can't sell it or buy the Zero Empire and Zero X types of CAS for it...).

There's also a few things changed elsewhere.

Imperial Twn

weapon shop:

Hyper Cann

A-Par. Shld

FusionArmX

EPlus Unit

Core+ Unit

AutoRepr U

DummyOrgnd

ZOS Proto.

Less offensive weapons, but some nice assist weapons. I don't suggest spending your money on these though, you can get all of them(except FusionArmX) for free by fighting the newest wild Zoids...ZOS Proto. is also a complete



waste because there's both a lighter and a more powerful version available for free from those same wild Zoids!

Live Town

Since this is non-critical info here, I believe it's all right to spoil it.

Party Changes:

- Mary joins.
- Pierce(Pteramander) joins.
- Stoller(Mad Thunder) joins.
- Raven(Geno Breaker) joins.
- Rease(Psycho G Sau.) joins.
- Vega(Berserk Fury Z) joins.

Freebies:

- Data/Parts: Ultra Saurus data(Mary), Psycho G Sau. data(Raven+Rease), Mad Thunder data(Stoller)
- Weapons: none
- Items: none
- Money: none
- Commands: Proven Hero

The arena is now open! You have five special battles with very strict rules!

battle 1

Pierce Team(3000 EXP/80000 G)

Rules: 1 flying Zoid, no ZOS/Organoids.

B: Pteramander(Pierce/800 HP approx./65 DF)

Pierce seems to not care for BD and Terra Geist much...Note the music, you also heard this fighting the Death Stinger and will only hear it again in the next four battles.

This battle is sad...Pteramander's slow for a flying Zoid and weak for a land Zoid...At least some neat stuff happens when you waste your time on this. In the unlikely event that you actually have difficulty, you can just use Van and the Switch command to give him a nasty Zoid like say Death Saurer.

Pierce: "Humph, I lost... You have a battle against Terra Geist, don't you? I'll help you!"

Pierce: "I have my own policies, but Terra Geist interfered with me. They're my enemy!"

Pierce joins the party and gives you her Pteramander!

Jimmy: "Hi, Miss!"

Pierce: "Don't call me 'Miss'!!"

Jimmy(sad): "Did you say something?"

Leena(shocked): "The Wild Eagle personality on the ground? He must really like her."

battle 2

Mary Team(5000 EXP/200200 G)

Rules: Maximum 3 Zoids, no ZOS/Organoids.

1: Iron Kong PK(Zoids pilot/627 HP/1370 IV/120 DF/230 DCP)

3: Iron Kong PK(Mary/500 HP approx./120 DF)

B: Ultra Saurus(Zoids pilot/2600 HP approx./200 DF)

Mary's so greedy, she wants to claim both Liger Zero and Blitz Tiger as her own! She also doesn't mind the idea of fighting her own brother if he stands in her way...

Greed and selfishness are truly bad forms of motivation, as Mary's pathetic HP proves! By now you should have absolutely no difficulty even against Ultra Saurus. EDistbce U would be overkill here...

Mary: "Hmm, this Liger and that rare Tiger. I want them both!"

Zeru: "..."

Mary: "Oh! I should join the team also."

Harry: "What! My Sister? This Zoids battle is not an ordinary one. You get in the way."

Benjamin: "Harry shouldn't have said that."

Mary: "Believe me. I'm more useful than Harry."

Harry: "S,Sister! That's impossible."

Mary joins the party!

Zeru: "..."

Sebastian: "Zeru...I'll make sure she doesn't interfere..."

Zeru(smiling): "A,aa..."

Mary: "Boohoo! I spent all my allowance on the Ultra Saurus and it's broken... OK, I'll give you data,data only..."

Ultra Saurus data acquired!

Harry: "Don't spend too much money, or you'll be in trouble..."

battle 3

Raven Team(3500 EXP/100000G)

Rules: Maximum 2 Zoids, less than LL size, no commands, no extra weapons(excludes passive-use Assist weapons like armor and StealthSys).

A: Psycho G Sau.(Rease/700 HP approx./80 DF)

C: Geno Breaker(Raven/800 HP approx./100 DF)

Van and Raven make a bet...If you defeat Raven+Rease, Raven will join. But if

they win, Van's life is in Raven's hands.

This battle is...also quite easy. If you want a big advantage, use Zeru and Van so you can use their Organoids. Not exactly hard either way unless you're very dependent on extra weapons. You can't use EDistbce U for this battle, but it's not like you need it right?

Raven: "Tsk! I lost? Things don't work in this world."

Rease: "Raven...What now?"

Raven: "Oh well,we'll cooperate with them till we go back to our world."

Rease: "OK... I'll go if Raven's going."

Raven: "Rease..."

Raven(Geno Breaker) joins!

Rease(Psycho G Sau.) joins!

Psycho G Sau. data acquired!

This is great news, but you also gain use of their Organoids!

battle 4

Stoller Team(5000 EXP/200000 G)

Rules: Only 1 Zoid, no commands or ZOS/Organoids allowed.

B: Mad Thunder(Stoller/2000 HP approx.)

Stoller's as independent as Pierce.

He's slightly more challenging than her though. If you ever need to heal, rely on ZC Promo and CCleaner. You shouldn't have that much difficulty as long as you have something other than particle and beam guns, Mad Thunder has an extremely strong armor that protects against them(450 DF versus that particular class of weapons). Blitz Tiger will suffice even without extra weapons.

Zeru: "Yo,Stoller... Would you help us?"

Stoller: "I was your opponent."

Zeru(smiling): "I don't care."

Bit: "And it'd be a waste to let you retire!"

Stoller: "Fine... I wanted Mad Thunder to work some more."

Zeru: "So you're after a good Zoids pilot."

Stoller(Mad Thunder) joins!

Mad Thunder data acquired!

Stoller's a good pilot, he starts out with a +180% HP bonus and has some nice skills.

battle 5

Vega Team(4000 EXP/150000 G)

Rules: Only 1 Zoid, smaller than LL, no commands, no ZOS/Organoids, no recovery.

B: Berserk Fury Z (Vega/1400 HP approx./150 DF)

Vega is keen on fighting Zeru once more, and it appears that the battle will be (nearly-)equal.

Vega will definitely attack first if you use a land Zoid and he can do quite a bit of damage. Most of all you should beware the claws, they're almost as strong as the X Breaker on Strum Fury. You won't find an L-sized Zoid with clear superiority to Berserk Fury Z, so you can choose either to rough it...Or take a good look at the rules. Perhaps there is some kind of loophole here? (hint hint!)

Vega: "Why? With Fury's performance and my ability, we should never lose. Wow... What kind of battles do you normally have? I wanna see your battles. Can I come along? Instead, I can help you destroy Terra Geist."

Bit: "Did you hear that? What are we to do Zeru?"

Zeru: "Fine. He looks like a decent guy."

Vega: "Hi there."

Vega (Berserk Fury Z) joins!

No data, but you get a good pilot and a great Zoid!

Now that you've beaten the Extra Tournament, you're given the Proven Hero command! Hard to complain with double EXP!

Sandstorm:

Go to the Zoid shop.

Freebies:

- Data/Parts: Gojulas data (Zoid shop if left)
- Weapons: none
- Items: Evactn U (item shop if left)
- Money: none
- Commands: Fiona's Prayer (Zoid shop)

Old man: "Heh-heh!"

Van: "Dr. D!"

Fiona: "You're unharmed!"

Van: "You're in this world, also!"

Zeru: "You know him?"

Fiona: "Dr. D is world's #1 scientist!"

Dr. D: "Ha-ha! I'm not sure if I am in this world of time-space warp."

Fiona: "Where were you hiding?"

Dr. D: "What! I was taken captive by the BD Team! I was on the base, but you attack it!"

Zeru: "Didn't know..."

Dr. D: "I managed to escape from it, though."

Van: "Anyway, it's good everyone's safe!"

Fiona: "Yes...I'm glad..."

Fiona's Prayer command acquired!

Dr. D: "And you there, this is an unusual organoid. I'll test its ability later."

Zeru: "Wow! You can do that?"

Dr. D: "Yes, I can."

From now on, talk to Dr. D and he'll raise any of Pulse's emotions by +5 as many times as you want. Save the white for last and you can get the perfect Pulse of your own parameters. Don't bother raising all Pulse's emotions too high though, it only affects what skills he learns and the highest emotion determines his color. Raising any of them to 99 would be pointless and leave you stuck with your messed up Pulse.

Tros Farm

Party Change:

-Pulse learns ZOS 2 skill.

Enter the hangar and talk to Dr. T!

Dr. T: "Well, with Dr. Tros's help, Pulse's ZOS can be improved finally!"

Pulse learns the ZOS 2 skill!

Now Dr. T will just say the same thing over and over as he runs around the hangar aimlessly...Man he's pathetic!

field(between Mount Town and Seas Town)

Notice the lack of a certain obstacle? Where the light walls were, now you can fight the strongest wild Zoids in the game! Even Death Meteor! Many of them also have excellent weapons on them, here's just a few:

Ulte. Phalanx: GravityGun(your new currency!), ZOS Plus  
Blitz Tiger: DummyOrgnd  
Chimera Dragon: Neutron M.  
Ultra Saurus: Ultra Cn.(1-3S, 600 AT, 30 EP...nice)  
Fuzor Dragon: Core+ Unit, Hyper Cann

You'll also encounter Zoids you haven't before in the wild, here's some:

Gojulox  
Geno Hydra  
Geno Hydra KA  
Death Saurer  
Death Meteor  
Death Stinger  
Jagd Stinger  
Geno Flame  
Berserk Fury Z  
Leo Blaze  
Unenlagia  
Mosasledge  
Nightwise  
Buster Eagle(only way to get it's data!)  
Flyscissors  
Shellkarn  
Diploguns  
Demon's Head  
Command Wolf IS  
Gun Sniper LS  
Gun Sniper NS  
Spark Liger  
Gojulas Giga  
Gojulas Giga Cn.  
Lord Gale  
2-arm Lizard  
Trinity Liger  
Trinity Liger BA

This concludes the walkthrough! Neato, ain't it?

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////////////////////////////////////\////////////////////////////////////\
09A           Challenging Mode
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Tucked away in the options menu is a very special set of fixed battles aptly named Challenging Mode. All the battles in this mode are fixed using specific Zoids, pilots, items, and commands. Additionally, your team is fixed, enemy stats are always visible, and Pulse cannot be used. There are two things that make all of this worthwhile:

- the most difficult battles in the game
- awesome things otherwise unavailable

There are also a few situations that are impossible to happen within the

confines of the story as well (such as using Zoids with no pilot!)...  
Now if you're one of the few players out there that actually have someone to have link battles with, the combination of the Aegis Phalanx command and GuysackStingr could \*EASILY\* turn the tide of battle.

This section contains information on all 50 battles including the Zoids and pilots of your own team, the significant stats of your enemies, the items at your disposal, and (perhaps most importantly) the commands you can use. There's also those lovely rewards listed and some strategy for those having difficulty! It's a given that there are multiple ways to clear most stages, but one strategy seems like enough to me.

What are we waiting for? Well, a few general tips might be helpful...

- Focus your attacks on a single target to reduce the number of enemies.
- Stay on the offensive unless defeat is imminent.
- Use commands at the most opportune time possible (i.e. use Mines when Geno Breaker's EP is too low for it's particle cannon to be used).
- Don't underestimate anything with the word "phalanx" in it's name!

#### Level 1:

##### Stage 1:

Rewards: Z Core SS

Commands: none

Items: CA Ion S x3, React U. x3

Team: Molga x2 (no pilot/1+2), CannoryMolga (no pilot/B)

Enemy: Saberliion (no pilot/B/90 HP/755 IV/15 DF/70 DCP)

You have the numbers advantage here, but more importantly you have CannoryMolga. Use it only for offense and it will be difficult to lose.

##### Stage 2:

Rewards: Z Core SS

Commands: none

Items: CA Ion S x6, React U. x6

Team: Molga x3 (no pilot/front row), CannoryMolga x3 (no pilot/back row)

Enemy: Saberlion (no pilot/B/90 HP/755 IV/15 DF/70 DCP)

Gun Tiger (no pilot/A/85 HP/770 IV/15 DF/70 DCP)

This stage is pretty much the same, but you should take out Gun Tiger first because it can reach your CannoryMolgas. Speaking of which, make sure to have them firing their cannons nonstop. As for the regular Molgas, use their Gatlings for slight damage to your enemies. There should be no need to heal in this battle.

Stage 3:

Rewards: Z Core FL  
Commands: Friendship, No Return, Off-Grd Mines  
Items: CA Ion S x3  
Team: Saberlion(Zeru/1)  
Enemy: Redler(Leviathe/B/136 HP/3480 IV/18 DF/96 DCP)

This time you are slightly outmatched. Open up with No Return and use HiWvBlade. If it misses start over. After that, use Off-Grd Mines to stop mighty Leviathe for a turn and use HiWv Fang. If it hits the battle should end right there.

...Should your luck prove to be not-so-good though, use HiWv Claw for better chances at hitting Leviathe and hope she never uses that Lsr Blade.

Stage 4:

Rewards: Z Core ZN x2, Saberlion data  
Commands: Friendship, Conservation, No Return, Muddy Ground  
Items: none  
Team: Saberlion(Zeru/1), Gun Tiger(Juno/3)  
Enemy: Atak Kat x2(1+3/no pilot/100 HP/1990 IV/18 DF/60 DCP)

This might get a bit tricky because this time your enemies have optical camouflage, meaning they can avoid your attacks much easier...If they have enough EP to keep the camouflage active. Fight as you normally would, but only use your most accurate weapons when their camouflage is on and don't waste Friendship; it's your only way to heal! A good idea is to open up with No Return and unleash your strongest weapons, then once your EP is back up use Muddy Ground and your strongest weapons again.

...Even if you go into this battle with no other strategy, just focusing your attacks and using accurate weapons is sufficient. This battle may be worth your time, it is the only legitimate way to acquire Saberlion's Zi Data.

Stage 5:

Rewards: Mines, Cannory U, Gun Tiger data  
Commands: Friendship, Conservation, No Return  
Items: CA Ion S x3, React U. x3  
Team: Saberlion(Zeru/2), Gun Tiger(Juno/3)  
Enemy: CannoryMolga x3(no pilot/back row/50 HP/480 IV/28 DF/30 DCP)  
Molga x3(no pilot/front row/50 HP/400 IV/23 DF/20 DCP)

\*coughcoughcannonfoddercough\*

In just the first turn, you can be down to 1 enemy. Use No Return to start with, having Juno take out a lone CannoryMolga with Static Magn and take out an additional CannoryMolga \*and\* a Molga with that puny vulcan! Zeru can take out two Molgas by himself using just that Gatling! You'll be left with a very lonely and scared CannoryMolga, which will be absolutely no trouble.

Level 2:

Stage 1:

Rewards: Z Core SS  
Commands: Friendship, Muddy Ground, Off-Grd Mines



Items: CA Ion S x3  
Team: Saberlion(Zeru/2)  
Enemy: Redler(Leviathe/B/136 HP/3480 IV/18 DF/96 DCP)

This is a a repeat of an earlier battle, only with power swapped for healing. Offense is my forte, not healing so I wound up writing down each step I took and really didn't do too well at it :P

turn 1: Off-Grd Mines and Hi WvBlade.  
turn 2: Muddy Ground and Hi WvBlade.  
turn 3: Wait(EP recovery!).  
turn 4: Freidnship, Hi WvBlade.

Should the battle take you more turns, use only Hi WvBlade and HiWv Claw. Be sure to heal if your HP gets to 75 or less, one lucky shot and Lsr Blade could kill you otherwise.

#### Stage 2:

Rewards: Z Core FL x2  
Commands: Friendship, Muddy Ground, Off-Grd Mines  
Items: CA Ion S x3, CA Ion M x1, React U. x1  
Team: Saicurtis x2(Zoids pilot/1+3)

Enemy: Dbl-Sworder(Zoids pilot/A/Zoids pilot/80 HP/2580 IV/17 DF/30 DCP)  
Dbl-Sworder(Zoids pilot/C/90 HP/2180 IV/17 DF/33 DCP)

Just use 2Beam Can. as your only weapon and use commands as you see fit. If the EP of either Saicurtis gets low, use Off-Grd Mines as a ceasefire to recover(both teams will gain their GEP but will have no actions).

#### Stage 3:

Rewards: Bomber U, Radome U  
Commands: Friendship, Conservation, Muddy Ground, Mines, Off-Grd Mines  
Items: CA Ion S x5, React U. x3  
Team: Stealth Viper x3(Zoids pilot/front row)

Enemy: Pteras Radome(BD Member/2/224 HP/4900 IV/20 DF/140 DCP)  
Pteras Bomber(BD Member/A/96 HP/3000 IV/20 DF/40 DCP)  
Pteras Bomber(BD Member/C/106 HP/2700 IV/44 DCP)

This battle teaches you how to survive with ridiculously low DF. Start off using Off-Grd Mines and then Muddy Ground the first two turns, use only your Hvy M. Guns. Focus your attacks on the enemy with the lowest HP, you need the numbers advantage! After the second turn use your commands as needed and try to keep all three Stealth Vipers active until the last enemy has low health. If you can keep them going you should be able to whittle down the most durable of your enemies without much problems(especially since it also has less power!). Oddly, this battle has a very rare thing happen...Due to the EP usage of Hvy M. Gun(0!), your EP will not go down if you use only it.

#### Stage 4:

Rewards: Z Core SS x2, Z Core ZN

Commands: Friendship, Conservation, Muddy Ground, Mines, Water Mines, Beam Screen, False Nego

Items: CA Ion S x3, CA Ion M x3, React U. x2  
Team: Pteras Bomber x3(Zeru+Juno+Bit/front row)

Enemy: Brachios(no pilot/2/130 HP/440 IV/20 DF/65 DCP)  
Killer Dome x3(no pilot/front row/80 HP/3150 IV/23 DF/60 DCP)

This battle is where Juno \*REALLY\* shines. Firing three weapons is a very handy trick! Start off using False Nego on Juno to take advantage of that, but don't count on being able to take out a Killer Dome with only two shots. Better to kill one enemy than damage two. On the second turn use Water Mines to stop the enemies from moving and don't forget to take advantage of Zeru's ability to fire two weapons. You can also use Beam Screen and prevent Brachios from attacking for one additional turn. ARaid Misl is the only weapon Bit could use at all. After a few turns your bombardment will easily annihilate your enemies.

#### Stage 5:

Rewards: Junk Parts, Muddy Ground, Z Core SS, Z Core IS  
Commands: Friendship, Conservation, No Return, Muddy Ground, Beam Screen  
Items: CA Ion S x3, CA Ion M x1, React U. x2  
Team: Atak Kat x2(Zeru+Bit, front row)

Enemy: Hammer Rock(Bandit/2/187 HP/380 IV/30 DF/108 DCP)  
Guysack x2(Bandit/A+C/90 HP/1320 IV/30 DF/40 DCP)

If EP Management 101 is the class you were wanting to attend, you've come to the right place. 2Beam Cann and Go 4 Broke are your main weapons, but you've also got petty machine guns and optical camouflage. Avoid using the machine guns but use the optical camouflage any time you think you can keep your EP up and still attack at the same time(like maybe have Bit go stealth and use Go 4 Broke while Zeru attacks normally?). In the first turn use No Return to deal with Hammer Rock. Turn 2 would be a good time to go stealth and you can use Beam Screen as a way to stop the Guysacks from attacking(both of their offensive weapons have the ATR of L, so Beam Screen disables their use for 1 turn!).

#### Level 3:

##### Stage 1:

Rewards: BC Set  
Commands: Friendship, Muddy Ground, Mines, Sandstorm, Off-Grd Mines  
Items: CA Ion S x3, CA Ion M x3  
Team: Raynos(Bit/2)  
Enemy: Redler BoostC(Leviathe/B/255 HP/3780 IV/25 DF/192 DCP)

Not as hard as it sounds. Rely upon 3Beam Can. as your sole offense and do what is necessary to ensure it hits(Bit isn't good with guns but Muddy Ground and 3D Radar make up for that).

Stage 2:

Rewards: Z Core H1 x2, Z Core ZN x2

Commands: Friendship, Conservation, Muddy Ground, Logis.Support, Sandstorm, Beam Screen, Redistributn.

Items: CA Ion S x5, CA Ion M x1, CA Ion L x1, React U. x2

Team: Shield Liger(Republic warr/2), ShldLiger DCS(Republic warr/B)

Enemy: Zaber Fang(Imperial warr/A/374 HP/720 IV/30 DF/192 DCP)

ZaberFang Old(Imperial warr/C/340 HP/560 IV/20 DF/156 DCP)

Your primary target should be ZaberFang Old. Logis.Support makes Lsr Saber very effective(keep in mind you need to \*have\* a back row to use it!), after using it use Redistributn. to put both your ligers on the top and bottom slots of the front row so you can use Lsr Saber every turn. Using shields isn't a terrible idea, but using the beam cannons of DCS is...

Stage 3:

Rewards: Z Core ZN, MS Unit

Commands: Logis.Support, Redistributn.

Items: CA Ion S x3, CA Ion M x1, React U. x2

Team: Hammer Rock x3(Zoids Pilot/front row)

Enemy: Irong Kong(Imperial warr/B/408 HP/870 IV/50 DF/192 DCP)

It can be rather fun to use multiple inferiors to take out a vastly superior enemy...That's what you do here. MultiBeam is the only weapon you want to bother with. Use Redistributn. to move the middle Hammer Rock to the back row and on the next turn use Logis.Support to fire two MultiBeams at double power! After that just keep using MultiBeam and your enemy should fall in a few turns.

Stage 4:

Rewards: Water Mines, Z Core WT

Commands: Muddy Ground, Logis.Support, Sandstorm, Off-Grd Mines, Water Mines, Redistributn./False Nego

Items: CA Ion S x3/CA Ion M x1/React U. x3

Team: Redler x3(Imperial warr/front row)

Brachios x2(Imperial warr/A+C)

Enemy: Hammer Head x3(Republic warr/2+A+C/340 HP/1390 IV/30 DF/195 DCP)

This battle is simple because you have three commands that completely stop the whole enemy team from acting. Use False Nego on a Redler and focus on using Lsr Blade. No problems, but if one of your Redlers die bring a Brachios forward to make up for the loss. Be sure to use Logis.Support \*before\* you lose a Redler though.

Stage 5:

Rewards: Leo Blaze data, Unenlagia data

Commands: Conservation, Charge Energy, King's Way, The Brave, Logis.Support, Sandstorm, Redistributn.

Items: CA Ion S x3, CA Ion M x2, React U. x3

Team: Shield Liger(Zan/1)

GSnpr Weasel(Tita/2)

Barigator(Zeru/A/equipped with Lg Smoke U)

Zabat(Albane/B/equipped with RadomeUnit)

Enemy: Nightwise(no pilot/1/140 HP/5100 IV/27 DF/120 DCP)

Unenlagia(no pilot/2/140 HP/795 IV/35 DF/140 DCP)

Mosasledge(no pilot/A/140 HP/200 IV/35 DF/120 DCP)

Tita is your main weapon here. Zan is the sidekick for once, Zeru is only good for allowing use of the King's Way command, and Albane is only very useful for increasing Tita's HR(but Zabat's claws won't hurt with double power!). On the first turn, use Albane's RadomeUnit and Tita's Beam M. Gun to decimate two enemies(the actions of Zan and Zeru aren't important). On the second turn, move Albane forward for just that much more damage-dealing power. If the enemy team survives the second turn, use Logis.Support to ensure their defeat this time.

Level 4:

Stage 1:

Rewards: Z Core ZN, Dark Poison data

Commands: Friendship, Conservation, Charge Energy, Logis.Support, False Nego, Confusion

Items: CA Ion S x10, CA Ion M x3, React U. x6

Team: Molga x3(no pilot/front row), CannoryMolga x3(no pilot/back row)

Enemy: Dark Poison x2(no pilot/1+3/130 HP/550 IV/30 DF/100 DCP)

Molga x3(no pilot/front row/50 HP/400 IV/23 DF/20 DCP)

The Dark Poisons will always go first(unless you use Confusion), so just hope they don't attack the same target! As painful as their missiles are(two hits kill if you don't heal!), they're even nastier on the front row. For crap's sake, LEAVE THE MOLGAS ALONE! Focus your efforts on defeating a single Dark Poison, you can take out one much quicker than you can both. After you get rid of the Dark Poisons, you can defeat the Molgas in your sleep.

Stage 2:

Rewards: Z Core GR, Z Core H2, Z Core H1, Lmt. OS

Commands: Conservation, Logis.Support, Obstacles, Mines

Items: CA Ion S x5, CA Ion M x3, ZC Promo x1, React U. x3

Team:Gun Sniper x3(Republic warr/front row)

Command Wolf(Republic warr/B/equipped with ZOS Proto.)

Enemy: Atak Kat(Imperial warr/2/170 HP/2350 IV/18 DF/72 DCP)  
Rev Raptor x3(front row/204 HP/1170 IV/20 DF/120 DCP)

This stage almost explains itself...Use Mines to freeze the Rev Raptors while you activate ZOS. The regular ZOS does require EP to operate, but it's worth it since you can use more firepower sooner(meaning the enemy dies sooner!). The only bad move you can make is to use Obstacles. It sounds good, but will only prevent your wolf from moving.

Stage 3:

Rewards: Mosasledge data, Z Core BX

Commands: Friendship, Conservation, Redistributn.

Items: CA Ion S x5, CA Ion M x3, CA Ion L x1, ZC Promo x1, React U. x2

Team: Mosasledge(Zan/1)

Mosasledge(Albane/3)

Mosasledge(Tita/B)

Enemy: Hammer Head VL(no pilot/A/200 HP/1300 IV/50 DF/180 DCP)

Hammer Head(no pilot/C/200 HP/1300 IV/30 DF/150 DCP)

Just move Tita up front and rely solely on Tail Saw. Tita does indeed suck with anything but guns or missiles, but the difference between 45 and 130 damage quite makes up for it. There's no strategy left other than just do what you need to keep your team alive.

Stage 4:

Rewards: Nightwise data, Z Core BX

Commands: Friendship, Conservation, Redistributn.

Items: CA Ion S x5, CA Ion M x3, ZC Promo x1, React U. x2

Team: Nightwise x3(Zan/Albane/Tita)

Enemy: Hammer Head x3(no pilot/2+A+C/200 HP/1300 IV/30 DF/150 DCP)

This time it's about the same, only slightly harder. Crush Claw is the name of the game, do the same as in the last battle.

Stage 5:

Rewards: 2-arm Lizard data, DA Gatt.D

Commands: Friendship, 2-armL. Gattai, Decoy

Items: CA Ion S x3, CA Ion M x3, React U.

Team: Leoblaze(Zan), Unenlagia(Tita)

Enemy:2-arm Lizard(Albane/B/432 HP/850 IV/55 DF/195 DCP)

Clearly one of those bizarre Blue Unicorn training exercises, this is pretty much the only battle in the game where fusing Zoids is a \*good\* idea! After fusing, rely upon your shooting weapons. On your second turn you should use Decoy to annoy Albane. Continue the pattern of shooting and heal as needed.

Level 5:

Stage 1:

Rewards: Flyscissors data, Demon's Head data, Z Core BX x2

Commands: Conservation, Charge Energy, Muddy Ground, Logis.Support,  
Off-Grd Mines, Redistributn.

Items: CA Ion S x5, CA Ion M x5, React U. x1, ShockWav x1

Team: Mosasledge(Republic warr/1)

Leo Blaze(Republic warr/2)

Nightwise(Republic warr/3)

Unenlagia(Republic warr/B)

Enemy: Diplo Guns(Imperial warr/2/255 HP/320 IV/35 DF/180 DCP)

Demon's Head(Imperial warr/A/255 HP/200 IV/35 DF/180 DCP)

Shell Karn(Imperial warr/B/255 HP/200 IV/37 DF/180 DCP)

Flyscissors(Imperial warr/C/255 HP/3160 IV/30 DF/180 DCP)

Aw, now here's a classic(2002; pre-Fuzors :P). The mighty Neo Zenebas chimera corps versus the pitiful early republic Blox. The only thing wrong is that the chimeras have pilots(they have no cockpits!). Nostalgia aside, this battle is meh. Use Logis.Support on your first turn and take out Shellkarn then fight the rest of the battle however you want to.

Stage 2:

Rewards:GuysackStingr data

Commands: Friendship, Conservation

Items: CA Ion S x5, CA Ion M x3, ZC Promo x1, React U. x2, ShockWav x2

Team(Shield Liger(young Van/1), Comm.Wolf IS(Irvine/3)

Enemy: GuysackStingr(Stinger/2/396 HP/2120 IV/35 DF/234 DCP)

Zaber Fang AT(Bandit/A/368 HP/650 IV/35 DF/204 DCP)

Zaber Fang AT(Bandit/C/391 HP/650 IV/35 DF/204 DCP)

Here's a good question: what do you get when you take the nasty battle fought in the past and fight it with a hopelessly outmatched team? One of the most difficult battles in the game! On your first turn you need to pray(even if you're an atheist :P) to every deity you can think of that Stinger doesn't use ParlyzMist! He'll consistently get the first attack, so when he mercifully decides to blow smoke you should take the time to call Zeke and have Irvine use Smoke Unit. On the second turn, pray some more and put up Shield Liger's shield and have Irvine attack Stinger(or heal if needed). Keep both your Zoids active as much as possible and kill Stinger first! You don't want him alive...If it gets down to the point where one of your Zoids is going to go kaboom, make sure it isn't Shield Liger!

You need them both but you have absolutely no chance with just Irvine.

#### Stage 3:

Rewards: Shell Karn data, Diplo Guns data, Z Core BX x2

Commands: Conservation, Decoy

Items: CA Ion S x5, CA Ion M x3, React U. x1

Team: Shell Karn (Claudia/B), Diplo Guns (Reiner/2)

Enemy: Lord Gale (Max/B/500 HP/950 IV/55 DF/230 DCP)

A bizarre Rottiger training exercise using Neo Zenebas chimeras (Lord Gale and Chimera Dragon were captured by Guylos' Rottiger unit in Zoids Battle Legends/Zoids Versus II). Unlike the Blue Unicorn exercise, there's no advantage for you other than tactics. Use Decoy on Shellkarn and let loose with the punches. H Knuckle is all you need. EM Cannon would be useful if you could get Lord Gale to stay froze for more than one turn, but that's incredibly rare. Never have Shell Karn do anything but attack with H Knuckle, use Diplo Guns' action to heal when there's a need (which there will be). In the rare instance Max decides to wait or misses an attack, have Diplo Guns attack.

#### Stage 4:

Rewards: Z Core H2, WW Unit, Z Core GR, FB Unit, Lmt. OS

Commands: Conservation, Muddy Ground, Logis.Support, Obstacles

Items: CA Ion S x5, CA Ion M x5, Zc Promo x3, React U. x3

Team: Gojulas x2 (Republic warr/1+3)

Shield Liger (Republic warr/2)

GSnpr Weasel x2 (Republic warr/A+C)

Gordos LR (Republic warr/B)

Enemy: Iron Kong x3 (Imperial warr/back row/408 HP/870 IV/50 DF/192 DCP)

RR PileBunker x2 (Imperial warr/A+C/255 HP/925 IV/25 DF/144 DCP)

Red Horn BG (Imperial warr/408 HP/490 IV/40 DF/192 DCP)

This is just a variation on the battle at Miletos Castle. Use the same tactics here but be sure to take advantage of your assets (Logis.Support, Obstacles, GSnpr Weasels).

#### Stage 5:

Rewards: Lord Gale data, LG Gatt.D, Charge Energy

Commands: Friendship, Conservation, Muddy Ground, Redistributn.

Items: CA Ion S x7, CA Ion M x5, ZC Promo x3, React U. x6

Team: 2-arm Lizard (Zan/1), Lord Gale (Reiner/3), Buster Eagle (Albane/B)

Enemy: Griffin (Republic warr/2/680 HP/2020 IV/60 DF/260 DCP)

ChimeraDragon (Imperial warr/A/544 HP/1440 IV/60 DF/360 DCP)

Fuzor Dragon(Republic warr/C/510 HP/2190 IV/60 DF/390 DCP)

Seeing as how you managed defeating Stinger twice now, there's not much about this that isn't already clear. About the only thing left that you may not know is that the order you defeat the enemies greatly affects the difficulty. Go for ChimeraDragon first, you don't want it using it's 360 AT weapon! Griffin is secondary but you should \*NOT\* save it for last unless you want to receive 320 damage from it every turn! Enemies are poor at EP management so Fuzor Dragon will put up it's shield and waste away most of it's EP without using it's 350 AT weapon. Taking out it's shield can be pesky though since two of your Zoids need significant EP to be useful...It shouldn't provide much difficulty, at worst it can just take some time to defeat.

Level 6:

Stage 1:

Rewards: Liger Zero data, WildZ data(part), Zaber Fang TS data)

Commands: Friendship, Conservation, Muddy Ground, Mines, T-S Warp, Confusion

Items: CA Ion S x5, CA Ion M x3, ZC Promo x1, React U. x3

Team: Zaber Fang TS x3(Tigers Team!/front row)

Enemy: Comm.Wolf AC(Ballad/A/289 HP/2400 IV/23 DF/23 DF/225 DCP)

Liger Zero(Bit/B/468 HP/1797 IV/55 DF/336 DCP)

One word tells you everything you need to know here: BANG. The fierce Tigers Team gets retribution! But seriously, just use their guns. All three of them have the Multi-fire skill here so it's actually possible to beat the stage in a single turn!

Stage 2:

Rewards: Cerberus data, Climber Wolf data, Climb eng.

Commands: Conservation, Muddy Ground, Mines, Sandstorm, Redistributn.

Items: CA Ion S x5, CA Ion M x4, ZC Promo x1, React U. x3

Team: Zaber Fang AT x2(Imperial warr/1+3)

Lightng Saix(Imperial warr/2)

Lightg SaixBS(Imperial warr/B)

Enemy: Comm.Wolf AC x2(Republic warr/1+3/289 HP/1240 IV/23 DF/195 DCP)

Climber Wolf(Republic warr/2/221 HP/1240 IV/20 DF/130 DCP)

Com.Wolf Town x2(Republic warr/A+C/238 HP/975 IV/23 DF/130 DCP)

Cerberus(Republic warr/B/340 HP/1750 IV/40 DF/195 DCP)

This battle leaves you surprisingly outgunned...Just focus your most powerful weapons on one enemy at a time to bring their numbers down as fast as possible and do \*NOT\* overestimate your Lightning Saixes(they're



nearly useless, especially the well-named BS "upgrade"). Cerberus is both the greatest threat and hardest to defeat of your enemies here...Sadly this battle only rewards your efforts with the vastly inferior wolves... Cerberus is the strongest Command Wolf variant out there, but it's no match for either type of Konig Wolf and all wolves are inferior to Genos...

#### Stage 3:

Rewards: GriffinGattai, Griffin data

Commands: Friendship, Conservation, No Return, Muddy Ground, Logis.Support, Off-Grd Mines, Redistributn., 2-armL Gattai, F. Drgn Gattai

Items: CA Ion S x5, CA Ion M x3, CA Ion L x1, ZC Promo x1, React U. x3

Team: Leo Blaze(Zan/1), Unenlagia(Tita/2), Mosasledge(Albane/A), Nightwise(Juno/B)

Enemy: Buster Eagle x2(no pilot/1+2/210 HP/2400 IV/40 DF/170 DCP)  
Griffin(no pilot/B/400 HP/1900 IV/60 DF/200 DCP)

There's a choice to be made on your first turn: No Return, Off-Grd Mines, or Redistributn. No Return means good chances of defeating Griffin before the end of the turn, Off-Grd Mines stops the Buster Eagles from attacking, and Redistributn. allows your team to be more effective than it currently is. After you've made that choice(any is fine), move everyone but Albane to the front row and focus on Griffin. The Buster Eagles aren't a significant threat on the front row due to the long range of their cannons! Should they decide to fire on Albane anyways, they'll only be wasting their EP because you've got three more Zoids with greater power! Nothing quite like turning an enemy's greatest strength into it's most damaging weakness, eh?

#### Stage 4:

Rewards: Zaber Fang SS data, Zaber Fang RS data

Commands: Conservation, Muddy Ground, Mines, Sandstorm, Redistributn.

Items: CA Ion S x5, CA Ion M x3, CA Ion L x2, ZC Promo x1, React U. x3

Team: Comm.Wolf AC x2(Republic war/1+3)  
Blade Liger(Republic warr/2)  
S Liger DCS-J(Republic warr/B)

Enemy: Zaber Fang AT x2(Imperial warr/1+3/391 HP/730 IV/35 DF/204 DCP)  
Zaber Fang SS(Imperial warr/2/374 HP/840 IV/40 DF/216 DCP)  
Zaber Fang x2(Imperial warr/A+C/374 HP/720 IV/45 DF/240 DCP)

This one probably sounds easier than it is. Put your ligers in front and your wolves in the back. Rely upon the power of the ligers for offense and the speed of the wolves to heal(don't waste the ligers' turns healing!). Don't be afraid to use those shields and shock cannons! Regarding your enemy, first you'll want to take out the RS and a single Zaber Fang to reduce the damage you take. After that, the SS and ATs. Save a Zaber Fang for last to minimize the damage you take.

#### Stage 5:

Rewards: Fuzor Dragon data, MD Gatt. D, ChimeraDragon data, CD Gatt. D  
Commands: Friendship, Conservation, Muddy Ground, Logis.Support, Redistributn.  
Items: CA Ion S x7, CA Ion M x5, ZC Promo x3, React U. x6

Team: 2-arm Lizard(Zan/1), Lord Gale(Reiner/3), Nightwise(Tita/A),  
Diplo Guns(Claudia/C)

Enemy: Buster Eagle(Republic warr/2/357 HP/2520 IV/40 DF/221 DCP)  
ChimeraDragon(Imperial warr/A/544 HP/1440 IV/60 DF/360 DCP)  
Griffin(Republic warr/B/680 HP/202 IV/60 DF/260 DCP)  
Fuzor Dragon(Republic warr/C/510 HP/2190 IV/60 DF/390 DCP)

The strategy here almost writes itself! Pretty much the only tip that isn't ridiculously insultingly obvious to most players by now is the best order to take out your enemies. Griffin, ChimeraDragon or Buster Eagle, save Fuzor Dragon for last. Naturally, Griffin's potential for 320 damage every turn makes it the greatest threat and Fuzor Dragon's shield gives it such EP issues it's the least threatening.

Off topic, but isn't it funny how almost every fifth stage ends in some funky little gathering like this? Bizarre though how Reiner(a particle cannon specialist) and Claudia(the goddess of close combat) are in completely the wrong Zoids for their capabilities...

#### Level 7:

##### Stage 1:

Rewards: ZeroSchneider data, Schneider U  
Commands: Friendship, Conservation, Charge Energy, Mines, Sandstorm, Obstacles  
Items: none  
Team: red Blade Liger(Leon/2), Gun Sniper NS(Naomi/B)

Enemy:Gun Sniper LS(Leena/2/288 HP/1020 IV/40 DF/225 DCP)  
ZeroSchneider(Bit/B/522 HP/1870 IV/65 DF/368 DCP)

Your primary weapons here are Sandstorm, Mines, and Obstacles. Sandstorm will prevent the Gun Snipers attacking, Obstacles prevents the ligers attacking, and Mines disable the ligers' strongest weapons. Take out Leena first and don't be afraid to use Blade Liger's shield.

Stage 2:

Rewards: Off-Grd Mines, Zero Jaeger data, Jaeger U

Commands: Friendship, Conservation, Mines, Sandstorm, Off-Grd Mines, Redistributn., T-H Phalanx

Items: CA Ion S x5, CA Ion M x5, CA Ion L x1, ZC Promo x1, React U. x3

Team: Zero Jaeger(Bit/1), Raynos(Jimmy/3), Comm.Wolf AC(Ballad/A), Gun Sniper LS(Leena/C)

Enemy: StormSwordrF(Pierce/2/418 HP/5240 IV/35 DF/304 DCP)  
StormSwordrF x2(BD Member/A+C/352 HP/3940 IV/35 DF/224 DCP)  
StormSwordrF(Volta/B/374 HP/4180 IV/35 DF/280 DCP)

Just the commands and tema you have make a two-turn solution clear. Use Redistributn. to move Leena to the middle back row, Ballad to the bottom of the front, and Jimmy in the center of the front. Have Leena wait(you need the EP for the next turn) and the others attack Pierce and Volta to soften them up. Keep everyone healthy and alive or else this turn will be wasted! On your second turn use T-H Phalanx and have Leena fire Full Burst. Bye-bye Backdraft team!

Stage 3:

Rewards: Zero Panzer data/Panzer U

Commands: Friendship, Charge Energy, Mines, Sanstorm, Off-Grd Mines, Beam Screen, Redistributn., Aegis Phalanx

Items: CA Ion S x5, CA Ion M x5, CA Ion L x1, ZC Promo x1, React U. x3, ShockWav x2

Team: KonigWolf DSR(Republic warr/1), Zero Panzer(Republic warr/3)

Enemy: Dark Spiner(Imperial warr/2/527 HP/1200 IV/85 DF/312 DCP)  
Berserk Fury(Imperial warr/A/646 HP/880 IV/100 DF/390 DCP)  
Zero X(Imperial warr/C/476 HP/675 IV/60 DF/276 DCP)

This stage is kinda mean...Mean KonigWolf DSR to the top of the back row and take out Zero X first. A confused Zoid is a bad thing, but a frozen one won't do anything at all. After handling Zero X take out Dark Spiner and of course save Berserk Fury for last because it \*LOVES\* to drain it's own EP away! It gets tricky to take out it's shield and get a hit in before it

puts it back up though(all the more reason to take out the others first).

#### Stage 4:

Rewards: Z Core TL, Z Core GH

Commands: Friendship, No Return, Mines, Sandstorm, False Nego, Decoy, Confusion

Items: CA Ion S x3, CA Ion M x5, CA Ion L x1

Team: Trinity Liger(Athle/2)

Enemy: Geno Hydra(Blood/B/1425 HP/1640 IV/85 DF/620 DCP)

One nasty, vicious, grueling battle right here...Expect to die several times. You'll want to open up by using Decoy and Multi Radar. Reserve False Nego when you desperately need to heal or use Multi Radar again. Only use Armor Claw, it's your strongest offensive weapon and Multi Radar ensures it hitting.

...As mean as Blood is here, it's almost a surprise he doesn't jump out of the wreckage of his Zoid at the end and try defeating you with that sword he carries at his waist for some reason. Oddly, you'd probably never know it if you didn't play one of the games in the Zoids Versus series(he just doesn't seem like the kind of villain to wear armor...).

#### Stage 5:

Rewards: Ultra Saurus data, Berserk Fury data, Shadow Fox data

Commands: Friendship, Conservation, Charge Energy, Logis.Support, Decoy, Arrow Phalanx

Items: CA Ion S x5, CA Ion M x5, CA Ion L x3, ZC Promo x2, React U. x3

Team: Liger Zero(Bit/2), Shadow Fox(Ballad/A), Gun Sniper LS(Leena/C)

Enemy: Berserk Fury(Vega/B/960 HP/1830 IV/100 DF/594 DCP)

After fighting Blood, Vega isn't much of a problem. Use Arrow Phalanx and Logis.Support only when Liger Zero's IV is higher than Berserk Fury's and it's shield isn't up. This way you can cripple it in just two attacks!

#### Level 8:

##### Stage 1:

Rewards: Dibison data, Iron Kong SS data

Commands: Friendship, No Return, Mines, Sandstorm, Fale Nego, Decoy, Confusion

Items: CA Ion S x3, CA Ion M x5, CA Ion L x1, ZC Promo x1

Team: Dibison(Thoma/2)

Enemy: Iron Kong SS(Schwarz/B/800 HP/2600 IV/120 DF/352 DCP)

At first it may look like you're outclassed...but then you have the advantage of powerful commands! This anime-inspired battle is no problem.

Stage 2:

Rewards: StormSwordrFX data, Airraid

Commands: Conservation, Charge Energy, Muddy Ground, Logis.Support, Mines, False Nego, Redistributn., Decoy

Items: CA Ion S x3, CA Ion M x2, ZC Promo x1, React U. x2

Team: Storm Swoorder(Rosso/1), Storm Swoorder(Viola/3)

Enemy: R. Interceptor x6(Imperial warr/340 HP/3540 IV/25 DF/216 DCP)

Another anime-inspired battle! It's a bit harder this time though...Take out 2 of the Redlers in the front row and then focus on the ones in the back. Do this in whatever method you find best.

On a side note, Airraid is much like Link Support...Only instead of a ground transport, Whale King delivers a stronger attack!

Stage 3:

Rewards: Confusion

Commands: Friendship, Conservation, Charge Energy, NO RETURN, Logis.Support, Mines, Sandstorm, Redistributn., Gravity Storm, Confusion

Items: CA Ion S x5, CA Ion M x3, CA Ion L x1, ZC Promo x1, React u. x5, ShockWav x1

Team: Zaber Fangs TS x3(the fierce Tigers Team up front!)

I K Maneuver x2(Benjamin+Sebastian/A+C)

Dark Horn HS(Harry/B)

Enemy:Trinity Liger(Athle/2/510 HP/2165 IV/55 DF/374 DCP)

KonigWolf DSR(Jack/A/448 HP/1140 IV/55 DF/380 DCP)

KonigWolf DSR(Earth/B/476 HP/1040 IV/55 DF/340 DCP)

KonigWolf DSR(Regina/C/532 HP/1790 IV/55 DF/300 DCP)

Gee, I wonder what it could possibly take to win this daunting battle?  
Perhaps we may never know...

</sarcasm>

Just use No Return. It's possible to beat the battle in a single turn if all your attacks hit.

On a side note, Confusion is useful if you're facing enemies a lot faster than your team is.

Stage 4:

Rewards: Bloody Demon data, Gravity Bison data, Iron Drill data

Commands: Friendship, Conservation, Charge Energy, Logis.Support, Mines, Sandstorm, Off-Grd Mines, Redistributn., Arrow Phalanx

Items: CA Ion S x6, CA Ion M x5, CA Ion L x3, ZC Promo x1, React U. x2

Team: Gravity Bison(Ford/1), Goju. the Ogre(Herman/2), Liger Aero(O'Connell/3), Gun Blaster(Krueger/B)

Enemy: Killer Spiner(Imperial warr/1/646 HP/620 IV/150 DF/360 DCP)  
Iron Drill(Imperial warr/2/595 HP/1590 IV/100 DF/240 DCP)  
Elephander(Imperial warr/3/595 HP/850 IV/100 DF/300 DCP)  
Berserk Fury(Imperial warr/A/646 HP/880 IV/100 DF/396 DCP)  
Death Stinger(Imperial warr/B/1020 HP/665 IV/150 DF/480 DCP)  
Geno Breaker(Imperial warr/C/680 HP/705 HP/100 DF/384 DCP)

Phalanx time. Move Herman and Krueger to the top and bottom of the back row, Ford to the center of the front row. Attack enemies in the order of Geno Breaker, Death Stinger, Iron Drill, Elephander, Killer Spiner, and Berserk Fury. You should know why by now, right?

Stage 5:

Rewards: GojuloxGattai, GF Gatt.D

Commands: Friendship, Conservation, Charge Energy, Logis.Support, Mines, Sandstorm, Off-Grd Mines, False Nego, Redistributn., T-H Phalanx

Items: CA Ion S x6, CA Ion M x5, CA Ion L x3, ZC Promo x1, React U. x2

Team: white ZeroSchneider(Alster/1), black Geno Breaker(Solid/3), red Pteramander(Palty/B)

Enemy: Buster Eagle(BD Member/2/336 HP/2560 IV/40 DF/238 DCP)  
Gojulox(BD Member/A/760 HP/830 IV/180 DF/672 DCP)  
Griffin(BD Member/C/640 HP/2060 IV/ 60 DF/280 DCP)

Heheh, simple enough. Griffin, Buster Eagle, Gojulox.

Level 9:

Stage 1:

Rewards: Strum Unit, jagd Unit

Commands: Friendship, Conservation, Mines, Sandstorm Beam Screen, Redistributn.

Items: Ca Ion S x3, CA Ion M x5, CA Ion L x2, ZC Promo x1, React U. x3

Team: Geno Saurer x2(Imperial warr/1+3), Geno Breaker(Imperial warr/2), Geno Trooper(Imperial warr/B)

Enemy: Jagd Fury(Imperial warr/2/ 714 HP/830 IV/130 DF/384 DCP)  
Berserk Fury x2(Imperial warr/A+C/646 HP/880 IV/100 DF/396 DCP)  
Strum Fury(Imperial warr/B/714 HP/900 IV/130 DF/468 DCP)

The fact that Jagd can snipe a member of your team for 350 damage when it's EP is high enough isn't as significant as Strum being able to unleash 360 damage almost whenever it feels like it...Focus your attacks accordingly and of course save the moron with the shield for last.

Stage 2:

Rewards: GGW data(part), Elephander AG data, AG Unit

Commands: Friendship, Conservation, Mines, Coercion, Beam Screen, Parts Removal

Items:CA Ion M x5, CA Ion L x3, ZC Promo x2

Team: Gojulas Giga(Albane/2/equipped with LgXH Armor+Focused P.+Rolling C.)

Enemy: Elephander AG(Imperial warr/2/595 HP/850 IV/100 DF/300 DCP)  
Elephander x3(Imperial warr/front row/595 HP/1090 IV/100 DF/264 DCP)

At first starting with 220 DF and 99 AM may sound nice, but your Zoid is so overloaded with weapons it can't hit anything! On your first turn use Parts Removal to get rid of those cumbersome weapons and say bye-bye to your mammalian enemies. Well, technically they're robots...But anyways use Gojulas Giga's tail to take out the front row and then rely upon the slightly-more powerful fangs to take out the Elephander AG faster.

Stage 3:

Rewards: God's Terrtry

Commands: Friendship, Conservation, Mines, Sandstorm, Beam Screen, Redistributn., God's Trrtry

Items: CA Ion S x5, CA Ion M x5, CA Ion L x2, ZC Promo x1, React U. x2

Team: Blitz Tiger(Zeru/1), Trin. Liger BA(Athle/3)

Enemy: Geno Hydra KA(Blood/A/1075 HP/1650 IV/120 DF/640 DCP)

purple Geno Flame(Leviathe/C/1260 HP/770 IV/120 DF/720 DCP)

Wow, this is a lot like 7-4 only easier! Since Leviathe this time is the moron with the shield, save her for later and focus on Blood. I don't recommend using God's Trrtry...Athle will avoid getting hit for certain, but Zeru won't be able to act and can be hit...In regular battles though, God's Trrtry is excellent.

Stage 4:

Rewards: Death Stinger data

Commands: Friendship, Conservation, Charge Energy, No Return, Logis.Support, Mines, Sandstorm, Beam Screen, Redistributn., Arrow Phalanx

Items: CA Ion S x5, CA Ion M x5, CA Ion L x2, ZC Promo x2, React U. x3

Team: Bladeliger AB(Van/1), Lightng Saix(Irvine/3/equipped with Eshlder S), Dibison(Thoma/B/equipped with Eshlder S)

Enemy: Death Stinger(Hiltz/B/2100 HP/1485 IV/150 DF/800 DCP)

This battle IMO shows the \*true\* use for shields: easy invulnerability for a single attack. At the start switch the places Van and Thoma's places and make absolutely sure that Irvine and Thoma ALWAYS have their shields up. I don't recommend Arrow Phalanx because you won't be able to use Irvine effectively on the back row and it's better having two inhuman shields on the front row so that you'll always have at least one Zoid attacking.

Stage 5:

Rewards: Death Saurer data, Logis.Support

Commands: Friendship, Conservation, Charge Energy, No Return, Logis.Support, False Nego, Beam Screen, Redistributn., Decoy

Items: CA Ion M x5, CA Ion L x3, ZC Promo x2, React U. x2

Team: ZeroSchneider(Zan/1), Zero X(Claudia/3), Goju. the Ogre(Abane/B)

Enemy: red Death Saurer(Gard/B/3000 HP/1090 IV/200 DF/3000 DCP)



Whoa, Gard is one helluva pilot! Just keep pressing your offense and healing when necessary, he should fall...with the maximum tedium possible. Don't rely on freezing him with Zero X, you'll just waste your time trying.

Level 10:

Stage 1:

Rewards: False Nego, No Return

Commands: Friendship, No Return, Mines, Sandstorm, False Nego, Beam Screen, Decoy

Items: CA Ion L x3, ZC Promo x1

Team: Death Saurer(Imperial warr/B)

Enemy: Mad Thunder x2(Republic warr/2+B/1360 HP/490 IV/250 DF/780 DCP)

I know what you're thinking, but there's a problem with that. Mad Thunder was designed to kill Death Saurer so you're actually in for a bit of a fight. Mad Thunder comes standard with A-Par. Shld, which makes it's DF against Death Saurer's mighty guns a grand total of 450. Occasionally you *will* get lucky though and your particle cannon will deal that 400 damage to one or even both Mad Thunders, so don't hesitate to risk it when you have 40 or more EP. When you don't have that much EP rely upon Death Saurer's mighty fangs. It's not too likely you'll need all of your healing ability here, but ration it anyways. Avoid healing unless you get the maximum effect from it.

Stage 2:

Rewards: Arrow Phalanx

Commands: Friendship, Conservation, Charge Energy, Mines, Sandstorm, False Nego, Beam Screen, Redistributn., Confusion, Fiona 'sPrayer

Items: CA Ion M x5, CA Ion L x5, ZC Promo x1, React U. x3

Team: BladeLiger AB(Van/1), Geno Breaker(Raven/3)

Enemy: Death Saurer(no pilot/2/1000 HP/590 IV/200 DF/1000 DCP)

Death Stinger x2(no pilot/A+C/600 HP/585 IV/150 DF/400 DCP)

Sweet. This is yet another anime-inspired battle, though a little different from the end of Guardian Force. Save Fiona 'sPrayer until Van has taken some damage or is low on EP, it provides an easy boost and 100% recovery to HP+EP. Pretty much just try taking out the Death Stingers first and everything will fall into place.

Stage 3:

Rewards: T-H Phalanx

Commands: Friendship, Conservation, Mines, Sandstorm, Beam Screen, Redistributn., Decoy, Arrow Phalanx, T-H Phalanx

Items: CA Ion M x7, CA Ion L x7, ZC Promo x4, React U. x8

Team: Goju. Giga C. x2(Republic warr/1+3), Goju. the Ogre(Republic warr/B)

Enemy: Death Meteor(Imperial warr/2/2550 HP/690 IV/250 DF/1800 DCP)

Death Saurer(Imperial warr/B/1700 HP/690 IV/200 DF/1200 DCP)

Assuming that you have no chance is almost a safe assumption...Except for the fact that you have two mighty phalanx commands! Take out Death Saurer first so that Death Meteor won't use that uber-nasty particle cannon so much and then things won't be quite so hard. Don't be surprised if you lose GTO when Death Meteor is really hurting, you can still win without it.

Stage 4:

Rewards: Aegis Phalanx

Commands: Friendship, Conservation, Charge Energy, Sanstorm, Redistributn., Gravity Storm, Arrow Phalanx

Items: CA Ion M x5, CA Ion L x5, ZC Promo x2, React U. x4

Team: BladeLiger AB(Van/1), ZeroSchneider(Bit/2), Zero X(Alster/3), Trin. Liger BA(Athle/B)

Enemy: Jagd Fury(no pilot/2/420 HP/740 IV/130 DF/320 DCP)

Berserk Fury(no pilot/A/380 HP/790 IV/100 DF/330 DCP)

Berserk Fury Z(no pilot/B/530 HP/1100 IV/150 DF/500 DCP)

Strum Fury(no pilot/C/420 HP/810 IV/130 DF/390 DCP)

Shouldn't this battle be named "Your Liger and You"? Anyways, it's little difficulty. Attack Z, Strum, Berserk Fury, and save Jagd for last. Ligers aren't very good at shooting, so slashing your way to Jagd will be faster. Gravity Storm is risky but if it favors you you'll have quite an advantage.

The reward for this battle is truly awesome. Aegis Phalanx reduces the AT of the entire enemy team based upon your team's strongest weapons and doesn't have any nasty side-effects!

Stage 5:

Rewards: CannonPhalanx

Commands: Friendship, Conservation, Charge Energy, King's Way, The Brave, Sandstorm, Redistributn., Arrow Phalanx, T-H Phalanx, Aegis Phalanx

Items: CA Ion M x5, CA Ion L x3, ZC Promo x1, React U. x2

Team: purple Geno Flame(Leviathe/1), Blitz Tiger(Zeru/3), Trin. Liger BA(Athle/B)

Enemy: Ulte. Phalanx(no pilot/2/1500 HP/440 IV/200 DF/800 DCP)  
Ultra Saurus(no pilot/B/1300 HP/450 IV/200 DF/600 DCP)

It wasn't a typo, in this battle Terra Geist's Leviathe is ON YOUR TEAM! What she's doing helping Athle and Zeru is beyond me, but I'm not complaining :P This battle is surprisingly easy too, you just need to focus your attacks and carefully manage your EP between phalanx commands. Blitz Tiger's ability to freeze these unmanned Zoids shouldn't be underestimated either...

The final reward for Challenging Mode is pretty nice, but I don't care for it personally because I never use Ultra Saurus or Ulte. Phalanx...

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10A Checklists

Given the very nature of the game, collecting is a big thing. A checklist of data, parts, and commands certainly makes it easier to know you have it all. In the future I'll also add a weapons checklist but this will do since the majority of equippable weapons are useless. Feel free to distribute this section of the FAQ as you wish, just do not make any claims of ownership(as in do not plagiarize). I would have a list of pilots and Zoids in here, but the Zi Data covers all Zoids except the transports and the only pilots you can not have are the six found in Live town after beating the game.

Zi Data:

- [ ] ZaberFang Old
- [ ] Zaber Fang
- [ ] Zaber Fang RS
- [ ] Zaber Fang SS
- [ ] Zaber Fang AT
- [ ] Zaber Fang TS
- [ ] Proto Zaber
- [ ] Diablo Tiger
- [ ] Atak Kat
- [ ] Lightng Saix
- [ ] Lightg SaixBS
- [ ] Gun Tiger
- [ ] Liger Zero
- [ ] ZeroSchneider

[ ] Zero Jaeger  
[ ] Zero Panzer  
[ ] Zero Empire  
[ ] Zero X  
[ ] Trinity Liger  
[ ] Trin. Liger BA  
[ ] Shield Liger  
[ ] Shld Liger DCS  
[ ] S Liger DCS-J  
[ ] Spark Liger  
[ ] Blade Liger  
[ ] Bladeliger AB  
[ ] Liger Aero  
[ ] Saberlion  
[ ] Command Wolf  
[ ] Com.Wolf Town  
[ ] Comm.Wolf AC  
[ ] Comm.Wolf IS  
[ ] Cerberus  
[ ] Climber Wolf  
[ ] Shadow Fox  
[ ] Konig Wolf  
[ ] KonigWolf DSR  
[ ] Iron Kong  
[ ] Iron Kong PK  
[ ] I K Maneuver  
[ ] Iron Kong SS  
[ ] Iron Drill  
[ ] Hammer Rock  
[ ] Dibison  
[ ] Gravity Bison  
[ ] Black Rhimos  
[ ] Cyclops I  
[ ] Cyclops II  
[ ] Elephander  
[ ] Elephander AG  
[ ] Geno Saurer  
[ ] Psycho G Sau.  
[ ] Geno Breaker  
[ ] Proto Breaker  
[ ] Geno Scissors  
[ ] Geno Trooper  
[ ] Geno Flame  
[ ] Berserk Fury  
[ ] Strum Fury  
[ ] Jagd Fury  
[ ] Berserk Fury Z  
[ ] Geno Hydra  
[ ] Geno Hydra KA  
[ ] Dark Spiner  
[ ] Killer Spiner  
[ ] Gun Sniper  
[ ] GSnpr Weasel  
[ ] Gun Sniper LS  
[ ] Gun Sniper NS  
[ ] Snipe Master  
[ ] SnpMaster FB  
[ ] SMastr A-Sild  
[ ] Rev Raptor  
[ ] RR PileBunker

[ ] Rev Hunter  
[ ] Hellrunner  
[ ] Ultra Saurus  
[ ] Ulte. Phalanx  
[ ] Gordos  
[ ] Gordos LR  
[ ] Red Horn  
[ ] Red Horn BG  
[ ] Dark Horn  
[ ] Dark Horn HS  
[ ] Mad Thunder  
[ ] Gun Blaster  
[ ] Brchios  
[ ] Gilvader  
[ ] Gojulas  
[ ] Goju.the Ogre  
[ ] GojulasGunner  
[ ] Gojulas Giga  
[ ] Goju.Giga C.  
[ ] King Gojulas  
[ ] Death Saurer  
[ ] Bloody Demon  
[ ] Death Meteor  
[ ] Iguan  
[ ] Godos  
[ ] Leo Blaze  
[ ] Unenlagia  
[ ] Mosasledge  
[ ] Nightwise  
[ ] Buster Eagle  
[ ] Flyscissors  
[ ] Shell Karn  
[ ] Diplo Guns  
[ ] Demon's Head  
[ ] Fuzor Dragon  
[ ] ChimeraDragon  
[ ] Gojulox  
[ ] 2-arm Lizard  
[ ] Griffin  
[ ] Lord Gale  
[ ] Death Stinger  
[ ] Jagd Stinger  
[ ] Guysack  
[ ] GuysackStingr  
[ ] Molga  
[ ] CannoryMolga  
[ ] Dark Poison  
[ ] Saicurtis  
[ ] Dbl-Sworder  
[ ] Killer Dome  
[ ] Cann. Tortoise  
[ ] C. Tortoise BC  
[ ] Gator  
[ ] Barigator  
[ ] Stealth Viper  
[ ] Hammer Head  
[ ] Hammer Head VL  
[ ] Wardick  
[ ] Sea Striker  
[ ] Redler

- Redler BoostC
- R. Interceptor
- Bloodler
- Pteras
- Pteras Bomber
- Pteras Radome
- Storm Sworder
- StormSworderF
- StormSwordrFX
- Zabat
- Raynos
- Pteramander

Parts:

- Z Core BT
- Z Core BX
- Z Core CR
- Z Core DS
- Z Core DT
- Z Core DZ
- Z Core FL
- Z Cpre GG
- Z Core GH
- Z Core GR
- Z Core GS
- Z Core GV
- Z Core H1
- Z Core H2
- Z Core IS
- Z Core KG
- Z Core KW
- Z Core MT
- Z Core SL
- Z Core SP
- Z Core SS
- Z Core TL
- Z Core US
- Z Core UX
- Z Core WT
- Z Core ZG
- Z Core ZN
- LG Head
- AB Unit
- AG Unit
- AS Unit
- BA Unit
- BC Set
- BG Unit
- DCS Unit
- DSR Set
- FB Unit
- GC Set
- HS Set
- KA Unit
- MS Unit
- PB Unit

- PK Unit
- VL Unit
- WW Unit
- Assault U
- Attack U
- Cannory U
- Sciss part
- Flight pts
- EM Unit
- Rokt Gun
- Climb eng.
- Dmgd rifle
- Tiger spir
- Radome U
- Bomber U
- Lmt. OS
- Norm. OS
- WildZ data
- GGW data
- Jaeger U
- Schneidr U
- Panzer U
- X Unit
- Strum Unit
- Jagd Unit
- ZF Unit
- DA Gatt.D
- MD Gatt.D
- CD Gatt.D
- GX Gatt.D
- GF Gatt.D
- GC Gatt.D
- KS Gatt.D
- LG Gatt.D
- Lg Cal.BC

Commands:

- Friendship
- Conservation
- Charge Energy
- King's Way
- The Brave
- No Return
- Muddy Ground
- Logis.Support
- Data Gather.1
- Data Gather.2
- CoreSecurity1
- CoreSecurity2
- Junk Parts
- Supplier
- Proven Hero
- Mines

- [ ] Sandstorm
- [ ] Off-Grd Mines
- [ ] Water Mines
- [ ] Obstacles
- [ ] Coercion
- [ ] False Nego
- [ ] Beam Screen
- [ ] Covering Fire
- [ ] Defend or Die
- [ ] Link Support
- [ ] Airraid
- [ ] Straegy Meet
- [ ] Distrbd Data
- [ ] Switch
- [ ] Redistributn.
- [ ] Parts Removal
- [ ] Decoy
- [ ] God's Terrtry
- [ ] Gravity Storm
- [ ] T-S Warp
- [ ] Confusion
- [ ] Fiona'sPrayer
- [ ] Juno's Prayer
- [ ] 2-armL.Gattai
- [ ] L.Gale Gattai
- [ ] F.Drgn Gattai
- [ ] C.Drgn Gattai
- [ ] GojuloxGattai
- [ ] GriffinGattai
- [ ] K.Dome Gattai
- [ ] Goj.GC Gattai
- [ ] Arrow Phalanx
- [ ] T-H Phalanx
- [ ] CannonPhalanx
- [ ] Aegis Phalanx

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 11A                   Locations

Without unlimited time to play and no way to know where something can be found other than searching the entire game, at times even the most hardcore gamers can have difficulties trying to find what they want. To alleviate some of these problems, I've made a short little list of good places to find Zoids and the ever-rare commands. For most Zoids there are multiple places to find them, but listing them all would be such a bother(yes! industrious \*AND\* lazy!). Note that when a city is listed you can find a Zoid outside it. I haven't listed anything found in the past version of Imperial Twn because the area can only be accessed temporarily. Listing locations of parts may sound good too but if you can fight the Zoid in the wild you can obtain it's parts.

ZaberFang Old: Seas Town  
 Zaber Fang: Sandstorm  
 Zaber Fang RS: Challenging Mode/timebubble, post-ending



Zaber Fang SS: Challenging Mode/timebubble, post-ending  
Zaber Fang AT: Tros Farm  
Zaber Fang TS: timebubble, post-ending  
Proto Zaber: BD Outpost  
Diablo Tiger: code  
Blitz Tiger: timebubble, post-ending/1 free at Cave Ruins B5F  
Atak Kat: Sandstorm  
Lightng Saix: Bayside Town  
Lightg SaixBS: Bayside Town  
Gun Tiger: Challenging Mode  
Liger Zero: McCulley  
ZeroSchneider: BD Base  
Zero Jaeger: BD Base  
Zero Panzer: BD Base  
Zero Empire: Cape Town  
Zero X: Cape Town  
Trinity Liger: Challenging Mode/timebubble, post-ending  
Trint. Liger BA: timebubble, post-ending/data+BA Unit from Dr. T  
Shield Liger: Mount Town  
ShldLiger DCS: Seas Town  
S Liger DCS-J: Live Ruins  
Spark Liger: timebubble, post-ending  
Blade Liger: Bell City  
BladeLiger AB: Morabu City  
Liger Aero: Cape City  
Saberlion: Challenging Mode  
Command Wolf: Mount Town  
Comm.Wolf AC: Sandstorm  
Comm.Wolf IS: timebubble, post-ending  
Cerberus: Challenging Mode  
Climber Wolf: Sandstorm  
Shadow Fox: McCulley  
Konig Wolf: Harpe City  
KonigWolf DSR: Morabu City  
Iron Kong: Tros Farm  
Iron Kong PK: BD Outpost  
I K Maneuver: Romeo City  
Iron Kong SS: timebubble, post-ending  
Iron Drill: BD Oupost  
Hammer Rock: Galilstorm  
Dibison: Challenging Mode  
Gravity Bison: BD Base  
Black Rhimos: Seas Town  
Cyclops I: code  
Cyclops II: code  
Elephander: Harpe City  
Elephander AG: Cape City  
Geno Saurer: Harpe City  
Psycho G Sau.: Rease in Live Town arena, post-ending  
Geno Breaker: McCulley  
Proto Breaker: Morabu City  
Geno Scissors: Cave Ruins B4F  
Geno Trooper: BD Base B2F  
Geno Flame: timebubble, post-ending  
Berserk Fury: Cape City  
Strum Fury: BD Base B4F  
Jagd Fury: Centl. ruins B5F  
Berserk Fury Z: timebubble, post-ending  
Geno Hydra: timebubble, post-ending  
Geno Hydra KA: timebubble, post-ending

Dark Spiner: Morabu City  
Killer Spiner: Cape City  
Gun Sniper: Bayside Town  
GSnpr Weasel: Bayside Town  
Gun Sniper LS: timebubble, post-ending  
Gun Sniper NS: timebubble, post-ending  
Snipe Master: Sandstorm  
SnpMaster FB: Bayside Town  
SMastr A-Sild: Tros Farm  
Rev Raptor: Tros Farm  
RR PileBunker: Tros Farm  
Rev Hunter: Tros Farm  
Hellrunner: Cebu Town  
Ultra Saurus: timebubble, post-ending/Challenging Mode  
Ulte. Phalanx: timebubble, post-ending  
Gordos: Sandstorm  
Gordos LR: Bayside Town  
Red Horn: Tros Farm  
Red Horn BG: Tros Farm  
Dark Horn: Tros Farm  
Dark Horn HS: timebubble, post-ending  
Mad Thunder: timebubble, post-ending  
Gun Blaster: Cave Ruins B4F  
Brachios: the ocean  
Gilvader: code  
Gojulas: Sandstorm  
Goju.the Ogre: timebubble, post-ending  
GojulasGunner: Romeo City  
Gojulas Giga: timebubble, post-ending  
Goju.Giga C.: timebubble, post-ending  
King Gojulas: code  
Death Saurer: timebubble, post-ending/Challenging Mode  
Bloody Demon: BD Base 4F  
Death Meteor: timebubble, post-ending  
Iguan: Galilstorm  
Godos: Galilstorm  
Leo Blaze: Challenging Mode/timebubble, post-ending  
Unenlagia: Challenging Mode/timebubble, post-ending  
Mosasledge: Challenging Mode/timebubble, post-ending  
Nightwise: Challenging Mode/timebubble, post-ending  
Buster Eagle: timebubble, post-ending  
Flyscissors: Challenging Mode/timebubble, post-ending  
Shell Karn: Challenging Mode/timebubble, post-ending  
Diplo Guns: Challenging Mode/timebubble, post-ending  
Demon's Head: Challenging Mode/timebubble, post-ending  
Fuzor Dragon: Challenging Mode/timebubble, post-ending  
ChimeraDragon: Challenging Mode/timebubble, post-ending  
Gojulox: timebubble, post-ending  
2-arm Lizard: Challenging Mode/timebubble, post-ending  
Griffin: Challenging Mode/timebubble, post-ending  
Lord Gale: Challenging Mode/timebubble, post-ending  
Death Stinger: Challenging Mode/timebubble, post-ending  
Jagd Stinger: timebubble, post-ending  
Guysack: Galilstorm  
GuysackStingr: Challenging Mode  
Molga: Cebu Town  
CannoryMolga: Galilstorm  
Dark Poison: Sandstorm  
Saicurtis: Galilstorm  
Dbl-Sworder: Galilstorm

Killer Dome: Llama town/the ocean  
 Cann. Tortoise: Galilstorm  
 C. Tortoise BC: Mount Town  
 Gator: Cebu Town/the ocean  
 Barigator: the ocean  
 Stealth Viper: E.Sea ruins B1F  
 Hammer Head: Bell City/the ocean  
 Hammer Head VL: the ocean  
 Wardick: Romeo City/the ocean  
 Sea Striker: the ocean  
 Redler: Galilstorm  
 Redler BoostC: Bayside Town  
 R. Interceptor: Bayside Town  
 Bloodler: BD Outpost/Diamond Dome's island  
 Pteras: Galilstorm  
 Pteras Bomber: Live Ruins B2F  
 Pteras Radome: Live Ruins B2F  
 Storm Sworder: Sandstorm  
 StormSwordrF: Sera City  
 StormSwordrFX: Cave Ruins B5F  
 Zabat: E.Sea ruins  
 Raynos: Seas Town  
 Pteramander: Cave Ruins B5F

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## 12A Secrets & Miscellaneous

The secret Zoids!

After beating the game (and saving your progress!), you can enter two codes at the title screen. You can enter them as many times you want for multiple cores.

L, L, R, R, Up, Down, Up, Down, Left, Left, R, R, Right, Right, Left, Up, Start

This gives you the Zi Data for Cyclops I, Cyclops II, and Diablo Tiger. You also gain 1 Z Core CR and 1 Z Core DT.

R, R, L, L, Down, Up, Down, Up, Right, Right, L, L, Left, Left, Right, Down, Start

This gives you Zi Data for the two strongest Zoids of all: Gilvader and the mighty mighty King Gojulas! You also gain their Z Core GV and Z Core KG.

Credit goes to both mech gouki and the Codes & Secrets page at GameFAQs, as

I've managed to forget which was my source for it x\_x

## 12B Mightiest Weapon of All

Now this may seem a bit controversial (and perhaps in the wrong section as well!), but there is a mightiest weapon. At first you might think GravityGun because it deals 999 damage to the entire enemy team or maybe Ultra Can. because it can deal 600 damage and doesn't have as ridiculous of drawbacks as GravityGun. Well those are certainly great weapons but in my opinion they're not the mightiest because there are some Zoids that even without a pilot can survive a hit from them with ease. The Mightiest Weapon of All is not capable of damaging an enemy, but it's effects are so terrible they are as good as dead after it is used.

EDistbce U  
HR: -100  
TG: 1-3S  
EP: 8  
WP: 5  
Use: Active

That sounds like a bad weapon, doesn't it? It's stats are actually just the slightest bit misleading. It has total and absolute accuracy because it is an Assist weapon and it can hit an enemy regardless of position. The most misleading aspect is that "HR -100". When it hits an enemy, it will subtract a MINIMUM of 100 HR. The actual amount will vary depending upon the target, but the maximum seems to be 300 against Gard in the final final final battle. Best of all, the effect does not seem to wear off like other active use weapons. There's a chance it does, but I certainly haven't seen it wear off.

After being hit with this weapon, the chances of an enemy's attack hitting are almost incomprehensibly minute. Over 99% of the time they will simply be unable to hit you. Consider...In battle, anything that cannot attack is not a threat. Anything that is not a threat may as well not exist.

An additional note...This weapon is dangerous. If used improperly it can just suck all the fun out of the last few bosses. Reserve using it only in the direst emergency such as when a boss has nearly killed you or you're struggling in a link battle.

## 12C CLONED!

WARNING: It may not be safe to save your game with the glitch in place. Because this is a glitch there is no telling what it will do to a save file, so it is better to turn off your GBA than risk screwing up your save! I have not experimented with what can happen after saving because I am not willing to take this risk. Use this glitch AT YOUR OWN RISK.

Have you ever heard of rumors about cloning pilots or Zoids? It actually can be done! Who first discovered the glitch is unknown, but I personally did some tests and found out a good deal about it.

Instructions:

-Set up the party to use a gattai command.

-Put Zeru in one of the Zoids to be combined, but be sure that he does \*NOT\* become the pilot of the combined Zoid.

-Use the gattai command and lose a battle.

If done correctly, you'll appear outside of the last Zoid shop you used with Zeru and the Zoid he was in cloned at 0 HP!

Now it gets a bit confusing. You can enter battle with 0 HP for your party and change what pilot you want to be cloned, but leaving your party at 0 HP causes them to die when they do/are attacked and completely removing a pilot makes the clone vanish!

Sadly, there is little use for this glitch. The best thing you could do is have two Zerus in two Fuzor Dragons (via the Griffin gattai command) but even then there's extremely limited use in that...A single Zeru and single Raven in Cyclops Is would be more powerful even.

## 12D Special Colors

Ever wondered why you've heard that Molga Rokuro Special is in the game, but you simply haven't seen one? It's because it's only around as an alternate color paint for CannoryMolga. There are several Zoids with special colors in the game (all of which affect only their appearance), I've taken the time to make a list of them all. I've only listed exact matches, not close ones at all. Some close but not exact matches include Fire Fox and Death Stinger ZS. I recently put a little more thought into it and some of my ideas on what makes a special color were a little strict. GBA doesn't have the benefit of 16 million colors like on a monitor or television, so being a bit more lenient makes sense. Here's the list:

Zoid  
color  
type's name  
other

Zaber Fang  
green  
Saber Tiger Forrest Type  
no US appearance

Diablo Tiger  
red  
Diablo Tiger Beta  
Neo Zenebas' version(normal=Alpha, Guylos' version)

Lightng Saix  
black  
Lightning Saix IS/AS/A  
Irvine's version

Liger Zero  
white  
Silver Liger Zero  
Alster's version

Shield Liger  
white  
Shield Liger Republic White  
Helic army's white Shield Liger

Shld Liger DCS  
red  
Shield Liger LM A  
the Leo Master unit's version

Blade Liger  
red  
Blade Liger LS/Leon  
Leon Tros' version

Command Wolf  
red  
Command Wolf Empire/EM  
a limited edition Guylos version released with a Zoids game for regular Gameboy  
(the title escapes me)

Comm.Wolf AC  
white  
Command Wolf AU  
AC's precursor

I K Maneuver  
white  
Iron Kong Yeti

Hammer Rock  
red  
original Zenebas version

Dibison  
brown  
Dibison LS/Rinon Special  
Leena Tros' Dibison

Black Rhimos  
white  
Metalrhimos

Geno Saurer  
red  
color from Geno Breaker model (yes, Geno Breaker has Geno Saurer's parts)

Geno Breaker  
black  
Geno Breaker Jet  
model is actually orange

Snipe Master  
red  
Snipe Master BU  
Blue Unicorn's prototype...actually orange

Gordos  
white  
White Gordos  
little-known anime type

Red Horn  
green  
Green Horn  
Helic Republic's version

Goju.the Ogre  
black  
Gojulas Irvine/Gojulas the Ogre Irvine Specification  
GTO used briefly by Irvine in the anime

GojulasGunner  
blue  
Gojulas Mariner

GojulasGunner  
white  
Gojulas Mk II

Death Saurer  
red  
Bloody Death Saurer  
Terra Geist's symbolic Zoid...the model is slightly more red but Gard  
says he's using it...

CannoryMolga  
green  
Molga Rokurou Special  
web comic original

Wardick  
red  
original Zenebas colors

Leoblaze  
white  
color from DAL version  
white Leoblaze and Unenlagia were sold together as "special edition" Double Arm

Lizard..."special edition" having no actual meaning

Leoblaze

blue

color from Matrix Dragon version

blue Leoblaze, Unenlagia, Mosasledge, and Nightwise were sold together as "special edition" Matrix Dragon...later rereleased for the Fuzors line with some slightly differently-colored parts

Unenlagia

white

color from DAL version

Mosasledge

blue

color from Matrix Dragon version

Nightwise

blue

color from Matrix Dragon version

Flyscissors

red

color from Chimera Dragon version

Flyscissors, Shellkarn, Diploguns, and Demonshead were sold together as "special edition" Chimera Dragon...later rereleased for the Fuzors line with some slightly differently-colored parts

Shellkarn

red

color from Chimera Dragon version

Diploguns

red

color from Chimera Dragon version

Redler

red

original Zenebas version

rereleased later on as a limited edition

Raynos

blue

original colors

Storm Sworder

red

Storm Sworder Carol

another little-known anime variant

12E        Rare Battle

Among other things found after beating the game is a particular pair of enemies where the time bubble previously was. Ultra Saurus and Ulte. Phalanx together. This battle is almost incomprehensibly rare, I myself have only



seen it twice and mech gouki says he has only seen it once(bizarre considering who has played more). At the moment I have no other data on the encounter and don't even know if there are any sort of special requirements or not(I failed to do the logical thing and write down anything when I fought the battle --). I do have a theory I'm not ready to disclose yet, but should I encounter this battle once more I'll make sure to write down everything about it. In the event that data never makes it here, chances are my theory is wrong ;\_;

12F Self-indulgence

This is one thing too few FAQ writers do without...It would be so nice if there weren't all these people in the world that think they're so great because of doing something so small and indulge in their fantasy of being superior. Well, this section is as much about gloating like that as it is setting the record straight. What I want to set straight is what I personally tested and figured out on my own. May as well get it over with. I have personally tested and discovered the effects of the following:

- MM
- SP
- AM(no testing, but apparently somehow no one else figured it out o\_o)
- the evasion bonus for flying Zoids
- A Air property on weapons
- effects of deep water on land Zoids and regular weapons
- effects of the Water property
- effects of the cloning glitch(previously thought to be a mere rumor)
- pilots, primary Zoids, and colors for fusions/Gattais
  
- types of Zoids compatible with skills and weapons(as in ligers, swimming, Death Saurers, etc.)

Feels a bit incomplete for a subsection named "Self-indulgence". This is my first walkthrough but fourth FAQ in all. I had my FAQs for Zoids Saga and Digimon World 3 taken down, they were just sad little attempts at glory -- I still have a poorly-written events FAQ for Dynasty Warriors 3(PS2) up. I've been a major fan of Zoids since the first episode of New Century /Zero aired unadvertised on Cartoon Network in June 2001, have over fifty of the models(which is not many compared to a lot of more maniacal fans x\_x), but I've felt my interest waning since Zoids Fuzors aired. I've been a gamer practically my entire life(ever since I was four), I have a strong dislike for advertising, and I'm an iron-willed atheist that believes morals are vital to society more than anything else. I also have a major dislike for arrogance, elitism, and any similar sort of stupidity. Ignorance is one thing, but doing something you know is wrong?

//////////////////////////////////////\//////////////////////////////////////  
13A Credit & Links

It'd be pretty difficult to do everything completely alone, so it's nice to have a helping hand. To all of you, thank you very much.

mech gouki: He has helped a great deal but insisted I only say that (strange fellow eh? :P)...But most of his contributions are noted where they're used anyways :P

Tigerhawk71: Transport stats! Good to have friends willing to satisfy even the most meaningless of curiosities!

BerserkFuhrer86: Storm Sworder Carol. Friends are good.

OziByte: In addition to being a great help on the board, he was very kind in giving away his monstrous list of pilot skills.

blackchaos13: Though he made no direct contribution, his efforts on the board have benefited everyone. A shame he's so busy lately.

CJayC: I know it's a cliché now, but without him there wouldn't be much use in even making FAQs for video games. They can be helpful, but not if no one has a way to see them. It's not like there would be much point in writing a FAQ if it benefited no one.

Now for the links! Here I've listed a few sites you may find handy, some of which aren't even Zoids-related. Keep in mind that in time these links may change and the sites may even go down. I'm not responsible for any such changes, I only provide the links as-is in a measure of kindness.

<http://boards.gamefaqs.com/gfaqs/gentopic.php?board=918731>

GameFAQs' own board for Zoids Legacy. Best place to ask about the game. Registration required to post.

<http://www.gamefaqs.com/features/help/entry.html?cat=27>

GameFAQs' FAQ on submissions (part 1 of 5).

[http://s4.invisionfree.com/Zoids\\_GC/](http://s4.invisionfree.com/Zoids_GC/)

The ZGC board. Best place to ask about Zoids. Pretty much better than most boards made by fans because there's really not any corruption or incompetence to worry about with the staff there...Not to mention people actually post :P

[http://www.geocities.jp/hanegarul0suki/hp002\\_001.htm](http://www.geocities.jp/hanegarul0suki/hp002_001.htm)

Best place for pictures of Zoids I have ever come across. I'm unsure of what the site's current name is because my browser no longer displays Japanese text on page titles...Previously "Zoids Corner" though. DO NOT DIRECT LINK

TO PICTURES! If you \*absolutely\* insist on stealing pictures, at the very least don't steal bandwidth too. Bandwidth costs money and most site owners simply can't afford to pay the charges that people stealing their files costs.

<http://www.photobucket.com>

Decent online picture storage. It's a bit limited and they don't like excessive bandwidth use but as long as you don't have a massive need for online picture storage it should suffice. Sadly though, they've recently added popups...

<http://www.tomy.co.jp/zoids/>

The official(Tomy) Zoids site. Transformed since the release of Fuzors in Japan, it previously had good information. There are still some goodies to be found like movies and info on contests you can't enter though.

<http://www.hasbro.com/zoids/>

The official Hasbro site for Zoids. Tremendously lacking, especially since cancellation of the 2005 line...

<http://www.ebay.com>

eBay. If you're smart enough to avoid obvious cons, it's a good place to buy Zoids at. Just follow every bit of instructions from the actual site(not necessarily follow those of the seller) and with some simple common sense you won't get conned.

<http://www.tomy.co.jp/gamesoft/webcom/zoids/zoids.htm>

The original Zoids web comic(Flash Player required). This debuted quite a few Zoids such as Konig Wolf and Dark Spinner. Fairly entertaining. This is not the original URL, the web comics were taken down some time ago and only the original saga has resurfaced.

[http://www.tv-tokyo.co.jp/anime/zoids\\_g/](http://www.tv-tokyo.co.jp/anime/zoids_g/)

The official site(TV Tokyo) for the Zoids Genesis anime. It has significantly more to it than the Shogakukan one.

<http://mbs.co.jp/zoids>

The official site(Mainichi) for the first Zoids anime. Has an impressive list of Zoids, including even the most minor variants. Also has a randomly selected image on the front page, somewhere around 30 images in total.

<http://mbs.co.jp/zero>

The official site(Mainichi) for the Zoids New Century /Zero anime. It defines "incomplete", has little more than character sketches and episode descriptions

for a handful of episodes.

<http://www.zoids-inf.net>

The official site(Taito) for the original arcade version of Zoids Infinity. A shame it will never grace American arcades, it sounds like such a great concept.

[http://www.tomy.co.jp/gamesoft/gamecube/zoids\\_vs/](http://www.tomy.co.jp/gamesoft/gamecube/zoids_vs/)

The official site(Tomy) for the first Zoids Versus. Has a few character names put into English and also links to the other Versus sites.

[http://www.tomy.co.jp/gamesoft/gameboy\\_advance/z\\_saga/index.htm](http://www.tomy.co.jp/gamesoft/gameboy_advance/z_saga/index.htm)

The official site(Tomy) for the first Zoids Saga. It's rather lacking in content, but the pictures of the characters are nice when all you're accustomed to seeing of them is a mugshot x\_x

[http://www.tomy.co.jp/gamesoft/gameboy\\_advance/z\\_saga2/index.htm](http://www.tomy.co.jp/gamesoft/gameboy_advance/z_saga2/index.htm)

The official site(Tomy) for Zoids Saga II, the original verison of this game. More content, but still lacking...

[http://www.tomy.co.jp/gamesoft/zoids\\_tactics/index.html](http://www.tomy.co.jp/gamesoft/zoids_tactics/index.html)

The official site for Zoids Tactics, a strategy game for PS2. Of note are the characters from the battle story and Shield Liger Blox.

<http://www.zoidscore.com>

An affiliate-ran semi-official Zoids site. It's mainly just a way for the host(e Shopping! Toys) to get you to buy stuff, but it does have some good pix scattered about.

[http://www.worldlingo.com/products\\_services/worldlingo\\_translator.html](http://www.worldlingo.com/products_services/worldlingo_translator.html)

WorldLingo's online translator. Of the two translators I know I prefer this one. Sometimes the server seems a bit wacky though...Note that online translators will \*NOT\* translate the names of Zoids properly. Katakana is something machines do poorly with, despite it's simplicity.

<http://www.systran.net/>

Systran also has a good online translator, but after using it three or four times it replaces translations with ads...The infamous BabelFish at AltaVista has been replaced with Systran as well...



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