Operations Guide

by Soren Kanzaki   Updated to v0.9 on May 14, 2002

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Zoids Operations Guide v.0.9
Released on May 14, 2002
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Section 1: Overview
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    Of course, Zoids doesn't come with an Operator's Manual.  But maybe it
should.  It's got a rather unique battle system that, if properly used, makes
the game quite easy.  I'm betting that most people haven't even touched the
command function, however, seeing as it's dense and not easily translatable.
With the help of some basic translation, some guessing, and a lot of
battling, I've compiled the basics of maneuvering your way through the world
of Zoid battles.  So ... boku-tachi, hasshin!


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Section 2: Version History
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    0.7 (3/15/2002): Preliminary draft.  There are several issues to consider
at this stage, including the release of a graphics set to illustrate the
commands, and what exactly belongs in the Operations Guide and what doesn't.
Stay tuned.  But I managed to translate all the Commands, yokatta!

    0.8 (4/13/2002): Added the memory addresses for items.  Corrected some
pilot names.  Added Zoids Construction translations.  Added Easy Type Menu
section.  Added several Command locations.

    0.9 (5/14/2002): Added translations for Zoid Core Reinforcement Medicine,
Emergency Evacuation Capsule.  Added all Command locations.  Added additional
pilots, and Zoid assignment data.  Corrected some spelling/romanization
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information based on other documents.

Section 3: The Start Menu

     Not the menu that starts the game, but the one you enter by pressing
Start, this menu contains most of your operational needs throughout the game
and is essential for a variety of functions, such as using regular items,
reconfiguring your Armaments, and checking on your Zoid team. As the name
implies, simply press start at any point in the overland when you have
control, and you will enter the menu. In the upper right hand corner, your
current level, accumulated experience, and the amount of experience needed to
achieve the next level are listed. Below that is your current gold. To the
left are six options:

Status
Items
Armaments
Party Order
Configure
Save

     Briefly, they do the following: Status allows you to check vital
information, Items allows you to use certain items (HP restoration, return to
Zoid Shop, etc.), Armaments will allow you to add additional defensive or
offensive components to your current Zoids, Party Order changes the position
and composition of your currently carried Zoids, Configure changes the
message speed (1 = fast, 5 = slow, and the last one will only advance
messages when you press a button), and Save will save the game. Let us
examine some of the larger sub-menus in detail.

     ****
      Part A: Status
     ****

     The Status sub-menu accesses the vital information of the party and has
six sub-sections. They are, in order: Party, Character, Armaments, Zoid
Data, Zoid Data Use Items, and Blueprints. Party gives you an at-a-glance
overview of the Zoids' HP and EP. Character details a character's bonuses
and the Zoid's detailed information. Armaments lists all Armaments in your
inventory. Zoid Data lists your currently obtained Zoid Data, and the
construction requirements for each Zoid. Zoid Data Use Items contains your
current stock of items used to construct Zoids. Blueprints has two sections;
the top section (Zoids) will show full-screen pictures of your Zoids, the
bottom (Chara) will give you information about the characters you run into
(not much help unless you read Japanese).

     Only Character has a significant amount of sub-screens that may require
some explanation. Your characters will be listed on the right side of the
screen. The status bonuses are listed on the left. They are, in order:
Taikyuu (Endurance), Kougeki (Attack), Bougyou (Defense), Hannou (Reaction),
and Meichuu (Accuracy). Endurance is applied to the Zoid's HP; Attack to all
attacks (built-in and Battle Dress); Defense modifies the Zoid's Defense
Value (which is applied to all attacks); Reaction modifies the Zoid's Speed
(and seems to have an effect on Evasion, though it is indirect); and Accuracy
affects all attacks. After selecting a character and pressing the A Button,
the Zoid Detailed Status Screen will be displayed. It lists name, size, and
then the following in descending order: HP, EP, SP (Speed), DF (Defense), and
Zoid Growth for the character's Zoid. This last value ranges from 0-100. It

increases one point per battle, and a Zoid receives bonuses to all values equal to an additional (Zoid Growth / 2) %. (E.G., a base Trinity Liger has 380 HP. At Zoid Growth of 60, you get a 30% additional bonus, or 114 extra HP for a total of 494.) Character bonuses are applied after growth bonuses. Let's use a more complex example.

    The main character (Atory) has a Endurance statistic of 60. He's piloting a Trinity Liger BA (base HP of 530) that has 80 Growth. So, the modified Zoid HP before pilot bonuses is 530 + 40% (530) or 742. The final value will be 742 + 60% (742) or 1187 HP. A more extreme example might be an Ultrasaurus (base HP: 2000) at full growth (modified HP: 3000) with a 200% Endurance modifier (9000 HP!). The theoretical maximum is Regina (see below) in an Ultrasaurus at Level 100 (18,000 HP), but I'm guessing it will cap off at 9999 HP.

    If you're at the Zoid Detailed Status Screen and press A, it will walk you through the currently equipped Armaments (3 sub-screens), and then the built-in equipment (again, 3 sub-screens). Pressing B at any time, or reaching the end of the list will return you to the Character selection menu. As a note, the values displayed in these screens includes all modifiers.

    ****
    Part B: Items
    ****

    The second menu selection is Items, which brings up the seven different items that can be used in battle or on the overland screen. This screen shows their current stock. They are, in order: (B = Battle, O = Overland)

    Core Active Ion Large - Restores 300 HP to one Zoid. (B/O)
    Core Active Ion Medium - Restores 150 HP to one Zoid. (B/O)
    Core Active Ion Small - Restores 50 HP to one Zoid. (B/O)
    Shockwave - Cures the Paralysis (Mahi) condition. (B)
    Core Cleaner - All status conditions and HP are restored. (B/O)
    Zoid Core Reiforcement Medicine - Restores 50% of a Zoid's Maximum HP.
      (B/O)
    Emergency Evactution Capsule - Returns the party to the nearest Zoid
      construction shop. (O)

    The maximum stock for any item is 99. It is important to stock Shockwaves, especially if you fight enemies that have built in Paralysis attacks (Black Rhimos, Konig Wolf, Spark Liger, Guysack Stinger come to mind).

    For those interested in the data addresses, they run from 2003e61 - 2003e67; as always, use 8-bit unsigned data running from 0-99.

    ****
    Part C: Armaments
    ****

    I'm not going to enter into a huge analysis of Armaments - that's a document by itself. Sufficed to say, selecting Armaments allows you to check your supply of offensive and defensive Armaments and re-equip your Zoids in the field.

    Armaments fall into two types - offensive and defensive. All Zoids have 3 Weapon Racks, each capable of holding one Armament. However, some racks are Defensive only (you'll see a single kanji on the right side), others are Offensive or Defensive (you'll see two kanji, filling the space). For

example, a Trinity Liger has a central Defense only Rack and two side mounted
Offensive/Defensive Racks. The Trinity Liger BA has a Fixed Rack in the
central position which cannot be removed or altered (a few other Zoids, like
the Berserk Furher and the Mad Thunder, use this type of rack too).

    Offensive Armaments include a wide variety of missiles, cannons, and
other implements of destruction. Each weapon is rated for Attack, Accuracy,
Special Features, EP Cost, and Range, the first three being in the top row of
the Armaments item screen, the last two in the bottom. Most are self-
explanatory. For Special Features, a weapon can be normal, Defense Ignoring
(DF and two kanji), Paralyzing (has the two kana for 'Mahi' or Paralyze),
Chara something or other (two kana for Chara + some kanji, not sure what this
does), or a combination. These are discussed in more detail in Section 6.C.
Range is listed like so:

Number - Number (Type)

   The numbers indicate the distance in columns that the weapon can operate
in. The Type indicates the area of effect, and can be one of the following:
Single, Pierce (hits all enemies in the same row), Wide (hits all enemies in
the same column), and Square (hits a 2 x 2 pattern). Note that the distance
refers to the primary target - so Pierce attacks (which always attack the
entire row) will penetrate to the back column even if their primary target is
on the front column. (This is important for 1-1 Pierce weapons.) Also, a
primary target for any weapon can be a blank square provided that an enemy
Zoid falls within the target radius.

    Defensive Armaments are entirely different. Some gear is permanent - any
bonuses apply at all times. Other gear requires EP to activate and lasts for
a number of turns. The top row lists the effects and the EP cost, if
applicable. The bottom row lists the range (self or one ally), the time in
turns (or none, if applicable). For armor, there are two percentages listed
- the first lists the general defense modifier, the second lists the 'anti-
laser' value. I have yet to figure out what that means, sadly.

    As a final note, you may not have more than 9 of any Armament in
inventory. However, you may have more than 9 total spread between your Zoids
and your inventory. If you sell a Zoid (which returns all Armaments to the
main inventory) and the sale would cause you to exceed the limit of 9 items,
the excess is lost.

    Party Order is discussed in section 7, Battle.

Section 4: Easy Type Menu Chart

There are simplified translations of the major command menus in the game.
All items are listed in the order of their appearance. The arrows indicate
sub-menu selections.

Opening Screen:

    Start New Game
    Continue from Saved Data
    Link Functions

In-Game Menu (press Start):

    Status

```
        --> Party
        --> Character
        --> Armaments Inventory
        --> Zoid Data (a.k.a. Blueprints)
        --> Zoid Data Use Items (Cores, OSes, etc.)
        --> Blueprints (Character In-Depth, Full Screen Zoid Pictures)
    Items
    Armaments
    Party Order
    Configure
    Save

Zoid Construction Shop Menu:

    Revive Zoids
    Build Zoids
    Assign Pilots
    Sell Zoids

Combat Opening Menu:

    Enter Combat
    Party Order
    Change Commands
    Status
    Flee

Combat Pre-Turn Menu:

    Start Combat Turn
    Use Command
    Flee
```

Section 5: Characters

     There was really no place to put this data inside another section, so
here it is all by itself. As you know, there are four permanent party
members: the red-haired Prince (default name: Atory [Atoree]), the blond girl
(Regina [Rejiina]), the long haired Brad lookalike (Ace [Aasu]), and the
short haired fellow with the blue band around his head (Jack [Jahku]).

     These pilots will accept any Zoid assignment, and will never leave.
Atory gains 10 points per level to distribute to any statistic he chooses
(Endurance, Attack, Defense, Speed, Accuracy) with a cap at 200%. That's not
the case for Jack, Regina, and Ace. Each of these characters has a 'Major'
trait, whose value is equal to 5 X (Current Level). They have a 'Minor'
trait, whose value is equal to 2 x (Current Level). All other traits are
equal to the current level. Jack's Major Trait is Defense; Ace's is
Accuracy; Regina's is Reaction. Jack and Ace's Minor is Attack, while
Regina's is Endurance. I'm guessing here, but I doubt you can exceed level
100, which makes the theoretical maximum bonus 500%.

     During the game, various characters will temporarily join your party,
leaving when either a major task is accomplished or when you return to the
base world via a Silver Orb. If they bring their own Zoid, three things are
invariably true: their Zoid will have 100 growth, their Zoids cannot have
Armaments applied to them, and they will not accept transfer to another Zoid.
This holds true for Ban, Irvine, Ban 2, Irvine 2, Bit, Brad, Leena, Leon,

Schubaltz, Tom, Harmon, Ford, O'Connell, Kruger, All Star, Solid, Raven, Rosso, Viola, Naomi, Harry, and Jamie. Characters without Zoids will accept assignment to any Zoid you wish; Riize, Moonbay, Feene 2, Benjamin, and Sebastian fit in this category. After you beat the Emperor (fellow with the mask), you will be returned to the top floor of the bar. Talking to either Ace or Jack will bring up a menu that allows you to choose any of the previous characters to add to your party (one each for Jack and Ace). Thus, you will have a full complement of 6 pilots. If you return to the top floor of the bar at any time, you can change your choices - talk to Jack or Ace once and select yes to clear your selection, then talk to them again to select a new party member. Talking with Regina will let you get back into the fray.

    There are up to 28 pilots available at that point. Also, all of these pilots now do not have an assigned Zoid, and they will act like normal party members with the exception that they will not gain any experience/status bonuses. Following each name is their stat bonuses, listed in the order Endurance, Attack, Defense, Reaction, and finally Accuracy. This list is presented in the order that you can select pilots when talking to Jack or Ace.

    The Zoid in [brackets] indicates their Zoid assignment prior to the defeat of the Emperor. Also, if you put Rosso in your party, you cannot use the Masked Man; if you put Viola in your party, you cannot use the Masked Woman. The opposite holds true (Masked Man in, no Rosso, Masked Woman in, no Viola). Yes - they are supposed to be these masked people.

    Ban: 90, 50, 55, 30, 30 (255 total points) [Blade Liger BS]
    Feene: 10, 0, 20, 5, 0 (35 total points) [Salamander]
    Irvine: 70, 35, 35, 45, 60 (245 total points) [Gojulas AS]
    Moonbay: 50, 10, 50, 10, 30 (150 total points) [Pteras Bomber]
    Harmon: 45, 60, 45, 20, 40 (210 total points) [Gojulas G Ooka]
    Ford: 20, 20, 30, 20, 30 (120 total points) [Gordos Long Range Attack
      Type]
    O'Connell: 20, 40, 30, 30, 40 (160 total points) [Koenig Wolf]
    Kruger: 70, 60, 60, 30, 80 (300 total points) [Mad Thunder]
    Ban 2: 120, 80, 90, 50, 60 (400 total points) [Blade Liger AB]
    Feene 2: 20, 10, 40, 10, 10 (90 total points) [Salamander F2]
    Irvine 2: 80, 50, 45, 50, 80 (305 total points) [Lightning Saix A]
    Moonbay 2: 70, 30, 70, 30, 40 (240 total points) [Ultrasaurus]
    Schubaltz: 55, 50, 25, 45, 60 (235 total points) [Iron Kong SS]
    Tom: 70, 60, 65, 40, 55 (290 total points) [Dibison TS]
    Bit: 90, 80, 60, 70, 60 (360 total points) [Liger Zero PA]
    Leena: 1, 80, 0, 9, 10 (100 total points) [Gunsniper LS]
    Jamie: 10, 25, 14, 100, 14 (163 total points) [Raynos]
    Leon: 60, 60, 60, 60, 60 (300 total points) [Blade Liger LS]
    All Star: 50, 50, 100, 70, 60 (330 total points) [Liger Zero X]
    Solid: 60, 60, 60, 55, 75 (310 total points) [Super Genosaurer]
    Brad: 70, 60, 50, 70, 70 (320 total points) [Shadow Fox]
      Naomi: 50, 50, 30, 45, 100 (275 total points) [Gunsniper NS] OR
      Harry: 0, 0, 0, 0, 0 (0 total points) [Dark Horn HS]
    Raven: 60, 90, 80, 60, 70 (360 total points) [Genobreaker RS]
    Riisa: 50, 75, 65, 60, 65 (315 total points) [Psycho Genosaurer]
    Rosso: 25, 40, 80, 20, 25 (190 total points) [Iron Kong Mark II]
    Viola: 25, 20, 40, 50, 20 (155 total points) [Redler BC]
    Masked Man: 50, 80, 80, 40, 50 (300 total points) [Storm Sworder]
    Masked Woman: 42, 66, 84, 25, 33 (250 total points) [Storm Sworder]

    Personally, I use Ban 2 and Bit - both have the second best attack modifiers, and their stat totals are also the highest. Raven has excellent

totals as well (tied with Bit), and he has the best attack modifier.
Accuracy is nice (Kruger/Irvine 2), but at 80%, you're not going to see too
many more critical hits. Naomi, on the other hand, with 100%, will get a lot
of criticals. Ban 2 and All Star top the defense stats, and Jamie is hands
down the fastest with Bit, All Star, and Brad in a tie. No wonder Ban and
Bit are the main characters of their respective series. When it comes to
Atory, I'd put emphasis on Attack, since he is the only person who can get to
a level exceeding 80% before your party hits level 40. Once he has 200%
Attack, Atory will seem less like a 12-year-old prince and more like the
king. (Apologies to any Harry Champ fans out there.) After level 40,
however, your party will be stronger than even Ban 2, so the choice is really
yours.

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Section 6: Overland Operations
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     It might seem simplistic, but there are some general things to keep in
mind when travelling the overland map. Holding the B button down increases
your rate of speed whether walking, travelling in the Gustav (that red snail)
or the water transport (a Hypershiizas, I think). You can of course see the
enemy Zoids on the overland map, and running into one will initiate a battle.
The enemy Zoids will not reappear until you return to the Zoid construction
shop, which coincidentally refills all your HP/EP.

     Inside towns (or occasionally bases and other areas), there are usually
three different shops: the Item shop (bullets on sign) which offers Items,
the Armaments shop (a cannon or some other weapon on sign), which offers
Armaments, and a Zoid construction shop (a Liger or Gun Sniper or other Zoid
on the sign). Sometimes, lone scientists in bases or buildings serve as the
construction shop.

     In a Parts or Item shop, the top selection is for buying, the bottom for
selling. In a Zoids construction shop, the first selection [Zoid no
Fukkatsu, Reviving Zoids] will allow you to resurrect Zoids destroyed in
battle, the second [Zoid Kaihatsu, Zoid Development] will allow you to build
new Zoids, the third [Zoid Rider Change] allows you to select who pilots what
Zoid, and the last [Zoid Sale] sells Zoids. Exiting this screen is
accomplished with the B Button. As a note, you must assign a Zoid to your 4
permanent party members (regardless of whether they are or are not in your
Party Order) to leave the shop. So yes, if you don't assign Moonbay a Zoid
in the second scenario, you can leave.

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Section 7: Battle
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     The heart of Zoids Saga is the battle system, and like many other Tomy
games, it's quite different from a standard RPG. (Magic Knights Rayearth
RPG, for example.) Battles are always conducted on a 3 row X 4 column grid;
the two columns on the left belong to the enemy, the two columns on the right
belong to the party. The enemy will always advance from the rear column to
the front column if their front column is empty (unless you paralyze them,
that is ...)

     Battles always begin with the Opening Screen (section 7.A). Each turn
consists of a pre-Battle phase (from which you can enter the Battle, issue
one Command, or Flee), and then each Zoid will receive a combat turn. During
each Zoid's combat turn, they may attack, defend, or use an item.

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                *****************************
                  Part A: The Opening Screen
                *****************************


    It may seem odd to devote an entire part to the opening battle screen,
but it is that complex and powerful.  There are five commands available from
this screen, and they are: Attack, Party Order, Command Select, Status, and
Flee.  Attack will take you to the first turn's Pre-Battle phase.  Status
will allow you to check your character's status, and Flee will obviously
allow you to flee.  I've never failed to Flee, but I imagine if your Zoids
are significantly slower than their opponents, you might be prevented.  Enemy
Zoids never flee, and fleeing is not allowed in boss battles.

    Party Order allows you to alter the composition and deployment of your
forces.  This is more powerful than might ordinarily be apparent.  A screen
will appear, with your current deployment on the left, and your available
pilots on the right.  You can add or remove Zoids from your line-up and move
them into each of the six combat squares.  A Large size Zoid takes up an
entire column by itself.  Medium and Small Zoids each take a single square.
It is important to keep the range of your weapons in mind when deploying
Zoids.  If a Zoid (say a Trinity Liger) has a strong, 1-1 Wide attack
(attacks the column one square away, like the Laser Claw), then putting it in
the back column is a bad idea.  Conversely, there are some weapons whose
range is 2-3; these are support weapons for the back column.

    Command Select allows you to select up to six of your currently mastered
commands.  Commands are discussed in more detail in section 7.C, but it is
enough here to say the following: Commands can be used once per battle, each
command can only be used once (no double or triple stocking a command), and
at the beginning of any battle, all your commands will be restored (you can
use them in as many battles as you like).  In selecting your commands, be
sure to take into account the size, deployment, and type of your opponents.
For example, if you take ground Zoids against a fleet of Redler BC's, a
single command (Mid-Air Minelayer) will paralyze all of your opponents.
Definitely a good thing.

                *********************
                  Part B: Basic Combat
                *********************


    There are just a few things to note about the basic ebb and flow of
combat.  First, to display the HP/EP of all your allied Zoids, press the L
button.  Pressing it again will remove this overlay.  When the targeting
overlay is shown over the enemy Zoids, it is possible to score a critical hit
if the crosshairs are over the exact center of the target.

    A weapon system will list the expected damage, as well as other
information about itself, when you select it for potential firing.  Note that
this damage is calculated before the enemy's defense is factored in, and that
actual damage can be much less depending on the defense of the target.

    Finally, as your accuracy increases, the odds of getting critical hits
(which increase damage by 50%, and ignores all defense) goes up.  When Ace
hits 190% accuracy or so, he tends to always get critical hits.  Also,
against larger, slower enemies, the chance for criticals go up.  Finally,
aerial Zoids have higher evasion.

                ****************************************
                  Part C: Commands and Advanced Combat
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Sure, you can just line up fast, powerful Zoids and fight the enemy in a mechanical fashion. Or you could use Commands. As mentioned earlier, you can set your commands before each battle - this gives you the opportunity to customize your strategy to fit your opponents.

    Commands are obtained throughout the game by speaking with certain people. Almost every old looking man with a cane has one, and people hanging around in Armaments and Items shops often do. Just talk to everyone. You'll know you have a new technique when after the conversation, it informs you of the name of your new technique enclosed in quotes. (Japanese game quotes are brackets around the upper left and lower right of the text.) There are 33 Commands available by the end of the game.

    Since commands are renewable (you can use them as often as you like), there is no excuse not to use them - they save time, EP, and often your life. Just remember - you only get six per combat. Of course, a combat will probably not last six turns anyway ... Also, you can only use one per turn. Commands have a one turn duration.

Legend:
Command Name [Romanized Japanese Name]: Effects
Location (if known)

Commands are listed in the order they appear in the Command Select screen.
The Player is always the prince, Atory.

Commands:

    1: Data Compare: If all enemy Zoids are destroyed this turn, you will
        obtain the Zoid Data of one of the attacking enemies.
      Location: Dr. T's assistant, far left of Dr. T's Arcadia Zoid Lab.

    2: Proof of the Hero [Eiyuu no Shou]: If all enemy Zoids are destroyed
        this turn, experience gain is doubled.
      Location: Scientist, North Side of Scenario 3 Town.

    3: Master of Supply [Choutatsu no Tatsujin]: If all enemy Zoids are
        destroyed this turn, gold gain is doubled.
      Location: Old man, Central Town, Scenario 2.

    4: Conditions of the Prince [Ouji no Jouken]: The player (Atory) cannot
        move; excluding Endurance, characters' parameters (stats) double.
      Location: Roman, Arcadia Town Bar, Scenario 6.

    5: Conditions of the Warrior [Yuusha no Jouken]: Player's Zoid is
        destroyed; all other Friendly Zoids are revived.
      Location: Roman, Arcadia Town Bar, Scenario 7.

    6: Conditions of the Supreme King [Haou no Jouken]: Selected Friendly
        Zoid is destroyed; player's Zoid is revived and all Atory's
        parameters are doubled.
      Location: Old man, South Dome, Scenario 5.

    7: Mid-Air Minelayer [Kuuchuu Kirai Secchi]: All Aerial Zoids cannot
        move.
      Location: Scientist, Right Hand Item Shop, City, Scenario 4.

    8: Underwater Minelayer [Mizuchuu Kirai Secchi]: All Underwater Zoids
        cannot move.

Location: Old man, Item Shop, New Helic City, Scenario 8.

9: False Negotiations [Itsuwari no Koushou]: Only the selected Zoid may
    move.
  Location: Scientist, Hargen City Zoid Construction Underground,
    Scenario 6.

10: Land Minelayer [Jirai Secchi]: 'Kakutou' (Hand-to-Hand) techniques
    may not be used. Defensive Armaments also count as Kakutou
    techniques, as do biting, striking, and other direct attacks.
  Location: Soldier, 1st Floor, Republic Mountain Base, Scenario 3.

11: Sandstorm [Sunaarashi]: Only 'Kakutou' techniques may be used.
  Location: Soldier, 3rd Floor, Republic Mountain Base, Scenario 3.

12: Rear-Area Disturbance [Kouhou Kakuran]: Selected Friendly Zoid cannot
    move; Enemy rear column Zoids cannot move.
  Location: Roman, Arcadia Town Bar, Scenario 10 (all commands).

13: Rear Support [Kouhou Shien]: Friendly rear column Zoids cannot move;
    Friendly front column Zoids' Attack strength doubles.
  Location: Old man, SW corner, All Star's Town, Scenario 7.

14: Barrage [Danmaku]: Friendly rear column Zoids cannot move; all
    Friendly Zoids' Defense strength doubles.
  Location: Scientist, 2nd Floor, Republic Mountain Base, Scenario 3.

15: Pincer Attack [Hasamiuchi]: Friendly rear column Zoids cannot move;
    all enemy Zoids' Defense strength is halved.
  Location: Soldier, basement of Tom's Base, Scenario 4.

16: Gravity Twister [Juuryoku Nejire]: Zoids move in Reverse order
    (slowest moves first).
  Location: Soldier, upper right hand corner of Ultrasaurus entrance,
    Scenario 8.

17: Battlefield of Chaos [Kokuran no Senjou]: Not sure; I believe Zoids
    move in a Random order.
  Location: Roman, Arcadia Town Bar, Scenario 10 (all commands).

18: Coercion [Iatsu]: Large Zoids only are allowed to move.
  Location: Roman, Arcadia Town Bar, Scenario 8

19: Obstacle Deployment [Shougaibutsu Secchi]: Small Zoids only are
    allowed to move.
   Location: Old Man, Romeo City Zoid Construction Shop, Scenario 5

20: Prince's Cheer [Ouji no Hagemashi]: All Friendly Zoids have 25% of
    their maximum HP restored.
  Location: The King inside the castle, game start.

21: Royal Principles [Oudou]: Player's Zoid cannot move; all friendly
    Zoids recover all their HP.
  Location: Roman, Arcadia Town Bar, Scenario 5.

22: Supreme Right [Haoudou]: Selected Friendly Zoid cannot move; player's
    Zoid HP is completely restored and all of the player's parameters are
    doubled.
  Location: Roman, Arcadia Town Bar, Scenario 3.

23: Brown-out [Setsuden]: All Friendly Zoids cannot move; selected Zoid's
      EP is restored by 50% of its maximum EP.
    Location: Old man with the cane in the Armaments Shop, Scenario 1.

  24: Domain of the Gods [Kami no Ryouiki]: Selected Zoid evades all
      attacks this turn.
    Location: NW Corner of Guyglos City, Scenario 6.

  25: Ready to Flee [Nigegoshi]: All Friendly Zoids Evasion is doubled;
      their Defense is halved.
    Location: Old man with the cane on the west side of a devastated town
        in the center of the map, Scenario 2.

  26: Quagmire [Nukarumi]: All Zoids (Friend and Enemy) have their Evasion
      halved.
    Location: Old Man, left-hand Bar, City, Scenario 4.

  27: Enveloping Attack [Houi Kougeki]: All Friendly Zoids' Defense is
      halved; all Enemy Zoids' Evasion is halved.
    Location: Roman, Arcadia Town Bar, Scenario 1.

  28: Concentrated Fire [Shuuchuuhouka]: All Friendly Zoids' EP Cost for
      all attacks are doubled; Enemy Zoids' Defense
      drops to zero.
    Location: Scientist, Colonel Schubaltz's base, Scenario 4.

  29: Decoy [Otori]: Selected Friendly Zoid cannot move; all Enemy Zoids'
      Defense is halved.
    Location: Soldier, basement of Tom's Base, Scenario 4.

  30: Thoughts of the Prince [Ouji no Omoi]: All Friendly Zoids' Attack is
      increased by 50%.
    Location: Roman, Arcadia Town Bar, Scenario 10 (all commands).

  31: Breakwater Formation [Haisui no Jin]: All Friendly Zoids' Attack
      strength doubles; their Evasion is halved.
     Location: Old Man, East Dome, Scenario 5.

  32: Sniper's Mind [Sniper no Kokoroe]: Selected Zoid has 100% Hit Rate;
      no criticals are allowed.
    Location: Soldier, basement of Tom's Base, Scenario 4.

  33: Soul Concentration [Seishin Shuuchuu]: All Friendly Zoids' Hit Rate
      is 100%, no criticals are allowed, and their Evasion is halved.
    Location: Roman, Arcadia Town Bar, Scenario 4.

   The nice thing about this arrangement is that Data Compare is ALWAYS
first on the list if you have it as a technique, and that for most people,
this technique is the most useful. For pictures of the Commands, please
refer to the supplemental Operations Guide Graphics Pack.

   There is one more topic to be covered in advanced combat - special
weapons, which goes hand and hand with status ailments. As mentioned
earlier, there are three different types of special features a weapon can
have: Defense Ignoring, Paralyzing, and Chara something. Defense Ignoring
weapons will strike for exactly their listed damage. Paralyzing weapons will
freeze the target in place, rendering it unable to attack. The third status
ailment ... well, I don't know yet what it does. Paralysis can be cured in
battle via use of the Shockwave or Core Cleaner items.

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     Part D: Strategies
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   I'm not claiming that I've cornered the market on Zoid deployment
strategies, but these are a few concepts you may want to keep in mind:

   1) You can only change assigned Zoids at a construction shop, but you can
swap party members in and out of the active party at any time. Therefore,
the more pilots, the better - and even if you have more than six pilots, put
the others in a Zoid, preferably ones that might excel in different
situations. I personally use what I call the 5-1 deployment: 1 pilot of
moderate skill in a Large Zoid, and least 3 in Small Zoids. Switch the large
Zoid in or out depending on your opponent - if you're up against a horde of
Small Zoids, you can use the Large Zoid and the command which freezes all but
Large Zoids, or vice versa. This also provides incentive for using the
occasional Aerial or Water based Zoid.

   2) Aerial Zoids are generally faster and have higher evasion rates than
land-based Zoids. However, as a rule they do not have any Offensive Weapon
Racks. Therefore, they are good in combination with Commands that increase
Evasion even more, and they are good against Zoids with less HP (where their
speed allows them to destroy their opponents without receiving return fire).

   3) Larger Zoids have heavier armor. If you're entering fights with
Elephanders, Deathsaurers, or other highly armored enemies, consider Defense
Ignoring weapons.

   4) Use easy battles against weaker enemies as opportunities. Brown-Out,
Prince's Cheer, and Royal Principles can be used to restock your Zoids in the
field. This is valuable when clearing dungeons and ruins, since returning to
a Zoid construction shop to restock will result in all the enemy Zoids
returning.

   5) If you do use Brown-Out, use it before the Prince's Cheer or Royal
Principles. Since you're going to get hit, you should wait to use
restorative techniques. It doesn't hurt to eliminate all but one of the
enemy Zoids, either.

   6) Exploit enemy Zoid weaknesses! Enemy Zoids tend to deploy in fixed
groups that you will see over and over again in a given world. If you're
attacked by, say, 3 Redler BCs and 1 Berserk Furher, use techniques like
False Negotiations, Mid-Air Minelayer and Rear-Area Disturbance to freeze out
the Redlers while you concentrate on the Berserk Furher. Knowing the enemy's
attacks will also aid you. If enemy Zoids lack hand-to-hand techniques (e.g.
Gun Sniper LS, second row Zoids without long range strikes), counter with a
Sandstorm - it's just like getting in a free turn. If nothing else, you can
use Maruchi Radar, E Shield, Smoke Screen, or other defensive skills.

   7) Don't sell your Zoids if you can help it. Zoid Growth takes time to
achieve, and you never know when you'll want to turn that out-of-date Saber
Tiger into a Lightning Saix. The 50% bonus that Zoid Growth endows can be
vital to success.

   8) Don't be too miserly with EP consumption. There are several ways to
restore EP, if you need to use your best attacks, you'd best do so. Against
easy enemies, use Brown-Out to resupply. Zoids with extremely high EP
reserves are valuable for obvious reasons - which is why the Trinity Liger BA
is so nice. (Base EP = 200, just like the modified Geno Types, Dark Spiners
and Berserk Furher family.)

9) If you know a boss is coming, or can see a Zoid group which you have
difficulty with, don't hesitate to switch your Armaments before entering
combat. If you run into something you can't beat, don't be afraid to flee,
either - the enemy will stand still for a few moments, allowing you ample
time to flee, re-equip, or use items before having another go.

    10) You can't go wrong with certain commands - False Negotiations,
Thoughts of the Prince, Prince's Cheer, Domain of the Gods, or Sniper's Mind.
A free attack or 50% bonus to attack never hurt anyone. Remember, all
commands last one turn - don't use Thoughts of the Prince and then deploy
your weakest attacks.

    11) Hunting for Zoid Data? When you find a Zoid you want to grab,
retreat and then save. Try eliminating all other Zoids, then waiting for the
next turn to use the Data Compare. It works fairly well. Also, the game
seems to prefer to not give you data for a Zoid when you first encounter it
in the wild. If it has any valid reason not to give you this data, it will
give you some other data ^^.

    12) Finally, the winner is often the Zoid that strikes first. Destroyed
Zoids don't get any chance to execute their attacks, so don't be afraid to
use SPD+800 Defensive Armaments or other methods to get that first hit in.
That's one of the real powers of the Dark Spiner - it has a natural speed of
700 (tied for second place with the Berserk Furher family of Zoids). Aerial
Zoids, especially the Salamander F2, are even faster than that. It's
probably the only reason you'd want to construct a Death Stinger OS (800
speed on a land platform!)

Section 7: Credits

    There are several people without whose publicly available resources this
document could have never been complied:

    crazieaznkid, for the Zoids Saga walkthrough (available at GameFAQs, of
course), which I used as a reference for getting through the game;

    SenorChristian, for information that Naomi Fluegel was an obtainable
character;

    GameFAQs (www.gamefaqs.com), for being the comprehensive game information
site;

    Channel Zi (www.artvilla.com/zoids), for having a ton of Zoid
information, which helped me identify the Zoids and properly translate the
names;

    Jeffrey's J<->E Dictionary Server (linear.mv.com/), an excellent on-line
dictionary.

Section 8: Copyright / Authorization

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GameFAQs (www.gamefaqs.com)
www.cheats.de
www.neoseeker.com


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Section 9: Miscellaneous
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    If anyone has comments, ideas for expansion or revision, and constructive
criticism of the Operations Guide, by all means, e-mail me.  I'm the first
one to admit that there are probably a billion things that relate to general
operations that isn't in this guide.
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