

Zoids Saga Fuzors (Import) FAQ/Walkthrough

by Mech Gouki

Updated to v1.81 on Jan 3, 2007

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+[ Zoids Saga Fuzors ]+
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Written by Chen Guojun / Cyber Akuma / Mech Gouki / Ultimate Reality /
God of Truth

~ Dream Energy ~

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- VERSION HISTORY -
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Version 1.81 03-01-07 [Current Version]
Added more sites. Reduced the email warnings. Either these fools understand what I meant by no Roms Request, or they never will.

Version 1.8 17-11-06
Pilots section fully completed. Minor updates.

Version 1.7 17-07-06
Pilot Skill Setup Section updated. Still needs a bit more. Updated Yuno's Skills.

Version 1.6 07-06-05
Extreme Crack Locations added. Added more to Pilot Skill Setup.

Version 1.5 29-04-05
Added more to the Pilot Skill Setup. Added to the Strategy Guide.

Version 1.4 22-04-05
Added Zi Parts List. Added more to the Pilot Skill Setup.

Version 1.3 15-04-05
Skill descriptions complete. Zoid Data List Complete.

Version 1.2 06-04-05
Added a format change. Added more to the Strategy Guide. Added Skill descriptions.

Version 1.1 31-03-05
Added a Strategy Guide. Expanded the Deck Commands Section.

Version 1.0 24-03-05
Added list of Deck Commands.

Version 0.9 20-03-05
Walkthrough complete.

Version 0.8 17-03-05
First part of walkthrough complete.

Version 0.1 27-02-05
First release.

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- INTRODUCTION -

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Game Info-

Zoids Saga Fuzors is the 3rd Game in the Zoids Saga Series. This game is released in Japan.

View-

This document is best viewed in Wordpad. It is not suitable for viewing on Notepad unless you are using Windows NT series, or Windows 2000/XP. Best viewed in Size 10 Font, in 600 x 800 screen resolution.

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- WALKTHROUGH -

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Prologue

When you start the game, you will be given the opportunity to name your Main Character. The default name of your Main Character is Will.

You will see a few scenes.

Blue City Center District

Items: 3000G, 1000G, Core Active Ion Small

Armaments: Heavy Machine Gun, Micro Sensor

Deck Commands:

- Brownout (Old Man in the Bar);
- Data Collect 1 (Left Scientist in the Zoids Research Facility);
- Core Security 1 (Right Scientist in the Zoids Research Facility);
- Cover Shooting (Chest in the Zoids Research Facility)

Accesses: Item Shop, Weapon Shop, Bar, Zoids Research Facility, Hunting Center, Acty's House, Rest Area, Center District Zoid Road, Blue City North District, Blue City South District

Item Shop:

- Core Active Ion Small 100G
- Reactivate Unit 800G
- Shockwave 3200G

Weapon Shop:

- Machine Gun 1000G
- Vulcan 500G
- Multiple Beam Cannon 1700G
- Particle Cannon 10000G
- Extension Armor 5000G
- Radar 2000G

Hunting Center:

- 1) Task: Molga X 3
Bounty: 1000G
- 2) Task: Cannon Tortoise X 3
Bounty: 1700G
- 3) Task: Molga X 5, Pteras X 1
Bounty: 2000G, Core Active Ion Small (Item)

Objectives:

- Explore City.
- Confront Hargal and Orpis.

After the long conversation, you will be given control of Will.

Status: Your Main Character is Will. First Zoid is LeoBlaze.

Challenging Mode Level 1 Open

Head out for another event.

Tip: Note the places here. An icon with Drill, indicate that it is a Weapon Shop, where you go to buy Weapons and Armor. An icon with a Hammer, indicate an Item Shop. This is where recovery items are usually sold. A Beer Mug icon, represents a Bar. Nothing special, but you can get useful information here. A large Icon with a Shield Liger Head represents a Research Facility. This is where to go if you want to recover Zoids, build Zoids, sell Zoids, etc. A Target Icon represents a Hunting Center. This is where you get Contracts. An Icon with a Clock shows the Maha Storm Rest Area. Later, you will also see a sign involving a Feather. This indicates a Zoids Battle Center.

Explore the Town here.

Enter the Zoids Research Facility. Get the Cover Shooting Deck Command from the Chest. Speak to the Scientist at the left corner to get Data Collect 1 Deck Command, and the Scientist at the right corner to get Core Security 1 Deck Commands. The Scientist in the middle is the one who helps you build Zoids, upgrade Zoids, repair Zoids, etc.

Tip: Remember to equip those commands you receive. Go to the menu, and select the Commands to Equip. You can only Equip 10 of these at any one time. These are used in battle to achieve various effects. You can only use one, at the start of each round, and you can't use it again in the same battle.

Head into the Bar. Talk to the Old Man to get the Brownout Deck Command. Get the left Chest containing 1000G, and the right Chest containing 3000G.

Tip: Data Collect 1 allows you to receive an enemy Zoid Data if you defeat all enemies in the turn you use the Command. The Zoid Data is random, from one of the enemy Zoids. Core Security 1 Command allows you to keep a Zoid Part, if you defeat all enemies in the same turn you use this Command. The Zoid part is random, from one of the enemy Zoids. Brownout freezes all allies for one turn, and restores EP on one of the Zoids.

Enter the Weapon Shop. Take the Heavy Machine Gun from the left Chest, and the Micro Sensor from the right Chest.

Enter the Item Shop. Take the Core Active Ion Small from the left Chest, and the Reactivate Unit from the right Chest.

After you are done exploring the City, set up your Deck Commands and prepare. Head down to where you see 2 people. There will be an event. You will fight Hargal in his Molga.

BOSS:

```
-           -  
-           -Molga /Hargal- (100)  
-           -
```

Strategy: This is no hard battle. Use your most accurate attacks, and he will be defeated in 2 hits. Do not bother using Core Protection or Data Collect, as they will not work against Bosses.

After this, there will be some events. Eventually, you will fight Orpis, in his Black Cannon Tortoise.

BOSS:

```
-           -  
-           -Cannon Tortoise /Orpis- (150)  
-           -
```

Strategy: Orpis is slightly stronger, but he isn't that tough. You can defeat him in 3 hits.

After this, another series of events happen.

Status: RD joins your Party with the Liger Zero. His Zoid is Fixed.

Tip: Remember to add RD to your Team.

For now, you can recover your Zoids, then exit town.

Overworld

Enemies:

Blue City West Region-

Molga, Pteras, Cannon Tortoise, Guysack, Cannory Molga, Double Swarder, Sinker

Objectives:

- Proceed to Northwest Area.

For now, it is recommended that you upgrade your Zoids, and fight a few random battles first.

IMPORTANT NOTE:

As you gain Levels, you will Learn new Skills. You will have to assign these Skills before they can be active. It is possible for skills to be permanently lost. DO NOT ASSIGN SKILLS RECKLESSLY!

You are to proceed to the area where Orpis left. Go northwest, to near the lake. Upon reaching there, there will be an event. After this, you will be fighting Blade.

BOSS:

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-           -
```

- -Berserk Fuhrer /Blade- (??)
- -

Strategy: This is one powerful Zoid, and you can be in quite some trouble if he uses the E-Shield. However, if you have upgraded properly, he is not too hard. Once he takes around 300+ damage, an event happens, and the Battle automatically ends.

After the battle, you will automatically return to Blue City Center District. There will be an event.

Status: Maskman joins your Party with the Command Wolf AC. His Zoid is Fixed. Emy joins your Party with the Kenihhi Wolf mk-II. Her Zoid is Fixed.

Your next destination is Easy Town.

Head out of Blue City, go West, then North all the way, then move East, and then South, into Easy Town.

Tip: You can view the World Map by pressing "R" or "Select".

Easy Town

Items: Core Active Ion Small, Emergency Retreat Unit

Armaments: 2-Set Missile

Zi Data: Hellcat

Accesses: Item and Weapon Shop, Zoids Research Facility, Hunting Center,
Zoids Battle Center

Item Shop:

- Core Active Ion Small	100G
- Reactivate Unit	800G
- Shockwave	3200G

Weapon Shop:

- Machine Gun	1000G
- Vulcan	500G
- Impact Cannon	800G
- Particle Cannon	10000G
- Extension Armor	5000G
- Radar	2000G

Hunting Center:

- 1) Task: Molga X 5
Bounty: 2000G
- 2) Task: Guysack X 3, Cannon Tortoise X 3
Bounty: 2500G, Core Active Ion Small (Item)
- 3) Task: Cannory Molga X 3, Guysack X 5
Bounty: 0G, Extension Armor (Armament)

Objectives:

- Speak to the Receptionist in the Zoids Battle Center.

Go to the Zoids Research Facility, and take the Core Active Ion Small from the left Chest, and the Hellcat Data from the right Chest. Go to the Item and Weapon Shop, and take the Emergency Retreat Unit from the left Chest, and the 2-Set Missile from the right Chest.

Tip: The Emergency Retreat Unit allows you to warp to a Town.

When you are ready, go into the Zoids Battle Center, and talk to the Receptionist. There will be an event. You will fight against Maroy and Ratle in their Killer Spiner.

BOSS:

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-           -  
-           -Killer Spiner /Maroy + Ratle- (??)  
-           -
```

Strategy: This is not an easy battle. The Killer Spiner have high Attack and high Defense. Also, since it is a Unizon, it can also act 2 times per turn. After the 4th round though, this battle automatically ends.

You will get 15000G. There will be a long event. You will eventually end up back at Blue City Center District.

Status: Maskman and his Command Wolf AC leave your Party. Emy and her Kenihhi Wolf mk-II leave your Party.

Exit Blue City. Head to Stoll Town next. Stoll Town is North of Easy Town. Check your Map for directions.

Stoll Town

Items: 3000G, 2000G

Armaments: Super Charger

Deck Commands:

- Blank Shot (Chest in the Zoids Research Facility)

Accesses: Item and Weapon Shop, Zoids Research Facility, Hunting Center

Item Shop:

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- Core Active Ion Small      100G  
- Reactivate Unit           800G  
- Shockwave                  3200G
```

Weapon Shop:

```
- Heavy Machine Gun          3000G  
- Impact Cannon              800G  
- Laser Gun                  15000G  
- Heavy Particle Cannon      30000G  
- Large Extension Armor      10000G  
- Smokescreen Generator      7000G  
- Micro Sensor                4000G
```

Hunting Center:

- 1) Task: Sinkers X 3
Bounty: 3000G
- 2) Task: Double Swords X 3
Bounty: 3500G, Core Active Ion Small (Item)
- 3) Task: Cannory Molga X 5, Pteras X 3
Bounty: 5000G
- 4) Task: Godos X 3
Bounty: 2000G, Heavy Vulcan (Armament)

Get the 3000G and 2000G from the Chests in Town. Take the Blank Shot Command from the Chest in the Zoids Research Facility, and take the Super Charger in the Item and Weapon Shop.

Tip: Blank Shot disables the use of Real Bullet Weapons for one turn.

Exit when you are ready.

Overworld

Objectives:

- Confront Molga.
- Confront Aro Saurer.

Head North into the peninsula, and head East. Confront the Molga. You will enter Battle.

Fixed Battle:

Cannory Molga	Molga
Molga	Molga
Cannory Molga	Molga

After this Battle, there will be an event, and you will fight a Buster Eagle.

BOSS:

-	-
-	-Buster Eagle /None- (250)
-	-

Strategy: This Boss isn't that strong, but he has strong attacks against your back row. This Boss will not be too much problem.

After this Battle, there will be an event, and you will end right back in Blue City Center District again.

Exit Blue City, and go all the way, back to where Stoll Town is. From Stoll Town, go East. Eventually, you will see an Aro Saurer. Confront it, and an event will happen.

Status: Chao joins your Party with her Aro Saurer. Her Zoid is Fixed. Dyd joins your Party with his Golhex. His Zoid is Fixed. They both join your Team only for the next Battle. Once the event is over, they will leave your Party with their Zoids.

You will be fighting a battle against Unenlagias. Try to obtain the Zi Data or Zoid Core BX if possible.

Fixed Battle:

Unenlagia Unenlagia
Unenlagia Unenlagia
Unenlagia Unenlagia

After the battle is over, there will be an event. Chao and Dyd leave your party. Once again, you will end up back in Blue City Center District.

Exit Blue City. Your next destination is Narow Town. From where you saw the Aro Saurer, head East all the way, then go North, into the Town.

Narow Town

Items: 5000G; 2000G

Armaments: Smokescreen Generator

Zi Data: Command Wolf

Accesses: Item and Weapon Shop, Zoids Research Facility, Hunting Center

Item Shop:

- Core Active Ion Small 100G
- Reactivate Unit 800G
- Shockwave 3200G

Weapon Shop:

- Heavy Machine Gun 3000G
- Accelerated Impact Cannon 4800G
- Laser Gun 15000G
- Heavy Particle Cannon 30000G
- Large Extension Armor 10000G
- Smokescreen Generator 7000G
- Super Charger 7500G

Hunting Center:

- 1) Task: Pterax X 3, Sinker X 3
Bounty: 3000G
- 2) Task: Cannory Molga X 5, Double Swordsman X 3
Bounty: 4000G, Core Active Ion Small (Item)
- 3) Task: Molga X 10
Bounty: 10000G
- 4) Task: Godos X 5, Guysack X 3
Bounty: 5000G, Accelerated Impact Cannon (Armament)

The Chest in the lower left has 2000G, and the Chest in the upper right has 5000G. The Chest in the Zoids Research Facility has a Command Wolf Data. The Chest in the Item and Weapon Shop has a Smokescreen Generator.

When you are ready, exit the Town.

Overworld

Objectives:

- Confront Fire Phoenix Trap.

Head North, into the peninsula, then East. You should see a Fire Phoenix Trap. Before you proceed, you should get ready, as you will go to another world.

When you confront the Trap, there will be an event. You will fight a Boss Battle.

BOSS:

-
- -Red Horn /Hargal- (500)
-

Strategy: Hargal is much stronger than before in this Red Horn, so be careful. Using your E-Shield can help. His Defense is high, so make sure your Weapons are strong enough.

After this, there will be a long event. You will now be in the Past Overworld.

In the Past Overworld, you will automatically enter Maoon Town.

Maoon Town

Armaments: Large Radar

Deck Commands:

- Land-Mine Setup (Chest in the Zoids Research Facility)

Accesses: Item and Weapon Shop, Zoids Research Facility

Item Shop:

- Core Active Ion Small 100G
- Core Active Ion Medium 1000G
- Reactivate Unit 800G
- Shockwave 3200G

Weapon Shop:

- Hyper Machine Gun 5000G
- Heavy Vulcan 1500G
- 3-Set Impact Cannon 8800G
- Pulse Laser Gun 20000G
- Laser Diffusion Equipment 15000G
- Enhanced Micro Sensor 8000G
- Turbo Charger 25000G

Objectives:

- Speak to the people, then head for the entrance.

Challenging Mode Level 2 Open

Explore this Town and talk to the people. The Chest in the Item and Weapon Shop has Large Radar, and the Chest in the Zoids Research Facility has

Land-Mine Setup.

When you are ready, head for the entrance. You will exit.

Past Overworld

Enemies:

North Continent-

Pteras, GunSniper, Pteras, Pteras Bomber, Cannon Tortoise, Cannon Tortoise BC,
Double Swords, Godos, Command Wolf, Guysack

Your next destination is Brick City. Brick City is to the direct East of
Maoon Town. You have to travel Southeast, then Northeast.

Brick City

Items: Core Active Ion Large

Armaments: Infra-Red Scope, Accelerated Impact Cannon

Zi Data: Red Horn

Accesses: Item Shop, Weapon Shop, Zoids Research Facility

Item Shop:

- Core Active Ion Small	100G
- Core Active Ion Medium	1000G
- Reactivate Unit	800G
- Shockwave	3200G
- Emergency Retreat Unit	3000G

Weapon Shop:

- Hyper Machine Gun	5000G
- Heavy Vulcan	1500G
- Beam Cannon	4700G
- Multiple Armor	15000G
- Enhanced Micro Sensor	8000G
- Large Radar	6000G
- Turbo Charger	25000G

Objectives:

- Speak to the People, then head for the entrance.

Explore here. The Chest in the Zoids Research Facility has a Red Horn Zoid Data.
The Chest in the Item Shop has a Core Active Ion Large. In the Weapon Shop, the
top Chest has an Infra-Red Scope, and the bottom Chest has an Accelerated
Impact Cannon.

After you speak to the man above, try to exit, and there will be an event.

Status: Ban and his Shield Liger join your Party. His Zoid is Fixed. He enters your team automatically.

Exit Brick City.

Past Overworld

Objectives:

- Confront the Command Wolf and Gustav.

From Brick City, head Southeast, then go Northeast. Confront the Command Wolf and Gustav.

There will be an event.

Status: Irvine and his Command Wolf IC join your Party. His Zoid is Fixed. Moonbay and her Pteras join your Party. Her Zoid is Fixed. They enter your Team automatically.

Your next destination is the Algaro Mountain, which is just to the Northeast.

Algaro Mountain

Enemies:

Pteras, GunSniper, Pteras, Pteras Bomber, Cannon Totoise, Cannon Tortoise BC, Double Sworder, Godos, Command Wolf, Guysack

Objectives:

- Proceed to the first designated area.
- Proceed to the second designated area.
- Confront Iron Kong Maneuver.
- Proceed to large empty area.

Treasures: 5000G

When you enter here, move up, and an event will happen.

Status: Ban and his Shield Liger leave your Party. Irvine and his Command Wolf IS leave your Party. Moonbay and her Pteras leave your Party.

From here, go to the right path to take the Chest containing 5000G, and return here. Go up, then right, and into the next area.

Treasures: Core Active Ion Medium (Item), 4000G, ZoidCore Balm (Item)

Go up, the left all the way. Collect the left Chest containing Core Active Ion Medium and the right Chest containing 4000G. Now go up and right. First, go to the upper right section, and take the ZoidCore Balm. Now prepare yourself first. When you are ready, proceed to the upper right section. An event will happen. You will fight a Boss Battle.

BOSS:

- -
- -Saber Tiger RS /Raven- (500)
- -

Strategy: While Raven's HP and Defense is not all that impressive, he has Attack Power to make up for that. He can Attack with 2 Shooting Weapons each turn. You may have to use Recovery items or you will be in trouble. It is likely that you may need to retreat after this battle.

When you are finished with the event, head up into the next area.

Treasures: 3000G, Command Wolf AC (Zi Data), Core Active Ion Small (Item)

Head up and take the Chest containing 3000G. Go right all the way, then up, and right a bit. Take the left Chest containing Command Wolf AC Zi Data, and the right Chest containing Core Active Ion Small. Continue right across the bridge. Go up and enter the cave to the next area.

Treasures: Shockwave (Item), 6000G, Small E-Shield Generator (Armament),
Core Cleaner (Item)

Now don't head right. Go left and down, and take the left Chest that contains a Shockwave, and the right Chest that contains 6000G. Go all the way up and right, and take the Chest containing a Small E-Shield Generator. Now go down, and confront the Iron Kong Maneuver. There will be an event, before you fight the Boss.

Status: Ban and his Shield Liger join your Party. His Zoid is Fixed. Irvine and his Command Wolf IS join your Party. His Zoid is Fixed. Moonbay and her Pteras join your Party. Her Zoid is Fixed. They enter your Team automatically.

BOSS:

- -
- -Iron Kong Maneuver /Hargal- (800)
- -

Not surprisingly, Hargal is even stronger this time. It is likely for Moonbay to get destroyed in Battle, since her Zoid is weak. But this time, the battle should be easier, since you have more Zoids on your side.

After this, go down, and take the Core Cleaner. Now go right, and then up. There will be a long series of events when you reach the empty space.

Status: Ban and his Shield Liger leave your Party. Irvine and his Command Wolf IS leave your Party. Moonbay and her Pteras leave your Party.

You will return to your present world, and you will end up at Blue City Center District again.

Blue City Center District

Objectives:

- Enter Rest Area.
- Enter Acty's house.

Challenging Mode Level 3 Open

Enter the Rest Area for an event.

Status: Matt joins your Party.

Tip: You have 3 Pilots, and only 2 Zoids. Now will probably be a good time to Build a Zoid. If you have nothing particular in mind, try the Red Horn, and Build it into a Dark Horn later. (Don't build it into a Dark Horn HS.)

Now, go to Acty's house and trigger another event. Make sure you trigger this event, as you cannot continue until you do.

The Center District Zoid Road is open. In Blue City Center District, head up into a new area.

Center District Zoid Road

Enemies:

Command Wolf, Aro Saurer, Rev Raptor, Redler, Zabat, GunSniper, Golhex, Boldgald, Cannon Tortoise BC, Pteras Bomber, Killer Dome

Treasures: Core Active Ion Small (Item), 8000G,
Short Circuit (Deck Command), 4000G, Turbo Charger (Armament)

On the left side, the top Chest contains Core Active Ion Small, the bottom Chest contains 8000G. On the right side, the middle Chests contain Short Circuit Deck Command, and 4000G. The bottom Chest contains a Turbo Charger.

Once you are finished here, move up, and exit.

Overworld

Enemies:

Blue City East Region-

Command Wolf, Aro Saurer, Rev Raptor, Redler, Zabat, GunSniper, Golhex, Boldgald, Cannon Tortoise BC, Pteras Bomber, Killer Dome, Raynos

Here, your destination is Blue City North District. It is just to the Southwest.

Blue City North District

Items: Core Active Ion Small, Core Active Ion Small

Armaments: Energy Tank, Laser Gun

Zi Data: Shield Liger

Accesses: Item Shop, Weapon Shop, Zoids Research Facility, Hunting Center
North District Zoid Road, Blue City Center District,

Blue City South District

Item Shop:

- Core Active Ion Small 100G
- Core Active Ion Medium 1000G
- Reactivate Unit 800G
- Shockwave 3200G
- Emergency Retreat Unit 3000G

Weapon Shop:

- Gatling 7000G
- Mega Vulcan 2000G
- Booster Cannon 9800G
- Photon Particle Cannon 50000G
- Laser Diffusion Equipment 15000G
- Large Smokescreen Generator 14000G
- Magnetism Detector 10000G

Hunting Center:

- 1) Task: Cannon Tortoise BC X 6
Bounty: 10000G
- 2) Task: Killer Dome X 4, Boldgald X 3
Bounty: 15000G
- 3) Task: Redler X 6
Bounty: 15000G, Core Active Ion Small (Item)
- 4) Task: Pteras Bomber X 8, Raynos X 1
Bounty: 20000G, Core Active Ion Medium (Item)

Take the Shield Liger Zoid Data from the Chest in the Zoids Research Facility. Take the Energy Tank from the upper Chest, and the Laser Gun from the lower Chest in the Weapon Shop. Take the 2 Core Active Ion Small from the Chest in the Item Shop.

When you are ready, enter the North District Zoid Road.

North District Zoid Road

Enemies:

Command Wolf, Aro Saurer, Rev Raptor, Redler, Zabat, GunSniper, Golhex, Boldgald, Cannon Tortoise BC, Killer Dome, DemonsHead

North District Zoid Road B1F-

Treasures: Redler Booster Cannon (Zi Data), 2000G, 5000G,
Extension Armor (Armament)

North District Zoid Road B2F-

Treasures: Beam Machine Gun (Armament), Final Defense Orders (Deck Command),
Core Active Ion Large (Item), Saber Tiger (Zi Data)

You are at Basement 1. First, go up, then into the Staircase.

You are now at B2. Take the Beam Machine Gun from the Chest below. The Chests at the bottom right contain Final Defense Orders, and Core Active Ion Large. The Chest at the top right corner has Saber Tiger Zi Data. Note that there are 3 Staircases here. The one at the right is where you should go, but take

the upper one first to get more items.

Here, go right, and take the Redler Booster Cannon Zoid Data from the left Chest and the 2000G from the right Chest. Now return back to B2, and this time take the right Staircase.

Here, go up and take the left Chest containing 5000G, and the right Chest containing Extension Armor.

No exit, and go out, into the Overworld.

Overworld

Enemies:

Keel Town Region-

Command Wolf, Aro Saurer, Rev Raptor, Redler, Zabat, GunSniper, Golhex, Boldgald, Cannon Tortoise BC, Pteras Bomber, Killer Dome, Raynos, DemonsHead, Molga, Cannory Molga

Objectives:

- Confront the Kenihhi Wolf.

Head Northeast. You are supposed to confront the Kenihhi Wolf. But first, enter Keel Town.

If you have yet to trigger the event in Acty's house, the Kenihhi Wolf will not appear.

Keel Town

Items: 6000G

Armaments: Anti-Air 2-Set Missile

Deck Commands:

- Combination Failure (Chest in the Zoids Research Facility);
- Junk Parts 1 (Old Man in the Bar)

Accesses: Item and Weapon Shop, Zoids Research Facility, Hunting Center, Bar

Item Shop:

- Core Active Ion Small 100G
- Core Active Ion Medium 1000G
- Reactivate Unit 800G
- Shockwave 3200G
- Emergency Retreat Unit 3000G

Weapon Shop:

- Gatling 7000G
- Mega Vulcan 2000G
- 2-Set Laser Cannon 25000G
- Photon Particle Cannon 50000G

- Chobam Armor 20000G
- Magnetism Detector 10000G
- Physics Enhance Unit 30000G

Hunting Center:

- 1) Task: Cannon Tortoise BC X 4, Killer Dome X 4
Bounty: 15000G
- 2) Task: Pteras Bomber X 4, Command Wolf X 4
Bounty: 15000G, Core Active Ion Medium (Item)
- 3) Task: Aro Saurer X 6, Rev Raptor X 2
Bounty: 20000G, Core Active Ion Medium (Item)
- 4) Task: GunSniper X 6, Molga X 6
Bounty: 20000G, Laser Diffusion Equipment (Armament)

Here, take the Chest containing 6000G in Town. The Chest in the Weapon Shop has Anti-Air 2-Set Missile. The Chest in the Zoids Research Facility has a Combination Failure Deck Command. Go in the Bar, and talk to the Old man to receive the Junk Parts 1 Deck Command.

Tip: If you use Junk Parts 1 in a turn which you destroy all Zoids, you will get a Weapon. If no Zoids are armed, then you get nothing.

When you are ready, head out. Go south, and confront the Kenihhi Wolf.

There will be an event. A Boss fight will also follow.

Status: Alma joins your Party. You will receive the Kenihhi Wolf.

BOSS:

- -
- -Brachio Tortoise /Born + Samantha- (400)
- -

Strategy: Before this Battle starts, be sure to assign Alma in your Team. It is best to put her in the front row since all her attacks are Range 1. Despite being a Unizon, this battle is easier than it looks, mainly because of the lack of HP that the Brachio Tortoise has. This battle will be over quickly.

When you are finished, there will be an event. Eventually, you will end up back at Blue City Center District.

Blue City Center District

Objectives:

- Proceed to Acty's House entrance.
- Proceed to Rest Area.

Now, the path between Blue City Center District and Blue City North District is open.

Proceed to Acty's House entrance, and there will be an event. After this event, proceed to the Rest Area for another event.

Status: Maskman joins your Party. You will receive the Command Wolf AC.
Sigma joins your Party. You will receive the Leo Striker. Emy joins your Party.
You will receive the Kenihhi Wolf mk-II.

Tip: The Leo Striker is a Zoid that can change between 2 Forms. Later, you will be seeing more of such Zoids. Know that the Command Wolf AC and the Leo Striker can combine into a Unizon. In battle, select the Unizon Command to fuse into a Unizon Zoid. There are 21 such Unizon Zoids. Once you have fused a Unizon Zoid for the first time, it appears on your Database in the Unizon List.

Tip: Up to now, RD's Liger Zero has been your main driving force. However, it is highly recommended that you depend less on the Liger Zero as much as possible, and focus building TP on other Zoids.

Now, you have to return all the way to Keel Town, where you fought the Brachio Tortoise. This means that you have to go through the North District Zoid Road again.

Your next destination is Gaia City, which is to the direct Southeast of Keel Town. To get there, go Southwest from Keel Town, then go Southeast, and then Northeast all the way.

Gaia City

Zi Parts: BC Set

Armaments: Beam Launcher

Accesses: Item and Weapon Shop, Zoids Research Facility, Hunting Center,
Zoids Battle Center

Item Shop:

- Core Active Ion Small	100G
- Core Active Ion Medium	1000G
- Reactivate Unit	800G
- Shockwave	3200G
- Emergency Retreat Unit	3000G

Weapon Shop:

- Double Cannon	15000G
- Rail Gun	10000G
- 2-Set Laser Cannon	25000G
- Plasma Particle Cannon	70000G
- Chobam Armor	20000G
- Small Thruster	31000G
- Physics Enhance Unit	30000G

Hunting Center:

- 1) Task: Killer Dome X 4, Golhex X 2
Bounty: 15000G
- 2) Task: GunSniper X 4, Aro Saurer X 4
Bounty: 20000G
- 3) Task: Redler X 4, Guysack X 4
Bounty: 30000G
- 4) Task: Cannon Tortoise BC X 10
Bounty: 0G, Magnetism Detector (Armament)
- 5) Task: DemonsHead X 2, Godos X 3
Bounty: 30000G, Large Smokescreen Generator (Armament)

Objectives:

- Speak to the Receptionist in the Zoids Battle Center.

The Chest in the Zoids Research Facility has a BC Set. The Chest in the Item and Weapon Shop has a Beam Launcher.

When you are ready, proceed to the Zoids Battle Center, and talk to the Receptionist. There will be an event before you fight the Boss.

BOSS:

-
- -Saber Tiger Holo-Tech /Kidd- (750)
-

Strategy: Right at the start, Kidd may activate the Optical Camouflage. This makes him very difficult to hit, but he won't be able to keep it for long, as it takes up much EP each turn. After his Optical Camouflage wears off, hit him with whatever you have. Until that happens, try to save up on EP. With 6 VS 1, this battle shouldn't be difficult.

After this, there will be an event. You will end up back at Blue City Center District. Your next destination is North of Gaia City.

Head to where Gaia City is, and move North.

Overworld

Objectives:

- Confront Aro Saurer.
- Confront Shadow Fox.

Confront the Aro Saurer you see. There will be an event.

Status: Chao joins your Party with her Aro Saurer. Her Zoid is Fixed. She joins only for the next Battle. Once the event is over, she will leave your Party with her Zoid.

BOSS:

- Golhex /Bandit- (250)
-
- Aro Saurer /Jean Holiday- (800)
-
- Iron Kong SS /Bandit- (350)
-

The Aro Saurer actually has the most HP, but the one that will be causing the most damage is the Iron Kong SS. If it is possible, try to take out the Golhex and the Iron Kong SS first with long range Weapons, as Jean Holiday has too much HP. After you have defeated the Iron Kong SS, you do not have to worry too much on damage.

After the event, Chao leaves you, and you are free to move again.

Move up further North. Your next task is to face the Shadow Fox. But first, go into Riverside Town.

Riverside Town

Zi Data: Red Horn BG

Armaments: Laser Sensor

Accesses: Item and Weapon Shop, Zoids Research Facility, Hunting Center

Item Shop:

- Core Active Ion Small 100G
- Core Active Ion Medium 1000G
- Reactivate Unit 800G
- Shockwave 3200G
- Emergency Retreat Unit 3000G

Weapon Shop:

- Double Cannon 15000G
- Rail Gun 10000G
- Beam Machine Gun 14000G
- Plasma Particle Cannon 70000G
- Fused Armor 22000G
- Small Thruster 31000G
- Ion Projector Single 35000G

Hunting Center:

- 1) Task: Gunsniper X 2, Pteras X 6
Bounty: 25000G, Core Active Ion Medium (Item)
- 2) Task: Redler X 4, Sinker X 6
Bounty: 40000G, Emergency Retreat Unit (Item)
- 3) Task: Killer Dome X 12, Double Sworder X 6
Bounty: 0G, 2-Set Great Impact Cannon (Armament)

The Chest in the Zoids Research Facility has a Red Horn BG Zoid Data. The Chest in the Item and Weapon Shop has a Laser Sensor.

Tip: An optional Cave is to the Northeast of here. You may enter there when you wish. It is recommended to do so later.

When you are ready, exit Town and confront the Shadow Fox that is to the direct West.

BOSS:

- GunSniper GunSniper
- GunSniper -Shadow Fox /Marvis- (600)
- GunSniper GunSniper

Strategy: This Boss fight is not easy. Try to take out all the GunSnipers as quickly as you can before going for the Shadow Fox. The Shadow Fox has high Attack. Marvis also has defensive capabilities by using Smokescreen, and E-Shield. This fight is not easy, but be prepared. The GunSnipers are not weak either. You have another fight after this, so make sure that you are fully prepared.

After this Battle, and event happens, and you will fight another Boss.

BOSS:

- -
- -Double Arm Lizard /Crown- (1000)
- -

Strategy: You are up against a strong Boss. However, with 6 VS 1, it wouldn't be that much of a trouble. He still has high attack and high defense, so

don't underestimate him. Moreover, you are probably still hurting from the last battle. This battle could take quite a while.

After this, there will be a long event. You will eventually end up at a New Overworld. You will automatically enter Sea Air City.

Sea Air City

Zi Data: Saber Tiger SS

Zi Parts: PB Unit

Armaments: Assault Cannon

Accesses: Item and Weapon Shop, Zoids Research Facility

Item Shop:

- Core Active Ion Small	100G
- Core Active Ion Medium	1000G
- Reactivate Unit	800G
- Shockwave	3200G
- Emergency Retreat Unit	3000G

Weapon Shop:

- Heavy Gatling	11000G
- 2-Set Great Impact Cannon	12800G
- Beam Launcher	17500G
- 3-Set Laser Cannon	30000G
- 2-Set Missile	30000G
- Large Multiple Armor	20000G
- Laser Sensor	12000G

Objectives:

- Speak to the People, then head for the entrance.

Challenging Mode Level 4 Open

Talk to the people here. The Chests at the Zoids Research Facility has a Saber Tiger SS Zoid Data and a PB Unit. The Chest at the Item and Weapon Shop has an Assault Cannon.

After speaking to the people, when you head for the entrance, there is an event.

Status: Bit joins your Party.

When you are ready, exit the City.

New Overworld

Enemies:

North Continent-

Zabat, Redler, Redler Booster Cannon, Raynos, Unenlagia, LeoBlaze,
Pteras Bomber, Rev Raptor, GunSniper, DemonsHead, DiploGuns, ShellKarn,
Mosasledge, Killer Dome

Objectives:

- Head to Southeast area of Sea Air City.

When you are ready, head Southeast of Sea Air City. There will be an event.
You will fight a Boss Battle.

BOSS:

- -Saber Tiger TS /Lineback- (500)
- -Saber Tiger TS /Karkrand- (500)
- -Saber Tiger TS /Omari- (500)

Strategy: These guys are not that tough. Just finish them off one at a time. It could take a while, but there shouldn't be much difficulties.

When you are finished, an event happens, and you are free to move.

Proceed to Crumble Town, which is to the Southeast of Sea Air City.

Crumble Town

Items: 20000G

Zi Data: Rev Raptor Pile Banker

Armaments: Accelerated Gatling

Accesses: Item and Weapon Shop, Zoids Research Facility

Item Shop:

- Core Active Ion Small 100G
- Core Active Ion Medium 1000G
- Reactivate Unit 800G
- Shockwave 3200G
- Emergency Retreat Unit 3000G

Weapon Shop:

- Hyper Vulcan 2500G
- Assault Cannon 20000G
- Beam Needle 17000G
- Enhanced Fused Armor 30000G
- Optical Camouflage 35000G
- Infra-Red Scope 8000G
- Physics Enhance Unit Medium 50000G

The Chest here has 20000G. The Chest in the Zoids Research Facility has a Rev Raptor Pile Banker Zoid Data. The Chest in the Item and Weapon Shop has an Accelerated Gatling.

When you are ready, exit this place.

New Overworld

Objectives:

- Head to narrow path that is to the direct North of Sea Air City.
- Head to the narrow path at the North of the mountain range.

Move up North. Your destination is the narrow path that is to the direct North of Sea Air City.

Upon approaching, there will be an event. There will be a Boss Battle.

BOSS:

- | | |
|-----------------------------|------------------------------------|
| - | -Iron Kong /Sebastian- (400) |
| -Dark Horn HS /Harry- (500) | -Lightning Saix /Jack Cisco- (600) |
| - | -Iron Kong /Benjamin- (400) |

Strategy: This Battle is pretty standard. Enemies that are moderately strong, with fair numbers. It shall not be too hard, but don't drop your guard. You should try to destroy the Iron Kongs first, but note that they actually have higher Defense than the Lightning Saix despite lower HP. Harry will not pose too much of a threat. The most dangerous one may actually be the Lightning Saix.

After this battle, there will be an event, and you will be free to move. I actually recommend you return and recover first.

Your next destination is the narrow path at the North of the mountain range. You should see a Town to the East of that place. When you are ready, move to the narrow path, and an event will happen.

BOSS:

- | | |
|--------------------------|---------------------------|
| - | - |
| -GunSniper /Naomi- (600) | -Blade Liger /Leon- (800) |
| - | - |

Strategy: This battle may actually be easier than the previous. The main force, is the Blade Liger. It shouldn't be too difficult to deal with them. The GunSniper is not of much threat, but you may choose to destroy it first with ranged attacks.

After the Battle, there will be an event.

Status: Naomi joins your Party with her GunSniper. Her Zoid is Fixed. Leon joins your Party with his Blade Liger. His Zoid is Fixed.

Tip: Don't be tempted to believe that Boss stats will match Ally stats.

After this, move South, and go into Romeo City.

Romeo City

Items: Shockwave

Zi Data: Shield Liger DCS-J

Armaments: Laser Diffusion Equipment

Deck Commands:

- Heart Eye (Right Chest in the Weapon Shop)

Accesses: Item Shop, Weapon Shop, Zoids Research Facility, Zoids Battle Center

Item Shop:

- Core Active Ion Small 100G
- Core Active Ion Medium 1000G
- Reactivate Unit 800G
- Shockwave 3200G
- Emergency Retreat Unit 3000G

Weapon Shop:

- Assault Cannon 20000G
- Beam Needle 17000G
- Hyper Particle Cannon 90000G
- Enhanced Fused Armor 30000G
- Optical Camouflage 35000G
- Infra-Red Scope 8000G
- E Enhance Unit Small 35000G

Objectives:

- Enter the Zoids Battle Center.

Explore this Town. The Chest in the Zoids Research Facility has a Shield Liger DCS-J Zoid Data. In the Weapon Shop, the left Chest has a Laser Diffusion Equipment, and the right Chest has Heart Eye Deck Command. The Chest in the Weapon Shop has a Shockwave.

When you are ready, enter the Zoids Battle Center for an event. You will fight a Boss battler after an event.

BOSS:

- -Storm Sworder /Bolter- (700)
- -Storm Sworder FX /Relm- (??)
- -Storm Sworder /BD Member (500)

Strategy: This Battle is not that difficult. If you have Aerial Mine Setup, you can have some advantages in this Battle. The Storm Sworder FX is the one likely to cause the most damage. First, destroy the Storm Swords. After that, focus on Relm. After she takes some damage, the Battle automatically ends. Note that you must destroy Bolter and the BD Member first. Do not try to take on Relm before that.

There will be a series of events after this.

Status: Bit leaves your party. Naomi and her GunSniper leave your Party. Leon and his Blade Liger leave your Party.

Status: Fire Phoenix joins your Party. This Zoid is Fixed. This Zoid's Pilot is Blank, and may fight normally in Battles. This Zoid may be upgraded normally.

Tip: It might not be a good idea to use this Zoid. Avoid using the Fire Phoenix or upgrading it.

You will return to your present world, and you will end up at Blue City Center District again.

Blue City South District

After the event in Blue City Center District, you will be free to move.

Challenging Mode Level 5 Open

Blue City South District is now open, so head there now.

Blue City South District

Armaments: Enhanced Laser Sensor

Deck Commands:

- Data Collect 2 (Chest in the Item Shop)

Accesses: Item Shop, Weapon Shop, Zoids Research Facility, Hunting Center
South District Zoid Road, Blue City Center District,
Blue City North District

Item Shop:

- Core Active Ion Medium	1000G
- Core Active Ion Large	2000G
- Reactivate Unit	800G
- Shockwave	3200G
- Emergency Retreat Unit	3000G

Weapon Shop:

- Accelerated Gatling	15000G
- Beam Gatling	20000G
- 4-Set Laser Cannon	35000G
- Anti-Air 2-Set Missile	29000G
- Poison Gas Cannon	25000G
- Large Magnetism Detector	30000G
- Augmenter	45000G
- E Enhance Unit	55000G

Hunting Center:

- 1) Task: Raynos X 5, Double Swords X 5
Bounty: 50000G, Emergency Retreat Unit (Item)
- 2) Task: Cannon Tortoise BC X 5, Cannon Tortoise X 5
Bounty: 60000G, Shockwave (Item)
- 3) Task: Saber Tiger X 3, Cannory Molga X 5
Bounty: 0G, Optical Camouflage (Armament)

The Chest in the Item Shop has a Data Collect 2 Deck Command. The Chest in the Weapon Shop has an Enhanced Laser Sensor.

Go up, and go into the South District Zoid Road.

South District Zoid Road

Enemies:

LeoBlaze, Unenlagia, Mosasledge, NightWise, DemonsHead, Shellkarn, DiploGuns, FlyScissors, Double Arm Lizard, Rev Raptor, Rev Raptor Pile Banker, Saber Tiger, Command Wolf, Command Wolf AC, Snipe Master, GunSniper, Red Horn, Boldgald, Redler Booster Cannon, Raynos

South District Zoid Road B1F-

Treasures: Composite Sensor (Armament), ZoidCore Balm (Item),
Iron Kong (Zi Data), Saber Tiger AT (Zi Data), 7000G,
Core Active Ion Small (Item)

South District Zoid Road B2F-

Treasures: Optical Camouflage (Armament), Core Active Ion Medium (Item),
Core Active Ion Large (Item), 4000G

South District Zoid Road B3F-

Treasures: 3000G, Radar System (Armament), Core Active Ion Medium (Item),
10000G, Magnetism Detector (Armament)

The Chest at the upper right side has a Composite Sensor, and the Chest at the lower right side has a ZoidCore Balm. Go up, and go into the Staircase, to B2.

Go into the right room, and take the Optical Camouflage from the upper Chest, and the Core Active Ion Medium from the lower Chest. Go up, and take the Chest containing a Core Active Ion Large in the upper left area. Go into the Staircase to B3.

This is a large room with several paths. Note that there are 2 Staircases here. The Chests at the bottom center area has 3000G and a Radar System. The Chest at the upper right area has a Core Active Ion Medium. The Chests at the upper left area has 10000G and Magnetism Detector. Note that there are 2 Staircases in this area. The one in the middle right leads to some Treasure. The one to the upper left is where you should go. First, take the middle right Staircase.

Continue all the way until you reach B1. Take the Chest containing Iron Kong Data, and the Chest Containing Saber Tiger AT Data. Now return, and this time take the other Staircase to B2.

Here, go up, and take the Chest containing 4000G. Continue up, and go through the Staircase to B1.

Here, take the right Chest containing 7000G, and the right Chest containing a Core Active Ion Small. Now go all the way up and exit.

Overworld

Enemies:

Blue City South Region-

LeoBlaze, Unenlagia, Mosasledge, NightWise, DemonsHead, Shellkarn, DiploGuns, FlyScissors, Double Arm Lizard, Rev Raptor, Rev Raptor Pile Banker, Saber Tiger, Command Wolf, Command Wolf AC, Snipe Master, GunSniper, Red Horn, Boldgald, Redler Booster Cannon, Raynos

Rose City is directly Southeast of you. Travel Southeast, then West, and enter Rose City.

Rose City

Armaments: E-Shield Generator

Zi Parts: Zoid Core GVX, Zoid Core GVW, Zoid Core GVS, Gravity Wheel,
Gravity Wheel, Gravity Wheel

Deck Commands:

- Warrior's Friendship (Old Man in the Bar);
- Conditions of the Hero (Chest in the Zoids Research Facility)

Accesses: Item and Weapon Shop, Zoids Research Facility, Hunting Center,
Zoids Battle Center, Bar

Item Shop:

- Core Active Ion Medium 1000G
- Core Active Ion Large 2000G
- Reactivate Unit 800G
- Shockwave 3200G
- Emergency Retreat Unit 3000G

Weapon Shop:

- Accelerated Gatling 15000G
- Ray Storm 20500G
- 4-Set Missile 35000G
- Poison Gas Cannon 25000G
- Enhanced Chobam Armor 35000G
- Enhanced Optical Camouflage 55000G
- Radar System 24000G
- Ion Projector Double 55000G

Hunting Center:

- 1) Task: Mosasledge X 3, FlyScissors X 3
Bounty: 50000G
- 2) Task: Rev Raptor Pile Banker X 5, Cannon Tortoise BC X 6
Bounty: 70000G
- 3) Task: Kenihhi Wolf X 3, Sinker X 4
Bounty: 40000G, Core Active Ion Large (Item)
- 4) Task: Redler Booster Cannon X 4, Redler X 6
Bounty: 0G, Infra-Red Scope (Armament)
- 5) Task: Golhex X 8, Kenihhi Wolf X 3
Bounty: 100000G
- 6) Task: Red Horn X 3, DemonsHead X 5
Bounty: 0G, Super Heavy Armor (Armament)

Objectives:

- Speak to the Receptionist in the Zoids Battle Center, and win all 5 Boss Battles.
- Proceed to entrance.

The Chest in the Zoids Research Facility has a Conditions of the Hero Deck Command. The Chest in the Item and Weapon Shop has an E-Shield Generator. Talk to the Old Man in Bar to get the Warrior's Friendship Deck Command.

Tip: Warrior's Friendship allows you to heal 50% of you Zoids. It's very useful.

When you are ready, enter the Zoids Battle Center, and talk to the Receptionist. You will fight a series of Boss Battles. Speak to the Receptionist whenever you are ready to do another Battle. Remember to recover and Save in between each Battle.

BOSS:

-
- -Matrix Dragon /Watts + Zi Fighter + Zi Fighter + Zi Fighter- (400)
-

Strategy: This battle is a whole lot easier than what it appears to be. In fact, it is possible to win in just one round. The only difficulty is that this Zoid attacks 4 times each turn, and starts out quickly.

After this, you will return. Speak to the Receptionist again for another Battle.

BOSS:

- -Gravity Saix /Tsurugi- (500)
- -Gravity Wolf /Baluf- (700)
- -Gravity Saurer /Fan- (400)

Strategy: These guys are fast, and have good durability. But their attacks are not very strong. These guys are not too difficult to defeat.

After this, you will return. You will receive the Zoid Core GVX, Zoid Core GVW, Zoid Core GVS, as well as 3 Gravity Wheels. Speak to the Receptionist again for another Battle.

BOSS:

-
- Zabat /Lamia- (400) -Brastle Tiger /Ogre- (950)
-

Strategy: This is not an easy battle. Lamia will not pose much of a threat. Try to finish her as early as possible. The real danger is the Brastle Tiger, who has a very high defense, and strong attacks. The Brastle Tiger's strongest attack is the Thermic Burst, which hits all, and deals heavy damage, but high EP Costs. All his other attacks pack little power. It will take quite a while to finish off the Brastle Tiger.

After this, you will return. Speak to the Receptionist again for another Battle.

BOSS:

- -Buster Fuhrer /Blade + Luke- (??)
-
- -Lord Gale /Barton- (700)

Strategy: This battle is not as hard as it looks. The real danger is the Buster Fuhrer, but that's only while it is still a Unizon. Try to take out the Lord Gale first, then go for the Buster Fuhrer. Alone, the Berserk Fuhrer and the Lord Gale pose little threat. It is when they are a Unizon, they can be trouble. Do your damage and patiently bide your time. Once the Unizon ends, and they split, quickly destroy the Buster Eagle. The Berserk Fuhrer will not pose any threat after that, as it will have low accuracy and defense.

When you are ready, proceed to the entrance. There will be an event. Head out.

Overworld

Enemies:

Red Clay Town Region-

Gunsniper, Snipe Master, Snipe Master A-Shield, Kenihhi Wolf, Saber Tiger, Red Horn, Rev Raptor Pile Banker, Double Arm Lizard, Boldgald, Command Wolf AC, LeoBlaze, Unenlagia, Mosasledge, NightWise, DemonsHead, DiploGuns, ShellKarn, FlyScissors

As soon as you head out, there will be a scene.

Head West. There are 2 paths to go. First, take the Eastern path, go all the way North, into Red Clay Town.

Red Clay Town

Zoid Data: Dark Horn

Deck Commands:

- Core Security 2 (Chest in the Zoids Research Facility)

Accesses: Item and Weapon Shop, Zoids Research Facility, Hunting Center

Item Shop:

- Core Active Ion Medium 1000G
- Core Active Ion Large 2000G
- Reactivate Unit 800G
- Shockwave 3200G
- Emergency Retreat Unit 3000G

Weapon Shop:

- Linear Cannon 24000G
- Rail Cannon 22000G
- 4-Set Missile 35000G
- Electro-Magnetic Cannon 30000G
- Small E-Shield Generator 15000G
- Composite Sensor 20000G
- Large Thruster 51000G
- Energy Tank 13000G

Hunting Center:

- 1) Task: Saber Tiger X 6, GunSniper X 6
Bounty: 55000G
- 2) Task: FlyScissors X 6, Double Sworder X 8
Bounty: 80000G
- 3) Task: Raynos X 15
Bounty: 50000G, Core Active Ion Large (Item)
- 4) Task: Snipe Master X 6, Pteras X 6
Bounty: 100000G, Shockwave (Item)
- 5) Task: Unenlagia X 6, Killer Dome X 6
Bounty: 0G, Physics Enhance Unit Medium (Armament)
- 6) Task: Snipe Master X 4, Aro Saurer X 8
Bounty: 0G, Hyper Particle Cannon (Armament)

The Chest in the Zoids Research Facility has a Dark Horn Zoid Data.

The Chest in the Item and Weapon Shop has a Core Security 2 Deck Command.

When you are ready, exit.

Overworld

Objectives:

- Head for the area to the direct West opposite Red Clay City.

Return to the Path Fork. This time, take the Western Route. Proceed North.
Soon, there will be an event.

BOSS:

- -
- -Energy Liger /Blank- (900)
- -

Strategy: This Zoid is tough, but you have faced many strong enemies like these before, so there shouldn't be a real problem. The Energy Liger has some strong attacks, and tough defense, so be careful.

After this, there will be an event, and you will once again be in the Past Overworld.

In the Past Overworld, you will automatically enter No Edge Town.

No Edge Town

Items: Reactivate Unit

Zi Parts: MS Unit

Armaments: Small I-Field Generator

Accesses: Item Shop, Weapon Shop, Zoids Research Facility

Item Shop:

- Core Active Ion Medium 1000G
- Core Active Ion Large 2000G
- Reactivate Unit 800G
- Shockwave 3200G
- Emergency Retreat Unit 3000G

Weapon Shop:

- Ultra High Speed Gatling 19000G
- Anti-Air 4-Set Missile 33000G
- Long-Range Missile 50000G
- Poison Mist Cannon 35000G
- Super Heavy Armor 25000G
- Enhanced Laser Sensor 16000G
- All-Weather Radar 29000G
- E Enhance Unit Large 75000G

Objectives:

- Speak to the People, then head for the entrance.

Challenging Mode Level 6 Open

Explore this Town and talk to the people. The Chest in the Item Shop has a Reactivate Unit. The Chest in the Weapon Shop has an I-Field Generator. The Chest in the Zoids Research Facility has an MS Unit.

When you exit, there will be a short event.

Past Overworld

Enemies:

South Continent-

Red Horn, Saber Tiger, Saber Tiger AT, Saber Tiger SS, Command Wolf, Command Wolf AC, Redler, Redler Booster Cannon, HellCat, Iron Kong, Cannory Molga, Rev Raptor Pile Banker, Red Horn BG

Tip: The Red Horns usually carry Enhanced Chobam Armor. Try and use Junk Parts on them.

Here, move all the way North, and slightly West. Go into Reclas City.

Reclas City

Items: Core Active Ion Medium

Zoid Data: Iron Kong Maneuver

Armaments: Sonic Cannon

Deck Commands:

- Master of Supply (Old Man in the Bar)

Accesses: Item Shop, Weapon Shop, Zoids Research Facility, Bar

Item Shop:

- Core Active Ion Medium	1000G
- Core Active Ion Large	2000G
- Reactivate Unit	800G
- Shockwave	3200G
- Emergency Retreat Unit	3000G

Weapon Shop:

- Triper Cannon	27000G
- Rolling Cannon	23500G
- Laser Rifle	40000G
- Long-Range Missile	50000G
- Super Heavy Armor	25000G
- All-Weather Radar	29000G
- E Enhance Unit Large	75000G
- Core Enhance Unit Small	100000G

Objectives:

- Speak to the People, then head for the entrance.

Explore this Town and talk to the people. The Chest in the Item Shop has a Core Active Ion Medium. The Chest in the Weapon Shop has a Sonic Cannon. The Chest in the Zoids Research Facility has an Iron Kong Maneuver Data. Talk to the Old Man in the Bar to get the Master of Supply Deck Command.

Tip: Master of Supply lets you earn 2 times as much gold if you defeat all enemies in the turn you use the Deck Command.

After this, when you try to exit here, there will be an event. You will automatically end up in Imperial Base.

Imperial Base

Enemies:

Saber Tiger, Saber Tiger AT, Red Horn, Red Horn BG, HellCat, Iron Kong, Command Wolf AC, Redler, Redler Booster Cannon

Objectives:

- Proceed to the exit.

Imperial Base 4F-

Treasures: HS Set (Zi Part), E Enhance Unit (Armament),
Dark Horn HS (Zoid Data), Core Active Ion Large (Item),
Enhanced Chobam Armor (Armament)

Imperial Base 3F-

Treasures: Core Active Ion Medium (Item), E Enhance Unit Large (Armament),
War Conference (Deck Command), 5000G

Imperial Base 2F-

Treasures: Core Cleaner (Item), Core Active Ion Large (Item),
Anti-Air 4-Set Missile (Armament), 14000G,
Core Active Ion Medium (Item), Misfire (Deck Command),
Core Active Ion Large (Item), Super Heavy Armor (Armament),
ZoidCore Balm (Item), 13000G

You start out in 4F. Go down all the way, and enter the Staircase you see to go to 3F.

You see a Staircase to the left. First, go up, and take the Core Active Ion Medium from the Chest. Then return, and take the Staircase to the right to go to 4F.

Here, take the right Chest containing a HS Set, and the right Chest containing an E Enhance Unit. Then go right, and take the Staircase to get to 3F.

Here, go up and take the Chest containing an E Enhance Unit Large, then return, and take the Staircase to the left to get to 4F.

Here, take the Chest to the right containing Dark Horn HS Data. Go up. Take the right path, as the left path has nothing. Take the Chest containing a Core Active Ion Large, then go up, and take the Staircase to get to 3F.

Here, is a large room, with many Staircases. There are 3 Staircases in the upper middle of the room, and 2 Staircases at opposite left and right, and one Staircase at the bottom. First, go to the middle of the room, and take the Chests containing a War Conference Deck Command, and 5000G.

First, take the middle staircase at the upper middle of the room to get to 2F. Take the 3 Chests containing a Core Cleaner, a Core Active Ion Large, and a Anti-Air 4-Set Missile. Now return to the big room.

Note that the bottom Staircase and the far right Staircase are linked. Take those Staircases to get the Enhanced Chobam Armor, then return.

Now, take the left Staircase at the top middle of the room, to get to 2F. The Chests here contain 14000G, Core Active Ion Medium, and Misfire Deck Command. The Staircase that leads to 1F will have nothing, so just return.

Now, take the final Staircase, the right one in the top middle of the room, to get to 2F. The Chests here contain Core Active Ion Large, Super Heavy Armor, ZoidCore Balm, and 13000G. Go down, and take the Staircase to get to 1F.

Here, just move straight up, and take the Staircase to get to 2F.

Here, there is only one place to go. Take the Staircase to get to 1F. The other paths all lead to dead ends.

Here, just continue straight on. There will be an event, and you will fight a Boss.

BOSS:

```
-           -  
-       -Saber Tiger /Torma- (1000)  
-           -
```

Strategy: For a Boss, Torma has really low Defense, and unimpressive attack. This battle should not take too long.

After you are finished, you will automatically exit, and there will be an event.

Now, you should head Northwest, towards the Western side. You should reach Phantom Town.

```
-----  
Phantom Town  
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Items: 10000G

Deck Commands:

- Restrictor Equipment Release (Chest in the Item Shop)

Accesses: Item and Weapon Shop, Zoids Research Facility

Item Shop:

```
- Core Active Ion Medium   1000G  
- Core Active Ion Large   2000G  
- Reactivate Unit         800G  
- Shockwave               3200G  
- Emergency Retreat Unit  3000G
```

Weapon Shop:

- Triper Cannon	27000G
- Hybrid Vulcan	23000G
- Laser Rifle	40000G
- 8-Set Missile	40000G
- Anti-Laser Armor	30000G
- 3D Radar	34000G
- Core Enhance Unit Small	100000G
- Self Repair Unit Small	27000G

The Chest here has 10000G. The Chest in the Item Shop has a Restrictor Equipment Release Deck Command.

When you are ready, exit.

Past Overworld

Objectives:

- Confront the Death Saurer.
- Enter Kareid City.

Your next destination is to the direct North. First head Southeast, then North. Eventually, you will see 2 Towns, one of them has a Death Saurer.

Confront the Death Saurer for an event. After this, you will be free to move.

Head Northwest, and enter Kareid City.

Kareid City

Items: Core Active Ion Large

Armaments: Triple Cannon

Deck Commands:

- Reassign (Old Man in the Bar);
- Feena's Wish (When Ban, Irvine and Moonbay joins your Party)

Accesses: Item Shop, Weapon Shop, Zoids Research Facility, Bar

Item Shop:

- Core Active Ion Medium	1000G
- Core Active Ion Large	2000G
- Reactivate Unit	800G
- Shockwave	3200G
- Emergency Retreat Unit	3000G

Weapon Shop:

- Hybrid Vulcan	23000G
- Charge Particle Cannon	110000G
- Large Missile	65000G
- Anti-Laser Armor	30000G
- ECM	25000G

- 3D Radar 34000G
- Physics Enhance Unit Large 70000G
- Extension Generator Small 37000G

Objectives:

- Speak to Irvine and exit.

Upon entering, there is an event.

Status: Ban joins your Party. You will receive the Blade Liger. Irvine joins your Party. You will receive the Command Wolf IS. Moonbay joins your Party. you will receive the Pteras. Feena's Wish Deck Command obtained.

Tip: Try to build the Pteras into a Pteras Bomber.

The Chest in the Item Shop has a Core Active Ion Large. The Chest in the Weapon Shop has a Triple Cannon. Talk to the Old Man in the Bar to get the Reassign Deck Command.

When you are ready, speak to Irvine, and say yes to exit.

Past Overworld

Objectives:

- Confront the Geno Saurer and Gojulas.

Move to the West of the Town where the Death Saurer was. Confront the Geno Saurer and Gojulas for an event.

BOSS:

-
- -Geno Saurer /Raveena- (1000)
-

Strategy: This Boss has tough Defense, but not very strong attacks. It will take quite a while, but you will eventually take her down. Remember to recover accordingly.

After this, there will be an event. You will eventually end up at the New Overworld, and you will automatically enter Line City.

Line City

Zi Data: Shadow Fox, Liger Zero X-Armor

Armaments: Extension Generator Small

Deck Commands:

- Junk Parts 2 (Old Man in the Bar);
- Sanctuary of God (Chest in the Weapon Shop)

Accesses: Item Shop, Weapon Shop, Zoids Research Facility, Bar

Item Shop:

- Core Active Ion Medium 1000G
- Core Active Ion Large 2000G
- Zoid Core Balm 10000G
- Reactivate Unit 800G
- Shockwave 3200G
- Emergency Retreat Unit 3000G

Weapon Shop:

- Wide Calibre Gatling 23000G
- Hybrid Cannon 26500G
- 12-Set Missile 45000G
- Sonic Cannon 45000G
- Large Super Heavy Armor 30000G
- Enhanced Composite Sensor 28000G
- After Burner 65000G
- Small I-Field Generator 75000G

Objectives:

- Speak to the People, then head for the entrance.

Challenging Mode Level 7 Open

There will immediately be an event.

Status: Atrey joins your Party. You will receive the Trinity Liger. Bit joins your Party. You will receive the Liger Zero.

Tip: It is recommended that you build the Liger Zero into the Liger Zero Falcon, but it will be a long time before that happens. It may be wise to simply build a Schneider CAU for now first.

After this, explore the City and speak to the people.

The Chest in the Weapon Shop as a Shadow Fox Zoid Data. The Chest in the Item Shop has a Liger Zero X-Armor Zoid Data. The Chests in the Weapon Shop has an Extension Generator Small. Talk to the Old Man in the Bar to get the Junk Parts 2 Deck Command.

When you are ready, head for the entrance. There will be an event.

Status: Harry joins your Party. You will receive the Dark Horn HS. Jack Cisco joins your Party. You will receive the Lightning Saix. Benjamin joins your Party. Sebastian joins your Party.

Tip: Harry is the only Pilot to Learn Negative Skills. DO NOT ASSIGN HIS SKILLS.

Exit here.

New Overworld

Enemies:

South Region-

Kenihhi Wolf, Command Wolf, Iron Kong, Red Horn, Redler Booster Cannon, FlyScissors, Saber Tiger, Snipe Master, Snipe Master A-Shield, LeoBlaze, Unenlagia, Mosasledge, NightWise, Rev Raptor, Rev Raptor Pile Banker,

ShellKarn, DiploGuns, DemonsHead

Shallow Water-

Pteras, Pteras Bomber, Raynos, FlyScissors, DiploGuns, Mosasledge, NightWise,
Storm Sworder, Storm Sworder FX, Sinker

North Region-

Liger Zero Schneider, Double-Arm Lizard, Lightning Saix, Blade Liger,
Shadow Fox, Dark Horn, Red Horn BG, Saber Tiger AT, Saber Tiger SS, Gojulas,
Gojulas Gunner, Storm Sworder, Liger Zero Jager, Blade Liger AB, Shield Liger,
Shield Liger DCS-J, Red Horn, Snipe Master, Snipe Master A-Shield, Iron Kong,
Redler Booster Cannon, Kenihhi Wolf, ShellKarn, DiploGuns, DemonsHead,
FlyScissors, HellCat

Upon exiting, there will be another event.

Status: Your Zoid Carrier is now the Hover Cargo. You will now be able to
move on Shallow Water.

Your next destination is Aiga Dome, which is to the far Northwest.

Note that the Weapon Shops of Sea Air City, Crumble Town, and Romeo City,
have all changed.

Sea Air City

Weapon Shop:

- Heavy Cannon	30000G
- Napalm Missile	80000G
- Acid Cannon	45000G
- Anti-Missile Shield	250000G
- E-Shield Generator	35000G
- Radome Unit	39000G
- High Mobility Thruster	71000G
- Core Enhance Unit	200000G

Crumble Town

Weapon Shop:

- High Speed Rail Gun	34000G
- Hybrid Cannon	26500G
- Anti-Air 8-Set Missile	37000G
- Poison Cloud Cannon	45000G
- Large Super Heavy Armor	30000G
- E-Shield Generator	35000G
- Enhanced Composite Sensor	28000G
- High Mobility Thruster	71000G

Romeo City

Weapon Shop:

- External Charge Particle Cannon	160000G
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- Neutron Missile	95000G
- Super Electro-Magnetic Cannon	50000G
- Anti-Missile Shield	250000G
- Infra-Red Scanner	32000G
- Radome Unit	39000G
- Core Enhance Unit	200000G
- Extension Generator Medium	74000G

Aiga Dome

Treasures: Core Active Ion Medium (Item), Fissure (Deck Command)

Enter the doorway. There will be an event.

BOSS:

-	-Raynos /Jemy- (400)
-GunSniper LS /Linon- (700)	-
-	-Shadow Fox /Barad- (800)

Strategy: This is a standard battle, with fairly strong enemies. You should not have too much problems as long as you are prepared. You should try to get rid of Linon as soon as possible, as she can deal heavy damage with 2 Shooting Attacks.

After this, there will be an event.

Your next destination is Joras Dome, which is the the Southwest area.

Joras Dome

Treasures: Core Active Ion Medium (Item), Dense Fog Alert (Deck Command)

Enter the doorway. There will be an event.

BOSS:

-	-Double Arm Lizard /BD Member- (500)
-	-Kimera Dragon /Bolter- (900)
-	-Double Arm Lizard /BD Member- (500)

Strategy: Focus on getting rid of the Double Arm Lizards. The Kimera Dragon has a very strong Combat attack, so be careful. All of them have high defense, so it will take quite some time to take each one down.

After this, there will be an event.

Your next destination is Matta Dome, which is the the Southeast area past Romeo City.

Matta Dome

Treasures: Core Active Ion Medium (Item), Solar Motion Tactics (Deck Command)

Enter the doorway. There will be an event.

BOSS:

-
- -Berserk Fuhrer /Vega- (950)
-

Strategy: This is one tough Boss. Not only does he have high defense, he also has strong attacks. You should heal accordingly. He usually does not have the EP to use the Charge Particle Cannon more than once, but be prepared for it. This battle is not going to be easy.

After this, there will be an event.

Your next destination is Romeo City.

Romeo City

Objectives:

- Confront Vega.

Here, go somewhere into the lower part of Town where you see Vega. There will be a long event.

Status: Vega joins your Party. You will receive the Berserk Fuhrer. Linon joins your Party. You will receive the GunSniper LS. Jemy joins your Party. You will receive the Raynos. Barad joins your Party. You will receive the Shadow Fox. Naomi joins your party. You will receive the red GunSniper. Leon joins your Party. You will receive the red Blade Liger.

Challenging Mode Level 8 Open

After this, you are free to move. Your next destination is Matta Dome again.

Tip: If you can, Build Leon's Blade Liger into a Blade Liger AB. Build Naomi's GunSniper into a GunSniper LS.

Matta Dome

Objectives:

- Confront Victory Liger.

Make sure you are fully prepared, as you will be leaving the New Overworld once you get the Victory Liger.

When you are ready, confront the Victory Liger.

There will be a long series of events, and you will eventually end up back at your Overworld in Blue City Center District.

Blue City Center District

Deck Commands:

- Acty's Wish (After event in Acty's House)

Objectives:

- Go into Acty's House.
- Go into the Rest Area.

Status: You will receive the Victory Liger. RD leaves your Party with his Liger Zero. Fire Phoenix leaves your Party.

Now, go into Acty's house for an event. You will receive the Acty's Wish Deck Command.

Now go into the Rest Area for another event. After this, you will be free to move.

Exit here. Your next destination is Tetra Cave. Now that you have the Hover Cargo, from Blue City, head West across the Shallow Water, and enter the Cave.

Tetra Cave

Enemies:

Iron Kong, Iron Kong Maneuver, Saber Tiger AT, Geno Saurer, Geno Breaker, Elephander, Dark Spiner, Gojulas, Gojulas Gunner, Blade Liger, Blade Liger AB, Shield Liger DCS-J, Storm Sworder, Buster Eagle, Dibison, Dark Horn, Red Horn, Red Horn BG, Griffon, Shield Liger, Liger Zero X-Armor, Liger Zero Panzer, Shadow Fox, Lightning Saix, GunSniper LS, Lord Gale

Tetra Cave B1F-

Treasures: 12000G, Gojulas G Orga (Zoid Data), Core Active Ion Large (Item), Core Enhance Unit (Armament)

Tetra Cave B2F-

Treasures: Shockwave (Item), 14000G, Decoy (Deck Command)

Tetra Cave B3F-

Treasures: Hyper Rail Gun (Armament), Zoid Core GS (Zi Part), 18000G

Here, note that there are 2 Staircases. First, go up, and take the Chest on the upper side containing 12000G. Now, take the left Staircase first.

You are at B2F. Here, take the other Staircase and get to B1F. Take the Chests containing the Gojulas G Orga Data and Core Active Ion Large. Return back to where you were.

This time, take the upper Staircase, to get to B2F.

Here, take the Chest containing a Shockwave. Now go through the Staircase on the left, to get to B3F.

This is a large place with confusing loop paths. Get to the upper left side of the area, and get the Chest containing 18000G. Then, move to the right area close to the center, and get the Chests in the open area, containing a Hyper Rail Gun, and a Zoid Core GS. When you are done, look for a narrow path going down, follow it left, then go all the way up, and go through the Staircase to get to B2F.

Here, go up, and take the Chest containing 14000G. Go right and down. Go right. You should see a Staircase. Now go up, and take the Decoy Deck Command. Go through the Staircase to get to B1F.

Here, go right and take the Chest containing a Core Enhance Unit. Now, go up and exit.

Overworld

Enemies:

Tetra Cave Region-

Iron Kong, Iron Kong Maneuver, Saber Tiger AT, Geno Saurer, Geno Breaker, Elephander, Dark Spiner, Gojulas, Gojulas Gunner, Blade Liger, Blade Liger AB, Shield Liger DCS-J, Storm Sworder, Buster Eagle, Dibison, Dark Horn, Red Horn, Red Horn BG, Griffon, Shield Liger, Liger Zero X-Armor, Liger Zero Panzer, Shadow Fox, Lightning Saix, GunSniper LS, Lord Gale

Objectives:

- Confront the Liger Zero and Gairyuki.

Head up North. You should see a Gairyuki and Liger Zero. First, go into Town.

Sand Town

Items: 10000G, Core Active Ion Large

Armaments: Charge Particle Cannon

Accesses: Item Shop, Weapon Shop, Zoids Research Facility, Hunting Center

Item Shop:

- Core Active Ion Medium	1000G
- Core Active Ion Large	2000G
- Zoid Core Balm	10000G
- Reactivate Unit	800G
- Shockwave	3200G
- Core Cleaner	28000G
- Emergency Retreat Unit	3000G
- Teleporter Unit	8000G

Weapon Shop:

- Buster Cannon	33000G
- Spread Charge Particle Cannon	210000G
- Anti-Air 12-Set Missile	41000G
- Corrosive Acid Cannon	55000G
- Rare Metal Armor	280000G
- Large E-Shield Generator	55000G
- Super Mobility Thruster	91000G
- E Enhance Unit Great	98000G
- Large I-Field Generator	105000G
- E Charger	33000G

Hunting Center:

- 1) Task: Blade Liger X 8, Blade Liger AB X 10
Bounty: 80000G
- 2) Task: Red Horn BG X 10, Lord Gale X 10
Bounty: 150000G
- 3) Task: Shadow Fox X 6, Guysack X 10
Bounty: 230000G
- 4) Task: Gojulas Gunner X 5, Redler BC X 9
Bounty: 300000G
- 5) Task: Dark Horn X 5, Kenihhi Wolf X 8
Bounty: 0G, Neutron Missile (Armament)
- 6) Task: Griffon X 5, Zabat X 15
Bounty: 0G, Super Electro-Magnetic Cannon (Armament)
- 7) Task: Elephander X 5, Golhex X 10
Bounty: 0G, Core Cleaner (Item)
- 8) Task: Liger Zero X-Armor X 5, Pteras Bomber X 15
Bounty: 0G, Anti-Particle Shield (Armament)

Take the 10000G from the Chest here. The Chest in the Item Shop has a Core Active Ion Large. The Chest in the Weapon Shop has a Charge Particle Cannon.

When you are ready, exit.

Confront the Gairyuki and Liger Zero. There will be an event. Eventually, you will end up back at Blue City Center District in the Rest Area.

Blue City Center District

Deck Commands:

- Sweet's Wish (After event in Rest Area)

Objectives:

- Exit Rest Area.
- Talk to boy at the trees.

First, after a long event, you will get Sweet's Wish Deck Command. Now exit, for another long event.

You will be free to move. Go to the area with trees and speak to the boy. There will be an event. You will end up at Forest Town.

Forest Town

Items: 10000G, ZoidCore Balm

Armaments: Anti-Air 8-Set Missile

Accesses: Item Shop, Weapon Shop, Zoids Research Facility, Hunting Center

Item Shop:

- Core Active Ion Medium 1000G
- Core Active Ion Large 2000G
- Zoid Core Balm 10000G
- Reactivate Unit 800G

- Shockwave 3200G
- Core Cleaner 28000G
- Emergency Retreat Unit 3000G
- Teleporter Unit 8000G

Weapon Shop:

- Hyper Rail Gun 46000G
- Focus Charge Particle Cannon 260000G
- 16-Set Missile 50000G
- Reaction Missile 110000G
- Ele Shot 70000G
- Enhanced ECM 35000G
- Physics Enhance Unit Great 90000G
- Core Enhance Unit Large 300000G
- Self Repair Unit Medium 37000G
- Extension Generator Large 117000G

Hunting Center:

- 1) Task: Iron Kong X 8, Double Arm Lizard X 2
Bounty: 200000G
- 2) Task: Dibison X 5, Iron Kong PK X 4
Bounty: 300000G
- 3) Task: Saber Tiger AT X 9, Saber Tiger X 4
Bounty: 400000G

Objectives:

- Speak to the People, then head for the entrance.

Speak to the people here. The Chest here contains 10000G. The Chest in the Item Shop has a ZoidCore Balm. The Chest in the Weapon Shop has an Anti-Air 8-Set Missile.

When you are ready, head for the entrance. There will be an event.

Status: RD joins your Party. You will receive the Liger Zero. Jet Falcon joins your Party. This Zoid is Fixed. This Zoid's Pilot is Blank, and may fight normally in Battles. This Zoid may be upgraded normally.

Status: You will obtain the Whale King as your Zoid Carrier Transport.

Overworld

Enemies:

Forest Town Region-

Leostriker, Kenihhi Wolf, Shadow Fox, Iron Kong, Iron Kong Maneuver, Iron Kong PK, Dark Spiner, Dark Horn, Elephander, Geno Saurer, Blade Liger, Blade Liger AB, Shield Liger DCS-J, Lord Gale, Double Arm Lizard, Shield Liger, Liger Zero X-Armor, Storm Sworder, Buster Eagle, Griffon, Brachio Rex, Missile Tortoise, Geno Breaker

Now, return to Blue City Center District.

Blue City Center District

Objectives:

- Enter Rest Area.

Go into the Rest Area. There will be an event.

Status: Arrow joins your Party. You will receive the Rayse Tiger. Gamy joins your Party. You will receive the Gojulas Giga Safety Bureau. Chao joins your Party. You will receive the Aro Saurer. Dyd joins your Party. You will receive the Golhex.

Your next destination is Center District Zoid Road.

But first, there are plenty of optional areas to go to. Now that you have the Whale King, these areas are much easier accessible.

The West Shore Cave is to the Northeast of Riverside Town.

Koolag Town is to the West of Forest Town.

Strange Cave is to the West of Red Clay Town.

Solitary Island Underground Cave is on the island to the Northwest corner of the Map.

Desert Cave is to the direct West of Strange Cave.

It may be wise to do visit Solitary Island Underground Cave and Desert Cave later.

West Shore Cave

Enemies:

Killer Dome, Boldgald, Aro Saurer, Golhex, Cannon Tortoise BC, Redler, Zabat, Raynos, GunSniper, Command Wolf, Rev Raptor, DemonsHead, Pteras Bomber, Cannory Molga, Godos

West Shore Cave B1F-

Treasures: E Enhance Unit Small (Armament), 7000G

West Shore Cave B2F-

Treasures: Poison Gas Cannon (Armament), Emergency Retreat Unit (Item),
10000G, BG Unit (Zi Parts)

From here, go up then right. Go up all the way, and take the Chest containing an E Enhance Unit along the way. Go right, then down, then right. Take the Chest here. Go up, and go to the Staircase to get to B2F.

From here, first take the left path, and follow it until you reach the Chest containing a Poison Gas Cannon. Now return and take the right path. Here, go right, then up. Take the right path here to get to a Chest containing an Emergency Retreat Unit. Return and take the left path, going up. Go right, then down. Continue left. Here, take the Chests containing 10000G and BG Unit. That is all that is here. Now return and exit.

Koolag Town

Items: 10000G

Armaments: Napalm Missile

Accesses: Item and Weapon Shop, Zoids Research Facility, Hunting Center

Item Shop:

- Core Active Ion Medium 1000G
- Core Active Ion Large 2000G
- Zoid Core Balm 10000G
- Reactivate Unit 800G
- Shockwave 3200G
- Core Cleaner 28000G
- Emergency Retreat Unit 3000G
- Teleporter Unit 8000G

Weapon Shop:

- Focus Charge Particle Cannon 260000G
- Anti-Air 16-Set Missile 45000G
- Reaction Missile 110000G
- Ele Shot 70000G
- Enhanced ECM 35000G
- Physics Enhance Unit Great 90000G
- Core Enhance Unit Large 300000G
- Extension Generator Special 157000G
- Dummy Organoid White 800000G
- ZOS 900000G

Hunting Center:

- 1) Task: Dark Spiner X 12, Killer Dome X 3
Bounty: 450000G
- 2) Task: Shadow Fox X 10, Storm Sworder X 4
Bounty: 600000G
- 3) Task: Elephander X 10, Command Wolf AC X 5
Bounty: 700000G
- 4) Task: Kenihhi Wolf mk-II X 9, Kenihhi Wolf AC X 6
Bounty: 900000G

The Chest here has 10000G. The Chest in the Item and Weapon Shop has a Napalm Missile.

Strange Cave

Enemies:

Raynos, Redler, Redler Booster Cannon, Kenihhi Wolf, Command Wolf AC, Boldgald, Double Arm Lizard, Red Horn, Saber Tiger, LeoBlaze, Unenlagia, NightWise, Mosasledge, Snipe Master, Snipe Master A-Shield, FlyScissors, DemonsHead, ShellKarn, DiploGuns, Rev Raptor Pile Banker, GunSniper

Strange Cave BlF-

Treasures: Core Active Ion Small (Item), Heavy Particle Cannon (Armament), 5000G, Assisted Cooperation (Deck Command)

Strange Cave B2F-

Treasures: 10000G, Enhanced Fused Armor (Armament), Lightning Saix (Zi Data),
9000G, Core Active Ion Large (Item), Elephander (Zi Data)

First, take the right path, to get to the Chest containing a Core Active Ion Small. Now return and take the left path. Continue left. Take the lower path, and take the Chest containing a Heavy Particle Cannon. Return and take the upper path. Go right. You see a series of archways. Go down, and take the Chest containing 5000G at the left side. Take the lower path at the right, and take the Chest containing Assisted Cooperation Deck Command. Now return and take the right path. Go up, and go through the Staircase to get to B2F.

Here, take the left path. Go all the way up, and take the Chests containing 10000G and Enhanced Fused Armor at the upper left corner. Now go right, then go down, to the Center of the room. Take the Chests containing a Lightning Saix Data and 9000G. Now return to where the Staircase is. Take the right path and go to the right area. Move along the bottom area to the right, and take the Chest containing a Core Active Ion Large. Move left the up, right, and down, and take the Chest containing an Elephander Data. Now you are finished with this place. Exit here.

Solitary Island Underground Cave

Enemies:

Leostriker, Kenihhi Wolf, Shadow Fox, Iron Kong, Iron Kong Maneuver,
Iron Kong PK, Dark Spiner, Dark Horn, Elephander, Geno Saurer, Blade Liger,
Blade Liger AB, Shield Liger DCS-J, Lord Gale, Double Arm Lizard, Shield Liger,
Liger Zero X-Armor, Storm Sworder, Buster Eagle, Griffon, Brachio Rex,
Gojulas, Gojulas Gunner, Dibison, Missile Tortoise, Lightning Saix,
Kenihhi Wolf mk-II, Geno Breaker

Solitary Island Underground Cave B1F-

Treasures: ZoidCore Balm (Item), Tiger's Soul (Zi Parts),
External Charge Particle Cannon (Armament),

Solitary Island Underground Cave B2F-

Treasures: 20000G

Solitary Island Underground Cave B3F-

Treasures: Self Repair Unit Medium (Armament), Saber Tiger TS (Zi Data)
Core Active Ion Large (Item), Parts Enforced Removal (Deck Command)

From here, take the right path, and continue, and take the Chest containing a ZoidCore Balm. Return and take the left path. Go up, and go through the Staircase to get to B2F.

Here, take the left path first. Go all the way up, and take the Staircase to get to B1F.

Here, just go down, left, and up, and take the Chests containing a Tiger's Soul and an External Charge Particle Cannon. Now return to the previous floor before the path split.

Take the right path this time. Go all the way right, until you reach a Chest

containing 20000G. Now go left and up. Note that there are another 2 Staircases from here. Take the middle right path. Go all the way right and up, and enter the Staircase to get to B3F.

Here, go up and take the Chests containing a Self Repair Unit Medium and Saber Tiger TS Data. Now go back and return to the path split.

Here, take the upper left path, and enter the Staircase to get to B3F. Take the lower Chest containing a Core Active Ion Large, and the upper Chest containing a Parts Enforced Removal Deck Command. That is all that is here. Now return and exit.

Desert Cave

Enemies:

Leostriker, Kenihhi Wolf, Shadow Fox, Iron Kong, Iron Kong Maneuver, Iron Kong PK, Dark Spiner, Dark Horn, Elephander, Geno Saurer, Blade Liger, Blade Liger AB, Shield Liger DCS-J, Lord Gale, Double Arm Lizard, Shield Liger, Liger Zero X-Armor, Storm Sworder, Buster Eagle, Griffon, Brachio Rex, Gojulas, Gojulas Gunner, Dibison, Missile Tortoise, Lightning Saix, Kenihhi Wolf mk-II, Geno Breaker

Desert Cave B1F-
Treasures: 20000G, Emergency Retreat Unit (Item)

Desert Cave B2F-
Treasures: Boundary Resupplying (Deck Command),
Dummy Organoid White (Armament), 25000G, Geno Breaker (Zi Data)

This place is a maze of confusing loop paths. First, go left, and take the Chest containing 20000G at the lower left area. Explore the upper right area, and take the Chest containing an Emergency Retreat Unit. Note that there are 2 Staircases here. One is at the upper middle, the other is at the lower middle. First, take the upper left Staircase to get to B2F.

Go up and take the Chest containing Boundary Resupplying Deck Command. Now, return to B1F and take the other Staircase.

Here, explore the upper region. Take the Chest that is on the upper right, containing a Dummy Organoid White. Now explore the lower region. The Chest at the lower left corner contains 25000G. The Chest at the middle right area has a Geno Breaker Zi Data. That is all that is here. Now return and exit.

Center District Zoid Road

Here, move to the upper right corner of the place. The closed off area will now be opened. As you approach, an event happens.

Enter the passage.

Ambitions Secret Base

Enemies:

Leostriker, Kenihhi Wolf, Shadow Fox, Iron Kong, Iron Kong Maneuver, Iron Kong PK, Dark Spinner, Dark Horn, Elephander, Geno Saurer, Blade Liger, Blade Liger AB, Shield Liger DCS-J, Lord Gale, Double Arm Lizard, Shield Liger, Liger Zero X-Armor, Storm Sworder, Buster Eagle, Griffon, Brachio Rex, Gojulas, Gojulas Gunner, Dibison, Missile Tortoise, Lightning Saix, Kenihhi Wolf mk-II, Geno Breaker

Ambitions Secret Base 1F-

Treasures: Core Active Ion Small (Item), Core Active Ion Medium (Item), Photon Particle Cannon (Armament), Matrix Dragon (Zi Data)

Ambitions Secret Base B1F-

Treasures: Beam Disruption Screen (Deck Command), 14000G, Corrosive Acid Cannon (Armament)

Ambitions Secret Base B2F-

Treasures: 18000G, Core Active Ion Medium (Item), Emergency Retreat Unit (Item)

Ambitions Secret Base B3F-

Treasures: 9000G, Core Active Ion Large (Item)

Ambitions Secret Base B4F-

Treasures: 22000G, 12-Set Missile (Armament), ZoidCore Balm (Item), Teleporter Unit (Item), Geno Saurer (Zi Data)

Objectives:

- Confront the Geno Saurer.
- Confront the Geno Hydra.

Go up, and take the Chest containing a Core Active Ion Small. Go further up, and take the Chest containing a Core Active Ion Medium. Go up and take the Staircase to get to B1F.

Take note that there are another 2 Staircases here. The one directed up is where you should go. But first, go up, and go right into the narrow passage. Go down, and take the Chest containing a Beam Disruption Screen Deck Command. Go left then up, and right. Go up all the way, then go left, and take the Staircase to get to B2F.

Here, go right and up. Take the Chest on the right side containing a Core Active Ion Medium, and the Chest on the left side containing 18000G. Now return to B1F. This time, take the other Staircase, to get to B2F.

Here, you are in a large room. There are 3 more Staircases here. The Staircase at the top left area leads to B1F. The top right Staircase and the bottom right Staircase lead to B3F, and they are linked. First, take the Chest at the bottom middle of the room containing an Emergency Retreat Unit. Go up and take the top left Staircase.

Go right, then up. Take the the Chest containing 14000G. Go further up, and take the Chest containing a Corrosive Acid Cannon. Go left, then go up, and take the Staircase to get to 1F.

Here, go up, and left, then go up. The Chest at the upper left side has a Photon Particle Cannon. The Chest at the upper right has a Matrix Dragon Data.

Now return to the big room at B2F. Take the upper right Staircase to get to B3F.

Here, go down. You will see a Staircase to the side that leads to B4F, and another Staircase below, that is also linked to the big room. First, go down, and take the Chest containing 9000G. Now, take the Staircase that leads to B4F.

The music changes at B4F. Here, go all the way up, and follow the path. Take the Chest containing 22000G. Now return, and take the right path. Go down, and take the left Chest containing a 12-Set Missile, and the right Chest containing a ZoidCore Balm. Now, return to the previous floor.

Go right. Here, there are 2 paths. Go right again. In this large area, go up, and take the Chest containing a Core Active Ion Medium. Go down and go back to the path split. This time, go down all the way, then right all the way, until you reach the narrow path. Go up all the way and confront the Geno Saurer. There will be an event.

Status: Blood joins your Party. You will receive the blue Geno Saurer.

Tip: When you get the chance much later, build the Geno Saurer into a Geno Flame.

Continue, and go through the Stairs to get to B4F.

Go up. Here, you see 2 paths going right. First, take the upper right path, and follow it, until you reach a Chest containing a Teleporter Unit. Now return to the path split, and take the lower right path. Go right all the way, then up, and left, and take the Chest containing a Geno Saurer Data. Return to the path split, and go all the way up. Prepare yourself, then confront the Geno Hydra.

There will be an event, and you will fight a Boss.

BOSS:

```
-           -  
-           -Geno Hydra VF /Crown- (1250)  
-           -
```

Strategy: This is one difficult Boss, with tough defense and high attack. But by now, you should be quite used to such Bosses. The Battle is 1 VS 6, so you should still manage just fine.

After this, there will be a series of events.

Status: You will receive the Victory Rex.

After an event, there will be another Boss Battle. The Menu will automatically open. You are required to use RD, and only RD, so prepare accordingly.

BOSS:

```
-           -  
-           -Gairyuki /Blade- (1300)  
-           -
```

Strategy: This will be one very difficult battle. If possible, try to place RD on a much stronger Zoid. This is especially required if you haven't been focussing on training RD's Liger Zero. Otherwise, you won't stand much of a chance of winning. Any attacks less than 200 would hardly make a scratch on the Gairyuki. If possible, put RD on a Berserk Fuhrer, or Gojulas Giga Safety Bureau.

After this, there will be an event. You will eventually end up at Arcadia Overworld.

You will automatically enter Arcana Village.

Tip: The Victory Rex is a Zoid able to form Unizons with the Victory Liger, Trinity Liger, Geno Hydra, and Death Saurer.

Arcana Village

Zi Parts: Shutulm Unit

Armaments: ZOS

Deck Commands:

- Air Blast Request (Chest in the Item Shop)
- Assault (Old Man in the Bar)

Accesses: Item Shop, Weapon Shop, Zoids Research Facility, Bar

Item Shop:

- Core Active Ion Medium 1000G
- Core Active Ion Large 2000G
- Zoid Core Balm 10000G
- Reactivate Unit 800G
- Shockwave 3200G
- Core Cleaner 28000G
- Emergency Retreat Unit 3000G
- Teleporter Unit 8000G

Weapon Shop:

- Ultra Cannon 36000G
- Great Charge Particle Cannon 310000G
- Hyper Missile 170000G
- Super Sonic Cannon 80000G
- Anti-Particle Shield 380000G
- Super E-Shield Generator 150000G
- Enhanced Composite Sensor 28000G
- Core Enhance Unit Great 400000G
- E Charger 33000G
- Extension Generator Large 117000G

Objectives:

- Enter the Bar.

Challenging Mode Level 9 Open

Explore the Village. The Chest in the Zoid Research Facility has a Shutulm Unit. The Chest in the Item Shop has Air Blast Request Deck Command. The Chest in the Weapon Shop has a ZOS.

Enter the Bar for an event.

Status: Regina joins your Party. Arth joins your Party. Jack joins your Party.

Talk to the Old Man in the Bar to receive the Assault Deck Command.

Exit when you are ready.

Arcadia Overworld

Enemies:

Dark Spiner, Geno Saurer, Geno Breaker, Storm Sworder FX, Elephander, Blade Liger, Blade Liger AB, Double Arm Lizard, Lord Gale, Kimera Dragon, Matrix Dragon, Gojulas, Gojulas Gunner, Gojulas G Orga, Gojulas Giga, Kenihhi Wolf, Kenihhi Wolf mk-II, Shadow Fox, Liger Zero, Griffon, Buster Eagle, Iron Kong, Iron Kong SS, Iron Kong Maneuver, Iron Kong PK, Liger Zero Panzer, Liger Zero Jager, Liger Zero X-Armor, Liger Zero Schneider, Elephander AG, Berserk Fuhrer, Killer Spiner

Objectives:

- Approach Ancient Ruins.

Go South, then West, then North. There is a Castle, but it is inaccessible. Continue. Your next destination is the Ancient Ruins, which is to the Northeast. To get there, you have to travel through a long confusing winding path. Check your Map, and follow the path, and you will eventually get there.

Ancient Ruins

Enemies:

Elephander, Elephander AG, Storm Sworder FX, Buster Eagle, Griffon, Dark Spiner, Geno Breaker, Geno Saurer, Berserk Fuhrer, Gojulas Gunner, Gojulas G Orga, Gojulas Giga, Blade Liger, Blade Liger AB, Iron Kong, Iron Kong SS, Iron Kong Maneuver, Iron Kong PK, Double Arm Lizard, Lord Gale, Kimera Dragon, Gojulas, Kenihhi Wolf, Kenihhi Wolf mk-II, Liger Zero Panzer, Liger Zero Jager, Liger Zero Schneider, Liger Zero X-Armor, Matrix Dragon, Killer Spiner

Ancient Ruins B1F-

Treasures: Core Active Ion Medium (Item), Emergency Retreat Unit (Item), Jagd Unit (Zi Part), Core Active Ion Large (Item)

Ancient Ruins B2F-

Treasures: 50000G, Shutulm Fuhrer (Zi Data), Core Active Ion Medium (Item), Large I-Field Generator (Armament)

Ancient Ruins B3F-

Treasures: Super Mobility Thruster (Armament), 20000G, Shockwave (Item)

Ancient Ruins B4F-

Treasures: Jagd Fuhrer (Zi Data), Large Magnetism Detector (Armament), Core Active Ion Large (Item), 10000G, 4000G, ZoidCore Balm (Item)

Ancient Ruins B5F-

Treasures: Zoid Core MT (Zi Part), 8000G, Anti-Missile Shield (Armament), Core Active Ion Medium (Item), Emergency Retreat Unit (Item)

Ancient Ruins B6F-

Treasures: Enhanced ECM (Armament), 7000G, Core Cleaner (Item)

Ancient Ruins B7F-

Treasures: 20000G, ZoidCore Balm (Item), Large Super Heavy Armor (Armament), 10000G, Radome Unit (Armament), 7000G

Ancient Ruins B7F-

Treasures: 60000G, Core Cleaner (Item), 5000G, Mad Thunder (Zi Data)

Objectives:

- Confront the Geno Flame, Jagd Fuhrer, and Shutulm Fuhrer.
- Confront the 4 Buster Fuhrers.
- Get to designated area of B8F.

First, go up, then right. Go down, and take the Chest containing a Core Active Ion Medium. Go all the way up. Note that there are 3 Staircases at the top of the room. First, go right, then down, and take the Chest containing an Emergency Retreat Unit.

Now, take the upper middle Staircase first to get to B2F. Here, take the Chest containing 50000G. Return out.

Now, take the upper left Staircase to get to B2F. Here, take the left Chest containing a Shutulm Fuhrer Data, and the right Chest containing a Core Active Ion Medium. Return out.

This time, take the upper right Staircase to get to B2F.

Go up, then go left. Go down into the small room, and take the Chest containing a Large I-Field Generator. You see a Staircase to the right. Take it to get to B1F.

Here, go up. Take the left Chest containing a Jagd Unit, and the right Chest containing a Core Active Ion Large. Return to the previous floor.

Go up and left. Note that there are 2 more Staircases here. One is at the lower left corner of the room, the other is at the upper left of the room. Both lead to B3F. The upper left of the room is where you should go. But first, take the lower left Staircase to get to B3F.

Here, go down and take the lower Chest that has a Super Mobility Thruster. Go up and take the Chest on the upper left containing 20000G. You will notice that there are 2 more Staircases here. First, take the lower Staircase to get to B4F.

Here, go up and take the left Chest containing a Jagd Fuhrer Data, and the right Chest containing a Large Magnetism Detector. Return back to the previous floor, and this time take the upper Staircase to get to B4F.

Here, go up, and take the Chest on the right containing a Core Active Ion Large. Continue up and take the Staircase to get to B5F.

Here, go all the way up, and take the Chest in this large room containing a Zoid Core MT. Now, return all the way to B2F. This time, take the Staircase on the upper left, to get to B3F.

You are in a symmetrical-like room. Go right, then down, then take the Chest in the middle containing a Shockwave. Continue down. Take the Staircase below, to get to B4F.

Go up. Explore this area carefully. A Geno Flame, Jagd Fuhrer, and Shutulm Fuhrer are blocking your way forward. There are 2 more Staircases at the left and right sides of the room. These Staircases are linked. The Chest at the upper left side contains 10000G. The Chest at the upper right side contains 4000G. The Chest at the lower left side contains a ZoidCore Balm. First take either the left or right Staircases to get to B5F.

Here, go to the centre of the room. The left Chest contains 8000G. The right Chest contains an Anti-Missile Shield. Now return to the previous floor.

When you are ready, confront the Geno Flame, Jagd Fuhrer and Shutulm Fuhrer. There will be an event, and a Boss fight.

BOSS:

- -Shutulm Fuhrer /Raven- (900)
- -Jagd Fuhrer /Hiltz- (1000)
- -Geno Flame /Reeza- (900)

Strategy: You are not just dealing with one, but with 3 powerful enemies. But by now, you should be strong enough to deal with them. Try to take down the Geno Flame first, then the Shutulm Fuhrer, and finally the Jagd Fuhrer. While they have strong Weapons, they usually don't have much EP to use them. They are unlikely to deal much damage on your team.

When you are finished, an event happens, and you are free to move. Go up, take the Staircase and get to B5F.

Here, go left and take the Chest containing a Core Active Ion Medium. You see a Staircase up there. Go left, then down, then right, then up, and take the Chest containing an Emergency Retreat Unit. Go back, and take the Staircase to get to B6F.

Here, you are in a slightly symmetrical room. Explore this place carefully. You will notice 2 Staircases at the left and right sides of the room. There are 4 small rooms at each corner. At the lower middle of the room, are the 4 Buster Fuhrers. The Chest at the top left room has an Enhanced ECM. The Chest at the lower left room has 7000G. The Chest at the lower right room has a Core Cleaner. The side Staircases each lead to different Treasures.

First, take the left Staircase to get to B7F. The upper Chest has 20000G, and the lower Chest has a ZoidCore Balm. Return to the previous floor.

Now, take the right Staircase to get to B7F. The upper Chest has a Large Super Heavy Armor, and the lower Chest has 10000G. Return to the previous floor.

When you are ready, confront the 4 Buster Fuhrers. There will be an event, and a Boss fight.

BOSS:

- -Buster Fuhrer /Relm- (700)
- Buster Fuhrer /Orpis- (1000) -Buster Fuhrer /Raveena- (600)
- -Buster Fuhrer /Hargal- (800)

Strategy: Orpis is in the Black Buster Fuhrer, Relm is in the Red Buster Fuhrer, Raveena is in the White Buster Fuhrer, and Hargal is in the Blue Buster Fuhrer. They all have good Defense and attack, but their HP is not exactly the best. You are dealing with 4 of them, so don't underestimate their power. Hargal has the lowest Defense, but he has good HP. Raveena has the lowest HP, but she has high Defense. Destroy the front row first before focussing on Orpis.

After the event, you are free to move. Take the Staircase at the center to get to B7F.

Go up. Here, take the left path. Go all the way down, and take the Chest containing a Radome Unit. Now return, and take the right path. Take the Chest on the right, containing 7000G. Go down all the way. You will see 3 Staircases here. The center one is where you should go. The left and right Staircases are linked. First, take either the left or right Staircases to get to B8F.

Here, the Chest at the center left side of the room has 60000G, and the Chest at the upper left side of the room has a Core Cleaner, the Chest at the center right side of the 5000G and the Chest at the upper right side has a Mad Thunder Data.

Return to the previous floor. This time, take the center Staircase, to get to B8F.

Prepare yourself. When you are ready, go all the way up. There will be a long event, and you will fight the Final Boss.

BOSS:

```
-           -  
-   -Death Saurer VF /Emperos- (4800)  
-           -
```

Strategy: This Boss has a rather low Defense, suprisingly. In fact, his Defense is much lower than that of a regular Death Saurer VF. However, he has rather high HP, and strong attacks. He can fire off 3 Shooting Weapons at the same time. One weapon hits all, one hits vertical, and one hits wide. Not only that, his EP usage is not high. He will occasionally use his Combat attack, and sometimes he does not have EP to use all 3 Weapons, but he can easily wipe out units with weak Defense when he does. Prepare yourself accordingly before you fight. Be careful with what you do, as after this, you have another battle. While his attacks are very high, it is not extreme, so your strongest Defense units can still hold on.

BOSS:

```
-           -  
-   -Death Saurer VF /Emperos- (9600)  
-           -
```

Strategy: This time, he is far stronger. His HP is twice as high, and his Defense is even higher. However, this Boss is all durability. As with other Bosses, if your defense is extremely high, he will not be able to deal much damage, unless in a Critical hit. He is still capable of dishing out very heavy damage frequently on your weak units, so be careful. This battle will take an extremely long time, and is a sheer test of endurance. The greatest irony is that while his HP is very high, and his EP usage is greatly reduced, but his Defense is still lower than a regular Death Saurer VF.

Once you win, there will be a long series of events.

CONGRATULATIONS! You have completed the game!

Watch the credits roll, and after that, you are given the opportunity to Save the Game.

After Game Clear

After you have Completed the Game and Saved, you will end up back at Blue City Center District.

After you have Completed the Game for the first time, there will be several changes.

Challenging Mode Level 10 Open

Secret Code

You are now able to enter 2 Secret Codes for the Game. You can use the Murasame Liger Secret Code to obtain the Zi Data and Zi Part, or the Hidden Scenario Secret Code to activate the Hidden Scenario.

Refer to the Secrets Section for details.

Extreme Crack

All Extreme Cracks appear, and you can now travel freely through the Extreme Cracks.

Extreme Cracks are warp-points that allow you to travel the different Overworlds and Locations.

Extreme Crack 1
RD's World <---> Ban's World

Extreme Crack 2
RD's World <---> Bit's World

Extreme Crack 3
RD's World <---> Ban's World

Extreme Crack 4
Ban's World <---> Bit's World

Extreme Crack 5
RD's World - Ambitions Secret Base <---> Atrey's World

Extreme Crack 6
RD's World <---> Atrey's World - Ancient Ruins

Extreme Crack 7
Ban's World <---> Ancient Cave

Extreme Crack 8
Bit's World <---> Atlantis Cave

Note that Extreme Crack 8 will only be available after defeating Alpha Rihter in the Hidden Scenario.

Zoid Transport

You are now able to bring your Whale King to any Overworld, even after travelling through an Extreme Crack.

Easy Town

Objectives:

- Speak to the Receptionist in the Zoids Battle Center.

There is a new Battle at Easy Town. Go to the Zoids Battle Center, and speak to the Receptionist. There will be an event, and you will fight a Boss Battle.

BOSS:

- Gojulas Giga Cannon /Zi Fighter- (800)
- Gojulas Giga Cannon /Lusterny- (1600) -Gojulas Giga Cannon /Zi Fighter- (800)
- Gojulas Giga Cannon /Zi Fighter- (800)

Strategy: All the Gojulas Giga Cannon have strong attacks, and good durability, but they shouldn't pose any threat by now. Destroying the first 3 Gojulas Giga Cannon is easy. Lusterny's Zoid has high HP, but he is not that much stronger than the rest.

After you finish the Battle, there will be an event.

Status: Lusterny joins your Party. You will receive the Gojulas Giga Cannon.

Ancient Cave

Enemies:

Killer Spinner, Gairyuki, Buster Fuhrer, Jagd Fuhrer, Shutulm Fuhrer, Berserk Fuhrer, Rayse Tiger, Brastle Tiger, Dark Horn HS, Bloody Demon, Death Stinger, Command Striker, Trinity Liger, Command Wolf IS, Brachio Tortoise, Gravity Saix, Gravity Wolf, Gravity Saurer, Geno Hydra, Psycho Geno Saurer, Geno Flame, Liger Zero X-Armor, Liger Zero Panzer, Liger Zero Jager, Liger Zero Schneider, Death Saurer, Gilvader, Dispelow, Jet Falcon, Fire Phoenix, Evo Flyer, GunSniper LS, Mad Thunder, Ultra Saurus, Liger Zero Phoenix, Kenihhi Wolf mk-II, Saber Tiger TS, Saber Tiger SS, Saber Tiger RS

Ancient Cave B1F-

Treasures: 100000G, 500000G, Command Striker (Zi Data),
Brachio Tortoise (Zi Data)

Ancient Cave B2F-

Treasures: Dummy Organoid Blue (Armament),
Gojulas Giga Safety Bureau (Zi Data), 300000G,
Killer Spinner (Zi Data), Buster Fuhrer (Zi Data)

Go right, and take the Chest containing 100000G. Now go left all the way, and

take the Chest containing 500000G. Go right, then up, and up again. Here, take the upper left route, and take the Chest containing a Command Striker Data. Return, and go right. Here, go down, then go right, and take the Chest containing a Brachio Tortoise Data. Go left, then go all the way up, and take the Staircase to get to B2F.

Here, go all the way up, and take the Chest containing a Dummy Organoid Blue. Go down to the crossroads. Explore the left side first. Go down, left then, up, and take the Chest containing a Gojulas Giga Safety Bureau Data. Circle around to the top, and take the Chest containing 300000G. Return to the crossroads and explore the right side. Go right then up, and take the Chest containing a Killer Spinner Data. Go right and down, and circle around to the bottom, and take the Chest containing a Buster Fuhrer Data. That is all the Treasures in this place.

Final Battle

At any time, you may return back to the Ancient Ruins, and trigger the Final Battle again.

Note once you have activated the Hidden Scenario, you cannot trigger the Final Battle, until you have finished defeating Alpha Rihter.

Hidden Scenario

You may activate the Hidden Scenario, by using the Secret Code.

Blue City Center District

Objectives:

- Enter the Rest Area.

After you have activated the Hidden Scenario, you will automatically end up in Blue City Center District.

Status: RD has left your Party, temporarily.

Go into the Rest Area for an event.

After this, exit. Your next destination is Rose City.

Rose City

Upon entering, there will be an event.

Status: Karkrand joins your Party. Omari joins your Party. Lineback joins your Party. Blade joins your Party. You will receive the Gairyuki. RD rejoins your Party.

When you are ready, exit.

Overworld

Deck Commands:

- Yuno's Wish (When Yuno joins your Party)

Objectives:

- Confront the Energy Liger.

Prepare yourself first.

Tip: Make sure you have at least 2 units who are capable of easily attacking more than 600 AT. Otherwise, you're just wasting your time. Your Defense should be no less than 3500, or you will be easily wiped out. This is going to be the hardest series of Battles in the game, so be absolutely prepared.

When you are ready, confront the Energy Liger.

A series of events will follow, and you will fight a series of Bosses.

BOSS:

- -
- -Energy Liger /Dr. Pierz- (1500)
- -

Strategy: This Boss is not very hard. He does have a good Defense, so anything less than 200 Attack deal little damage to him. His attacks are not all that impressive, so you should have little problem.

After this Boss Battle, an event happens. Another Boss Battle occurs.

BOSS:

- -
- -Energy Ray Liger /Dr. Pierz- (3000)
- -

Strategy: He is much stronger. His Defense is higher, and his HP is much more. However, his attacks are still unimpressive. Just hold out long enough, and you should do just fine.

After this Boss Battle, an event happens.

Status: Tsurugi joins your Party. You will receive the Gravity Saix. Baluf joins your Party. You will receive the Gravity Wolf. Fan joins your Party. You will receive the Gravity Saurer. Zell joins your Party. You will receive the Blitz Tiger. Yuno joins your Party. You will receive the Redler Booster Cannon. You will receive the Yuno's Wish Deck Command. Acty joins your Party. You will receive the Victory Rex.

You will fight another Boss Battle.

BOSS:

-Dimetro Ptera /Rebecca- (900) -Laser Storm /None- (400)
-Styl Armor /Marvis- (900) -Lord Gale /Barton- (600)
-Leo Gator /Luke- (800) -Scissors Storm /None (400)

Strategy: The front row enemies do not pose much of a threat at all. You can easily take out the front row Zoids without much problem. For the back row

Zoids, they all have high Defense, but low HP. If you have high attack, they will go down very fast. Your enemies attacks are not very powerful, so you do not have to worry too much on Defense and Recovery.

After this Boss Battle, an event happens. Another Boss Battle occurs.

BOSS:

```
-           -
-   -Seismo Saurus /Alpha Rihter- (4100)
-           -
```

Strategy: This Boss is all Defense, and not very powerful attacks. Watch out for the Particle Cannon though, as this is his only attack worth notice. His Defense is very high, so anything less than 350 Attack Power will deal very little damage to him. You must have strong attacks, otherwise it will be a stalemate here.

After this Boss Battle, an event happens. Another Boss Battle occurs.

BOSS:

```
-           -
-   -Ultimate Seismo /Alpha Rihter- (7200)
-           -
```

Strategy: Alpha Rihter is now even stronger. His HP is very high, and any attack less than 450 Attack Power will deal very little damage on him. His attacks are stronger. But this Boss is still more focussed on Defense rather than Attacks. If you think it is possible, try to obtain some DF reducing Weapons. If you have low Attack Power, there is no chance of you winning this Battle, let alone the next.

After this Boss Battle, an event happens. Another Boss Battle occurs.

BOSS:

```
-           -
-   -Belselk Seismo /Alpha Rihter- (5100)
-           -
```

Strategy: This is the Ultimate Boss. The Belselk Seismo's Defense is so high, that any attacks less than 550 Attack Power will deal very little damage on him. If you do not have attacks of at least 600 Attack Power, there is very little chance of you winning. His Defense is way off the charts, but oddly, he has less HP than before. His Attack is even higher, so be careful. Unless you have high Defense and even higher Attack, there is almost no chance of winning this battle. If it is possible, use DF reducing Weapons, to ensure a better chance of winning. This Boss is still all Defense, so as long as you can cause significant damage while surviving it's attacks, you can still win. If you win, Congratulations! You have just won the hardest battle in the game.

After this Boss Battle, there will be a series of events, and you will end up back at Blue City Center District.

Status: Luke joins your party.

When you are ready, exit, and enter Bit's World. (Extreme Crack 2 takes you to New Overworld.)

New Overworld

Objectives:

- Proceed to Area Northwest of Aiga Dome.

Extreme Crack 8 is now Open.

Go to the Island where Aiga Dome is. Explore around the Northwest side of the area. There will be an event.

Now, your next destination is Romeo City.

Romeo City

Objectives:

- Speak to the Receptionist in the Zoids Battle Center.

When you are ready, speak to the Receptionist at the Zoids Battle Center. There will be an event, and you will fight a Boss.

BOSS:

- -
- -Ultimate Phalanx /Mary- (1500)
- -

Strategy: For an Ultimate Phalanx, her HP is low, and her Defense is not as high as one would expect. This battle will not be too much of a problem.

After this Battle, there will be an event.

Status: Mary joins your Party. You will receive the Ultimate Phalanx.

Atlantis Cave

Enemies:

Laser Storm, Scissors Storm, Energy Liger, Leo Gator, Dimetro Ptera, Liger Zero Falcon, Death Saurer, Trinity Liger VF, Victory Liger, Blitz Tiger, W Victory Liger, Gojulas Giga Cannon, Trinity Liger, Mad Thunder, Ultimate Phalanx, Energy Ray Liger, Gairyki Speed, Gairyuki Destroy, Buster Fuhrer, Geno Hydra VF, Gilvader, Geno Flame, Styl Armor, Ray Kong, Seismo Saurus, Victory Rex, Liger Zero Phoenix, Gojulas Giga Safety Bureu, Ultimate Seismo, Death Saurer VF, Belselk Seismo

Atlantis Cave B1F-

Treasures: 400000G, Dummy Organoid Black (Armament), 600000G,
 Liger Zero Phoenix (Zi Data), 800000G, 999999G

Atlantis Cave B2F-

Treasures: Trinity Liger VF (Zi Data), ZOS Enhanced (Armament), 700000G,
 Dummy Organoid Red (Armament), Jammer Program (Armament)

Go all the way up, and take the left Chest containing 400000G, and the right Chest containing a Dummy Organoid Black. Go back down to the crossroads. Go explore the left side, and take the upper Chest containing 600000G, and take the lower Chest containing a Liger Zero Phoenix Data. Now go explore the right side, and take the upper Chest containing 800000G, and take lower Chest containing 999999G. You will notice that there are 4 Staircases here. One on the center upper right, one on the center lower right, one on the center

upper left, one on the center lower left, one at the bottom left corner, one at the bottom right corner. The upper center left and right Staircases are linked. The lower center left and right Staircases are linked.

First, take any of the upper center Staircases to get to B2F. Go to the center, and take the Chest containing a Trinity Liger VF Zi Data. Return to the previous floor.

This time, take any of the lower Staircases to get to B2F. Go to the center, and take the Chest containing a ZOS Enhanced. Return to the previous floor.

Right now, take the bottom left Staircase to get to B2F. Go up, and take the Chest containing 700000G. Return to the previous floor.

Right now, take the bottom left Staircase to get to B2F. Go up, and take the lower Chest containing a Dummy Organoid Red, and the upper Chest containing a Jammer Program Deck Command. That is all the Treasures in this place.

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- SECRETS -
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-Secret Codes-

You can use certain Codes in the game. This will allow to to receive Zoid Data, or acheive certain effects.

On the title screen (where you see "Press Start"), enter the following Code Keys:

L, L, R, R, Up, Down, Up, Down, Right, Right, L, L, Left, Left, Right, Down, A
You will receive Dispelow Zi Data and Evo Flyer Zi Data.

R, R, L, L, Down, Up, Down, Up, Left, Left, R, R, Right, Right, Left, Up, B
You will receive Gravity Saix Zi Data, Gravity Wolf Zi Data, and Gravity Saurer Zi Data.

A, A, B, B, L, R, L, R, Up, Up, B, B, Down, Down, Up, L, A
You will receive Murasame Liger Zi Data.
You will receive 1 Zoid Core ML.

This is only available after you have Completed the Game once.
You may enter this Code more than once to get more Zoid Core ML.

B, B, A, A, Right, Left, Right, Left, Down, Down, A, A, Up, Up, Down, Right, B

This will activate the Hidden Scenario.

This is only available after you have Completed the Game once.

You will hear a sound effect if the Code Key input is successful.

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- CHALLENGING MODE -
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You may access the Challenging Mode through the Start Menu, when you press Start at the Title Screen. You select a preset scenario battle, and each battle you win gets you some rewards. You may fight them as much as you want. Not all the battles are available at the beginning. How far you can go will depend on how far in the Game you are. Levels are unlocked as you progress through the Game. There are 10 Levels in the Game. Each Level has 5 Stages, and as you complete one Stage, you can continue to the next. Cleared Stages or Levels will be indicated.

Each battle, your enemy Zoids and Party Zoids are preset. So are your Items and Commands. You will gain rewards for each battle won. These rewards are carried over to your game.

These are the rewards.

Level 1:-

- Stage 1: Zi Part: Zoid Core H1
 Zi Part: Bomber Unit
- Stage 2: Deck Command: Quagmire
- Stage 3: Deck Command: Spirit Unity
- Stage 4: Deck Command: Aqua Mine Setup
- Stage 5: Zi Part: Zoid Core IS
 Zi Part: Zoid Core WT

Level 2:-

- Stage 1: Zi Part: Zoid Core CBX
- Stage 2: Deck Command: Aerial Mine Setup
- Stage 3: Zi Part: Zoid Core H2
- Stage 4: Zi Part: Attack Unit
- Stage 5: Deck Command: Swift Attack - S Size

Level 3:-

- Stage 1: Zi Part: Zoid Core H1
Zi Part: Zoid Core H2
- Stage 2: Zi Part: BC Set
Zi Part: Zoid Core SS
- Stage 3: Deck Command: Recharge
Zi Part: Zoid Core FL
- Stage 4: Zi Part: Zoid Core GR
- Stage 5: Deck Command: Swift Attack: M Size

Level 4:-

- Stage 1: Deck Command: Communication Jammer
- Stage 2: Zi Part: Zoid Core ZN
Zi Part: Zoid Core BX
- Stage 3: Zi Part: Zoid Core BX
Zi Part: Zoid Core CBX
- Stage 4: Zi Part: BG Unit
- Stage 5: Deck Command: Swift Attack: L Size

Level 5:-

- Stage 1: Zi Part: DA Combine Data
Zi Part: Zoid Core KW
Zi Part: Zoid Core ZN
- Stage 2: Deck Command: Time Twister
- Stage 3: Deck Command: Traitor's Tip-off
- Stage 4: Deck Command: Agitate
- Stage 5: Zi Part: Assault Unit

Level 6:-

- Stage 1: Zi Part: HS Set
- Stage 2: Deck Command: Sandstorm
- Stage 3: Deck Command: Chaotic Battlefield
- Stage 4: Zi Data: Iron Kong PK
- Stage 5: Zi Part: PK Unit

Level 7:-

- Stage 1: Deck Command: Backline Support
- Stage 2: Zi Part: X Unit

-Stage 3: Zi Part: Normal OS
Zi Part: Limiter OS

-Stage 4: Deck Command: Gravity Storm

-Stage 5: Deck Command: Substitution

Level 8:-

-Stage 1: Zi Part: MD Combine Data

-Stage 2: Deck Command: Arrow Phalanx

-Stage 3: Deck Command: Thor Hammer Phalanx

-Stage 4: Deck Command: Aegis Phalanx

-Stage 5: Zi Part: Zoid Core GR
Zi Part: Limiter LM Set

Level 9:-

-Stage 1: Zi Part: KS Combine Data
Zi Data: Brachio Tortoise
Zi Part: BT Combine Data

-Stage 2: Deck Command: Way of the King

-Stage 3: Deck Command: Swift Attack: LL Size

-Stage 4: Deck Command: Information Confusion

-Stage 5: Zi Part: CD Combine Data

Level 10:-

-Stage 1: Deck Command: False Negotiations
Deck Command: Daydream

-Stage 2: Deck Command: Cannon Phalanx
Status: Herman joins your Party.
Status: Schubaltz joins your Party.
Status: Torma joins your Party.

-Stage 3: Deck Command: Spread of Mistrust
Status: Lyner joins your Party.
Status: Claudia joins your Party.

-Stage 4: Deck Command: Swift Attack: XL Size
Deck Command: Anti-Ballistic System
Status: Zan joins your Party.
Status: Theta joins your Party.

-Stage 5: Deck Command: Proof of the Hero
Status: Shouma joins your Party.
Status: Kouki joins your Party.

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- LISTS -
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-Zoid Data List-

- 001) W Victory Liger
- 002) Iron Kong
- 003) Iron Kong PK
- 004) Iron Kong SS
- 005) Iron Kong Maneuver
- 006) Ultimate Seismo
- 007) Ultimate Phalanx
- 008) Aro Saurer
- 009) Unenlagia
- 010) Ultra Saurus
- 011) Evo Flyer
- 012) Energy Liger
- 013) Energy Ray Liger
- 014) Elephander
- 015) Elephander AG
- 016) Guysack
- 017) Gairyuki
- 018) Gairyuki Speed
- 019) Gairyuki Destroy
- 020) Cannon Tortoise
- 021) Cannon Tortoise BC
- 022) GunSniper
- 023) GunSniper LS
- 024) Kimera Dragon
- 025) Cannory Molga
- 026) Killer Spiner
- 027) Killer Dome
- 028) Gilvader
- 029) Gravity Wolf
- 030) Gravity Saix
- 031) Gravity Saurer
- 032) Griffon
- 033) Kenihhi Wolf
- 034) Kenihhi Wolf mk-II
- 035) Gojulas
- 036) Gojulas G Orga
- 037) Gojulas Gunner
- 038) Gojulas Giga
- 039) Gojulas Giga Cannon
- 040) Gojulas Giga Safety Bureau
- 041) Godos
- 042) Command Wolf
- 043) Command Wolf AC

044) Command Wolf IS
045) Command Striker
046) Golhex
047) Psycho Geno Saurer
048) Zabat
049) Shield Liger
050) Shield Liger DCS-J
051) Jet Falcon
052) Geno Saurer
053) Geno Hydra
054) Geno Hydra VF
055) Geno Breaker
056) Geno Flame
057) ShellKarn
058) Scissors Storm
059) Shadow Fox
060) Shutulm Fuhrer
061) Sinker
062) Styl Armor
063) Storm Sworder
064) Storm Sworder FX
065) Snipe Master
066) Snipe Master A-Shield
067) Seismo Saurus
068) Saber Tiger
069) Saber Tiger AT
070) Saber Tiger RS
071) Saber Tiger SS
072) Saber Tiger TS
073) Dark Spiner
074) Dark Horn
075) Dark Horn HS
076) Double Arm Lizard
077) Double Sworder
078) Dispelow
079) Dibison
080) DiploGuns
081) Dimetro Ptera
082) Death Saurer
083) Death Saurer VF
084) Death Stinger
085) DemonsHead
086) Trinity Liger
087) Trinity Liger VF
088) NightWise
089) Berserk Fuhrer
090) Buster Eagle
091) Buster Fuhrer
092) Victory Liger
093) Victory Rex
094) Fire Phoenix
095) Pteras
096) Pteras Bomber
097) FlyScissors
098) Brachio Tortoise
099) Brachio Rex
100) Brastle Tiger
101) Bloody Demon
102) Blitz Tiger
103) Blade Liger

- 104) Blade Liger AB
- 105) HellCat
- 106) Belselk Seismo
- 107) Boldgald
- 108) Mad Thunder
- 109) Matrix Dragon
- 110) Missile Tortoise
- 111) Murasame Liger
- 112) Mosasledge
- 113) Molga
- 114) Jagd Fuhrer
- 115) Liger Zero
- 116) Liger Zero Jager
- 117) Liger Zero X-Armor
- 118) Liger Zero Schneider
- 119) Liger Zero Panzer
- 120) Liger Zero Falcon
- 121) Liger Zero Phoenix
- 122) Lightning Saix
- 123) Ray Kong
- 124) Rayse Tiger
- 125) Raynos
- 126) Laser Storm
- 127) Leo Gator
- 128) Leo Striker
- 129) LeoBlaze
- 130) Red Horn
- 131) Red Horn BG
- 132) Redler
- 133) Redler Booster Cannon
- 134) Rev Raptor
- 135) Rev Raptor Pile Banker
- 136) Lord Gale

-Deck Command List-

- 01) Warrior's Friendship
- 02) Way of the King
- 03) Conditions of the Hero
- 04) Brownout
- 05) Recharge
- 06) Short Circuit
- 07) Fissure
- 08) Aerial Mine Setup
- 09) Aqua Mine Setup
- 10) Swift Attack: S Size
- 11) Swift Attack: M Size
- 12) Swift Attack: L Size
- 13) Swift Attack: LL Size
- 14) Swift Attack: XL Size
- 15) False Negotiations
- 16) Spread of Mistrust
- 17) Assault
- 18) Solar Motion Tactics
- 19) Time Twister
- 20) Chaotic Battlefield
- 21) Blank Shot

- 22) Beam Disruption Screen
- 23) Misfire
- 24) Land-Mine Setup
- 25) Sandstorm
- 26) Dense Fog Alert
- 27) Agitate
- 28) Combination Failure
- 29) Parts Enforced Removal
- 30) Backline Support
- 31) Communication Jammer
- 32) Jammer Program
- 33) Spirit Unity
- 34) Boundary Resupplying
- 35) Restrictor Equipment Release
- 36) Heart Eye
- 37) Anti-Ballistic System
- 38) Quagmire
- 39) Decoy
- 40) Sanctuary of God
- 41) Reassign
- 42) Gravity Storm
- 43) War Conference
- 44) Information Confusion
- 45) Substitution
- 46) Daydream
- 47) Traitor's Tip-off
- 48) Data Collect 1
- 49) Data Collect 2
- 50) Core Security 1
- 51) Core Security 2
- 52) Junk Parts 1
- 53) Junk Parts 2
- 54) Master of Supply
- 55) Proof of the Hero
- 56) Feena's Wish
- 57) Yuno's Wish
- 58) Sweet's Wish
- 59) Acty's Wish
- 60) Cover Shooting
- 61) Final Defense Orders
- 62) Assisted Cooperation
- 63) Air Blast Request
- 64) Arrow Phalanx
- 65) Thor Hammer Phalanx
- 66) Cannon Phalanx
- 67) Aegis Phalanx

-Zoid Build Parts List-

- 01) Zoid Core BT
- 02) Zoid Core BX
- 03) Zoid Core ML
- 04) Zoid Core DS
- 05) Zoid Core VL
- 06) Zoid Core DZ
- 07) Zoid Core FL
- 08) Zoid Core GVX

- 09) Zoid Core GG
- 10) Zoid Core GH
- 11) Zoid Core GR
- 12) Zoid Core GS
- 13) Zoid Core GV
- 14) Zoid Core H1
- 15) Zoid Core H2
- 16) Zoid Core IS
- 17) Zoid Core SSS
- 18) Zoid Core KW
- 19) Zoid Core MT
- 20) Zoid Core VR
- 21) Zoid Core SP
- 22) Zoid Core SS
- 23) Zoid Core TL
- 24) Zoid Core US
- 25) Zoid Core UX
- 26) Zoid Core WT
- 27) Zoid Core ZG
- 28) Zoid Core ZN
- 29) Zoid Core FP
- 30) Zoid Core JF
- 31) Zoid Core TB8
- 32) Zoid Core LT
- 33) Zoid Core GRK
- 34) Zoid Core EL
- 35) Zoid Core GVW
- 36) Zoid Core GVS
- 37) Zoid Core RK
- 38) Zoid Core CBX
- 39) LG Head Parts
- 40) AB Unit
- 41) AG Unit
- 42) AS Unit
- 43) BC Set
- 44) BG Unit
- 45) DSR Set
- 46) GC Set
- 47) HS Set
- 48) LM Set
- 49) MS Unit
- 50) PB Unit
- 51) PK Unit
- 52) Assault Unit
- 53) Attack Unit
- 54) Cannory Unit
- 55) Safety Bureau Unit
- 56) Wide Calibre BC Set
- 57) Gravity Wheel
- 58) Destroy Rifle
- 59) Tiger's Soul
- 60) Bomber Unit
- 61) Limiter OS
- 62) Normal OS
- 63) Wildness Data
- 64) GG Wildness Data
- 65) Jager Unit
- 66) Schneider Unit
- 67) Panzer Unit
- 68) X Unit

- 69) Shutulm Unit
- 70) Jagd Unit
- 71) DA Combine Data
- 72) MD Combine Data
- 73) CD Combine Data
- 74) LP Combine Data
- 75) GF Combine Data
- 76) KS Combine Data
- 77) GC Combine Data
- 78) LG Combine Data
- 79) CS Combine Data
- 80) BF Combine Data
- 81) BT Combine Data
- 82) ER Combine Data
- 83) LF Combine Data
- 84) US Combine Data
- 85) BS Combine Data
- 86) GD Combine Data
- 87) GS Combine Data
- 88) DR Combine Data
- 89) VR Combine Data

-Unizon Zoid List-

- 01) Gairyuki Destroy = Gairyuki + Dispelow
- 02) Gairyuki Speed = Gairyuki + Evo Flyer
- 03) Energy Ray Liger = Energy Liger + Ray Kong
- 04) Liger Zero Falcon = Liger Zero + Jet Falcon
- 05) Liger Zero Phoenix = Liger Zero + Fire Phoenix
- 06) Command Striker = Command Wolf AC + Leo Striker
- 07) Buster Fuhrer = Berserk Fuhrer + Buster Eagle
- 08) Killer Spiner = Dark Spiner + Killer Dome
- 09) Gojulas Giga Cannon = Gojulas Giga + Buster Eagle
- 10) Ultimate Seismo = Seismo Saurus + Scissors Storm + Laser Storm
- 11) Belselk Seismo = Seismo Saurus + Styl Armor
- 12) Matrix Dragon = LeoBlaze + Unenlagia + Mosasledge + NightWise
- 13) Kimera Dragon = DemonsHead + FlyScissors + ShellKarn + DiploGuns
- 14) Double Arm Lizard = LeoBlaze + Unenlagia
- 15) Lord Gale = DemonsHead + FlyScissors
- 16) Griffon = Buster Eagle + LeoBlaze + Unenlagia
- 17) Brachio Tortoise = Brachio Rex + Missile Tortoise
- 18) W Victory Liger = Vitory Liger + Victory Rex
- 19) Trinity Liger VF = Trinity Liger + Victory Rex
- 20) Geno Hydra VF = Geno Hydra + Victory Rex
- 21) Death Saurer VF = Death Saurer + Victory Rex

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- DECK COMMANDS -

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Deck Commands are equipped, and used in battle. Through the main Menu, or before a Battle Starts, you may edit your Equipped Deck Commands, and set up a total of 10 Deck Commands in each battle. You cannot set the same Deck Command twice. At the start of each round, you may use 1 Deck Command, which does varying effects. In each battle, you may only use a single Deck Command once. Once a Deck Command is used, it will be blank for this battle, and you can't use it again until the battle ends. (Exception if you use War Conference.) There are 67 Deck Commands in total.

01) Deck Command Name: Warrior's Friendship

Location: Rose City (Old Man in the Bar)

Effects:

All Allied Zoids each recover 50% of their max HP.

02) Deck Command Name: Way of the King

Location: Challenging Mode Level 9 Stage 2

Effects:

Main Character's Zoid may not Act this turn and is put to Standby. All Allied Zoids will have HP completely restored. This Deck Command may not be used if Main Character is not in Battle.

03) Deck Command Name: Conditions of the Hero

Location: Rose City (Chest in the Zoids Research Facility)

Effects:

Main Character's Zoid is Destroyed. All other Allied Zoids that are Destroyed in this battle are restored. This Deck Command may not be used if Main Character is not in battle.

04) Deck Command Name: Brownout

Location: Blue City Center District (Old Man in the Bar)

Effects:

Choose one of your Allied Zoids. That Zoid's EP will be completely restored. All Allied Zoids may not Act this turn and are put to Standby.

05) Deck Command Name: Recharge

Location: Challenging Mode Level 3 Stage 3

Effects:

Choose one of your Allied Zoids. It may not Act this turn and is put to Standby. The Chosen Zoid recovers EP equals to the total GEP of all Allied Zoids.

06) Deck Command Name: Short Circuit

Location: Center District Zoid Road (Chest)

Effects:

For this turn, all Allied and Enemy Zoids will have all Equipment EP Costs increased by X 2. The effects last for one Turn phase.

07) Deck Command Name: Fissure

Location: Aiga Dome (Chest)

Effects:

For this Turn, all Allied and Enemy Non Flying Type Zoids may not Act and are put to Standby.

08) Deck Command Name: Aerial Mine Setup

Location: Challenging Mode Level 2 Stage 2

Effects:

For this Turn, all Allied and Enemy Flying Type Zoids may not Act and are put to Standby.

09) Deck Command Name: Aqua Mine Setup

Location: Challenging Mode Level 1 Stage 4

Effects:

For this Turn, all Allied and Enemy Water Type Zoids may not Act and are put to Standby.

10) Deck Command Name: Swift Attack: S Size

Location: Challenging Mode Level 2 Stage 5

Effects:

For this Turn, all Allied and Enemy Non S Size Zoids may not Act and are put to Standby.

11) Deck Command Name: Swift Attack: M Size

Location: Challenging Mode Level 3 Stage 5

Effects:

For this Turn, all Allied and Enemy Non M Size Zoids may not Act and are put to Standby.

12) Deck Command Name: Swift Attack: L Size

Location: Challenging Mode Level 4 Stage 5

Effects:

For this Turn, all Allied and Enemy Non L Size Zoids may not Act and are put to Standby.

13) Deck Command Name: Swift Attack: LL Size

Location: Challenging Mode Level 9 Stage 3

Effects:

For this Turn, all Allied and Enemy Non LL Size Zoids may not Act and are put to Standby.

14) Deck Command Name: Swift Attack: XL Size

Location: Challenging Mode Level 10 Stage 4

Effects:

For this Turn, all Allied and Enemy Non XL Size Zoids may not Act and are put to Standby.

15) Deck Command Name: False Negotiations

Location: Challenging Mode Level 10 Stage 1

Effects:

Choose one of your Allied Zoids. All other Allied and Enemy Zoids may not Act this Turn and are put to Standby. Only the chosen Zoid may Act this turn.

16) Deck Command Name: Spread of Mistrust

Location: Challenging Mode Level 10 Stage 3

Effects:

For this Turn, all Allied and Enemy Activated Unizon Zoids may not Act and are put to Standby. This does not affect Real Unizon Zoids.

17) Deck Command Name: Assault

Location: Arcana Village (Old Man in the Bar)

Effects:

For this Turn, all Front Row Allied Zoids will have their Action Order first, and will Act first before the other Zoids. The effects last for one Turn phase.

18) Deck Command Name: Solar Motion Tactics

Location: Matta Dome (Chest)

Effects:

For this Turn, all Back Row Allied Zoids will have their Action Order first, and will Act first before the other Zoids. The effects last for one Turn phase.

19) Deck Command Name: Time Twister

Location: Challenging Mode Level 5 Stage 2

Effects:

The Zoids Action Order for this Turn will be reversed. Instead of the Order from the Zoid with the highest Speed to the Zoid with the lowest Speed, it will be from the Zoid with the lowest Speed to the Zoid with the highest Speed.

The effects last for one Turn phase.

20) Deck Command Name: Chaotic Battlefield

Location: Challenging Mode Level 6 Stage 3

Effects:

The Zoids Action order for this Turn will be randomized. The effects last for one Turn phase.

21) Deck Command Name: Blank Shot

Location: Stoll Town (Chest in the Zoids Research Facility)

Effects:

For this Turn phase, all Allied and Enemy Zoids may not use Real Bullets Attribute Weapons.

22) Deck Command Name: Beam Disruption Screen

Location: Ambitions Secret Base B1F (Chest)

Effects:

For this Turn phase, all Allied and Enemy Zoids may not use Beam Attribute Weapons.

23) Deck Command Name: Misfire

Location: Imperial Base 2F (Chest)

Effects:

For this Turn phase, all Allied and Enemy Zoids may not use Missile Attribute Weapons.

24) Deck Command Name: Land-Mine Setup

Location: Maoon Town (Chest in the Zoids Research Facility)

Effects:

For this Turn phase, all Allied and Enemy Zoids may not use Combat Attribute Weapons.

25) Deck Command Name: Sandstorm

Location: Challenging Mode Level 6 Stage 2

Effects:

For this Turn phase, all Allied and Enemy Zoids may not use Shooting Category Weapons.

26) Deck Command Name: Dense Fog Alert

Location: Joras Dome (Chest)

Effects:

For this Turn phase, all Allied and Enemy Zoids may not use Anti-Air Attribute Weapons.

27) Deck Command Name: Agitate

Location: Challenging Mode Level 5 Stage 4

Effects:

For this Turn phase, all Allied and Enemy Zoids may not use Assist Armor Activation.

28) Deck Command Name: Combination Failure

Location: Keel Town (Chest in the Zoids Research Facility)

Effects:

For this Turn phase, all Allied and Enemy Zoids may not use Equipable Armaments.

29) Deck Command Name: Parts Enforced Removal

Location: Solitary Island Underground Cave B3F (Chest)

Effects:

Choose one of your Allied Zoids. That Zoid's Weapon Racks are entirely removed of Armaments. This effect will only last for this Battle.

30) Deck Command Name: Backline Support

Location: Challenging Mode Level 7 Stage 1

Effects:

All Allied Zoids in the Back Row may not Act this Turn and are put to Standby. All Allied Zoids in the front row has their Attack Power increased by X 2. Effects last for one Turn phase. This Deck Command may not be used if there are Allied Zoids in the Back Row.

31) Deck Command Name: Communication Jammer

Location: Challenging Mode Level 4 Stage 1

Effects:

For this Turn phase, all Enemy Zoids cannot activate Unizon.

32) Deck Command Name: Jammer Program

Location: Atlantis Cave B2F (Chest)

Effects:

Choose an Enemy Activated Unizon Zoid. That Unizon immediately ends, and the Zoids revert.

33) Deck Command Name: Spirit Unity

Location: Challenging Mode Level 1 Stage 3

Effects:

For this turn, all Allied Zoids will have their Evasion increased by X 2, and Attack changed by / 2. The effects last for one Turn phase.

34) Deck Command Name: Boundary Resupplying

Location: Desert Cave B2F (Chest)

Effects:

For this turn, all Allied Zoids will have their GEP increased by X 2. The effects last for one Turn phase.

35) Deck Command Name: Restrictor Equipment Release

Location: Phantom Town (Chest in the Item Shop)

Effects:

For this turn, all Allied Zoids will have their Speed increased by X 2.
The effects last for one Turn phase.

36) Deck Command Name: Heart Eye

Location: Romeo City (Right Chest in the Weapon Shop)

Effects:

For this turn, all Allied Zoids will have their Agility increased by X 2.
The effects last for one Turn phase.

37) Deck Command Name: Anti-Ballistic System

Location: Challenging Mode Level 10 Stage 4

Effects:

For this turn, all Allied Zoids will have their Defense increased by X 2.
The effects last for one Turn phase.

38) Deck Command Name: Quagmire

Location: Challenging Mode Level 1 Stage 2

Effects:

For this turn, all Allied and Enemy Zoids will have their Evasion changed
by / 2. The effects last for one Turn phase.

39) Deck Command Name: Decoy

Location: Tetra Cave B2F (Chest)

Effects:

Choose one of your Allied Zoids. For this turn, the next Attack that the
chosen Zoid receives will be nullified, and displayed with a "DECOY" Text.
This effect will not last more than one Turn phase, and will not last more
than 1 attack.

40) Deck Command Name: Sanctuary of God

Location: Line City (Chest in the Weapon Shop)

Effects:

Main Character's Zoid cannot Act this Turn and is put to Standby. For this Turn, all Allied Zoids apart than your Main Character, will not be hit by Enemy Attacks. The effects last for one Turn phase. This Deck Command may not be used if Main Character is not in Battle.

41) Deck Command Name: Reassign

Location: Kareid City (Old Man in the Bar)

Effects:

The Team Formation Menu opens. You may now rearrange the position of your Allied Zoids Team for this battle. You may only rearrange Zoids that are already in this Battle. This effect will last for this Battle.

42) Deck Command Name: Gravity Storm

Location: Challenging Mode Level 7 Stage 4

Effects:

All Ally and Enemy Zoids will have their back row and front row units, randomly switched. This effect will only last for this Battle.

43) Deck Command Name: War Conference

Location: Imperial Base 3F (Chest)

Effects:

The Deck Command Menu opens. Choose one Deck Command from any of the Deck Commands you have collected. That Deck Command you chose will replace this War Conference Command for this Battle. It will be ready for selection after this Turn. All Allied Zoids may not Act this turn and are put to Standby. You may choose a Deck Command that you already have equipped or used up.

44) Deck Command Name: Information Confusion

Location: Challenging Mode Level 9 Stage 4

Effects:

One of your Opponent's Deck Commands Chosen at random will not be able to be used. This Deck Command is effective only in a Link Battle.

45) Deck Command Name: Substitution

Location: Challenging Mode Level 7 Stage 5

Effects:

All of your Deck Commands are switched with your Opponent's Deck Commands. This Deck Command is effective only in a Link Battle.

46) Deck Command Name: Daydream

Location: Challenging Mode Level 10 Stage 1

Effects:

This Turn phase, the Deck Command your Enemy used is rendered void.

This Deck Command is effective only in a Link Battle.

47) Deck Command Name: Traitor's Tip-off

Location: Challenging Mode Level 5 Stage 3

Effects:

You are able to view all of your Opponent's Deck Commands.

This Deck Command is effective only in a Link Battle.

48) Deck Command Name: Data Collect 1

Location: Blue City Center District (Left Scientist in the
Zoids Research Facility)

Effects:

If all Enemies are obliterated in the same Turn this Deck Command is used,
then at the end of the battle, you will definitely receive 1 Zi Data.

The Data you receive will be chosen randomly from one of the enemy Zoids.

This effect will not work on a Boss Zoid. Basically, you will receive 1
Zi Data randomly chosen from the non-Boss Enemy Zoids.

49) Deck Command Name: Data Collect 2

Location: Blue City South District (Chest in the Item Shop)

Effects:

If all Enemies are obliterated in the same Turn this Deck Command is used,
then at the end of the battle, you will definitely receive 1 Zi Data.

The Data you receive will be last Enemy Zoid to be destroyed. If

more than one Zoid is destroyed in the last Action, then the Data will be
randomly picked among those Zoids. This effect will not work on a Boss Zoid.

(Basically, you will receive 1 Zi Data randomly chosen from the non-Boss Enemy
Zoids, that were destroyed in the last Attack.)

50) Deck Command Name: Core Security 1

Location: Blue City Center District (Right Scientist in the
Zoids Research Facility)

Effects:

If all Enemies are obliterated in the same Turn this Deck Command is used,
then at the end of the battle, you will definitely receive 1 Zoid Part.

The Zoid Part you receive will be chosen randomly from one of the Zoids that

require Zoid Parts to build, if any. This effect will not work on a Boss Zoid. (Basically you will receive 1 Zoid Build Part randomly chosen from the non-Boss Enemy Zoids that require Zoid Build Parts, if any.)

51) Deck Command Name: Core Security 2

Location: Red Clay Town (Chest in the Zoids Research Facility)

Effects:

If all Enemies are obliterated in the same Turn this Deck Command is used, then at the end of the battle, you will definitely receive 1 Zoid Part. The Zoid Part you receive will be a Zoid Part from the last Enemy Zoid to be destroyed. If more than one Zoid is destroyed in the last Action, then the part will be randomly picked among those Zoids that require Zoid Parts to build, if any. You will receive nothing if the last Enemy Zoids destroyed does not require Parts to build. This effect will not work on a Boss Zoid. (Basically you will receive 1 Zoid Build Part randomly chosen from the non-Boss Enemy Zoids that require Zoid Build Parts, that were destroyed in the last attack, if any.)

52) Deck Command Name: Junk Parts 1

Location: Keel Town (Old Man in the Bar)

Effects:

If all Enemies are obliterated in the same Turn this Deck Command was used, then at the end of the battle, you will receive 1 Armament. The Armament you receive will be a random Armament which one of the Enemy Zoids had Equipped, if any. If no enemies are equipped, then you will receive nothing. (Basically, you will receive 1 Armament randomly chosen from the Enemy Zoids that are equipped, if any.)

53) Deck Command Name: Junk Parts 2

Location: Line City (Old Man in the Bar)

Effects:

If all Enemies are obliterated in the same Turn this Deck Command was used, then at the end of the battle, you will receive 1 Armament. The Armament you receive will be an Armament from the last Enemy Zoid to be destroyed, if any. If more than one Zoid is destroyed in the last attack, then the Armament will be randomly picked among those Zoids that have Armaments Equipped. You will receive nothing if the last Enemy Zoids destroyed are not Equipped. (Basically, you will receive 1 Armament randomly chosen from the Enemy Zoids that are equipped, that were destroyed in the last attack, if any.)

54) Deck Command Name: Master of Supply

Location: Reclas City (Old Man in the Bar)

Effects:

If all Enemies are obliterated in the same Turn this Deck Command was used, then at the end of the battle, you will receive twice as much Money (G).

55) Deck Command Name: Proof of the Hero

Location: Challenging Mode Level 10 Stage 5

Effects:

If all Enemies are obliterated in the same Turn this Deck Command was used, then at the end of the battle, you will receive twice as much Experience Points.

56) Deck Command Name: Feena's Wish

Location: Kareid City (When Ban, Irvine and Moonbay joins your Party)

Effects:

To use this Deck Command, Ban must be in battle. Ban's Zoid will immediately Fuse with Zeek, giving him an additional HP MAX + 300, and EP MAX + 30. This Fuse will not take up one Action.

57) Deck Command Name: Yuno's Wish

Location: Overworld (When Yuno joins your Party)

Effects:

To use this Deck Command, Zell must be in battle. Zell's Zoid will immediately Fuse with Pulse, giving him an additional HP MAX + 300, and EP MAX + 30. This Fuse will not take up one Action.

58) Deck Command Name: Sweet's Wish

Location: Blue City Center District (After event in Rest Area)

Effects:

To use this Deck Command, RD must be in battle. RD's Zoid will receive an additional bonus of HP MAX + 300 and EP MAX + 30. The effects last for the Battle.

59) Deck Command Name: Acty's Wish

Location: Blue City Center District (After event in Acty's House)

Effects:

Choose one of your Allied Zoids. For this Turn, that Zoid will have ZOS+1. This may not be used on a Zoid that already has the effect of ZOS. The effects last for one Turn phase.

60) Deck Command Name: Cover Shooting

Location: Blue City Center District (Chest in the Zoids Research Facility)

Effects:

All Allied Zoids may not Act this turn and are put to Standby. Your Carrier Zoid will launch an attack on all Enemy Zoids at the start of this Turn.

61) Deck Command Name: Final Defense Orders

Location: North District Zoid Road B2F (Chest)

Effects:

Your Carrier Zoid will launch an attack on all Ally Zoids and Enemy Zoids at the start of this Turn.

62) Deck Command Name: Assisted Cooperation

Location: Strange Cave B1F (Chest)

Effects:

Choose one of your Allied Zoids. That Zoid will not Act this Turn and is put to Standby. Your Carrier Zoid will launch an attack on all Enemy Zoids at the start of this Turn.

63) Deck Command Name: Air Blast Request

Location: Arcana Village (Chest in the Item Shop)

Effects:

Choose one of your Allied Zoids. That Zoid will not Act this Turn and is put to Standby. Your Whale King will launch an attack on all Enemy Zoids at the start of this Turn. This Deck Command may not be used in enclosed areas, and may only be used on Overworld Battles.

64) Deck Command Name: Arrow Phalanx

Location: Challenging Mode Level 8 Stage 2

Effects:

You must have Zoids A, B, and C arranged in this order, before you can use this Deck Command. Also, Zoids A, B, C, must have enough EP to use their respective Strongest Combat Weapon before this Deck Command can be used. The Attack Power of the Strongest Combat Weapon of Zoid B is added with the Attack Power of the Strongest Combat Weapon of Zoid C. For this Turn, Zoid A's Strongest Combat Weapon will be added with this total Attack Power. The EP Cost of this Combat Weapon is replaced by all remaining EP. The Name of this Combat Weapon is changed to Arrow Phalanx. This Weapon will also have a background animation change. As soon as this attack is used, all 3 Zoids will have their EP depleted to 0.

-B

A- Zoids B and C may not Act this turn and are put to Standby.

65) Deck Command Name: Thor Hammer Phalanx

Location: Challenging Mode Level 8 Stage 3

Effects:

You must have Zoids A, B, and C arranged in this order, before you can use this Deck Command. Also, Zoids A, B, C, must have enough EP to use their respective Strongest Shooting Weapon before this Deck Command can be used. The Attack Power of the Strongest Shooting Weapon of Zoid B is added with the Attack Power of the Strongest Shooting Weapon of Zoid C. For this Turn, Zoid A's Strongest Shooting Weapon will be added with this total Attack Power. The EP Cost of this Shooting Weapon is replaced by all remaining EP. The Name of this Shooting Weapon is changed to Thor Hammer Phalanx. This Weapon will also have a background animation change. As soon as this attack is used, all 3 Zoids will have their EP depleted to 0.

B-

-A Zoids B and C may not Act this turn and are put to Standby.

C-

66) Deck Command Name: Cannon Phalanx

Location: Challenging Mode Level 10 Stage 2

Effects:

In order to use this Deck Command, you must have an Ultrasaurus or Ultimate Phalanx in the Front Row that is equipped with a Gravity Cannon, and another Zoid directly behind it that is of L Size or smaller. For this Turn, the Zoid that is directly behind the Ultrasaurus or Ultimate Phalanx may not Act and is put to Standby. For this turn, the Attack Power of the Strongest Combat Weapon of the Zoid directly behind, will be added to the Gravity Cannon Armaments of the Ultrasaurus or Ultimate Phalanx. The Name of Gravity Cannon will be changed to Cannon Phalanx. The Gravity Cannon will also have a background animation change.

67) Deck Command Name: Aegis Phalanx

Location: Challenging Mode Level 8 Stage 4

Effects:

Add up all Allied Zoid's highest Shooting Category Weapon Attack Power, then divide by the number of Allied Zoids in Battle, to give you the average highest Shooting Category Weapon Attack Power. For this Turn, all Enemy Zoids will have Attack Power reduced by this Value.

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- PILOTS -
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This section contains the data for the 52 Pilots that join you in the game.

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Growth Types
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Everytime a Pilot Levels Up, he/she gains a total of 10 Points in stats, which are distributed depending on the Growth Type for the Pilot.

You may customize and change the Growth Type of the Pilots on the Main Menu.

There are 7 different Growth Types for pilots. They are:

- Attack
- Defense
- Evade
- All
- Edit
- Random
- Manual

Stat Growth per level up are as follows:

```
-----
|\\\\\\\\\\\\| Attack      | Defense      | Evade        | Balance      |
-----
| H P   : |      +1      |      +2      |      +1      |      +2      |
| SPD   : |      +2      |      +1      |      +1      |      +2      |
| AGI   : |      +1      |      +1      |      +5      |      +2      |
| DEF   : |      +1      |      +5      |      +2      |      +2      |
| HIT   : |      +5      |      +1      |      +1      |      +2      |
-----
```

Edit-

For this mode, you get to edit and allocate a total of 10 points among the stats. Each time the pilot levels up, this value is automatically used.

Random-

Each time the Pilot Levels up, 10 Points are randomly divided and added into the Pilot's stats.

Manual-

This is similar to Edit, except that you get to enter and allocate a total of 10 points among the stats each time the Pilot levels up.

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Pilot Data

Pilot Name: Will

Starting Stats-

H P : 40
SPD : 10
AGI : 15
DEF : 15
HIT : 10

Starting Level: 1

Default Growth : Balance

Skills:

- Beginner L1
- Lvl 2 : Combat Expertise
- Lvl 4 : Missile Expertise
- Lvl 4 : Compatibility: Tiger
- Lvl 5 : Beam Expertise
- Lvl 5 : Skillfulness
- Lvl 6 : Economized Combat
- Lvl 6 : Investigation Technique Up
- Lvl 7 : Iron Wall Defense
- Lvl 7 : Adversity Strength
- Lvl 8 : Combat Expertise
- Lvl 9 : E-Shield Expertise
- Lvl 10 : Real Bullets Expertise
- Lvl 10 : Beam Expertise
- Lvl 11 : Compatibility: Tiger
- Lvl 11 : Compatibility: Unizon
- Lvl 12 : Missile Expertise
- Lvl 12 : Iron Wall Defense
- Lvl 13 : Compatibility: Liger
- Lvl 14 : Combat Expertise
- Lvl 14 : Economized Combat
- Lvl 14 : Investigation Technique Up
- Lvl 15 : Beam Expertise
- Lvl 15 : Adversity Strength
- Lvl 16 : Compatibility: Liger
- Lvl 16 : Missile Expertise
- Lvl 17 : Compatibility: Unizon
- Lvl 18 : Adversity Strength
- Lvl 18 : E-Shield Expertise
- Lvl 19 : Compatibility: Liger
- Lvl 19 : Iron Wall Defense
- Lvl 20 : Combat Expertise
- Lvl 20 : Real Bullets Expertise
- Lvl 20 : Multiple Shooting
- Lvl 21 : Compatibility: Unizon
- Lvl 21 : Economized Combat
- Lvl 21 : Investigation Technique Up

- Lvl 22 : Compatibility: Liger
- Lvl 22 : Missile Expertise
- Lvl 22 : Iron Wall Defense
- Lvl 23 : Beam Expertise
- Lvl 24 : Compatibility: Unizon
- Lvl 24 : E-Shield Expertise
- Lvl 24 : Investigation Technique Up
- Lvl 24 : Size Specialty L
- Lvl 25 : Compatibility: Liger
- Lvl 25 : Adversity Strength
- Lvl 26 : Combat Expertise
- Lvl 26 : Economized Combat
- Lvl 27 : Missile Expertise
- Lvl 27 : Size Specialty L
- Lvl 28 : Compatibility: Unizon
- Lvl 28 : E-Shield Expertise
- Lvl 28 : Investigation Technique Up
- Lvl 29 : Beam Expertise
- Lvl 29 : Size Specialty L
- Lvl 30 : Real Bullets Expertise
- Lvl 30 : Adversity Strength
- Lvl 31 : Economized Combat
- Lvl 31 : Multiple Shooting
- Lvl 32 : Iron Wall Defense
- Lvl 35 : Size Specialty LL Above
- Lvl 36 : Size Specialty LL Above
- Lvl 37 : Size Specialty LL Above
- Lvl 38 : Size Specialty LL Above
- Lvl 39 : Size Specialty LL Above

Pilot Name: RD

Starting Stats-

H P : 20
 SPD : 5
 AGI : 10
 DEF : 5
 HIT : 30

Starting Level: 1

Default Growth : Attack

Skills:

- Many Openings L2
- Judgment Miss L1
- Compatibility: Liger Zero L1
- Lvl 2 : Combat Expertise
- Lvl 3 : Real Bullets Expertise
- Lvl 4 : Size Specialty L
- Lvl 5 : Compatibility: Liger Zero
- Lvl 5 : Special Attack
- Lvl 6 : Combat Expertise
- Lvl 6 : Iron Wall Defense
- Lvl 7 : Real Bullets Expertise
- Lvl 7 : Adversity Strength
- Lvl 8 : Armament Destroy
- Lvl 9 : Compatibility: Liger Zero
- Lvl 10 : Combat Expertise
- Lvl 10 : Anti-Air Expertise
- Lvl 11 : Size Specialty L

- Lvl 12 : Iron Wall Defense
- Lvl 13 : Attack Cut-off
- Lvl 13 : Special Attack
- Lvl 14 : Adversity Strength
- Lvl 15 : Real Bullets Expertise
- Lvl 16 : Compatibility: Liger Zero
- Lvl 16 : Armament Destroy
- Lvl 17 : Combat Expertise
- Lvl 17 : Attack Cut-off
- Lvl 18 : Anti-Air Expertise
- Lvl 18 : Iron Wall Defense
- Lvl 19 : Compatibility: Unizon
- Lvl 19 : Special Attack
- Lvl 19 : Size Specialty L
- Lvl 20 : Real Bullets Expertise
- Lvl 20 : Missile Expertise
- Lvl 20 : Armament Destroy
- Lvl 21 : Anti-Air Expertise
- Lvl 21 : Attack Cut-off
- Lvl 22 : Compatibility: Liger Zero
- Lvl 22 : Compatibility: Unizon
- Lvl 22 : Iron Wall Defense
- Lvl 23 : Combat Expertise
- Lvl 23 : Missile Expertise
- Lvl 23 : Adversity Strength
- Lvl 23 : Size Specialty L
- Lvl 24 : Anti-Air Expertise
- Lvl 24 : Armament Destroy
- Lvl 25 : Compatibility: Unizon
- Lvl 25 : Real Bullets Expertise
- Lvl 25 : Attack Cut-off
- Lvl 25 : Special Attack
- Lvl 26 : Missile Expertise
- Lvl 26 : Iron Wall Defense
- Lvl 27 : Anti-Air Expertise
- Lvl 28 : Compatibility: Unizon
- Lvl 28 : Armament Destroy
- Lvl 28 : Adversity Strength
- Lvl 29 : Missile Expertise
- Lvl 29 : Attack Cut-off
- Lvl 30 : Iron Wall Defense
- Lvl 30 : Special Attack
- Lvl 31 : Compatibility: Unizon
- Lvl 31 : Size Specialty L
- Lvl 32 : Missile Expertise
- Lvl 33 : Attack Cut-off
- Lvl 34 : Iron Wall Defense
- Lvl 35 : Adversity Strength

Pilot Name: Maskman

Starting Stats-

H P : 34
SPD : 44
AGI : 100
DEF : 38
HIT : 24

Starting Level: 15

Default Growth : Evade

Skills:

- Engine Output Up L1
- Holo-Tech Technique L1
- Skillfulness L3
- Real Bullets Expertise L1
- Compatibility: Wolf L2
- Lvl 16 : Compatibility: Wolf
- Lvl 17 : Real Bullets Expertise
- Lvl 18 : Compatibility: Unizon
- Lvl 18 : Skillfulness
- Lvl 19 : Compatibility: Wolf
- Lvl 20 : Real Bullets Expertise
- Lvl 20 : Engine Output Up
- Lvl 21 : Skillfulness
- Lvl 21 : Holo-Tech Technique
- Lvl 22 : Compatibility: Wolf
- Lvl 22 : Compatibility: Unizon
- Lvl 23 : Holo-Tech Technique
- Lvl 25 : Engine Output Up
- Lvl 26 : Real Bullets Expertise
- Lvl 27 : Holo-Tech Technique
- Lvl 29 : Real Bullets Expertise
- Lvl 30 : Engine Output Up
- Lvl 32 : Holo-Tech Technique
- Lvl 33 : Compatibility: Unizon
- Lvl 34 : Multiple Shooting
- Lvl 35 : Engine Output Up

Pilot Name: Emy

Starting Stats-

H P : 15
SPD : 15
AGI : 100
DEF : 25
HIT : 15

Starting Level: 11

Default Growth : Evade

Skills:

- Compatibility Wolf L1
- Lvl 12 : Compatibility: Wolf
- Lvl 14 : Attack Cut-off
- Lvl 15 : Compatibility: Wolf
- Lvl 16 : Attack Cut-off
- Lvl 18 : Compatibility: Wolf
- Lvl 19 : Attack Cut-off
- Lvl 20 : Engine Output Up
- Lvl 21 : Compatibility: Wolf
- Lvl 22 : Attack Cut-off
- Lvl 25 : Attack Cut-off
- Lvl 26 : Engine Output Up
- Lvl 32 : Engine Output Up

Pilot Name: Matt

Starting Stats-

H P : 15
SPD : 5
AGI : 10
DEF : 40
HIT : 5

Starting Level: 6

Default Growth : Defense

Skills:

- Beginner L1
- Combat Weakness L1
- Lvl 10 : Size Specialty S
- Lvl 11 : Compatibility: BLOX
- Lvl 13 : Size Specialty S
- Lvl 14 : Compatibility: BLOX
- Lvl 15 : Skillfulness
- Lvl 16 : Combat Expertise
- Lvl 17 : Compatibility: BLOX
- Lvl 17 : Combat Expertise
- Lvl 18 : Compatibility: Unizon
- Lvl 20 : Combat Expertise
- Lvl 20 : Size Specialty S
- Lvl 21 : Skillfulness
- Lvl 22 : Compatibility: BLOX
- Lvl 23 : Combat Expertise
- Lvl 23 : Size Specialty S
- Lvl 24 : Compatibility: Unizon
- Lvl 26 : Combat Expertise
- Lvl 26 : Size Specialty S
- Lvl 27 : Skillfulness
- Lvl 28 : Compatibility: BLOX
- Lvl 29 : Combat Expertise
- Lvl 30 : Compatibility: Unizon

Pilot Name: Alma

Starting Stats-

H P : 18
SPD : 9
AGI : 9
DEF : 45
HIT : 9

Starting Level: 10

Default Growth : Defense

Skills:

- Many Openings L1
- Combat Weakness L1
- Economized Shooting L1
- Compatibility: Unizon L2
- Lvl 11 : Iron Wall Defense
- Lvl 12 : Cover
- Lvl 13 : Economized Shooting
- Lvl 13 : Iron Wall Defense
- Lvl 13 : Welding Technique Up
- Lvl 14 : Compatibility: Unizon
- Lvl 15 : Cover
- Lvl 15 : E-Shield Expertise
- Lvl 16 : Iron Wall Defense

- Lvl 16 : Welding Technique Up
- Lvl 17 : Combat Expertise
- Lvl 17 : Economized Shooting
- Lvl 18 : Cover
- Lvl 19 : Iron Wall Defense
- Lvl 19 : Engine Output Up
- Lvl 20 : Economized Combat
- Lvl 20 : Welding Technique Up
- Lvl 20 : E-Shield Expertise
- Lvl 21 : Cover
- Lvl 21 : Fuel Consumption Up
- Lvl 22 : Economized Shooting
- Lvl 23 : Economized Combat
- Lvl 23 : Iron Wall Defense
- Lvl 24 : Welding Technique Up
- Lvl 25 : Cover
- Lvl 25 : E-Shield Expertise
- Lvl 25 : Engine Output Up
- Lvl 26 : Iron Wall Defense
- Lvl 26 : Fuel Consumption Up
- Lvl 27 : Economized Combat
- Lvl 27 : Economized Shooting
- Lvl 28 : Welding Technique Up
- Lvl 28 : Engine Output Up
- Lvl 28 : Recovery Expertise
- Lvl 29 : Compatibility: Unizon-
- Lvl 29 : E-Shield Expertise
- Lvl 30 : Fuel Consumption Up
- Lvl 30 : Recovery Expertise
- Lvl 32 : Compatibility: Unizon
- Lvl 32 : Recovery Expertise
- Lvl 33 : E-Shield Expertise
- Lvl 34 : Recovery Expertise
- Lvl 36 : Recovery Expertise

 Pilot Name: Sigma

Starting Stats-

H P : 40
 SPD : 30
 AGI : 15
 DEF : 20
 HIT : 70

Starting Level: 11

Default Growth : Attack

Skills:

- Size Specialty S L1
- Beam Expertise L1
- Lvl 12 : Combat Expertise
- Lvl 13 : Beam Expertise
- Lvl 13 : Size Specialty S
- Lvl 14 : Amending Steps
- Lvl 15 : Cover
- Lvl 16 : Economized Shooting
- Lvl 16 : Size Specialty S
- Lvl 17 : Amending Steps
- Lvl 18 : Compatibility: Unizon
- Lvl 18 : Combat Expertise

- Lvl 19 : Size Specialty S
- Lvl 20 : Amending Steps
- Lvl 20 : Size Specialty M
- Lvl 21 : Cover
- Lvl 22 : Compatibility: Unizon
- Lvl 22 : Amending Steps
- Lvl 22 : Size Specialty S
- Lvl 23 : Economized Shooting
- Lvl 23 : Size Specialty M
- Lvl 24 : Combat Expertise
- Lvl 25 : Amending Steps
- Lvl 26 : Economized Shooting
- Lvl 26 : Size Specialty M
- Lvl 27 : Cover
- Lvl 29 : Economized Shooting
- Lvl 30 : Combat Expertise
- Lvl 32 : Economized Shooting
- Lvl 32 : Size Specialty M
- Lvl 33 : Compatibility: Unizon
- Lvl 36 : Combat Expertise
- Lvl 39 : Size Specialty M

Pilot Name: Ban

Starting Stats-

H P : 60
 SPD : 25
 AGI : 30
 DEF : 125
 HIT : 25

Starting Level: 21

Default Growth : Defense

Organoid: Zeek

Skills:

- Bold Nerves L1
- Combat Expertise L1
- Compatibility: Liger L1
- Lvl ?? : Compatibility: Liger
- Lvl ?? : Compatibility: Liger
- Lvl ?? : Compatibility: Liger
- Lvl ?? : Combat Expertise
- Lvl ?? : Combat Expertise
- Lvl ?? : E-Shield Expertise
- Lvl ?? : E-Shield Expertise
- Lvl 22 : Combat Expertise
- Lvl 22 : Attack Cut-off
- Lvl 22 : Bold Nerves
- Lvl 22 : Iron Wall Defense
- Lvl 22 : Welding Technique Up
- Lvl 22 : E-Shield Expertise
- Lvl 22 : Size Specialty L
- Lvl 25 : Combat Expertise
- Lvl 25 : Beam Expertise
- Lvl 25 : Attack Cut-off
- Lvl 25 : Bold Nerves
- Lvl 25 : Iron Wall Defense
- Lvl 25 : Welding Technique Up
- Lvl 25 : E-Shield Expertise

- Lvl 25 : Size Specialty L
- Lvl 26 : Compatibility: Liger
- Lvl 28 : Beam Expertise
- Lvl 28 : Attack Cut-off
- Lvl 28 : Bold Nerves
- Lvl 28 : Iron Wall Defense
- Lvl 28 : Welding Technique Up
- Lvl 28 : Size Specialty L
- Lvl 31 : Beam Expertise
- Lvl 31 : Attack Cut-off
- Lvl 31 : Bold Nerves
- Lvl 31 : Iron Wall Defense
- Lvl 31 : Welding Technique Up
- Lvl 31 : Size Specialty L
- Lvl 33 : Beam Expertise
- Lvl 34 : Beam Expertise
- Lvl 34 : Attack Cut-off
- Lvl 34 : Iron Wall Defense
- Lvl 34 : Welding Technique Up
- Lvl 34 : Size Specialty L

Organoid Name: Zeek

Stats-

H P : 50
 SPD : 10
 AGI : 10
 DEF : 30
 ATK : 10

Pilot Name: Irvine

Starting Stats-

H P : 45
 SPD : 55
 AGI : 30
 DEF : 25
 HIT : 115

Starting Level: 21

Default Growth : Attack

Skills:

- Size Specialty M L2
- Economized Shooting L1
- Real Bullets Expertise L2
- Compatibility: Wolf L1
- Lvl ?? : Compatibility: Wolf
- Lvl ?? : Compatibility: Wolf
- Lvl ?? : Real Bullets Expertise
- Lvl ?? : Real Bullets Expertise
- Lvl ?? : Real Bullets Expertise
- Lvl ?? : Economized Shooting
- Lvl ?? : Economized Shooting
- Lvl ?? : Size Specialty M
- Lvl ?? : Size Specialty M
- Lvl 22 : Size Specialty M
- Lvl 23 : Economized Shooting
- Lvl 24 : Compatibility: Wolf
- Lvl 25 : Economized Shooting
- Lvl 26 : Economized Combat

- Lvl 27 : Compatibility: Wolf
- Lvl 28 : Economized Combat
- Lvl 30 : Economized Combat
- Lvl 31 : Armament Destroy
- Lvl 32 : Economized Combat
- Lvl 32 : Armament Destroy
- Lvl 33 : Compatibility: Gojulas
- Lvl 33 : Armament Destroy
- Lvl 34 : Compatibility: Gojulas
- Lvl 34 : Economized Combat
- Lvl 34 : Armament Destroy
- Lvl 34 : Size Specialty LL
- Lvl 35 : Compatibility: Gojulas
- Lvl 35 : Armament Destroy
- Lvl 35 : Size Specialty LL
- Lvl 36 : Compatibility: Gojulas
- Lvl 36 : Size Specialty LL
- Lvl 37 : Compatibility: Gojulas
- Lvl 37 : Size Specialty LL
- Lvl 38 : Size Specialty LL

Pilot Name: Moonbay

Starting Stats-

- H P : 80
- SPD : 25
- AGI : 20
- DEF : 120
- HIT : 25

Starting Level: 21

Default Growth : Defense

Skills:

- Combat Weakness L2
- Economized Shooting L1
- Economized Combat L1
- Lvl ?? : Economized Combat
- Lvl ?? : Economized Combat
- Lvl ?? : Economized Shooting
- Lvl ?? : Economized Shooting
- Lvl 23 : Economized Shooting
- Lvl 25 : Economized Combat
- Lvl 26 : Economized Shooting
- Lvl 28 : Economized Combat
- Lvl 31 : Compatibility: Water
- Lvl 32 : Compatibility: Water
- Lvl 33 : Compatibility: Ultra Saurus
- Lvl 33 : Compatibility: Water
- Lvl 34 : Compatibility: Ultra Saurus
- Lvl 34 : Compatibility: Water
- Lvl 35 : Compatibility: Ultra Saurus
- Lvl 35 : Compatibility: Water
- Lvl 36 : Compatibility: Ultra Saurus
- Lvl 37 : Compatibility: Ultra Saurus

Pilot Name: Bit

Starting Stats-

H P : 67
SPD : 36
AGI : 41
DEF : 125
HIT : 31

Starting Level: 22

Default Growth : Defense

Skills:

- Bold Nerves L1
- Combat Expertise L2
- Compatibility: Liger Zero L3
- Lvl ?? : Compatibility: Liger
- Lvl ?? : Compatibility: Liger Zero
- Lvl ?? : Compatibility: Liger Zero
- Lvl ?? : Combat Expertise
- Lvl ?? : Combat Expertise
- Lvl ?? : Attack Cut-off
- Lvl ?? : Attack Cut-off
- Lvl ?? : Attack Cut-off
- Lvl ?? : Armament Destroy
- Lvl ?? : Bold Nerves
- Lvl ?? : Bold Nerves
- Lvl 23 : Attack Cut-off
- Lvl 23 : Amending Steps
- Lvl 23 : Size Specialty L
- Lvl 24 : Compatibility: Liger
- Lvl 24 : Combat Expertise
- Lvl 25 : Armament Destroy
- Lvl 25 : Adversity Strength
- Lvl 25 : Size Specialty L
- Lvl 26 : Attack Cut-off
- Lvl 26 : Amending Steps
- Lvl 27 : Compatibility: Liger
- Lvl 27 : Bold Nerves
- Lvl 27 : Adversity Strength
- Lvl 28 : Armament Destroy
- Lvl 28 : Size Specialty L
- Lvl 29 : Amending Steps
- Lvl 29 : Adversity Strength
- Lvl 30 : Compatibility: Liger
- Lvl 31 : Armament Destroy
- Lvl 31 : Adversity Strength
- Lvl 31 : Size Specialty L
- Lvl 32 : Bold Nerves
- Lvl 32 : Amending Steps
- Lvl 32 : Adversity Strength
- Lvl 33 : Compatibility: Liger
- Lvl 34 : Armament Destroy
- Lvl 34 : Size Specialty L
- Lvl 35 : Amending Steps

Pilot Name: Atrey

Starting Stats-

H P : 64
SPD : 64
AGI : 64

DEF : 64

HIT : 64

Starting Level: 23

Default Growth : Balance

Skills:

- Economized Shooting L4
- Economized Combat L3
- Compatibility: Liger L4
- Lvl 24 : Compatibility: Unizon
- Lvl 24 : Missile Expertise
- Lvl 24 : Beam Expertise
- Lvl 24 : Recovery Expertise
- Lvl 25 : Economized Shooting
- Lvl 26 : Compatibility: Unizon
- Lvl 26 : Missile Expertise
- Lvl 26 : Beam Expertise
- Lvl 26 : Economized Combat
- Lvl 26 : Recovery Expertise
- Lvl 27 : Compatibility: Liger
- Lvl 28 : Compatibility: Unizon
- Lvl 28 : Missile Expertise
- Lvl 28 : Beam Expertise
- Lvl 28 : Economized Combat
- Lvl 28 : Recovery Expertise
- Lvl 30 : Compatibility: Unizon
- Lvl 30 : Missile Expertise
- Lvl 30 : Beam Expertise
- Lvl 30 : Recovery Expertise
- Lvl 32 : Compatibility: Unizon
- Lvl 32 : Missile Expertise
- Lvl 32 : Beam Expertise
- Lvl 32 : Recovery Expertise

Pilot Name: Harry

Starting Stats-

H P : 10

SPD : 19

AGI : 10

DEF : 10

HIT : 46

Starting Level: 10

Default Growth : Attack

Skills:

- Many Openings L3
- Beginner L3
- Weak Will L3
- Judgment Miss L3
- Combat Weakness L3
- Lvl 11 : Combat Weakness
- Lvl 12 : Judgment Miss
- Lvl 13 : Weak Will
- Lvl 14 : Beginner
- Lvl 15 : Many Openings
- Lvl 16 : Combat Weakness
- Lvl 17 : Judgment Miss
- Lvl 18 : Weak Will
- Lvl 19 : Beginner

- Lvl 20 : Many Openings
- Lvl 21 : Real Bullets Weakness
- Lvl 21 : Slow Steps
- Lvl 22 : Real Bullets Weakness
- Lvl 22 : Slow Steps
- Lvl 23 : Real Bullets Weakness
- Lvl 23 : Slow Steps
- Lvl 24 : Real Bullets Weakness
- Lvl 24 : Slow Steps
- Lvl 25 : Real Bullets Weakness
- Lvl 25 : Slow Steps
- Lvl 26 : Missile Weakness
- Lvl 26 : Beam Weakness
- Lvl 26 : Anti-Air Weakness
- Lvl 27 : Missile Weakness
- Lvl 27 : Beam Weakness
- Lvl 27 : Anti-Air Weakness
- Lvl 28 : Missile Weakness
- Lvl 28 : Beam Weakness
- Lvl 28 : Anti-Air Weakness
- Lvl 29 : Missile Weakness
- Lvl 29 : Beam Weakness
- Lvl 29 : Anti-Air Weakness
- Lvl 30 : Missile Weakness
- Lvl 30 : Beam Weakness
- Lvl 30 : Anti-Air Weakness

Pilot Name: Jack Cisco

Starting Stats-

H P : 39
SPD : 34
AGI : 160
DEF : 53
HIT : 39

Starting Level: 25

Default Growth : Evade

Skills:

- Skillfulness L4
- Amending Steps L4
- Attack Cut-off L3
- Real Bullets Expertise L3
- Lvl 26 : Attack Cut-off
- Lvl 26 : Size Specialty M Below
- Lvl 27 : Real Bullets Expertise
- Lvl 27 : Skillfulness
- Lvl 28 : Real Bullets Expertise
- Lvl 29 : Attack Cut-off
- Lvl 29 : Size Specialty M Below
- Lvl 30 : Amending Steps
- Lvl 32 : Size Specialty M Below
- Lvl 35 : Size Specialty M Below
- Lvl 38 : Size Specialty M Below

Pilot Name: Benjamin

Starting Stats-

H P : 19
SPD : 11
AGI : 11
DEF : 43
HIT : 11

Starting Level: 9

Default Growth : Defense

Skills:

Pilot Name: Sebastian

Starting Stats-

H P : 19
SPD : 11
AGI : 11
DEF : 43
HIT : 11

Starting Level: 9

Default Growth : Defense

Skills:

Pilot Name: Vega

Starting Stats-

H P : 63
SPD : 73
AGI : 73
DEF : 63
HIT : 83

Starting Level: 25

Default Growth : Balance

Skills:

- Size Specialty M L2
- Multiple Shooting L1
- Attack Cut-off L4
- Beam Expertise L3
- Compatibility: Fuhrer L4
- Lvl 26 : Beam Expertise
- Lvl 27 : Attack Cut-off
- Lvl 27 : Size Specialty M
- Lvl 28 : Compatibility: Fuhrer
- Lvl 29 : Size Specialty M
- Lvl 30 : Beam Expertise
- Lvl 31 : Size Specialty M

Pilot Name: Linon

Starting Stats-

H P : 36
SPD : 62
AGI : 31
DEF : 36
HIT : 125

Starting Level: 22

Default Growth : Attack

Skills:

- Multiple Shooting L1
- Beam Expertise L3
- Missile Expertise L4
- Real Bullets Expertise L5
- Lvl 24 : Beam Expertise
- Lvl 25 : Missile Expertise
- Lvl 27 : Beam Expertise
- Lvl 35 : Multiple Shooting

Pilot Name: Barad

Starting Stats-

H P : 41
SPD : 41
AGI : 125
DEF : 52
HIT : 36

Starting Level: 22

Default Growth : Evade

Skills:

- Skillfulness L1
- Attack Cut-off L4
- Beam Expertise L2
- Real Bullets Expertise L3
- Compatibility: Wolf L5
- Lvl 23 : Real Bullets Expertise
- Lvl 23 : Beam Expertise
- Lvl 23 : Attack Cut-off
- Lvl 23 : Skillfulness
- Lvl 23 : Size Specialty M
- Lvl 24 : Real Bullets Expertise
- Lvl 24 : Skillfulness
- Lvl 24 : Engine Output Up
- Lvl 25 : Armament Destroy
- Lvl 26 : Size Specialty M
- Lvl 27 : Engine Output Up
- Lvl 28 : Armament Destroy
- Lvl 29 : Size Specialty M
- Lvl 30 : Engine Output Up
- Lvl 31 : Armament Destroy
- Lvl 31 : Skillfulness
- Lvl 32 : Beam Expertise
- Lvl 32 : Size Specialty M
- Lvl 33 : Skillfulness
- Lvl 33 : Engine Output Up
- Lvl 34 : Beam Expertise
- Lvl 34 : Armament Destroy
- Lvl 35 : Size Specialty M
- Lvl 36 : Engine Output Up
- Lvl 37 : Armament Destroy

Pilot Name: Jemy

Starting Stats-

H P : 27
SPD : 27
AGI : 120
DEF : 39
HIT : 32

Starting Level: 18

Default Growth : Evade

Skills:

- Many Openings L1
- Fuel Consumption Up L3
- Economized Shooting L2
- Attack Cut-off L3
- Compatibility: Flying L4
- Lvl 23 : Compatibility: Flying
- Lvl 23 : Combat Expertise
- Lvl 23 : Attack Cut-off
- Lvl 23 : Economized Shooting
- Lvl 23 : Iron Wall Defense
- Lvl 24 : Combat Expertise
- Lvl 28 : Combat Expertise
- Lvl 28 : Attack Cut-off
- Lvl 29 : Fuel Consumption Up
- Lvl 30 : Combat Expertise
- Lvl 30 : Cover
- Lvl 30 : Engine Output Up
- Lvl 31 : Cover
- Lvl 31 : Fuel Consumption Up
- Lvl 31 : Engine Output Up
- Lvl 32 : Cover
- Lvl 32 : Engine Output Up
- Lvl 33 : Cover
- Lvl 33 : Engine Output Up
- Lvl 34 : Cover
- Lvl 34 : Engine Output Up

Pilot Name: Naomi

Starting Stats-

H P : 35
SPD : 70
AGI : 25
DEF : 30
HIT : 120

Starting Level: 21

Default Growth : Attack

Skills:

- Cover L3
- Attack Cut-off L3
- Beam Expertise L5
- Real Bullets Expertise L3
- Lvl 22 : Real Bullets Expertise
- Lvl 23 : Real Bullets Expertise
- Lvl 23 : Attack Cut-off
- Lvl 23 : Size Specialty S
- Lvl 24 : Attack Cut-off
- Lvl 24 : Cover
- Lvl 25 : Cover

- Lvl 25 : Investigation Technique Up
- Lvl 25 : Size Specialty S
- Lvl 26 : Investigation Technique Up
- Lvl 26 : Size Specialty S
- Lvl 27 : Investigation Technique Up
- Lvl 27 : Size Specialty S
- Lvl 28 : Investigation Technique Up
- Lvl 28 : Size Specialty S
- Lvl 29 : Investigation Technique Up

Pilot Name: Leon

Starting Stats-

H P : 66
SPD : 81
AGI : 71
DEF : 51
HIT : 56

Starting Level: 21

Default Growth : Balance

Skills:

- Special Attack L2
- Armament Destroy L1
- Attack Cut-off L2
- Combat Expertise L4
- Compatibility: Liger L3
- Lvl ?? : Compatibility: Liger
- Lvl ?? : Compatibility: Liger
- Lvl ?? : Combat Expertise
- Lvl ?? : Attack Cut-off
- Lvl ?? : Armament Destroy
- Lvl 25 : Attack Cut-off
- Lvl 27 : Special Attack
- Lvl 30 : Special Attack
- Lvl 31 : Attack Cut-off
- Lvl 31 : Armament Destroy
- Lvl 31 : Skillfulness
- Lvl 32 : Amending Steps
- Lvl 32 : Skillfulness
- Lvl 33 : Armament Destroy
- Lvl 33 : Amending Steps
- Lvl 33 : Skillfulness
- Lvl 33 : Special Attack
- Lvl 34 : Amending Steps
- Lvl 34 : Skillfulness
- Lvl 35 : Armament Destroy
- Lvl 35 : Amending Steps
- Lvl 35 : Skillfulness
- Lvl 36 : Amending Steps

Pilot Name: Arrow

Starting Stats-

H P : 69
SPD : 53
AGI : 29

DEF : 29
HIT : 170
Starting Level: 25
Default Growth : Attack

Skills:

- Skillfulness L4
- Combat Expertise L5
- Compatibility: Tiger L5
- Lvl 26 : Bold Nerves
- Lvl 26 : Engine Output Up
- Lvl 27 : Bold Nerves
- Lvl 27 : Skillfulness
- Lvl 28 : Bold Nerves
- Lvl 28 : Engine Output Up
- Lvl 29 : Attack Cut-off
- Lvl 29 : Bold Nerves
- Lvl 30 : Attack Cut-off
- Lvl 30 : Bold Nerves
- Lvl 30 : Engine Output Up
- Lvl 31 : Attack Cut-off
- Lvl 31 : Adversity Strength
- Lvl 32 : Attack Cut-off
- Lvl 32 : Adversity Strength
- Lvl 32 : Engine Output Up
- Lvl 33 : Attack Cut-off
- Lvl 33 : Adversity Strength
- Lvl 34 : Adversity Strength
- Lvl 34 : Engine Output Up
- Lvl 35 : Adversity Strength

Pilot Name: Gamy

Starting Stats-

H P : 65
SPD : 50
AGI : 25
DEF : 35
HIT : 150

Starting Level: 26
Default Growth : Attack

Skills:

- Size Specialty LL Above L3
- Armament Destroy L4
- Combat Expertise L5
- Compatibility: Gojulas L5
- Lvl 27 : Special Attack
- Lvl 27 : Size Specialty LL Above
- Lvl 28 : Armament Destroy
- Lvl 28 : Adversity Strength
- Lvl 28 : Special Attack
- Lvl 29 : Special Attack
- Lvl 30 : Adversity Strength
- Lvl 30 : Special Attack
- Lvl 30 : Size Specialty LL Above
- Lvl 31 : Special Attack
- Lvl 32 : Adversity Strength
- Lvl 34 : Adversity Strength
- Lvl 36 : Adversity Strength

Pilot Name: Chao

Starting Stats-

H P : 65
SPD : 50
AGI : 25
DEF : 35
HIT : 150

Starting Level: 24

Default Growth : Evade

Skills:

- Special Attack L3
 - Real Bullets Expertise L4
 - Lvl ?? : Holo-Tech Technique
 - Lvl 25 : Attack Cut-off
 - Lvl 25 : Special Attack
 - Lvl 27 : Holo-Tech Technique
 - Lvl 28 : Attack Cut-off
 - Lvl 28 : Special Attack
 - Lvl 29 : Real Bullets Expertise
 - Lvl 30 : Holo-Tech Technique
 - Lvl 31 : Attack Cut-off
 - Lvl 33 : Holo-Tech Technique
 - Lvl 34 : Attack Cut-off
 - Lvl 36 : Holo-Tech Technique
 - Lvl 37 : Attack Cut-off
- -----

Pilot Name: Dyd

Starting Stats-

H P : 65
SPD : 50
AGI : 25
DEF : 35
HIT : 150

Starting Level: 24

Default Growth : Evade

Skills:

- Cover L3
 - Beam Expertise L4
 - Lvl ?? : Welding Technique Up
 - Lvl 25 : Iron Wall Defense
 - Lvl 25 : Cover
 - Lvl 27 : Welding Technique Up
 - Lvl 28 : Iron Wall Defense
 - Lvl 28 : Cover
 - Lvl 29 : Beam Expertise
 - Lvl 30 : Welding Technique Up
 - Lvl 31 : Iron Wall Defense
 - Lvl 33 : Welding Technique Up
 - Lvl 34 : Iron Wall Defense
 - Lvl 36 : Welding Technique Up
 - Lvl 37 : Iron Wall Defense
- -----

Pilot Name: Blood

Starting Stats-

H P : 59
SPD : 68
AGI : 49
DEF : 44
HIT : 145

Starting Level: 25

Default Growth : Attack

Skills:

- Economized Shooting L5
 - Economized Combat L4
 - Attack Cut-off L5
 - Beam Expertise L4
 - Combat Expertise L2
 - Lvl 27 : Economized Combat
 - Lvl 28 : Combat Expertise
 - Lvl 29 : Beam Expertise
 - Lvl 30 : Combat Expertise
 - Lvl 31 : Combat Expertise
- -----

Pilot Name: Regina

Starting Stats-

H P : 52
SPD : 42
AGI : 155
DEF : 59
HIT : 32

Starting Level: 28

Default Growth : Evade

Skills:

- Compatibility: Liger L4
 - Compatibility: Flying L5
 - Compatibility: Tiger L5
 - Compatibility: Kong L4
 - Compatibility: Wolf L5
 - Lvl 30 : Compatibility: Kong
 - Lvl 31 : Compatibility: Liger
 - Lvl 31 : Engine Output Up
 - Lvl 32 : Skillfulness
 - Lvl 32 : Engine Output Up
 - Lvl 33 : Skillfulness
 - Lvl 33 : Engine Output Up
 - Lvl 34 : Skillfulness
 - Lvl 34 : Engine Output Up
 - Lvl 35 : Skillfulness
 - Lvl 35 : Engine Output Up
 - Lvl 36 : Skillfulness
- -----

Pilot Name: Arth

Starting Stats-

H P : 47

SPD : 59
AGI : 32
DEF : 32
HIT : 170

Starting Level: 28

Default Growth : Attack

Skills:

- Bold Nerves L5
- Attack Cut-off L4
- Compatibility: Tiger L4
- Compatibility: Kong L5
- Compatibility: Wolf L5
- Lvl 30 : Compatibility: Tiger
- Lvl 31 : Attack Cut-off
- Lvl 31 : Investigation Technique Up
- Lvl 32 : Armament Destroy
- Lvl 32 : Investigation Technique Up
- Lvl 33 : Armament Destroy
- Lvl 33 : Investigation Technique Up
- Lvl 34 : Armament Destroy
- Lvl 34 : Investigation Technique Up
- Lvl 35 : Armament Destroy
- Lvl 35 : Investigation Technique Up
- Lvl 36 : Armament Destroy

Pilot Name: Jack

Starting Stats-

H P : 69
SPD : 32
AGI : 32
DEF : 165
HIT : 42

Starting Level: 28

Default Growth : Defense

Skills:

- Attack Cut-off L5
- Beam Expertise L4
- Compatibility: Liger L5
- Compatibility: Flying L4
- Compatibility: Gojulas L5
- Lvl 30 : Compatibility: Flying
- Lvl 31 : Beam Expertise
- Lvl 31 : E-Shield Expertise
- Lvl 32 : Iron Wall Defense
- Lvl 32 : E-Shield Expertise
- Lvl 33 : Iron Wall Defense
- Lvl 33 : E-Shield Expertise
- Lvl 34 : Iron Wall Defense
- Lvl 34 : E-Shield Expertise
- Lvl 35 : Iron Wall Defense
- Lvl 35 : E-Shield Expertise
- Lvl 36 : Iron Wall Defense

Pilot Name: Herman

Starting Stats-

H P : 88
SPD : 39
AGI : 34
DEF : 165
HIT : 39

Starting Level: 30

Default Growth : Defense

Skills:

- Armament Destroy L2
- Economized Shooting L5
- Economized Combat L4
- Compatibility: Liger L3
- Compatibility: Gojulas L5
- Lvl 31 : Compatibility: Liger
- Lvl 31 : Armament Destroy
- Lvl 31 : Size Specialty LL
- Lvl 32 : Compatibility: Liger
- Lvl 32 : Armament Destroy
- Lvl 32 : Size Specialty LL
- Lvl 33 : Economized Combat
- Lvl 33 : Armament Destroy
- Lvl 33 : Size Specialty LL
- Lvl 34 : Size Specialty LL
- Lvl 35 : Size Specialty LL

Pilot Name: Schubaltz

Starting Stats-

H P : 78
SPD : 44
AGI : 44
DEF : 150
HIT : 59

Starting Level: 30

Default Growth : Defense

Skills:

- Iron Wall Defense L5
- Attack Cut-off L5
- Compatibility: Tiger L5
- Compatibility: Geno L5
- Compatibility: Kong L5
- Lvl 31 : Compatibility: Fuhrer
- Lvl 32 : Economized Combat
- Lvl 33 : Compatibility: Fuhrer
- Lvl 34 : Economized Combat
- Lvl 35 : Compatibility: Fuhrer
- Lvl 35 : Multiple Shooting
- Lvl 36 : Economized Combat
- Lvl 37 : Compatibility: Fuhrer
- Lvl 38 : Economized Combat
- Lvl 39 : Compatibility: Fuhrer
- Lvl 40 : Economized Combat

Pilot Name: Torma

Starting Stats-

H P : 44
SPD : 83
AGI : 34
DEF : 39
HIT : 165

Starting Level: 30

Default Growth : Attack

Skills:

- Combat Weakness L1
- Fuel Consumption Up L3
- Beam Expertise L3
- Missile Expertise L3
- Real Bullets Expertise L5
- Lvl 31 : Missile Expertise
- Lvl 31 : Fuel Consumption Up
- Lvl 32 : Missile Expertise
- Lvl 32 : Fuel Consumption Up
- Lvl 33 : Beam Expertise
- Lvl 34 : Beam Expertise
- Lvl 34 : Fuel Consumption Up

Pilot Name: Lyner

Starting Stats-

H P : 47
SPD : 17
AGI : 17
DEF : 17
HIT : 27

Starting Level: 7

Default Growth : Balance

Skills:

- Economized Shooting L2
- Attack Cut-off L1
- Beam Expertise L1
- Lvl 8 : Attack Cut-off
- Lvl 9 : Beam Expertise
- Lvl 10 : Attack Cut-off
- Lvl 10 : Economized Shooting
- Lvl 11 : Beam Expertise
- Lvl 11 : Investigation Technique Up
- Lvl 12 : Attack Cut-off
- Lvl 12 : Economized Shooting
- Lvl 14 : Attack Cut-off
- Lvl 15 : Economized Shooting
- Lvl 16 : Beam Expertise
- Lvl 16 : Multiple Shooting
- Lvl 17 : Investigation Technique Up
- Lvl 19 : Investigation Technique Up
- Lvl 20 : Beam Expertise
- Lvl 21 : Investigation Technique Up
- Lvl 24 : Investigation Technique Up

Pilot Name: Claudia

Starting Stats-

H P : 42
SPD : 17
AGI : 50
DEF : 19
HIT : 12

Starting Level: 8

Default Growth : Evade

Skills:

- Economized Combat L2
- Attack Cut-off L3
- Combat Expertise L2
- Lvl 9 : Combat Expertise
- Lvl 9 : Adversity Strength
- Lvl 10 : Armament Destroy
- Lvl 10 : Skillfulness
- Lvl 11 : Engine Output Up
- Lvl 14 : Armament Destroy
- Lvl 16 : Attack Cut-off
- Lvl 16 : Adversity Strength
- Lvl 17 : Economized Combat
- Lvl 17 : Engine Output Up
- Lvl 18 : Armament Destroy
- Lvl 20 : Combat Expertise
- Lvl 20 : Skillfulness
- Lvl 20 : Adversity Strength
- Lvl 22 : Armament Destroy
- Lvl 23 : Economized Combat
- Lvl 23 : Engine Output Up
- Lvl 24 : Adversity Strength
- Lvl 25 : Skillfulness
- Lvl 26 : Armament Destroy
- Lvl 28 : Adversity Strength
- Lvl 29 : Economized Combat
- Lvl 29 : Engine Output Up
- Lvl 30 : Skillfulness
- Lvl 34 : Combat Expertise
- Lvl 35 : Skillfulness
- Lvl 35 : Engine Output Up
- Lvl 37 : Attack Cut-off

Pilot Name: Zan

Starting Stats-

H P : 40
SPD : 5
AGI : 35
DEF : 20
HIT : 15

Starting Level: 6

Default Growth : Evade

Skills:

- Compatibility: Liger L2
- Compatibility: Gojulas L2
- Compatibility: Wolf L2
- Lvl 7 : Combat Expertise
- Lvl 8 : Compatibility: Flying
- Lvl 9 : Special Attack

- Lvl 10 : Attack Cut-off
- Lvl 11 : Compatibility: Wolf
- Lvl 12 : Combat Expertise
- Lvl 13 : Compatibility: Liger
- Lvl 14 : Compatibility: Flying
- Lvl 16 : Compatibility: Wolf
- Lvl 16 : Attack Cut-off
- Lvl 17 : Combat Expertise
- Lvl 17 : Special Attack
- Lvl 18 : Compatibility: Liger
- Lvl 19 : Compatibility: Flying
- Lvl 20 : Multiple Shooting
- Lvl 21 : Compatibility: Wolf
- Lvl 22 : Combat Expertise
- Lvl 22 : Attack Cut-off
- Lvl 23 : Compatibility: Liger
- Lvl 23 : Special Attack
- Lvl 24 : Compatibility: Flying
- Lvl 27 : Combat Expertise
- Lvl 28 : Attack Cut-off
- Lvl 29 : Compatibility: Flying
- Lvl 29 : Special Attack
- Lvl 30 : Compatibility: Gojulas
- Lvl 34 : Attack Cut-off
- Lvl 35 : Special Attack

 Pilot Name: Theta

Starting Stats-

HP : 15
 SPD : 30
 AGI : 10
 DEF : 10
 HIT : 35

Starting Level: 6

Default Growth : Attack

Skills:

- Weak Will L3
- Attack Cut-off L1
- Beam Expertise L1
- Real Bullets Expertise L2
- Lvl 7 : Attack Cut-off
- Lvl 9 : Beam Expertise
- Lvl 10 : Economized Shooting
- Lvl 11 : Real Bullets Expertise
- Lvl 11 : Cover
- Lvl 12 : Investigation Technique Up
- Lvl 13 : Attack Cut-off
- Lvl 15 : Economized Shooting
- Lvl 16 : Real Bullets Expertise
- Lvl 16 : Cover
- Lvl 17 : Beam Expertise
- Lvl 17 : Investigation Technique Up
- Lvl 19 : Attack Cut-off
- Lvl 20 : Economized Shooting
- Lvl 21 : Real Bullets Expertise
- Lvl 21 : Cover
- Lvl 22 : Investigation Technique Up

- Lvl 25 : Beam Expertise
- Lvl 25 : Economized Shooting
- Lvl 26 : Cover
- Lvl 27 : Investigation Technique Up
- Lvl 30 : Attack Cut-off
- Lvl 30 : Economized Shooting
- Lvl 31 : Cover
- Lvl 32 : Beam Expertise
- Lvl 32 : Investigation Technique Up

Pilot Name: Shouma

Starting Stats-

HP : 15
SPD : 10
AGI : 10
DEF : 15
HIT : 15

Starting Level: 1

Default Growth : Defense

Skills:

- Many Openings L3
- Slow Steps L3
- Combat Weakness L3
- Lvl 3 : Amending Steps
- Lvl 3 : Iron Wall Defense
- Lvl 4 : Cover
- Lvl 5 : Combat Expertise
- Lvl 5 : Amending Steps
- Lvl 7 : Iron Wall Defense
- Lvl 8 : Combat Expertise
- Lvl 8 : Cover
- Lvl 9 : Amending Steps
- Lvl 10 : Real Bullets Expertise
- Lvl 11 : Combat Expertise
- Lvl 11 : Iron Wall Defense
- Lvl 12 : Cover
- Lvl 12 : Holo-Tech Technique
- Lvl 13 : Engine Output Up
- Lvl 14 : Combat Expertise
- Lvl 15 : Real Bullets Expertise
- Lvl 15 : Holo-Tech Technique
- Lvl 15 : Size Specialty M
- Lvl 16 : Iron Wall Defense
- Lvl 16 : Cover
- Lvl 16 : Engine Output Up
- Lvl 17 : Combat Expertise
- Lvl 18 : Holo-Tech Technique
- Lvl 19 : Engine Output Up
- Lvl 19 : Size Specialty M
- Lvl 20 : Combat Expertise
- Lvl 20 : Real Bullets Expertise
- Lvl 20 : Cover
- Lvl 21 : Iron Wall Defense
- Lvl 21 : Holo-Tech Technique
- Lvl 22 : Engine Output Up
- Lvl 23 : Size Specialty M
- Lvl 24 : Holo-Tech Technique

- Lvl 25 : Real Bullets Expertise
- Lvl 25 : Engine Output Up
- Lvl 26 : Iron Wall Defense
- Lvl 26 : Size Specialty M
- Lvl 29 : Size Specialty M
- Lvl 30 : Real Bullets Expertise
- Lvl 31 : Iron Wall Defense
- Lvl 35 : Iron Wall Defense

Pilot Name: Kouki

Starting Stats-

HP : 44
SPD : 23
AGI : 19
DEF : 14
HIT : 65

Starting Level: 10

Default Growth : Attack

Skills:

- Anti-Air Weakness L3
 - Size Specialty M L1
 - Special Attack L3
 - Combat Expertise L2
 - Compatibility: Tiger L2
 - Lvl 11 : Compatibility: Tiger
 - Lvl 11 : Armament Destroy
 - Lvl 12 : Combat Expertise
 - Lvl 12 : Special Attack
 - Lvl 13 : Amending Steps
 - Lvl 14 : Size Specialty M
 - Lvl 15 : Armament Destroy
 - Lvl 15 : Special Attack
 - Lvl 16 : Compatibility: Tiger
 - Lvl 17 : Combat Expertise
 - Lvl 18 : Amending Steps
 - Lvl 19 : Armament Destroy
 - Lvl 19 : Size Specialty M
 - Lvl 20 : Missile Expertise
 - Lvl 21 : Compatibility: Tiger
 - Lvl 21 : Missile Expertise
 - Lvl 22 : Combat Expertise
 - Lvl 22 : Missile Expertise
 - Lvl 23 : Missile Expertise
 - Lvl 23 : Armament Destroy
 - Lvl 23 : Amending Steps
 - Lvl 24 : Missile Expertise
 - Lvl 24 : Size Specialty M
 - Lvl 27 : Anti-Air Expertise
 - Lvl 27 : Armament Destroy
 - Lvl 28 : Anti-Air Expertise
 - Lvl 28 : Amending Steps
 - Lvl 29 : Anti-Air Expertise
 - Lvl 29 : Size Specialty M
 - Lvl 33 : Amending Steps
- -----

Pilot Name: Lusterny

Starting Stats-

H P : 49
SPD : 39
AGI : 170
DEF : 68
HIT : 49

Starting Level: 30

Default Growth : Evade

Skills:

- Engine Output Up L5
- Economized Combat L5
- Attack Cut-off L5
- Combat Expertise L5
- Compatibility: Liger L5

Pilot Name: Karkrand

Starting Stats-

H P : 19
SPD : 33
AGI : 19
DEF : 19
HIT : 75

Starting Level: 15

Default Growth : Attack

Skills:

- Missile Weakness L1
- Real Bullets Weakness L1
- Compatibility: Tiger L2
- Lvl 16 : Economized Combat
- Lvl 19 : Economized Combat
- Lvl 22 : Economized Combat
- Lvl 30 : Multiple Shooting

Pilot Name: Omari

Starting Stats-

H P : 19
SPD : 33
AGI : 19
DEF : 19
HIT : 75

Starting Level: 15

Default Growth : Attack

Skills:

- Anti-Air Weakness L1
 - Beam Weakness L1
 - Compatibility: Tiger L2
 - Lvl 16 : Economized Shooting
 - Lvl 19 : Economized Shooting
 - Lvl 22 : Economized Shooting
 - Lvl 30 : Multiple Shooting
-

Pilot Name: Lineback

Starting Stats-

H P : 19
SPD : 33
AGI : 19
DEF : 19
HIT : 75

Starting Level: 15

Default Growth : Attack

Skills:

- Combat Weakness L2
 - Compatibility: Tiger L2
 - Lvl 16 : Attack Cut-off
 - Lvl 19 : Attack Cut-off
 - Lvl 22 : Attack Cut-off
 - Lvl 30 : Multiple Shooting
- -----

Pilot Name: Blade

Starting Stats-

H P : 56
SPD : 72
AGI : 36
DEF : 36
HIT : 160

Starting Level: 27

Default Growth : Attack

Skills:

- Iron Wall Defense L5
 - Beam Expertise L5
 - Combat Expertise L5
 - Compatibility: Unizon L5
 - Compatibility: Fuhrer L5
 - Lvl 31 : Anti-Air Expertise
 - Lvl 31 : Size Specialty M
 - Lvl 32 : Special Attack
 - Lvl 32 : Size Specialty M
 - Lvl 33 : Anti-Air Expertise
 - Lvl 33 : Size Specialty M
 - Lvl 34 : Special Attack
 - Lvl 34 : Size Specialty M
 - Lvl 35 : Anti-Air Expertise
 - Lvl 35 : Size Specialty M
 - Lvl 36 : Special Attack
 - Lvl 37 : Anti-Air Expertise
 - Lvl 38 : Special Attack
 - Lvl 39 : Anti-Air Expertise
 - Lvl 40 : Special Attack
- -----

Pilot Name: Tsurugi

Starting Stats-

H P : 29
SPD : 79

AGI : 195
DEF : 58
HIT : 29
Starting Level: 30
Default Growth : Attack

Skills:

- Skillfulness L5
- Attack Cut-off L5
- Anti-Air Expertise L5
- Combat Expertise L5
- Compatibility: Tiger L5

Pilot Name: Baluf

Starting Stats-

H P : 79
SPD : 58
AGI : 29
DEF : 29
HIT : 195

Starting Level: 30
Default Growth : Attack

Skills:

- Special Attack L5
- Bold Nerves L5
- Armament Destroy L5
- Combat Expertise L5
- Compatibility: Wolf L5

Pilot Name: Fan

Starting Stats-

H P : 58
SPD : 29
AGI : 29
DEF : 245
HIT : 29

Starting Level: 30
Default Growth : Defense

Skills:

- Welding Technique Up L5
- Cover L5
- Iron Wall Defense L5
- Missile Expertise L5
- Combat Expertise L5

Pilot Name: Zell

Starting Stats-

H P : 88
SPD : 48
AGI : 48
DEF : 48
HIT : 48

Starting Level: 20
Default Growth : Balance
Organoid: Pulse
Skills:
- Multiple Shooting L1
- Economized Shooting L5
- Combat Expertise L5
- Compatibility: Liger L5
- Compatibility: Tiger L5

Organoid Name: Pulse

Stats-

H P : 10
SPD : 10
AGI : 10
DEF : 50
ATK : 30

Pilot Name: Yuno

Starting Stats-

H P : 49
SPD : 24
AGI : 105
DEF : 43
HIT : 24

Starting Level: 20

Default Growth : Evade

Skills:

- Multiple Shooting L1
- Beam Expertise L2
- Compatibility: Fuhrer L2
- Compatibility: Death Saurer L3
- Compatibility: Geno L2
- Lvl 21 : Compatibility: Geno
- Lvl 22 : Beam Expertise
- Lvl 23 : Engine Output Up
- Lvl 24 : Compatibility: Geno
- Lvl 24 : Engine Output Up
- Lvl 25 : Compatibility: Fuhrer
- Lvl 25 : Beam Expertise
- Lvl 25 : Engine Output Up
- Lvl 26 : Engine Output Up
- Lvl 27 : Compatibility: Geno
- Lvl 27 : Engine Output Up
- Lvl 28 : Compatibility: Fuhrer
- Lvl 28 : Beam Expertise
- Lvl 30 : Compatibility: Death Saurer
- Lvl 31 : Compatibility: Fuhrer
- Lvl 40 : Multiple Shooting
- Lvl 45 : Compatibility: Death Saurer

Pilot Name: Acty

Starting Stats-

H P : 4

SPD : 2
AGI : 2
DEF : 10
HIT : 2

Starting Level: 3

Default Growth : Defense

Skills:

- Many Openings L3
- Beginner L3
- Lvl 4 : Iron Wall Defense
- Lvl 5 : Compatibility: Unizon
- Lvl 6 : Fuel Consumption Up
- Lvl 7 : Size Specialty M
- Lvl 8 : Welding Technique Up
- Lvl 9 : Iron Wall Defense
- Lvl 9 : Recovery Expertise
- Lvl 10 : Compatibility: Unizon
- Lvl 10 : Skillfulness
- Lvl 11 : Cover
- Lvl 11 : Fuel Consumption Up
- Lvl 12 : Size Specialty M
- Lvl 13 : Welding Technique Up
- Lvl 14 : Iron Wall Defense
- Lvl 14 : Recovery Expertise
- Lvl 15 : Compatibility: Unizon
- Lvl 15 : Skillfulness
- Lvl 16 : Cover
- Lvl 16 : Fuel Consumption Up
- Lvl 17 : Size Specialty M
- Lvl 18 : Welding Technique Up
- Lvl 19 : Iron Wall Defense
- Lvl 19 : Recovery Expertise
- Lvl 20 : Compatibility: Unizon
- Lvl 21 : Cover
- Lvl 21 : Fuel Consumption Up
- Lvl 22 : Size Specialty M
- Lvl 23 : Welding Technique Up
- Lvl 24 : Iron Wall Defense
- Lvl 24 : Recovery Expertise
- Lvl 25 : Compatibility: Unizon
- Lvl 26 : Skillfulness
- Lvl 26 : Cover
- Lvl 26 : Fuel Consumption Up
- Lvl 27 : Size Specialty M
- Lvl 28 : Welding Technique Up
- Lvl 29 : Iron Wall Defense
- Lvl 29 : Recovery Expertise
- Lvl 31 : Cover
- Lvl 34 : Iron Wall Defense
- Lvl 39 : Iron Wall Defense

Pilot Name: Luke

Starting Stats-

H P : 33
SPD : 34
AGI : 19
DEF : 90

HIT : 19
Starting Level: 15
Default Growth : Defense
Skills:

- Size Specialty M L2
- Anti-Air Expertise L3
- Real Bullets Expertise L3
- Compatibility: Blox L4
- Lvl 17 : Compatibility: Ultra Saurus
- Lvl 17 : Compatibility: BLOX
- Lvl 17 : Real Bullets Expertise
- Lvl 17 : Anti-Air Expertise
- Lvl 17 : Size Specialty M
- Lvl 17 : Size Specialty XL
- Lvl 18 : Compatibility: Ultra Saurus
- Lvl 18 : Size Specialty M
- Lvl 18 : Size Specialty XL
- Lvl 30 : Size Specialty XL
- Lvl 31 : Compatibility: Ultra Saurus
- Lvl 31 : Compatibility: Unizon
- Lvl 31 : Beam Expertise
- Lvl 31 : Anti-Air Expertise
- Lvl 32 : Compatibility: Unizon
- Lvl 32 : Beam Expertise
- Lvl 32 : Size Specialty XL
- Lvl 33 : Compatibility: Ultra Saurus
- Lvl 33 : Compatibility: Unizon
- Lvl 33 : Real Bullets Expertise
- Lvl 33 : Beam Expertise
- Lvl 33 : Size Specialty M
- Lvl 34 : Compatibility: Unizon
- Lvl 34 : Beam Expertise
- Lvl 34 : Size Specialty XL
- Lvl 35 : Compatibility: Ultra Saurus
- Lvl 35 : Compatibility: Unizon
- Lvl 35 : Beam Expertise

Pilot Name: Mary

Starting Stats-

H P : 5
SPD : 9
AGI : 5
DEF : 5
HIT : 21

Starting Level: 5

Default Growth : Attack

Skills:

- Beam Weakness L1
 - Real Bullets Weakness L3
 - Combat Weakness L5
 - Missile Expertise L1
 - Lvl 13 : Missile Expertise
 - Lvl 16 : Missile Expertise
 - Lvl 19 : Missile Expertise
 - Lvl 22 : Missile Expertise
-

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Skills

Pilots have Active Skills, and Stocked Skills. You can view the 2 Sections of the Active Skills Section and Stocked Skills Section of a Pilot.

Active Skills are Skills that are already in effect.

Stocked Skills are Skills that are not in effect yet, but may be assigned to the Active Skills.

Over Level Ups, Pilots can Learn new Skills. These Skills are stored in the Stocked Skills.

Each Pilot may have only 5 Sets of Active Skills.

Stocked Skills may be Assigned to the Active Skills. If there is an empty slot in the Active Skills Section, and you Assign a Stocked Skill that is not already present in the Active Skills Section, that slot will now be the Assigned Skill L1. If a Skill is already present in the Active Skills Section, and the same Skill is Assigned from the Stocked Skills to the Active Skills Section, then that Active Skill Set increases by one level to the next L. Note that it is possible, to replace an entire Set of Active Skills, with a newly Assigned Stocked Skill that is not already in the Active Skills Section. The Active Skill that is replaced will be lost.

Take important note that Assigning Skills is not reversible. Once a Stocked Skill is Assigned to the Active Skills Section, it will remain there. Once an Active Skill Set is replaced with a new Stocked Skill, those replaced Active Skills are permanently lost.

Negative Skills in the Active Skills Section may not be replaced, and may only be Neutralized, by the corresponding Positive Skill. The Negative Skill is reduced by one Level, for every Positive Skill that assigned from the Stocked Skills to Neutralize it. Once the Negative Skill is reduced below L1, it is totally removed.

The higher the L of the Skill Set, the greater the effects of the Skill Set.

(Notes:

The L refers to the Level of the Skill.

E.g. "10% X L" means a Bonus of 20% for L2, and 40% for L4.

All Skills that affect Pilot Stats or Accuracy affect them by factor, not by value.

E.g. A Pilot Stat of HP 50%, when received a Bonus of 20%, will be 60%.

50% X (100% + 20%), and not 50% + 20%.

All values are rounded down to the lowest whole number.)

When this Pilot is on a Zoid that is Ultra Saurus Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Compatibility: Wolf-

When this Pilot is on a Zoid that is Wolf Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Compatibility: Gojulas-

When this Pilot is on a Zoid that is Gojulas Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Compatibility: Kong-

When this Pilot is on a Zoid that is Kong Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Compatibility: Geno-

When this Pilot is on a Zoid that is Geno Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Compatibility: Water-

When this Pilot is on a Zoid that is Water Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Compatibility: Tiger-

When this Pilot is on a Zoid that is Tiger Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Compatibility: Death Saurer-

When this Pilot is on a Zoid that is Death Saurer Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Compatibility: Flying-

When this Pilot is on a Zoid that is Flying Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Compatibility: Fuhrer-

When this Pilot is on a Zoid that is Fuhrer Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Compatibility: Liger-

When this Pilot is on a Zoid that is Liger Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Compatibility: Liger Zero-

When this Pilot is on a Zoid that is Liger Zero Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Compatibility: Blox-

When this Pilot is on a Zoid that is Blox Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Compatibility: Unizon-

When this Pilot is on a Zoid that is Unizon Type, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Combat Expertise-

This Pilot will receive a Bonus HIT +10% X L increase for all Attack Weapons of Combat Attribute.

-Real Bullets Expertise-

This Pilot will receive a Bonus HIT +10% X L increase for all Attack Weapons of Real Bullets Attribute.

-Missile Expertise-

This Pilot will receive a Bonus HIT +10% X L increase for all Attack Weapons of Missile Attribute.

-Beam Expertise-

This Pilot will receive a Bonus HIT +10% X L increase for all Attack Weapons of Beam Attribute.

-Anti-Air Expertise-

This Pilot will receive a Bonus HIT +10% X L increase for all Attack Weapons of Anti-Air Attribute.

-Attack Cut-off-

This Pilot's Zoid will receive a Bonus of +5% X L for Evasion.

-Economized Combat-

The Combat Attribute Weapons of this Pilot's Zoid, will have EP Costs reduced by -10% X L.

-Economized Shooting-

The Shooting Category Weapons of this Pilot's Zoid, will have EP Costs reduced by -10% X L.

-Armament Destroy-

When this Pilot uses a Combat Attribute Weapon, Enemy Zoids that are hit will have a 10% X L probability of Weapon Lost.

-Multiple Shooting-

L1: This Pilot may use up to 2 Shooting Category Attack Weapons in 1 Action.

L2: This Pilot may use up to 3 Shooting Category Attack Weapons in 1 Action.

-Bold Nerves-

This Pilot will have a Bonus +10% X L Weapon Special Effects Evasion.

-Amending Steps-

The Zoid of this Pilot will have SPD increased by +400 SPD X L.

-Skillfulness-

The Zoid of this Pilot will have AGI increased by +400 AGI X L.

-Iron Wall Defense-

The Zoid of this Pilot will have DEF increased by +400 DEF X L.

-Adversity Strength-

When the Zoid of this Pilot has 1/10 of its Max HP, the Attack of this Zoid increases by +20% X L.

-Special Attack-

When this Pilot's Zoid is on the Front Row, this Pilot's HIT increases by +10% X L.

When this Pilot's Zoid is on the Back Row, this Pilot's HIT decreases by -10% X L.

-Cover-

When this Pilot's Zoid is on the Back Row, this Pilot's HIT increases by +10% X L.

When this Pilot's Zoid is on the Front Row, this Pilot's HIT decreases

by -10% X L.

-Welding Technique Up-

The effects of DEF Increasing Type Assist Armor of this Pilot's Zoid will increase by +10% X L for DEF.

-E-Shield Expertise-

The effects of E-Shield Type Assist Armor of this Pilot's Zoid will increase by +10% X L for Shield Strength.

-Holo-Tech Technique-

The effects of Evasion+ Type Assist Armor of this Pilot's Zoid will increase by +10% X L for Evasion.

-Investigation Technique Up-

The effects of HIT Increasing Type Assist Armor of this Pilot's Zoid will increase by +10% X L for HIT.

-Fuel Consumption Up-

The effects of SPD Increasing Type Assist Armor of this Pilot's Zoid will increase by +10% X L for SPD.

-Engine Output Up-

The effects of AGI Increasing Type Assist Armor of this Pilot's Zoid will increase by +10% X L for AGI.

-Recovery Expertise-

The effects of Recovery HP+ Type Assist Armor of this Pilot's Zoid will increase by +20% X L for HP+.

-Size Specialty S-

When this Pilot is on a Zoid that Size S, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Size Specialty M-

When this Pilot is on a Zoid that is Size M, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Size Specialty L-

When this Pilot is on a Zoid that is Size L, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Size Specialty LL-

When this Pilot is on a Zoid that is Size LL, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Size Specialty XL-

When this Pilot is on a Zoid that is Size XL, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Size Specialty M Below-

When this Pilot is on a Zoid that is Size S or Size M, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Size Specialty LL Above-

When this Pilot is on a Zoid that is Size LL or Size XL, this Pilot will receive a Bonus of +20% X L increase in all Pilot Stats.

-Combat Weakness-

This Pilot will receive a Penalty HIT -20% X L decrease for all Weapons of

Combat Attribute.

This is a Negative Skill which may only be Neutralized by Combat Experties.

-Real Bullets Weakness-

This Pilot will receive a Penalty HIT -20% X L decrease for all Weapons of Real Bullets Attribute.

This is a Negative Skill which may only be Neutralized by Real Bullets Experties.

-Missile Weakness-

This Pilot will receive a Penalty HIT -20% X L decrease for all Weapons of Missile Attribute.

This is a Negative Skill which may only be Neutralized by Missile Experties.

-Beam Weakness-

This Pilot will receive a Penalty HIT -20% X L decrease for all Weapons of Beam Attribute.

This is a Negative Skill which may only be Neutralized by Beam Experties.

-Anti-Air Weakness-

This Pilot will receive a Penalty HIT -20% X L decrease for all Weapons of Anti-Air Attribute.

This is a Negative Skill which may only be Neutralized by Anti-Air Experties.

-Judgment Miss-

This Pilot's Zoid will receive a Penalty of -10% X L for Evasion.

This is a Negative Skill which may only be Neutralized by Attack Cutoff.

-Weak Will-

This Pilot will have a Penalty -20% X L Weapon Special Effects Evasion.

This is a Negative Skill which may only be Neutralized by Bold Nerves.

-Slow Steps-

The Zoid of this Pilot will have SPD decreased by -200 SPD X L.

This is a Negative Skill which may only be Neutralized by Amending Steps.

-Beginner-

The Zoid of this Pilot will have AGI decreased by -200 AGI X L.

This is a Negative Skill which may only be Neutralized by Skillfulness.

-Many Openings-

The Zoid of this Pilot will have DEF decreased by -200 DEF X L.

This is a Negative Skill which may only be Neutralized by Iron Wall Defense.

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Pilot Skill Setups

This section will be a summary of the Pilots and the Skills that they Learn.

As a default, Pilots will not Learn more than the necessary Skills to take them to L5 and will not Learn more Skills to get beyond L5. Exception for Multiple Shooting, which never exceeds L2 by default.

As a default, no Pilots will ever Learn any Skills beyond Level 40.

Here, I will list out the Pilots and their Skills. The Initial Skills refer to the Starting Active Skills of the Pilots, after Neutralizing any possible Negative Skills. The Learned Skills are all the Stocked Skills that the Pilots will Learn, after Neutralizing any possible Negative Skills. The Recommended Skills are the Skill Setups that I will recommend you to have. Usually, it is a clear-cut choice, but I may list out 3 or 4 Skills, and let you choose between a few remaining ones.

This section is very important, as it highlights the Skills each Pilot will Learn, allowing you to plan ahead, and decide which Skills to assign, causing the least possible wastage.

01) Pilot Name: Will

Initial Skills:-

None

Learned Skills:-

Compatibility: Tiger	X 2
Compatibility: Liger	X 5
Compatibility: Unizon	X 5
Combat Expertise	X 5
Real Bullets Expertise	X 3
Missile Expertise	X 5
Beam Expertise	X 5
Economized Combat	X 5
Multiple Shooting	X 2
Iron Wall Defense	X 5
Adversity Strength	X 5
E-Shield Expertise	X 4
Investigation Technique Up	X 5
Size Specialty L	X 3
Size Specialty LL Above	X 5

02) Pilot Name: RD

Initial Skills:-

Compatibility: Liger Zero L1

Learned Skills:-

Compatibility: Liger Zero	X 4
Compatibility: Unizon	X 5
Combat Expertise	X 5
Real Bullets Expertise	X 5
Missile Expertise	X 5

Anti-Air Expertise	X 5
Attack Cut-off	X 5
Armament Destroy	X 5
Iron Wall Defense	X 5
Adversity Strength	X 5
Special Attack	X 5
Size Specialty L	X 5

03) Pilot Name: Arth

Initial Skills:-

Bold Nerves	L5
Attack Cut-off	L4
Compatibility: Tiger	L4
Compatibility: Kong	L5
Compatibility: Wolf	L5

Learned Skills:-

Compatibility: Tiger	X 1
Attack Cut-off	X 1
Armament Destroy	X 5
Investigation Technique Up	X 5

04) Pilot Name: Irvine

Initial Skills:-

Size Specialty M L2
Economized Shooting L1
Real Bullets Expertise L2
Compatibility: Wolf L1

Learned Skills:-

Compatibility: Wolf	X 4
Compatibility: Gojulas	X 5
Real Bullets Expertise	X 3
Economized Combat	X 5
Economized Shooting	X 4
Armament Destroy	X 5
Size Specialty M	X 3
Size Specialty LL	X 5

05) Pilot Name: Acty

Initial Skills:-

None

Learned Skills:-

Compatibility: Unizon	X 5
Iron Wall Defense	X 5
Cover	X 5
Welding Technique Up	X 5
Fuel Consumption Up	X 5
Recovery Expertise	X 5
Size Specialty M	X 5

06) Pilot Name: Atrey

Initial Skills:-

Economized Shooting	L4
Economized Combat	L3
Compatibility: Liger	L4

Learned Skills:-

Compatibility: Liger	X 1
Compatibility: Unizon	X 5
Missile Expertise	X 5
Beam Expertise	X 5
Economized Combat	X 2
Economized Shooting	X 1
Recovery Expertise	X 5

07) Pilot Name: Alma

Initial Skills:-

Economized Shooting L1
Compatibility: Unizon L2

Learned Skills:-

Compatibility: Unizon	X 3
Economized Combat	X 3
Economized Shooting	X 4
Iron Wall Defense	X 5
Cover	X 5
Welding Technique Up	X 5
E-Shield Expertise	X 5

Fuel Consumption Up	X 3
Engine Output Up	X 3
Recovery Expertise	X 5

08) Pilot Name: Arrow

Initial Skills:-

Skillfulness	L4
Combat Expertise	L5
Compatibility: Tiger	L5

Learned Skills:-

Attack Cut-off	X 5
Bold Nerves	X 5
Skillfulness	X 1
Adversity Strength	X 5
Engine Output Up	X 5

09) Pilot Name: Emy

Initial Skills:-

Compatibility Wolf	L1
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Learned Skills:-

Compatibility: Wolf	X 4
Attack Cut-off	X 5
Engine Output Up	X 3

10) Pilot Name: Omari

Initial Skills:-

Anti-Air Weakness	L1
Beam Weakness	L1
Compatibility: Tiger	L2

Learned Skills:-

Economized Shooting	X 3
Multiple Shooting	X 1

11) Pilot Name: Karkrand

Initial Skills:-

Missile Weakness	L1
Real Bullets Weakness	L1
Compatibility: Tiger	L2

Learned Skills:-

Economized Combat	X 3
Multiple Shooting	X 1

12) Pilot Name: Gamy

Initial Skills:-

Size Specialty LL Above L3
Armament Destroy L4
Combat Expertise L5
Compatibility: Gojulas L5

Learned Skills:-

Armament Destroy	X 1
Adversity Strength	X 5
Special Attack	X 5
Size Specialty LL Above	X 2

13) Pilot Name: Claudia

Initial Skills:-

Economized Combat	L2
Attack Cut-off	L3
Combat Expertise	L2

Learned Skills:-

Combat Expertise	X 3
Attack Cut-off	X 2
Economized Combat	X 3
Armament Destroy	X 5
Skillfulness	X 5
Adversity Strength	X 5

Engine Output Up X 5

14) Pilot Name: Kouki

Initial Skills:-

Size Specialty M	L1
Special Attack	L3
Combat Expertise	L2
Compatibility: Tiger	L2

Learned Skills:-

Compatibility: Tiger	X 3
Combat Expertise	X 3
Missile Expertise	X 5
Armament Destroy	X 5
Amending Steps	X 5
Special Attack	X 2
Size Specialty M	X 4

15) Pilot Name: Zan

Initial Skills:-

Compatibility: Liger	L2
Compatibility: Gojulas	L2
Compatibility: Wolf	L2

Learned Skills:-

Compatibility: Wolf	X 3
Compatibility: Gojulas	X 1
Compatibility: Flying	X 5
Compatibility: Liger	X 3
Combat Expertise	X 5
Attack Cut-off	X 5
Multiple Shooting	X 1
Special Attack	X 5

16) Pilot Name: Jemy

Initial Skills:-

Fuel Consumption Up	L3
Economized Shooting	L2

Attack Cut-off	L3
Compatibility: Flying	L4

Learned Skills:-

Compatibility: Flying	X 1
Combat Expertise	X 4
Attack Cut-off	X 2
Economized Shooting	X 1
Cover	X 5
Fuel Consumption Up	X 2
Engine Output Up	X 5

17) Pilot Name: Sigma

Initial Skills:-

Size Specialty S	L1
Beam Expertise	L1

Learned Skills:-

Compatibility: Unizon	X 3
Combat Expertise	X 5
Beam Expertise	X 1
Economized Shooting	X 5
Amending Steps	X 5
Cover	X 3
Size Specialty S	X 4
Size Specialty M	X 5

18) Pilot Name: Jack

Initial Skills:-

Attack Cut-off	L5
Beam Expertise	L4
Compatibility: Liger	L5
Compatibility: Flying	L4
Compatibility: Gojulas	L5

Learned Skills:-

Compatibility: Flying	X 1
Beam Expertise	X 1
Iron Wall Defense	X 5
E-Shield Expertise	X 5

19) Pilot Name: Jack Cisco

Initial Skills:-

Skillfulness	L4
Amending Steps	L4
Attack Cut-off	L3
Real Bullets Expertise	L3

Learned Skills:-

Real Bullets Expertise	X 2
Attack Cut-off	X 2
Amending Steps	X 1
Skillfulness	X 1
Size Specialty M Below	X 5

20) Pilot Name: Schubaltz

Initial Skills:-

Iron Wall Defense	L5
Attack Cut-off	L5
Compatibility: Tiger	L5
Compatibility: Geno	L5
Compatibility: Kong	L5

Learned Skills:-

Compatibility: Fuhrer	X 5
Economized Combat	X 5
Multiple Shooting	X 1

21) Pilot Name: Shouma

Initial Skills:-

None

Learned Skills:-

Combat Expertise	X 3
Real Bullets Expertise	X 5
Iron Wall Defense	X 5
Cover	X 5
Holo-Tech Technique	X 5

Engine Output Up X 5
Size Specialty M X 5

22) Pilot Name: Sebastian

Initial Skills:-

None

Learned Skills:-

None

23) Pilot Name: Zell

Initial Skills:-

Multiple Shooting	L1
Economized Shooting	L5
Combat Expertise	L5
Compatibility: Liger	L5
Compatibility: Tiger	L5

Learned Skills:-

None

24) Pilot Name: Chao

Initial Skills:-

Special Attack	L3
Real Bullets Expertise	L4

Learned Skills:-

Real Bullets Expertise	X 1
Attack Cut-off	X 5
Special Attack	X 2
Holo-Tech Technique	X 5

25) Pilot Name: Tsurugi

Initial Skills:-

Skillfulness	L5
Attack Cut-off	L5
Anti-Air Expertise	L5
Combat Expertise	L5
Compatibility: Tiger	L5

Learned Skills:-

None

26) Pilot Name: Theta

Initial Skills:-

Weak Will	L3
Attack Cut-off	L1
Beam Expertise	L1
Real Bullets Expertise	L2

Learned Skills:-

Real Bullets Expertise	X 3
Beam Expertise	X 4
Attack Cut-off	X 4
Economized Shooting	X 5
Cover	X 5
Investigation Technique Up	X 5

27) Pilot Name: Dyd

Initial Skills:-

Cover	L3
Beam Expertise	L4

Learned Skills:-

Beam Expertise	X 1
Iron Wall Defense	X 5
Cover	X 2
Welding Technique Up	X 5

28) Pilot Name: Torma

Initial Skills:-

Combat Weakness	L1
Fuel Consumption Up	L3
Beam Expertise	L3
Missile Expertise	L3
Real Bullets Expertise	L5

Learned Skills:-

Missile Expertise	X 2
Beam Expertise	X 3
Fuel Consumption Up	X 2

29) Pilot Name: Naomi

Initial Skills:-

Cover	L3
Attack Cut-off	L3
Beam Expertise	L5
Real Bullets Expertise	L3

Learned Skills:-

Real Bullets Expertise	X 2
Attack Cut-off	X 2
Cover	X 2
Investigation Technique Up	X 5
Size Specialty S	X 5

30) Pilot Name: Herman

Initial Skills:-

Armament Destroy	L2
Economized Shooting	L5
Economized Combat	L4
Compatibility: Liger	L3
Compatibility: Gojulas	L5

Learned Skills:-

Compatibility: Liger	X 2
Economized Combat	X 1
Armament Destroy	X 3

Size Specialty LL X 5

31) Pilot Name: Barad

Initial Skills:-

Skillfulness	L1
Attack Cut-off	L4
Beam Expertise	L2
Real Bullets Expertise	L3
Compatibility: Wolf	L5

Learned Skills:-

Real Bullets Expertise	X 2
Beam Expertise	X 3
Attack Cut-off	X 1
Armament Destroy	X 5
Skillfulness	X 4
Engine Output Up	X 5
Size Specialty M	X 5

32) Pilot Name: Baluf

Initial Skills:-

Special Attack	L5
Bold Nerves	L5
Armament Destroy	L5
Combat Expertise	L5
Compatibility: Wolf	L5

Learned Skills:-

None

33) Pilot Name: Harry

Initial Skills:-

Many Openings	L3
Beginner	L3
Weak Will	L3
Judgment Miss	L3
Combat Weakness	L3

Learned Skills:-

Combat Weakness	X 2
Real Bullets Weakness	X 5
Missile Weakness	X 5
Beam Weakness	X 5
Anti-Air Weakness	X 5
Judgment Miss	X 2
Weak Will	X 2
Slow Steps	X 5
Beginner	X 2
Many Openings	X 2

34) Pilot Name: Ban

Initial Skills:-

Bold Nerves	L1
Combat Expertise	L1
Compatibility: Liger	L1

Learned Skills:-

Compatibility: Liger	X 4
Combat Expertise	X 4
Beam Expertise	X 5
Attack Cut-off	X 5
Bold Nerves	X 4
Iron Wall Defense	X 5
Welding Technique Up	X 5
E-Shield Expertise	X 4
Size Specialty L	X 5

35) Pilot Name: Bit

Initial Skills:-

Bold Nerves	L1
Combat Expertise	L2
Compatibility: Liger Zero	L3

Learned Skills:-

Compatibility: Liger	X 5
Compatibility: Liger Zero	X 2
Combat Expertise	X 3
Attack Cut-off	X 5
Armament Destroy	X 5
Bold Nerves	X 4

Amending Steps	X 5
Adversity Strength	X 5
Size Specialty L	X 5

36) Pilot Name: Fan

Initial Skills:-

Welding Technique Up	L5
Cover	L5
Iron Wall Defense	L5
Missile Expertise	L5
Combat Expertise	L5

Learned Skills:-

None

37) Pilot Name: Blood

Initial Skills:-

Economized Shooting	L5
Economized Combat	L4
Attack Cut-off	L5
Beam Expertise	L4
Combat Expertise	L2

Learned Skills:-

Combat Expertise	X 3
Beam Expertise	X 1
Economized Combat	X 1

38) Pilot Name: Blade

Initial Skills:-

Iron Wall Defense	L5
Beam Expertise	L5
Combat Expertise	L5
Compatibility: Unizon	L5
Compatibility: Fuhrer	L5

Learned Skills:-

Anti-Air Expertise	X 5
Special Attack	X 5
Size Specialty M	X 5

39) Pilot Name: Vega

Initial Skills:-

Size Specialty M	L2
Multiple Shooting	L1
Attack Cut-off	L4
Beam Expertise	L3
Compatibility: Fuhrer	L4

Learned Skills:-

Compatibility: Fuhrer	X 1
Beam Expertise	X 2
Attack Cut-off	X 1
Size Specialty M	X 3

40) Pilot Name: Benjamin

Initial Skills:-

None

Learned Skills:-

None

41) Pilot Name: Maskman

Initial Skills:-

Engine Output Up	L1
Holo-Tech Technique	L1
Skillfulness	L3
Real Bullets Expertise	L1
Compatibility: Wolf	L2

Learned Skills:-

Compatibility: Wolf	X 3
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Compatibility: Unizon	X 3
Real Bullets Expertise	X 4
Multiple Shooting	X 1
Skillfulness	X 2
Holo-Tech Technique	X 4
Engine Output Up	X 4

42) Pilot Name: Matt

Initial Skills:-

None

Learned Skills:-

Compatibility: Blox	X 5
Compatibility: Unizon	X 3
Combat Expertise	X 5
Skillfulness	X 2
Size Specialty S	X 5

43) Pilot Name: Mary

Initial Skills:-

Beam Weakness	L1
Real Bullets Weakness	L3
Combat Weakness	L5
Missile Expertise	L1

Learned Skills:-

Missile Expertise	X 4
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44) Pilot Name: Moonbay

Initial Skills:-

Combat Weakness	L2
Economized Shooting	L1
Economized Combat	L1

Learned Skills:-

Compatibility: Ultrasaurus	X 5
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Compatibility: Water	X 5
Economized Combat	X 4
Economized Shooting	X 4

45) Pilot Name: Yuno

Initial Skills:-

Multiple Shooting	L1
Beam Expertise	L2
Compatibility: Fuhrer	L2
Compatibility: Death Saurer	L3
Compatibility: Geno	L2

Learned Skills:-

Compatibility: Geno	X 3
Compatibility: Death Saurer	X 2
Compatibility: Fuhrer	X 3
Beam Expertise	X 3
Multiple Shooting	X 1
Engine Output Up	X 5

46) Pilot Name: Lyner

Initial Skills:-

Economized Shooting	L2
Attack Cut-off	L1
Beam Expertise	L1

Learned Skills:-

Beam Expertise	X 4
Attack Cut-off	X 4
Economized Shooting	X 3
Multiple Shooting	X 1
Investigation Technique Up	X 5

47) Pilot Name: Lineback

Initial Skills:-

Combat Weakness	L2
Compatibility: Tiger	L2

Learned Skills:-

Attack Cut-off	X 3
Multiple Shooting	X 1

48) Pilot Name: Lusterny

Initial Skills:-

Engine Output Up	L5
Economized Combat	L5
Attack Cut-off	L5
Combat Expertise	L5
Compatibility: Liger	L5

Learned Skills:-

None

49) Pilot Name: Linon

Initial Skills:-

- Multiple Shooting	L1
- Beam Expertise	L3
- Missile Expertise	L4
- Real Bullets Expertise	L5

Learned Skills:-

Missile Expertise	X 1
Beam Expertise	X 2
Multiple Shooting	X 1

50) Pilot Name: Luke

Initial Skills:-

- Size Specialty M	L2
- Anti-Air Expertise	L3
- Real Bullets Expertise	L3
- Compatibility: Blox	L4

Learned Skills:-

Compatibility: Ultrasaurus	X 5
Compatibility: Blox	X 1
Compatibility: Unizon	X 5
Real Bullets Expertise	X 2
Beam Expertise	X 5
Anti-Air Expertise	X 2
Size Specialty M	X 3
Size Specialty L	X 5

51) Pilot Name: Leon

Initial Skills:-

- Special Attack	L2
- Armament Destroy	L1
- Attack Cut-off	L2
- Combat Expertise	L4
- Compatibility: Liger	L3

Learned Skills:-

Compatibility: Liger	X 2
Combat Expertise	X 1
Attack Cut-off	X 3
Armament Destroy	X 4
Amending Steps	X 5
Skillfulness	X 5
Special Attack	X 3

52) Pilot Name: Regina

Initial Skills:-

- Compatibility: Liger	L4
- Compatibility: Flying	L5
- Compatibility: Tiger	L5
- Compatibility: Kong	L4
- Compatibility: Wolf	L5

Learned Skills:-

Compatibility: Kong	X 1
Compatibility: Liger	X 1
Skillfulness	X 5
Engine Output Up	X 5

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Temporary Pilots

These Pilots actually join your earlier in the game. They will automatically Level up to the level when they join you later. How you affect them when you first get them will affect how they are when you get them later.

If you levelled up these Pilots beyond their later Levels, they will simply remain as so.

Pilot Name: Ban

Starting Stats-

H P : 30

SPD : 10

AGI : 15

DEF : 45

HIT : 10

Starting Level: 6

Default Growth : Defense

Skills:

- Bold Nerves L1
- Combat Expertise L1
- Compatibility: Liger L1

Pilot Name: Irvine

Starting Stats-

H P : 32

SPD : 29

AGI : 17

DEF : 12

HIT : 50

Starting Level: 8

Default Growth : Attack

Skills:

- Size Specialty M L2
- Economized Shooting L1
- Real Bullets Expertise L2
- Compatibility: Wolf L1

Pilot Name: Moonbay

Starting Stats-

H P : 52

SPD : 11

AGI : 6

DEF : 50

HIT : 11

Starting Level: 7

Default Growth : Defense

Skills:

- Combat Weakness L2

- Economized Shooting L1
- Economized Combat L1

Pilot Name: Bit

Starting Stats-

H P : 49
SPD : 27
AGI : 32
DEF : 80
HIT : 22

Starting Level: 13

Default Growth : Defense

Skills:

- Bold Nerves L1
- Combat Expertise L2
- Compatibility: Liger Zero L3

Pilot Name: Naomi

Starting Stats-

H P : 29
SPD : 58
AGI : 19
DEF : 24
HIT : 90

Starting Level: 15

Default Growth : Attack

Skills:

- Cover L3
- Attack Cut-off L3
- Beam Expertise L5
- Real Bullet Expertise L3

Pilot Name: Leon

Starting Stats-

H P : 48
SPD : 63
AGI : 53
DEF : 33
HIT : 38

Starting Level: 15

Default Growth : Balance

Skills:

- Special Attack L2
- Armament Destroy L1
- Attack Cut-off L2
- Combat Expertise L4
- Compatibility: Liger L3

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- STRATEGY GUIDE -

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-The Most Powerful Zoids-

Note that these comparisons are done using the most powerful Zoid of their series. Size XL Zoids are placed in a separate group, because they have limitations on your Battle Party.

Note that in this Game, the Speed, Agility, Defense, and Capacity Points, are all expandable. They can be boosted with Money. The only Stats that are not so easily increased are the HP, EP, and GEP. For Weapons, the Attack Power and EP Costs can be altered. A Weapon that covers more area is obviously better, but the more areas they cover, the more costs they require to upgrade. Still, range and coverage cannot be changed, and if you have the money, the more Attack Power for large coverage Weapons, the better. But keep in mind that the money you use to upgrade an All-Coverage Weapon by 100 Power, can be used to upgrade a Single-Coverage Weapon by 600 Power. In other words, in the end, it still boils down to how much money you have.

Most Powerful of the LL Size and below Zoids:

Gairyuki Destroy, Energy Ray Liger

Most Powerful of the XL Size Zoids:

Belselk Seismo

Let's take a closer look why. In this game, there is very little that can match up to the power of the Gairyuki Destroy and Energy Ray Liger.

The Energy Ray Liger has very high Stats. Among the LL Size and below Zoids, it has the highest HP tied for 3 Zoids. The Weapons of the Energy Ray Liger have high Attack Power. However, the main weakness of this Zoid, is that it does not have high coverage Weapons. The Energy Ray Liger's only far-reach Weapon covers an area of 2. The other 3 Weapons all have low-range. While the Energy Ray Liger has much better Stats and Attack Power than the Gairyuki forms, in the long run, it is likely that the Gairyuki Destroy will have better performance.

The Gairyuki Destroy is closely tied in power with the Gairyuki Speed. The Gairyuki Speed has 500 more Speed, but 700 less Defense. Its weapons are also not very strong. The Combat Weapon of the Gairyuki Destroy is stronger, but slightly less accurate. The Gairyuki Speed has a single far-reach Shooting Weapon, and a Speed increasing equipment which is rather useless, while the Gairyuki Destroy has a weaker low-reach Weapon, and another Weapon with more coverage. Still, Gairyuki Destroy is slightly better. Compared to other Zoids, the Gairyuki Destroy has a Defense even lower than the Ray Kong and Victory Rex, and does not have Attack Power any more impressive than the Geno Hydra VF. Not to mention that the Stats of this Zoid pales in comparison to the Energy Ray Liger. Worst of all, the Gairyuki Destroy's Combat attack is useless, compared to Shutulm Fuhrer. However, because the Gairyuki Destroy has high HP, EP, and GEP stats, and its Weapons provide more coverage, in the

long term, the Gairyuki Destroy will outshine all the rest.

The Belselk Seismo is the strongest of all Zoids. However, it's XL Size is a major limitation. XL Size Zoids may only be assigned to the middle row. Not only that, it forces you to only use S Size Zoids on the adjacent sides. Of the XL Size Zoids, Belselk Seismo is the only one worth using. The Ultimate Seismo has a GEP that is far lower, and the Stats are much lower than the Belselk Seismo. Not only that, the Ultimate Seismo has 2 Weapons which are useless. There is no reason why the Ultimate Seismo should be considered. The Belselk Seismo is the the strongest of the Seismo class. The Death Saurer VF is next, but this Zoid is inferior in every stat except for Speed. It is not capable of equipping Attack Weapons either. The Death Saurer VF is simply not worth using compared to the Belselk Seismo.

Anyway, take note that while it is certainly advantageous to use the Zoids which are the most powerful, we should also consider the Pilot Compatibilities. Having a Size and Type compatible with the Pilot, means a few Levels worth of Bonus in stats.

As such, I will list out the strongest of Zoids which correspond to each category. I will try to list out more than 1 Zoid for each category, so that there is a wider selection.

Ultra Saurus Type:

Belselk Seismo, Ultimate Phalanx

Wolf Type:

Command Striker

Gojulas Type:

Gojulas Giga Cannon

Kong Type:

Ray Kong

Geno Type:

Geno Hydra VF, Geno Flame

Water Type:

Ultimate Phalanx, Death Stinger

Tiger Type:

Brastle Tiger, Rayse Tiger, Blitz Tiger

Death Saurer Type:

Death Saurer VF

Flying Type:

Gilvader, Liger Zero Falcon (Flying), Geno Hydra VF (Flying), Trinity Liger (Flying), W Victory Liger (Flying)

Fuhrer Type:

Gairyuki Destroy, Gairyuki Speed

Liger Type:

Energy Ray Liger

Liger Zero Type:

Liger Zero Falcon

Blox Type:

Ray Kong, Dimetro Ptera, Leo Gator, Styl Armor, Dispelow

Unizon Type:

Belselk Seismo, Gairyuki Destroy, Energy Ray Liger

Size S:

Ray Kong, Evo Flyer

Size M:

Gairyuki Destroy, Gairyuki Speed, Gairyuki, Victory Rex

Size L:

Energy Ray Liger

Size LL:

Gojulas Giga Cannon

Size XL:

Belselk Seismo

-Pilot Skills-

All Pilots can be assigned up to a Maximum of 5 Skill Sets, from the Skills that they have Learned. As a default, Pilots will only Learn enough to reach a maximum of Level 5, and no more than that. Exception for Multiple Shooting, which never exceeds Level 2 by default.

You should never assign Skills recklessly, as the changes are not reversible. Also, you should think very carefully before replacing a Skill Set, as the Skill Set will be permanently lost.

Most Pilots never exceed 5 Skill Sets, which makes it easy to choose the Skills to assign to the Pilot. However, there are some Pilots who have far more Skills than these, which make it very hard to decide what to assign.

Here, I'll go over the Skill Sets, and highlight the Skills and their usefulness. It is a great misconception if you believe that all Skills have equal usefulness. Some are obviously good, others are next to useless.

Obviously, you should give priority to those Skills already in the Active Skill sets, and give priority to the Skills, that can reach L5. There is no point in replacing an Active Skill that is already L5, and there is no point in Assigning a Skill that will only reach L3 at the most. (Exception for Multiple Shooting.)

First, let's look at the most useful Skill.

The Most Useful Skill, is no doubt Multiple Shooting. Even though this Skill can only reach up to L2 at the most, and most Pilots will only Learn up to L1, this Skill should be given the most priority compared to other Skills. Being able to attack with 2 Shooting Weapons is already a major advantage, let alone 3 Shooting Weapons. This is without doubt, the most useful and the most practical Skill.

Next, let's look at the Zoid Specialty Skills.

There are 14 different Zoid Type Compatibility Skills, and Specialty Skills for the 5 Zoid Sizes. Each all give 20% Pilot Stat Bonus per level, and effects will accumulate.

Technically, the Size Specialty Skills are more practical, because each accounts for 1/5 of the Zoids. (Technically, it will vary around that, but this is just a rough example.) And there are 14 different Zoid types. Which accounts for only 1/14 of the Zoids per Skill. (Again, a rough example.)

For the Compatibility Skills, the most useful would be Unizon, Liger, Fuhrer, Ultra Saurus. Unizon applies to all the most powerful Zoids. Liger, Fuhrer, and Ultra Saurus, are all types that correspond to the strongest. Types like Wolf and Tiger Type are next to useless. Mainly because their strongest Type, are nothing compared to the Energy Ray Liger and Gairyuki Destroy. Chances are, a Command Striker and Brastle Tiger is not going to be part of your strongest Team.

Compared to the Compatibility Skills, the Size Specialty Skills are much more practical, because they cover a wider selection of Zoids, while offering the same Bonuses. The Size Specialty M and Below and the Size Specialty LL and Above are especially more worthwhile, because they cover 2 times as much the Size Skills while still offering the same benefit. If a Pilot has these M and Below and LL and Above Skills, they should be given priority.

With regard to these Sizes, the Most useful would be M, L, and XL Size. Again, this is due to the fact that the Most Powerful Zoids fit under here. Size S and Size LL Zoids are not particularly good.

Next, let's look at the Weapon Expertise Skills. As you know, Weapon Expertise Skills add 10% to Pilot HR for the Weapon Attribute that matches per level. This Bonus is not attractive at all. In fact, compared to the Compatibility and Specialty Skills, which add 20% to all stats, including HR of all Weapons, for a suitable Zoid. In other words, if you have a choice, pick a Compatibility and Specialty Skill over an Expertise Skill, provided that those Skills corresponds to the Most Powerful Zoids. You should only pick a Weapon Expertise Skill, if the Pilot does not have the useful Compatibility Skills, and only Combat Expertise at that.

Of the 5 Specialty Skills, Combat Expertise is the most useful. This is because Combat Weapons are very common, while Shooting Weapons is diversified among Beam, Missile, and Real Bullets. Anti-Air Weapons are not very common either. As an added Bonus, Combat Expertise adds a background animation for Combat attacks. Something which the other 4 do not provide. It's not practical though.

Also note that Beam may prove to be the next most practical. This is because Beam Weapons apply to most of the strongest Weapons, such as Charge Particle Cannons. Missile and Real Bullets are not that useful. Anti-Air types, usually will not have a need for accuracy bonus, as they are effective against Flying Zoids.

Now, let's look at Attack Cutoff. At L5, it's 25% for evade. It's not very attractive, but it applies against all attacks. This is definitely useful. Worth the effort

Next, the Economized Skills. Economized Shooting is definitely better than Economized Combat. Unlike the Expertise Skills, Economized Shooting covers all non Combat Attribute Attacks. This means an even wider coverage. Moreover, the best Weapons, and those that costs the most, are usually Shooting Weapons. (Unless you consider those like the Schneider's Five Blade, which is next to

useless.)

Still, remember that the EP Costs of all Fixed Armaments are all expandable. You can modify the EP Costs. This means that the EP Costs reduction will not matter that much. Still, these 2 Skills are better than the Expertise Skills. You should always go for Economized Shooting, and never Economized Combat.

Armament Destroy is a Skill that is not very practical. This is mainly because there are very few enemies with Armaments equipped. In a Link battle, this might be more practical. The uses are still rather limited. But this Skill does not have an effect that is easily replaced like Iron Wall Defense, or Skillfulness, which is easily replaced by having high Pilot Stats or high Zoid Upgrades. Despite that, this Skill still have its uses. If you have Slots to spare, this will be a better choice than having too much Expertise Skills, and definitely better than Special Attack and Cover.

Bold Nerves allow Weapon Special Effects Evasion. This is definitely something worth having. You will be less vulnerable to status effects.

Now, let's look at the 3 Stats Increasesers, Iron Wall Defense, Skillfulness, and Amending Steps. Obviously, these Stats are expandable, due to the Zoid Unit Upgrades, which mean they will not be as important as the other Skills. Take note of Pilot Growths as well. A Pilot with Defense Growth is less likely to need Iron Wall Defense, and a Pilot with Evade Growth is less likely to need Skillfulness. Either way, these Skills are beneficial, but not important.

For now, let's look at the other Stat increasing Skills, the Assist Plus Skills - Welding Technique Up, Engine Output Up, and Fuel Consumption Up. These Skills are even more useless than the previous 3 Stat Increasesers. Take Welding Technique for example. 10% DEF increase. This means that you will need Equipped Armor of no less than 4000 DEF to match up to the effect of Iron Wall Defense! The same applies for SPD and AGI. The Stat Increasesers are so much better than the Assist Plus Skills.

Same case with Fuel Consumption Up. At L5, Amending Steps add 2000 SPD. Unless you have an Armor that adds 4000 SPD, which is highly unlikely, Fuel Consumption Up will never match up to Amending Steps.

There are another few Assist Plus Skills. E-Shield Expertise, Holo-Tech Technique, Investigation Technique Up, and Recovery Expertise. E-Shield Expertise is not that useful. E-Shields are best used for defending against strong attacks for 1 time, rather than having them strong enough to withstand attacks over and over. The shorter the E-Shield lasts, the better. Investigation Technique up, is hardly worth using. You will be better off with just Weapon Expertise Skills. Holo-Tech Technique is more usefu. This is because such Evasion Bonuses are added only after the Accuracy is obtained. This means that the Bonus is taken into consideration after the Max Accuracy of 99% Accuracy. So, with a 40% Evasion Weapon, with L5 Holo-Tech Technique, we are talking about 60% Evade, and your enemies get only a maximum of 39% accuracy. However, the uses are still relatively limited. Recovery Expertise is hardly of any use. At L5, it will be 2 times as much Healing. However, none of the Healing Assist Armor recovers a significant amount. Even at twice as much, it will still be pointless. The only one worth using is Holo-Tech Technique, but even this has rather limited uses.

Now, we look at Adversity Strength. This Skill is not very useful. At L5, we are talking about twice the Attack Power. But you are not likely to get into a situation where you have 1/10 of your HP. If you have high durability, getting to 1/10 HP is difficult, and if you have low durability, you will

probably be destroyed first before that happens. It's not that this Skill is useless. Rather, it is more likely that this Skill will never be used.

Finally, we look at the Row Modifier Skills. Cover and Special Attack. These 2 Skills are next to useless, if not useless. Cover and Special Attack are not Negative Skills, but they are Skills with both Positive and Negative effects. The higher the Skill L, the more the Positive and the Negative effects. At L5, all the Skill does is to make your Pilot have 150% HIT in the row that is favorable, and 50% HIT in the row that is not. A high Skill Level simply means more disadvantage to go with that advantage. A higher Skill Level does not make the Pilot better. It only cause more restrictions. This Skill does not make the Pilot better in accuracy. In fact, it restricts the Pilot, and cause him/her to be useful only in certain positions. The Row Modifier Skills are totally useless.

And as a side note, take note of Negative Skills. Harry is the only Pilot to Learn Negative Skills. Under no circumstances should you assign the Skills that Harry Learn, as the Negative Skills will only make him worse.

So, now that we are done reviewing the Skills and their usefulness, let's go over a good Skill Setup. Many Pilots will not Learn beyond 5 Skill Sets. But some will have much more. For those who Learn no more than 5 Sets, the choice of Skills are obvious. For those who have more, we need to review the Skills they have. First, focus on removing any possible Negative Skills before looking at that. After all possible Negative Skills are remove, we look at the possible Skill Sets. Rememer to give priority to the Skills that are already on the Pilot.

Skills that the Pilot cannot learn up to L5, are not worth using, so avoid giving priority to them (exception for Multiple Shooting). However, keep in mind that Quality is more important that Quantity. You are better off with Iron Wall Defense L2 than with Welding Technique Up L4.

For Skills which the Pilot already has at L5 Initially, there is usually no need to replace it. For Pilots such as Schubaltz, it may be hard to replace his Skills, which are already very high.

Obviously, if possible, include Multiple Shooting as part of the Skills. This Skill is the most useful, and is well worth it, even at L1.

For your next priority, try getting a Compatibility Skill or Specialty Skill that corresponds to the strongest Zoids. Give more priority to the Size Specialty Skills. If there are such Skills, but do not apply to the strongest Zoids, then give them less priority.

- Maximum Upgrades -

As you may have already known, the Maximum upgrade for Stats is between 9990 to 9998. So, is it possible to have Stats at 9999? Yes, this is possible, but only for a few situations. You can only do this, when you can build a Zoid to another form.

Let's take for example, the Energy Liger. The Energy Ray Liger has more AGI, DEF and WP, than the Energy Liger, but less SPD. So, for the Energy Liger, let's say you have loads of cash, so you upgrade the Energy Liger to have around 9990 for all Stats. Then, you build the Energy Liger into the Energy Ray Liger. Being higher in DEF, AGI, and WP, when you build it into the Energy Ray Liger, you will now see these 3 Stats as 9999. However, note that the value is actually higher than that. Having an increase of 1500 DEF, it will

actually be around 11400 DEF, even though it shows 9999. Now, for the Energy Ray Liger, the Speed Stat actually dropped by 150, so it will be around 9840. All you have to do is to upgrade this Stat, to 9998, and it will be complete. As you upgrade the SPD Stat, you will notice the AGI Stat drop. It will probably report the Stat as below 9900, but don't worry. As long as the actual value of the Stat is above 9999, it will still be 9999.

So, your upgrade will probably be something like 9998 for SPD, and 9999 for other Stats. So that is you Max upgrade. Basically, this requires a Zoid able to build into another Zoid with better Stats to work.

Note that however, this is impractical. All Stats except for WP are increased by Pilot Stats. Even if it is above 9999, it will count as 9999.

Not to mention that if you have such money, you might as well invest in on Weapon Upgrades.

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- FREQUENTLY ASKED QUESTIONS -

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A: Send all your questions to the GameFaq's Message Boards Zoids Saga Fuzors.

If you have an email account, there is no reason why you can't apply for an account on the GameFAQs boards. Send all your questions to that place. On the boards, you can get a much faster response to your questions. I also frequent this board.

Sending your questions to the GameFaq's Message Board will save time and effort on both our parts. I will advice against sending me an email for a question.

I will only answer questions if the person asking has sent a useful contribution. If you send me a question that does not have a contribution, I will not hesitate to block your address.

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A: All contributions are more than welcomed. If you can help me, please do so.
If you know of something that I don't, please inform me.

Q: Is there a US release of this game?

A: There is no US release as of now. There are no translation patches either.
Asking me 1000 times isn't going to change the facts! Stop asking!

I REPEAT! DON'T ASK!

Q: Can you tell me where to get the ROM for this game?

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All emails must have a contribution. This also includes, but is not limited to: Unknown facts, helpful tips, mistake corrections, constructive suggestions.

Contributions should be as detailed as possible. NO FALSE INFORMATION!

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All emails must be written in proper English. This means no other language, no overuse of abbreviations, proper usage of punctuation, proper usage of Capital letters, etc.

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All rules must be followed upon.

Failure to comply with any of the stated instructions will result in your Email being deleted and blocked. There will be no exceptions.

I made it very clear what happens to rom requests, so I see no need to detail this any further. You will simply be blocked if you do so, and whether you get a flaming reply next is dependant. That is all!

Q: I have something to say about spoilers...

A: Stop! I never entertain complaints on spoilers. Take it elsewhere. What you say will NEVER be taken into consideration.

Q: Man, your Ascii art really sucks.

A: You think you can do better? I don't mind using yours if you're capable of more.

I also happen to require Ascii art for maps, if you think it's possible.

Q: What do you dislike about this game?

A: You sure you want to hear my rants? Here goes.

First, I don't know whose bloody bright idea was it to use Chaotic Century characters instead of Guardian Force. The pure idea of that sounds stupid. You only see Raven and Reeza from Guardian Force, and that's it. Apart from that, there are totally no Guardian Force involvements with this game.

Second, they had to remove all those previous power houses like the Death Meteor and Berserk Fuhrer Z. And they decided to retain stupid Zoids like Bloody Demon, and the Psycho Geno Saurer for god-knows-what-reason, when Reeza isn't even Piloting it! For cripes sakes, the Psycho Geno Saurer is a stupid GenoSaurer with the head weapon changed, and that's all!

Third, can someone explain to me why we are stuck on the stupid Hover Cargo instead of having a Dragoon Nest?

Q: I have problems identifying a Zoid or Pilot. Can you help me?

A: I hate to say this, but language barrier is your problem, not mine. I will not help you identify Zoids or Pilots.

The reason is because if I answered 1 such question, I will be answering another 1000 same questions.

Rather than help people answer, I think it is better that I help them help themselves. As long as you know Katakana, identifying the Zoids is not a

real problem.

If you have problems, get a Katakana word list, and try to do some minor translation on your own first.

Q: I am new to this game, and I am having trouble understanding the Basics. Can you help me?

A: Go into the Tutorial Section and go through all the lessons. Even if you don't understand Japanese, going through the Tutorial, you will be able to understand much more, just by watching the demonstrations.

Q: How does the Database work?

A: When you get a Zoid or Zoid Data, meet a Character, or Activate a Unizon, they will be recorded in your Database. You can view the profile information.

Restarting a New Game will retain all your Database.

Q: How do I use the Pilot Skills?

A: You now have to equip the Skills. Go to the Status Menu, and edit their Skills. You can only equip 5 different Skill Sets as Active.

Note that Pilots can lose Skills permanently should you do this.

When a Pilot first joins you, he/she may have Active Skills already assigned. Such Skills can also include Negative Skills, which affect the Pilot adversely.

As the Pilot advances in Levels, he/she may gain Spare Skills during the Level up. You can choose to assign such Skills in the Active Skills.

Once you assign a Pilot a Spare Skill, that Skill will be permanently in the Active Skills. Once you replace a Skill Set, those Skills in the set are permanently lost!

DO NOT ASSIGN YOUR SKILLS RECKLESSLY! I REPEAT!! DO NOT ASSIGN YOUR SKILLS RECKLESSLY!

Note that you cannot remove Negative Skills unless you replace them with the appropriate Positive Skills 1-to-1. This will neutralize the Negative Skills.

Q: I noticed that some of the Pilots show their faces during certain attacks. Do all Pilots have this?

A: No. Only 6 Pilots have this cut-in feature.
[Possibly a mimick from Super Robot Taisen. ;)]

Will, Atrey, Zell, RD, Ban, Bit.

Q: I have some trouble with the Menu. Can you translate for me?

A: The Game Start Menu is:

- New Game
- Continue
- Link Game
- Challenging Mode
- Database
- Tutorial
- Config

The Main Menu is:

- Status
- Items
- Ride Change
- Team
- D Command
- Zi Data
- Contract
- Option
- Save

The Zoids Research Facility Menu is:

- Zoids Develop
- CAU Develop
- Enhance Zoid
- Restore Zoid
- Sell Zoid

The Battle Menu is:

- Start Battle
- Assign Team
- Assign Deck Commands
- Escape

Q: How does the Hunting System work?

A: First, go to the Terminals at the Hunting Center. You select a Contract to do. All the jobs involve capturing the Zoids. (Just destroy those Zoids and win the Battle to fulfill that criteria.) You can check for you accepted Contract in your Menu. Once the Contract is fulfilled, visit any Hunting Center to collect your bounty.

Fulfilling a Contract will not remove it from the Hunting Center. You can take the same Contract more than once.

You can only have one Contract at any time. You may cancel the Contract, and get a new one at the Hunting Center.

Q: Combat is taking far too long. Is there a way to make things faster?

A: During Battle Animations, press the "B" button to skip animations.

In battle, press "Select" to activate AI to control your Zoids. Just hold the "B" button, and it should be much faster.

In the Config Menu, you can also choose to disable Battle Animation. This will make things faster.

Q: How do I build new Zoids?

A: First, you need the Zoid Data of the Zoid you wish to build.

Check the Zoid data. It should indicate what else you will need. That Zoid requires a certain amount of money. It may also require Zi Parts, or a Base Zoid, before it can be built.

Go to a Zoids Research Facility and talk to the Scientist when you wish to build a Zoid. Once you have all the requirements, you can build that Zoid. You are also prompted to choose the color of that Zoid.

The requirements fulfilled will be in blue text, while the ones not fulfilled will be in red text.

To obtain Zoid Datas, you can either obtain them from wild Zoids (or other means such as Chests or Challenging Modes).

When you fight a Zoid Battle, when you win, at the end of the battle, there is a small chance you will receive the Data. Or, you can use Data Collect 1 or 2 to ensure a full chance of getting the Zoid Data. You will receive the Zoid Data of one of the Zoids you fought in that battle. Check the Random Encounter Zoids list in the walkthrough to see where to find a particular Zoid.

When you win a normal battle, if you fought a Zoid that required parts to build, there is a chance you can get that Zi Part required to build that Zoid. Use the Core Security Commands to ensure a 100% chance of getting a Part.

Q: How do I upgrade Zoids?

A: The general idea is that the upgrade system now works, such that when you increase the stats of the Zoid by a good amount, another stat will drop by a small amount.

For Stats, if you increase 1 of the 4 Stats by 10, another Stat will drop by 8.

For Weapons, if you increase the AT Power by 10, the EP Cost increases by 3. If you decrease the EP Cost by 1, the AT Power decreases by 3. You cannot reduce EP Cost below 1, even if the Weapon originally had 0 EP Cost.

This means a net gain of 2 Points for each Upgrade of Stats. A net gain of 1 Attack Power after 4 Upgrades to the Weapon. A net gain of 1 EP Cost reduction after 13 Upgrades to the Weapon.

Each Unit Stat Upgrade costs 1000G. Each Weapon Upgrade costs 1000G per target area. (Meaning a Single target Costs 1000G, and Box target Costs 4000G.)

The disadvantage is that you have to make plenty of Modification to see any significant changes. The advantage is that there does not appear to be a limit on this, and the Costs are constant.

You cannot upgrade a Stat any more, if it will take you beyond 9999. This means that your max stat upgrade will probably be anywhere between 9990 to 9998.

Q: When I build a New Zoid using a Base Zoid, will current Zoid upgrades and TP carry over to from the Base Zoid the New Zoid?

A: Yes. When you build a New Zoid from an existing Base Zoid, the TP and Unit upgrades will carry over from the Base Zoid to the New Zoid. However, Weapon Upgrades will not be carried over.

The same logic also applies to Transforming Zoids. All the forms of the Zoid will share TP, as well as the Unit upgrades. Unfortunately, the Weapon upgrades will not be shared.

Q: How does TP work?

A: Whenever you win a Battle, all Zoids in the Team in that Battle will gain 1 TP each after Battle.

For every 1 TP, the Zoid gets a 0.5% Bonus for Base Stats: HP, EP, and GEP.

This means that for every 200 TP, the Zoid gets 100% Bonus for it's HP, EP, and GEP stats.

Unlike the previous game, the Limit is far beyond 200.

Q: How do I use Unizon?

A: First, make sure the Zoids you have can combine into a Unizon Zoid in the first place.

To check this, go into the Database, and check the Unizon List.

In the Unizon List, 2 Sets of Zoids are listed. The first Set (left) is the Name of the Unizon Zoid, the second Set (right) is the Zoids required for that Unizon Zoid.

If you have a certain Zoid in your Party, that is used in a Unizon, it will appear on the second set. For example, the Liger Zero appears on the second set twice. This means that the Liger Zero is used in 2 Unizons.

For example, one of the Unizons require a LeoBlaze and an Unenlagia. If you have these 2 Zoids, you will notice that of of the first set, that requires these 2 Zoids for Unizon, 1 of these names will turn Blue. This indicates

that you can have a Unizon between the LeoBlaze and Unenlagia. The name does not appear in the Database, until you have done this Unizon for the first time.

Now that we have this idea clear, let's go over how to fuse into a Unizon.

Let's take the previous example, the LeoBlaze and Unenlagia. Now, in battle, if you have these 2 Zoids on your team, there will be a new Command - Unizon, for you to choose when one of those Zoids get to act. For that Zoid, you get to choose the Unizon for this Zoid. The Zoids involved in that Unizon will be highlighted. It is possible to have more than one choice. After this is activated, the Zoids will fuse together to become the Unizon. The Pilot that initiated the Unizon will finish the Action.

The position of the Unizon will be the Zoid that is first listed in the second Set. For this example, it will be the LeoBlaze.

Activated Unizons mostly last for only 4 Turns, before they revert. There are exceptions to this.

Each turn, every Pilot in the Activated Unizon gets to act. Meaning that this Unizon can act as many times per turn, as the number of Zoids in this Unizon.

Note that there is a difference between Activated Unizons, and Real Unizons. Activated Unizon means new Zoid that you activate through this manner. Real Unizons, means the real Zoid that is already in this form as a default.

The problem with Activated Unizons, is that such Zoids have 0 TP. In addition, they will not have Unit Upgrades, let alone Weapon Upgrades.

Try it for yourself.

Q: How do Zoids transform? How does the CAU and CAS work?

A: For the Liger Zero and Berserk Fuhrer, their variants come in CAU Data. The process of building these Zoids are different from normal. When you build a CAU data into an existing Zoid, that Zoid can now change from its original form into the CAU Zoid forms which you have built into that Zoid.

Some Zoids do not come in CAU forms, but have the capabilities of transforming. The Leo Striker and Brachio Rex are such examples.

In addition, some Zoids also have an a Ground form and a Flying form. Examples include Liger Zero Phoenix and Buster Fuhrer.

In the Status Menu of these Zoids, press "L" to access the Transform Menu. You can choose the forms for the Zoid to Transform into.

In battle, there will a Command that allows you to Transform the Zoid. This will not take up one Action, but it will push behind that Zoid's Action Order Turn.

Note that the Buster Fuhrer, Liger Zero Phoenix, and Liger Zero Falcon, are not CAU forms of the Liger Zero and Berserk Fuhrer. You have to build them into such Unizon forms, in which case, it becomes permanent, and they lose their CAU forms.

Q: I have a Zoid that can transform between a Ground Form and a Flying Form.
Which do you recommend I use?

A: Generally, the Flying Forms have highly increased Speed, moderately increased Agility, and slightly decreased Defense. For the Attacks, they also generally have 20-30 decreased attack Power, and around 2-3 EP Cost increase. Being a flying Zoid, they also have bonus Avoid against non Anti-Air Weapons. They also have other varying differences, such as attack name changes and higher accuracy.

Pick the Flying Forms if you want high Speed and Avoid, and the Ground Forms if you want high Attack and low EP Cost. Generally, I advice using the Ground Forms if that Zoid has many Weapons that covers a lot of area, and the Flying Forms is the Zoid has less Weapons, and covers little area. If the Pilot has Compatibility: Flying, you might as well use the Flying type.

Whatever it is, make your decision and stick with it. Weapon Upgrades are not shared, so it will only be for one form.

The same goes for CAS and other transforming Zoids. Pick one form and stick with it, if you intend to use it for long term.

Q: I tried to use Data Collect from one of the Bosses. It didn't seem to work.

A: Data Collect, Core Protection, and such other Commands will not work on Bosses. If you use Data collect, it will try to pick from one of the non-boss Zoids, if any.

Bosses will never give Parts or Data.

You cannot view stats of Boss Zoids either.

Q: Why are the same Zoids in different colors in a Random Battle?

A: That's because they have different stats. The same Zoid may have different stats in battle. This is usually indicated by their color differences. The rewards in EXP and G may also be different.

Q: I can't beat Challenging Mode 9-5! I have managed to finish all the other stages on my own, but this one seems impossible!

A: It's not impossible. In fact, there is only one solution for this.

Hint: It seems your Panzer is way too slow. Now if only it was possible to increase the speed.

Hint: Have you used CAS in battle before? If not, now would be a good time to try.

Have you figured it out? The answer is this.

First, use the False Negotiations Deck Command, on the Panzer. Have Sigma

change the Panzer into a Liger Zero, and use the Ion Booster. Next turn, use Sandstorm. Only the front row Geno Breakers will attack. If any of your Liger Zeros die, you have to reset the battle. Have Sigma change back into a Liger Zero Panzer, and choose to wait. Next turn, activate Thor Hammer Phalanx. Since your Panzer has increased speed, it will Act before the Geno Breakers. Use Big Bang Attack.

Q: This Game seems to offer too little challenges. Are there any challenges in this game?

A: Have you tried triggering the Hidden Scenario, and fighting the Bosses yet?

Even so, that Boss was all Defense. Let's see you try an All-Offense enemy. Go to the Atlantis Cave, and fight the Ultimate Seismo, Belselk Seismo, Death Saurer, and Death Saurer VF. These guys are highly upgraded in Weapons. See how much damage you can take from these guys.

Q: What are the Weapon Attributes?

A: There are 5 Weapon Attributes.

They are Beam, Real Bullets, Missile, Combat, and Anti-Air, respectively.

The Combat Attribute determines whether the Attack Weapon is Combat Category or Shooting Category.

Anti-Air Attribute Attack Weapons will have Bonus accuracy against Flying Type Zoids.

Q: What are Shooting Category Weapons?

A: Generally, Attack Weapons with Combat Attribute, are Combat Category Weapons. Attack Weapons without Combat Attribute, are Shooting Category Weapons. This is important when taking note of Skills like Economized Shooting.

Q: What does the Agility Stat do?

A: I have no idea. The description itself says that it affects the accuracy of a Zoid, but I found no difference.

There are people who suspect that it affects Evasion, but I have Zoids of 200 Agility having Evade higher than those of 4000 Agility.

Q: Is the Saber Tiger Holo-Tech an actual Zoid?

A: I have no clue. It doesn't appear in the Zoids Data list, and I can't find codes for it either. I don't know why it only appears in the battle with Kidd.

Q: How is it that the Gairyuki Destroy and Gairyuki Speed does not require the Gairyuki as a Base Zoid?

A: That's just the way it is. It is possible that this is a mistake from the programmers, although it is unlikely that they will make the same mistake twice.

Q: Shouldn't the term used be "Unison", instead of "Unizon"?

A: No. The official term is Unizon. Go into the Database and see for yourself.

Q: There are mistakes with the names that you used.

A: A lot of those "mistakes" you mentioned, are actually intended wordings from me. These examples include the Konig Wolf and the Gojulas the Ogre. I have my reasons for doing this.

Very rarely will it be an actual mistake on my part. Most of these names are intentional. I have no intention of changing them to what you think is correct.

Keep this in mind before you tell me about a "mistake" I made with the names.

Whether these names are correct or otherwise, is for me to decide, not for you to judge.

I do not want any name arguments. My decision is final.

Q: Is the Death Meteor in this game?

A: Some of the powerhouses of Zoids Saga II are no longer in this game. They include:

Death Meteor, King Gojulas, Berserk Fuhrer Z, Jagd Stinger, Gojulox, Cyclops, Diablo Tiger, Trinity Liger BA, Geno Hydra KA

In addition, the Dragoon Nest is not in this game.

Q: Why did you named Helmet as Maskman?

A: His name in the game is Maskman! Period!

Q: Can I post your guide on my site?

A: Send me an email, with details. I will usually allow, unless your site has nothing but crap.

The Rule is simple, no editing of the guide without my permission.

You can always find the latest version of my guide on GameFags, so take it from there, and don't expect me to send to you as an attachment. It is your job to make sure you have the latest version, not mine.

Q: I wish to write my own guide. Can I use some of your stuff?

A: Make sure you contact me in person. I will only give permission if you ask, and credit me.

You must ask for permission, and you must give proper credit. If you copied off stuff from me without doing so, I will have every right to take Legal Action against you.

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- CREDITS -

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<http://experiment.concon.jp/>
Many thanks goes to this site. Not complete, but quite some info.

<http://zsaga.web.fc2.com/zsf/>
Many thanks goes to this site for good info.

<http://f61.aaa.livedoor.jp/~pawapuro/code/zoids.html>
Thank to this site for some codes.

http://hk.geocities.com/suzunotounohouou/zoids_saga_fuzors.htm
Super thanks to Suzunotounohouo Site for providing much information.

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