

Zone of the Enders: The Fist of Mars Game Lists

by Mech Gouki

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ZONE OF THE ENDERS - THE FIST OF MARS
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INFORMATION GUIDE
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Version History-

Version 3.1 [Current Version]

03-01-07

After many years, reformatted this guide, and removed a bunch of useless info no one needs to know.

The information here is pretty much completed, so nothing to add.

Version 3.0

23-01-03

Conditions of getting Nadia for the 25 Scene Path are now confirmed. The 2 Scene paths are revised, and have their own section. Some minor corrections are also made. Some major and minor changes are made.

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Introduction

Best Viewed in 600x800 Screen Resolution, in WordPad or Internet Explorer. If you have WordWrap enabled, disable it. Best viewed in font size around 10.

This is not meant to be as a Walkthrough. Rather, it is meant to list out the mechs, as well as the technical game functions. This guide is for the Gameboy Advance game: Zone of the Enders - The Fist of Mars. Also known as "2173 Testament".

If you require help on game mechanics, mech listing, or even what the Local Servers provide, than this guide is for you. If you require help on a particular stage, it is recommended you choose DEngel's guide.

This guide covers the Mechs, as well as several other things like IAS, the Local Servers, and abilities. This guide will also cover methods for the 2 Scene Paths in the game, or secrets like obtaining Nadia.

This guide will be more effective if you use in conjunction with DEngel's FAQ.

It is recommended you first check out the sections on how you to get to either Scene Path, and getting either Nadia or Twede.

Mech List

This section lists out Mechs found in the game. You can see details of a Mech

by checking its status.

For the Mech list, they are arranged in no particular order, but there are no spelling mistakes, so use the "Find" function to search for what you need.

There are three separate screens when you check a status of a Mech. They are: Unit Status, Weapon, and Pilot Status.

Unit name simply states the name of the Mech. MOVE means how much it is able to move on the Map. Shell states the Unit's defense. HP is pretty obvious. If it goes to 0, the unit is destroyed. EN is energy. You need it for certain attacks. Some Mechs also have abilities like Replenish or SSA1. Some Mech types can also equip Items/Parts.

For Weapons, if you see an arrow to the right of the name, it means the attack may be used after you move. Otherwise, you cannot move before using the Weapon.

Power, Range, and Accuracy Bonuses are pretty much self explanatory.

Fighter means that the weapon will use the Pilot's Battle stat. Shooter means that the weapon will use the Pilot's Shoot stat. Also, if you see a Lightning Symbol, it means that the attack will randomly activate Stun status on it's target.

(For this guide, Weapons that cause Stun will be noted with S.)

When a Target is stunned, it will not move for a turn, and attacks targetting it will have increased accuracies.

Finally, Weapons have limitations. Some require the use of energy, have a limited number of shots, or require at least a certain amount of Spirit.

For this list, Weapons are written in this order:

Name - Power - Range - Accuracy - Type - Spirit needed - Number of Shots - Energy Used

The unit type is also important.

LEV/Vehicles : You can upgrade this unit in a Garage, and let it carry up to 3 items. They are only capable of travelling on Land.

The 3 Distinct Qualities of LEV/Vehicles:

- 1) LEVs can only travel on Land
- 2) LEVs do not have a Level Stat
- 3) LEVs can equip Items and be upgraded in Garages

OFs : These unit may not be upgraded in a Garage, or equip Items. OFs can level up, which will automatically raise their Shell, HP and all Weapon's Power. OFs will gain levels when their Pilots gain levels. More will be detailed in Mechanics Section. These units can move in Air and Land. All OFs will have Level Stat.

The 3 Distinct Qualities of OF:

- 1) OFs can travel in Air or on Land
- 2) OFs have a Level Stat, and can level up
- 3) OFs cannot equip Items or be upgraded in Garages

Fighter/Ships : These Units are only capable of flying in Air. Nothing

special about them. May use items just like LEVs.

- LEV/OF Mix : An OF that cannot fly, and travel only on Land. It still has a Level Stat and cannot use Items or be upgraded in a Garage. Cage's LEV is the only one.
- OF Mimic : Functions similar to that of an OF, but it is not a true OF, as it is incapable of Levelling up. It does not have a Level stat, and it can carry items. It behaves more like a "LEV that can fly" rather than an "OF that cannot Level Up".
- Large OF : An OF of large proportions, an easy target. Posseses 3 large Weaknesses.

Also note that some frames have large Weaknesses. This will be noted down in this list.

If a unit type cannot equip items, it also means that it cannot be upgraded in a garage.

Allied Units

Abilities written in brackets, or Weapons seperated by a line, indicate that this is not a default Weapon or Ability, and you have to get it through the Story, or a Local Server.

Unit Name: Cage's LEV

Type: LEV/OF Mix

Move: 6

Shell: 290

HP: 2500

EN: 130

Abilities: None

Weapons:

Tear Bullet	800	2~5	-5	Shooter(S)	--	--	--
Rusty Lancer[->]	900	1	+10	Fighter	--	--	--
Soulshooter[->]	1400	1	+10	Fighter	20	--	30

Notes:

This will be upgraded into Testament later on.

Unit Name: Testament

Type: OF

Move: 6

Shell: 370

HP: 3000

EN: 130

Abilities: [SSA2, DoubleAction]

Weapons:

Tear Bullet	900	2~5	-5	Shooter(S)	--	--	--
Rusty Lancer[->]	1100	1	+10	Fighter	--	--	--
Soulshooter[->]	1400	1	+5	Fighter	10	--	30
Ray Disaster	1400	2~5	+0	Shooter	10	--	30
Nail Laser	1600	2~4	+10	Shooter	5	/2	--

Halberd	1700	1~6	+0	Shooter	15	/2	--
Comet	1800	2~5	+15	Shooter(S)	15	/1	--
Shock Hi-Low	2000	2~3	+10	Shooter	20	/1	--
Tear Blast	1100	2~5	-5	Shooter(S)	--	--	--
Rusty Cutter[->]	1200	1	+10	Fighter	--	--	--
Ray Disaster	1600	2~5	+0	Shooter	10	--	30
Soulsection[->]	1700	1	+5	Fighter	10	--	30

Notes:

The Initial 4 Weapons will be replaced with better ones late in the game.

Unit Name: Blade

Type: Vehicle

Move: 6

Shell: 280

HP: 2300

EN: 130

Abilities: RepairSystem

Weapons:

Beam Cannon	900	1~5	+10	Shooter(S)	--	--	6
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Notes:

This Unit will be upgraded into the Calibur. All Upgrades will be carried over.

Unit Name: Calibur

Type: Vehicle

Move: 6

Shell: 300

HP: 2300

EN: 130

Abilities: RepairSystem, Replenish

Weapons:

Beam Cannon	1300	1~6	+10	Shooter(S)	--	--	6
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Notes:

This Unit will retain all upgrades from Blade.

Unit Name: Dreizehn

Type: LEV

Move: 5

Shell: 300

HP: 2400

EN: 130

Abilities: None

Weapons:

Laser Blade[->]	800	1	+10	Fighter	--	--	2
Long Rifle	900	3~7	+15	Shooter	--	--	2
Grenade	1200	2~3	-10	Shooter(S)	--	/6	--
Calamity Kiss	1300	3~7	+15	Shooter	5	--	30
Bouquet	1700	2~3	+0	Shooter	10	/1	--

Unit Name: Caliburnus

Type: LEV

Move: 4

Shell: 350

HP: 2500

EN: 130

Abilities: None

Weapons:

Laser Blade[->]	800	1	+5	Fighter	--	--	2
W Beam Cannon	1100	2~5	+10	Shooter	--	--	5
Missile	1300	3~5	-5	Shooter(S)	--	/5	--
Star Carnival	1500	2~4	+10	Shooter	5	/3	--
360 Attack	1600	2~3	+0	Shooter	10	/1	--

Unit Name: Edge

Type: Vehicle

Move: 6

Shell: 270

HP: 2250

EN: 130

Abilities: Replenish

Weapons:

155mm Cannon	1000	1~5	+10	Shooter	--	/20	--
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Notes:

Avoid upgrading this, as you will not be using it in the last few battles.

Unit Name: Justeen

Type: LEV

Move: 6

Shell: 290

HP: 2200

EN: 130

Abilities: None

Weapons:

Handgun	600	1~5	-5	Shooter	--	/20	--
Laser Sword[->]	1100	1	+15	Fighter	--	--	2
Burn Stormer[->]	1400	1	+5	Fighter	5	--	30
ZZ Grenade	1800	2~3	+15	Shooter(S)	--	/1	--
R-Blade Kick[->]	1700	1	+15	Fighter	10	/1	--

Unit Name: Orcrist

Type: OF

Move: 5

Shell: 340

HP: 2700

EN: 130

Abilities: [SSA1, RepairSystem]

Weapons:

Split Sword[->]	1000	1	+5	Fighter(S)	--	--	--
Elfin Bow	1200	2~6	+15	Shooter	--	--	--
Moon Ballista	1600	2~6	+5	Shooter	10	--	50
Bounder	1700	2~5	+10	Shooter	10	/2	--
Chevalier Lance	1800	1~6	+5	Shooter	15	/2	--

Unit Name: Durandal II

Type: OF

Move: 5

Shell: 390

HP: 2700

EN: 130

Abilities: [BulletEndure, SSA1]

Weapons:

Blade Cannon	800	2~3	-5	Shooter	--	--	--
Absolute[->]	1300	1	+10	Fighter(S)	--	--	--
Alvelcaine[->]	1800	1	+5	Fighter	10	--	50
Gauntlet	1700	1~6	+10	Shooter	10	/2	--
Slashboom	1900	2~3	+5	Shooter	15	/2	--

Unit Name: Vjaya

Type: OF

Move: 7

Shell: 360

HP: 2800

EN: 130

Abilities: [Replenish, EnergyEndure, DoubleAction]

Weapons:

Claw Knives[->]	1100	1	+10	Fighter	--	--	--
Beam Web	1100	2~5	+10	Shooter(S)	--	--	--
Bloodsucker[->]	1500	1	+5	Fighter	10	--	30
Reticulator	1500	2~5	+0	Shooter	10	--	30
Geyser[->]	1600	1~2	+10	Shooter(S)	10	/2	--
Tri-Laser	1800	2~4	+5	Shooter	15	/1	--

Unit Name: Shaosyant

Type: Ship

Move: 9

Shell: 500

HP: 20000

EN: 500

Abilities: None

Weapons:

Flare	120	1~3	-10	Shooter	--	/3	--
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Notes:

You control this for only one battle. You can't upgrade this, as it never truly joins, and you can't view it's Status on the Intermission.

Wierd enough, this Ship will not appear in the Mech Reference list.

Unit Name: Nerokerubina

Type: Large OF

Move: 3

Shell: 750

HP: 25000

EN: 300

Abilities: None

Weapons:

Punisher	1500	2~5	-5	Shooter	--	--	10
Guilty Charge[->]	1600	1	+5	Fighter	--	--	10

Notes:

Nerokerubina and Myona will join you just before the final scene in the 25 Scene Path.

Enemy Units

When you destroy an enemy unit, you get some money. This is listed under rewards.

Unit Name: Black Frame

Type: OF

Move: 6

Shell: 290

HP: 2500

EN: 130

Abilities: None

Weapons:

Rusty Cutter[->]	1250	1	+0	Fighter	--	--	--
Venom Rain	1250	2~5	+10	Shooter	--	--	2

Rewards: Unknown

Unit Name: Sec. Lev A

Type: LEV (Large Weakness)

Move: 4

Shell: 200

HP: 1600

EN: 130

Abilities: None

Weapons:

Laser Blade[->]	450	1	+10	Fighter	--	--	2
Handgun	500	1~4	+0	Shooter	--	/20	--

Rewards: 100

Unit Name: Sec. Lev B

Type: LEV (Large Weakness)

Move: 4

Shell: 200

HP: 1600

EN: 130

Abilities: None

Weapons:

Laser Blade[->]	450	1	+10	Fighter	--	--	2
Machine Gun	600	2~4	+0	Shooter	--	/20	--

Rewards: 100

Unit Name: Reg. LEV A

Type: LEV

Move: 5

Shell: 230

HP: 1800

EN: 130

Abilities: None

Weapons:

Laser Blade[->]	500	1	+10	Fighter	--	--	2
Machine Gun	500	2~4	+0	Shooter	--	/20	--

Rewards: 300

Unit Name: Reg. LEV B

Type: LEV

Move: 5

Shell: 230

HP: 1800

EN: 130

Abilities: None

Weapons:

Laser Blade[->]	700	1	+10	Fighter	--	--	2
Missile	800	3~5	-5	Shooter(S)	--	/4	--

Rewards: 300

Unit Name: Ned LEV

Type: LEV

Move: 5

Shell: 400

HP: 3000

EN: 130

Abilities: None

Weapons:

Laser Blade[->]	900	1	+10	Fighter	--	--	2
Beam Gun	1000	2~5	+0	Shooter	--	--	10
Death Rave[->]	1150	1	+0	Fighter	5	--	20

Rewards: 500

Unit Name: Unmanned A

Type: Fighter

Move: 6

Shell: 150

HP: 1400

EN: 130

Abilities: None

Weapons:

Beam Gun	1000	1~3	+0	Shooter	--	--	5
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Rewards: 200

Unit Name: Unmanned B

Type: Fighter

Move: 6

Shell: 300

HP: 2000

EN: 130

Abilities: None

Weapons:

Missile	900	3~5	+0	Shooter	--	/4	--
Beam Gun	1000	1~3	+0	Shooter	--	--	5

Rewards: 800

Unit Name: LEV A @

Type: LEV

Move: 5

Shell: 400

HP: 2800

EN: 130

Abilities: None

Weapons:

Laser Blade[->]	900	1	+10	Fighter	--	--	2
Machine Gun	900	2~4	+0	Shooter	--	/20	--

Rewards: 800

Unit Name: LEV B @

Type: LEV

Move: 5

Shell: 400

HP: 2800

EN: 130

Abilities: None

Weapons:

Laser Blade[->]	900	1	+10	Fighter	--	--	2
Missile	1000	3~5	-5	Shooter	--	/4	--

Rewards: 800

Unit Name: LEV C @

Type: LEV

Move: 5

Shell: 400

HP: 2800

EN: 130

Abilities: None

Weapons:

Laser Blade[->]	800	1	+10	Fighter	--	--	2
Beam Gun	1000	2~5	+0	Shooter	--	--	10

Rewards: 800

Unit Name: Bizac

Type: LEV

Move: 5

Shell: 500

HP: 4000

EN: 130

Abilities: None

Weapons:

Laser Blade[->]	950	1	+10	Fighter	--	--	2
Beam Gun	1050	2~5	-5	Shooter	--	--	10

Rewards: 1000

Unit Name: Bizac S

Type: LEV

Move: 5

Shell: 500

HP: 4500

EN: 130

Abilities: None

Weapons:

Laser Blade[->]	1050	1	+10	Fighter	--	--	2
Beam Gun	1050	2~5	-5	Shooter	--	--	10
Lunatic Sin[->]	1450	1	+0	Fighter	10	--	20

Rewards: 1500

Unit Name: HarutMarut (Shell)

Type: Large OF

Move: 3

Shell: 600

HP: 10000

EN: 300

Abilities: None

Weapons:

Flame Shooter[->]	1100	1~3	+0	Shooter	--	--	5
Dimension Wave[->]	1400	1~3	+15	Shooter	--	/2	--

Rewards: 3000

Unit Name: HarutMarut (True Form)

Type: Large OF

Move: 3

Shell: 600

HP: 20000

EN: 300

Abilities: None

Weapons:

Flame Bullet[->]	1250	1~3	+5	Shooter	--	--	5
Wisp Meteor[->]	1600	2~6	+10	Shooter	--	/2	15

Rewards: 3000

Unit Name: HarutMarut2

Type: Large OF

Move: 3

Shell: 800

HP: 25000

EN: 300

Abilities: None

Weapons:

Flame Bullet[->]	1500	1~3	+5	Shooter	--	--	5
Wisp Meteor	1650	2~6	+10	Shooter	--	/2	15

Rewards: 3000

Unit Name: Ravana

Type: OF

Move: 5

Shell: 650

HP: 8000

EN: 130

Abilities: None

Weapons:

Sleeve Shot	1400	2~4	-5	Shooter	--	--	4
Stinger[->]	1550	1	+5	Fighter	--	--	--
Hell Rave[->]	1750	1	+0	Fighter	5	--	20

Rewards: 2000

Unit Name: Grafficane

Type: OF

Move: 6

Shell: 650

HP: 7000

EN: 130

Abilities: None

Weapons:

Flame Gale	1400	2~5	-5	Shooter	--	--	6
Gillius[->]	1500	1	+10	Fighter	--	--	2

Rewards: 2000

Unit Name: Scarmiglione

Type: OF

Move: 6

Shell: 650

HP: 7000

EN: 130

Abilities: None

Weapons:

Chain Flame	1400	2~5	-5	Shooter	--	--	6
Beatrice[->]	1500	1	+10	Fighter	--	--	2

Rewards: 2000

Unit Name: Raptor

Type: OF

Move: 5

Shell: 550

HP: 4500

EN: 300

Abilities: None

Weapons:

Energy Sword[->]	1100	1	+10	Fighter	--	--	2
Javelin	1200	2~4	-10	Shooter	--	/20	--

Rewards: 800

Unit Name: Cyclops

Type: OF

Move: 4

Shell: 580

HP: 4500

EN: 130

Abilities: None

Weapons:

Dash Punch[->]	1300	1	+15	Fighter	--	--	--
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Rewards: 800

Unit Name: Mummy Head A

Type: OF (Large Weakness)

Move: 4

Shell: 600

HP: 4800

EN: 300

Abilities: None

Weapons:

Phalanx	1200	1~4	+0	Shooter	--	--	6
Grenade	1350	2~3	-5	Shooter	--	/10	--

Rewards: 800

Unit Name: Mummy Head B

Type: OF (Large Weakness)

Move: 4

Shell: 600

HP: 4800

EN: 300

Abilities: None

Weapons:

Halberd	1250	1~3	+10	Shooter	--	--	6
Grenade	1350	2~3	-5	Shooter	--	/10	--

Rewards: 800

Unit Name: Ifrit

Type: OF Mimic

Move: 6

Shell: 500

HP: 6000

EN: 130

Abilities: None

Weapons:

Rusty Cutter[->]	1800	1	+10	Fighter	--	--	--
Tear Blast	1850	2~5	+0	Shooter	5	--	30
Soulsection[->]	2000	1	+5	Fighter	5	--	30

Rewards: 2000

Unit Name: Nerokerubina

Type: Large OF

Move: 3

Shell: 750

HP: 25000

EN: 300

Abilities: None

Weapons:

Punisher	1500	2~5	-5	Shooter	--	--	10
Guilty Charge[->]	1600	1	+5	Fighter	--	--	10

Rewards: 3000

Unit Name: Iblis

Type: OF

Move: 6

Shell: 750

HP: 20000

EN: 130

Abilities: None

Weapons:

Rusty Cutter[->]	1550	1	+10	Fighter	--	--	--
Venom Rain	1700	2~5	+10	Shooter	--	--	2
Soul Eclipse[->]	1850	1	+5	Fighter	5	--	20

Rewards: 4000

Neutral Units

Unit Name: ConstructLEV

Type: LEV

Move: 3

Shell: 150

HP: 2000

EN: 130

Abilities: None

Weapons:

Punch[->]	200	1	+10	Fighter	--	--	--
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Unit Name: M AngelsLEV

Type: LEV

Move: 5

Shell: 250

HP: 2300

EN: 130

Abilities: None

Weapons:

Laser Blade[->]	1050	1	+10	Fighter	--	--	2
Beam Gun	1200	2~5	-5	Shooter	--	--	10

Local Servers

Through various maps of the game, you will see Local Servers popping out. To use the Local Servers, move one of your OFs on to the Square where the Local Server is. A message should pop up, saying "Download Complete". At the end of the Scene, your OFs may acquire new Weapons or Abilities. Only an OF may download data from the Servers. If you place a Unit that is not an OF there, it will just come out a message, saying that only OFs may download the data. It is not important which OF takes the data. It just matters whether you have gotten it or not.

You will obtain the Weapons/Abilities after the battle before the Intermission.

This is the list for all the Local Servers in the game.

Local Server- (Scene 07 - Opposing Tracks)

Testament:

Weapon- Nail Laser

Durandal II:

Weapon- Gauntlet

Local Server- (Scene 10 - A Pure Heart... And the Price It Pays)

Testament:

Weapon- Halberd

Orcrist:

Weapon- Bounder

Local Server- (Scene 11 - Double Deal)

Vjaya:

Weapon- Geyser

Durandal II:

Ability- BulletEndure

Local Server- (Scene 12 - Between Good and Evil)

Orcist:

Ability- SSA1

Vjaya:

Ability- Replenish

Local Server- (Scene 13 - The Gift)

Local Server- (Scene 14 - The Card Turned Down)

Testament:

Weapon- Comet

Durandal II:

Weapon- Slashboom

Local Server- (Scene 15 - The Darkness That Came From Light) (25 Scene Path)

Local Server- (Scene 15 - Cracks) (24 Scene Path)

Vjaya:

Weapon- Tri-Laser

Local Server- (Scene 20 - Missing Line) (25 Scene Path)

Local Server- (Scene 19 - Waves) (24 Scene Path)

Testament:

Weapon- Shock Hi-Low

Orcrist:

Ability- RepairSystem

Local Server- (Scene 22 - Heaven-Bound Wings) (25 Scene Path)

Local Server- (Scene 20 - Island of Destiny) (24 Scene Path)

Orcrist:

Weapon- Chevalier Lance

Vjaya:

Ability- EnergyEndure

Durandal II:

Ability- SSA1

Local Server- (Scene 23 - Fulfillment of a Promise) (25 Scene Path)

Local Server- (Scene 21 - Nosferatu) (24 Scene Path)

Testament:

Ability- SSA2

Ability- DoubleAction

Vjaya:

Ability- DoubleAction

Scene Guide

This section is taken from:

<http://freett.com/zusiou/>

This site's information is from the Japanese Official Game Guide of this game. There may be some name inaccuracies and such.

This information is a brief summary and Scene plan of this game. This list simply lists out the items you will be getting, tells if a Local Server is present in a scene, notes on triggering Pharsti's quotes. It will also list down specific instances where you need do be watchful of getting to a Scene Path, or acquiring Nadia or Twede.

I make no claims that this section is 100% accurate. This is based on a site that supplied information from the Japanese Official Guide. My knowledge of Japanese is limited, so there may be translation errors, like "not required" into "required". Also, since this is on a Japanese version of the game, there may be some differences which we are not fully aware of.

Take everything here with some consideration, since not all of it is true.

Note on Pharsti's Quotes:

[
From what I had noticed, some quotes will only appear ONCE. You will get that quote once, and then you will never get that quote again, even if you restart on a new game. (Provided that you saved after you get that quote.)

E.g. On Scene 2 Pharsti ask something if you destroy a frame after Turn 4. If you saved after that, even when you restart on a new game, you will not get that quote again.

Some quotes may be asked more than once, however.

E.g. On Scene 12, Pharsti asks a question. This question is asked many times.

I have instances where people tell me they can still get those quotes, even if they have already gotten it. How this is possible, or whether this is true, I do not know. What I havestated here are based on my own experiences.
]

Help:

(Name: The name of the stage.

Part: Item you receive after you win the stage.

Pharsti's Quote: Events that may trigger Pharsti into saying something.

Local Server: Indicates whether a local server is present in the stage.

Check the Local Servers section for what the Local Servers provide.)

Before Scene Path Split

Scene 01

Name: On the Battle God's Palm

Part: None

Pharsti's Quote: None

Local Server: No

Scene 02

Name: Perpetual Motion

Part: Repair Kit

Pharsti's Quote: When you destroy a frame after Turn 4.

Local Server: No

Scene 03

Name: A Hopeless Hope

Part: Supply Pack

Pharsti's Quote: When Cage's LEV's HP drops to 20% or less. Cannot occur on both Scene 03 and 04. If this event occurred here, it will not occur in the next Scene.

Local Server: No

Scene 04

Name: Double-Edged Sword

Part: Booster Pack

Pharsti's Quote: When Cage's LEV's HP drops to 20% or less. Cannot occur on both Scene 03 and 04. If this event occurred in Scene 03, it will not occur here.

Local Server: No

Scene 05

Name: A Voice from Far, Far Away

Part: Repair Kit

Pharsti's Quote: When Vjaya arrives. Have Vjaya attack and destroy a frame.

Local Server: No

Note: Place Durandal II next to childrens frame for event, which disables time bomb.

Scene 06

Name: One Wing's Promise

Part: Booster Pack

Pharsti's Quote: When Testament destroys 3 frames.

Local Server: No

Scene 07

Name: Opposing Tracks

Part: Repair Kit

Pharsti's Quote: Testament's HP drops to less than 50%.

Local Server: Yes

Scene 08

Name: Darkness Dyed by Darkness

Part: Supply Pack

Pharsti's Quote: When an enemy discovers and is destroyed in the same turn.

Local Server: No

Scene 09

Name: Sincerity

Part: Booster

Pharsti's Quote: 1) Testament's HP drops to below 50%.
2) Turn 14 reached.

Local Server: No

Note: If you want Nadia to join you on the 25 Scene Path, do not destroy Nadia's Frame here. This condition is not necessary for the 24 Scene Path.

Scene 10

Name: A Pure Heart... And the Price It Pays

Part: Supply Pack

Pharsti's Quote: Testament's HP drops to below 50%. If this happened in Scene 09, it will not happen here.

Local Server: Yes

Note: If you want to get to the 25 Scene Path, you will have to rescue all hostages before Turn 10.

Scene 11

Name: Double Deal

Part: Booster

Pharsti's Quote: None

Local Server: Yes

Note: If you defeat all enemies before Turn 10 ends, in Scene 12, Durandal and Orcrist will show up to help you.

Scene 12

Name: Between Good and Evil

Part: Repair Kit

Pharsti's Quote: 1) Testament destroyed more than 7 frames
2) Turn 4 passed.

Local Server: Yes

Note: To get on the 25 Scene Path, you must destroy at least 7 enemies here, and must have rescued all hostages before Turn 10 in Scene 10. If you fail to do so, you will go on the 24 Scene Path.

Scene 13

Name: The Gift

Part: None

Pharsti's Quote: When Testament is attacked after Turn 10.

Local Server: Yes

Scene 14

Name: The Card Turned Down

Part: Repair Kit

Pharsti's Quote: 1st Battle, when Bolozof attacks 5 times. 2nd Battle, when Testament drops to less than 20% HP.

Local Server: Yes

Note: This Scene here will vary slightly, depending on whether you will go on the 25 Scene Path or the 24 Scene Path.

25 Scene Path

Scene 15

Name: The Darkness That Came From Light

Part: Booster Pack

Pharsti's Quote: You reached 15 Turn.

Local Server: Yes

Scene 16

Name: Uncertain Future

Part: Repair Kit

Pharsti's Quote: None

Local Server: No

Note: If you did not destroy Nadia's frame in Scene 09, you will obtain Nadia instead of Twede. Otherwise, Twede will pilot Vjaya instead.

Scene 17

Name: Rebirth

Part: Supply Pack

Pharsti's Quote: When 3 enemies are defeated, Pharsti will say something if she said something in Scene 15.

Local Server: No

Scene 18

Name: Dark Half

Part: Repair Kit

Pharsti's Quote: When Testament attacks, or is attacked by a Raptor.

Local Server: No

Scene 19

Name: Clawing the Red Earth

Part: Supply Pack

Pharsti's Quote: Testament's HP drops to less than 20%

Local Server: No

Scene 20

Name: Missing Line

Part: Booster Pack

Pharsti's Quote: If Testament's HP falls to 40% and less, and Pharsti said something in Scene 19.

Local Server: Yes

Note: If Testament or Calibur gets beside Phil, there will be conversations.

Scene 21

Name: A Faint Light From the Depths

Part: Repair Kit

Pharsti's Quote: 1) Testament's HP drops to 20% or less.
2) Turn 15 reached.

Local Server: No

Scene 22

Name: Heaven-Bound Wings

Part: Supply Pack

Pharsti's Quote: Turn 15 reached.

Local Server: Yes

Scene 23

Name: Fulfillment of a Promise

Part: Repair Kit

Pharsti's Quote: None

Local Server: Yes

Scene 24

Name: Pharsti

Part: None

Pharsti's Quote: None

Local Server: No

Scene 25

Name: Reunion

Part: Repair Kit

Pharsti's Quote: None

Local Server: No

24 Scene Path

Scene 15

Name: Cracks

Part: Booster Pack

Pharsti's Quote: Reached Turn 15.

Local Server: Yes

Scene 16

Name: Paradise Lost

Part: Repair Kit

Pharsti's Quote: None

Local Server: No

Scene 17

Name: A Bow Drawn

Part: Supply Pack

Pharsti's Quote: None

Local Server: No

Scene 18

Name: Hearts in Harmony, Hearts in Strife

Part: Repair Kit

Pharsti's Quote: Reached Turn 9.

Local Server: No

Scene 19

Name: Waves

Part: Supply Pack

Pharsti's Quote: Testament's HP drops to less than 20%

Local Server: Yes

Note: If Testament gets close to Nadia, a conversation will trigger.

Scene 20

Name: Island of Destiny

Part: Booster Pack

Pharsti's Quote: None

Local Server: Yes

Note: At this point, you can get Nadia instead of Twede. Check for sections below on how to obtain Nadia instead of Twede.

Scene 21

Name: Nosferatu

Part: Repair Kit

Pharsti's Quote: If Testament's HP falls to 40% and less, and Pharsti said something in Scene 19.

Local Server: Yes

Scene 22

Name: Violated Wishes

Part: Supply Pack

Pharsti's Quote: When Testament battles brainwashed Bolozof 5 times.

Local Server: No

Note: If you fail to convince Nadia, she will be riding one of the Ifrit frames.

Scene 23

Name: God Save Us!

Part: Repair Kit

Pharsti's Quote: None

Local Server: No

Scene 24

Name: Promised Reunion

Part: None

Pharsti's Quote: None

Local Server: No

Basics and Mechanics

Garage Upgrades

(Note: You won't get to use the Garage in some intermissions.)

You can upgrade an LEV's or Vehicle's HP, Shell, or any of it's attacks. You can upgrade each up to 6 times. Each time, the cost for the next upgrade goes up. The costs are as follows.

If a Mech cannot use items, it also means that it cannot be upgraded in a Garage.

Upgrade Cost:

1000, 2000, 4000, 6000, 8000, 10000

Upgrade Effects:-

HP:

200, 300, 500, 800, 1200, 1500

EN:

Each upgrade is + 40 Shell.

Weapon:

Each upgrade is + 30 Power.

OFs Level Up

If you noticed carefully, all OFs have Lv stats under their Shell stats.

Whenever the Pilot of an OF gains a level, the OF also gains a level. Note that the Pilot does not have to be at the same level as the OF.

When an OF levels up, it gains some HP, Shell, Weapon Power increase.

The stats gained varies between OFs.

The stats growth between Cage's LEV, Testament, and Nerokerubina are the same.

The stats growth between Vjaya and Orcrist are the same.

Durandal II has his own stat growth.

Cage's LEV/Testament/Nerokerubina Level gain:

They keep gaining 60 HP per Level up, until they reach Lv 41. During so, it will only gain 50 HP per level up.

They gain 6 Shell per Level up, until they reach Lv 31, where they will gain 3 Shell per level.

Vjaya/Orcrist Level gain:

They gain 75 HP per level up until Lv 31. From Lv 31, they gain 70 HP per level.

From Lv 1 to 15, they gain 9 Shell per level Up. From 16 to 20, they gain 6 Shell per level up. From Lv 21 onwards, they gain 3 Shell per level up.

Durandal II Level gain:

Durandal II gains 75 HP per level up.

His Shell gain is 15 from Lv 1 to 20. Lv 21 onwards, his gain is 3 Shell.

Weapon Power Gain:

All Weapon growth for OFs are the same. They will gain 5 Power in all Weapons, until they reach Lv 31. After that, they gain 3 in Power per Level up.

Beyond this, I can't tell what the Level gains are.

Abilities

Note that only Allied units have abilities.

RepairSystem: Unit will have Repair Command. Using this command, target will be restored some HP. This may be used on self, or any allied unit targets in the surrounding squares. May be used after moving. The amount of HP restored is equals to 50% of the target Unit's Maximum HP.

Replenish: Unit will have Supply Command. Using this command, target will be restored of all Energy and Ammunition for all Weapons. This may be used on self, or any allied targets in the surrounding squares. May be used after moving. The target's Spirit however, will drop by 5.

SSA1: At the start of every turn, the unit recovers 1/20, which is 5%, of it's total HP.

SSA2: At the start of every turn, the unit recovers 1/10, which is 10%, of it's total HP.

BulletEndure: Currently unknown what it exactly does, but is believed to reduce damage against Weapons that have Shot Counts. Instructions says: Increases defense against shooting attacks by 10%

EnergyEndure: Currently unknown what it exactly does, but is believed to reduce damage against Weapons that have Energy Costs. Instructions says: Increases defense against energy attacks by 10%

DoubleAction: The Unit has the ability to act twice each Turn instead of just once. This is without doubt, the best Ability.

Balance

As your Pilot's levels goes up, your Balance range gets greater. These are the exact levels required to get to a Balance Value.

Lv 1 = Ratio 1

Lv 6 = Ratio 2

Lv 11 = Ratio 3

Lv 21 = Ratio 4

Lv 31 = Ratio 5

It is theorized that each bar represents a 5% accuracy jump from the neighboring bar on the Balancer. Many thanks goes to Sparkster for the various information.

Pharsti will also comment on Cage if he performs something consecutively for 10 times.

Some of Pharsti's interesting lines:

(Note: none of these lines are whole. Only the part which applies to the situation at hand is included here.)

Esc set to maximum; 10 consecutive avoids:

"Excellent job. The Balancer is functioning optimally also."

"It is partly due to the assistance of the escape setting, but this is still a commendable result."

Def set to maximum; 10 consecutive avoids:

"I see you have grown accustomed to this. Excellent maneuvering."

"Cage, you have the innate ability to work well with Orbital Frames."

Hit set to maximum; 10 consecutive hits:

"Provided you have not used any dirty tricks to obtain this result, it is entirely commendable."

Pow set to maximum; 10 consecutive hits:

"This is the best result we could have hoped for, given the circumstances."

Here are some theories provided by Sparkster:

--

OK, each bar on the Balancer represents a 5% change from the middle yellow bar. For Hit and Esc, this change is relatively simple-- one movement to the right would add 5% to a character's offensive Hit % in battle and would take away 5% from an enemy's Hit % in battle. One movement to the left would take away 5% offensively and give an enemy 5%.

Example #1: At Lv17, Cage has an 80% chance of hitting a Lv10 Sp.Soldier with his Rusty Lancer if his AtkBalancer is in the middle. Three bars to the right, his chance would be 95%; three bars to the left, his chance

would be 65%.

Example #2: A Lv10 Sp.Soldier has a 41% chance of hitting Cage (at Lv17) with his Laser Blade if Cage's EscBalancer is in the middle. Three bars to the right, that chance would be 26%; three bars to the left, that chance would be 56%.

Pow and Def are a bit more complicated, since Atk values are numbers instead of percentages. However, the idea is still the same. Taking the middle yellow bar's Atk value as the average, one movement to the right would decrease a character's attack by 5% and increase an enemy's attack by 5%. One movement to the left would increase a character's attack by 5% and decrease an enemy's attack by 5%.

Example #3: At Lv17, Cage hits a Lv10 Sp.Soldier with his Rusty Lancer for 1759 if his AtkBalancer is in the middle. Three bars to the right, that value would decrease 15% to 1495; three bars to the left, that value would increase 15% to 2022.

Example #4: A Lv10 Sp.Soldier hits Cage (at Lv17) with his Laser Blade for 621 if Cage's EscBalancer is in the middle. Three bars to the right, that value would increase 15% to 714; three bars to the left, that value would decrease 15% to 527.

That's more or less how the Balancer works.

--

IAS, Attacking and Defending

Note that the IAS will not trigger at all if no Allied units are involved in the Combat.

Accuracy:

Whenever a Unit attacks,
Accuracy = Attacking Pilot's Hit Value - Defending Pilot's Avoid Value

Weapon accuracy bonuses, as well as Terrain, will also affect this if applicable. Balance is also applied here.

The resulting accuracy will affect the Target Range of the IAS, when applicable. Higher accuracy means larger Target Area of the IAS.

When attacking, the higher your accuracy, the bigger the target area, the easier it is to hit. When attacking, the higher your enemy's accuracy, the bigger the target area, the harder it is to avoid.

Time Limit:

[

Whenever IAS is triggered, there is a Time Limit.

When allied units are Attacking, the time limit is:

Allied Attacking Unit's Reflex minus(-) Enemy Defending Unit's Reflex.

Take this result, divide it by 10. Then add it to 8.

The final result is the time limit in terms of seconds for the IAS.

When allied units are defending, the time limit is:

Enemy Attacking Unit's Reflex minus(-) Allied Defending Unit's Reflex.

Take this result, divide it by 10. Then add it to 6.

The final result is the time limit in terms of seconds for the IAS.

If attack is not executed when the time runs out, it automatically misses.

]

E.g. Cage (Reflex 130), is fighting an Unmanned Raptor(Reflex 120)

When Cage Attacks, his time limit is:

$$130 - 120 = 10$$

$$10 / 10 = 1$$

$$8 + 1 = 9$$

The time limit for attack is 9 Secs.

When the Raptor attacks Cage, the time limit is:

$$120 - 130 = -10$$

$$-10 / 10 = -1$$

$$6 + (-1) = 5$$

The time limit for evasion is 5 Secs.

--

Additional information:

If the central target hits the Weakness of an Enemy, a Critical hit will happen, which will make it 1.5 times as much damage.

A larger Weakness means more ease in a Critical hit.

The damage to be dealt is shown to you when a unit targets another, on the attacks screen before the IAS is triggered. Use this to figure out how much damage you want to deal.

--

Spirit

Each Pilot's spirit at the start of each battle by default is 0.

A Pilot of gains +5 Spirit everytime his/her unit destroys an opposing unit.

A Pilot of gains +1 Spirit everytime his/her unit is hit by an attack.

An allied unit which you used Supply (Replenish Ability) on, will lose 5 Spirit.

For each spirit a Unit has, he/she can take 4 or 5 damage lesser. And for each spirit a Unit has, he/she can deal around 20 more damage. Exact figures are unknown. Spirit seems to affect damage dealt and received by value rather than by proportion. (Another hypothesis I have is that Spirit affects damage depending on the Pilot's level.)

There are certain events which may raise a Pilot's Spirit.

There are occasions where it is possible to be at a negative (-) Spirit.

You cannot carry over your Spirit into the next battle except for certain battles.

25 Scene Path / 24 Scene Path

To get to the 25 Scene Path, you must:

- 1) In Scene 10, you must rescue all the hostages before Turn 10.
- 2) In Scene 12, you must destroy 7 or more Unmanned A.

If you did this correctly, you will be going to the 25 Scene Path.

If you did not rescue all the hostages before Turn 10, or if you destroy 6 or less Unmanned A in Scene 12, you will be going to the 24 Scene Path.

In both Scene Paths, it is possible to get either Twede, or Nadia.

Hints and Tips

Using the IAS:-

[
A good way to use the IAS when attacking, is to sit still. Wait for the enemy Mech to move close enough, then immediately move the target area onto it and press "A".

A good way to use the IAS when defending, is to keep rotating around in circles. Just keep moving the target round and round. No need to worry about the enemy approaching you. Don't make the circle too big or too small. Once the time limit ends, the attack will miss.

Effective use will ensure evading attacks even if they have 100% chance of hitting, and always hitting the target enemy regardless of accuracy.

]

Replaying a Scene Battle:-

[
Just like in most Super Robot Wars, if you get Game Over, you will start this battle over again, still retaining all your Money and Experience.

Even better, you don't even have to get a Game Over. Just simply choose to

Retreat and you will start the battle again, retaining the Money and Experience.

]

High Experience and Level Growth:-

[

Whenever you meet a boss with high levels, you should start attacking this boss with your weakest weapons possible. Every time you hit an enemy with level higher than yours, you get major experience. So hit the high-level boss with low-power attacks as much as possible, and you'll gain plenty of experience. If the boss is going to retreat when his/her HP runs low, try to finish off with a strong attack if possible.

]

Choosing between Nadia or Twede

Note that for this following section, the information is still under heavy testing. Most of the information have been confirmed and found to be true.

24 Scene Path -

On Scene 20, the second stage of the oxygen plant, Deckson is in the Vjaya and there is a battle against Nadia, who is piloting a Scarmiglione.

To get Nadia, you must trigger a cinematic scene between Deckson and Nadia. To trigger this scene, you must have Deckson's Frame beside Nadia's Frame (in other words, on any of the surrounding squares of Nadia's frame), when her HP is low (around less than 30%), or when her frame is destroyed. You can also attack her with Deckson. If Deckson attacks her, and reduces her HP to less than 30%, but does not destroy her, you will also trigger the Scene.

So you can either:

- 1) Move Deckson's Frame next to Nadia's Frame. Then reduce her HP to a low value, or destroy her frame.
- 2) Reduce Nadia's HP to a low value, then Deckson's Frame next to Nadia's Frame.
- 3) Attack Nadia with Deckson, and reduce her HP to less than 30% but does not destroy her.

If you do this correctly, a long dialogue between Nadia and Deckson will show up. Nadia will join you and be the pilot of Vjaya after this battle.

If you do not get the event scene, Nadia will not join, and Twede will pilot Vjaya instead.

Note: After the Battle is over, Deckson's Frame will automatically move towards Nadia's frame. This does not count. You will have to move Deckson to Nadia before the battle is over.

25 Scene Path -

You must not kill Nadia's Frame in Scene 09.

She will join in Scene 16.

(This condition is not needed for the 24 Scene Path.)

At the end of Scene 09, the quotes will change depending on whether you destroyed Nadia's Frame or not:

If you destroyed Nadia's Frame, you will skip to the part where Myona immediately asks Cage if he let her go.

If you did not destroy Nadia's Frame, there will be some conversations between Cage, SemyL, Yukito and Razma, asking him why Cage let Nadia go.

Frequently Asked Questions

Q: I noticed that for many OFs, I see a Lv sign under their shell. What is this for?

A: All OFs will have this. OFs have the capabilities of leveling up. Check the OFs section under Basics and Mechanics for more details.

Q: Is it possible to get Nadia instead of Twede for both Scene Paths?

A: Yes it is. Check the above Section for details.

Q: Am I currently in the 24 Scene Path or 25 Scene Path?

A: I really can't answer this question for you. But I suggest checking DEngel's guide for full details.

Q: I have just completed Scene 12. How do I know which Scene Path will I be going to?

A: If Cubick says, "We Won!", and Palme says, "You were so close to attracting good fortune." it means you will be heading to the 24 Scene Path. If Cubick says, "We lost.", and Palme says, "I'm just following the natural order.", and she gives you the data log of the Bonaparte, you will be heading to the 25 Scene Path.

Scene 10 may also affect the quotes here. How, I do not know yet.

Q: Is there really a 28 Scene Path?

A: No there isn't. It's just bullshit.

This is a rumour started by some unnamed jerk. Do not believe it.

Q: I heard that I can get new weapons if I get above level 50. Is this true?

A: Another bullshit. The highest level you can ever get is 4 levels higher than the highest level enemy in the game. Which is around 48. Technically, you can get above that, but it will take tonnes of battles. You can try, but you will be disappointed.

Q: In Super Robot Wars, sometimes, when you upgrade a weapon to the Maximum, you get a new weapon. Can the same be done for this game?

A: Sorry, it doesn't work here.

Q: Is Phil really a guy? The Instructions Manual say Phil is a girl, but the Character Reference say Phil is male.

A: Yes, he is. Or so they say... Quite frankly, I don't know what to believe.

Some people say he is simply a bishounen, that means, a pretty boy.

Some people claims that Phil is a bisexual. There are no definite claims.

Q: Should I upgrade the Edge?

A: After you get the Calibur, you won't get to use the Edge again, so it is not recommended for you to upgrade it.

Q: Should I upgrade the Blade?

A: All upgrades on the Blade, will be carried over to the Calibur. It is worth it.

Q: Should I take the 24 Scene Path or 25 Scene Path?

A: I would recommend you to take the 25 Scene Path. You get the Nerokerubina.

Q: Will you add in the Item lists?

A: Actually, there are only 3 types of items in existence, and their effects are pretty self-explanatory. The Booster Pack, Repair Kit and Supply Pack.

Q: Should I use the IAS?

A: Of course. Getting used to it means always hitting a target, and never getting hit. Some people view it as a challenge to not use the IAS. I won't recommend disabling the IAS if you are playing for the first time. It's likely the enemy can wipe the floor with you if you don't use IAS, so don't be surprised.

Q: For getting Nadia on the 25 Scene Path, is it possible that the battle in Scene 16 is a factor of getting Nadia?

A: No. Regardless of how you perform in Scene 16, whether you took down all the enemies, or only the leader, the outcome of whether you get Nadia or Twede, will not be changed. It does not matter.

(I have 2 responses telling me about this affecting Nadia. This is not true, and it doesn't work. Kindly get your facts right first before sending them to me.)

Q: Will you be including Stats gain for Pilots?

A: Unfortunately, even I do not fully understand the stats gain. It's going to take a long time for me to figure that out. All I know is that the stats gain are fixed. Each level up, the pilot gains around 1 - 4 of stats points of Battle, Shoot, Avoid and Hit. Reflex never changes.

Q: Is the HarutMarut really an OF?

A: Yes, it is an OF, despite the game descriptions. LEVs shouldn't be able to fly, and the fact that HarutMarut has a Lv value, is a dead giveaway that HarutMarut is an OF. The game descriptions have been wrong before. The Cyclops was an example. It is slow and tough, not fast and fragile like the game said. The HarutMarut being an OF is a FACT, not an OPINION.

Q: Why did you list out Ifrit as an OF Mimic?

A: First, it functions similarly to that of an OF, but as far as I am concerned, it is NOT an OF. This is because it does not have the capability of maturing/levelling up, and that it can equip items, unlike true OFs. It is more of an LEV that is capable of flying, rather than an OF that is incapable of levelling up. Its power output is much higher than most OFs, though.

Q: How can you tell if the enemy can equip items?

A: It's really simple. On the Mech Status Screen, the right-hand side is a listing of Items and Abilities. If this column is separated into 2 sections, it means that it can use Items. The top section is for Items, bottom section for Abilities. However, if there is only one column, and no separate sections, it means it can only have Abilities, and cannot use Items. No Items also means no Garage Upgrades.

This is a rough sketch of the screen:

```
-----
| Unit Status                               |
-----
| Unit Stats      | Items      | <-- If the Unit cannot equip
| Picture         |           | items, this will be just be
| Name/Type      |-----| one column, for Abilities only.
|                 | Abilities |
| HP & EN        |           |
-----
```

Q: What mechs are present in the 24 Scene path, but not the 25 Scene Path?

A: The Ifrit and the HarutMarut2.

Q: Is it just me, or does this game resemble Super Robot Taisen?

A: Actually, from what I know, partner creators with Konami for this game, used to be part of the first few series of Super Robot Taisen.

It is questionable of their quality. This game may be more realistic, but Super Robot Taisen is more fun. Since when is counterattacks, Seishin or extreme HP bosses realistic anyway?

Q: I am writing my own FAQ. Can I use the facts you provided in your guide?

A: You may, only if you ask me, and I grant you permission. If I do not grant you permission, or if you didn't contact me, you may not use facts that are in my guide. YOU MUST CONTACT ME.

Q: I have some things I want to add, and I have a few questions. Can I email you?

A: What are you waiting for? Send it in.

Comments, suggestions, questions, facts, clarifications, just send them in to me. No need to hesitate. (Just make sure they are not misinformation.)

If you can confirm, correct, or detail some of the facts here, you are welcomed to do so. If you know of facts which I don't, make sure you send them in. If you have queries and such, you can always contact me, though it will certainly be much better to go to the GameFAQs board, where other people can answer your question.

Other Resources

This section contains recommendations of other guides about this game. I will also include websites.

I will provide a link to the guides that are recommended.

Recommended Guide:

Walkthrough Done by DEngel.

http://db.gamefaqs.com/portable/gbadvance/file/zoe_the_fist_of_mars_a.txt

A good Walkthrough. Don't judge it by its file size. It contains full detailed walkthroughs for both scene paths. Highly recommended you check this FAQ out.

Recommended Website:

<http://freett.com/zusiou/top.htm>

This is a very good place to check out, provided that you know Japanese.
It's based off the Official guide of the Japanese version of the game.

Miscellaneous

Note: Just ignore this section if you only need Gameplay information. This section has nothing regarding Gameplay which you might need.
You should however, read this section if you intend to contact me.

Copyright Info-

Do not sell for profits, etc. Do not copy off sections without permission, etc. For personal use, you may edit in any way you wish, but must be left unedited for distribution or public, etc. Etc. Etc.

(Simple, no?)

Contact Information-

First, make sure your Email has a subject. If your Email does not have a subject, there's a 90% it will get sent to the Junk Folder, where it will never be read, so don't be surprised if there is no reply from me.

Also note that I check my Hotmail account more frequently. But it is often overflowed, compared to my Yahoo account, so I may miss a few mails.

You are likely to get a faster response from me if you visit the GameFAQs GBA ZOE-FOM board. If I am around, I'll send in a response.

Note that I do not take misinformation kindly. Please check that your information is true, and ask questions that are not answered here. I detest misinformation and I WILL NOT TOLERATE IT.

Note that I do accept criticisms, just make sure they don't contain things like "YUR faq Sux n U R a st00pld ld10t!!!1!1!1! 1 Ownz j00!!!" I'll just block off your email if you do so. I accept criticisms, positive or negative, just try to make them constructive. I won't accept blind insults. There's a difference between criticisms and flames.

If you can confirm, correct, or detail some of the facts here, you are welcomed to do so. If you know of facts which I don't, make sure you send them in. If you have queries and such, you can always contact me, though it will certainly be much better to go to the GameFAQs board, where other people can answer your question.

If you send in misinformation, I will block off your email. The truth is, I had been too lenient with misinformation than I really should have been.

Note-

DO NOT SEND IN MAIL TELLING ME THE FOLLOWING:

HarutMarut is a LEV.

Scene 16 can determine if you get Nadia.

LEVs can fly.

I regard stuff like this to be misinformation. Do not expect courteous responses from me if you tell me that.

If you are going to send me "Facts", make sure the facts are direct from this game. I don't want to hear about the facts you discovered when you watched the Anime, or when you played the ZOE game on the PS2. And I don't want to hear what you found out when you read the dialogue between Razma and Semyl this game either, and I certainly don't need people to tell me that many of the characters as well as the Mech reference point out the HarutMarut as a LEV. I don't need storyline discoveries.

I want pure Gameplay Facts.

If you do not comply with the rules, then I will simply block off your email.

Credits

Thanks goes to many people at the GameFAQs message board for this game. I cannot remember everyone's name (not to mention the presence of some unnamed troublemakers that I do not wish to thank), so I'll just say: Thanks to most of the people on the Gamefaqs ZOE-FOM board. Especially those who gave me comments and opinions.

Big thanks goes to Sparkster AKA Shyranger for his Balance Meters information.

Thanks to El Seph for his/her various information and feedback.

Big thanks goes to Mr Crispy for the various information provided.

Thanks to Tamlin for some confirmations.

Thanks RazmaCascade for some hints and feedback.

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<http://www.gamefaqs.com>

I apologise if there is someone I forgot to mention here.

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End of document.

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