



IF YOU ARE HAVING TROUBLE WITH SOMETHING AND IT ISN'T IN THIS GUIDE,  
CHECK THE MESSAGE BOARDS AT WWW.GAMEFAQS.COM. SEE THE  
"VERSION HISTORY" SECTION OF THIS GUIDE FOR A LINK.

-THANK YOU.

(Note: While I will no longer be answering questions, I will still accept  
user submitted strategies; however, it may take a bit of time  
for me to get them up.)

=====  
=====  
<----->

TABLE OF CONTENTS/INDEX.....(\*TOC\*)

<----->  
=====

Tip: Use ctrl+f to find what you are looking for quickly. If you would like to  
come back to the Table of Contents, type (\*TOC\*) in the find menu (or you could  
just scroll to the top).

VERSION HISTORY.....(BOR!)

CONTROLS.....(CTR!)

FREQUENTLY ASKED QUESTIONS.....(FAQ!)

MISSION MODE.....(MM#!)

I. Republic Missions.....(REP\$)

- A. Mission 1.....(RM1)
- B. Mission 2.....(RM2)
- C. Mission 3.....(RM3)
- D. Mission 4.....(RM4)
- E. Mission 4.....(RM4R)
- F. Mission 5.....(RM5)
- G. Mission 6.....(RM6)
- H. Mission 7.....(RM7)
- I. Mission 8.....(RM8)
- J. Mission 9.....(RM9)
- K. Mission 10.....(RM10)
- L. Mission 11.....(RM11)
- M. Mission 12.....(RM12)
- N. Mission 12.....(RM12R)
- O. Mission 13.....(RM13)
- P. Mission 13.....(RM13R)
- Q. Mission 14.....(RM14)
- R. Mission 14.....(RM14R)
- S. Mission 15.....(RM15)
- T. Mission 15.....(RM15R)
- U. Mission 16.....(RM16)
- V. Mission 16.....(RM16R)

II. Empire Missions.....(EMP\$)

- A. Mission 1.....(EM1)
- B. Mission 2.....(EM2)
- C. Mission 3.....(EM3)

- D. Mission 4.....(EM4)
- E. Mission 4.....(EM4BU)
- F. Mission 5.....(EM5)
- G. Mission 6.....(EM6)
- H. Mission 7.....(EM7)
- I. Mission 8.....(EM8)
- J. Mission 9.....(EM9)
- K. Mission 10.....(EM10)
- L. Mission 11.....(EM11)
- M. Mission 12.....(EM12)
- N. Mission 12.....(EM12BU)
- O. Mission 13.....(EM13)
- P. Mission 13.....(EM13BU)
- Q. Mission 14.....(EM14)
- R. Mission 14.....(EM14BU)
- S. Mission 15.....(EM15)
- T. Mission 15.....(EM15BU)
- U. Mission 16.....(EM16)
- V. Mission 16.....(EM16BU)

- ZOIDS BATTLE.....(ZDB!)
- I. Zoids Battle Info.....(ZBI\*)
- II. Cheap Tactics.....(LZY\*)
- III. Chaotic Century.....(CCM\*)
- IV. New Century Zero.....(NCZ\*)
- V. Mission Mode Battles.....(MMB\*)

- VERSUS.....(VRS!)
- I. Info.....(ZVI\*)
- II. Stages.....(ZST\*)
- III. Cheap Tactics and Strategies.....(ZVS\*)

- ZOIDS FIST.....(ZFB!)
- I. Info.....(ZFI\*)
- II. Stages.....(ZFA\*)
- III. Cheap Tactics and Strategies.....(ZFS\*)

- LISTS/UNLOCKABLES.....(UNL!)
- I. Zoids.....(ZDS\*)
- II. Pilots.....(PLT\*)
- III. Parts.....(PRT\*)
- IV. Cheats.....(CHT\*)

- CREDITS.....(CRDT!)

=====

                  VERSION HISTORY.....(BOR!)

-----

-Current version- 1.14 (9/1/10)

-Info- Added an alternate strategy to Empire Mission 16A, and an additional entry to the "Cheap Zoids Battle Tactics" section. The "Cheap Tactics" entry isn't necessarily cheap, but I thought that it was the best place to put it. Both updates were submitted by Suzaku. Also, I fixed a few grammar and spelling errors I noticed while scanning through the guide.

-----

-Version- 1.13 (10/18/07)

-Info- Fixed some more errors, but nothing major.

-----  
-Version- 1.12 (1/3/07)

-Info- I am no longer answering any questions concerning the game via email as it has been so long since I've last played it, and I wouldn't be of much help anyway. If you do have a question, your best bet would be the message board at [www.GameFAQs.com](http://www.GameFAQs.com):

<http://boards.gamefaqs.com/gfaqs/gentopic.php?board=924420>

-Super Cheats has been authorized to use this guide on their site.

-----  
-Version- 1.11 (2/22/06)

-Info- Mainly just fixed some errors and re-worded a few things. I also added a few more Frequently Asked Questions.

-----  
-Version- 1.10 (10/29/05)

-Info- Added a few more strategies for Versus Mode, and some more tips for Battle Mode. Created an FAQ section.

-----  
-Version- 1.05 (10/21/05)

-Info- I fixed some very small errors, and decided to make some ASCII Art. I also added some strategies for Versus Mode.

-----  
-Version- 1.00 (10/19/05)

-Info- Fifth version of guide. Completed the Parts section. Guide is, essentially, complete. One or two spelling errors were fixed.

-----  
-Version- 0.90 (10/12/05)

-Info- Fourth version of guide. Most of the List/Unlockables section is done. I've listed the Zoids and the requirements for unlocking them(except for their cost). I've listed the pilots and their stats. The cheats section is also finished.

-lup.com is now authorized to use this guide on their site.

-----  
-Version- 0.60 (10/7/05)

-Info- Third version of guide. I added the requirements for playing through the Chaotic Century, New Century Zero, and Mission Mode Battles in the Zoids Battle Mode. I also added the stages and their descriptions for both Versus and Zoids Fist.

-----  
-Version- 0.50 (10/6/05)

-Info- Second version of Guide. Imperial Mission Mode has been added. A few small spelling errors were fixed.

-Neoseeker.com is now authorized to use this guide on their site.

-----  
-Version- 0.25 (Guide Started: 10/1/05)

-Info- First version of Guide. Albeit not complete, it covers: Controls, and Republic story of Mission Mode.

-Will accept other's strategies and tactics via E-Mail(see top of page) until otherwise stated.

=====  
  
CONTROLS.....(CTR!)  
-----

## Battle Controls

A Button- Fires the selected weapon.

B Button- Jump.

Y Button- Selects one of your equipped weapons.

X Button- Melee or short range attack.

Z Button- Uses optional part.

R Button- Lock on to target.

L Button- Lock off of target.

A+X- Uses a Zoid's special attack. The Zoid must have low health, and you must hold down both buttons for a few seconds. It's very difficult to use effectively so don't rely on it...

Control Stick- Moves Zoid

C-Stick- A quick dodge

D-Pad- Tells partner what to do in battle.

Start- Pause

## Menu Controls

A Button- Accept

B Button- Cancel

Control Stick- Highlight a choice

D-Pad- Highlight a Choice

Start- Accept

## Mission Mode/Credits Controls

A Button- Accept

Control Stick- Highlight a choice

D-Pad- Highlight a choice

Start- Skips cutscenes or credits

## Garage Controls

A Button- Accept

B Button- Cancel

Y Button- Turns menu on/off

X Button- Changes Zoids color

Z Button- Detail

R Button- Part List

L Button- Cancels Part List/Takes off part

Control Stick- Highlight a choice

C-Stick- Changes camera angle

D-Pad- Highlight a choice

=====

#### FREQUENTLY ASKED QUESTIONS (FAQ!)

-----

These are just some of the questions I noticed while on the message boards.

-

Q: Does Mission Mode get any easier? I'm only a couple of missions into it and I keep getting my ass handed to me...

A: Yes. After a few missions into either story it begins to get easier. Also, as you progress through the game you will naturally get better at it. Soon you will be able to completely annihilate computer opponents with ease.

--

Q: How do you get new Zoids for Versus Mode?

A: There are two ways.

- 1) Putting in one of the codes.
- 2) Beating all of the Republic and Imperial Mission Mode missions.

To use your Zoids from Zoids Battle, select entry, then Zoids List Load. This will let you load a file from Battle Mode, and let you use any Zoid you have purchased in it.

--

Q: Ultra Z is so powerful. How many are you allowed to equip to any one Zoid?

A: The same as any other Sub Part...three.

--

Q: I can't unlock \_\_\_\_ for purchase in Battle Mode. How do I unlock it?

A: Check the Zoids list in the "Lists/Unlockables" section of this guide.

--

Q: I'm holding down both buttons while the EX bar is full. Why can't I

fire/charge my Zoid's EX attack?!?!?!?

A: Your EX won't charge if you are currently firing another weapon and/or moving. You have to be completely stationary in order to begin charging it. After it's charged however, you can move around again.

--

Q: How many times can you use a Zoid's special(EX) attack?

A: As many times as you want. The EX bar over the health of the Zoid refills after a special attack is used. Once it's full, you may use the special attack again.

--

Q: What's the best Zoid in the game?

A: It's really just a matter of preference. Any of the Zoids can be effective if piloted correctly. Most people I've talked however, tend to agree that Zero Phoenix is the best to use. My advice is to just get three Ultra Zs, and pick a Zoid you think looks cool...

--

Q: Can you choose from a selection of languages?

A: No. Only English.

--

Q: Can any of the Zoids fly?

A: No, not really. The Zoids that are supposed to fly just sort of hover a few feet off of the ground.

--

Q: Can you change the Zoid's color?

A: Yes. See the controls section of this guide to find out how.

--

Q: What's the difference between Diablo Tiger Alpha and Diablo Tiger Beta?

A: Very little really. Diablo Tiger Alpha just has a more powerful gun, the colors you can choose for them are different, and they have different EX attacks. They are both basically even though, so use whichever one you think looks better.

--

Q: Are there cheats and, if so, how do I use them/what do they do?

A: Yes, there are cheats. Go to the configuration menu and play the voices in a certain order. After you have played all of the voices, simply leave the menu to activate the cheat. If you would like to know what the cheats are, check the cheats section of this guide.

--

Q: I'm entering the cheat, but it's not working. HELP ME!!!

A: You need to enter the voices in order, then, after you enter the last voice, leave the menu. The problem may also be that you are simply confused. The cheats don't just unlock the Zoids for you. You still have to buy them in the shop.

=====

### Mission Mode(MM#1)

Mission Mode is the story mode in ZBL. I won't spoil the story for you, so all I'm going to say is that you can play as either the Empire or Republic. In Mission Mode, the further you progress in the story you unlock more pilots, parts, and zoids to help you. The zoid you get sometimes depends on the decisions you make during cutscenes. You are welcome to submit a strategy to me, and if it works I will post it (giving you credit of course).

### Republic Missions (REP\$)

-----

In the Republic Missions, you play as the Blue Unicorn Team:  
An experimental battle team with experimental vessels...

Starting Zoids- Command Wolf, Cannon Tortoise.

MISSION 1 (RM1): Who is it?

-----

### Information

Location- Empire Development Base.  
Victory Conditions- Total destruction of enemy zoids.  
Defeat Conditions- Heavy damage to your zoids.

New Pilot- Shoma  
New Zoids- none  
New Parts- Protect Armor, E Shield (Command Wolf), Booster (Cannon Tortoise)

Enemy Zoids- Atak Cat Noir

### Strategies

Pilot- Shoma  
Zoid- Command Wolf  
Weapons- AZ 50mm W B-Cannon



S. Parts- Protect Armor  
Option- E Shield (CW)

What to do-

Try to stay at medium range while firing your 50mm. If the Atak Cat Noir gets close, use your melee attack/energy shield to stun him and get back again. Try not to stay in one place for too long, and use the C-Stick to Quick Dodge whenever necessary. This battle shouldn't take long at all...

---

Pilot- Shoma  
Zoid- Cannon Tortoise  
Weapons- LC CP B-Cannon, LC W HAS-Cannon  
S. Parts- Protect Armor,  
Option- Booster (CT)

What to do-

It doesn't really matter what range you are at. If you want to fight Long Range, then use your booster to keep your distance, and use the B-Cannon to hurt the cat. If you want to be at medium or short range, then use a combination of your HAS-Cannon and melee attack to do some decent damage while not giving him the chance to attack back. In my opinion, using the Cannon Tortoise makes this battle easier (although it isn't hard either way), but it can take longer...

---

MISSION 2 (RM2): Defense.

-----

#### Information

Location- Republic Training Squadron Base.  
Victory Conditions- Destruction of 5 or more enemy Zoids.  
Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none  
New Zoids- none  
New Parts- Weapon Binder, Flexible Binder, E. Shield (CT), Assistance Booster,  
Enemy Search Radar, Alpha Plug Z

Enemy Zoids- Zaber Fang, X4 Sea Strikers.

#### Strategies

Pilot- Shoma  
Zoid- Command Wolf  
Weapons- AZ 50mm W B-Cannon, Weapon Binder.  
S. Parts- Protect Armor, Enemy Search Radar, Alpha Plug Z  
Option- Assistance Booster

What to do-

The Weapon Binder is the weapon of choice in this battle, and you won't need to use your 50mm unless you run out of WB ammo (which shouldn't happen). First

you need to take out the Zaber Fang. Stay at long range and shoot it with the WB. By the time a Sea Striker shows up, Zaber Fang should be at least half destroyed. Do your best to avoid the Sea Striker(s), and finish off the Zaber Fang. After ZF is gone, it's just a matter of hunting down the Sea Strikers. Use the WB to do lots of damage to them, and if they happen to get in your range for a melee attack, go for it.

---

Pilot- Shoma

Zoid- Cannon Tortoise

Weapons- LC CP B-Cannon, Weapon Binder

S. Parts- Protect Armor, Enemy Search Radar, Alpha Plug Z

Option- Booster (CT)

What to do-

It's basically the same as using Command Wolf (a little more challenging though). The difference is you now have the chance to fight the battle long or short ranged. Either way, take out Zaber Fang first while trying to avoid the Sea Striker's attacks. If you are fighting short range, use the Weapon Binder when you get the chance. Also, CT's melee attack does wonders, so use it whenever you get the chance as well. If you are fighting long range, get out into the open and use the B-Cannon/Weapon Binder to do some decent damage. After Zaber Fang is gone, hunt down the Sea Strikers using any of your attacks.

---

MISSION 3 (RM3): Guard.

-----

#### Information

Location- Transporting-Airbase Gate

Victory Conditions- Protect the Transporter to safety.

Defeat Conditions- Heavy damage to your Transporter.

New Pilot- none

New Zoids- none

New Parts- 8MSL Pod A, REENF Protect ARM (Reinforced Protect Armor), Blade Antenna

Enemy Zoids- X2 Sea Strikers (after that ???), X2 Molgas (after that ???)

#### Strategies

Pilot- Shoma

Zoid- Command Wolf

Weapons- AZ 50mm W B-Cannon, 8MSL Pod A

S. Parts- REENF Protect ARM, Blade Antenna, Enemy Search Radar

Option- Assistance Booster/E. Shield

What to do-

When the mission starts, try to take out the Molgas first with the 8MSL Pod, and put your shield up if you see a few missiles about to hit you. Try not to worry about the Sea Strikers, but shoot them down if you happen to get them in your range. If you get close to any of the enemy Zoids, use your melee attack.

it is extremely useful against both the Molgas and the Sea Strikers. After you destroy both Sea Strikers and Molgas you'll get a short break, and then they start coming in again. If you've been using your shield correctly, you should have plenty of health left to easily take out the remaining Zoids (or at least hold them off) until the Transporter gets to safety.

MISSION 4 (B) (RM4): A Questionable One.

-----

#### Information

Location- Gorge

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- Tita

New Zoids- Snipe Master BU, Gun Sniper

New Parts- Strike Tonfa, Mosa MSL, E Shield (SM), Booster (GS), E Shield (GS)

ZGR-Type A.

Enemy Zoids- Zaber Fang, X4 Molga

#### Strategies

Pilot- Shoma/Tita

Zoid- Gun Sniper

Weapons- 144mm SNP RFL, 80mm Beam Gun, BMG, 8MSL Pod D, 8MSL Pod A

S. Parts- REENF Protect ARM, Protect Armor, Enemy Search Radar

Option- E Shield

What to do-

When the mission starts, quickly run back until you are out of their range, and get out the sniper. Try to get the Zaber Fang a few times, and destroy as many Molgas as you can. Don't waste your Sniper ammo either. Take your time aiming. You aren't in a rush (unless of course you started aiming while you were in their range), and, while you are aiming, the Molgas and Zaber Fang will be firing so wildly that they will shoot other enemy Zoids. If you fired your ammo wisely there should only be a few Enemy Zoids left (or none at all). Equip 8MSL Pod A and finish off the rest.

---

Pilot- Shoma/Tita

Zoid- Snipe Master BU

Weapons- LNG-RNG SNP, Strike Tonfa, Mosa MSL/8MSL Pod A

S. Parts- REENF Protect ARM, Protect Armor, Enemy Search Radar

Option- E Shield

What to do-

At the start of the mission, find a good spot that's out of their range and get out the Sniper. Take your time with each shot, and you should be able to get them all. Try to wait a short while in between shots though because they tend to shoot at each other more than you. This way if you wait there will be less work you actually have to do. If you get impatient (or you just aren't a

very good shot) and run out of sniper ammo then get out your Mosa MSL/8MSL PA, and wipe out the rest of them.

MISSION 4 (A) (RM4R):

-----

Information

Location- Gorge

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- Tita

New Zoids- Snipe Master BU

New Parts- Strike Tonfa, E Shield (SM), ZGR-Type A.

Enemy Zoids- X4 Molga

\*Allies- Zaber Fang

Strategies

Pilot- Shoma/Tita

Zoid- Snipe Master BU

Weapons- LNG-RNG SNP, Strike Tonfa, 8MSL Pod A

S. Parts- REENF Protect ARM, Protect Armor, Enemy Search Radar

Option- E Shield

What to do-

Stay out of enemy range, and use the Sniper to destroy the enemy Zoids. If you run out of Sniper ammo (which should not happen), and you haven't destroyed all the enemy Zoids yet, then get out Pod A. If none are in range with Pod A then wait until Zaber Fang destroys them all. If they destroy ZF then wait until they come back for you, and use Pod A to wipe them out. A very easy mission...

MISSION 5 (RM5): High-speed Lightball

-----

Information

Location- Gorge

Victory Conditions- Reaching a designated place.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Shadow Fox

New Parts- Active Shield, Booster (SF), Booster (SM), Smoke, Beta Plug Z

Enemy Zoids- X2 Lightning Saix, X2 Sea Striker

Strategies

Pilot- Shoma

Zoid- Shadow Fox

Weapons- ARM-PRC LSR, 70mm BEN Cannon

S. Parts- Alpha Plug Z, Beta Plug Z, REENF Protect ARM

Option- Booster

What to do-

Well...Run (hopping helps). Just be sure you're going the right way by following the arrow at the top of the screen.

MISSION 6 (RM6): Meeting Again

-----

#### Information

Location- Gorge

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- none

New Parts- Wild Weasel, E Shield (SF), SB Generator.

Enemy Zoids- X? Lightning Saix, X? Sea Striker

Allies\*- Desert Liger

#### Strategies

Pilot- Shoma

Zoid- Cannon Tortoise

Weapons- B-Cannon, Weapon Binder/8MSL Pod A

S. Parts- REENF Protect ARM, Beta Plug Z, Protect Armor

Option- Booster

What to do-

Shoot at any enemy Zoid that moves, and stay away from your partner (he's insane). Be sure to never stop moving, and try to get the Lightning Saix to follow you. Get him in a secluded area while Zan takes care of the Sea Strikers. While with the Lightning Saix, circle him while firing with your Weapon Binder. If it tries a melee attack on you use a quick dodge, and counter with one of your own. Hopefully Zan will do his job, and once you beat the Lightning Saix there won't be much left. If you equipped the 8MSL Pod A, then try to stay away from everything, and just unload on them. The most dangerous thing in this battle isn't the Lightning Saix, though...It's Zan and his stupid EXP MSL Pod.

---

Pilot- Shoma

Zoid- Command Wolf

Weapons- 50mm B-Cannon, Weapon Binder/8MSL Pod A

S. Parts- REENF Protect ARM, ZRG-Type A, Beta Plug Z

Option- Booster (if you equipped 8MSL Pod A), Shield (if you equipped Weapon Binder)

What to do-

Basically do the same thing as you would if you had the Cannon Tortoise. Try to get the Lightning Saix alone, and use your 50mm to shoot him while circling him. If he happens to use a melee attack, quick dodge and counter with your own melee. You have to be careful about damage though as the CW doesn't have as much defense as the CT. Hopefully Zan will destroy most of the Sea Strikers leaving you to just take out the Lightning Saix. Again, if you equipped the 8MSL Pod A try to get away from everybody, and just unload on them.

#### MISSION 7 (RM7): Earth is Burning

-----

##### Information

Location- Wasteland

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Serious damage to your transporters.

New Pilot- Zan

New Zoids- Desert Liger

New Parts- Beam Gatling Unit C, Long-Range Rifle A, E Shield (SL), ZGR-Type A

Enemy Zoids- X1 Red Horn, X1 Dark Horn, X2 Molgas

##### Strategies

Pilot- Zan

Zoid- Desert Liger

Weapons- Long-Range Rifle A, EXP MSL Pod, AZ 3 Cannon A

S. Parts- REENF protect ARM, SB Generator, Beta Plug Z/ZRG-Type A

Option- E Shield

What to do-

Fist equip the EXP Pod, and unload on the Molgas. Use melee attacks if necessary. After Both Molgas are gone get out your Long-Range Rifle, and start luring the horns together. When you've got them both relatively close together shoot one at close range with the Long-Range Rifle until it stuns him. Immediately start attacking the other one until it stuns him. Just repeat this process until both are defeated.

#### MISSION 8 (RM8): Giant Shadow

-----

##### Information

Location- Wasteland

Victory Conditions- Attacking enemy official's Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- none

New Parts- B-Cannon S, Booster (SL), Super Z Armor

Enemy Zoids- X1 Bloody Death Saurer, X2 Elephander

### Strategies

Pilot- Zan

Zoid- Desert Liger

Weapons- Long-Range Rifle A, B-Cannon S, AZ 3 Cannon A

S. Parts- Super Z Armor, SB Generator, Beta Plug Z/ZRG-Type A

Option- E Shield

What to do-

Equip the B-Cannon S, and head for the first Elephander. Stop the instant it is in range, and just blast at it. If you see a bunch of projectiles coming at you put up your shield...otherwise just ignore the damage. If you do this fast enough the first Elephander should be destroyed just before the second gets to you. Use the same tactic against the second, and you won't have to worry about the BDS at all... After both Elephanders are destroyed it ends the mission.

MISSION 9 (RM9): Death Battle Again

-----

### Information

Location- Wasteland

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy Damage to your Zoids.

New Pilot- none

New Zoids- Liger Aero

New Parts- AZ250mm 2 LR-Cannon, Beam LCHR, Gamma Plug Z, High out SB GENER

Enemy Zoids- X1 Bloody Death Saurer

Allies\*- Cannon Tortoise BC, Dibison

### Strategies

Pilot- Zan

Zoid- Liger Aero

Weapons- Long-Range Rifle A, B-Cannon S, AZ 3 Cannon A

S. Parts- Super Z Armor, High out SB GENER, Gamma Plug Z/ZRG-Type A

Option- Booster

What to do-

Equip the B-Cannon S, and run up to the BDS. Don't get too close...just close enough so that you can lock on to him. then begin circling him (left or right it doesn't matter) until he decides to do his charged beam thing. immediately stop and get a few shots in. When he stops firing his beam, start circling him again. Just repeat this basic strategy until he falls. Also, if you see him distracted by your allies and his back is facing you, stop circling him and get some easy shots in that way as well. Use your booster throughout this battle just to be sure you have enough speed.

MISSION 10 (RM10): A Faint Message

-----

Information

Location- Empire Development Base

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot-

New Zoids- Dibison

New Parts- LNG-RNG PUL LSR RFL, Mosa MSL, E Shield (DB), Booster (DB), WD-RNG

Search RDR

Enemy Zoids- X2 Iron Kong, X4 Unmanned Automatic Artillery

Strategies

Pilot- Zan

Zoid- Dibison

Weapons- 105mm 17 Cannon, AZ 3 Cannon B, 8MSL Pod A, LNG-RNG PUL LSR RFL.

S. Parts- Super Z Armor, High out SB GENER, Gamma Plug Z/ZRG-Type A

Option- Booster/Shield

What to do-

Start the mission by Destroying the UAA in the entrance. Go inside and fire the LNG-RNG RFL in the Iron Kong's faces. Try to use some melee attacks to stun one of them if you have it cornered. After one of them is destroyed, just use a combination of quick dodges and melee attacks to finish the other one.

---

Pilot- Zan

Zoid- Liger Aero/Desert Liger

Weapons- LR Rifle A, EXP MSL Pod, AZ 3 Cannon A

S. Parts- Super Z Armor, High out SB GENER, Gamma Plug Z/ZRG-Type A

Option- E Shield/Booster

What to do-

Again, start the battle by destroying the UAA in the entrance. Then try to separate the Iron Kongs. Once separated destroy one of them using the LR Rifle to stun it, and do some decent damage. Use your melee attacks wisely, and if you get low on health don't forget about your Zoid's Special Attack as it can come in handy in this battle if used correctly.

MISSION 11 (RM11): Suspicion of the Crimson

-----

Information

Location- Town Area



Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- Albane

New Zoids- Gojulas

New Parts- A-DIR MSL SET, ARZ 20mm Beam Gun, 70mm 2 HVY Mach Gun, 30mm

B-Cannon, Booster (GJ), E Shield (GJ), Multi-Blade Antenna

Enemy Zoids- X2 Rev Raptor, X1 Geno Breaker

### Strategies

Pilot- Zan

Zoid- Liger Aero

Weapons- LR Rifle A, B-Cannon S, AZ 3 Cannon A

S. Parts- Super Z Armor, High out SB GENER, Gamma Plug Z/ZRG-Type A

Option- E Shield/Booster

What to do-

Your first priority should be to take out the Geno Breaker. Equip the LNG-RNG Rifle to do some decent damage against it. If you want to use melee attacks be wary of Geno Breaker's own melee which does a lot of damage. After GB is gone just hunt down the others using either the LR Rifle or the B-Cannon S. A caution though: Do not try to fight all of the Rev Raptors at once. It's true they act stupid, but they can kill you if you're not careful...

MISSION 12 (B) (RM12): Real Enemy

-----

### Information

Location- Gorge

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Konig Wolf, Blade Liger

New Parts- AZ 5MSL POD, AZ 30mm ARM-PRC LSR, Shell Cannon, RKT BST ACCL CRSH

TL, Booster (KW), E Shield, High Grade Plug Z

Enemy Zoids- X? Sea Strikers, X6 Unmanned Automatic Artillery, X1 Death Stinger

### Strategies

Pilot- Zan

Zoid- Blade Liger

Weapons- Laser Blade A, AZ 2 S-Cannon, Weapon Binder.

S. Parts- Super Z Armor, High Grade Plug Z, High out SB GENER

Option- RKT BST ACCL CRSH TL.

What to do-

Start the mission by getting out the blades, and destroying the some of the

Sea Strikers. While you are hunting them down, stay away from the Death Stinger and destroy some cannons while you are at it. Once the Sea Strikers are finally gone go for the Death Stinger. Use your booster to circle him. Keep this up until he stops to fire his charged beam. While he's doing this unload on him with your Weapon Binder (be sure to be at a far enough range). Once he's finished firing his beam start circling him again and wait until his next one. Just repeat this process until Death Stinger falls.

---

Alternate Strategy (Submitted by Rhys L.):

Try using the Konig Wolf with the LNG-RNG PLS LSR RFL and the Shell Cannon, giving a boost 2 best plating pieces available at the time and the Hgh Out SB Gener and have the booster as your option. It allowed me to evade most of the Death Stinger's Melee attacks, and I focused fire from the PLS LSR RFL on it, finding that the Shell Cannon was okay for turret-killing. O followed up by killing any remaining Sea Strikers the Death Stinger hadn't killed for me with its own attacks.

MISSION 12 (A) (RM12R): Real Enemy

-----

#### Information

Location- Gorge

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Konig Wolf

New Parts- AZ 5MSL POD, AZ 30mm ARM-PRC LSR, Booster (KW), E Shield, High Grade Plug Z

Enemy Zoids- X? Sea Strikers, X6 Unmanned Automatic Artillery, X1 Death Stinger

Allies\*- Zaber Fang RT

#### Strategies

Pilot- Zan

Zoid- Konig Wolf

Weapons- Dual Sniper Rifle, AZ 5MSL Pod

S. Parts- Super Z Armor, High Out SB Gener, High Grade Plug Z

Option- Booster

What to do-

First, get out the 5MSL Pod and destroy the unmanned cannons. You can basically ignore the Sea Strikers as Kouki will do a pretty good job taking care of them, but the unmanned cannons can really mess up the whole match. After all (or most) of the Cannons are gone you can focus on Death Stinger. Take out you Dual Sniper Rifle and start circling him. Constantly fire at him with the DSR and he will be a pile of rubble shortly.

MISSION 13 (B) (RM13): Light Ball Dragon  
-----

Information

Location- Wasteland

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Gojulas Giga, Gojulas the Ogre

New Parts- Dual Sniper Rifle, LNG-RNG PUL LSR RFL, X2 8MSL Pod C, Land Mine,  
HYP E SHLD GENER, Multi Radar, Coating Armor Z

Enemy Zoids- X1 Seisimosaurus, X? Sea Strikers, X? Molgas

Strategies

Pilot- Zan

Zoid- Gojulas Giga

Weapons- Crusher Tail, X2 8MSL Pod C

S. Parts- Coating Armor Z, Super Z Armor, Reinforced Armor

Option- Land Mine

What to do-

This is a terrible mission... The only reliable strategy I came up with was to start it off by destroying everything but the Seisimosaurus. The 8MSLPC helps a bit during the beginning, and with all of the defense the GG has hopefully you'll have more than half health left when you actually attack Seismo. After you've destroyed the Sea Strikers and Molgas, begin circling Seismo attacking him with any remaining missiles you have. If you are lucky, you killed him. If not, get in closer, and begin strategically placing Land Mines in his path. If you take too long another Molga and/or Sea Striker will show up and you'll have to beat it/them. The best way I found to beat them was to just ignore them until Seismo starts his charged beam. While he's firing it, attack whatever interfered with you and Seismo. Never stop moving in this battle, and with a little luck you'll come out on top.

If anybody has a better strategy for this mission in particular that they'd like to submit, I'd be more than happy to post it.

---

Alternate Strategy (Submitted by Rhys L.):

Zoid: Gojulas the Ogre (Chosen for weapons loadout.)

Pilot: Tita (Chosen for high Ranged Weapons skill.)

Weapons: AZ 30mm 2 B-Cannon, ARZ 20mm Beam Gun, 8MSL Pod E, AZ 4 Shock Cannon,  
LR Buster Cannon.

Option: E shield (GJ)

Sub Sparts: Hgh Out SB Gener, Coating Armor Z, Super Z Armor.

Method: Focus first and foremost on the Seisimosaurus, using the LR Buster Cannon to deal damage to it quickly. The cannon dealt 3-400 damage per hit as I fired into the brute. The Ogre has enough armor with this configuration to allow you to shrug off anything the Sea Strikers and

Molgas throw at you. Once Seismo is down, proceed to kill the remaining Sea Strikers and Molgas, as they stop respawning once Seismo is dead. Further to this, use your E Shield when Seismo uses his particle attack and allow it to hit you, as you can still fire while defending yourself. This also helps as the Strikers and Molgas tend to get in close and swarm you as you're firing on Seismo. Seismo's Particle Cannon will deal strong damage to them, and they'll hit each other with their missiles on a regular enough basis to make the tank approach worthwhile. You could use Zan or Albane with this strategy, but you want to rely on your guns as much as you can for this mission, so Tita really is your best bet for the damage-dealing potential.

MISSION 13 (A) (RM13R): Light Ball Dragon  
-----

Information

Location- Wasteland

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Gojulas Giga

New Parts- Dual Sniper Rifle, LNG-RNG PUL LSR RFL, X2 8MSL Pod C,

HYP E SHLD GENER, Multi Radar, Coating Armor Z

Enemy Zoids- X1 Seisimosaurus, X? Molgas

Allies\*- Geno Saurer

Strategies

Pilot- Zan

Zoid- Konig Wolf

Weapons- Dual Sniper Rifle, AZ 5MSL Pod

S. Parts- Super Z Armor, High Out SB Gener, High Grade Plug Z

Option- Booster

What to do-

Use the AZ 5MSL Pod to wipe out the Molgas. Now get out your DSR and start firing at the Seismo. Keep circling Seismo using the DSR until another Molga comes along. Get your Missile Pod back out and blast them away again. Use your remaining missile ammo on Seismo, and then go back to using the DSR. He shouldn't last too much longer.

MISSION 14 (B) (RM14): Enemy of Darkness  
-----

Information

Location- Terra Geist Base Central

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Double Arm Lizard, Zero Schneider (Best Zoid Ever IMHO)

New Parts- Dual Sniper Rifle S, Night MSL, Booster (DAL), E Shield (DAL), High Out Ion Tur Bst, 3D Radar, ZRG-Type S.

Enemy Zoids- X1 Chimera Dragon, X4 Atak Cats

### Strategies

Pilot- Zan

Zoid- Zero Schneider

Weapons- Laser Blade B, AZ 208mm 2 S-Cannon

S. Parts- Coating Armor Z, High Out SB Gener, ZRG-Type S/High Grade Plug Z

Option- Booster

What to do-

Get out the blades, and destroy them all.

MISSION 14 (A) (RM14R): Enemy of Darkness

### Information

Location- Terra Geist Base Central

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Double Arm Lizard

New Parts- Dual Sniper Rifle S, Booster (DAL), E Shield (DAL), 3D Radar, ZRG-Type S.

Enemy Zoids- X? Chimera Dragon, X? Atak Cats

Allies\*- Iron Kong

### Strategies

Pilot- Zan

Zoid- Konig Wolf

Weapons- Dual Sniper Rifle, AZ 5MSL Pod

S. Parts- Super Z Armor, High Out SB Gener, High Grade Plug Z

Option- Booster

What to do-

First of all, use the quick dodge and shoot tactic constantly in this battle. Get out the DSR, and start attacking the Atak Cats until a Chimera Dragon shows up. Target the CD, and start attacking him with DSR. After a few shots, CD should be destroyed. Start attacking some more Atak Cats until another CD shows up. Destroy the CD immediately. If you destroyed the CDs fast enough you won't have to worry about any more coming along the way. Now you've got to try to destroy the Atak Cats. Hopefully you did a good job destroying the CDs so your partner will still be alive. Take on about 2-3

Atak Cats at a time (this way you can at least hurt one if two of them decide to start cloaking themselves). If you use quick dodge effectively they will be destroyed relatively easily, and that will be the last of the Atak Cats.

MISSION 15 (B) (RM15): Puppeteer

-----

Information

Location- Terra Geist Base Isle  
Victory Conditions- Total destruction of enemy Zoids.  
Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none  
New Zoids- Fuzor Dragon, Zero Jager  
New Parts- AZ 3Cannon A, 70mm Double Barrel Heavy Machine Gun, AZ 30mm Double Barrel Cannon, Booster (MDR), E Shield (MDR), E Shield (JA), High Grade Omega Plug, Hybrid Z Armor

Enemy Zoids- X6 Chimera Dragon, Lord Gale

Strategies

Pilot- Zan  
Zoid- Zero Schneider  
Weapons- Laser Blade B, AZ 208mm 2 S-Cannon  
S. Parts- Hybrid Z, High Out SB Gener, ZRG-Type S/High Grade Omega Plug Z  
Option- Booster

What to do-

While fighting the Chimera Dragons, use a combination of blades and Schneider's cheap melee attack to take them out easily. While fighting Lord Gale, be careful. Use a combination of quick dodges and melee attacks. Try not to get in front of him because of his own melee. This isn't a tough battle, but you can be killed easily if you don't pay attention...

MISSION 15 (A) (RM15R): Puppeteer

-----

Information

Location- Terra Geist Base Isle  
Victory Conditions- Total destruction of enemy Zoids.  
Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none  
New Zoids- Fuzor Dragon  
New Parts- Booster (MDR), E Shield (MDR), High Grade Omega Plug, Hybrid Z Armor

Enemy Zoids- X? Chimera Dragon, X? Lord Gale  
Allies\*- Zero X

## Strategies

Pilot- Zan

Zoid- Fuzor Dragon

Weapons- Anti-Air MSL A, Tail Assault Rifle, Weapon Binder, Flexible Booster, Torpedo

S. Parts- Hybrid Z, High Out SB Gener, ZRG-Type S/High Grade Omega Plug Z

Option- Booster

What to do-

Get out your TAR to snipe the Chimera Dragons from a distance. If you want to destroy the cannons, use your Anti-Air MSL. Use your weapon binder against the Lord Gales. If you find that you've destroyed everything and the clock is still ticking, you should go through the tunnel again.

---

Pilot- Zan

Zoid- Konig Wolf

Weapons- Dual Sniper Rifle, AZ 5MSL Pod

S. Parts- Hybrid Z Armor, High Out SB Gener, ZRG-Type S/High Grade Omega Plug Z

Option- Booster

What to do-

Use the DSR on any enemy Zoid from a distance. If you run out of ammo for that, use the AZ 5MSL Pod as a backup.

MISSION 16 (B) (RM16): Dragon with Elec Horns

-----

## Information

Location- Terra Geist Base Upper Area

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Griffin, Zero Panzer

New Parts- LR Cannon Eagle, Big B Cannon, AZ 30mm Double Barrel Cannon,

Booster (GRI) E Shield (GRI), Booster (PA), E Shield (PA), Hybrid SB Generator

Enemy Zoids- X1 Mad Thunder, X1 Lord Gale

## Strategies

Pilot- Zan

Zoid- Griffin

Weapons- AZ MSL, Anti-Air MSL B, Bombing Attack Bombs, LR Cannon Eagle

S. Parts- Hybrid Armor Z, High Grade Plug Omega Z, Hybrid SB Generator

Option- Booster

What to do-

Get out the LR Cannon, and use evasive tactics to get free shots at the LG. Once you finally destroy him, start circling the MT from a distance. when you see an opening take your shot and it will do around 300-500 damage. Just repeat this process and Mad Thunder will be destroyed in no-time.

MISSION 16 (A): Dragon with Elec Horns

-----

Information

Location- Terra Geist Base Upper Area  
Victory Conditions- Total destruction of enemy Zoids.  
Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none  
New Zoids- Griffin  
New Parts- LR Cannon Eagle, Big B Cannon, Booster (GRI), E Shield (GRI),  
Hybrid SB Generator

Enemy Zoids- X1 Mad Thunder  
Allies\*- Proto Zaber

Strategies

Pilot- Zan  
Zoid- Griffin  
Weapons- AZ MSL, Anti-Air MSL B, Bombing Attack Bombs, LR Cannon Eagle  
S. Parts- Hybrid Armor Z, High Grade Plug Omega Z, Hybrid SB Generator  
Option- Booster

What to do-

Circle Mad Thunder, avoiding it's attacks, while shooting it with the LR Cannon Eagle...The match shouldn't last too long.

---

Pilot- Zan  
Zoid- Konig Wolf  
Weapons- Dual Sniper Rifle, AZ 5MSL Pod  
S. Parts- Hybrid Armor Z, High Grade Plug Omega Z, Hybrid SB Generator  
Option- Booster

What to do-

Circle Mad Thunder so you can avoid it's attacks easily, and just keep shooting it with the Dual Sniper Rifle. If you run out of DSR ammo then begin using your missiles, but (unless you are a horrible shot) you won't run out of ammo anyways.

-----



In the Imperial Missions you play as the Rottiger Team: An Imperial Special Mission Team. They are also called "Zenebas Hunters".

Starting Zoids- Atak Cat Noir, Molga

MISSION 1 (EM1): Who Are You?  
-----

#### Information

Location- Empire Development Base

Victory Conditions- Total destruction of enemy zoids

Defeat Conditions- Heavy damage to your zoids

New Pilot- Kouki

New Zoids- none

New Parts- AZ 30mm 2 B-Cannon, Booster (CAT), E Shield (CAT), Booster (ML), E Shield (ML), Protect Armor.

Enemy Zoids- X1 Command Wolf

#### Strategies

Pilot- Kouki

Zoid- Atak Cat Noir

Weapons- Small 2 Laser Gun, AZ 20mm 2 B-Cannon

S. Parts- Protect Armor

Option- E Shield

What to do-

Use the quick dodge and Shoot tactic constantly. Try not to get too close to him, but don't worry about it too much if he just doesn't want to back off. As long as you time your dodges right you won't have to worry about him hitting you with a melee attack, and it also gives you a free shot...

MISSION 2 (EM2): Stolen Secret  
-----

#### Information

Location- Empire Base

Victory Conditions- Total destruction of enemy zoids

Defeat Conditions- Heavy damage to your zoids

New Pilot- none

New Zoid- Sea Striker

New Parts- AZ 50mm W B-Cannon, Booster (SIN), E Shield (SIN), Enemy Search Radar, Alpha Plug Z

Enemy Zoids- X6 Molga, X2-3 Cannon Tortoise

Allies\*- Zaber Fang RT

## Strategies

Pilot- Kouki

Zoid- Atak Cat Noir

Weapons- Small 2 Laser Gun, AZ 20mm 2 B-Cannon

S. Parts- Protect Armor, Enemy Search Radar, Alpha Plug Z

Option- Booster

What to do-

You should spend most of this battle away from the action, and you should probably only fight something if it's the only one around. For the most part, your partner does an excellent job taking care of the enemy Zoids.

MISSION 3 (EM3): Hit it on the Head

-----

## Information

Location- Gorge

Victory Conditions- Destruction of Enemy Team Leader's Zoid.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- Reiner

New Zoids- Zaber Fang RT

New Parts- HIG CON SUL GUN, Booster (ZF), E Shield (ZF), Blade Antenna

Enemy Zoids- X1 Shadow Fox, X? Command Wolf

## Strategies

Pilot- Kouki

Zoid- Zaber Fang RT

Weapons- B-Cannon, AZ 3 Cannon A

S. Parts- Enemy Search Radar, Protect Armor, Alpha Plug Z

Option- Booster/E Shield

What to do-

Your AZ 3 Cannon A should be your primary weapon. Start the mission by getting into close range with the Shadow Fox. Attack it until the Command Wolves show up. When they appear, start circling the Shadow Fox (ignoring the command wolfs) so you can avoid some of the missiles. Just keep attacking the Shadow Fox until it's destroyed, and the mission will end. If the Command Wolves keep getting in your way then you may want to destroy them, but be warned- after a short while two new ones will show up to stop you.

Mission 4 (B) (EM4): Battle Plotted

-----

## Information

Location- Gorge

Victory Conditions- Total destruction of enemy Zoids

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- none

New Parts- Weapon Binder, AZ250mm 2 LR-Cannon, Dilpo Cannon, Smoke, ZGR-Type A, REENF Protect Armor

Enemy Zoids- X6 Molga, X1 Sea Striker

## Strategies

Pilot- Kouki

Zoid- Zaber Fang RT

Weapons- AZ250mm 2 LR-Cannon, AZ 3 Cannon A, Weapon Binder

S. Parts- REENF Protect Armor, Enemy Search Radar, Alpha Plug Z

Option- E Shield

What to do-

Get away from everything. It doesn't matter how. Just get away from most of the action as fast as you can, and begin to attack everything with your Weapon Binder. While your at a good range use quick dodge left and right before a missile hits you and you'll dodge it without losing any ground. If you see a few missiles coming at you that you don't think you can avoid...use your shield.

MISSION 4 (A) (EM4BU): Battle plotted

-----

## Information

Location- Gorge

Victory Conditions- Total destruction of enemy Zoids

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- none

New Parts- Weapon Binder, AZ250mm 2 LR-Cannon, ZGR-Type A, REENF Protect Armor

Enemy Zoids- X6 Molga, X1 Sea Striker

Allies\*- Snipe Master

## Strategies

Pilot- Kouki

Zoid- Zaber Fang RT

Weapons- AZ250mm 2 LR-Cannon, AZ 3 Cannon A, Weapon Binder

S. Parts- REENF Protect Armor, Enemy Search Radar, Alpha Plug Z

Option- E Shield

What to do-

Just jump into the fight using your melee attack. After there are only a few Zoids left, you may want to use your Weapon Binder to finish them off.

MISSION 5 (EM5): Escape

-----

#### Information

Location- Empire Development Base

Victory Conditions- Escape from a base.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- none

New Parts- Assault Unit, Beta Plug Z

Enemy Zoids- X? Sea Strikers, X1 Proto Zaber.

#### Strategies

Pilot- Kouki

Zoid- Zaber Fang RT

Weapons- Weapon Binder (optional)

S. Parts- Alpha Plug Z, Beta Plug Z, REENF Protect Armor

Option- Booster

What to do-

From the start turn right and hug the wall until you see some crates stacked up as high as the wall. Climb up the crates, and jump over the wall. follow that path all the way to the eastern part of the map, and you will see a Proto Zaber next to an opening. Ignore the Proto Zaber and head out the gate. Keep going and you will complete the mission.

MISSION 6 (EM6): Hitman in the Setting Sun

-----

#### Information

Location- Town Area

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Proto Zaber, Rev Rapter

New Parts- Pile Banker, SNP Proto SNP RFL, 8MSL Pod A, E Shield (RR), Booster (RR), SB Generator

Enemy Zoids- X2 Shield Liger, X1 Gun Sniper

## Strategies

Pilot- Kouki

Zoid- Proto Zaber

Weapons- SNP RFL, Beam Gun, AZ 3 Cannon A, Weapon Binder

S. Parts- SB Generator, Beta Plug, REENF Protect Armor

Option- Booster

What to do-

The Weapon Binder works well against any of them so use that most of the time. I liked using the sniper against them all though just for the fun of it. The only enemy Zoids you have to worry about are the Shield Ligers, but only when they are together. Otherwise, enjoy this easy mission.

MISSION 7 (EM7): Recapture

-----

## Information

Location- Desert Area

Victory Conditions- Destroy escort vessel and all enemies!

Defeat Conditions- Enemy transporters' breakthrough.

New Pilot- none

New Zoids- none

New Parts- Gatling Gun, Long-Range Rifle A, 8MSL Pod C, E Shield (PZA),  
ZGR-Type A

Enemy Zoids- X2 Konig Wolf

Allies\*- Lightning Saix

## Strategies

Pilot- Kouki

Zoid- Proto Zaber

Weapons- Long-Range Rifle A, AEZ 20mm Beam Gun, AZ 3 Cannon A, 8MSL Pod C

S. Parts- SB Generator, Beta Plug, REENF Protect Armor

Option- E Shield

What to do-

First, get over to the enemy transporter and take cover. The Konig Wolf that follows you is a close-range one so try to keep him on the opposite side of the escort, and he'll be so dead set on getting you he'll get himself wedged in the neck area of the escort. He will keep shooting (hurting the escort instead of you) while you concentrate on shooting him. When the escort is destroyed by the Konig wolf, kill him. Now go find the other one. Once you do find him, stay behind him by using quick dodges and he will never shoot you. Just keep attacking the KW with your LR Rifle until he is destroyed. After he is gone you've completed the mission.

MISSION 8 (EM8): Scheme

-----

Information

Location- Desert Area

Victory Conditions- Destroying enemy officer's Zoid.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- Max

New Zoids- Lightning Saix

New Parts- LNG-RNG PUL LSR RFL, E Shield (LS), Super Z Armor

Enemy Zoids- X3 Liger Zero EM, X1 Bloody Death Saurer

Allies\*- Geno Breaker

Strategies

Pilot- Max

Zoid- Lightning Saix

Weapons- Pulse Laser Rifle, 2 VRLCAN Gun, HIG CON SUL GUN

S. Parts- Super Z Armor, Beta Plug Z, SB Generator

Option- Booster

What to do-

Use you boosters to get to the BDS as fast as you can. Once in front of him use you CON SUL Gun while quick dodging to hurt him enough for the mission to end.

MISSION 9 (EM9): Counterattack

-----

Information

Location- Desert Area

Victory Conditions- Total destruction of Enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Geno Breaker

New Parts- AZ 3 Cannon A, HIG CON SUL GUN, AZ 120mm G-Cannon, E Shield (GB), Gamma Plug Z, High Out SB Generator.

Enemy Zoids- X? Liger Zero EM, X1 Bloody Death Saurer

Allies\*- Desert Liger

Strategies

Pilot- Max

Zoid- Lightning Saix

Weapons- Pulse Laser Rifle, 2 VRLCAN Gun, HIG CON SUL GUN

S. Parts- Super Z Armor, Gamma Plug Z, High Out SB Generator

Option- Booster

What to do-

Use the same strategy as mission 8 except this time watch out for BDS' Missles and beams which he tends to fire much more often now...

MISSION 10 (EM10): Get the Radars

-----

#### Information

Location- Radar Base

Victory Conditions- Destruction of all Radars.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- Claudia

New Zoids- Liger Zero EM

New Parts- A-DIR MSL SET, E Shield (LZ), WD-RNG Search RDR

Enemy Zoids- X? Sea Striker

#### Strategies

Pilot- Max

Zoid- Liger Zero EM

Weapons- Long-Range Rifle A, 208mm S-Cannon

S. Parts- Super Z Armor, High Out SB Generator, WD-RNG SEARCH RDR

Option- Booster

What to do-

Immediately go to the right until you get to the south-eastern part of the map. Destroy the radar thing there, and head north until you get to the next one. Destroy it. Head west until you get to another one. Destroy it. Finally head south until you get to the last one. Destroy it, and complete the mission.

MISSION 11 (EM11): Defending and Attacking a Line

-----

#### Information

Location- Crator Area

Victory Conditions- Total destruction to enemy Zoids

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Iron Kong, Dark Horn

New Parts- Long-Range Rifle A, 80mm GRND CANN, AZ 3 L-Cannon, Booster (RH), E Shield (RH), HGH MAN BST Pack, E Shield (IK), Multi-Blade Antenna

Enemy Zoids- X2 Rev Raptor, X1 Dark Spinner, X7 Unmanned Automatic Artillery

## Strategies

Pilot- Max

Zoid- Liger Zero EM

Weapons- Shock Cannon, Long-Range Rifle A

S. Parts- Super Z Armor, High Out SB Generator, Multi Blade Antenna

Option- Booster

What to do-

Run forward until you get to the Dark Spiner. Once you get to him, try to keep your distance while using your quick dodge and Long-Range Rifle simultaneously. If DS happens to get too close to you try to get away from him as his melee attack is powerful. Just repeat the dodge and shoot tactic a while longer, and Dark Spiner will be no more. After he is defeated find the Rev Raptors and use the same tactice to kill them. Their defense is pretty low so they won't take long at all to wipe out.

MISSION 12 (B) (EM12): Lightball Dragon

-----

### Information

Location- Wasteland

Victory Conditions- Total destruction to enemy Zoids

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Dark Spiner

New Parts- Weapon Pack A, Beam LCHR, Selfpro 10RKT B, Beam Gatling Unit A,

AZ 30mm Arm-Prc Lsr, Land Mine, E Shield (DS), High Grade Plug Z

Enemy Zoids- X2 Sea Striker, X2 Molga, X1 Seismosaurus

### Strategies

Pilot-Max

Zoid- Dark Spiner

Weapons- 8MSL Pod C, 2 Cannon, Jamming Blade, Weapon Binder

S. Parts- Super Z Armor, High Out SB Generator, High Grade Plug Z

Option- E Shield

What to do-

Start the mission by standing where you are and getting out the 8MSL Pod C. Wait until they (Molgas and Sea Strikers) get into your range, and blast them away. While you are shooting them, don't forget about the Seismosaurus and that multi-beam thing it likes to do after that charged beam. Put up your shield when you see those things coming at you so it won't knock you over and let the Molgas and/or Sea Strikers get too close. Once the Molgas/SS are gone, get out the Jamming Blade. Stay at a long enough range so Seismo's charged beam can't get to you, and constantly quick dodge to the left or right while firing the Jamming Gun. Seismo shouldn't last too much longer, and you'll beat him so fast that you won't have to worry about more Molgas or Sea Strikers showing up.



MISSION 12 (A) (EM12BU): Lightball Dragon

-----

Information

Location- Wasteland

Victory Conditions- Total destruction to enemy Zoids

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Dark Spinner

New Parts- Weapon Pack A, Beam LCHR, Selfpro 10RKT B, Beam Gatling Unit A,  
AZ 30mm Arm-Prc Lsr, High Grade Plug Z

Enemy Zoids- X? Molga, X1 Seismosaurus

Allies\*- Gun Sniper

Strategies

Pilot- Max

Zoid- Liger Zero EM

Weapon- Shock Cannon, Long-Range Rifle A

S. Parts- High Grade Plug Z, High Out SB Generator, Super Z Armor

Option- Booster

What to do-

Follow your partner and take out all of the Molgas. Now go for Seismo. Attack him with the LRRRA, and avoid his attacks. After a while more Molgas will show up. Destroy them, but pay attention to Seismo because if you don't he'll probably surprise you with one of his charged beams or something that will kill you almost instantly.

MISSION 13 (B) (EM13): Hidden Doors

-----

Information

Location- Wasteland

Victory Conditions- Locating the base entrance

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Elephander, Burserk Fuhrer

New Parts- Weapon Pack C, Beam LCHR, 2 Pulse Laser Cannon, Booster (EL),  
E Shield (EL), Multi Radar, Coating Armor Z.

Enemy Zoids- X2 Atak Kat, X1 Pteremander

Strategies

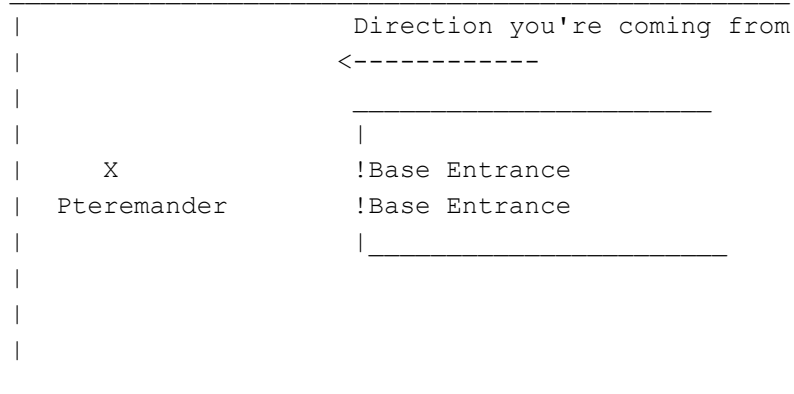
Pilot- Max

Zoid- Liger Zero EM (or any Zoid with good speed)  
Weapons- Long-Range Rifle A  
S. Parts- Coating Z Armor, ZGR-Type A, High Grade Plug Z  
Option- Booster

What to do-

Follow the arrow until the wall to your right begins to get thicker. When it does, hug the right wall until you go right through it. This isn't the base entrance, but it is a shortcut that saves a little bit of time. Continue down the path until you start approaching the big open area. Before you make the U-Turn, Hug the left wall and you should go right through it.

Here's a map because I'm horrible at describing things...



MISSION 13 (A) (EM13BU): Hidden Doors

-----

Information

Location- Wasteland  
Victory Conditions- Locating the base entrance  
Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none  
New Zoids- Elephander  
New Parts- Weapon Pack C, Beam LCHR, 2 Pulse Laser Cannon, Booster (EL),  
E Shield (EL), Multi Radar, Coating Armor Z.

Enemy Zoids- X2 Atak Kat, X1 Pteremander  
Allies\*- Blade Liger

Strategies

Pilot-Max  
Zoid- Liger Zero EM  
Weapons- Long Range Rifle A, Shock Cannon  
S. Parts- Coating Z Armor, High Out SB Generator, High Grade Plug Z  
Option- Booster

What to do-

Do the same thing you did in Mission 13 (B). Your partner is useless in this mission so just ignore him.

MISSION 14 (B) (EM14): Steel Passages

-----

Information

Location- Terra Geist Base

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- none

New Parts- Beam Gatling Unit B, Assault Gatling Unit, Double Pile Banker, Shell Cannon, Booster (DS), 3D Radar.

Enemy Zoids- X8 Chimera Dragon

Strategies

Pilot-Max

Zoid- Liger Zero EM

Weapons- Long Range Rifle A, Shock Cannon

S. Parts- Coating Z Armor, High Out SB Generator, High Grade Plug Z

Option- Booster

What to do-

(The best way I found to destroy the CDs is using your LRRR combined with quick dodges)

When the mission starts follow the path north, then west, then north again until you see a right turn. Go through the right turn and destroy the first dragon. Now go south, and follow the path until you see the next dragon. Destroy it. Now go as far north as you can and turn left. soon you will see the other two dragons sort of close together. Destroy them both. Now four more will appear. Go through the maze backwards, and you should be able to destroy the rest of them.

\*Note- If somebody would like to do an accurate map for getting through this mission I will gladly post it and give you credit.

MISSION 14 (A) (EM14BU): Steel Passages

-----

Information

Location- Terra Geist Base

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- none

New Parts- Beam Gatling Unit B, Assault Gatling Unit, Double Pile Banker,

3D Radar.

Enemy Zoids- X? Chimera Dragon

Allies\*- Liger Aero

### Strategies

Pilot-Max

Zoid- Liger Zero EM

Weapons- Long Range Rifle A, Shock Cannon

S. Parts- Coating Z Armor, High Out SB Generator, High Grade Plug Z

Option- Booster

What to do-

This mission is strange. Just follow the path and beat the first Chimera Dragon using quick dodges and your Long-Range Rifle. Now follow your partner to the next one and destroy it. If you did this fast enough there won't be any more CDs left and the mission will end. If not, then more CDs will appear and you'll have to beat them. Either way this odd mission is much easier compared to the other one.

MISSION 15 (B) (EM15): Thunder Knight

-----

### Information

Location- Terra Geist Base Central

Victory Conditions- Total destruction of enemy Zoids.

Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none

New Zoids- Chimera Dragon

New Parts- Dual Sniper Rifle, LNG-RNG PUL LSR RFL, Beam Gatling Unit D,

Booster (CDR), E Shield (CDR), High Grade Omega Plug, ZGR-Type S

Enemy Zoids- X2 Chimera Dragon, X1 Lord Gale

### Strategies

Pilot- Max

Zoid- Liger Zero EM

Weapons- Long Range Rifle A, Shock Cannon

S. Parts- High Grade Omega Plug, High Out SB Generator, Coating Armor Z

Option- Booster

What to do-

Get out your Long-Range Rifle and destroy them all. Use evasive tactics often, and you may not even get hit in this battle...

MISSION 15 (A) (EM15BU): Thunder Knight

-----

Location- Terra Geist Base Central  
Victory Conditions- Total destruction of enemy Zoids.  
Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none  
New Zoids- Chimera Dragon  
New Parts- Dual Sniper Rifle, LNG-RNG PUL LSR RFL, Beam Gatling Unit D,  
Booster (CDR), E Shield (CDR), High Grade Omega Plug, ZGR-Type S

Enemy Zoids- X Chimera Dragon, X1 Lord Gale  
Allies\*- Gojulas

#### Strategies

Pilot- Max  
Zoid- Liger Zero EM  
Weapons- Long Range Rifle A, Shock Cannon  
S. Parts- High Grade Omega Plug, High Out SB Generator, Coating Armor Z  
Option- Booster

What to do-

Use Long-Range Rifle against both the Lord Gale and Chimera Dragon. Also, use evasive tactics often. Once you beat the Lord Gale and Chimera Dragon it ends this pathetic mission.

MISSION 16 (B) (EM16): Dragon into Enemy's Hands  
-----

#### Information

Location- Terra Geist Base Upper Area  
Victory Conditions- Total Destruction of Enemy Zoids.  
Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none  
New Zoids- Lord Gale, Zero X  
New Parts- Assistance Booster, E Shield (LGA), Booster (X), Hybrid SB Generator, Hybrid Armor Z

Enemy Zoids- X1 Lord Gale, X1 Ultrasaurus

#### Strategies

Pilot- Max  
Zoid- Dark Spiner  
Weapons- 8MS1 Pod C, 2 Cannon, Jamming Blade, Weapon Binder  
S. Parts- High Grade Omega Plug, Hybrid SB Generator, Hybrid Armor Z  
Option- E Shield

What to do-

Immediately when the battle starts go to the right, and jump up two ledges. Put yourself against the ledge above yours so you can protect yourself from the missiles. You should be far enough away so Ultra's beams can't hit you.

Get out the Jamming Blade while Ultra is far away and use that a few times. Eventually he will get stuck trying to climb a ledge. When this happens get out your weapon binder and use it to destroy Ultra. After he has been destroyed, get your Jamming Blade back out and destroy Lord Gale.

MISSION 16 (A) (EM16BU): Dragon into Enemy's Hands

-----

Information

Location- Terra Geist Base Upper Area  
Victory Conditions- Total Destruction of Enemy Zoids.  
Defeat Conditions- Heavy damage to your Zoids.

New Pilot- none  
New Zoids- Lord Gale  
New Parts- Assistance Booster, E Shield (LGA), Hybrid SB  
Generator, Hybrid Armor Z

Enemy Zoids- X1 Ultrasaurus  
Allies\*- Liger Aero, Blade Liger

Strategies

Pilot- Max  
Zoid- Lord Gale  
Weapons- 2 Pulse Laser Gun, Beam Gatling Gun unit B  
S. Parts- High Grade Omega Plug, Hybrid SB Generator, Hybrid Armor Z  
Option- Booster

What to do-

Get out the Beam Gatling Gun and fire away. Just watch out for Ultra's attacks and this battle shouldn't give you too much trouble.

---

(NOTE: The following alternate strategy was submitted by Suzaku)

Pilot- Max  
Zoid- Proto Zaber  
Weapons- SNP RFL, Beam Gun, AZ 3 Cannon A, Weapon Binder  
S. Parts- High Grade Omega Plug, Hybrid SB Generator, Hybrid Armor Z  
Option- E-Shield

What to do- Immediately switch to sniper mode and hammer away at the massive target. Usually, the Ultrasaurus will be too busy occupying itself with your allies to notice you. Since the enemy is slow, it'll take forever to reach you, but if it gets too close, just switch out of sniper mode and jump away. If you run out of ammo before the Ultrasaurus falls (it had 100 HP left when I ran out of ammo), the Weapon Binder can finish it off in seconds.

=====

## ZOIDS BATTLE (ZDB!)

---

### Zoids Battle Info (ZBI\*)

---

Zoids Battle is sort of like a tournament. The competitors you fight are decided on who you pick. You can fight people from the Chaotic Century Series, New Century Zero Series, and the people that appeared in Mission Mode. You can also choose to have a partner or fight alone. To unlock more partners you have to beat the series they are from (if you want to have Harry as a partner for example, you have to finish New Century Zero). You start Zoids Battle with the following:

30,000 BP (unless you have a Zoids Versus save)  
No Options or Sub Parts  
Four Zoids (Cannon Tortoise, Molga, Command Wolf, and Atak Cat)  
A few weapons

### Cheap Zoids Battle Tactics (LZY\*)

---

This is basically a short list of tips to use while playing Zoids Battle Mode. I'll update it more in future versions.

--

I'll start it off with a good way to begin ZB. Pick Bit Cloud, and somebody else as his partner (Van and Fiona2 works nicely). When you get the chance, sell enough Zoids to get you over 34,000 (shouldn't be too hard). Buy a Blade Liger, and go through the New Century Zero Series. NCZ has no boss Zoids in it, so, basically, that means it's free cash. Build up some money with the Blade Liger by going through NCZ a few times, and just using his cheap blades in each battle.

--

Zero Phoenix is a great Zoid to use in any situation. If you find that you are stuck on a particular fight, use this Zoid to help you out.

--

The Dataless Zoids, Diablo Tiger Alpha and Diablo Tiger Beta, are great to use against 'boss' Zoids. They both have great speed, and great long-range weapons.

--

If matches against non-boss Zoids are giving you some trouble, try using any Zoid that has blades (specifically the Liger-type Zoids). Bladed Zoids are unbelievably cheap, and can pretty much get you passed any non-boss Zoid.

--

(NOTE: The following tactic was submitted by Suzaku)  
Use the C-stick to jump to the side instead of running circles around your opponent. This especially works well against the "Boss" ZOIDS. It keeps your weapon on target, or requires minimal adjustment. Of course, if your ZOID has a good turning radius, it doesn't matter, but it's helpful for ZOIDS like the Proto Zaber or Shield Liger.

==

### Chaotic Century (CCM\*)

---

Chaotic Century is unlocked by picking somebody from that series as the

Player.

You can pick Chaotic Century by choosing:

Van and Fiona2  
Irvine  
Herman  
Raven (old)  
Hillz  
Rease  
Schwarz  
Thoma  
Rosso  
Viola  
Proitzen  
Van and Fiona1  
Raven (young)  
Moonbey  
Jimmy  
Lineback

-----

#### New Century Zero (NCZ\*)

-----

New Century Zero is unlocked by picking somebody from that series as the Player.

You can pick New Century Zero by choosing:

Bit  
Leena  
Ballad  
Harry  
Vega  
Jack  
Leon  
Naomi  
Mary  
Chris  
Kelly  
Kirkland  
Stoller  
Pierce  
Hooma  
Jimmy  
Lineback

-----

#### Mission Mode Battles (MMB\*)

-----

The Mission Mode Battles are unlocked by picking somebody from that series as the Player. (was this that Zoid: Fuzors series? I never watched it so I'm not



sure)

You can pick the Mission Mode Battles by choosing:

Athle  
Regina  
Brad  
Flam  
Zan  
Tita  
Albane  
Max  
Reiner  
Claudia  
Gard  
Lezard  
Leviathe  
Viper  
Empire OP  
Republic OP  
R Warrior A  
R Warrior B  
E Warrior A  
E Warrior B  
Shoma  
Kouki  
Reika  
Zeru  
Juno

=====

VERSUS (VRS!)

-----

Information (ZVI\*)-

-----

Well, like every other game, Versus lets you go head-to-head against a friend (or the computer). There are a bunch of starting Zoids, but if you don't like any of them you can load a file from you Zoids Battle and use one of your Zoids from it.

Stages (ZST\*)-

-----

Stage 1- Wasteland

Description- Wasteland in continent's central area. There are lower/higher areas, but absolutely no obstacles exist here.

--

Stage 2- Metropolitan Area

Description- A desert Metropolis with tall skyscrapers. Shades made by buildings easily become blind spots.

--

### Stage 3- Empire Development Base

Description- Empire develops Zoids on this base. Many warehouses and research facilities are found here.

--

### Stage 4- Crater Area

Description- A crater area: Presumably caused by ancient meteor showers.

--

### Stage 5- Dragon Valley A

Description- Flowing water eroded the earth and formed this deep valley over the ages. The valley is flooded a few times a year.

--

### Stage 6- Desert Area

Description- A vast desert area. It's big all right, but visibility is not good here.

--

### Stage 7- Empire Forces North Base

Description- A base built on top of a steep mountain. Take advantage of it's up-and-down geographical features.

--

### Stage 8- Terra Geist Base/Upper Area

Description- A gigantic arena on the Terra Geist Base. Lare Zoids used to be tested here most of the time.

--

### Stage 9- Desert Hills

Description- This canyon is surrounded by tall walls of rock. Vast wasteland with good view spreads in the middle.

--

### Stage 10- Republic Air Base

Description- The biggest air base for the Republic Forces. Many flying Zoids are kept here.

--

### Stage 11- Republic Advance Base

Description- The Republic's forefront base in the battlefield. It's protected by thick double walls.

--

### Stage 12- Empire Supply Base

Description- A supply base, where Empire's resources are stored. They boast a huge number of containers and warehouses.

--

### Stage 13- Dragon Valley B

Description- Flowing water eroded the Earth and formed this deep valley over the ages. The valley is flooded a few times each year, making a river.

--

### Stage 14- Republic Combat Training Area

Description- A walled-up area: new Republic warriors learn to fly and combat Zoids here.

--

### Stage 15- Terra Geist Base Isle

Description- Passages/Isles in a secret armed force base. To stop the enemies from entering, they are made like mazes.

--

### Stage 16- Terra Geist Base Central

Description- Infrastructure of a base is build under a gigantic dome; located in the central part of a certain force's base.

-----

### Cheap Tactics and Strategies (ZVS\*)

-----

\*\*\*Note: While it takes skill more than anything to pilot a Zoid efficiently, these are some of the better strategies to help people who are new to this game get by.\*\*\*

Zoid: Gojulas Giga

Weapon: LR Cannon Eagle

What to do: The Eagle cannon is one of the most powerful weapons in the entire game. It does an extremely large amount of damage and can destroy Zoids in around 10 shots (assuming they have low-decent defense). With GG's high defense you will be able to take a lot of damage. This is a great strategy to use in Zoids Battle Mode as well.

--

Zoid: Zero Schneider

Weapons: Anything

What to do: Zero Schneider has one of the cheapest melee attacks in the entire game. Using quick dodge in combination with this is a very annoying strategy for your opponent, and, if you time it right, you can constantly stun the enemy Zoid and never give it a chance to attack back.

--

Zoid: Zero Phoenix

Weapons: Phoenix Cannon, Phoenix Ray

What to do: Use the Phoenix Cannon in close-range to mid-range combat, and the Phoenix Ray in mid-range to long-range combat. Zero Phoenix is a great, well-rounded Zoid that is suited for use in almost any arena.

MORE TO COME

=====

ZOIDS FIST (ZFB!)

-----

Information (ZFI\*)-

-----

Zoids Fist is basically the same as Versus, but the stages add a different way to destroy the opposing Zoid. You are allowed to push them off the edge (or into holes) instantly destroying them.

-

Stages (ZFA\*)-

-----

Stage 1- Flat Burn

Description- An Octagonal and flat normal stage.

--

Stage 2- Parasol

Description- A stage with a high mound in the center. Be careful not to step out when going down the slopes.

--

Stage 3- Doughnuts

Description- A mortar-shaped stage. The center hole is covered up so that you can step on it.

--

Stage 4- Doughnut Hole

Description- A mortar-shaped stage. There is a big hole in the center.

--

Stage 5- Saucer

Description- The edge of the stage is higher than the inside. The gap is sealed up so that you can step on it.

--

Stage 6- Saucer Hole

Description- The edge of the stage is higher than the inside. There is a gap between the inside and the edge of the stage; be careful!

--

Stage 7- Pot

Description- A stage with a high mound in the center. Wider edges than the Parasol stage. The gap at the edge is sealed up.

--

Stage 8- Pothole

Description- A stage with a high mound in the center. There is a gap between the inside and the edge of the stage.

--

Stage 9- Tornado

Description- A spiral-shaped stage. Opponents can fall to the outside of the stage from the center area.

Cheap Tactics and Strategies (ZFS\*)

COMING SOON

LISTS/UNLOCKABLES (UNL!)

Zoids (ZDS\*)

These are the Zoids you can buy in Battle Mode, but once you buy them they are available in Versus Mode and Zoids Fist.

\*\*\*NOTE- Zoids with no note about how to unlock them are available for purchase from the start.\*\*\*

Sea Striker  
Space Sea Striker  
Cannon Tortoise  
Cannon Tortoise BC  
C Tortoise Old  
Buster Tortoise (Finish Mission Mode Battle Series to unlock)  
Molga  
Molga Rokurou (Finish Mission Mode Battle Series to unlock)  
Cannonry Molga  
Atak Cat  
Atak Cat Noir  
Command Wolf  
Command Wolf New  
Command Wolf AC  
Command Wolf AU  
Command Wolf EM  
Command Wolf IS (Finish Chaotic Century Series to unlock)  
Rev Raptor  
Rev Raptor PB  
Rev Raptor WPB  
Raven Raptor (Finish Mission Mode Battle Series to unlock)  
Gun Sniper  
Gun Sniper WW  
Gun Sniper Naomi (Finish New Century Zero Series to unlock)  
Gun Sniper Leena (Finish New Century Zero Series to unlock)  
Snipe Master

Snipe Master Red  
Snipe Master FB  
Snipe Master AS  
Snipe Master MU  
Snipe Master BU  
Zaber Fang  
Zaber Fang Old  
Zaber Fang AT  
Great Zaber  
Zaber Fang SS (Finish Chaotic Century Series to unlock)  
Zaber Fang TS (Finish New Century Zero Series to unlock)  
Zaber Fang RT (Finish Mission Mode Battle Series to unlock)  
Zaber Fang RV (Finish Chaotic Century Series to unlock)  
Zaber Fang TD  
Shield Liger  
Desert Liger  
Shield Liger LM A  
Shield Liger LM B  
Liger Aero (Unlocked after Republic Missions are completed)  
Proto Zaber (Unlocked after Imperial Missions are completed)  
Red Horn  
Red Horn Old  
Red Horn BG  
Green Horn  
Dark Horn  
Dark Horn WB  
Dark Horn Harry (Finish New Century Zero Series to unlock)  
DiBison  
DiBison Old  
Dibison Leena (Finish New Century Zero Series to unlock)  
Shadow Fox  
Shadow Fox S  
Lightning Saix  
Lightning Saix BS  
Lightning Saix TS (Finish New Century Zero Series to unlock)  
Blade Liger  
Blade Liger KS  
Blade Liger AB  
Blade Liger Leon (Finish New Century Zero Series to unlock)  
Blade Liger MJ  
Elephander  
Elephander AG  
Elephander SS (Finish New Century Zero Series to unlock)  
Iron Kong  
Iron Kong Old  
Iron Kong MK II  
Iron Kong Yeti (Finish Mission Mode Battle Series to unlock)  
Iron Kong SS (Finish Chaotic Century Series to unlock)  
Iron Kong PK  
Iron Kong Marry (Finish New Century Zero Series to unlock)  
Gojulas  
Gojulas MK II  
Gojulas Mariner  
Gojulas Irvine (Finish Chaotic Century Series to unlock)  
Gojulas the Ogre  
Gojulas Giga  
Geno Saurer  
Geno Saurer R  
Geno Saurer RT  
Psycho G Saurer

Geno Breaker  
Geno Breaker Jet  
Geno Breaker R  
Liger Zero  
Liger Zero EM  
Liger Zero S  
Zero Jager (Finish New Century Zero Series to unlock)  
Zero Schneider (Finish New Century Zero Series to unlock)  
Zero Panzer (Finish New Century Zero Series to unlock)  
Zero X (Finish Mission Mode Battle Series to unlock)  
Berserk Fuhrer  
Strum Fuhrer  
Strum Tyrann  
Konig Wolf (Finish Mission Mode Battle Series to unlock)  
Dark Spiner  
Killer Spiner  
Geno Hydra (Finish Mission Mode Battle Series to unlock)  
Trinity Liger (Finish Mission Mode Battle Series to unlock)  
Blitz Tiger (Finish Mission Mode Battle Series to unlock)  
Diablo Tiger Alpha (Finish Republic and Imperial Mission Modes)  
Diablo Tiger Beta (Finish Republic and Imperial Mission Modes)  
Cyclops I (Finish Republic and Imperial Mission Modes)  
Cyclops II (Finish Republic and Imperial Mission Modes)  
Griffin (Finish Mission Mode Battle Series to unlock)  
Chimera Dragon (Finish Mission Mode Battle Series to unlock)  
Double Arm Lizard  
Lord Gale (Finish Mission Mode Battle Series to unlock)  
Fuzor Dragon (Finish Mission Mode Battle Series to unlock)  
Zero Phoenix (Unlocked by entering a cheat. See Cheats for the code)  
Energy Liger (Unlocked by entering a cheat. See Cheats for the code)  
Gustav (Finish Chaotic Century Series to unlock)

There is another Zoid, but it can only be purchased if you have a Zoids Versus save. It's called the Shield Liger DCS-J as far as I know.

The following Zoids can not be used in Zoids Battle, and are only available in Versus Mode. They must also all be unlocked:

Pteremander- Unlocked by finishing all three Zoids Battle Series.  
Seismosaurus- Unlocked by finishing all three Zoids Battle Series.  
Mad Thunder- Unlocked by completing Republic Mission Mode.  
Death Stinger- Unlocked by completing Republic Mission Mode.  
Death Saurer- Unlocked by completing Empire Mission Mode.  
Ultrasaurus- Unlocked by completing Empire Mission Mode.  
Bloody D Saurer- Unlocked after Both Mission Modes are complete.  
Megasaurer- Unlocked after a cheat is entered. (see Cheats for the code)

-----  
Pilots (PLT\*)  
-----

\*\*\*Note-The pilots are unlocked by either completing different series in Battle mode, or completing the Mission Mode stories. If you want a certain pilot then odds are that he/she will be unlocked by beating the Zoids Battle series that they correspond to.\*\*\*

These are the pilots your are permitted to play as in Zoids Battle, Zoids Fist, and Versus Mode. I will provide the pilot data listed in the game for every pilot.

--

-Pilot Data-

Name: Bit

Parameter:

Combat Ability- +60

Armes Ability- +10

Turning Ability- +13

Comment: Main character from Zero. Fought Zoids battles as a Blitz Team member with Liger Zero.

--

-Pilot Data-

Name: Leena

Parameter:

Combat Ability- +7

Armes Ability- +22

Turning Ability- +4

Comment: Warrior of the Blitz Team. Cute Face, but she fights like a bull. A self-centered trouble maker.

--

-Pilot Data-

Name: Ballad

Parameter:

Combat Ability- +24

Armes Ability- +19

Turning Ability- +11

Comment: Freelance Zoid warrior. Seems stingy, but his heart is pure and gentle. Works for the Blitz Team.

--

-Pilot Data-

Name: Harry

Parameter:

Combat Ability- +10

Armes Ability- +6

Turning Ability- +5

Comment: A born champ. Used his money to get the best Zoids. Leader of the Champ Team. Desperately in love with Leena.

--

-Pilot Data-

Name: Vega

Parameter:

Combat Ability- +48

Armes Ability- +16

Turning Ability- +16

Comment: Operates Beserk Fuhrer or Ultimate X that the backdraft group



revived. Genius Zoid warrior.

--

-Pilot Data-

Name: Jack

Parameter:

Combat Ability- +26

Armes Ability- +10

Turning Ability- +12

Comment: A wandering gambler in search of prize money. Operates Lightning Saix. A contract warrior for teams, and has fought against Bit.

--

-Pilot Data-

Name: Leon

Parameter:

Combat Ability- +43

Armes Ability- +12

Turning Ability- +10

Comment: A former Blitz Team warrior. Encounters Red Blade Liger during his journey. Later teams up with Naomi. Older brother of Leena.

--

-Pilot Data-

Name: Naomi

Parameter:

Combat Ability- +5

Armes Ability- +30

Turning Ability- +8

Comment: AKA Red Comet. A beautiful female warrior and master shooter. A loner and winner of one-on-one battles.

--

-Pilot Data-

Name: Mary

Parameter:

Combat Ability- +1

Armes Ability- +2

Turning Ability- +1

Comment: Harry's older sister. Extremely rich and collecting Zoids is her hobby. Love at first sight for Bit's Liger Zero, which she uses in Zoid Battles.

--

-Pilot Data-

Name: Chris

Parameter:

Combat Ability- +10

Armes Ability- +15

Turning Ability- +10

Comment: Older Tasker sister. Operates Lightning Saix. Teams up with Jack for

Lightning team.

--

-Pilot Data-

Name: Kelly

Parameter:

Combat Ability- +28

Armes Ability- +11

Turning Ability- +10

Comment: Younger Tasker sister. Operates Lightning Saix. Teams up with Jack for Lightning team.

--

-Pilot Data-

Name: Kirkland

Parameter:

Combat Ability- +30

Armes Ability- +8

Turning Ability- +5

Comment: A leader of Tigers Team. Strong dialect. In a losing streak after defeat by Blitz Team.

--

-Pilot Data-

Name: Stoller

Combat Ability- +49

Armes Ability- +19

Turning Ability- +13

Comment: A Backdraft warrior. Retired once but returns to Zoid battles with Alteil's order. An encounter with Bit was a factor for his return.

--

-Pilot Data-

Name: Pierce

Combat Ability- +10

Armes Ability- +17

Turning Ability- +8

Comment: A Backdraft warrior. She is good at air combats, fought against Bit and Jamie several times.

--

-Pilot Data-

Name: Hooma

Combat Ability- +33

Armes Ability- +13

Turning Ability- +7

Comment: Leads a secret group that butchers the Backdraft team. Receives attack orders from Alteil.

--

-Pilot Data-

Name: Van & Fiona2

Combat Ability- +50

Armes Ability- +10

Turning Ability- +14

Comment: Have become top-notch Zoid riders after their defeat against Death Saurer 2 years ago. Members of the Guardian Force, an organization founded by the Republic and Empire to ensure peace.

--

-Pilot Data-

Name: Irvine

Combat Ability- +25

Armes Ability- +21

Turning Ability- +10

Comment: Continued making a living by winning prizes, even after his defeat against the Death Saurer. Later he becomes and ally for the Guardian Force.

--

-Pilot Data-

Name: Herman

Combat Ability- +38

Armes Ability- +11

Turning Ability- +8

Comment: A former Republic captain and later a colonel. Encounters Van and learns about his miraculous ability. He's always on the frontline and deeply trusted by his subordinates. Son of the Republic's president.

--

-Pilot Data-

Name: Raven (old)

Combat Ability- +41

Armes Ability- +20

Turning Ability- +11

Comment: Lost his memory and wandered around after being defeated by Van. Memory returns and resumes fighting in battles with Hiltz's encouragement.

--

-Pilot Data-

Name: Hillz

Combat Ability- +39

Armes Ability- +19

Turning Ability- +14

Comment: An ancient Zoidian, who plots against the Guardian Force. Tries to destroy the world by bringing Death Saurer back to life.

--

-Pilot Data-

Name: Rease

Combat Ability- +27  
Armes Ability- +18  
Turning Ability +10

Comment: An ancient Zoidian with a blue organoid, Specular. Good at psychological attacks and often acts alone in battles. She is betrayed by Hiltz but starts fighting together with Raven, who saves her life.

--

-Pilot Data-  
Name: Schwarz

Parameter:  
Combat Ability- +36  
Armes Ability- +22  
Turning Ability- +11

Comment: Imperial forces' major and later Colonel. From a family of famous warriors and has been Commandant in numerous battles. Good or bad, he is often the chosen one.

--

-Pilot Data-  
Name: Thoma

Parameter:  
Combat Ability- +22  
Armes Ability- +27  
Turning Ability- +8

Comment: He is an Imperial force lieutenant and a Guardian Force member. Colonel Schubaltz's younger brother. Develops and uses his own AI, Beak. It was love at first sight for Fiona.

--

-Pilot Data-  
Name: Rosso

Parameter:  
Combat Ability- +32  
Armes Ability- +9  
Turning Ability- +6

Comment: Leader of the Desert Alcavalado Gang. Later saves Van from a dangerous situation as Ala Barone.

--

-Pilot Data-  
Name: Viola

Parameter:  
Combat Ability- +16  
Armes Ability- +15  
Turning Ability- +4

Comment: The only female member of the Desert Alcavalado. Later saves Van from a dangerous situation as Ala Barone.

--

-Pilot Data-

Name: Proitzen

Parameter:

Combat Ability- +39

Armes Ability- +21

Turning Ability- +11

Comment: Guylos Empire's General and later regent. He plots to kill Rudolph and become Emporer himself. Also plots to rule the world by reviving Death Saurer.

--

-Pilot Data-

Name: Athle

Parameter:

Combat Ability- +45

Armes Ability- +23

Turning Ability- +12

Comment: He defended Ardacia Kingdom when attacked by the Imperial Forces for her Space-Time Transfer Systems. Operates the kingdoms Zoid, Trinity Liger.

--

-Pilot Data-

Name: Regina

Parameter:

Combat Ability- +22

Armes Ability- +17

Turning Ability- +7

Comment: One of the three Beast Warriors for Arcadia Kingdom. She is the governess and supervisor for Atley, a decendant of ancient Zoidians. Very serious and responsible but a bit noisy, too.

--

-Pilot Data-

Name: Brad

Parameter:

Combat Ability- +30

Armes Ability- +23

Turning Ability- +9

Comment: One of the best four warriors for the Phantom Knights. He regards Atley as his big rival. Operates Geno Hydra that has three heads.

--

-Pilot Data-

Name: Flam

Parameter:

Combat Ability- +34

Armes Ability- +15

Turning Ability- +7

Comment: One of the best four warriors for the Phantom Knights. Born in the Empire. She is always calm and intelligent.

--

-Pilot Data-

Name: Zan

Parameter:

Combat Ability- +43

Armes Ability- +10

Turning Ability- +9

Comment: Republic's Blue Unicorn member. He is excitable and simple-minded but also very intuitive. Good at handling Zoids, being able to feel the intentions of the Zoids.

--

-Pilot Data-

Name: Tita

Parameter:

Combat Ability- +8

Armes Ability- +22

Turning Ability- +4

Comment: She followed her old friend Zan, and joined the Republic's forces. As a Blue Unicorn member, Tita is infatuated with Zan but too shy to let him know. She's a skilled marksman, but tends to get hit easily.

--

-Pilot Data-

Name: Albane

Parameter:

Combat Ability- +38

Armes Ability- +17

Turning Ability- +10

Comment: Leader of Republic's Blue Unicorn. With his experience from the past battles, he lives to train new warriors.

--

-Pilot Data-

Name: Max

Parameter:

Combat Ability- +35

Armes Ability- +18

Turning Ability- +11

Comment: A member of Empire's Rottiger. Excellent warrior but had not been rightfully recognized by his superiors. He joined Rottiger when asked by his former subordinate, Claudia.

--

-Pilot Data-

Name: Reiner

Parameter:

Combat Ability- +18

Armes Ability- +23

Turning Ability- +7

Comment: A member of Empire's Rottiger and son of a wealthy man. He goes after the surviving members of Zenebas Empire. His rival is Zan.

--

-Pilot Data-

Name: Claudia

Parameter:

Combat Ability- +31

Armes Ability- +15

Turning Ability- +9

Comment: Leader of Empire's Rottiger. Comes from a family of elite officers and is prideful. Max used to be her boss, but now the situation is reversed.

--

-Pilot Data-

Name: Gard

Parameter:

Combat Ability- +45

Armes Ability- +18

Turning Ability- +13

Comment: The one behind "Terra Geist", and orginatization that tries to bring Zenebas Empire back to power. He used to fight against Zan but later became MIA.

--

-Pilot Data-

Name: Lezard

Parameter:

Combat Ability- +31

Armes Ability- +21

Turning Ability- +8

Comment: Used to be an excellent warrior but forced to leave Zenebas Empire because of a plot against him. Later became a Terrageist member. Succeeded to obtain important secrets in the empire.

--

-Pilot Data-

Name: Leviathe

Parameter:

Combat Ability- +37

Armes Ability- +18

Turning Ability- +9

Comment: She is orphaned by the war but saved by guard, receiving elite training from hom to become a Zoid pilot. Absolutely believes in Guard. She is defeated by Zan and ends up fighting against him repeatedly.

--

-Pilot Data-

Name: Viper

Parameter:

Combat Ability- +39  
Armes Ability- +21  
Turning Ability- +11

Comment: Using the Death Saurer, he is defeated by Zan and later becomes MIA.  
Trying to bring Zenebas Empire back to power.

--

-Pilot Data-

Name: Empire OP

Parameter:

Combat Ability- +5  
Armes Ability- +18  
Turning Ability- +2

Comment: A Guylos Empire's operator. She supports Blue Unicorn's members,  
giving them information and orders. Occasional bloopers make he boss mad.

--

-Pilot Data-

Name: Republic OP

Parameter:

Combat Ability- +28  
Armes Ability- +6  
Turning Ability- +3

Comment: A Helic Republic's operator. Supports the Rottiger members, giving  
them information and orders. She is very trusted by others for her hard work.

--

-Pilot Data-

Name: R Warrior A

Parameter:

Combat Ability- +30  
Armes Ability- +9  
Turning Ability- +6

Comment: A male warrior of the Helic Republic. Good at close-range grappling  
combats.

--

-Pilot Data-

Name: R Warrior B

Parameter:

Combat Ability- +5  
Armes Ability- +14  
Turning Ability- +6

Comment: A female warrior of Helic Republic. Good at long-range shooting.

--

-Pilot Data-

Name: E Warrior A

Parameter:

Combat Ability- +33



Armes Ability- +8  
Turning Ability- +6

Comment: A male warrior of Guylos Empire. Good at close-range grappling combats.

--

-Pilot Data-

Name: E Warrior B

Parameter:

Combat Ability- +5  
Armes Ability- +15  
Turning Ability- +6

Comment: A female warrior of Guylos Empire. Good at long-range shooting.

--

-Pilot Data-

Name: Van & Fional

Parameter:

Combat Ability- +28  
Armes Ability- +7  
Turning Ability- +5

Comment: none

--

-Pilot Data-

Name: Raven (Young)

Parameter:

Combat Ability- +35  
Armes Ability- +10  
Turning Ability- +9

Comment: Operates Saber Tiger and Geno Saurer, fighting against Van many times. A top-notch Zoids rider.

--

-Pilot Data-

Name: Moonbey

Parameter:

Combat Ability- +18  
Armes Ability- +8  
Turning Ability- +10

Comment: After the battle of Death Saurer, she always ends up with Van and the Guardian Force. Recognized by Herman and becomes an Ultra Saurer operator, taking it later for her own use.

--

-Pilot Data-

Name: Jimmy

Parameter:

Combat Ability- +20  
Armes Ability- +15

Turning Ability- +8

Comment: A capable one who gives strategic commands and also works as a mechanic for the Blitz Team. Usually nice and calm, but he becomes Brave Wild Eagle when his Zoid flies faster than the speed of sound.

--

-Pilot Data-

Name: Lineback

Parameter:

Combat Ability- +18

Armes Ability- +8

Turning Ability- +4

Comment: A Tiger Team member. He admires the team leader Kirkland like his own brother. Gets repeatedly defeated in battles. His frequent dinner menu is Cup-O-Noodles.

--

-Pilot Data-

Name: Shoma

Parameter:

Combat Ability- +38

Armes Ability- +9

Turning Ability- +7

Comment: A new recruit to the Republic Forces. His admiration for senior pilot Zan made him join the Blue Unicorn team. His first duty is to locate his missing team members.

--

-Pilot Data-

Name: Kouki

Parameter:

Combat Ability- +29

Armes Ability- +14

Turning Ability- +9

Comment: An Empire warrior who spends a lot of time with the Rottiger. He is a lone wolf and does not work well in a team enviroment. He seems to work well with Reiner, though.

--

-Pilot Data-

Name: Reika

Parameter:

Combat Ability- +36

Armes Ability- +26

Turning Ability- +13

Comment: An official of Terra Geist, and orginazation that plots to revive Zenebas. She replaces Viper, the leader, and initiates attacks against the Republic and Empire forces.

--

-Pilot Data-

Name: Zeru

Parameter:

Combat Ability- +51

Armes Ability- +13

Turning Ability- +12

Comment: After traveling as a Zoid mercenary, he finds himself in the time-space fusion and becomes a Zoid warrior. He is not aware of the secrets that shroud his birth.

--

-Pilot Data-

Name: Juno

Parameter:

Combat Ability- +16

Armes Ability- +19

Turning Ability- +7

Comment: She and Zel are always together in the time-space fused world. Genius at handling Zoids but Terra Geist somehow tries to get her.

-----

Parts (PRT\*)

-----

Optional Parts

-----

Name: Smoke Screen Generator

Parameter:

Weight +1

Comment: A smoke-screen generator, with which enemy's visibility is lost. A robot that touches the black smoke becomes unsearchable.

--

Name: Optic Camouflage

Parameter:

Mobility -3

Weight +1

Comment: A robot can be changed to match it's surroundings and disappear. It's not searchable during stealth flight.

--

Name: Land Mine

Parameter:

Offensive Ability +450

Mobility -3

Weight +3

Comment: Injected land mines explode by touching Zoids or after a certain

length of time. It's explosion is so big that robots need to get away from the mines after injection; they may get damaged, too.

--

Name: Booster

Parameter:

Varies

Comment: Boosts maximum speed for a certain period of time.

--

Name: E-Shield

Parameter:

Varies

Comment: Can stop certain enemy attacks. Can also be used for offensive purposes as well.

-----

Sub-Parts

-----

Name: Protect Armor

Parameter:

Defensive Ability +5

Weight +3

Comment: Raises defense.

--

Name: Reenforced Protect Armor

Parameter:

Mobility -1

Defensive Ability +10

Weight +6

Comment: Raises defense

--

Name: Super Z Armor

Parameter:

Mobility -2

Defensive Ability +20

Weight +9

Comment: Raises defense

--

Name: Coating Armor Z

Parameter:

Mobility -4

Turning Ability -2

Defensive Ability +30  
Weight +12

Comment: Raises defense  
--

Name: Hybrid Armor Z

Parameter:  
Mobility -6  
Turning Ability -4  
Defensive Ability +40  
Weight +15

Comment: Raises defense  
--

Name: Enemy Search Radar

Parameter:  
Searching Ability +40  
Weight +1

Comment: Raises searching ability  
--

Name: Wide-Range Search Radar

Parameter:  
Searching Ability +80  
Weight +1

Comment: Raises searching ability  
--

Name: 3D Radar

Parameter:  
Searching Ability +120  
Weight +1

Comment: Raises searching ability  
--

Name: Blade Antenna

Parameter:  
Radar Scope +100  
Weight +1

Comment: Enhances radar  
--

Name: Multi-Blade Antenna

Parameter:  
Radar Scope +200  
Weight +1

Comment: Enhances radar

--

Name: Multi Radar

Parameter:

Radar Scope +400

Weight +1

Comment: Enhances radar

--

Name: Wide-Area Multi Radar

Parameter:

Mobility -1

Radar Scope +200

Searching Ability +40

Weight +1

Comment: Enhances both searching ability and radar range

--

Name: 3D Multi Radar

Parameter:

Mobility -2

Radar Scope +300

Searching Ability +80

Weight +2

Comment: Enhances both searching ability and radar range

--

Name: Alpha Plug Z

Parameter:

Mobility +2

Weight +1

Comment: Increases speed

--

Name: Beta Plug Z

Parameter:

Mobility +4

Weight +1

Comment: Increases speed

--

Name: Gamme Plug Z

Parameter:

Mobility +6

Turning Ability -1

Weight +1

Comment: Increases speed

--

Name: High Grade Plug Z

Parameter:

Mobility +8

Turning Ability -3

Weight +1

Comment: Increases speed

--

Name: High Grade Omega Plug

Parameter:

Mobility +10

Turning Ability -5

Weight +1

Comment: Increases speed

--

Name: ZGR-Type A

Parameter:

Turning Ability +3

Weight +1

Comment: Enhances turning

--

Name: ZGR-Type S

Parameter:

Combat Ability -2

Turning Ability +6

Arms Ability -2

Weight +1

Comment: Enhances turning

--

Name: ZGR-Type R

Parameter:

Combat Ability -4

Turning Ability +10

Arms Ability -4

Weight +1

Comment: Enhances turning

--

Name: ZGR-Type Z

Parameter:

Combat Ability -6

Turning Ability +15

Arms Ability -6

Weight +2

Comment: Enhances speed

--

Name: Sb Generator

Parameter:

Combat Ability +5

Arms Ability +5

Weight +1

Comment: Increases offense

--

Name: High Output SB Generator

Parameter:

Combat Ability +15

Defensive Ability -2

Arms Ability +15

Weight +1

Comment: Increases offense

--

Name: Hybrid SB Generator

Parameter:

Combat Ability +25

Defensive Ability -6

Arms Ability +25

Weight +1

Comment: Increases offense

--

Name: Ultra Z

Parameter:

Mobility +15

Combat Ability +50

Turning Ability +30

Radar Scope +400

Defensive Ability +100

Arms Ability +50

Searching Ability +120

Comment: O\_O ...uh, yeah. Increases everything except weight. What can I say?  
You get what you pay for...

-----

Cheats (CHT\*)

-----

In order to enter cheats you have to go to the configuration menu, then play these voices in a certain order.

Unlocks Energy Liger:



004 - 044 - 019 - 066 - 034

Unlocks Liger Zero Phoenix (A very powerful zoid):

021 - 001 - 018 - 006 - 023

Unlocks Megasaurer:

000 - 007 - 077 - 041 - 054

-

Versus 1 Saves- If you have a save file for Zoids Versus 1 on your memory card you will start with 100,000BP, and unlock the Shield Liger DCS-J.

=====

#### CREDITS (CRDT!)

-----

- You.
- Andrew Shatz for letting me borrow both his Gamecube and this game long enough to finish the guide.
- Various people from the GameFAQs and Neoseeker forums for the questions I used in the FAQ section of this guide.
- I got the codes and info about the Zoids Versus save from the "Cheat Codes and Secrets" section for Zoids: Battle Legends at GameFAQs.com. Credit goes to jouunin, Ultra Buu, and Swiftshark for contributing them.

This document is copyright Sephiroth20390 and hosted by VGM with permission.