

Zoids 2: Zenebasu no Gyakushuu FAQ/Walkthrough

by LastBossKiller

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Zoids 2: Zenebasu no Gyakushuu (Famicom) Guide by E. Phelps, ver. 1.0 AKA LastBossKiller

Game Data: Developer: Micronics
Publisher: Toshiba EMI
Release: Japan - 1989

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Introduction

Zoids 2: Zenebasu no Gyakushuu (or "Zoids 2: Zenebas' Counterattack") is an action RPG for the NES/Famicom. It is the sequel to the Famicom game Zoids: Chuuou Tairiku no Tatakai. Like the first game, exploration is done in a typical RPG overhead style, while battles are conducted first-person shooter style.

Zoids is a model kit franchise that began in the 80's. Many forms of spin-off merchandise have been created, such as three NES games, and the franchise continues to flourish to this day. Over 30 different video games have been produced. Zoids are living robotic dinosaurs that are driven by people. The story always centers around a conflict between the Republic and the Empire, the Republic being the good side. Much more information can easily be found by an internet search.

This game is pretty similar to the first NES game. With some practice, the battles become so easy that you should never get hit. It's also pretty ugly looking. But this game actually feels like it has more of a story progression and does a decent job of showcasing the Zoids models in a fun way. Overall, it's an improvement over the original, but still pretty sub-par.

Story

Here is a translation of the text that is shown when you first turn on the game:

600,000 lightyears from Earth lies the Zoids Planet. On the central continent of this planet, the Republic and the Empire were in a conflict. The rulers of these two nations, President Helic and Emperor Zenebas, were brothers. However, a trivial misunderstanding between these two tragically lead to a declaration of war.

The year 2038 ZAC. The Republic mounted an all-out assault against the Empire. Zenebas and the imperial army were forced to completely abandon the central continent. And now, it is the year 2041 ZAC.

How To Play

Walking Menu

While walking around, press A to open the menu screen, as shown in the screenshot to the right. In the upper-right corner of the screen is shown your current hit points, called "Life", next to the letter L. Below that is the amount of gold you are carrying, labeled by the letter G.

Here is a description of the menu options:

- はなす - "Speak". Talk to townspeople.
- しらべる - "Search". Search to find hidden items or to open treasure chests.
- つかう - "Use". Use items in your inventory.
- でた - "Data". Open up the stat screen, where you can change which Zoid you are riding and the equipment they are wearing. See the section "Zoid and the Zoid Menu Screen" below for an explanation.

Table of Contents

1. Disclaimer
2. Introduction
3. Story
4. How To Play
 1. Walking Menu
 2. Towns
 3. Saving the Game
 4. Death in the Party
 5. Zoids and the Zoid Menu Screen
 6. Battles
5. Strategies
 1. Battle Strategy
 2. Escaping Battle
6. Walkthrough
 1. Dalios (だりおす)
 2. Uranisuku (うらにすく)
 3. Easy Money
 4. Ganimede (がにめで)
 5. Hobito (ほびと)
 6. Andar (あんだー)
 7. Mibaros (みーぼろす)
 8. Shuto (しゅと)
 9. Cooper (くーぼー)
 10. Globali (ぐろーぼりー)
 11. Twin Cities
 12. Helic 1 (へりっく1せい)
 13. Cook (くっく)
 14. Bladrock (ぶらっどろっく)
 15. Underwater City
 16. Zenebas
 17. Valecia
7. Zoids
 1. Republic Zoids
 2. Empire Zoids
8. Ranks
9. Items & Equipment
 1. B-Button Weapons
 2. A-Button Weapons
 3. Defensive Items
 4. Items
10. Conclusion

Towns

Like most RPGs, you can buy items and equipment in towns. Here is an explanation of the different shops you will encounter:

Armor Shop (ぼうぎょへいきのSHOP): In these shops, you can Buy (かう) items and defensive equipment. You can also Sell (うる) items.

Weapon Shop (こうげきへいきのSHOP): You can buy weapons here by selecting はい (yes). Next to the weapon's name will be shown if they are a type A or B weapon. You attack with A weapons by pressing A during battle, and B weapons using the B button. You cannot sell anything at a weapon shop.



Bank: Whenever you win a battle, you will earn money. But that money goes directly into your bank account, not your pocket. So you have to go to the bank to withdraw the money you earned. There is always a female behind the counter, so you know which booth to visit. The amount of money deposited into your account through battles will be shown next to the word ふりこみ ("Payment"). The total amount of money in your account is shown next to the word ざんだか ("Balance"). The options are あずける ("Deposit") and おろす ("Withdraw"). There is no benefit to depositing money in the bank. After selecting Withdraw, use the arrow buttons to select the amount of money you want to withdraw and press A to confirm.

Health Restore (ほきゅうじょ): By visiting these locations, you can completely restore the health of the Zoid you are riding. The cost to do so will be proportional to how much damage the Zoid has taken.

Saving the Game

You can save the game in towns by visiting the headquarters, such as the one that you start the game inside. Not all town have such a save location. Save the game by speaking with the commander. He will tell you how much experience you need in order to level up. Then he will ask if you want to record your progress. Select はい (yes) to do so, or いいえ (no) to refuse. Then he will ask if you want to continue your journey. Select はい (yes) to keep playing, or いいえ (no) to stop playing.

Death in the Party

If one of your Zoids is reduced to zero health during battle, you will be forced to select a different Zoid, and the battle will continue. You can restore the health of the defeated Zoid in the usual way, such as using a health restoring item or visiting the Health Restore booth in town.

If all of your Zoids' health is reduced to zero, you will get a game over. You will have to restart from your previous save point.

Zoids and the Zoid Menu Screen

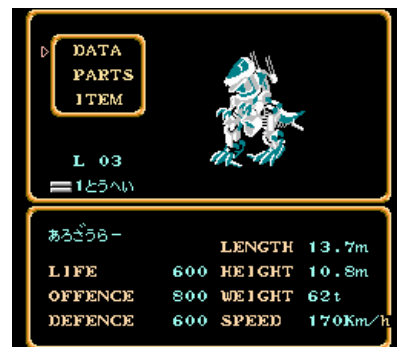
You begin the game with the Zoid called Arosaurer. Later, you will find or buy other Zoids. To switch which Zoid you are riding, press A to open the menu, then select てーた ("Data"). A screen will open showing the Zoid you are currently riding. While your cursor is over the word DATA, press left or right to cycle between all of the Zoids you have, then press A to mount the Zoid that is currently shown.

The stats for the Zoid will be shown at the bottom of the screen. The length, height, and weight don't have any relevance for the game, but are just for fun. The important stats are offense, defense, and speed. Offense determines how strong your attacks are, defense determines your maximum hit points (called "Life"), and speed affects how fast you move during battle.

On the left side of the screen is shown your current level, next to the letter L. This level applies to your character, not to your Zoid. You do not level up the Zoids, you just level up yourself. Below your level is shown your current rank. You get promoted to higher ranks as you accomplish certain tasks in the game.

Besides having different stats, some Zoids have special abilities that will allow you to do certain things like move over water, or teleport. Zoids can either be small or large type, and the weapons and armor that they are able to equip will be different depending on which type they are.

To change your Zoid's equipment, select the option PARTS. You will see the options A, B, and ぼうぎょ ("Defense"). The A and B slots are for equipping weapons. During battle, press A to attack with the item equipped on the A slot, and press B to attack with the one equipped to the B slot. You can also equip a defensive item on the Defense slot. Select the はずす ("Remove") command to unequip an item. Note that you can only change equipment on the Zoid you are currently riding. If you want to change equipment on a different Zoid, you must mount them first.



From the Zoid Menu, you can also select the ITEM option to View (みる) or Discard (すてる) items in your inventory.

Battles



Battles are conducted first-person shooter style. A crosshairs at the center of the screen shows where you are aiming, and can be moved using the direction arrows. Depending on what equipment you have installed, you can attack by pressing the A or B buttons. An enemy Zoid will move around the screen, firing back at you.

You can avoid enemy projectiles by rotating the screen so that the projectile does not hit near the center of your screen. Thus, if you are not facing an enemy, they will not be able to hit you.

You can press START to pause the game during battle, and press SELECT to open your menu screen. From the menu screen, you can change which Zoid you are riding and which equipment they have installed.

Note that all battles will contain two of the same enemy, except for boss battles which only contain a single enemy.

When you first hit a random encounter, you will have the following options to choose from before the battle begins:

- たたかう - "Fight". Commence battle.

- にげる - "Run". Attempt to escape from the battle. There is no punishment for failing.
- つかう - "Use". Use an item.
- でーた - "Data". Go to the Zoid menu, where you can change which Zoid you are riding and its equipment.

Strategies

Battle Strategy

With practice, you should never get hit during the battles. There are a few key points to note in understanding the enemies' attack pattern. First of all, all enemies use essentially the exact same attack pattern. They move left and right and stop for short periods. They shoot projectiles with a regular periodicity, which always seems to be more toward the right side of the screen relative to their position. Furthermore, the enemy does not shoot projectiles when it is off screen.

So my strategy is to rotate the camera to the right until the enemy is on the right side of my screen (I don't rotate left because then I'm on the same side as their bullets). Then I blast away as fast as I can until I see an enemy projectile approaching. At that point, I rotate the camera to the left until the enemy is off screen. This way, the enemy misses me and it stops firing bullets. I wait a few seconds to make sure their projectiles have all missed, then I rotate the camera back to the right and repeat my attack/dodge pattern until the enemy dies.

Escaping Battle

Before the battle starts, you can select the にげる ("Run") command to escape battle. If it fails, there's no punishment, the battle just starts like normal. But now, if you hit SELECT, you can try to run again. You can repeat this as many times as you want to escape every battle and save yourself a lot of time. After all, you don't need to level up very much when you get good at dodging the enemy projectiles.

One thing to look out for. When you fail to run, the screen will go back to the battle screen. If the enemy shot a projectile before you tried to run, the projectile will still be coming toward you, so you have to hit SELECT again really quick to go back to the menu screen or you might get hit. Even if you were not facing the enemy when you switched to the menu screen, when you fail to run, the direction you are facing can change, and you might suddenly be facing the enemy, about to get hit by a projectile. It's usually not a problem if you just make sure to hit SELECT very quickly every time you fail to run.

Walkthrough

Dalios (だりおす)

You begin the game in Dalios, speaking to your commander. He says that he called you here because he received an SOS transmission from Valecia to the North. However, due to electro-magnetic interference, they are unable to receive any further communications. He wants you to investigate the situation and gives you a new Zoid model called the Arosaurer (あるさうらー).

You can save your game in this room by talking to the commander. Many other towns will have a commander in a room that looks the same, and you will be able to save in those towns. But not all towns have a save location.

Exit the room to the main part of town. If you want, you can visit your girlfriend by going up some stairs in the room to the left of the commander's room. What a hottie, you're a lucky guy!

There isn't much to do in town at this point. There are some shops, but you don't have enough money to buy anything enticing. Otherwise, you can just talk to people. You will learn that the bridge to Valecia has been destroyed.

In the upper-left corner of town is a booth at which you can withdraw your money that you will earn by winning battles (it goes straight to your bank account after battle, not into your pocket). Just below that is the booth to restore your health, which will cost an amount proportional to how much damage you've taken. Other shops are at the lower-left corner of the city.

Dalios Shops:

Weapon Shop	Armor Shop	Other Amenities
Autocannon (きかんほう) - 50 (B weapon)	Protector (ぶろてくたー) - 150	Save game
Vulcan (ばるかんほう) - 100 (B weapon)	Auxiliary Engine (ほじょえんじん) - 300	Health restore
Beam Rifle (びーむらいふる) - 200 (B weapon)	E-Capsule (E-かぶせる) - 20	Bank
Cannon (きゃのんほう) - 300 (A weapon)		

Uranisuku (うらにすく)

When you're ready to exit town, you will find random encounters. At first, these might seem awkward and you are likely to get hit a few (or several) times per battle. With practice, they will become so easy that you'll only get hit if you're feeling impatient. As a result, you won't have to worry about leveling up or buying much equipment since you'll get hit so rarely. But for now, let's fight battles to level up, get some money, and get some practice. See the "Battle Strategy" section above for understanding the battle patterns that will keep you scratch free.

You can explore the world map in this area a little bit, but avoid the tree terrain since it is possible to get attacked by a Brachios (ぶらきおす), which will kill you quickly if you're not experienced with the battles. To the West is a city called Tobichoff (とびちよふ) that doesn't have much to offer other than information and a health restore shop. Even further West is the city Uranisuku.

In Uranisuku, you can find hidden stairs by searching the area depicted in the screenshot below:



Down there, you will find a treasure chest. Open it to receive the Zoid called **Pteras** (ふてらす). At that time, your rank will be upgraded to **Private First Class** (1とうへい). It's a pretty weak Zoid, but it allows you to use the Scout (ていさつ) command on the world map. The command will let you fly within a limited radius so you can see nearby locations. Pteras can get attacked at these times.

Other Zoids are available for purchase, although it is completely unnecessary to do so since the Arosaurer is stronger, unless you want to have some backup.

Uranisuku Shops:

Weapon Shop	Armor Shop	Zoid Shop	Other Amenities
Vulcan (ばるかんほう) - 100 (B weapon)	Protector (ぶろてくたー) - 150	Cannon Tortoise (かのんとーたす) - 240	Health restore
Beam Rifle (びーむらいふる) - 200 (B weapon)	Light Armor (らいと・A) - 300	Bear Fighter (べあふあいたー) - 520	Gambling
Missile Pod (みさいるぼっど) - 600 (A weapon)	E-Capsule (E-かぶせる) - 20	Gorhecks (ごるへっくす) - 400	
Cannon (きゃのんほう) - 300 (A weapon)	Auxiliary Engine (ほじょえんじん) - 300		
	E-Shield (E-しーるど) - 50		

A couple things that will be good to buy are the Vulcan (ばるかんほう) and the Protector (ぶろてくたー) or the Light Armor (らいと・A). The Vulcan will increase your attack power and allow you to shoot rapidly just by holding down the button. The Protector will increase your defense, and so will the Light Armor, although it costs more. It can take a lot of time to gain enough money to buy things in this game, but there is a cheesy trick to gaining money quickly, explained below.

Besides the Vulcan, there are other weapons you can buy. However, they shoot very slowly and I hate them, so I recommend sticking with the Vulcan.

Easy Money

In Uranisuku, you can buy some Zoids. These Zoids come pre-equipped with weapons, which you can sell to make a profit. Save up enough money to buy the Cannon Tortoise for 240. Then remove its Cannon (きゃのんほう) and sell it at the armor shop for 225. Then sell the Cannon Tortoise to the Zoid shop for 120, netting you a quick profit of 105. Repeat this process as many times as you like to get a huge bank roll.

Ganimede (がにめで)

When you're ready to move on from this first area, cross the bridge Southwest of Uranisuku and head South. If you explore, it will seem that this is just a dead end (careful, because the swamp terrain damages you 20 HP per step if you walk on it). But you can find a hidden cave by searching the area shown in the screenshot below:



Pass through the cave to appear in a new area. Go Southeast to find Ganimede. In Ganimede, you can save your game and purchase supplies.

Ganimede Shops:

Weapon Shop	Armor Shop	Zoid Shop	Other Amenities
Beam Rifle (びーむらいふる) - 200 (B weapon)	Auxiliary Engine (ほじょえんじん) - 300	Cannon Tortoise (かのんとーたす) - 240	Save game
2-Shot Rapid-Fire Cannon (2れんそくしゃほう) - 150 (B weapon)	E-Capsule (E-かぶせる) - 20	Command Wolf (こまんどうるふ) - 560	Health restore
Missile Pod (みさいるぼっど) - 600 (A weapon)	Protector (ぶろてくたー) - 150	Arosaurer (あろざうらー) - 520	Bank
	Light Armor (らいと・A) - 300		

The 2-Shot Rapid-Fire Cannon (2れんそくしゃほう) is a good weapon, but it only fires on the left side of the screen which might feel a bit awkward. I got used to it fast though, and you might too, and you'll get a boost to the damage you can deal. Just use the same battle tactics as before and it should be fine.

Your next objective is to head to an enemy fortress to the West. Go West and you will enter a mountainous area with a very linear path leading to a fortress. Inside, you will see some abandoned Zoids from previous failed attempts to assault the base. Go down the stairs in the lower-right area of the screen. On the next screen, go down some stairs at the bottom of the screen. On the screen after that, go down some stairs in the upper-right corner. Now on the bottom floor of the basement, you will encounter a boss battle in the upper-left corner of the screen.

The boss, Dimetrodon (でいめとろどん), will do massive damage if it hits you. Be super patient and don't leave yourself open to get hit whatsoever or else you'll likely die. Although it does so much damage, its attack pattern is the same as every enemy in the game, so if you're getting used to the battles, you have a decent chance of faring well. If you have trouble with this battle, you can use an E-Shield (E-しーるど) or Beam Screen (びーむすくりーん) to prevent taking damage.

After winning, you are promoted in rank to **Sergeant** (ぐんそう). Two sets of stairs appear. The stairs going up return you to the world map, and the stairs going down take you to an underground passage you should enter to continue your progress. In the passage, you will come across a locked door that you can't open at this time. Continue through the passage to emerge in the city of Hobito.

Hobito (ほびと)

There is nothing special to do in Hobito other than saving your game and resupplying.

Hobito Shops:

Armor Shop	Other Amenities
Protector (ぷろてくたー) - 150	Save game
Smoke Screen (すもーくすくりーん) - 300	Health restore
E-Capsule (E-かぶせる) - 20	Simulation room
E-Tube (ちゅうぶ) - 100	

The simulation room, a booth in the lower-right corner of town, will allow you to practice fighting against a Brachios MK2 (ぶらきおすMK2). You won't take any damage, and the battle ends if you take too many hits. But it's no different than any other battle, and there's no reward, so the whole thing is pretty pointless.

Northwest from Hobito, you can find a weird fishman looking statue. Enter it to speak with an old man that will tell you that the Empire is located across the red sea to the North and that you should seek the underwater city to learn how to cross the sea.

West from Hobito is an enemy fortress. Go down four sets of stairs to reach the bottom of the fortress where you will find another Dimetrodon boss to fight. Defeat it to be promoted to **Warrant Officer** (じゅんい). A set of stairs will appear that will take you outside, South of the fortress, where you can walk down to enter Andar (あんだー).

Andar (あんだー)

A set of stairs in the middle of town will take you to the headquarters where you can save your game. Talk to an old man in this room to be promoted to **Second Lieutenant** (しょうい) and to receive a **Card** (カード), which he says should be able to open an enemy container.

Andar Shops:

Armor Shop	Other Amenities
E-Capsule (E-かぶせる) - 20	Save game
E-Tube (ちゅうぶ) - 100	Health restore
E-Tank (E-たんく) - 300	Bank
Light Armor (らいと・A) - 300	

Go West from Andar, over the North edge of some mountains, and follow the trail to find a town. Enter it to see it is destroyed. As you walk around, you will see text from a voice that is in fear and pain. Go to the upper-right portion of the screen and search the tile depicted below to find a person on the ground:



It is a wounded soldier who gives you the Zoid called **Gustav** (ぐすたふ) and requests that you get revenge against the empire for what it did to the people of this city. Gustav is the only Zoid in the game that you can't ride. Having it in your party will allow you to carry more items at once, and it will also allow you to move over water after you have collected a few more necessary components. At this time, you are promoted to **First Lieutenant** (ちゅうい).

Manx (まんくす)

From the ruined town, head South. Note the cave located inside the mountain range. This cave just leads to a dead end, so you can ignore it. Go South until you find an opening to the East into the mountains. Enter it and go North until you find the passage to the East depicted below.



From there, follow the path to find a cave. Pass through the cave and you will emerge next to a statue where you can restore your health. From the statue, head Northwest onto the trail and head West at the fork. Go South at the next two forks, then go East when the path splits into multiple directions. Continue going East at each opportunity until the path splits to the North and South. Both directions lead to the same place, but the North path is shorter. Follow it, ignoring the first path you see heading South (which takes you back to where you just were). Follow the path East and it will curve South to the shoreline. Once at the shore, head East to find the city of Manx.

Manx Shops:

Market	Other Amenities
Analyzing Floppy (ぶんせきふろっぴ) - 1000	Health restore
Tropical Fish (ねったいぎょ) - 100	
Roast Beef (ぎゅうろーす) - 100	
Underwear (ぱんつ) - 20	
Battle Story (ばとるすとーりー) - 500	
Key (かぎ) - 50	

In Manx, speak with a soldier on the right side of the screen to hear that they received an SOS signal from Ganimede and Dalios. If you speak to a woman in town, you'll hear that there is a secret passageway in the Northeast room in town. First, buy a Key (かぎ) from the market in town. Then search the tile in the upper-right corner of town to find hidden stairs, as depicted below.



Down the stairs, follow the passage to find a locked door, which you have seen from the opposite side. Use the Key to open the door, then go to the right to emerge on the world map Northwest of Ganimede. Return to Ganimede to find that the city is abandoned, with dead soldiers strewn about.

Head back to the cave Northwest of Ganimede to return to the first area of the game, where the starting city Dalios is located. In Dalios, speak to your girlfriend to witness a gut-wrenching scene in which she says with her dying breath that she is lucky to see you one last time. This scene is on par with Aeris dying in Final Fantasy VII, so prepare yourself.



Translation: "Ahh, I thought I would never see you again. But thank goodness. You are safe..." Peacefully, she stops breathing. ;_:

Enter the headquarters in the upper-right corner of town to speak to your dying commander. He says to go to the capital of the Republic, called Shuto (しゅと), to prepare for the enemy. You can now access the stairs that are at the middle-center part of town that were previously guarded (since one of the guards is nicely slumped over dead, out of your way...that shows him to block your path!). The game won't let you go down the stairs since it says the empire has booby-trapped it. But you can enter the door to find a room with a treasure chest. Search the chest to be told that you should jump into the river to the South where it branches.

Go South from Dalios and enter the water at the location depicted below.



You will ride the current to appear next to a new city, called Mibaros.

Mibaros (みーばろす)

Mibaros Shops:

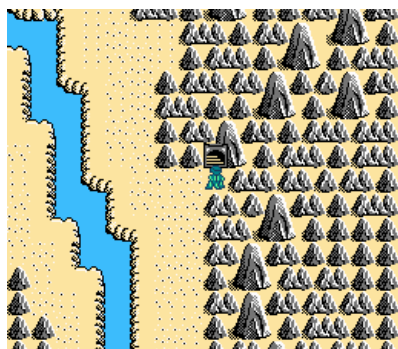
Armor Shop	Zoid Shop	Other Amenities
Search Light (さーちらいと) - 80	Dibison (でいばいそん) - 4500	Save game
E-Tube (ちゅうぶ) - 100	Bear Fighter (べあふあいたー) - 520	Health restore
Smoke Screen (すもーくすくりーん) - 300	Command Wolf (こまんどうるふ) - 560	Bank
Infrared Scope (せきがいせんすこーぶ) - 160		

You will hear that there is a map hidden in town. Search the tile depicted below to find the **MAP**.



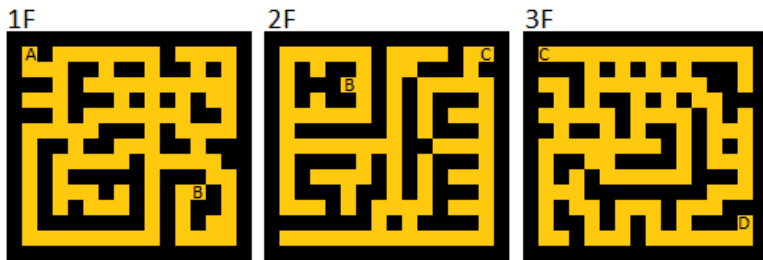
The map will help you navigate the 3D mazes in the game (there are very few and they are short, don't worry). Before leaving, buy the Search Light (さーちらいと) which will illuminate the 3D mazes.

In town, you hear that there is a secret passage in the mountain range that leads to the Republic. Head East from Mibaros, and after awhile you will come to the location depicted below, where you can search to find a hidden cave.



Inside the cave is a 3D maze. Annoyingly, upon entering, the game will say "There are stairs, go up them?". If you say はい (yes), you will just return outside. This happens every time you enter a new floor of the maze, so always say いいえ (no) or else you might lose track of which floor you're on.

Use the Search Light to light up the room. If you have the Infrared Scope, it will do the exact same thing, although it's more expensive. You can also use the MAP to see where you have been. However, you can just use the maps I made, shown below, to quickly navigate through the three floors of this maze. There are no battles in these maze areas.



A - Entrance D - Exit

After passing through the 3D maze, you will emerge next to the city of Etsumi (えつみ).

Etsumi Shops:

Armor Shop	Other Amenities
Search Light (さーちらいと) - 80	Save game
E-Tube (ちゅうぶ) - 100	Health restore
Smoke Screen (すもーくすくりーん) - 300	Bank

Shuto (しゅと)

Head North from Etsumi until you find a bridge. Continue North past the bridge to find another bridge which you should cross. Just beyond the bridge is the city of Croquette (くろけっと). There's no need to enter it, but if you do, you'll find that it is another city that has been destroyed by the empire. Continue East from Croquette and you'll find a fortress nestled in the mountain ranges. This is an enemy fortress, blocking your passage to the Republic's capital city of Shuto.

In the enemy fortress, go down four flights of stairs to find a boss battle versus a Saber Tiger (さーべるたいがー). Defeat it to be promoted to **Captain (たいい)** and receive the **Cryptogram (あんごうぶん)**, which will repeat important pieces of information that you have heard through conversations when you use it. Head up the stairs and you'll see that the enemy fortress has disappeared. Walk further North to reach the Republic's capital city, Shuto.

Shuto Amenities: There are no shops here, but you can save your game, restore your health, and extract money from the bank.

There is also a factory in Shuto, which you can enter by going down some stairs in the upper-left corner of the city. However, the guards won't let you pass until your rank is Major (しょうさ) or higher, so if you've been following the order of events in this walkthrough, you're still not quite there yet.

Go up some stairs in the lower-left area of the city. You will see a pair of guards preventing your passage into the throne room of the president of the Republic. Enter the other door where you will speak with a commander who tells you to head South to the city of Cooper to find a Float so you can cross the seas.

Cooper (くーばー)

Head directly South from Shuto until you hit the shoreline, then go West to find the city of Cooper.

Cooper Shops:

Weapon Shop	Armor Shop	Zoid Shop	Other Amenities
Laser Cannon (れーざーきゃのん) - 600 (A weapon)	E-Tube (ちゅうぶ) - 100	Salamander (さらまんだー) - 2500	None
2-Shot Rapid-Fire Cannon (2れんそくしゃほう) - 150 (B weapon)	Large Cargo (おおがたかーご) - 1000	Barigator (ばりげーたー) - 300	
Rocket Cannon (ろけっとほう) - 1500 (A weapon)	Full Armor (ふる・A) - 600	Command Wolf (こまんどうるふ) - 560	
Sensor Missile (せんさーみさいる) - 1000 (A weapon)	Turbo Booster (たーぼーすたー) - 1200	Dibison (でいばいそん) - 4500	
Napalm Cannon (なぱーむほう) - 400 (A weapon)		Gorhecks (ごるへっくす) - 400	
4-Shot Rapid-Fire Cannon (4れんそくしゃほう) - 400 (B weapon)			

It is probably too expensive for you to consider at this time, but when you have enough money, you should buy Salamander. With Salamander, you can use the Large Cargo item (which you can also purchase here) to teleport to previously visited towns. Super useful, although not really necessary, so you can put it off until it's convenient for your wallet.

Go to the upper-right region of town to find the commander of this city. Speak with him and he says that the Float was stolen. Speaking with people in town make this commander sound suspicious. You can find some stairs in the lower-right corner of the screen that is only accessible by going around the perimeter of the town in a counter-clockwise direction from the town entrance, and there's a hidden staircase in the tree area behind the headquarters. Going to either of those is unnecessary, but will result in you learning that there is a hidden staircase in the headquarters.

After speaking with the commander and leaving the screen (go down a staircase, for example), the commander will be gone. Search the tile where he once stood to find a hidden staircase.



Downstairs, you will see the commander and three treasure chests. If you speak with him, he yells something about how you're too late to stop the empire, then he disappears. Open the treasure chests to get a Vulcan, a Search Light (if you don't have one), and the **Float (ふろーと)**. When you get the Float, you will be promoted to **Major (しょうさ)**.

The Float allows you to go over water when riding certain Zoids (you also need to have Gustav). You don't have one that can go over water yet, but you can purchase Barigator (ばりげーたー) here very cheaply. By riding Barigator, you will now be able to go over water! But first, let's return to Shuto now that you have achieved the rank of Major.

In Shuto, enter the factory in the upper-right corner of town and speak to the guards who will now let you pass, assuming you have been following this walkthrough and are a Major. Follow the path to a room with an old man who will give you your first "large Zoid" called **Gojulas (ごじゅらす)**. Super exciting as he's much more powerful than what you already had (most likely).

Globali (ぐろーばりー)

From Cooper, head South over the water to find an island with a statue on it. You can enter it to speak with an old man who tells you that Globali is to the South. Head South from the statue, over the water, and you will see some land come up on the left side of the screen. Go onto that land and head Southwest to find the city of Globali.

Globali Shops:

Weapon Shop	Armor Shop	Other Amenities
Laser Cannon (れーぎーぎゃのん) - 600 (A weapon)	E-Tank (E-たんく) - 300	Save game
Rocket Cannon (ろけっとほう) - 1500 (A weapon)	Large Cargo (おおがたかーご) - 1000	Health restore
Shock Cannon (しょっくかのん) - 2500 (A weapon)	Smoke Screen (すもーくすくりーん) - 300	Bank
4-Shot Rapid-Fire Cannon (4れんそくしゃほう) - 400 (B weapon)	Infrared Scope (せきがいせんすこーぶ) - 160	Gambling
Napalm Cannon (なぱーむほう) - 400 (A weapon)	Hyper Armor (はいぱー・A) - 1200	

In the headquarters of this city, a soldier in the room says that they want to give you the Zoid called Ultrasaurus, but that it's not finished being assembled. Another person in town says to search the corners of town. Search the tile shown below to find hidden stairs.



Down the stairs, you find the **Decoder (かいどくき)**, which will help you to read some ancient writings later in the game.

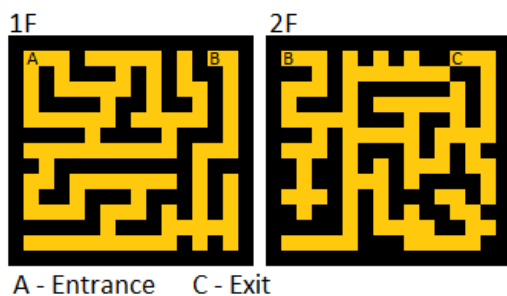
Twin Cities

Go to the Southern tip of the island with Globali on it and enter the water, then go West over the water. You'll come across an island with nothing on it. Go past the island, still heading West for a long way and eventually you'll come to some land. This set of islands has the twin cities on it, and an enemy fortress. You want to visit this place soon, but first, head North over the water to find Manx, an old city you've been to. Soon, you will want to buy the Analyzing Floppy (ぶんせきふろっぴ) from the market here. If not right now, then get it after you pick up the Ultrasaurus (described below) if you don't have enough money yet.

South of Manx is a statue on an island. Visit the statue and the old man will tell you about the twin cities to the South. After visiting the old guy South of Manx, the Ultrasaurus Zoid will be available in Globali. So head all the way back there to get **Ultrasaurus (うるとらぎうるす)** from the soldier in the headquarters. This Zoid is even more powerful than Gojulas. I like the A button attack it starts with (the Laser Cannon).

If you haven't bought the Analyzing Floppy from Manx yet, you need to do so now. Then head to the island with the Twin Cities. There are two identical cities on the East and West sides of the set of islands. The people and their dialogue is identical in both places. In both cities, you can walk past the upper border of the town into the grassy area to find a woman. Similarly, you can walk far into the grass on the right side of the town to find a man. If you go to the upper-right corner of this grassy extension, you will see an old man standing next to some stairs. Enter the stairs to find a 3D maze.

The 3D mazes in both of the twin cities are identical. It doesn't matter which city's maze you enter, the first one will always lead you to the wrong final destination, an enemy fortress with nothing in it. So once you've reached the fortress, go back through the 3D maze and enter the maze of the opposite town to reach some ruins. A map of the 3D maze is shown below.



Once you've reached the ruins, approach the stairs in the upper-left corner of the screen. You'll see some text telling you that there are ancient writings. If you have the Decoder and the Analyzing Floppy, you will be able to read them. It is a message from a space craft that crashed here in the year 2238 AD. The message says, "We can never return home, and must make this planet our new home. The people of this world are intelligent, but weak. We can probably conquer this planet with our power."

Go up several flights of stairs, and when you reach the top floor of the ruins, stand in front of the statue in the lower-left corner of the screen to read another message. It is basically a "with great power comes great responsibility" kind of lecture, and you get the **Blueprints** (せっけいず), which are needed in order to create a powerful Zoid. At this time, you are also promoted to **Lieutenant Colonel** (ちゅうさ).

Helic 1 (へりっく1せい)

With the Blueprints, go all the way back to the Republic's capital city, Shuto. There, enter the factory and speak with the old man to give him the Blueprints. He will be excited to see the plans for a powerful Zoid, but says that you need three parts before you can build it. He says to seek the help from people on an island to the Southeast.

Go to the Southeast end of the continent where there is a statue. From the statue, head directly South over the water until you find land. On the land, head Northeast to find the city of Helic 1. However, if you try to enter it, you will be repelled, because only a "holy soldier" can enter the city. Head Northeast, and stay along the Southern coast as the land curves to the East. Make your way through the rocky path to find a statue with an old man inside. The old man says that you might be able to enter Helic 1 if you can capture an enemy fortress to the Southwest.

Go all the way South of Helic 1 to the Southwest tip of the continent. Then go a little Southwest over the water to find more land. At the middle of this island is an enemy fortress surrounded by mountains. To reach the fortress, search the swamp terrain Southwest of the fortress, shown below.



After passing through the cave, go up four flights of stairs in the enemy fortress to find two bosses. The first is a Dimetrodon (でいめとろどん), which should seem very weak to you by now. The other boss is the much stronger Iron Kong MK2P (あいあんこんぐMK2P). Defeat it to be promoted to **Colonel** (たいさ) and get the **Pyro Bullets** (こうねつだん). Go down the stairs behind the boss to return to the first floor, then backtrack all the way to the old man at the statue Northeast of Helic 1. For capturing the enemy fortress, he announces that you are truly the holy soldier and gives you a **Letter** (てがみ) with which you can enter Helic 1.

Enter Helic 1 and speak to the old man in the room at the lower-left corner of town. You will receive the **Will** (ゆいごん), as in the last requests of a dead person, and you are promoted to **Commodore** (じゅんしょう). The Will belonged to the father of the President of Helic and Emperor Zenebas (since they're brothers), and is an important item for later in the game.

You can speak to a girl in the upper-left corner of Helic 1 to receive the **Shield Liger MK2** (しーどらいがーMK2). If you have four Zoids already (excluding Gustav), then she will make you discard one first. You can't discard Gojulas or Ultrasaurus, and you still need Barigator for an event later (although you can re-buy him if you discard him now). You don't really need Pteras unless you're in love with the Scout command (which I hardly ever used). If you have Salamander, then you should keep him, in which case I would avoid getting the Shield Liger for now and get it later after you are finished with Barigator. If you don't have Salamander, then perhaps your party will be: Gojulas, Ultrasaurus, Barigator, Shield Liger MK2.

Cook (くっく)

Return to the Republic's capital city of Shuto. You'll find that everyone is missing. So you won't be able to save your game here. For now, the most convenient place is Etsumi, the city to the Southwest that you found after emerging from the first 3D maze.

Go up the stairs in the lower-left portion of town and you'll see that the president's chambers are now unguarded. Enter the room and approach the thrown to find a letter. It tells that the empire advanced upon this city and that they were forced to retreat to a new location.

Enter the factory and in the room where the old man once stood you will find a new door in the upper-left corner of the room. Enter it and you will emerge on the world map in a new location. Walk directly West for quite a ways and you'll find the city of Cook.

Cook is occupied by the empire, so there are empire soldiers walking around. If you talk to them, you will get thrown in prison. If you get thrown in prison, search the wall three spaces to the left of the prison door to find a hidden staircase that will take you back outside.

Speak with a man standing on some stairs in the Northwest corner of town. He is a supporter of the Republic and asks you to come upstairs. Speak with the people here a few times to rest and be told that the enemy commander has a pistol you should find. Go down the stairs at the bottom-center of town to enter the prison, and go in the door at the top of the screen to enter an empty office room. Search the desk in the position shown below to find the **Pistol (びすとる)**. The commander will appear in front of the door. Speak with him and he sees that you have the pistol. He hands over the **Jail Key (ろうやのかぎ)** and runs away.

Now you can speak to the guards in the jail to get past them and use the Jail Key to open the cell doors and speak with people. You'll hear that Barigator can be used to enter the well in the city. Go back outside the jail and walk into the well. Search to find a hidden door, and you will enter an underwater area (assuming you have Barigator. If you do not, you have to go buy him now and come back). In this underwater area, search near the lower-right corner of the screen to find the **Hover Craft (ほばーくらふと)**.

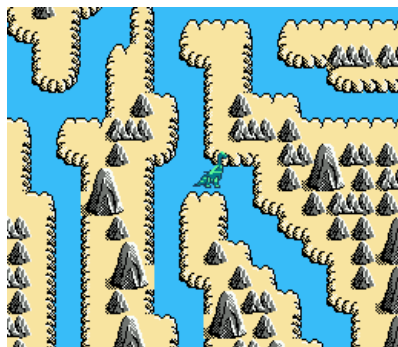


The Hover Craft allows you to move over rivers on the world map. You no longer need Barigator, so feel free to sell him off.

Bladrock (ぶらっどろっく)

Exit Cook and go along the river leading South from the city. Follow the river until you reach a branch that heads North into the sea. Go up that path, then go directly North for awhile and you'll eventually find an island. Search one of the trees to find the **Life-Support System (せいめいいじそうち)**. This will allow you to travel over the snowy terrain around Zenebas' fortress without receiving damage.

Go back South and re-enter the waterway that you took from Cook. From the path that leads North to the sea, go South down the path that is just to its left. Go straight down, ignore paths that branch to the left and right until you are forced to go either Southwest or Southeast. At that time, go directly right, walking over the land, then South to follow the path shown in the screenshot below.



When the path splits, go South and you will eventually come to the new capital city of the Republic, called Bladrock.

Bladrock Shops:

Weapon Shop	Armor Shop	Other Amenities
4-Shot Rapid-Fire Cannon (4れんそくしゃほう) - 400 (B weapon)	Large Cargo (おおがたかーご) - 1000	Save game
Long Range Cannon (ちょうきよりほう) - 3000 (A weapon)	Smoke Screen (すもーくすくりん) - 300	Health restore
Shock Cannon (しょっくかのん) - 2500 (A weapon)	E-Tube (ちゅうぶ) - 100	Bank
4-Shot Beam Cannon (4れんびーむほう) - 600 (B weapon)		Simulation room

Go up the stairs in the lower-left region of the city. Speak to the old man in the lower-right corner of the room to give him the Pyro Bullets. He says you need to get three parts total to create the best Zoid. This is the first part, so we have two more to find, and we will bring them to this old man at that time.

You can speak to the guards on the left side of the room to gain access to the president's chambers. Speak to the president, sitting on the throne, to show him the Will. He asks you to show the will to his brother Zenebas. So say はい (yes) to agree. Now, enter the door in the Northwest corner of the room to emerge on the world map, next to the river path that you came to from Cook.

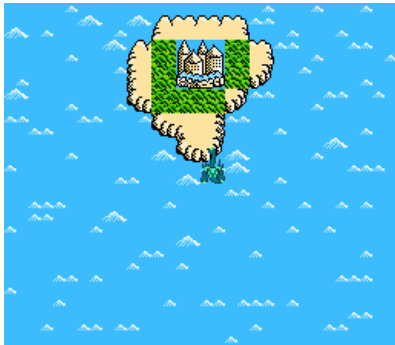
Underwater City

From the river path, go clockwise around the continent via the sea to eventually come back to the area where Shuto is located (or use Salamander's warp ability if you have him). Enter the water West of Shuto to find a small island with a statue on it. Enter the statue to talk to an old lady that wants you to check on her son that lives in the East. Now, go East from Shuto by going East directly from the location depicted below.



Before long, you will come across a Y-shaped island. Go East 1/2 screen beyond the Y-shaped island, then go North to find a small island with a statue on it. Enter the statue to speak to an old man (the son of the lady you just visited). For telling him about his mother, he tells you that you need to approach the underwater city when you can see it directly to the North.

Go North from this island, and you will come across a small island with the entrance to the underwater city. However, if you don't approach this island from the correct direction, a current will carry you all the way back to the Shuto continent, which is super annoying. To reach the island, you have to approach it from directly below the island from the location pictured below.



If you approach the island from even one tile over to the left or right from the location I've pictured, you will be carried away by the current. Inside, a woman tells you that the underwater people live here. Go down the stairs and you'll come across a man blocking the stairs. He makes you take a test to pass, which is a puzzle game in which you have to change all of the tiles to yellow. They change color when you walk over them, between blue and yellow. The puzzle layout is different each time you try to enter the city. After changing all tiles to yellow, you can continue going down toward the city.

You'll come across another person guarding stairs. This person makes you take a quiz. Answer いいえ (no) to all five of his questions to pass the test and continue to the city. In this city, speak with the old man in the lower-right corner of the city. You ask how to cross the red sea, and he gives you a **Neutralizer** (ちゅうわざい) which he says you can use to cross it. He also gives you the **Life Form Energy** (せいめいたいえねるぎー), which is one of the three parts needed to make the powerful Zoid. If he doesn't give you both items, it's because you don't have enough room in your inventory. If you have even more room, he will keep giving you a bunch of junk items that you could buy at the market in Manx.

Go through the door in the upper-right corner of the city to return to the world map. Be careful when getting off the island, because if you don't go directly South through the path you entered, you will get carried away by the current.

Zenebas

Go East from the island that had the underwater city in order to reach the red sea. Don't walk into it or it will damage you. Stand next to it and use the Neutralizer to make the red sea disappear. Now you can head Northeast to find the continent which contains Zenebas' fortress.

On the East side of the continent is a small island with a town on it. Visit this town when you want to get all of your Zoids' health restored for free (but you can only do this once). Get their health restored by talking to the old man at the lower-right corner of the town, saying はい (yes) while speaking to him, then speaking to the guy standing behind the counter. After restoring your health, the city will disappear.

Zenebas' castle is in the Northwest corner of the main continent. Next to the fortress is a patch of grass that you can search to find the **Special Alloy** (とくしゅごうぎん).



This is the third part needed to build the powerful Zoid. If you have collected all three of them (and found the Blueprint), you can visit the old man in Bladrock in the room just outside the president's chamber. Speak to him to give him the parts. Then speak to him again to receive the Zoid called **Mad Thunder** (まっどさんだー).

Enter Zenebas' fortress and fight an Iron Kong (あいあんこんぐ) in the lower-left corner. After defeating it, search the tile that it was standing on to find a hidden staircase. For the rest of this fortress, you will continue fighting enemy bosses and finding hidden staircases by searching underneath the tiles on which they stood. On the second floor, you fight another Iron Kong, on the third floor you fight a Great Saber (ぐれーとさーべる), on the fourth floor you fight an Iron Kong MK2, and on the fifth and sixth floors you fight an Iron Kong MK2. On the seventh floor, fight a Deathsaurer (ですざうらー) in the upper-left corner of the room. When you defeat it, you are promoted to **Major General** (しょうしょう). Enter the door to find Zenebas on his throne.

Speak with him and he says that you are a brave soldier. He says that he will spare your life if you agree to serve him. Say いいえ (no), or else you will immediately get a game over. Then he asks if you have something to give him. Say はい (yes) and you give him the Will. He is touched by it and his connection to his brother and agrees to withdraw his soldiers from his assault on the Republic. But he says that he is not the real enemy and that you need to go to Valecia to battle the real menace. After the conversation, you emerge outside. You get a transmission and Zenebas tells you to go to the South to find a passage to Valecia.

Valecia


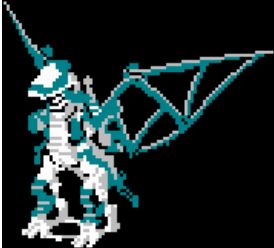

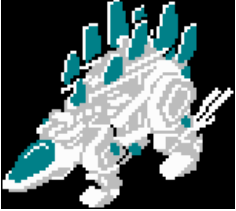

Go to the Southwest part of Zenebas' continent to find a statue. An old man inside blocks a staircase, but he will now let you pass now that you have Zenebas' permission. The fortress below feels very maze-like, but it is not, it is actually extremely linear. As long as you keep going down new sets of stairs, you will keep making progress, and eventually you emerge on the world map, South of Valecia. Go North to enter Valecia.

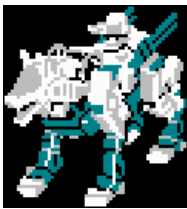
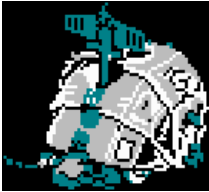

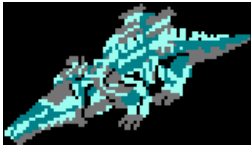

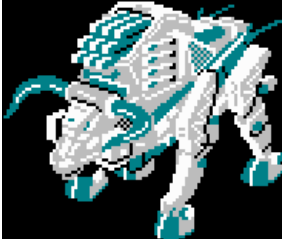
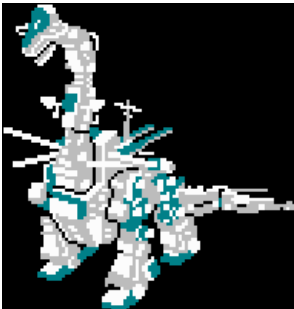

Inside, go down a few flights of stairs until you find some Deathsaurer bosses. Defeat two of them and you will be promoted to **Lieutenant General** (ちゅうじょう). Go up the stairs to return to the world map and you will see the rocks disappear that were blocking your access to the water, so you can leave and save and return easily if you like.

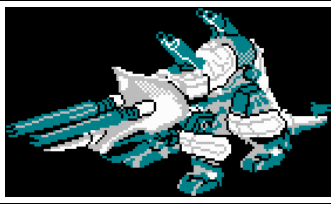
Go East of Valecia to find another fortress. Go down four flights of stairs. On the bottom floor, you will fight three Death Saurer MK2 bosses. After that, you can enter a door leading to the true ruler of the Empire, Rand (らんど). He just yells some junk about wanting to kill the President of the Republic, then you fight another Death Saurer MK2. After winning, the president congratulates you and you're rewarded with some staff credits and pictures of Zoids. Congratulations!

Zoids

Republic Zoids

	<p>Arosaurer (あろざうらー) Type: Allosaurus Size: Small Zoid Offense: 800, defense: 600 Length: 13.7 m, height: 10.8 m, weight: 62 tons Speed: 170 km/h How to recruit: You start with this one. It can also be bought in Ganimede.</p>
	<p>Pteras (ぶてらす) Type: Pterosaur Size: Small Zoid Offense: 350, defense: 300 Length: 10.3 m, height: 8.2 m, weight: 21.6 tons Speed: M2 How to recruit: Found in a hidden basement in Uranisuku.</p>
	<p>Cannon Tortoise (かのんとーたす) Type: Tortoise Size: Small Zoid Offense: 350, defense: 280 Length: 9.9 m, height: 5.8 m, weight: 33.6 tons Speed: 100 km/h How to recruit: Buy in Uranisuku or Ganimede.</p>
	<p>Gorhecks (ごるへっくす) Type: Stegosaurus Size: Small Zoid Offense: 600, defense: 700 Length: 14.8 m, height: 7.2 m, weight: 58.8 tons Speed: 120 km/h How to recruit: Buy in Uranisuku or Cooper.</p>
	<p>Bear Fighter (べあふあいたー) Type: Bear Size: Small Zoid Offense: 800, defense: 600 Length: 12 m, height: 6.3 m, weight: 45.6 tons Speed: 190 km/h How to recruit: Buy in Uranisuku or Mibaros.</p>

	<p>Command Wolf (こまどうるふ) Type: Wolf Size: Small Zoid Offense: 800, defense: 650 Length: 14.7 m, height: 7.9 m, weight: 46 tons Speed: 200 km/h How to recruit: Buy in Ganimede, Mibaros, or Cooper.</p>
	<p>Gustav (ぐすたふ) Type: Insect Size: Small Zoid Offense: 0, defense: 0 Length: 14.76 m, height: 9.36 m, weight: 68 tons Speed: 50 km/h Special note: You cannot ride Gustav. However, you need it in your party (and the Float) in order to be able to make certain other Zoids be able to cross over water. How to recruit: Hidden in a ruined city West of Andar.</p>
	<p>Gojulas (ごじゅらす) Type: Tyrannosaurus Size: Large Zoid Offense: 2800, defense: 3500 Length: 26 m, height: 21 m, weight: 230 tons Speed: 75 km/h How to recruit: Receive from the factory in Shuto after you are promoted to Major.</p>
	<p>Barigator (ばりげーたー) Type: Crocodile Size: Small Zoid Offense: 200, defense: 150 Length: 14.5 m, height: 4.4 m, weight: 24.3 tons Speed: 150 km/h How to recruit: Buy in Cooper.</p>
	<p>Salamander (さらまんだー) Type: Pterosaur Size: Large Zoid Offense: 2000, defense: 1700 Length: 21.6 m, height: 17.1 m, weight: 100 tons Speed: M2 How to recruit: Buy in Cooper.</p>
	<p>Dibison (でいばいそん) Type: Bison Size: Large Zoid Offense: 3200, defense: 2600 Length: 20.8 m, height: 10.8 m, weight: 230 tons Speed: 130 km/h How to recruit: Buy in Mibaros or Cooper.</p>
	<p>Ultrasaurus (うるとらざうるす) Type: Ultrasaurus Size: Large Zoid Offense: 7200, defense: 5800 Length: 50 m, height: 27.5 m, weight: 507 tons Speed: 50 km/h How to recruit: Receive from a man at headquarters in Globali after you have spoken to the old man in a statue South of Manx.</p>
	<p>Shield Liger MK2 (しーどらいがーMK2) Type: Lion Size: Large Zoid Offense: 3600, defense: 4000 Length: 21.6 m, height: 11.5 m, weight: 110 tons Speed: 240 km/h How to recruit: Receive for free from a girl in Helic 1.</p>



Madthunder (まっどさんだー) Type: Triceratops














Size: Large Zoid












Offense: 8000, defense: 6400 Length: 41.8 m, height: 16.6 m, weight: 585 tons

Speed: 100 km/h

How to recruit: Assemble three parts and the Blueprints and give them to an old man in Bladrock.

Empire Zoids

	Zatton (ざっとん) Type: Brachiosaurus Offense: 100 Defense: 128 Length: 14.8 m, height: 7.2 m, weight: 58.8 tons Speed: 120 km/h
	Merda (まーだ) Type: Ornithomimus Offense: 100 Defense: 128 Length: 10.1 m, height: 8.7 m, weight: 25.5 tons Speed: 180 km/h
	Malder (まるだー) Type: Snail Offense: 100 Defense: 130 Length: 8.5 m, height: 6.5 m, weight: 34.6 tons Speed: 100 km/h
	Molga (もるが) Type: Insect Offense: 100 Defense: 130 Length: 11.8 m, height: 3 m, weight: 19.7 tons Speed: 200 km/h
	Sea Panther (しーぱんつぁー) Type: Hermit Crab Offense: 200 Defense: 192 Length: 8.4 m, height: 5.5 m, weight: 28.5 tons Speed: 100 km/h
	Saicurtis (さいかーちず) Type: Beetle Offense: 200 Defense: 192 Length: 11.9 m, height: 3.7 m, weight: 17.4 tons Speed: 390 km/h
	Sinker (しんかー) Type: Ray Offense: 200 Defense: 192 Length: 10.8 m, height: 3 m, weight: 26.6 tons Speed: 60 knots
	Twinhorn (ついんほーん) Type: Mammoth Offense: 200 Defense: 195 Length: 9.1 m, height: 8.4 m, weight: 25.3 tons Speed: 180 km/h
	Storch (しゅとるひ) Type: Archaeopteryx Offense: 200 Defense: 200 Length: 13.2 m, height: 6.1 m, weight: 19.2 tons Speed: M2.1
	Helcat (へるきゃっと) Type: Panther Offense: 350 Defense: 260 Length: 13.2 m, height: 5 m, weight: 24 tons Speed: 180 km/h
	Iguan (いぐあん) Type: Iguanodon Offense: 350 Defense: 260 Length: 10 m, height: 8.2 m, weight: 23.6 tons Speed: 200 km/h
	Hammerrock (はんまーろっく) Type: Gorilla Offense: 350 Defense: 300 Length: 5.6 m, height: 6.7 m, weight: 26.8 tons Speed: 180 km/h
	Wardick (うおでいっく) Type: Coelacanth Offense: 500 Defense: 420 Length: 17 m, height: 4.2 m, weight: 32.2 tons Speed: 58 knots

	<p>Brachios (ふらきおす) Type: Brachiosaurus Offense: 800 Defense: 720 Length: 12.6 m, height: 12.6 m, weight: 48.8 tons Speed: 140 km/h</p>
	<p>Brachios MK2 (ふらきおすMK2) Type: Brachiosaurus Offense: 1400 Defense: 1150 Length: 12.6 m, height: 12.6 m, weight: 48.8 tons Speed: 160 km/h</p>
	<p>Black Rhimos (ふらっくらいもす) Type: Rhinoceros Offense: 1400 Defense: 1200 Length: 11.3 m, height: 7.6 m, weight: 56 tons Speed: 160 km/h</p>
	<p>Lidier (らいじゃー) Type: Lion Offense: 1500 Defense: 1400 Length: 12.2 m, height: 6.8 m, weight: 17.5 tons Speed: 500 km/h</p>
	<p>Dimetrodon (でいめとろどん) Type: Dimetrodon Offense: 1700 Defense: 1400 Length: 22.3 m, height: 12.6 m, weight: 156 tons Speed: 150 km/h</p>
	<p>Red Horn (れっどほーん) Type: Styracosaurus Offense: 2000 Defense: 1650 Length: 20.8 m, height: 7.6 m, weight: 94 tons Speed: 130 km/h</p>
	<p>Saber Tiger (さーべるたいがー) Type: Tiger Offense: 2500 Defense: 2200 Length: 15.6 m, height: 9.1 m, weight: 78 tons Speed: 200 km/h</p>
	<p>Iron Kong (あいあんこんぐ) Type: Gorilla Offense: 3500 Defense: 2800 Length: 11.5 m, height: 17.7 m, weight: 187 tons Speed: 150 km/h</p>
	<p>Great Saber (ぐれーとさーべる) Type: Tiger Offense: 4000 Defense: 3400 Length: 15.8 m, height: 11.5 m, weight: 90 tons Speed: 240 km/h</p>
	<p>Iron Kong MK2P (あいあんこんぐMK2P) Type: Gorilla Offense: 6500 Defense: 5850 Length: 11.5 m, height: 20.6 m, weight: 209 tons Speed: 150 km/h</p>
	<p>Death Saurer (ですざうらー) Type: Death Saurer Offense: 8000 Defense: 7600 Length: 32.4 m, height: 21 m, weight: 400 tons Speed: 90 km/h</p>



Death Saurer MK2 (ですざうらーMK2) Type: Death Saurer
Offense: 9900 Defense: 9700 Length: 32.8 m, height: 21 m, weight: 420 tons
Speed: 100 km/h

Ranks

- Private (2とうへい)
- Private First Class (1とうへい)
- Sergeant (ぐんそう)
- Warrant Officer (じゅんい)
- Second Lieutenant (しょうい)
- First Lieutenant (ちゅうい)
- Captain (たいい)
- Major (しょうさ)
- Lieutenant Colonel (ちゅうさ)
- Colonel (たいさ)
- Commodore (じゅんしょう)
- Major General (しょうしょう)
- Lieutenant General (ちゅうじょう)

Items & Equipment

B-Button Weapons

Name	Cost	Description
Autocannon (きかんほう)	50	Double barreled weapon. Equipped by any Zoid.
Vulcan (ばるかんほう)	100	Double barreled automatic weapon (hold down B for rapid fire). Equipped by any Zoid.
Beam Rifle (びーむらいふる)	200	Single barrel weapon that shoots on the left side of the screen. Equipped by small Zoids.
2-Shot Rapid-Fire Cannon (2れんそくしゃほう)	150	Shoots two bullets per button press on the left side of the screen. Equipped by Arosaurer.
4-Shot Rapid-Fire Cannon (4れんそくしゃほう)	400	Shoots four bullets per button press on the left side of the screen. Equipped by Gojulas.
4-Shot Beam Cannon (4れんびーむほう)	600	Shoots four bullets per button press on the left side of the screen with rapid fire. Equipped by Gojulas.

A-Button Weapons

Name	Cost	Description
Cannon (きゃのんほう)	300	Single barreled weapon. Powerful early in the game, but only one bullet can be on screen at a time. Equipped by any Zoid.
Napalm Cannon (なぱーむほう)	400	Single barreled weapon. Only one bullet can be on screen at a time. Equipped by any Zoid.
Missile Pod (みさいるぼっど)	600	Double barreled weapon that only allows one stream of bullets on screen at once. Equipped by any Zoid.
Laser Cannon (れーざーきゃのん)	600	Single barreled weapon that allows multiple bullets on screen at once. Equipped by large Zoids.
Sensor Missile (せんさーみさいる)	1000	Homing missile that will hit the enemy even if they are not in your crosshairs. Shoots one missile at a time. Equipped by large Zoids.
Rocket Cannon (ろけっとほう)	1500	Single barreled weapon. Only one bullet can be on screen at a time. Equipped by large Zoids.
Shock Cannon (しょっくかのん)	2500	Single barreled weapon. Only one bullet can be on screen at a time. Equipped by Gojulas, Ultrasaurus, and Mad Thunder.
Long Range Cannon (ちようきよりほう)	3000	Double barreled weapon that only allows one stream of bullets on screen at once. Equipped by Ultrasaurus and Mad Thunder.

Defensive Items

Name	Cost	Description
Protector (ぷろてくたー)	150	Increase defense. Equipped by small Zoids.
Light Armor (らいと・A)	300	Increase defense. Equipped by small Zoids.
Full Armor (ふる・A)	600	Increase defense. Equipped by large Zoids.
Hyper Armor (はいばー・A)	1200	Increase defense. Equipped by Gojulas, Ultrasaurus, and Mad Thunder
Auxiliary Engine (ほじょえんじん)	300	Increase speed during battle. Equipped by small Zoids.
Turbo Booster (たーぼーすたー)	1200	Increase speed during battle. Equipped by large Zoids.

Items

Name	Cost	Description
E-Capsule (E-かぶせる)	20	Restore 200 health to the Zoid you are riding
E-Tube (ちゅうぶ)	100	Restore full health to the Zoid you are riding
E-Tank (E-たんく)	300	Restore full health to all Zoids
E-Shield (E-しーると)	50	You are undamaged by 10 hits during a battle
Beam Screen (びーむすくりーん)	80	You are undamaged by 15 hits during a battle
Analyzing Floppy (ぶんせきふろっぴ)	1000	If you also have the Decoder, you can read ancient writings in some ruins
Tropical Fish (ねったいぎょ)	100	No use
Roast Beef (ぎゅうろーす)	100	No use
Underwear (ぱんつ)	20	No use
Battle Story (ばとるすとーりー)	500	No use
Key (かぎ)	50	Opens a locked door in a tunnel connecting Manx to Hobito
MAP	--	Use to see where you've been in a 3D maze
Smoke Screen (すもーくすくりーん)	300	Immediately escape from enemy fortresses to the world map
Search Light (さーちらいと)	80	Illuminate the darkness of the 3D mazes
Infrared Scope (せきがいせんすこーぶ)	160	Illuminate the darkness of the 3D mazes
Cryptogram (あんごうぶん)	--	Use to see a snippet of dialogue from a previous conversation
Card (かーど)	--	Open a chest containing the Float
Large Cargo (おおがたかーご)	1000	Use while riding Salamander to teleport to a previously visited city
Float (ふろーと)	--	If you have this and Gustav, you can move over water while riding Barigator or Ultrasaurus
Decoder (かいどくき)	--	If you also have the Analyzing Floppy, you can read ancient writings in some ruins
Blueprint (せっけいず)	--	Needed to build the Mad Thunder
Pyro Bullets (こうねつだん)	--	Needed to build the Mad Thunder
Letter (てがみ)	--	Needed to enter Helic 1
Will (ゆいごん)	--	Show to Zenebas
Pistol (ぴすとる)	--	Needed to get the Jail Key and get past the guards in Cook
Jail Key (ろうやのかぎ)	--	Open the jail cells in Cook
Hover Craft (ほぼーくらふと)	--	While riding Barigator or Ultrasaurus, you will be able to move over rivers
Life-Support System (せいめいいじそうち)	--	Move over the snow on Zenebas' continent without receiving damage
Neutralizer (ちゅうわざい)	--	Remove the red sea from the water so you can cross it
Life Form Energy (せいめいたいえねるぎー)	--	Needed to build the Mad Thunder
Special Alloy (とくしゅごうきん)	--	Needed to build the Mad Thunder

Conclusion

Hope you enjoyed Zoids 2! If you have anything to contribute to this FAQ or any questions or suggestions, please email me at [lastbosskiller\[at\]gmail\[dot\]com](mailto:lastbosskiller[at]gmail[dot]com).

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