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LL      EEEEEEE  GGGGG  AAA    CCCCC  YY  YY
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Written by Chen Guojun / Cyber Akuma / Mech Gouki / Ultimate Reality /
 God of Truth

(Email address listed below.)

~Feel the Dream of Energy~

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VERSION HISTORY

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AUTHOR'S NOTES:

For those of you who still have questions and other Zoid related questions, I hope that you can refer to Wandrian Wvlf's FAQ, and contact him instead. He is more familiar with such questions.

Note that I will not be answering any questions anymore. Please do not email me any questions.

This Guide is certainly far from perfect, and is still undergoing construction. I will need as much help as possible. If there is anyway that you can contribute to this guide, please do so. I will need all the help I can get. All contributions will be credited accordingly.

My computer still has various problems. Don't be surprised if I disappear all of a sudden.

Please take note that for your personal use, you may delete the Miscellaneous Notes section, the Contribution section, as well as questions that may be irrelevant to you in the FAQ section, if you feel these sections to be redundant. These sections can be safely deleted, as they have little gameplay related information.

Last but not least, I have noted a significant decrease of undesirable email in my email accounts. Thank you all, and please continue to follow the email guidelines.

Version 1.22-Revised

31-03-2005

Corrected Phalanx Commands and Dummy Organoid descriptions.

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INTRODUCTION
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Game Info-
This Guide is written for the game Zoids Saga II and Zoids Legacy for the Gameboy Advance. The previous game in this series is Zoids Saga (released in Japan only).

Zoids Saga II is the original Japanese Version. Zoids Legacy is Zoids Saga II released for the US.

Game Overview-
This game is sequel to the game Zoids Saga. It features a wide cast of characters from the previously released Zoids Games and Anime. Most (but not

all) of the important characters are featured here.

This game was first released in Japan as Zoids Saga II. It was released in the US as Zoids Legacy.

The system of this game has changed from the prequel. 8-Directional Movement is now allowed instead of just 4 directions. All combat is now in random encounter. You are to travel on a large world map, and almost all of the dungeons can be visited over and over. Pilots now all have their own levels. These are just some of the major changes in the game from the prequel.

View-

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

Using the Guide-

It is highly recommended that you search through this guide using the Find Function (Ctrl + F). Using the Find function will allow you to search through this guide easier.

Language-

The names and terms used in this FAQ are directly translated from the Japanese version of this game - Zoids Saga 2. Take note that there will be differences in the names between Zoids Saga 2 and Zoids Legacy.

Legal Info-

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WALKTHROUGH

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How to use this guide-

This walkthrough will list out different areas with a label, so that you will know where you are. Events are listed step by step so that you will know where to go and what to do.

This walkthrough will not state the exact ways to go in most dungeon. This is because most dungeons contain confusing looping paths. It will be hard to navigate, let alone map out exactly where to go.

Tips are listed all over this guide. You should read them for more knowledge.

Status indicates direct changes in party. Whether a character leaves or joins your party, or you receive a new Zoid.

Take note of events stated. You should not skip events. Should you skip one, you may find yourself stuck at one place, until you complete that event.

There are Zoid encounters listed for the areas. Note that some of them are not distinct, and areas may overlap.

There are also Shop lists, and Treasure lists here, so be sure to read them.

Fixed battles are listed.

Take note of Bosses listed as well. You cannot escape during Boss fights, and all the stats of Bosses are hidden from view. The HP listed are all estimated values of the Boss Zoids.

Prologue

When you start the game, you will be prompted to input the name of your Main Character. The default name is Zell.

You see a few short scenes, first of the characters from Zoids Saga 1, then from Guardian Force, and then from Century Zero.

You will see your character move a Gustav into a Town. Your first Zoid is a SaberLion.

Seb Town

Items: Core Active Ion Small

Armaments: Laser Machine Gun, Extension Armor

Deck Commands: Supply Master (Old Man in the Bar),
Data Collect 1 (Scientist in the Zoids Research Facility.)

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

Item Shop: Core Active Ion Small	500G
Reactivate Unit	800G
Shockwave	3200G

Weapon Shop: Particle Cannon	10000G
Mini Laser	1000G
Impact Cannon	1000G
Machine Gun	800G
Gatling Cannon	6000G
Extension Armor	5000G
Micro Sensor	2000G
Turbo Charger	5000G

Challenging Mode Level 1 Open

Your purpose here would be to talk to everyone in town. You will only be able to leave after you talk to everyone. The people here would offer you advices and helpful tips. Collect items, and the important Commands.

IMPORTANT NOTE: Before you completely start out, take note that if you want Zell's Organoid to have a maximum effect, you have to start, NOW! If it doesn't matter to you, play normally. If you wish to get Pulse at maximum effect, then read the Secrets Section on Maximum Pulse.

(Take note that this is not recommended for Beginners.)

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

Tip: You have 2000G. You should upgrade your SaberLion a little bit. Upgrade your Zoid's Defense first. Your Zoid becomes harder to destroy.

Tip: Also remember to equip those commands you receive. Data Collect 1 allows you to receive an enemy Zoid Data if you defeat all enemies in the turn you use the Command. Supply Master lets you earn 2 times as much gold if you defeat all enemies in the turn you use the Command.

Tip: All Deck Commands are reusable, but you can only use a Deck Command once in any battle. Each turn in battle, you are allowed to use one Command. Remember to equip your Deck Commands.

Once you have collected all the information, head out.

Overworld

Enemies:

South Area (Seb Area) -

Grasslands: Molga, Merda, Gator, Killerdome

Desert: Pteras, Double Sworder, Saicurtis, Guysack, Cannory Molga,
Killerdome, Godos, Cannon Tortoise, Redler, Hammer Rock, Iguan
Hellcat

North Area (Garil Storm Battle Area) -

Grass Area: Molga, Merda, Gator

Desert: Command Wolf, Shield Liger DCS, Cannon Tortoise, Gunsniper,
SnipeMaster, Merda, Rev Raptor

First, head West. An event will occur. You will now fight 2 Molgas.

Fixed Battle: Molga x 2

Then, after you win, you will fight another battle with 2 new Molgas. This time, a girl will join your battle. She will only join you for this battle, and you will see a White Gustav leave.

Fixed Battle: Molga x 2

Status: Mystery Girl and her Guntiger joins you only for the duration of this battle. She will leave after the battle is over.

Tip: If you want to speed up to combat, just press B during Scenes.

Tip: The Desert to the North has some good Zoids. You can hunt for various Zoid Datas there. Use Data Collect 1 or Core Security 1 to get the Zi Data and Zi Parts.

Once you're done, head over to the next town to the West.

Tip: If you get lost, remember that you can view the World Map when you press the "Select" or "R" button.

Ramer Town

Items: Reactivate Unit

Armaments: Mini Laser

Deck Commands: Warrior's Friendship (when Yuno joins),
Brownout (when Yuno joins)

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

Item Shop: Core Active Ion Small	500G
Reactivate Unit	800G
Shockwave	3200G

Weapon Shop: 2-Set Laser	5000G
Anti-Air Laser	1200G
Laser Machine Gun	4000G
Vulcan Cannon	1000G
Anti-Air Gatling	8000G
2-Set Missile	4000G
Extension Armor	5000G
Radar	1000G

You should see a Battle Centre to the north. It is noted with a Feather Quill. Enter it. Talk to the Robot Judge, and ask to enter in the contest. You will be needing a partner, so head out and search for one. Enter the Research Facility, talk to the people, then head back out. There will be an event.

You will meet the girl you met earlier. Yuno (1st) will now join with her GunTiger. Remember to assign her to your group. She will also give you 2 Commands.

Status: Yuno Joins you. GunTiger received.

Tip: Warriors Friendship allows HP recovery. Very useful. Brownout freezes all allies for one turn, and restores EP on one of the Zoids. Not very useful, but it does have its uses.

Tip: Remember to upgrade Zoids. Doing so will give you a great advantage in

battle.

Head back to the Battle Centre. Now enter the battle. You are team Zell.

Battle 1: Team Cannon

Enemies: Cannon Tortoise Cannon Tortoise

Battle 2: Team Killer

Enemies: Gator Killerdome

Battle 3: Team Saicurtis

Enemies: Saicurtis Saicurtis

Battle 4: Team Bugs

Enemies: Cannory Molga Guysack

Battle 5: Team Hellcat

Enemies: Hellcat Hellcat

After the battles, head South to leave town. Yuno will ask you if you want to leave. Say Yes to exit.

Note that you are not allowed to leave until you have at least won one battle. You will be allowed to leave town once you have won at least one battle.

Tip: Don't be in such a hurry to build other Zoids yet. You should only build Zoids that are more powerful than your current ones. You should as far as possible avoid building new Zoids, and instead focus on strengthening current Zoids you possess.

Head West to Ancient Village.

Ancient Village

Armaments: Gatling Cannon

Deck Commands: Land-Mine Setup (from Old Man in Bar after battling the enemy Guysack)

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

Item Shop:	Core Active Ion Small	500G
	Reactivate Unit	800G
	Shockwave	3200G

Weapon Shop:	Heavy Particle Cannon	22000G
	Anti-Air Machine Gun	1600G
	Anti-Air Vulcan	2000G
	Heavy Gatling	15000G
	4-Set Missile	10000G
	Anti-Air 2-Set Missile	8000G
	Large Extension Armor	10000G
	Enhanced Micro Sensor	5000G

Upon entering, there will be an event. You will be required to fight, this time

against a team of 4 Merdas.

Fixed Battle: Merda x 4

Once you win, Yuno leaves you, but she leaves her GunTiger Zoid behind.

Status: Yuno (1st) leaves you.

Exit the town, then head up North.

When you head north, there will be an event. You are now required to fight a Boss Fight.

BOSS: -Redler- HP~???

Strategy: This boss is not too hard, but it does have a high Evade. It helps if you have some Anti-Air Weapons. This battle will be over once Ribaius takes some damage.

After this battle, you will be taken back to the Ancient Village. Save, then head into the Village House for an event. You will now have to fight another battle. This time, you will be fighting a Guysack.

Fixed Battle: Guysack

Once you win, another event will happen. Eventually, you can control your character again.

Go to the Bar, and get the Land-Mine Setup command from the Old Man.

Tip: Land Mine Setup disallows all Combat attacks from both sides for one turn.

Head out of town, then head north into Rogue Village.

Rogue Village

Items: 1000G, Core Active Ion Medium

Zoid Data: Hammer Rock

Deck Commands: Core Security 1 (Scientist in Research facility)

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

Item Shop:	Core Active Ion Small	500G
	Reactivate Unit	800G
	Shockwave	3200G

Weapon Shop:	2-Set Anti-Air Laser	7000G
	Pulse Laser Gun	6000G
	Accelerated Cannons	3500G
	Accelerated Impact Cannon	5000G
	Heavy Machine Gun	2000G
	Mega Vulcan	6000G
	6-Set Missile	21000G
	Large Radar	4000G

Get the Hammer Rock Zoid Data from the Village House. Head into the Research Facility.

There will be an event. Bit will now join you.

Status: Bit (1st) joins you.

Talk to the Scientist to get the Core Security 1 Command.

Tip: Core Security 1 Command allows you to keep a Zoid Part, if you defeat all enemies in the same turn you use this Command. The Zoid part is random, from one of the enemy Zoids.

Anyway, head to the Village House. Bit will say something. Enter the House. There will be an event. Choose to battle them, and there will be a battle against a Hammer Rock.

Fixed Battle: Hammer Rock

After the battle, head out of town. Head all the way east until you reach Garil Storm Battle Area.

Challenging Mode Level 2 Open

Garil Storm Battle Area

Zi Parts: Zoid Core SS

Zoid Data: Command Wolf

Deck Commands: Junk Parts (from the Old Man in the Bar)

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

Item Shop:	Core Active Ion Small	500G
	Core Active Ion Medium	1500G
	Reactivate Unit	800G
	Shockwave	3200G
	Emergency Escape Unit	8000G

Weapon Shop:	Heavy Particle Cannon	22000G
	2-Set Anti-Air Laser	7000G
	Beam Needle	10000G
	Beam Rifle	8300G
	Double Cannon	5000G
	Assault Rifle	10000G
	Close-Range Rail Gun	9000G
	Infra-Red Scope	1000G

Head for the Research Facility. Open the 2 containers for an SS core, and a Command Wolf Data.

An Old Man in the Bar will give you Junk Parts Command.

Tip: If you use Junk Parts in a turn which you destroy all Zoids, you will get

a Weapon. If no Zoids are armed, then you get nothing.

Head for the Battle Centre once you are done exploring here. Choose to enter the battles.

Battle 1: Team Breaker

Enemies: Double Swordsman Double Swordsman Double Swordsman

Battle 2: Team Viper

Enemies: Stealth Viper Stealth Viper Stealth Viper

Battle 3: Team Bomber

Enemies: Pteras Radome Pteras Bomber Pteras Bomber

Battle 4: Team Hunter

Enemies: Cannon Tortoise BC Hellcat Hellcat

Battle 5: Team Ribaius

Enemies: Redler Booster Cannon Guysack Guysack

BOSS: -Redler Booster Cannon- HP~400, Guysack x 2

Stratgy: Battle 5 is a boss fight. Take out the 2 Guysacks first. It helps a lot if you have been properly upgraded. The Redler's attack power can be overwhelming, so make sure you recover properly.

After the Battles, there will be an event. Bit leaves. Eventually, you end up at the Overworld.

Status: Bit (1st) leaves your party.

There is a ruins directly to the East. That is the East Sea Bottom Ruins. Ignore it for now. Head NorthEast towards Mount Town.

Tip: The East Sea Bottom Ruins is a totally optional dungeon. You may choose to visit it at any time. Refer below for details on this optional dungeon. I recommend you visit this place later when you have at least 6 Pilots and Zoids.

Mount Town

Item: Zoid Core Balm

Armaments: Smokescreen Generator

Zoid Data: Sabre Tiger, Shield Liger

Accesses: Item Shop, Weapon Shop, Bar, Zoids Research Facility,
 Zoids Battle Centre, Villager House

Item Shop: Core Active Ion Small 500G
 Core Active Ion Medium 1500G
 Reactivate Unit 800G
 Shockwave 3200G
 Emergency Escape Unit 8000G

Weapon Shop: 3-Set Laser	13000G
Assault Beam Cannon	5000G
Double Cannon	5000G
Assault Rifle	10000G
Rail Gun	10000G
Anti-Air Mega Vulcan	8000G
8-Set Missile	44000G
Radar System	6000G

Organoid Change: Waitress in Bar, Option:

- 1) White + 2
- 2) Red + 2, Black + 1
- 3) Blue + 1

Man in Bar, Option:

- 1) White + 1
- 2) Blue + 1

Upon getting close to the town there will be a long event. You will be asked a question. If you choose Liger as your answer, you will get a Shield Liger. If you choose Tiger as your answer, you will get a Sabre Tiger. Either way, you will get both Zoid Datas for these 2 Zoids.

Status: Pulse joins Zell as an Organoid. Shield Liger / Sabre Tiger received. Pulse's starting Level is Lvl 1.

Tip: The emotion colour of Pulse will determine the stat growth of Pulse during each level up. Pulse will level up every time Zell gains a level.

Tip: It is highly recommended that you take the Shield Liger. Upgrade the Shield Liger into a Blade Liger, and then upgrade it to a Blade Liger AB. The Blade Liger AB is the strongest Zoid made from the Shield Liger. The Saber Tiger forms are not as powerful as that.

Challenging Mode Level 3 Open

You end up in town.

Go to the bar, talk to the people and choose options to change the organoid.

Tip: Conventional wisdom will tell you that it is much better to be a nice guy. Just try to be nice to everyone, and get good Colour Points. Conventional wisdom is wrong! In this game, being nice will give you mostly White or Blue Colour Points. Those colours are not good to Level Up in. Try to aim for Red and Black.

When you are done here, head up to the battle centre, and enter in battle. You have to set up only Zell's unit in battle.

Battle 1: Team Wolf VS Team Zell

Enemies: Command Wolf

Upon winning the first battle, there will be an event happening.

Status: Alvern, Zan and Theta will join your party. You will receive LeoBlaze, Unenlagia, Mosasledge, and NightWise.

You now control your character again. Head to the exit to meet with Dr T. Say Yes to exit. There will be a short event.

Status: Pulse gains the ZOS ability, and gains 1 level.

Challenging Mode Level 4 Open

Now you may go back and fight the remaining battles.

Battle 2: Team Rock VS Team Zell

Enemies: Hammer Rock

Battle 3: Team Liger VS Team Zell

Enemies: Shield Liger DCS

Battle 4: Team Tiger VS Team Zell

Enemies: Saber Tiger

Battle 5: Team Kong VS Team Zell

Enemies: Iron Kong

Your destination is to the temporary area to the North.

You should see a large forcefield that blocks off area in the Overworld. This is the Time Barrier. It will only be removed later, when you complete the Game.

Unnamed Ruins

This is only a temporary area. Simply move up along the Time Barrier to find it. There will be an event, and you will be fighting a Boss battle.

BOSS: -Command Wolf- HP~300, Rev Raptor x 3

Strategy: This battle is quite easy. Just watch out for the Command Wolf that uses ZOS.

After you win, you will leave. You can't enter this area again.

Head for the town to the Northwest.

Tip: Don't venture off to the Northeast Area!! The enemies are still too strong for you now.

Note: This only happens to Zoids Saga 2, and not Zoids Legacy. For Zoids Legacy, the Time Barrier has to be removed before you can fight the strong enemies in a random encounter Battle.

Seez Town

Zoid Data: Saber Tiger

Zi Parts: DCS Unit

Deck Commands: Matrix Dragon Combine (When ready to exit town)

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

Item Shop: Core Active Ion Small	500G
Core Active Ion Medium	1500G
Zoid Core Balm	10000G
Reactivate Unit	800G
Shockwave	3200G
Emergency Escape Unit	8000G

Weapon Shop: 3-Set Anti-Air Laser	13000G
Rail Gun	10000G
Anti-Air 4-Set Missile	15000G
Anti-Air 8-Set Missile	46000G
Multiple Armor	20000G
Laser Diffusion Equipment	15000G
Large Magnetism Detector	2000G
Sonic Detector	4000G

Organoid Change: Event in bar if you choose not to fight the first time:

- 1) Blue + 2
- Man in Bar, Option:
- 1) Red + 1
 - 2) Black + 1

Upon entering, there will be an event. You can't leave town yet.

Head for the Research Facility to recover, and take the Items.

Tip: Remember, don't get the Saber Tiger and Sabre Tiger mixed up. The Saber Tiger is the upgrade to the Sabre Tiger.

Head into a Bar for an event. Say "Yes" to battle, but you can't fight yet. If you say "No" the first time, you will change Pulse's Colour Points. But you still have to do battle before you leave town.

Set up your party so that it only has Zan in it, before you talk to the Judgeman in the Battle Centre. If you choose "No", you can have anyone else fight in Zan's place. You can only use 1 Zoid, either way.

Your fight a against a Lightning Saix. Collect the Zi Data if you can. Once you win, set your party, heal, then return to the Entrance.

There will be an event. You will now receive the Matrix Dragon Combine Command. Head out, and there will be an event.

Tip: Zoid Combination Commands are absolutely useless, especially once you get the actual Combined Zoid. Avoid using Combination Commands at all.

Eventually, you end up at a totally different place.

You are now in a different world. Note that in this world, you can't view the World Map until you leave this world.

Past Overworld

You are in a temporary different world. You will automatically go into Town.

Note that you are now in another Overworld. You will eventually return to the

True Overworld. You cannot access the Map as long as you are in the Past Overworld.

Empire Capital

Items: Zoid Core Balm

Armaments: Ion Projector

Zi Parts: Destroy Rifle

Deck Commands: Recharge (from Scientist in Research Facility),
Kimera Dragon Combine (when Max, Claudia and Lyner joins),
Double Arm Lizard Combine (Outside of Town)

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

Item Shop:	Core Active Ion Small	500G
	Core Active Ion Medium	1500G
	Zoid Core Balm	10000G
	Reactivate Unit	800G
	Shockwave	3200G

Weapon Shop:	4-Set Laser	24000G
	Beam Cannon	12000G
	Heavy Gatling	15000G
	8-Set Missile	44000G
	Large Multiple Armor	9000G
	Smokescreen Generator	3000G
	Electro-Magnetic Jammer	10000G

Organoid Change: Event with Ban, Option:

- 1) White + 3
- 2) Black + 3

Head for the Research Facility for an event. Ban will ask a question which will change Pulse's emotion. Once the event is over, Ban will join with his Blade Liger.

Status: Ban (1st Series) joins with his Blade Liger. His Zoid is fixed.

Anyway, head on to the Bar for a further event. You will end up at the Research Facility.

Tip: Recharge freezes an ally for one turn, but it will restore EP of that Zoid. The amount of EP restore is equal to all party Zoid's total GEP.

Status: Lyner, Claudia, and Max will join you. You will receive FlyScissors, Shellkarn, DiploGuns, and DemonsHead. You will also receive Kimera Dragon Combine Command.

Tip: Make sure you stock up on all stuff here. The Beam Cannon and SmokeScreen Generator will no longer be sold later in the game. This place will change much later in the game. Make sure you stock up as much of these 2 weapons as

possible. This shop will not sell the same stuff later in the game.

Head out. Ban will ask you if you are ready to leave. Say yes. Outside, you will receive the Double Arm Lizard Combine Command.

Past Overworld

Enemies: Hellcat, Saber Tiger, Cannory Molga, Iron Kong, Redler,
Redler Booster Cannon, Red Horn, Black Rhymos, Dark Horn, Iguan,
Lightning Saix, Red Horn BG, Saber Tiger AT, Redler Interceptor,
Rev Raptor, Rev Raptor Pile Banker, Lightning Saix BS,
Iron Kong Maneuver

Accessable Areas: Miletos Fortress, Empire Capital

Head north along the winding path. Soon you will come to an area, and there will be an event with Irvine. Move South, until you see a Gojulas. There will be an event.

Status: Herman and his Gojulas will join you. His Zoid is fixed.

Head East. Upon approaching Miletos Fortress, you will automatically enter.

Miletos Fortress

Deck Commands: Cover Shooting

There will be a Boss Battle as soon as you enter this place.

Tip: By now, you should realize that you cannot use Data Collect on Boss Zoids. It doesn't how many times you try, it won't work.

BOSS: -Iron Kong PK- HP~500, Red Horn BG, Iron Kong x 2,
Rev Raptor Pile Banker x 2

Strategy: This fight is not going to be easy. Make sure your Zoids have their weapons upgraded a few times, otherwise they have no chance against the Iron Kong PK's strong Defenses. Make sure you use your strongest Zoids, and remember to heal accordingly. Take out the weakest Zoids first before going for the Iron Kong PK.

After the battle there will be an event. You will head out.

Status: Ban (1st Series) and Herman and their Zoids leave your party. Irvine (1st Series) joins with his Command Wolf IS. Irvine's Zoid is fixed. Moonbay (1st Series) joins you. You will receive the Cover Shooting Command.

If you enter the fortress again, you will just be sent out.

Head north this time.

Tip: Note that you should do all that you want to. Once you leave this world, you can't go back again. Go back and buy Beam Cannons and Smokescreen Generators if you haven't already done so. Take note of this before you

continue any further.

Past Overworld

Zoid Data: Command Wolf IS

Organoid Change: Pulse event, Option:

- 1) Red + 2
- 2) Blue + 2

Claudia's question, Option:

- 1) Red + 3, Black + 1
- 2) Red + 1, Blue + 1, Black + 2

The events should happen in this order.

- 1) First, when you get close to another castle, you see Proyzen speaking. Just continue north.
- 2) Pulse will react. Now choose the option you want for Pulse.
- 3) When you reach the Northwest corner of the Map, an event with Stinger happens. Prepare for another Boss fight.

BOSS: -Guysack Stinger- HP~600, Saber Tiger AT x 2, Saber Tiger RS x 1

Strategy: This battle is going to be harder than it looks. Guysack Stinger has the ability to paralyze, and also reduce the abilities of the Pilot. Apart from that, there is nothing too much to worry about. Take the Zoids down one at a time.

After the battle, there will be an event, and you will leave this place. You will receive the Zoid Data for the Command Wolf IS.

Status: Irvine (1st Series) and his Zoid leaves your party. Moonbay (1st Series) leaves as well.

There will be an event where Claudia asks you a question which changes the organoid emotion.

You will now leave the Past Overworld, and return to your True World. You will not be able to visit the Past Overworld Again.

You will end up at Riv Town.

Riv Town

Item: 2-Set High Speed Cannon

Deck Commands: Reassign (Chest in Research Facility),
Lord Gale Combine (Scientist in Research Facility after
exploring Riv Ruins and getting LG Head Parts)

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

Item Shop: Core Active Ion Small 500G
 Core Active Ion Medium 1500G
 Zoid Core Balm 10000G

Reactivate Unit	800G
Shockwave	3200G
Core Cleaner	28000G
Emergency Escape Unit	8000G

Weapon Shop: Hyper Particle Cannon	50000G
Close-Range Rail Gun	9000G
16-Set Missile	76000G
Long-Range Missile	28000G
Super-Heavy Armor	6000G
Chobam Armor	15000G
Laser Sensor	10000G
Infra-Red Scanner	5000G

Organoid Change: Man in Bar, Option:

- 1) White + 1, Blue + 1
- 2) Black + 2

There is nothing much here. Get the Chests in the Weapon Shop and Research Facility. Leave town.

Tip: The Scientist in the Research Facility will give you a Deck Command when you return with the LG Head Parts after you collect it from the Riv Ruins.

Overworld

Riv Area

Enemies: SnipeMaster, Gunsniper Weasel, Zabat, Cannory Molga, Black Rhymos, Command Wolf, Shield Liger, Cannon Tortoise, Cannon Tortoise BC, Redler, Pteras, Pteras Bomber, Raynos, Command Wolf, Command Wolf Urban Combat, Stealth Viper, Double Sworder, Hammer Rock, Gojulas, Goldos, Zabat, SnipeMaster FB, Saber Tiger, Helcat, Brachios, SnipeMaster A-Shield, Rev Hunter

Your next destination is a Ruins to the West. Upon approaching, there will be an event. Enter the Ruins.

Riv Ruins

Enemies: Double Sworder, Stealth Viper, Hellcat, Zabat, Hammer Rock, Shield Liger DCS, Command Wolf, Gunsniper, Cannon Tortoise, Cannon Tortoise BC, Rev Raptor, Goldos, Brachios, DarkPoison, Black Rhymos, Red Horn, Pteras Bomber, Pteras Radome, Saber Tiger, Climber Wolf, Command Wolf Urban Combat, Command Wolf AC, Gojulas, Raynos, Shield Liger DCS-J, Iron Kong, Lightning Saix BS, SnipeMaster A-Shield, SnipeMaster FB, Goldos Long-Range Attacker, HammerHead, Red Horn BG, Storm Sworder, SnipeMaster

Treasures: Assault Unit (Zi Part), Core Active Ion Medium x 2 (Item), 5000G, Zoid Core FL (Zi Part), Zoid Core H2 (Zi Parts), Core Active Ion Small (Item), Zoid Core Balm (Item), Core Active Ion Large (Item), 5000G

Simply take the chest to the left containing an Assault Unit. Head up to where you can see a Liger Zero. There will be a conversation, and Allstar will join.

Status: Allstar joins with his Liger Zero. His Zoid is fixed.

Head up, take the chest containing an Ion, then go right. Pick up the Chest here too. Continue right to reach a large room. Pick up the 2 chests here. Go down from the big room. The 2 small paths lead to a H2 core and Ion. Go down, collect all 3 chests from this room, then go down the Staircase to the left.

Treasures: Core Active Ion Medium x 2 (Item), Shockwave (Item),
Attack Unit (Zi Part), Command Wolf AC (Zoid Data),
Spark Unit (Zi Part)

The large room to the South has nothing. Explore it if you want. Go up north until you see a fork. Go right to a room, and collect the 3 Containers. Head left to leave, then head up, then right. Go all the way to the right corner, and pick up an Attack Unit. Go back left, then down, then right again, and collect a Command Wolf AC Data. Go all the way down, and collect the Spark Unit to the right. Return to the middle opening, and take the stairs down.

Treasures: Limiter OS (Zi Part), Red Horn BG (Zoid Data),
Lightning Saix (Zoid Data), BG Unit (Zi Part)

This is one large area. Just explore everywhere and take the 4 chests. The stairs that go down are located at the middle north.

Treasures: Core Active Ion Large (Item), LG Head Parts (Zi Part),
Normal OS (Zi Part), Storm Swoorder (Zoid Data),
Shield Liger DCS-J (Zoid Data), Core Cleaner (Item)

Take the chest in this room, then head all the way right. Collect the LG Head Parts, then go back left, and head up, all the way. Collect the chests in the left and right room for the OS and Storm Swoorder Data, then head down to the middle. Head all the way right, until you see a Hover Cargo. There will be an event.

You will eventually end up outside.

Status: Allstar and his Liger Zero leaves your party. You will receive the Buster Eagle.

There is an event outside.

Challenging Mode Level 5 Open

So are you done with this area? Not quite. Go back down again, past where you met the Hover Cargo. There are still 2 more chests, and they contain a Shield Liger DCS-J data and Core Cleaner.

You can go back to Riv Town to collect the Lord Gale Combine Command after you get the LG Head Parts.

From the ruins, head Northeast. You should see a dome soon. It is the Sandstorm Battle Area.

Sandstorm Battle Area

Items: Emergency Escape Unit

Zoid Data: Gojulas

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

Item Shop: Core Active Ion Small	500G
Core Active Ion Medium	1500G
Zoid Core Balm	10000G
Reactivate Unit	800G
Shockwave	3200G
Core Cleaner	28000G
Emergency Escape Unit	8000G

Weapon Shop: 2-Set Anti-Air Laser	7000G
Ray Storm	22000G
Accelerated Gatling	32000G
Large Missile	36000G
Anti-Laser Armor	23000G
Small E-Shield Generator	10000G
Large Smokescreen Generator	5000G
Composite Sensor	35000G

Upon entering there is a short event. Explore this town. One guy will offer some information on the BD team. Take the Gojulas Data from the Research Facility.

For the battles ahead, you will need at least one LL Zoid. I recommend the Gojulas for now. It has a larger CLV requirement, but it can be built into stronger Zoids later. If you do not want the Gojulas, you will have to use the Goldos, which is actually weaker.

Note: In Zoids Legacy, the 3rd Battle is reported to require a XL Size Zoid. This is a typo-error. You need to use a LL Size Zoid, and there are no XL Size Zoids available at this point of time.

(AUTHOR'S NOTE: If you are using an emulator, you may face problems entering the LL zoid battle. Honestly, if you are stuck, that is your problem, and I am not interested at all. Do not bother me about this problem!)

Enter in the Battle.

Battle 1: Team Blaster

Enemies: SnipeMaster FB, Rev Hunter, SnipeMaster A-Shield,
Redler Booster Cannon, Red Horn BG, Redler Booster Cannon

Battle 2: Team Flyer

Enemies: Pteras Radome, Pteras Radome, Storm Sworder, Raynos
Regulation: Team of 4, all flying Zoids.

Battle 3: Team Gigant

Enemies: Gojulas, Gojulas, Iron Kong, Goldos Long-Range Attacker
Regulation: Team of 4, at least 1 LL size Zoid.

Battle 4: Team Leostar

Enemies: Shield Liger DCS-J, Shield Liger DCS-J, Shield Liger DCS-J
Regulation: Team of 3, must only use Liger, Wolf, and Tiger types. No removable
Armaments are to be used.

There will be a small event after this.

Battle 5: Team BD

Enemies: Redler Interceptor, Redler Interceptor, Bloodler

Regulation: Team of 3. No Deck Commands are to be used.

Battle 5 is a Boss Battle.

Boss: -Bloodler- HP~1000, Redler Interceptor x 2

Strategy: This battle is not extremely hard, but you cannot use any commands.

This puts you at a disadvantage. Remember to use your Buster Eagle here. Take out the 2 Interceptors. For the Bloodler, Ribaius will use ZOS, which will increase her turns. If your defense is not good, you could go down pretty fast.

Once you finish, there will be an event.

You can leave town for Seez Town again, which is to the far northeast.

Overworld

Organoid Change: Yuno event, Option:

1) White + 3, Blue + 1, Black + 1

2) Red + 1, Blue + 1, Black + 3

Anyway, your next destination is to the far Northwest from the Sandstorm Battle Area.

Move all the way into the Northwest. When you get close to a ruins, there will be an event. Prepare for a Boss fight.

BOSS: Shield Liger DCS-J x 2, -Redler Interceptor- HP~400,

-Gojulas Gunner- HP~1600

Strategy: There are 2 bosses here. This battle is not going to be easy. There are 2 bosses in this battle. Get rid of the 2 Shield Liger DCS-J, and try to take down the Redler Interceptor fast, as Yuno will use ZOS on it. This means that she will act twice per turn. Rezarl's Gojulas Gunner has a lot of HP and high defense. If your defense or attack is not upgraded, then Rezarl will make short work of you.

Once you finish the battle, there will be a short event.

Status: Yuno joins you. You will receive the Redler Interceptor. This Zoid has been modified to red. You can change it back to original colour at a Zoids Research Facility.

Move further up for another event. Your response will change Pulse's emotion.

After the event, move further north to reach Bayside Town.

Bayside Town

Items: Core Active Ion Large

Zoid Data: Spark Liger

Deck Commands: Obstacle Setup (from Old man in Bar after receiving Hover Cargo)

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

Item Shop:	Core Active Ion Medium	1500G
	Core Active Ion Large	3000G
	Zoid Core Balm	10000G
	Reactivate Unit	800G
	Shockwave	3200G
	Core Cleaner	28000G
	Emergency Escape Unit	8000G

Weapon Shop:	Hyper Particle Cannon	50000G
	3-Set Anti-Air Laser	15000G
	Hyper Machine Gun	5000G
	Anti-Air Mega Vulcan	8000G
	Anti-Air 16-Set Missile	82000G
	Spark Cannon	15000G
	Enhanced Laser Sensor	20000G
	After Burner	8000G

Nothing much here. Collect the stuff from the research facility.

Go into the bar for a long event.

Status: Your Zoid Carrier is now the Hover Cargo. Bit joins you with his Liger Zero. His Zoid is fixed. Barad, Linon, and Jemy joins you. You receive the Command Wolf AC, Gunsniper LS, and Raynos.

Tip: You get a new Carrier Zoid. The Hover Cargo allows you to move on shallow Water on the Overworld.

Challenging Mode Level 6 Open

You can now move on the shallow Water areas on the Overworld. Now, head Northeast until you reach Tross Farm. It's on the other side of the Shallow Water.

Overworld

Enemies:

North Continent: Rev Raptor, Rev Raptor Pile Banker, Rev Hunter, Lightning Saix, Lightning Saix BS, Red Horn, Red Horn BG, Gojulas, Iron Kong, Goldos Long-Range Attacker, Saber Tiger, Saber Tiger AT, Command Wolf Urban Combat, SnipeMaster A-Shield, Iron Kong, Raynos, Storm Swoorder, Pteras Radome, GunSniper, GunSniper Weasel, SnipeMaster FB, HammerHead, Redler Booster Cannon, Redler Interceptor, HammerHead, Lightning Saix BS

West Side: Blade Liger, Shield Liger, Shield Liger DCS, Shield Liger DCS-J, Wardick, HammerHead, Iron Kong Maneuver, HammerHead VL, Red Horn BG, Dark Horn, Gojulas, Pteras Bomber, Storm Swoorder, Gojulas Gunner, Red Horn, SnipeMaster FB, SnipeMaster A-Shield, Raynos, Goldos,

Goldos Long-Range Attacker, KillerDome, Brachios,
Pteras Bomber, Storm Swoorder F, Blade Liger,
Command Wolf AC, Command Wolf Urban Combat, Shadow Fox

MacKarey Area: Geno Saurer, Elephander AG, Konig Wolf, Blade Liger AB,
Iron Kong PK, Geno Breaker, Iron Kong Maneuver,
Blade Liger, Gojulas Gunner, Dark Spiner,
Lightning Saix BS, Shield Liger DCS-J, Liger Zero, Wardick,
Raynos, Storm Swoorder F, Storm Swoorder, Command Wolf AC,
Shadow Fox, Elephander, Command Wolf Urban Combat,
Proto Breaker, Redler Interceptor, SnipeMaster A-Shield,
Konig Wolf DSR, SnipeMaster FB, Goldos Long-Range Attacker

BD Area: Dark Spiner, Konig Wolf DSR, Blade Liger AB, Liger Zero X-Armor,
Proto Saber, Liger Zero Imperial Form, Lightning Saix BS,
Elephander AG, Geno Saurer, Shield Liger DCS-J, Iron Kong PK,
Iron Drill, Bloodler, Gojulas Gunner, Redler Interceptor,
Elephander, Liger Zero Panzer

Water: Gator, Sinker, Brachios, Barigator, WarDICK, HammerHead,
HammerHead VL

Time Barrier (Seez Town East):

Buster Eagle, Double Arm Lizard, Griffon, Spark Liger, Command Wolf IS,
GunSniper LS, GunSniper NS, Ultrasaurus, Mad Thunder, Geno Hydra,
Geno Hydra KA, Matrix Dragon, Geno Trooper, Geno Scissors, Geno Breaker,
Geno Flame, Ultimate Phalanx, Gojulas G Orga, Kimera Dragon, Lord Gale,
DemonsHead, Shellkarn, FlyScissors, DiploGuns, Gojulas Giga,
Gojulas Giga Cannon, Gojulox, Trinity Liger, Trinity Liger BA,
Blitz Tiger, Saber Tiger SS, Saber Tiger RS, Saber Tiger TS, Iron Kong SS,
Dark Horn HS, LeoBlaze, Unenlagia, Mosasledge, NightWise, Death Stinger,
Jagd Stinger, Berserk Fuhrer Z, Jagd Fuhrer, Schutulm Fuhrer,
Death Saurer, Death Meteor

Tross Farm

Items: Emergency Escape Unit x 2

Armaments: High Mobility Thruster, Long-Range Rifle, Hyper Particle Cannon,
Energy Tank, Anti-Laser Armor

Zoid Data: GunSniper LS

Upon entering the room above, there is a short event. Dr Tross will act as a
Research Facility Scientist. Take all the stuff here, then head out on to the
Overworld.

Tip: You can actually head to the North Sea Bottom Cave, which is to the east.
The North Sea Bottom Cave is a totally optional dungeon. You may choose to visit
it at any time. Refer below for details on this optional dungeon.

Head Northeast some distance for an event.

Overworld

An event happens. You will need to battle to continue. You may prepare, then fight when you are ready. You can only use 3 Zoids to fight against Stora.

BOSS: -Elephander- HP~800, Elephander

Strategy: This battle is not extremely hard. Don't let your guard down though. These Elephanders have good defense and speed. Get some defensive equipment.

After you win, you may continue. Head West. There will be an event. You will automatically enter Talim City.

Talim City

Zi Parts: Zoid Core KW

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

Item Shop:	Core Active Ion Medium	1500G
	Core Active Ion Large	3000G
	Zoid Core Balm	10000G
	Reactivate Unit	800G
	Shockwave	3200G
	Core Cleaner	28000G
	Emergency Escape Unit	8000G
	Teleporter Unit	12000G

Weapon Shop:	Plasma Particle Cannon	85000G
	4-Set Laser	24000G
	4-Set Anti-Air Laser	32000G
	2-Set High Speed Cannon	10000G
	Super Speed Rail Gun	60000G
	8-Set Missile	44000G
	Napalm Missile	55000G
	Optical Camouflage	35000G

Organoid Change: Waitress in Bar, Option:

- 1) White + 1, Black + 1
- 2) Red + 1, Black + 1

Tip: In case you're wondering what the Teleporter Unit is for, it transports you to the last place where you used an Emergency Escape Unit.

Nothing too special here. Just do the necessary stuff, then head out and West a small distance. There will be an event. Once you are ready for battle, say Yes. You can only use 2 Zoids for this battle. If you are not ready yet, then don't head west.

BOSS: -Blade Liger- HP~1200, -GunSniper NS- HP~1000

Strategy: This battle is not extremely hard. Just be wary. There will be a short conversation if Bit is in battle.

Upon winning this battle, there will be another battle. This time you fight Bolter.

BOSS: -Rev Raptor Pile Banker- HP~500, Rev Raptor Pile Banker x 2,

Rev Raptor x 3

Strategy: This battle should be easy. But first, remember to set up your party again, so it contains 6 people. This battle should not last more than 2 rounds.

After this, you are free to move. Go northwest for a short event.

Go into Bell City to the North West.

Bell City

Zoid Data: Konig Wolf

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

Item Shop:	Core Active Ion Medium	1500G
	Core Active Ion Large	3000G
	Zoid Core Balm	10000G
	Reactivate Unit	800G
	Shockwave	3200G
	Core Cleaner	28000G
	Emergency Escape Unit	8000G
	Teleporter Unit	12000G

Weapon Shop:	Plasma Particle Cannon	85000G
	4-Set Anti-Air Laser	32000G
	Linear Cannon	50000G
	16-Set Missile	76000G
	Large Multiple Armor	9000G
	Large Super-Heavy Armor	10000G
	ECM	25000G
	GPS Magnetism Detector	5000G

There is little here of interest. Just get the Konig Wolf Zoid Data. When you are ready, leave town and head Northwest for an event. There will be a Boss battle.

BOSS: -Wardick- HP~700 x 3, Wardick x 3

Strategy: They are not as weak as they look. Plan your actions carefully, and take them down one at a time.

Once you are finished with this, head west for an event. After you're done, go further west.

Head west of the town. There is a minor event. Go into Sera City.

Sera City

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

Item Shop:	Core Active Ion Medium	1500G
	Core Active Ion Large	3000G
	Zoid Core Balm	10000G
	Reactivate Unit	800G
	Shockwave	3200G

Core Cleaner	28000G
Emergency Escape Unit	8000G
Teleporter Unit	12000G

Weapon Shop: Photon Particle Cannon	94000G
Ray Storm	22000G
3-Set Impact Cannon	14000G
Long-Range Rifle	23000G
Super Spark Cannon	35000G
Enhanced Composite Sensor	48000G
Enhanced Radar System	8000G
High Mobility Thruster	10000G

When you are done here, head out of here. Go West, then go North all the way.

There will be an event. You are now required to fight a series of 4 battles. They are not too hard, but for the 4th battle, everyone will be shuffled around positions.

Fixed Battle: Sinker x 3, Rev Raptor x 3

Fixed Battle: Sinker x 3, Rev Raptor x 3

Fixed Battle: Rev Raptor Pile Banker x 3, HammerHead x 2, HammerHead VL

Fixed Battle: HammerHead x 3, Rev Hunter x 3

Gravity Storm Deck Command is used at the beginning of each round.

After the battles, go north from where you won Raon. There will be an event, and you will head into Romeo City automatically.

Romeo City

Zoid Data: GunSniper NS

Deck Commands: Griffon Combine (Scientist in Research Facility),
KillerDome Combine (Old man in bar)

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

Item Shop: Core Active Ion Medium	1500G
Core Active Ion Large	3000G
Zoid Core Balm	10000G
Reactivate Unit	800G
Shockwave	3200G
Core Cleaner	28000G
Emergency Escape Unit	8000G
Teleporter Unit	12000G

Weapon Shop: Charge Particle Cannon	200000G
4-Set Anti-Air Laser	32000G
Gatling Beam	23000G
Assault Cannon	80000G
High Speed Rail Gun	30000G
Spread Missile	85000G
Sonic Cannon	13000G
Energy Tank	5000G

Take the Zoid Data and Command from the Research Facility. Head into the Bar for an event.

After the event, head out of the bar, then enter again to receive a new command.

Overworld

Head out of Romeo city and go east for a battle. You can only use 4 Zoids.

BOSS: -Iron Kong PK- HP~500, -Iron Kong Maneuver- HP~500, Iron Kong x 2
Strategy: This battle is easy, and you shouldn't face problems at all. You should take 4 rounds at the most.

After this event, continue East. Another event will happen.

Status: Barad leaves your party temporarily.

There will be a further event if you move east. This time, there will be a battle, and you can only use 1 Zoid.

BOSS: -Shadow Fox- HP~800

Strategy: You are going to have to heal a lot in this battle. Otherwise you will not survive. This battle is not too hard if you heal.

After you have finished this battle another event happens.

Status: Barad joins you. You receive the Shadow Fox.

Go South to Halber City.

Halber City

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

Item Shop:	Core Active Ion Medium	1500G
	Core Active Ion Large	3000G
	Zoid Core Balm	10000G
	Reactivate Unit	800G
	Shockwave	3200G
	Core Cleaner	28000G
	Emergency Escape Unit	8000G
	Teleporter Unit	12000G

Weapon Shop:	4-Set Anti-Air Laser	32000G
	Gatling Beam	23000G
	Triple Cannon	50000G
	16-Set Missile	76000G
	Large Missile	36000G
	Enhanced Chobam Armor	27000G
	E-Shield Generator	30000G
	All-Weather Radar	13000G

Recover and explore this City, then head out of here.

Go a little south from the City, then all the way East. There will be a small event. Now continue East to MacKarey. You will automatically enter.

Note: There are 2 routes to MacKarey. If you took the other route, then the small event will not trigger, and nothing will happen in MacKarey. Make sure you trigger this event on the way to MacKarey.

MacKarey

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

Item Shop:	Core Active Ion Medium	1500G
	Core Active Ion Large	3000G
	Zoid Core Balm	10000G
	Reactivate Unit	800G
	Shockwave	3200G
	Core Cleaner	28000G
	Emergency Escape Unit	8000G
	Teleporter Unit	12000G

Weapon Shop:	Charge Particle Cannon	200000G
	External Charge Particle Cannon	250000G
	4-Set Anti-Air Laser	32000G
	Gatling Beam	23000G
	Triple Cannon	50000G
	Assault Cannon	80000G
	Ele Shot	45000G
	E-Protector	38000G

Upon entering, there is an event. Head to the bar for another event. Then head for the entrance for a 3rd event.

When you leave town, there will be a Boss Battle.

BOSS: -Storm Sworder F- HP~500, Storm Sworder F x 5

Strategy: You now have to fight Pierce. She is not too hard, but these Storm Swords hit fast and hard, so be careful.

After this battle, from where you are, head East for a small event, then go east again and enter Morab City.

Morab City

Deck Commands: Gravity Storm (Raon in the Bar before he is gone)

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

Item Shop:	Core Active Ion Medium	1500G
	Core Active Ion Large	3000G
	Zoid Core Balm	10000G
	Reactivate Unit	800G
	Shockwave	3200G

Core Cleaner	28000G
Emergency Escape Unit	8000G
Teleporter Unit	12000G

Weapon Shop: External Charge Particle Cannon	250000G
4-Set Anti-Air Laser	32000G
Super Sonic Cannon	36000G
Acid Cannon	33000G
Large Super-Heavy Armor	10000G
Rare Metal Armor	45000G
F-Round Shield	20000G
Electro-Magnetic Jammer	10000G

Go to the Bar, talk to Raon, and get the Gravity Storm Command. Do this before doing anything else.

Tip: When you use Gravity Storm, front row and back row Zoids of all parties, will randomly switch places.

Tip: MAKE SURE YOU GET THE GRAVITY STORM COMMAND! You may not be able to get another chance to obtain this command again should you miss it!

Head out, then east a little. There will be an event. You will first fight against a Team of 6 Climber Wolves.

Fixed Battle: Climber Wolves x 6

After this battle, you will then fight a Boss Battle.

BOSS: -Dark Horn HS- HP~500, Barigator, Stealth Viper
Strategy: This battle is extremely easy. You shouldn't have any problems at all.

After you are done, head east furthur. There will be a long event with Bit, then you are free to move. Go east into town.

Saral City

Zoid Data: Liger Zero, Liger Zero Imperial Form

Deck Commands: Parts Enforced Removal (From Old Woman in City)

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

Item Shop: Core Active Ion Medium	1500G
Core Active Ion Large	3000G
Zoid Core Balm	10000G
Reactivate Unit	800G
Shockwave	3200G
Core Cleaner	28000G
Emergency Escape Unit	8000G
Teleporter Unit	12000G

Weapon Shop: External Charge Particle Cannon	250000G
Anti-Air 16-Set Missile	82000G
Poison Gas Cannon	20000G
Full Armor System	40000G
3D Radar	21000G

Large Sonic Detector	8000G
Accelerator Equipment	30000G
Ion Projector	10000G

Get the Command, and get the Zoid Datas from the Research Facility.

Tip: CAU Zoid data is used differently compared to other Zoid Data. When you used CAU Data to build a new Zoid over an existing one, it will not replace the old Zoid, and you do not lose that Zoid. Instead, through the CAS option, you can now change the Zoid's form from original, to the CAU Zoid forms you have built into that Zoid and back again.

Head out of the city, and go south a little. There will be an event. You are required to use Bit and only Bit in battle.

BOSS: -Elephander / Elephander AG- HP~1200

Strategy: During this battle, there will be some event changes. Stora will change from the Elephander to Elephander AG, and Bit's Liger Zero will change into Liger Zero Panzer unit. This battle will not be easy. You must remember to heal regularly, otherwise you will not last very long.

After the battle, there will be an event.

Status: You can now switch Bit's Liger Zero into Liger Zero Panzer.

After this battle, go east. The path is narrow, so you will know where to go.

An event will happen, and you will reach the sea. Eventually, a Battle starts.

BOSS: -Wardick- HP~500 x 3, Wardick x 3

Strategy: This battle does not prove too much of a threat, but the Sonic Cannons are mostly annoying.

After the event, you are free to move. You may choose to go back and heal, or immediately go into BD Fortress Headquarters.

BD Frontline Base

Organoid Change: Zell event, option:

- 1) White + 3, Red + 3
- 2) Red + 1, Blue + 3, Black + 2

Upon entering, there will be an event. You are now required to fight Vega in a Berserk Fuhrer, Blood in Geno Hydra, and Ribaius in purple Geno Breaker.

BOSS: -Berserk Fuhrer- HP~1000, -Geno Breaker- HP~1500, -Geno Hydra- HP~1000

Strategy: This battle is rather hard, but you should have the advantage of numbers here. Focus your attacks, and target one at a time. The main problem is that they are Particle Cannon users, which means massive damage.

There will be an event after the Battle.

Status: Yuno leaves your party.

Soon, there will be a question to change the Organoid. You will also receive a new Zoid Carrier.

Status: Your Zoid Carrier is now Dragoon Nest. You can now move on Water.

Tip: There are no differences between the Zoid Encounters on Shallow Water and Deep Water, but if you do battle in Deep Water, all Non-Water and Non-Flying Zoids will have their MM stats halved in battle. Also, the Attack Power of Weapons will be reduced to 50%.

There will be an event where you will automatically move. Anyway, move Southeast, then go into the Town you see. That is Cape City.

Overworld

Enemies-

Cape Area: Geno Scissors, Geno Saurer, Elephander AG, Konig Wolf,
Blade Liger AB, Iron Kong PK, Geno Breaker, Iron Kong Maneuver,
Blade Liger, Gojulas Gunner, Dark Spiner, Lightning Saix BS,
Shield Liger DCS-J, Liger Zero, Wardick, Raynos, Dark Spiner,
Konig Wolf DSR, Blade Liger AB, Liger Zero X-Armor,
Liger Zero Imperial Form, Proto Saber, Geno Breaker,
Liger Zero Panzer, Shield Liger DCS-J, Iron Kong PK, Iron Drill,
Bloodler, Gojulas Gunner, Redler Interceptor, Elephander,
Gravity Bison, Liger Zero Jager, Liger Zero Schneider,
Berserk Fuhrer, Dark Spiner KD, Proto Breaker,
Redler Interceptor, Salamander, Bloody Demon

Cape City

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

Item Shop:	Core Active Ion Medium	1500G
	Core Active Ion Large	3000G
	Zoid Core Balm	10000G
	Reactivate Unit	800G
	Shockwave	3200G
	Core Cleaner	28000G
	Emergency Escape Unit	8000G
	Teleporter Unit	12000G

Weapon Shop:	Focus Charge Particle Cannon	300000G
	Super Speed Rail Gun	60000G
	Poison Mist Cannon	48000G
	Super Spark Cannon	35000G
	Fused Armor	30000G
	Large E-Shield Generator	50000G
	Enhanced Optical Camouflage	48000G
	E-Charger	10000G

Not much stuff here. Head out, then go South a distance, then go West a short distance. There will be an event. You are now required to fight against Zoids Saga characters.

BOSS: -Trinity Liger- HP~500, Konig Wolf DSR x 3

Strategy: This battle is not too hard, surprisingly. You should not have any problems.

Watch the series of events that follow.

Status: Atrey, Regina, Arth, and Jack will join you. You will receive a Trinity Liger, and 3 Konig Wolf DSR.

Challenging Mode Level 7 Open

Your next detination is the ruins a short distance north of you.

Cape Ruins

Enemies: Iron Kong, Iron Kong Maneuver, Shield Liger DCS-J, Shield Liger DCS, Gojulas, SnipeMaster A-Shield, Goldos Long-Range Attacker, Gojulas Gunner, Shield Liger, Storm Sworder, Pteras Bomber, WarDick, Dark Horn, Red Horn BG, Lightning Saix BS, Blade Liger, HammerHead, Command Wolf Urban Combat, SnipeMaster FB, Konig Wolf, Gojulas Gunner, Proto Breaker, Redler Interceptor, Geno Saurer, Geno Breaker, Bloodler, Dark Spiner, Elephander AG, Elephander, Iron Kong PK, Command Wolf Urban Combat, Command Wolf AC, Shadow Fox, Liger Zero, Konig Wolf DSR, Liger Zero Panzer, Iron Drill, Blade Liger AB, Geno Trooper, Berserk Fuhrer, Dark Spiner KD, Liger Zero Jager, Liger Zero Schneider, Gravity Bison, GunBlaster, Proto Saber, Liger Aero, Storm Sworder FX, Salamander, Bloody Demon, Geno Scissors, Iron Kong PK

Organoid Change: Blitz Tiger event, Option:

- 1) White + 3, Red + 1
- 2) Blue + 4
- 3) Red + 2, Blue + 1, Black + 2

Treasures: E-Shield Generator (Armament), 11500G, 13700G,
Core Active Ion Medium x 2 (Item), 12100G,
Enhanced Radar System (Armament)

Upon entering, there is a short event. Just continue to the right. Search this floor carefully. It's not easy to navigate around. When you get close to the Stairs, DR T will say something. Continue down the stairs.

Treasures: Poison Gas Cannon (Armament), 4500G,
Core Active Ion Medium x 2 (Item), 5200G, Teleporter Unit (Item)

Just try to collect the treasures here. To get to the stairs, go all the way to the top right corner, then head down, and all the way. You will reach the stairs soon. There are also 2 more treasures below there. Go through the stairs.

Treasures: Spread Missile (Armament), 7500G,
Beam Disruption Screen (Deck Command), Rare Metal Armor (Armament),
Ele Shot (Armament), Core Active Ion Medium (Item)

Simply go all the way down. Go to the right, and continue forward from there, and take the Spread Missile. Go back to the opening again.

Search all this area. Don't forget to take the Beam Disruption Screen Command. The stairs lies towards the centre left area.

Treasures: Dark Spiner (Zoid Data), Spark Unit (Zi Part),
Zoid Core SP (Zi Part), Charge Particle Cannon (Armament),

Emergency Escape Unit (Item), 4200G

The stairs is located near the middle lower area. Explore this area for Treasures.

Treasures: Time Twister (Deck Command), X Unit (Zi Part),
Trinity Liger (Zoid Data), 8400G, Core Cleaner (Item)

This area is quite large. Explore here. Don't explore the area of the top centre yet, until you are fully prepared. Be sure you get the Treasure here first, as you will immediately exit after an event. Once you get to the top area, a Boss fight immediately occurs.

BOSS: -Gojulas G Orga- HP~700, -Gojulas Gunner- HP~500 x 2

Strategy: Not a hard battle. You should be able to handle them without much problems.

After the battle, an event will happen, and you will be taken back outside.

Status: You will receive the Blitz Tiger.

You may go back to heal.

From the ruins, go Southwest. A small event will happen. Go South into Sand City.

Sand City

Accesses: Zoids Research Facility, Zoids Battle Centre

Weapon Shop: Focus Charge Particle Cannon	300000G
Spread Charge Particle Cannon	400000G
Hybrid Cannon	200000G
Hyper Missile	90000G
Concentrate Acid Cannon	68000G
Large GPS Magnetism Detector	10000G
Extension Generator	36000G
I-Field Generator	52000G

There is little here. The Weapon Shop is located in the Research Facility.

Head for the Battle Centre for a Boss Battle.

BOSS: -Lightning Saix- HP~800, -GunSniper NS- HP~800, -Blade Liger AB- HP~1200

Regulation: Only 3 Zoids, may not use Commands.

Strategy: Try to take out Naomi as quickly as possible, as she will use ZOS on her Gunsniper. After which, take out the Lightning Saix, then Leon's Blade Liger AB. This battle is not extremely hard, but you cannot use many Zoids here. If Naomi gets 3 turns on you, you will be in trouble.

After the battle, there will be an event.

Status: Naomi, Leon, and Jack Cisco will join you. You will receive Lightning Saix, GunSniper NS, and Blade Liger AB.

Head out of town, then proceed Southwest. There will be an event.

This time, head Southeast, right into Rock City.

Rock City

Zoid Data: Dark Horn HS

Zi Parts: HS Set, Tiger's Soul

Accesses: Zoids Research Facility, Zoids Battle Centre

Weapon Shop:	Spread Charge Particle Cannon	400000G
	Hyper Rail Gun	100000G
	Concentrate Acid Cannon	68000G
	Poison Cloud Cannon	69000G
	Stealth System	60000G
	Electron Disruptor Equipment	50000G
	Radome Unit	29000G
	Physics Enhance Unit	60000G

The Weapon Shop is located in the Research Facility.

Tip: There is a Radome Unit for Zi Parts, and a Radome Unit for weapons. Do not get them mixed up.

Tip: The Electron Disruptor Equipment is a very powerful Assist Armor. It has the capabilities to neutralize the Accuracy of an enemy Zoid. Try to get at least one of these.

Head into the Battle Centre, and choose to battle when you are ready.

BOSS: -Dark Horn HS- HP~500, -Saber Tiger TS- HP~400 x 3, Iron Kong Maneuver x 2

Strategy: This battle is easier than it looks. All the enemies have low HP, so you should be able to take them down quite easily.

After winning, there will be an event.

Status: Harry, Sebastian, Benjamin, Karkrand, Omari, and Lineback will join you. You will receive the Dark Horn HS, and 3 Saber Tiger TS. You will also receive the HS Set and Tiger's Soul.

Overworld

Your next destinations are the Island Domes. There are 4 of them. Remember to view the Map using the Select Button, so you can navigate and know exactly where to go.

Silver Battle Dome lies in the Island in the West of the Map.

Gold Battle Dome lies in the Island in the Southwest of the Map.

Platinum Battle Dome lies in the large Island in the SouthEast of the Map.

Diamond Battle Dome lies in the large Island peninsula to the NorthEast of the Map.

You must visit the Battle Domes in this Order: Silver, Gold, Platinum, Diamond.

But first, now will be a very good time to visit some of the Ruins if you haven't already done so. The East Sea Bottom Ruins is located to the close East of Garil Storm Battle Area. The North Sea Bottom Cave is located somewhere to the East of Tross Farm, near a large island peninsula.

East Sea Bottom Ruins

Enemies: Gunsniper, Cannon Tortoise, SnipeMaster, Stealth Viper, Double Swoorder, Zabat, Rev Raptor, Rev Raptor Pile Banker, Pteras Bomber, Cannon Tortoise BC, Raynos, Black Rhymos, Command Wolf, Shield Liger DCS, Hellcat, Hammer Rock, KillerDome, Sinker, Brachios, Gator, HammerHead, Barigator

1st Floor

Treasures: Core Active Ion Small x 4 (Item), Zoid Core H1 (Zi Part), 1500G, 2500G, Quagmire (Deck Command), Raynos (Zoid Data), Zoid Core FL (Zi Part), Emergency Escape Unit (Item)

2nd Floor

Treasures: Accelerated Cannons (Armament), Large Extension Armor (Armament), Reactivate Unit (Item), Magnetism Detector (Armament), Core Active Ion Medium (Item), Zoid Core WT (Zi Part), Brachios (Zoid Data), Zoid Core IS (Zi Part), Cannory Unit (Zi Part)

This area is not very easy to navigate. The first floor is split into 2 parts. The second floor has stairs that lead to each of these 2 parts.

This ruins itself actually has 2 openings. The first opening is located near Garil Storm Battle Area, the second opening is located near Platinum Battle Dome. You can enter from these 2 points.

Remember to take the Quagmire Deck Command here.

North Sea Bottom Cave

Enemies: Wardick, Iron Kong Maneuver, Pteras Bomber, Storm Swoorder, Shield Liger, Brachios, Shield Liger DCS, Shield Liger DCS-J, Gojulas, Red Horn BG, Dark Horn, SnipeMaster FB, SnipeMaster A-Shield, Goldos Long-Range Attacker, HammerHead, HammerHead VL, Command Wolf Urban Combat, KillerDome, Sinker, Gator, Barigator, Blade Liger

1st Floor

Treasures: Core Active Ion Small (Item), Large GPS Magnetism Detector (Armament), Zoid Core WT (Zi Part), Wardick (Zoid Data), Physics Enhance Unit (Armament), 16200G, Core Active Ion Medium (Item)

2nd Floor

Treasures: Extension Generator (Armament), 17000G, F-Round Shield (Armament), Spark Cannon (Armament)

3rd Floor

Treasures: Hero's Conditions (Deck Command), Rolling Cannon (Armament),

Final Defense Orders (Deck Command), E-Enhance Unit x 2 (Armament),
Super Sonic Cannon (Armament), Aerial Mine Setup (Deck Command)

This ruins, like the previous, has 2 entrances. The first is to the east of Tross Farm. The second is on the island where the Diamond dome is, but you can't get to the Dome because it is blocked by high mountains. Get inside the ruins entrance near Tross Farm. You cannot enter via the Entrance of the Island, unless you have the Whale King. This entrance is blocked off from other areas.

First take the chest here, and proceed. When you see 2 paths, pick the right one. Continue and take the GPS detector, then come back to the paths. Go up and continue. You should see a path loop. Just continue up. Go up and left, and take the WT core. Go up then right, and enter the stairs.

A loop path to your left should have a Extension Generator. Go to your lower left, and go down. There should be a split path. Take the lower route first, and continue from there, to get 17000G. Return to the junction. This time take the right route, and take the Wardick Data along the way. You will end up on a wide path split. Take the north path to get the Shield, then return and take the right path this time. Go all the way. Eventually, you reach a chest and the Stairs. Go through the Stairs.

Simply go all the way down, then left, and up a bit. From here on, explore a bit, and take the Treasures you can find. Remember to take the 3 commands here. Find the stairs, then enter it.

You are back in 2nd Storey. You are in a loop path. Simply go down. You should be able to locate the stairs quite easily. Go through the stairs, and you are now in another part of 1st floor.

Explore this place. Eventually, you will find the exit leading to the Island.

When you are done with the 2 ruins, continue with going to the Battle Domes.

Silver Dome

Zoid Data: DiBison, Iron Kong SS

When you are ready to battle, head up, and choose to battle. There will be a Boss fight.

BOSS: -Blade Liger AB- HP~600, -Lightning Saix- HP~500, -DiBison- HP~500,
-Iron Kong SS- HP~600, -Storm Sworder F- HP~400 x 2

Regulation: No Commands to be used.

Strategy: This battle will not be too hard. Just focus your attacks one at a time, and you should reduce their numbers quickly. You should be well equipped, as you cannot use any Commands.

When this battle finishes, there will be an event.

Status: Ban, Tommer, Schubaltz, Irvine, Moonbay, and Feena will join you. You will receive a Blade Liger AB, Lightning Saix, DiBison and Iron Kong SS. You will also receive 2 Zoid Datas - DiBison and Iron Kong SS.

You should have 30 Pilots in total now.

Now you can head for the Gold Dome, which is the direct South. Don't just go

straight into the next battle. Make sure you heal first.

Gold Dome

Zoid Data: Trinity Liger BA

Zi Parts: BA Unit

When you are ready to battle, head up, and choose to battle. There will be a Boss fight.

BOSS: -Salamander- HP~400, -Geno Breaker- HP~500, -Liger Zero Schneider- HP~500

Regulation: Only 3 Zoids to use, no Commands are to be used.

Strategy: Same as the previous. Make sure your defense is in proper. You cannot use Commands, and they can dish out a lot of damage.

When this battle finishes, there will be an event.

Status: Allstar, Solid, and Palty will join you. You will receive the Liger Zero Schneider, Geno Breaker, and Salamander. You will also receive the Zi data and Zi part for Trinity Liger BA.

You can now upgrade Atrey's Trinity Liger if you wish. Also, if you can, implant all CAU Zoid Datas into Allstar's Liger Zero.

Head for the Platinum Dome. And remember to heal. You can get there by going towards the West.

Platinum Dome

When you are ready to battle, head up, and choose to battle. There will be a Boss fight.

BOSS: -Storm Sworder FX- HP~500 x 3

Regulation: Only 3 Zoids to use, no Commands are to be used.

Strategy: They are fast, and have high attack, but do not last very long, unless they use E-Shield. Use items to heal if necessary. They hit fast and hard, so be careful.

When this battle finishes, there will be an event.

Status: Royal Mask, Red Mask, and Purple Mask joins you. You will receive 3 Storm Sworders FX.

Remember to heal. The Diamond Dome is located on a large Island to the North.

Diamond Dome

When you are ready to battle, head up, and choose to battle. There will be a Boss fight.

BOSS: -GunBlaster- HP~1000, -Gojulas G Orga-HP~800, -Liger Aero- HP~700,
-Gravity Bison- HP~500

Regulation: Only 4 Zoids to use, no Commands are to be used.

Strategy: The Liger Aero and Gravity Bison are not too hard to deal with. The GunBlaster and Gojulas are much harder to deal with, as they have so much HP. Expect a long battle.

When this battle finishes, there will be an event.

Status: Herman, Kruger, Ford, and O'Connell will join you. You will receive the GunBlaster, Gojulas G Orga, Liger Aero, and Gravity Bison.

Challenging Mode Level 8 Open

Remember to heal. You should now have 40 Pilots in total.

Your next destination is BD Headquarters, which is South of Rock City. You can use an Emergency Escape Unit to get to Rock City.

BD Headquarters is South of Rock City. But first, you can go further South of BD Headquarters, and explore Empire Capital again. The Empire Capital is close to the Southern-most part of this continent.

Empire Capital

Zoid Data: Gojulox

Zi Parts: GX Combine Data

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

Item Shop:	Core Active Ion Medium	1500G
	Core Active Ion Large	3000G
	Zoid Core Balm	10000G
	Reactivate Unit	800G
	Shockwave	3200G
	Core Cleaner	28000G
	Emergency Escape Unit	8000G
	Teleporter Unit	12000G

Weapon Shop:	Great Charge Particle Cannon	600000G
	Rolling Cannon	150000G
	Hyper Cannon	130000G
	Neutron Missile	100000G
	Anti Charge Particle Shield	70000G
	Enhanced Fused Armor	40000G
	Self Recovery Unit	82000G

This place is revisited. When you enter, there will be a short event. It seems that this place is now linked to your present world, but with various differences.

(It is more likely that this is a totally different place that looks the same.)
The location of this place is now officially in your Map.

Go to the Research Lab, and pick up the Gojulox data and item. You can build a

Gojulox if you want. All the other chests which you have already taken an item from previously, will still be empty. The Scientist that gave you a command will also not be here.

Tip: Stock up on some of the Weapons here before you complete the game, as they will not be here again. The Weapons that are currently sold here have a high price. It is possible to obtain such Weapons in Zoid Battles using Junk Parts, but it will be much harder getting them later compared to buying them now. Stock up as much Great Charge Particle Cannons and Rolling Cannons as much as possible, as they will be much harder to get later on, despite the fact that they are not limited.

You can also visit Miletos Fortress, although you will simply be sent out.

Tip: Somewhere to the South, you can find the South Ruins, but I highly advice that you ignore it for now.

Miletos Fortress

You will be sent out when you enter. But enter anyway to get the Location in your Map list.

You can go to BD Headquarters now.

BD Headquarters

Enemies: Konig Wolf DSR, Blade Liger AB, Geno Saurer, Dark Spiner, Bloodler, Proto Saber, Liger Zero Imperial Form, Liger Zero X-Armor, Elephander, Elephander AG, Liger Zero, Liger Zero Panzer, Iron Kong PK, Iron Drill, Redler Interceptor, Lightning Saix BS, Gojulas Gunner, Shield Liger DCS-J, Geno Trooper, Geno Breaker, Bloody Demon, Storm Sworder FX, Salamander, Gravity Bison, Liger Zero Jager, Liger Zero Schneider, Liger Aero, Shutulm Fuhrer, GunBlaster, Jagd Fuhrer, Dark Spiner KD

Treasures: Shockwave (Item), 15400G, 18200G, Core Active Ion Large (Item), Core Active Ion Medium (Item)

This floor is large, and very hard to navigate. Explore around, and find the Stairs.

Treasures: E-Protector (Armament), 15700G, 14000G, Anti-Laser Armor (Armament), 21500G, Enhanced Radar System (Armament)

This area is a bit easier to navigate, but still hard. Find the stairs, then go up.

Treasures: Acid Cannon (Armament), Zoid Core GR (Zi Part), Core Active Ion Medium (Item), 12000G, 20400G, Zoid Core H2 (Zi Part), 17200G, Zoid Core GS (Zi Part)

This area is much easier to navigate. Move east. Go south and collect the 2 chests, then come back here. Go north, and continue along this parth until it

splits. Take the left path first and collect all the chests, then come back here again, and take the right path. Continue, and collect the chests on the way. Eventually, you will reach the stairs to the next floor. Enter it.

Treasures: 16800G, Stealth System (Armament),
Large Super-Heavy Armor (Armament), Core Active Ion Large (Item),
Core Active Ion Medium (Item), 15600G

This area is hard to navigate, but it should be easier than the first 2 floors. When you find the Stairs, go through it.

Treasures: Poison Mist Cannon (Armament),
External Charge Particle Cannon (Armament), Teleporter Unit (Item),
Emergency Escape Unit (Item), 9500G, 6100G,
Shutulm Fuhrer (Zoid Data)

This area is pretty much symmetrical. Collect the treasures. When you approach the centre north area, an event happens, and you are required to fight a Boss battle.

BOSS: -Shutulm Fuhrer- HP~1000, -Shutulm Fuhrer- HP~1200,
-Gojulas G Orga- HP~1500

Strategy: You are now to fight Rezarl, Bolter, and Vega. This fight will not be easy. Expect a long and tedious fight. Once again, make sure your Zoids have a good upgrade, as these Zoids have high attack and DF.

After you win this battle, another event will happen. This time, there will be another Boss, but you are only allowed to use Zell in your party.

BOSS: -Geno Flame- HP~1000

Strategy: Ribaius is back, and much stronger than before. She will be very tough to deal with. She will use ZOS + 2, and this means that she will get 3 turns in one round. If you don't use your Organoid once you start taking damage, you will go down fast. Make sure you have a fully upgraded Blitz Tiger.

After this battle, there will be another event.

Status: You receive the Whale King. You can use this plus any Zoid Carrier.

You will be automatically be flown into another area.

Tip: The Whale King can fly over oceans and mountains, and land on any flat ground area. Once it lands, you can choose to deploy any of your other 3 Carriers, and move freely on the ground. Go back to your Whale King to fly again.

Go into Star-shaped Desert Cave.

Star-shaped Desert Cave

Enemies: Iron Kong Maneuver, Geno Breaker, Konig Wolf, Blade Liger AB,
Shield Liger DCS-J, Geno Saurer, Iron Kong PK, Dark Spinner,
Lightning Saix BS, Gojulas Gunner, Elephander, Blade Liger,
Iron Drill, Bloodler, Liger Zero X-Armor, Liger Zero Imperial Form,
Proto Saber, Elephander AG, GunBlaster, Gravity Bison, Berserk Fuhrer,
Dark Spinner KD, Konig Wolf DSR, Redler Interceptor, Geno Trooper,
Geno Scissors, Liger Zero Schneider, Liger Zero Jager,

SnipeMaster A-Shield

1st Floor

Treasures: Core Active Ion Large, 12000G, 19000G, Shockwave, 15000G

2nd Floor

Treasures: Zoid Core Balm, 16700G, Core Cleaner, Bloodler Zoid Data, 16700G

3rd Floor

Treasures: E-Enhancer Unit, Coercion, Super Speed Rail Gun,
Emergency Escape Unit, Gojulas Giga Zoid Data.

4th Floor

Treasures: Sandstorm, Gojulas G Orga Zoid Data, Decoy, Emergency Escape Unit

Go up all the way. Then go right all the way, pick up the ion, go left a bit, then down. Go left to pick up a chest, then go right a little and down. Go right, then down again. Explore these bends to pick up to chests, then go through the hole.

Go down and pick up the chest. Explore these paths and take the chests. There are 2 stairs leading down here. The one to the northwest is where you should go to continue. The other stairs will take you to a Gojulas Giga Zoid data.

Explore this area. It's pretty easy to navigate. Remember to take the Coercion Deck Command. Go through the stairs at the Southwest area.

Go down. Take the right path and continue to get the Sandstorm Command and Gojulas data. Explore around a bit to get the 2 commands here. When you are ready, find the Gojulas Giga here. There will be a Boss Fight.

BOSS: -Gojulas Giga- HP~2000

Strategy: This fight will not be easy. Gojulas Giga have a high defense and very high HP. His attack is also quite high. Expect a long fight with Rezarl.

After the battle, there will be an event. You will automatically head out.

Status: You will receive the Gojulas Giga.

Tip: It is highly recommended that you upgrade the Gojulas Giga into the Gojulas Giga Cannon as soon as you get the chance.

Now, your next destination is the Ghost Dome.

The Ghost Dome lies in the Southeastern continent, somewhere northeast of Empire Capital.

Ghost Dome

When you get close to this area, there is an event. Prepare yourself, then enter.

When you enter, there will be an event. Prepare for a Boss fight.

BOSS: -Death Saurer- HP~3000

Strategy: Gald calls it the Bloody Death Saurer, but it is simply a Death Saurer coloured Red. Anyway, this fight is not very easy, considering the

Death Saurer's high DF and HP. Make sure your attack and defense is upgraded to the Max. Otherwise, this is going to be a very long fight. Gald may also use ZOS +1, so be careful.

After you finish, there will be an event. Your next destination is the Bruton Lake Cave, which is to the East of Rock City.

Challenging Mode Level 9 Open

Bruton Lake Cave

Enemies: Konig Wolf DSR, Gojulas Gunner, Iron Kong Maneuver,
Liger Zero Imperial Form, Liger Zero X-Armor, Bloodler, Geno Saurer,
Dark Spinner, Iron Kong PK, Iron Drill, Liger Zero, Liger Zero Panzer,
Elephander, Elephander AG, Lightning Saix BS, Proto Saber,
Shield Liger DCS-J, Blade Liger AB, Liger Zero Jager, Gravity Bison,
Liger Zero Schneider, Geno Trooper, Liger Aero, Storm Swoorder FX,
Geno Breaker, Salamander, GunBlaster, Bloody Demon, Geno Scissors,
Shutulm Fuhrer, Jagd Fuhrer, Redler Interceptor

1st Floor

Treasures: Enhanced Fused Armor, 23000G, Zoid Core SL

2nd Floor

Treasures: Emergency Escape Unit, 18200G

3rd Floor

Treasures: Bloody Demon Zoid Data, Way of the King

4th Floor

Treasures: Geno Hydra KA Zoid Data

Go up to the upper left corner and pick up the armor. Then go down, right, then up. Now keep going right until you see a split. Go down and take the money, then return and go right. Go down, left, and down again. There are 2 routes. The lower left leads to the SL core, and the upper left leads to the stairs. Enter the stairs.

Go down and left. Go all the way up, then right and take the chest, then go left, and all the way down. Explore this place. There are 2 Stairs here. The lower one leads to a Zoid Data. The higher one is where you should go to continue.

Go left, then down. Go left and down to collect a command, then come back here. Go right, then go down as far as you can, and enter the hole.

Go left as far as you can, then go down. Go right all the way, then up all the way. Go left. Then down until you reach a crossroads. Go left to get a Zoid Data. When you are ready, go right for a Boss Battle.

BOSS: -Geno Hydra KA- HP~1400, -Geno Flame- HP~1300, -Geno Scissors- HP~1500,
-Geno Trooper- HP~1500

Strategy: You now fight Blood, Fran, Gail, and Orpis. These Zoids have high Attack Power, and high HP. It will not be easy to deal with them. If you are not careful, and do not heal accordingly, you can go down very fast.

After you win this battle, you will automatically head out. Your next

destination is the ruins to the northeast from here. That is the Central Ruins.

Central Ruins

Enemies: Iron Kong Maneuver, Liger Zero Imperial Form, Liger Zero X-Armor,
Iron Kong PK, Iron Drill, Konig Wolf DSR, Shield Liger DCS-J,
Blade Liger AB, Gojulas Gunner, Redler Interceptor, Bloodler,
Elephander AG, Elephander, Dark Spiner, Geno Saurer, Lightning Saix BS,
Storm Sworder FX, Salamander, Gravity Bison, Liger Zero Jager,
Liger Zero Schneider, Geno Trooper, GunBlaster, Liger Aero,
Liger Zero Panzer,
Liger Zero Jager, Liger Zero Schneider,
Geno Scissors, Dark Spiner KD, Berserk Fuhrer, Geno Breaker,
Bloody Demon, Geno Scissors, Proto Saber, Jagd Fuhrer, Shutulm Fuhrer

1st Floor

Treasures: 20000G, Core Active Ion Large, Extension Generator,
Assisted Co-operation

2nd Floor

Treasures: 19000G, Bestial Data, Zoid Core UX

3rd Floor

Treasures: Concentrate Acid Cannon, Zoid Core Balm, Enhanced Optical Camouflage,
Core Active Ion Large, 25500G

4th Floor

Treasures: Emergency Escape Unit, Core Active Ion Large, Core Enhance Unit,
23000G

5th Floor

Treasures: Poison Cloud Cannon, 25500G

6th Floor

Treasures: I-Field Generator, Emergency Escape Unit, Data Collect 2

7th Floor

Treasures: Buster Cannon, Large E-Shield Generator

Explore this area, and take the chests. The stairs lie to the northwest.

Go right, down, the left, then down. Search around this area. There are 2
stairs. The one at the top leads to 2 chests. The one at the bottom is where
you should go to continue.

Explore this area carefully. There are 3 staircases here. The 2 at the bottom
each leads to one treasure. The one at the top is where you should go to
continue.

Just move down. Collect the 2 chests at the full bottom of this room, then
enter the stairs in the middle of the room.

Explore this room carefully. Again, there are 3 Stairs here. The lower right
and lower left leads to some Treasures. The one at the centre is where you
should go to continue.

Collect the Command from the top right corner, then enter the stairs at the top

centre.

Collect the chests. When you are ready, search for a broken opening. Once you are fully prepared, enter it, and prepare for a long battle. There will be events.

BOSS: -Death Meteor- HP~3200

Strategy: Death Meteor's Defense and HP are very high. This battle will be hard, but you should be able to hold out, as he will not always use all his strongest attacks. Remember to heal regularly.

After this, another event will happen. You will fight the Death Meteor once more. This time, he will not hold back on his attacks.

BOSS: -Death Meteor- HP~7000

Strategy: This time, Gald will not hold back one bit. He will use his strongest attacks, and you get less critical hits on him than before. In 2 Particle Cannons, he can probably wipe out 3 of your units. You don't stand a chance if your units are not upgraded to optimum. He will be extremely hard to deal with. Be sure to have lots of Core Cleaners in stock.

Command: Yuno's Wish (when Yuno joins)

There will be an event.

Status: Yuno joins you. You receive the Yuno's Wish Command.

You are now just outside Sandstorm Battle Area. Dr T will ask you a question. If you say "Yes", you will immediately fight the final battle. If you say "No", you can prepare first. It is recommended that you say "No" for now.

When you want to trigger the Final Battle event, all you have to do is to go to the area where the Death Meteor was standing, which is to the left of Sandstorm Battle Area, slightly South.

Now will be a good time to go to the South Ruins first. The South Ruins are south of Empire Capital.

South Ruins

Enemies: Bloodler, Geno Trooper, Geno Scissors, Elephander AG, Liger Aero, Storm Sworder FX, Salamander, Berserk Fuhrer, Dark Spiner KD, Gravity Bison, GunBlaster, Bloody Demon, Liger Zero Schneider, Liger Zero Jager, Liger Zero Panzer, Proto Saber, Geno Breaker, Gojulas Gunner

When you enter here after the BD Headquarters, there will be a short conversation event.

Treasures: Accelerator Equipment, 13200G, Core Cleaner

Go up until you reach a crossroads. Go to the left room, take the accelerator, come back out, and go north. This place looks a little confusing, but the other 2 chests lies near the northwest and northeast corners. Collect them, then head for the centre north, where the stairs are.

Treasures: Ride Exchange, Core Security 2, Core Active Ion Large, 15000G

You are in a room with 3 paths. Go up and take the Ride Exchange Command. The Core Security 2 command lies somewhere to the south. Pick up the chest, then find your way to the stairs, through the winding paths. Enter the stairs and go to the next floor.

Treasures: 21000G, Information Confusion, Gojulas Giga Cannon Combine

Go all the way to the left, pick up the chest, then return here. Go up and continue all the way up, then go left. When you see a middle opening, don't go through yet. Go to the other side and collect the Information Confusion Command, then come back here. When you are ready, enter the middle path, and go all the way down. An event will happen. You will receive a new combine Command. There will be a boss fight.

BOSS: Berserk Fuhrer, Berserk Fuhrer, Berserk Fuhrer

Strategy: Given your power now, these guys shouldn't be a problem at all. Although these are bosses, considering their hidden stats, they seem to be a bit different.

After this battle, go through the stairs.

Treasures: Great Charge Particle Cannon, Gojulox Combine

First, go all the way down. Then go all the way left, than keep going up. Find the 2 chests here, then go down the stairs.

Treasures: Jagd Stinger Zoid Data, Emergency Escape Unit, Hyper Cannon,
Neutron Missile

Go down until you see a branching path. Go right then up to take the Zoid Data, then return here. Go down all the way. Take the item, then go right all the way, until another branch. Go up and take the 2 weapons, then come back down. Go to the right. When you continue on the route, you will fight a Death Stinger. This is a Midboss Battle. Remember to take its Zoid Data or Core.

Fixed Battle: Death Stinger

When you continue even further, there will be an event. You will fight Hiltz in his Death Saurer.

BOSS: -Death Saurer- HP~4200

Strategy: A 6 vs 1 battle. This doesn't mean that it will be easy. How hard this match is will depend on how powerful your party is. The Death Saurer's DF is 200. Expect a long fight.

Once you defeat Hiltz, you will automatically head out after an event.

Note that this dungeon is an optional event, and is not required to go into the Final Battle.

When you are ready to fight the last battle, head west of Sandstorm Battle Area. That spot appears to be empty, but it is where the Death Meteor was standing, so there will be an event to continue when you move on that spot. Remember, that area is to the direct west of Sandstorm Battle Area 2 steps, slightly south half a step.

Final Battle

Deck Commands: War Conference

When you are ready for the Final Battle, head west from Sandstorm dome. There will be a conversation. Say "Yes" to continue, and say "No" to cancel.

When you continue, you will immediately receive a new Deck Command. You can't Save the game from here now. Talk to everyone, then an event automatically happens.

Status: Bit leaves your party, during the Final Battle.

There will be a long event. After which, you will fight the Final Battle.

BOSS: -Death Meteor- HP~6400

Strategy: Once again, you fight the Death Meteor. This fight is going to be the hardest ever. It helps if you have some ZOS equipment. Prepare for the hardest battle ever. When he use ZOS +2, he can wipe out almost all of your units in one turn, if you are not prepared.

After you win the battle, Congrats! You will now see the credits roll.

After the credits, you will be prompted whether you wish to save. Choose to Save your Game now, then continue.

After Game Clear

Here, these are the places or things that changed after you have cleared the game at least once.

Every time you save after beating the game, you will start back at the last place you were before fighting the Final Battle. You can trigger the ending as many times as you want.

Challenging Mode Level 10 Open

-Party Changes-

Bit still remains in your party.

Bit's Zoid is now variable, and no longer fixed. You can move him on another Zoid, or Equip Armaments his Liger Zero.

You can customize Bit's Liger Zero, but for some wierd reason, you can't implant new CAU Zoid Datas into it. You cannot build the Liger Zero Imperial Form or Liger Zero X into Bit's Liger Zero.

-Overworld Changes-

The Time Barrier that covered a part of area between Mount Town and Seez Town is now gone. This is where all the strong Zoids are found.

In Zoids Legacy, the Time Barrier has to be removed before you can encounter

the powerful Zoids.

These are the Zoids you can encounter in the Time Barrier.

Time Barrier: Buster Eagle, Double Arm Lizard, Griffon, Spark Liger, Command Wolf IS, GunSniper LS, GunSniper NS, Ultrasaurus, Mad Thunder, Geno Hydra, Geno Hydra KA, Matrix Dragon, Geno Trooper, Geno Scissors, Geno Breaker, Geno Flame, Ultimate Phalanx, Gojulas G Orga, Kimera Dragon, Lord Gale, DemonsHead, Shellkarn, FlyScissors, DiploGuns, Gojulas Giga, Gojulas Giga Cannon, Gojulox, Trinity Liger, Trinity Liger BA, Blitz Tiger, Saber Tiger SS, Saber Tiger RS, Saber Tiger TS, Iron Kong SS, Dark Horn HS, LeoBlaze, Unenlagia, Mosasledge, NightWise, Death Stinger, Jagd Stinger, Berserk Fuhrer Z, Jagd Fuhrer, Schutulm Fuhrer, Death Saurer, Death Meteor

-Sandstorm Battle Area Changes-

When you enter the Research Facility, there will be an event with Dr D. You will receive Feena's Wish Command. Dr D will also be able to change your Organoid's emotion. You can choose a Colour, and he can add 5 to that emotion Colour. You can do this as many times as you want.

Tip: DO NOT BOOST AN ORGANOID COLOUR TOO MUCH! Once you are at 99, you are stuck with that colour!

-Tross Farm Changes-

Dr T will be here. He will now give Pulse the ZOS2 ability.

-Empire Capital Changes-

Once again, the Weapon Shop has changed.

Weapon Shop: Hyper Cannon	130000G
Anti Charge Particle Shield	70000G
Enhanced Fused Armor	40000G
E-Enhance Unit	100000G
Core Enhance Unit	300000G
Self Recovery Unit	82000G
Dummy Organoid	180000G
ZOS Prototype	260000G

-Riv Town Changes-

The Battle Centre will be holding Tournaments this time. Talk to the Judgeman to choose to enter in the battles.

The battles are in this order.

Battle 1 : Team Pierce

BOSS: -Salamander- HP~1000

Regulation: No ZOS to be used. No Organoid to be used. Must only use 1 Zoid, and a Flying-Type Zoid.

Strategy: Pierce is using a fast and strong Zoid. This battle should not pose too much a threat as long as you have at least 1 strong fully upgraded Flying Zoid. Your Buster Eagle should be strong enough as long as it is fully upgraded.

Status: Pierce joins you. You will receive the Salamander.

Battle 2 : Team Mary

BOSS: -Iron Kong PK- HP~500, Iron Kong PK, -UltraSaurus- HP~2500

Regulation: No ZOS to be used. No Organoid to be used. Must use no more than 3 Zoids.

Strategy: It's a bit surprising that Mary is not riding the strongest Zoid. Anyway, her Iron Kong most likely won't outlast the UltraSaurus. Once you have taken out the Iron Kongs, focus on the Ultrasaurus. It will take a while, but you will eventually win it.

Status: Mary joins you. You will get the UltraSaurus Data.

Battle 3: Team Raven

BOSS: -Geno Breaker- HP~800, -Psycho Geno Saurer- HP~600

Regulation: No Commands to be used. No removable Equipment are to be used. Must use no more than 2 Zoids, of size no greater than L.

Strategy: Make sure your party arrangement is that the 2 Units in this battle are far apart. This is so that the Particle Cannons will not hit both of you. Finish off the Psycho Geno Saurer first, then focus on the Geno Breaker.

Status: Raven and Rieze joins you. You will receive the Geno Breaker and Psycho Geno Saurer. You will also receive the Psycho Geno Saurer Zoid Data.

Battle 4: Team Stora

BOSS: -Mad Thunder- HP~2000

Regulation: No Commands to be used. No ZOS to be used. No Organoid to be used. Must only use 1 Zoid.

Strategy: This is not an easy battle. You have to use a powerful Zoid in this battle, preferably an XL Zoid. Zoids like Gojulas Giga Cannon, Jagd Stinger, Death Meteor, Blitz Tiger, should be able to hand this battle without too much problems.

Status: Stora joins you. You will receive the Mad Thunder. He will also give you the Mad Thunder Zoid Data.

Battle 5: Team Vega

BOSS: -Berserk Fuhrer- HP~1500

Regulation: No Commands to be used. No ZOS to be used. No Organoid to be used. Must only use 1 Zoid, of size no greater than L. No HP recovery is allowed.

Strategy: This battle is intended to be hard. Vega's HP in this battle differs greatly with his actual HP. Vega will say something if Zell is not the Pilot who is fighting him. One wierd fact is that if you fight him with the Blitz Tiger, his DF will be boosted to 220 instead of the normal 150! I have no idea why this happens. While given all the restrictions, this battle is hard, but not impossible. If you Blitz Tiger is fully upgraded in all aspects, and Zell is at a high level, you can defeat him without too much difficulty. This is a true test of Power, and if you cannot defeat him, it means you're not ready to face him yet.

Status: Vega joins you. You will receive the Berserk Fuhrer Z.

Deck Commands: Proof of the Hero

After you win all these battles, you will also receive Proof of the Hero

Command. By now you should have exactly 47 Pilots in total.

-Secret Code-

After you have completed the Game at least once, you can enter the Secret Codes. There are 2 Codes, and you can get 5 different Zoid Datas and 4 different Zi Parts this way. Check the Secrets section below for details.

-Final Battle-

At any time, it is still possible to fight the Final Battle. Simply go west from the Sandstorm Battle Area onto the seemingly empty spot, and the event will trigger again. Remember, the exact area is to the slight West of Sandstorm Battle Area.

You can watch the Ending credits again.

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BASICS AND MECHANICS
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Party Arrangements-

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You can have up to 6 Zoids in your Attack Party in the following arrangements:

|_|_| | In each of these spaces, you may use Zoids of size S, M, L, LL,
|_|_| | without any restrictions.

|_|_| | However, if you choose to use a Zoid of Size XL, you can only
|_|_| | assign it to the middle row. Also, for the spaces directly above
|_|_| | and below it, you are only allowed to assign S-Size Zoids.

You may change your Zoid party anytime outside of battle, or before a battle starts.

You can only assign Zoids that are piloted and are not destroyed. Once a Zoid is destroyed in battle, it will automatically be removed at the end of battle. You may revive that Zoid at a Research Facility.

In battle, at the start of a turn, if there are no Zoids in a Front row of either battle side, than the Back row of that side will automatically be moved forward into the front row.

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Zoid Size-

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There are 5 different Sizes of Zoids. They are arranged, in order from Largest to Smallest:

XL, LL, L, M, S

XL Size Zoids can only be assigned to the Middle Row. Also, for the spaces directly above and below it, you are only allowed to assign S Sized Zoids.

Size, in addition, also affects accuracy. A Weapon will have accuracy bonuses when attacking a Larger Zoid. The Larger the Size, the harder the Zoid avoid attacks.

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Status Effect-

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In battle, there are several effects that can affect units. Here are some Examples:

Freeze - The Zoid may not act. At the end of each turn, there is a random chance that the Zoid can recover from this status. Chances will vary.

Confuse - The Unit may not be controlled, and will act randomly. At the end of each turn, there is a random chance that the Zoid can recover from this status. Chances will vary.

Pilot Down - The Unit Pilot will face drop in stats. This will affect Accuracy and Speed. At the end of each turn, there is a random chance that the Zoid can recover from this status. Chances will vary.

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Damage-

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This is the Base formula for Damage:

If (Terrain = Deep Water)

then

Attacker's Weapon AT = Attacker's Weapon AT / 2

If (Attack Attribute = DF Ignore) or (Attack = Critical)

then Target Zoid's DF = 0

Damage = (Attacker's Weapon AT) - (Target Zoid's DF)

If (Damage <= 0),

then Damage = 1

Basically, DF is deducted from the attack, unless the attack is a Critical Hit, or has DF Ignore Attribute.

If the Battle is in Deep Water Terrain, then the attack is halved, before calculating damage and DF.

Of course, this is just a Basic Formula. Effects like Back Water Formation will still affect this.

Critical hits are random, but there is a higher chance of getting a Critical hit if your accuracy is high. If a hit is Critical, that hit will totally ignore the DF value of the target Zoid. Chances of a unit attacking with a critical hit is dependent on the accuracy of the Attack. In other words, it is affected by HR, and Evade. It is also affected by the AM of the Zoid. If the Pilot of the defending Zoid has Danger Detect 1/2/3, the chances of receiving a Critical Hit can be reduced. Critical hits applies seperately for each individual target.

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Accuracy-

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This are the Base formulas for HR and accuracy:

//Note that %(percentage) means the stated unit Value.

//If I say minus 30%, I mean deduct 30 of the Value, not multiply it by 70%

// (!=) means not equals to.

If (Pilot LVL + Bonus LVL >= Zoid CLV) And (Total WP <= Zoid CP);
then

Weapon HR% = (Pilot HR% x Base Weapon HR%) + Base Weapon HR%

// Basically (Pilot HR% + 100%) x Base Weapon HR%

// This is the Base formula of Weapon, assuming CLV and CP conditions

// are met.

If (Weapon HR% > Weapon HR% Limit)

then

Weapon HR% = Weapon HR% Limit

// Most Weapons have a HR Limit. The HR of the Weapon cannot exceed this

// Limit Value.

If Attacking Zoid has HR Bonus

then

Final HR% = Weapon HR% + HR Bonus

// Add HR Bonus like Konig Wolf DSR's Assist Armor.

If Target has Avoid increased

then

Final HR% = Final HR% - Target Bonus Avoid%

// Assist Armors such as Smokescreen Generator will affect this.

If Target (Zoid Type = Flying) and (Weapon Attribute != Anti-Air)

then

Final HR% = Final HR% - 20%

// All Flying Zoids have a Bonus of 20%, unless the attack has Anti-Air.

Accuracy% = Final HR%

If Final HR > 99%

then

Accuracy% = 99%

// The Accuracy is truncated to 99%. However, Critical Hit rate will

// still be affected by the actual Value.

// (It is to be noted that these results only work for Zoid of Size S

// For Zoids of Size larger than S, they are affected differently. It is not
// known how they are affected, but it is theorized that the SP of the attacker
// and the Target will add more accuracy bonus to the Attack, depending on the
// Size of the Target. MM also affects accuracy in some way.

From this formula, it is to be noted that for the effects of SR stat, have of
yet to be identified, in the purpose of accuracy. It is obvious that SR does
not affect accuracy, and MM does not affect evasion

It is also to be noted that it has been theorized that the Final HR value of
the Attack will also determine the Critical Hit rate. The higher the HR, the
higher the chances of getting a Critical Hit.

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Experience-

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Everytime a battle is won, EXP points is gained. Pilots in the Battle will gain
Exp normally. Pilots outside of Battle will gain half of that EXP. Pilots whose
Zoids are destroyed in Battle, will not gain EXP from that battle. When a Pilot
gains enough EXP to go to the next Lvl, that Pilot will Level Up.

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Command Use-

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Through your menu, you may set up a total of 10 Commands for use in battle.
(Each Deck Command may only be chosen once for these 10 Commands.) You may
change them before a battle starts. You may only use one Command at each battle
turn phase. Each Command effect varies. Once a Command is used, it will be
blank for this battle, and you can't use it again until the battle ends.
(Exception if you use War Conference.)

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Database-

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There are 2 Databases available. The first is the Character Database. The
second is the Zoid Database. For the Character Database, Character Data is
collected as you progress in the game. For Zoid Database, it is collected every
time you receive that Zoid, or obtain the Zi Data for the Zoid. This also
includes Carrier Zoids.

There are 75 Entries for Character Database, and 151 Entries for Zoid Database.

If you restart on a new game, the Database is not erased.

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Research Facility-

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There is always a Scientist who will do Zoid Repairs at a Research Facility.
Whenever you visit him, 5 options are available.

Zoid Recovery - This option allows you to repair a Zoid that has been

Destroyed.

- Zoid Develop - This option is used to create a new Zoid. You must have the Zoid Data, and the requirements for Zoid Data.
- CAU Develop - This option is specific for Liger Zero and Berserk Fuhrer species. The CAU is built into the Zoid, allowing it to transform into CAU Forms.
- Zoid Customize - Change the Zoid colour, or increase its Weapon Attack, Defense, or GEP.
- Zoid Sell - Sell one of your Zoids. Not recommended to do this, unless you are out of space for more Zoids.

Building CAU works differently from building ordinary Zoids. When you build a CAU data into an existing Zoid, that Zoid can now change from its original form into the CAU Zoid forms which you have built into that Zoid. You can change the Zoid's form using the CAS option, which is available on the Equip Menu, or during battle.

For Customizing a Zoid, you can upgrade it's DF, Weapon attack, or GEP. You may upgrade it's defense up to 5 times, each time it increases DF by 5 points. You can upgrade its GEP 2 times, each time it increases by 1 point. For Weapon Power, you can only upgrade the Zoid's Fixed Attack Weapons. Each Weapon may be upgraded 5 times. Each time increases the AT power by 20 points. (Upgrading the GEP will also accumulate with the effect of TP.)

A Zoid may have any of the following Colors:
Base; Red; Green; Blue; White; Black; Purple; Brown.
These colors may be changed through Customization, at the cost of 500G.

Whenever you visit the Scientist, he will always recover HP and EP of all your Zoids that are not destroyed, without any costs. You will have to repair destroyed Zoids, with costs.

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Zoid Types-

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Zoids have Class Types, which affect the Compatibility: Zoid Skill.

Certain Zoids have more than 1 Type, and some Zoids are not of any Type listed below.

Note that Water Type and Flying Type Zoids will not receive penalty for MM in fighting Deep Water Terrain.

Flying Type Zoids will receive 20% Value Bonus evasion against all normal attacks. This will not work against Weapons with Anti-Air attribute.

Flying Type Zoids may not equip certain Smokescreen Armaments.

Liger Type:

Shield Liger, Shield Liger DCS, Shield Liger DCS-J, Spark Liger, Liger Aero, Blade Liger, Blade Liger AB, Trinity Liger, Trinity Liger BA, SaberLion.

Gojulas Type:

Gojulas, Gojulas Gunner, Gojulas G Orga, Gojulas Giga, Gojula Giga Cannon, King Gojulas.

Kong Type:

Iron Kong, Iron Kong Manuever, Iron Kong PK, Iron Drill, Hammer Rock.

Geno Type:

Geno Saurer, Psycho Geno Saurer, Proto Breaker, Geno Breaker, Geno Scissors, Geno Trooper, Geno Flame, Geno Hydra, Geno Hydra KA.

Fuhrer Type:

Berserk Fuhrer, Shutulm Fuhrer, Jagd Fuhrer, Berserk Fuhrer Z.

Tiger Type:

Sabre Tiger, Saber Tiger, Saber Tiger AT, Saber Tiger SS, Saber Tiger TS, Proto Saber, Diablo Tiger, Blitz Tiger, GunTiger.

Wolf Type:

Command Wolf, Command Wolf AC, Command Wolf Urban Combat, Climber Wolf, Kelberos, Konig Wolf, Konig Wolf DSR.

Flying Type:

Double Swoorder, Pteras, Pteras Bomber, Pteras Radome, Storm Swoorder, Storm Swoorder F, Storm SwoorderFX, Raynos, Salamander, HammerHead, HammerHead VL, Geno Trooper, Redler, Redler Booster Cannon, Redler Interceptor, Bloodler, Zabat, Gilvader, Sinker, Saicurtis, Mosasledge, Nightwise, Flyscissors, Diploguns, Buster Eagle.

Water Type:

Sinker, Wardick, HammerHead, HammerHead VL, Brachios, Barigator, Mosasledge, Diploguns, Death Stinger, Jagd Stinger, Ultrasaurus, Ultimate Phalanx, Killerdome.

Liger Zero Type:

Liger Zero, Liger Zero Jager, Liger Zero Schneider, Liger Zero Panzer, Liger Zero X-Armor, Liger Zero Imperial Form.

Death Saurer Type:

Death Saurer, Death Meteor, Bloody Demon.

Ultrasaurus Type:

Ultrasaurus, Ultimate Phalanx

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Maximum Number of Zoids-

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The total maximum number of Zoids you can have is 151.

You will be able to build Zoids that require Base Zoids, as well as CAU Zoid Forms, but you will not be able to build new Zoids that do not require Base Zoids.

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Carrier Zoids-

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You get certain Carrier Zoids throughout the game. You see them on the Overworld and in Dungeons. These are the 3 Carrier Zoids.

Gustav - Default
Hover Cargo - Able to move on shallow water.
Dragoon Nest - Able to move freely on water.

In addition, you will also get the Whale King, which is airborne, and can choose to deploy any of your 3 Carrier Zoids. When deployed, your Whale King stays, until you choose to get back to it. The Whale King can only land on normal even ground. When teleporting using the Emergency Escape Unit or the Teleporter Unit, the Whale King will also be transported close by to where you are.

Each of the 4 Carrier Zoids have their own Attack, which you can summon through Support-Fire Type Deck Commands.

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Armaments

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2 Kinds of Armaments exist. One is Attack Weapon, the other is Assist Armor.

All Weapons have a HR stat which is the accuracy. Weapons are either Shooting Category, or Combat Category.

Note that each Weapon has it's own HR Limit. The Weapon HR cannot exceed the HR Limit.

All Attack Weapons have 5 different Attack Types. Some may have a combination of more than 1 Attack Type, and some may have no Attack Types at all. The Attack Types are:

B / M / L / P / G

(They stand for Bullet, Missile, Laser, Particle, and Grappling, respectively.)

Weapons can also attack more than one target. Weapons have Range, and also the attack type on the enemy area. The Range of the Weapon will affect what Targets the Weapon can Attack.

V, B, and A types aren't affected by range, and they hit a full range of 1-3.

S - (Single) Attacks a single target.
N - (Next) Attacks 2 adjacent targets on the vertical row.
W - (Wide) Attacks a single line on the vertical row.
V - (Vector) Attacks a single line on the horizontal row. Full-range.
B - (Block) Attacks in a 2 x 2 square area. Full-range.
A - (All) Attacks all enemies. Full-range.

Assist Armor are either Passive, or Active.

Passive means that the effect will stay in place whenever the armor is equipped.

Active means that the Armor has to be activated in battle with EP Costs, and the Effect may last for a variable amount of turns, before the effect wears off. Active Assist Armor will have no effect unless activated. Also, the Assist Armor that is in use cannot be activated again to induce accumulative

effects - the effects have to wear off first, before the Active Effect of the Assist Armor can be used again. The effects from Active Assist Armor may also affect other Allied Zoids, or Enemy Zoids.

In addition, Assist Armor also have different Types, that has various effects. (E.g. Some affect SR, some affect MM, and some even affect your enemies.)

E-Shield, ZOS, and Optical Camouflage Type Assist Armor, consumes the Set amount of EP at the end of each Turn, to remain Active. If there is not enough EP to consume, the Assist Armor is immediately deactivated. These effects may also not be accumulated. During the times these Assist Armor are active, another Assist Armor with the same effects may not be used, even if it has a different magnitude.

E-Shields offer protection against Attacks. E-Shields have a Strength value. When an Attack hits, the E-Shield Strength is reduced by the Power of the Attack. When the Value is reduced to 0 and below, the E-Shield is deactivated.

Zoids have 4 Armaments Rack. These Racks can either equip both Attack Weapons or Assist Armor, or can only equip Assist Armor.

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Armaments Attributes

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Some armaments have extra attributes.

Here are some of the examples of Attack Weapon Attributes:

Anti-Air

- This attribute allows the Weapon to hit aerial Zoids without decreasing accuracy. Normally, Attack Weapons without Anti-Air Attribute, will have -20% Accuracy penalty.

Water

- A Weapon with this attribute will be unaffected in Deep Water. Normally, Attack Weapons without Water Attribute, will have their AT Power cut to 50% in Deep Water Terrain.

DF Damage

- If the Attack Weapon hits, it also decreases the Target Zoid's DF. The Decrease to the Target's DF is equals to 10% of the Weapon's AT power.

DF Ignore

- DF of the defending Zoid will not reduce the damage from an Attack Weapon with this attribute.

Homing

- An attribute available on most Missile Weapons. Note that if a Weapon with this attribute is used against an enemy Zoid with Assist Armor Anti-Homing Attribute, the accuracy of a Weapon with this Attribute is reduced by the Avoid Value.

Freeze

- A Zoid using a Weapon with this attribute has a chance to inflict Freeze Status on the defending Zoid when attacking. Chances will vary depending on the enemy.

Confuse

- A Zoid using a Weapon with this attribute has a chance to inflict Confuse Status on the defending Zoid when attacking. Chances will vary depending on the enemy.

Pilot

- A Zoid using a Weapon with this attribute has a chance to inflict Pilot Down Status on the defending Zoid when attacking. Chances will vary depending on the enemy.

Penetrate

- The exact effect of this attribute is unknown. It is suspected to affect Critical Hit rate, or the E-Shield of target Zoid.

Here are some examples of Assist Armor Attributes:

Anti - B/M/L/P/G

- This Assist Armor will only add the specified DF value bonus when the equipped Zoid is under attack from an Attack Weapon with the corresponding Attack Type. No DF Bonus is added if the Weapon Attack Type does not match with any of the Type Stated for the Assist Armor with this Attribute. (This Attribute may contain any combination of the 5 Weapon Types. As long as a Weapon is used, and it has and it has an Attack Type that is under the Attribute, the effects will be triggered.)

Anti-Radar/Homing

- This Assist Armor will only add the specified Avoid value bonus, when the equipped Zoid is under attack from an Attack Weapon with Homing Attribute, or if the Attacking Zoid has activated Radar Attribute.

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Zoid Stats

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Note:

This is a rough breakdown, and a brief idea of how the Zoid Stats work. The purpose of some of the stats are unclear. In addition, the exact functions of some of the Stats differ from that of the descriptions given in the game Zoids Saga 2 and Zoids Legacy. For more details, check the Zoids Analysis section.

HP(Hit Point): The durability, and how much damage the Zoid can take. The Zoid becomes unable to battle once this value becomes 0.

EP(Energy Point): How much energy the Zoid has. Certain weapons require EP points to be used. The zoid starts out with EP half the amount of MAX EP in battle.

GEP(Generating Energy Point): How much EP the zoid recovers every turn in battle. If the Zoid chooses to wait and puts to standby, it will also recover an additional EP equal to its GEP.

SP(Speed): The base speed of the zoid. Affects IV, Accuracy and Avoid of the zoid.

MM(Movement): How well the zoid can move. Affects the evasion rate.
(Recent tests show that MM affect the Accuracy of the Zoid,
rather than the evade of the Zoid, despite the Game descriptions.)

IV(Initiative Velocity): Total speed of the zoid. Affects the order in which
the zoid takes action.
 $IV = SP + SR$

DF(Defense): The defense power of the Zoid. The higher the value, the less
damage the zoid takes in. The damage calculation for most attacks is:
 $Damage = Weapon AT - Target Zoid's DF$
DF = 0 if attack is Critical or has DF Ignoring attribute.

AM(Armor): The armor rating of the zoid. The higher the value, the lesser the
chances of receiving Critical hits. This is a value in Percentage, and never
exceeds 99.

DCP(Damage Consumption Point): The endurance of the zoid. The higher the value,
the less likelihood of receiving Freeze Status from a normal attack. If a Zoid
is hit by an attack with an AT value higher than it's DCP, there is a good
chance that the Zoid will be hit with Freeze Status, even if that Attack does
not normally cause Freeze Status.

SR(Sensoring Rate): How well the Zoid's sensors are. This Stat affects IV
directly. The higher the value, the faster the zoid responds. (It may affect
evasion, critical hits or status attack/defense or even recovery in some way.
Not much is known about this stat.)

CLV(Criteria Level): The required Level of the pilot for the zoid. If the
Pilot's Level is less than the CLV of the Zoid, the lower the pilot's level,
the lower the ability of the Zoid will be. Zoid type and Compatibility Skills
will be taken into consideration here. CLV affects the stats according to:
IF (Level < CLV) then,
 $Stat * (Level/CLV) = Result$

TP(Training Point): How much experience the zoid has. The higher the value, the
more bonuses Zoid receives for HP, EP, GEP, SP, MM, DCP, CP. Maximum value of
TP is 200. TP will increase 1 every time you take that Zoid into battle and win
that battle.

TP affects the stats according to:

$$Stat \times (1 + TP/200) = Result$$

In other words:

2 TP = 1% Increase (Maximum 100% increase)
(Every 2 TP equals 1% ; 1 TP does not equal 0.5%.)

CP(Capacity Point): How much Armaments weight the zoid can handle. If the total
WP exceeds the CP of the Zoid, the SP, MM, and HR(not shown) Stats of the Zoid
will be reduced. The factor by which the zoid will be affected by is:

IF (Equipped CP - MaxCP equals 0 if CP is less than MaxCP):

$$Stat * (1 - (CP - MaxCP)/MaxCP) = Result$$

Note 1: The game mentions that SP affects evasion(and thus MM), but the fact is,
SP is affected by both CP and TP just as much as MM is, so they only "seem" to
be mutually dependent... But for the sake of the argument, I'll leave it in.

Note 2: Wherever that SP is affected by some other value, IV is also implied to
be affected accordingly. IV is also affected by Skills.

Note 3: The exact purpose of SR, besides for IV, is not really known yet. The
game itself states that it senses it's target, but it does not seem to affect
accuracy.

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Linking

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Zoids Saga 2 has a linking function. With 2 Gameboy Advance, each with Zoids Saga 2 Cartridge, and a Game Link, players can choose to battle each other, or trade Data and Parts.

-Link Battle-

First screen:

This screen shows both player's details

- Main Character's name
- Win/Loss record
- Team Rating

Second screen:

This screen is for changing the battle rules. This is only available to the 1st Player.

- Change Rules
- Quantity Limitations
- Size Limitations
- Zoids Type Restrictions
- Other Restrictions (Deck Commands, Armaments, etc.)
- Change Fields
- Confirm

Third screen:

This screen is quite similar to the Start Menu.

- Change Equipment
- Change Pilot
- Team
- Battle
- Exit

Basics:

- After the first player sets all the rules, restrictions and the battle field, both players will enter a screen that works similar to the normal battle screen setup you get normally.
- You start of with your team being the one that you have in your game. But if you do any changes to it and complete the multi-player battle (regardless of win or lose), your team will be reset back to the one that you have initially. The changes, damage, effects received during the link-battle will not be carried over into your save file.
- For one reason or another, during the battle, after a player selects his/her move (Attack/Waiting/Item) for the Zoid, it takes about 3 seconds for the game to respond. Which means, for every Zoid's turn, you will have to wait about 3 seconds after selecting its move. The battle animation can still be

"skipped" with the "B" button.

- Results of Linked Battles will be recorded in your game.

-Trading-

Transfer Screen:

This is where you select to Give or Receive Zoid Data and Zi Parts.

-Give
-Receive
-Finish

Basics:

- When you select Give, you can choose to give Zoid Data or Zi Parts. When you give Zi Parts, you will be prompted for the amount to be given.
- Zoid Data will not disappear when you trade them; both Players will have the Zoid Data. However, when you give Zi Parts, you do not get to retain them.
- When you select Receive, there isn't much you can do but wait for the Zoid Data or Zi Parts to come in. It is unknown how to exit this screen immediately after entering it. You can choose to exit after receiving something.
- Select Finish to return to the Options Menu.
- Transferring Data and parts are practically instantaneous. There is no animation. Just a pop-up text box saying you have received the Zoid Data or Zi Parts.

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LISTS

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This section contains a quick list of Zoids, Commands, Pilots, Locations, Items, and Skills that are available in the game.

-Pilots-

02)	Yuno	/	Juno
03)	Zan	/	Zan
04)	Theta	/	Tita
05)	Alvern	/	Albane
06)	Lynner	/	Reiner
07)	Claudia	/	Claudia
08)	Max	/	Max
09)	Atrey	/	Athle
10)	Regina	/	Regina
11)	Arth	/	Earth
12)	Jack	/	Jack
13)	Herman	/	Herman
14)	Ford	/	Ford
15)	O'Connell	/	O'Connell
16)	Kruger	/	Krueger
17)	Ban	/	Van
18)	Feena	/	Fiona
19)	Irvine	/	Irvine
20)	Moonbay	/	Moonbay
21)	Schubaltz	/	Schwarz
22)	Tommer	/	Thoma
23)	Raven	/	Raven
24)	Rieze	/	Rease
25)	Bit	/	Bit
26)	Linon	/	Leena
27)	Barad	/	Ballad
28)	Jemy	/	Jimmy
29)	Leon	/	Leon
30)	Naomi	/	Naomi
31)	Karkrand	/	Kirkland
32)	Omari	/	Omari
33)	Lineback	/	Lineback
34)	Harry	/	Harry
35)	Mary	/	Mary
36)	Jack Cisco	/	JackCisco
37)	Allstar	/	Alster
38)	Palty	/	Palty
39)	Solid	/	Solid
40)	Royal Mask	/	RoyalMask
41)	Benjamin	/	Benjamin
42)	Sebastian	/	Sebastian
43)	Red Mask	/	Red Mask
44)	Purple Mask	/	Prpl.Mask
45)	Stora	/	Stoller
46)	Pierce	/	Pierce
47)	Vega	/	Vega

-Commands-

01)	Warrior's Friendship	/	Friendship
02)	Brownout	/	Conservation
03)	Recharge	/	Charge Energy
04)	Way of the King	/	King's Way
05)	Hero's Conditions	/	The Brave
06)	Back Water Formation	/	No Return
07)	Quagmire	/	Muddy Ground
08)	Backline Support	/	Logis.Support

09) Data Collect 1	/	Data Gather.1
10) Data Collect 2	/	Data Gather.2
11) Core Security 1	/	CoreSecurity1
12) Core Security 2	/	CoreSecurity2
13) Junk Parts	/	Junk Parts
14) Supply Master	/	Supplier
15) Proof of the Hero	/	Hero's Proof
16) Land-Mine Setup	/	Mines
17) Sandstorm	/	Sandstorm
18) Aerial Mine Setup	/	Off-Grd Mines
19) Aqua Mine Setup	/	Water Mines
20) Obstacle Setup	/	Obstacles
21) Coercion	/	Coercion
22) False Negotiations	/	False Nego
23) Beam Disruption Screen	/	Beam Screen
24) Cover Shooting	/	Covering Fire
25) Final Defense Orders	/	Defend or Die
26) Assisted Co-operation	/	Link Support
27) Air Blast Request	/	Airraid
28) War Conference	/	Strategy Meet
29) Information Confusion	/	Distrbd Data
30) Ride Exchange	/	Switch
31) Reassign	/	Redistributn
32) Parts Enforced Removal	/	Parts Removal
33) Decoy	/	Decoy
34) Sanctuary of God	/	God's Terrtry
35) Gravity Storm	/	Gravity Storm
36) Time Twister	/	T-S Warp
37) Chaotic Battlefield	/	Confusion
38) Feena's Wish	/	Fiona'sPrayer
39) Yuno's Wish	/	Juno's Prayer
40) Double Arm Lizard Combine	/	2-armL.Gattai
41) Lord Gale Combine	/	L.Gale Gattai
42) Matrix Dragon Combine	/	F.Drgn Gattai
43) Kimera Dragon Combine	/	C.Drgn Gattai
44) Gojulox Combine	/	GojuloxGattai
45) Griffon Combine	/	GriffinGattai
46) KillerDome Combine	/	K.Dome Gattai
47) Gojulas Giga Cannon Combine	/	Goj.GC Gattai
48) Arrow Phalanx	/	Arrow Phalanx
49) Thor Hammer Phalanx	/	T-H Phalanx
50) Cannon Phalanx	/	CannonPhalanx
51) Aegis Phalanx	/	Aegis Phalanx

-Zoids Data-

001) Sabre Tiger	/	ZaberFang Old
002) Saber Tiger	/	Zaber Fang
003) Saber Tiger RS	/	Zaber Fang RS
004) Saber Tiger SS	/	Zaber Fang SS
005) Saber Tiger AT	/	Zaber Fang AT
006) Saber Tiger TS	/	Zaber Fang TS
007) Proto Saber	/	Proto Zaber
008) Diablo Tiger	/	Diablo Tiger
009) Blitz Tiger	/	Blitz Tiger
010) HellCat	/	Atak Kat
011) Lightning Saix	/	Lightng Saix

012) Lightning Saix BS	/	Lightg SaixBS
013) GunTiger	/	Gun Tiger
014) Liger Zero	/	Liger Zero
015) Liger Zero Schneider	/	ZeroSchneider
016) Liger Zero Jager	/	Zero Jaeger
017) Liger Zero Panzer	/	Zero Panzer
018) Liger Zero Imperial Form	/	Zero Empire
019) Liger Zero X-Armor	/	Zero X
020) Trinity Liger	/	Trinity Liger
021) Trinity Liger BA	/	Trin.Liger BA
022) Shield Liger	/	Shield Liger
023) Shield Liger DCS	/	ShldLiger DCS
024) Shield Liger DCS-J	/	S Liger DCS-J
025) Spark Liger	/	Spark Liger
026) Blade Liger	/	Blade Liger
027) Blade Liger AB	/	BladeLiger AB
028) Liger Aero	/	Liger Aero
029) SaberLion	/	Saberlion
030) Command Wolf	/	Command Wolf
031) Command Wolf Urban Combat	/	Com.Wolf Town
032) Command Wolf AC	/	Comm.Wolf AC
033) Command Wolf IS	/	Comm.Wolf IS
034) Kelberos	/	Cerberus
035) Climber Wolf	/	Climber Wolf
036) Shadow Fox	/	Shadow Fox
037) Konig Wolf	/	Konig Wolf
038) Konig Wolf DSR	/	KonigWolf DSR
039) Iron Kong	/	Iron Kong
040) Iron Kong PK	/	Iron Kong PK
041) Iron Kong Maneuver	/	I K Maneuver
042) Iron Kong SS	/	Iron Kong SS
043) Iron Drill	/	Iron Drill
044) Hammer Rock	/	Hammer Rock
045) DiBison	/	Dibison
046) Gravity Bison	/	Gravity Bison
047) Black Rhymos	/	Black Rhimos
048) Cyclops Type 1	/	Cyclops I
049) Cyclops Type 2	/	Cyclops II
050) Elephander	/	Elephander
051) Elephander AG	/	Elephander AG
052) Geno Saurer	/	Geno Saurer
053) Psycho Geno Saurer	/	Psycho G Sau.
054) Geno Breaker	/	Geno Breaker
055) Proto Breaker	/	Proto Breaker
056) Geno Scissors	/	Geno Scissors
057) Geno Trooper	/	Geno Trooper
058) Geno Flame	/	Geno Flame
059) Berserk Fuhrer	/	Berserk Fury
060) Shutulm Fuhrer	/	Strum Fury
061) Jagd Fuhrer	/	Jagd Fury
062) Berserk Fuhrer Z	/	BerserkFury Z
063) Geno Hydra	/	Geno Hydra
064) Geno Hydra KA	/	Geno Hydra KA
065) Dark Spiner	/	Dark Spiner
066) Dark Spiner KD	/	Killer Spiner
067) GunSniper	/	Gun Sniper
068) GunSniper Weasel	/	GSnpr Weasel
069) GunSniper LS	/	Gun Sniper LS
070) GunSniper NS	/	Gun Sniper NS
071) SnipeMaster	/	Snipe Master

072) SnipeMaster FB	/	SnpMaster FB
073) SnipeMaster A-Shield	/	SMAstr A-Sild
074) Rev Raptor	/	Rev Reptor
075) Rev Raptor Pile Banker	/	RR PileBunker
076) Rev Hunter	/	Rev Hunter
077) Merda	/	Hellrunner
078) Ultrasaurus	/	Ultra Saurus
079) Ultimate Phalanx	/	Ulte.Phalanx
080) Goldos	/	Gordos
081) Goldos Long-Range Attacker	/	Gordos LR
082) Red Horn	/	Red Horn
083) Red Horn BG	/	Red Horn BG
084) Dark Horn	/	Dark Horn
085) Dark Horn HS	/	Dark Horn HS
086) Mad Thunder	/	Mad Thunder
087) GunBlaster	/	Gun Blaster
088) Brachios	/	Brachios
089) Gilvader	/	Gilvader
090) Gojulas	/	Gojulas
091) Gojulas G Orga	/	Goju.the Ogre
092) Gojulas Gunner	/	GojulasGunner
093) Gojulas Giga	/	Gojulas Giga
094) Gojulas Giga Cannon	/	Goju.Giga C.
095) King Gojulas	/	King Gojulas
096) Death Saurer	/	Death Saurer
097) Bloody Demon	/	Bloody Demon
098) Death Meteor	/	Death Meteor
099) Iguan	/	Iguan
100) Godos	/	Godos
101) LeoBlaze	/	Leo Blaze
102) Unenlagia	/	Unenlagia
103) Mosasledge	/	Mosasledge
104) NightWise	/	Nightwise
105) Buster Eagle	/	Buster Eagle
106) FlyScissors	/	Flyscissors
107) Shellkarn	/	Shell Karn
108) DiploGuns	/	Diplo Guns
109) DemonsHead	/	Demon's Head
110) Matrix Dragon	/	Fuzor Dragon
111) Kimera Dragon	/	ChimeraDragon
112) Gojulox	/	Gojulox
113) Double Arm Lizard	/	2-arm Lizard
114) Griffon	/	Griffin
115) Lord Gale	/	Lord Gale
116) Death Stinger	/	Death Stinger
117) Jagd Stinger	/	Jagd Stinger
118) Guysack	/	Guysack
119) Guysack Stinger	/	GuysackStingr
120) Molga	/	Molga
121) Cannory Molga	/	CannonryMolga
122) DarkPoison	/	Dark Poison
123) Saicurtis	/	Saicurtis
124) Double Sworder	/	Dbl-Sworder
125) KillerDome	/	Killer Dome
126) Cannon Tortoise	/	Cann.Tortoise
127) Cannon Tortoise BC	/	C.Tortoise BC
128) Gator	/	Gator
129) Barigator	/	Barigator
130) Stealth Viper	/	Stealth Viper
131) HammerHead	/	Hammer Head

132) HammerHead VL	/	HammerHead VL
133) Wardick	/	Wardick
134) Sinker	/	Sea Striker
135) Redler	/	Redler
136) Redler Booster Cannon	/	Redler BoostC
137) Redler Interceptor	/	R.Interceptor
138) Bloodler	/	Bloodler
139) Pteras	/	Pteras
140) Pteras Bomber	/	Pteras Bomber
141) Pteras Radome	/	Pteras Radome
142) Storm Sworder	/	Storm Sworder
143) Storm Sworder F	/	StormSworderF
144) Storm Sworder FX	/	StormSwordrFX
145) Zabat	/	Zabat
146) Raynos	/	Raynos
147) Salamander	/	Pteramander

-Locations-

01) Seb Town	/	Cebu Town
02) Ramer Town	/	Llama Town
03) Ancient Village	/	Old Village
04) Rogue Village	/	Outlaws Town
05) Garil Storm Battle Area	/	Galilstorm
06) Mount Town	/	Mount Town
07) Seez Town	/	Seas Town
08) Riv Town	/	Live Town
09) Sandstorm Battle Area	/	Sandstorm
10) Bayside Town	/	Bayside Town
11) Tross Farm	/	Tros Farm
12) Talim City	/	Tarim City
13) Bell City	/	Bell City
14) Sera City	/	Sera City
15) Romeo City	/	Romeo City
16) Halber City	/	Harpe City
17) MacKarey	/	McCulley
18) Morab City	/	Morabu City
19) Saral City	/	Saral City
20) BD Frontline Base	/	BD Outpost
21) Cape City	/	Cape City
22) Sand City	/	Sand City
23) Rock City	/	Rock City
24) Diamond Dome	/	Diamond Dome
25) Platinum Dome	/	PlatinumDome
26) Gold Dome	/	Gold Dome
27) Silver Dome	/	Silver Dome
28) BD Headquarters	/	BD Base
29) Ghost Dome	/	Ghost Dome
30) Miletos Fortress	/	Miletos Ctle
31) Empire Capital	/	Imperial Twm
32) East Sea Bottom Ruins	/	E.Sea ruins
33) North Sea Bottom Cave	/	N.Sea caves
34) Riv Ruins	/	Live Ruins
35) Star-shaped Desert Cave	/	Desert cave
36) South Ruins	/	South ruins
37) Bruton Lake Cave	/	Breton Cave
38) Central Ruins	/	Centl.ruins

-Items-

 | -Core Active Ion Small- |
- Chosen Zoid Recovers 50 HP.

| -Core Active Ion Medium- |
- Chosen Zoid Recovers 150 HP.

| -Core Active Ion Large- |
- Chosen Zoid Recovers 300 HP.

| -Zoid Core Balm- |
- Chosen Zoid Recovers 50% of its Max HP.

| -Reactivate Unit- |
- Chosen Zoid recovers from Freeze Status. Use in Battle only.

| -Shockwave- |
- Chosen Zoid recovers from all Status abnormalities. Use in Battle only.

| -Core Cleaner- |
 | - Chosen Zoid recovers from all Status abnormalities, and is fully |
restored HP. Use in battle only.

| -Emergency Escape Unit- |
 | - Choose a town. You will automatically be transported to the Research |
 | Facility of the chosen town. If you have a Whale King, it will be |
somewhere close by on the Overworld. To be used outside of battle.

| -Teleporter Unit- |
 | - You will automatically be transported back to the last place where you |
 | used an Emergency Escape Unit. If you have a Whale King, it will be |
somewhere close by on the Overworld. To be used outside of battle.

-Armaments-

Attack Weapons:-

01) Particle Cannon	/	Partcl.Gun
02) Heavy Particle Cannon	/	Hvy P.Gun
03) Hyper Particle Cannon	/	HyperP Gun
04) Plasma Particle Cannon	/	Plasma P.
05) Photon Particle Cannon	/	Photon P.
06) Charge Particle Cannon	/	Charged P.
07) External Charge Particle Cannon	/	Extr.Chd P
08) Focus Charge Particle Cannon	/	Focused P.
09) Spread Charge Particle Cannon	/	Diffuse P.
10) Great Charge Particle Cannon	/	LgCalib P.
11) Mini Laser	/	Sml Laser
12) 2-Set Laser	/	Twin Laser

13) 3-Set Laser	/	Triple Lsr
14) 4-Set Laser	/	4-Gun Lsr
15) Anti-Air Laser	/	Antair L.
16) 2-Set Anti-Air Laser	/	2 AA Laser
17) 3-Set Anti-Air Laser	/	3 AA Laser
18) 4-Set Anti-Air Laser	/	4 AA Laser
19) Laser Machine Gun	/	Lsr. M Gun
20) Pulse Laser Gun	/	Pulse LGun
21) Beam Needle	/	BeamNeedle
22) Gatling Beam	/	GatlingBm
23) Beam Rifle	/	Bm Rifle
24) Assault Beam Cannon		
25) Beam Cannon		
26) Ray Storm		
27) Rolling Cannon		
28) Hybrid Cannon		
29) Accelerated Cannons		
30) Double Cannon		
31) 2-Set High Speed Cannon		
32) Triple Cannon		
33) Hyper Cannon		
34) Impact Cannon		
35) Accelerated Impact Cannon		
36) 3-Set Impact Cannon		
37) Linear Cannon		
38) Assault Cannon		
39) Assault Rifle		
40) Long-Range Rifle		
41) Buster Cannon		
42) Ultra Cannon		
43) Rail Gun		
44) Close-Range Rail Gun		
45) High Speed Rail Gun		
46) Super Speed Rail Gun		
47) Hyper Rail Gun		
48) Machine Gun		
49) Anti-Air Machine Gun		
50) Heavy Machine Gun		
51) Hyper Machine Gun		
52) Vulcan Cannon		
53) Anti-Air Vulcan		
54) Mega Vulcan		
55) Anti-Air Mega Vulcan		
56) Gatling Cannon		
57) Anti-Air Gatling		
58) Heavy Gatling		
59) Accelerated Gatling		
60) 2-Set Missile		
61) 4-Set Missile		
62) 6-Set Missile		
63) 8-Set Missile		
64) 16-Set Missile		
65) Anti-Air 2-Set Missile		
66) Anti-Air 4-Set Missile		
67) Anti-Air 8-Set Missile		
68) Anti-Air 16-Set Missile		
69) Long-Range Missile		
70) Large Missile		
71) Napalm Missile		
72) Neutron Missile		

- 73) Reaction Missile
- 74) Hyper Missile
- 75) Spread Missile
- 76) Sonic Cannon
- 77) Super Sonic Cannon
- 78) Acid Cannon
- 79) Concentrate Acid Cannon
- 80) Spark Cannon
- 81) Super Spark Cannon
- 82) Ele Shot
- 83) Poison Gas Cannon
- 84) Poison Mist Cannon
- 85) Poison Cloud Cannon
- 86) Gravity Cannon

Exclusive Use Weapons:-

- 1) 5-Set Missile Pod - (Konig Wolf Type)
- 2) Pierce Armor Laser Vulcan - (Shadow Fox)
- 3) 2-Set Beam Cannon - (HellCat)
- 4) Pulse Laser Cannon - (Lightning Saix)
- 5) Pulse Laser Cannon - (Lightning Saix BS)
- 6) 2-Set Beam Cannon - (Saber Tiger Type)
- 7) 2-Set Beam Cannon - (Command Wolf)
- 8) Long Range Rifle - (Command Wolf IS)
- 9) 2-Set Beam Cannon - (Proto Saber)

Assist Armor:-

- 01) Extension Armor
- 02) Large Extension Armor
- 03) Multiple Armor
- 04) Large Multiple Armor
- 05) Super-Heavy Armor
- 06) Large Super-Heavy Armor
- 07) Chobam Armor
- 08) Enhanced Chobam Armor
- 09) Full Armor System
- 10) Laser Diffusion Equipment
- 11) Anti-Laser Armor
- 12) Anti Charge Particle Shield
- 13) E-Protector
- 14) Rare Metal Armor
- 15) Fused Armor
- 16) Enhanced Fused Armor
- 17) F-Round Shield
- 18) Small E-Shield Generator
- 19) E-Shield Generator
- 20) Large E-Shield Generator
- 21) Smokescreen Generator
- 22) Large Smokescreen Generator
- 23) Optical Camouflage
- 24) Enhanced Optical Camouflage
- 25) Stealth System
- 26) Electro-Magnetic Jammer
- 27) ECM
- 28) Electron Disruptor Equipment
- 29) Micro Sensor
- 30) Enhanced Micro Sensor
- 31) Laser Sensor

- 32) Enhanced Laser Sensor
- 33) Composite Sensor
- 34) Enhanced Composite Sensor
- 35) Infra-Red Scope
- 36) Infra-Red Scanner
- 37) Radar
- 38) Large Radar
- 39) Radar System
- 40) Enhanced Radar System
- 41) All-Weather Radar
- 42) 3D Radar
- 43) Radome Unit
- 44) Magnetism Detector
- 45) Large Magnetism Detector
- 46) GPS Magnetism Detector
- 47) Large GPS Magnetism Detector
- 48) Sonic Detector
- 49) Large Sonic Detector
- 50) Turbo Charger
- 51) After Burner
- 52) High Mobility Thruster
- 53) Accelerator Equipment
- 54) Physics Enhance Unit
- 55) E-Enhance Unit
- 56) Core Enhance Unit
- 57) Ion Projector
- 58) I-Field Generator
- 59) Self Recovery Unit
- 60) Energy Tank
- 61) E-Charger
- 62) Extension Generator
- 63) Dummy Organoid
- 64) ZOS Prototype
- 65) ZOS Enhanced Type
- 66) ZOS Mass Produced

-Zoid Parts-

-Zi Parts-	-Available Zoids-
Zoid Core BT	Blitz Tiger
Zoid Core BX	LeoBlaze, Unenlagia, Mosasledge, NightWise, DemonsHead, FlyScissors, DiploGuns, Shellkarn, Buster Eagle
Zoid Core CR	Cyclops Type 1, Cyclops Type 2
Zoid Core DS	Death Stinger
Zoid Core DT	Diablo Tiger

Zoid Core DZ	Death Saurer	

Zoid Core FL	Redler, Pteras, Raynos, Storm Sworder, Zabat	

Zoid Core GB	GunBlaster	

Zoid Core GG	Gojulas Giga	

Zoid Core GH	Geno Hydra	

Zoid Core GR	Black Rhymos, Rev Raptor, Lightning Saix, Elephander	

Zoid Core GS	Geno Saurer, Bloody Demon	

Zoid Core GV	Gilvader	

Zoid Core H1	Command Wolf, Godos, Barigator, Cannon Tortoise, Stealth Viper, Shield Liger, Goldos	

Zoid Core H2	Gravity Bison, DiBison, GunSniper, Shadow Fox	

Zoid Core IS	Guysack, Saicurtis	

Zoid Core KG	King Gojulas	

Zoid Core KW	Konig Wolf	

Zoid Core MT	Mad Thunder	

Zoid Core SL	Salamander	

Zoid Core SP	Dark Spiner	

Zoid Core SS	SaberLion, GunTiger, KillerDome, Hammer Rock	

Zoid Core TL	Trinity Liger	

Zoid Core US	Ultrasaurus	

Zoid Core UX	Liger Zero, Berserk Fuhrer	

Zoid Core WT	Sinker, HammerHead, Wardick	

Zoid Core ZG	Gojulas	

Zoid Core ZN	Merda, Molga, Gator, Brachios, HellCat, Sabre Tiger,	
	Iron Kong, Red Horn	

-Zi Parts-		-Available Zoids-

LG Head Parts	Lord Gale	

AB Unit	Blade Liger AB	

AG Unit	Elephander AG	

AS Unit	SnipeMaster A-Shield	

BA Unit	Trinity Liger BA	

BC Unit	Redler Booster Cannon	

BG Unit	Saber Tiger SS, Red Horn BG	

DCS Unit	Shield Liger DCS	

DSR Unit	Konig Wolf DSR	

FB Unit	SnipeMaster FB	

GC Set	Goldos Long-Range Attacker, Gojulas Gunner	

HS Set	Dark Horn HS	

KA Unit	Geno Hydra KA	

LM Set	GunSniper LS	

MS Unit	Iron Kong Maneuver	

PB Unit	Rev Raptor Pile Banker, Iron Kong SS	

PK Unit	Iron Kong PK	
VL Unit	HammerHead VL	
WW Unit	GunSniper Weasel	
Assault Unit	Saber Tiger AT	
Attack Unit	Command Wolf AC	
Cannory Unit	Cannory Molga	
Scissors Parts	Geno Scissors	
Flight Parts	Geno Trooper	
Big Calibre BC Set	Cannon Tortoise BC	
Spark Unit	Spark Liger	
Rocket Cannon	Command Wolf Urban Combat	
Climb Engine	Climber Wolf	
Destroy Rifle	Command Wolf IS	
Tiger's Soul	Saber Tiger TS	
Bomber Unit	Pteras Bomber, Storm Sworder F	
Radome Unit	Pteras Radome	
Limiter OS	Lightning Saix, Gunsniper, Rev Raptor, Storm Sworder, Wardick	
Normal OS	Blade Liger, Gojulas G Orga, Geno Saurer	
Bestial Data	Liger Zero, Berserk Fuhrer, Konig Wolf	
GG Bestial Data	Gojulas Giga	

Jager Unit	Liger Zero Jager	
Schneider Unit	Liger Zero Schneider	
Panzer Unit	Liger Zero Panzer	
X Unit	Liger Zero X-Armor	
Shutulm Unit	Shutulm Fuhrer	
Jagd Unit	Jagd Fuhrer	
ZF Unit	Berserk Fuhrer Z	
DA Combine Data	Double Arm Lizard	
MD Combine Data	Matrix Dragon	
CD Combine Data	Kimera Dragon	
GX Combine Data	Gojulox	
GF Combine Data	Griffon	
KS Combine Data	Dark Spiner KD	
GC Combine Data	Gojulas Giga Cannon	
LG Combine Data	Lord Gale	

Pilot Skills

Multiple Shooting Attack 1 = Multi-fire 1

Multiple Shooting Attack 2 = Multi-fire 2

Compatibility 1: ____ = 1:____ Type

Compatibility 2: ____ = 2:____ Type

Compatibility 3: _____ = 3:_____ Type

The Compatibility: Zoid Skills work with 12 different Zoid Types.

- 01) Liger Type = Liger
- 02) Gojulas Type = Gojulas
- 03) Kong Type = Kong
- 04) Geno Type = Geno
- 05) Fuhrer Type = Fury
- 06) Tiger Type = Tiger
- 07) Wolf Type = Wolf
- 08) Flying Type = Flying
- 09) Water Type = Swim
- 10) Liger Zero Type = Liger0
- 11) Death Saurer Type = D.Saur.
- 12) Ultrasaurus Type = U.Saur.

Economized Shooting Attack 1 = Consrv-fire 1

Economized Shooting Attack 2 = Consrv-fire 2

Economized Shooting Attack 3 = Consrv-fire 3

Economized Combat Attack 1 = Consrv-Batl 1

Economized Combat Attack 2 = Consrv-Batl 2

Economized Combat Attack 3 = Consrv-Batl 3

Danger Detect 1 = Detect Dangr1

Danger Detect 2 = Detect Dangr2

Danger Detect 3 = Detect Dangr3

Extreme Reaction 1 = Ultr.Reactn 1

Extreme Reaction 2 = Ultr.Reactn 2

Leadership 1 = Strat.Commd 1

Leadership 2 = Strat.Commd 2

Leadership 3 = Strat.Commd 3

Destroy Armament = Wpn Destructn

Bold Nerves = Impudence

Weak Will = Easy Target

Shooting Weakness - x% = Bad Shots-x%

Combat Weakness - x% = Bad Fight-x%

Missiles Weakness - x% = Bad Misssl-x%

Lasers Weakness - x% = Bad Laser-x%

Particle Cannons Weakness - x% = Bad P Gun-x%

Real Bullets Weakness - x%	=	Bad Shots-x%
Evade Combat + x%	=	End Battl+x%
Evade Shooting + x%	=	End Shots+x%
Combat Specialty + x%	=	Good Grpl+x%
Missiles Specialty + x%	=	Mssl expt+x%
Lasers Specialty + x%	=	Lasr expt+x%
Particle Cannons Specialty + x%	=	PGun expt+x%
Real Bullets Specialty + x%	=	Shtg expt+x%

(NOTE: Bad Shots Skill name is used twice for 2 different skills. Do not get them mixed up.)

-Organoid Skills-

Combat Ability Enhanced	=	Combat power^
Anti-Air Combat	=	Antiair batl.
Armor Damage Added	=	Armor+damage
Armor Piercing Attack	=	Armor penetrn
E-Combat	=	E Grapple
Berserk	=	Brutality^
HP MAX UP1	=	HP max.UP 1
HP MAX UP2	=	HP max.UP 2
HP MAX UP3	=	HP max.UP 3
Self-Repair1	=	Self-repair 1
Self-Repair2	=	Self-repair 2
Generate Healing Field	=	Recovd field
EP MAX UP1	=	EP max.UP 1
EP MAX UP2	=	EP max.UP 2
EP MAX UP3	=	EP max.UP 3
GEP UP1	=	GEPUP 1
GEP UP2	=	GEPUP 2

Generate E-Shield = E Shield
Extreme Reaction = Ultra Reactn
Extreme Acceleration = Ultra Acceltn
Extreme Evasion = Ultra Evasion
Male Roar = War Cry
Repeated Attack = Repeat Attack
ZOS = ZOS
ZOS2 = ZOS 2

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SECRET

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-Secret Codes-

-The 5 Hidden Zoids-

After you have cleared the game, you can use Codes to unlock the 5 hidden Zoids.

When you cleared the game at least once, on the title screen (where you see "Press Start"), enter the following keys before you press Start:

L,L,R,R,up,down,up,down,left,left,R,R,right,right,left,up, then press Start.
You will get Zoid Data for Diablo Tiger, Cyclops Type 1, and Cyclops Type 2.
You will also receive 1 Zoid Core DT and 1 Zoid Core CR.

R,R,L,L,down,up,down,up,right,right,L,L,left,left,right,down, then press Start.
You will get Zoid Data for Gilvader and King Gojulas.
You will also receive 1 Zoid Core GV, and 1 Zoid Core KG.

You will hear a different sound effect if the Code input is successful.
You can input the codes as many times as you want to get more such Zoid Cores.

Be sure to continue and save in your game after you do these codes.

(You can also enter this code as soon as you see the demo of the Title Screen.)

-Extra Armaments-

In the area where the Time Barrier was, there are strong Zoid Encounters. This Time Barrier will be removed when you complete the Game for the first time, allowing you to access the Random Battle Encounters in that area. In Zoids Saga 2, it is possible to encounter these enemies in North Seez just outside of the barrier to the Northeast.

These strong Zoids also have some rare equipment. Use Junk Parts Deck Command to collect some of the Equipment they have. This is the only way to get ZOS Mass Produced, and ZOS Enhanced Type. There are also some other rare Weapons such as the Gravity Cannon, obtainable this way.

This is a Table of the Zoids that appear and the Weapons obtainable. (Note that there are 2 different sets of the Geno Flame.)

Zoid Encounter		Weapons
Gojulas Giga Cannon	Gojulas Giga Gojulas G Orga	Great Charge Particle Cannon Buster Cannon ZOS Enhanced Type
Geno Trooper	Geno Scissors	ZOS Enhanced Type
Geno Flame	Geno Breaker	
Geno Trooper	Geno Scissors	
Geno Trooper	Geno Scissors	ZOS Enhanced Type
Geno Flame	Geno Breaker	Rolling Cannon
Geno Trooper	Geno Scissors	
Jagd Fuhrer	Shutulm Fuhrer Berserk Fuhrer Z Shutulm Fuhrer	ZOS Enhanced Type ZOS Mass Produced
UltraSaurus	Mad Thunder	ZOS Enhanced Type Ultra Cannon
Ultimate Phalanx	Gojulas G Orga Gojulas G Orga	Gravity Cannon
Death Saurer	Bloody Demon	None
Death Meteor	Death Saurer	None
Jagd Stinger	Death Stinger Death Stinger	None
		Hyper Missile

Gojulox		
Geno Hydra KA	Geno Hydra	ZOS Enhanced Type Reaction Missile
Blitz Tiger	Trinity Liger BA Trinity Liger	Self Recovery Unit Large E-Shield Generator Dummy Organoid
GunSniper NS	Command Wolf IS	Long Range Rifle E-Enhance Unit
GunSniper LS	Spark Liger	ZOS Mass Produced
Iron Kong SS	Saber Tiger TS	Core Enhance Unit
Dark Horn HS	Saber Tiger RS Saber Tiger SS	ZOS Mass Produced
Buster Eagle	Matrix Dragon	Hyper Cannon Core Enhance Unit
Buster Eagle		
Kimera Dragon	Lord Gale Lord Gale	Neutron Missile Core Enhance Unit
Buster Eagle	Double Arm Lizard Griffon Double Arm Lizard	None
Unenlagia	Mosasledge NightWise LeoBlaze	None
DiploGuns	DemonsHead Shellkarn FlyScissors	None

-ZOS Phalanx-

After Zoid A used ZOS, you can activate a Phalanx Deck Command. This will allow Zoid A to use the Phalanx Attack up to 3 times in that turn.

-Ride Switch + War Conference-

Ride Switch disregards Size restrictions. You can call up an XL Size Zoid without any drawbacks. In addition, in Official Zoid Battles, you can use Ride Switch to bypass the Zoid Type rules.

In addition, if you use Ride Switch Deck Command along with War Conference, it is possible to use that very same Zoid twice. However, this is highly advised against, as there is a chance it may glitch up your game.

-Organoid Wish Tricks-

The Deck Command Feene's Wish or Yuno's Wish, allows the respective Organoid to fuse immediately. It is actually possible to first use the Organoid normally, then use the Wish Command, so that the Organoid can fuse one additional time. Note that after the Deck Command, you can't use the Organoid normally. The way to do it is first use the Organoid normally, then use the Wish Command.

Also, in addition, if you use the War Conference Deck Command to get the Wish Deck Command again, you may fuse the Organoid an additional time as well.

-Maximum Pulse-

As you may have already figured out, Pulse levels up whenever Zell levels up. Pulse always start at Lvl 1, when you get him from Dr T. This means that there is a very high chance that Pulse will always be behind Zell in level.

To fully raise Pulse to the full level, you have to obtain Pulse when Zell is no more than Lvl 2. The objective is to make Zell's Level as low as possible before getting Pulse, so that they will both be at the same level, when you have achieved this.

In order to do this, you must have Zell not fight any random battles. Escape those battles. Those fixed battles which do not require Zell to fight, put him out of the party. For those battle which earn high experience, such as those in the official battles, try to get Zell's Zoid destroyed in battle (provided that his Zoid is not the only one), so that he will not gain any experience in the battle.

If done correctly, Pulse will be at the same level as Zell. Zell must get Pulse when he is no higher than Lvl 2. Pulse will be Lvl 1. When you leave the town, Pulse gains 1 Lv along with the ZOS skill, so Zell and Pulse will both be at Lvl 2.

(Alternatively, you can get Pulse when Zell is only Lvl 1, so that Pulse is 1 Level higher than Zell.)

These are the steps you have to do, and what you have to take serious note of:

- DO NOT fight any random battles. Escape from all battles that you can.
- Fight only battles where Zell has to fight alone. For those battles that Zell does not fight alone, devise a method for him to get the lowest experience. Plan all battles carefully, try as much as possible to get Zell's Zoid destroyed in battle.
- Note that if Zell is not in battle, he will still gain half the experience points. He has to be destroyed in that battle, in order not to gain experience from that battle. Remember that any pilot can still gain 1/2 experience even if his/her Zoid is destroyed, unless the Zoid is destroyed in that battle.
- For the 2 sets of tournament battles, Zell has to fight with Bit or Yuno. Use this to your advantage.
- Upgrade the Zoid which Zell is not using. DO NOT upgrade the Zoid that Zell is

using. This is so that it would be easier for Zell's Zoid to be destroyed, while letting Bit's and Yuno's Zoid be strong enough on it's own. If possible, get Zell to pilot a weak Zoid, such as the Merda, so he will be easily destroyed, but make sure the other character can fight independently, with a strong Zoid.

- For this reason, you will need lots of cash. Supply Master becomes very important, since you need cash to repair Zell's Zoid, and upgrade the other Zoid. Alternatively, you can choose to be annihilated in battle, and you will automatically start at the previous Zoids Research Facility with one Zoid fully repaired. There does not appear to be any other penalties for doing this.
- Take careful note of Zell's Level and Experience. Once you get Pulse when Zell is exactly at Level 2 (or Level 1), you have succeeded.

IMPORTANT NOTE:

If Zell gets Pulse at Lvl 1, Pulse will be 1 Level higher than Zell. However, the Maximum Level Pulse can get to will still be Lvl 99. When Zell reaches Lvl 99, Pulse can be at Lvl 99 at the most.

IMPORTANT NOTE:

Pulse can only learn 10 Skills at the most. He will not learn any more new Skills after he has learnt 10 Skills.

For more information on Pulse, refer to the Pilots section.

Effective Level Up-

Your colour selection of Pulse would be very important. The emotion colours will determine his stat growth.

Colour points will also affect the skills Pulse learns. A skill is learnt by meeting a colour requirement. For example Pulse will learn Extreme Reaction when it's blue emotion reaches around 5. When you've reached the required amount of emotion, Pulse will learn the skill at the next level up.

Each colour has it's own tree of skills, these can sometimes overlap. For instance, if you've raised white a lot and have learnt HP MAX UP 3 and reach the requirement in another colour to learn HP MAX UP 2, then HP MAX UP 3 will be overwritten. This is a problem which is hard to avoid. Do not be alarmed if Pulse has HP MAX UP 3, then suddenly dropped to HP MAX UP 1.

DO NOT RAISE THE POINTS TO 99! Once you raise the points to that much, you will be stuck at that colour!

Anyway, it is not recommended that you pick Pulse's colour to be White. White colour focusses on raising the HP stat. This renders it next to useless, as the HP stat of Organoid affects the HP recovered during Organoid activation, and does not raise MAX HP. It is totally redundant to have more than 100% of HP stat. Moreover, Pulse already has a high HP stat, and unlike the other stats that stay with the Zoid for that battle, while you recover HP only once per battle only. (White does have better DF growth, but the stats gain is still pathetic compared to Red.)

Blue focusses on SP, and SR. SR is already affected by pilot, so you won't need too much of that. SP, apart from IV, is useful in accuracy and evasion. But not THAT much is affected. In other words, the growth from Blue is more focussed on your IV, which affects how fast you start your battle. The evade and accuracy is not too bad, but it's not very effective.

Power and defense is more important than HP recovery or starting speed.

Red is focussed on DF and AT. Black is more focussed on Attack power, and Speed. DF does not come by easily, and is important in your durability. Attack power is important for obvious reasons.

I would recommend focussing on the Red and Black colour. DF is important, that's why Red colour can be so useful. Having a high attack also really helps, so it is good to use Black. As for Blue, the stats gained are not really useful. Stick to Red and Black as much as possible. Because these 2 colours focus on Attack and Defense, that's why they are so important.

Think about this for yourself. Which is more important? Starting speed? Recovered HP? Or attack and defense? If your answer is attack and defense, then you most likely will agree that Red and Black is better.

The bottomline: Stick to Leveling up in Red and Black as much as possible.

There are people who choose to be more conscious of the Skills they obtain, rather than the Stats they gain. I would strongly advice against that. Your Stats are very important, so putting focus on skills instead of stat growth is not a good idea. How powerful your Organoid is will depend on how much of useful Stats it has. Do the math and see for yourself. Stats will make a difference of whether you have a weak Organoid, or if you have a strong Organoid.

However, this does not mean that Skills do not matter. Skills ARE IMPORTANT. TO AN EXTENT. But there's one important fact that you have a lot less control over learning Skills compared to gaining stats.

Note that it is very hard to pick up a good set of skills, and yet have the best stats at the same time. Having good stats is easy, but Skills are quite difficult to control Learning, due to the fact that Colour Points are influenced by game plot events, making control of the value of Colour Points very difficult, thus less control over Learnt Skills. Secondly, only 10 Skills are Learnt. Pulse already has HP MAX UP and EP MAX UP skills, plus he will also Learn ZOS. This means that only the first 7 Skills after these are kept. All the other skills that come after this are totally not Learnt.

Skills like Generate Healing Field or Extreme Reaction can be useful. But skills like Combat Ability Enhanced and Armor Damage Added only last for one use. These skills are not very useful in long battles.

There are also skills that are not worth learning. Skills like Berserk and Extreme Evasion are usually more trouble than they are worth, so be careful. Lower Skills can also overwrite higher skills, so more reason to be careful.

You can plan them very carefully, but you will still not have that much control. A simple HP Max Up 1, can throw away your HP Max Up 3, wasting your efforts. And when you are reaching that 10 Skills limit, you may just simply learn one or 2 skills from the next level up, and it's probably not even what you want. If you exceed the 10 Skills Limit during a Level up, and you Learn more than 1 Skill at the same time, only the first few Skills will be added to Pulse's Ability. The rest is removed. The truth is you don't have a choice in the matter - any Skills after the 10th, is gone. You can't just forget Skills like Pokemon.

(Which brings me to the point that Pulse initially already has HP MAX UP 1 and EP MAX UP 1. Yet he can still learn those skills again. This actually proves to

be a disadvantage, since it can overwrite the previous skills that might be higher.)

Basically, what I am saying is that almost all of the skills, apart from a handful, are not really worth you going out all your way to get. Some only have a one-time effect, and some even have great disadvantages. Still, Skills are important, as advantages are still advantages. But Skills should not be your primary focus.

Finally, this is my bottomline. It is difficult to control the skills you learn, but much easier to control the stats. One should put more effort to what he can control, instead of what he can't control.

SKILLS ARE IMPORTANT, BUT NOT AS IMPORTANT AS STATS ARE.

My recommendation is this:

You keep a close eye on your skills, while focussing primarily on Leveling up in Red or Black. You should not go full out just to Learn one particular skills, and you should not sacrifice more than 2 Level Ups in White or Blue, to Learn particular Skills.

In fact, I suggest that you Level in mostly Red, and some Black. (Don't keep adding Colour points from Dr. D. It's not a good idea to constantly do that.) As for Skills, you should just take them as they are and not aim for particular Skills. However, aim to NOT get the Extreme Evasion and Berserk Skill.

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DECK COMMANDS

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Deck Commands are equipped, and used in battle. Through the main Menu, or before a Battle Starts, you may edit your Equipped Deck Commands, and set up a total of 10 Deck Commands in each battle. You cannot set the same Deck Command twice. At the start of each round, you may use 1 Deck Command, which does varying effects. In each battle, you may only use a single Deck Command once. Once a Deck Command is used, it will be blank for this battle, and you can't use it again until the battle ends. (Exception if you use War Conference.) There are 51 Deck Commands in total.

01) Deck Command Name: Warrior's Friendship
Location: When Yunon joins you in Ramer Town.
Effects: All Allied Zoids each recover 50% of their max HP.

02) Deck Command Name: Brownout
Location: When Yunon joins you in Ramer Town.
Effects: Choose one of your Allied Zoids. That Zoid's EP will be completely restored. All Allied Zoids may not act this turn and are put to

Standby.

03) Deck Command Name: Recharge

Location: Empire Capital, first visit (Scientist in Research Facility).

Challenging Mode 5-5.

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

04) Deck Command Name: Way of the King

Location: Bruton Lake Cave, 3rd Floor.

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

05) Deck Command Name: Hero's Conditions

Location: North Sea Bottom Cave, 3rd Floor.

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

06) Deck Command Name: Back Water Formation

Location: Challenging Mode 10-1.

Effects: All Allied Zoid's Attack is doubled, but Avoid is halved. Effects last for one Turn phase.

07) Deck Command Name: Quagmire

Location: East Sea Bottom Ruins, 1st Floor.

Challenging Mode 2-5.

Effects: All Allied and Enemy Zoid's Avoid is halved. Effects last for one Turn phase.

08) Deck Command Name: Backline Support

Location: Challenging Mode 9-5.

Effects: All Allied Zoids in the Back Row may not act this Turn and are put to Standby. All Allied Zoids in the front row has their Attack Power X 2. Effects last for one Turn phase. This Deck Command may not be used if there are no Zoids in the Back Row.

09) Deck Command Name: Data Collect 1

Location: Seb Town (Scientist in Research Facility).

Effects: If all Enemies are obliterated in the same Turn this Deck Command is used, then at the end of the battle, you will definitely receive 1 Zoid Data. The Data you receive will be chosen randomly from one of the enemy Zoids. This effect will not work on a Boss Zoid.

10) Deck Command Name: Data Collect 2

Location: Central Ruins, 6th Floor

Effects: If all Enemies are obliterated in the same Turn this Deck Command is used, then at the end of the battle, you will definitely receive 1 Zoid Data. The Data you receive will be last Enemy Zoid to be destroyed. If more than one Zoid is destroyed in the last attack, then

the Data will be randomly picked among those Zoids. This effect will not work on a Boss Zoid.

11) Deck Command Name: Core Security 1

Location: Rogue Village (Scientist in Research facility).

Effects: If all Enemies are obliterated in the same Turn this Deck Command is used, then at the end of the battle, you will definitely receive 1 Zoid Part. The Zoid Part you receive will be chosen randomly from one of the Zoids that require Parts to build, if any. This effect will not work on a Boss Zoid.

12) Deck Command Name: Core Security 2

Location: South Ruins, 2nd Floor.

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

13) Deck Command Name: Junk Parts

Location: Garil Storm Battle Area.
Challenging Mode 2-5.

Effects: If all Enemies are obliterated in the same Turn this Deck Command was used, then at the end of the battle, you will receive 1 random Armament which one of the enemy Zoids had equipped. If there is more than 1 Equipment, the Equipment you received is randomly chosen out of those. If no enemies are equipped, then you will receive nothing.

14) Deck Command Name: Supply Master

Location: Seb Town (old man in Bar).

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

15) Deck Command Name: Proof of the Hero

Location: Riv Town (after Game Clear, and beating the Last Tournament).

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

16) Deck Command Name: Land-Mine Setup

Location: Ancient Village (old man in Bar).
Challenging Mode 1-5.

Effects: For this Turn, none of the Zoids may use Combat Category Weapons.

17) Deck Command Name: Sandstorm

Location: Star-Shaped Desert Cave, 4th Floor.

Effects: For this Turn, none of the Zoids may use Shooting Category Weapons.

18) Deck Command Name: Aerial Mine Setup

Location: North Sea Bottom Cave, 3rd Floor.

Challenging Mode 7-2.

Effects: For this Turn, all Flying Type Zoids may not act and are put to Standby.

19) Deck Command Name: Aqua Mine Setup

Location: Challenging Mode 3-4.

Effects: For this Turn, all Water Type Zoids may not act and are put to Standby.

20) Deck Command Name: Obstacle Setup

Location: Bayside Town (from Old man in Bar after receiving Hover Cargo).

Effects: For this Turn, all non S-Size Zoids may not act and are put to Standby.

21) Deck Command Name: Coercion

Location: Star-Shaped Desert Cave, 3rd Floor.

Effects: For this Turn, all non XL-Size Zoids may not act and are put to Standby.

22) Deck Command Name: False Negotiations

Location: Challenging Mode 10-1.

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

23) Deck Command Name: Beam Disruption Screen

Location: Cape Ruins, 3rd Floor.

Effects: For this turn, none of the Zoids may use -/-/-/P/- Attack-Type and -/-/L/-/ - Attack-Type Weapons.

24) Deck Command Name: Cover Shooting

Location: Miletos Fortress (after Irvine and Moonbay joins).

Effects: To use this, one Allied Pilot must have Leadership 1 Skill. All Allied Zoids may not act this turn and are put to Standby. Your Carrier Zoid will launch an attack on all Enemy Zoids at the start of this Turn. This Deck Command may not be used in Official Battles.

25) Deck Command Name: Final Defense Orders

Location: North Sea Bottom Cave, 3rd Floor.

Effects: To use this, one Allied Pilot must have Leadership 1 Skill. Your Carrier Zoid will launch an attack on all Ally Zoids and Enemy Zoids at the start of this Turn. This Deck Command may not be used in Official Battles.

26) Deck Command Name: Assisted Co-operation

Location: Central Ruins, 1st Floor.

Effects: To use this, one Allied Pilot must have Leadership 1 Skill. Choose one of your Allied Zoids. That Zoid will not act this Turn and is put to Standby. Your Carrier Zoid will launch an attack on all Enemy Zoids at the start of this Turn. This Deck Command may not be used in Official Battles.

27) Deck Command Name: Air Blast Request

Location: Challenging Mode 8-2.

Effects: To use this, one Allied pilot must have Leadership 1 Skill. Choose one of your Allied Zoids. That Zoid will not act this Turn and is put to Standby. Your Whale King will launch an attack on all Enemy Zoids at the start of this Turn. This Deck Command may not be used in Official Battles. This Deck Command may not be used in enclosed areas, and may only be used on Overworld Battles.

28) Deck Command Name: War Conference

Location: Final Battle Event

Effects: To use this, one Allied pilot must have Leadership 3 Skill. Choose one Deck Command from any of the Deck Commands you have collected. That Deck Command you chose will replace this War Conference Command for this Battle. It will be ready for selection after this Turn. All Allied Zoids may not act this turn and are put to Standby. You may choose a Deck Command that you already have equipped, or used up.

29) Deck Command Name: Information Confusion

Location: South Ruins, 3rd Floor.

Effects: To use this, one Allied pilot must have Leadership 3 Skill. One of your Enemy's Deck Commands Chosen at random will not be able to be used. This Deck Command is effective only in a Link Battle.

30) Deck Command Name: Ride Exchange

Location: South Ruins, 2nd Floor.

Effects: To use this, one Allied pilot must have Leadership 2 Skill. Choose one of your Allied Units in battle. Then choose one of the Zoids not in battle that you own, to send into Battle. For this Battle, the Pilot of the chosen unit will be switched to piloting the new Zoid that you have sent into battle. This Unit will not act for this turn and is put to Standby. This Switch will last only for this Battle. This is regardless of Zoid Size. You can assign an XL Size Zoid into Battle without Size restrictions.

31) Deck Command Name: Reassign

Location: Riv Town (Chest in Research Facility).

Effects: To use this, one Allied pilot must have Leadership 2 Skill. You may now rearrange the position of your Allied Zoids for this battle. You may only rearrange Zoids that are already in this Battle. This effect will last for this Battle.

32) Deck Command Name: Parts Enforced Removal

Location: Saral City (old woman in town).

Effects: To use this, one Allied pilot must have Leadership 2 Skill. Choose one of your Allied Zoids. That Zoid's Weapon Racks are entirely removed of Armaments. This effect will only last for this Battle.

33) Deck Command Name: Decoy

Location: Star-Shaped Desert Cave, 4th Floor.

Effects: Choose one of your Allied Zoids. For this turn, the next Attack that the chosen Zoid receives will be nullified, and displayed with a

"DECOY" Text. This effect will not last more than one Turn phase, and will not last more than 1 attack.

34) Deck Command Name: Sanctuary of God

Location: Challenging Mode 9-3.

Effects: Main Character's Zoid will not act this Turn and is put to Standby.

For this Turn phase, all Allied Zoids other than your Main Character, will not be hit by Enemy Attacks. This Deck Command may not be used if Main Character is not in Battle.

35) Deck Command Name: Gravity Storm

Location: Morab City (talk to Raon in the Bar before he is gone)

(Note: Limited time)

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

36) Deck Command Name: Time Twister

Location: Cape Ruins, 5th Floor

Effects: The Zoids action order for this Turn will be reversed. Instead of the order from the Zoid with the highest IV to the Zoid with the lowest IV, it will be from the Zoid with the lowest IV to the Zoid with the highest IV.

37) Deck Command Name: Chaotic Battlefield

Location: Challenging Mode 8-3

Effects: The Zoids action order for this turn will be randomized.

38) Deck Command Name: Feena's Wish

Location: Sandstorm Battle Area (event in Research Facility with Dr D after Game Clear).

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

39) Deck Command Name: Yuno's Wish

Location: After Central Ruins event, when Yuno joins.

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

40) Deck Command Name: Double Arm Lizard Combine

Location: Event after heading out of Empire Capital first visit.

Effects: If you have both LeoBlaze and Unenlaga in either the Front Row or Back Row, and they are adjacent to each other, they will combine into Double Arm Lizard.

The Pilot of the LeoBlaze will be the Pilot of the new Zoid.

This effect lasts for this Battle.

41) Deck Command Name: Lord Gale Combine

Location: Riv Town (Scientist in Research Facility after getting LG Head Parts).

Effects: If you have both FlyScissors and DemonsHead in either the Front row or Back row, and they are adjacent to each other, they will combine into Lord Gale.

The Pilot of the DemonsHead will be the Pilot of the new Zoid.
This effect lasts for this Battle.

42) Deck Command Name: Matrix Dragon Combine

Location: Seez Town (event when ready to exit).

Effects: If you have LeoBlaze, Unenlagia, Mosasledge and NightWise arranged in order, they will combine into Matrix Dragon.

The Pilot of the LeoBlaze will be the Pilot of the new Zoid.
This effect lasts for this Battle.

The arrangement is: XX --
 XX or XX
 -- XX

43) Deck Command Name: Kimera Dragon Combine

Location: Seez Town (event when ready to exit).

Effects: If you have FlyScissors, Shellkarn, DiploGuns and DemonsHead arranged in order, they will combine into Kimera Dragon.

The Pilot of the DemonsHead will be the Pilot of the new Zoid.
This effect lasts for this Battle.

The arrangement is: XX --
 XX or XX
 -- XX

44) Deck Command Name: Gojulox Combine

Location: South Ruins, 4th Floor.

Challenging Mode 8-5.

Effects: If you have LeoBlaze, Unenlagia, NightWise, Shellkarn, DiploGuns, DemonsHead in battle, they will combine into Gojulox.

The Pilot of the LeoBlaze will be the Pilot of the new Zoid.
This effect lasts for this Battle.

45) Deck Command Name: Griffon Combine

Location: Romeo City (Scientist in Research Facility).

Challenging Mode 6-3.

Effects: If you have 1 Buster Eagle in the Front Middle Row, and, and you have either:

1 LeoBlaze and 1 Unenlagia adjacent to each other;

1 Double Arm Lizard;

or 1 Matrix Dragon,

directly behind the Buster Eagle, they will combine into Griffon.

The Pilot of the Buster Eagle will be the Pilot of the new Zoid.

This effect lasts for this Battle.

46) Deck Command Name: KillerDome Combine

Location: Romeo City (old man in bar).

Effects: If you have a Dark Spiner in the Front row, and a KillerDome directly behind it, they will combine into Dark Spiner KD.

The Pilot of the Dark Spiner will be the Pilot of the new Zoid.

This effect lasts for this Battle.

47) Deck Command Name: Gojulas Giga Cannon Combine

Location: South Ruins (event in 3rd Floor).

Effects: If you have a Gojulas Giga in the front row, and a Buster Eagle directly behind it, they will combine into Gojulas Giga Cannon. The Pilot of the Gojulas Giga will be the Pilot of the new Zoid. This effect lasts for this Battle.

48) Deck Command Name: Arrow Phalanx

Location: Challenging Mode 10-2.

Effects: You must have Zoids A, B, and C arranged in this order, before you can use this Deck Command.

The Attack Power of the Strongest Combat Weapon of Zoid B is added to the Attack Power of the Strongest Combat Weapon of Zoid C.

For this Turn, Zoid A's Combat Weapons will all be added with this total Attack Power. The EP Cost of these Combat Weapons are replaced by all remaining EP. The Names of these Combat Weapons are changed to Arrow Phalanx. These Weapons will also have a background animation change.

As soon as this attack is used, all 3 Zoids will have their EP depleted to 0.

-B

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

-C

49) Deck Command Name: Thor Hammer Phalanx

Location: Challenging Mode 10-3.

Effects: You must have Zoids A, B, and C arranged in this order, before you can use this Deck Command.

The Attack Power of the Strongest Shooting Weapon of Zoid B is added to the Attack Power of the Strongest Shooting Weapon of Zoid C.

For this Turn, Zoid A's Shooting Weapons will all be added with this total Attack Power. The EP Cost of these Shooting Weapons are replaced by all remaining EP. The Names of these Shooting Weapons are changed to Thor Hammer Phalanx. These Weapons will also have a background animation change.

As soon as this attack is used, all 3 Zoids will have their EP depleted to 0.

B-

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

C-

50) Deck Command Name: Cannon Phalanx

Location: Challenging Mode 10-5.

Effects: In order to use this Deck Command, you must have an Ultrasaurus or Ultimate Phalanx in the Front Row that is equipped with a Gravity Cannon, and another Zoid directly behind it that is of L Size or smaller.

For this Turn, the Zoid that is directly behind the Ultrasaurus or Ultimate Phalanx may not act and is put to Standby.

For this turn, the Attack Power of the Strongest Combat Weapon of the Zoid directly behind, will be added to the Gravity Cannon Armaments of the Ultrasaurus or Ultimate Phalanx. The Name of Gravity Cannon will be changed to Cannon Phalanx. The Gravity Cannon will also have a background animation change.

51) Deck Command Name: Aegis Phalanx

Location: Challenging Mode 10-4.

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

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PILOTS

=====

This is a list of the 52 Pilots that join you in the game.

The same pilot may have a different set of stats, depending on the time they join you. Don't get them mixed up.

Note: Mystery Girl (Yuno), is not listed, because her stats are unknown.

There are 5 temporary pilots.

- Yuno (1st)
- Bit (1st)
- Ban (1st Series)
- Moonbay (1st Series)
- Irvine (1st Series)

All Pilots and Organoids can only learn up to the maximum number of 10 Skills.

Growth types

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

You may customize and change the Growth Type of the pilots anytime on the Main Menu. Go to a pilot's status screen, and press 'Start'.

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

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

Stat Growth per level up are as follows:

```
-----  
|\\\\\\\\\\\\| Attack      | Defense    | Evade      | All        |  
-----  
| HP   : |      +2    |      +3    |      +1    |      +2    |  
| MM   : |      +1    |      +1    |      +3    |      +2    |  
| DCP  : |      +1    |      +3    |      +3    |      +2    |  
| SR   : |      +3    |      +2    |      +2    |      +2    |  
| HR   : |      +3    |      +1    |      +1    |      +2    |  
-----
```

Edit-

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

Manual-

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

(This system is similar to Zoids Saga 1.)

Random-

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

Basic Notes:

When a Pilot moves onto a Zoid, the Stats of the Pilots are added into the corresponding Stats of the Zoid, in terms of Percentages.

(Note that HR Stat applies for each of the individual Weapons.)

(E.g. A pilot with HP Stat of +120%, when he moves onto a Zoid, the Zoid will now have 220% of its HP. (When the Zoid does not have a Pilot, it is treated to have 100% HP.) Of course, if the CP is exceeded or CLV is not met, this can be altered.)

```
-----  
-----  
Temporary Pilots  
-----
```

This is a list of the 5 Temporary Pilots.

```
-----  
Pilot Name: Yuno (1st)
```

Starting Stats-

HP : 40

MM : 30

DCP : 0

SR : 20

HR : 20

Starting Level: 4

Default Growth : Evade

Pilot Name: Bit (1st)
Starting Stats-
HP : 50
MM : 10
DCP : 30
SR : 10
HR : 10
Starting Level: 6
Default Growth : Defense

Pilot Name: Ban (1st Series)
Starting Stats-
HP : 50
MM : 30
DCP : 50
SR : 20
HR : 20
Starting Level: 10
Default Growth : All
Organoid: Zeek

Organoid Name: Zeek
Stats-
HP : 70
AT : 30
SR : 50
SP : 30
DF : 60
Level: 5

Pilot Name: Irvine (1st Series)
Starting Stats-
HP : 80
MM : 50
DCP : 20
SR : 40
HR : 60
Starting Level: 10
Default Growth : Attack

Pilot Name: Moonbay (1st Series)
Starting Stats-
HP : 100
MM : 10
DCP : 40
SR : 30
HR : 20
Starting Level: 8
Default Growth : Defense

Permanent Pilots

This is a list of the 47 Pilots that join you in the game.

=====

| Pilot Name: Zell |

| Starting Stats- |

| HP : 50 |
| MM : 10 |
| DCP : 10 |
| SR : 10 |
| HR : 10 |

| Starting Level: 1 |

| Default Growth: All |

| Skills- |

| |
| Initial Skill : Compatibility 2: Liger Type |
| Initial Skill : Compatibility 2: Tiger Type |
| |
| Level 3 : Combat Specialty + 20% |
| Level 4 : Multiple Shooting Attack 1 |
| Level 6 : Leadership 1 |
| Level 8 : Economized Shooting Attack 1 |
| Level 10 : Economized Shooting Attack 2 |
| Level 15 : Compatibility 3: Tiger Type |
| Level 18 : Leadership 3 |
| Level 30 : Leadership 2 |
| |

| Organoid: Pulse |

| Organoid Name: Pulse |

| Stats- White Red Blue Black |
| HP : 50 +5 +1 +1 +1 |
| AT : 30 +1 +2 +1 +5 |
| SR : 30 +1 +1 +2 +1 |
| SP : 30 +1 +1 +5 +2 |
| DF : 30 +2 +5 +1 +1 |

| Level: 1 |

| Skills:
| Variable |

| Note: Pulse will Level Up whenever Zell Levels Up. Pulse may not have the |
same starting level as Zell's level.

=====

Pilot Name: Yuno

| Starting Stats- |

| HP : 70 |
| MM : 50 |
| DCP : 20 |
| SR : 40 |
HR : 40

Starting Level: 10

Default Growth: Evade

| Skills- |

| |
| Initial Skill : Multiple Shooting Attack 1 |
| Initial Skill : Particle Cannons Specialty + 40% |
| Initial Skill : Evade Shooting + 10% |
| Initial Skill : Extreme Reaction 1 |
| Initial Skill : Lasers Specialty + 30% |
| |
| Level 12 : Compatibility 3: Geno Type |
| Level 14 : Compatibility 3: Fuhrer Type |
| Level 20 : Multiple Shooting Attack 2 |
| Level 30 : Compatibility 3: Death Saurer Type |

=====

Pilot Name: Zan

| Starting Stats- |

| HP : 50 |
| MM : 30 |
| DCP : 30 |
| SR : 10 |
HR : 30

Starting Level: 6

Default Growth: Evade

| Skills- |

| |
| Initial Skill : Compatibility 2: Liger Type |
| Initial Skill : Compatibility 2: Wolf Type |
| Initial Skill : Compatibility 1: Gojulas Type |
| |
| Level 7 : Combat Specialty + 15% |
| Level 8 : Compatibility 2: Flying Type |

| Level 10 : Evade Combat + 15% |
| Level 12 : Combat Specialty + 25% |
| Level 16 : Evade Combat + 30% |
| Level 20 : Multiple Shooting Attack 1 |
| Level 30 : Combat Specialty + 50% |
| |

| Pilot Name: Theta |

| Starting Stats- |
| HP : 30 |
| MM : 30 |
| DCP : 10 |
| SR : 50 |
| HR : 30 |

| Starting Level: 6 |

| Default Growth: Attack |

| Skills- |
| |
| Initial Skill : Weak Will |
| Initial Skill : Real Bullets Specialty + 20% |
| Initial Skill : Lasers Specialty + 10% |
| |
| Level 7 : Evade Shooting + 15% |
| Level 9 : Lasers Specialty + 20% |
| Level 10 : Economized Shooting Attack 1 |
| Level 11 : Real Bullets Specialty + 30% |
| Level 15 : Economized Shooting Attack 2 |
| Level 20 : Economized Shooting Attack 3 |
| Level 30 : Leadership 2 |
| |

| Pilot Name: Alvern |

| Starting Stats- |
| HP : 80 |
| MM : 50 |
| DCP : 30 |
| SR : 20 |
| HR : 50 |

| Starting Level: 10 |

| Default Growth: All |

| Skills- |
| |
| Initial Skill : Leadership 1 |
| Initial Skill : Leadership 2 |

| Initial Skill : Missiles Specialty + 30% |
| Initial Skill : Compatibility 2: Flying Type |
| Initial Skill : Compatibility 2: Water Type |
| |
| Level 20 : Leadership 3 |
| Level 30 : Weak Will |
| |

| Pilot Name: Lyner |

| Starting Stats- |
| HP : 70 |
| MM : 20 |
| DCP : 20 |
| SR : 20 |
| HR : 30 |

| Starting Level: 7 |

| Default Growth: All |

| Skills- |
| |
| Initial Skill : Lasers Specialty + 10% |
| Initial Skill : Particle Cannons Specialty + 15% |
| |
| Level 9 : Lasers Specialty + 20% |
| Level 11 : Evade Shooting + 15% |
| Level 12 : Economized Shooting Attack 1 |
| Level 14 : Lasers Specialty + 30% |
| Level 16 : Economized Shooting Attack 2 |
| Level 18 : Particle Cannons Specialty + 25% |
| Level 20 : Lasers Specialty + 40% |
| Level 30 : Multiple Shooting Attack 1 |
| |

| Pilot Name: Claudia |

| Starting Stats- |
| HP : 70 |
| MM : 40 |
| DCP : 20 |
| SR : 40 |
| HR : 30 |

| Starting Level: 8 |

| Default Growth: Evade |

| Skills- |
| |
| Initial Skill : Combat Specialty + 20% |

| Initial Skill : Evade Combat + 30%
| Initial Skill : Economized Combat Attack 1
|
| Level 10 : Destroy Armament
| Level 12 : Economized Combat Attack 2
| Level 15 : Combat Specialty + 30%
| Level 16 : Leadership 2
| Level 18 : Leadership 3
| Level 20 : Economized Combat Attack 3
| Level 30 : Combat Specialty + 50%
|

=====

Pilot Name: Max

| Starting Stats-

| HP : 100
| MM : 20
| DCP : 40
| SR : 30
HR : 30

Starting Level: 9

Default Growth: Defense

| Skills-

|
| Initial Skill : Bold Nerves
| Initial Skill : Real Bullets Specialty + 20%
| Initial Skill : Missiles Specialty + 20%
| Initial Skill : Economized Shooting Attack 1
| Initial Skill : Compatibility 2: Water Type
|

| Level 15 : Economized Shooting Attack 2
| Level 16 : Real Bullets Specialty + 30%
| Level 20 : Missiles Specialty + 30%
| Level 30 : Multiple Shooting Attack 1
|

=====

Pilot Name: Atrey

| Starting Stats-

| HP : 70
| MM : 70
| DCP : 70
| SR : 70
HR : 70

Starting Level: 14

Default Growth: All

```
| Skills-
|
| Initial Skill : Compatibility 2: Liger Type
| Initial Skill : Economized Shooting Attack 1
| Initial Skill : Danger Detect 1
| Initial Skill : Leadership 1
| Initial Skill : Leadership 2
|
| Level 16      : Economized Shooting Attack 2
| Level 18      : Economized Combat Attack 1
| Level 19      : Economized Combat Attack 2
| Level 20      : Economized Shooting Attack 3
| Level 30      : Extreme Reaction 2
|
```

```
| Pilot Name: Regina
```

```
| Starting Stats-
| HP   : 90
| MM   : 80
| DCP  : 50
| SR   : 100
| HR   : 50
```

```
| Starting Level: 14
```

```
| Default Growth: Evade
```

```
| Skills-
|
| Initial Skill : Compatibility 2: Wolf Type
| Initial Skill : Compatibility 1: Liger Type
| Initial Skill : Compatibility 1: Tiger Type
| Initial Skill : Compatibility 1: Kong Type
| Initial Skill : Compatibility 1: Flying Type
|
| Level 16      : Economized Combat Attack 1
| Level 17      : Economized Shooting Attack 1
| Level 18      : Danger Detect 1
| Level 20      : Extreme Reaction 1
| Level 30      : Compatibility 3: Liger Type
|
```

```
| Pilot Name: Arth
```

```
| Starting Stats-
| HP   : 70
| MM   : 70
| DCP  : 70
| SR   : 50
| HR   : 90
```

| Starting Level: 14

| Default Growth: Attack

| Skills-

| Initial Skill : Compatibility 2: Tiger Type

| Initial Skill : Compatibility 1: Kong Type

| Initial Skill : Compatibility 1: Wolf Type

| Initial Skill : Bold Nerves

| Initial Skill : Evade Combat + 20%

| Initial Skill : Combat Specialty + 20%

| Level 16 : Evade Combat + 30%

| Level 18 : Combat Specialty + 30%

| Level 20 : Destroy Armament

| Level 30 : Evade Combat + 50%

| Pilot Name: Jack

| Starting Stats-

| HP : 60

| MM : 50

| DCP : 90

| SR : 70

| HR : 80

| Starting Level: 14

| Default Growth: Defense

| Skills-

| Initial Skill : Compatibility 2: Liger Type

| Initial Skill : Compatibility 2: Gojulas Type

| Initial Skill : Compatibility 2: Flying Type

| Initial Skill : Economized Shooting Attack 2

| Initial Skill : Danger Detect 2

| Initial Skill : Particle Guns Specialty + 20%

| Level 17 : Particle Guns Specialty + 30%

| Level 18 : Evade Shooting + 20%

| Level 20 : Economized Shooting Attack 3

| Level 30 : Evade Shooting + 40%

| Pilot Name: Herman

| Starting Stats-

| HP : 100

| MM : 50

| DCP : 60
| SR : 40
| HR : 50

Starting Level: 14

Default Growth: Defense

| Skills-

|
| Initial Skill : Economized Shooting Attack 1
| Initial Skill : Economized Combat Attack 1
| Initial Skill : Compatibility 1: Liger Type
| Initial Skill : Compatibility 1: Flying Type
| Initial Skill : Leadership 1
|

| Level 15 : Compatibility 2: Gojulas Type
| Level 16 : Leadership 2
| Level 18 : Economized Shooting Attack 2
| Level 20 : Gojulas Type Compatibility 3
| Level 30 : Multiple Shooting Attack 1
|

=====

Pilot Name: Ford

| Starting Stats-

| HP : 50
| MM : 50
| DCP : 50
| SR : 50
HR : 50

Starting Level: 10

Default Growth: Defense

| Skills-

|
| Initial Skill : Combat Weakness - 30%
| Initial Skill : Real Bullets Weakness - 15%
|

| Level 18 : Real Bullets Weakness - 20%
| Level 20 : Economized Shooting Attack 2
| Level 30 : Multiple Shooting Attack 1
|

=====

Pilot Name: O'Connell

| Starting Stats-

| HP : 60
| MM : 60
| DCP : 60

| SR : 60
| HR : 60

| Starting Level: 14

| Default Growth: Attack

| Skills-

|
| Initial Skill : Compatibility 2: Wolf Type
| Initial Skill : Compatibility 1: Liger Type
| Initial Skill : Compatibility 1: Flying Type

|
| Level 15 : Real Bullets Specialty + 10%
| Level 17 : Missiles Specialty + 10%
| Level 18 : Lasers Specialty + 15%
| Level 18 : Leadership 1
| Level 20 : Leadership 2
| Level 30 : Multiple Shooting Attack 1
|

=====

| Pilot Name: Kruger

| Starting Stats-

| HP : 80
| MM : 100
| DCP : 80
| SR : 120
| HR : 120

| Starting Level: 20

| Default Growth: All

| Skills-

|
| Initial Skill : Multiple Shooting Attack 1
| Initial Skill : Economized Shooting Attack 2
| Initial Skill : Compatibility 2: Liger Type
| Initial Skill : Compatibility 2: Gojulas Type
| Initial Skill : Compatibility 2: Wolf Type
| Initial Skill : Leadership 1
| Initial Skill : Leadership 2
| Initial Skill : Leadership 3
| Initial Skill : Destroy Armament

|
| Level 30 : Weak Will
|

=====

| Pilot Name: Ban

| Starting Stats-

| HP : 80
| MM : 60
| DCP : 80
| SR : 40
| HR : 80

Starting Level: 16

Default Growth: Defense

| Skills-

|
| Initial Skill : Compatibility 3: Liger Type
| Initial Skill : Combat Specialty + 25%
| Initial Skill : Bold Nerves
| Initial Skill : Evade Combat + 20%
| Initial Skill : Leadership 2
|

| Level 17 : Combat Specialty + 35%
| Level 18 : Evade Combat + 30%
| Level 20 : Lasers Specialty + 20%
| Level 30 : Extreme Reaction 2
|

Organoid: Zeek

Organoid Name: Zeek

| Stats-

| HP : 100
| AT : 50
| SR : 50
| SP : 50
DF : 60

Level: 1

| Skills:

| Anti-Air Combat
| Armor Piercing Attack
| HP MAX UP3
| Self-Repair1
| EP MAX UP2
| GEP UP1
| Extreme Reaction
|

=====

Pilot Name: Feena

| Starting Stats-

| HP : 50
| MM : 20
| DCP : 50
| SR : 50

```
| HR      : 10
-----
| Starting Level: 10
-----
| Default Growth: All
-----
| Skills-
|
| Initial Skill : Weak Will
| Initial Skill : Shooting Weakness - 30%
| Initial Skill : Combat Weakness - 50%
| Initial Skill : Danger Detect 2
|
| Level 16      : Danger Detect 3
| Level 20      : Compatibility 2: Death Saurer Type
| Level 30      : Compatibility 3: Death Saurer Type
|
-----
```

```
-----
-----
| Pilot Name: Irvine
-----
| Starting Stats-
| HP      : 80
| MM      : 90
| DCP     : 50
| SR      : 80
| HR      : 80
-----
| Starting Level: 16
-----
| Default Growth: Defense
-----
| Skills-
|
| Initial Skill : Compatibility 2: Wolf Type
| Initial Skill : Real Bullets Specialty + 30%
| Initial Skill : Economized Shooting Attack 2
| Initial Skill : Economized Combat Attack 1
| Initial Skill : Evade Shooting + 20%
|
| Level 18      : Destroy Armament
| Level 19      : Real Bullets Specialty + 40%
| Level 20      : Compatibility 3: Gojulas Type
| Level 30      : Real Bullets Specialty + 50%
|
-----
```

```
=====
-----
| Pilot Name: Moonbay
-----
| Starting Stats-
| HP      : 120
| MM      : 20
| DCP     : 100
| SR      : 80
|
```


| HR : 80

| Starting Level: 16

| Default Growth: Defense

| Skills-

| Initial Skill : Economized Shooting Attack 3

| Initial Skill : Combat Weakness - 30%

| Initial Skill : Leadership 1

| Initial Skill : Economized Combat Attack 2

| Level 18 : Leadership 3

| Level 20 : Compatibility 2: Water Type

| Level 25 : Compatibility 3: Ultrasaurus Type

| Pilot Name: Schubaltz

| Starting Stats-

| HP : 100

| MM : 80

| DCP : 60

| SR : 80

| HR : 110

| Starting Level: 16

| Default Growth: Defense

| Skills-

| Initial Skill : Compatibility 2: Tiger Type

| Initial Skill : Compatibility 2: Kong Type

| Initial Skill : Compatibility 1: Geno Type

| Initial Skill : Extreme Reaction 2

| Initial Skill : Leadership 2

| Initial Skill : Danger Detect 1

| Initial Skill : Evade Combat + 15%

| Level 18 : Economized Combat Attack 2

| Level 20 : Compatibility 2: Fuhrer Type

| Level 30 : Multiple Shooting Attack 1

| Pilot Name: Tommer

| Starting Stats-

| HP : 80

| MM : 50

| DCP : 70

| SR : 120
| HR : 80

| Starting Level: 16

| Default Growth: Attack

| Skills-

|
| Initial Skill : Missiles Specialty + 10%
| Initial Skill : Lasers Specialty + 10%
| Initial Skill : Particle Guns Specialty + 15%
| Initial Skill : Real Bullets Specialty + 10%
| Initial Skill : Evade Shooting + 10%
| Initial Skill : Combat Weakness - 15%

|
| Level 18 : Particle Guns Specialty + 25%
| Level 20 : Economized Shooting Attack 2
| Level 30 : Multiple Shooting Attack 1
|

=====

| Pilot Name: Raven

| Starting Stats-

| HP : 100
| MM : 90
| DCP : 100
| SR : 80
| HR : 120

| Starting Level: 20

| Default Growth: Attack

| Skills-

|
| Initial Skill : Compatibility 3: Geno Type
| Initial Skill : Compatibility 3: Tiger Type
| Initial Skill : Multiple Shooting Attack 1
| Initial Skill : Extreme Reaction 1
| Initial Skill : Particle Guns Specialty + 20%

|
| Level 21 : Evade Shooting + 20%
| Level 22 : Combat Specialty + 20%
| Level 23 : Particle Guns Specialty + 30%
| Level 25 : Compatibility 3: Fuhrer Type
| Level 30 : Multiple Shooting Attack 2
|

| Organoid: Shadow

| Organoid Name: Shadow

| Stats-

| HP : 120
| AT : 60
| SR : 50
| SP : 50
| DF : 40

Level: 1

| Skills:

| Combat Ability Enhanced
| Anti-Air Combat
| Armor Damage Added
| HP MAX UP2
| Self-Repair2
| EP MAX UP2
| Extreme Evasion
| Male Roar
|

=====

Pilot Name: Rieze

| Starting Stats-

| HP : 80
| MM : 120
| DCP : 100
| SR : 150
HR : 80

Starting Level: 20

Default Growth: All

| Skills-

|
| Initial Skill : Compatibility 2: Geno Type
| Initial Skill : Danger Detect 3
| Initial Skill : Evade Shooting + 20%
| Initial Skill : Evade Combat + 15%
| Initial Skill : Economized Shooting Attack 1
|

| Level 21 : Compatibility 2: Fuhrer Type
| Level 21 : Evade Shooting + 35%
| Level 23 : Evade Combat + 30%
| Level 25 : Compatibility 3: Geno Type
| Level 30 : Multiple Shooting Attack 1
|

Organoid: Specular

Organoid Name: Specular

| Stats-

| HP : 80
| AT : 500

| SR : 100
| SP : 80
| DF : 50

Level: 1

| Skills:

| E-Combat
| Self-Repair1
| EP MAX UP3
| Extreme Reaction
| Repeated Attack
| HP MAX UP1
| EP MAX UP3
|

| Note: In Zoids Legacy, the AT Stat has been reduced from 500 to 50. Also,
the 2nd EP MAX UP3 Skill has been removed.

=====

Pilot Name: Bit

| Starting Stats-

| HP : 80
| MM : 40
| DCP : 60
| SR : 40
HR : 30

Starting Level: 12

Default Growth: Defense

| Skills-

|
| Initial Skill : Bold Nerves
| Initial Skill : Combat Specialty + 35%
| Initial Skill : Compatibility 1: Liger Type
| Initial Skill : Compatibility 2: Liger Zero Type
|

| Level 15 : Evade Combat + 15%
| Level 17 : Destroy Armament
| Level 18 : Evade Combat + 30%
| Level 20 : Extreme Reaction 1
| Level 30 : Extreme Reaction 2
|

=====

Pilot Name: Linon

| Starting Stats-

| HP : 60
| MM : 30
| DCP : 50
|

| SR : 50
| HR : 70

| Starting Level: 12

| Default Growth: Attack

| Skills-

|
| Initial Skill : Real Bullets Specialty + 15%
| Initial Skill : Missiles Specialty + 15%
| Initial Skill : Lasers Specialty + 15%

|
| Level 13 : Real Bullets Specialty + 25%
| Level 14 : Lasers Specialty + 25%
| Level 15 : Particle Guns Specialty + 20%
| Level 16 : Multiple Shooting Attack 1
| Level 18 : Real Bullets Specialty + 40%
| Level 20 : Missiles Specialty + 40%
| Level 30 : Multiple Shooting Attack 2
|

=====

| Pilot Name: Barad

| Starting Stats-

| HP : 70
| MM : 60
| DCP : 50
| SR : 50
| HR : 70

| Starting Level: 14

| Default Growth: Evade

| Skills-

|
| Initial Skill : Compatibility 1: Wolf Type
| Initial Skill : Real Bullets Specialty + 30%
| Initial Skill : Lasers Specialty + 20%
| Initial Skill : Evade Combat + 20%
| Initial Skill : Evade Shooting + 30%
| Initial Skill : Economized Shooting Attack 1

|
| Level 15 : Evade Combat + 30%
| Level 15 : Evade Shooting + 40%
| Level 20 : Destroy Armament
| Level 30 : Extreme Reaction 2
|

=====

| Pilot Name: Jemy

| Starting Stats-
| HP : 50
| MM : 100
| DCP : 20
| SR : 30
| HR : 50

Starting Level: 10

Default Growth: Evade

| Skills-
|

| Initial Skill : Compatibility 2: Flying Type
|

| Level 11 : Leadership 2
| Level 12 : Economized Shooting Attack 1
| Level 13 : Danger Detect 1
| Level 14 : Evade Combat + 20%
| Level 15 : Compatibility 3: Flying Type
| Level 16 : Combat Specialty + 20%
| Level 17 : Extreme Reaction 1
| Level 20 : Economized Shooting Attack 3
| Level 30 : Multiple Shooting Attack 1
|

=====

Pilot Name: Leon

| Starting Stats-
|

| HP : 90
| MM : 75
| DCP : 50
| SR : 100
HR : 60

Starting Level: 15

Default Growth: All

| Skills-
|

| Initial Skill : Compatibility 1: Liger Type
| Initial Skill : Combat Specialty + 20%
| Initial Skill : Evade Combat + 20%
| Initial Skill : Evade Shooting + 20%
|
| Level 16 : Destroy Armament
| Level 18 : Evade Shooting + 30%
| Level 20 : Compatibility 2: Liger Type
| Level 20 : Leadership 1
| Level 30 : Extreme Reaction 1
|

Pilot Name: Naomi

| Starting Stats- |

| HP : 60 |
| MM : 20 |
| DCP : 50 |
| SR : 70 |
HR : 70

Starting Level: 15

Default Growth: Attack

| Skills- |

| |
| Initial Skill : Evade Combat + 30% |
| Initial Skill : Evade Shooting + 20% |
| Initial Skill : Lasers Specialty + 30% |
| Initial Skill : Real Bullets Specialty + 20% |
| |
| Level 16 : Lasers Specialty + 40% |
| Level 18 : Real Bullets Specialty + 30% |
| Level 20 : Particle Guns Specialty + 30% |

=====

Pilot Name: Karkrand

| Starting Stats- |

| HP : 40 |
| MM : 40 |
| DCP : 40 |
| SR : 40 |
HR : 40

Starting Level: 8

Default Growth: Attack

| Skills- |

| |
| Initial Skill : Compatibility 2: Tiger Type |
| Initial Skill : Missiles Weakness - 15% |
| Initial Skill : Real Bullets Weakness - 15% |
| |
| Level 15 : Economized Combat Attack 2 |
| Level 18 : Economized Combat Attack 3 |
| Level 20 : Leadership 3 |
| Level 30 : Multiple Shooting Attack 1 |

=====

Pilot Name: Omari

| Starting Stats-

| HP : 40
| MM : 40
| DCP : 40
| SR : 40
| HR : 40
|

| Starting Level: 8
|

| Default Growth: Attack
|

| Skills-

|
| Initial Skill : Compatibility 2: Tiger Type
| Initial Skill : Lasers Weakness - 15%
| Initial Skill : Particle Cannons Weakness - 15%
|
| Level 15 : Evade Combat + 20%
| Level 20 : Economized Combat Attack 3
| Level 30 : Multiple Shooting Attack 1
|

=====

| Pilot Name: Lineback
|

| Starting Stats-

| HP : 40
| MM : 40
| DCP : 40
| SR : 40
| HR : 40
|

| Starting Level: 8
|

| Default Growth: Attack
|

| Skills-

|
| Initial Skill : Compatibility 2: Tiger Type
| Initial Skill : Combat Weakness - 15%
|
| Level 15 : Evade Shooting + 20%
| Level 20 : Economized Combat Attack 3
| Level 30 : Multiple Shooting Attack 1
|

=====

| Pilot Name: Harry
|

| Starting Stats-

| HP : 10
| MM : 10
| DCP : 10
|

| SR : 10
| HR : 10

Starting Level: 14

Default Growth: Attack

| Skills-

| Initial Skill : Weak Will

| Level 15 : Bold Nerves
| Level 16 : Leadership 1
| Level 18 : Leadership 2
| Level 19 : Leadership 3
| Level 20 : Multiple Shooting Attack 1
| Level 30 : Multiple Shooting Attack 2
|

=====

Pilot Name: Mary

| Starting Stats-

| HP : 10
| MM : 10
| DCP : 10
| SR : 10
HR : 10

Starting Level: 5

Default Growth: Evade

| Skills-

| Initial Skill : Compatibility 3: Kong Type
| Initial Skill : Weak Will
| Initial Skill : Shooting Weakness - 30%
| Initial Skill : Combat Weakness - 50%
| Initial Skill : Missiles Specialty + 30%

| Level 13 : Missiles Specialty + 40%
| Level 15 : Missiles Specialty + 50%
| Level 20 : Missiles Specialty + 60%
| Level 30 : Missiles Specialty + 80%
|

=====

Pilot Name: Jack Cisco

| Starting Stats-

| HP : 90
| MM : 120
| DCP : 55
|

| SR : 70
| HR : 85

Starting Level: 17

Default Growth: Evade

| Skills-

|
| Initial Skill : Extreme Reaction 1
| Initial Skill : Danger Detect 2
| Initial Skill : Evade Shooting + 20%
| Initial Skill : Real Bullets Specialty + 15%

|
| Level 18 : Destroy Armament
| Level 20 : Extreme Reaction 2
| Level 30 : Multiple Shooting Attack 1
|

=====

Pilot Name: Allstar

| Starting Stats-

| HP : 60
| MM : 90
| DCP : 100
| SR : 80
HR : 70

Starting Level: 16

Default Growth: Attack

| Skills-

|
| Initial Skill : Compatibility 2: Liger Zero Type
| Initial Skill : Compatibility 2: Liger Type
| Initial Skill : Compatibility 1: Kong Type
| Initial Skill : Compatibility 1: Wolf Type
| Initial Skill : Combat Specialty + 15%

|
| Level 17 : Evade Combat + 15%
| Level 18 : Combat Specialty + 25%
| Level 19 : Economized Combat Attack 1
| Level 20 : Compatibility 3: Liger Zero Type
| Level 30 : Multiple Shooting Attack 1
|

=====

Pilot Name: Palty

| Starting Stats-

| HP : 50
| MM : 50

| DCP : 50
| SR : 50
| HR : 50

Starting Level: 10

Default Growth: Evade

| Skills-

|
| Initial Skill : Compatibility 2: Flying Type
| Initial Skill : Weak Will
| Initial Skill : Shooting Weakness - 20%
| Initial Skill : Combat Weakness - 30%
| Initial Skill : Danger Detect 1
| Initial Skill : Leadership 1
|

| Level 16 : Leadership 2
| Level 17 : Compatibility 1: Water Type
| Level 20 : Leadership 3
| Level 30 : Economized Shooting Attack 3
|

=====

Pilot Name: Solid

| Starting Stats-

| HP : 70
| MM : 70
| DCP : 90
| SR : 80
HR : 90

Starting Level: 16

Default Growth: Attack

| Skills-

|
| Initial Skill : Compatibility 2: Geno Type
| Initial Skill : Compatibility 1: Tiger Type
| Initial Skill : Compatibility 2: Kong Type
| Initial Skill : Compatibility 1: Fuhrer Type
| Initial Skill : Particle Guns Specialty + 20%
|

| Level 17 : Lasers Specialty + 20%
| Level 18 : Missiles Specialty + 20%
| Level 19 : Real Bullets Specialty + 20%
| Level 20 : Compatibility 3: Geno Type
| Level 30 : Multiple Shooting Attack 1
|

=====

| Pilot Name: Royal Mask
|

| Starting Stats-

| HP : 80
| MM : 70
| DCP : 40
| SR : 60
| HR : 50
|

| Starting Level: 12
|

| Default Growth: Evade
|

| Skills-

|
| Initial Skill : Compatibility 2: Flying Type
| Initial Skill : Compatibility 1: Wolf Type
| Initial Skill : Leadership 1
|
| Level 13 : Economized Combat Attack 1
| Level 14 : Compatibility 3: Flying Type
| Level 15 : Combat Specialty + 20%
| Level 20 : Leadership 2
| Level 30 : Combat Specialty + 40%
|

=====

| Pilot Name: Benjamin
|

| Starting Stats-

| HP : 50
| MM : 50
| DCP : 50
| SR : 50
| HR : 50
|

| Starting Level: 13
|

| Default Growth: Defense
|

| Skills-

|
| Initial Skill : None
|

=====

| Pilot Name: Sebastian
|

| Starting Stats-

| HP : 50
| MM : 50
| DCP : 50
| SR : 50
| HR : 50
|

Starting Level: 13
Default Growth: Defense

| Skills-
|
| Initial Skill : None
|

=====

Pilot Name: Red Mask
Starting Stats-
HP : 80
MM : 90
DCP : 80
SR : 70
HR : 90

Starting Level: 17
Default Growth: Attack

| Skills-
|
| Initial Skill : Compatibility 2: Kong Type
| Initial Skill : Compatibility 2: Flying Type
| Initial Skill : Bold Nerves
|
| Level 18 : Compatibility 3: Flying Type
| Level 19 : Extreme Reaction 1
| Level 30 : Multiple Shooting Attack 1
|

=====

Pilot Name: Purple Mask
Starting Stats-
HP : 70
MM : 95
DCP : 75
SR : 85
HR : 85

Starting Level: 17
Default Growth: Evade

| Skills-
|
| Initial Skill : Compatibility 2: Flying Type
| Initial Skill : Evade Combat + 10%
|
| Level 18 : Compatibility 3: Flying Type
|

| Level 19 : Evade Combat + 20%
| Level 20 : Extreme Reaction 2
| Level 30 : Leadership 2
|

=====

| Pilot Name: Stora |

| Starting Stats- |
| HP : 180 |
| MM : 40 |
| DCP : 80 |
| SR : 50 |
HR : 100

| Starting Level: 23 |

| Default Growth: Defense |

| Skills- |
| |
| Initial Skill : Multiple Shooting Attack 2 |
| Initial Skill : Economized Shooting Attack 1 |
| Initial Skill : Economized Combat Attack 1 |
| Initial Skill : Leadership 1 |
| Initial Skill : Leadership 2 |
| Initial Skill : Real Bullets Specialty + 20% |
| Initial Skill : Evade Shooting + 20% |
| Initial Skill : Leadership 3 |
| |
| Level 30 : Weak Will |
|

=====

| Pilot Name: Pierce |

| Starting Stats- |
| HP : 90 |
| MM : 90 |
| DCP : 90 |
| SR : 90 |
HR : 90

| Starting Level: 18 |

| Default Growth: Evade |

| Skills- |
| |
| Initial Skill : Compatibility 2: Flying Type |
| Initial Skill : Evade Combat + 20% |
| Initial Skill : Extreme Reaction 1 |
| |
| Level 19 : Combat Specialty + 15% |
|

```
| Level 15      : Missiles Specialty + 20% |
| Level 30     : Extreme Reaction 2      |
|                                                     |
```

```
-----
| Pilot Name: Vega |
```

```
-----
| Starting Stats- |
| HP   : 100      |
| MM   : 100      |
| DCP  : 80       |
| SR   : 120      |
| HR   : 120      |
```

```
-----
| Starting Level: 20 |
```

```
-----
| Default Growth: All |
```

```
-----
| Skills- |
| |
| Initial Skill : Multiple Shooting Attack 1 |
| Initial Skill : Compatibility 2: Fuhrer Type |
| Initial Skill : Extreme Reaction 1 |
| Initial Skill : Evade Combat + 40% |
| Initial Skill : Evade Shooting + 50% |
| Initial Skill : Combat Specialty + 30% |
| Initial Skill : Particle Guns Specialty + 30% |
| |
| Level 23      : Particle Guns Specialty + 50% |
| Level 25      : Evade Combat + 50% |
| Level 30      : Evade Shooting + 70% |
| |
```

```
-----
| Note: Due to a faulty assigned character slot, it is not possible for |
| Vega to Level up in Zoids Saga 2. |
| This glitch is fixed in Zoids Legacy. |
```

```
-----
Pilot Skills
-----
```

Pilot Skills (code address, from 01 to 27, in addresses 02026B8C to 02026B95).

Note that there are skills are in the same group set, but in possessing different values. When the Pilot learns a new skill that he already has in the same set, but of a lower value, the new skill will overwrite the old skill.

Whenever Skills are Overwritten, it is irrelevant which is of the higher Value. The new Skill in the Set will always overwrite the old Skill in the Set.

Note: Zoid Compatibility of a different Zoid Type counts as different Skill sets.

Note: At this point of time, it has been noted that there are Pilots who gain more Negative Skills during Level Up. They may either gain the Weak Will Skill, or increase in value with a Weakness Weapon Skill.

(E.g.1. A Pilot has Multiple Shooting Attack 1. He later learns Multiple Shooting Attack 2. The Multiple Shooting Attack 2 will overwrite Multiple Shooting 1.

E.g.2. A Pilot has Combat Specialty +10. He later learns Combat Specialty +20. The second will overwrite the first. Actually, unlike the previous example, it is actually the same skill with a different value, but the same mechanics hold.

E.g.3. A Pilot with Leadership 1, later learns Leadership 2. Neither skills will overwrite each other, as they are not in the same Skill Set.

E.g.4. Liger Zoid Compatibility 3 will not overwrite Tiger Zoid Compatibility 2. But Liger Zoid Compatibility 3 will overwrite Liger Zoid Compatibility 1.)

Multiple Shooting Attack 1 = Number of Shooting Attacks increased by 1 in one Action

Multiple Shooting Attack 2 = Number of Shooting Attacks increased by 2 in one Action

Compatibility 1: ____ = When assigned to the particular Zoid, 5 Levels added to pilot Level

Compatibility 2: ____ = When assigned to the particular Zoid, 10 Levels added to pilot Level

Compatibility 3: ____ = When assigned to the particular Zoid, 20 Levels added to pilot Level

Note: These skills also have a corresponding Zoid Type for Zoid Compatibilities. The Zoid Compatibility Skill has an additional value specifying the type of Zoid it affects.

The Zoid Compatibility Skills work with 12 different Zoid Types.

- 01) Liger Type
- 02) Gojulas Type
- 03) Kong Type
- 04) Geno Type
- 05) Fuhrer Type
- 06) Tiger Type
- 07) Wolf Type
- 08) Flying Type
- 09) Water Type
- 10) Liger Zero Type
- 11) Death Saurer Type
- 12) Ultrasaurus Type

Note: Compatibility Skills of different ZoidTypes counts as different Skill sets, and will not overwrite one another. Compatibility Skill of the same Zoid but different Values are considered to be the same Set.

Economized Shooting Attack 1 = EP cost for Shooting Weapons lowered by 10%

Economized Shooting Attack 2 = EP cost for Shooting Weapons lowered by 30%

Economized Shooting Attack 3 = EP cost for Shooting Weapons lowered by 50%

Economized Combat Attack 1 = EP cost for Combat Weapons lowered by 10%

Economized Combat Attack 2 = EP cost for Combat Weapons lowered by 30%

Economized Combat Attack 3 = EP cost for Combat Weapons lowered by 50%

Danger Detect 1 = Hard to receive Critical Hits

Danger Detect 2 = Even harder to receive Critical Hits

Danger Detect 3 = Very unlikely to receive Critical Hits

Extreme Reaction 1 = +500 to IV

Extreme Reaction 2 = +1000 to IV

Leadership 1 = Support Fire Type Deck Commands allowed

Leadership 2 = Formation Order Type Deck Commands allowed

Leadership 3 = Command Choice Type Deck Commands allowed

Note: The Leadership Skills are not considered to be in the same set. They will not overwrite each other, and a Pilot can have all 3 Skills.

Destroy Armament = When Combat attack is successful, disable opponent's
Attack Weapon Armament with 30% likelihood

Bold Nerves = Harder to get Pilot Down Status

Weak Will = Easier to get Pilot Down Status

Note: Bold Nerves and Weak Will count as the same Skill Set. One Skill will overwrite the other.

Shooting Weakness - x% = Penalty to Shooting Weapon accuracy - x%

Combat Weakness - x% = Penalty to Combat Weapon accuracy - x%

Missiles Weakness - x% = Penalty to -/M/-/-/- Type Weapon accuracy - x%

Lasers Weakness - x% = Penalty to -/-/L/-/- Type Weapon accuracy - x%

Particle Cannons Weakness - x% = Penalty to -/-/-/P/- Type Weapon
accuracy - x%

Real Bullets Weakness - x% = Penalty to B/-/-/-/- Type Weapon accuracy - x%

Evade Combat + x% = Bonus against Combat Weapon Avoid + x%

Evade Shooting + x% = Bonus against Shooting Weapon Avoid + x%

Combat Specialty + x% = Bonus to Combat Weapon Attack's accuracy + x%
(A background animation will activate when using a
Combat Weapon.)

Missiles Specialty + x% = Bonus to -/M/-/-/- Type Weapon accuracy + x%

Lasers Specialty + x% = Bonus to -/-/L/-/- Type Weapon accuracy + x%

Particle Cannons Specialty + x% = Bonus to -/-/-/P/- Type Weapon
accuracy + x%

Real Bullets Specialty + x% = Bonus to B/-/-/-/- Type Weapon accuracy + x%

Note: These Skills each has an additional value of X% specifying how much it is affected. Effects are accumulative depending on the Skills and Attack Types.

Additional notes:

1) "Shooting Specialty" skill does not exist. It is very likely that this skill was omitted due to a mistake. Theoretically, it should be inside the game, considering the other skills.

2) These Skills are actually dummied, and are never used by any Pilots at all. They have actually no names, but they do have descriptions. But it has been confirmed that they have no effect on the game at all.

Rifles Weakness - x% = Penalty to Rifle Type Weapon accuracy - x%

Machine Guns Weakness - x% = Penalty to Machine Gun Type Weapon accuracy - x%

Rifles Specialty + x% = Bonus to Rifle Type Weapon accuracy + x%

Machine Guns Specialty + x% = Bonus to Machine Gun Type Weapon accuracy + x%

3) The last three Pilot Skills listed is not included, because they showed suspicious descriptions... (28 has nothing, 29 said Attack Turns increased by 1, 2A said Attack Turns increased by 2). I personally think this is used only in ZOS.

Organoid Skills

Organoid Skills (appears from values 01 to 19 in the addresses 020278C2 to 020278CB)

Combat Ability Enhanced = First Combat Weapon AT Power doubled after Fusion

Anti-Air Combat = First Combat Weapon Attack after fusion against Flying Type Zoids will have +20% accuracy and +20 AT Power Points.

Armor Damage Added = First Combat Weapon attack after Fusion will have DF Damage effect -10 DF added.

Armor Piercing Attack = First Combat Weapon Attack after Fusion will DF-Ignore Attribute effect added.

E-Combat = First Combat Weapon Attack after Fusion will have an Freeze Attribute effect added.

Berserk = Combat Weapons AT Power is doubled after Fusion, but causes the zoid to act on its own control.

HP MAX UP1 = +100 to HP MAX after Fusion

HP MAX UP2 = +200 to HP MAX after Fusion

HP MAX UP3 = +300 to HP MAX after Fusion

Self-Repair1 = Auto-heals 50HP after Fusion

Self-Repair2 = Auto-heals 100HP after Fusion

Generate Healing Field = All other ally Zoids will recover HP equal to 1/2 the HP Stat of the Organoid, in proportion to their own Zoid HP, during Fusion.

EP MAX UP1 = +10 to EP MAX after Fusion

EP MAX UP2 = +20 to EP MAX after Fusion

EP MAX UP3 = +30 to EP MAX after Fusion

GEP UP1 = +1 to GEP after Fusion

GEP UP2 = +2 to GEP after Fusion

Generate E-Shield = Creates an E-Shield after Fusion

Extreme Reaction = +500 to IV

Extreme Acceleration = +500 to SP

Extreme Evasion = 50% Attack Avoid, but uses up 2 EP when attack evaded.

However, the Zoid acts on its own control, once attack is evaded.

Male Roar = Cause Freeze Status to one random Enemy Zoid during Fusion.

Repeated Attack = Only when the pilot has Multiple Ranged Attack skill, increase number of Shooting attack by one after Fusion.

ZOS = ZOS+1 after Fusion. Number of actions per turn increase by 1.

ZOS2 = ZOS+2 after Fusion. Number of actions per turn increase by 2.

Additional notes-

Note: The actual values from the Skills will be affected by the Stats of the Zoid Pilot, etc, so the values added may be more.

Note: Some of these Skills are in the same Skill Set. It is possible for one Skill in the Skill Set to overwrite those Skills in the same Skill Set.

(E.g ZOS and ZOS 2 are in the same Skill Set, GEP UP1 and GEP UP2 are in the same Skill Set.)

(Note: For Pulse, HP MAX UP skill can sometimes revert. You can have HP MAX UP3, and much later, it may be overwritten to HP MAX UP1. This is due to the skills gained from Colour Points during Level up. The newer HP MAX UP Skill will overwrite the older one. If the newer HP MAX UP is lower, it will just assume that level, even if the older one is higher. The same will also happen for other skills like EP MAX UP and GEP UP. This is because the skills are in the same Skill Set. The newer skill in the Skill Set will overwrite the older one in the same Skill Set.)

Organoid Pulse

Pulse starts at Level 1. Pulse will level up whenever Zell levels up.

Pulse starts at the following stats, and his stats gain at level up will be dependant on his colour, here as follows:

Base Stats	White	Red	Blue	Black
HP : 50	+5	+1	+1	+1
AT : 30	+1	+2	+1	+5
SR : 30	+1	+1	+2	+1
SP : 30	+1	+1	+5	+2
DF : 30	+2	+5	+1	+1

Pulse's colour will be the Emotion Colour with the most points. If a colour is tied for the highest, then the colour top-most colour will take priority.

White > Red > Blue > Black

At each level up, skills can also be learned. The skills learnt will be determined by the Colour Points that Pulse has. Upon gaining more points, the skill will be gained at the following Level up.

Note:

In is the Colour Points affect the skill learnt. The present Emotion Colour does not affect that. The present Emotion Colour will only determine the stats gained at level up. Colour Points will determine the Emotion Colour and skills learnt.

The Maximum the Points can go to is 99. Points can only add up, not deduct.

These are the skills that can obtained once the points are reached. The skills will be obtained at the next Level Up following the Colour Points gain.

```
-----  
| White |  
-----  
| 5 = HP MAX UP2 |  
| 6 = EP MAX UP1 |  
| 9 = Self-Repair1 |  
| 10 = EP MAX UP2 |  
| 11 = HP MAX UP3 |  
| 13 = Generate E-Shield |  
| 15 = Self-Repair2 |  
| 20 = Generate Healing Field |  
-----
```

```
-----  
| Red |  
-----  
| 5 = Anti-Air Combat |  
| 7 = Armor Damage Added |  
| 8 = HP MAX UP2 |  
| 9 = Armor Piercing Attack |  
| 10 = Combat Ability Enhanced |  
| 11 = E-Combat |  
| 13 = EP MAX UP1 |  
| 15 = GEP UP1 |  
| 25 = Berserk |  
-----
```

```
-----  
| Blue |  
-----  
| 5 = Extreme Reaction |  
| 6 = Extreme Acceleration |  
| 7 = GEP UP1 |  
| 8 = HP MAX UP2 |  
| 9 = EP MAX UP1 |  
| 10 = GEP UP2 |  
| 13 = Repeated Attack |  
| 15 = Male Roar |  
| 20 = Extreme Evasion |  
-----  
-----
```

```

| Black |
-----
| 5 = HP MAX UP1 |
| 6 = EP MAX UP1 |
| 7 = Self-Repair 1 |
| 8 = Male Roar |
| 9 = E-Combat |
| 11 = Generate E-Shield |
| 13 = Combat Ability Enhanced |
| 20 = GEP UP2 |
| 30 = Berserk |
-----

```

```

-----
| Default Skills |
-----
| Initial = HP MAX UP1 |
| Initial = EP MAX UP1 |
| Plot Event = ZOS |
| Plot Event = ZOS2 |
-----

```

Some of these Skills are in the same Skill Set. If a Skill of a Skill Set already exists, and a new Skill of that Skill of that Set is Learned, the older Skill will be replaced by the newer Skill of that Set.

Note that it is possible for a lower version of a Skill to overwrite the higher version of that Skill.

(E.g. ZOS and ZOS2 are in the same Skill Set. HP MAX UP1 and HP MAX UP2 are in the same Skill Set.)

(E.g. You already have HP MAX UP 2. You later gain HP MAX UP 1. The newer one will overwrite the older one, even though the older skill is higher.)

IMPORTANT NOTE:

Pulse can only learn 10 Skills at the most. He will not learn any more new Skills after he has learnt 10 Skills.

Also refer to the Secrets section for effective methods to level up Pulse.

```

-----
-----
*****

```

```

=====
/ \
=====
ZOIDS ANALYSIS
=====

```

This section has barely begun, but will be completed soon (hopefully).

The Data in this list are according to their Zoid Data Statistics.

Notes:

IV is a variable set at: $IV = SR + SP$.

TP is default set to 0.

Build Details:

Cost: Money required to build the Zoid.

Core/Parts required: Parts that must be used to build the Zoid. (If any.)

Base Zoid: This Zoid is required, and will be used to build the new Zoid.
(If any Base Zoid is required.)
(CAU Zoids are built into the existing Zoid.)

HP: Durability of the Zoid. The Zoid becomes unable to battle once this value becomes 0. The Zoid also will be destroyed, and need to be repaired.

EP: All Zoids start out with EP half the amount of their MAX EP in battle.
Certain weapons require EP in order to be used.

GEP: The GEP is the amount of EP the Zoid automatically recovers every turn in battle. If the Zoid chooses to wait and puts to standby, it will also recover an additional EP equal to its GEP.

SP: Affects IV, Accuracy, and Avoid of the zoid.

MM: Affects the Accuracy of the Zoid. (Theorized to affect Avoid.)

IV: Affects the order in which the zoid takes action.
 $IV = SP + SR$

DF: The higher the value, the less damage the zoid takes in.
The damage calculation for most attacks is:
Damage = Weapon AT - Target Zoid's DF
DF = 0 if attack is Critical or has DF Ignoring attribute.

AM: The higher the value, the lesser the chances of receiving Critical hits.
This is a value in Percentage, and never exceeds 99.

DCP: The higher the value, the less likelihood of receiving Freeze Status from a normal attack. If a Zoid is hit by an attack with an AT value higher than it's DCP, there is a good chance that the Zoid will be hit with Freeze Status, even if that Attack does not normally cause Freeze Status.

SR: This Stat affects IV directly. (Not much else is known about this stat.)

CLV: The required Level of the Pilot for the zoid. If the Pilot's Level is less than the CLV of the Zoid, the lower the Pilot's level, the lower the ability of the Zoid will be. Zoid type and Zoid Compatibility will be taken into consideration here.
CLV affects the stats according to:
IF (Level < CLV) then,
 $Stat * (Level/CLV) = Result$

TP: The higher the value, the more bonuses Zoid receives for HP, EP, GEP, SP, MM, DCP, CP.

Maximum value of TP is 200. TP will increase 1 every time you take that Zoid into battle and win that battle.

TP affects the stats according to:

$\text{Stat} \times (1 + \text{TP}/200) = \text{Result}$

In summary:

2 TP = 1% Increase (Maximum 100% increase)

CP: If the total WP exceeds the CP of the Zoid, the SP, MM, and HR(not shown) Stats of the Zoid will be reduced. The factor by which the zoid will be affected by is:

IF (Equipped CP - MaxCP equals 0 if CP is less than MaxCP):

$\text{Stat} * (1 - (\text{CP} - \text{MaxCP})/\text{MaxCP}) = \text{Result}$

| <001> | Zoid Name: Sabre Tiger |

| Build Details:-

| Base Zoid: None

| Zoid Build Parts required: Zoid Core ZN

| Cost: 35000G

| Statistics:-

| HP: 200 SP: 200 DF: 20

| EP: 23 MM: 75 AM: 60

| GEP: 3 IV: 500 DCP: 130

| SR: 300

| CLV: 6

| CP: 40

| SIZE: L

| Weapons:-

| Weapon Rack U: [Attack + Assist] (2-Set Beam Cannon)

| Weapon Rack L: [Attack + Assist]

| Weapon Rack R: [Attack + Assist]

| Weapon Rack S: [Assist]

| Imbuilt Weapon 1): [Shooting] 3-Set Impact Cannon

| AT: 80, HR: 70%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 2): [Shooting] 20mm Beam Gun

| AT: 60, HR: 85%, TG: 1-2 S, EP: 3, WP: 0, ATR: / / /P/

| Imbuilt Weapon 3): [Shooting] Laser Machine Gun
| AT: 45, HR: 85%, TG: 1-1 N, EP: 2, WP: 0, ATR: / /L/ /
|
| Imbuilt Weapon 4): [Combat] Killer Sabre
| AT: 130, HR: 67%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
|

| <002> | Zoid Name: Saber Tiger |

| Build Details:-

| Base Zoid: Sabre Tiger

| Zoid Build Parts required: None

| Cost: 5000G
|

| Statistics:-

| HP: 220 SP: 240 DF: 30
| EP: 25 MM: 75 AM: 65
| GEP: 3 IV: 640 DCP: 160
|

| SR: 400
| CLV: 8
| CP: 40
| SIZE: L
|

| Weapons:-

| Weapon Rack U: [Attack + Assist] (2-Set Beam Cannon)
| Weapon Rack L: [Attack + Assist]
| Weapon Rack R: [Attack + Assist]
| Weapon Rack S: [Assist]
|

| Imbuilt Weapon 1): [Shooting] 3-Set Impact Cannon
| AT: 120, HR: 70%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /
|

| Imbuilt Weapon 2): [Shooting] 20mm Beam Gun
| AT: 120, HR: 85%, TG: 1-2 S, EP: 3, WP: 0, ATR: / / /P/
|

| Imbuilt Weapon 3): [Shooting] Laser Machine Gun
| AT: 45, HR: 85%, TG: 1-1 N, EP: 2, WP: 0, ATR: / /L/ /
|

| Imbuilt Weapon 4): [Combat] Killer Sabre
| AT: 140, HR: 67%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
|

<003> |

Zoid Name: Saber Tiger RS

|

Build Details:-

Base Zoid: Saber Tiger

Zoid Build Parts required: None

Cost: 20000G

Statistics:-

HP: 250 SP: 240 DF: 45
EP: 25 MM: 80 AM: 65
GEP: 3 IV: 740 DCP: 200

SR: 500
CLV: 13
CP: 50
SIZE: L

Weapons:-

Weapon Rack U: [Attack + Assist] (2-Set Beam Cannon)

Weapon Rack L: [Attack + Assist]

Weapon Rack R: [Attack + Assist]

Weapon Rack S: [Assist]

Imbuilt Weapon 1: [Shooting] 3-Set Impact Cannon

AT: 120, HR: 80%, TG: 1-2 S, EP: 0, WP: 0, ATR: B / / /

Imbuilt Weapon 2: [Shooting] 20mm Beam Gun

AT: 60, HR: 85%, TG: 1-2 S, EP: 3, WP: 0, ATR: / / /P/

Imbuilt Weapon 3: None

-

Imbuilt Weapon 4: [Combat] Killer Sabre

AT: 160, HR: 67%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

<004> |

Zoid Name: Saber Tiger SS

|

Build Details:-

Base Zoid: Saber Tiger

Zoid Build Parts required: BG Unit

Cost: 10000G

Statistics:-

HP: 220 SP: 240 DF: 40
EP: 25 MM: 80 AM: 65
GEP: 3 IV: 740 DCP: 180

SR: 500
CLV: 11
CP: 40
SIZE: L

Weapons:-

Weapon Rack U: [Assist]
Weapon Rack L: [Attack + Assist]
Weapon Rack R: [Attack + Assist]
Weapon Rack S: [Assist]

Imbuilt Weapon 1: [Shooting] 3-Set Impact Cannon
AT: 120, HR: 70%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

Imbuilt Weapon 2: [Shooting] Beam Gun
AT: 60, HR: 85%, TG: 1-2 S, EP: 3, WP: 0, ATR: / / /P/

Imbuilt Weapon 3: [Shooting] Beam Gatling
AT: 90, HR: 83%, TG: 1-2 N, EP: 10, WP: 0, ATR: / / /P/

Imbuilt Weapon 4: [Combat] Killer Sabre
AT: 160, HR: 67%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

<005> | Zoid Name: Saber Tiger AT |

Build Details:-

Base Zoid: Saber Tiger

Zoid Build Parts required: Assault Unit

Cost: 6000G

Statistics:-

HP: 230 SP: 250 DF: 35
EP: 25 MM: 75 AM: 65
GEP: 3 IV: 650 DCP: 170

SR: 400

| CLV: 10
| CP: 40
| SIZE: L
|

| Weapons:-

| Weapon Rack U: [Assist]
| Weapon Rack L: [Attack + Assist]
| Weapon Rack R: [Attack + Assist]
| Weapon Rack S: [Assist]
|

| Imbuilt Weapon 1: [Shooting] 3-Set Impact Cannon
| AT: 120, HR: 70%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 2: [Shooting] 8-Set Missile Pod
| AT: 75, HR: 92%, TG: 1-3 B, EP: 10, WP: 0, ATR: /M/ / / *EFFECT*

Imbuilt Weapon 3: None

| Imbuilt Weapon 4: [Combat] Killer Sabre
| AT: 160, HR: 67%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
|

| <006> | Zoid Name: Saber Tiger TS |

| Build Details:-

| Base Zoid: Saber Tiger AT
| Zoid Build Parts required: Tiger's Soul
| Cost: 2000G
|

| Statistics:-

| HP: 230 SP: 250 DF: 40
| EP: 25 MM: 75 AM: 65
| GEP: 3 IV: 650 DCP: 160
| SR: 400
| CLV: 8
| CP: 40
| SIZE: L
|

| Weapons:-

| Weapon Rack U: [Assist]
| Weapon Rack L: [Attack + Assist]

Weapon Rack R: [Attack + Assist]
Weapon Rack S: [Assist]

Imbuilt Weapon 1: [Shooting] 3-Set Impact Cannon
AT: 140, HR: 70%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

Imbuilt Weapon 2: [Shooting] Close-Range Cannon
AT: 160, HR: 90%, TG: 1-2 S, EP: 2, WP: 0, ATR: B/ / / /

Imbuilt Weapon 3: None
-

Imbuilt Weapon 4: [Combat] Killer Sabre
AT: 160, HR: 67%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

<007> | Zoid Name: Proto Saber |

Build Details:-
Base Zoid: Saber Tiger
Zoid Build Parts required: None
Cost: 18000G

Statistics:-
HP: 260 SP: 250 DF: 50
EP: 30 MM: 70 AM: 60
GEP: 3 IV: 550 DCP: 210
SR: 300
CLV: 13
CP: 30
SIZE: L

Weapons:-
Weapon Rack U: [Attack + Assist] (2-Set Beam Cannon)
Weapon Rack L: [Attack + Assist]
Weapon Rack R: [Attack + Assist]
Weapon Rack S: [Assist]

Imbuilt Weapon 1: [Shooting] 3-Set Impact Cannon
AT: 170, HR: 85%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

Imbuilt Weapon 2: [Shooting] Linear Laser Gun
AT: 100, HR: 88%, TG: 1-3 V, EP: 8, WP: 0, ATR: / /L/ /

| Imbuilt Weapon 3: [Shooting] Close Range Vulcan Cannon
| AT: 80, HR: 85%, TG: 1-2 N, EP: 1, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 4: [Combat] Killer Sabre
| AT: 180, HR: 87%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

| <008> | Zoid Name: Diablo Tiger |

| Build Details:-

| Base Zoid: None

| Zoid Build Parts required: Zoid Core DT

| Cost: 240,000G

| Statistics:-

| HP: 350 SP: 240 DF: 150

| EP: 35 MM: 90 AM: 65

| GEP: 7 IV: 540 DCP: 320

| SR: 300

| CLV: 25

| CP: 20

| SIZE: M

| Weapons:-

| Unfixed weapons: Self Recovery Unit

| HP: +50, TG: SELF, EP: 3, WP: 15, USE: Passive

| Imbuilt Weapon 1:

| AT: 180, HR: 90%, TG: 1-3 V, EP: 14, WP: 0, ATR: / / /P/

| Imbuilt Weapon 2:

| AT: 350, HR: 75%, TG: 1-1 S, EP: 6, WP: 0, ATR: / / / /G

| Imbuilt Weapon 3:

| Avoid: +80, TG: SELF, EP: 10, WP: 0, USE: Active

| Imbuilt Weapon 4:

| AT: 400, HR: 65%, TG: 1-1 S, EP: 10, WP: 0, ATR: / / / /G

| <009> | Zoid Name: Blitz Tiger |

| Build Details:-

| Cost: 400,000G
| Zoid Build Parts required: Zoid Core BT
| Base Zoid: None

| Statistics:-

| HP: 400 SP: 320 DF: 150
| EP: 40 MM: 70 AM: 65
| GEP: 5 IV: 820 DCP: 320
|
| SR: 500
| CLV: 20
| CP: 30
| SIZE: L

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 180, HR: 75%, TG: 1-1 S, EP: 3, WP: 0, ATR: / / / /G *EFFECT*

| Imbuilt Weapon 2:

| AT: 360, HR: 83%, TG: 1-1 S, EP: 28, WP: 0, ATR: / / / /G *EFFECT*

| Imbuilt Weapon 3:

| AT: 120, HR: 63%, TG: 1-3 W, EP: 14, WP: 0, ATR: / / / / *EFFECT*

| Imbuilt Weapon 4:

| AT: 250, HR: 70%, TG: 1-1 S, EP: 0, WP: 0, ATR: / / / /G

| <010> | Zoid Name: HellCat |

| Build Details:-

| Cost: 20,000G
| Zoid Build Parts required: Zoid Core ZN
| Base Zoid: None

| Statistics:-

| HP: 100 SP: 190 DF: 18
| EP: 15 MM: 80 AM: 50
| GEP: 2 IV: 1990 DCP: 60
|
| SR: 1800
| CLV: 7

| CP: 20
| SIZE: S
|

| Weapons:-

| Unfixed weapons: 2-Set Beam Cannon
| AT: 60, HR: 85%, TG: 1-3 S, EP: 3, WP: 8, ATR: / / /P/ HellCat only

| Imbuilt Weapon 1:
| AT: 30, HR: 85%, TG: 1-1 N, EP: 2, WP: 0, ATR: / /L/ /

Imbuilt Weapon 2: None

| Imbuilt Weapon 3:
| Avoid: +50, TG: SELF, EP: 3, WP: 0, USE: Active

| Imbuilt Weapon 4:
| AT: 60, HR: 65%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
|

| <011> | Zoid Name: Lightning Saix |

| Build Details:-

| Cost: 40,000G
| Zoid Build Parts required: Zoid Core GR + Limiter OS
| Base Zoid: None
|

| Statistics:-

| HP: 230 SP: 325 DF: 34
| EP: 25 MM: 90 AM: 60
| GEP: 2 IV: 525 DCP: 180

| SR: 200
| CLV: 12
| CP: 30
| SIZE: M
|

| Weapons:-

| Unfixed weapons: Pulse Laser Cannon
| AT: 110, HR: 90%, TG: 1-3 V, EP: 6, WP: 20, ATR: / /L/ /
| Lightning Saix only

| Imbuilt Weapon 1:
| AT: 55, HR: 85%, TG: 1-3 B, EP: 3, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 2: None

| -
|
Imbuilt Weapon 3: None
Imbuilt Weapon 4:
AT: 130, HR: 67%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

| <012> | Zoid Name: Lightning Saix BS |

| Build Details:-
|
| Cost: 10,000G
| Zoid Build Parts required: None
| Base Zoid: Lightning Saix
|

| Statistics:-
|
| HP: 230 SP: 310 DF: 34
| EP: 25 MM: 85 AM: 60
| GEP: 2 IV: 510 DCP: 180
|
| SR: 200
| CLV: 13
| CP: 25
| SIZE: M
|

| Weapons:-
|
| Unfixed weapons: Pulse Laser Cannon
| AT: 130, HR: 95%, TG: 1-3 V, EP: 8, WP: 22, ATR: / /L/ /
| Lightning Saix BS only
|
| Imbuilt Weapon 1:
| AT: 55, HR: 85%, TG: 1-3 B, EP: 3, WP: 0, ATR: B/ / / /
|
Imbuilt Weapon 2: None
Imbuilt Weapon 3: None
-
Imbuilt Weapon 4:
AT: 130, HR: 67%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

| <013> | Zoid Name: GunTiger |

| Build Details:-

| Cost: 6,000G
| Zoid Build Parts required: Zoid Core SS
| Base Zoid: None

| Statistics:-

| HP: 85 SP: 270 DF: 15
| EP: 20 MM: 90 AM: 40
| GEP: 2 IV: 770 DCP: 70
|
| SR: 500
| CLV: 3
| CP: 20
| SIZE: S

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 35, HR: 85%, TG: 1-1 S, EP: 0, WP: 0, ATR: / / / /G

| Imbuilt Weapon 2:

| AT: 65, HR: 80%, TG: 1-2 S, EP: 7, WP: 0, ATR: / / /P/

| Imbuilt Weapon 3:

| SP: +300, TG: SELF, EP: 1, WP: 0, USE: Active

| Imbuilt Weapon 4:

| AT: 40, HR: 70%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

| <014> | Zoid Name: Liger Zero |

| Build Details:-

| Cost: 75,000G
| Zoid Build Parts required: Zoid Core UX, Bestial Data
| Base Zoid: None

| Statistics:-

| HP: 260 SP: 307 DF: 55
| EP: 35 MM: 75 AM: 65
| GEP: 3 IV: 657 DCP: 210
|
| SR: 350

| CLV: 15
| CP: 40
| SIZE: L
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 160, HR: 75%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 2: None

| -

| Imbuilt Weapon 3:

| SP: +300, TG: SELF, EP: 1, WP: 0, USE: Active

| Imbuilt Weapon 4:

| AT: 240, HR: 75%, TG: 1-1 S, EP: 3, WP: 0, ATR: / /L/ /G
|

| <015> | Zoid Name: Liger Zero Schneider |

| Build Details:-

| Cost: 15,000G

| Zoid Build Parts required: Schneider Unit

| Base Zoid: Liger Zero Series

| ***CAU upgrade***

| Statistics:-

| HP: 290 SP: 310 DF: 65
| EP: 35 MM: 80 AM: 70
| GEP: 2 IV: 710 DCP: 230

| SR: 400
| CLV: 17
| CP: 30
| SIZE: L
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 160, HR: 75%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 2:

| AT: 400, HR: 50%, TG: 1-1 S, EP: 30, WP: 0, ATR: / /L/ /G
|

| Imbuilt Weapon 3:
| E-Shield: 200, TG: SELF, EP: 3, WP: 0, USE: Active
|
| Imbuilt Weapon 4:
| AT: 270, HR: 70%, TG: 1-1 S, EP: 6, WP: 0, ATR: / /L/ /G
|

| <016> | Zoid Name: Liger Zero Jager |

| Build Details:-

| Cost: 15,000G
| Zoid Build Parts required: Jager Unit
| Base Zoid: Liger Zero Series
| ***CAU upgrade***

| Statistics:-

| HP: 280 SP: 330 DF: 55
| EP: 35 MM: 90 AM: 70
| GEP: 3 IV: 830 DCP: 240
|
| SR: 500
| CLV: 17
| CP: 30
| SIZE: L
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 160, HR: 75%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 2:

| AT: 95, HR: 85%, TG: 1-3 V, EP: 2, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 3:

| SP: +500, TG: SELF, EP: 2, WP: 0, USE: Active

| Imbuilt Weapon 4:

| AT: 240, HR: 75%, TG: 1-1 S, EP: 3, WP: 0, ATR: / /L/ /G
|

| <017> | Zoid Name: Liger Zero Panzer |

| Build Details:-

| Cost: 20,000G

Zoid Build Parts required: Panzer Unit
Base Zoid: Liger Zero Series
CAU upgrade

Statistics:-

HP: 300 SP: 285 DF: 80
EP: 35 MM: 75 AM: 80
GEP: 2 IV: 485 DCP: 250

SR: 200
CLV: 20
CP: 30
SIZE: L

Weapons:-

Unfixed weapons: None

Imbuilt Weapon 1:

AT: 200, HR: 90%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

Imbuilt Weapon 2:

AT: 250, HR: 90%, TG: 1-3 B, EP: 20, WP: 0, ATR: B/ / /P/

Imbuilt Weapon 3:

AT: 300, HR: 80%, TG: 1-3 A, EP: 25, WP: 0, ATR: /M/ / / *EFFECT*

Imbuilt Weapon 4:

AT: 240, HR: 60%, TG: 1-1 S, EP: 3, WP: 0, ATR: / /L/ /G

<018> | Zoid Name: Liger Zero Imperial Form |

Build Details:-

Cost: 5,000G
Zoid Build Parts required: None
Base Zoid: Liger Zero Series
CAU upgrade

Statistics:-

HP: 260 SP: 307 DF: 55
EP: 35 MM: 75 AM: 60
GEP: 3 IV: 707 DCP: 210

SR: 400
CLV: 15
CP: 40
SIZE: L

|
| Weapons:-
|
| Unfixed weapons: None
|
| Imbuilt Weapon 1:
| AT: 160, HR: 75%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /
|
Imbuilt Weapon 2: None
Imbuilt Weapon 3:
SP: +300, TG: SELF, EP: 1, WP: 0, USE: Active
Imbuilt Weapon 4:
AT: 210, HR: 75%, TG: 1-1 S, EP: 3, WP: 0, ATR: / /L/ /G

| <019> | Zoid Name: Liger Zero X-Armor |

|
| Build Details:-
|
| Cost: 16,000G
| Zoid Build Parts required: X Unit
| Base Zoid: Liger Zero Series
| ***CAU upgrade***
|

|
| Statistics:-
|
| HP: 280 SP: 315 DF: 60
| EP: 35 MM: 75 AM: 70
| GEP: 3 IV: 615 DCP: 230
|
| SR: 300
| CLV: 18
| CP: 30
| SIZE: L
|

|
| Weapons:-
|
| Unfixed weapons: None
|
| Imbuilt Weapon 1:
| AT: 160, HR: 75%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /
|
| Imbuilt Weapon 2:
| AT: 180, HR: 70%, TG: 1-1 S, EP: 5, WP: 0, ATR: / / / /G *EFFECT*
|
| Imbuilt Weapon 3:
| AT: 150, HR: 70%, TG: 1-3 B, EP: 18, WP: 0, ATR: / / / / *EFFECT*
|
| Imbuilt Weapon 4:
|

| AT: 220, HR: 75%, TG: 1-1 S, EP: 2, WP: 0, ATR: / /L/ /G

| <020> | Zoid Name: Trinity Liger |

| Build Details:-

| Cost: 100,000G
| Zoid Build Parts required: Zoid Core TL
| Base Zoid: None

| Statistics:-

| HP: 300 SP: 315 DF: 55
| EP: 35 MM: 75 AM: 65
| GEP: 4 IV: 815 DCP: 220
|
| SR: 500
| CLV: 20
| CP: 30
| SIZE: L

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 200, HR: 85%, TG: 1-2 S, EP: 6, WP: 0, ATR: / / /P/

| Imbuilt Weapon 2:

| HR: +100, TG: ALLEY-A, EP: 2, WP: 0, USE: Active *EFFECT*

| Imbuilt Weapon 3:

| MM: +50, TG: SELF, EP: 1, WP: 0, USE: Active

| Imbuilt Weapon 4:

| AT: 230, HR: 70%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

| <021> | Zoid Name: Trinity Liger BA |

| Build Details:-

| Cost: 50,000G
| Zoid Build Parts required: BA Unit
| Base Zoid: Trinity Liger

|
| Statistics:-

| HP: 350 SP: 295 DF: 55
| EP: 35 MM: 80 AM: 65
| GEP: 4 IV: 795 DCP: 250
|
| SR: 500
| CLV: 22
| CP: 25
| SIZE: L
|

|
| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 280, HR: 85%, TG: 1-2 S, EP: 6, WP: 0, ATR: / / /P/

| Imbuilt Weapon 2:

| AT: 200, HR: 85%, TG: 1-3 N, EP: 8, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 3:

| AT: 180, HR: 90%, TG: 1-3 B, EP: 16, WP: 0, ATR: /M/ / / *EFFECT*

| Imbuilt Weapon 4:

| AT: 250, HR: 75%, TG: 1-1 S, EP: 2, WP: 0, ATR: / / / /G
|

| <022> | Zoid Name: Shield Liger |

| Build Details:-

| Cost: 38,000G
| Zoid Build Parts required: Zoid Core H1
| Base Zoid: None
|

| Statistics:-

| HP: 210 SP: 250 DF: 25
| EP: 25 MM: 75 AM: 60
| GEP: 3 IV: 550 DCP: 150
|
| SR: 300
| CLV: 7
| CP: 40
| SIZE: L
|

| Weapons:-
|

| Unfixed weapons: None
|
| Imbuilt Weapon 1:
| AT: 100, HR: 70%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /
|
Imbuilt Weapon 2: None
Imbuilt Weapon 3:
E-Shield: 150, TG: SELF, EP: 2, WP: 0, ATR: Active
Imbuilt Weapon 4:
AT: 150, HR: 67%, TG: 1-1 S, EP: 2, WP: 0, ATR: / /L/ /G

| <023> | Zoid Name: Shield Liger DCS |

| Build Details:-
|
| Cost: 10,000G
| Zoid Build Parts required: DCS Unit
| Base Zoid: Shield Liger
|

| Statistics:-
|
| HP: 210 SP: 250 DF: 25
| EP: 25 MM: 50 AM: 60
| GEP: 3 IV: 550 DCP: 140
|
| SR: 300
| CLV: 8
| CP: 30
| SIZE: L
|

| Weapons:-
|
| Unfixed weapons: None
|
| Imbuilt Weapon 1:
| AT: 100, HR: 70%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /
|
| Imbuilt Weapon 2:
| AT: 140, HR: 90%, TG: 1-3 S, EP: 5, WP: 0, ATR: B/ / / /
|
| Imbuilt Weapon 3:
| E-Shield: 150, TG: SELF, EP: 2, WP: 0, ATR: Active
|
| Imbuilt Weapon 4:
| AT: 150, HR: 67%, TG: 1-1 S, EP: 2, WP: 0, ATR: / /L/ /G
|

| <024> | Zoid Name: Shield Liger DCS-J |

| Build Details:-

| Cost: 25,000G
| Zoid Build Parts required: None
| Base Zoid: Shield Liger DCS
|

| Statistics:-

| HP: 250 SP: 285 DF: 45
| EP: 27 MM: 60 AM: 65
| GEP: 2 IV: 585 DCP: 180
|
| SR: 300
| CLV: 13
| CP: 40
| SIZE: L
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 140, HR: 70%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 2:

| AT: 230, HR: 90%, TG: 1-3 S, EP: 10, WP: 0, ATR: / / /P/

| Imbuilt Weapon 3:

| E-Shield: 200, TG: SELF, EP: 3, WP: 0, ATR: Active

| Imbuilt Weapon 4:

| AT: 200, HR: 65%, TG: 1-1 S, EP: 2, WP: 0, ATR: / /L/ /G
|

| <025> | Zoid Name: Spark Liger |

| Build Details:-

| Cost: 30,000G
| Zoid Build Parts required: Spark Unit
| Base Zoid: Shield Liger
|

| Statistics:-

| HP: 240 SP: 250 DF: 45

| EP: 27 MM: 65 AM: 60
| GEP: 2 IV: 500 DCP: 160
|
| SR: 250
| CLV: 15
| CP: 40
| SIZE: L
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 140, HR: 70%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 2:

| AT: 180, HR: 75%, TG: 1-1 S, EP: 2, WP: 0, ATR: / /L/ /G

| Imbuilt Weapon 3:

| AT: 25, HR: 70%, TG: 1-2 S, EP: 10, WP: 0, ATR: / / / / *EFFECT*

| Imbuilt Weapon 4:

| AT: 190, HR: 65%, TG: 1-1 S, EP: 2, WP: 0, ATR: / /L/ /G
|

| <026> | Zoid Name: Blade Liger |

| Build Details:-

| Cost: 32,000G

| Zoid Build Parts required: Normal OS

| Base Zoid: Shield Liger
|

| Statistics:-

| HP: 280 SP: 305 DF: 50
| EP: 30 MM: 75 AM: 65
| GEP: 3 IV: 705 DCP: 200
|

| SR: 400
| CLV: 13
| CP: 50
| SIZE: L
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 140, HR: 75%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

Imbuilt Weapon 2: None

-

Imbuilt Weapon 3:

E-Shield: 200, TG: SELF, EP: 3, WP: 0, USE: Active

Imbuilt Weapon 4:

AT: 220, HR: 70%, TG: 1-1 S, EP: 3, WP: 0, ATR: / /L/ /G

<027> |

Zoid Name: Blade Liger AB |

Build Details:-

Cost: 10,000G

Zoid Build Parts required: AB Unit

Base Zoid: Blade Liger

Statistics:-

HP: 300 SP: 320 DF: 50

EP: 35 MM: 85 AM: 65

GEP: 3 IV: 720 DCP: 250

SR: 400

CLV: 16

CP: 45

SIZE: L

Weapons:-

Unfixed weapons: None

Imbuilt Weapon 1:

AT: 160, HR: 75%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

Imbuilt Weapon 2:

AT: 230, HR: 95%, TG: 1-3 S, EP: 8, WP: 0, ATR: B/ / / /

Imbuilt Weapon 3:

E-Shield: 200, TG: SELF, EP: 3, WP: 0, USE: Active

Imbuilt Weapon 4:

AT: 230, HR: 75%, TG: 1-1 S, EP: 2, WP: 0, ATR: / /L/ /G

<028> |

Zoid Name: Liger Aero |

| Build Details:-

| Cost: 18,000G
| Zoid Build Parts required: None
| Base Zoid: Shield Liger

| Statistics:-

| HP: 230 SP: 280 DF: 45
| EP: 25 MM: 95 AM: 50
| GEP: 2 IV: 780 DCP: 150
|
| SR: 500
| CLV: 13
| CP: 30
| SIZE: L

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 170, HR: 85%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 2: None

| -

| Imbuilt Weapon 3:

| E-Shield: 300, TG: SELF, EP: 5, WP: 0, USE: Active

| Imbuilt Weapon 4:

| AT: 200, HR: 85%, TG: 1-1 S, EP: 2, WP: 0, ATR: / /L/ /G

| <029> | Zoid Name: SaberLion |

| Build Details:-

| Cost: 6,000G
| Zoid Build Parts required: Zoid Core SS
| Base Zoid: None

| Statistics:-

| HP: 90 SP: 255 DF: 15
| EP: 20 MM: 90 AM: 40
| GEP: 2 IV: 755 DCP: 70
|
| SR: 500

| CLV: 3
| CP: 20
| SIZE: S
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 35, HR: 85%, TG: 1-1 S, EP: 0, WP: 0, ATR: / / / /G

| Imbuilt Weapon 2:

| AT: 70, HR: 65%, TG: 1-1 S, EP: 6, WP: 0, ATR: / / / /G

| Imbuilt Weapon 3:

| AVOID: +30, TG: SELF, EP: 1, WP: 0, USE: Active

| Imbuilt Weapon 4:

| AT: 40, HR: 70%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
|

| <030> | Zoid Name: Command Wolf |

| Build Details:-

| Cost: 25,000G

| Zoid Build Parts required: Zoid Core H1

| Base Zoid: None
|

| Statistics:-

| HP: 120 SP: 210 DF: 20

| EP: 18 MM: 70 AM: 60

| GEP: 2 IV: 1010 DCP: 90

| SR: 800

| CLV: 4

| CP: 30

| SIZE: M
|

| Weapons:-

| Unfixed weapons: 2-Set Beam Cannon

| AT: 70, HR: 90%, TG: 1-3 S, EP: 3, WP: 13, ATR: / / /P/

| Command Wolf only

| Imbuilt Weapon 1: None

| -

| Imbuilt Weapon 2: None

-

Imbuilt Weapon 3:

Avoid: +30, TG: SELF, EP: 1, WP: 0, USE: Active

Imbuilt Weapon 4:

AT: 60, HR: 65%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

<031> |

Zoid Name: Command Wolf Urban Combat |

Build Details:-

Cost: 5,000G

Zoid Build Parts required: Rocket Cannon

Base Zoid: Command Wolf

Statistics:-

HP: 140 SP: 195 DF: 23

EP: 20 MM: 60 AM: 60

GEP: 2 IV: 795 DCP: 100

SR: 600

CLV: 5

CP: 25

SIZE: M

Weapons:-

Unfixed weapons: None

Imbuilt Weapon 1:

AT: 50, HR: 65%, TG: 1-3 V, EP: 3, WP: 0, ATR: /M/ / /

Imbuilt Weapon 2: None

-

Imbuilt Weapon 3:

Avoid: +30, TG: SELF, EP: 1, WP: 0, USE: Active

Imbuilt Weapon 4:

AT: 85, HR: 67%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

<032> |

Zoid Name: Command Wolf AC |

Build Details:-

|
| Cost: 8,000G
| Zoid Build Parts required: Attack Unit
| Base Zoid: Command Wolf
|

|
| Statistics:-

| HP: 170 SP: 200 DF: 23
| EP: 23 MM: 70 AM: 60
| GEP: 3 IV: 1000 DCP: 150
|
| SR: 800
| CLV: 8
| CP: 30
| SIZE: M
|

|
| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 95, HR: 90%, TG: 2-3 S, EP: 3, WP: 0, ATR: B / / / /

| Imbuilt Weapon 2: None

| -

| Imbuilt Weapon 3:

| Avoid: +40, TG: SELF, EP: 1, WP: 0, USE: Active

| Imbuilt Weapon 4:

| AT: 85, HR: 67%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
|

| <033> | Zoid Name: Command Wolf IS |

|
| Build Details:-

| Cost: 10,000G
| Zoid Build Parts required: Destroy Rifle
| Base Zoid: Command Wolf
|

|
| Statistics:-

| HP: 180 SP: 200 DF: 33
| EP: 25 MM: 75 AM: 60
| GEP: 3 IV: 1000 DCP: 150
|
| SR: 800
| CLV: 11
| CP: 25
|

SIZE: M

Weapons:-

Unfixed weapons: Long Range Rifle

AT: 130, HR: 99%, TG: 2-3 S, EP: 6, WP: 18, ATR: B / / / /

Command Wolf IS only

Imbuilt Weapon 1: None

-

Imbuilt Weapon 2: None

-

Imbuilt Weapon 3:

Avoid: +40, TG: SELF, EP: 1, WP: 0, USE: Active

Imbuilt Weapon 4:

AT: 120, HR: 70%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

<034> |

Zoid Name: Kelberos |

Build Details:-

Cost: 15,000G

Zoid Build Parts required: None

Base Zoid: Command Wolf

Statistics:-

HP: 200 SP: 190 DF: 40

EP: 25 MM: 65 AM: 65

GEP: 3 IV: 1390 DCP: 150

SR: 1200

CLV: 16

CP: 30

SIZE: M

Weapons:-

Unfixed weapons: None

Imbuilt Weapon 1:

AT: 220, HR: 90%, TG: 1-2 S, EP: 12, WP: 0, ATR: / / /P/

Imbuilt Weapon 2:

AT: 80, HR: 85%, TG: 1-2 S, EP: 14, WP: 0, ATR: / / /P/

|
| Imbuilt Weapon 3:
| Avoid: +40, TG: SELF, EP: 1, WP: 0, USE: Active
|
| Imbuilt Weapon 4:
| AT: 180, HR: 65%, TG: 1-1 S, EP: 2, WP: 0, ATR: / / / /G
|

| <035> | Zoid Name: Climber Wolf |

| Build Details:-
|
| Cost: 5,000G
| Zoid Build Parts required: Climb Engine
| Base Zoid: Command Wolf
|

| Statistics:-
|
| HP: 130 SP: 200 DF: 20
| EP: 20 MM: 70 AM: 60
| GEP: 3 IV: 1000 DCP: 100
|
| SR: 800
| CLV: 8
| CP: 30
| SIZE: M
|

| Weapons:-
|
| Unfixed weapons: None
|
| Imbuilt Weapon 1:
| AT: 50, HR: 92%, TG: 1-3 V, EP: 4, WP: 0, ATR: / /L/ /
|
Imbuilt Weapon 2: None
Imbuilt Weapon 3: None
-
Imbuilt Weapon 4:
AT: 85, HR: 67%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

| <036> | Zoid Name: Shadow Fox |

| Build Details:-
|

Cost: 38,000G
Zoid Build Parts required: Zoid Core H2
Base Zoid: None

Statistics:-

HP: 220 SP: 290 DF: 40
EP: 30 MM: 90 AM: 60
GEP: 3 IV: 1290 DCP: 170

SR: 1000
CLV: 12
CP: 35
SIZE: M

Weapons:-

Unfixed weapons: Pierce Armor Laser Vulcan
AT: 90, HR: 87%, TG: 1-3 W, EP: 10, WP: 16, ATR: / /L/ /
Shadow Fox only

Unfixed weapons: Optical Camouflage
AVOID: +50, TG: SELF, EP: 3, WP: 5, USE: Active

Imbuilt Weapon 1:

AT: 180, HR: 70%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

Imbuilt Weapon 2: None

-

Imbuilt Weapon 3:

AVOID: +50, TG: SELF, EP: 1, WP: 0, USE: Active

Imbuilt Weapon 4:

AT: 220, HR: 75%, TG: 1-1 S, EP: 3, WP: 0, ATR: / /L/ /G

<037> | Zoid Name: Konig Wolf |

Build Details:-

Cost: 42,000G
Zoid Build Parts required: Zoid Core KW, Bestial Data
Base Zoid: None

Statistics:-

HP: 250 SP: 290 DF: 55
EP: 35 MM: 90 AM: 60

GEP: 3 IV: 790 DCP: 200
SR: 500
CLV: 14
CP: 45
SIZE: L

Weapons:-
Unfixed weapons: None
Imbuilt Weapon 1:
AT: 190, HR: 75%, TG: 1-1 S, EP: 2, WP: 0, ATR: / / / /G
Imbuilt Weapon 2: None
-
Imbuilt Weapon 3:
HR: +100, TG: SELF, EP: 1, WP: 0, USE: Active *EFFECT*
Imbuilt Weapon 4:
AT: 180, HR: 70%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

<038> | Zoid Name: Konig Wolf DSR |

Build Details:-
Cost: 15,000G
Zoid Build Parts required: DSR Unit
Base Zoid: Konig Wolf

Statistics:-
HP: 280 SP: 290 DF: 55
EP: 38 MM: 85 AM: 60
GEP: 3 IV: 790 DCP: 200
SR: 500
CLV: 16
CP: 40
SIZE: L

Weapons:-
Unfixed weapons: 5-Set Missile Pod
AT: 120, HR: 97%, TG: 1-3 V, EP: 10, WP: 0, ATR: /M/ / /
Konig Wolf only
Imbuilt Weapon 1:

| AT: 190, HR: 75%, TG: 1-1 S, EP: 2, WP: 0, ATR: / / / /G
|
| Imbuilt Weapon 2:
| AT: 300, HR: 99%, TG: 2-3 S, EP: 10, WP: 0, ATR: B/ / / /
|
| Imbuilt Weapon 3:
| HR: +50, TG: SELF, EP: 1, WP: 0, USE: Active *EFFECT*
|
| Imbuilt Weapon 4:
| AT: 180, HR: 70%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
|

| <039> | Zoid Name: Iron Kong |

| Build Details:-

| Cost: 50,000G
| Zoid Build Parts required: Zoid Core ZN
| Base Zoid: None
|

| Statistics:-

| HP: 240 SP: 150 DF: 50
| EP: 25 MM: 60 AM: 65
| GEP: 3 IV: 750 DCP: 160
|
| SR: 600
| CLV: 10
| CP: 50
| SIZE: L
|

| Weapons:-

| Unfixed weapons: None
|
| Imbuilt Weapon 1:
| AT: 70, HR: 94%, TG: 1-3 V, EP: 8, WP: 0, ATR: /M/ / / *EFFECT*
|
| Imbuilt Weapon 2:
| AT: 60, HR: 65%, TG: 1-3 B, EP: 10, WP: 0, ATR: /M/ / /
|
Imbuilt Weapon 3: None
Imbuilt Weapon 4:
AT: 150, HR: 75%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

| <040> | Zoid Name: Iron Kong PK |

Build Details:-

Cost: 60,000G
Zoid Build Parts required: PK Unit
Base Zoid: Iron Kong

Statistics:-

HP:	330	SP:	170	DF:	120
EP:	35	MM:	60	AM:	75
GEP:	4	IV:	1170	DCP:	230
SR:	1000				
CLV:	15				
CP:	60				
SIZE:	L				

Weapons:-

Unfixed weapons: None

Imbuilt Weapon 1:

AT: 120, HR: 88%, TG: 1-3 N, EP: 10, WP: 0, ATR: / / /P/

Imbuilt Weapon 2:

AT: 60, HR: 65%, TG: 1-3 B, EP: 8, WP: 0, ATR: /M/ / /

Imbuilt Weapon 3:

AT: 130, HR: 92%, TG: 1-3 V, EP: 12, WP: 0, ATR: / /L/ /

Imbuilt Weapon 4:

AT: 230, HR: 75%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

<041> | Zoid Name: Iron Kong Maneuver |

Build Details:-

Cost: 30,000G
Zoid Build Parts required: MS Unit
Base Zoid: Iron Kong

Statistics:-

HP:	260	SP:	180	DF:	60
EP:	30	MM:	70	AM:	65
GEP:	3	IV:	780	DCP:	180

| SR: 600
| CLV: 12
| CP: 45
| SIZE: L
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 100, HR: 94%, TG: 1-3 V, EP: 8, WP: 0, ATR: /M/ / / *EFFECT*

| Imbuilt Weapon 2:

| AT: 60, HR: 65%, TG: 1-3 B, EP: 8, WP: 0, ATR: /M/ / /

| Imbuilt Weapon 3:

| MM: +50, TG: SELF, EP: 1, WP: 0, USE: Active

| Imbuilt Weapon 4:

| AT: 200, HR: 75%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
|

| <042> | Zoid Name: Iron Kong SS |

| Build Details:-

| Cost: 50,000G

| Zoid Build Parts required: PB Unit

| Base Zoid: Iron Kong
|

| Statistics:-

| HP: 300 SP: 160 DF: 100

| EP: 35 MM: 65 AM: 65

| GEP: 4 IV: 960 DCP: 220

| SR: 800

| CLV: 14

| CP: 55

| SIZE: L
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 90, HR: 83%, TG: 1-2 N, EP: 10, WP: 0, ATR: / / /P/

| Imbuilt Weapon 2:

| AT: 60, HR: 83%, TG: 1-3 B, EP: 8, WP: 0, ATR: /M/ / /

|
| Imbuilt Weapon 3:
| AT: 130, HR: 92%, TG: 1-3 V, EP: 12, WP: 0, ATR: / /L/ /
|
| Imbuilt Weapon 4:
| AT: 220, HR: 75%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
|

| <043> | Zoid Name: Iron Drill |

| Build Details:-
|
| Cost: 55,000G
| Zoid Build Parts required: None
| Base Zoid: Iron Kong
|

| Statistics:-
|
| HP: 350 SP: 150 DF: 100
| EP: 40 MM: 55 AM: 65
| GEP: 4 IV: 1350 DCP: 200
|
| SR: 1200
| CLV: 15
| CP: 55
| SIZE: L
|

| Weapons:-
|
| Unfixed weapons: None
|
| Imbuilt Weapon 1:
| AT: 260, HR: 88%, TG: 1-3 S, EP: 12, WP: 0, ATR: / / /P/
|
Imbuilt Weapon 2: None
Imbuilt Weapon 3: None
-
Imbuilt Weapon 4:
AT: 220, HR: 75%, TG: 1-1 S, EP: 2, WP: 0, ATR: / / / /G

| <044> | Zoid Name: Hammer Rock |

| Build Details:-
|

Cost: 12,000G
Zoid Build Parts required: Zoid Core SS
Base Zoid: None

Statistics:-

HP: 110 SP: 180 DF: 25
EP: 20 MM: 60 AM: 80
GEP: 2 IV: 380 DCP: 90

SR: 200
CLV: 6
CP: 20
SIZE: S

Weapons:-

Unfixed weapons: None

Imbuilt Weapon 1:

AT: 30, HR: 85%, TG: 1-3 V, EP: 1, WP: 0, ATR: B/ / / /

Imbuilt Weapon 2:

AT: 65, HR: 85%, TG: 1-2 S, EP: 3, WP: 0, ATR: / / /P/

Imbuilt Weapon 3: None

-

Imbuilt Weapon 4:

AT: 60, HR: 75%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

<045> | Zoid Name: DiBison |

Build Details:-

Cost: 66,000G
Zoid Build Parts required: Zoid Core H2
Base Zoid: None

Statistics:-

HP: 300 SP: 130 DF: 50
EP: 30 MM: 50 AM: 70
GEP: 3 IV: 830 DCP: 250

SR: 700
CLV: 14
CP: 50
SIZE: L

Weapons:-

Unfixed weapons: None

Imbuilt Weapon 1:

AT: 85, HR: 92%, TG: 1-3 B, EP: 10, WP: 0, ATR: /M/ / / *EFFECT*

Imbuilt Weapon 2:

AT: 140, HR: 70%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

Imbuilt Weapon 3:

AT: 230, HR: 78%, TG: 1-3 B, EP: 20, WP: 0, ATR: / / /P/

Imbuilt Weapon 4:

AT: 180, HR: 63%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

<046> | Zoid Name: Gravity Bison |

Build Details:-

Cost: 96,000G

Zoid Build Parts required: Zoid Core H2

Base Zoid: None

Statistics:-

HP:	320	SP:	120	DF:	65
EP:	35	MM:	55	AM:	75
GEP:	4	IV:	920	DCP:	270

SR: 800

CLV: 16

CP: 50

SIZE: L

Weapons:-

Unfixed weapons: None

Imbuilt Weapon 1:

AT: 100, HR: 92%, TG: 1-3 B, EP: 12, WP: 0, ATR: /M/ / / *EFFECT*

Imbuilt Weapon 2:

AT: 160, HR: 70%, TG: 1-3 S, EP: 10, WP: 0, ATR: / / /P/

Imbuilt Weapon 3:

AT: 180, HR: 68%, TG: 1-3 B, EP: 15, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 4:
| AT: 210, HR: 63%, TG: 1-1 S, EP: 3, WP: 0, ATR: / / / /G
|

| <047> | Zoid Name: Black Rhymos |

| Build Details:-

| Cost: 30,000G
| Zoid Build Parts required: Zoid Core GR
| Base Zoid: None
|

| Statistics:-

| HP: 150 SP: 180 DF: 22
| EP: 15 MM: 50 AM: 85
| GEP: 2 IV: 530 DCP: 100
|
| SR: 350
| CLV: 3
| CP: 40
| SIZE: M
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 25, HR: 70%, TG: 1-3 V, EP: 5, WP: 0, ATR: None, *EFFECT*

| Imbuilt Weapon 2:

| AT: 80, HR: 70%, TG: 1-2 S, EP: 0, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 3: None

| -

| Imbuilt Weapon 4:

| AT: 73, HR: 63%, TG: 1-1 S, EP: 2, WP: 0, ATR: / / / /G
|

| <048> | Zoid Name: Cyclops Type 1 |

| Build Details:-

| Cost: 240,000G
| Zoid Build Parts required: Zoid Core CR
| Base Zoid: None
|

|
| Statistics:-

| HP: 400 SP: 180 DF: 130
| EP: 50 MM: 65 AM: 90
| GEP: 3 IV: 280 DCP: 280
|
| SR: 100
| CLV: 25
| CP: 60
| SIZE: M
|

|
| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 300, HR: 50%, TG: 1-2 S, EP: 5, WP: 0, ATR: B / / /

| Imbuilt Weapon 2: None

| -

| Imbuilt Weapon 3:

| Avoid: +100, TG: SELF, EP: 2, WP: 0, USE: Active

| Imbuilt Weapon 4:

| AT: 500, HR: 50%, TG: 1-1 S, EP: 10, WP: 0, ATR: / / / /G
|

| <049> |

Zoid Name: Cyclops Type 2 |

|
| Build Details:-

| Cost: 240,000G

| Zoid Build Parts required: Zoid Core CR

| Base Zoid: None
|

|
| Statistics:-

| HP: 380 SP: 180 DF: 130
| EP: 50 MM: 65 AM: 95
| GEP: 3 IV: 280 DCP: 300
|
| SR: 100
| CLV: 25
| CP: 60
| SIZE: M
|

|
| Weapons:-

Unfixed weapons: None

Imbuilt Weapon 1:

AT: 300, HR: 50%, TG: 1-2 S, EP: 5, WP: 0, ATR: B / / /

Imbuilt Weapon 2: None

-

Imbuilt Weapon 3:

Avoid: +100, TG: SELF, EP: 2, WP: 0, USE: Active

Imbuilt Weapon 4:

AT: 350, HR: 60%, TG: 1-1 S, EP: 10, WP: 0, ATR: / / / /G

<050> |

Zoid Name: Elephander |

Build Details:-

Cost: 70,000G

Zoid Build Parts required: Zoid Core GR

Base Zoid: None

Statistics:-

HP: 350 SP: 130 DF: 100

EP: 35 MM: 50 AM: 75

GEP: 5 IV: 930 DCP: 220

SR: 800

CLV: 14

CP: 70

SIZE: L

Weapons:-

Unfixed weapons: None

Imbuilt Weapon 1:

AT: 80, HR: 85%, TG: 1-2 N, EP: 10, WP: 0, ATR: / / /P/

Imbuilt Weapon 2:

AT: 250, HR: 85%, TG: 1-3 S, EP: 10, WP: 0, ATR: / / /P/

Imbuilt Weapon 3:

AT: 100, HR: 92%, TG: 1-3 V, EP: 12, WP: 0, ATR: / /L/ / *EFFECT*

Imbuilt Weapon 4:

AT: 230, HR: 70%, TG: 1-1 S, EP: 3, WP: 0, ATR: / / / /G

| <051> | Zoid Name: Elephander AG |

| Build Details:-

| Cost: 10,000G
| Zoid Build Parts required: AG Unit
| Base Zoid: Elephander
|

| Statistics:-

| HP: 350 SP: 130 DF: 100
| EP: 35 MM: 50 AM: 75
| GEP: 5 IV: 730 DCP: 250
|
| SR: 600
| CLV: 16
| CP: 70
| SIZE: L
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 80, HR: 85%, TG: 1-2 N, EP: 10, WP: 0, ATR: / / /P/

| Imbuilt Weapon 2:

| AT: 150, HR: 96%, TG: 1-3 V, EP: 14, WP: 0, ATR: / /L/ /

| Imbuilt Weapon 3:

| AT: 150, HR: 60%, TG: 1-2 W, EP: 10, WP: 0, ATR: B/ / / /

| Imbuilt Weapon 4:

| AT: 250, HR: 70%, TG: 1-1 S, EP: 5, WP: 0, ATR: / / / /G
|

| <052> | Zoid Name: Geno Saurer |

| Build Details:-

| Cost: 80,000G
| Zoid Build Parts required: Zoid Core GS, Normal OS
| Base Zoid: None
|

| Statistics:-
|

| HP: 320 SP: 260 DF: 80
| EP: 35 MM: 65 AM: 65
| GEP: 4 IV: 560 DCP: 250
|
| SR: 300
| CLV: 15
| CP: 40
| SIZE: L
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 130, HR: 95%, TG: 1-2 S, EP: 7, WP: 0, ATR: / /L/ /

| Imbuilt Weapon 2:

| AT: 200, HR: 90%, TG: 1-3 B, EP: 15, WP: 0, ATR: / / /P/

| Imbuilt Weapon 3:

| AT: 75, HR: 94%, TG: 1-3 V, EP: 12, WP: 0, ATR: / /L/ /

| Imbuilt Weapon 4:

| AT: 200, HR: 65%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
|

| <053> | Zoid Name: Psycho Geno Saurer |

| Build Details:-

| Cost: 5,000G

| Zoid Build Parts required: None

| Base Zoid: GenoSaurer
|

| Statistics:-

| HP: 320 SP: 260 DF: 80
| EP: 35 MM: 65 AM: 65
| GEP: 4 IV: 560 DCP: 250
|

| SR: 300

| CLV: 15

| CP: 40

| SIZE: L
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

AT: 80, HR: 85%, TG: 1-3 S, EP: 2, WP: 0, ATR: B / / / /
|
Imbuilt Weapon 2:
AT: 200, HR: 90%, TG: 1-3 B, EP: 15, WP: 0, ATR: / / /P/
|
Imbuilt Weapon 3:
AT: 75, HR: 94%, TG: 1-3 V, EP: 12, WP: 0, ATR: / /L/ /
|
Imbuilt Weapon 4:
AT: 200, HR: 65%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
|

<054> | Zoid Name: Geno Breaker |

Build Details:-
|
Cost: 40,000G
Zoid Build Parts required: None
Base Zoid: GenoSaurer
|

Statistics:-
|
HP: 400 SP: 345 DF: 100
EP: 40 MM: 70 AM: 70
GEP: 5 IV: 645 DCP: 320
|
SR: 300
CLV: 17
CP: 50
SIZE: L
|

Weapons:-
|
Unfixed weapons: F-Round Shield
DF: +70, AM: +80, TG: SELF, EP: 0, WP: 15, USE: Passive *EFFECT* / / / /G
|
Imbuilt Weapon 1:
AT: 250, HR: 60%, TG: 1-1 S, EP: 5, WP: 0, ATR: / / / /G
|
Imbuilt Weapon 2:
AT: 300, HR: 95%, TG: 1-3 V, EP: 25, WP: 0, ATR: / / /P/
|
Imbuilt Weapon 3:
AT: 250, HR: 70%, TG: 1-1 S, EP: 3, WP: 0, ATR: / /L/ /G
|
Imbuilt Weapon 4:
AT: 200, HR: 65%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
|

<055> |

Zoid Name: Proto Breaker

|

Build Details:-

Cost: 10,000G

Zoid Build Parts required: None

Base Zoid: GenoSaurer

Statistics:-

HP: 350 SP: 330 DF: 100

EP: 40 MM: 65 AM: 60

GEP: 4 IV: 630 DCP: 250

SR: 300

CLV: 16

CP: 40

SIZE: L

Weapons:-

Unfixed weapons: None

Imbuilt Weapon 1:

AT: 230, HR: 60%, TG: 1-1 S, EP: 4, WP: 0, ATR: / / / /G

Imbuilt Weapon 2:

AT: 200, HR: 90%, TG: 1-3 B, EP: 25, WP: 0, ATR: / / /P/

Imbuilt Weapon 3:

AT: 75, HR: 94%, TG: 1-3 V, EP: 12, WP: 0, ATR: / /L/ /

Imbuilt Weapon 4:

AT: 200, HR: 65%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G

<056> |

Zoid Name: Geno Scissors

|

Build Details:-

Cost: 10,000G

Zoid Build Parts required: Scissors Parts

Base Zoid: Geno Breaker

Statistics:-

HP: 380 SP: 320 DF: 100

EP: 40 MM: 65 AM: 65

GEP: 5 IV: 670 DCP: 330

|
| SR: 350
| CLV: 18
| CP: 35
| SIZE: L
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:
| AT: 300, HR: 60%, TG: 1-1 S, EP: 6, WP: 0, ATR: / / / /G

| Imbuilt Weapon 2:
| AT: 300, HR: 95%, TG: 1-3 V, EP: 25, WP: 0, ATR: / / /P/

| Imbuilt Weapon 3:
| AT: 150, HR: 85%, TG: 1-2 S, EP: 8, WP: 0, ATR: / / /P/

| Imbuilt Weapon 4:
| AT: 200, HR: 65%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
|

| <057> | Zoid Name: Geno Trooper |

| Build Details:-

| Cost: 10,000G
| Zoid Build Parts required: Flight Parts
| Base Zoid: Geno Breaker
|

| Statistics:-

| HP: 370 SP: 2100 DF: 90
| EP: 40 MM: 20 AM: 60
| GEP: 5 IV: 2550 DCP: 330
|
| SR: 450
| CLV: 18
| CP: 30
| SIZE: L
|

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:
| AT: 80, HR: 85%, TG: 1-3 V, EP: 2, WP: 0, ATR: B/ / / / *EFFECT*

| Imbuilt Weapon 2:

| AT: 300, HR: 95%, TG: 1-3 V, EP: 25, WP: 0, ATR: / / /P/

| Imbuilt Weapon 3:

| AT: 120, HR: 96%, TG: 1-3 V, EP: 18, WP: 0, ATR: / /L// *EFFECT*

| Imbuilt Weapon 4:

| AT: 200, HR: 65%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G *EFFECT*

| <058> | Zoid Name: Geno Flame |

| Build Details:-

| Cost: 30,000G

| Zoid Build Parts required: None

| Base Zoid: GenoSaurer

| Statistics:-

| HP: 450 SP: 260 DF: 120

| EP: 45 MM: 65 AM: 80

| GEP: 4 IV: 560 DCP: 400

| SR: 300

| CLV: 24

| CP: 45

| SIZE: L

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 360, HR: 90%, TG: 1-3 S, EP: 12, WP: 0, ATR: / / /P/

| Imbuilt Weapon 2:

| AT: 250, HR: 85%, TG: 1-3 A, EP: 20, WP: 0, ATR: / / /P/ *EFFECT*

| Imbuilt Weapon 3:

| E-Shield: 400, TG: SELF, EP: 5, WP: 0, USE: Active

| Imbuilt Weapon 4:

| AT: 230, HR: 75%, TG: 1-1 S, EP: 4, WP: 0, ATR: / / / /G

| <059> | Zoid Name: Berserk Fuhrer |

| Build Details:-

|
| Cost: 150,000G
| Zoid Build Parts required: Zoid Core UX, Bestial Data
| Base Zoid: None
|

|
| Statistics:-
|

| HP: 380 SP: 340 DF: 100
| EP: 40 MM: 70 AM: 70
| GEP: 5 IV: 790 DCP: 330
|
| SR: 450
| CLV: 20
| CP: 45
| SIZE: L
|

|
| Weapons:-
|

| Unfixed weapons: None
|

| Imbuilt Weapon 1:

| AT: 280, HR: 60%, TG: 1-1 S, EP: 6, WP: 0, ATR: / / / /G
|

| Imbuilt Weapon 2:

| AT: 250, HR: 85%, TG: 1-3 A, EP: 25, WP: 0, ATR: / / /P/ *EFFECT*
|

| Imbuilt Weapon 3:

| E-Shield: 400, TG: SELF, EP: 5, WP: 0, USE: Active
|

| Imbuilt Weapon 4:

| AT: 230, HR: 75%, TG: 1-1 S, EP: 3, WP: 0, ATR: / /L/ /G
|

| <060> | Zoid Name: Shutulm Fuhrer |

|
| Build Details:-
|

| Cost: 10,000G
| Zoid Build Parts required: Shutulm Unit
| Base Zoid: Berserk Fuhrer Series
| ***CAU upgrade***
|

|
| Statistics:-
|

| HP: 420 SP: 360 DF: 130
| EP: 40 MM: 75 AM: 75
| GEP: 5 IV: 810 DCP: 390
|
| SR: 450
| CLV: 23
| CP: 40
|

SIZE: L

Weapons:-

Unfixed weapons: None

Imbuilt Weapon 1:

AT: 360, HR: 60%, TG: 1-1 S, EP: 8, WP: 0, ATR: / / / /G

Imbuilt Weapon 2:

AT: 250, HR: 85%, TG: 1-3 A, EP: 25, WP: 0, ATR: / / /P/ *EFFECT*

Imbuilt Weapon 3: None

-

Imbuilt Weapon 4:

AT: 250, HR: 75%, TG: 1-1 S, EP: 3, WP: 0, ATR: / /L/ /G

<061> | Zoid Name: Jagd Fuhrer |

Build Details:-

Cost: 10,000G

Zoid Build Parts required: Jagd Unit

Base Zoid: Berserk Fuhrer Series

CAU upgrade

Statistics:-

HP: 420 SP: 290 DF: 130

EP: 40 MM: 65 AM: 80

GEP: 5 IV: 740 DCP: 320

SR: 450

CLV: 24

CP: 40

SIZE: L

Weapons:-

Unfixed weapons: None

Imbuilt Weapon 1:

AT: 350, HR: 60%, TG: 2-3 S, EP: 10, WP: 0, ATR: B/ / / / *EFFECT*

Imbuilt Weapon 2:

AT: 250, HR: 85%, TG: 1-3 A, EP: 25, WP: 0, ATR: / / /P/ *EFFECT*

Imbuilt Weapon 3:

AT: 170, HR: 90%, TG: 1-3 B, EP: 15, WP: 0, ATR: /M/ / / *EFFECT*

|
| Imbuilt Weapon 4:
| AT: 210, HR: 75%, TG: 1-1 S, EP: 3, WP: 0, ATR: / /L/ /G
|

| <062> | Zoid Name: Berserk Fuhrer Z |

| Build Details:-

| Cost: 50,000G
| Zoid Build Parts required: ZF Unit
| Base Zoid: Berserk Fuhrer Series
| ***CAU upgrade***

| Statistics:-

| HP: 530 SP: 600 DF: 150
| EP: 50 MM: 80 AM: 75
| GEP: 20 IV: 1100 DCP: 500
|
| SR: 500
| CLV: 28
| CP: 50
| SIZE: L

| Weapons:-

| Unfixed weapons: None

| Imbuilt Weapon 1:

| AT: 240, HR: 90%, TG: 1-3 B, EP: 10, WP: 0, ATR: /M/ / / *EFFECT*

| Imbuilt Weapon 2:

| AT: 250, HR: 85%, TG: 1-3 A, EP: 25, WP: 0, ATR: / / /P/ *EFFECT*

| Imbuilt Weapon 3: None

| -

| Imbuilt Weapon 4:

| AT: 350, HR: 75%, TG: 1-1 S, EP: 10, WP: 0, ATR: / /L/ /G

| <063> | Zoid Name: Geno Hydra |

| Build Details:-

| Cost: 130,000G
| Zoid Build Parts required: Zoid Core GH
| Base Zoid: None

```
|
-----
|
|   Statistics:-
|
|   HP:   370      SP:  340      DF:   85
|   EP:   40      MM:   70      AM:   70
|   GEP:  5       IV:  740      DCP:  310
|
|   SR:   400
|   CLV:  24
|   CP:   35
|   SIZE: L
|
-----
```

```
|
|   Weapons:-
|
|   Unfixed weapons:  None
|
|   Imbuilt Weapon 1:
|   AT: 90, HR: 83%, TG: 1-2 W, EP: 12, WP: 0, ATR: B/ / / /
|
|   Imbuilt Weapon 2:
|   AT: 250, HR: 65%, TG: 1-1 S, EP: 8, WP: 0, ATR: / / / /G
|
|   Imbuilt Weapon 3:
|   AT: 250, HR: 85%, TG: 1-3 A, EP: 25, WP: 0, ATR: / / /P/ *EFFECT*
|
|   Imbuilt Weapon 4:
|   AT: 150, HR: 75%, TG: 1-1 S, EP: 1, WP: 0, ATR: / / / /G
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CHALLENGING MODE
=====
```

You may access the Challenging Mode through the Options Menu, when the game starts up. You fight a series of battles, and each battle you win gets you some rewards. You may fight them as much as you want. Not all the battles are available. How far you can go will depend on how far in the game you are. When you win a stage, you can go to the next stage.

Each battle, your enemy Zoids and Party Zoids are preset. So are your items and commands. You will gain rewards for each battle won. These rewards are carried over to your game. Be sure to continue on your game and save after you fight the Challenging Mode.

-Rewards-

Level 1:

- Stage 1: Part: Zoid Core SS

- Stage 2: Part: Zoid Core SS

- Stage 3: Part: Zoid Core FL

- Stage 4: Part: Zoid Core ZN
Part: Zoid Core ZN
Zoid Data: SaberLion

- Stage 5: Command: Land-Mine Setup
Part: Cannory Unit
Zoid Data: GunTiger

Level 2:

- Stage 1: Part: Zoid Core SS

- Stage 2: Part: Zoid Core FL
Part: Zoid Core FL

- Stage 3: Part: Bomber Unit
Part: Radome Unit

- Stage 4: Part: Zoid Core SS
Part: Zoid Core SS
Part: Zoid Core ZN

- Stage 5: Command: Junk Parts
Command: Quagmire
Part: Zoid Core SS
Part: Zoid Core IS

Level 3:

- Stage 1: Part: BC Set

- Stage 2: Part: Zoid Core H1
Part: Zoid Core H1
Part: Zoid Core ZN
Part: Zoid Core ZN

- Stage 3: Part: Zoid Core ZN
Part: MS Unit

- Stage 4: Command: Aqua Mine Setup
Part: Zoid Core WT
Part: Zoid Core WT

- Stage 5: Zoid Data: LeoBlaze
Zoid Data: Unenlagia

Level 4:

- Stage 1: Part: Zoid Core ZN
Zoid Data: DarkPoison

- Stage 2: Part: Zoid Core GR
Part: Zoid Core H2
Part: Zoid Core H1
Part: Limiter OS

- Stage 3: Zoid Data: Mosasledge
Part: Zoid Core BX

- Stage 4: Zoid Data: NightWise
Part: Zoid Core BX

- Stage 5: Zoid Data: Double Arm Lizard
Part: DA Combine Data

Level 5:

- Stage 1: Zoid Data: FlyScissors
Zoid Data: DemonsHead
Part: Zoid Core BX
Part: Zoid Core BX

- Stage 2: Zoid Data: Guysack Stinger

- Stage 3: Zoid Data: Shellkarn
Zoid Data: DiploGuns
Part: Zoid Core BX
Part: Zoid Core BX

- Stage 4: Part: Zoid Core H2
Part: WW Unit
Part: Zoid Core GR
Part: PB Unit
Part: Limiter OS

- Stage 5: Zoid Data: Lord Gale
Part: LG Combine Data
Command: Recharge

Level 6:

- Stage 1: Zoid Data: Liger Zero
Part: Bestial Data
Zoid Data: Saber Tiger TS

- Stage 2: Zoid Data: Kelberos
Zoid Data: Climber Wolf
Part: Climb Engine

- Stage 3: Command: Griffon Combine
Zoid Data: Griffon

- Stage 4: Zoid Data: Saber Tiger RS
Zoid Data: Saber Tiger SS

- Stage 5: Zoid Data: Matrix Dragon
Part: MB Combine Data

Zoid Data: Kimera Dragon
Part: CD Combine Data

Level 7:

- Stage 1: Zoid Data: Liger Zero Schneider
Part: Schneider Unit
- Stage 2: Command: Aerial Mine Setup
Zoid Data: Liger Zero Jager
Part: Jager Unit
- Stage 3: Zoid Data: Liger Zero Panzer
Part: Panzer Unit
- Stage 4: Part: Zoid Core TL
Part: Zoid Core GH
- Stage 5: Zoid Data: Ultrasaurus
Zoid Data: Berserk Fuhrer
Zoid Data: Shadow Fox

Level 8:

- Stage 1: Zoid Data: Iron Kong SS
Zoid Data: DiBison
- Stage 2: Zoid Data: Storm Sworder FX
Command: Air Blast Request
- Stage 3: Command: Chaotic Battlefield
- Stage 4: Zoid Data: Bloody Demon
Zoid Data: Gravity Bison
Zoid Data: Iron Drill
- Stage 5: Command: Gojulox Combine
Part: GF Combine Data

Level 9:

- Stage 1: Part: Shutulm Unit
Part: Jagd Unit
- Stage 2: Part: GG Bestial Data
Zoid Data: Elephander AG
Part: AG Unit
- Stage 3: Command: Sanctuary Of God
- Stage 4: Zoid Data: Death Stinger
- Stage 5: Zoid Data: Death Saurer
Command: Backline Support

Level 10:

- Stage 1: Command: False Negotiations
Command: Back Water Formation

-Stage 2: Command: Arrow Phalanx

-Stage 3: Command: Thor Hammer Phalanx

-Stage 4: Command: Aegis Phalanx

-Stage 5: Command: Cannon Phalanx

-Strategy-

General tips:

- Always focus attacking on a single enemy, until it is destroyed, before changing to a different target, unless the target activated Avoid Assist Armor. It is usually best to focus on the weakest enemy first, or the biggest threat.
- Assess your resources. Make sure you know all your strengths and weaknesses, and use whatever you have. Assess your enemies as well. Know their weaknesses and strengths, and devise a best way to win. Knowledge and strategy is the key to overcoming brute force.
- Use your resources at the appropriate time. Always think of the best time to use something. Having the best timing is important.
- Always keep your cool. Use your head.

Level 1:-

-Stage 1:

Commands: None

Items: Core Active Ion Small x3, Reactivate Unit x3

Team: Molga x2, Cannory Molga

Enemy: SaberLion

Strategy:

Your main driving force here will be the Cannory Molga. Have the Molgas inflict minor damage while holding out, and this battle will not be too hard.

-Stage 2:

Commands: None

Items: Core Active Ion Small x6, Reactivate Unit x6

Team: Molga x3, Cannory Molga x3

Enemy: SaberLion, Gun Tiger

Strategy:

Your main attacking force is the Cannory Molgas. The Molgas will simply act as the defense force, and should be the ones using items. Focus on destroying the GunTiger first before the SaberLion.

-Stage 3:

Commands: Warrior's Friendship, Back Water Formation, Aerial Mine Setup

Items: Core Active Ion Small x3

Team: Saberlion

Enemy: Redler

Strategy:

You are outmatched here. This battle is more dependant on luck. Start the battle with Back Water Formation, using the Saberlion's strongest attack. Because the accuracy is low, you will have to reset this battle if it misses. After that, use Aerial Mine Setup to stop the Redler from attacking. Use your

more accurate attacks this time. Bide your time with Warrior's Friendship if necessary.

-Stage 4:

Commands: Warrior's Friendship, Brownout, Back Water Formation, Quagmire

Items: None

Team: Saberlion, GunTiger

Enemy: HellCat x2

Strategy:

Start the Battle with Back Water Formation, and use your strongest attacks. If you miss, restart again. You should be able to destroy 1 Hellcat. The HellCats can use Optical Camouflage, so bide your time well when they do. Warrior's Friendship is the only way for you to recover HP. Quagmire may help when they use Optical Camouflage.

-Stage 5:

Commands: Warrior's Friendship, Brownout, Back Water Formation

Items: Core Active Ion Small x3, Reactivate Unit x3

Team: SaberLion, Gun Tiger

Enemy: CannoryMolga x3, Molga x3

Strategy:

Start with Back Water Formation. Use the GunTiger's 2 Shooting Weapons, and you can destroy 3 enemies. use the SaberLion's Shooting Weapon, and you can destroy another 2 more. The rest is easy.

Level 2:-

-Stage 1:

Commands: Warrior's Friendship, Quagmire, Aerial Mine Setup

Items: Core Active Ion Small x3

Team: SaberLion

Enemy: Redler

Strategy:

Start out with Aerial Mine Setup and your strongest attack. If it misses, reset this battle. Next turn, use Quagmire and your strongest attack, which will likely hit. From here on, it is free forming. Use the necessary healing and attacks. Just remember that a Critical hit from the Redler can deal heavy damage. This battle is also dependant on luck.

-Stage 2:

Commands: Warrior's Friendship, Quagmire, Aerial Mine Setup

Items: Core Active Ion Small x3, Core Active Ion Medium x1,
Reactivate Unit x1

Team: Saicurtis x2

Enemy: Dbl-Sworder x2

Strategy:

A straight-forward battle. Focus on the weaker Zoid first. Use the necessary Commands and Items to bide your time.

-Stage 3:

Commands: Warrior's Friendship, Brownout, Quagmire, Land-Mine Setup,
Aerial Mine Setup

Items: Core Active Ion Small x5, Reactivate Unit x3

Team: Stealth Viper x3

Enemy: Pteras Radome, Pteras Bomber x2

Strategy:

You are heavily outmatched here. Start off by using Aerial Mine Setup. Keep using the Stealth Viper's strongest attack. Focus on the weakest enemies first. Use your other Commands and Items sparingly. It will take quite some time, but

you should be able to defeat them one by one.

-Stage 4:

Commands: Warrior's Friendship, Brownout, Quagmire, Land-Mine Setup,
Aqua Mine Setup, Beam Disruption Screen, False Negotiations

Items: Core Active Ion Small x3, Core Active Ion Medium x3,
Reactivate Unit x2

Team: Pteras Bomber x3

Enemy: Brachios, KillerDome x3

Strategy:

First, use False Negotiations on Yuno's Pteras Bomber. Use all 3 Shooting Weapons on a KilerDome. The next turn, use Aqua Mine Setup, and continue to attack, using as much shooting Weapons as possible.

-Stage 5:

Commands: Warrior's Friendship, Brownout, Back Water Formation, Quagmire,
Beam Disruption Screen

Items: Core Active Ion Small x3, Core Active Ion Medium x1,
Reactivate Unit x2

Team: HellCat x2

Enemy: Hammer Rock, Guysack x2

Strategy:

The main Weapons to use are the Beam Cannon and Optical Camouflage. First, use Back Water Formation, and attack the Hammer Rock, which happens to be the biggest threat. After that, it is just free use of strategy to finish up this battle. The Beam Disruption Screen Command will stop the Guysacks from attacking.

Level 3:-

-Stage 1:

Commands: Warrior's Friendship, Quagmire, Land-Mine Setup, Sandstorm,
Aerial Mine Setup

Items: Core Active Ion Small x3, Core Active Ion Medium x3

Team: Raynos

Enemy: Redler Booster Cannon

Strategy:

You should start off by using Quagmire and your strongest attack. After that, it is just free use of Items and Commands. use Items when your HP is low. Use Aerial Mine Setup if your EP is low.

-Stage 2:

Commands: Warrior's Friendship, Brownout, Quagmire, Backline Support,
Sandstorm, Beam Disruption Screen, Reassign

Items: Core Active Ion Small x5, Core Active Ion Medium x1,
Core Active Ion Large x1, Reactivate Unit x2

Team: Shield Liger, Shield Liger DCS

Enemy: Saber Tiger, Sabre Tiger

Strategy:

You should start off by using Backline Support, and attacking the Sabre Tiger. After that, use Reassign to put both Zoids on the front row, with one space in-between them. Then, it's just using of E-Shields and plain attacking.

-Stage 3:

Commands: Backline Support, Reassign

Items: Core Active Ion Small x3, Core Active Ion Medium x1,
Reactivate Unit x2

Team: Hammer Rock x3

Enemy: Iron Kong

Strategy:

First, use Reassign and put one Hammer Rock in the back row. Always use the strongest attack of the Hammer Rocks. Next turn, use Backline Support, and continue to attack. After this, it is just free use. It should take quite a while, but the Iron Kong will eventually go down.

-Stage 4:

Commands: Quagmire, Backline Support, Sandstorm, Aerial Mine Setup,
Aqua Mine Setup, Reassign, False Negotiations

Items: Core Active Ion Small x3, Core Active Ion Medium x1,
Reactivate Unit x3

Team: Redler x3, Brachios x2

Enemy: HammerHead x3

Strategy:

Start by using Backline Support, and focus on one target at a time. Then use Aqua Mine Setup, Aerial Mine Setup, and False Negotiations, to stop the enemy while using your attacks. Use Reassign to bring out your Brachios if necessary.

-Stage 5:

Commands: Brownout, Recharge, Way of the King, Hero's Conditons,
Backline Support, Sandstorm, Reassign

Items: Core Active Ion Small x3, Core Active Ion Medium x2,
Reactivate Unit x3

Team: Shield Liger, GunSniper Weasel, Barigator, Zabat

Enemy: Nightwise, Unenlagia, Mosasledge

Strategy:

On the first turn, use Backline Support. Have the Shield Liger and GunSniper Weasel attack, and use their most accurate weapons if necessary. Have the Zabat provide support the next turn, and continue your attacks. This battle should not take long.

Level 4:-

-Stage 1:

Commands: Warrior's Friendship, Brownout, Recharge, Backline Support,
False Negotiations, Chaotic Battlefield

Items: Core Active Ion Small x10, Core Active Ion Medium x3,
Reactivate Unit x6

Team: Molga x3, Cannory Molga x3

Enemy: DarkPoison x2, Molga x3

Strategy:

Your main threat is the DarkPoisons. They have strong attacks on the front row, so you should not attack the Molgas, until you have finished off the DarkPoisons. Your main attacking force is the Cannory Molgas. Have them focus on one Dark Poison at a time, while the Molgas provide support. Backline Support will not be of much use here.

-Stage 2:

Commands: Brownout, Backline Support, Obstacle Setup, Land-Mine Setup.

Items: Core Active Ion Small x5, Core Active Ion Medium x3,
ZoidCore Balm x1, Reactivate Unit x3

Team:GunSniper x3, Command Wolf

Enemy: HellCat, Rev Raptor x3

Strategy:

First, use Land-Mine Setup, so that the Rev Raptors cannot attack. Use your attacks, and activate the Command Wolf's ZOS. After this, is free using of attacks. Make sure you try to focus on one target at a time.

-Stage 3:

Commands: Warrior's Friendship, Brownout, Reassign
Items: Core Active Ion Small x5, Core Active Ion Medium x3,
Core Active Ion Large x1, ZoidCore Balm x1, Reactivate Unit x2
Team: Mosasledge x3
Enemy: HammerHead VL, HammerHead

Strategy:

First, use Reassign, and put all 3 Mosasledge to the front row. After this, it is just simply using your strongest attacks on a single target and using recovery.

-Stage 4:

Commands: Warrior's Friendship, Brownout, Reassign
Items: Core Active Ion Small x5, Core Active Ion Medium x3,
ZoidCore Balm x1, Reactivate Unit x2
Team: NightWise x3
Enemy: HammerHead x3

Strategy:

First, use Reassign, and put all 3 NightWise on the front row. After this, it is just simply using your strongest attacks on a single target and using recovery. This could take some time.

-Stage 5:

Commands: Warrior's Friendship, Double Arm Lizard Combine, Decoy
Items: Core Active Ion Small x3, Core Active Ion Medium x3,
Reactivate Unit X1
Team: LeoBlaze, Unenlagia
Enemy: Double Arm Lizard

Strategy:

Start of by using Double Arm Lizard Combine. On the next turn, use Decoy. Attack normally and heal accordingly, and there shouldn't be much problems.

Level 5:-

-Stage 1:

Commands: Brownout, Recharge, Quagmire, Backline Support, Aerial Mine Setup,
Reassign
Items: Core Active Ion Small x5, Core Active Ion Medium x5,
Reactivate Unit x1, Shockwave x1
Team: Mosasledge, LeoBlaze, NighWwise, Unenlagia
Enemy: DiploGuns, DemonsHead, ShellKarn, FlyScissors

Strategy:

Start of by using Backline Support, and try to destroy the ShellKarn and as quickly as possible. After that, go for the FlyScissors. The rest is just free choice.

-Stage 2:

Commands: Warrior's Friendship, Brownout
Items: Core Active Ion Small x5, Core Active Ion Medium x3,
ZoidCore Balm x1, Reactivate Unit x2, ShockWave x2
Team: Shield Liger, Command Wolf IS
Enemy: Guysack Stinger, Saber Tiger AT x2

Strategy:

If Stinger Freezes you in the first turn, restart the battle. Have the Shield Liger use the E-Shield or Organoid accordingly. Have the Command Wolf IS provide support and recovery. The Shield Liger must stay alive, or there will be no chance of winning. Destroy the Guysack Stinger first, before going for the Saber Tiger ATs.

-Stage 3:

Commands: Brownout, Decoy

Items: Core Active Ion Small x5, Core Active Ion Medium x3,
Reactivate Unit X1

Team: ShellKarn, DiploGuns

Enemy: Lord Gale

Strategy:

Your main attacker is the ShellKarn. Start off by using Decoy on the ShellKarn. Have the Shell Karn use the strongest attack, and have the DiploGuns heal the ShellKarn when necessary. The Freezing attack is unlikely to work on the Lord Gale, but you can try if all else fails.

-Stage 4:

Commands: Brownout, Quagmire, Backline Support, Obstacle Setup

Items: Core Active Ion Small x5, Core Active Ion Medium x5,
ZoidCore Balm x3, Reactivate Unit x3

Team: Gojulas x2, Shield Liger, GunSniper Weasel x2,
Goldos Long-Range Attacker

Enemy: Iron Kong x3, Rev Raptor Pile Banker x2, Red Horn BG

Strategy:

Start off by using Backline Support, and attacking the Iron Kongs. Next turn, you may use Obstacles Setup, to let only the GunSnipers and Rev Raptors act. After this, it is free choice.

-Stage 5:

Commands: Warrior's Friendship, Brownout, Quagmire, Reassign

Items: Core Active Ion Small x7, Core Active Ion Medium x5,
ZoidCore Balm x3, Reactivate Unit x6

Team: Double Arm Lizard, Lord Gale, Buster Eagle

Enemy: Griffon, Kimera Dragon, Matrix Dragon

Strategy:

First, you should aim for defeating the Griffon, as it is the Zoid that is likely to deal the most damage. Next, you should aim at the Kimera Dragon, and then, the Matrix Dragon. Heal and attack accordingly. This will take quite some time, but you can eventually win.

Level 6:-

-Stage 1:

Commands: Warrior's Friendship, Brownout, Quagmire, Land-Mine Setup,
Time Twister, ChaoticBattlefield

Items: Core Active Ion Small x5, Core Active Ion Medium x3,
ZoidCore Balm x1, Reactivate Unit x3

Team: Saber Tiger TS x3

Enemy: Command Wolf AC, Liger Zero

Strategy:

The difference in power is not all that great. All 3 Saber Tiger TS should use their Shooting Weapons. When one of the enemy's HP is low, use Time Twister or Chaotic Battlefield to change the action order, which will allow you all to act first. Apart from that, it is just regular healing and attacking.

-Stage 2:

Commands: Brownout, Quagmire, Land-Mine Setup, Sandstorm, Reassign

Items: Core Active Ion Small x5, Core Active Ion Medium x4,
ZoidCore Balm x1, Reactivate Unit x3

Team: Saber Tiger AT x2, Lightning Saix, Lightning Saix BS

Enemy: Command Wolf AC x2, Climber Wolf, Command Wolf Urban Combat x2,
Kelberos

Strategy:

Use your strongest attacks and focus on them one at a time. Your main attacking force is the Saber Tiger AT. Have the Lightning Saixes provide support. If your enemies use Smokescreen, just use Quagmire, or focus on a different target. Don't waste too much time on one that activated Smokescreen, as it has a good chance of dodging attacks. The greatest threat here is the Kelberos. If you can, try to destroy it as fast as possible. You are at a disadvantage, but you can eventually win.

-Stage 3:

Commands: Warrior's Friendship, Brownout, Back Water Formation, Quagmire, Backline Support, Aerial Mine Setup, Reassign, Double Arm Lizard Combine, F. Drgn Gattai

Items: Core Active Ion Small x5, Core Active Ion Medium x3, Core Active Ion Large x1, ZoidCore Balm x1, Reactivate Unit x3

Team: LeoBlaze, Unenlagia, Mosasledge, Nightwise

Enemy: Buster Eagle x2, Griffon

Strategy:

This battle is more or less free choice. You will always be at an advantage and a disadvantage, no matter what you do. First, use Back Water Formation, and try to destroy the Griffon as soon as possible. After that, use Aerial Mine Setup to allow only the LeoBlaze and Unenlagia to act. Beyond that, it's just free choice. You can either move the Mosasledge in front and use Backline Support, or just combine into a stronger Zoid.

-Stage 4:

Commands: Brownout, Quagmire, Land-Mine Setup, Sandstorm, Reassign

Items: Core Active Ion Small x5, Core Active Ion Medium x3, Core Active Ion Large x2, ZoidCore Balm x1, Reactivate Unit x3

Team: Command Wolf AC x2, Blade Liger, Shield Liger DCS-J

Enemy: Saber Tiger AT x2, Saber Tiger SS, Saber Tiger x2

Strategy:

First, use Reassign to place 2 Ligers in front, and the Wolves on the back row. After that, you may use Sandstorm, and prevent both sides from using their Combat weapons. Once your enemies are reduced in numbers, it may be a good idea to use the E-Shield. Beyond this, it is just free choice.

-Stage 5:

Commands: Warrior's Friendship, Brownout, Quagmire, Backline Support, Reassign

Items: Core Active Ion Small x7, Core Active Ion Medium x5, ZoidCore Balm x3, Reactivate Unit x6

Team: Double Arm Lizard, Lord Gale, NightWise, DiploGuns

Enemy: Buster Eagle, Kimera Dragon, Griffon, Matrix Dragon

Strategy:

First, use Reassign, and place the NightWise in the front row. Next turn, use Backline Support. Always try to destroy the Griffon as soon as possible, then the Buster Eagle, then the Kimera Dragon. Because you are overpowered, if you are unlucky, the enemies can destroy your units quickly. The Nightwise and your DiploGuns are for support. Attack and recover accordingly.

Level 7:-

-Stage 1:

Commands: Warrior's Friendship, Brownout, Recharge, Land-Mine Setup, Sandstorm, Obstacle Setup

Items: None

Team: Blade Liger, GunSniper NS

Enemy: GunSniper LS, Liger Zero Schneider

Strategy:

Keep aiming at the GunSniper LS until you destroy it. After that, use your Commands, and take down the Schneider. This battle relies on how you use your Commands.

-Stage 2:

Commands: Warrior's Friendship, Brownout, Land-Mine Setup, Sandstorm, Aerial Mine Setup, Reassign, Thor Hammer Phalanx

Items: Core Active Ion Small x5, Core Active Ion Medium x5, Core Active Ion Large x1, ZoidCore Balm x1, Reactivate Unit x3

Team: Liger Zero Jager, Raynos, Command Wolf AC, Gun Sniper LS

Enemy: Storm Swoorder F x4

Strategy:

First, use the Reassign, and place your GunSniper LS in the middle back row, the Command Wolf AC and Jager at the front row sides, and the Raynos in the middle. Have the GunSniper LS choose Wait. Hold out and conserve your EP. Next turn, use Thor Hammer Phalanx, and have the GunSniper LS use Full Burst Attack.

-Stage 3:

Commands: Warrior's Friendship, Brownout, Land-Mine Setup, Sandstorm, Aerial Mine Setup, Beam Disruption Screen, Reassign, Aegis Phalanx

Items: Core Active Ion Small x5, Core Active Ion Medium x5, Core Active Ion Large x1, ZoidCore Balm x1, Reactivate Unit x3 Shockwave x2

Team: Konig Wolf DSR, Liger Zero Panzer

Enemy: Dark Spinner, Berserk Fuhrer, Liger Zero X-Armor

Strategy:

You are in a disadvantageous situation. First, use Reassign, and move the Konig Wolf DSR into the back row. Your primary target should be the biggest threat - the Liger Zero X-Armor. It has the ability to Freeze your team. After that, go for the Dark Spinner, before the Berserk Fuhrer. Use the Aegis Phalanx and Warrior's Friendship to bide your time.

-Stage 4:

Commands: Warrior's Friendship, Back Water Formation, Land-Mine Setup, Sandstorm, False Negotiations, Decoy, Chaotic Battlefield

Items: Core Active Ion Small x3, Core Active Ion Medium x5, Core Active Ion Large x1

Team: Trinity Liger

Enemy: Geno Hydra

Strategy:

This is a very difficult battle. This is because luck plays a very important part in this battle, and you can lose very easily. The main reason why this battle is dependant on luck, is that you are very likely to lose if the Geno Hydra uses his strongest attacks, or if 2 of your attacks miss. Right from the start, use Back Water Formation and the Trinity Liger's strongest attack. If it misses, restart the battle again. After this, keep using the Trinity Liger's Shooting Weapon, as the Laser Claw has a very low accuracy. Use the Commands False Negotiations and Decoy, and after that, use recovery normally. This may take a few tries. It is quite likely to fail.

-Stage 5:

Commands: Warrior's Friendship, Brownout, Recharge, Backline Support, Decoy, Arrow Phalanx

Items: Core Active Ion Small x5, Core Active Ion Medium x5, Core Active Ion Large x3, ZoidCore Balm x2, Reactivate Unit x3

Team: Liger Zero, Shadow Fox, GunSniper LS

Enemy: Berserk Fuhrer

Strategy:

This battle is free choice. It may be a good idea to use Arrow Phalanx first,

then at the next turn, use Backline Support. Of course, make sure the Berserk Fuhrer does not have E-Shield when you do that. If all else fails, standard attacking and healing would still suffice.

Level 8:-

-Stage 1:

Commands: Warrior's Friendship, Back Water Formation, Land-Mine Setup,
Sandstorm, False Negotiations, Decoy, Chaotic Battlefield

Items: Core Active Ion Small x3, Core Active Ion Medium x5,
Core Active Ion Large x1, ZoidCore Balm x1

Team: DiBison

Enemy: Iron Kong SS

Strategy:

For the first 2 Turns, use False Negotiations and Decoy. After that, when you have enough EP, use Back Water Formation with Megalo Max. After that, it is just standard attacking and healing.

-Stage 2:

Commands: Brownout, Recharge, Quagmire, Backline Support, Land-Mine Setup,
False Negotiations, Reassign, Decoy

Items: Core Active Ion Small x3, Core Active Ion Medium x2,
ZoidCore Balm x1, Reactivate Unit x2

Team: Storm Sworder, Storm Sworder

Enemy: Redler Interceptor x6

Strategy:

First, use False Negotiations to get one hit. Next turn, use Decoy on anyone, and continue to attack. After that, it is standard attacking and healing.

-Stage 3:

Commands: Warrior's Friendship, Brownout, Recharge, Back Water Formation,
Backline Support, Land-Mine Setup, Sandstorm, Reassign,
Gravity Storm, Chaotic Battlefield

Items: Core Active Ion Small x5, Core Active Ion Medium x3,
Core Active Ion Large x1, ZoidCore Balm x1, Reactivate Unit x5,
Shockwave x1

Team: Saber Tiger TS x3, Iron Kong Maneuver x2, Dark Horn HS

Enemy: Trinity Liger, Konig Wolf DSR x3

Strategy:

First, use Back Water Formation. Try to take out the Konig Wolves, as they have the highest attack. After that, there really isn't much difficulty to this battle.

-Stage 4:

Commands: Warrior's Friendship, Brownout, Recharge, Backline Support,
Land-Mine Setup, Sandstorm, Aerial Mine Setup, Reassign,
Arrow Phalanx

Items: Core Active Ion Small x6, Core Active Ion Medium x5,
Core Active Ion Large x3, ZoidCore Balm x1, Reactivate Unit x2

Team: Gravity Bison, Gojulas G Orga, Liger Aero, GunBlaster

Enemy: Dark Spinner KD, Iron Drill, Elephander, Berserk Fuhrer,
Death Stinger, Geno Breaker

Strategy:

Start off by using Backline Support, and try to take down your enemies as quickly as possible. Next turn, use Reassign, place the Gojulas and GunBlaster at the sides of the back row. Place the Gravity Bison at the center middle row. Continue to attack and heal. Use the Arrow Phalanx when ready. You may have to use Recharge on the Gojulas. The Geno Breaker and the Death Stinger pose the greatest threat, so you may want to destroy them first.

-Stage 5:

Commands: Warrior's Friendship, Brownout, Recharge, Backline Support,
Land-Mine Setup, Sandstorm, Aerial Mine Setup, Reassign,
Thor Hammer Phalanx

Items: Core Active Ion Small x6, Core Active Ion Medium x5,
Core Active Ion Large x3, ZoidCore Balm x1, Reactivate Unit x2

Team: Liger Zero Schneider, Geno Breaker, Salamander

Enemy: Buster Eagle, Gojulox, Griffon

Strategy:

Start by using False Negotiations on the Liger Zero Schneider, and attack the Griffon. Next turn, use Backline Support, then attack the Griffon. After that, use Reassign, and place the Salamander on the front Row. If you can, try to destroy the Buster Eagle first. Otherwise, just go for the Gojulox.

Level 9:-

-Stage 1:

Commands: Warrior's Friendship, Brownout, Land-Mine Setup, Sandstorm,
Beam Disruption Screen, Reassign

Items: Core Active Ion Small x3, Core Active Ion Medium x5,
Core Active Ion Large x2, ZoidCore Balm x1, Reactivate Unit x3

Team: Geno Saurer x2, Geno Breaker, Geno Trooper

Enemy: Jagd Fuhrer, Berserk Fuhrer x2, Shutulm Fuhrer

Strategy:

First, focus on getting rid of the Shutulm Fuhrer, since it has a strong Combat attack. The Geno Breaker will be your main attacking force. It may be a good idea to replace one Saurer with the Trooper once the Trooper fired the Particle Cannon.

-Stage 2:

Commands: Warrior's Friendship, Brownout, Land-Mine Setup, Coercion,
Beam Disruption Screen, Parts Enforced Removal

Items: Core Active Ion Medium x5, Core Active Ion Large x3, ZoidCore Balm x2

Team: Gojulas Giga

Enemy: Elephander AG, Elephander x3

Strategy:

At the start, use Parts Enforced Removal to unequip all Weapons of the Gojulas Giga. Next turn, use Coercion to get one free move. Use the tail attack to hit all Elephanders. Use the Warrior's Friendship when your HP is below 50%. After all 3 Elephanders are down, the AG will not pose much threat.

-Stage 3:

Commands: Warrior's Friendship, Brownout, Land-Mine Setup, Sandstorm,
Beam Disruption Screen, Reassign, Sanctuary of God

Items: Core Active Ion Small x5, Core Active Ion Medium x5,
Core Active Ion Large x2, ZoidCore Balm x1, Reactivate Unit x2

Team: Blitz Tiger, Trinity Liger BA

Enemy: Geno Hydra KA, Geno Flame

Strategy:

This is a standard free choice battle. First, aim for the Geno Hydra, then the Geno Flame. If your enemies' EP gets low, use Land-Mine Setup. The Blitz Tiger will be your main driving force. Have the Trinity Liger BA provide necessary support.

-Stage 4:

Commands: Warrior's Friendship, Brownout, Recharge, Back Water Formation,
Backline Support, Land-Mine Setup, Sandstorm,
Beam Disruption Screen, Reassign, Arrow Phalanx

Items: Core Active Ion Small x5, Core Active Ion Medium x5,
Core Active Ion Large x2, ZoidCore Balm x2, Reactivate Unit x3

Team: Bladeliger AB, Lightning Saix, Dibison

Enemy: Death Stinger

Strategy:

Start by using Backline Support and attacking with your strongest attack. Next turn, use Reassign to put them all on the front row. Have all of them activate their E-Shields, and subsequently use low EP attacks. Whenever anyone's E-Shield is down, activate it again. Use Beam Disruption Screen when the Death Stinger's EP is high, and Sandstorm if his EP is low.

-Stage 5:

Commands: Warrior's Friendship, Brownout, Recharge, Back Water Formation,
Backline Support, False Negotiations, Beam Disruption Screen,
Reassign, Decoy

Items: Core Active Ion Medium x5, Core Active Ion Large x3,
ZoidCore Balm x2, Reactivate Unit x2

Team: Liger Zero Schneider, Liger Zero X-Armor, Gojulas G Orga

Enemy: Death Saurer

Strategy:

This is one battle where you are heavily outmatched, even in 3 VS 1. You have to heal regularly. Your main offense will be using Back Water Formation and Backline Support, but preferably after you use Recharge on the Liger Zero Schneider so it can use it's Five Blade attack for maximum effect. Even then, you still have plenty of HP and DF to deal with, and his very strong attacks. Do not bother using Freeze attacks, as they are unlikely to work. Anything less than 200 attack is pointless.

Level 10:-

-Stage 1:

Commands: Warrior's Friendship, Back Water Formation, Land-Mine Setup,
Sandstorm, False Negotiations, Beam Disruption Screen, Decoy

Items: Core Active Ion Large x3, ZoidCore Balm x1

Team: Death Saurer

Enemy: Mad Thunder x2

Strategy:

Under no circumstances should you be using the Particle Cannon. It will deal very little damage against the Mad Thunders. True, critical hits can still damage them, but it is unlikely to happen. Stick to using the Death Saurer's strongest Combat Attack. At your first turn, use Back Water Formation, and attack with your strongest Combat attack. Next turn, use False Negotiations. After that, use Decoy. After this is free choice. It is standard attacking and recovery. It will be a test of endurance, as both sides are using strong Zoids with tough Defense.

-Stage 2:

Commands: Warrior's Friendship, Brownout, Recharge, Land-Mine Setup,
Sandstorm, False Negotiations, Beam Disruption Screen,
Reassign, Chaotic Battlefield, Feena's Wish

Items: Core Active Ion Medium x5, Core Active Ion Large x5,
ZoidCore Balm x1, Reactivate Unit x3

Team: Blade Liger AB, Geno Breaker

Enemy: Death Saurer, Death Stinger x2

Strategy:

There is no doubt that you are heavily outmatched, but you have the distinct advantage of Organoids. Just fight normally. When one of your units is about to be destroyed, quickly activate the Organoid. While the Organoid boosts your powers as well, you should use it only when your HP is low. It may be wise to

save the False Negotiations Deck Command to use only after using the Organoid. As for Feena's Wish, it actually may be used after the Organoid has already been activated. Basically, save that Command for another Organoid use. Take down the Death Stingers first. By the time your units have both fused, they should be stronger, and able to withstand more attacks and deal more damage. But you should still heal normally should there be a need.

-Stage 3:

Commands: Warrior's Friendship, Brownout, Land-Mine Setup, Sandstorm,
Beam Disruption Screen, Reassign, Decoy, Arrow Phalanx,
Thor Hammer Phalanx

Items: Core Active Ion Medium x7, Core Active Ion Large x7,
ZoidCore Balm x4, Reactivate Unit x8

Team: Gojulas Giga Cannon x2, Gojulas G Orga

Enemy: Death Meteor, Death Saurer

Strategy:

Start off with Thor Hammer Phalanx, and attack the Death Saurer. Next turn, use Sandstorm to delay off any Particle Cannon attacks from your enemies, and only the Death Saurer can attack. Have your G Orga heal or wait. Then use Beam Disruption Screen. Again, only the Death Saurer can attack. After this, by now, the Death Saurer should have low HP. Wait and attack for another 1 or 2 turns. You should be able to kill the Death Saurer by now. Next, use Reassign. Place one of them in front, and the other 2 behind, in an Arrow Phalanx formation. (Your choice who to put in front.) If you need to heal, do so. Activate Arrow Phalanx and attack. You should do around 600 damage. After this is free choice. It is basic healing and attacking. Keep your front row Zoid alive, as your back row Zoids will be doing the most damage. Have the front row Zoid recover. As I said, it is your choice who to put in the front row. The Gojulas G Orga has less attack on the back row, but it uses less EP, and because it has less DF, it doesn't go on the front row well. The Gojulas Giga Cannon has better attacks on the back row, but on the front row, it is able to hold out well, and it's attacks on the front row aren't weak.

-Stage 4:

Commands: Warrior's Friendship, Brownout, Recharge, Sandstorm,
Reassign, Gravity Storm, Arrow Phalanx

Items: Core Active Ion Medium x5, Core Active Ion Large x5,
ZoidCore Balm x2, Reactivate Unit x4

Team: BladeLiger AB, Liger Zero Schneider, Liger Zero X-Armor,
Trinity Liger BA

Enemy: Jagd Fuhrer, Berserk Fuhrer, Berserk Fuhrer Z, Shutulm Fuhrer

Strategy:

The enemies are not very strong. Keep attacking the Berserk Fuhrer Z first. After that, go for the Shutulm Fuhrer, and then the Berserk Fuhrer. As the Jagd Fuhrer is better on the back row, it will not be much of a threat on the front row.

-Stage 5:

Commands: Warrior's Friendship, Brownout, Recharge, Way of the King,
Hero's Conditions, Sandstorm, Reassign, Arrow Phalanx,
Thor Hammer Phalanx, Aegis Phalanx

Items: Core Active Ion Medium x5, Core Active Ion Large x3,
ZoidCore Balm x1, Reactivate Unit x2

Team: Geno Flame, Blitz Tiger, Trinity Liger BA

Enemy: Ultimate Phalanx, UltraSaurus

Strategy:

Start of by using Thor Hammer Phalanx. It's your choice whether to use the attack that hits one target, or the one that hits both but is 100 lesser. Next turn, use Aegis Phalanx to defend, while you continue your assault on the Ultrasaurus. Choose to Wait and store EP instead if necessary. Use Sandstorm

after that to stop the Ultimate Phalanx and continue. After you are out of such defend Deck Commands, use Reassign, to place the Blitz Tiger in the front middle row, while the Geno Flame and Trinity Liger BA at the back row sides. Continue to attack and use support until the Ultrasaurus is destroyed. Use recharge on the Geno Flame or Blitz Tiger when necessary. After that, continue to attack normally, until the Blitz Tiger is able to use Lightning Attack. When that happens, activate Arrow Phalanx. You should deal significant damage on the Ultimate Phalanx. After this, it is just standard attacking and healing. It is unlikely that the Blitz Tiger's attacks can Freeze your enemies for long, so avoid using it.

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BUGS AND GLITCHES

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This section contains descriptions of bugs and glitches that are in the game. They are still currently being researched.

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-Vega's Level Up Glitch-

In Zoids Saga II, it is not possible for Vega to level up, even if you have met the experience criteria. Vega's starting Lvl is 20, and he will not Level Up beyond that. This is due to a glitch in the game.

It is due to Vega's character memory slot, he cannot level up normally. This has been an oversight from the programmers. Without using codes, there is no way to go around this.

These are the PAR codes that will raise him to Lvl 99, as well as the stats and skills he will receive by that time.

- | | |
|-------------------|--------------------------------|
| 0202784B:05F5E0FF | -Max XP |
| 02027874:63 | -Level 99 |
| 02027878:0102 | -HP 258 |
| 0202787A:0102 | -MM 258 |
| 02027880:EE | -DCP 238 |
| 0202787C:0116 | -SR 278 |
| 0202787E:0116 | -HR 278 |
| 0202785C:32 | -change skill 4 amount to +50% |
| 0202785E:46 | -change skill 5 amount to +70% |
| 02027862:32 | -change skill 7 amount to +50% |

There are also some other codes that have been provided by Ozibyte, that changes Vega from a faulty character slot into another vacant character slot. Check the Cheats and Hacks section below for more details.

This Glitch is fixed in Zoids Legacy, and Vega can Level up normally.

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-CAU CAS Changing Glitch-

There is a glitch that involves changing CAS during battle.

Here are some of the findings that have been given to me by Ozibyte. He has conducted several tests, and this is what was found.

-The bug only occurs in battle, changing CAU at the main screen does not cause this bug.

-HP drops after the battle has ended, if you escape from battle, the Zoids HP actually drops to 0/0. If you win the battle normally, then HP drops to 0/HP MAX.

-The glitch isn't exclusive to certain CAU forms, if the zoid has the glitch then any and all combinations of CAU forms will cause the bug to occur.

-The bug seems to be determined when the zoid is built, there's no random chance of it occurring in battle. If the Zoid has the glitch, it'll always occur.

-Characters do not CAUSE the bug. It is possible that a character might influence the bug, see below for an example.

-There seem to be three ways a Zoid might be affected by the glitch, these are:

- 1) The Zoids HP drops to 0 post battle.
- 2) The Zoid is unaffected
- 3) The Zoids HP is affected but doesn't drop to 0. This is the hardest to pin down, possibly the HP stat of the character piloting the Zoid might have an influence. The first instance of this was when a Zoids HP was changed to L668, further tests with different pilots saw the HP ratio fluctuate around the 50% mark, sometimes more, sometimes less.

-There is an pre-determined order of infection. What this means, is that random chance doesn't determine which Zoids are affected.

Take this fair test for example, which was conducted over an emulator with save states:

- 1st-HP dropped to 0 after battle.
- 2nd-HP was unaffected
- 3rd-HP dropped to 0 after battle.
- 4th-HP dropped to 0 after battle.
- 5th-HP dropped to 0 after battle.
- 6th-HP affected but not set to 0.

Regardless of whether the game was loaded by emulator save states, or through normal saving of the game and reset/loading, the results were the same. Each time the zoids were affected in the same order. It had occurred several times over.

-It doesn't matter whether you build a Liger Zero or Berserk Fuhrer, if the specific Zoid is slated to be affected, it will be.

-The characters whose Zoids can CAU in the game are affected here:

Allstar - Not affected, can CAU safely.

Bit - Not affected, can CAU safely.

Vega - Affected, HP drops to 0.

-It is unknown why this bug occurs or how to fix it. There are two ways to avoid being affected by it, the first is to not CAU in battle. The second is to create and test Zoids until you get one that is glitch free. Extremely awkward and annoying but there does not seem to be a better way at the present. Since doing that will eat through cores and money I suggest not using CAS in battle.

Of course, you could always try using codes to keep getting parts and money then keep creating the Zoids. Then keep testing them out until you get what you want.

NOTE: This Glitch is fixed in Zoids Legacy.

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-Combination Command Glitch-

There have been reports of a glitch happening when using Combination Commands. Basically, what is supposed to happen is that, in battle you use a Combination Command to combine a Zoid, then you lose that battle, and get restarted in the Zoids Research Facility. When you check your menu, there will be 2 Zells in your party, as well as the same copies of his Zoid.

This Glitch only occurs in Zoids Legacy. It does not occur for Zoids Saga II. More tests will be done to confirm this.

The process:

- 1) Set up the Zoids for combine. Make sure that Zell is the pilot of one of those Zoids, but make sure he will not be the Pilot of the Combined Zoid. If Zell becomes the Pilot of the Combined Zoid, this Glitch will not occur.
- 2) Go into battle, activate the Combine Command, then lose the battle.
- 3) When you check the menu screen, there will be a copy of Zell as well as his Zoid. The Clone will be a Zoid with 0 HP.
- 4) The Zoid is not destroyed, but if you enter battle without recovering, it will immediately be destroyed.
- 5) When you move the Clone Pilot onto another Zoid, the Pilot reverts. When you move another pilot onto the Clone Zoid, the Zoid reverts.

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This section contains some of the codes that I managed to get.

Currently, this section is still under construction. I hope to be able to add more useful codes soon. Most of these codes have been provided to me by Ozibyte and Nadesico's site. I hope to be able to add other codes soon.

These codes are tested to work on a VBA. I do not know there difference between VBA and PAR, but I do know that PAR Codes may require a Master Codes, and VBA codes allow you to enter the direct value instead of a Hexadecimal Value.

These Codes are intended for use of Zoids Saga 2. As far as I know, both Zoids Legacy and Zoids Saga 2 use the same Address and Values. So the codes should work for both games. I cannot be 100% sure though.

Some of the codes that work for Saga 2 will not work for Legacy. Details are provided.

Now keep in mind that I am no expert with codes, and I don't have much knowledge about creating them or manipulating them. They are all submitted by others. So don't expect me to be able to include every known code that is out there. Don't expect me to be able to customize a code to your needs either. I just happened to know a bit on computer programming, and hexadecimal logic.

Actually, I will still advice you to check Black Chaos / Chaos Burheim's FAQs on codes. He knows more about codes than I do.

Use these codes at your own risk. I make no garantees that your game will not be ruined.

Note that the codes listed here are meant for Zoids Saga 2. You require conversion if you want to use them for Zoids legacy.

Converting Saga 2 codes into Legacy Codes-

Step 1. Open the calculator program on your PC, under 'View' there are the options Standard and Scientific choose Scientific.

Step 2. There will now be a section in the calculator with these options Hex, Dec, Oct and Bin, switch from Dec to Hex.

Step 3. Input the first eight digits of a Saga 2 code (the address) and add the number 834, the result will be the Legacy code.

Note the last four digits only represent quantity and do not need to be modified.

Example:

The code for the data of an Iron Kong is 02021024 0002

02021024 0002
(address) (quantity)

By putting 02021024 into the calculator and adding 834 the code becomes 02021858. So the data code for an Iron Kong in Legacy becomes 02021858 0002.

This is the Master Code in case you need it for PAR.

Master Code for PAR:

76177DF6 65095C6C
567B37FC 635FF90B

Zoid Data Codes:

PAR Codes:

02021024:FF
02021025:FF
02021026:FF
02021027:FF
02021028:FF
02021029:FF
0202102A:FF
0202102B:FF
0202102C:FF
0202102D:FF
0202102E:FF
0202102F:FF
02021030:FF
02021031:FF
02021032:FF
02021033:FF
02021034:FF
02021035:FF
02021036:FF

These codes will give you practically all the entire Zoid Datas in the game.
Including the 5 hidden Zoids and the 4 Carrier Zoids.

Money Codes:

02027AB4:00025000 - This code gives you a good amount of money. Keep the
code enabled and it will not deplete.

Here are some other character codes from Ozibyte:

Character Codes-

These codes will create characters for use that are normally only available
after the end credits are shown. They appear exactly as they do when they join
normally, so they have very high levels and powerful Zoids. It's recommended
that you go through the game at least once before using these codes.

Each characters codes are divided into sections for ease of use. These sections
are:

General

This section covers basic things like character slot activation (whether the

character is in the party or not, the value determines the characters skill growth and portrait), level and experience. If a character has an Organoid, the activation code is included here.

Statistics

This section covers the basic parameters which are Hit Points, Movement, Damage Consumption Points, Sensoring Rate and Hit Rate.

Skills

The skills available to each character are listed here, as well as skill values. Skill values determine the type of Zoid used by the Speciality X line of skills and the amount of improvement in the Good With X skills.

Stat Growth

I've included the stat growth at level up amount for each character in this section since the codes that determine their stat growth can sometimes not work properly. Enter these values at the stat growth screen. To get there, go to the characters main statistics screen and press the Start button.

Zoid

Most characters come with their own Zoid, the codes in this section will give you the data, core and any parts needed to build their Zoid from scratch. I've also included money codes that give the exact amount needed to build their Zoid. These codes SET your gold to this amount, do not use them if this would reduce your gold total.

Special

Creating a character has one big side effect. When you get to the point in the game where you gain that character normally, a second copy of that character will be created. The solution is simple, entering the character slot code for that person with a value of 00 will disable that character, removing him/her from your party. You can then proceed with the game and gain the character normally.

However the character will be back at his/her core stats, all the experience and levels gained up till then will be lost. To get these back, re-enter the characters experience code with an increased value to restore the lost points. Just remember, the left four numbers of the value affect experience a lot, the right four numbers allow for finer tuning. Use the codes given here for examples. Finally, any other special notes about a character will be included in this section.

Raven, Rieze and Ban all have Organoids whose data must also be coded in. Until an Organoid joins normally in the game it's data fields will be blank, so creating Raven at the beginning of the game and entering Raven's Organoid code won't do any good.

Finally I must stress how important it is to uncheck or remove all codes after they've been entered and accepted by the game. If codes are not unchecked then stats will be frozen, gold will not increase or decrease and cores/parts will not be used.

###CLEAR GAME CHARACTERS###

#Pierce#

General

02027704:3C-Activates character slot, 3C is Pierce's data.

02027734:12-Sets level to 18.

0202770B:00038270-Sets experience to 230,000.

Statistics

02027738:5A-Sets HP to 90%.
0202773A:5A-Sets MM to 90%.
02027740:5A-Sets DCP to 90%.
0202773C:5A-Sets SR to 90%.
0202773E:5A-Sets HR to 90%.

Skills

0202770C:04-Sets skill 1 to Speciality 2.
02027716:08-Sets the type of Zoid affected by skill 1.

0202770D:1F-Sets skill 2 to a Good With X.
02027718:14-Sets skill 2's value to +20%.

0202770E:0F-Sets skill 3 to Extreme Reaction 1.

Stat Growth

HP+1, MM+3, DCP+3, SR+2, HR+1 per level.

Zoid

02021030:80-Salamander Data.
02020FDE:01-One SL Core
02027AB4:00015F90-Sets gold to 90,000.

Special

02027704:00-Remove Pierce before clear game tournament.

#Mary#

General

02027744:28-Activates character slot, 28 is Mary's data.
02027774:05-Sets level to 5.
0202774B:000007D0-Sets experience to 2000.

Statistics

02027778:0A-Sets HP to 10%.
0202777A:0A-Sets MM to 10%.
02027780:0A-Sets DCP to 10%.
0202777C:0A-Sets SR to 10%.
0202777E:0A-Sets HR to 10%.

Skills

0202774C:05-Sets skill 1 to Speciality 3.
02027756:03-Sets the type of Zoid affected by skill 1.

0202774D:16-Sets skill 2 to Weak Being Hit.

0202774E:17-Sets skill 3 to a Weak With X.
0202775A:1E-Sets skill 3's value to -30%.

0202774F:18-Sets skill 4 to a Weak With X.
0202775C:32-Sets skill 4's value to -50%.

02027750:24-Sets skill 5 to a Good With X.
0202775E:1E-Sets skill 5's value to +30%.

Stat Growth

HP+1, MM+3, DCP+3, SR+2, HR+1 per level.

Zoid

Mary only brings the Ultrasaurus data.

0202102A:01-Ultrasaurus data.

Special

02027744:00-To delete Mary before gaining her at the clear game tournament.

#Raven#

General

02027784:1C-Activates character slot, 1C is Raven's data.

020277B4:14-Sets level to 20.

02027788:000B71B0-Sets experience to 750,000.

020277B5:04-Sets Organoid to Shadow.

Stats

020277B8:0064-Sets HP to +100%.

020277BA:005A-Sets MM to +90%.

020277C0:0064-Sets DCP to +100%.

020277BC:0050-Sets SR to +80%.

020277BE:0078-Sets HR to +120%.

Skills

0202778C:05-Sets skill 1 to Speciality 3.

02027796:04-Sets the type of Zoid affected by skill 1.

0202778D:05-Sets skill 2 to Speciality 3.

02027798:06-Sets the type of Zoid affected by skill 2.

0202778E:01-Sets skill 3 to Multiple Ranged Attack 1.

0202778F:0F-Sets skill 4 to Extreme reaction 1.

02027790:26-Sets skill 5 to a Good With X skill.

0202779E:14-Sets skill 5's Value to 20%.

Stat Growth

HP+2, MM+1, DCP+1, SR+3, HR+3 per level.

Zoid

0202102B:14-Geno Saurer and Geno Breaker data.

02020FD6:01-One GS core.

02021012:01-One OS part.

02027AB4:0001D4C0-Sets Gold to 120,000.

Special

02027784:00-To disable Raven before getting him at the clear game tournament.

#Shadow, Raven's Organoid#

General

0202797C:01-Sets level to 1.

02027954:04-Sets portrait.

Stats

0202797E:0078-Sets HP to +120%.

02027980:003C-Sets AT to +60%.

02027982:0032-Sets SR to +50%.
02027984:0032-Sets SP to +50%.
02027986:0028-Sets DF to +40%.

Skills

0202795E:01-Sets skill 1 to Enhanced Melee Ability.
0202795F:02-Sets skill 2 to Anti-Air Melee.
02027960:03-Sets skill 3 to Armour Damage Added.
02027961:08-Sets skill 4 to HP MAX UP 2.
02027962:0B-Sets skill 5 to Self-Repair 2.
02027963:0E-Sets skill 6 to EP MAX UP 2.
02027964:15-Sets skill 7 to Extreme Evasion.
02027965:16-Sets skill 8 to Male Roar.

#Rieze#

General

020277C4:1D-Activates character slot, 1D is Rieze's data.
020277F4:14-Sets level to 20.
020277CB:000B71B0-Sets experience to 750,000.
020277F5:05-Sets organoid to Specular.

Statistics

020277F8:50-Sets HP to 80%.
020277FA:78-Sets MM to 120%.
02027800:64-Sets DCP to 100%.
020277FC:96-Sets SR to 150%.
020277FE:50-Sets HR to 80%.

Skills

020277CC:04-Sets skill 1 to Speciality 2.
020277D6:04-Sets the type of Zoid affected by skill 1.

020277CD:0E-Sets skill 2 to Danger Detect 3.

020277CE:20-Sets skill 3 to a Good With X.
020277DA:14-Sets skill 3's value to 20%.

020277CF:1F-Sets skill 4 to a Good With X.
020277DC:0F-Sets skill 4's value to 15%.

020277D0:06-Sets skill 5 to Economised Ranged Attack 1.

Stat Growth

+2 to all skills per level.

Zoid

0202102B:0C-Geno Saurer and Psycho Geno Saurer Zoid Data.
02020FD6:01-One GS core.
02021012:01-One OS part.
02027AB4:00014C08-Sets gold to 85,000.

Special

020277C4:00-To disable Rieze before gaining her at the clear game tournament.

#Specular, Rieze's Organoid#

General

020279B0:01-Sets level to 1.

02027988:05-Sets portrait.

Statistics

020279B2:50-Sets HP to +80%.

020279B4:01F4-Sets AT to +500%. No, that's not a typo.

020279B6:64-Sets SR to +100%.

020279B8:50-Sets SP to +80%.

020279BA:32-Sets DF to +50%.

Skills

02027992:05-Sets skill 1 to E-Melee.

02027993:0A-Sets skill 2 to Self-Repair 1.

02027994:0F-Sets skill 3 to EP MAX UP 3.

02027995:13-Sets skill 4 to Extreme reaction.

02027996:17-Sets skill 5 to Repeated Attack.

02027997:07-Sets skill 6 to HP MAX UP 1.

02027998:0F-Sets skill 7 to EP MAX UP 3. This isn't a typo either.

Special

Specular comes across as being rushed. The AT stat, to me, is clearly a typo and it has a duplicate skill as well. It's up to you whether you use the default version or not but I suggest the following changes. Input these codes instead of the ones given above.

020279B4:32-Sets AT to +50%. This puts Specular on par with Zeek GF and only 10% behind Shadow. Its stat total will still be higher than Zeek or Shadow so it seems balanced to me.

02027994:11-Sets Skill 3 to GEPUP 2. The Psycho Geno Saurer goes through a lot of EP using it's weapons and will do so even more when using Repeated Attack.

#Stora#

General

02027804:3B-Activates character slot, 3B is Stora's data.

02027834:17-Sets level to 23.

0202780B:00124F80-Sets experience to 1,200,000.

Statistics

02027838:B4-Sets HP to 180%.

0202783A:28-Sets MM to 40%.

02027840:50-Sets DCP to 50%.

0202783C:32-Sets SR to 50%.

0202783E:64-Sets HR to 100%.

Skills

0202780C:02-Sets skill 1 to Multiple Ranged Attack 2.

0202780D:06-Sets skill 2 to Economised Ranged Attack 1.

0202780E:09-Sets skill 3 to Economised Melee Attack 1.

0202780F:11-Sets skill 4 to Leadership 1.

02027810:12-Sets skill 5 to Leadership 2.

02027811:27-Sets skill 6 to a Good With X.

02027820:14-Sets skill 6's value to 20%.

02027812:20-Sets skill 7 to a Good With X.
02027822:14-Sets skill 7's value to 20%.

02027813:13-Sets skill 8 to Leadership 3.

Stat Growth

HP+3, MM+1, DCP+3, SR+2, HR+1 per level.

Zoid

0202102B:02-Mad Thunder Data.

02020FDD:01-One MT Core.

02027AB4:000249F0-Sets gold to 150,000.

Special

02027804:00-To disable Stora before gaining him at the clear game tournament.

#Vega#

Vega is a special case; the character slot his data initially uses cannot level up for some strange reason. Therefore I've transplanted his data to the slot used by the Yuno who joins you at the beginning of the game and who leaves shortly afterwards. The Vega created with these codes will be able to level up and function normally.

Credit to supersmashbrothers, who first created the statistic and experience codes.

General

02026BC4:3D-Activates character slot, 3D is Vega's data.

02026BF4:14-Sets level to 20.

02026BCB:000B71B0-Sets experience to 750,000.

Statistics

02026BF8:0064-Sets HP to 100%.

02026BFA:0064-Sets MM to 100%.

02026C00:0050-Sets DCP to 80%.

02026BFC:0078-Sets SR to 120%.

02026BFE:0078-Sets HR to 120%.

Skills

Since you'll be overwriting skills used by the old character, it's advised that you enter both the skill and skill value codes at the same time.

02026BCC:01-Sets skill 1 to Multiple Ranged Attack 1.

02026BCD:04-Sets skill 2 to Speciality 2.

02026BD8:05-Sets the type of Zoid affected by skill 2.

02026BCE:0F-Sets skill 3 to Extreme reaction 1.

02026BCF:1F-Sets skill 4 to a Good With X.

02026BDC:28-Sets skill 4's value to 40%.

02026BD0:20-Sets skill 5 to a Good With X.

02026BDE:32-Sets skill 5's value to 50%.

02026BD1:21-Sets skill 6 to a Good With X.

02026BE0:1E-Sets skill 6's value to 30%.

02026BD2:26-Sets skill 7 to a Good With X.

02026BE2:1E-Sets skill 7's value to 30%.

Stat Growth

+2 to all skills per level.

Zoid

0202102C:09-Berserk Fuhrer and Berserk Fuhrer Z data.

02020FE3:01-One UX core.

02021013:01-One Berserk Fuhrer part.

0202101B:01-One Berserk Fuhrer Z part.

02027AB4:00030D40-Sets gold to 200,000.

Special

02027844:00-This code will disable the Vega who joins you at the clear game tournament. Having both the Vega created by these codes and the faulty Vega in the same party will lead to glitches when levelling up.

###BY REQUEST###

These codes were done by request of Gamefaqs board members.

#Ban, Guardian Force#

Credit to supersmashbrothers for Ban & Zeeks statistic and experience codes.

General

02027384:16-Activates character slot, 16 is Ban's data.

020273B4:10-Sets level to 16.

0202738B:000186A0-Sets experience to 100,000.

020273B5:03-Sets Organoid to Zeek Guardian Force.

Statistics

020273B8:50-Sets HP to 80%.

020273BA:3C-Sets MM to 60%.

020273C0:50-Sets DCP to 80%.

020273BC:28-Sets SR to 40%.

020273BE:50-Sets HR to 80%.

Skills

0202738C:05-Sets skill 1 to Speciality 3.

02027396:01-Sets the type of Zoid affected by skill 1.

0202738D:21-Sets skill 2 to a Good With X.

02027398:19-Sets skill 2's value to 25%.

0202738E:15-Sets skill 3 to Bold Nerves.

0202738F:1F-Sets skill 4 to a Good With X.

0202739C:14-Sets skill 4's value to 20%.

02027390:12-Sets skill 5 to Leadership 2.

Stat growth

HP+3, MM+1, DCP+3, SR+2, HR+1 per level.

Zoid

02021026:88-Shield Liger and Blade Liger data.
02021027:01-Blade Liger AB data.
02020FD8:01-One H1 Core.
02021012:01-One OS part.
02020FF2:01-One AB part.
02027AB4:00013880-Sets gold to 80,000.

Special

02027384:00-To disable Ban before gaining him at Silver Dome.

#Zeek, Guardian Force#

General

02027948:01-Sets level to 1.
02027920:03-Sets portrait.

Statistics

0202794A:64-Sets HP to +100%.
0202794C:32-Sets AT to +50%.
0202794E:32-Sets SR to +50%.
02027950:32-Sets SP to +50%.
02027952:3C-Sets DC to +60%.

Skills

0202792A:02-Sets skill 1 to Anti-Air Melee.
0202792B:04-Sets skill 2 to Armour Piercing Attack.
0202792C:09-Sets skill 3 to HP MAX UP3.
0202792D:0A-Sets skill 4 to Self-Repair1.
0202792E:0E-Sets skill 5 to EP MAX UP2.
0202792F:10-Sets skill 6 to GEPUP1.
02027930:13-Sets skill 7 to Extreme reaction.

This is one code submission that I took from Mastersord:

Note: The template is not completely labelled yet.

Zoid address block

02021124-02021192

Add 70h x n to the block for other zoids (n = slot number - 1)
note that slots do not correspond with list on screen. You may need to
experiment to figure out which zoid you want.

02021124:xx -Zoid model (8-bit address) (01-97)
02021125:xx -zoid color (8-bit address)
02021126
02021128:00xx -Odd one here. Playing around with it gave me a "new" icon, and
another time added a duplicate to the list.
0202112a:0xxx -Current HP (max = 03e7)
0202112c
0202112e:0xxx -IV (max = 03e7)
02021130
02021132:xxxx -Current CP (max =270f)
02021134:0xxx -TP (max = 03e7)
02021136:xx -current upgrades for GEP (can only have upto 09)
02021137
02021138

0202113a
0202113c:xx -current Upgrades for DF (can only have upto 09)
0202113d
0202113e
02021140
02021142:xx -current upgrades for first weapon (can only have upto 09)
02021143:xx -Current upgrades for second weapon (can only have upto 09)
02021144:xx -current upgrades for third weapon (can only have upto 09)
02021145:xx -current upgrades for fourth weapon (can only have upto 09)
02021146
02021148
0202114a
0202114c
0202114e
02021150
02021152
02021154
02021156
02021158
0202115a
0202115c:xx -size (00=S 01=M 02=L 03=LL 04=xL)
0202115d:xx -CLV (max = FF)
0202115e:0xxx -max HP (max = 03e7)
02021160:0xxx -DCP (max = 03e7)
02021162:0xxx -EP (max = 03e7)
02021164:0xxx -GEP (max = 03e7)
02021166:0xxx -SP (max = 03e7)
02021168:0xxx -MM (max = 03e7)
0202116a:0xxx -DF (max = 03e7)
0202116c:0xxx -AM (max = 03e7)
0202116e:0xxx -SR (max = 03e7)
02021170:0xxx -max CP (max = 03e7)
02021172
02021174
02021176:0xxx -ammo or bonus for weapon 1?
02021178
0202117a:0xxx -ammo or bonus for weapon 2?
0202117c
0202117e:0xxx -ammo or bonus for weapon 3?
02021180
02021182:0xxx -ammo or bonus for weapon 4?
02021184
02021186:0xxx -weapon 1
02021188
0202118a:0xxx -weapon 2
0202118c
0202118e:0xxx -weapon 3
02021190
02021192:0xxx -weapon 4

This character codes is originally from Nadesico and Black Chaos, and modified
by Fabs

(Add 40 Hex to each next character.)

Example - Zell's Memory Block:

Address 0 :020273B7 - Unknown (Zero Address)
Address 1 :020273B8 - Picture and Name
Address 2 :020273B9 - Unknown
Address 3 :020273BA - Pilot Toggle
Address 4 :020273BB - Unknown
Addresses 5-8 :020273BC - Experience
Address 9 :020273C0 - Skill Slot 1
Address 10 :020273C1 - Skill Slot 2
Address 11 :020273C2 - Skill Slot 3
Address 12 :020273C3 - Skill Slot 4
Address 13 :020273C4 - Skill Slot 5
Address 14 :020273C5 - Skill Slot 6
Address 15 :020273C6 - Skill Slot 7
Address 16 :020273C7 - Skill Slot 8
Address 17 :020273C8 - Skill Slot 9
Address 18 :020273C9 - Skill Slot 10
Address 19 :020273CA - Skill 1 + %
Address 20 :020273CB - Nothing
Address 21 :020273CC - Skill 2 + %
Address 22 :020273CD - Nothing
Address 23 :020273CE - Skill 3 + %
Address 24 :020273CF - Nothing
Address 25 :020273D0 - Skill 4 + %
Address 26 :020273D1 - Nothing
Address 27 :020273D2 - Skill 5 + %
Address 28 :020273D3 - Nothing
Address 29 :020273D4 - Skill 6 + %
Address 30 :020273D5 - Nothing
Address 31 :020273D6 - Skill 7 + %
Address 32 :020273D7 - Nothing
Address 33 :020273D8 - Skill 8 + %
Address 34 :020273D9 - Nothing
Address 35 :020273DA - Skill 9 + %
Address 36 :020273DB - Nothing
Address 37 :020273DC - Skill 10 + %
Address 38 :020273DD - Nothing
Addresses 39-40 :020273DE - HP + Bonus
Addresses 41-42 :020273E0 - MM + Bonus
Addresses 43-44 :020273E2 - SR + Bonus
Addresses 45-46 :020273E4 - HR + Bonus
Addresses 47-48 :020273E6 - DCP + Bonus
Address 49 :020273E8 - Level
Address 50 :020273E9 - Organoid
Address 51 :020273EA - Unknown
Address 52 :020273EB - Unknown
Addresses 53-54 :020273EC - HP + %
Addresses 55-56 :020273EE - MM + %
Addresses 57-58 :020273F0 - SR + %
Addresses 59-60 :020273F2 - HR + %
Addresses 61-62 :020273F4 - DCP + %
Address 63 :020273F6 - Unknown

Address 1 : 020280EC - Picture and Name
Address 2 : 020280ED - Unknown
Address 3 : 020280EE - White Emotion (HP)
Address 4 : 020280EF - Red Emotion (DF)
Address 5 : 020280F0 - Blue Emotion (SP)
Address 6 : 020280F1 - Black Emotion (AT)
Address 7 : 020280F2 - Unknown
Address 8 : 020280F3 - Unknown

Address 9 : 020280F4 - Unknown
Address 10: 020280F5 - Unknown
Address 11: 020280F6 - Skill Slot 1
Address 12: 020280F7 - Skill Slot 2
Address 13: 020280F8 - Skill Slot 3
Address 14: 020280F9 - Skill Slot 4
Address 15: 020280FA - Skill Slot 5
Address 16: 020280FB - Skill Slot 6
Address 17: 020280FC - Skill Slot 7
Address 18: 020280FD - Skill Slot 8
Address 19: 020280FE - Skill Slot 9
Address 20: 020280FF - Skill Slot 10
Addresses 21-40 : xxxxxxxx - Unknown
Address 41: 02028114 - Level
Address 42: 02028115 - Unknown
Addresses 43-44 : 02028116 - HP + %
Addresses 45-46 : 02028118 - AT + %
Addresses 47-48 : 0202811A - SR + %
Addresses 49-50 : 0202811C - SP + %
Addresses 51-52 : 0202811E - DF + %

--Organoid Addresses--

020280EC - Pulse
02028120 - Zeke 1
02028154 - Zeke 2
02028188 - Shadow
020281BC - Specular

Notes:

Hexadecimal-

Hexadecimal uses digits:

0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F

Hexadecimal have 16 digits, where normal numerical values have 10 digits.

A to F means 10 to 15 respectively.

Zi Data Codes-

Allow me to explain the details of how the Data Addresses for the Zi Data work. Each Data address that stores the value of the Zi Data in your game is 16 Bit, or 2 Hexadecimal. That's 00 to FF, and it records a value from 0 to 255.

Each address stores 8 Zi Data. The value between 0 to 255 is a combination of the values of these Zi Data, and every value is a unique combination.

Take this example for one Address.

Zi Data 1 = 1	Zi Data 5 = 16
Zi Data 2 = 2	Zi Data 6 = 32
Zi Data 3 = 4	Zi Data 7 = 64
Zi Data 4 = 8	Zi Data 8 = 128

The value of the address, from 0 to 255, records a combination of any of the values of the 8 Data. All numbers here represent a unique combination. 0 represents no data, 255 represents all data. Eg. A value of 48 represents a

combination between 32 and 16 (Data 5 and 6). There isn't any other combination between these values that can come up to exactly 48.

So you can see, this is how the codes work for the Zi Data. Each address stores 8 data. The game sees which data you have, correspond to each address, see which data correspond to which address, adds up the combination value, then record it as the combination value in the address.

I may not be a hacker, but I do know quite a bit on computer logic.

Code Types-

Unless I am mistaken, there are 2 different ways where a code can work. It can either:

-Directly affect data from the game itself (volatile memory)

or

-Directly affect data in your game save (written memory)

In the situation of a code that directly affects data of the game, here are a few examples:

Changing the Zoid Size of a Zoid recorded in the Zoid Data.

Changing the fixed Weapon Slots of Ultrasaurus into having Gravity Cannons.

Change the experience or money gained for any battle.

Change the accuracy of one of the weapons.

For codes that affect you game save, it directly changes what is recorded in your save data.

Eg. Changing your money to 1000000.

Eg. Changing your Pilot's Lvl to 99.

Actually, the main difference is that in the former, changes will not be recorded in your game save, while in the latter, changes will be recorded in your save.

For these codes that affect your game save, you can save the changes. When you do so, the next time you play on that save, the change from the code will be there, and you do not need to keep in enabled.

Eg. Using a code, I changed Zell's HP stat to 500. I saved the game, then turn it off. I start the game again, without using the code. Zell's HP is now still at 500.

Eg. I used a code, to change that all EXP points that I gain from each battle becomes 10000. This code alters the data from the game itself. Once I disable it, the Exp gain from each battle reverts to default.

Well, that's all I have at the moment. Don't complain, I don't make codes, people submit them to me. I'll try to add more of Ozibyte's character codes soon.

Remember, don't contact me about code help. I don't know much about these codes!

I am looking from help from these people: Ozibyte, Grey41, Supersmashbros, crazyaznkid and Mastersord. I also seek help from all those who are able to make and hack codes.

Anyway, here are some other sites you can obtain codes from:

http://www.tk2.nmt.ne.jp/~nadesico/c_code/code-gba2003/gba-zoids_saga2.html

This site has a lot of good codes. (Note that this site constantly change its page address.)

<http://www.gamefaqs.com/portable/gbadvance/game/34450.html>

http://db.gamefaqs.com/portable/gbadvance/file/zoids_saga_2_hacking.txt

BlackChaos' guide. A very good hacking guide. You should refer to his guides for codes. He has a rather wide selection and good explanation.

Unfortunately, I do not have a very wide resource, so that's all I know of.

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STRATEGY GUIDE

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-Zoids Selection-

Whenever you select a Zoid for a pilot, you have many things to consider. The level of the Pilot and the Compatibility, as well as the CLV of the Zoid matters. If the Zoid's CLV is too high for the pilot, then the Zoid will not perform to its optimum, no matter how powerful Zoid or the pilot is. You will also have to juxtapose and decide on what position on the battlefield it should be placed if you use it. You will then have to decide on its equipment, as well as the upgrades.

Avoid placing a pilot on a Zoid with a CLV that he/she cannot match, as its performance will be reduced. NEVER exceed the CP of a Zoid. Do not put too much equipment on the Zoid, as it will be of no use at all, and do more harm than help.

Put in a good amount of money into upgrading a Zoid. Attack Power is especially important to all Zoids. Defense will be very important until you have Zoids with high base defense. GEP is not that important, but having it will definitely help.

I seriously advice against building a new Zoid every time you get a chance. Once you have a data of a Zoid that is more powerful than those you already have, it is very tempting to build it. But here's a fact: if that Zoid is not among one of the most powerful Zoids, building that Zoid is a waste of resource.

When you receive a new Zoid, it would be best to max out its TP and fully upgrade it. This would be much better than building a new Zoid, unless that new Zoid happens to be very powerful. It is more time consuming and more costly, but definitely more worthwhile.

-Pilots-

As you have already known, stronger Zoids are better. But stronger Zoids often require high CLV. If you put a pilot with Low Levels on that Zoid, the Zoid

will have stats penalties. Make sure you take Pilot compatibility and Lv with the CLV of the Zoid.

-Armaments-

For many people playing the game, it is often very tempting for them to equip every single weapon onto their Zoids. That itself is not a problem, but take note of this:

NEVER over-equip a Zoid. If the equipment WP exceeds the CP of the Zoid, the Zoid faces stat penalties. It doesn't matter how good the Weapon is, if the Zoid is over-equipped, the entire Zoid under-performs.

Also take note that the Built-In Zoid Weapons are usually already the best, because they can be upgraded, up to an additional 100 Attack Power. Equippable Armaments cannot be upgraded, so most of the time, compared to the Built-in Armaments, they usually are lower in Attack Power, or they cost more EP than they should.

Some Armaments are really worth using, such as the Gravity Cannon or the ZOS Enhanced. Choose your Armaments carefully.

ZOS Enhanced is definitely the best Assist Armor to equip. Try to make sure each of your strong Zoids have one equipped.

Another good choice for the Pilots without the Organoids would be Dummy Organoid.

-Most Powerful Zoids-

The following are lists of the most powerful Zoids. Zoids of Size XL are placed in a separate group, because they have limitations on your Battle Party.

Note that these comparisons are done using the most powerful Zoid of their series. Meaning that I will compare the most powerful Zoid of this series, with the most powerful Zoid of another series. Comparing different Zoids in the same series will serve little purpose. E.g. I will not compare the Death Saurer with the Death Meteor, or the Geno Saurer with the Geno Flame.

Most Powerful of the LL Size and below Zoids arranged starting from the most Powerful:

Berserk Fuhrer Z, Gojulas Giga Cannon, Jagd Stinger, Cyclops Type 1, Gojulox, Blitz Tiger, Diablo Tiger, Geno Flame, Geno Hydra KA

Most Powerful of the XL Size Zoids arranged starting from the most Powerful:

King Gojulas, Death Meteor, Gilvader, Ultimate Phalanx, Mad Thunder

Why are these Zoids the most powerful ones? It's really simple. They have high Stats and good attack. That accounts for high power and high capabilities.

There are some people who think that the Liger Zero series as well as the Trinity Liger should be in the list. These people are TOTALLY WRONG! For good reasons! One, none of these Zoids have high DF or HP. These 2 are very

important stats that determine survival, and they don't have enough of this. Two, their attacks are above average, but definitely not as high as those listed here. They don't have any abilities that make them stand out, and despite being well-rounded, their capabilities do not match these listed Zoids. So why should the Trinity Liger and Liger Zero be in this list?

There are also people who argue that this is a matter of opinion. It is not untrue that the term "Powerful" is subjective, but that is only a small extent, as it is also mostly factual. The term "powerful" is given after analysis and comparisons of facts and figures.

Opinions are not important here. We are comparing the most Powerful Zoid. This means we will be comparing by facts and statistics. "Powerful", however, is a subjective term, so opinions will be used. However, keep in mind that this comparison is mostly based on Mathematics, facts and statistics. When you compare power, you have to be objective, and forget about personal liking and preferences.

-Most useful Armament-

Report from Wandrian Wvlf:

Now this may seem a bit controversial, but there is a mightiest "Weapon". At first, you might think of GravityGun because it deals 999 damage to the entire enemy team, or maybe Ultra Can. because it can deal 600 damage and doesn't have as ridiculous of drawbacks as GravityGun. Well those are certainly great weapons, but in my opinion they're not the mightiest because there are some Zoids that even without a pilot, can survive a hit from them with ease. The Mightiest Weapon of All is not capable of damaging an enemy, but its effects are so terrible they are as good as dead after it is used.

EDistbce U
HR: -100
TG: 1-3S
EP: 8
WP: 5
Use: Active

That sounds like a bad weapon, doesn't it? Its stats are actually just the slightest bit misleading. It has total and absolute accuracy because it is an Assist Armor and it can hit an enemy regardless of position. The most misleading aspect is that "HR -100". When it hits an enemy, it will subtract a MINIMUM of 100 HR. The actual amount will vary depending upon the target, but the maximum seems to be 300 against Gard in the final final final battle. Best of all, the effect does not seem to wear off like other active use weapons. There's a chance it does, but I certainly haven't seen it wear off.

After being hit with this weapon, the chances of an enemy's attack hitting are almost incomprehensibly minute. Over 99% of the time they will simply be unable to hit you. Consider...In battle, anything that cannot attack is not a threat. Anything that is not a threat may as well not exist.

This weapon is dangerous. If used improperly it can just suck all the fun out of the last few bosses. Reserve using it only in the direst emergency.

Author's Notes: The EDistbce U, is also known as the Electron Disruptor Equipment. This Armament is indeed deadly. However, my theory is that in a Link Battle, if both parties were to use this Armament, the battle will take forever!

-Tips for getting Low Level Zell to Pulse-

Strategy from Whitebase on getting Low Level Zell:

- 1) Start a new game as normal. When you have control, save immediately and reset.
- 2) Back at the title screen, go into Challenging Mode. Complete everything up to Stage 1-4, which'll get you two ZN cores.
- 3) Go back to the main game, and save again. Continue through the game as normal until you get to the forced battle versus two Molgas. If you get into any random encounters, just run away.
- 4) Fight the Molgas, but try to take around 50% damage before you destroy them, BUT MAKE SURE YOU USE DATA CAPTURE. It's very important that you get out of this fight with Molga Zi Data.
- 5) Let Zeru die during the second Molga fight, so Juno can clean up. If you didn't get down to low HP from the last fight this might take a while. Use Supply Master before Juno wastes the last Molga. If you did this right, when Juno leaves the party you'll start back at the intro town. (Because there are no usable units in your party. You will start fully repaired.) If you haven't already, take all the Treasure Chests.
- 6) At this point, you should have the 6000 in cash needed to create a Molga, so do so. If not, sell some of the items you 'liberated' from the first two towns to raise the cash. The Molga sucks, so you'll have no trouble dying from this point on. As an added bonus, it costs a paltry 1000 to repair as opposed to 3000 for the Saberlion. For added effect, put the Molga in the front row and the Gun Tiger in the back, but put them on different columns so they don't get nailed by a Pierce attack. But remember to use the Molga only in fixed combats. At other times, try to use your Saberlion, especially when running from random encounters. Keep in mind that the Molga actually has a higher defense than the Saberlion. It also has much poorer attacks, and less HP. If you do not want a Molga, you can try for a Merda (Hellrunner).
- 7) At Llama Town, go to the Battle centre as normal, and you'll eventually get Juno back. I recommend upgrading her Gun Tiger's Defense if you have the cash. You probably should have enough to boost her Def all five times, with enough left over to upgrade the Static Magnum once. Anyway, you now have to fight a single battle to progress the story, so do so. You'll fight the Cannon Team, so let them blow Zeru's Molga and finish them off with the Gun Tiger after using Supplier. You only need one battle to progress, and there is no need to continue on with the other four rounds available at the centre. Head for the town exit and you can continue on. And remember to always repair your blown up Zoid. (It's actually possible to lose a battle and repair you Zoid for free.)
- 8) At Ancient Village, you'll fight some Hellrunners. Same strategy; let Zeru do some damage before he gets blown up, then clean up with the Gun Tiger. After the battle, Juno runs off. Because you'll have to participate in the next battle, I'd recommend switching Zeru over to her Gun Tiger (because it has more TP and upgrades) and buying at least an Anti-Air Machine Gun before you leave the village. Save first, just in case.
- 9) You don't actually have to beat Leviathe. Just do some damage.

She almost always goes first. Anyway, a single hit of the Anti-Air MG should be enough to finish the battle. Switch back to the Molga after going to Bandit Town.

- 10) Bit joins you, so put him in the unused Gun Tiger, following the same formation (Molga in front, Gun Tiger in back, so the enemies target the Molga the majority of the time). When you fight the bandit in the Hammer Rock, same strategy; let Zeru deal damage before he loses, then Gun Tiger cleans up. Move on to Galilstorm.
- 11) At Galilstorm, it would be in your best interests to buy a Beam Needle. If you have the money left over, a Beam Rifle would be nice. We won't be able to skip any battles here, so loading the Gun Tiger with adequate Weapons (Beam Needle, Beam Rifle, Anti-Air MG) would be advisable. The Beam Needle does some pretty hefty damage, has very nice accuracy, and can hit two targets at once. Hopefully you won't miss Zeru's Molga very much.
- 12) The first two battles (Double Sworder x3, Stealth Viper x3) shouldn't be too hard. The Bomber Team (Pteras Bomber x2 and Pteras Radome) might be difficult, though, because their attacks vary so much. The attacks are not very powerful, but can cause Critical Hits easily. Anyway, use the Beam Needle to do some pretty hefty damage to the Pteras Bombers out front; while you're waiting for the EP to do it again, use the Anti-Air MG (0 EP) to keep up the pressure. The Bombers are the real threat, the Radome's just a nuisance.
- 13) For the last battle, I'd recommend switching Zeru back to his Saberlion and moving the Gun Tiger to the front row. You'll need two Zoids for this, and some Core Ions. I moved the Beam Rifle over to the Saberlion too. Start out by having the Gun Tiger use Beam Needle (and Anti-Air MG while building EP) on the Guysacks, and the Saberlion using the Beam Rifle on the Redler BC. Once the Guysacks are gone, you might consider using the "Mines" Deck Command to keep Leviathe from slamming you. With the Saberlion and Gun Tiger working her over, Leviathe should go down fast; hope you bought plenty of Core Ions just in case, because she hits hard.
- 14) Congratulations! You should now be at level 1, with around 50 EXP and no required battles between now and when you get Pulse. If you want Pulse to be a level ahead of Zeru, go right to the next town; otherwise gain a level, and you'll stay exactly equal.

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FREQUENTLY ASKED QUESTIONS

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This section contains some of the questions which have been frequently asked, or which I think will be frequently asked. If you do not find any of these questions relevant to you, you may delete them for your own personal use.

Miscellaneous Questions--

Q: Can I contact you?

A: The only emails I accept now are contributions. Any questions sent through email, will be promptly deleted, and the address blocked. There will be no exceptions.

The Email guidelines have changed.

Q: Why did you change your email guidelines?

A: Because I feel that it was for the best. No matter what I did, I still keep receiving email from idiots. Because of the amount of stupid emails I received, I wrote many guidelines, which proved to be ineffective, and caused more complains from whiners who do nothing but complain.

The fact that I wrote such guidelines meant that I was still answering questions, but all that has changed now.

The people either don't appreciate my efforts, or can't be bothered to care on simple instructions. That's why it has to come to this.

This is for the best.

Q: So what is your email address? I have a question. Can I contact you?

A: Check the Miscellaneous Notes section, and read everything.

I no longer answer questions through emails. The only thing I accept are contributions.

Anything sent to me that is not a contribution, will be deleted, and blocked.

If you have a question, you are better off asking the Gamefaqs Message Board, in Zoids Legacy section. You can also try to contact Wandrian.

Q: Can I contribute to your guide?

A: As long as you know the game well, and you do not promote misinformation, your contribution is more than welcomed. Facts, corrections will be accepted. I welcome any forms of contributions. If you send me useful information, I will be sure to credit you accordingly. Check the guidelines in the Miscellaneous Notes and Contributions section.

Take note that I DO NOT TOLERATE MISINFORMATION.

Q: I sent you a question...

A: Then your email is already blocked.

I have already stated, I only accept contributions. If your email doesn't have a contribution, I will simply block it.

I will not even reply to tell you what I think of your intelligence.

There is a chance that I may answer questions, if the question is good, and the person asking submitted a contribution that is useful. However, this is unlikely to happen.

Q: You did not reply to my email. Was it something wrong I did?

A: I only accept contributions. If you email a useful contribution, I will be sure to reply. If your email is a contribution, your email is very important to me.

If you fail to follow any of my rules, your email will be blocked without hesitation.

There are 2 possibilities why I did not reply to your email.

Possibility A)

Your email was never received. It is probably due to overflowing as a result of lack of Inbox space, a server mistake, junk mail handling errors, etc, or any other errors. If you feel that your email is of importance, you should send it again after a week, with reference to your previous email. It is also possible that my reply was never sent due to the same problems.

Possibility B)

Your email is complete waste of my time. You have failed to follow my rules, and I have blocked your email address. You have only succeeded in wasting my time, and showed me that you are incapable of following instructions. I will not reply to you. Your email is permanently blocked.

You will have to use your sense of judgment to see whether your email falls under possibility A or possibility B. Read the miscellaneous notes section for details. Check the guidelines all over, and make sure that you followed all the rules.

Q: Can you tell me where to get the ROM for this game?

A: SHUT UP AND GET LOST!! YOU SPASTIC ASSHOLE!

Q: What cheat codes do you have?

A: If you want codes and cheats, it is better that you refer to some other site. I personally am not a hacker, and I can't break codes. I'll get around to include more codes soon when I get the chance. In the meantime, check out those codes which I posted above in the Cheats and Hacks section.

Also check the 2 hacking guides by Chaos Burheim / Blackchaos.

Q: I think there are some mistakes with some of the names you have.

A: The names I have are directly translated, or from a Zoid Box cover. Konig Wolf is pronounced as "Kenihhi". I listed it as Konig because I saw it on a box. If you think the name I have, send me some proof, and I will decide whether to correct it or not. By proof, I mean a Box art, or the official Tomy site giving the name. I don't want to know what your friend said, or what some fan website has.

Q: Is Zoids Cyber Drive a good game?

A: Quite frankly, it did not appealed to me much. It is like a strategy based game, but it allows only one character, and the battle system seemed too illogical.

I would have written an FAQ for it, if only it was fun enough for me to complete the game a second time. All I can say is I don't like it. It does have sexy female characters in the game though. :)

Anyway, if anyone is interested, Zoids Cyber Drive can be used to control the actual Zoid models Diablo Tiger and Cyclops in some way, using a Gameboy Advance device.

Q: Have you made discoveries in Zoids Saga 1?

A: Well, I had made a few discoveries which Soren Kanzaki did not know. Since he can't be contacted anymore, I wasn't able to get it to him.

I discovered what the Chara attribute. It simply reduces the Pilot's Accuracy and other stats to 0. I had also discovered the maximum effect of Defense is 80%. Any higher than that, it will still count as 80%. Finally, I discovered that after you have completed the game, the Weapon Shop will change the Weapons it sells, depending on the enemies you have fought whenever you continue the game after you turn it off then on. I also found out that you must fight Vega the first time you see him, or else you will not get a chance to fight him again.

Dang, I'm good. (End shameless plug.)

Q: I have heard about this Armaments guide which someone by the name of dhellgundamcustom has wrote. I heard that there was a dispute regarding it. What was it all about? Who is dhellgundamcustom?

A: First off, let me explain that his guide has now been removed from GameFaqs by CjayC. He is a low-down plagiarist who had been ripping off information from yours truly, as well as other sites with codes. He had taken off various sections of my FAQ, and place it in his own guide without crediting me, stating that the facts he has are original. The idiot copied all my Weapon names word for word. He also ripped off the entire code sections from other existing sites, and claimed them as his own creations. Furthermore,

the weapon statistics provided in his guide are all WRONG.
dhellgundamcustom is nothing but a plagiarist and liar.

Other examples of his misdeeds include spreading BS all over the GameFags board. He did not have the basic and simple courtesy of asking for permission from me or crediting me. He kept insisting everything he wrote is original, and he did not copy anything from me, even though the facts are already clear that he had stolen those. He also kept giving excuses of why the information in his guide resembled mine, and even to the point of blaming his brother of tampering. He simply denies the blatant truth. He says he knows Law, but I say he knows shit.

He has also insulted other people who pointed out his plagiarism. I have reports from many, that he emails people to insult them, whenever they point out his plagiarism. He flamed many people.

It's a damn good thing that CjayC removed that piece of trash! THANK YOU CJAYC!

dhellgundamcustom is a copying liar thief, who has no balls. And he is a bastard that earns a living by getting his ass poked. Remember this: He is a freaking idiotic ass-sucking bitch loser jackass. He has a face not even a mother could love, and his father would regard him as nothing more than a huge agonizing disgrace. It's amazing how such a pathetic dumbass crap-head shit-eating idiot can be allowed to breathe the same air as us, let alone live. dhellgundamcustom is lousy ass-sucking lame dickless dumbass that is less intelligent than a piece of floating shit in the toilet bowl.

Remember this asshole the next time you see him. For those writing FAQs, beware of such plagiarists. Plagiarists are everywhere. Don't think it won't happen to you.

Plagiarists like these totally disgusts me. But let it be known that I shall not be daunted. I will not stop writing my guides just because thieves might steal them. Bastards like these will do anything to deter people like us. I shall not concede to the likes of those losers.

Q: I wish to write my own guide. Can I use some of your stuff?

A: Make sure you contact me in person. I will only give permission if you ask, and credit me.

You must ask for permission, and you must give proper credit. If you copied off stuff from me without doing so, I will have every right to take Legal Action against you.

THIS FAQ IS PROTECTED BY LAW. IF YOU USE INFORMATION FROM HERE, YOU MUST SEEK PROPER PERMISSION AND GIVE PROPER CREDIT. LEGAL ACTION WILL BE TAKEN AGAINST YOU IF YOU FAIL TO DO SO.

Q: Can I post your guide on my site?

A: Make sure you send me an email to ask for permission first! Unless your site has nothing but crap, I will most likely allow it.

Q: I heard from someone about a certain fact, but I have misgivings about it. Should I trust that person?

A: Take note that there are plenty of misinformation spreaders around. You should not believe everything that you hear. There are idiots who will cook up some incredible "fact", setting other people on a wild goose chase. I detest these assholes. These misinformation spreaders are pathetic scum!

When you take advice, try to make sure that the source is reliable. Don't jump to the conclusion that what someone says is true. Don't believe everything that you hear. And remember, don't tell someone else it is possible to achieve something in the game, when you yourself have not tried it! Don't assume, until you try it.

Which is not to say that everyone is a liar. Take everything with a pinch of salt.

I totally detest misinformation spreaders. I hate them so much, I cannot express my thoughts in words.

Q: Have you considered that it might not be so wise to reject all questions?

A: Too bad! I've already made my choice. You can thank those whiners who specialize in complaining, and those idiots who can't follow simple instructions.

Those guidelines are there to protect my inbox. But it was ineffective and attracted complaints from losers. So now I'm doing away with everything.

Doing this new protocol saves time on my part too.

Q: What other guides do you recommend?

A: The only guides that you will need, is this guide, and Wandrian's guide. If you require codes, Chaos Burheim's would also be useful.

These are the only guides for this game that you will ever need.

If you trust my recommendations, I can tell you that all the other guides that are on GameFAQs that are not mentioned by me, are not worth a damn.

Basic Questions--

Q: What is Zoids Legacy?

A: Zoids Legacy is the US version of Zoids Saga 2.

Q: Is there an English version of Zoids Saga and Saga 2?

A: The US version of Zoids Saga 2 has been released, in September 2004. The game is called Zoids Legacy.

Zoids Saga 1 was never released in US.

Q: Now that Zoids Legacy is out, do you intend to change the names in your FAQ to reflect that of Zoids Legacy?

A: No. To me, Zoids Saga 2 has the original accurate names, from which I directly translated into this guide.

Moreover, the Zoids Legacy game is chock-full of shortforms and abbreviations that don't make sense to me!

I have personally considered if I should use the direct terms for the names. Such as Kaden Ryuushi Hou, instead of Charged Particle Cannon. But if I did that, it would probably cause more confusion.

I have included names used in Legacy inside the Lists section to provide reference.

Q: Is the translation done by Atari for Zoids Legacy accurate?

A: No. There are many translation inaccuracies.

In Zoids Saga II, Kruger spoke a line in battle as something that translates into "Zoids are not just tools of war."

In Legacy, they translated that into "Zoids are tools."

Did you notice the "Screech" that pop out all the time? Actually, it's an indication for a "Kyaaaa" scream. I have no idea why they simply placed "Screech" in place of that.

Q: What does "Principal Zoid" means?

A: It means your Main Character's Zoid. That's Zell/Zeru. It's a description as a result of poor translation.

Q: Is Leviathe male or female?

A: Leviathe is definitely female. The game has several mistakes, refering to her as "he". Her name in Zoids Saga 2 is "Ri-bai-a-su", which I translated to Ribaius. She is supposed to have first appeared in Zoids Versus for the PSII.

Q: How do I build new Zoids?

A: You need a few things. First, you need the Zoid Data of the Zoid you wish to build. Check the Zoid data. It should indicate what else you will need. If there is a Base Zoid needed to build the new Zoid, than you need to have that Base Zoid first. You will also need Zoid build items. This may be a Zoid Core, or any other indicated Parts. You will also need to have the required amount of money. Once all this are in place, go to the Research Facility and talk to the Scientist. Choose to build the Zoid. Once you have done that, the new Zoid will be in your party. If you do not have the requirements, a message will say you cannot build it. Also, you may need space for the Zoid if you have already built too many Zoids.

To obtain Zoid Datas, you can either obtain them from wild Zoids (or other means such as Chests or Challenging Modes).

When you fight a Zoid Battle, when you win, at the end of the battle, there is a small chance you will receive the Data. Or, you can use Data Collect 1 or 2 to ensure a full chance of getting the Zoid Data. You will receive the Zoid Data of one of the Zoids you fought in that battle. Check the Random Encounter Zoids list in the walkthrough to see where to find a particular Zoid.

To get a Zoid Build Part, the logic is the same as collecting Zoid Data. But a same Part may be dropped by more than 1 Zoid. To get a particular part, you need to fight against a Zoid that is built from that part. E.g. The ZN core is dropped by Molgas and Iron Kong. You can obtain the ZN core from either of these 2 Zoids.

Q: How do I get more Zoid Cores and other required Zoid Build parts?

A: When you win a normal battle, if you fought a Zoid that required parts to build, there is a chance you can get that Zi Part required to build that Zoid. Use the Core Security Commands to ensure a 100% chance of getting a Part.

In short, to look for a particular Zoid Core or Zi Item, fight a Zoid that requires that part to be built. (Unlike Zoid Saga 1, the base Zoid will not be taken into consideration.) Check the above question.

E.g. So if you are looking for a UX Core, but don't know how to get it, check your data list. Oh, it looks like the Liger Zero requires that core to be built. And also the Berserk Fuhrer. So it looks like you have to fight the Liger Zero and Berserk Fuhrer to get this core. It may take many tries.

E.g. You can obtain a SS Zoid Core by fighting Hammer Rock and KillerDomes. You can obtain a MS Unit from an Iron Kong Maneuver. But you cannot get any part from a Geno Breaker or StormSworder FX. That is because the mentioned Zoids Hammer Rock, KillerDome require those respective parts to be built, but the Geno Breaker and the StormSworder FX do not require Zi Parts to be built (even if they require a Base Zoid).

Q: How are Zoids strengthened?

A: Whenever a pilot moves on to a Zoid, that Zoid will face Statistics changes. Some of the stats will change depending on the Pilot. Apart from this, there

are 2 ways to permanently increase the power of a Zoid. The first is through Customization. Simply go to a Scientist at a research facility, and you can upgrade the Weapon Power, Defense, GEP, or even change the Zoid Colour. This requires money. The second method, is through battling. Whenever you win a battle, all Zoids that fought will gain 1 TP each after battle. A Zoid can have a maximum of 200 TP. Depending on the TP of a Zoid, it will have HP, speed, and other stat bonuses. TP is also known as Training Points. So the more Training Points a Zoid has, the stronger it is.

While doing this take important note of 2 things that weaken a Zoid. The first is to over-equip it. If a Zoid has more WP of equipment more than its CP have, it will face dramatic drop of speed and accuracy stats. The second, is to make sure the Pilot's level should not be less than the Zoid's CLV. If the Pilot's level is less than the Zoid's CLV, it will decrease in some stats. If the Pilot has compatibility with the Zoid type, there will be some Lvl bonuses in this factor though.

Q: When I build a new Zoid using a Base Zoid, will current Zoid upgrades and TP carry over to the new Zoid?

A: No. When you build a new Zoid using a base Zoid, whatever upgrades on the base Zoid that you have made, or whatever amount of TP it has, will not carry over. The new Zoid will be totally clean, as it is a totally new Zoid.

For CAU Zoids, upgrades made will not be shared for the Zoid. You have to make upgrades for each individual CAU form of the Zoid. However, TP is shared.

Q: What is the CAS? What is the CAU Data? How can I build Liger Zero / Berserk Fuhrer variants?

A: The Liger Zero and Berserk Fuhrer variants come in CAU Data. The process of building these Zoids are different from normal. When you build a new Zoid using an existing old Zoid, the old Zoid is replaced with the new Zoid. CAU Data works differently. When you build a CAU data into an existing Zoid, that Zoid can now change from its original form into the CAU Zoid forms which you have built into that Zoid. You can change the Zoid's form using the CAS option, which is available on the Equip Menu, or during battle (which uses up an action phase, but has animation).

Note that upgrades made on each variant are not shared. Training Points (TP) are shared, but the upgrades you make are not. The upgrades you make for one form, are only for that form.

E.g. For example, you just built a Liger Zero. That Zoid can't transform yet. You built a Liger Zero Panzer unit into that Zoid. It can now change into a Panzer or normal Liger Zero. Then you build an X-Armor into it. It can now change into the normal Liger, or the Panzer or X-Armor.

NOTE: It is possible to change the CAS during battle, but it is not recommended that you do so. There is a chance that you may glitch up your Zoid. You should use this outside of battle. Check the Glitch section for more details on this. This only happens for Zoids Saga 2.

Q: I am in this particular point of the game, and I am stuck. Your guide says to do this, and something will happen. It did not work.

A: Check the walkthrough over, and make sure that you did not SKIP any EVENTS. If you skipped an event, don't be surprised if nothing happens, or if you are not allowed to move somewhere else. You may be blocked off from certain areas too. DO NOT SKIP EVENTS.

E.g. If you enter MacKarey (there are 2 routes there), before you trigger the conversation event with Raon, then nothing will happen, until you trigger that event.

Q: I am in a Zoid battle, and suddenly one of my Zoids moved on it's own! I can't control it!

A: First, check if one of your enemies is a Dark Spiner. Then check, and see if you just fused with Pulse, and if he has the Extreme Evasion or Berserk Skill. If any of these is "Yes", then it's perfectly normal.

Q: I am fighting a particular Boss battle. This battle is hard, and I can't get through it. What advices do you have? Should I level up more, or build new Zoids?

A: First thing, make you have done a proper setup. Meaning no CLV greater than LVL, and no over-equipping, and make sure you have used 6 of your strongest Zoids.

I'll like to mention that one should always primarily focus on fully upgrading on existing Zoids, rather than simply build a new Zoid that is only slightly more powerful. This is unless that Zoid is not in it's strongest form, in which case, we should build it to its strongest form before upgrading it and training it. (E.g. Build a Shield Liger into a Blade Liger AB, before powering it.)

However, this is not without limitations. Don't expect to use a fully upgraded SaberLion from beginning to end. Generally, the Zoids that are automatically given to you should be suffice and powerful enough. As long as you remember to build them into their strongest Zoid forms, and give them enough upgrading and training, it will be enough.

Levelling the Pilots will help, but not that much. You should focus more on the Zoids you use. Focus on obtaining money and TP.

Keep in mind that when fighting tough battles, if you have not upgraded your Zoids, then their defense will be poor, and their attack will be insufficient. This would result in great disadvantages. And if you have not fought enough battles with them, their HP and EP will be lacking.

The bottomline is that if you use strong Zoids that are fully upgraded, you shouldn't face any problems at all.

In addition, we should also take a look at Deck Commands and Items. If you feel that upgrades are not enough, then use Items. Check for Commands that might give you an edge. Also use Commands like Warrior's Friendship.

If all else fails, you can always try and see if you can get the Electron Disruptor Equipment.

Q: What is the maximum number of Zoids that I can have?

A: You can have up to 151 Zoids Maximum.

Why 151? I do not know. Were they expecting us to create at least 1 of each Zoid? Then what of the Carrier Zoids? Or is this number dependent on your Database? I also suspect that it's actually that you have 152 Slots, but the game needs at least one empty slot to create a new Zoid that requires a Base Zoid. They're just some theories. 152 would make sense, since it's 19 X 8.

Q: My Zoid's accuracy is very poor. What should I do?

A: The first thing you should do is to check the equipment on that Zoid. Did you over-equip your Zoids? If the total WP of your equipment is more than the CP of the Zoid, the Zoid will be over-equipped. In such a situation, the Speed stats drop drastically, and the HR weapons stat drop to very low. You should never overweigh a Zoid. Make sure it has the right equipment. Also, if the Pilot Lvl is lower than the Zoid CLV, and the pilot does not have compatibility skills, there will be reduction in stats. Putting a level 10 pilot on a Death Saurer is just a waste of time. And put a number of the Gravity Cannons on a small Zoid, and you won't even be able to hit a mountain that's just 5 inches in front of you.

Q: What other tips are there I should know?

A: In combat animation, press "B" to skip animation.
Press Select or "R" button to view world map.
Press "L" or "R" in battle to view at enemy or ally Zoid stats during battle.
Press "L" + "R" + Select + Start for Soft Reset.

Q: Is it possible to change the Main Character's name again after you have selected it?

A: It is possible to do so in the Options. You can change the name of the Main Character, and also his battle message.

Q: What Zoids do you recommend that I build?

A: I recommend that you build only Zoids that I have classified as the strongest. In addition, you should also power up those Zoids given to you, to their Maximum power.
(E.g. You should change the Gojulas Giga, into Gojulas Giga Cannon, and change the Shield Liger, to the Blade Liger AB, and fully upgrade and max out their TP.)

Keep in mind that any Zoid that I did not list to be the strongest, would be a complete waste of time and resource to build. If a Zoid is not the

strongest, it is not worth creating, and you should focus on improving your current Zoids given to you.

Q: Why is there a flashing "NEW" at the status screen?

A: Whenever you receive or create a new Zoid, or when you receive a Pilot who has never joined you before, a "NEW" sign will flash at that Pilot or Zoid. Once you have checked the status, it will no longer flash.

Q: What is ZOS?

A: ZOS stands for ZoidCore Overload System. ZOS use in battle enables multiple turns. If a Zoid use ZOS +1, it gets 2 actions per turn. If a Zoid use ZOS +2, it gets 3 actions per turn.

Q: Where can I get the GunTiger and SaberLion data?

A: You can only get them through the Challenging Mode. The same goes for Gysack Stinger and Kelberos.

Q: Why is it that after some Party Members join you, when they leave your Party, sometimes they take the Zoid that they came with, and sometimes they leave that Zoid with you?

A: That's just the way it is.

Now, the easiest way to identify them is to try to Equip them. For these Zoids that will leave your party along with the Pilot, you cannot change their Equipment. You also will not be able to upgrade them, or change the Pilots. Such Zoids only join you for a short period of time, and will never join you permanently. The only exception to this case is Bit's Liger Zero.

(Whether the Pilot is a temporary Pilot or a permanent Pilot, is a different issue. Permanent Pilots can come with temporary Zoids, and temporary Pilots can come with permanent Zoids.)

Over the Walkthrough of this guide, if I listed that a Pilot joins with this Zoid, and that his/her Zoid is fixed, it means that when the Pilot leaves your party, the Zoid will leave along with the Pilot.

E.g. Status: Herman and his Gojulas will join you. His Zoid is fixed. This means you cannot modify Herman's Zoid, and when he leaves you, so does his Gojulas.

Don't worry about unassigned pilots taking away your own Zoids when they leave you. That will not happen.

Q: What Zoids cannot be sold?

A: Apart from the temporary Zoids, the Zoids that cannot be sold are these

Zoids that are given to you:

Blitz Tiger

Liger Zero (Bit's)

LeoBlaze

Unenlagia

Mosasledge

Nightwise

Buster Eagle

Why are these Zoids the only ones, is beyond my understanding.

Q: Are Liger Zeros considered to be Ligers?

A: For some wierd reason, Liger Zeros are not really considered as Ligers. Yet, Zoids like Ultrasaurus are considered to be Water Zoids.

Note that there are certain Water Zoids that are considered to be Flying Zoids as well. Check the Zoid Types in the Basics and Mechanics section above.

Q: I am in Sandstorm Battle Area. For the 3rd battle, I have 4 Zoids, one of them a Gojulas in place. When I went up to the Judgeman however, the Judgeman refuse to let me battle. What should I do?

A: This is a common emulator problem. The solution is PLAY THE GAME ON A REAL GAMEBOY ADVANCE!

DO NOT EMAIL ME THIS QUESTION!! I REPEAT! DO NOT EMAIL ME ABOUT THIS! THAT'S YOUR PROBLEM!!

Q: I am in Sandstorm Battle Area. For the 4th battle, I am using a Liger Zero, but the Judgeman refuse to let me battle. What should I do?

A: Firstly, you are not supposed to get a Liger Zero at this point of time, (unless you use a Link Function).

If you had cheated, the screw ups are your own fault.

Liger Zero does NOT count as a Liger. Liger Zero counts as Liger Zero Types, not Liger Types.

Q: Why is there a Sabre Tiger and a Saber Tiger?

A: How should I know? What I can tell you is that Sabre Tiger is the first one, and Saber Tiger is the upgrade to that.

Saber is pronounced as "Seibaa".

Sabre is pronounced as "Saaberu". Which is actually pronounced "Sarbell".

"Saaberu" was translated by spelling rather than by sound, which explains the wierd pronounciation. Either way, Sabre is pronounced as "Sarbell" in Japanese.

Q: Where can I find the 3rd Death Saurer?

A: If you are talking about the Bosses, there is NO 3rd Death Saurer. Hiltz uses a Death Saurer, Gald uses a red Death Saurer. That's it. For Gald, you fight his Death Meteor 3 times. First 2 in the Central Ruins (which ends up near Sandstorm Battle Area), and the last one in the Final Battle.

Q: I fought the Death Meteor. But I did not say "Yes" to go into the Final Battle. Now I am stuck. What should I do?

A: Walk around the West of Sandstorm battle area, until a conversation happens. It is the spot where the Death Meteor was standing. This will trigger the event before the Final Battle.

If you're still having trouble, try moving 2 squares East from Sandstorm, then move South a little step.

This is also the same case after you have completed the Game. Simply go to that same area to trigger the Final Battle Event again.

Q: What is Pulse's Colour change for? How does it affect the Organoid use?

A: Pulse's emotion colour will determine his stats growth during level up. Pulse will level up every time Zell gains a level. There are 4 colours, and each affect his stats in this way:

Colour: Focussed Growth ; Side Growth

White : HP ; DF

Red : DF ; AT

Blue : SP ; SR

Black : AT ; SP

At level up, the focussed stat will gain 5 points, the side growth 2 points, and the rest of the stats by 1 point.

If a colour is tied for the highest, then the colour top-most colour will take priority.

E.g. So if you have the highest colour tied for White and Blue, White will take place. Check the Basics and Mechanics section for more details.

Q: Is it possible to pilot a Carrier Zoid?

A: There is no way to pilot or build one. You can use your Zoid Carrier in battle if you use the Cover Shooting type Deck Commands. Other than Commands, you can't use it in battle.

Q: So there's really no way I can build a Carrier Zoid?

A: Actually, through codes, you can obtain their data. They are actual Zoids, and can be piloted. They are not supposed to be accessible through normal gameplay. The Gustav, Hover Cargo, and Dragoon Nest, will all be represented by a Shield Liger in the normal battle display. Only in a battle scene will you see their true forms. The Whale King is the only one that retains its image. They all have only one Weapon, which is the attack you summoned

through Commands. They are supposed to be used only through commands, so if you cheated to get one, you get lots of funny stuff. Their build cost is 100G without needing anything else. They have actual stats, may be piloted, and can equip stuff.

Q: I used the CAS in battle, and the Zoid I used have no HP! What happened?

A: This is a glitch known to have occurred with CAS. Check the Bugs and Glitches section for more details.

This Glitch is fixed in Zoids Legacy.

Q: Can you recommend me a good Combination/Gattai command and Zoid for Chagemize?

A: Are you for real? Combination Commands are the worst Commands. They have absolutely no use. Think about this: Why would you use a Combination Command, when you can use the actual Zoid? Don't have the Zoid yet? Wait until you do.

The disadvantages of using the Combination Commands are crystal clear. The Combined Zoid is not modified and have no Armaments. That means it is weak. Using the actual Zoid also means that you do not have to waste formation space in your party like you have to in order to combine a Zoid. 4 Spaces for a Matrix Dragon? Even an Ultrasaurus doesn't need that much space.

The TP of the Combined Zoid will be inherited from the Main Zoid whose Pilot is used.

The only times where Combination Deck Commands is useful, is in the Challenging Mode.

Q: Where is the best place to earn EXP?

A: Make sure you have Proof of the Hero Deck Command.

The Death Saurer and Death Meteor battles at the Time Barrier Area offers the most EXP. However, that is not the best place to earn EXP, as many of the battles there offer little EXP.

The best areas would be dungeons like Central Cave. Fight the enemies where a human Pilot appears. They offer good amount of EXP.

Q: I do not know Japanese. Will have face problems with Zoids Saga 2?

A: Play Zoids Legacy instead if possible.

If you do not know Japanese, then you most definitely will have problems. This guide assumes that you have at least the minimum knowledge of Japanese - Katakana. Once you know Katakana, you can identify a lot of names and functions pretty easily. If you do not know Katakana, do not fret. Get a Japanese dictionary, or get a Katakana Character list set, preferable. A

katakana character list will be all you need.

Next will be trying to identify what the Katakana reads. Here's a few examples. Picture katakana words "Seebu". What does it mean? It means "save". The "U" sound in many katakana words such as "bu", "mu", "ru", etc, is often negligible. As for "Shiirudo". That means "Shield". The "u" in "ru" is negligible. Also, the "o" in "To" and "Do" are also sometimes negligible. So when you combine the sound, it becomes "Shii-l-d". "Shield". It's as simple as that. Katakana is simply translating English to Japanese. All we have to do is to translate it back.

Note: It's kind of wierd, but Sabre is pronounced as "Sarbell" in Katakana.

If you still can't translate Katakana on your own, the easiest thing to do will be to remove all vowels of the word, than follow this guide closely and see what matches that word most.

I can read out Katakana and Hiragana, but my knowledge of actual Japanese Knowledge is limited. I can translate almost any Katakana words. I can also identify most Kanji.

Do not contact me about your problems regarding the language. I have already given you the guidelines. I will NOT answer any of your language problems.

If you need other translation help, I suggest getting JQuicktrans translator program. Also, for viewing Jap webpages, you can try using Alta Vista Babelfish (even though it rarely makes any sense). What I have shown here is just a rough guideline.

Q: What are Exclusive Zoid Use Weapons?

A: These are weapons only a specific Zoid, or specific Zoid Type, can equip. Such weapons are usually already equipped on a Zoid you build. Their attributes are highlighted in red.

Q: What are the hidden Zoids in the game?

A: The Zoids are:
Diablo Tiger
Gilvader
Cyclops Type 1
Cyclops Type 2
King Gojulas

The only way to obtain them will be to use the Secret Code.

Q: I used the Secret Code to get the hidden Zoids. I got the Datas and Parts, but the Zoids did not show up in the database like the others. Why?

A: You didn't immediately continue your game and saved as I had advised, now did you? In such a case, you will have to build that Zoid to get it in the Database.

Q: I am playing this game on an actual Gameboy Advance, and I own the cartridge. Whenever I try to save the game, an error message always appear, and I can't save the game. What is wrong?

A: Your cartridge battery has either ran out of power, or there isn't any battery inside to begin with. Chances are, the cartridge you have is a pirated one. Ever heard of copying tools sold on the net, that copies a rom file into an empty game cartridge? Whoever sold you that may have done so. Check with your vendor once more.

In-Depth Questions--

Q: What differences exists between Zoids Saga 2 and Zoids Legacy?

A: The most obvious difference is the language and appearance of the games, which also includes different name usage.

Apart from that, gameplay wise, these are the differences that have been noted:

- The CAU Battle Glitch has been fixed in Legacy.
- Vega's Level Up Glitch has been fixed in Legacy.
- Legacy includes a text scrolling function, because English text requires more space.
- The Japanese character text sets all have been removed in Legacy.
- The Intro screen of the Game, has been changed.
- Specular's default ATT stat is now set to 50% instead of 500%. The second EP MAX Up 3 Ability has also been removed.
- The area where the Time Barrier is will now only have the powerful Zoids within the Time Barrier area, in Legacy. In Saga 2, it is possible to encounter the powerful Zoids by wandering Northwest of the Time Barrier, without needing to complete the game and removing the Barrier.
- Zoids Legacy has a Combination Command Glitch, that makes copies of Zoids or Pilots, when a Combination Command is used and the battle is lost.
- The Battle Text in Zoids Saga 2 that reads "AVOID", is not replaced with "EVASION" in Zoids Legacy.
- The Battle Text in Zoids Saga2 that reads "STANDBY", is not replaced with "WAITING" in Zoids Legacy.

Q: My Pulse is a few levels behind Zell. Since Pulse only levels up when Zell does, what can I do to raise Pulse's Lvl to be on par with Zell?

A: Start a new game. Seriously, that's what I did.

It is important to know that every Level counts. If you overshoot Zell's Level before getting Pulse, I recommend you start all over. Remember that every Level counts.

Follow the guidelines above in the Secrets Section on how to get Pulse to the same Level as Zell. You have to get Pulse when Zell is no more that Lvl 2.

Q: My Pulse is one Level above Zell. When Zell gets to Lvl 99, will Pulse get to Lvl 100?

A: No. Pulse also can go up to Lvl 99 at the maximum.

Q: What does the SR stat do? What about the MM?

A: The SR stat affects the IV, which affects the starting order of the Zoids. Apart from that, there is no known function. It does not affect accuracy, but it is suspected to affect Status defense, Status accuracy, Status Recovery, etc. There is no definite proof as of now.

As for MM, it is totally confirmed that it affects the accuracy of the Zoid. However, I am unclear as to whether it affects Avoid like the game description says.

Q: What is the best form of Level Up for the Pilots? Should I stick to their default growth, or should I change into better ones.

A: Honestly speaking, while I would certainly recommend you to stick to every individual Pilot's Default Growth, it is to be noted that some Stats are more useful than other stats.

To be honest, the most important Stats are HP and HR. It is actually more practical to focus on these, compared to other Stats. A substantial amount of MM and DCP won't hurt either.

As for the other Stats such as SR and MM, I would not say they are useless. I would prefer to say that their effects are not immediately visible or distinctly helpful unlike HR and HP. Too much of DCP won't help much either.

But then again, remember that too much of any stat isn't going to help. If the stats are too imbalanced, there's not much use. Imagine having high HP and accuracy, than a single enemy shot puts you in freeze easily. Or having very high accuracy to deal critical hits, but get bombarded by all enemies and get destroyed, long before you get a chance to attack.

In addition, all Weapons have a HR Limit. This means that it is usually meaningless to have more than stat of HR 120, at which point MM becomes a better choice to improve accuracy.

The truth is, there is no correct method of Levelling, and neither is there a best choice of stats. Choose what you feel best.

Q: I tried to use Data Collect from one of the Bosses. It didn't seem to work.

A: Data Collect, Core Security, and such other Commands will not work on Bosses. If you use Data collect, it will try to pick from one of the non-boss Zoids, if any.

Bosses will never give Parts or Data.

You cannot view stats of Boss Zoids either.

Q: Is it just me, or are most bosses very resistant to Freeze? What causes Bosses to be more resistant towards Freeze Status?

A: Seriously, I do not know what exactly causes that. I know that they are very resistant towards Status abnormalities, and they can recover almost immediately even if they are affected. Also, they are more resistant towards Critical Hits compared to other Zoids.

I have yet to be certain what causes this.

Q: What is the effect of the Dummy Organoid Assist Armor?

A: This Active Armor functions like an Organoid. The Organoid Command is now available for the Zoid.

The Dummy Organoid is treated to have the following Stats:

HP : 50
AT : 20
SR : 20
SP : 20
DF : 20

In other words, equipped with the Dummy Organoid, and activating the Organoid Command, you will recover 50% HP, 100% EP, and get a Bonus of 20% for the other 4 Stats. No Organoid Skills.

The effects are not accumulative with multiple Dummy Organoids, or in conjunction with actual Organoids.

Q: What does the Penetrate effect of the Rolling Cannon do?

A: I am not entirely sure of it's effect. I believe that it ignores AM to some extent, or allows easier Critical Hits. The manual says that it ignore E-Shield, but it doesn't. My tests do not show significant differences.

Q: Does an Organoid's HP Stat affect the Zoid's MAX HP?

A: No. The Organoid's HP stat only affects the percentage of the Zoid's HP it recovers. It does not change the Max HP stat in any way. In other words, it is totally redundant to have more than 100% of the HP stat. (Unless you consider the Generate Healing Field Skill.) Some Organoids have this ability, HP MAX UP 1/2/3. This is the ability that affects your Max HP. It has nothing to do with the HP stat. People often get mixed up, thinking that the Organoid HP stat changes the Max HP. Although the ability says an additional 100, 200, or 300 HP, it will actually give more than that. This is due to the HP Max bonus re-calculated with the Pilot's HP stat.

Q: Vega refuses to level up. Is this supposed to happen?

A: This has happened to everyone who played Zoids Saga 2. This is normal, but it might have been an oversight from the programmers. It is not possible for Vega to level up beyond Lvl 20.

This Bug is reported to be fixed in Zoids Legacy. So that means it is possible for Vega to level up in the US version of this game.

Q: How is it possible that the same pilot can have different set of stats?

A: That is because although they look like the same pilot, they are not the same. Yuno who joins you with the GunTiger is different from the Yuno who joins you with the Redler Interceptor. Take note the difference. When they join, then leave you, they may return with different stats. The important question is which one will be of the final 47 Pilots.

There are 52 Pilots in total, but only 47 are final. Temporary Pilots include:

Yuno (1st)
Bit (1st)
Ban (1st Series)
Irvine (1st Series)
Moonbay (1st Series)

Q: What are the possible things that I can miss getting? I want to be careful not to miss them.

A: The Beam Cannon and Smokescreen Generator will not be sold later in the game. The only time you can buy them is during the warp in the Past World. It is still possible to get a Smokescreen Generator from a chest.

Also, there is a chance you can miss out on getting the Gravity Storm Deck Command, if you did not talk to Raon before getting the Whale King.

Most importantly, you miss out on the chance to get Pulse to be at the right choice. Such as Pulse falling behind Zell in Lvl, or levelled too much in a wrong colour.

Q: What are the strongest Zoids? What Zoids should I put in my party?

A: The most powerful Zoid is the King Gojulas, and second most powerful is the Death Meteor. If you don't want to put in XL size Zoids in the party, consider these Zoids. These Zoids are the most powerful LL Size and smaller Zoids, arranged in order from most powerful.

Most Powerful of the LL Size and below Zoids respectively are:
Berserk Fuhrer Z, Gojulas Giga Cannon, Jagd Stinger, Cyclops Type 1, Gojulox, Blitz Tiger, Diablo Tiger, Geno Flame, Geno Hydra KA

Most Powerful of the XL Size Zoids respectively are:
King Gojulas, Death Meteor, Gilvader, Ultimate Phalanx, Mad Thunder

Remember that putting an XL Size Zoid greatly offsets the balance of your party, forcing you to use S Zoids adjacent to the XL Zoid. Therefore I would recommend using Zoids of LL Size and below. The strongest of the S Size

Zoids are the Gunsners, etc. However, these S-Size Zoids are hardly worth using, as their power is pitiful.

Note that these comparisons are done by comparing the strongest Zoid of one series type. It would be meaningless to compare a Death Saurer and Death Meteor, or Gojulas Giga with Gojulas Giga Cannon. The strongest of a series is chosen then juxtaposed with the strongest of other series.

Q: I missed getting Gravity Storm Command. Is there any other way that I can get it?

A: My sources have indicated to me that it is not possible to get it after you have completed the Northern Continent, since Raon will no longer be there.

I seriously do not know of other possible methods of getting the Gravity Storm Command. You will have to get this Command at the first chance possible.

Because of the fact that the generic characters do not say anything about the Commands if you already have it (e.g. The scientist that gives you DA Lizards will not say anything about the command if you already have it.), it is difficult to know if it can be obtained elsewhere.

Q: What does the Bad Shots Skill do? Does it affect B Type Weapons, or does it affect all firing Weapons?

A: Actually, due to translation errors for Zoids Legacy, the name Bad Shots apply to 2 different Skills. One is Real Bullets Weakness, the other is Shooting Weakness. You will have to check the description to see for yourself.

Q: How is the accuracy of Weapons calculated? How does the Pilots' specialty skills affect this?

A: On a general basis, the Calculation of Accuracy is:
 $(\text{Pilot HR\%} + 100\%) \times \text{Base Weapon HR} = \text{Weapon HR Accuracy}$

If the Pilot has a Specialty with the Weapon, then the Calculation of Accuracy is:
 $(\text{Pilot HR\%} + 100\% + \text{Specialty Bonus\%}) \times \text{Base Weapon HR} = \text{Weapon HR Accuracy}$

This is assuming that CLV and WP conditions are met.

The Specialty Bonuses are also accumulative, if the Weapon has more than 1 attack type, and there are more than 1 such corresponding skills.

Also, most Attack Weapons have a HR Limit. The HR of the Weapon cannot exceed the HR Limit. Each Weapon has its own HR Limit.

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MISCELLANEOUS NOTES

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Intro-

This small sections simply contains some miscellaneous notes. This has little gameplay information, and takes up quite some space. Therefore, you can delete away this Section for your own personal use to save space. This just contains some miscellaneous notes. Make sure you read this section before contacting me.

*

Once again, you may delete this entire section for your own personal use, if you deem this section to be redundant or offensive. But please remember that you may contact me only if you have read this.

*

I had previously written many sections on contact information, due to the amount of lame emails I get. However, it failed to stop these idiots, and only resulted in many complains. Therefore, I am completely doing away with these. From now on, there is one simple rule: Contributions only.

About the author-

I am a Singaporean Chinese. I will be 22 this year. I have been enlisted into the army. I can't just use the Internet whenever I wish.

I have written more than 10 guides in total. I am pretty much done with Zoids Silver Liger Zero, Shining Force 3, ZOE Fist of Mars, Duel Monsters 8, Langrisser V, Super Robot Taisen A, and Legend of Oasis. But I hope to be able to update my Wario Land 2 guide, Rockman Zero 3 guide, and this one in the near future.

I am enlisted into National Service. It's a job that we are enslaved to do, and get crap for payment. I have to work on this full time five days a week. I still have a dozen of other games waiting to be played, and I barely get enough free time for myself.

I still have many things I want to do, but had very little time to do. I have little time to meet up with friends. Little time to travel. Little time to watch TV and VCDs. Little time to sleep. Little time to search the net for games. (And also surfing for porn and hentai as well. ^_^)

Issues-

In here, I will describe some of the issues I faced writing this guide.

Zoid names can be quite a problem. I have names like Kenihhi Wolf, but on a Zoid Box cover, it was reported as Konig Wolf. It becomes such a problem to translate. And worse when it comes to Saber and Sabre Tiger. I also have reports of the name being "Rinon". But that would not explain Gunsnipr LS.

I left names like Helcat and Gordos as they are. Personally, I think that if they wanted Gordos, they would have used "Goodos", not "Gorudos". For Gojulas The Ogre, I intentionally left it as G Orga, because I think that this is a translation error. Why would they keep stressing repeatedly over several games that this Zoid is strengthened with an Organoid system, then use "Ogre" instead of "Orga"? For the Jagd Fuhrer and Stinger, it is supposed to be translated to "Yakt". I got the name Jagd from Char's Counter-Attack, Jagd Doga. I know that "Yakt" really doesn't sound like "Jagd", but I don't know what else it translates to. "Yacht" anyone?

I use the names Atrey, Arth and Blood. The names are NOT "Atory", "Ace", and "Burahdo"!! I DO NOT WANT ANY ARGUMENTS ON THIS SUBJECT! I know that some people are more familiar with the names used by Soren Kanzaki. But this is none of my concern here! The names that I have here are ACCURATE and PRECISE. The names I use are correct, and I do not need external corrections from so-called "smart guys" in this aspect. NO ARGUMENTS!

Some of you may have already noticed that the encounter tables for the overworld may not be very accurate. That can't be helped. Some encounters are rare, so some may never even realize those encounters exists there. Also, each region varies in encounter. To make matters worse, there are sometimes no distinct ways to differentiate the regions. There is no distinct mark, nor any indication to show that you are in an area with a different encounter. Its not surprising to cross into another area with a different Zoid encounter set, without even realizing it. If you think you spotted some rare Zoid encounter, you can inform me.

Emulation-

DO NOT EMAIL ME ABOUT YOUR EMULATION PROBLEMS! If you face any problems when using an emulator or Rom, it's YOUR PROBLEM. If you send emulation questions to me, I will block your email promptly.

If your emulator crashes, THAT'S YOUR PROBLEM! DON'T ASK FOR ROMS EITHER!

Just take note that some people playing on emulators get stuck in Sandstorm Battle Area in the LL Zoid Battle. If you face this problem on an Emulator, THAT'S YOUR PROBLEM!

Personal Encounters-

One of the greatest obstacles I face is PC problems. I'm poor, and I can't even afford Virus Scanners, let alone get another PC.

My PC is faced with both hardware and software problems.

I curse all those virus creators! Thanks to those jackasses, my Computer is in bad shape. Especially to the ass-sucking creator of the Haptime Virus! Rot in Hell, dumbasses.

CJayC-

FINALLY! CJayC kept true to his Anti-Plagiarist Policy, and have decided to remove the trash written by the plagiarist, dhellgundamcustom!

THANK YOU CJAYC!

Contact Information-

I only accept contributions. I will not be answering any questions. Any email that does not have a useful contribution, will be simply deleted, and the sender blocked.

Remember that I wrote this guide for intelligent people, and I expect those who contact me to be intelligent.

I expect anyone who sends me an email to be able to read carefully, and able to follow simple instructions. Anyone who cannot do so, IS NOT ALLOWED TO CONTACT ME. I have absolutely no respect for those who refuse to follow my rules.

If you send me roms requests or flames or anything I specifically state not to send, your email address will be published. I will not be bothered to flame you back, as it will simply waste my time.

Any emails without a proper Subject Title will never be read!

If you have any questions, the best thing to do would actually be to go on to the GameFAQs Zoids Saga II / Legacy message board, and post your question there. You will get a response much faster than sending an email to me.

DO NOT SEND ME THE FOLLOWING:

- Any flames, any insults, hatemail, or anything offensive.
 - Rom requests.
 - Any questions which I had specifically stated not to ask.
- If you do so, I will not reply, but I will publish your email.

I do accept criticisms, but not everyone knows what "Criticism" means. If you are critising, make sure you base your criticism on concrete evidence. "Criticism" means an accurate judgment based on concrete evidence. I only accept criticisms with constructive value. If your criticisms does not have any constructive value, meaning that it doesn't offer a solid solution or a plan of action, or it is highly inaccurate, then your response be treated as a blatant flame. Complaints that do not have any constructive value, will likewise be treated as flames.

I WILL NEVER entertain complaints of spoilers, or complaints of my attitude!

For information on contributions, check the contribution section below.

This is the protocol for contacting me:

Protocol:

- 1) Use a proper Subject header in your email -
All emails MUST have a relevent subject title. Put in something like "Zoids Saga 2" or "Zoids Legacy" in the subject header.
- 2) Use of proper English -
English must be used to contact me. Other languages are unacceptable. Ensure the proper usage of English. Improper vocabulary and grammar, unacceptable word spelling, no punctuation used, no Caps or all Caps, or over-use of abbreviations, is totally unacceptable.
- 3) Email must contain some form of contribution.

If I check your email, and it does not have any useful contribution, I will simply delete and block the email.

- 4) Include a detailed description for your Contribution -
Provide detailed descriptions for your statements. Even suggestions should be detailed. Be specific and precise.
- 5) No False Information -
This is the number 1 rule! I do not take false information kindly. I never tolerate misinformation. Your information must be accurate.
- 6) Do not do what I have specifically told you not to -
This includes, but is not limited to, asking for roms, flames and insults, asking stupid questions etc. Do so, and I do more than just block you.
- 7) Exercise Courtesy -
If you exercise courtesy, I will take you more seriously. Fail to do so, and I will pay no attention to you.
- 8) Check your email again to see it fits the criteria -
It never hurts to just check your email again.

Failure to comply with any of the rules will result in your email being deleted and your address blocked. There will be no exceptions.

Before you contact me, MAKE SURE THAT YOU HAVE READ THE MISCELLANEOUS NOTES AND FAQ SECTION! FOLLOW ALL INSTRUCTIONS!

I expect all instructions and rules to be followed upon strictly. I will not hesitate to block your email address immediately should you fail to comply. Keep this in mind.

READ EVERY SINGLE INSTRUCTION, BEFORE CHECKING MY EMAIL ADDRESS!!

This is my email address.
<cyberakumamechgouki (at) yahoo (dot) com>

Remove spaces and brackets, and replace with the proper punctuation.

Remember to read all instructions before contacting me! I have no qualms of blocking you if you fail to comply with my instructions.

Future Plans-

These are the information that I am planning to complete and put in this guide:

- 1) A full Zoid statistics listing.
- 2) Full armaments statistics.
- 3) More detailed basics and mechanics section.
Including basic formula and mechanical calculations for the Basics section.
Includes statistics as well. More details on evade/avoid.
(Requires extra help.)
- 4) Complete Strategy guide
- 5) More Codes of VBA, Shark, PAR, etc. (Requires extra help.)
- 6) Inclusion of Database. More Jap to Eng translations.
- 7) Better format for easier reading. (Requires feedback and external opinions.)
- 8) Ascii art of the world map. (Requires much help. Remember, my ascii sucks!)
- 9) Details on Combination. CLV and WP details. Phalanx Command details.
- 10) Data obtaining guide by Data list.

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CONTRIBUTIONS
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This section is a detail of the various Contributions that I need. Again, you may delete this section for your own personal use if you find it redundant.

Intro-

I need help from intelligent people.

If you are a hacker, whether you hacked some game codes, or you know the mechanics and formula, such as how accuracy is calculated, then I will certainly include your information on this guide. If you know Japanese, you probably will be able to help me with the name translations. If you can help me in any way, please do so, and I will credit you accordingly.

Take note that I will not be kind to

These are the ground rules:

I will accept any form of contributions, as long as you:

- 1) Know the game well;
 - 2) Do not promote any false information;
- your help will be more than welcomed. This guide has lots more areas to improve on.

Remember to provide details. Be specific and precise.

I will NEVER TOLERATE false information. I detest MISINFORMATION of all kinds. I will stomp out all misinformation! Without hesitation, without doubt, without exceptions, without failure.

Do not report facts that you cannot guarantee to be true.
DON'T ASSUME! AND DO NOT TRY TO OFFER CORRECTIONS ON TOPICS WHICH YOU YOURSELF HAVE LITTLE KNOWLEGDE OF.

Here are the following areas which I need help in.

Spelling Corrections-
Spelling errors may occur in this guide. If you spot them, you can notify me.

Ascii Text Art-
If you are good at using Ascii art, then I definitely need your help. My

ascii art really sucks. I also need an ascii art of the world map. If you think you can help, please do so.

Inconsistency Checks-

I need help with checking for inconsistencies as well. If I listed different names for the same object, please notify me.

E.g. I may list out the Zoid as both Griffin or Griffon. If you see such inconsistencies, notify me.

Facts Corrections-

If you noticed that I posted a wrong fact, or explained something inaccurately, you can notify me, and tell me the correct fact. I may get a few facts or figures wrong. Even if it is a minor error, such as wrong figure of an item's effect, you can inform me.

Additional Information-

More often than not, I have noticed that many experienced players have some rarely known fact or information, but they did not share the information with many. If you have some useful fact that you know, and it isn't here, you can send it to me. For example, if you know what the specific attributes of weapons do, or if you know something else that I don't, you can notify me.

Tips-

If you know a good method to achieve something, you can inform me. For example, you may know an easy way to get a rare item in the game, or an easy way to get more money.

Observations-

Notice a certain behavior of a certain object at a certain time? Something that might be interesting? Send it over.

Codes-

There are many codes and code-makers out there. But I only know a few people. If you can hack codes, whether it is VBA, PAR, or Shark codes, send me what you can hack.

Suggestions-

People who have read this would have most likely already know of the ways this guide can be improved by. You can send me some feedback and suggestions. I make no guarantees that I will certainly accept your suggestions, but I will take them into consideration. Provide detailed descriptions.

Other Resources-

If you happen to know of a good site that provides information for Zoids Saga 2 / Legacy, be sure to tell me about it. Doesn't matter if the site is in English or Jap, and doesn't matter if it only contains codes. If you also happen to know about a guide for this game that is not in Gamefaqs, also tell me about it. Codes, tips, whatever. Just tell me.

Japanese Language-

If you are skilled with the Japanese Language, then I could certainly use your help. There are many areas you can help me with, such as the names, or the story. To help me, take note that I expect you to be skilled. If you know Japanese, I will definitely need your help.

These are the people whom I would very much like help from.

Ozibyte & Knight8183 -

These 2 have provided me with very excellent facts and information of this game.

If you 2 are reading this, I would like you to post me more information of what you have. You have sent me some information before, but I think you 2 still have some more information that I do not have. If you have any information, please try to send me them. I'm sure you still know something that I don't.

Ozibyte, Grey41, Supersmashbros, crazyaznkid, Blackchaos, Mastersord-
I know these guys can hack many codes.

If you guys are reading this, I would like you to submit some of the codes that you have managed to hacked.

Heero Yuy-

He and I had initially planned on writing a Super Robot Taisen A FAQ. Eventually, we gave up on that idea. Still, he is very talented in hacking, and I hope that he will help me out here.

Anyone else -

Of course, I would accept help from those who can, not just limited to the ones I mentioned. If you know something that I don't, it will most likely help me.

That's all I have to say for now.

P.S. I would like to ask for emulation and hentai/porn resources, but that would only result in this guide being removed, so I can't ask for those. :)

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LEGAL INFORMATION

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CREDITS

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Thanks goes to some of the people on the Zoids Saga I & II GameFaqs board.

Thanks goes to those who helped me. They are:

MChaud, Arem, Spiner.

(There's the presence of trouble-makers and misinformation spreaders on the boards, whom I do not wish to thank, so I'll just say thanks goes to most of the people on the GameFaqs board.)

In addition, I would also like to thank most of the people on the Zoids Legacy board. (Again, the presense of trouble-makers and misinformation spreaders.)

I would like to thank all the people who supported and believed me. Thank you all.

Extreme Ultimate thanks goes to OziByte for his great help. He provided much information on codes as well as the CAS Bug. He has also provided me with various important information, which has proven to be extremely useful. He had always provided me great support and he always give me the best information. Without his support, I would never have gotten this far. He truly is the greatest.

Extreme thanks goes to Knight8183@yahoo.com for all the information he provided. He provided many error correcting, as well as the entire skills list.

Great thanks goes to Blackchaos13 / Chaos Burheim for allowing me to use some of his codes. I was also able to get the Armaments name for Legacy in his guide. Check out his guides also at GameFaqs. He has seperate guides for Zoids Saga 2 and Zoids Legacy.

Great thanks goes to WTPS for all the sites he gave, and finding the 5 hidden Zoids! Thanks a million! You rule!

Great thanks to Confoozidone/Wandrian Wvlf for information on the Combination Command Glitch, the Zoid Type classes, as well as the Accuracy formulas. Also for the various strategies. Information on AM stat. He has also supplied information on Challenging Mode, and Combination Commands.

Many thanks goes to DarkVegeta and the other guys on the GameFaqs Zoids Legacy board (can't remember who they are) for the tips and tricks on getting Level 1 Zell to Pulse.

Many thanks to Atma Weapon for spotting the mistake in the Challenging Mode.

Many thanks to ShdwFalcon for providing the information regarding Linking.

Thanks to Whitebase for the tip on Zell and Pulse.

Thanks to Serag el Din for some mistakes correction.

Thanks to Moe Funny for offering to help.

Thanks to ChoInuYasha for some codes.

Thanks to Lewis for some minor direction corrections.

Thanks to Mastersord for some address Codes.

Thanks to Fabs for some codes, and the Saga 2 to Legacy code conversions. Also

for some Linking details.

Thanks to Ahteck for telling me that Pulse can only gain 10 skills.

Mega-Ultra thanks goes to this very excellant Zoid Games (Jap) site:

<http://zg.at.infoseek.co.jp/>

A lot of information in this guide came from them. This is a very excellant Website. This site is in Japanese. It contains many information for various Zoid Games. You should check it out if you can read Japanese. This is one big Treasure.

Update: This site is currently down.

Big thanks goes to this codes site too:

http://www.tk2.nmt.ne.jp/~nadesico/c_code/code-gba2003/gba-zoids_saga2.html

This site contain various codes for the game. It also has many lists. (This site constantly change the page address time to time, so if it's not there, access it from the main page.)

Many thanks to Soren Kanzaki for his inspiration from his Zoids Saga 1 guides.

Many thanks to Jquicktrans Program for some of the translations. If you want this Japanese Translator program, go to www.coolest.com.

Thanks to Neoseeker for being always on the lookout for my guides. I did not send them the updated version of this guide, yet they always manage to find out about it and put it on their site. Thanks for being on the lookout!

I can't believe CjayC removed my guide because of a small error. :(

This is dedicated to the most inspirational FAQ writer, Kao Megura Chris MacDonald. May his spirit live on.

Last but not least, thanks to the Creators of Zoids Saga 2 / Zoids Legacy and Tomy Co. Feel the Dream of Energy.

End of Document

By Chen Guojun
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