

FAQ/Walkthrough

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Zoids Saga Walkthrough v.0.8
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Section 1: Overview

Mecha. Robots. Zoids. Shiny metal things. Whatever your favorite term, large mechanical combat units (and blowing them up) are here to stay. And a language barrier isn't going to keep a lot of fans from playing Zoids Saga.

Armed with a trusty set of reference materials, dictionaries, and plenty of on-line resources, I've compiled this walkthrough (with some story information) for those players who want more out of their Zoids Saga experience than just watching the battle animations.

Section 2: Version History

0.6 (4/08/2002): Preliminary draft. So far, only the first three scenarios are complete.

0.7 (4/17/2002): Added Scenario 4 and 5.

0.8 (5/07/2002): Added Scenario 6 and 7.

Section 3: Walkthrough

Scenario 1: The Fall of Arcadia

Area 1: Arcadia Castle and Eastern Labyrinth

Items: 4200G, 1400G
Zoid Data: Trinity Liger
Commands: Prince's Cheer
Enemies: None

As the game opens, the main character (default name: Atory) will be seated at his desk, no doubt studying something very dull. Regina, one of the three warriors of Arcadia, will try to get the Prince's attention. Atory, being a 12 year old with no interest in studying, will fail to hear anything, and Regina will finally yell and get his attention. After a brief lecture, Regina will leave the room.

Atory can now explore Arcadia Castle. There are several Royal Soldiers in various floors of the castle. Atory's mother, the Queen, is also inside the castle, and if you wish, you can talk to Regina. However, the two people you need to talk to are Ace and Jack. Ace, the ex-Guylos soldier with long hair, is in the large mess hall in the northwest section of the ground floor. Jack, the warrior with a blue headband who has Helic Republic ties, is prowling the western corridor of the second floor. Once you've talked to Jack and Ace, your father the King of Arcadia will appear on the ground floor, north-east section. Talking to the king will advance the storyline.

After Regina appears, Atory, Ace, Regina, and Jack will gather in the throne room on the fourth floor of the castle. The King will talk for a while, when suddenly the castle comes under attack! A Command Wolf Urban Combat Variant and a Red Horn BG are bombarding the castle. The King, realizing the danger, tells his three Zoid warriors to take Atory out of danger. Before you leave, though, the King will give you a gift: the Prince's Cheer Command.

Atory and the 3 warriors will arrive at the main gates of the castle, only to find that an approaching army has barred their way. A strange man in an iron mask, known only as the Emperor, has attacked Arcadia with his 4 Heavenly Kings. Seeing the main way blocked, Regina and the others will suggest you try the Zoid hanger in the basement.

As luck would have it, a fully prepared Gustav Zoid carrier is waiting and ready for your flight! While 3 Command Wolves are ready to serve the 3 warriors of Arcadia, there are three other Zoids in the hanger that could be taken. Sadly, as there are only 4 pilots here, you can only take one of the three. Each of the warriors will stand next to a Zoid and describe its advantages and disadvantages to you.

In front of the left most Zoid, a blue Shield Liger, stands Jack. A master of defense, Jack explains that the Shield Liger has excellent defensive capabilities due to its E Shield. To his right, Ace looks over a red Saber Tiger, which has several different and powerful weapons systems. Finally, to the far right, Regina (the fastest of the trio) will offer you the chance to pilot a Raynos. This aerial Zoid is fast, but somewhat lacking in defense. To make your select, simply talk to the appropriate Zoid warrior and select the first option when the small menu pops up.

Once you've loaded the Zoid of your choice, the party flees Arcadia Castle and enters the eastern underground labyrinth. Navigating this section is straightforward. The chests contain 4200 and 1400 G. Before exiting the

labyrinth, Regina will spot an inoperable Zoid. It's a Trinity Liger, the pride of Arcadia's Zoid research program, but there's no way to get it working now. However, Regina will grab the Zoid Data on the Trinity Liger. Perhaps someone can help you resurrect this powerful Zoid?

Area 2: Arcadia Town

Items: None

Zoid Data: None

Commands: Enveloping Attack, Brown-Out, Data Compare

Locations: Dr. T's Zoid Lab (NE Corner); Armaments Shop (SE Corner);

Item Shop (E Side); Bar (N Side)

Purchasable Items:

Core Active Ion Small - 500 G

Emergency Evacuation Capsule - 15,000 G

Shockwave - 2,800 G

Assault Beam Cannon - 2,300 G

Shockwave Cannon - 3,200 G

4 Barrel Missile - 2,800 G

Pulse Laser Gun - 3,600 G

Arriving safely at Arcadia Town, the party will break apart and look for likely sources of support. Atory manages to find the local pub, but before anything more interesting can happen, the rest of the party rejoins the Prince and is accosted by Imperial soldiers. Luckily, an old man named Roman intervenes and the soldiers depart without incident.

Before anyone can thank the old man, Roman asks if he is addressing the Prince of Arcadia! Yes, the old man is a loyal supporter of the throne, and he invites the party upstairs. After a brief discussion, Atory will charge forwards, determined to find out the fate of his father and the castle.

Before you leave the bar, though, you should take the time to revisit Roman upstairs. He will give you the Enveloping Attack command - useful if you are having difficulty hitting your targets. Once that is done with, you can hit the town.

Arcadia Town is a frequently visited area, so you should become familiar with a few of its features. In the northeast corner of town is Dr. T's Zoid Lab, easily identified by the Liger on the sign. Below it is the Item Shop, and in the southeast corner of town, Armaments can be purchased.

Before you leave town, be sure to do the following: stock up on items / armaments; use your menu to equip armaments / re-arrange your party; visit Dr. T's Zoid Lab; get the Brown-Out command from an old man in the far right section of the Armaments shop.

Dr. T himself will talk to Regina for a bit, and explain that the Trinity Liger could be rebuilt - if the Trinity Liger Core could be obtained. Talking to the assistant in the same room will bring up the Zoid Construction Shop screen. This screen will allow you to Revive Zoids, Build Zoids, Change Pilots, and Sell Zoids. Also, whenever you enter this screen, all your non-destroyed Zoids' HP and EP will be restored. At the same time, new groups of enemy Zoids will appear on the overland maps and in dungeons. The assistant on the far left of the lab will explain the Party Order system, but more importantly, he will give you the Data Compare command.

Once you're done with your preparations, it's time to hit the ...

Area 3: Arcadia Overland

Locations: Arcadia Town (center of the map); Arcadia Castle (western section of map); Space-Time Transmission Center (eastern section)
Enemies: Molga, Merda, Godos, Iguan, Gator, Heldigunner, Redler

There are usually six free-roving enemies on the Arcadia Overland map. At this point, most of these enemies should be easy kills. Heldigunners and Redlers will appear rarely. Be careful when fighting the Iguans and Redlers, since they are faster than most of your party (unless you took the Raynos). Now is a good time to raise your levels, stock up on Zoid Cores and Data, and get some money. If you want, you can build a Zoid or two (only the Redler is worth the effort, however). Once you are ready to proceed, head towards Arcadia Castle.

Area 4: Arcadia Castle Western Labyrinth

Items: Chobham Armor x 2
Zoid Data: Helcat, Saber Tiger, Brachios NEW, Iron Kong, Raynos, Shield Liger Mark II, Command Wolf NEW
Enemies: Molga, Merda, Godos, Iguan, Gator, Heldigunner, Redler, Heavy Armor Guysack, Cannon Tortoise

At the gates of the castle, it's clear that the Emperor is firmly installed and not welcoming visitors. That's alright, though, because there's a secret entrance to the left side of the castle. Enter the labyrinth and proceed until you pass several Zoid bays. Move to the top of the screen and open the door by facing it and pressing the A button. Continue until you reach a room with four columns surrounding a central raised platform.

The party will wonder what exactly was in this room, but their musings will be cut short by the arrival of one of the Emperor's Heavenly Kings, Burahdo. Instead of attacking you with his Genosaurer, he'll send two of his soldiers after you.

Required Battle:
2 x Command Wolf
Gold: 2000 G XP: 70

Suddenly, a rumbling is heard - the shockwaves from the battle have opened a passage north! Regina advises a quick retreat, and the Gustav manages to slip away from an enraged Burahdo.

This new labyrinth is full of the same enemies as the overland area, with a few additions: you will find one or two Heavy Armor Guysack and a Cannon Tortoise. Be sure to clear out all of chests for new Zoid Data and a pair of defensive Armaments. Once you reach the last room, you'll notice that the only way to proceed is to the right off of the screen.

Just as the party enters this new room, with a strange piece of equipment, a red Redler enters the silvery orb and disappears! What is going on? Thankfully, Burahdo catches up with your party here and helpfully explains - that device is a Space-Time Transmission Unit! The Emperor plans to go backwards and forwards in time with the eventual goal of ruling Planet

Zi forever. Clearly, that can't be allowed to happen, so ...

Boss Battle:

Genosaurer BS (piloted by Burahdo)

HP: 350

Gold: 1000 G XP: 200

Strategy: Change your party formation and place your Zoids on the top and bottom rows, but leave the center empty. This will ensure that only two of your party are hit by the Charged Particle Cannon. If you're damaged, use the Prince's Cheer technique or Core Active Ion Small items.

Burahdo's command system will freeze, and he will be forced to retreat. Atory and party discuss what to do next, but being a 12-year old prince, Atory decides (independently) to rush in after that Redler. Regina quickly follows, probably yelling something at her sovereign. Ace and Jack, resigned to their fate, get into the Gustav, and you then arrive at ...

Scenario 2: The Heart of an Organoid

Area 1: Zoids Season 1 Desert Overland

Locations: Central Town (N of Space-Time Orb); Deserted Town (far W of Central Town); Rosso's Cave Hideout (N of Deserted Town); Broken Bridge (NW of Deserted Town)

Enemies: Pteras, Command Wolf, Cannon Tortoise, Guysack, Heavy Armor Guysack

This certainly isn't Arcadia anymore! The party will recognize this as part of Planet Zi (and Arcadia's) past - slightly before the last full-blown war between the Guylos Empire and the Helic Republic. Everyone decides that it would be best to find out just exactly what is going on, so the town to the North seems to be a likely stop. Before you can get there, the red Redler FS swoops in and its pilot, Fran (one of the 4 Heavenly Kings - well, I guess a Heavenly Queen ...) will address Ace. Seems like they have a history, huh? Ace is a little reticent to talk about it.

Regina, Jack, and Atory don't know what's going on, though, and Regina demands to know who that woman was. Ace, being Ace, says little, and its up to Jack to calm everyone down and get the party moving into town.

Area 2: Central Town

Commands: Master of Supply (SE Corner)

Locations: Bar (NW Corner), Item Shop (W side of Town), Armaments Shop (SE Corner), Zoid Construction Shop (E side of Town)

Purchasable Items:

Core Active Ion Small - 500 G

Emergency Evacuation Capsule - 15,000 G

Shockwave - 2,800 G

2 Barrel Laser - 2,200 G

Linear Laser - 3,100 G

Jumbo Missile - 3,500 G

Beam Rifle - 2,900 G

Temporary Party Members: Moonbay (no Zoid), Irvine (Command Wolf AS)

Before you can do anything else, your party will literally run into a young man - or, to be more precise, a young man will run into Atory. It's a young Ban, trailed by his organoid Jeeku. Regina remarks that it must be an organoid following Ban, which serves only to put him on the defensive. Ban really doesn't have time to be talking to anyone, so he tells Jeeku to follow him and the pair leave. Now what was all that about?

After your introduction to Ban and Jeeku is over, you are free to wander the town. You should purchase any items and armaments as you see fit, and stop into the Zoid construction shop for repairs. Be sure to pick up the command from the old man in the southeast corner of town. Master of Supply will double the Gold earned in a battle, so long as it is invoked at the beginning of the turn in which you destroy the last enemy.

When all your errands are done, visit the bar. Sadly, the old man with the cane there has no new command for you, but you do notice three odd characters at the far right end of the bar. The old man with glasses is none other than Dr. D, while the girl standing up is Moonbay. The fellow sitting down with the headband is Irvine, and it is he you need to talk to. Ace and Irvine immediately have a clash of personalities (guess there's room for only one silent type, eh?), but Moonbay yells at Irvine to act properly, while Regina chastises Ace. After a few pointed silences, insults, and Irvine calling Dr. D an old man, you eventually learn that Ban and Jeeku are looking for Feene, who has been kidnapped. Being nice people, you offer to help Irvine and Moonbay chase after Ban. You might want to assign Moonbay a Zoid before proceeding.

Area 3: Zoids Season 1 Desert Overland

Now that you have six warriors instead of four, it's not a bad idea to go around and beat up some enemies. While there aren't a lot of good Zoids you can build right now, it is a good time to pick up all the Zoid blueprints you might be missing. You cannot use the Silver Orb to return to Arcadia just yet. If you do want to build additional Zoids, the Helcat, Iron Kong, Command Wolf (and Command Wolf NEW), and Raynos are decent bets. You can also upgrade your Command Wolves (although this permanently turns them into Command Wolf NEWS - which aren't necessarily the best upgrade for them, but you can just build plain Command Wolves when you need to upgrade into other Wolf Types), and the Shield Liger if you chose that Zoid.

Once you're ready to move on, head northeast. Eventually, you will reach a gap in the western obstacles, and as soon as you enter that gap, a sequence will start. Ban and his Shield Liger BS are still looking for Feene, but a Command Wolf and Heavy Armor Guysack are barring his path. Irvine and Moonbay are glad to see Ban, and Irvine tells Ban to go ahead - they'll catch up eventually. Ban dashes onwards (the first of many times he'll do so ...), and you are left to deal with:

Required Battle:

Command Wolf

Heavy Armor Guysack

Gold: 2000 G XP: 65

You should only have problems if you have been getting beaten by the

overland Zoids. Once past these impediments, you can move onwards to the rest of the map. The next stop is the deserted, devastated town, so head west.

Area 4: Deserted Town

Items: None
Zoid Data: None
Commands: Ready to Flee (W Side)
Locations: None
Purchasable Items: None

Looks like this town has seen better days. Pick up the (moderately) useful technique from the old man on the west side of town. Ready to Flee can be useful ... if you don't get hit. Otherwise, you'll take more damage. Anyway, you need to talk to several if not all of the townspeople here. They'll tell you how the town is getting trashed routinely by a Redler. A Redler! Why, isn't that the Zoid that Fran was piloting? Sounds like something a lackey of the Emperor would do, so you decide to check out on the supposed hideout of the Redler - the caves to the north of town.

Area 5: Rosso's Hideout

Items: Laser Gun, Core Active Ion Small
Enemies: As Overland
Temporary Party Members: Ban (Shield Liger BS)

It's a small cave, but be sure to pick up the items on the top floor. Assuming you've talked to the townspeople, when you hit the bottom of the cave, you'll be greeted by the ringleaders of the Desert Alcavalado Gang - Rosso and Viola. Ban wants to know what they've done with Feene, and predictably, a fight ensues. However, Ban joins your party just before the fight, so you can add him to your party at the pre-battle screen.

Boss Battle:

Red Horn (piloted by Rosso)
HP: 150
Redler BC (piloted by Viola)
HP: 100
Gold: 2000 G XP: 194

Strategy: None really. Rosso and Viola kindly line themselves up, which makes this an excellent time to use Pierce weapons (like the 2 Barrel Laser Ban has ...). As long as Viola is stuck in the second column, she can only use her Beam Cannon, but once you eliminate Rosso, her Severing Wing can Pierce to the back column (if there is a Zoid in the front column). Of the two, Viola is the more dangerous. If you have lots of money, you can deploy 4 Raynos, and their built-in 3 Barrel Beam Cannon can kill the enemy in one turn. You will NOT be able to beat Viola to the first move (the Redler BC is too fast).

Ban, being Ban, demands answers. The only answer they have to give him, though, is that he should be looking for a RED Redler (Fran's Redler FS). They point the party in the direction of the area beyond the bridge, so it's time to leave.

Area 6: Broken Bridge

Items: 2000 G, Chobham Armor x 2, Core Active Ion Small x 2, Cannon,
1500 G, Assault Beam Cannon

Zoid Data: Stealth Viper, Black Rhimos, Shield Liger, Cannory Molga,
Saicurtis

Enemies: As Overland, Heavy Armor Godos, Helcat, Redler, Stealth Viper,
Command Wolf Urban Combat Variant, Malder

In case you're curious, this is Fire Bridge. Ban (when Rosso tells you where the red Redler is) knows that this bridge has been destroyed, but Rosso was kind enough to tell you that there's a cave nearby, and like all good caves, it leads to your final destination. Just explore the cave and pick up all the various chests. Once you've gotten the Shield Liger, you can build any of the three Zoids you were offered at the beginning of the game - not to mention upgrade the Shield Liger to the Mark II variant.

Once you reach the end of the caves, a small conversation will start before you confront ...

Boss Battle:

Zaber Tiger RS (piloted by Raven)

HP: about 300

Gold: 1000 G XP: 300

Strategy: Raven's not too difficult, but certainly much more of a handful than Rosso and Viola. His Zaber Tiger is fast, but luckily it lacks the Shadow Invocation (which is not true of his later Zoids ...). You can choose any two of the three guest pilots, and each as a high point: Ban's Shield Liger BS is good on the front lines, and he has the Jeeku Invocation (restore all HP/EP, 50% bonus to stats). Irvine is accurate, and his Bite Fang (front column) or Long Range Rifle (in the back) does very good damage. And Moonbay ... Moonbay can be assigned any Zoid, and you can add armaments to her Zoid. This can be a strong advantage (Beam Rifle will do 55 damage in her hands), especially if you have a good Zoid available (Shield Liger Mark II). If you have a Black Rhimos, you can try paralyzing Raven with it, as well. Watch out for Raven's 2 Barrel Beam, it will hit 4 party members. That's a good time to use the Prince's Cheer. If you can, try to time the Master of Supply for double the cash.

Raven will do what villains typically do (i.e. sulk, swear vengeance, run off), and Ban will be reunited with Feene. In typical Ban fashion (act first, think ... at some point in the distant future), he, Irvine, and Moonbay will leave the party.

That's a shame, because before you even get a chance to use a healing item, you'll meet the last enemy of this scenario. It's Fran, and this time, she reveals her relationship with Ace - they were both once Guylos soldiers, in the same unit! In fact, Fran offers Ace a chance to join the Emperor. Ace, being the extra-cool silent type, of course says no. Seems like Fran's taking his rejection a little hard ...

Boss Battle:

Redler FS (piloted by Fran)

HP: about 250

Strategy: Take advantage of the party order screen! Place your strongest defensive Zoid on the front line, then everyone else in the back. That way, her Severing Wing attack can only hit the Zoid on the front row. Fran's got a good mix of attacks - as her Missile Pod has the Pierce effect, it can hit two people. There's little chance of waiting until she runs out of EP either, since she can use it at least 40 times. Just keep pounding her, and heal when necessary. Don't forget that your commands are renewed (meaning you can use the Prince's Cheer again). Also, there's NO chance you can beat her in the speed department (unless you're cheating) - the Redler FS is the FASTEST Zoid in the game (2500).

Fran will be simply shocked that she was actually beaten, and will therefore go off to be scolded by the Emperor. Well, it's time to return home ... or is it?

Scenario 3: The Demons of Mt. Osa

Area 1: Arcadia Overland

Locations: Arcadia Town (center of the map); Arcadia Castle (western section of map); Space-Time Transmission Center (eastern section)
Enemies: Saicurtis, Cannory Molga, Heavy Armor Godos, Heclat, Barigator, Stealth Viper, Pteras, Black Rhimos, Command Wolf, Command Wolf Urban Combat Variant, Climer Wolf, Saber Tiger, Gator Radome S, Cannon Tortoise, Heldigunner DT
Purchasable Items: (in Arcadia Town)
Core Active Ion Small - 500 G
Emergency Evacuation Capsule - 15,000 G
Shockwave - 2,800 G
Particle Cannon - 11,600 G
Heavy Particle Cannon - 14,200 G
8 Barrel Missile - 5,200 G
E Shield Armor - 3,000 G
Commands: Supreme Right (Arcadia Town, old man, Bar, 1st Floor)

Well, the Emperor's not taking Fran's failure well. Being a resourceful man who's bent on world domination, though, he has a perfect back up plan. All Fran needs to do is blow up the Space-Time Transmission Equipment. Atory will be stuck in the past, and all will be well. Fran objects some, but eventually moves to comply. Before the game delves into the world of temporal paradoxes, though, a trio of Command Wolves will rush into the Space-Time Transmission Center and run Fran off. Funny, she looks a bit relieved ...

Your party then arrives through the Orb, as usual. The three Command Wolves aren't just wild Zoids with good hearts, they're three Arcadian Military Soldiers! Wow, Atory's probably beginning to feel more like a prince than a kid. What's better, they report that the town of Arcadia has been cleared of Imperial influence. Sadly, the castle is still quite impregnable. The soldiers stay behind to monitor the Center and see if they can pick up the moves of the other Heavenly Kings in the past - for the Castle itself has Space-Time Transmission Equipment, and the Emperor probably isn't over with his efforts to rewrite history. (Don't you hate historical

revisionists?)

Atory and his retainers will relax at the bar. Issues of a 12-year old getting drunk aside, a soldier will run in and report that they've found another anomaly. Looks like it's time to get to work ...

Don't forget to talk to the old man, Roman (who lacks the decency to give you all the commands he knows at once). He'll give you the extremely useful Supreme Right command. Although one of your Zoids is unable to move, Atory's Zoid will have its HP totally restored, and his stats will double for one turn. This can add up to some incredible bonuses, especially if you've invested in the Accuracy and Attack stats. (At its most powerful, you can get an additional 150% damage. If your attack bonus is 200%, you normally do 3 times the listed weapon damage. Doubling the bonus to 400% makes it 5 times, but if you have enough accuracy, doubling the accuracy bonus can guarantee a critical hit - for a 50% bonus [$500\% \times 1.5 = 750\%$, which is 150% more than 300%]) You'll find it best for when you have six party members. If Atory's in a fast Zoid (a Raynos, for example), you can use this technique on your slowest Zoid (especially helpful if Atory needs a boost to kill enemy aerial Zoids before they get a chance to attack).

Anyway, spend as much time as you need to build levels, gold, Zoids, etc. There's not too many great Zoids available at this point, but you can certainly build (and maximize the growth) of some good early-mid game ones: Shield Liger Mark II, Raynos, Command Wolf NEW (or your favorite variant, such as Climer Wolf, Command Wolf Urban Combat Variant, etc.). After you're ready to move on, make the trip to the Space-Time Transmission Center and step into the silver orb.

Area 2: Mt. Osa Area Overland

Locations: Mt. Osa Town (near the Silver Orb); Large Desert (directly south of your starting position); Helic Mt. Osa Base (SE, past the bridge along the river); Mt. Osa Volcano (S of the Mt. Osa Base); Castle Ruins (NW of the Mt. Osa Base); Abandoned Base (N of the Castle Ruins, in the middle of the Large Desert); Fire Exit (enter the Mt. Osa base from the east)

Enemies: Brachios, Pteras, Saicurtis, Barigator, Saber Tiger (probably several others)

A brief conversation ensues after you exit the Orb, but then you are free to explore. Your first stop should be the town. If you try to move south into the desert area (the ground which is shaded differently from the rest), Regina will notice that the equipment is picking up something, and Jack will tell Regina to stop. You can't go there ... at least, not yet.

Area 3: Mt. Osa Town

Commands: Proof of the Hero (old man, central sector of town)

Locations: Item Shop (SW Corner), Armaments Shop (SE Corner)

Purchasable Items:

Core Active Ion Small - 500 G

Emergency Evacuation Capsule - 15,000 G

Shockwave - 2,800 G

Machine Gun - 3,600 G

3 Barrel Shockwave Cannon - 4,700 G

Beam Cannon - 3,700 G
Anti-Air 4 Barrel Missile - 2,800 G

While there's not a lot to do in this town, there is a command that you'll come to love - the Proof of the Hero. If you use it on the last turn of a battle, the experience gained will double - very handy if you're building levels. Anyway, pick up what you need, and then head back out to the desert.

Area 4: Large Desert and Overland

As soon as your party leaves, they will be accosted by three Cannory Molgas - nothing to worry about, but an annoyance nonetheless. But why would three Zoids actively seek out combat? Wild Zoids usually don't swarm towards people ... unless ...

Yes, you guessed it, something is wrong here. And the person behind that evil is none other than Ops, an evil mad scientist (who is also another Heavenly King, joy!). Ops has turned all the wild Zoids in the area violent, and plans on generally ruining the entire area for everyone. He then flees back across the desert - and you know you can pursue him through there.

Luckily, Jack recognizes this area as Mount Osa - the location of a major Helic Republic base. (Makes sense, as he was with the Republic before becoming a warrior of Arcadia.) Perhaps the military knows more about this crisis?

Navigate south and east, across the bridges. There are usually two wild Zoids on the water (either in the river or the body of water to the right.) This is, coincidentally, your one and only chance to get the Brachios Zoid Data - so be sure to pick it up if you want a complete collection. (Although in all honesty, the Brachios is a Zoid you can probably do without.)

Area 5: Helic Mt. Osa Base

Items: 1500 G (chest in the Zoid Construction Shop)
Commands: Minelayer (Republican Soldier, right side 1st floor); Barrage (Scientist, right side 2nd floor); Sandstorm (Republican Soldier, left side 3rd floor)
Locations: Zoid Construction (first floor, left side); Armaments Shop (first floor, right side); Briefing Room (top floor, north side)
Purchasable Items:
Particle Cannon - 11,600 G
8 Barrel Missile - 5,200 G
Acceleration Gatling - 8,000 G
Smokescreen Generator Equipment - 3,800 G

A soldier tries to detain you as soon as you enter. What did you expect? Luckily, a familiar old man walks by and vouches for you - Dr. D! Well, who knew he was working for the military? He'll walk with you as you take a tour of the base, but eventually he'd like you to stop off at the briefing room on the 3rd floor.

That doesn't mean you shouldn't take advantage of these excellent military facilities! The armaments shop has excellent weaponry - both the Particle Cannon and Acceleration Gatling are good weapons. Personally, I use

the Acceleration Gatling for most of the game (until the Hyper Vulcan and Heavy Gatling become available). It's a great, 0 EP cost spread-fire weapon.

There are three commands to obtain, and you get them by talking to all the personnel floating around the hallways. Minelayer, and it's mirror image Sandstorm, are useful in preventing or forcing the use of hand-to-hand attacks for one turn. If you're up against enemies who only have ranged attacks, or vice versa, you can use these commands to your advantage. Also, if you can destroy the enemy's front column with hand-to-hand attacks before they can retaliate, Sandstorm can be used to prevent the back column from attacking (since very few Zoids have multi-range hand-to-hand attacks). Barrage is less useful.

Once you've gotten these commands and items, head over to the top floor. Lieutenant Colonel Ford is currently in command of the Mount Osa base - since Colonel Krueger is mysteriously missing. Two other familiar Republican soldiers will walk in - Captain Harmon and his aide, First Lieutenant O'Connell. Dr. D, the party, and the military men will discuss the problem of the Rare Hertz - a strange frequency used to control wild Zoids. Dr. D theorizes there must be some Rare Hertz Amplification Equipment out in the desert that boosts the power of that wave. Hmm ... I wonder what we can do about that?

Area 6: Large Desert and Overland

Temporary Party Members: Harmon (Gordos), O'Connell (Command Wolf AU), Ford (Command Wolf AU)

You have two choices at this point in the game. You can finish the Castle Ruins now, or you can get Harmon, O'Connell, and Ford first and then go back and do the Castle Ruins. I have no idea why you'd want to do the former (game too easy for you?), so I shall detail the latter. To free up the Helic Republic military officers, head to the south side of the desert (just north of the castle ruins). Fight whatever Zoids you can reach. After beating a few (3 for me, but your mileage may vary), you will be instantly transported back to the Mt. Osa base. Dr. D will explain that you've managed to locate the 4 Rare Hertz Amplification Equipment towers in the desert, and the military men will join you to eradicate those towers. With these reinforcements in your party, I'd now recommend you clear the ruins.

Area 7: Castle Ruins

Items: 1500 G x 5, Core Active Ion Small, Bomber Unit
Zoid Data: Shield Liger DCS, Double Sworder, Gordos, Gojulas, Pteras Bomber, Pteras Radome, Zaber Tiger FT
Enemies: Barigator, Saicurtis, Saber Tiger, Cannory Molga, Heavy Armor Godos, Heavy Armor Guysack, Command Wolf, Command Wolf Urban Combat Variant, Climer Wolf, Black Rhimos, Stealth Viper

There's not much to explain - just clear out the ruins, and be sure to pick up all the chests. The Shield Liger DCS isn't a great Shield Liger upgrade, and you don't have the DCS Unit anyway. You might want to upgrade any Saber Tigers to Zaber Tiger FTs (better than the Saber Tiger, but not the best). Also, if you want to add a Pteras Bomber to the party, you can now do so. Once you've cleared the castle ruins, you can continue on your mission to eradicate the four Amplification Towers.

Area 8: Large Desert and Overland

As mentioned earlier, there are four towers in this area. They're clearly visible, and they are placed on the fringes of the desert (remember, darker ground) area. Each time you locate a tower, move up to it and press the A Button. O'Connell will duly inform you that it is one of the towers, and Harmon will order it destroyed. Once all four towers are destroyed, you will be able to access the Abandoned Base.

Area 9: Abandoned Base

Items: Shockwave Cannon

Temporary Party Members: Kruger (Gojulas Mk. II), Ban (Shield Liger BS)

Purchasable Items:

2 Barrel Anti-Air Laser - 3,800 G

Vulcan Cannon - 5,800 G

Beam Rifle - 2,900 G

Chobham Armor - 2,300 G

Well, look who it is! Ban and Feene. Lieutenant Colonel Ford will ask about his commanding officer, and soon Colonel Kruger will join the festivities. The entire party recesses to a briefing room within the Abandoned Base to figure out their next plan of attack.

Kruger mentions that there is one more Amplification Tower - right here in the base! The large hanger to the right houses the equipment deep underground. Looks like there's nothing to do but destroy that tower ...

Before you go, though, Ford, Harmon, and O'Connell will leave the party (probably to defend the base or something equally unimportant). Luckily, Kruger and Ban will join up. Sadly, you cannot reassign Kruger, and his Gojulas Mark II is probably not worth breaking up your formation. Add Ban to your front rank, and head out.

There is a small shop to the north of your start position. It doesn't sell anything vital, however.

Area 10: Large Hanger

Items: DCS Unit, Compact Laser, 1500 G x 3, Core Active Ion Small

Zoid Data: Zaber Tiger AT, Command Wolf Urban Combat Variant, Command Wolf AU

Enemies: Godos, Guysack, Stealth Viper, Heldigunner, Cannon Tortoise, Barigator, Climer Wolf, Heavy Armor Guysack

Like many of the dungeons in Zoids Saga, the Large Hanger is straightforward - further, the enemies here are awfully weak, and there are no aerial Zoids. Make your way to the bottom floor, where there is another Rare Hertz Amplification tower, and repeat the usual procedure. However, a trio of wild Molgas still approach the party with hostile intent - a sure sign that the Rare Hertz is still being broadcast from somewhere. But where?

Area 11: Mt. Osa Fire Exit

Items: 1500 G x 4, 850 G, Beam Rifle, GC Set x 2, Sniper Rifle, SM Set
Zoid Data: Command Wolf SM, Red Horn, Shield Liger DCS-J
Enemies: Heavy Armor Guysack, Command Wolf, Command Wolf Urban Combat
Variant, Cannon Tortoise, Godos, Guysack, Barigator, Heavy Armor
Godos
Temporary Party Members: Irvine (Command Wolf SM)

Dr. D has yet another plan, of course. The source of the waves has been traced to the volcano. And what would be easier than to destroy the whole base in the volcano? There's a Special Laser Cannon in the Fire Exit, a disused and dangerous area of the base. If you could get that Cannon into the Volcano ...

Irvine, seeing that there's real action, decides to tag along. Kruger remains behind to run the Mt. Osa base. That's good, since you now can field all full six party members. There are a lot of switchbacks and dead ends in this section, so explore carefully. Once you get to the very large floor on the bottom, you'll notice there are two areas divided by a chasm. In the north side, to the northeast, is the Laser you're looking for (in a chest). Once you get it, you'll be taken out of the Fire Exit, so you might want to make sure you have everything else first.

If you really want a Shield Liger DCS type, now that you have the DCS-J, it is worth constructing. Sadly, you cannot construct the Command Wolf SM (since you don't have the Command Wolf AS yet).

Area 12: Mt. Osa Volcano

Items: 1500 G x 2, Core Active Ion Small
Zoid Data: Climer Wolf
Enemies: Heavy Armor Guysack, Command Wolf, Command Wolf Urban Combat
Variant, Cannon Tortoise, Godos, Guysack, Barigator, Heavy Armor
Godos

It's a fairly long dungeon, but not a very difficult one. Eventually, you'll find your way to Ops, and he's not very happy to see any of you. Jack tells Ban and Irvine to go ahead and use the laser - the warriors of Arcadia will deal with the mad scientist ...

Boss Battle:

Cannon Tortoise OS (piloted by Ops)
HP: about 300
3 x Cannon Tortoise Assault Type
HP: 75
Gold: 4000 G XP: 224

Strategy: There's really nothing to worry about - don't save EP, and just hit them with everything you have. Killing off the 3 Cannon Tortoise Assault Types will probably be quite easy before they even get off a shot (try using a Heavy Particle Cannon or Acceleration Gatling). You might be able to finish the combat in one round, but I'd recommended taking two and being sure to get the Proof of the Hero in on the second turn.

Ops will whine a little, then run away. Meanwhile, Ban and Irvine have

fired the laser, and it has opened the blockholding back the lava. Everyone beats a hasty retreat before the ambient temperature of the area becomes high enough to melt Zoids. Looks like everything has been set straight. Time to go home once again ... until you can figure out where the next Heavenly King went, that is.

Scenario 4: Clashing Emotions

Area 1: Arcadia Overland

Locations: Arcadia Town (center of the map); Arcadia Castle (western section of map); Space-Time Transmission Center (eastern section)
Enemies: Pteras Bomber, Pteras Radome, Raynos, Zaber Tiger, Zaber Tiger AT, Iron Kong, Shield Liger, Cannon Tortoise Assault Type, Gordos, Gojulas, Double Sworder, Black Rhimos, Cannon Tortoise BC
Purchasable Items: (in Arcadia Town)
Core Active Ion Small - 500 G
Core Active Ion Medium - 1,500 G
Emergency Evacuation Capsule - 15,000 G
Shockwave - 2,800 G
Linear Cannon - 4,400 G
Photon Particle Cannon - 7,900 G
Long Range Missile - 3,900 G
3 Barrel Anti-Air Laser - 5,100 G
Commands: Soul Concentration (Arcadia Town, old man, Bar, 1st Floor)

It's probably getting a bit repetitive by now, but the predictable has happened - the Prince and his retainers have returned, are relaxing in the bar/throne room, and the soldiers spot another anomaly. Time to get moving ...

Roman (who once again, has a new command for you but won't give them all up at once) is the source of Soul Concentration. This is not bad if you have accuracy problems, but other than that, it's not so useful. The Item Shop in town has just started to sell the more useful Core Active Ion Medium - since it restores 150 HP, it's much more useful than the Ion Small. Still, you might want to stock some of those for healing in the overland without returning to the Zoid ConstructionShop.

Before you head out to the Space-Time Transmission Center, this is a good time to make sure you get the Zaber Tiger Data, if you want to built Zaber Tigers. Also, there are plenty of Pteras Radome and Pteras Bombers, so if you want to build some of those and lack the Radome or Bomber Units, this is a good time to stock up.

Anyway, it's time to find out what those Heavenly Kings are up to again.

Area 2: Guylos Empire Frontier Overland

Locations: Dr. D's Research Base (west of the Silver Orb); Colonel Schubaltz's Base (SW of Dr. D's Research Base); Ruins (SE area of overland map); City (SW of Schubaltz's Base); Tom's Base (NW area of overland map); Destroyed Base (W of City)
Enemies: Redler, Pteras Bomber, Black Rhimos, Zaber Tiger FT, Cannory

Molga, Red Horn, Iron Kong, Gator Radome S, Shield Liger, Helcat,
Saicurtis, Cannon Tortoise BC, Heldigunner DT

Since Ace was the last person to have a long, sad, entangled history, it naturally devolves on Jack to have an equally long, sad history. He recognizes this area as the frontier zones of the Guylos Empire. (Why Ace doesn't say something is beyond me - Ace is the Guylos soldier ...)

Eventually, you'll catch a glimpse of the last Heavenly King - Gail, who Jack knows well. Jack relates a sad story (most of which I didn't quite understand) that has something to do with an ambush or siege and a lot of comrades being destroyed. Or something like that. Anyway, it's clear that Gail is up to no good, and that it's up to our resident time-and-space travelers to put right what's gone wrong.

The enemies in this section aren't too bad, but they do have more HP than some that you might be used to. Be careful of the Iron Kongs, as they have enough HP to probably survive the first round of combat. Anyway, your first destination is conveniently enough straight to the west.

Area 3: Dr. D's Research Base

Enemies: As Overland
Items: Chobham Armor
Temporary Party Members: Feene 2 (no Zoid)

Well, this place is a mess! It's overrun with Zoids, and these are piloted by someone or other (couldn't tell you who or why they're so hostile). Anyway, your goal here is to head into the main building and find the survivor of this area - Feene! Well, not exactly Feene. Feene (who is amused to see you, but then it's Feene - she's always amused) explains that 2 years have passed since she's last seen you (and you look like you haven't aged at all!). Well, looks like we're on solid ground saying that time-travel is possible ...

Anyway, Feene 2 (the game notes the older versions of Ban, Irvine, Moonbay, and Feene with that 2) tells you that Ban and Jeeku are part of this new creation, the Guardian Force - a joint Guylos-Republic unit that's investigating some weird goings on. Sounds like a lead ... Feene says you can find Tom (1st Lieutenant Schubaltz, that is), Ban, and Jeeku nearby. Might as well look up Tom's father, Colonel Karl Schubaltz.

Area 4: Colonel Schubaltz's Base

Zoid Data: Zaber Tiger AT G
Temporary Party Members: Schubaltz (Zaber Tiger SS)
Commands: Concentrated Fire (Scientist in the eastern room)

It's not surprising that as soon as you set foot on the base, you're surrounded by three Iron Kongs and a black Zaber Tiger. (Military bases don't like unexpected visitors, I guess - the Republic Base on Mount Osa wasn't any better.) Feene has a great comic moment as she calls out (in a sing-song voice) "Tai~sa! ~Schu~baltz~tai~sa!" (Colonel! Colonel Schubaltz!) Well, no one has Feene's odd sense of humor, so Colonel Schubaltz calls off the circling Iron Kongs.

Something odd has been going on lately, and Colonel Schubaltz is

willingly to help you find out exactly what is the problem. He recommends that you find his son, Lieutenant Tom, and Ban, who are both missing.

The Zaber Tiger AT G blueprint is inside the box as soon as you enter the only building with an entrance. The scientist on the top acts as a Zoid Construction Shop; the one in the bottom will teach you Concentrated Fire (double the EP cost of using weapons, but enemies' armor drops to zero). It can come in handy (and costs nothing) if you use 0 EP cost weapons and are fighting heavily armored opponents (like Elephanders or Ultrasauri). Anyway, use the Zoid Construction if you need it, then head to the Destroyed Base.

Area 5: Destroyed Base

Enemies: Heldigunner DT, Helcat, Saicurtis, Saber Tiger, Zaber Tiger,
Zaber Tiger AT

Items: BG Unit, 3 Barrel Shockwave Cannon, 1500 G

Temporary Party Members: Ban 2 (Blade Liger BS)

There's nothing much to this little area, but you can pick up Ban and his Blade Liger BS here. Ban is stuck at the end of this area; move up to him and press A to initiate a conversation. Once you've gotten Ban, you can get Irvine to give you the Command Wolf AS data (which is why we went here before ...)

Area 6: City

Commands: Mid-Air Minelayer (scientist in right-side Item Shop);
Quagmire (old man, left-side Bar)

Locations: Item Shop West (SW Corner); Item Shop East (SW Corner);
Armaments Shop (SE Corner); Bar West (NW Corner); Bar East (NW
Corner)

Purchasable Items:

Anti-Air Vulcan - 7,000 G

Anti-Air 8 Barrel Missile - 5,500 G

3 Barrel Laser - 2,900 G

Super Heavy Piled Armor - 4,500 G

Core Active Ion Small - 500 G

Core Active Ion Medium - 1,500 G

Emergency Evacuation Capsule - 15,000 G

Shockwave - 2,800 G

Zoid Data: Command Wolf AS (from Irvine)

I'm not exactly sure what the name of this city is, but it is a Guylos Empire town. The people are talking about Rudolf (the young Emperor of Guylos) and the Guardian Force.

Anyway, you'll want to pick up the two techniques in town (Quagmire is not so good - cuts everyone's evasion in half; Mid-Air Minelayer, on the other hand, can be excellent if you face all aerial Zoid opponents and have at least one non-aerial Zoid yourself ...). If you go to the northwest corner, and enter the left-hand bar, you'll meet Irvine 2 and Moonbay 2 (she looks like she's aged, Irvine doesn't). As long as you have Ban in your party, they should give you the Command Wolf AS blueprint. (So you can now make Command Wolf AS and Command Wolf SM, if you wish).

Not much else to do here, so, now is as good a time as any to raid some

ruins.

Area 7: Ruins

Items: 1500 G x 3, Core Active Ion Medium x 2, IC Unit, BS Unit, BC Set, Black Paint, Smokescreen Generator Equipment, Limiter OS x 2
Zoid Data: Lightning Saix, Redler BC, Redler IC, Black Redler, Iron Kong Mark II S, Red Horn BG, Gojulas Mark II S, Iron Kong MA
Enemies: Shield Liger DCS, Zaber Tiger FT, Iron Kong, Command Wolf AU, Red Horn, Cannon Tortoise Assault Type, Gojulas, Pteras Bomber

There are some strong enemies here, but there are simply so many good Zoid blueprints that you'd be crazy to pass up this opportunity. The Black Redler is an excellent upgrade to the Redler and should become your staple aerial Zoid (until you get the Storm Sworder, that is). Also, you now have the Lightning Saix blueprint, which is a much better member of the Tiger Type Imperial Zoid family. They're also small, which may make a big difference in the next world ... you'd be well advised to build at least one.

Once you've cleaned out the ruins (and built some new Zoids, if you like), it's time to get to the final area of this scenario - and find out what's going on with Tom Schubaltz and the Guardian Force.

Area 8: Tom's Base

Items: 4 Barrel Missile, BG Unit, 1500 G, Heavy Particle Cannon, E Shield Armor
Zoid Data: Zaber Tiger AT S, Lightning Saix B
Enemies: Helcat, Heldigunner DT, Iron Kong, Cannory Molga, Saber Tiger Zaber Tiger
Commands: Sniper's Mind, Pincer Attack, Decoy (side rooms along the route)

Into every life a little love triangle must fall, and Ban's life is no exception. As soon you arrive, you will be confronted with a very angry Tom, which only serves to confuse Ban. It seems that Tom has a huge crush on Feene, one which Feene doesn't reciprocate. Therefore, it's only logical that he takes it out on the one Feene does like - Ban.

Boss Battle:

Dibision TS (piloted by Tom)
HP: about 300
Gold: 1000 G XP: 345

Strategy: There's nothing to really worry about - Tom's Dibision TS is strong, but too slow to hit you, really. Ban can do a considerable amount of damage by himself. You should be able to down Tom within one turn.

Tom will, of course, come to his senses, and no one will blame him, or even scold him. Tom will still stutter when Feene talks, etc., etc. (As if anything was going to change!) Anyway, now that the romantic element of this game has been satisfied, it's time to get down to business. There's something definitely wrong at the bottom of this base, and now that you've beaten Tom, you can get into the lone building with a door.

Work your way down the building, being sure to check out all the sides. There are three rooms with friendly personnel inside who will give you additional commands. (None of which are really spectacular.) The Lightning Saix B data is nice (and you do have the BS Unit to build one, should you choose to do that). Anyway, when you finally reach the bottom, you'll meet two people briefly that will play more importance later - Hilz and Riiza. They have a pair of organoids (Ambient and Specular), which makes them rather interesting people. Of course, Ban, Schubaltz, Feene, and Tom will chase after them. This leaves you do deal with ...

Boss Battle:

Zaber Tiger GS (piloted by Gail)

HP: about 400

Gold: 1000 G XP: 291

Strategy: Though he does have a little more HP than Tom did, Gail's not too hard to beat. If you put Atory in your strongest Zoid with the best attack, a good strategy is to use the Supreme Right command on him; that can reap definite benefits in terms of damage inflicted.

Gail, having been thwarted in his attempt to obtain Specular and Ambient (remember, the Emperor wants power, and organoids represent power), runs off to fight another day. Tom, Schubaltz, Feene, and Ban will also have lost their quarry. Well, at least the strange incidents of Zoids overrunning bases (thanks to Hilz and Riiza) have stopped.

Scenario 5: A Cherished Prize

Area 1: Arcadia Overland

Locations: Arcadia Town (center of the map); Arcadia Castle (western section of map); Space-Time Transmission Center (eastern section)
Enemies: Lightning Saix, Raynos, Double Sworder, Gordos, Gordos Long Range Attack Type, Spinosapper, Redler IC, Redler BC, Gojulas, Pteras Radome, Climer Wolf, Black Rhimos, Cannory Molga
Purchasable Items: (in Arcadia Town)
Core Active Ion Small - 500 G
Core Active Ion Medium - 1,500 G
Emergency Evacuation Capsule - 15,000 G
Shockwave - 2,800 G
Optical Camouflage - 12,800 G
EM Jammer - 13,800
Conformal Armor - 5,700 G
E Protector - 6,000 G
Commands: Royal Principles (Arcadia Town, old man, Bar, 1st Floor)

Well, once again, the Space-Time continuum has been disturbed. This time, though, the disturbance is in the future! Jack is very, very excited (why, I'll never understand). Time to move out.

Roman will give you Royal Principles this time around - very handy if you want to restore ALL of your party's HP. It is a definite choice for boss battles and tough fights - by immobilizing Atory (not great, but ...), you will restore everyone's HP fully.

There's some nice armaments here, too. Be sure to stock up on Optical Camouflage, as this is one of the few times you can purchase it, and it is the only speed altering armament you can buy.

Lightning Saix and Redler BC's show up on the overland map - if you like building these types of Zoids, I highly recommend stocking up on their component parts now. Also, if you intend to build Gunsnipers, you can fight Spinosappers for Zoid Core H3. Look for the white dinosaurs on the overland map.

Anyway, time to visit ... Zoids New Century Zero!

Area 2: Zoids New Century Zero Overland / Toros Desert Base

Locations: Toros Desert Base (you start here); Romeo City (NW of Toros Base, center of the map); South Dome (W of Romeo City); East Dome (NE of South Dome); Main Dome (NW Corner of overland map); Northern Ruins (west of the Ultrasaurus, N of the Silver Orb); Southwest Ruins (SW Corner of overland map); Battle Commission Ultrasaurus (NE Corner of overland map)

Enemies: Double Sworder, Maccurtis, Lightning Saix, Raynos, Iron Kong, Zaber Tiger, Pteras Bomber, Pteras Radome, Gojulas, Spinosapper, Zabat, Red Horn BG, Gordos, Gordos Long Range Attack Type

Items: LM Set

Zoid Data: Gunsniper LS, Blade Liger LS

Temporary Party Members: Leena Toros (Gunsniper LS), Jamie Hemeros (Raynos), Leon Toros (Blade Liger LS)

Your entrance is eventually met with artillery fire. (Whoops!) The first thing you'll notice is a small, white robot canceling the battle because there are intruders on the battlefield. Well, that's rude of ... oh wait, that's you.

And look at who's fighting! It's Burahdo and two Imperial flunkies. They quickly depart, but their opponents arrive. Familiar faces to many viewers, it's the Blitz Team (the game usually calls them Team Blitz, but I will alter the names to place them in-line with the US version). Well, it's part of the Blitz Team - Leena, Jamie, and Leon. They'll talk to you about this mysterious new team, the Burahdo Team (gee, I wonder who they are), and how they're racking up wins. Everyone has a bone to pick with these guys and their Genosaurer BS.

Well, the Blitz Team seems to be missing a few people, but they'll be happy to help you in crushing the Burahdo Team and winning the Championship Tournament being held at the Main Dome. (Anyone else think Leena had something to do with this idea?) Before you leave the Toros Base, don't forget to pick up the LM Set (the only one in the game, and necessary if you want a Gunsniper LS), and the blueprints to Leon and Leena's customized Zoids.

The overland map is a little more dangerous than it used to be. Roving Zoid teams offer excellent money, but some of them are rather strong. Be sure to put some of the Blitz Team members in your line to fill up your ranks.

You've got a couple of choices at this point:

1) Visit Romeo City to stock up on supplies, armaments, new Zoids, and

commands.

- 2) Visit the Battle Commission's Ultrasaurus to build levels. This is dangerous, but the fastest way to gain XP (12,400 XP per win). You can do this as many times as you want.
- 3) Visit the Main, East, and South Domes to get Armaments and commands. If you plan on attacking the Ultrasaurus, I especially recommend getting Breakwater Formation from the East Dome.
- 4) Defeat the teams in the East Dome first. This will give you Harry Champ, Benjamin, and Sebastian as temporary team members, and you will be able to get Harry as a team member in the final menu.
- 5) Defeat the teams in the South Dome first. This will give you Naomi Fluegel as a temporary team member, and you will be able to get Naomi as a team member in the final menu.
- 6) Raid the ruins in the North and Southwest of the map.
- 7) Return to Arcadia. (Well, this does nothing, really, but I'm just mentioning it as a possibility.)

I will detail the sights of Romeo City, the Ultrasaurus, and the ruins before mentioning the Domes. It's up to you which one you'd rather have. Only select Harry if you intend to use Benjamin and Sebastian (as they can be assigned any Zoid) - otherwise, Naomi is a much better pilot.

Area 3: Romeo City

Commands: Obstacle Deployment (Dual Item/Armament Shop)

Locations: Zoid Construction Shop (NW Corner); Dual Item/Armament Shop (North side of town); West Armaments Shop (West side of town); East Armaments Shop (East side of town); Southeast Armaments Shop (SE Corner)

Purchasable Items:

8 Barrel Anti-Air Missile - 5,500 G
Long Range Missile - 3,900 G
Self-Guided Missile - 3,900 G
16 Barrel Missile - 15,500 G
Heavy Particle Cannon - 14,200 G
Hyper Particle Cannon - 17,100 G
Photon Particle Cannon - 7,900 G
Concentrated Beam Cannon - 4,600 G
Double Cannon - 3,100 G
Triple Cannon - 4,700 G
Linear Cannon - 4,400 G
Accelerator Cannon - 5,000 G
Short Range Rail Gun - 6,600 G
Acceleration Shockwave Cannon - 6,600 G
Heavy Vulcan - 8,800 G
High Speed Rail Gun - 7,200 G
Core Active Ion Small - 500 G
Core Active Ion Medium - 1,500 G
Emergency Evacuation Capsule - 15,000 G
Shockwave - 2,800 G

Picturesque Romeo City, home to Zoid warriors! And a lot of Armaments Shops (no wonder Leena loves it here.) The Southeast Armaments Shop specializes in missiles, the Western shop in particle cannons, and the eastern shop in cannons. The Triple Cannon is a good support weapon (accurate, 0 EP cost, strong). So is the Heavy Vulcan. Anyway, go on a shopping spree (if you can afford it). You definitely want to get the Obstacle Deployment command from a man in the Dual Item/Armaments shop in the

north of town. It only allows S class Zoids to move for one turn. This gives small Zoids like the Lightning Saix, Gunsniiper, and Rev Raptor extreme advantages, and can be crucial to defeating Ultrasauri, or any enemy for that matter. It makes a very strong argument for including at least one Lightning Saix in the party. Also, if you put Leena in your party, she can benefit from this command as well.

Area 4: Battle Commission Ultrasaurus

The Battle Commission's Ultrasaurus is situated in the Northeast corner of the map. It has the standard 2000 HP that any Ultrasaurus should have. To fight it, answer No (the second option) twice.

You cannot flee from this battle, if you enter it. If you've gotten the Obstacle Deployment and Breakwater Formation commands, it is certainly possible to kill the Ultrasaurus without receiving return fire (which is your goal, as the Ultrasaurus can probably kill off half or more of your Zoids with one attack). Plan carefully! If you can't make the 2000 points of damage, don't try for the Ultrasaurus. Still, it does give you 1000 G and 12,400 XP - which makes leveling up a breeze.

A typical battle strategy might have 6 small Zoids facing this behemoth (Leena, Naomi, your four permanent party members.) Use the Obstacle Deployment for one free turn of attacks, then switch to the Breakwater Formation on the next turn to double your damage. That should be enough to destroy the Ultrasaurus. Naomi can do 180 points of damage per turn (more if you use the Breakwater Formation) - her Ankle Claw will always critical hit the Ultrasaurus (I've never yet seen her fail to get a critical). Leena can do about as much if you use her Full Blast attack (cost 15 EP, though); if you have her use the Beam Gatling, expect around 90. Bit can probably do the most damage with his Liger Zero SC, but it can't get in a free attack from the Obstacle Deployment. Also, you definitely want to aim for critical hits - the armor of the Ultrasaurus is strong, but if you get a critical, it ignores the armor.

Area 5: Northern Ruins

Items: 1500 G x 3, Core Active Ion Medium, E Shield Armor, E Protector, Gatling Beam, Shockwave, Normal OS, Limiter OS, Float Unit
Zoid Data: Liger Zero, Dibison, Blade Liger
Enemies: Lightning Saix, Climer Wolf, Redler, Zabat, Shield Liger, Shield Liger DCS, Zaber Tiger FT, Gojulas, Red Horn BG, Maccurtis, Demantis, Double Swords

This ruin is basically a must - it has the Liger Zero Zoid Data, which you'll need if you want to build the Liger Zero or its armor variants (SC, JA, PA). The enemies here are similar to that in the overland, so they shouldn't present too many problems. Once you're done with this ruin, you can construct a Blade Liger, if you desire.

This is also one of the two places in the game with a Float Unit - not much of an issue now, but it could come in handy in later worlds ...

Area 6: Southwest Ruins

Items: 1500 G x 3, 1000 G, Core Active Ion Medium, Acceleration
Gatling, Machine Gun, Zoid Core FL, Zoid Core ZG, Limiter OS,
Shockwave, Heavy Particle Cannon, Float Unit, Red Paint

Zoid Data: Dark Horn, Gunsniper

Enemies: Gordos, Gordos Long Range Attack Type, Maccurtis, Demantis,
Spinosapper, Red Horn BG, Cannon Tortoise BC, Iron Kong Mk. II S,
Zabat, Redler, Double Swords, Cannon Tortoise Assault Type,
Lightning Saix, Climer Wolf, Gojulas, Shield Liger, Shield Liger DCS,
Zaber Tiger FT

While this Ruins is not as important - you can pick up the Gunsniper and Dark Horn blueprints in the wild - the Float Unit and Red Paint are very rare. The free FL and ZG cores don't hurt, either, if you need to build aerial Zoids or large Zoids to compete in the domes.

A lot of the enemies will not attack you, so if you're not looking for combat, you can simply bypass them. Don't forget to pick up the Zabat Zoid Data if you haven't already. The same goes for the Shield Liger and Redler - pretty soon you won't encounter these at all, and if you missed their Zoid Data, this is one of the last chances you'll get.

Area 7: South Dome

Purchasable Items:

E Charger - 5,500 G
Smokescreen Generator Equipment - 3,800 G
Heavy Vulcan - 8,800 G
High Speed Rail Gun - 7,200 G

Commands: Conditions of the Supreme King (old man, north side)

Temporary Party Members: Naomi Fluegel (Gunsniper NS)

As with most of the domes, the South Dome contains an Armaments Shop and the main dome registration area. (The latter has a picture of two faces looking at each other.) Pick up the command from the old man in the north (not too useful, as it requires you to sacrifice a Zoid ... still, in a pinch, you might use it). Once you're ready to enter the tournament, proceed to the registration area.

The scientist acts as a Zoid Construction Shop, should you need to refill HP/EP, revive, or construct new Zoids between battles. The Judgeman (white robot) will take your registration. As with all the Domes, you have five opponents. In between rounds, feel free to talk to the scientist to repair your Zoids.

Battle 1: (Battle 5-1-1)

Team Vipers

6 x Stealth Viper

No Restrictions

Strategy: Team Vipers is pretty weak. Use Square, Pierce, and Spread attacks to maximize the number of enemies you hit.

Battle 2: (Battle 5-1-2)

Team Kong

5 x Iron Kong

No Restrictions

Strategy: Team Kong, while stronger than Team Vipers, should be handled

in the same manner.

Battle 3: (Battle 5-1-3)

Team Saix

4 x Lightning Saix

Limit 4 Zoids (any size or type)

Strategy: Team Saix is a little stronger, and you will have even numbers of enemies. The Lightning Saix will deploy on the top and bottom rows, so use Pierce weapons and forget Spread or Square weapons. Since you have a fight against aerial Zoids next, using Black Redlers or Redler BC's (or even Raynos) is not a bad idea. A Black Redler, with the right pilot, can wipe out half of Team Saix in one pass.

Battle 4: (Battle 5-1-4)

Team Redlers

Redler BC, Redler IC, Black Redler

Limit 3 Zoids, must be Aerial Types

Strategy: One of the trickier battles, since all of these Zoids are strong and you really can't field stronger Zoids. Use your best pilots. If you like, you can try using the Sandstorm Command (which will freeze out the Redler IC) for a small advantage. Remember that the Redler BC will move first, but the Black Redler can probably do the most damage.

Battle 5: (Battle 5-1-5)

Team Fluegel

Gunsniper NS, 2 x Gunsniper

Limit 3 Zoids, S Size only

Strategy: Well, it's Naomi 'The Red Comet' Fluegel, so this is going to be a tough battle. If you have the Gunsniper blueprints already, meeting Gunsniper with Gunsniper is not a terrible idea - your pilots will probably move before Naomi's team members. Lightning Saix are also not a bad idea, as they will move before the Gunsnipers. Leena can do some pretty major damage in her Gunsniper LS against Naomi's two friends, so you would be well advised to use her in this battle. I'd recommend against deploying any small Aerial types, as Naomi can probably kill any of them in one hit!

If you completed the South Dome before the East Dome, Naomi will join your party with her red Gunsniper NS (an excellent Zoid) looking to take down Team Burahdo a peg or two. Otherwise, she'll just leave after the battle.

Area 8: East Dome

Purchasable Items:

Optical Camouflage - 12,800 G

E Protector - 6,000 G

16 Barrel Missile - 15,500 G

Concentrated Beam Cannon - 4,600 G

Commands: Breakwater Formation (old man, northwest corner)

Temporary Party Members: Harry Champ (Dark Horn HS), Benjamin (no Zoid), Sebastian (no Zoid)

As with most of the domes, the South Dome contains an Armaments Shop and the main dome registration area. (The latter has a picture of two faces looking at each other.) Pick up the command from the old man in the northwest corner - in fact, you might want to visit this dome first just to pick up this command. The Breakwater Formation does cut your defense in half

- but it doubles your attack! Very, very useful if you plan on wiping out your enemies and not giving them a chance to exploit your defensive weakness.

The scientist acts as a Zoid Construction Shop, should you need to refill HP/EP, revive, or construct new Zoids between battles. The Judgeman (white robot) will take your registration. As with all the Domes, you have five opponents. In between rounds, feel free to talk to the scientist to repair your Zoids.

Battle 1: (Battle 5-2-1)

Team Nyandaaza (err ... Team Meow might be a good approximation)

6 x Helcat

No Restrictions

Strategy: Team Nyandaaza is pretty weak. Use Square, Pierce, and Spread attacks to maximize the number of enemies you hit.

Battle 2: (Battle 5-2-2)

Team Cannon

Command Wolf AU, Shield Liger DCS, Zaber Tiger AT, Cannon Tortoise BC, Red Horn

No Restrictions

Strategy: Team Cannon (named for its use of cannons) has strong offense, but weak defense. The Cannon Tortoise and Command Wolf especially have low HP. You may want to save the Red Horn for last, as it has good defense and HP, but low attack strength.

Battle 3: (Battle 5-2-3)

Team Raitsu

Rev Raptor, Spinosapper, Gunsnipper, Zabat

Limit 4 Zoids (any size or type)

Strategy: Team Raitsu is surprisingly strong for its size, and it also forces you to fight at equal numbers. You might consider taking out the Zabat first, as it is the weakest, or you could use the Mid-Air Minelayer and simply lock it out of one turn (if you don't use aerial Zoids yourself).

Battle 4: (Battle 5-2-4)

Team Bisons

3 x Dibison

Limit 3 Zoids, must be M Size

Strategy: Dibisions are strong for medium size Zoids - but not the strongest. Now is the time to use your strongest medium class Zoids, like Black Redlers, your highest upgraded Shield Liger, etc. This battle is not too hard. The Dibisions will all be lined up on the front column, so pack Spread weapons.

Battle 5: (Battle 5-2-5)

Team Champ

Dark Horn HS, Gojulas Mk. II S, Iron Kong Mk. II S

Limit 3 Zoids, one must be L Size

Strategy: Team Champ is rich, but not skilled. The Gojulas Mark II S, espeically, has a lot of HP. Your best bet is to take out the Iron Kong Mark II S first (lower HP), then switch to the Gojulas. Harry's accuracy is nice and low, and he has a good chance of completely missing your Zoids, especially if they are aerial Zoids. Also, if you use two small Zoids, you can use the Obstacle Deployment command to get in a free turn.

If you completed the East Dome before the East Dome, Harry and his two robots (Benjamin and Sebastian) will join your party (or join because of

Leena, you decide). Otherwise, they'll just leave after the battle.

Area 9: Main Dome

Purchasable Items:

EM Jammer - 13,800 G

Conformal Armor - 5,700 G

4 Barrel Laser - 4,700 G

4 Barrel Anti-Air Laser - 5,700 G

Temporary Party Members: Bit Cloud (Liger Zero SC), Brad Hunter (Shadow Fox)

You can only participate in the tournament in the Main Dome once you've beaten the East and South Domes. Again, this dome has a Armament Shop and the Registration area, but no commands. Once you register for the tournament, Bit and Brad will show up. Seems that after the Royal Cup (the last anime episode), they went on various journeys here and there. But they heard that the Blitz Team was doing well in Romeo City, so they decided to come back for a little reunion. Add them to your team at your discretion - but they are both very strong pilots. (Bit is the second strongest pilot you've met to date - Ban 2 is the strongest.)

Battle 1: (Battle 5-3-1)

Team Tigers (a.k.a. the Fuzzy Pandas)

3 x Zaber Tiger AT G

No Restrictions

Strategy: Team Tigers is as weak here as they are in the anime. They line up on the front column, so take out those Gatling and Vulcan weapons, and finish them in one turn.

Battle 2: (Battle 5-3-2)

Team Leo Masters

3 x Shield Liger DCS-J

Limit 3 Zoids, must be either Wolf Types, Tiger Types, or Liger Types (all three must be in the same family, too)

Strategy: Team Leo Masters is pretty strong - the Shield Liger DCS-J is a good Zoid. You might be advised to deploy Bit and Leon and a third Liger type. They do line up on the front column, so your Zoid might consider using a Spread weapon.

Battle 3: (Battle 5-3-3)

Team Sanders

Command Wolf AU, Spark Liger, Zaber Tiger FT

Limit 3 Zoids; Only Built-In Weapons allowed

Strategy: Team Sanders has two assets - the Spark Liger, and the fact that you cannot use anything but Built-In Armaments. This also will cancel any armors, Optical Camouflage, or anything like that. Sadly, this means that you can't simply increase the speed of a Gojulas and use its Spread attack, nor can you rely on Vulcans and Gatlings. One strategy is to let Bit (your strongest attacker, probably) take out the Spark Liger.

It wouldn't be Zoids New Century Zero without the Backdraft Group and Dr. Leyon! Leyon and Major Palta are ready to unleash their Elephanders against your team, and even the Dark Judge makes his customary appearance.

Battle 4: (Battle 5-3-4)

Team Elephander

Elephander AG, Elephander CM

Limit 2 Zoids

Strategy: The only good thing about this battle is the fact that the Elephanders conveniently line up on the same row - so Pierce weapons are the way to go. Personally, I used Atory in a Black Redler (which at 200% Attack Bonus and a significant Accuracy bonus does 300+ Damage), so it wasn't much of a problem. The Elephander AG is by far the more dangerous of the two Zoids. If you go with small Zoids with strong Pierce weapons, you can use the Obstacle Deployment followed by Breakwater Formation.

Before you fight Burahdo, you'll find a surprise - the prize for winning this tournament is a fully operational Trinity Liger! No wonder Burahdo was sent here.

Battle 5: (Battle 5-3-5)

Team Burahdo

Iron Kong Mark II, Gojulas Mark II, Genosaurer BS

Limit 3 Zoids; No Items may be used

Strategy: The Item restriction only matters if you don't plan properly. If you use small Zoids, again, Obstacle Deployment will get you some free shots. Leena can severely damage the Genosaurer and Iron Kong with a single Full Blast. If you're sure that you can take out the enemies in a single turn, the Breakwater Formation can again be of good help.

Burahdo doesn't like losing (and he's done so twice), so he decides to be a sore loser - he hits the Trinity Liger with the Charged Particle Cannon. Then he uses a smokescreen to leave the area. Everyone is quite sad, until Regina reveals that the Trinity Liger is still alive - the core is intact! Well, you can take the core to a Zoid Construction shop and build the very Trinity Liger now. The Blitz Team will say its farewells (and Leena will tell Regina to keep Atory in line, which causes her to be a bit embarrassed).

Scenario 6: Dark Awakening

Area 1: Arcadia Overland

Locations: Arcadia Town (center of the map); Arcadia Castle (western section of map); Space-Time Transmission Center (eastern section)
Enemies: Iron Kong Mark II, Iron Kong Mark II S, Iron Kong MA, Gordos, Gordos Long Range Attack Type, Redler BC, Redler IC, Black Redler, Rev Raptor, Lightning Saix B, Climer Wolf, Black Rhimos, Cannory Molga

Purchasable Items: (in Arcadia Town)

Core Active Ion Medium - 1,500 G
Core Active Ion Large - 3,000 G
Zoid Core Reinforcement Medicine - 4,600 G
Emergency Evacuation Capsule - 15,000 G
Anti-Air 16 Missile - 4,400 G
Heavy Gatling - 9,200 G
Plasma Particle Cannon - 20,200 G
Ele Shot - 1,900 G

Commands: Conditions of the Prince (Arcadia Town, old man, Bar, 1st Floor)

The cutscene that follows your successful completion of the previous scenario has the Emperor (as usual) talking to a few of his Heavenly Kings (as usual). This time, he's decided to send Gail after the tremendous power of the Deathsaurer and it's Charged Particle Cannon. Not a bad idea!

Well, as soon as Gail heads off to the Deathsaurer, the Arcadian army alerts the prince. Time to get to work ...

The Conditions of the Prince is not a bad technique - except that Atory is probably your best pilot throughout the game (200% Attack + 200% Accuracy = very dangerous pilot; only Atory [and possibly Ace] will reach those stats.) If you have the money, you can upgrade your Particle Cannons to the new Plasma Particle Cannon, and your Heavy Vulcans/Acceleration Gatlings to the Heavy Gatling. (The Heavy Gatling and the Hyper Vulcan will remain your best cheap Spread-fire weapon in the game.)

Area 2: Guylos Capital Overland

Locations: Castle Ruins (NW Corner of overland map); Guyglos City (NE of Silver Orb); Underground Ruins (NE Corner of overland map); Hargen City (N of Guyglos City); Central Town (center of overland map, SE of Hargen City); Prozen's Base (S of Central Town)
Enemies: Dark Horn, Redler BC, Iron Kong Mark II, Iron Kong Mark II S, Red Horn BG, Zaber Tiger, Zaber Tiger AT, Zaber Tiger FT, Gojulas, Gojulas Mark II, Demantis

This is the heart of the Guylos Empire, including the magnificent capital city, Guyglos. Since it is the capital, it's logically our first stop.

Area 3: Guyglos City

Commands: Domain of the Gods (NW Corner of the city proper)
Locations: Rudolf's Palace (N exit of the City); Palace Fountains (N exit from Rudolf' Palace); Item Shop
Zoid Data: Elephander (NE Corner of the Palace Fountains)
Purchasable Items:
Core Active Ion Medium - 1,500 G
Core Active Ion Large - 3,000 G
Emergency Evacuation Capsule - 15,000 G
Shockwave - 2,800 G

Atory is quite impressed with the size of the capital! While it is a nice palace, the town itself doesn't have much to offer. You can get the Domain of the Gods - while there's nothing wrong with this command, there are probably several better ones that will fill your list. Still, if you deploy a single Zoid (say, one Ultrasaurus or Gojulas), you can use the command to become temporarily invulnerable. (And in that one turn, the Ultrasaurus will probably do a lot of damage ...)

Head north towards the Palace, and you'll be interrupted by a cut-scene. It's Jack's friend, Gail. They talk a while, and Jack mentions Gail's daughter, Jaria-chan. That makes Gail get quiet really fast. Anyway, as you might expect, nothing seems to deter these Heavenly Kings, so you have no choice but to continue on your separate ways. If you continue to the Palace Fountains (don't forget the Elephander data!), you'll meet two familiar faces and one not so familiar: Rosso, Viola, and Emperor Rudolf Zeppelin III.

Rudolf is sentencing Rosso and Viola for some reason or another, and they are tossed out.

Anyway, while all that's interesting, you have plenty of places to be. You can visit the Castle Ruins, Hargen City, the Central Town, or even the Underground Ruins. (Although I don't think you should visit the Underground Ruins, since you have to beat Stinger first anyway.)

Area 4: Central Town

Locations: Item Shop; Armaments Shop

Purchasable Items:

Core Active Ion Medium - 1,500 G
Core Active Ion Large - 3,000 G
Emergency Evacuation Capsule - 15,000 G
Shockwave - 2,800 G
Anti-Air 16 Missile - 15,800 G
Plasma Particle Cannon - 20,200 G
Flamethrower - 7,900 G
Hyper Vulcan - 12,900 G

Apart from purchasing some armaments, there is nothing of real value in this town. So just use this for reference. You can purchase the Flamethrower (being one of a series of DF Ignoring weapons), but if you wait to the end of this scenario, Arcadia will sell the strongest DF Ignoring weapon, the Hyper Napalm.

Area 5: Castle Ruins

Items: 1500 G x 10, Core Active Ion Medium, Core Active Ion Large, Short Range Rail Gun, Anti-Air 8 Missile, Double Cannon, PB Unit, Limiter OS, Anti-Air Vulcan, Zoid Core ED

Enemies: Dark Horn, Redler, Redler BC, Redler IC, Iron Kong, Iron Kong Mark II, Iron Kong Mark II S, Gojulas, Gojulas Mark II S, Zaber Tiger, Zaber Tiger AT, Zaber Tiger FT, Black Rhimos, Raynos, Demantis, Lightning Saix

Compared to other ruins, this one has no Zoid Data and poor item selection. (Most chest contain 1,500 G). Still, you can find a free Zoid Core ED, if you want to build Elephanders. It's also an extra chance to grab Redler variant data and Zaber Tiger data.

Area 6: Hargen City

Locations: Zoid Construction Shop (NE Corner); Item Shop (N of entrance); Armaments Shop (E of Item Shop); Bar (N Side of town)

Purchasable Items:

Core Active Ion Medium - 1,500 G
Core Active Ion Large - 3,000 G
Emergency Evacuation Capsule - 15,000 G
Zoid Core Reinforcement Medicine - 4,600 G
Anti-Air Mega Vulcan - 10,700 G
Heavy Gatling - 9,200 G
Sulphuric Acid Cannon - 3,100 G

Hargen City's the most important urban location in this scenario, and home to the only Zoid Construction Shop in the area. You can purchase a few decent weapons (Heavy Gatling), if you like. No techniques, however. Remember the location of the Zoid Construction Shop (it has a Rev Raptor on the sign) - we'll need to come back this way later on ...

Right now, head towards the Bar. (Why does it seem this whole game revolves around bars?) You'll meet the intensely bishounen (literally, beautiful young man) Stinger. He even refers to himself with feminine pronouns (atashi for I, instead of the more masculine boku or ore.) Anyway, some words are exchanged, and Stinger leaves. Better watch your back - Stinger's not known to play fairly ...

As soon as you leave the town, head north into the desert area. Stinger will spring a little surprise for you:

Boss Battle:

Guysack Stinger (piloted by Stinger)
HP: about 500
2 x Heavy Armor Guysack
2 x Zaber Tiger AT (with special side armament)
Gold: 5000 G XP: 700

Strategy: Stinger's Zoid has a lot of HP, so you may want to save it for later. More importantly, the Guysack Stinger and the Zaber Tiger AT have annoying paralysis and status inflicting weapons - take them out first, and worry about the Heavy Armor Guysacks later. Since all of those paralysis weapons are ranged, use of the Sandstorm Command will keep them off your back for one turn, if you are having problems. If you have a Plasma Particle Cannon, though, you can probably wipe out half the enemies in a single shot.

Stinger isn't too hard to beat, and he'll run back to the bar, sulking in his drink. When you appear, he'll tell you a few important things and then dash off to save his hide. Importantly, he hints that something very wrong is going on in the ancient ruins to the northeast.

Area 7: Underground Ruins

Items: Smokescreen Generator Equipment, 1500 G
Zoid Data: Rev Raptor PB, Elephander SC, Storm Sworder (outside of the Ruins in a cinematic sequence)
Enemies: Lightning Saix, Demantis, Dark Horn, Redler BC, Iron Kong, Iron Kong Mark II, Iron Kong Mark II S, Gojulas Mark II S, Merda, Helcat, Guysack, Shield Liger, Red Horn, Dibison
Temporary Party Members: Rosso (Iron Kong), Viola (Redler)

There's a strange, destroyed Iron Kong outside of the ruins - and everyone's curious as to what exactly wrecked the Zoid in question.

The enemies here are easy - it's the mazes that are getting more frustrating to navigate. Still, try to pick up the Rev Raptor PB and Elephander SC data - it will save you the hassle of getting these in the wild. When you get to the bottom, you'll meet none other than Rosso and Viola. Viola doesn't like you very much, but Rosso is quite apologetic. He explains that he knows what has destroyed the Iron Kong outside, and what has

been destroying Zoids recently. Further, something very old has been removed from this very site. Who's behind all this? Why, none other than Gunther Prozen, the regent of the Empire.

You'll get the choice to add Rosso and Viola to your party or not. You may as well - they don't stay for long, anyway, but by adding them to your party, you'll be able to choose them later.

Anyway, you'll be taken outside of the ruins. Heading south will start a cinematic sequence.

Four Republic Command Wolf types (at least one is a Climer Wolf) are making a stand against a lone black and purple Zoid. Is it? Could it be? Yes, it's Raven, but he doesn't have a little Zaber Tiger anymore. He's upgraded to a Genosaurer, and he's out to collect Zoid Cores. He nets three before moving onwards.

Still, one Command Wolf has survived. Talk to it, and it will explain about the recent assaults by Raven on Zoids of all types. Then he'll give you the Storm Swoorder data! As the strongest of the M class Zoids, Storm Swoorders make excellent aerial additions to the party. However, there is still an argument to keep the Black Redlers you might have (their main attack is Piercing, but less powerful than the Storm Swoorder's Sword Attack.)

Head west, and another cinematic battle will occur - this time between Ban and Raven! Raven, however, will clean Ban's clock with his Zoid, and to top things off, Rosso and Viola will leave the party.

Seems like now is a good time to visit the last location on the map. Prepare for a little stealth.

Area 8: Prozen's Base

Items: Emergency Evacuation Capsule, 1500 G

The major problem in this section is that you MUST avoid being in the line of sight of any soldier (the people in gray.) Otherwise, they will eject your party from the fort. If you want the items, it's easier to go down the side stairs, but to get to the area that advances the story line, head to the north stairwell (evading some guards) on the first floor.

If you made it to the north stairwell, go down into the large area with the broken glass tube. You'll wonder what it is for a while, and then a scientist will helpfully come by for your interrogation. He reveals that yes, Prozen is behind all the trouble. Prozen has instructed Raven to gather Zoid Cores to aid in the revival of the Deathsaurer!

You'll exit the Base quickly, ready to stop this madness. Gail has other ideas, though. He prepares to fight Raven in order to eventually gain control of the Deathsaurer. Jack intervenes, though, and Gail takes the opportunity to escape. However, during the fight, you learn that the project is headquartered under Hargen City's Zoid Construction Shop. That has to be the next stop.

Area 9: Hargen City Zoid Construction Shop

Items: Normal OS

Commands: False Negotiations (Scientist, E side of lower floor)

No stealth needed here. Just make sure to get the False Negotiations (one of your Zoids gets a free move). When you reach the bottom, you'll meet Gunther Prozen himself. Prozen reveals that his ambition is to rule the Empire, and he plans to wipe out the Republic with the power of the Deathsaurer. The problem is, right now all he has is the Buratsudeidoomon. Still, that's sure to give you a few headaches ...

Boss Battle:

Buratsudeidoomon (piloted by Prozen)

HP: less than 650

Gold: 1000 G XP: 2240

Strategy: For all the hoopla, this battle is easy. Prozen's Zoid is slow, and with a few commands, you can easily get in plenty of hits. You could even use the Breakwater Formation and take him out in one turn.

If you thought that was the last battle of this scenario, well, you haven't been paying attention! You haven't fought the pre-requisite Heavenly King yet. Jack and Gail talk, and Jack tries to dissuade Gail from his path. Regina and Ace point out that it's useless to talk, Gail's too far gone.

Before the battle starts, though, some good news - Ban is alright! Although his Zoid was destroyed by Raven, the power of Jeeku has resurrected the Shield Liger as the Blade Liger! (It's the first season Ban, for those of you who follow the anime.) Irvine's here too, of course, with his Command Wolf AS. You can put them in the party for the last battle of this scenario:

Boss Battle:

Gojulas GS (piloted by Gail)

HP: about 920

Gold: 1000 G XP: 2592

Strategy: The main strength of Gail's Zoid is it's HP. It's armor is nothing to laugh at, either. If you use the Breakwater Formation, though, you need to only scrape together about 460 points of damage (remember, Breakwater doubles your attack), which is not very much. You could also use the Obstacle Deployment to let small Zoids get in a free round of attacks. All his weapons will hurt if they connect, though, and since they are a mix of ranged and hand-to-hand, there's no easy way to finesse them.

Gail still has the last laugh, though - he reveals that he managed to get the Deathsaurer data anyway, and as usual runs back to the Emperor. Oh well, nothing more to do here.

Scenario 7: Unraveling Destinies

Area 1: Arcadia Overland

Locations: Arcadia Town (center of the map); Arcadia Castle (western section of map); Space-Time Transmission Center (eastern section)
Enemies: Demantis, Maccurtis, Gunsnipr, Gunsnipr W2, Elephander,

Elephander SC, Elephander CM, Elephander AG, Konig Wolf, Shadow Fox, Gojulas Gana, Gojulas Mark II S, Lightning Saix B, Dibison, Iron Kong PK, Iron Kong MA, Dark Horn, Genosaurer

Purchasable Items: (in Arcadia Town)

Core Active Ion Medium - 1,500 G
Core Active Ion Large - 3,000 G
Zoid Core Reinforcement Medicine - 4,600 G
Emergency Evacuation Capsule - 15,000 G
Hyper Napalm - 20,200 G
Reinforced Conformal Armor - 6,800 G
E Shield Generation Equipment - 12,000 G
Hyper Vulcan - 12,900 G

Commands: Conditions of the Warrior (Arcadia Town, old man, Bar, 1st Floor)

Something odd is happening within the Emperor's ranks at the start of this scenario. Fran has used the Space-Time Transmission Equipment, but she hasn't had any authorization to do so! The Emperor sends Burahdo out to track her down.

Regardless, the army reports that the transmission equipment has been used twice, so you have to go and track down the source of the commotion.

Roman has the Conditions of the Warrior for you this time. It's not too useful, unless everyone but Atory is destroyed. The best DF Ignoring weapon, the Hyper Napalm, is on sale - get a few, for those tough boss battles. (The Hind Buster, arguably, is stronger, since it's high accuracy guarantees a critical hit that ignores defense anyway.) Also, the Reinforced Conformal Armor is the second best (the other being Rare Metal Armor) in the game. More importantly, a slew of new Zoids appears on the overland. It's time to seriously start collecting data. You should pick up the Gunsniiper W2, any Elephander variants you missed (AG and CM, most likely), the Konig Wolf and Shadow Fox, and the Iron Kong PK - you may, but you don't have to get the Genosaurer (since you'll be getting it in a few moments ...). Get all the cores and parts you need, too. If you haven't, now is another good time to replace and upgrade your Zoids.

You should really only have two different Aerial Zoids at this point - the Black Redler and Storm Sworder. A strong S class Aerial Zoid is also an option (Zabat or Pteras Bomber). You should have a few Lightning Saix (or even Lightning Saix B if you use them that much), Rev Raptor (or Rev Raptor PB's), Spinosappers, and Gunsnipers (or Gunsniiper W2's, or even a Gunsniiper LS) as small Zoids for main use with the Obstacle Deployment. The Trinity Liger, of course, should also be there (and ready for the upgrade in the upcoming scenario). Then a few Medium class Zoids (Shadow Foxes, Konig Wolves, your favorite Command Wolf if you like, a few Liger variants, Shield or Blade, maybe a Zaber Tiger AT/FT, Dibison, Iron Kong variants.) If you prefer large Zoids, you can use an Elephander or Gojulas, too. Anyway, once you've got the Zoids you want, it's time to visit yet another world.

Area 2: Silver Liger Zero World Overland

Locations: All Star's Town (S of Silver Orb); Solid's Base (SW of town); Cave (SW Corner of overland map)

Enemies: Genosaurer, Iron Kong PK, Shadow Fox, Demantis, Elephander AG, Blade Liger, Dibison

This area is unfamiliar to either Jack or Ace (and of course, Regina

doesn't know anything except how to lecture Atory, Jack, and Ace) - and neither is the Berserk Furher that runs past the party. Suddenly, a Silver Liger Zero jumps out to face down this Zoid. All Star (hero of his own game) fights the Berserk Furher, and manages to drive it off. Nonetheless, his Zoid is heavily damaged.

You could wander around, but there's no point in going anywhere but All Star's hometown. This is a short scenario, so let's go!

Area 3: All Star's Town

Locations: Blue Gem's Shop (SW Corner); Item Shop (SE Corner)

Purchasable Items:

Core Active Ion Medium - 1,500 G

Core Active Ion Large - 3,000 G

Shockwave - 2,800 G

Zoid Core Reinforcement Medicine - 4,600 G

Commands: Rear Support (old man, SW section of town)

Zoid Data: Silver Liger Zero

Temporary Party Members: All Star (Liger Zero X), Solid (Super Genosaurer)

There are a few things you will want to do before visiting Blue Gem's Shop (which doubles as a Zoid Construction Shop). Pick up the moderately useful Rear Support (doubles attack power of the front rank but immobilizes the back rank), and get any items you want.

When you enter Blue Gem's, All Star will leave to discuss repairs to the Silver Liger Zero (which will take a while). Party (yes, that's her name, Pa-ru-ti) will entertain All Star's friends (that's you). Plans are drawn up for hunting down that loose Berserk Furher, but then a bustle outside gets everyone out of their chairs.

It's Solid and the army - seems they've been having problems with the Berserk Furher, too. Solid loans All Star a Liger Zero X, and then he and All Star join you for a little Berserk Furher hunt.

Before that, though, you'll want to see what's in Solid's base. There's an interesting person there ...

Area 4: Solid's Base

Purchasable Items:

Napalm Missile - 13,900 G

Poison Gas Sprayer - 1,100 G

Ion Irradiation Equipment - 8,800 G

Plasma Particle Cannon - 20,200 G

Items: Zoid Core GS

Zoid Data: Liger Zero X Imperial Service Type, Genosaurer

Upon arriving at the base, Solid gets a report from one of his soldiers about a suspicious female that was detained. If you enter the nearest door, you'll find her. However, in the back of the base, there's an Armaments Shop - the Ion Irradiation Equipment is worth a look, at least. Don't forget to grab the chests, too. (One is in the interrogation room, so it can wait.)

You have a suspicion about who that woman is, of course, and Ace and Jack are right - it's Fran. Fran is kinda sad and moping, but Ace conveniently lies to Solid (saying that Fran is a Zoid Maniac) to get her off the hook. Fran alternates between being angry, and sad, and grateful, but she accompanies the party as a non-piloting observer. (That is, you can't assign her to a Zoid, she just tags along for the conversations.)

There's really only one place left to look for the Berserk Furher ...

Area 5: Cave

Items: 1500 G x 2, Zoid Core UX
Enemies: Maccurtis, Demantis, Gojulas Mark II S, Gojulas Gana, Dibison, Blade Liger, Elephander SC
Zoid Data (Scenario End): Trinity Liger BA, Liger Zero SC, Liger Zero JA, Liger Zero PA

This area is small, but there IS a Zoid Core UX in one of the chests. You'll definitely want that, and it's up to you whether to save it or use it immediately. (You can build a Liger Zero or a Liger Zero X Imperial Service Type at this point.) Work your way onwards until you find the storage area that the Berserk Furher hails from. Of course, the Zoid in question is there, too, with some friends.

Boss Battle:
Berserk Furher
Dark Horn
Iron Kong MA
Gold: 3000 G XP: 1611

Strategy: The only Zoid you have to worry about is that Berserk Furher - it's got a Charged Particle Cannon with your name (and 248 points of Square damage) on it. It should have around 400 HP, so hit it first. The Iron Kong MA is very, very fast, but you probably can't beat its speed (unless you use aerial Zoids), so just take the hit and move on. You definitely want to get the Furher down before it can fire.

Well, that wasn't so bad, and now you have a Berserk Furher core to study! You can wander around again, if you like, but avoid the town unless you want to end the scenario.

Back in town, Party will talk to you, and then go off with Fran. They've studied the core, and Blue Gem proposes that there are 2 or even 3 different variants that could be built with it! (It's 3 - the Storm Furher, Berserk Furher Y, and Berserk Furher Z.) Of course, just when things are going well, the town gets attacked.

Burahdo's here, and he's got soldiers with him. They want the core, and when Fran and Party show up, Burahdo holds Party hostage! Burahdo takes the core, and Fran, and heads back to the Emperor. Luckily, Party is unharmed. (Okay, I know - you didn't really care. I bet most of you wanted the core, right?)

It's not a complete loss. Blue Gem is a genius at modification, and he gives you 4 new sets of Zoid Data: the Trinity Liger BA, and the three Liger Zero armors (SC, JA, and PA). Wow! Time to head back and start building up Zoid growth again.

Section 4: Credits

There are several people without whose publicly available resources this document could have never been compiled:

crazieaznkid, for the Zoids Saga walkthrough (available at GameFAQs, of course), which I used as a reference for getting through the game the first time;

SenorChristian, for information that Naomi Fluegel was an obtainable character;

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Channel Zi (www.artvilla.com/zoids), for having a ton of Zoid information, which helped me identify the Zoids and properly translate the names;

Jeffrey's J<->E Dictionary Server (linear.mv.com/), an excellent on-line dictionary.

Also, extra special thanks to www.angelfire.com/rpg2/zoidsbattleextreme, for agreeing to host the Zoids Graphics Pack on his website. Go, check it out! If you want to know what each Zoid looks like, this is the place to be.

Section 5: Copyright / Authorization

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Section 6: Miscellaneous

In case you were wondering, the titles of each of the Scenarios were chosen by me. They aren't official, I just thought they sounded pretty cool.

Special Side Notes:

Atory - well, I call him that, but in all honesty, because the initial A is long, there is a strong case that his name is Artery! (Or Artory.) I thought I'd give the name more dignity, although to be honest, most of the names in Zoids are supposed to be English-renderable.

Burahdo, Fran, Gail - I've decided to drop the u between the F and r in Furan; it's a judgement call, but one I feel safe in making. Burahdo, though - all signs point to his name being Brad. But we already have a Brad in the series - Barahdo Huntaa (aka Brad Hunter, from Zoids New Century Zero). It might be Vlad (as the B is interchangeable with the V, and the R with an L, so we might have Vulahdo - Vlad). Don't even get me started with Ops (Oopisu). Unless a kind person who knows for sure what Tomy was thinking suddenly gives me more info, I'll stick with these names.

Also - I misread the kana in Gail (Geiru, not Guiru). So this is a correction.

Three Warriors of Arcadia - the actual term is San Juushi no Arcadia - the three Beast Men or Beast Warriors of Arcadia. However, the Zoids themselves are considered beasts (look into the ancient, ancient backstory of these toys), so that term, Juushi, might be likened to a Zoid warrior or even Zoid samurai. (Shi can be a warrior, counselor, a lot of different things.)

All-Star, Solid, Party, and the Silver Liger Zero - for those of you who are interested, this scenario is taken from (to quote from the character data) a Gameboy Soft Game called "Hakugin Juukishin Liger Zero", which roughly translates to "Silver Beast Machine Spirit Liger Zero". All-Star is the main character, Party is the heroine, and Solid is All-Star's rival. Juuki, or beast machine, is a pretty decent term for Zoids.

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