

# Final Zone FAQ/Walkthrough

by CypressDahlia

Updated on Aug 3, 2021

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(c) Wolf Team/Renovation Products 1990

FAQ & Walkthrough by CypressDahlia

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|_ [1] WHAT IS FINAL ZONE? _|
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Final Zone (FZ Senki Axis in Japan) is an isometric shooter developed by the famous Wolf Team, who would go on to make some really classic RPG franchises like Star Ocean and Tales. Before they hit their RPG stride, tho, they developed action games like El Viento and Final Zone. I'll be honest, I'm not a fan of isometric games. They tend to have finicky controls and awkward aiming, even in their finest incarnations, and Final Zone, being a 1990 iso game, suffers that in spades. The aiming and movement in this game are an abomination. On top of that, there's plenty of gimmick difficulty and slowdown is so aggressive that it's practically a gameplay mechanic. But, if you're here reading this, I can only assume you're determined to beat this anyway, so let's get to it.

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|_ [2] WHAT IS THE GAMEPLAY LIKE? _|
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In Final Zone, you control a NAP, or "New Age Power Suit," and shoot your way thru 14 stages using a large variety of weapons (I'll explain those later). Your goal in every stage is to destroy all the required enemies, whether it be an assortment of mooks or a single boss. Most stages allow you to freely roam around a looping map to seek and destroy your targets. 3 stages are auto-scrolling and play like a diagonally scrolling SHMUP.

You have one, persistent life bar for the duration of the game. It doesn't refill between stages (ouch) and only refills 60% when you die and continue. Your life also determines how many weapons you have access to, with each hit you take destroying one of your weapons. It's a unique, but convoluted gimmick for a 20-minute-long game. Claiming supply drones thruout the seek-and-destroy stages restores 1 bar of health and 1 random weapon. Aside from that, there are no ways to restore your health except continuing. Dying, by the way, is very easy to do since this game does NOT have invincibility frames. A volley of shots can end your life quickly.

The number of continues you have is determined by the difficulty level. If you use all of them, it's game over. Score, as far as I can tell, doesn't really do anything, and there are no time limits. However, it's still preferable to complete stages quickly as infinitely respawning enemies will harass you.

Now, let's get into more details regarding the mechanics:

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|__| [3] HOW DO I PLAY THIS GAME? |__|
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This game is playable with both 3 and 6 button Genesis controllers. The controls can be re-mapped in the CONFIG menu, so I'll tell you what the functions do and you can figure out the most comfortable setup for yourself:

D-Pad = Move in 8 directions  
 Strafe if you're holding down a fire button  
 Strafe by default if you're in an auto-scroll stage  
 Navigates menus  
 Running into an enemy during gameplay will cause your mech to PUNCH them  
 Double-tapping initiates a dash for a few seconds; hold to sustain

Hand = Fire your main/Hand weapon (equipped to "Right Hand")  
 If you highlight a weapon in the Weapon Config menu and press this button that weapon will be equipped to "Right Hand"

Option = Fire your sub/Option weapon (equipped to "Back")  
 If you highlight a weapon in the Weapon Config menu and press this button, that weapon will be equipped to "Back"

Select = Open Weapon Config menu during gameplay  
 If you highlight a weapon in the Weapon Config menu and press this button, that weapon will be bumped up to the third slot ("Left Hand")  
 Select "EXIT" in Weapon Config Menu to resume game

Start = Pause game during gameplay

Start, Select, Option and Hand can all be used to select menu items. Speaking of menus, the menus in the game are as follows:

Title Menu: "START GAME" starts the game on default settings, "CONFIG" goes to the Config menu

Config Menu: You can remap face buttons by highlighting "KEY" and pressing Left or Right on the D-Pad, test music, or change the difficulty level here. Difficulty affects the following factors:

Easy: 12 starting health/weapons, low enemy health, 5 continues

Normal: 8 starting health/weapons, med enemy health, 3 continues

Hard: 8 starting health/weapons, high enemy health, 1 continue

On Normal and Hard, you get: Normal x3, Shotgun x2, Wave, Twin and Vulcan

On Easy, you get: Normal x3, Shotgun x2, Wave, Twin, Vulcan, Side, Bazooka, Ray and Grenade

Selecting "EXIT" does NOT go back to the Title menu. It starts a new game with current settings. Odd, but streamlined, I guess.

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Final Zone has the most needlessly complex weapon system for a game of its type. There are 20 different weapons and you can hold up to an assortment of 14 on different parts of your NAP. Only two ("Right Hand" and "Back") actually allow you to fire them. In other words, the other parts aren't important so don't bother with their names.

Every weapon has 2 fire modes. A weapon equipped to Hand ("Right Hand") is in primary mode. It's weak, but has infinite ammo. A weapon equipped to Option ("Back") is in secondary mode. It's strong, but has limited ammo.

Each weapon corresponds to 1 point of life on your life bar. You start with 12 default weapons on Easy difficulty and 8 on Normal and Hard. If you get hit, you lose the "lowest priority" weapon in your list. What is priority, you ask? If you press "Select" during gameplay, you will see a list of weapons. The two, blue weapons at the top are your current Hand and Option weapons, in that order. The rest are listed in descending order of "priority". Getting hit will destroy weapons, starting at the bottom, going up. The only way to get weapons back is to get health back. The only way to get health back is to claim supply drones or die and continue. You always continue with the life and default weapons you started the game with and weapons dropped by drones are random. However, more powerful weapons tend to drop later in the game.

If your Option weapon is depleted, it's sent to the bottom of the list and the weapon that was after it is automatically equipped to Option. It can still be used as a Hand weapon but, as far as I know, it can't be refilled.

Basically, you must constantly go into the Weapon Config menu and painstakingly re-prioritize your weapons so the best ones are at the top of the list. It can get kinda tedious lol.

These are descriptions of the weapons and their two firing modes:

#### NORMAL

Hand: Continuous stream of bullets      Option: Burst 2 streams of 3 bullets

#### SHOT G (UN)

Hand: 3 bullets, fan shaped      Option: Snake-like stream

#### WAVE

Hand: 2 parallel bullets, tight      Option: Burst 3 streams of 2 bullets

#### VULCAN

Hand: Similar to NORMAL      Option: 2 streams of bullets in "V" shape

#### TWIN

Hand: Same as WAVE, but loose      Option: Same as WAVE

#### GRENADE

Hand: Burst stream of bullets      Option: 8 bullets in circle pattern

RAY  
Hand: Single laser      Option: 2, parallel lasers

NAPALM  
Hand: Flamethrower      Option: Longer flame

H (ANDY) NAPALM  
Hand: Same as Napalm      Option: 3-way flame

ROPE G (UN)  
Hand: continuous damage chain weapon, can't move      Option: Goes thru enemies

!!!NOTE!!! This weapon is VERY specialized for killing bosses. Basically, if you stand close to a boss and hit it with this, it will do continuous damage, sometimes instantly killing it. It's an incredibly powerful weapon and worth taking to the endgame.

MINE  
Hand: Single missile      Option: Set a time bomb

BAZOOKA  
Hand: Single missile, rapid fire      Option: 3 streams, 2 missiles in "T" shape

SPREAD  
Hand: Single missile, rapid fire, short range      Option: 3 homing missiles

SIDE  
Hand: 2 streams of 2 missiles, front+back      Option: 2 streams of 2, right+left

(AIR) HUNTER  
Hand: Single missile      Option: Anti-air missile

HELP  
Hand: Stream of homing missiles      Option: Air support drops bombs

MIS(SILE) CAN(NON)  
Hand: Same as Bazooka      Option: 4 streams of 2 missiles in "+" shape

PAR(TICLE) CAN(NON)  
Hand: Homing missile      Option: Anti-air fire

GIANT  
Hand: One, giant missile      Option: Explosive missile

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The number of Enemies you need to kill to beat the current stage is written in the top-left. Next to that, your current health is represented by 14 bars. Red bars to the right of that indicate your Option ammo. The tall, red bar is how many shots are left in the current...uhh...stack, I guess. There are too many

ammo varieties to call it anything else. The number of stacks left is indicated by smaller, red squares. Next to that is your (useless) score. That's it.

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- Obviously, some weapons are better than others. The game is designed for you to value and protect certain weapons using the priority system. I find that Wave is the best of the default guns on Normal and Hard. On Easy, you start with Ray and Bazooka, two of the 3 best weapons in the game. Rope Gun is the third.

- When you have 5 enemies left in a seek-and-destroy stage, the infinitely spawning drone enemies will become much more aggressive.

- If you hear an airstrike coming: move!

- Dashing is useless. It's extremely hard to control and you'll likely run head-first into enemy fire. Your sprite isn't exactly small, you know. Try to avoid using it altogether, tho it's easy to use it by accident.

- Stay away from everything and stick to open areas, if possible; edges and objects in this game are easy to get stuck on.

- Do not destroy supply drones over unwalkable terrain. You'll never be able to retrieve the item they drop.

- Use your Options liberally because that's what they're meant for. Most weapons in this game are designed to be expendable. The only exception is the Rope Gun, which you'll want to save.

- The slowdown in this game is atrocious, but can be used to your advantage. Constantly firing a rapid fire weapon can give you valuable time to maneuver out of harm's way.

- Both you and enemies can shoot things slightly off screen, so never rush headlong into new areas and premeditate your angle of approach.

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|_ [7] HOW DO I BEAT THE GAME? _|
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[7a][ STAGE 1-1 ]

Targets:	Green Scorpion	x 6
	Green Fly	x 6
	Green Hornet	x 8
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	TOTAL	20

Immediately press whichever button you set to "Select" (default C). If you're on Easy mode, equip Ray in Hand and Bazooka in Option. If you're on Normal or Hard, equip Wave in Hand and Twin in Option. These are your two best weapons at the moment and you'll want to protect them. Anyway, onto the stage:

You'll begin the stage right next to the first squad of Scorpions (tanks). All enemies in Final Zone appear in groups of 1-6 at different points on the map. Tanks are harmless as long as you don't stand in their path, so follow them from the side or behind. Be careful advancing along the wide streets as that's where tanks tend to spawn.

You'll also see unnamed enemies (we'll call 'em Peanuts because they look like peanuts) floating around. Aside from bumping into you (in which case you'll kill them with a single punch) they very rarely fire off a shot. That is, until the Enemy counter reaches 5. Then, they become faster and fire more often.

Anyway, kill the tanks, then wander the map looking for enemies. If you hear a siren-like sound, that means a supply drone is nearby. Shoot it and pick up the item it drops or ram into it to the same effect.

After you've eliminated your first squad of Hornets (helis), the enemy will perform bombing runs along the broad roads. Just get off the road immediately if you hear the sound of payloads dropping or see shadows of planes.

It's an overall simple level. Seek and destroy.

[7b][ STAGE 1-2 ]

Target: Great Bull (x18)

Your first auto-scrolling stage! Great Bull is a train bristling with guns. It has a total of 18 turrets and enemies strewn across 3 cars. You see how the track has different bands of color? The second-darkest band on the right side, a few tiles up from the bottom of the screen, is a very safe place to stand for the first 2 cars. If you still have possession of a Shot Gun, you can just stand there and pick off the turrets without moving. If not, start on one side of the train and gradually kill turrets across its width.

The third and last car is the hardest because of its dense firing pattern. The key is to preemptively attack as it scrolls onto the screen. After destroying the second car, wait a bit, then blow some, if not all, of your Option. Some enemies on the oncoming car should scroll right into their doom, giving you more room to pick off the rest.

[7c][ STAGE 2-1 ]

Target: Copper Fly	x 12
Copper Scorpion	x 7
Copper Hornet	x 6
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TOTAL	25

Honestly, not different enough from Stage 1-1 to be worth writing about. The palette swapped enemies are a little tougher each iteration, and that's about it. Do try to get as many supply drones as you can, tho. Ideally, you'll want to

grab a Ray, Bazooka or Rope Gun for the future, depending on what you have or don't have. Side as an Option is pretty useful for the next boss, too.

[7d][ STAGE 2-2 ]

Target: Black Knights (x3)

If you picked up Ray or Rope Gun, this fight will be a piece of cake or, at least, the beginning will. One of the three Black Knights will roll up directly in front of you, giving you a great opportunity to blast it before the fight even starts. Just step toward it and slightly left and blast it with Ray or Rope Gun to kill it before it even moves.

When the Knights begin circling, keep them at a distance by moving toward them. They will constantly shoot large, black projectiles and occasionally try to get in close for a punch. Just let them run into your shots as they orbit.

[7e][ STAGE 3-1 ]

Target: Silver Scorpion x 4  
Silver Fly x 8  
Silver Golem x 17  
Silver Hornet x 1

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TOTAL 30

Nothing's really changed here. The only news is the Golem, which is a small, walking mech that approaches in swarms of 5-6, then scatters, firing slow shots. You'll notice by now that there are only 3 types of enemy projectile: yellow shots, black shots and lasers. Yellow are dumbfire, black has varying degrees of homing ability, and lasers are actually multiple (usually 3) projectiles in a straight line, meaning they can do tons of damage. Anyway, kill everything and try to keep your Ray and Rope Gun, if possible.

[7f][ STAGE 3-2 ]

Target: Twin Eagle (x2)

The Eagles will start by surrounding you on either side. If you have Rope Gun, one of them can say goodbye immediately. Ray won't instantly kill one, but do significant damage. Just pick one and start firing.

After a second or so, they will start moving counter-clockwise in a rectangle pattern, gradually speeding up. The middle of the area is the safest place to be. The edges are jagged and VERY easy to get snagged on. If you've already laid into one with Ray, you can cut it off and finish it. If not, dodge until they stop. When they stop, they'll stop at opposite "corners" of their rectangle pattern and fire like this:

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|\ | Just pretend all the lines are streams of bullets. The first  
| \ | cycle looks like this, but it gets mirrored every other cycle.  
| \ | In other words, the diagonal line gets flipped.  
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Anyway, angle yourself correctly to sidestep the streams and lay into one. Focus on one at a time.

[7g][ STAGE 4-1 ]

Target: Bronze Battery x 10

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TOTAL 10

A yes, limited visibility. Everyone loves /this/ gimmick. You have a little more visibility toward the top of the screen than the bottom, so try to move upward, as it's very easy to get sniped from the void.

You'll start off surrounded by 2 turrets, so move. They can only be killed when they're active, which means you have to bait out their fire. There will also be a supply drone nearby. Do NOT shoot the supply drones in this stage. Instead, let them come to you and walk into them. If you shoot them over the pits, that item is lost forever.

[7h][ STAGE 4-2 ]

Target: Spider Web (x1)

If you have Rope Gun, this fight is trivial. Take a single step to your right, then zoom up to Spider Web and continuously fire. If you're in the right spot, it can't even hit you and you'll dust it in a matter of seconds. Do NOT try to get beside or behind it, tho, or you'll be met with a volley of homing shots.

Otherwise, this is a bit of a tough cookie. As I said, take a single step to the right from the starting position and you'll be safe from Spider Web's first firing pattern. Shoot it from here. If you're daring, you can try to score hits while actively dodging the lasers.

For its second pattern, Spider Web moves slowly in a counter-clockwise diamond, firing at each of the "points". It's just a matter of getting your licks in and moving out of the way. After 3 cycles, it will fall back in the center of the track, then charge forward and release a radial laser attack. As far as I know, this is unavoidable, so just try to kill it before this happens too many times.

[7i][ STAGE 5-1 ]

Target: Yellow Wolf x 4

Yellow Hornet x 8

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TOTAL 12

A short, but supremely annoying stage. By now, you should have noticed that it's very easy to get caught on edges in this game. The tiny, diamond-shaped platform you're stranded on dials this problem up to 1000.

Anyway, begin by spamming fire upward. You should take out a heli as it appears. Take a single step to your left and pop the other heli. If they get past you,

they will circle in wide orbits that are hard to follow, so be proactive about killing them. Now, kill the Wolf (mech) to your right. Each of the 4 mechs boasts progressively more dangerous weaponry, but the first is cake.

Basically, the enemies approach in threes: 2 helis from the top and one mech from the right. You'll want to start every set at the bottom of the platform. Then, spam fire upward to take out the helis, then take out the mech. The 2nd, 3rd and 4th pairs of helis are a little more spread out than the first, so account for that. The 4th mech fires lots of homing shots. The only way to effectively dodge these is to do tight, counter-clockwise circles on the platform. Alternatively, you can move to the left side of the platform and scroll the Wolf off screen. It'll stop firing, so scroll right until you see the outline of its sprite and pick it off.

[7j][ STAGE 5-2 ]

Target: Mole Hill (x12)

Start by destroying the 2 turrets immediately in front of you, then the one to your right. Now, see the pair of red tracks you started on? Position yourself just above the top track, then turn to your right. There are 4 turrets on a train car ahead of you. You'll want to strafe slowly in that direction, picking them off one-by-one. You can repeat the same process for another 4 turrets at the bottom-right of the area. Position yourself south of the double tracks for those. There is a large laser cannon aimed down the center, so you never wanna be in the middle.

Once the turrets are gone, it's just a matter of taking out the central gun. There is a glowing, orange weak spot tucked deep in its armor. To hit it, you have to stand juuuust to the right of its main gun's line of fire. Ray has a hard time hitting it, but other ammo has no issue. The 'ol Rope Gun works well.

[7k][ STAGE 6-1 ]

Target: Red Crawler x 12  
Red Golem x 8

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TOTAL 20

Immediately start moving as you'll probably be cheap-shotted if you don't.

This seems like a short stage, but it isn't. This is the final normal stage in the game and, boy, does it drag. The targets take forever to kill. There's all kinds of random crap obscuring your vision and getting in your way. And the enemies have very devastating attacks. The Red Crawler and Golem launch a radial laser attack that is hard to avoid, so keep your distance. The regular Peanuts are aggressive from the get-go and fire homing projectiles.

Try to stay in open areas so you'll have more room to dodge. Don't do combat behind the turquoise walls because you won't be able to see crap. I highly recommend against using the Rope Gun here because standing still in this stage is practically a death sentence. Ray or Bazooka are preferable.

[7l][ STAGE 6-2 ]

Target: Axis (x7)

Start by retreating to the bottom of the area. You don't want the main Axis body on screen at the moment, as it continuously shoots batches of homing shots. Instead, approach the 2 sets of Golems diagonally from the bottom and take them out. When that's done, go to the bottom center of the map. Walk up, while firing, until you see the Axis core. When it fires, back up a good ways and sidestep the projectiles. Repeat until it's dead. It takes a lot of patience but I imagine, if you've made it this far into Final Zone, that's what ya got. Just make sure you're advancing far enough each time to actually score a hit. The hitbox of the Axis core is kinda high on the sprite.

Rope Gun is USELESS here, btw. Projectiles are safest. But keep your Rope Gun in Options, if you can: it'll trivialize the next fight.

[7m][ STAGE 7-1 ]

THE FINAL BATTLE!

Alright, if you have Ray or Rope Gun, this fight is a cinch. The boss spends a lot of time...just spinning in place at the beginning. Too lazy to make a proper intro animation, huh? If you spam Ray, you should be able to get a ton of hits in so that, once it actually begins moving, only a few more shots should kill it. Oppositely, you can spam Rope Gun, which kills it even faster. Better yet, equip Rope Gun to Option and hit it TWICE and enjoy a flawless victory over the "final boss".

If you have neither weapon, tho, you're in for a fight. There are Peanuts everywhere in aggro mode. Thankfully, they only shoot regular shots. The boss itself has three attacks. If it raises its shield, it's about to unleash an 8-directional dual laser attack. It opens with this attack. It can also fire homing shots and punch like you can, so don't get too close.

The boss spends most of its time circling outside the walls, making it hard to confront without getting snagged or blinded. I recommend engaging the boss from the center, facing outwards, thru the gaps between the walls. Needless to say, stronger weapons are preferable. If you died recently and only have the default loadout: well, yikes. You could try beating it with Wave and Option spam, but I would start over. This is one of those arcade-style games where things you accumulated along the way determine if you can beat the game.

As the fight ends, QUICKLY GO INTO YOUR WEAPONS CONFIG and EQUIP A RAPID FIRE WEAPON TO HAND. This will help IMMENSELY for the final-final segment. You CANNOT access your Weapon Config menu in the next stage, for some reason.

[7n][ STAGE 7-2 ]

ESCAPE!

Oh boy, an escape sequence. These are always fair. If you have a rapid fire weapon, fire it constantly. The torturous slowdown that's been plaguing the game up 'til now becomes an unlikely ally. You'll be moving up a corridor at very high speeds while lasers randomly fire at you from the opposite direction. The only way you'll survive this is to exploit the slowdown.

After a while, the bottom end of the tunnel will begin exploding. THIS CAN DAMAGE YOU, so advance slightly up. Once the lasers stop, advance as far up as possible as the explosion will expand. After a few seconds, you're home free and you have BEATEN FINAL ZONE for Sega Genesis!

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ORIGINAL (CONCEPT) - M. Akishino  
PROGRAM - H. Izumino, M. Sugiyama  
SUB PROGRAM - K. Ueno, Y. Tani, C. Tokuhiro  
IMAGE ILLUSTRATION - H. Mikimoto  
GRAPHICS - F. Ishii, M. Sato, M. Matsushima, K. Nagata, S. Kinebuchi,  
Y. Ohnishi, Y. Ushijima  
MUSIC - M. Uno, M. Sakuraba, Y. Shiono  
SOUND EFFECTS - Y. Shiono  
PLANNING - K. Inoue  
PLANNING ADVISOR - K. Goto  
AD DESIGN - F. Ishii  
BUSINESS WORKS - J. Asanuma, M. Uno, H. Kayano  
THANKS - K. Iijima, H. Ogasawara, T. Ogura, A. Kabaya, Y. Kohama, F. Shimoyama,  
K. Suzuki, H. Suzuki, S. Sekizuka, T. Sou, T. Takeda, K. Tajima,  
T. Toyota, T. Hagiwara, T. Hamada, A. Higurashi, F. Fukaya, T. Hori,  
S. Miyoshi, T. Yamamoto, S. Rokumoto, O. Watanabe  
U.S. STAFF - S. Yazel, H. Hiraga, R. Lee, D. Izat  
SPECIAL THANKS - K. Fukushima  
PRODUCER - M. Akishino

Damn, that's a lot of thanks for a game that isn't very good. I know, I know, I'm being harsh but man, there was so much wasted potential here. Between the awkward controls, hitboxes and slowdown, Wolf Team missed an opportunity to make the Genesis' premier mecha run n' gun. Oh well. Wolf Team already carved their legacy with Tales and Star Ocean anyway, so I can't hate. Maybe them moving on from action games was good for all of us.

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|_ [9] WHO MADE THIS FAQ? _|
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```

I did. Contact me at "cypress\_dahlia@yahoo.com" if you have any questions, corrections or issues with the information contained here. Feel free to use this FAQ however, except for monetization of any kind. Thanks for reading and I hope you were able to squeeze some enjoyment out of this fun, but flawed, game.

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===== FINAL ZONE FAQ & WALKTHROUGH =====
===== July 29, 2021 =====
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