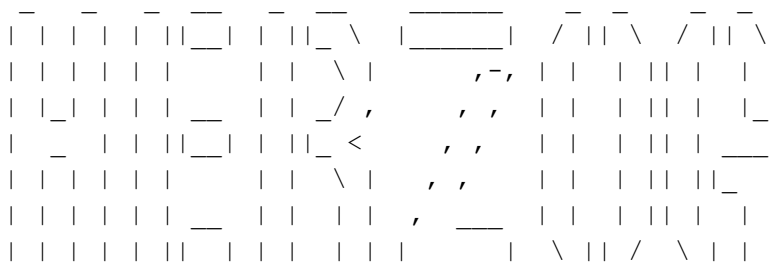


# Herzog Zwei FAQ/Strategy Guide

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HERZOG ZWEI  
for the  
SEGA GENESIS

Version 0.97  
last updated  
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| A NOTE ABOUT THIS FAQ [0010] |  
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Most all of my experience with this game has been versus the Artificial Intelligence (AI), or "computer brain". None of my friends would play me a second time after I first introduced the game to them, for fear that they would never be able to play the game well as it does take some practice. Not many people owned and played the game. Therefore, please bear in mind that much of the actual game play and strategies suggested herein are geared for use while playing against the AI. Strategies against human opponents will vary greatly.

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| ABOUT HERZOG ZWEI [0020] |  
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Herzog Zwei is a real time strategy (RTS) that was released (US) for the Sega Genesis in 1989. It is the sequel to the lesser-known game "Herzog" released for the MSX in Japan. I do not know much about Herzog, whether it is a typical shooter or if it has RTS elements.

Ask anybody what the first RTS game is an often you get "Dune 2" as a reply. In fact, Herzog predates Dune 2 by FIVE years. Herzog Zwei was released in 1989, while Dune 2 was released in 1992. Therefore, the first RTS is likely to be Herzog, followed by its sequel - Herzog Zwei.

When Herzog Zwei was released in the United States, it garnered little coverage. Since there were not any games like it at the time not many gamers sought the title out. Electronic Gaming Monthly, one of the few gaming magazines at the time, scored Herzog Zwei a 4, 6, 4 and 3.

Today, the game is a fairly sought after title and sells for an above average price.

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| BEGINNING A GAME [0030] |  
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At the title screen you press START to enter the setup screen. Here, you can begin a new game, or enter a password to resume a campaign. You may also select to listen to a sound test and a music test.

Before you select "Start" on the menu screen, you must select your side: RED or BLUE (Player 1 or Player 2). You can switch the CPU to be the RED player at this time if you desire to play from the opposite side of the map for a change. However, playing as RED is the default. Once you go through that setup, you will be prompted to select the game play screen window: SPLIT or WIDE. SPLIT naturally splits the screen in two, allowing you to watch the AI throughout the game. WIDE gives you the full screen, and is only available in one player games.

After you have selected your side press "Start" to pick a map followed by its

difficulty. (See the MAP AND LEVEL SELECTION section for details about each map.) Next, you are prompted the number of players, be it 1 Player versus CPU or 1 Player versus 2 Player.

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| TAKING CONTROL [0040] |
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The game controls are fairly straight forward. I would suggest that you refer to your game manual, if you have it, as it would be easier to read. Otherwise, read on, as this is a full FAQ.

Your four buttons (A,B,C & START) and the D-pad on the Genesis controller will give you command of your forces.

```
o-----{ GAME PLAY SCREEN }-----o
          ~~~~~
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D-pad

Controls your in-game movement

A Button

Picks up units from the ground or base

Drops transported units to ground

Transform from ATTACK JET TO GROUND UNIT if you are not flying above a ground unit

B Button

Fire your weapon

C Button

Brings up in-game menu

Start Button

Pauses the game

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o-----{ IN-GAME MENU SCREEN }-----o
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D-pad

Pushing left or right switches between the short and long range radars.

A Button

Orders selected unit

B Button

Orders selected unit (yes, it does the same thing as the "A" button)

C Button

Returns you to game play screen

Start Button

Pauses the game

The radar screen will show one of two things: the short range and long range radar. Short range shows a blank screen, with dots depicting units (red and blue) and a larger flashing "blip" showing the main AI unit. Switching to long range will show the entire game play map. Red bases are red, blue are blue, and uncaptured bases are white.

You will soon see that switching to the in-game menu screen does not freeze the action. Thus, you must get proficient in this screen and be able to pull up orders for units and read the map fast.

Regarding the game play screen, you will notice four bars at the top of it above each player. Player 1's info is on the left, Player 2 on the right. Here is a breakdown on what these represent:

B-This is your main base damage meter. If it falls to zero that player loses

the battle and the game is over.

G-This is your ammunition for your "transformer".

E-This is your fuel gauge. If it falls to zero you will be destroyed and you will respawn at your main base.

D-This is your damage level. Like "E", if it falls to zero you will be destroyed and you will respawn at your main base.

The indicators G, E and D can be replenished by standing inside a friendly base (as ROBOT), or flying and resting above either a friendly base or main base as the FIGHTER. Indicator B cannot be raised if lost. Defending your main base is the only way to keep this indicator from moving.

=====

| THE "TRANSFORMER" [0050] |

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The unit you control (as well as the 2Player or AI) is a transformer-like unit. It has the ability to change from an airplane fighter to a ground walking robot.

While airborne, you can carry your units around the map. This will slow you down and consume more fuel than regularly. Therefore, keep a close eye on your fuel gauge while ferrying units. The only combat that you can commit to while airborne is one-on-one against the opponent while the opponent is airborne as well. Ground units cannot attack you, except for the SAM units.

Also, be aware that if you are destroyed while ferrying a unit, that unit will be destroyed along with you.

In robot mode you move much slower than being airborne, but you can engage in combat with all enemy units (or, if you desire, even your own units). You can also fight the AI one-on-one while the opponent is in robot form. All ground units can attack you while you are in robot mode.

In addition to the on-screen status bars (discussed above) there are some other indicators that pop up during the course of the game:

-When you order a unit the "WRENCH" indicator begins to flash on screen. Once the unit is available, the WRENCH will turn into an "OK" sign. You can then pick up your new unit from any friendly base or your main base.

-When an enemy missile is fired and is tracking you, a small missile indicator will flash from the direction the missile was fired, allowing you to stay away from the threat.

-When your main base is under attack, a flashing "SOS" signal will pop up (along with a warning siren). Hurry back to your base if it is undefended!

-When you see a unit on the battlefield that has an (!) that unit is in need of supply.

=====

| UNITS [0060] |

=====

The units you command in the game are vulnerable. If you pick up a unit while airborne, you can see the stats for the unit you just picked up in the in-game menu screen:

D-This is the damage level. If it is exhausted the unit will be destroyed.

E-This is the energy (gas) level. If it is exhausted the unit will not be able to move. This will generate a (!) symbol.

G-This is the ammo (gun) level. If it is exhausted the unit will not be able to fire its guns. This will generate a (!) symbol.

M-This is the missile level. If it is exhausted the unit will not be able to fire SAM missiles. This will generate a (!) symbol.

Make note that you may only deploy 50 units on the map at a time. You can see how many units you have deployed in the in-game menu screen.

You will also notice that the more expensive the unit the longer it takes to produce the unit.

There are 8 units available to be deployed.

o-----{ SUPPLY TRUCK }-----o  
Cost: 1500 G ~~~~~

They resupply your units with gas and ammunition.

Key Strategies:

-They need to have access to your unit to resupply it. Therefore, ensure that the Supply Truck can get to those units. Also, it is defenseless.

o-----{ INFANTRY }-----o  
Cost: 500 G ~~~~~

The foot soldiers of your campaign. While you can win a map without them, it is not advised to do so, especially against a non-AI opponent. These guys are cheap and hardy - you can set them and forget them.

Key Strategies:

-Use them to occupy a base, naturally. Send them off four at a time towards the direction of an unoccupied base. They will most likely capture it while you concentrate on happenings elsewhere.

-Order one up with the MAIN BASE ATTACK command. Since the unit never tires or runs out of gas, as long as they have a fairly good line towards the enemy base they should show up and start firing on the main base. This will not do much other than distract your opponent for a short time.

o-----{ MOTORCYCLE }-----o  
Cost: 950 G ~~~~~

A cheap unit that, unfortunately, you get what you pay for. Do not waste your hard earned money on these units. They are weak and are prone to running out of gas easily.

Key Strategies:

-None. Avoid using them at all costs.

o-----{ ARMORED CAR }-----o

Cost: 1300 G

~~~~~

Naturally, cheaper than the tank yet lighter damage-wise. While they can hold their own against weaker units that the AI will use against you, your money is best spent on heavier equipment, like the TANK or CANNON.

Key Strategies:

-Place two or more in key bottlenecks with the STAY PUT command. This will keep enemy infantry from penetrating your defenses.

-----{ SAM }-----  
Cost: 4300 G

~~~~~

The SAM units are integral to your campaign, and are a must to be deployed in the first half of your battle. They are best used for defensive purposes in conjunction with TANKS.

Key Strategies:

-Always group three or more along with a SUPPLY UNIT under or around the AI's flight path. This will weaken the AI's main ship. If positioned correctly, you can destroy the AI before he arrives at his destination with its cargo.

-Four fully supplied and armed SAMs can survive long enough to destroy the AI before the AI can inflict much damage. If one of the SAMs runs out of ammunition, the AI can get off enough shots to destroy your units. Therefore, ensure that your SAMs are being replenished by either you, or more desirably, by the SUPPLY TRUCK unit.

-See the BASE DEFENSE SETUP STRATEGY

-See the FINAL ENGAGEMENT METHOD "BLITZKRIEG"

-----{ TANK }-----  
Cost: 3200 G

~~~~~

The tank is the strongest unit in the game, short of your primary vehicle. Thus, it is best used for frontline defense and offense.

Key Strategies:

-Tanks are excellent to deploy near the enemy and be allowed to engage. They soften up other units nicely. Naturally, this is best done if you send off more than one tank.

-See the BASE DEFENSE SETUP STRATEGY

-See the FINAL ENGAGEMENT METHODS "QUICK KILL" and "BLITZKREIG"

-----{ BOAT }-----  
Cost: 3400 G

~~~~~

The boat is a good unit that becomes available on maps with water, obviously.

Key Strategies:

-Since boats are often used by the AI near the beginning of battle on water maps, they sometimes are best used for defense.

-See the FINAL ENGAGEMENT METHOD "BLITZKRIEG"

o-----{ CANNON }-----o  
Cost: 15,000 G ~~~~~

The best unit in the game, but only in numbers. It is best to babysit these units if they are being deployed in a hot area. Otherwise, they can get picked off fairly easily by the AI or approaching TANKS. Alone, these units are vulnerable. If grouped together in packs of four or more, they are very deadly.

Key Strategies:

-Position in groups.

-See the BASE DEFENSE SETUP STRATEGY

-See the FINAL ENGAGEMENT METHOD "ENCROACH AND ENGAGE"

=====  
| UNIT COMMANDS [0070] |  
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Now that you know about the units, you need to know how to control them.

When you order a unit you also order, and pay for, a command to assign the unit. Further, if you pick up an existing unit from the ground and then go to your in-game menu screen you may pay to change the existing order for that unit.

Here are the commands available:

-Name of Command-

Cost: How much the command costs

Restrictions: What units cannot use this command unless noted otherwise

What it does: How your unit will behave under this command

Details: Some notes about the usefulness of the command

o-----{ SUPPLY }-----o  
~~~~~

Cost: 580 G

Restrictions: Only available for the SUPPLY TRUCK

What it does: Assigns unit to seek out units that need to be re-fueled or reloaded.

Details: The SUPPLY TRUCK will go where it needs to go to do its job. This includes going where you do not want it to go. Therefore, keep an eye on your SUPPLY TRUCKS or they may get destroyed if they wander to close to the action. This is the only command available for the SUPPLY TRUCK.

o-----{ MAIN BASE ATTACK }-----o  
~~~~~

Cost: 3500 G

Restrictions: CANNON, SUPPLY TRUCK

What it does: The unit will go straight to the enemy's main base and attack the main base. It will not attempt to attack any other unit it may encounter.

Details: Self explanatory.

-----{ SECURE BASE }-----  
~~~~~

Cost: 1500 G

Restrictions: CANNON, SUPPLY TRUCK

What it does: Unit will go to the nearest enemy or neutral base and attack any enemy it sees on the way there. Once there, the unit will hold the base until you capture it.

Details: Unless you want your units to run to the next base right after you take the base, be sure to change the commands. Otherwise, they are off to the races.

-----{ ENTER BASE }-----  
~~~~~

Cost: 1800 G

Restrictions: Only available for INFANTRY

What it does: The INFANTRY units will run to the nearest enemy or neutral base and attempt to enter it.

Details: See ABOUT THE BASES section to understand the importance of this command.

-----{ ATTACK ON SIGHT }-----  
~~~~~

Cost: 1000 G

Restrictions: CANNON, SUPPLY TRUCK

What it does: The unit will sit stationary where it was placed. If an enemy is sighted it will engage and attack the enemy and return to its previous position after the enemy is destroyed.

Details: Be careful of this command if the unit is placed near a feature that could hinder the unit (like driving over lava or falling off a plateau). Excellent for defense.

-----{ PATROL }-----  
~~~~~

Cost: 500 G

Restrictions: CANNON, SUPPLY TRUCK

What it does: The unit, when placed, will begin to patrol in a circular motion around the location in which it was placed. It will engage the enemy if seen, and return to its patrol after the enemy is destroyed.

Details: Not a very useful command, as all units except INFANTRY will run out of gas much too soon for it to be an effective command.

-----{ STATIONARY }-----  
~~~~~

Cost: 100 G



Restrictions: SUPPLY TRUCK

What it does: The unit will stay in place and await the enemy and attack when the enemy is in range.

Details: While this is the cheapest command it is quite possibly the best in terms of value. Excellent for defense, naturally. Best used in concerted defensive setups. See BASE DEFENSE SETUP STRATEGY for more information. This is the only command available for the CANNONS.

=====

| ABOUT THE BASES

[0080] |

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There are two types of bases in this game: the main bases and the bases that are spread around the map. Naturally, your goal in the game is to destroy the opponent's main base. While it is possible to do this without capturing any bases, it does make the effort easier. And, frankly, it makes the game fun! Therefore, your goal should be to capture as many of the bases around the map as is possible.

To capture a base you must insert four INFANTRY units into the base. To do this, you must order INFANTRY with the ENTER BASE command. You can see how many INFANTRY each side has in a particular base by looking at it. A neutral base will appear white on your map screen. If you place four infantry units in the base successfully, you will switch the base to your color. If the enemy places four units into your base, it becomes his. You will hold the base as long as you have at least one of your INFANTRY units in the base. So, be wary as to what the opponent is doing.

When you capture a base you get several benefits:

- You can replenish your individual gauges there (B,C & D)
- You may pick up ordered units there
- You can replenish a unit's health and ammo there
- You get more cash flow. The following chart shows how your money (G) increases at a rate of 40 G per second with each base you take over:

| o-----o-----o |              |  |
|---------------|--------------|--|
| No. of Bases  | G per second |  |
| o-----o-----o |              |  |
| None          | 40           |  |
| One           | 80           |  |
| Two           | 120          |  |
| Three         | 160          |  |
| Four          | 200          |  |
| Five          | 240          |  |
| Six           | 280          |  |
| Seven         | 320          |  |
| Eight         | 360          |  |
| Nine          | 400          |  |
| o-----o-----o |              |  |

Make note as well that the more bases you have, the less the AI has, naturally. If you occupy all the bases on a map as a result the AI will only get the 40 G per second, relegating it to cheap units.

Therefore, in short, capturing bases is good. Losing them is bad.

A side note: the max G you may have is 500,000.

Each map has four difficulties:

- A - Opponent begins with ARMORED CARS protecting its bases.
- B - Opponent begins with SAM units protecting its bases.
- C - Opponent begins with TANK units protecting its bases.
- D - Opponent begins with CANNON units protecting its bases.

Otherwise, the AI plays the same and there are no other differences between difficulties.

Again, the default team selection is RED. You can change this to be the BLUE team, and play from the other base. This adds another facet to the replayability of the game.

Therefore, considering the maps, difficulty levels and playing as either RED or BLUE, there are 64 different battles you can wage against the AI.

If you are playing against another human opponent, it is as simple as deciding who is RED and who is BLUE and then selecting the map.

Essentially, there are 8 maps to choose from. Following is a description of each and some general tips for some.

o-----{ Map 1 - Abgrund }-----o  
~~~~~

Both players begin this map with zero bases, so it is a free for all from the start. There is a river bisecting the map, with an island in the middle. This is a strategic island, so try to capture it. Another big feature is the presence of valleys and plateaus. Be careful, as all non-infantry units can fall down into the valleys and not get back up. Infantry can negotiate the walls. The BLUE main base sits atop a plateau, with the only access being a bridge south of it.

o-----{ Map 1 - Vulkan }-----o  
~~~~~

This is an unforgiving map, as lava runs through cracks in the ground throughout. Therefore, any stray unit that comes in contact with it will be damaged and destroyed. Direct attacks are best here.

o-----{ Map 3 - Loch }-----o  
~~~~~

You are inside a large cave, yet you can fly over the cave "walls". Straight forward strategy is good enough here. A pair of tanks placed in the tunnel before your main base will keep stray invaders away.

o-----{ Map 4 - Strand }-----o  
~~~~~

This map consists of multiple islands. Here you get your first taste of the BOAT unit. The AI will send BOATs to your base, so, unless you want to fend them off personally, you can place several BOAT units in ATTACK ON SIGHT mode between the nearest set of islands closest to your main base. The BLITZKRIEG strategy with boats works real well as an attack on the main base.

o-----{ Map 5 - Stadt }-----o

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This is a fairly wide-open map, with a few walls (buildings?) near the periphery. You can let loose units without much of a problem here - infantry will find open bases easily.

o-----{ Map 6 - Eisfrei }-----o

~~~~~

Probably the most difficult map. Ice patches will have your units sliding around. The water in the middle harbors three bases on ice islands. This map can get hairy, especially with missile units firing at you. While the middle base is neutral, it is still protected by enemy units. This is also a map that the AI likes to do a bit more thinking on it seems.

o-----{ Map 7 - Waldung }-----o

~~~~~

Walls separate most of the bases from the middle of the map, so you will be doing alot of shuttling of infantry to take bases. The mud pit in the middle will slow units down, so do not try to send units across it as they will just run out of gas (except for the INFANTRY, which can go on forever, naturally).

o-----{ Map 8 - Oase }-----o

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This map has most of the bases along the periphery, making for alot of close combat. The lake in the middle is good for sending boats up. Rest assured that the AI will send a few your way.

=====  
| GENERAL GAME PLAY STRATEGY

[0100] |  
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The AI will most always adhere to a pattern during the game. The trick to winning each map hinges upon you taking advantage of said pattern. This is how combat generally advances:

1. Combat starts, and the AI deploys a unit or two to attack your main base.
2. AI runs to a friendly base and begins building infantry to capture base.
3. AI picks a non-AI held base to invade and delivers infantry to base.
4. AI continues to do this until either the base is captured or begins to encounter resistance from player.
5. If AI encounters no resistance and captures the base, typically it starts taking stabs at your main base, and will continue to do so until it either has to protect its own base or it destroys your base.
6. If AI does encounter resistance at the base, then it will start a cycle of units to combat you in an attempt to capture this base. This typically means rotating these units and commands and then placing them in or around the combat zone:
  - Infantry to take base
  - TANK to combat units at base
  - Sometimes, a random unit to run towards main base to attack.
7. AI will continue to fight at this base until it feels threatened. This happens if the player either attacks the AI main base or attempts to take or does take a base that is closer to the AI main base than the AI feels is too close for comfort. Typically, the AI

- will not do anything until its main base is attacked.
8. Once the AI main base is engaged by the player, the AI will attempt to destroy intruding units, and upon doing so, will beef up the defending units.
  9. AI will attempt to either begin to engage your closest base to its main base, or, it will resume attacking the base it was previously attacking. Do not be surprised if the AI decides to pick out a random base of yours to start taking over.
  10. If the player continues to engage the AI's main base, the AI will not do anything but try to defend it's main base until it is destroyed.

As you can see, The AI will be fairly relentless, yet stubborn. To counteract the AI I suggest this player strategy:

1. Create and release four INFANTRY with the ENTER BASE command right away to go to the closest unoccupied base. They will search it out themselves and capture it provided they do not meet any resistance. This frees you to pay attention to what the AI is doing.
2. Determine which base the AI is attempting to take. If it makes sense to capture it yourself, then do so. Otherwise, continue to create INFANTRY with the ENTER BASE command to get more bases. If necessary, fly each individual INFANTRY unit to the base you are capturing. Pay attention to your main base, as the AI typically lets loose a unit or two to go straight there to mess with you.
3. Once the AI begins to try to attempt to capture a base that belongs to you, go to that base and begin to fortify it. SEE BASE DEFENSE SETUP STRATEGY for details.
4. After fortifying the afore mentioned base, continue to capture bases.
5. Once you feel comfortable enough, you can now go for the kill.

Also, a general side note: if you are playing wide screen you obviously cannot see what the AI is doing. However, you can always HEAR what it is doing. You can hear it transforming, picking up and placing units, AI infantry entering and taking over a base, attacking, defending, everything. You can also always hear combat between units. Thus, keep your ears open and you can always tell if the AI is up to no good or if there is a fight going on somewhere. This, coupled with the use of the radar screen, will keep you on top of the AI.

Lastly, bear in mind that the only way to inflict damage on the enemy's main base is to have deployed units attack it. You cannot personally damage the main base. Thus, you should attempt to mount a sustainable attack. This is easiest done from a nearby captured base.

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| DETAILED STRATEGIES [0110] |

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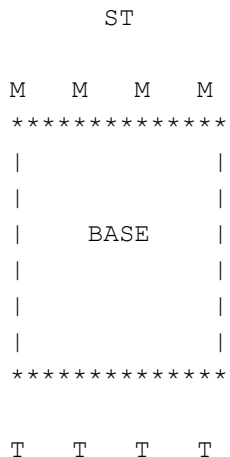
These are some strategies and methods that can help you in the majority of maps. Some tweaking may be necessary here and there to suit the individual map and your play style.

o-----{ BASE DEFENSE SETUP STRATEGY [0112] }-----o

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This strategy is the optimal method by which you can setup a base (not the main base, but the small bases) that is being constantly attacked by the AI. It will allow you to set the defense on "auto-pilot" and allow you to go and do other things while the AI is pre-occupied with multiple failed attempts to capture said base.

Never is the AI's tendency to follow a pattern so evident than when it picks a base to attack. It will continue to do so until you attack it's main base (the vast majority of the time). Therefore, this is how to setup a base to defend it, and defend it well:



The AI begins its attacks on your unprotected base by delivering INFANTRY units to capture the base to the drop zone (DZ). If you are there, it will "transform" and try to chase you away. Forget that! Ignore the AI and destroy the unit it dropped. Then fight the AI one-on-one. Once it leaves or is destroyed, begin building SAM units with STATIONARY command. Deploy the four SAM units on the far side of the base (M), away from the AI's drop zone. The SAMs will destroy the AI every time it gets near, as the AI will blindly attempt to destroy ground units after it drops its cargo. This is good, as it forces the AI to start over from its main base. This gives you even more time to set up your defense. Build and deploy your SUPPLY TRUCK unit (ST) and set it where it has access to your SAMs. All the while, physically ensure that all SAMs are not getting low on missiles. Now, time to create your ground protection: build four to five TANK units (T) with the STATIONARY command and place them right beside the entrance of your base and facing the drop zone. They will take out whatever units are dropped fairly efficiently. Typically, one or two of them will take the brunt of the damage from the shots the enemy units get off before being destroyed. Therefore, periodically check each unit to ensure it is healthy and well supplied.

The above strategy is best used earlier in the game when money is slow to arrive. Modify the above strategy later in the game, if necessary, and replace destroyed units with CANNON units. Typically, four CANNON units placed facing the drop zone and a SUPPLY TRUCK will hold a base nicely.

Once you setup your base, stay put and watch it for a few attacks to triplecheck that the setup looks good. Do not fight or get involved - you are testing how well your base holds up without you. Once you see that the setup is solid, you can now run around the map and do what you will. Be sure to keep an ear open for combat.

You will hear the booms and bangs. If you hear two explosions that means that both you and the AI lost a unit in combat. Run back to your base and see if you need to plug any holes.

o-----{ FINAL ENGAGEMENT METHODS [0114] }-----o  
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There are three vastly different ways to destroy the main base, strategy-wise. Depending on how you want to play the game there are, naturally, countless ways to win a map. These three strategies detailed below are the methods that I have used countless times, depending on how I felt that particular day.

o-----{ QUICK KILL METHOD [0115] }-----o  
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This method is best if you either want to get a quick win, or if the AI is just proving to be too much of a hassle to fight overall. It is entirely possible to beat a map using only 2 or 3 units total and within a time of less than three minutes!

First, you have to be able to fly to the main base with cargo. It would be nice if you could fly back as well, but it isn't necessary. Essentially, this will have you building a TANK unit with the MAIN BASE ATTACK command, and dropping it behind the base (between the base and map edge).

To do this effectively the TANK needs a fighting chance to get shots on the base. Therefore, place it right in the middle behind the base. If there are no missile units defending the base this strategy works fairly well, as you can destroy enemy units and fight off the AI when it comes to defend the base. If there are missile units, then you really have no choice but to drop the TANK and flee.

Sometimes, the AI will have a defending unit placed near where you want to drop the TANK. If so, either drop the TANK elsewhere, or deliver a few TANKS with the ATTACK ON SIGHT command so they can take out that unit. Most likely the AI will not replace the destroyed unit with another right were the previous unit was. This will free up the area. Continue to do this until the base is destroyed.

o-----{ ENCROACHMENT AND DOMINATION METHOD [0116] }-----o  
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This strategy takes time, many units and is alot of fun. This strategy works best if you own every base and the AI is using its main base to try to capture some other base that you have fortified via the BASE DEFENSE SETUP STRATEGY.

From the closest base that has good access to the AI main base, begin building an army of CANNON units. Build a line of them, with probably one SUPPLY TRUCK per every five CANNON units stationed behind the line. Once you have overwhelming firepower, begin creeping each unit up in a line towards the main base. Sooner or later either the enemy units will start to engage the line (and get totally decimated). Once the AI begins to get picked on by the missiles you know you have him. Allow the CANNON units to get in as close as you can. In time, the AI will not be able to even move from its spawn location. Naturally, this process becomes harder if the defense has it's own missile units. You may have to drain the unit (and destroy the enemy's SUPPLY TRUCK via dropping in TANK units with the ATTACK ON SIGHT command). However, this strategy is

the ultimate domination method.

o-----{ BLITZKRIEG METHOD [0117] }-----o

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This strategy has you doing a swift advancement on the main base with units designed to destroy, and destroy fast. This strategy works best if you own every base and the AI is using its main base to try to capture some other base that you have fortified via the BASE DEFENSE SETUP STRATEGY. However, it is not entirely necessary. You can pull this off provided you have enough money and a base that is close enough for a tank to travel to the AI's main base without any problems. However, it is highly suggested that you stage this attack from the closest base to the enemy's main base that is on the map. Otherwise, you risk diluting the attack as the units travel.

Begin building multiple units: three TANKs to every one SAM unit, all with the STAY PUT command. If possible, place the SAM units closer to the main base than the TANKs. This is because the SAM units travel a bit slower. You want all the units to reach the main base at the same time. Line all the units up nicely, facing the AI main base. Once you have a large force (say, thirty plus units) and enough money available, begin picking up and changing the orders to MAIN BASE ATTACK commands on all units. Be quick about it and make sure that the units are traveling not too strung apart from each other. If you do this too slow, each unit will arrive at the AI main base and get picked apart by the defense, especially on C and D maps where the defense is a bit tougher. If all your units are traveling together, you will overwhelm the defense enough that it does not matter that they are getting shots in on your units. Also, your SAM units must be in a position to take out the AI as it comes rushing back to its base. Otherwise, the AI will have no problem "transforming" and taking out your attackers. Once you have set all your units off, go to the fight and help them by destroying the enemy units and fighting the AI. If done correctly, the attack will last a minute or two.

This method works great on the larger water maps (Strand and Oase) using BOATS and no missiles. Missiles are not necessary, as the BOATS are much harder for the AI to destroy as it has a hard time getting positioned to shoot at the attackers.

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TIPS AND TRICKS	[0120]
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-- BE CAREFUL WHILE DELIVERING UNITS --

If you are attacked in the air whilst carrying a unit, the unit you are carrying is dealt damage as well. Therefore, ensure that you replenish the unit's health prior to deploying it.

-- WASTING AI'S MISSILES (THE MISSILE DRAIN TRICK) --

Here is a good way to drain the missiles from a SAM or CANNON unit. Do a flyby of the base to see the units and their positions. Triple check that there are not any SUPPLY TRUCK units nearby, otherwise the units will not run out of missiles. Move away from one of the units at a 45 degree angle (for instance, fly northwest away from the SAM unit) to a safe place where the SAM is no longer firing at you (no missile lock warnings). While still in airplane mode, slowly fly back towards the unit. Creep in slowly. If you are positioned correctly the unit will begin firing and you will start getting missile lock warnings.

However, you are still out of range. Stay put until no more missiles come at you. Repeat this process until all missile units are exhausted. This makes it easy for you now to land and destroy the units.

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| CODES [0130] |  
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Enter these codes in at the game setup screen (CONT).

TABLES 1 and 2 will have the entered map cleared only when entered.

TABLES 3 and 4 will have all of the entered level cleared only.

TABLE 5 will show the end credits for the respective sides.

o-----o  
| TABLE 1 RED PLAYER 1 INDIVIDUAL MAP CODES |  
o-----o  
| MAP | LEVEL A | LEVEL B | LEVEL C | LEVEL D |  
|-----+-----+-----+-----+-----|  
| Abgrund | GOGHCACACNI | GEGAHJGPOLM | GDGIGAGOKME | GPGHCACBCNG |  
|-----+-----+-----+-----+-----|  
| Vulkan | FIHHGFGJEMG | GPGFCACACNJ | FKHHGHGJEMC | FKHHGFGLEMC |  
|-----+-----+-----+-----+-----|  
| Loch | CEGIGBCAGNM | FKHDGFGJEMI | EHEBEKCAINH | GPGHCACECND |  
|-----+-----+-----+-----+-----|  
| Strand | EPEBEOCAIML | CAGAGBCAGOI | CAGIGJCAGNI | CAGIGBCIGNI |  
|-----+-----+-----+-----+-----|  
| Stadt | HDGIGBGOKMC | GPHHCACACNG | GPGHDACACNG | GPGHCADACNG |  
|-----+-----+-----+-----+-----|  
| Eisfrei | FDGBGLHFMMH | EHGBEOCAINB | FKHHEFGJEMG | GPGHCAAACNJ |  
|-----+-----+-----+-----+-----|  
| Waldung | CEBHJGPOLP | GDCIGBGOKMH | CAGICBCAGOE | GPGHCAGACND |  
|-----+-----+-----+-----+-----|  
| Oase | MIGFHCHKAMG | HDOBGLHFMLN | GPGHKACACMP | GPGHCAKACMP |  
o-----o

o-----o  
| TABLE 2 BLUE PLAYER 2 INDIVIDUAL MAP CODES |  
o-----o  
| MAP | LEVEL A | LEVEL B | LEVEL C | LEVEL D |  
|-----+-----+-----+-----+-----|  
| Abgrund | 12345678901 | 12345678901 | 12345678901 | 12345678901 |  
|-----+-----+-----+-----+-----|  
| Vulkan | 12345678901 | 12345678901 | 12345678901 | 12345678901 |  
|-----+-----+-----+-----+-----|  
| Loch | 12345678901 | 12345678901 | 12345678901 | 12345678901 |  
|-----+-----+-----+-----+-----|  
| Strand | 12345678901 | 12345678901 | 12345678901 | 12345678901 |  
|-----+-----+-----+-----+-----|  
| Stadt | 12345678901 | 12345678901 | 12345678901 | 12345678901 |  
|-----+-----+-----+-----+-----|  
| Eisfrei | 12345678901 | 12345678901 | 12345678901 | 12345678901 |  
|-----+-----+-----+-----+-----|  
| Waldung | 12345678901 | 12345678901 | 12345678901 | 12345678901 |  
|-----+-----+-----+-----+-----|  
| Oase | 12345678901 | 12345678901 | 12345678901 | 12345678901 |  
o-----o

o-----o



TABLE 3		LEVEL CLEAR CODES			
PLAYER	LEVEL A	LEVEL B	LEVEL C	LEVEL D	
RED	12345678901	12345678901	12345678901	12345678901	
BLUE	12345678901	12345678901	12345678901	12345678901	

TABLE 4		END GAME CODES
PLAYER		
RED	12345678901	
BLUE	12345678901	

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| LEGAL / CONTACT [0140] |

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| CREDITS / FAQ HISTORY [0150] |

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I would like to thank the people at the gamefaqs.com FAQ boards for giving me direction on this, my first FAQ I have written. Their expert input has helped to make this a better FAQ. Specifically, thanks go to:

- Leebo for the great ASCII header
- BoyOfDestiny for the swell input
- Hayato Nekketsu for his collection of EGM magazines and the HZ score
- All of the FAQ'ers who have helped me get through countless games!

Thanks are also due to Technosoft and Sega/Sega of America for bringing this game to the US. The day I walked out of Walden Software with the game tucked under my arm was a day I easily made one of my better gaming decisions.

No outside sources were utilized for the preparation of this FAQ, save for the credits below. Otherwise, it is all the fruit of many gaming hours personally

spent with Herzog Zwei since its release.

This FAQ was prepared using the North American (NTSC) version of the game on a Sega Genesis console. Any discrepancy between this version and the Mega Drive version is beyond the author's control.

Electronic Gaming Monthly magazine, 1992 Buyers Guide.

FAQ Started -----	02/14/2005	----	Version 0.50
Began overall formatting effort -----	02/17/2005	----	Version 0.70
Added ASCII header and some content -----	02/21/2005	----	Version 0.90
Added CODES charts, major reformatting -----	02/23/2005	----	Version 0.95
Finished Table 1 charts -----	03/28/2005	----	Version 0.97

THINGS I KNOW I NEED TO FIX, CHANGE OR UPDATE:

0020 - Dredge through my old magazines and get the EGM score.

Update: 04/11/2005 Thanks to Hayato from the GameFAQs Classic Gaming board, I now have the actual scores. I think the issue is #10 that reviewed the game. Hayato provided scores that were republished in the EGM 1992 Buyers Guide. I still would like to get the actual comments that go with the EGM scores, so I will still try to track down the full review. I will probably also skim Video Games & Computer Entertainment magazine to see if they gave the game any coverage. I do not recall if they did, but it is worth a look.

0130 - Finish codes.

Update: 03/28/2005 This takes forever. Think about it. In order to get the codes for Tables 1 and 2 I have to, naturally, beat each map once. That's 64 games. Next, I will have to beat each "letter" for Tables 3 and 4, so that will be 56 games (I will use a code to start each letter, to save me some time). Then the end game codes could potentially be another 48 games (I will use a level code for each), unless I decide to go ahead and use some other person's work to complete that. We will see how tired I am of the game when I get to that point.

That's 168 games of Herzog Zwei!

END OF FAQ