

Zoids: Mokushiroku FAQ/Strategy Guide (JIS)

by LastBossKiller

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Zoids: Mokushiroku (Famicom)
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---Viewing This Document---

This document contains Japanese text. To view it correctly, set your browser or word processor to view "Shift-JIS" format. For example, if you are using Internet Explorer, using the dropdown menu, go to View -> Encoding -> More -> Japanese (Shift-JIS). You could, instead, open this document with Microsoft Word, and it will ask you about the encoding automatically, allowing you to select Shift-JIS.

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- - - = = = ===== Intro ===== = = = - - -
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Zoids is a model kit franchise that has inspired a lot of alternate merchandise, such as video games and comic books. Zoids games are still being made in the modern gaming era, but they began way back in the days of the NES. Zoids: Mokushiroku (translated - "Zoids: The Apocalypse") is one of three NES/Famicom released Zoids games. It's a strategy/action game hybrid (the other two are RPG/first-person shooter hybrids), and it's not very good. It's pretty easy though, so you can beat it and move on, and you may even find it charming in some ways.

The story is centered upon the battle between an evil empire that wants to rule the Zoids world and the Republic, who is resisting the empire. The Zoids are dinosaur-inspired robots that are living beings, but have human beings riding inside them. At the time this game was released, this storyline was not well developed.

Everything is very unpolished, like the game has a good underlying structure, but was rushed to the finish without the few minor tweaks that would have made it good. The enemy AI is ridiculously stupid, and even the good and bad guys get mixed up on the army selection screen. Seriously, if you choose the good guys on the selection screen, you will be controlling the bad guys. How could they miss that!?

There are 15 battlefields to play through, which can be tackled in any order, and you get a password every time you win a battle. After winning all

15, you will unlock the final 16th battle. No matter what team you were controlling, you can only control the good guys during the last battle. More lazy programming, I'd say.

The game was only released in Japan, so the text is in Japanese. But aside from the options screen, you don't need to know what is being said. It is pretty straightforward to play through with zero Japanese knowledge.

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-----Title Screen-----

When you begin the game, you will view the title screen. The title screen gives you the following self-explanatory options, conveniently in English:

- 1 Player
- 2 Player
- Password

-----Options Screen-----

If you choose "1 Player", you will be given an options screen. First, choose which team you want to control. The blue symbol is for the "Republic" and the red is for the "Dark Army".

Next, choose who the leader of your army will be. Each army has 3 different commanders to choose from, but there is no difference as far as the game is concerned which one you choose. There is a mistake in the game at this point. If you choose the "Republic", you will have to choose from 3 Dark Army commanders, and if you choose "Dark Army", you will be asked to choose among 3 Republic commanders. But trust me, the blue team is the good guys, and the red is the bad guys.

You will then be asked to choose if you want キンキヒヨウジ ("Pennant display") "on" or "off". If it is "on", the commanding unit for each team will be indicated by a banner symbol. If it is "off", the banner is not displayed. I suggest setting the pennant to be on, so you can focus on eliminating the enemy's commanding unit and ending the scenarios as quickly

as possible.

Finally, you will choose if you want unit movement to be done in real-time (リアル) or for it to be turn-based (コウタイ). If you choose real-time, there is no delay between turns. The enemy will be continuously taking actions, and you can move your own units or attack without waiting as well. If you choose turn-based, then you and the enemy will each get separate turns. During a turn, you will have two actions. An action consists of either moving a unit or attacking with one. The game is easiest if you choose turn-based, because then you and the enemy get equal turns, and the enemy is very bad at using its turns wisely. If you choose real-time, the computer will be able to move multiple units at once, faster than you can move your cursor and take actions. But the pace of the game is faster in real-time, so it's a little more fun. It's up to you. The game is easy to win either way.

-----Map Selection-----

When all the options are set, you will be asked to choose among 15 different battlefields. Each time you successfully win a battle, you will be given a password and a flashing orb will appear next to the corresponding map on the map selection screen to indicate that you've completed that map.

When you complete all 15 maps, a final 16th one will appear. But it won't appear automatically. You have to reset the game and enter the password you received after clearing all 15 stages to make it appear.

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-----Victory and Defeat Conditions-----[sec2a]---

The victory and defeat conditions are simple. If you destroy the enemy's commanding unit, you win. If the enemy destroys your commanding unit, you lose. If you have the "pennant display" set to "on", then the commanding unit will be the one that has a flag attached to it. If "pennant display" is "off", then you will not be able to tell which unit is the commander. The commander is usually one of the strongest units on a team, so even if pennant display is off, you can make a guess of which one or two it must be and focus your attacks on that.

-----Controlling Units-----[sec2b]---

The controls for the game are simple. To give a unit an action, put the cursor over it and press "A". Then, to move the unit, move the cursor to one of the 4 adjacent tiles and press "A" again. The unit will then move. Movement is always done one tile at a time, and is independent of terrain.

To attack an opposing unit with a normal attack, make your unit move on top of it.

To attack using the MK2, put the cursor on top of the unit who you want to use (that has an MK2 equipped to it) and press "A". Then press "A" again with the cursor still on top of that unit. Then, if an enemy is in range, a targetting cursor will appear over them. If more than one enemy unit is in range, you can push "left" or "right" and change who the targetting cursor is placed upon. When the enemy unit you want to attack is targetted, press "A" again to begin the attack.

You can press "Select" to access a screen that will show you all of the units in the battle and their statistics.

-----Items on the Battlefield-----[sec2c]---

There are very few things on the battlefield other than the two armies. Other than that, there are MK2 missiles that units can grab, a "crane" icon that repairs Zoids, and "recruitable Zoids" that can be incorporated into your team. Each of these is elaborated upon below.

-----Missile (MK2)-----

The MK2 missile icon simply looks like a missile upon the battlefield. Any unit can obtain an MK2 missile simply by moving on top of the MK2 icon. Units possessing an MK2 will have the symbol "II" placed in the lower-right corner of their icon.

To use an MK2, follow the directions in the "Controlling Units" section above.

When you use an MK2, you will engage in an action sequence in which you can attack the enemy from a distance. Press the "A" button to fire the MK2 missiles. The enemy will not be able to fight back, and must simply try to avoid your missiles, unless the enemy also has MK2 missiles, in which case you can both fire at each other.

A unit possessing MK2 missiles will keep them for the duration of the battle. They never run out of ammo.

The range of the MK2 missile is shown in the following ascii graphic:

```

  x
 xxx
xx-xx
xx-o-xx    o: Your Zoid
  xx-xx    -: Tiles that are not in MK2 range
   xxx     x: Tiles within MK2 range
  x
```

-----Crane-----

The "Crane" icon is a location at which Zoids can replenish their HP. When a Zoid moves onto a crane, it will instantly be healed by 20 HP. It will then continue to be healed by 10 HP at the end of every day.

-----Recruitable Zoids-----

The grey, T-rex looking heads on the map are Zoids that are not part of either army. If one of your units moves onto one of these symbols, a new Zoid will be added to your team. Similarly, the enemy can move onto these tiles and claim new Zoids.

-----Terrain-----[sec2d]---

The battlefield is composed of different types of terrain. There are fields, trees, mountains, and water. As far as movement goes, fields and trees are identical. Mountains are always impassable. Water is passable only by flying Zoids, however, they will be damaged by 2 HP for every step they take onto water. The type of terrain a unit is standing on when it is attacked will determine the type of battlefield that units fight upon during the action fighting sequences.

Over the course of a battle, earthquakes will often occur which alters the terrain. Often, earthquakes will create paths through mountain ranges which were previously impassable, or cause new mountains to block your path, or cause land to sink into water.

If a tile a unit is standing on become water or mountain due to an

earthquake, they will remain on the same tile on top of the mountain or water. They can move off of it onto an adjacent tile as long as there is an adjacent tile which they are able to move onto.

-----Battle Sequences-----[sec2e]---

When Zoids attack each other, you engage in an action fighting sequence. You move your Zoid around using the directional arrows, and press the "A" button to shoot missiles. Lifebars are at the bottom of the screen, with the Republic team (blue) on the left, and the Dark Army on the right.

If you double tap an arrow key in the same direction, your Zoid will run at fast speed in that direction.

Battles last for 23 game seconds, and if neither Zoid is destroyed, both units will survive, but with reduced HP reflecting the damage they took during battle.

-----Terrain During Battle-----

During fighting sequences, the type of terrain the Zoid is standing on who is getting attacked will determine the terrain of the battlefield. On the battlefield will be indestructible objects, such as trees, that you can use to hide behind. The "tree" terrain has a large collection of trees in the center of the map, while other terrains have very sparse barriers to hide behind.

-----"P" Symbol-----

During some battles, you will see a "P" symbol on the battlefield. Roll over the icon with your Zoid to replenish it by a few HP.

-----"T" Symbol-----

During some battles, you might see a "T" symbol on the battlefield. Roll over this to reduce the remaining time by "10" seconds. Useful if your Zoid wants to avoid the conflict.

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Here is a list of all of the Zoids in the game. I got the English names from a Zoids fansite, except the Great Saber and Death Burn weren't on the site, so perhaps they are known by other names. For each Zoid, their HP is listed, whether they have the ability to fly (allowing them to cross water terrain), and what type of dinosaur or animal type their Zoid is meant to represent. I got the dinosaur/animal types from the afore mentioned site.

In general, the stronger the Zoid, the higher is its HP.

-----Republic Army Zoids-----

- Arosaurer (アロザウラー) - 64 HP, Allosaurus
- Battle Cougar (バトルクーガー) - 64 HP, Flight ability, Griffin
- Cannonfort (カノンフォート) - 72 HP, Buffalo
- Godkaizer (ゴッドカイザー) - 64 HP, Tyrannosaurus
- Gorhecks (ゴルヘックス) - 64 HP, Stegosaurus
- Gun Blaster (ガンブラスター) - 96 HP, Ankylosaurus
- Houndsoldier (ハウンドソルジャー) - 80 HP, German Shepherd Dog
- King Gojulas (キングゴジュラス) - 144 HP, Tyrannosaurus
- Kingliger (キングライガー) - 85 HP, Lion
- Madthunder (マッドサンダー) - 138 HP, Triceratops
- Neptune (ネプチューン) - 82 HP, Alligator

Orudios (オルディオス) - 120 HP - Flight ability, Pegasus
Salamander-F2 (サラマンダーF2) - 115 HP, Flight ability, Pterosaur
Shieldliger (シールドライガー) - 88 HP, Lion
Ultrasaurus (ウルトラザウルス) - 133 HP, Ultrasaurus
Zoid Gojulas (ゾイドゴジュラス) - 104 HP, Tyrannosaurus

-----Dark Army Zoids-----

Black Rhimos (ブラックライモス) - 72 HP, Rhinoceros
Brachios (ブラキオス) - 64 HP, Brachiosaurus
Dark Horn (ダークホーン) - 104 HP, Styracosaurus
Deadborder (デッドボーダー) - 96 HP, Tarbosaurus
Death Burn (デスバーン) - 144 HP - Flight ability, Dragon
Deathsaurer(デスザウラー) - 133 HP, Dinosaur
Dimetrodon (ディメトロドン) - 64 HP, Dimetrodon
Gil Vader (ギルベイダー) - 138 HP - Flight ability, Wyvern
Great Saber (プレートサーベル) - 88 HP, Tiger
Gul Tiger (ガルタイガー) - 85 HP, Tiger
Gungyalado (ガンギャラド) - 120 HP - Flight ability, Dragon
Heldigunner (ヘルディガンナー) - 82 HP, Iguana
Iron Kong (アイアンコング) - 115 HP, Gorilla
Malder (マルダー) - 64 HP, Snail
Redler (レドラー) - 64 HP - Flight ability, Dragon
Zeekdober (ジークドーベル) - 80 HP, Doberman

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The game is very easy, requiring fairly little strategy. To win all of the scenarios, you can follow the tactics presented in this section. The only battle requiring more strategy is the final battle, map 16.

-----MK2 Tactics-----

To most easily defeat the enemy forces, use a Zoid to quickly grab an MK2. Then, using that Zoid, chase down the enemy commander and, as soon as you are in range of the leader, attack it non-stop with MK2's. The enemy commander usually will not even move its unit away. The other enemy units will likely ignore your attacking unit as well, leaving him free to attack their commander over and over again, until you finally drain its HP to zero. Seems like a simple strategy, yeah? Well, it is, and the game's easy, as I said.

This tactic is slightly less effective if the enemy commander also has an MK2, because every time you attack him with your MK2, he can fight back. But using the MK2 is still generally the safest way to drain the enemy commander's HP without risking your own HP too much. The enemy doesn't use the MK2 as well as you can, so you'll probably do a lot more damage to the enemy than they will to you.

-----General Battle Tactics-----

You won't always use MK2's to attack the enemy. If you want to engage the enemy in a standard battle, then it is best to attack the enemy when he is on tree terrain. Also, place your own Zoid on tree terrain if possible to make it so you fight in the trees when the enemy mounts an attack against you.

The tree terrain is good because it has a large expanse of trees in the middle of the screen that will block the enemy shots. With the idea of using this protection as much as possible, move your own Zoid just enough so it can shoot around the trees. Often, the enemy will try to do the same thing, but not move enough, so its own bullets remain blocked by the trees, while your

bullets pummel the enemy. After awhile, the enemy will try to re-position himself, and he might come flying across the screen at you. At that time, run away from the enemy, trying to keep the trees between you and getting into a position where you can shoot around the trees again, while the enemy is stuck behind them and getting its bullets blocked.

The enemy has a big advantage in fighting in the open plains. It will fly at you at crazy speed, shooting and ramming you faster than you can possibly react. Don't try to fight back, just try to run and get a barrier in between you and the enemy. Don't try to get the "P" power-ups if you see any because you will likely take way too much damage trying to get that, and it only heals you a small amount.

If you manage to get good at using the barriers to defend yourself as described above, you will be able to handle the enemies in these battle sequences fairly easily. But you will occasionally take too much damage and lose a Zoid. So you may have to gang up on the enemy commander with multiple Zoids. Luckily, the game has almost no AI, so if you lose a Zoid trying to attack the boss, you should be able to easily bring another Zoid in to attack it without meeting much resistance. Just focus all of your units on trying to defeat the enemy commander.

-----Defensive Considerations-----

All of the tactics described above are focused on attacking the enemy commander. But what about your own commander? Aren't you worried about leaving him open for attack? Well, the AI in this game is so bad that you don't really need to worry about it. Just forget about your commander, and most likely the enemy Zoids will never come close to attacking it. On that note, it would be wise not to use your commander to attack the enemy, although if you are very confident, then you can probably get away with it.

Another thing to consider is the recruitable Zoids on the map. If you ignore them, the enemy might claim them for its own army. It probably doesn't matter if the enemy claims all of them, it probably won't use them very wisely. Just claim the recruitable Zoids that are convenient, and worry more about collecting an MK2 and attacking the enemy commander.

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The strategy you will employ to win any map is layed out in the section above. Here, I just add a few notes for specific maps that might be confusing. Also, map 16 is quite a bit harder than the others, so further strategy is discussed for that map.

Map 1: Early in the battle, an earthquake will cause the left and right sides of the map to be separated by water. You have a flying unit that can cross this, but if you wait a little while, another earthquake will cause a new bridge to appearing, joining the two sides once again.

Map 3: Some recruitable zoids are surrounded by mountains. After a few turns, paths will emerge in the mountains due to earthquakes, so you can rush in and recruit them.

Map 4: The map begins divided by mountains into four sections. After the first few turns, the map landscape will be completely changed by earthquakes, creating paths between the four sections, and surrounding the battlefield in water.

Map 6: Over the course of several turns, the recruitable Zoids in the center of the map, surrounded by mountains, will become accessible as earthquakes create paths within the mountain range.

Map 7: Every turn, an earthquake causes the landscape to shift. The positions of mountains changes fairly dramatically each time, meaning your path might be blocked on the next turn.

Map 8: This map is mostly water. Earthquakes will cause landmasses to appear and disappear over the course of the battle, but it's easiest to navigate this map using flying zoids. Don't forget, flying over water damages you by 2 HP every step, so stay on land whenever possible.

Map 9: The Republic army starts surrounded by mountain ranges in the middle of the map. It will take several turns for earthquakes to clear paths through the mountains. In the meantime, you might be able to use MK2 to destroy enemies within range before the paths are cleared.

Map 10: The Dark Army starts in the smaller island in the upper-right, and the Republic starts in the crescent shaped outer island. It takes several turns for the two landmasses to merge, and once they do, it is only by a small bridge toward the center of the map.

Map 11: After the first few turns, several mountains will appear, clogging the center of the map, making it hard to get to the enemy or the items in the middle. You have to wait until the 14th turn for the mountains to go away and allow you to commence battle.

Map 16: To access the 16th map, you have to beat the first 15 maps and write down the password you get. Then, reset the game and enter that password and this map will be playable. This battle can be tough. No matter which army you used to beat the first 15 battles, you will now be controlling the Republic Army. You have one unit and the enemy has many. You only have time to quickly recruit the Zoid on the left side of the screen, then have it get the MK2. Just wait in the trees near the starting position for the enemy with the flag to arrive. He may arrive first, or you may fight a couple other Zoids first. It's safer to remain here than to rush out into the open and risk having to fight battles in the water, where there are few barriers to hide behind.

Unfortunately, the enemy commander has an MK2, so he will fight back if you attack with an MK2. That's why I said to have your non-commanding soldier get the MK2. When attacking with the MK2, move in a circular motion around the screen, firing continuously. The enemy will follow your pattern, and run into your fire, but you won't get hit very much. This pattern takes a lot longer to kill the enemy than you might like, but you have to be conservative since you are outnumbered in units.

If you understood the strategy I explained above, you should be able to win using the MK2. But if your MK2 wielding ally dies, try to lure the enemy commander into the trees before attacking him. He will probably use the MK2 to attack your leader, though, forcing you to come to him eventually.

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I hope you found this guide useful. If you have information that you'd like to contribute or other suggestions for how the guide can be made better

or if you find any mistakes, please send it to lastbosskiller@gmail.com. I will give you the proper credit for your help.

Thanks to the NES FAQ Completion Project regulars for providing a fun environment for exploring old, obscure games!

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