

Carnage Heart Portable (Import) Translation Guide

by jvgfanatic

Updated to v0.94 on Jan 19, 2007

Translation FAQ for Carnage Heart Portable (Japan) for PSP
by JVGfanatic

Right now I consider this document about 94 percent complete though it includes translations for nearly everything you need to program your OKEs and play the game using your own programming skills. I still have a few translations and clarifications to make before I consider it a complete baseline translation. Once that is done I'll provide walkthroughs for at the very least the prologue. That will get you started.

I'd appreciate any suggestions and in particular any programming tricks you've found useful. I will include them with all credit to you in upcoming versions of this document. Send any ideas to jvgfanatic AT hotmail DOT com with the subject "Carnage Heart FAQ". Any less indentifiable subject will cause the email to go unread.

Currently I place this faq's version at .94

To Do:

List Premium Battle Teams
Finish listing OKE types (2L done)

Thanks for looking and hope it helps.

Isn't it wonderful that ArtDink brought us another CH game? I think so!

=====
What is Carnage Heart?
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Carnage Heart is a mech (known in the game as OKE or Over Kill Engine) simulator of which the primary focus is the programming of the AIs that control the OKEs. This differs from the PSP version of Armored Core in that Armored Core's primary focus was on equipment. Armored Core did allow you to specify AI parameters but the AI portion of Carnage Heart is MUCH more extensive allowing you to program the AI in minute detail.

Carnage Heart first appeared on the Playstation console in 1995 in Japan. The game was localized for the US and EU Markets in 1997. A sequel, Carnage Heart Eazy Zapping was released in Japan in 1997. A third edition, Zeus: Carnage Heart Second (a genuine sequel, Easy Zapping was more like an upgrade) was released in Japan in 1998. Zeus also had a sequel called Zeus II.

Some fans of the series that worked for Genki apparently convinced ArtDink (a pretty cool company, as game companies go) to make this edition for the PSP: Carnage Heart Portable.

Another game that I remember as a child which allowed you to program Robot AIs was called Robot Odyssey on the Apple II. I spent a ton of time with that game so I was overjoyed when I first heard of Carnage Heart. Another game I

remember playing that is similar to CH is ChipWits for the original Macintosh computer. Anyway, I digress, let's get back to the game at hand.

=====
MENU TRANSLATIONS
=====

Main Menu (Game Menu)

Prologue Game
Scenario Game (after finishing main Prologue Game)
Battle Game (after finishing main Prologue Game)
Option

Top Menu (Prologue)

Objectives Overview
OKE Configuration
Team Selection & Deployment
Begin Battle
System

Top Menu (Battle Mode)

OKE Configuration
Team Setup
Match Maker Battle
Challenge Battle
Premium Battle
Data Transfer
Battle Progress Chart
System

System Menu

Save Game
Load Game
Option
Return to Title

Option Menu

Replay Data Viewer
Volume
BGM Setting (only in battle mode after beating premium with all golds)

OKE Configuration Menu

OKE Selection
Hardware Setup
Software Setup
Simulation
OKE Information Setup

OKE Information Setup Menu

OKE Name Input
OKE Code Input
OKE Info Privacy (Release, Secret)

OKE Information Setup Menu (2)

OKE Name Input
OKE Code Input
Copy Info To...
OKE Info Privacy (Release, Secret)

Team Setup Menu (in Battle Game)

Team Selection
OKE Selection (for current Team)
Formation Edit
Team Name Setting
Team Emblem

Match Maker Battle Menu

Regulations
Arena Size
Team Entry
Standings
Begin Battle

Regulations Menu(s)

Regulation Battle
 Beginner Class
 Standard Class
 Maximum Class
 Custom Class
Custom Settings
 Permissable Fuselage
 Permissable Weapons
 Team Size
 CPU Restriction
 No Restriction
 Medium Size and Smaller
 Small Size and Smaller
 Chip Restrictions
 No Restrictions
 Advanced and lesser
 Normal Chips only
 Battle Time
 Arena Size
 Stage Select
 Barricade
 On
 Off

Challenge Battle Menu(s)

Challenge Mode
 Destruction Mode
 Survival Mode
 Grapple Mode
Team or Single Menu
 Single OKE Selection
 Team Selection
Rankings
Begin Challenge Battle

Premium Battle Menu

Choose Enemy Team
Player Team Selection
Begin Battle

Battle Transfer Menu

Save Data Transfer
AdHoc Data Transfer
Premium Battle Data Transfer
Import/Export

Hardware Setup Menu

Body
CPU Core
Armament
Armor
Option Slots
Tuning (not avail. until unlocked by beating Premium Battle ladder)
 - Energy
 - Engine
Color/Design
Emblem

Software Setup Menu

Edit
Position Start
Place Macro
Copy Software to...
Clear Chip
Finish Software Setup

Pressing Triangle during Software Programming allows you to select an area then press O (Circle) for the following menu:

Programming Edit Menu

Move Selection
Copy Selection
Delete Selection
Define Macro (allows you to enter a name)

Simulation Menu

Simulation Teams
Set Formation of Teams (Enemy, Friend)
Field Selection
Time Setting (Seconds)
Begin Simulation

Field Selection Menu

Select Field
Playable Area Setting
Barricade Settings (Count)

=====
PROLOGUE WALKTHROUGH
=====

Note: I've used the system found in the two CH for PSX faqs to notate programs. Arrows without lines are GREEN. Arrows with lines are RED:

\	/\	/		\==/\==/			
<		>	Chip with	<		>	Chip with
			all green				all red
/	\/	\	arrows	/==\/=	\	arrows	

A "green" arrow pointing to an edge (nothing) is just that. It works the same as a <Return> chip (that gets automatically placed at the end of a row of chips).

Prologue Mission 1 - NoOp and Grapple Attack

The first prologue teaches you how to use the NoOp chip and the Grapple Attack chip. Both are very basic, you can find descriptions in the Chip List below.

Possible solution:

GRAP: Grapple
RET : Return

```
START
+  \/  +
| GRAP |
|      |
| AUTO |
+  \/  +
|      |
| RET  |
```

```
|      |  
+=====+
```

```
-----  
Prologue Mission 2 - Scanning and Turning  
-----
```

```
SCAN E : Scan for Enemy  
GRAP   : Grapple  
TURN   : Turn
```

Possible solution:

```
START  
+  \ /  +  / \  +  
|SCAN E| GRAP |  
| 100m >      |  
| 0 90 | AUTO |  
+  \ /  +=====+  
TURN |  
<    |  
RGHT |  
+=====+
```

```
-----  
Prologue Mission 3 - Moving, Checking Arena Boundary, and Random  
-----
```

The same program you used in the last mission will work here just fine.

```
-----  
Prologue Mission 4 - Moving, Checking Arena Boundary, and Random  
-----
```

If memory serves, you can continue using the same program here...

```
-----  
END OF PROLOGUE BRIEFINGS  
-----
```

```
-----  
SCENARIO MODE OKEs  
-----
```

You have to program these OKEs effectively, not at the same time and not necessarily in this order. Incidentally, you usually have to defeat these OKEs before they become usable.

```
Rusty Nail  
-----
```

185mm Cannon x 80

Hornet x 12

Armor 80mm

1. ECM

2. Repair

3. Coolant

4. Running Shot

Maria Arena x 2

Argon Beam x 100
Hornet x 12
Flying Decoy x 6
Armor 10mm
? Coating
1. Shield
2. Repair
3. Acceleration

Eggnog x 2

Tungsten x 120
Napalm Rain x 40
Hornet x 8
Armor 50mm
1. Coolant
2. ECM
3. Acceleration

Jeira

F8 Shotgun x 120
Black Panther x 12
Armor 50mm
1. ECM
2. Coolant
3. Running Shot

Tripod x 2

Argon Beam Gun x 100
Muramase x 6
Valkyrie x 8
Armor 20mm
1. ECM
2. Coolant
3. Shield

Chickenhawk

Argon Beam x 150
Desusu Fire x 8
Behemoth x 8
Armor 30mm
1. ECM
2. Coolant
3. Running Shot

Chaika

Argon Beam x 120
M4 Napalm x 60
Helbad x 6
Spectre x 6
Armor 10mm
1. ECM
2. Coolant

Flied

Argon Beam x 100
Blue Screen x 50
Myoruniru x 24
Armor 10mm
1. ECM
2. Running Shot

Lotus

Tungsten x 110
Armor 10mm
1. ECM

Arcana x 2

F10 Shot Gun x 100
Muramase x 6
Uiskaankuru x 3
Armor 80mm
Beam Coating
1. Coolant
2. ECM
3. Running Shot
4. Shield

Grasshopper

Tungsten x 250
Avalance x 16
Armor 70mm
Beam Coating
1. Coolant
2. Coolant
3. Shield

Roken x 2

Argon Beam x 300
F12 Shotgun x 120
Valkyrie x 12
Armor 90mm
1. Coolant
2. Coolant
3. ECM
4. Shield

Angurif

Bluescreen x 150
F12 Shotgun x 100
Rojya x 12
Armor 80mm
Bomb Coating
1. Coolant
2. Repair
3. ECM
4. Shield

Noranda x 3

Lightning Stunner x 30
Jamming Rod x 4
Jamming Rod x 4
Armor 90mm
? Coating
1. Radar
2. Shield
3. Self Destruct

Nekroni x 3

Lightning Stunner x 50
Blue Cat x 4
Hornet x 8
Armor 20mm
Anti Stun Coating
1. Gravity Deflector
2. ECM
3. Acceleration

Nekroni x 3

Kurasta Hammer x 40
Spectre x 4
Hornet x 8
Armor 10mm
Beam Coating
1. Gravity Deflector
2. ECM
3. Acceleration

Hades x 1

Rail Gun
Beam Gun
Rocket Launcher
Rocket Launcher
Air and Ground Mine Dispenser
Armor 150mm
Projectile Coating
1. ECM
2. Coolant
3. Shield
4. Coolant

=====
PROGRAMMING
=====

How to Program

This is FAR from a tutorial on OKE programming. I'll organize these notes later but hopefully this start will help you with your initial forays into the "art."

OKEs are programmed by arranging a series of square chips that contain various functions in a grid. Each chip has at least one output which points to either another chip OR returns to the start of the program. The Start is the entry

point on the edge of the grid at which a program starts (and returns after completing a cycle).

Some chips have two outputs: red and green. These are "decision" or "branch" chips. The RED output is followed if the condition of the branch is TRUE. The GREEN output is followed if the condition of the branch is FALSE. This might seem a bit confusing at first however if you imagine green to be the "normal" program flow while "red" is the alternative flow then that makes it easy to remember.

Almost all chips have various parameters, for example: a chip that scans for OKEs allows you to set the range and shape of the scan area while a chip that moves the OKE allows you to specify a direction of movement. The following list of chips is a translation of all of the chip names as well as their various parameters.

Note the last command on all chip settings is "set" and is the command you choose to exit the chip setting menu.

Also note: with most numeric entries (rounds, etc...) You can press TRIANGLE for an easier way to enter higher numbers.

```
=====
CHIP PARAMETERS AND DEFINITIONS
=====
```

Process Chips (olive)

NoOp (Norm)

Stop (Norm)

- Time (30th/s)

Wait (Norm)

Subroutine (Norm)

- Subprogram

Set Counter (Exp)

- To Parameter

- Friend

- Enemy

- Time into Fight

- Random (?)

- My X Position

- My Y Position

- My Z Position

- My Direction

- Target Number

- Target Azimuth

- Target Elevation

- Target X Position

- Target Y Position

- Target Z Position

- Target Direction

- Target Bodycode

- Target Action Code

- Target Distance

- Target Distance XY

Counter Calculator (Exp)

- Numeric Parameter
- Counter to change
- Counter Parameter
- Operation
 - Replace
 - Add
 - Subtract
 - Multiply
 - Int
 - Mod
 - Abs
 - Max
 - Min
 - Sqr

Send Counter to Channel (Exp)

- Counter
- Channel

Receive Counter from Channel (Exp)

- Counter
- Channel

Conditional Branch Chips (burgundy)

Weapon/Option Quantity Branch (Norm)

- Weapon/Option to measure
- Quantity
- Higher than, Lower than quantity

Battle Area Branch (Norm)

- Area Search Pattern

Nearby OKE Branch (Norm)

- Search Pattern/Area
- OKE Alliance
 - Enemy
 - Ally
 - None Specified
- OKE Type
 - 2 Legged
 - Treaded
 - Hopper
 - Wheeled
 - Air
 - None Specified
- OKE Count
- Higher or Lower than Count

Nearby Objects Branch (Norm)

- Search Pattern/Area
 - Sweep Search
 - Square Search
- Object Size
- Greater than or Less than Size

Missile/Weapon/Warhead Detection Branch (Norm)

- Search Area
- Weapon Type
 - Bullet
 - Beam
 - Pulse
 - Napalm
 - Grenade
 - Bomb
 - Rocket
 - Missile
 - Land Mine
 - Aerial Mine
 - Projectile
 - Any Type
- Count
- Higher or Lower than Count

OKE Condition Branch (Norm)

- Stat
 - HP
 - Energy
 - Heat
- Percentage
- Greater than/Less than Percentage

OKE Status Branch (Norm)

- Status
 - Wait
 - Moving
 - Turning
 - Jumping
 - Firing
 - Fighting
 - Defense
 - Special
 - Stumble

Random Branch (Norm)

- Percentage

Time Branch (Norm)

- Time from Beginning/Time til End
- Amount of time (in Seconds)
- Greater than/Less Than Amount of Time

Target Position Branch(Adv)

- Range

Notes: If the target is in the specified range the branch condition is true (red). If not then the branch condition is false (green).

Position From Target Branch(Adv)

- Range

Notes: If our OKE is within the specified range from the target's position then the branch is true (red), if we are outside of the specified range from the target's perspective then the branch is false (green)

Target Operation Branch (Adv)

- Operation Type
 - Waiting
 - Moving
 - Turning
 - Jumping
 - Firing
 - Fighting
 - Defending
 - Special Operation
 - Stumbling
 - Unlocking

Target OKE Code Branch (Adv)

- OKE Code
 - 0 - Non Target Lock - 20 - Anubis
 - 1 - Blockhead - 21 - Bad Dream
 - 2 - Necroni - 22 - Rockin
 - 3 - Jeira - 23 - Basilisk
 - 4 - Egnog - 24 - Hoi Recon
 - 5 - Twill Shadow - 25 - Angurif
 - 6 - Rusty Nail - 26 - Fried
 - 7 - Noranda - 27 - Lotus
 - 8 - Torinka - 28 - Priest
 - 9 - Moon Shadow - 29 - Mokin Bad
 - 10 - Cemetary Keeper - 30 - Chaika
 - 11 - Park Dog - 31 - Target Drone
 - 12 - Grasshopper - 32 - Focus
 - 13 - Arakune - 33 - Bipods
 - 14 - Dark Boundary - 34 - Multi Legged
 - 15 - Hades - 35 - Hover
 - 16 - Chickenhawk - 36 - Vehicle
 - 17 - Tripod - 37 - Flying
 - 18 - Dark Coffin
 - 19 - Mariaerene

Lock Detection Branch (Adv)

- Lock Count

Notes: Branches if Lock Count or more locks have been acquired on our OKE.

Target Weapon Branch (Adv)

- Armament Slot (1-5)
- Armament Type
 - No Weapon
 - Assault Gun
 - Beam Gun
 - Pulse Gun
 - Napalm Gun
 - Explosives Gun
 - Shot Gun
 - Rail Gun
 - Hand Grenade
 - Aerial Bomb
 - Rocket Launcher
 - Missile Launcher
 - Land Mine Dispenser
 - Aerial Mine Dispenser

Target Line of Sight Branch (Adv)

Notes: Does NOT take into account objects on the battlefield.

Counter Branch (Exp)

- Numeric Parameter
- Counter
- Counter Parameter
- Comparitor (Greater than, Less than, Equal)

Action Chips (blue)

Stop Operation

Movement (Norm)

- Direction (Left, Right, Forward, Backward)

Turn (Norm)

- Direction (Left, Right)

Jump (Norm)

- Direction (Left, Right, Forward, Backward, In Place)
- Processing Mode (Halt, Passthrough)

Dash (Norm)

- Direction (Left, Right, Forward, Backward)
- Processing Mode (Halt, Passthrough)

Spin (180) (Norm)

- Direction (Left, Right)
- Processing Mode (Halt, Passthrough)

Grapple Attack (Norm)

- Grapple Operation (Low, High, Long Range, Auto)
- Processing Mode (Halt, Passthrough)

Defense (Norm)

- Defensive Operation (Guard, Duck)
- Time of Operation (30th/s)
- Processing Mode (Halt, Passthrough)

Special Action (Norm)

- Which Action (particular to the OKE body type)
- Processing Mode (Halt, Passthrough)

Weapon Attack (Norm)

- Range
- Weapon
- Number of Rounds
- Shot Mode (Normal Shot, Random Shot, Sniping) (Normal, Quick, Careful?)
- Processing Mode (Halt, Passthrough)

Indirect Attack (Norm)

- Direction Setting
- Angle Setting
- Weapon Selection
- Number of Rounds
- Processing Mode (Halt, Passthrough)

Target Shot (Adv)

- Weapon Selection
- Number of Rounds
- Shot Mode (Normal Shot, Random Shot, Sniping) (Normal, Quick, Careful?)
- Processing Mode (Halt, Passthrough)

Notes: You shoot at the locked on target's fuselage. If no target is locked on then nothing happens.

Spin Jump (Adv)

- Direction (Left, Right, Forward, Backward)
- Spin Direction (Left, Right)
- Processing Mode (Halt, Passthrough)

Spin Movement (Adv)

- Direction (Left, Right, Forward, Backward)
- Spin Direction (Left, Right)
- Processing Mode (Halt, Passthrough)

Moving Shot (Adv)

- Direction (Left, Right, Forward, Backward)
- Weapon Selection
- Number of Rounds
- Processing Mode (Halt, Passthrough)

Jump Shot (Adv)

- Direction (Left, Right, Forward, Backward)
- Weapon Selection
- Number of Rounds
- Processing Mode (Halt, Passthrough)

Indirect Attack Counter (Expert)

- Direction Counter
- Angle Counter
- Weapon
- Rounds
- Processing Mode (Halt, Passthrough)

Order Chips (teal)

Set Altitude (Norm)

- Altitude Setting (in Meters)

Engage Option (Norm)

- Option Selection

Target Lock (Adv)

- Range
- To Lock (Enemy, Ally, None Specified)
- To Lock OKE Type

Auto-rotate Fuselage Toward Target (Adv)

- Range
- Auto Operate Rotation (Cancel, Operate)

Note: Operate is turned on until Cancel is set (i.e. two instances of this chip).

Set Targetting to Specific OKE Part (OKE)

- Part (Body, Weapon 1, Weapon 2, ...)

Target Lock Counter Setting (Exp)

- Counter

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EQUIPMENT CHARTS

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FUSELAGES (in progress)

	Type	Durab	Weight	MaxWt	Capacity	Wpn	Energy
Blockhead	2L	640	2920	6800	1200	2	2100
Necroni	2L	720	3880	10100	1600	3	2400
Geira	2L	900	5320	13200	2000	2	2600
Eggnog	2L	840	4380	12400	1800	3	2400
Twill Shadow	2L	860	4920	13200	2000	3	2600
Rusty Nail	2L	980	5800	17600	2200	3	3000
Noranda	2L	820	4160	11400	1600	3	2800
Torinka	2L	800	4880	13400	2200	3	2400
Moon Shadow	2L	700	4440	11800	1500	3	2200

CPUs

Capacity is how many chips

Speed is how many chips processed per second

Weight is in kilograms

	Capacity	Speed	Weight
TP-16	16c	10c/s	16kg
SP-36L	36c	30c/s	70kg
SP-36H	36c	60c/s	90kg
MP-100L	100c	60c/s	140kg
MP-100H	100c	90c/s	160kg
LP-323L	323c	90c/s	260kg
LP-323M	323c	120c/s	280kg
LP-323H	323c	150c/s	300kg

Armament

Dest is Destructive Power

Heat is Heat Generated By Weapon

THeat is Heat Generated in Target by a hit

Ammo is MAX Ammo capacity (defaults are often significantly lower)

Weight is the Weight in Kilograms *when Ammo is Maxxed*

Range is max effective range as judged by my tests

	Dest	Heat	THeat	Ammo	Weight	Range
ASSAULT GUNS						
Tungsten AG	76	62	40	990	9390kg	200m
Waranume AG	78	66	100	990	10429kg	200m

Noberiume AG	82	72	80	990	12480kg	200m
BEAM GUNS						
Argon Beam Gun	50	88	140	990	3320kg	
Plasma Beam Gun	52	92	200	990	4360kg	
Guriumu Beam Gun	56	100	160	990	4400kg	
PULSE GUNS						
Four Getter	44	64	40	990	10300kg	
Blue Screen	36	64	40	990	10350kg	
NAPALM GUNS						
M4 Napalm Gun	40	92	180	990	12300kg	
M6 Napalm Gun	48	100	180	990	16320kg	
EXPLOSIVES GUNS						
Particle Gun	44x10	84	80	990	24480kg	
Corpuscle Gun	46x10	86	100	990	28540kg	
Molecule Gun	48x10	86	80	990	32660kg	
HAND GRENADES						
Napalm Rain	40x4	0	200	100	5800kg	
Crasta Hammer	68x4	0	60	100	6400kg	
Lightning Stunner	80	0	60	100	4200kg	
SHOTGUNS						
F8 Shot Shell	44x8	86	50	990	20480kg	
F10 Shot Shell	46x10	88	50	990	24520kg	
F12 Shot Shell	48x12	94	50	990	32520kg	
CANON						
185mm	162	145	220	990	52760kg	
215mm	188	168	240	990	64880kg	
ROCKETS						
Black Panther (sm)	72x8	66	220	12	970kg	
Centipede (sm)	72x10	80	200	12	1210kg	
Centaur (sm)	78x8	56	120	12	1450kg	
Hellbad (m)	76x14	92	220	6	1040kg	
Blue Cat (m)	76x18	118	200	6	1280kg	
Hellhound (m)	80x14	124	160	6	1520kg	
Albatross (lg)	80x24	132	280	3	1100kg	
Ifrit (lg)	80x32	156	200	3	1340kg	
Ragnarok (lg)	80x24	164	180	3	1580kg	
MISSILES						
Hornet (sm)	100	68	240	8	730kg	
Viper (sm)	110	80	320	8	890kg	
Raptor (sm)	120	86	220	8	1050kg	
Spectre (m)	160	68	400	4	800kg	
Wipan (m)	170	106	480	4	960kg	
Muramase (m)	36x6	132	120	4	1120kg	
Uisukaaankuru (lg)	250	132	500	2	860kg	
Typhoon (lg)	280	144	700	2	1020kg	
Odin (lg)	38x10	156	140	2	1180kg	
LAND MINE DISPENSERS						
Karakara	62x10	32	120	4	980kg	
DesusuFire	200	32	320	4	1020kg	
Behemoth	38x8	32	100	4	980kg	

Rojya	60x12	32	120	4	940kg
Vulcan	40x12	32	120	4	1020kg

AERIAL MINE DISPENSERS

Avalanch	64x12	32	120	4	940kg
Kraken	200	32	320	4	1020kg
Whisper	38x8	32	100	4	980kg
Forest Fire	80x18	32	240	4	860kg
Valkyrie	34x8	32	120	4	1020kg

GRENADE LAUNCHER

Sonic Blaster	20	32	60	8	672kg
Jamming Fog	30	32	100	4	512kg
Earthquake	20x8	68	100	4	1120kg
Porabea	20x8	68	100	4	1120kg
Flying Decoy	20	32	200	4	432kg

BOMBS

Lucifer	40x16	0	200	24	1296kg
Myoruniru	220	0	240	24	1392kg
Belzebub	68x16	0	60	24	1584kg

ARMOR

Def - Defensive Strength
HeatD - Heat Dissipation Efficiency
SWght - Material weight
TWght - Overall weight

	Def	HeatD	SWght	TWght
10mm	5	5	10kg	250kg
20mm	8	5	20kg	500kg
30mm	11	5	30kg	750kg
40mm	14	5	40kg	1000kg
50mm	16	5	50kg	1250kg
60mm	18	5	60kg	1500kg
70mm	20	4	70kg	1750kg
80mm	22	4	80kg	2000kg
90mm	24	4	100kg	2500kg
100mm	27	4	120kg	3000kg
120mm	30	3	160kg	4000kg
150mm	35	3	200kg	5000kg

ARMOR COATINGS

Anti-Armorpiercing Armor - Protects against assault guns and shotguns
Anti-Explosion Armor - Protects against missiles and rockets
Anti-Beam Armor - Protects against beam guns
Anti-Thermal Armor - Protects against heat damage of weapons
Anti-Stun Armor - Reduces chances of being stunned
Lightning Armor - When grappled, stuns the enemy
Energy Formation Armor - Weak energy regeneration

OPTIONS

*explanations coming soon, quoted options are literal translations

Inteference Device (ECM)
Fuselage Repair Device
Fuselage Cooling System
Destruct System
Backup Energy Tank
Acceleration System
Radar Enhancement
"Running Fire" Device
Shield Generator
Gravity Deflector - Gravity field deflects incoming warheads.

=====
MISCELLANEOUS INFORMATION
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Related Links

<http://www10.atwiki.jp/chp/pages/1.html>

Is a wiki mini site devoted to Carnage Heart Portable. It has empty links for other CH games but there is a lot of information about CHP here.

<http://www2s.biglobe.ne.jp/~apa/game/ch/>

Both Carnage Heart and Carnage Heart EZ are covered at this site. There doesn't seem to be any info here from later CH games.

<http://www2s.biglobe.ne.jp/~apa/game/zeus2/>

Well, okay, so there is some Zeus 2 information up here as well. Cheeky!

http://everything2.com/index.pl?node_id=1176385

Takes a while to load but someone with too much time on their hands talks about Carnage Heart programming.

http://raketta.blogzine.jp/blog/2006/08/chp_1fb4.html

If you're having trouble beating that last battle in Scenario Mode (there's no reward except story, btw) then you can use this guy's CHPs. I've not tried them myself but he claims that this team beat the last boss for him.

http://homepage3.nifty.com/streets/game/zeus/zeus_main.html

A page devoted to Zeus.

<http://club.genki.co.jp/jupiter/>

Genki's CHP uploader/Downloader.

<http://www.genki.co.jp/games/carnage/>

The official webpage for Carnage Heart Portable.

Controlling the Target Drone

You can control the target drone OKE (to the left of your OKE list). Press START while in-battle to see a list of controls. As of yet I know of no way to control other OKEs.

Weapon Ranges

Translated from a Japanese CHP site.

Assault Beam and Pulse: 150~200
Napalm and Explosion bullet: 100~150
Shotgun: 80~120
Cannon: 200~250
Rail: 200~300

Small Rocket: 100~150
Medium Rocket: 150~200
Large Rocket: 200~250

Small Missile: 150~200
Medium Missile: 300~400
Large Missile: 450~500

Karakara: It explodes within 25m
DesusuFire: Pursues within 40m
Valkyrie: Snipes within 40m

Maximum Elevation of Armament 1

I have not verified this data which was translated from a Japanese CHP site.

OKEs with (*) are measured given Armament 2.

Blockhead: 80 degrees
Necroni: 25 degrees (*)
Jeira: 60 degrees
Eggnog: 40 degrees
Twill Shadow: 70 degrees
Rusty Nail: 90 degrees
Noranda: 30 degrees (*)
Torinka: 70 degrees
Moon Shadow: 85 degrees

Multi legs

Cemetary Keeper: 30 degrees
Park Dog: 30 degrees
Grasshopper: 80 degrees
Arakune: 45 degrees
Dark Boundary: 45 degrees
Hades: 35 degrees

Hover

Chickenhawk: 40 degrees
Tripod: 90 degrees
Dark Coffin: 30 degrees
Mariaerene: 45 degrees
Anubis: 30 degrees

Vehicle

Bad Dream: 20 degrees
Rockin: 60 degrees
Basilisk: 25 degrees
Hoi Recon: 25 degrees
Angurif: 70 degrees

Flight

Fried: - Degree of 40~25
Lotus: - Degree of 85~10
Priest: - Degree of 85~45
Mokin Bad: - Degree of 20~30
Chaika: - Degree of 60~30
Target drone: - Degree of 60~60

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