

EvilZone FAQ/Move List

by Mysticcat

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THE GAME

NAME : ERETZVAJU (JAPANESE)
GENRE : FIGHTING GAMES
PLATFORM : SONY PLAYSTATION
DEVELOP & PUBLISHED : YUKE'S
RELEASED : JANUARY 1999

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T.A.B.L.E. O.F. C.O.N.T.E.N.T.S.

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### 1/ I N T R O D U C T I O N

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Hi everyone !!!

This is the first time I write FAQ for a Fighting game. I don't know if this time I could do well. I have succeeded with guides for survival horrors and Traditional RPGs. And now I try myself in Fighting games by a simple game "Eretzvajju" which is known as the English name "Evil Zone". This is not a very complex fighting game that I think my FAQ

wouldn't be so bad. Okay, let's begin...

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## 2/ L E G A L S T U F F

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AS USUAL, EVERYONE MUST READ THIS BEFORE TAKING PART IN THE GAME.

- ANYONE WHO WANTS TO USE THIS FAQ, MUST ASK FOR MY PERMISSION FIRST. IF YOU WANT TO USE IT ON A WEBSITE, EMAIL AND INFORM ME. THEN LET ME SEE YOUR SITES. IT MUST BE A REAL WEBSITE. THEN I WOULD HAVE MY DECISION. I'D LIKE TO ANSWER "YES" IF YOU ARE POLITE TO ME. SO DON'T DO DRUGS !!!

- FURTHERMORE, THIS GUIDE CAN'T BE USED IN ANY COMMERCAL ACTIVITIES SUCH AS PACKAGES, MAGAZINES, GIFTS ETC WITHOUT THE AUTHOR'S PERMISSION.

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[Http://www.psxcodez.com](http://www.psxcodez.com)

- IMPORTANT NOTES :

WHEN YOU HAVE HAD MY GUIDE WITH MY PERMISSION, REMEMBER TO CHECK IT FREQUENTLY IN GAMEFAQS SITE. WHY ? BECAUSE SOMETIMES I CAN UPDATE IT RANDOMLY WITHOUT TELLING YOU. JUST FOLLOW THIS NOTE. IT'S NOT USELESS. ANYWAY, THIS IS A FIGHTING GAME. I HOPE I WON'T REPAIR SO MUCH.

AGAIN, SORRY FOR BEING RUDE.

THANK YOU.

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## 3/ U P D A T E / R E V I S I O N H I S T O R Y

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- Version 0.5 (August 30th 2001)

FAQs started...

- Version 1.0 (September 2nd 2001)

Added more important parts

- Version 1.1 (September 3rd 2001)

Added website using FAQ with permission

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## 4/ S T O R Y L I N E

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Ihadurca, a being capable of existing in multiple dimensions at one time, threatens the world of Happy Island. Though the cost was heavy, the inhabitants of Happy Island (I-Praseru) were able to temporarily confine Ihadurca in Evil Zone (Eretzvaju).

However, the danger is not over. Ihadurca must be destroyed before she emerges from Evil Zone. To do this, Happy Island called upon mighty warriors from other worlds.

A tournament is held to select the strongest warrior to face

Ihadurca. These warriors have many reasons to fight her, but right now, they are warriors...

The game would be began by the song "Kiss in the Dark". This is a great movie...

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## 5/ C H A R A C T E R B I O S

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DANZAIVER \~~~~~
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Sex : Male  
Age : 21  
Height : 182cm  
Weight : 68kg  
Character : Electronic Inspector  
Path : Justice

Full name is Shou Mikagami. His reason to fight Ihadurca is to save a partner named Yuri who has been being instructed to keep Ihadurca in the Evil Zone.

He fights in a gear that looks like a robot. His weapon is an electric long sword and he can attack in far distance with high speed. His abilities are various and strong. This is a good character for you to choose by yourself, but he is not a powerful character controlled by the game.

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ALTY AL LAZEL \~~~~~
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Sex : Male  
Age : 15  
Height : 157cm  
Weight : 48kg  
Character : Wizard  
Path : Justice

He is a young wizard who is also one of the participated warriors. He wants to get to Ihadurca just for some arrogance and self-confidence. He has a childhood girlfriend named Erel Plowse, who is also participates in this contest.

He mainly uses magic that might be Fire elemental. Fast and stupid, that's what I see him be controlled by the game. But if you are a good player, he would be a good character chosen by you.

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KEIYA TENPOUIN \~~~~~
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Sex : Male  
Age : 25  
Height : 178cm  
Weight : 60kg  
Character : Onmyouji  
Path : Evil

He fights Ihadurca to revive his close girlfriend Himika, who was "Sakagobou no Otoko" by Ihadurca. I think maybe Himika is the woman who saves Keiya in the ending - when he defeats Ihadurca.

His magic might be Dark magic. He often uses Japanese charms to cast

spells and very good at kick sequence. I wonder why he just uses one hand to attack.

~~~~~\  
EREL PLOWSE \~~~~~
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Sex : Female  
Age : 17  
Height : 163cm  
Weight : 45kg  
Character : Mercenary  
Path : own interest  
A civilians of I-Praseru, but Erel knew Al in childhood and became close friends. When she knows that Al wants to kill Ihadurca by himself, she takes part in this contest to defeat him in order to stop him fighting Ihadurca because she doesn't want the person she "loves" to be in danger. Then she would help him to fight her by herself.

Erel's attack is fast and odd. Her weapon is a huge electric sword that can cast short laser. But she looks funny and lovely in battle (I think !!!)

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MIDORI HIMENO \~~~~~
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Sex : Female  
Age : 18  
Height : 170cm  
Weight : 59kg  
Character : Grappler  
Path : own interest  
Midori has been trained martial arts since she was little in the Fuin School. I must agree with Gally that she is a burning queen who likes to take part in challenges and very hot in battle. Ihadurca, hm...is just her text - she thinks. But another reason is that she wants to bring pride to her school either.

In battle, Midori is tremendous and hot. The type of her attack is fast that sometimes you can't anticipate such as jumping or sliding. Perhaps her environment is the air.

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SETSUNA SAIZUKI \~~~~~
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Sex : Female  
Age : 15  
Height : 155cm  
Weight : 41kg  
Character : Guardian Angel  
Path : Justice  
An angelic girl who is also very hot and fast in battle just like Midori. She is supported by her spirit friend Karin. They want to know who summon them to the contest and why. In the contest Setsuna faces a lot of troubles in her brain that sometimes she can't control herself and kill Al - who she promised Erel not to kill him. And Karin, she has a mysterious secret in this contest involved Ihadurca...

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GALLY "VANISH" GREGMAN \~~~~~
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Sex : Male  
Age : 36

Height : 203cm  
Weight : 115kg  
Character : Bounty Hunter  
Path : own interest

He is better than the name "bounty hunter" with great strength and experience. He was hired by the Divine Land to kill Ihadurca. And the price would be a huge sum of money. But anyway he is a husband who loves his wife - Sayaka.

This big guy is rather slow in battle, attacks in Earth element. But his huge sword sometimes confuses by its function he makes in combat. Just be careful if you fight him.

~~~~~\  
LINEDWELL RAINRIX \~~~~~
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Sex : Male  
Age : 20  
Height : 185cm  
Weight : 65kg  
Character : Psychopath  
Path : Evil

In the game, his short name is Lie. In his mysterious life, there are just two things he likes : heavy metal and occult. He stole the magical sword from an antique shop and it controls him. Sometimes you could hear a voice which can't be recognized man or woman's voice. It's the voice of the sword that controls him.

What a psychopath ! His attack is crazy and bloody, sometimes terrible. He is really a good character - I confirm.

~~~~~\  
KAKURINE \~~~~~
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Sex : Female  
Age : 10010  
Height : 145cm  
Weight : 35kg  
Character : Priestess  
Path : Evil

Lea - a childhood friend of Kakurine was possessed by Ihadurca to provide power to her. As a mysterious character with an awfully long life, Kakurine might be the only person who could wander in Ihadurca's eternal dimensions. Killing Ihadurca can bring back Lea. That's what she wants in this contest.

Don't contempt this little priestess or she would teach you how she is. Because of the little shape and great magical power, Kakurine can avoid your hit and make damage on you at once. In battle she mainly defends more than attacking. Gally must call her a "dancing pixie".

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IHADURCA (secret playable character) \~~~~~
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Sex : Female  
Age : 23  
Height : 175cm  
Weight : 52kg  
Character : Witch  
Path : Evil

Full name is Ihadurca Il Imella, Court Magician of Divine Land, she possesses Lea as the source of her power. Although she wants to destroy this world, she wonders about the humans, wonders why they have love

and do everything for what they love.

Ihadurca deserves to be the boss of this game. Her attack is strong and useful. Although her speed is not very high, she possesses powerful spells that make big damage on target. It's not useless if you try to unlock her as a playable character in the game.

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## 6/ GENERAL MOVES

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### NOTES :

- You can find this in "Practice" menu. Here I just repeat and add more details.
- Forward or backward can be left or right, depending on what side you are standing.
- I write "optional" means not all characters have that attack. You understand ?
- You must follow the button order I arrange because they are different. Example : Triangle + Up is very different from Up + Triangle.

### DIRECTIONAL BUTTONS :

- Up : move to the north
- Down : move to south
- Right : go right
- Left : go left

### ORDINARY ATTACKS :

- Forward x 2 : dash into the enemy
- Triangle (close) : physical attacks on enemy
- Triangle (far) : cast little spell
- Triangle x 3 (close) : a sequence of physical hits on the enemy. The final hit makes biggest damage.
- Triangle x 3 (far) : cast three little spells to enemy. The final spell makes biggest damage.
- Forward + Triangle : dashing hit
- Backward + Triangle : hit and retreat
- Down + Triangle : increase hit
- Up + Triangle : lower hit

### DISTANCE ATTACKS

- Triangle + Forward : cast heavy magic
- Triangle x 2 + Forward : double heavy magic (optional)
- Triangle + Backward : cast light magic
- Triangle x 2 + Backward : double light magic (optional)
- Triangle + Up : up attack
- Triangle x 2 + Up : other up attack (optional)
- Triangle + Down : capture

### SPECIAL ATTACKS :

This part belongs Distance Attack. But ust because its special characteristic, I decide to put it in an own part. The special characteristics is that you can only use this kind of attack when your charging power fills your health. You have a limited number of power that is 3 times.

- Triangle + Keeping Forward : special magic, stronger form of Heavy

magic (optional)

- Triangle + Keeping Backward : special magic, stronger form of Light magic (optional)
- Triangle + Keeping Up : special magic, stronger form of up attack (optional)
- Triangle + Backward x 2 : strongest attack

COMBINATION :

- Triangle x 2 + Up (must be close distance) : simple hits + up attack
- Triangle x 2 + Down (must be close distance) : simple hits + down attack
- Triangle x 2 + Forward : simple hits + double heavy magic
- Triangle x 2 + Backward : simple hits + light magic
- (Down + Triangle) + (Forward + Triangle) : you can make a long sequence causing big damage on target, except the target prompts to defend.
- (Triangle + Forward) + (Forward + Triangle) : Heavy magic + dashing hit. It would make a great hit. The petrified target tries to you're your character. But your character quickly comes to him/her and make them away. Then you continue to dash. You would get a sequence which is similar to the above with bigger damage.

CAPTURE :

Capture means catching the opponent and make damage on them without being counter attacked.

- Triangle + Down (close) : This can be performed in either front or back of enemies with different action.
- Triangle + Down (middle) : mediocre damage, maybe.
- Triangle + Down (Far) : Bigger damage than other captures.

DEFEND & MOVE

- Square : making protective lay (you still lose health if the enemy's attack is strong but you don't fall)
- Triangle + Up x 2 : Jump to the enemy and strike
- Square + Up x 2 : Jump toward the enemy
- Square + Down x 2 : Instant move behind the enemy

OTHERS :

- Square : press this button when being heavily attacked, you could keep the balance on the ground without falling.
- Square : press this button when being captured, you could avoid it.
- Up : if you want your character move to another position when lying on the ground, just press this button only.
- Down : if you want your character move to another position when lying on the ground, just press this button only.

There are a lot of other cases can happen. I think you could create your own combinations to increase your skills.

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7/ C H A R A C T E R M O V E L I S T

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DANZAIVER (SHOU MIKAGAMI) \~~~~~
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DISTANCE ATTACK  
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Triangle + Forward : Vicetrriver - Danzaiver shoots his gun fire.  
Triangle + Backward : Lightning Drive - Danzaiver casts a lightning globe that petrifies the target temporarily.  
Triangle + Up : Spiral Bomber - Danzaiver flies to target as a spiral torpedo.

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CAPTURE  
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Close in front : Danzai-Capture. He holds the target and throws to the ground.  
Close behind : Danzai-suplex. Just like the close in front capture.  
Middle distance : Houndbreak. He thrusts his sword through the target's body.  
Far distance : Seingbraze. He calls Geiborg - his satellite to attack the target by a powerful plasma.

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SPECIAL ATTACKS  
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Triangle + Keeping Forward : Charging Vicetrriver  
Triangle + Keeping Backward : Charging Lightning Drive  
Triangle + Keeping Up : None  
Triangle + Backward x 2 : Danzai-burst. Danzaiver creates a battery, combining it with his sword to gather its true power. Then he makes a powerful slash with strong earth waves to the target.

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ALTY AL LAZEL \~~~~~
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DISTANCE ATTACK  
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Triangle + Forward : Ramild Zahm - Al casts a fire breeze that petrifies the target temporarily.  
Triangle + Backward : Dizam Low - Al shoots a fire bird to target.  
Triangle + Up : Zaffa Val. Al makes a fireball to prevent enemy's touch. Depending on how you press, Al can create the ball on his hands or around his body.

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CAPTURE  
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Close in front : Art of Court Fighting #21. Al grabs the target's arm and rotate it strongly. Then he pushes the target on the ground.  
Close behind : Art of Court Fighting #34. Al uses his legs to grab the target's head and pull him/her to the ground.  
Middle distance : Neza Juleido. Al gathers his power to make a fire laser running through the target's body.  
Far distance : ?????. Al writes some spell in the air to call a huge fire ball that casts fire to the target.

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SPECIAL ATTACKS  
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Triangle + Keeping Forward : None  
Triangle + Keeping Backward : Charging Dizam Low  
Triangle + Keeping Up : None  
Triangle + Backward x 2 : Gesh Sieode. Al petrifies his target and put in a huge sphere to bring him/her to the air. The sides of sphere disappear and Al casts the finishing touch from the land to the suspended target.

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KEIYA TENPOUIN \~~~~~
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DISTANCE ATTACK  
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Triangle + Forward : Kageyajiri. Keiya casts some dark birds to the target.  
Triangle + Backward : Pentacle Capture. Keiya casts a blue pentacle on the ground to trap the target.  
Triangle x 2 + Backward : Pentacle Capture. Just like the above, but the pentacle is red. This hit can give Keiya a bonus 1 time of charging power (showed by the red diamond)  
Triangle + Up : Akekazari. Keiya summons a power from the sky that shoots many rows of arrows to the target.

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CAPTURE  
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Close in front : Tenpouin Three Kicks. Keiya would execute a strong sequence of kicks after catching the target.  
Close behind : Tenpouin Shadow Dance. Keiya jumps over the target, bringing his/her head and throws to the land.  
Middle distance : Black Capture. Keiya catches his target. Then he beats him/her by a strong sequence of four kicks.  
Far distance : Kamitsuzumi. After catching the target, Keiya throws a magical charm to the target. It turns into a monster that biting the target's body. While the target is being hurt, Keiya is repairing his shirt (+\_+).

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SPECIAL ATTACKS  
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Triangle + Keeping Forward : Charging Kageyajiri  
Triangle + Keeping Backward : None  
Triangle + Keeping Up : None  
Triangle + Backward x 2 : Mizukazuro - Keiya sticks five magical charms in the air. They connect to one another to create a huge pentacle. Then he gathers his power from the pentacle to cast a powerful laser flying through the target's body.

~~~~~\  
EREL PLOWSE \~~~~~
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DISTANCE ATTACK  
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Triangle + Forward : Kareabara. Erel shoots her claws toward the target.  
Triangle + Backward : Nodislern. Erel makes a short beam from

increasing from the ground.

Triangle + Up : Remivalona. Erel makes a continuous sequence of somersaults in vertical or horizontal order to multi-cut the target.

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CAPTURE  
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Close in front : Erel's Throw. Erel jumps on the target and pulls him/her down the land.

Close behind : Erel's Throw "Tout Printemps". Erel splits herself into 2 Erels. One is in front of the target to joke with them. The other creepily slides to the target's back and push him/her down. (hehehe...)

Middle distance : Barkillassal. Erel slashes her target strongly that throws him/her away. Then she keeps him/her on the ground and gathers her power to make an explosion on the target. Of course she must get out of that position before the explosion (bye bye...)

Far distance : Chromferade. After catching the target, Erel jumps to the air and makes a terrible slide on him/her.

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SPECIAL ATTACKS  
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Triangle + Keeping Forward : None

Triangle + Keeping Backward : None

Triangle + Keeping Up : Charging Remivalona in horizontal order.

Triangle + Backward x 2 : Eldibirus. Again Erel splits herself into two bodies. She traps her target in a huge ball. One of the two bodies would throw the ball to the other. Then that body would use the sword to swing it through the sky. The target loses health when they drop on the land.

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MIDORI HIMENO \~~~~~
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DISTANCE ATTACK  
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Triangle + Forward : ?????. Midora casts blue small sphere toward the target.

Triangle + Backward : Fuin Gensui. Midori casts a small green plate through the target.

Triangle + Up (close distance) : Fuin Straight. Midori touches the target's body and makes a fast sudden spell on him/her.

Triangle + Up (far distance) : Junka & Senka. Midori jumps and pulls the target sliding with her by her leg. In the end, she kicks him/her away. (Oh my god !!!)

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CAPTURE  
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Close in front : Fuin Lion's Roar. Midori holds her target and pulls them to the ground.

Close behind : Midori kicks the target to the air. Then she jumps following him/her, holding his/her body by 6 arms (what is this ???) on her shoulders and then let the target land heavily with her on the ground.

Middle distance : Vanishing Flower. Midori splits herself into 4 people. Then all the four Midories surround the target and give him/her a great deal of hits made by the four. The finishing touch is that the

four Midories kick the target to the air at the same time. What a flower !!!

Far distance : Vanishing Snow. Dashing the target to the air, Midori flies to him/her and give him/her a strong sequence of punches.

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SPECIAL ATTACKS  
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Triangle + Keeping Forward : Charging a row of blue spheres, not one.

Triangle + Keeping Backward : Charging Fuin Gensui.

Triangle + Keeping Up : None

Triangle + Backward x 2 : Midori Mix "Togetsu". She controls the target into the air and gathers all her power, shooting him/her with an extremely strong hit.

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SETSUNA SAIZUKI \~~~~~
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DISTANCE ATTACK  
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Triangle + Forward : Fire Bird. It's similar to Keiya's Kageyajiri but the birds have a lighter blue.

Triangle + Backward : Zankouran. Setsuna would cast a simple sword into the target that splits into a lot of other swords destroy the target's body.

Triangle x 2 + Backward : Setsuna would send many swords at the same time.

Triangle + Up : Revolver. Setsuna would make a beautiful dance with her sword that makes multi-damage in close distance.

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CAPTURE  
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Close in front : Fuin Waves. Setsuna grabs the target's arm and strikes him/her on the ground.

Close behind : Fuin Naghi. Just like Fuin Waves.

Middle distance : Abdomen Thrust. After catching the target, Setsuna thrusts her sword through the target's abdomen.

Far distance : Youshouken. Setsuna summons three little fairies to fly through the target's body.

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SPECIAL ATTACKS  
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Triangle + Keeping Forward : Charging Fire Bird

Triangle + Keeping Backward : None

Triangle + Keeping Up : None

Triangle + Backward x 2 : Ultra-death. Setsuna swings her target to the air. Then she splits herself into three Setsunas who jump following the target and give him/her a heavy pain with her sword.

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GALLY "VANISH" GREGMAN \~~~~~
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DISTANCE ATTACK  
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Triangle + Forward : Geigenberg. Gally moves a sand wave to the target to petrify him/her.

Triangle + Backward : Kriegelstein. Gally casts a lot of missiles to the target with big damage.

Triangle + Up : Beesendolfer. Gally dashes into his target, holding him/her and uses his sword to shoot by some lasers.

Triangle x 2 + Up : Beesendolfer. Gally shoots a fast missile toward his target.

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CAPTURE  
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Close in front : Pommel Shock. Gally grabs the target's arm and pulls them away.

Close behind : Banishing Bomb. Gally holds the target's back, bringing him/her up and throws down.

Middle distance : Hardy Gardy. Gally dashes into his target, thrusting his sword through his/her body and throws them on the land in the end.

Far distance : Leichenberger. After keeping his target, Gally puts his sword on the ground. His other hand makes a bursting bomb and packs it to the ground that makes a far-earthquake to the target.

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SPECIAL ATTACKS  
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Triangle + Keeping Forward : Charging Geigenberg

Triangle + Keeping Backward : None

Triangle + Keeping Up : None

Triangle + Backward x 2 : Braunsvike. After petrifying the target, Gally casts a lot of strong missiles to him/her that makes a big explosion.

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LINEDWELL RAINRIX \~~~~~
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DISTANCE ATTACK  
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Triangle + Forward : Rajiel. Lie casts a huge blue energy from his chest to his target.

Triangle x 2 + Forward : Just as the above but Lie's light is red.

Triangle + Backward : Remegheton. Lie makes some earth waves to his target.

Triangle + Up : Albertus. Lie thrusts his sharp sword and continuously smashes the target as if he is tearing him/her.

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CAPTURE  
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Close in front : Heaven Fall. Lie grabs his target and pulls him/her to the ground.

Close behind : Lunatic Fang. Lie climbs on the target's head and slams him/her down.

Middle distance : Albatel - Lie grabs the target's leg and throws him/her continuously as his toy. The finishing touch is that he casts the target to the air and slashes them down.

Far distance : Welm - Lie makes a dark magical door in front of him. Then he trusts his hand through it. The hand appear in front of the

target and it knocks him/her down with a blast bomb.

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SPECIAL ATTACKS  
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Triangle + Keeping Forward : None

Triangle + Keeping Backward : None

Triangle + Keeping Up : Charging Albertus

Triangle + Backward x 2 : Lido Gade. Having petrified the target, Lie draws a complex star in front of them by his sword. Then he thrusts the weapon on the ground that makes an erupted magma to the target.

~~~~~\  
KAKURINE \~~~~~
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DISTANCE ATTACK  
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Triangle + Forward : Fire attack. Kakurine casts two fire globes toward the target.

Triangle + Backward : Isuhimo. Kakurine makes a yellow circle around that catches the target if he/she is also surrounded by it. Then the priestess touches the target gently that makes them fall.

Triangle x 2 + Backward : Isuhimo. Kakurine makes a larger red circle that directly causes damage on target.

Triangle + Up : Ring Magic. Kakurine spins a big magical ring toward the target.

Triangle x 2 + Up : Ring Magic. Kakurine throws a lot of rings that cause random damage on target.

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CAPTURE  
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Close in front : ?????. Kakurine appears and disappears around the target that makes him/her confused. Then she stops behind the target and pushes him/her away.

Close behind : ?????. Kakurine "hugs" her target, bringing him/her to the air and gives up the target in "safety".

Middle distance : Effigy Attack. Kakurine gives up a paper figure blew by the air. The target would be suspended as the figure would and land on the ground in the end.

Far distance : Red Wave. Kakurine swings her hand from the far distance. A red light appears in front of the target as her swinging, cutting him/her down.

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SPECIAL ATTACKS  
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Triangle + Keeping Forward : None

Triangle + Keeping Backward : None

Triangle + Keeping Up : Charging Ring Magic

Triangle + Backward x 2 : Devitalitizing. Kakurine "kisses" her target and drains his/her health. Then she gives him/her up, wiping the blood remaining on her mouth (repulsive !!!).

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IHADURCA - LEA \~~~~~
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DISTANCE ATTACK

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Triangle + Forward : Spear-Beam. Ihadurca casts two blue beams from her staff.

Triangle + Backward : Hex. Ihadurca fires a huge wave gathered by dust to the target that makes a big damage on target even he/she is protected.

Triangle + Up : Flame. Ihadurca makes four huge cyan spheres moving surround her.

Triangle x 2 + Up : Flame. Iharduca makes four cyan spheres moving everywhere in far distance.

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CAPTURE

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Close in front : ?????. Ihadurca uses her staff to pick her target and strikes him/her on the ground.

Close behind : ?????. Ihadurca picks her target to the air. Then she moves her four magical spheres from her hair to shoot him/her.

Middle distance : Red Energy. Ihadurca touches her target, shooting him/her to the air. Then she shoots him/her to the ground with three shots. The final is the most heavy shot.

Far distance : Constrained Abuse. Ihadurca teleports the target in the air and then gives him/her up to land heavily.

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SPECIAL ATTACKS

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Triangle + Keeping Forward : None

Triangle + Keeping Backward : None

Triangle + Keeping Up : Charging Flame

Triangle + Backward x 2 : Mighty Bisection. Ihadurca traps her target in a magical spheres made by the small ones from her hair. Then she swings her staff that makes a terrible explosion on the target.

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8/ M O D E E X P L A N A T I O N A N D T I P S

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STORY MODE

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You play following the story of the game. Choose a character for you. Then you take part in the contest as that character. Your mission is having to pass all the other warriors to reach the Evil Zone - where Ihadurca is waiting. That means the character you choose must be the winner in this contest. Each character would have their endings after finishing the story. In this mode, you mustn't choose the 2nd or 3rd costumes of character because you must follow the right story. Enjoy them yourself !

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1P BATTLE

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Just like Story Mode, you choose a character and fight the others. But the number of fights you beat another character depends on the option you arrange. In Story Mode, you just beat one fight for each

character. But in this mode, you can beat more depending on how you decide the option. There's no ending in this mode. Each character would have different action depending on how you beat the enemy, good or bad. The best action is that you beat the enemy without losing any health. The worst is that you lose too much, or you have to use your strongest attack with a few lost health.

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VS
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There are two players needed in this game. You can choose the stage and control the health of each character. When one player always defeats the other, the game would automatically reduce that character's health.

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SURVIVAL
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This is the hardest mode. Choose a character for yourself. Then take part in the fights. The number of battles with each character is optional. But after each fight, your health wouldn't be recover in the next battle. The game keeps the remaining health you keep after the previous fight to continue the next one or sometimes it can be added a very little. This is really difficult because you must fight continuously without resting. I suggest you should choose one battle for each character and try to have suitable tactics for every opponents. No matter you win or not, the current result would be written in "Record" menu in Option. It's lucky for you that it doesn't affect the secrets. The official result of the game is arranged from weakest (Danzaiver) to strongest (Kakurine) :

- Danzaiver - 2 wins
- Alti Al Lazel - 4 wins
- Keiya Tenpouin - 6 wins
- Erel Plowse - 8 wins
- Midori Himeno - 10 wins
- Setsuna Saizuki - 12 wins
- Gally Gregman - 15 wins
- Linedwell Rainrix - 18 wins
- Kakurine - 20 wins

If you play Survival Mode, you can change this result. Survival doesn't distribute Easy or Hard Mode. The enemy characters are controlled following their real strength. You can beat Danzaiver very easily but it would be very hard to defeat Kakurine or Linedwell only with your remaining health from previous battles.

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## 9/ S E C R E T S & E X T R A G U I D E

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This menu is in "Option" large menu. Most the secrets of this game are hidden here. Let's see :

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SECRETS \~~~~~
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### CHARACTERS' THIRD COSTUME

Each character has two standard designs. If you complete Story Mode,

they would have a new design that is mostly different from the old.

Danzaiver : White Gear

Alty Al Lazel : brown hair, shirt with jeans. Cool !!!

Keiya Tenpouin : White shirt with violet vest.

Erel Plowse : weird violet costumes with brown hair

Midori Himeno : green hair with red costume

Setsuna Saizuki : another kind of pupil uniform, hair-cut

Gally Gregman : nothing changed much except the color

Linedwell Rainrix : better hair with cowboy costume

Kakurine : Blue hair with a lovely hat

Ihadurca : a black sexy costume (I like her original design best !)

#### ENCYCLOPEDIA

Just complete the Story Mode in any difficulties. The character you choose would have a full biography in this menu.

#### IHADURCA & EVIL ZONE STAGE

Just complete the Story Mode in any mode with 3 different characters including Setsuna Saizuki. Then a new film appears with Ihadurca. After that, she is a playable character in the game.

#### NARRATOR

This is a collection of characters' voices to narrate the game. Just beat the game with 1P battle in any difficulties with the character you want.

#### GALLERY

Finish the Story Mode once in any difficulties. You would have the gallery in Extra Menu consisting of beautiful artworks.

#### VOICE COLLECTION

Beating 1P Battle mode many times with certain character. You would have a collection of different sentences of characters.

#### CHOOSE POSE

Beating any modes in any difficulties until the 8th time. The character you choose would change the action.

#### CONGRATULATION

This is the hardest. You must unlock all the above. Then the "Congratulation" appears in Extra Menu containing a special FMV of the characters.

~~~~~\ OTHER EXTRA \~~~~~  
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#### BGM

In this menu you can choose one of the melodies' and hear it. It would be repeated after finishing if you don't change your mind.

Melody list :

Right Way - Danzaiver's background music

A division - Al's background music

The edge - Keiya's background music

Be fight ! - Erel's background music

Rough - Midori's background music

Decision - Setsuna's background music

Road for oneself - Gally's background music

Near by the death - Linedwell's background music



Feel the mystical - Kakurine's background music  
Dark Passage of the Unknown - Ihadurca's background music  
Dunjia-S - background music of practice stage (in VS mode)  
Impression - background music of practice stage (in Practice mode)  
Sorrow Long Day - the ending song

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## 10/ O T H E R S T U F F S

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ENGLISH VERSION OF ERETZVAJU \~~~~~
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NAME : EVIL ZONE  
GENRE : FIGHTING GAMES  
DEVELOPER : YUKE'S  
PUBLISHER : TITUS  
RELEASED : JUNE 1999

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MY REVIEW ABOUT THIS GAME \~~~~~
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NOTES : This review is straight to the review in Gamefaqs.

I'm not a fan of fighting games. In the light of this statement, I hate Fighting games. But "Eretzvaju" gives me a chance to think again. I wonder if I was too strict, but it's a good fighting game I have ever played. Although it isn't good enough for me to mark a higher score, I still think it deserves to be criticized.

### Gameplay 9/10

This game has many secrets that can only be unlocked by different ways modes in finishing. The characters are designed in various styles and personalities. The graphic is rather good for a Playstation game that makes it more interesting. The skills are arranged enough for players to play with ease. Generally, this game is really a good fighting game I see.

### Story 6/10

The story is so simple that has no episodes. Many warriors in the world want to defeat Ihadurca for various reasons because of her special power. Although it's a battle between the light and the dark, the roles of characters seem to be unnecessary. The story doesn't need so much characters for a simple battle like that.

### Graphic 9/10

The graphic is very good. The skills and spells of fighting characters are created in variety and new creations. The colors are mixed well enough to make the combat more lively. But the only thing is the sides of characters are so hard that seems to be drawn with a ruler. This game would be better without this bad point.

### Sound 7/10

Funny and mysterious. That's what I think to be good at the sound. But the sound of physical hits are too bad. They seem like the sound of shaking toys than the sounds of battle.

Battle System 10/10

Unlike the other fighting games, the battle system and control are arranged well enough for us players to play. The hits are not very hard to make, but not very simple to execute. Most of the fighting games I have known always have the complex skills and control that make the players tired and grudge. We can't defeat the character controlled by the games because we don't know how to make the strange skills they can do. But "Eretzvaju" has repaired this mistake and become better.

Characters 8/10

The characters are very cool and various : a violent student like Setsuna Saizuki, a mysterious priestess like Kakurine, or the strong bounty hunter like Gally etc. All of them are designed in beautiful and suitable style that can remark their own personalities which are very different and complex.

Replayability 10/10

You can play this game whenever you want. It has different modes for you to choose. I think it's good to play after the time for study or when you are angry of something.

Rent or buy !

I think I should let you have your decision. This is not a story game, or its story is short because it just contain duels. You can buy or rent, both are okay.

Overall : 7/10

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11/ S P E C I A L T H A N K S

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I'd like to send my special thanks to :

- The FAQs makers of this game on Gamefaqs : ZAmigh, Otaku Tom and Dagwon for create great FAQs of this game that encourages me to make this guide.
- Jeff "CJayC" Veasay, the creator of Gamefaqs - for posting this guide and create a great site for us gamers.
- [Http://www.psxcodez.com](http://www.psxcodez.com) - for displaying my guide on your site
- Yuke's - for creating this game !
- This game "Eretzvaju" - I couldn't have this FAQ if I didn't see you!

Again, thank everyone for helping me to make this FAQ.

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