

ZOIDS

BATTLE LEGENDS



ATARI



NINTENDO
GAMECUBE™



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO™ HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.
Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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WELCOME TO ZOIDS™: BATTLE LEGENDS

Take on the role of your favorite character. Create and customize gargantuan ZOIDS. Carry out dangerous missions. Unleash devastating firepower and destroy enemy forces. Welcome to the world of ZOIDS!

GETTING STARTED

Nintendo GameCube™

1. Turn OFF the POWER Button on your Nintendo GameCube™.

WARNING: Never try to insert or remove a Nintendo GameCube™ Game Disc while the power is ON.

2. Make sure a Nintendo GameCube™ Controller is plugged into Nintendo GameCube™ Controller Socket 1 on the Nintendo GameCube™.
3. If you're playing against a friend, plug another Controller into Controller Socket 2. To save your progress in the game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
4. Insert the Game Disc into the Nintendo GameCube™ Optical Disc Drive.
5. Turn ON the **POWER** Button and proceed to the title screen. If you can't proceed to the title screen, begin again at step 1.
6. At the title screen, press **START/PAUSE** to advance to the Main Menu (see page 6).

SAVING AND LOADING

There are four save slots for the ZOIDS Battle game and an additional four save slots for Mission Mode. To save, you must have a Memory Card with at least one free file and 10 blocks of free space inserted into Memory Card Slot A.

To save a ZOIDS Battle game or a Mission Mode game, go to the Farm screen (see page 12 for details), use the **Control Stick** or **+Control Pad** to highlight SYSTEM and press the **A Button** to select. Use the **Control Stick** or **+Control Pad** to highlight SAVE and press the **A Button** to display the available save slots. Highlight a save slot and then press the **A Button** again to save. **Note:** If you select a save slot that contains a previously saved game, the previously saved game data will be overwritten.

When playing the VS Mode game or the ZOIDS Fist game, you can save Player 2's progress. To save Player 2, you must have a Memory Card with at least one free file and 10 blocks of free space inserted into Memory Card Slot B.

To load a saved ZOIDS Battle game or a saved Mission Mode game, use the **Control Stick** or **+Control Pad** to highlight the appropriate game mode in the Main Menu and press the **A Button**. Use the **Control Stick** or **+Control Pad** to highlight LOAD GAME and press the **A Button**. Select any saved game and then press the **A Button** again to load.

CONTROLS

Nintendo GameCube™ Controller Configurations



Menu Controls

CONTROL	ACTION
Control Stick or +Control Pad	Highlight menu item See more choices
A Button	Select
B Button	Cancel Return to previous menu
START/PAUSE	Skip movie Start game Fast-forward tutorial (Mission Mode only)
R Button	Equip armament (Farm screen)
L Button	Remove armament (Farm screen)

Gameplay Controls

CONTROL	ACTION
Control Stick	Move ZOIDS
R Button	Search for next enemy and target lock Zoom in sniper cannon (certain ZOIDS only)
L Button	Cancel target lock Zoom out sniper cannon (certain ZOIDS only)
A Button	Fire weapon Advance character dialog
X Button	Close-combat attack
Y Button	Change weapon
B Button	Jump
Z Button	Use optional armament (ZOIDS Battle and Mission Mode only)
C Stick	Sidestep
A Button + X Button	Ultra Lethal attack (available when the EX Bar is blinking)
+Control Pad	Send instructions to allies (ZOIDS Battle only)
START/PAUSE	Pause game

MAIN MENU



Use the **Control Stick** or **+Control Pad** to highlight Main Menu options, and press the **A Button** to make a selection. Press the **B Button** to return to the previous menu.

ZOIDS Battle (1 Player)

Develop your skills by competing in the exciting ZOIDS Battle game. Play against two opponents at a time with the help of a partner, or battle them solo. Earn Battle Points to buy new ZOIDS, weapons and equipment upgrades. Win all 12 stages to become the ultimate champion. See pages 11-15 for details.

VS Mode (1-2 Players)

Challenge a friend or take on the CPU in fierce one-on-one ZOIDS combat. See pages 16-17 for details.

ZOIDS Fist (1-2 Players)

Challenge a friend or take on the CPU in one-on-one combat within an arena. See pages 17-18 for details.

Config

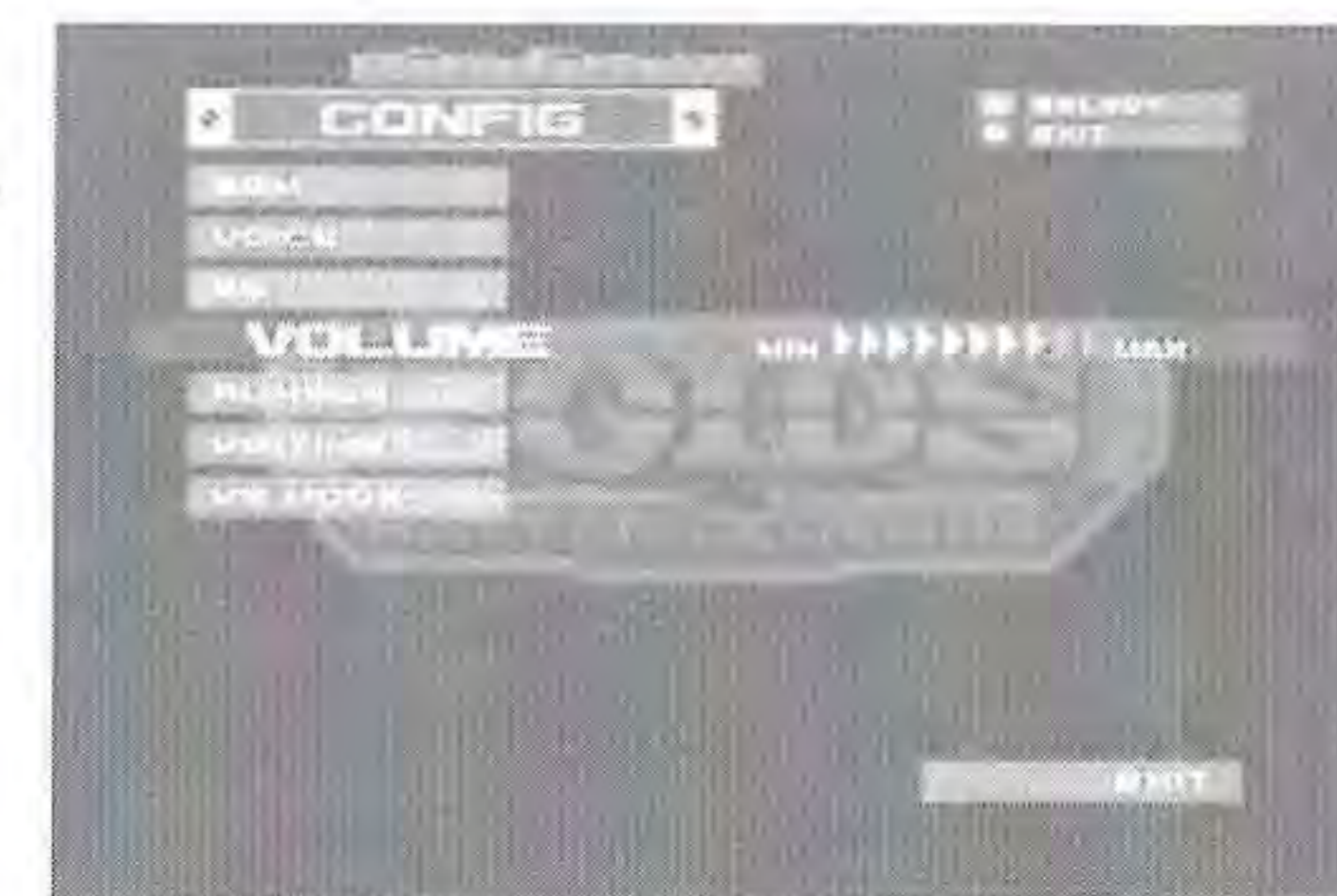
Adjust game settings. See "Config Menu" below.

Mission Mode (1 Player)

For experienced ZOIDS pilots. You will battle solo against multiple opponents at the same time and complete challenging missions to advance the television-inspired story. Play as a member of the Republic Force *Blue Unicorn Team* or as a member of the Imperial Force *Rottiger Team*. See pages 18-19 for details.

CONFIG MENU

Select Config from the Main Menu to adjust the following game options. Highlight the option you wish to change and press the **A Button** to select. Move the **Control Stick** or press the **+Control Pad** Left/Right to adjust a setting or to see more choices. When finished, press the **B Button** to return to the Config Menu. To return to the Main Menu, highlight EXIT and press the **A Button**. Press the **A Button** at the prompt to save your new settings.



BGM

Adjust the background music volume.

Voice

Adjust the voice volume.

SE

Adjust the sound effects volume.

Rumble

Toggle the Controller Rumble Feature ON/OFF. ON is the default setting.

VS Time

Choose a time limit for VS Mode and ZOIDS Fist. Choose 1, 3, 5, 10 (minutes) or no time limit. The default setting is three minutes.

VS Mode

Choose one of two split-screen options for two-player gameplay. Select TYPE-A for a horizontal split-screen or TYPE-B for a vertical split-screen. TYPE-B is the default setting.

GAME SCREEN



The following gauges and indicators will appear on screen during gameplay:

A. Remaining Time

This is the time left in the current battle stage. To win the stage, you must defeat all enemies before time expires.

B. Radar

You will see one of two radar screens during a battle:

Field Map Radar: The Field Map Radar appears when no enemy is detected within your search range. The Field Map Radar displays battle-field features such as terrain and obstacles. **Note:** You can enhance your search range by purchasing or earning radar system sub parts. See "Sub Parts" on page 13 for details on equipping your ZOIDS with sub parts and other add-ons.

Battle Radar: The Battle Radar activates when an enemy is detected within your search range. Your ZOIDS appears on the Battle Radar screen as a blue arrow, your partner's ZOIDS as a yellow dot and all enemies appear as red dots. The Battle Radar does not show terrain or obstacles.

C. Currently Selected Armament

This is your currently selected weapon. If your ZOIDS is equipped with multiple weapons, press the **Y Button** to switch between them.

D. Ammunition Remaining

This is the amount of ammunition remaining for the selected weapon.

E. Optional Armament Bar

You can equip most ZOIDS with one optional armament — choose from smoke screens, land mines, electromagnetic shields and more. During a battle, wait for the Optional Armament Bar to fill (it will turn blue), and then activate your optional armament by pressing and holding the **Z Button**. After each use, the Optional Armament Bar will automatically recharge over time. **Note:** Optional Armaments are available in ZOIDS Battle and Mission Mode only.

F. EX Bar (Ultra Lethal Attack)

When the HP Bar turns red and the EX Bar is blinking, you can press the **A Button + X Button** to unleash a powerful close-combat attack on your opponent.

G. HP Bar (Hit Points)

This indicates your current health level, which decreases each time your ZOIDS is hit by an enemy. When the bar reaches zero, you've been defeated and the current battle ends. **Note:** HP cannot be replenished during a battle — it is automatically restored between stages.

H. Body Gauge

This gauge represents damage to your ZOIDS' body, as seen from above. There are six segments: head, torso, right front leg, right rear leg, left front leg and left rear leg. As your ZOIDS receives repeated damage to a particular segment, that segment will change color, first from green to yellow and then from yellow to red. When a body segment turns red, your ZOIDS has sustained serious damage to that segment. **Note:** Damage cannot be fixed during a battle — your ZOIDS is automatically repaired between stages.

I. Opponent Lock-on Indicator

Your ZOIDS is equipped with a precision radar targeting system that enables it to "lock on" to opponents. Press the **R Button** to rapidly lock on to the nearest enemy. Once locked on to an enemy, your attacks will focus on that enemy, and the camera will automatically face in the enemy's direction.

To search for and lock on to the next enemy, press the **R Button** again. To cancel target lock, press the **L Button**. **Note:** Some projectile weapons will enable you to lock on to multiple opponents at the same time.

ADDITIONAL ON-SCREEN DATA



J. Opponent HP

This indicates an enemy's current health level.

K. Close-Combat Indicator

Each type of ZOIDS has a unique close-combat attack. For example, some ZOIDS can attack with their claws. This indicator appears when your ZOIDS is close enough to an enemy to use a close-combat attack.

L. Commands

In ZOIDS Battle 2-on-2 play, you can use the **+Control Pad** to send the following instructions to your partner:

CONTROL	ACTION
+Control Pad Up	Support
+Control Pad Down	Guard
+Control Pad Right	Combat
+Control Pad Left	Bombard

M. Partner's HP

This indicates your partner's current health level.

N. Warning Arrow

Each ZOIDS Battle stage or Mission Mode stage is fought within a battlefield map. If you attempt to go out of bounds, a WARNING arrow will appear. Follow the arrow to return to the battlefield.

PAUSE MENU

If you need a break from the action, press **START/PAUSE** during gameplay to pause the game and display the Pause Menu. Select **RETURN TO GAME** to continue the game or **EXIT GAME** to quit to the title screen.

ZOIDS BATTLE (1 Player)



ZOIDS Battle is a tournament mode where you can play as Van, Bit and other familiar characters. You will take on two opponents at a time with the help of a second pilot, or battle solo. Win all 12 ZOIDS Battle stages to become the ultimate champion!

Game Select

New Game

Begin a new ZOIDS Battle game.

Load Game

Load a previously saved ZOIDS Battle game.

Battle Points

As you defeat enemies in ZOIDS Battle, you will earn Battle Points that you can use to buy new ZOIDS, optional armaments and sub parts. Additionally, you will earn Battle Points by selling your ZOIDS and equipment. See "Shop Screen" on page 14 for details on buying and selling.

Battle Entry Screen

Player

Select a pilot character. Highlight the current PLAYER portrait and press the **A Button**. In the pilot list, highlight a portrait and press the **A Button** to select.



Partner

You can choose the character that you want as a partner. To change your partner, highlight the current partner portrait and press the **A Button**, then highlight a new partner portrait and press the **A Button** to select.

If you do not want a partner on your team, highlight the PARTNER portrait and press the **B Button** to delete.

Pilot Skills

Each pilot has unique strengths and weaknesses in the following categories — the higher the numerical value, the stronger the skill.

Combat: Skill at close-combat attacks, such as claw attacks.

Arms: Skill at using weapons, like missile pods, and optional armaments, such as mines.

Turning: Skill at maneuvering ZOIDS.

Exit

When satisfied with your pilot entries, highlight EXIT and press the **A Button** to continue to the Farm screen.

Farm Screen



The Farm screen enables you to customize your ZOIDS, view information about the current battle stage and save or load ZOIDS Battle games. You will automatically return to the Farm screen at the end of each battle stage.

Entry

Select ENTRY to display the Entry Menu where you can change pilot characters or assign new ZOIDS to the pilots on your team. To make a change, highlight the current pilot portrait or ZOIDS portrait and press the **A Button**. Highlight a different pilot or ZOIDS portrait and press the **A Button** to select. When finished making changes, select EXIT and press the **A Button**.

Change

If there are two pilots on your team, the currently selected pilot appears on screen above the other pilot. To switch to the other pilot so that you can modify his or her ZOIDS, select CHANGE and press the **A Button**.

Setting Screen



ZOIDS Select

To select a ZOIDS so that you can modify it, highlight it and press **A Button**. Press the **B Button** to exit.

Weapon

You can mount one or more weapons on the currently selected ZOIDS. To do so, highlight a weapon

slot and press the **A Button**. A list of available weapons will appear. To view a description, highlight a weapon and press the **Z Button**. To mount a weapon, highlight that weapon and press the **A Button**. To disarm (un-mount) a weapon from a weapon slot, press the **L Button**. Once you're finished with your weapon selections, press the **B Button** to exit. **Note:** Some weapons are built-in and cannot be removed from the currently selected ZOIDS.

Option

You can equip the currently selected ZOIDS with one optional armament. Choose from various equipment options, including smoke screens, mines and shields. The steps for mounting an optional armament are the same as those used for mounting a weapon — see above for details.

Sub Parts

You can equip the currently selected ZOIDS with up to three sub parts. Sub parts include armor, speed enhancers, maneuverability enhancers and radar system upgrades. The steps for mounting a sub part are the same as those used for mounting a weapon — see above for details.

Reset

Select RESET to remove all weapons, optional armaments and sub parts from the currently selected ZOIDS. This feature can be useful if you want to strip parts from the current ZOIDS and mount them on another ZOIDS.

Exit

Select EXIT to return to the Farm screen.

Shop Screen

In ZOIDS Battle, you can use Battle Points to purchase new ZOIDS and equipment. You can also sell existing ZOIDS and equipment.

Buy Menu

Select BUY to access the Buy Menu. Select ZOIDS, WEAPON, OPTION or SUB PARTS to view a list of available items in that category. As you highlight each item, its purchase price will appear. Compare the price to the amount of Battle Points left in your bank (shown in the red box). Press the **A Button** to initiate a purchase and press the **A Button** again to confirm. When finished, press the **B Button** to exit.



Sell Menu

Select SELL to access the Sell Menu. Select ZOIDS, WEAPON, OPTION or SUB PARTS. When you highlight an item, its selling price will appear. Press the **A Button** to initiate a sale, and press the **A Button** again to confirm. Press the **B Button** to exit the Sell Menu.

To return to the Farm screen, select EXIT.

Map Info Screen



The Map Info screen displays a detailed map of the battlefield, information on each of the allies, enemies and locations on the battlefield and victory conditions.

Select EXIT to return to the Farm screen.

System Menu

Select SYSTEM to display the System Menu, where you can choose from the following options:

Save

Save your progress in ZOIDS Battle. See "Saving and Loading" on page 4 for details.

Load

Load a previously saved ZOIDS Battle game. See "Saving and Loading" on page 4.

Title

Quit the current game and return to the Title screen.

When finished with the System Menu, press the **B Button** to return to the Farm screen.

Battle!

Get ready for some intense action. Select BATTLE! to begin the next stage.

ZOIDS Battle Victory Conditions

To win a battle stage, defeat the entire enemy ZOIDS team by using weapons, close combat attacks and optional armaments. However, if any of the following conditions occur, you will lose the stage:

- Your ZOIDS has 0 HP and it is destroyed.
- The entire enemy team is not defeated within the time limit.
- You leave the battlefield area and don't return, despite the WARNING arrow that appears when you go out-of-bounds.

VS MODE (1-2 Players)



Select VS MODE from the Main Menu to begin an arcade-style battle against a friend or the CPU.

Player Select 2P Battle

Select 2P BATTLE to play a one-on-one game against a friend. **Note:** For 2-player gameplay, you must have a Controller plugged into Controller

Socket 2. Player 2 can load saved game data if there is a Memory Card with game data on it inserted into Memory Card Socket B.

CPU Battle

Select CPU BATTLE to fight a one-on-one game against the CPU.

Setup Screen Entry

Select ENTRY if you want to change your pilot character or ZOIDS. To change your pilot character, highlight the pilot portrait and press the **A Button**, then highlight a different pilot portrait and press the **A Button** to select.



To load a previously saved ZOIDS, select ZOIDS LIST LOAD. Highlight the new ZOIDS and press the **A Button**.

When finished, select EXIT to return to the Setup screen.

Stage

Choose from 16 available battlefields. Press the **Control Stick** or **+Control Pad** Left/Right to see more choices.

Battle!

Select BATTLE! to begin.

VS Mode Victory Conditions

To win a VS Mode battle, defeat the enemy ZOIDS within the time limit. If any of the following conditions occur, you will lose the battle:

- Your ZOIDS has 0 HP and it is destroyed.
- You leave battlefield area and don't return.
- Time expires.

Note: See "Config Menu" on page 7 for details on how to adjust the VS Mode time limit.

ZOIDS FIST (1-2 Players)



Select ZOIDS FIST from the Main Menu to begin an exciting battle within an arena.

Player Select 2P Battle

Select 2P BATTLE to play a one-on-one game against a friend. **Note:** For 2-player gameplay, you must have a Controller plugged into Controller

Socket 2. Player 2 can load saved game data if there is a Memory Card with game data on it inserted into Memory Card Socket B.

CPU Battle

Select CPU BATTLE to play a one-on-one game against the CPU.

Setup Screen

Entry

Select ENTRY if you want to change your pilot character or ZOIDS. To change your pilot character, highlight the pilot portrait and press the **A Button**, then highlight a different pilot portrait and press the **A Button** to select.

To load a previously saved ZOIDS, select ZOIDS LIST LOAD. Highlight the new ZOIDS and press the **A Button**.

When finished, select EXIT to return to the Setup screen.

Stage

Select from nine available arenas. Press the **Control Stick** or **+Control Pad** Left/Right to see more choices.

Battle!

Select BATTLE! to begin.

ZOIDS Fist Victory Conditions

To win a ZOIDS Fist battle, defeat the enemy ZOIDS within the time limit. If any of the following conditions occur, you will lose the battle:

- Your ZOIDS has 0 HP and it is destroyed.
- You go outside of the arena playing area and your ZOIDS is destroyed.
- Time expires.

Note: See "Config Menu" on page 7 for details on how to adjust the ZOIDS Fist time limit.

MISSION MODE (1 Player)

Select Mission Mode from the Main Menu to begin a more challenging type of ZOIDS game. You will battle solo against multiple opponents at the same time. Follow your team leader's instructions and complete challenging missions to advance the story.



Game Select

New Game

Begin a new Mission Mode game.

Load Game

Load a previously saved Mission Mode game.

Story Select Menu

You can play as a member of the Imperial Force or as a member of the Republic Force.

Imperial

Select IMPERIAL to play as a member of the *Rottiger Team*.

Republic

Select REPUBLIC to play as a member of the *Blue Unicorn Team*.

Dialog Screen



In Mission Mode, the Dialog screen appears before and after missions to explain what is currently happening in the story. Press the **A Button** to advance the dialog.

Supply List

As you complete missions and advance the story, you will automatically earn supplies such as new weapons, optional armaments and sub parts. Additionally, you will unlock more advanced ZOIDS as the story unfolds.

After viewing your new supplies, press the **A Button** to continue to the Farm screen.

Farm Screen

The Mission Mode Farm screen is identical to the ZOIDS Battle Farm screen (see page 12 for details), with the following exceptions:

- The Shop screen is not available in Mission Mode — you will automatically earn supplies and unlock new ZOIDS as you complete missions and advance the story.
- There are four separate save slots for Mission Mode in the System Menu.

Mission Mode Victory Conditions

To win a Mission Mode battle stage, complete all of the mission objectives within the time limit. If any of the following conditions occur, you will lose the stage:

- Your ZOIDS has 0 HP and it is destroyed.
- You do not complete all mission objectives within the time limit.
- You leave the battlefield area and don't return.

CHARACTER GUIDE

The Republic Force: *Blue Unicorn Team*

Zan

He is a cheerful and lively member of the Republic test pilot team. Zan has dealt with ZOIDS since he was a young boy, and he can understand ZOIDS "feelings" that others cannot.

Tita

She and Zan grew up together. Zan used to be just like a member of her family, but she now has deeper feelings for him. Tita does not have the guts to tell Zan how she feels.

Albane

He is a well-decorated veteran pilot. Drawing from his own battle experience, Albane has devoted his life to training young warriors. He always says: "I have superior skills."

Guylos Imperial Force: *Rottiger Team*

Max

He used to be well known as the ace pilot of the Special Forces. Despite his accolades, Max hasn't advanced past the rank of Sergeant — he's known as a big mouth toward the senior officers.

Claudia

She's a proud fighter who was trained by Max while in the Special Forces. Claudia comes from a family of elite warriors, but she reached her current position through her own accomplishments. Currently, Claudia is Reiner's supervisor.

Reiner

He's an excellent fighter despite his short military career. Reiner's wealthy father sent him to the Special Forces in order to make connections with the elite warrior crowd.

Van

He dreams of becoming the best ZOIDS pilot in the world, just like his father. After encountering ZEKE, Van has become a great ZOIDS pilot.

Fiona

Fiona is a girl that Van encounters at the ruins. She initially has no memory, but Fiona later finds out that she is an ancient Zoidian.

Bit

After leading a life as a traveling junk dealer, Bit gets involved in ZOIDS battles, eventually climbing to the top of the ranks. Bit rides LIGER ZERO.

Leena

She is a warrior for Blitz Team. Leena has a cute, unimposing appearance, but she fights like a bull.

Athle

Athle is Arcadia Kingdom's prince. He is a just and kind person.

Blood

Blood is one of the Four Warriors of the Phantom Knight Group, the group that attacks Arcadia Kingdom.

Irvine

He used to be a professional prize winner who went after Zeke, but Irvine has joined up with Van. He rides COMMAND WOLF.

Raven

Raven is an outstanding ZOIDS pilot who is considered the finest warrior in the Imperial Force. He brings the black Organoid SHADOW with him into battle.

Ballad

Ballad is a professional prize winner. Like Bit, he is a member of Blitz Team. Despite his cool and handsome exterior, Ballad is kind and gentle.

Regina

She is the leader of the Three Beast Warriors. Regina is a descendant of the ancient Zoidians.

Flam

She is one of the Four Warriors of the Phantom Knight Group. Flam is a former Imperial warrior.

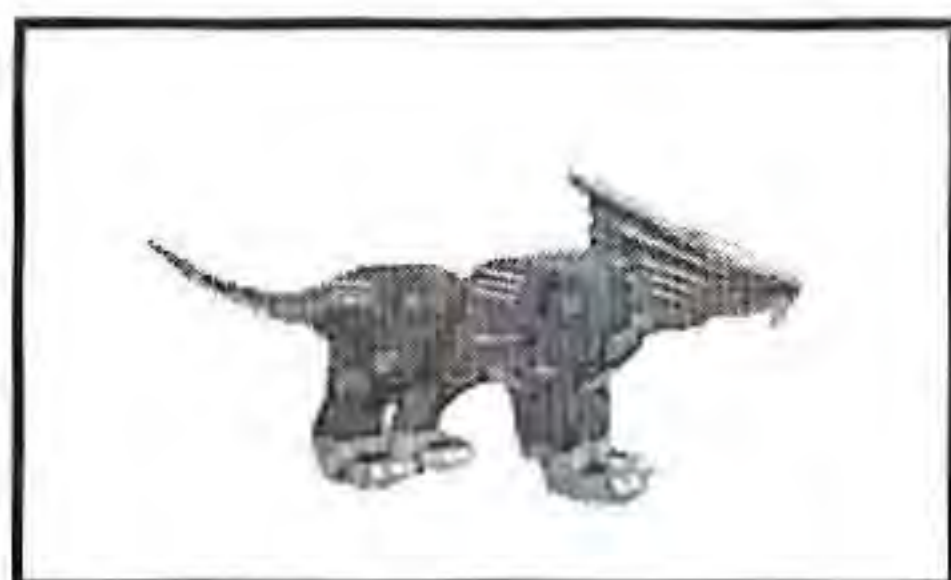
ZOIDS

There are more than 80 unique ZOIDS in the game, here are descriptions of some of the best:



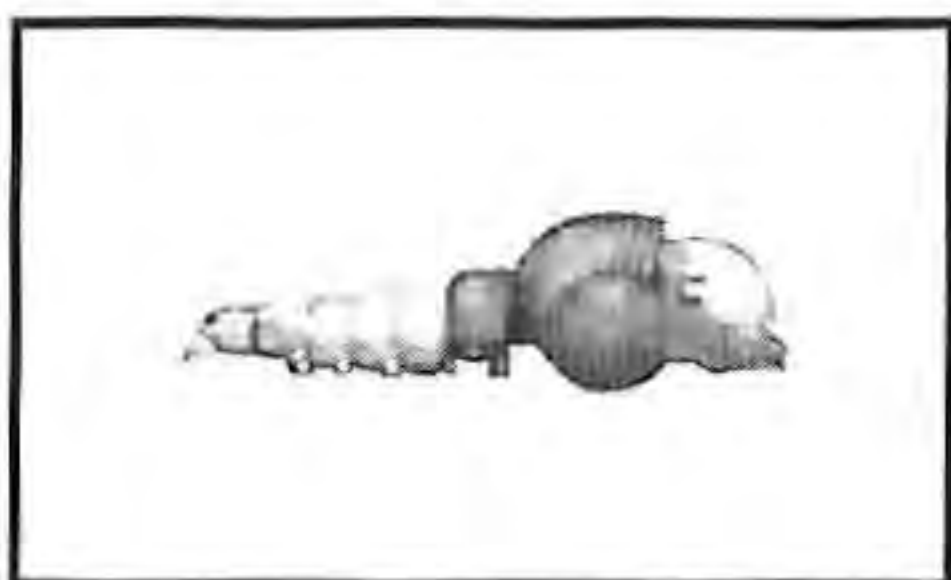
LIGER ZERO

A lion-shaped ZOIDS possessing the natural instincts of a wild hunter. With the help of CAS (Changing Armor System), LIGER ZERO can change his armaments depending on how a battle develops.



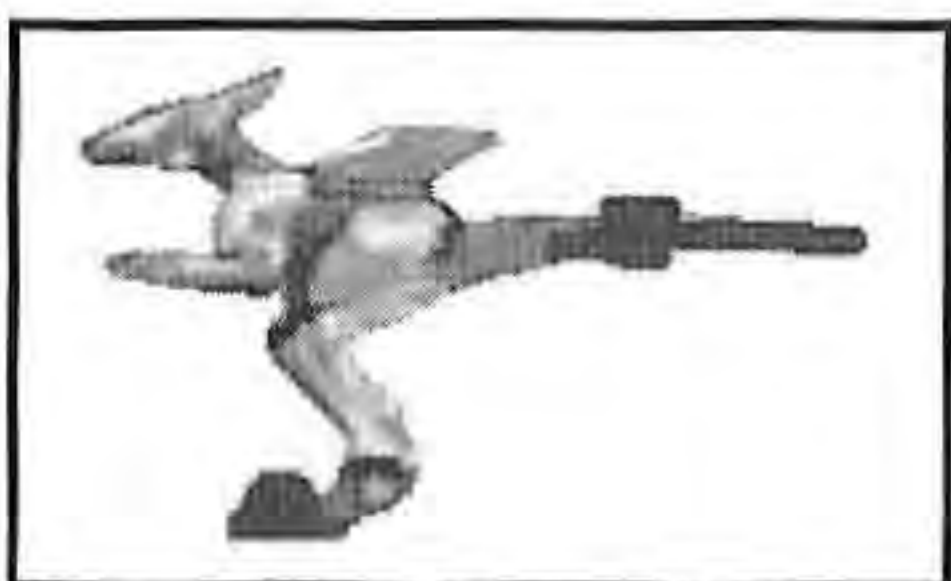
BLADE LIGER

Van's favorite ZOIDS. BLADE LIGER is a high-speed combat ZOIDS equipped with the special Organoid System, a mysterious technology of the ancient civilizations.



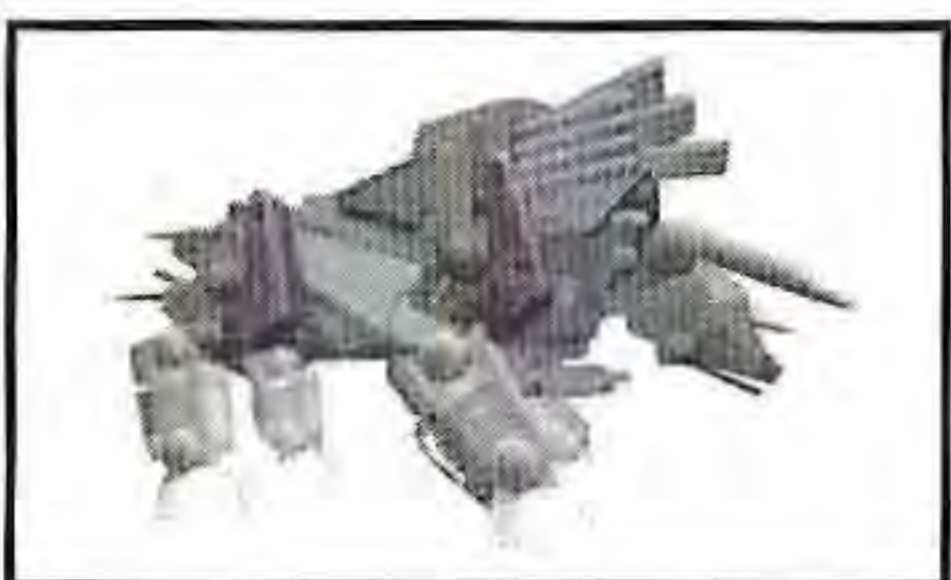
MOLGA

A combination transportation and attack ZOIDS. Its low profile and double-strength shell armor protect MOLGA from enemy missiles and close-combat attacks.



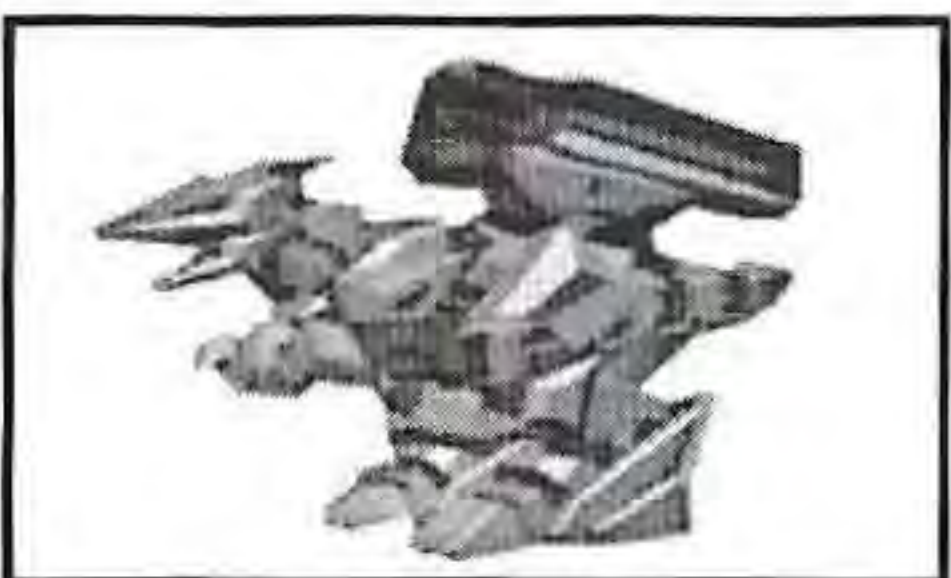
GUN SNIPER

A fast moving, raptor-type ZOIDS. GUN SNIPER may be smaller than most other ZOIDS, but its high-velocity cannon can prove lethal to nearly any opponent.



DIBISON

A massive, buffalo-type ZOIDS. DIBISON's size enables it to be equipped with a large array of mortar cannons and missile pods, as well as advanced radar equipment.



BERSERK FURY

A ZOIDS developed from the nucleus of an elite all-wild beast ZOIDS. Like LIGER ZERO, BERSERK FURY uses CAS. It's also equipped with Buster Claws, for lethal close-combat attacks.

CREDITS

Atari

Mark Flitman
Senior Producer

Deb Montella
Associate Brand Manager

Jim Boone
Executive Producer

Laura Campos
Director of Marketing

Paul Hellier
Director of Technology

Steve Martin
Director of Creative Services

Elizabeth Mackney
Director of Editorial & Documentation Services

Charles Rizzo
Art Director

Franz Buzawa
Graphic Designer

Ross Edmond
Documentation Specialist

Paul Collin
Copywriter

Michael Gilmartin
Director of Publishing Support

Ken Ford
I.T. Manager/Western Region

Jimmy Lee
Manager of Technical Support

Donny Clay
Q.A. Testing Supervisor

P. Tseren Sodbinow
Lead Tester

Kenny Yan
Assistant Lead Tester

Leo Trac

Nessie "Monster" Rilveria

Miguel Jauregui

Kenny "Quick" Robinson

James Harris

Carl Vogel

Daniyel "D-Bag" Garcia

Eduardo "Teabag" Toribio

Chris "Kif" Davis

Christopher Reimer
Testers

Luis H. Rivas
Sr. Manager of Engineering Services & Compatibility

Ken Edwards
Engineering Services Specialist

Eugene Lai
Engineering Services Technician

Cecelia Hernandez
Sr. Manager Strategic Relations

Joy Schmeer
Sr. Manager Strategic Relations

Shaila Patel
Strategic Relations Specialist

Special Thanks

Jennifer Baum
Brian Fukuma
Lisa Matiss
Jennifer Munson
Steve Arthur
Elizabeth Stringer
Debbie Finskst
Natasha "Naty-Ice" Dykes

Special Thanks to Our Friends at Hasbro

Patti Roakes
Michael Ritchie
Martin Pidel
Steven Drucker

Tomy Company Ltd.

Creative Service Division

Kantaro Tomiyama
Senior Executive Producer

Syunji Kamio
Executive Producer

Toshihiro Morioka
General Manager

Suguru Yokota
Manager

Fumihiko Ozawa
Producer

Digital Media Lab., Inc.
Opening Movie Produced by

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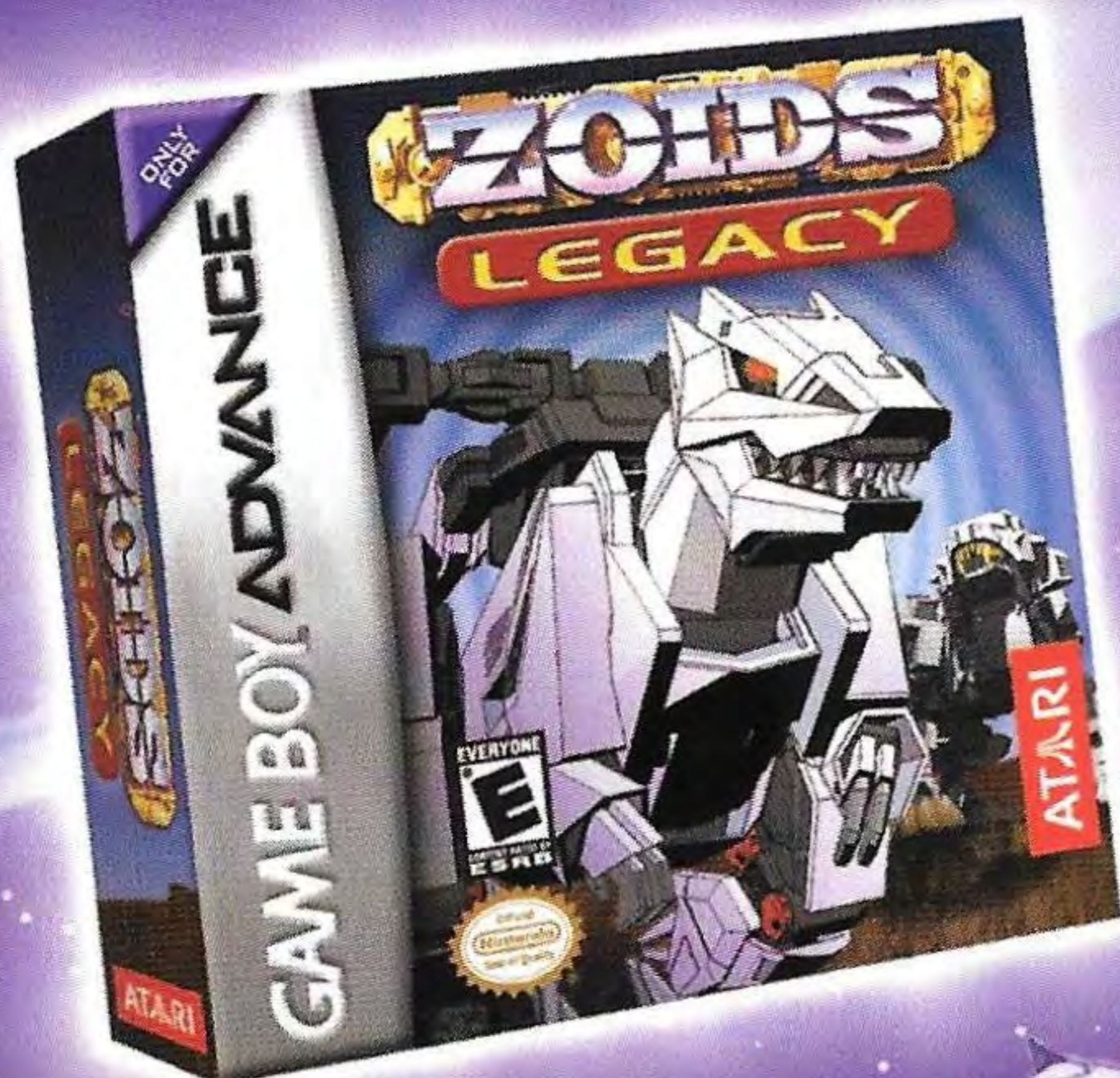
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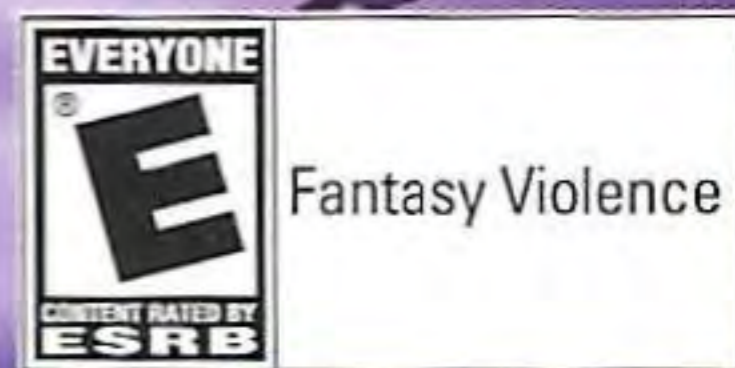
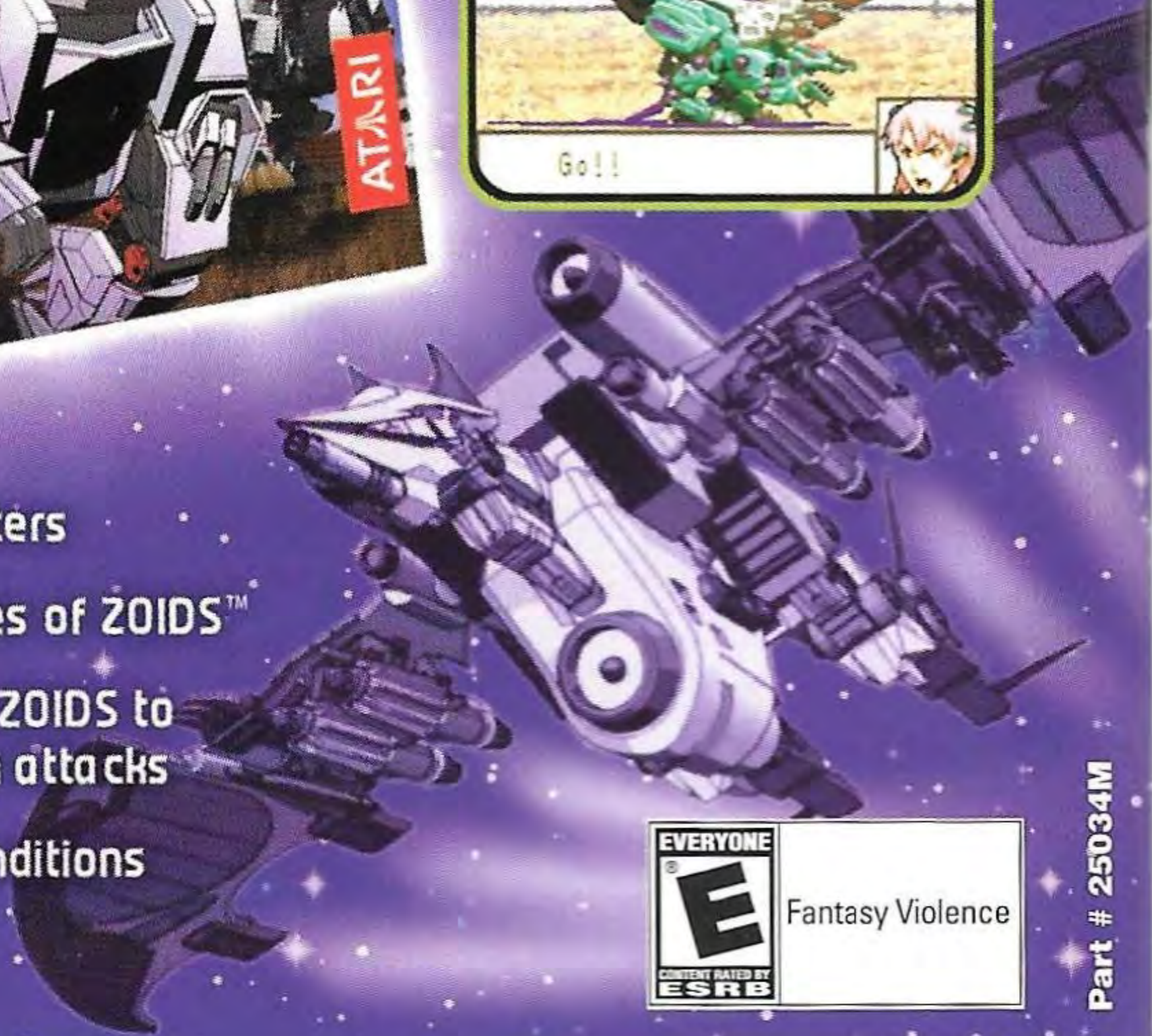
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