



# HERZOG™ ★zwei★

## Herzog Zwei

- [Controls](#)
- [Playing the Game](#)
- [Online Battle](#)





# Basic Controls



Directional buttons (▲ / ▼ / ◀ / ▶) and Left Stick (Ⓒ) commands are identical.

\* The Nintendo Switch™ Lite and Nintendo Switch Pro controller use the same commands.

## ■ Button Assignments (Default Setting)

◀ / ▶ / ▲ / ▼	Move Fighter
Ⓐ	Open/Close Window
Ⓑ	Shoot
ⓧ	Start Game
Ⓨ	Transform Fighter / Airlift Unit
Ⓕ / Ⓩ	Unassigned
Ⓡ / Ⓩ	Unassigned

\* Button assignments can be changed via the SETTING MENU.

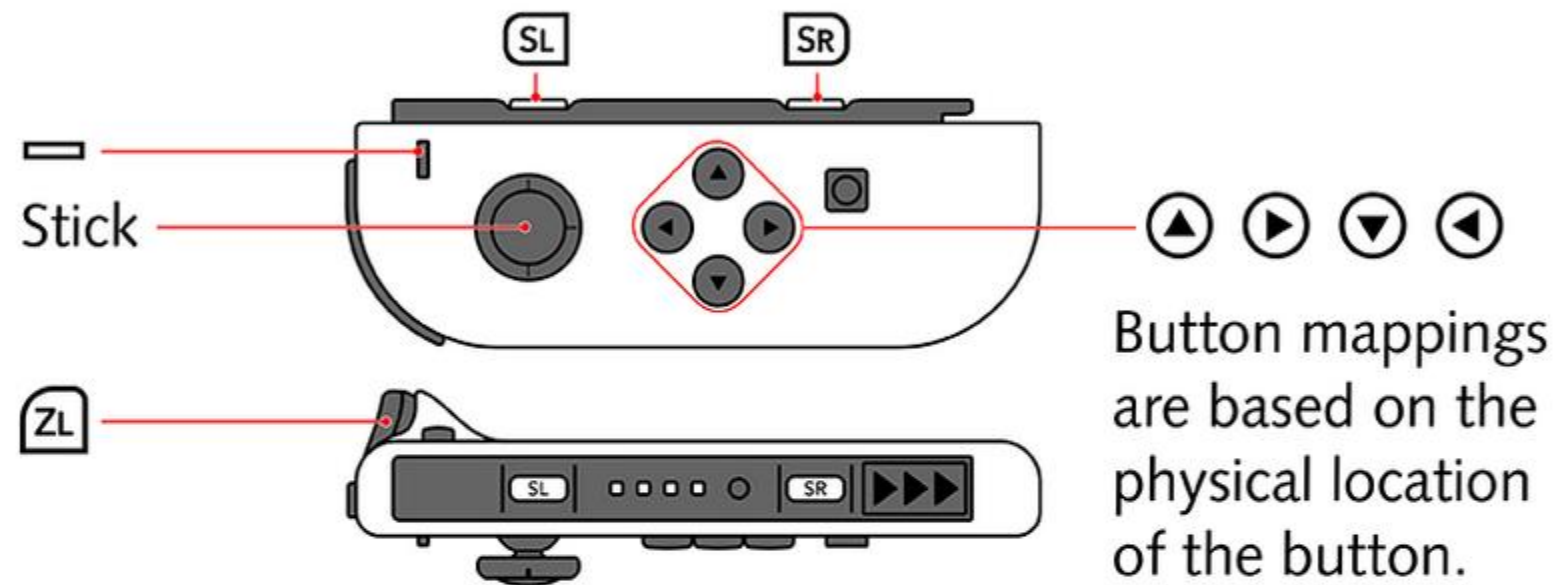
## Window Screen Operations

Press the button assigned to *Shoot* or *Transform Fighter / Airlift Unit* to confirm a menu item, or the button assigned to *Open/Close Window* to cancel. If you reassign the buttons, the change will be reflected here.

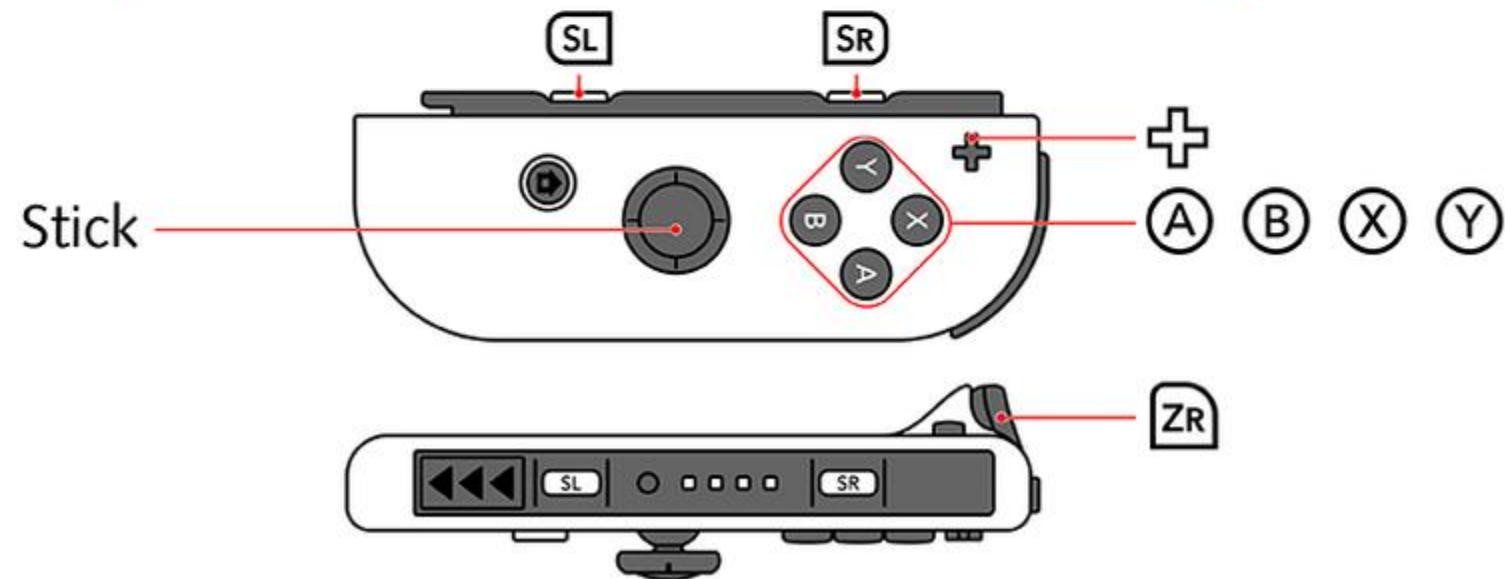


## BASIC CONTROLS

### Joy-Con™ (L) Solo Horizontal Grip



### Joy-Con™ (R) Solo Horizontal Grip



For two player offline games, a separate controller is required for each player.

### Button Assignments (Default Setting)

	Move Fighter
	Open/Close Window
	Shoot
	Start Game
	Transform Fighter / Airlift Unit

\* The action button assignments can be changed via the **SETTING MENU**.

\* The controller registration screen will display automatically when you attach or detach the Joy-Con™ controllers. You can also register them via the Home screen.



# START MENU

Start the game to display the START MENU. Use ▲ / ▼ to select an option and press A to confirm.

## Original Mode

Choose a side and battle against Computer Brain, or a second player.

Set the *Helper* function to *On* to effectively handicap either or both players by way of adjusting the *Base Durability*, *Fighter Durability*, *Unit Budget* and *Production Speed* settings. The more stars you assign, the greater the advantage to that side.

## Online Battle

Play against a randomly selected opponent, create, or join a room online.

\* There is no *Helper* function for this mode.

## Herzog Academy

Study up on the game basics.  
Press ◀ / ▶ to choose a lecture.



## Load

Press ◀ / ▶ to select a save slot, and begin from where you left off.

Press Y to lock and unlock the selected data. Hold L and R to delete a save that isn't locked.

\* Deleted data cannot be recovered. Please use with caution.



## START MENU

## ■ Play Replay

Press ◀ / ▶ to select a replay slot. Replay controls are as follows:

◻ / ◻	Change speed of playback.
◀ / ▶	Fast rewind / Fast forward.
Ⓐ	Pause / Restart (while paused, press ◻ to step one frame forward, or ◀ / ▶ to skip ahead or behind 5 seconds).
Ⓑ	End playback.
Ⓨ	Restart playback from beginning.
×	Display / Hide command menu.

Press Ⓨ to lock and unlock the selected replay data. Hold ◻ and ◻ to delete a replay that isn't locked.

\* Deleted data cannot be recovered. Please use with caution.

## ■ Manual

Open and view the online manual (this one).

\* An internet connection is required for viewing the manual.

## ■ Staff Credit

See the names of the sovereign freely elected staff responsible for bringing you the SEGA AGES version of *Herzog Zwei!!*



# SETTING MENU

Press **X** at the START MENU or PAUSE MENU to open the SETTING MENU.

Press **L** / **R** to switch between categories of settings. When settings are complete, press **B** to return to the previous screen.

## ■ Game Settings

<b>Default Display Mode</b>	Choose the default display mode for single player play from <i>WIDE</i> / <i>SPLIT</i> . See <b>PLAYER</b> for a fuller explanation.
<b>Reduce Processing Delay</b>	Set to <i>On</i> to resolve lag issues present in the game's original release. <b>* This setting is always in effect during Online Battle.</b>

## ■ Command Settings

Select an item and press **A** to expand into the right pane.

<b>Controls 1 / 2</b>	Assign a command to each button.
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## ■ Screen Settings



<b>Display Mode</b>	Set to <i>Normal</i> / <i>Fit</i> / <i>Full</i> / <i>Dot by Dot</i> / <i>Vintage</i> .
<b>Display Effect</b>	Set to <i>Off</i> / <i>Scan line</i> / <i>Smoothing</i> / <i>Scan line + smoothing</i> .
<b>Wallpaper</b>	Choose a wallpaper to display.

**\* When *Display Mode* is set to *Vintage*, the *Display Effect* will automatically be locked to *Scan line + smoothing*.**



Press or hold **Y** to see a preview of the selected screen settings.





## PAUSE MENU

Press  /  during gameplay to display the PAUSE MENU.

### ■ Save

Press  /  to select a save slot and save your game progress. Up to 10 games may be saved.

### ■ Load

Press  /  to select a save slot, and begin from where you left off.

### ■ Weapons List


See a detailed list of available Units and Commands.




Note that not all Units and Commands can be paired.

### ■ Manual


Open and view the online manual (this one).

### ■ Game Reset

Select this option, then press and hold  to reset the game. The PAUSE MENU will be exited automatically.

You can also hold  +  to reset the game. This will additionally reset the passwords for  **CONT**.

### ■ Return to Start Menu

Select this option, then press and hold  to end the game and return to the START MENU.



# Prologue

## Avé! Bossa Nova! Similis Bossa Seneca!

Under the command of General Balsaga and his vast military might, Herzog Eins (Supreme Commander One) has seized control of the war-scarred nation of Aria. Unprecedented freedom and prosperity is forced upon its enslaved denizens under his tyrannical democratic rule.

But one man's freedom is another man's oppression. General Ludwig, leader of the Neokampf, the new rebellion, has already amassed a grand army. Fuelled by a passionate drive to dictate liberty to the unwashed masses with a cast iron fist, the struggle for utter domination begins anew.



**General Ludwig**  
Liberaldemokratisches Komitee



**General Balsaga**  
Demokratisch-liberale Bündnis

The sides are evenly matched. Each high commander plots a secret attack plan before sending his forces into an explosive struggle for control. Outposts are gained, lost, and gained again! But only one side can ultimately prevail. For now...

Will you back loyalist General Balsaga and defend your proud nation from this illegitimate uprising? Or will you back demolisher of despots General Ludwig, and help unshackle Aria from subjugation as Supreme Commander Two—Herzog Zwei? The fate of a nation is in your hands.

Herzog Zwei is a war simulation game for one or two players. The reds are the rebels, the blues the loyalists. Expand your territory by producing Units and issuing Commands to troops, all from the comfort of your very own maximum super cool transforming Fighter mech!! Gain territory and destroy your enemy's home base to win!



# Commands

## Move Fighter

Move your Fighter in all directions.

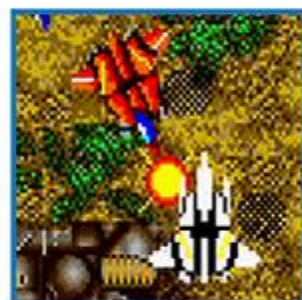
Moving consumes  **ENERGY** dependent on your Fighter's form (see right).



## Shoot

Press **B** to fire at Units, Outposts, bases and your enemy's Fighter.


You cannot attack your enemy's home base with your own Fighter. You must find another way!



## Window Screen

Press **A** to open the  **WINDOW SCREEN**. Here you can place production orders for Units, issue Commands to your troops, and plan your strategy using the Radap Map

## Pause Menu

Press **+** / **=** to open the  **PAUSE MENU**.

## Transform Fighter

Press **Y** to transform your Fighter into the following forms. You cannot transform above walls, trees, or other land based hazards.

### ● Infantry Soldier

This foot soldier attacks with a hand-held cannon during land battles on level ground. It moves slowly but consumes minimal Energy.



### ● Attack Jet

This fast and responsive war machine is highly effective in battle. It gulps fuel, using three times as much Energy as the infantry soldier.



### ● Air Transport

This air carrier picks up your Units and transports them to their next position. It uses three times as much Energy as the attack jet.





# Starting the Game

Press (X) at the title screen to switch to the Configuration Mode screen.



## ■ START

Choose a territorial map to begin.

For single player games, you will also need to choose the strategic operation chipset of your automated opponent—Computer Brain. Computer Brain is at its weakest when set to Type A, but don't think that means it'll go easy on you. It just means that beating you while effectively blindfolded, hands tied behind its back, will be that much more gratifying.



Computer Brain is not a sporting winner, and tends to gloat...

\* Be sure to set the **PLAYER** settings before starting.

## ■ CONT

Single player games offer a Continue function allowing you to compete for all 8 territories. A password is displayed when you win each territory, effectively recording your progress. Write down the password for future reference.

To continue a game, select CONT to open the password window. Use (◀) / (▶) to select a character and (A) to enter it into the sequence. Press (▲) / (▼) to move left or right in the password sequence, and select END to finish.



If successful, you will proceed to the map selection screen. Previously completed maps cannot be selected, so select a new map and aim to conquer all 8.



## Starting the Game

### ■ Player

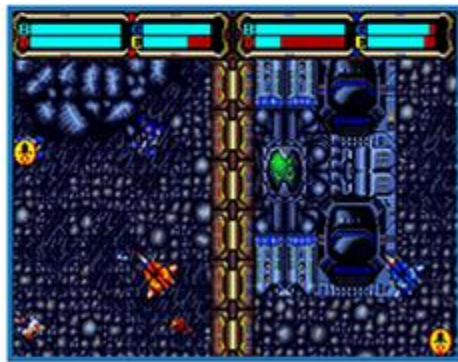
Choose a *User* or *Computer* to control Player 1 (reds), and then Player 2 (blues).

- \* Set both players to *Computer* to watch Computer Brain try to outsmart itself!  
 Spoiler: Computer Brain always wins!!



When playing a single player game, you are given the option of *WIDE* or *SPLIT*. *WIDE* means you get the whole screen to yourself, while *SPLIT* divides the screen among the players.

For two or zero player play, the screen is locked in *SPLIT* mode.



SPLIT



WIDE

### ■ Music / Sound

Listen to the game's music and sound effects.





# Game Screen

## ■ Battle Screen (SPLIT)



Red Team (Player 1)

Blue Team (Player 2)

### Strength and Ammo Gauges

Gauges on the Battle screen keep you updated on the strength and munition status of both sides.

#### ① Home Base Strength (B)

The first side to reach zero loses the battle.

#### ③ Fighter Ammo (G)

If this reaches zero, then the Fighter can no longer attack.

#### ② Fighter Durability (D)

If either of these reach zero, then your Fighter will blow up!!

#### ④ Fighter Energy (E)

### Information Display

If the wallpaper in [SCREEN SETTINGS](#) is set to Type A, additional information is shown outside the game screen as follows:

#### ⑤ [RADAR MAP \(L\)](#)

A map of the entire terrain.

#### ⑦ [OUTPOST Occupation](#)

The number of Outposts occupied by each side. From left to right: Red—Neutral—Blue

#### ⑥ [MONEY \(G\)](#)

Necessary for the production of Units and Commands.



## Game Screen

### ■ Window Screen

Press (A) to open your side's window screen.



Window Screen During Battle

Window Screen During Air Transport

#### ① Unit and Price

Not shown during air transport.

#### ② Command and Price

#### ③ Total Price

#### ⑥ Radar Map

Shows the positions of allies and enemies alike. Select *RADAR* onscreen to choose between *L* and *S* maps. The two flashing dots show your respective Fighters.

*L*: Long range map showing Outpost occupation status.

*S*: Short range map showing deployed Units.

#### ⑦ Unit Information During Air Transport

Information on current Unit and Command. From top to bottom: *D* (Durability), *E* (Energy), *G* (Remaining Ammo), *M* (Remaining Missiles).

If the wallpaper in [SCREEN SETTINGS](#) is set to *Type A*, additional information on the selected Unit and Command is displayed.

#### ④ Current Money

This increases over time.

#### ⑤ Total Units



# Commanding Forces

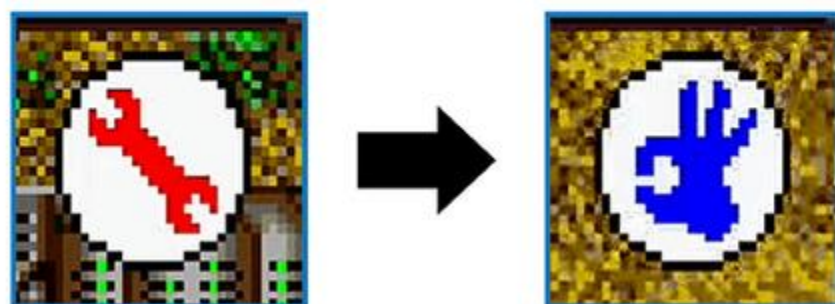
## ■ Unit Production

Producing Units via the window screen is a core element of gameplay.

Use the directional buttons to select a Unit and Command, and press **B** / **Y** to begin production.

Both Units and Commands come at a cost, and if you don't have enough money, well... you can't have them. Additionally, some Units can only be paired with certain Commands, and vice versa.

The wrench symbol displays while your order is being produced. When it changes to the OK symbol, the order is complete.



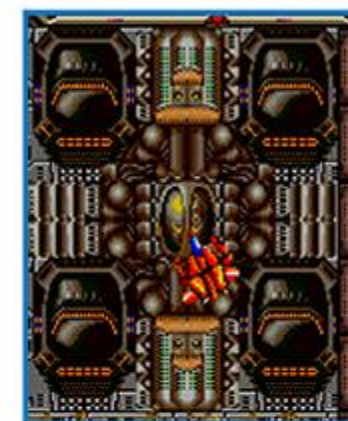
Only one Unit and Command can be produced at a time.



## ■ Air Transport

When your order is ready, fly back to one of your **OUTPOSTS** or home base, and hover over the center. Press **Y** to pick up the new Unit.

You can also press **Y** while hovering over a deployed Unit to pick it up and transport it elsewhere. Only one Unit can be transported at a time. During transport, you can also assign a new Command—for a price.



## Units and Commands

There are a variety of Units available, and choosing the best Units for each stage of your battlefield strategy is key to victory! Unit operation and movement is directed by Commands that are issued when you make the production order. A full list of Units and Commands can be found in the **PAUSE MENU** under *Weapons List*.



## Commanding Forces

### ■ Restore Fighter

Visit your home base or a friendly Outpost to restore Energy, durability and ammo.

If your Fighter's Energy or durability runs out, it will blow up! A replacement will be hastily assembled at home base, but it takes time, and you can't make new production orders in the meantime. If your ammo runs out, you won't blow up, but your Fighter will be unarmed.



### ■ Restore Unit

If a Unit runs low on ammo, Energy, or durability, they will display the Rescue symbol. Transport them to the center of one of your Outposts or home base to restore.



You can also produce a Supply Truck and place it near the Unit. The truck will find them and restore ammo and Energy, but not durability—you'll need to air transport them to restore that.

### ■ Outposts

Outposts positioned throughout the terrain can be neutral, or occupied by either of the two armies. Colored dots on the map show which Outposts are occupied by which side. Neutral Outposts are shown in white.

First try to capture all of the Outposts. Neutral Outposts are pretty much just there for the taking, but one does not simply walk into an enemy occupied Outpost, as they do tend to put up a bit of a fight.

Occupation requires a garrison of four Infantry minimum, but it's recommended you put up additional ground and air defences.



Deployed Infantry



## Commanding Forces

### ■ Home Base Attack / Defense

Home bases can only be attacked by certain Units. Fighters cannot damage home bases directly, so don't waste your Energy trying.

When either home base is attacked, the home base strength gauge will begin to drop, and the SOS mark will alert the commander to its plight. If it's your home base being attacked, you will need to act quickly and decisively to fight them off!

Home base strength cannot be restored, and the first side to run out loses the battle. Attack quickly and massively, or chip away at it little by little—it's entirely your choice to make!

### ■ Incoming Missile Symbol

Homing missiles really are the bane of attack jets. They just spoil everything! This handy alert lets you know when one is on your case.



### ■ Game Over

When either side loses, the game over screen is displayed. Here you can see for each side how many Outposts were occupied, how many Units were deployed, and how many Fighters were gotten through in the process. Even if you lose the battle, you might still find something here to gloat over by way of a consolation prize or participation trophy.

### ■ Saving Replay Data

At the end of each game, a replay data will be saved. Up to 10 replay data files can be stored, with the eldest being deleted automatically.

Lock replay data to prevent it from being deleted. Please note that it is not possible to lock all 10 data slots.

\* **Replay is not supported during practice portions of Herzog Academy.**



## Online Battle

### ■ Random Online Battle

Play against an opponent chosen at random worldwide.

When an opponent is found, the red and blue sides will be assigned randomly. Either side can choose the territory map.

#### Connection Status

The connection status icon is displayed before and during the match, and shows 0-5 bars. The more bars showing, the smoother the match will proceed.



#### To End Online Match

Press  $\oplus$  /  $\Rightarrow$  during play to display the PAUSE MENU. Select *Return to Start Menu* to end the game and return. Please note that while the PAUSE MENU is displayed, the game will continue in the background!

### ■ Create a Room / Join a Room

Play against real life friends.

Player 1 (red) chooses *Create a Room* while Player 2 (blue) chooses *Join a Room*.

#### ● Create a Room

Select *Create a Room*, set a 4 digit password, and press *OK* to continue. You must now wait for your friend to join you, so be sure to tell them the password!

#### ● Join a Room

Select *Join a Room* to see a list of available Rooms. Choose your opponent's room, and enter the password to continue.

When the connection is successful, the battle will commence.



## Online Battle

### ■ Connecting to the Internet

Online Match requires the following:

- Wireless internet connection
- A Nintendo Account
- **Membership of Nintendo Switch Online (paid service)**

For details, see the following site: [support.nintendo.com](https://support.nintendo.com)

### ■ Precautions When Going Online

No guarantees are made about the quality of your network connection. Delays, dropped data and disconnection may occur depending on your and your opponent's network environment.

SEGA accepts no responsibility for any trouble or damage due to connectivity issues when using the network functionality. This service will be available for a set period of time, and may be terminated at any time without notice.

During online play, the user name registered to the console will be visible to others. Please avoid registering personally identifiable information such as your real name or telephone number. Try to avoid registering names that are likely to make other users feel uncomfortable.



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