

Controller



note

THE BUTTON LAYOUT ON YOUR CONTROLLER MAY DIFFER SLIGHTLY FROM THE ONE SHOWN HERE. GAMEPLAY IS EXACTLY THE SAME.



0103 Part No. X09-46559



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Contract Memorandum



WOLFNET Transmission Code: 1018NJ-3, GG2-3334-A-Alpha Data. Clearance Code Charlie One.

HIGHLY CLASSIFIED

Official Contract: 7th Kommando, Merc Company, Wolf's Dragoons. FOR YOUR EYES ONLY.

As an elite member of Wolf's Dragoons, you've been contracted to land on planet Helios ahead of a Dragoon regimental strike force. The task is highly challenging, but we will make it very rewarding for you.

Helios is under the control of technological zealots known as the Word of Blake. We need you to do what you do best—create confusion and disrupt their defense systems, particularly the orbital defense cannons. Keep your WOLFNET comm interface open with encryption turned on, because additional communiqués will follow. Take a minute to carefully read through them before each mission. They will contain up-to-date classified information. This is only the beginning.

<END Encryption>

Main Interface

We've configured your tactical interface unit to give you the necessary information in the simplest, most direct form to use in the field. Protect this unit at all costs or you'll be on your own without the appropriate technical and intel data you need to survive. The following information describes the Main interface.

CAMPAIGN

This is how you earn your paycheck—fighting your way through mission assignments.

MULTIPLAYER

Just what it says—multiple 'Mech mercenaries inflicting multiple wounds.

PLAYER SETUP

Get yourself a catchy nickname, configure your 'Mech's controls and get to work raining mayhem and chaos on the enemy.

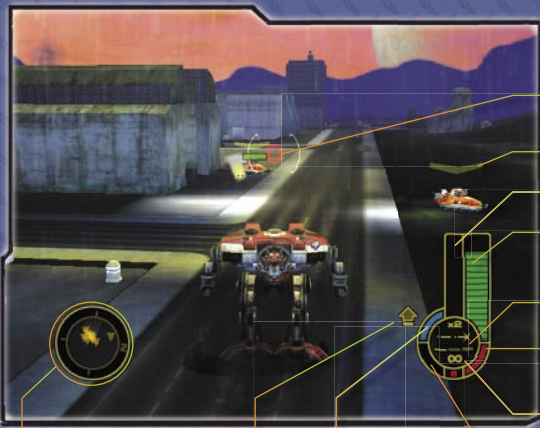
OPTIONS

This is where you adjust the volume levels in the 'Mech's sound system or view information about the engineers and military personnel who made it possible for you to be here.



Heads-Up

We know you've used the Heads-Up Tactical Display (HUD) for your 'Mech many times before, but we must make sure you have this information when you need it. Brief yourself on each component of the HUD so that when the heat is on you won't need to refer to it again. It could mean the difference between getting out alive and not getting out at all.



Sensor Screen

- ▼ = Objective
- = Ground Threat
- = 'Mech
- ▲ = Airborne Threat

Jump Jet Fuel

- ⬆ = Jump Jet Indicator
- ⊗ = Target Jamming
- ⚡ = AMS (Anti-Missile System)
- ⊗ = Null Signature

Reticle

Objective

Heat

Armor Status

Weapon Level

Recycle
Offensive

Ammo

Recycle
Defensive

WEAPONS DISPLAY

An icon in the center of the dynamic Weapons Display provides the status of the current selected weapon; only fully functioning weapons are available. The display shows how many rounds remain as well as the weapon's power level (from level 1 to level 3). Level 1 is the default power and provides unlimited ammunition and firing capability. The recycle time for the weapon you're firing is shown between 3 and 6 o'clock on your weapons display. When the bar fills with red, it's ready to fire again.

HEAT INDICATOR

The Heat Indicator is at top center (12 o'clock) on your weapons display. Using the color yellow and then red, it shows the current heat status of your 'Mech in terms of current heat level as well as heat dissipation. Red means heat is at a critical level, which may cause your weapons to malfunction.

ARMOR STATUS INDICATOR

At 1 o'clock on your Weapons Display, the Armor Status meter indicates your armor's health in green. Each time you take a hit from an enemy weapon, it degrades your armor. Once your armor is completely destroyed, you're dead.

SENSOR SCREEN

The Sensor screen is your on-board radar for tracking enemies and objectives. Enemies on the ground except foot soldiers are red dots; enemy 'Mechs are red squares; airborne enemies are red triangles; a mission objective is a yellow arrow on the outer ring of the sensor if outside of range or a yellow triangle when within range.

The 'Mechs

MechWarrior, these are the 'Mechs we've provided for you. We've supplied you with a selection of the best possible 'Mechs we could get our hands on for each of your mission assignments.

For reference, the 'Mechs are organized from the light 'Mechs to the slower but very powerful assault 'Mechs. The 'Mechs all have different weapons loadouts, so when offered a choice you should pay attention to the type of mission it is and make your selection accordingly.

For example, when it's not necessary to fight in close, don't compromise your equipment. Instead, remain at a distance and punish the enemy with your missiles. This might be a case where choosing the 'Mech with Javelins over the 'Mech with Crossbows could benefit you. In other cases, a 'Mech with jump jets is your best choice.

Uller



The Uller is extremely versatile and touts a potent arsenal of weapons that provide striking power at all ranges. It is fast, very well armored, and makes a great reconnaissance 'Mech.



Class: Light BattleMech

Tonnage: 30

Speed: 40 mph

Offensive Weapons: Pulse Laser, Crossbow Missiles

Defensive/Special: Jump Jets, AMS



Owens



The Owens has become a staple for front-line regiments. It's lightly armed, but fast, and can carry all Inner Sphere electronic components. It rarely engages an enemy directly but uses its superior electronics and LRMs to provide support for heavier 'Mechs.



Class: Light BattleMech

Tonnage: 35

Speed: 45 mph

Offensive Weapons: Machine Gun, Crossbow Missiles

Defensive/Special: Target Jamming



Cougar



Ton for ton, the Cougar is probably the best 'Mech out there. With its low profile and high speed, it's very hard to hit and has a powerful weapons package for its size.



Class: Light BattleMech

Tonnage: 35

Speed: 40 mph

Offensive Weapons: Pulse Laser, Autocannon, Javelin Missiles

Defensive/Special: Jump Jets



Uziel



The Uziel combines maneuverability with firepower and decent armor; it is a good performer in any role. With its speed and jump jets, it's ideal for hit-and-hide tactics.



Class: Medium BattleMech

Tonnage: 50

Speed: 35 mph

Offensive Weapons: PPC, Machine Gun, Crossbow Missiles

Defensive/Special: Jump Jets, AMS



Catapult



Slow but extremely rugged, the Catapult is best used as a standoff threat where it can use its long-range missile racks. It is designed for second-line defense but with strong offensive capabilities.



Class: Medium BattleMech

Tonnage: 65

Speed: 25 mph

Offensive Weapons: Pulse Laser, Javelin Missiles

Defensive/Special: Jump Jets, Target Jamming



Vulture



The Vulture is aptly named for its hunched shoulders, protruding head, and bird-like legs. Its lower-torso Omni slot add to its versatility, and its huge twin missile racks can carry more missiles than any other 'Mech. It is very good in a fire support role.



Class: Medium BattleMech

Tonnage: 60

Speed: 30 mph

Offensive Weapons: Laser, Machine Gun, Javelin Missiles

Defensive/Special: AMS



Thor



The Thor offers mobility and short- to medium-range capability. It successfully blends firepower and maneuverability, and it can dish out a lot of damage in any terrain.



Class: Medium BattleMech

Tonnage: 70

Speed: 30 mph

Offensive Weapons: Laser, Machine Gun, Crossbow Missiles

Defensive/Special: Jump Jets, Target Jamming



BALLISTIC WEAPONS

Here are the details on the ballistic weapons you'll have at your disposal. We assume you're already familiar with these.

Machine Gun

The machine gun is your rapid-fire, short-range weapon of choice for ballistics. It is very accurate at close range. Damage is light to heavy, depending on range. No heat is generated by this weapon.



Autocannon

The autocannon is a high-velocity, direct-fire ballistic weapon. Potential damage impact is moderate to heavy, depending on range. Heat generation is moderate. The rate of fire is fairly slow, and accuracy is moderate.



Gauss Rifle

The Gauss rifle uses a series of magnets to propel a very heavy metal projectile at high velocity over a great distance. Impact is moderate to very heavy. The Gauss rifle has the potential to knock another 'Mech off its feet. The rate of fire is very slow, but it is accurate to a great distance. It generates very little heat.



MISSILE WEAPONS

We've also outfitted your 'Mechs with missiles. You achieve target lock by holding the targeting reticle over an enemy for a few seconds. When you see the reticle change to the red crosshairs, you've achieved target lock. Target lock is lost if the reticle is moved off the target for more than a few seconds.

Crossbow

Crossbows are short-range missiles that feature heat-seeking but limited turn and splash capability. Heat-seeking is a recent improvement to short-range missile weapons you might not be aware of. Note that seeking is only possible once target lock has been achieved.



Hammer

Hammer missiles are medium range, medium speed, and dumb-fire (no seeking capability). They have a heavy impact on the target and a large splash radius. There are never more than two included on a single 'Mech because of ordnance load-out considerations.



Javelin

Javelin missiles are high impact and long range. After launching, they begin to accelerate toward and seek the target if target lock is achieved. There are never more than four included on a 'Mech. Splash damage is moderate.



DEFENSIVE AND SPECIAL WEAPONS

Depending on the mission, we'll make sure your 'Mech is outfitted with jump jets and/or defensive weapons systems.

JUMP JETS

With jump jets you can launch your 'Mech into the air as a defensive tactic in order to avoid missiles and other incoming hits on your 'Mech. You can also use jump jets as an offensive tactic to fire beyond objects that obstruct your view. They'll also help you move to strategic positions in an environment that you might not have gotten to otherwise. To use jump jets, click and hold the Left thumbstick button for as long as jump jet fuel remains.

NULL SIGNATURE

Null signature masks you from enemy radar when you click the Right thumbstick button and for as long as you have power remaining. As you build up heat or use your weapons, the 'Mech becomes increasingly visible.

TARGET JAMMING

Target jamming enables you to jam enemy radar within a given range when you click the Right thumbstick button. It also causes enemies to lose target lock-on.

CHAFF

Chaff attracts all missiles launched at your 'Mech for a limited period of time. Click the Right thumbstick button to deploy it. Be aware that limited power makes chaff unusable.

Salvage

MechWarrior, in addition to the stock weaponry you're provided with, you can salvage weapons and armor during missions. This turns you into a bit of a scavenger, but you should be used to it by now. Find salvage by destroying certain buildings, enemy vehicles, or even 'Mechs.

Each weapon salvage you perform increases the level for that particular weapon. There are three levels, and with each additional level the weapon's firepower increases until the weapons of that particular level are depleted. The basic level 1 weapons always provide unlimited ammunition, but not as much firepower. A selected weapon's power level is indicated in the HUD's Weapons Display.

Armor

Armor salvage increases your health in a mission. Each time you salvage armor, a green shield with a white cross appears momentarily on the HUD.



Missiles

Missile salvage increases the number of missiles you fire at one time, shortens the recharge rate, and increases the damage.



Energy

Energy salvage increases the power of your energy weapon, shortens the recharge rate, and increases the impact on the enemy.



Ballistic

Ballistic salvage increases the number of rounds you can fire in a short amount of time and increases the damage inflicted on the enemy.



Intel Data

In this display you'll find the latest intelligence data we have from the field. It's not much, so you'll be on your own most of the time. We trust you'll know what to do—that's why we hired you for the job. Complete these missions, and we'll see about that bonus we talked about.

MISSION BRIEFING

We don't have a lot of briefing material for your missions this time around. What we do know is we're having trouble with Word of Blake extremists on Helios. They seem to have overrun many of the planet-side military installations and, we suspect, most of the cities. The citizens on Helios could be in serious trouble.

We haven't had reliable communications, so we fear that comm sats and land-based towers are under the Word of Blake's control. Communications may have been completely cut off. We need you to go in and do what you can to assess the situation and then change it in our favor, if you can.

Helios features diverse terrain, from snowy mountains to desert and everything in between. There are numerous rivers and lakes as well. It is a fertile environment that is rich in resources, resulting in a thriving population that occupies the city centers. Helios also has several airstrips and military installations. We have not been able to assess the status of these facilities.

ENEMY RECON

The Word of Blake are known to have a large tech cache and a fighting force that knows how to use it. Though details are scant, the information below is what we know of the enemy vehicles we've detected with remote reconnaissance satellites. Our techs have computer-enhanced the images so they'll appear as true-to-life as possible.

The biggest signatures on satellite infrared seem to match the profiles of attack aircraft such as the Nightshade. There are also a number of hot spots showing up on the waterways, most likely naval warships of some kind. The enemy appears to be patrolling both the air and the water—therefore, we must conclude that they have the land very much in their grip as well.



The next biggest signatures on our satellite images are the most obvious—tanks, and lots of them. We couldn't obtain additional detail due to atmospheric and particulate interference and problems with weather conditions planet-side. It is safe to assume you'll encounter numerous land vehicles, especially heavily armed Word of Blake tank and infantry regiments.

We've also detected a number of turret installations. Captured time-release sequences seem to indicate there are 'Mechs about, or what we conclude must be 'Mechs due to their movement patterns on the ground and their size.

We know this isn't exhaustive intelligence data, but it should give you an idea of what you could be up against. Your previous experience in the field is your most valuable asset as you prepare for this campaign. As always, we're counting on you.

Multiple 'Mechs

As part of your training and preparation, we recommend you battle head-to-head or in teams with other 'Mechs. Here we've included details for a number of different scenarios and arenas in which to perform battle training.

When you select Multiplayer on the Main interface, you'll be able to battle other 'Mechs on your local Xbox console, through a System Link connection between one or more systems, or through Xbox™ Live in which you can play against anyone in the world via your broadband connection.



LOCAL XBOX

On your local Xbox you can battle head-to-head with another MechWarrior. Connect an Xbox controller for your opponent, strap yourself firmly into the cockpit, and initiate countdown to battle stations.

To set up a local Xbox encounter

- 1 Select **Multiplayer** on the Main interface.
- 2 Select **Local Xbox** on the Multiplayer screen.
- 3 Each player must press **A** to activate a player profile in the Select Profile screen. Press START after each player selects a profile.
- 4 On the New Game screen, use the D-pad to scroll up, down and sideways to configure your game options. Press **A** to confirm the game options.
- 5 Scroll with the D-pad to choose your 'Mech type and color on the Staging screen. Each player must press **X** when ready. Press **X** again to change your selection.
- 6 Press **A** to launch the game.

SYSTEM LINK

With system link play you can connect two Xbox consoles that are physically linked with an Xbox System Link Cable, or up to eight Xbox consoles using an Ethernet hub and standard Ethernet cables plugged into a 10Base-T or 100Base-TX network. Refer to your Xbox instruction manual for more information and instructions on how to do this.

To set up a system link encounter

- 1 Select **Multiplayer** on the Main interface.
- 2 Select **System Link** on the Multiplayer screen.
- 3 In the Select Profile screen, press **A** to select a profile. There can be two players on each Xbox console up to four Xbox consoles total, or 8 players in all. Press **START** to go to the Games List.
- 4 Press **A** to select a game to join or press **Y** to start a game of your own.
- 5 Once the game is configured, the host presses **A** to confirm the game options.
- 6 Scroll with the D-pad to choose your 'Mech type and color on the Staging screen. Each player must press **X** when ready. Press **X** again to change your selection.
- 7 The host presses **A** to launch the game.

Xbox Live

Xbox™ Live is a high-speed internet gaming community where you can create a permanent gamer identity, set up a Friends List to see who's online and invite them to play, and talk to them in real time. To determine if Xbox Live is available in your region, go to <http://www.xbox.com/live/>.

Before you can play *MechAssault* online, you need to connect your Xbox console to a direct or shared broadband connection and sign up for the Xbox Live service. For details, see the Xbox Live Quick Start card included with *MechAssault*, or go to <http://www.xbox.com/live/>. If you need more help, call 1-800-4MY-XBOX.

To play MechAssault on Xbox Live

- 1 On the Multiplayer screen, select **Xbox Live**.
- 2 In the Select Profile screen press **A** to choose your Xbox Live account or select **<Create Account>** if you don't have one already.

Selecting <Create Account> takes you to the Xbox Dashboard where you can create an Xbox Live account. For information about creating your account, see the Xbox Live Quick Start card included with *MechAssault*.

- 3 Press **A** to select your Xbox Live account, and then enter the pass code you created when you signed up. Two players can play online from a single Xbox console. If the second player doesn't have an Xbox Live account, they are considered a Guest.

note

GUESTS DO NOT HAVE THE ABILITY TO USE VOICE COMMUNICATION OR NICKNAMES WHILE ONLINE.



- 4 Press the **START** button to display the Confirmation screen and press **A** to sign in to Xbox Live.

THE XBOX LIVE LOBBY

The Xbox Live Lobby presents several options for online play.

QUICK MATCH

Get right into the action and find an online session of *MechAssault*.

OPTIMATCH

Find an online session of *MechAssault* that matches specific criteria.

HOST GAME

Create and host an online session of *MechAssault* for other players to join.

FRIENDS

View your personalized list of Friends with whom you like to do battle. Use the Friends List to check the online status of Friends and invite Friends to play.

STATS

Take a look at how you're doing, as well as how your friends or enemies are doing against you.

DOWNLOAD CONTENT

Download the latest *MechAssault* content to your Xbox console. This may include new 'Mechs and weapons, as well as additional multiplayer game types and maps.

QUICK MATCH

The fastest way to find an online session of *MechAssault*, Quick Match allows you to search for a session quickly, specifying minimal criteria.

To play a Quick Match session of MechAssault

- 1 Select **Quick Match** in the Xbox Live Lobby.
- 2 Use the D-pad to scroll through game types and press **A** to select one.
- 3 On the Staging screen, scroll with the D-pad to choose your 'Mech type and color. Each player must press **X** when ready. Press **X** again to change your selection. You can also change the voice masking if you have the voice communicator connected.
- 4 The host presses **A** to begin the game and wreak havoc.

OPTIMATCH

For players who want to join a specific type of online session of *MechAssault* hosted by another player, OptiMatch™ allows you to specify the criteria for the session you want to join.

To play an OptiMatch session of MechAssault

- 1 Select **OptiMatch** in the Xbox *Live* Lobby.
- 2 Select the specific parameters for your game, and then press **A**.

The OptiMatch screen displays the closest matches for the criteria you selected.

- 3 Select the session you want to join and then press **A**. You can also use the Black button to change your filter options and search again.
- 4 After entering a game, scroll with the D-pad to choose your 'Mech type and color on the Staging screen. Each player must press **X** when ready. Press **X** again to change your selection. You can also change the voice masking if you have the voice communicator connected.
- 5 The host presses **A** to begin the game and cause mayhem.

HOST GAME

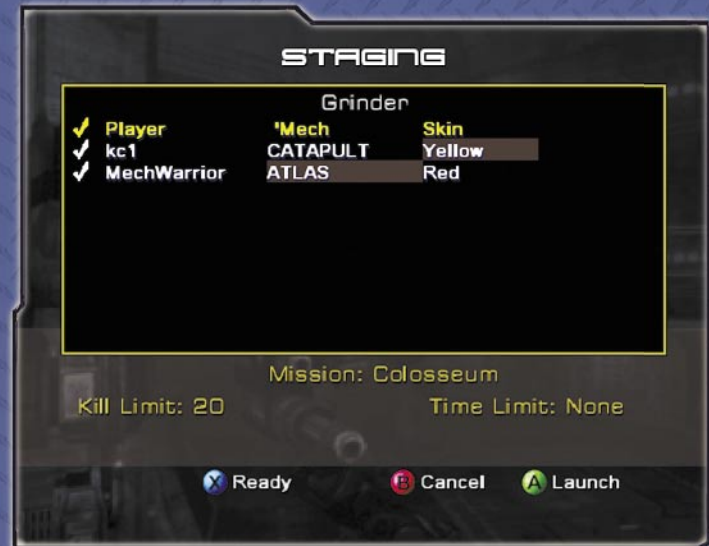
This option allows you to create and host an online session of *MechAssault*. Once you define all the characteristics of a game, you can even invite other players from your Friends List or leave slots open for any online player to join the battle.

To create a session of MechAssault

- 1 Select **Host Game** from the Xbox *Live* Lobby.
- 2 On the New Game screen from the Xbox *Live* Lobby, define the characteristics of the game you want to play.
- 3 Press **A** to confirm the game options you selected and continue to the Staging screen.

THE STAGING SCREEN

The Staging screen is where the players in a session can hang out between games and see the status of other players in the session such as what 'Mechs they're using. It is also where each player chooses 'Mech and voice communicator options.



STARTING A GAME

Once everything is set on the Staging screen, the host presses **A** to launch the game. At the end of a game, you're returned to the Xbox *Live* Lobby.

FRIENDS LIST

Your Friends List can contain up to 100 other gamers whom you've designated as Friends. Not only does the list make it possible for you to send invitations or be invited to a game with your Friends, it lets you check on your Friends as well. You can see if they are signed on, currently playing, and more.

To add a player to your Friends List

- 1 In the Xbox *Live* Lobby, select **Friends** and then press **A**. You can also select **Friend** from the Staging screen to display the Friends List.
- 2 Use the D-pad to move to the Players List.
- 3 Select a name from the Players List and press **A**. The Player is added to the Friends List with a Pending Invite icon until they accept or decline the invitation.

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YOU CAN ALSO ADD FRIENDS TO YOUR FRIENDS LIST BY ENTERING THEIR GAMERTAGS IN YOUR XBOX DASHBOARD ONLINE OPTIONS, WHICH CAN BE ACCESSED BY EJECTING YOUR MECHASSAULT DISC.




PLAYERS LIST

The Players List displays all active players and up to 10 of the most recent players you've battled with or against. The following scenarios illustrate just some of the handy uses for the Players List:

- ▶ Let's say you want to file a complaint with Xbox *Live* about a foul-mouthed mercenary who shouted insults at you during a recent online session. Or let's say you want to file a compliment with Xbox *Live* about a MechWarrior whose skills astounded you just a few games ago. Locate the player in the Players List and let your thoughts be known!
- ▶ What if you play a game against a player who is not on your Friends List, and you enjoyed the battle immensely, and thought the player to be the epitome of what you seek in an opponent. Simply find the player in the Players List and send the player a Friend Request! You can also use the Players List to see if anyone has sent a Friend Request to you.

XBOX LIVE PLAYER OPTIONS

The Friends/Players dialog box allows you to perform such actions as removing a friend from your Friends List, sending a Friend Request to a new player, and sending feedback on a player to Xbox Live.

You can access the Friends/Players dialog box by selecting **Friends** from the Xbox Live Lobby, or from the *MechAssault* Staging screen by pressing .

THE XBOX LIVE SERVICE ICONS

The following status icons appear in the Friends List, Players List, and on the *MechAssault* Staging screen.



Game Invitation sent



Game Invitation received



Friend Request sent



Friend Request received



Voice on



Voice muted



Friend is online

MULTIPLAYER BATTLE TYPES

There are a number of multiplayer battle scenarios available for you and your lancemates-in-training, regardless of the multiplayer connection you choose. The following details will help you decide which multiplayer game you want to play.

GRINDER (LOCAL XBOX ONLY)

See how long you can survive as more and more 'Mechs are spawned into the battle. Play on your own or team up with a friend.

DESTRUCTION

Choose your 'Mech and fight to the death! The player or team with the most kills wins. Play for yourself or in teams.

LAST MAN STANDING

This is a free-for-all with no respawning. Once you're dead, you're dead. Play for yourself or in teams.

NOT IT!

This is a free-for-all game in which one player is "it." Points are awarded for killing "it" but once you do, the tables are turned and now you're "it"!

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"Sripley" Ryan, Zach

Russell, Roger Wolfson,

Scott "Tenedor" Briggs,

Sam "Null Pointer"

Charchian, Matt

"UncleDaddy" Gradwoch,

Doug Martin, Frank

"Umbat" Savage, Patrick

Wetje, Sean Jenkin,

Christian "Squido" Owens,

Greg "Psych" B. Jones,

Dan "Dangre" Greenwalt,

Michel Buch-Andersen,

Robin Pera and all at MS

Studios, The (code name)

Team (thanks for the PIM),

The Prime Team (thanks

for the PIM), Xbox ATG,

Racing Studio Test Team

(You Rock!!!), Our friends

in MGS

In Memory of John "Papa"

Wagner

- ArtSource
- SBT Onsite
- Valt
- Weird Music

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TTY users: 001-866-251-26-21.

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For more information, visit us on the Web at www.xbox.com

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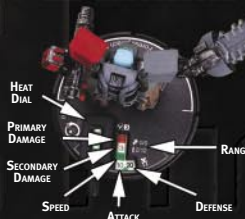


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