

GUNGRIFFON BLAZE™



We are delighted that you have chosen **GUNGRIFTON BLAZE™** for play on your PlayStation®2 computer entertainment system. We hope that you will continue to enjoy this and all of our games for the PlayStation 2 computer entertainment system. Due in part to the numerous requests we've had for expansion into new game genres, this game now rests in your hands. Please continue to tell us what YOU want, because we are always interested in what YOU think of our games, and what games YOU would like to see released in this country.



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

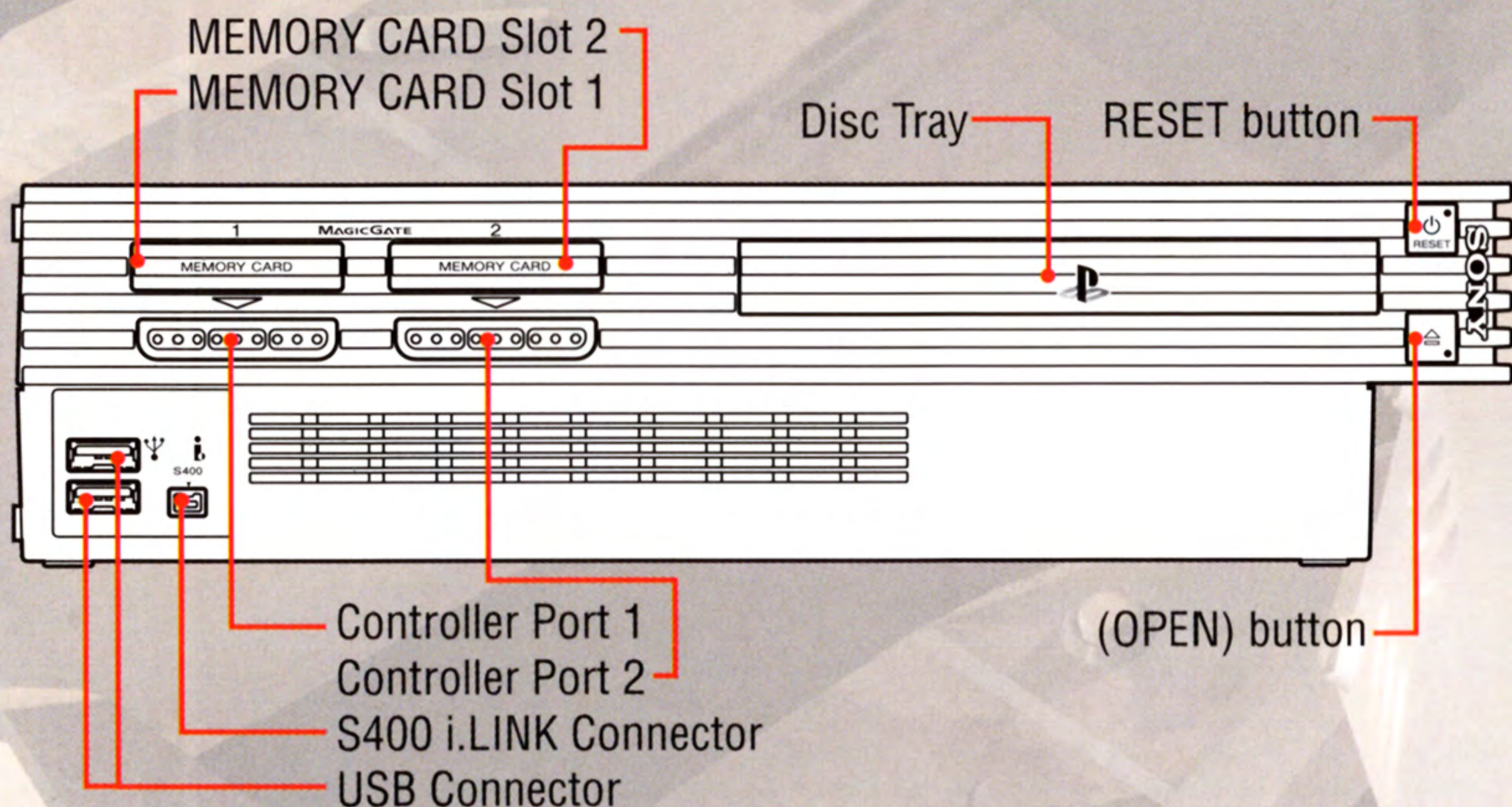
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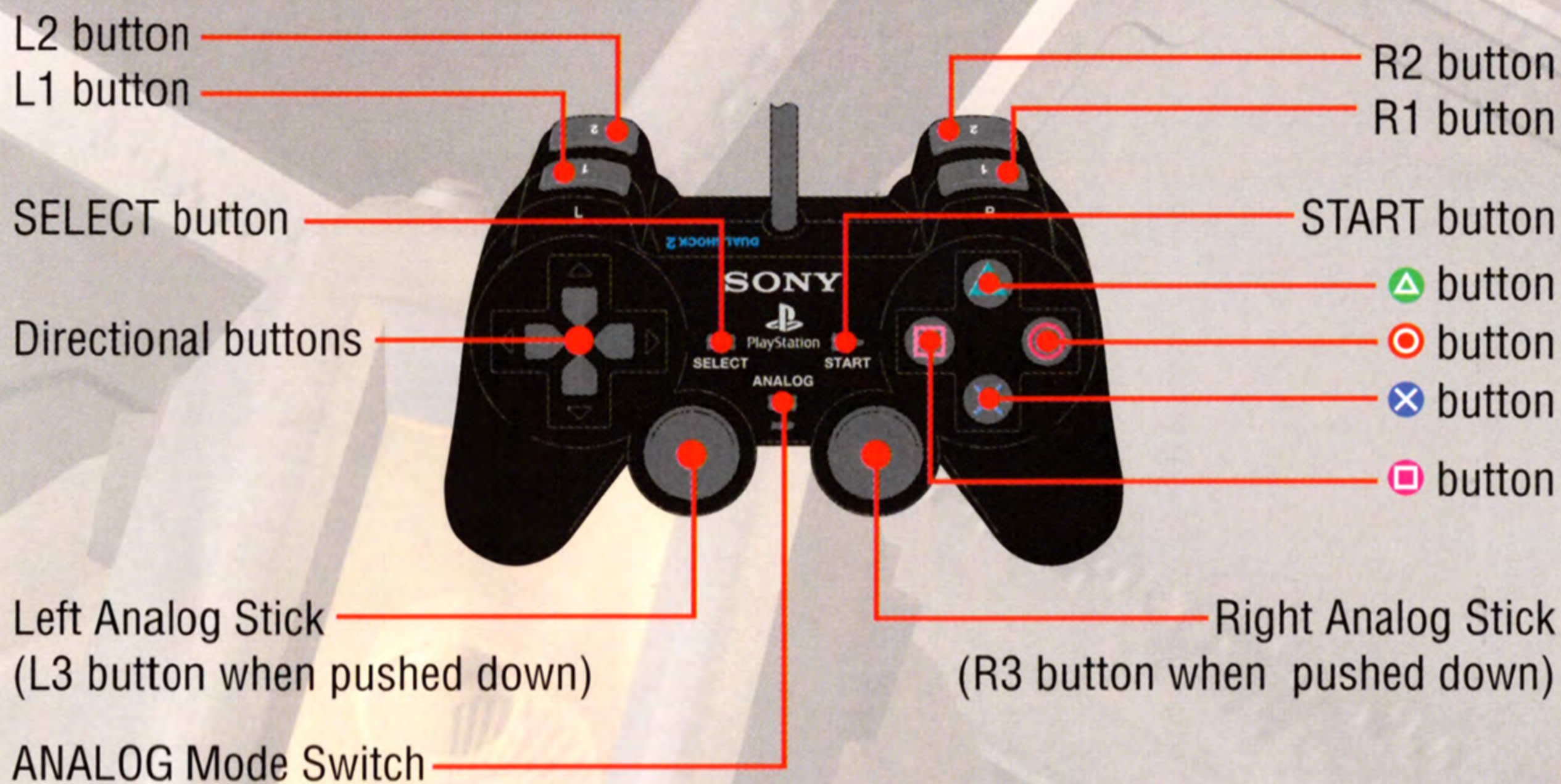


PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **GUNGRIF-FON BLAZE™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



DUALSHOCK™2 ANALOG CONTROLLER



Directional buttons	☆ Rotates upper half of AWGS.
Left Stick	☆ Moves cursor on menu items and boxes that require a response.

Right Stick	☆ Controls the propulsion system. Allows the AWGS to move in any direction.
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Select button	☆ Not used.
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Start button	☆ Pauses the game. ☆ Displays the Start menu.
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ANALOG Mode Switch	☆ Not used.
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L1 button	☆ Allows the AWGS to fly for a brief time. ☆ During flight, press the L1 button to land.
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L2 button	☆ Once the button is pressed, use the Directional buttons or the Left Stick to rotate the upper half of the body. Release the L2 button to center the upper half of the AWGS again.
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R1 button	☆ Fires the current weapon.
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R2 button	☆ Changes weapons.
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△ button	☆ Activates sniper mode. Zooms into enemies to allow long-range targeting. Only available when the AWGS is not moving.
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□ button	☆ Resets the AWGS weapons to their default settings on the Select System screen.
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○ button	☆ Returns to the previous screen during menu commands.
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× button	☆ Confirm menu commands.
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STARTING THE GAME

To skip the opening animation and go to the Title Screen, press the START or  button. The Press Start Button screen will be displayed. Press the START button. The Title screen will be displayed. There are four options that will be displayed: **Play Game**, **Make Pilot**, **Story**, and **Config**. Since a pilot must be created before starting a new game, the “**Make Pilot**” option will be discussed first.



MAKE PILOT



Create or delete pilot data. Remember, before starting the game, a pilot must be created first. To create a pilot, select “**Make Pilot**” on the Title Screen. Press the  button. There are three options on the Make Pilot screen: **Make Pilot**, **Delete Pilot**, and **Exit**. These options are described below.



MAKE PILOT

After selecting “**Make Pilot**,” the Make Pilot window will appear. A total of twelve different pilots can be configured. There are nine options that can be configured for each pilot: **Pilot Name**, **Nation**, **Sex**, **Age**, **Blood**, **Height**, **Weight**, **Sight**, and **I.Q.** These nine options, and the **Save** option, are described below.

PILOT NAME

Name the pilot. There can be up to twelve letters in each pilot’s name. To name a pilot, use the up and down directional buttons to select a character. Use the right and left directional buttons to move the cursor to the next space. To delete a character, use the L1 button. To insert a space, use the R1 button. Once the pilot has been named, press the  button.

SEX

Male or female. Use the cursor to select “**Male**” or “**Female**.” Press the  button. The pilot’s gender will then be set.



NATION

Select the pilot’s nationality. To select the pilot’s nationality, first move the cursor to the “**Nation**” selection. Press the  button. A list of countries will be displayed. There are twenty different countries to choose from. Move the cursor to select a country. Press the  button. That country’s name will then be displayed next to “**Nation**” in the Make Pilot window.

AGE

Pilot’s age. The pilot’s age can range from 0 to 200. Use the up or down directional buttons to select an age for the pilot. Once an age has been set, press the  button.

STARTING THE GAME

MAKE PILOT (CONTINUED)

BLOOD

Pilot's blood type. Use the cursor to select the blood type for the pilot. Once a decision has been made, press the ☒ button. The pilot's blood type will be set.

HEIGHT

The height of the pilot. The height of the pilot can range from 100 cm to 240 cm. Use the up or down directional buttons to select the height of the pilot. Press the ☒ button. The height of the pilot will then be confirmed.

WEIGHT

The heft of the pilot. The pilot can weigh between 1 kg to 400 kg. Use the up or down directional buttons to select the weight of the pilot. Press the ☒ button. The pilot's weight will then be confirmed.

SIGHT

Pilot's visual range. The pilot's vision can range from 0.1 to 5.0. Use the up or down directional buttons to select the pilot's vision. Press the ☒ button. The pilot's vision will then be confirmed.

I.Q.

Intelligence. The pilot's intelligence can range from 1 to 300. Use the up or down directional buttons to select the I.Q. Press the ☒ button. The pilot's I.Q. will then be confirmed.

SAVE

Save pilot settings. After configuring the pilot, select "Save" in order to keep the pilot settings. After selecting "Save," it is then necessary to confirm the decision to save the pilot settings. To cancel and return to the Make Pilot window, select "No." To save the settings, select "Yes." The Save Pilot window will be displayed.



On the Save Pilot window, move the cursor to an available slot. Press the ☒ button. The pilot's settings will then be saved in that slot.

If the slot is occupied by another pilot's name, it is necessary to confirm the deletion of the old pilot's name, and the saving of the new pilot's name. To confirm the decision, select "Yes." The old pilot's data will be removed and replaced by the new pilot's

information. To cancel, select "No." The data will not be saved. *Please do not remove the Memory Card (for PlayStation®2) during a save or load.*



STARTING THE GAME

MAKE PILOT (CONTINUED)

DELETE PILOT

Remove the pilot. After selecting “Delete Pilot,” the Delete Pilot window will be displayed. Move the cursor to select which pilot to delete. Once a pilot has been selected, press the **X** button. To confirm the deletion of the pilot, select “Yes.” The pilot data will then be deleted. To cancel, select “No.” The screen will return to the Delete Pilot window. *Use this command with caution. Once a pilot has been deleted, he or she can never be recovered.*



EXIT

Exits the Make Pilot screen and returns to the Title screen.

PLAY GAME



Start the game. Remember, before selecting “Play Game,” make sure that a pilot has been created under the “Make Pilot” option on the Title Screen. If a pilot has not been created, then the pilot’s progress will not be saved. If a pilot has already been created, select “Play Game.” Press the **X** button.

Next, the Select Pilot screen will appear. The pilot screen is divided into two sections: Select Pilot window, which displays the names of pilots that have been created, and the Pilot’s Record window, which displays the information about the pilot. In addition to displaying the information that was set up for the pilot under the “Make Pilot” option, there are four additional pieces of information: **Time** (displays the total time the pilot has been in combat);

Score (the points the pilot has collected so far); **Medal** (total number of medals the pilot has collected); and **Skeetches**, which breaks down the list of confirmed kills into four categories: **AWGS**, **Vehicles**, **Aircraft**, and **Structure**.



STARTING THE GAME

PLAY GAME (CONTINUED)



Move the cursor to select a pilot. Press the **X** button. Next, a list of six options will be displayed: **Pad Config**, **Up and Down**, **Vibration**, **Indicate Gun**, **Weapon Systems**, and **Next**. These options will be described below.

PAD CONFIG

Select button configuration for the controller. Use the left and right directional buttons to select from six different controller settings. Once a decision has been made, press the **X** button to confirm that decision.

UP AND DOWN

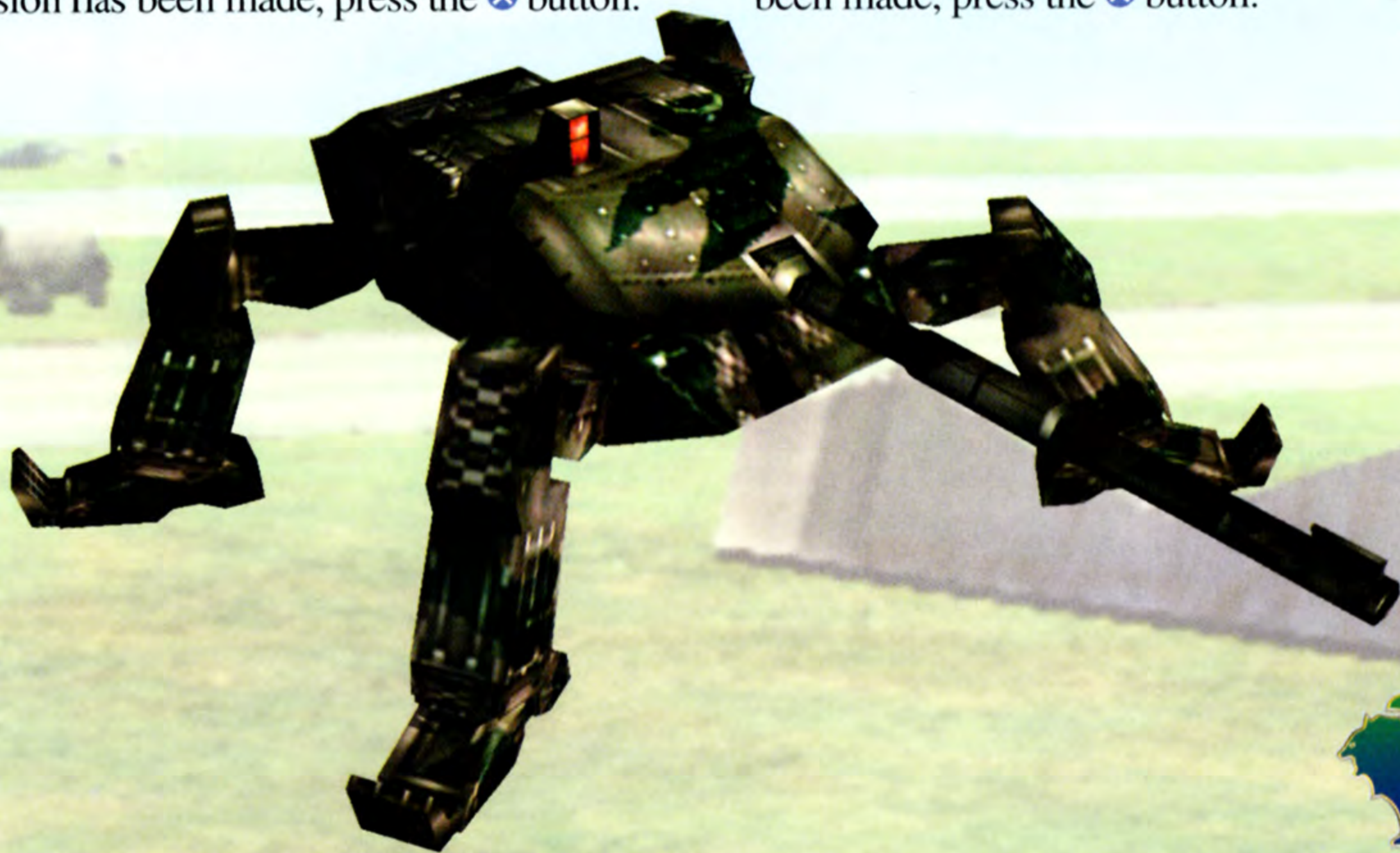
Determines which way is up or down. There are two additional controller settings: **Regular**, for normal control; and **Reverse**, which changes the orientation of the controls. When "**Reverse**" is selected, pressing up on the controller will cause the upper half of the AWGS to aim downward, and moving down on the controller will cause the upper half to aim upward. Move the cursor to select which option to use. Press the **X** button to confirm the decision.

VIBRATION

Turn on or off the vibration for the DUALSHOCK™2 analog controller. If "**On**" is selected, then the controller will send joyous vibrations through your digits. If it is set to "**Off**," then the controller won't vibrate. Once a decision has been made, press the **X** button.

INDICATE GUN

Determine whether or not the HIGH-MACS weapon will be visible on the screen. Select "**Visible**" to display the gun on the screen. Select "**Invisible**" to have no gun displayed on the screen. Once a decision has been made, press the **X** button.



STARTING THE GAME

PLAY GAME (CONTINUED)



AWGS2, AWGS3, Vehicle1, Vehicle2, Aircraft, and Exit. Move the cursor to select which group of weapons to view. Press the **X** button.

A list of weapons in that group will then be displayed. Move the cursor to select which weapon to view. Press the **X** button.



The weapon will then be displayed. The following controller commands will be available: **X** button, returns to the default display; **R1** button, to zoom into the weapon; **L1** button, to zoom out; directional buttons, to rotate the display; **A** button, to turn on or off the message window; and the **O** button to return to the previous screen.

NEXT

Goes to the Action area.

ACTION AREA

Select which scenario to play. There are six missions to choose from: **Guam**, **Cape Canaveral**, **Tibet**, **Greece**, **Ukraine**, and **Egypt**. The number of stars next to the word "Level" will display the difficulty of the level. The more stars that are displayed, the harder the level is to complete. Use the left or right directional buttons to select a mission. Press the **X** button. The Briefing screen will be displayed.



STARTING THE GAME

ACTION AREA (CONTINUED)



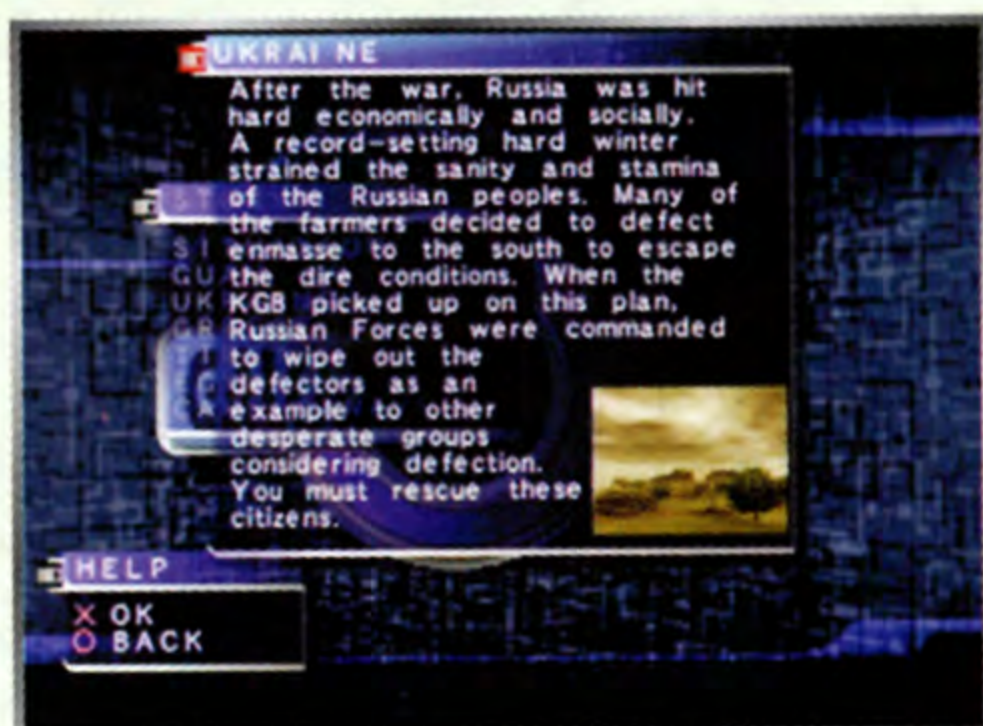
Pay close attention to the information on the Briefing screen. This screen will outline the purpose of the battle and detail what objectives have to be accomplished to complete the battle. Use the up or down directional buttons to scroll through the text. To speed up the text display, press the button. All of the text on that page will be displayed. To proceed to the Select System screen, press the button.

The Select System screen allows weapons to be configured for an AWGS. The Information screen displays the following information: **Body** (allows different body styles to be selected); **Main Weapon** (displays the AWGS' primary weapon, which cannot be configured); **Sub Weapon** (displays the AWGS' secondary weapon, which cannot be configured); **Optional Weapon** (allows another weapon to be selected); **Optional Parts 1** (allows a power-up item to be equipped); **Optional Parts 2** (allows another power-up item to be equipped); and **Start** (begins the mission).



To configure the AWGS, use the up or down directional buttons to select an available option. Press the button. Next, move the cursor to select which item to use. Press the button. The item will then be equipped. Use the button to set the options automatically, or the button to reset the options to their default settings. After configuring all of the options, select "Start." Press the button. The game will then begin.

STORY



Provides a brief history lesson for each mission. After selecting "Story" from the Title screen, the following stories will be displayed: **Situation**, **Guam**, **Ukraine**, **Greece**, **Tibet**, **Egypt**, and **Cape Canaveral**. Move the cursor to select which story to view. Press the button. The story will then be displayed. To cancel and return to the previous screen, press the button.



STARTING THE GAME

CONFIG



Change game settings. The following game settings can be configured: **Select Level**, **BGM & SE Test**, **Stereo/Mono**, **BGM On/Off**, **Body Surface**, and **Explosion**. These options will be described below.

SELECT LEVEL

Sets the level of difficulty. There are four levels to choose from: **Blaze Away**, **Normal**, **Nightmare**, and **Hell**. Move the cursor to select a level. Press the **X** button to confirm.

BGM & SE TEST

Listen to **BGM** (background music) or **SE** (sound effects). All of the game's music and sound effects can be played by selecting this option. Use the left or right directional buttons to select a BGM or SE number. Press the **X** button. The BGM or SE will then be played.

STEREO/MONO

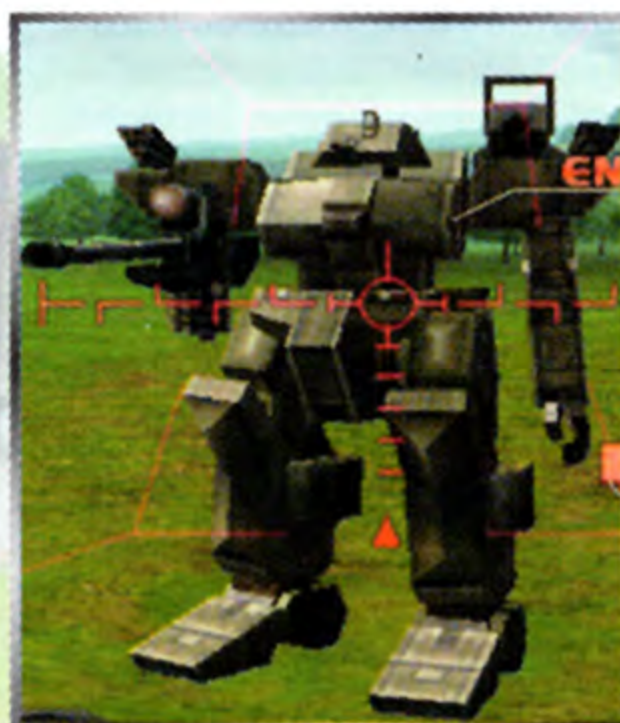
How the sound is heard. The sound can be heard in either "**Stereo**" or "**Mono**." Move the cursor to select an option. Press the **X** button to confirm.

BGM ON/OFF

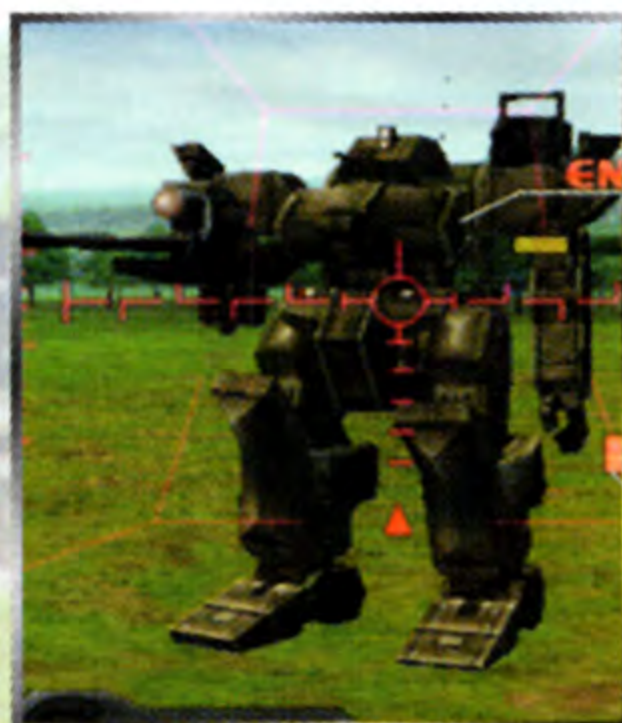
Select whether or not background music (**BGM**) will play during the game. Select "**On**" to have music play during the game. Select "**Off**" to have no music played during the game. Move the cursor to select an option. Press the **X** button to confirm.

BODY SURFACE

Adjusts the luster of the AWGS' metal surface. There are two options: **Metal** (shiny) or **Matte** (dull). Move the cursor to select the type of body surface for the AWGS. Press the **X** button to confirm.



METAL



MATTE



STARTING THE GAME

CONFIG (CONTINUED)



BRIGHT



BASIC

EXPLOSION

Adjust the brightness of the explosion. There are two settings for the brightness of the explosions: "Bright" or "Basic." Move the cursor to select the brightness of the explosion. Press the $\times$ button to confirm.

ACTION RESULT

Displays the battle results. Whether or not the mission is completed successfully, the Action Result screen will be displayed. The Action screen is described below.

Mission: Code name of the current mission.

Area: Location of the current mission.

Pilot: Name of the pilot.

Time: Amount of time remaining.

Score: Points achieved during this mission.

Stage Plateau Score: Minimum score required to receive additional bonuses.

Stage High Score: The highest score achieved on this mission.

Difficulty Set: The score will be multiplied by the game's difficulty level.

Operation Result: The number by which the score will be multiplied depending on whether or not the mission is completed successfully.

Score Achieved: Points received during the mission.

Cumulative Score: Combined score for all of the missions. When a specific score is achieved, medals will be awarded.



Option boxes: Number of boxes collected during this mission.

Medals: Number of medals awarded. After achieving a certain number of medals, weapons, equipment, or a different body type may be rewarded. Also, when enough medals are awarded, it may be possible to play another stage (i.e. there will be an option to play the Guam mission at night).

Skeetches: Breaks down the list of confirmed kills into four categories: **AWGS**, **Vehicles**, **Aircraft**, and **Structure**.



After viewing the results on the Action Result screen, press the $\times$ button. The Select Box screen will be displayed. The number of Option boxes collected during the mission will be displayed. The number of boxes that can be opened is determined by the play level, and whether or not the mission was completed successfully. Move the cursor to select which box to open. Press the $\times$ button. The box will be opened to display the contents inside. Press the $\times$ button. The Action area screen will then be displayed.



UNDERSTANDING THE GAME SCREEN



1

TIME

Remaining time. Each mission will have a different time limit. The mission must be completed before the time hits 00:00.

3

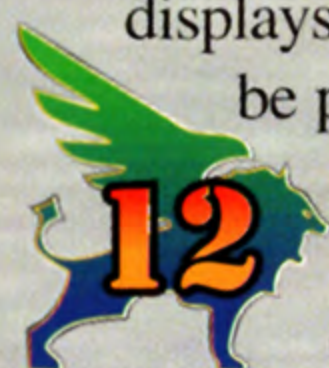
OPTION BOX

Number of option boxes collected during current mission.

5

FRIEND

Number of comrades. The number on the left displays the number of allies that have to be protected. The number on the right displays the number of allies in the area. These numbers will change depending on the situation.



2

SCORE

Current score. When enemies are destroyed, points will be added to the score. However, points will be subtracted from the score when the target that the pilot is supposed to be protecting is destroyed.

4

ENEMY

Number of enemies. The number on the left displays the number of enemies that have to be destroyed. The number on the right displays the number of enemies in the area. These numbers will change depending on the situation.

6

COMPASS

Displays direction. The compass at the top of the screen will display which direction the AWGS is facing.

UNDERSTANDING THE GAME SCREEN

7 ALTIMETER

Displays the altitude of the AWGS. This will display (in meters) the altitude of the AWGS during flight.

9 IDENTIFICATION SYSTEM

Target identification system. Displays whether or not the selected target is an enemy or friend.

11 MISSILE LOCK-ON



Displays a missile lock. A diamond shape will appear over the target to display a missile lock. When a missile is locked onto an enemy target, press the trigger button to fire the missile.

13 ENEMY DAMAGE STATUS



Displays what damage has been done to the enemy. When shooting at an enemy the following messages will be displayed in the enemy damage status area: Hit, Miss, Destroy.

15 SYSTEM METER

Displays the AWGS' jump, speed, and movement systems.

- a** Displays the number of times the AWGS can jump. When the lights go out, the AWGS cannot jump.
- b** Indicates the time that the AWGS needs to charge before making another jump.
- c** Indicates if the AWGS is moving in forward or reverse.



8 RANGE

Distance to nearest target. This gauge will display (in meters) the distance to the center of the nearest target.

10 SIGHT

Range of vision. When an enemy is in the sight, shoot him! It's just that simple.

12 WEAPON STATUS



Displays the weapon's current status. The weapon status displays the following: the weapon's name (in an abbreviated form), the green bar (which displays when the weapon needs to be reloaded), and, at the bottom, the number of bullets remaining.

14 DAMAGE METER



Displays the damage done to the AWGS. As enemies attack, damage will occur to the AWGS. When the yellow bar is empty, the game is over.



- d** Speed meter. When an enemy is locked onto the AWGS, this switch will illuminate.

16 MASS ENERGY DETECTOR

Used to search for enemies. This meter is used to search for enemies. The meter fluctuates when a lot of enemies or allies are surrounding the AWGS.

- a** This gauge will move wildly when items are in front of the AWGS.



OPTION BOXES

When certain enemies or structures are destroyed, option boxes will appear. Simply maneuver the AWGS so that it can pick up the box. There are three kinds of option boxes: weapons, equipment, and manual. Unlike the items, option boxes can only be used when a mission has been successfully completed. The number of stocks will depend on the score and if the mission is completed.

WEAPONS

There are 18 different weapons that can be found, ranging from rockets and missiles to mines and machine guns. Make sure to collect weapons, as they will increase the strength and attack ability of the AWGS.



EQUIPMENT

There are 15 different kinds of equipment that can be found to improve the AWGS. Some of these will strengthen the body of the AWGS, or cause the AWGS to dash faster.



MANUAL

These will unlock more weapons to view under the Weapon Systems option. Keep collecting these until all of the entries in the Weapon Systems have been unlocked.



OPTIONAL WEAPON

Optional weapons can be equipped at the Select System screen. The following is a brief list of optional weapons.

Name: Motion Sensor Bomb

Abbreviation: MSB

Description: This small bomb can be attached to the ground, a wall, or an enemy. Three seconds after the bomb is set it will explode. Be very careful.

Name: Anti-tank Missile

Abbreviation: ATM

Description: This guided missile is very effective for long range attack and enemies that have strong armor. Don't use them against fast enemies, or during close combat.

Name: Machine Gun (Quick Firing Gun)

Abbreviation: QFN

Description: This is a 150mm machine gun developed for the HIGH-MACS III.

OPTIONAL PARTS

Optional parts can be equipped at the Select System screen. The following is a brief list of optional parts.

Name: Fire Power 1 Abbreviation: FP1

Description: This will increase the power of the weapon and cause more damage to the enemy. When two fire power-ups are equipped, it will double the power of the weapon.

Name: Quick Reload Abbreviation: QR

Description: The amount of time it takes to reload the weapon will be increased. When two are equipped, the speed of the reload will be doubled.

Name: Flash Roll Abbreviation: FR

Description: Boost the effectiveness of the roller dash. This makes the running speed and the whirling speed (the spinning movement of the upper body) faster. When two are equipped, the speed will be doubled.

ITEMS

When certain enemies or structures are destroyed, items will appear. Simply maneuver the AWGS so that items can be picked up. Items can be used to increase points, supply ammunition, and repair the AWGS. In order to complete a mission, it is necessary to find and use all available items. Below is a brief explanation of the items.

MEDALS

Points will increase based on the number of medals that are collected. The points are as follows:



500 points



1,000 points



2,000 points



10,000 points

AMMUNITION

Find ammunition to reload weapons. There are three different kinds of ammunition to find. They are as follows:



1 Bullet

Increase the ammunition by 10%.



3 Bullets

Increase the ammunition by 30%.



Box of Bullets

Increase the ammunition by 60%.

REPAIR

These items will restore hit points (HP) to the AWGS. They are as follows:



1 Can

Increase the HP by 5%.



2 Cans

Increase the HP by 20%.



Red Can

Increase the HP by 30%.

MISCELLANEOUS

These items can be used to restore the number of jumps, weaken the enemy, or kill them. They are as follows:



Red Fan

The number of jumps will be restored.



Division Mark

The enemy will take longer to reload their weapons. It is effective for 15 seconds.



Bomb

This bomb will detonate when an enemy moves within range.

AWGS BRIEFING

16 ARMORED CAR (HIGH-MACS III)

2012. A new type of all-terrain armored vehicle, called the AWGS (Armored Walking Gun System), is developed by the MDM Corporation, a joint venture of the Japanese and United States military. The AWGS design is later transformed into the 12 Armored Car, better known as the HIGH-MACS.

While the HIGH-MACS easily meets or exceeds all expectations of its combat performance, the Japan Defense Agency believes that the unit can be further improved, and requests redesign plans from the Defense Agency's own Technology Division and the MDM Corporation.

The Technology Division suggests an aggressive redesign in which the armor, engine, and transmission strength of the HIGH-MACS are boosted, and the weapon system upgraded so that heavy weapons can be used; the MDM Corporation's plan involves reducing the armor and using a lighter grade of metal to increase the mobility of the HIGH-MACS and allow the unit to execute hit-and-run attacks against its slower opposition.

The Defense Agency is intrigued by both proposals, and decides that one prototype of each redesign will be constructed. Both prototypes will then be run through a series of field tests, and the winning design will go into full-scale production. The prototype of the Technology Division is called HEAVY-MACS, while the MDM's unit is called LIGHT-MACS.

2014. The Defense Agency's HEAVY-MACS prototype is completed before the MDM's LIGHT-MACS, but not because of more efficient engineering; while the MDM's LIGHT-MACS necessitates a complete redesign of the HIGH-MACS, the Technology Division alters only the torso and legs of the HIGH-MACS in order to finish their prototype as quickly as possible.

World War III begins, and the Defense Agency, unable to wait for the completion of LIGHT-MACS, approves the HEAVY-MACS design sight unseen, and rushes it into production. The HEAVY-MACS is renamed the 12 Armored Car Enhanced, or HIGH-MACS II.

The HIGH-MACS II proves to be a formidable weapon, and MDM officials raise doubts as to whether they should bother completing the construction of the LIGHT-MACS. MDM's prototype is eventually completed just days before the end of World War III, at which point the Defense Agency obviously has no use for it. The LIGHT-MACS is placed into a storage hangar, presumably never to be seen again. AFTA troops claim and dismantle the HIGH-MACS II units, and the Japanese Foreign Troops are dissolved.

2016. The Japanese Foreign Troops are reestablished to participate in the PKO, and the Defense Agency decides to test the long-forgotten LIGHT-MACS before producing another run of HIGH-MACS II. To the Agency's surprise, the LIGHT-MACS outperforms the HEAVY-MACS in practically every major category. The LIGHT-MACS design is approved for mass production and renamed the 16 Armored Car, or HIGH-MACS III.



AWGS BRIEFING

12 ARMORED CAR (HIGH-MACS)

This stunning feat of advanced-tech engineering was completed in 2012 by means of a joint Japanese-American Aerospace Project. It is a next-generation AWGS—the first to successfully incorporate a three-dimensional imaging system. As the catalyst for a revolution in tactical approaches to military conflicts, it achieved high marks in the previous World War. This agile behemoth features an excellent balance between mobility and attack power. After 2015, when the Japanese Foreign Troops were reunited, it played an increasingly important role in policing the world's conflicts.



12 ARMORED CAR ADVANCED (HIGH-MACSII)

This design, pioneered by the Japanese military alliance, is based on the 12 Armored Car. Improvements are incremental, but no less substantive. It features an immense engine and reinforced armor as well as a tuned drive train. Its new artillery-guidance system allows stronger, more unwieldy weapons to be equipped. In the previous war, a prototype was deployed into the field, with highly satisfactory results. Its shortcomings are high fuel consumption and deficit-bulging production costs. For these reasons, it did not become an affordable field unit until 2019.

9 ARMORED WALKING CAR

With a body fashioned from impact-resistant aluminum, this AWGS is a versatile workhorse, carrying no fixed equipment or armaments. Originally developed by American forces, the Japanese alliance took over mass production shortly after it was cleared for wide deployment. The Japanese Foreign Troops and the Japanese Self-Defense Forces use this device widely.



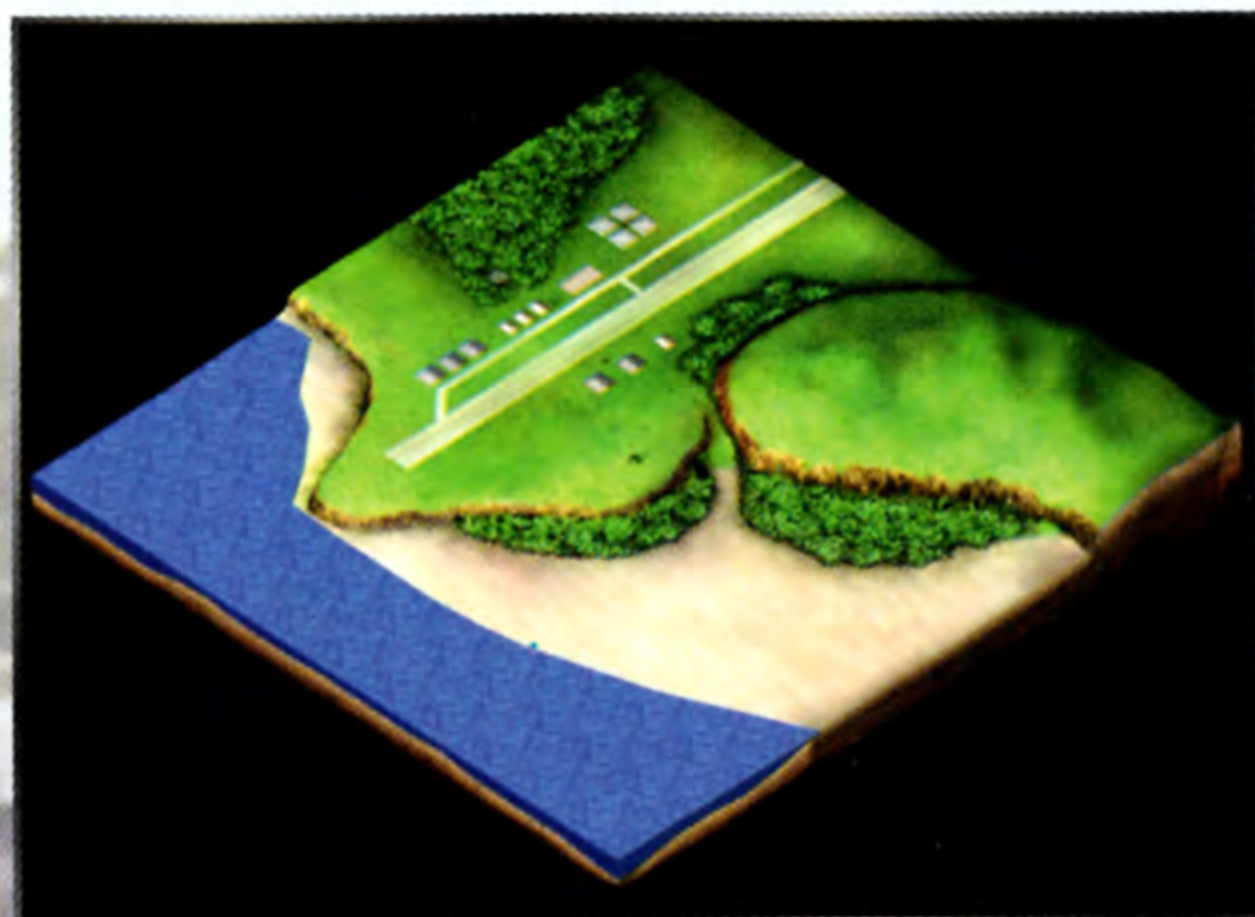
JAGD PANTHER

Working on the same principles as the HIGH-MACS series, this advanced Panther unit was developed in 2015 by the German Alliance. It features a 4-barrel Gatling Gun mounted at the mid-chest level. A 105mm LRF (Low Recoil Fire) Glide Cannon can also be equipped. In the previous war, it was used extensively, but with little success, because the pilots were ill-equipped to deal with the three-dimensional battle imaging system.

MISSION BRIEFING

GUAM "TARGET PRACTICE"

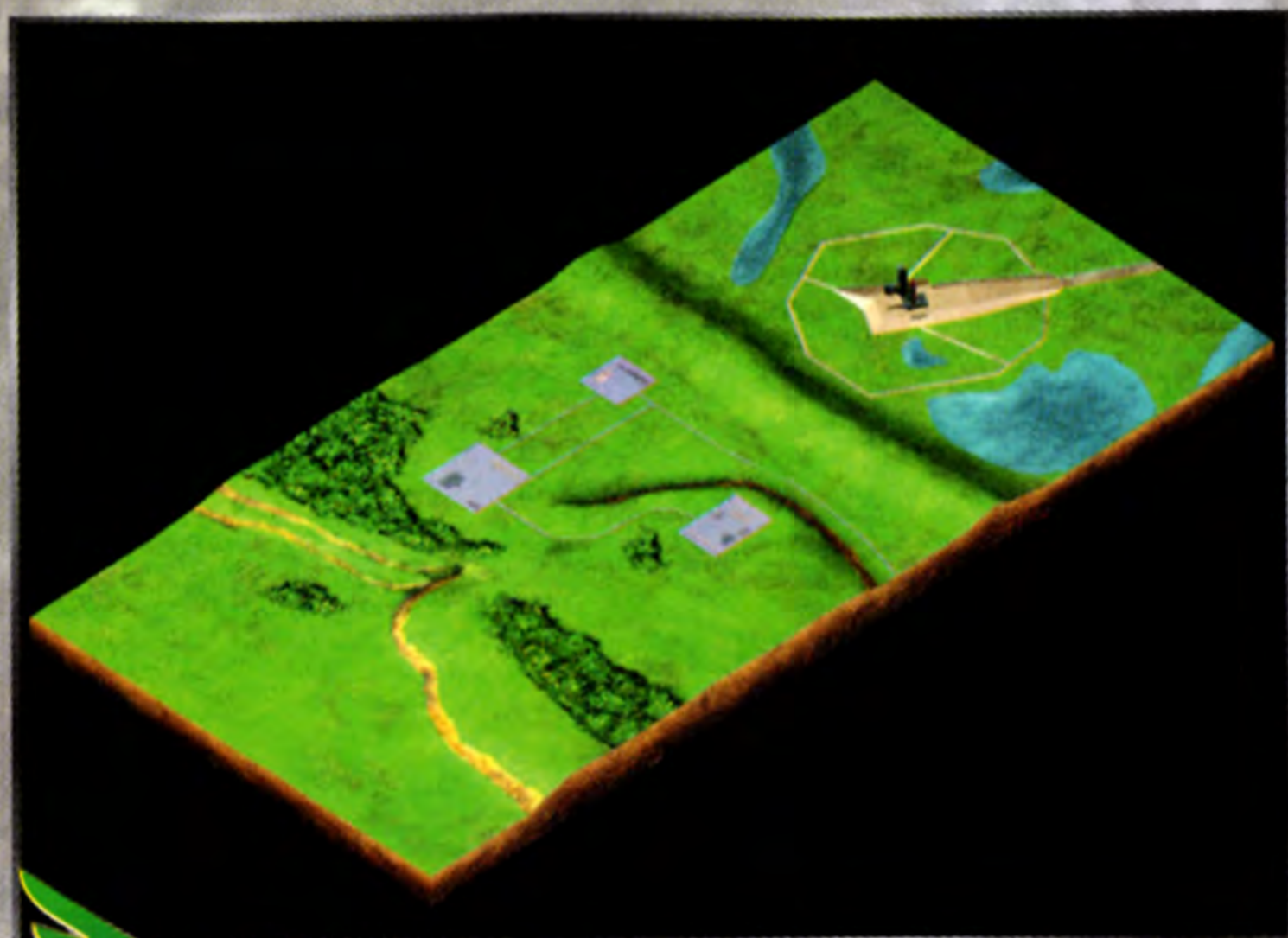
In order to execute PKO missions smoothly, the US Forces and the Japanese Foreign Troops held combined operations at Henderson Base, Guam. In this scenario, you'll practice AWGS control and target practice in preparation for live missions. There is really no mission objective or a top score that has to be attained; however, the instructor (JagdPanther) will be on the hill if you want to challenge him. Press the START button to finish the training.



S: Supply Point

CAPE CANAVERAL "SURPRISE ATTACK"

The Western Alliance received word of a plot via their intelligence network and set in motion a covert operation to destroy the Shuttle (code name: Duck) and the rebel leaders (code name: Knight) preparing to launch it.



S: Supply Point



MISSION BRIEFING

TIBET "LIBERATION NATION"

After World War III, Chinese forces took advantage of the weak defensive state of Tibet and recaptured the region. Japanese Foreign Troops were dispatched to the Chinese headquarters in the capital city of Lhasa. The object of the U.S.-led mission is to destroy the fortifications and batteries (code name: Pancake) and liberate Lhasa (code names: Bishop and Knight) from Chinese control once more.



S: Supply Point

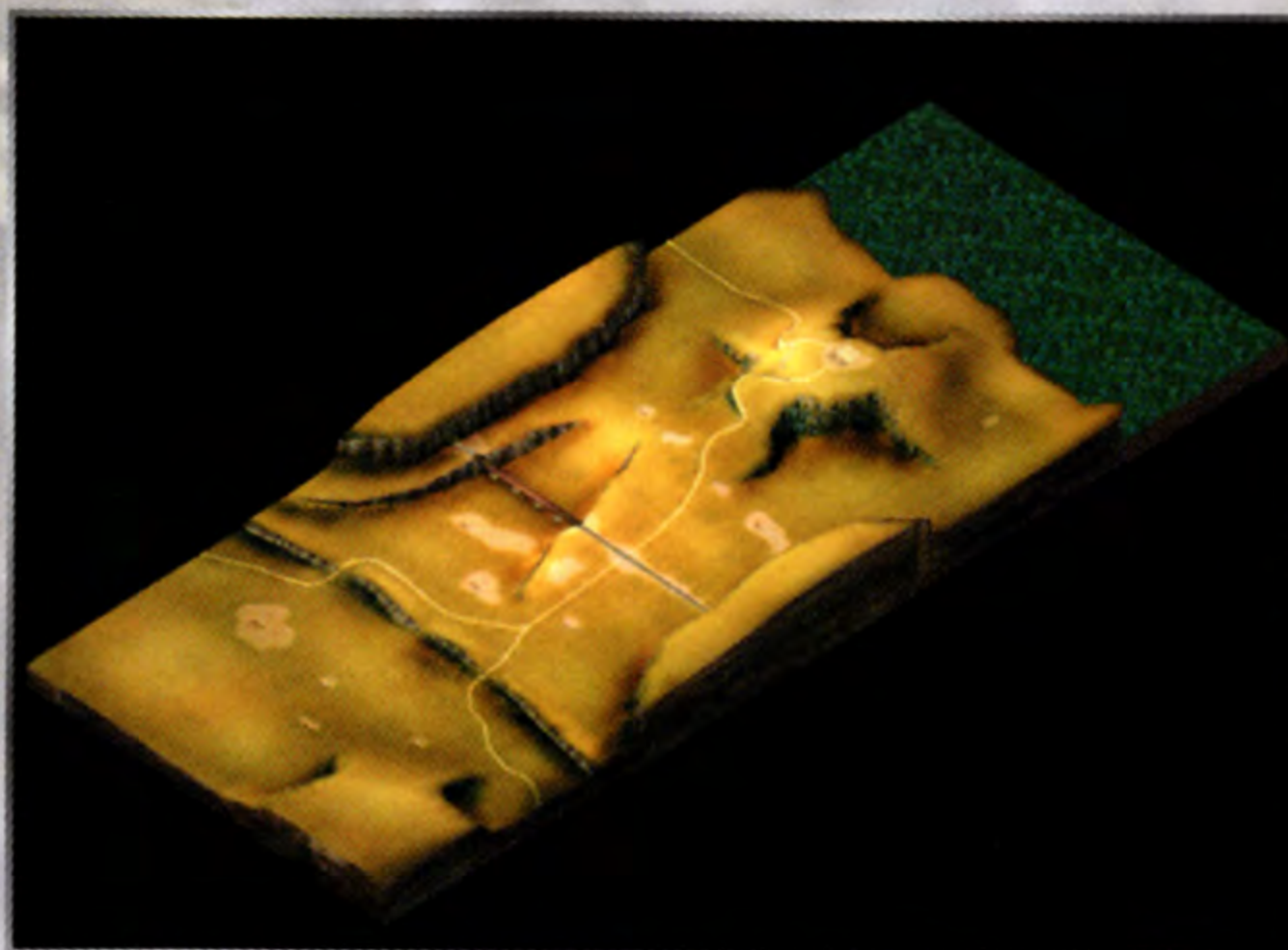


GREECE "PAWN OF THE GODS"



S: Supply Point

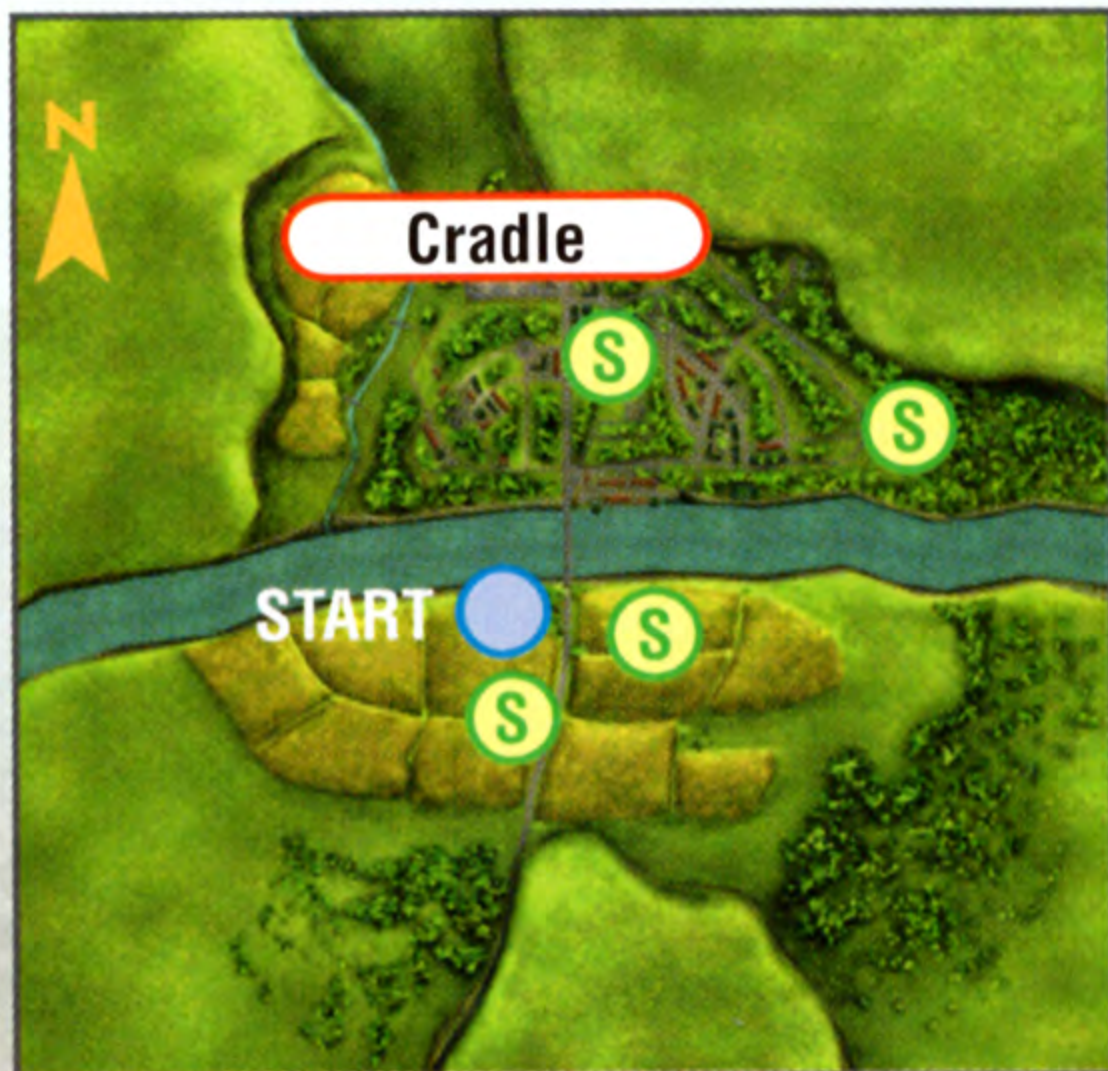
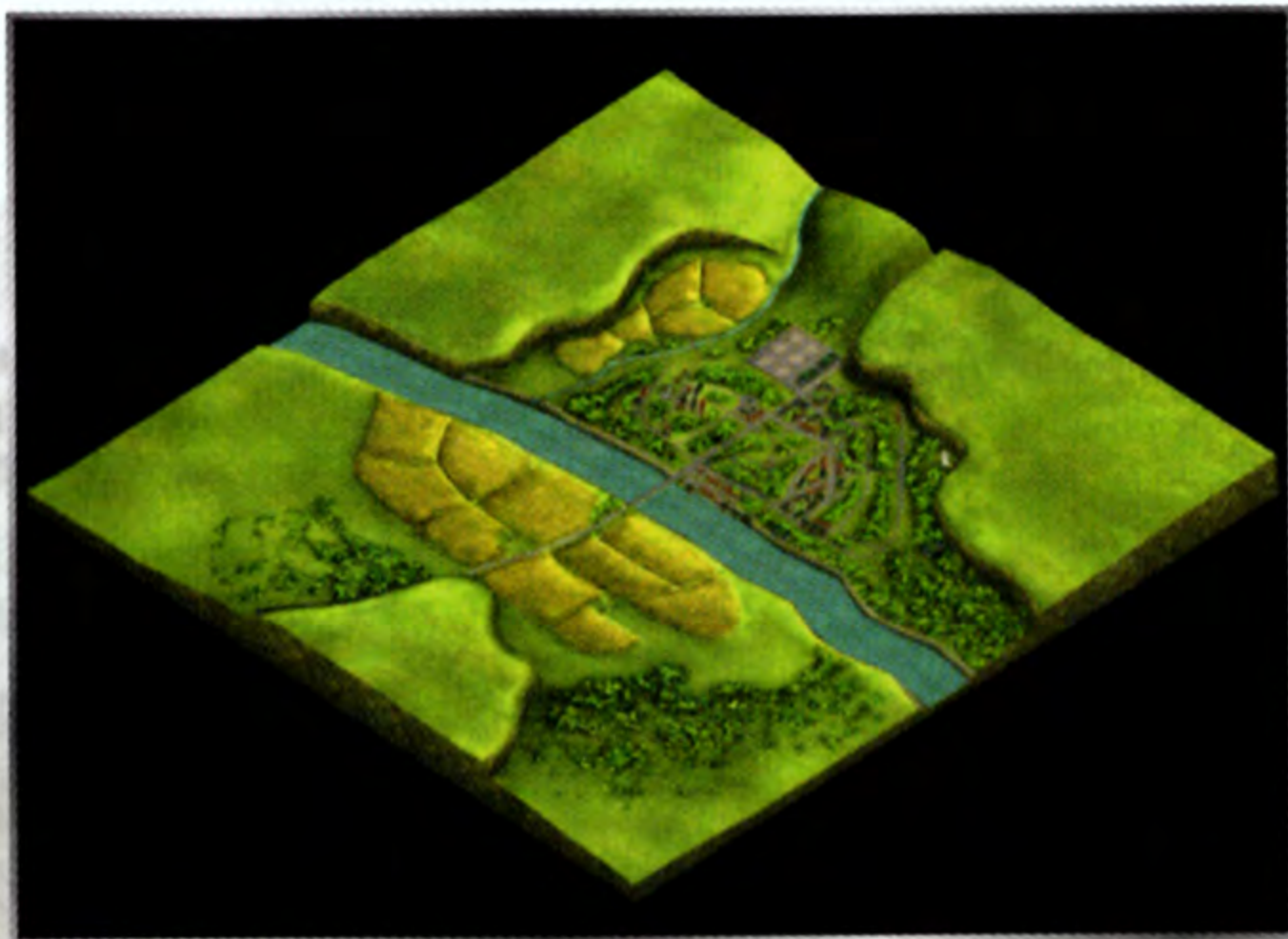
In spite of PKO operations by the United Nations meant to contain the conflict, the Macedonian war expanded into Southern Europe, resulting in a struggle between Greece and Turkey. The Turkish Forces dominated the conflict with superior armaments, demolishing the islands of Cypress and Crete before advancing on Athens. In order to halt the bloodshed and avert the crisis, the 501 Mobile Squadron will be deployed as the vanguard. The PKO mission is to remove the Turkish Forces from Athens.



MISSION BRIEFING

UKRAINE "SLAUGHTERHOUSE 5-SKI"

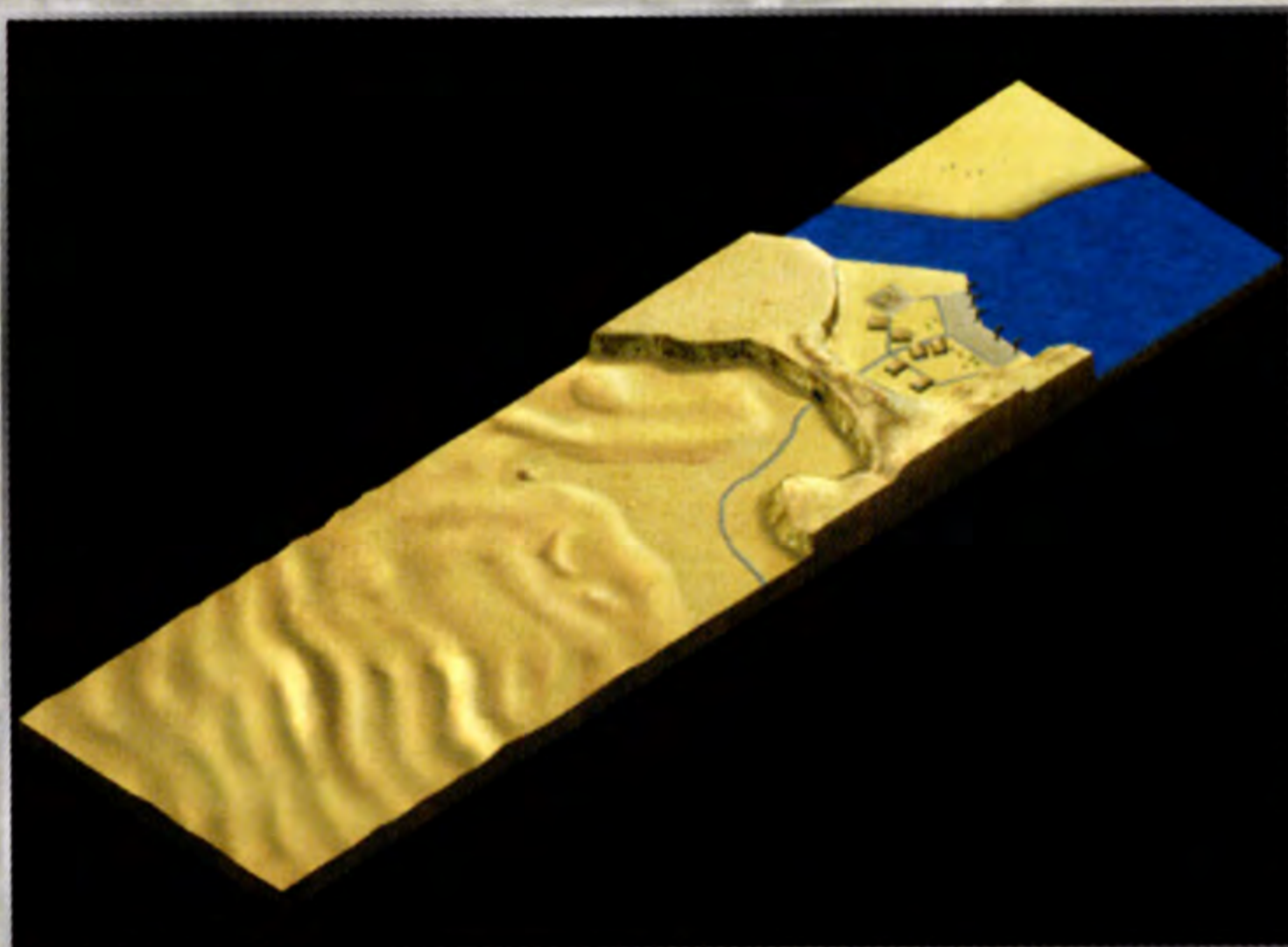
On a humanitarian mission, Japanese Foreign Troops are being deployed as PKO troops to the area. American forces will lead. The mission: Rescue Ukrainian and Poltabian citizens from the Russian forces. In order to accomplish the mission it is necessary to prevent the four rescue helicopters (code name: Cradle) from being destroyed by the enemy forces.



S: Supply Point

EGYPT "DEAD HEAT"

Recognizing an opportunity, South Africa lunged at the chance to become a superpower by marching on the Middle East. Their first conquest was to assume control of the Suez Canal. This brilliant and bold maneuver effectively cut off the European Alliance, preventing them from easily sending counter-forces. The Japanese Foreign Troops have been dispatched to liberate the Canal and crush the South African aggression at any cost. It is necessary to destroy the enemies (code names: Bishop and Knight), the gate of the naval port (code name: Iron Shell), and the operation tower (code name: Brain).



S: Supply Point

DECLASSIFIED DOCUMENTS

2012

- 06.16:** The top-secret [REDACTED] Laboratory completes the HIGH-MACS prototype.
- 09.03:** The HIGH-MACS undergoes its initial combat simulation on the [REDACTED] Japan.
- 10.17:** [REDACTED]
- 11.12:** The Japanese Foreign Troops receive the initial squadron of HIGH-MACS production units.
- 11.13:** The Japanese Foreign Troops demonstrate the capability of the HIGH-MACS at the Mount Fuji Training Center, where the private audience of elite military leaders is stunned into silence by the awesome display.

2014

- 03.18:** The 501 Mobile Squadron of tank-killing vehicles is established, and a military base for the unit is constructed in [REDACTED] Japan.
- 10.24:** The HIGH-MACS II is introduced, and one of the first three production units is assigned to the 501 Mobile Squadron.

2015

- 02.08:** The 501 Mobile Squadron attacks the Libyan desert base of the PEU (Pan European Union) Allied Forces, which are engaged in a training exercise. Caught completely by surprise, the PEU forces suffer massive losses. The PEU declares war on the APC (Asian Pacific Community) less than an hour after the skirmish.
- 02.09:** The PEU-APC war quickly escalates into a massive conflict. The 501 Mobile Squadron serves on the vanguard of the APC's Libyan invasion forces.
- 02.12:** The 501 Mobile Squadron assists in a rescue operation at a saltwater desalinization plant in Benghazi, Libya.
- 02.14:** The APC invasion force suffers its first loss at Darnah. The 501 Mobile Squadron holds off the swarming PEU forces long enough for the surviving APC squadrons to safely retreat.
- 02.16:** In Egypt's Suez Canal, the 501 Mobile Squadron clashes with the PEU's North African Forces and holds their own, while the remainder of the APC forces invade the Canal via the Red Sea, and destroy the PEU naval units in Ismailia Bay. The APC eventually claims control of the Canal. [REDACTED]
- 02.23:** Egypt surrenders to the APC. The PEU's Russian division invades and annexes the Ukraine. The PEU's North African headquarters in Tobruk, Libya are destroyed by a missile strike, but no military organization claims responsibility for the attack.
- 02.24:** [REDACTED]
- 02.27:** One of the PEU's last remaining African naval squadrons is attacked in Alexandria Bay by APC forces. The vastly outnumbered PEU fleet quickly retreats to Europe instead of suicidally engaging the enemy.
- 02.28:** An armistice is reached between the APC and PEU.
- 03.26:** APC forces establish a temporary base of operations in Kharkov, the Ukraine, for the 501 Mobile Squadron and several other units.
- 04.10:** PEU armies occupy Kiev, the former capital of the Ukraine.
- 04.20:** The APC's 502 Mobile Squadron is ambushed and obliterated by the PEU's 102 Armored Division in a sneak attack near the center of Novosibirsk, the Ukraine. The PEU's celebration of their victory is short-lived, and the outnumbered PEU forces are soon forced to abandon the city.
- 05.07:** The 502 Mobile Squadron is repopulated with new units and sent on a mission to rescue APC prisoners of war being held in [REDACTED]
- 05.15:** APC and PEU forces collide roughly 100 kilometers southeast of Ulan Bator, Mongolia, with the PEU prevailing.
- 05.16:** Mongolia declares independence and applies for PEU membership.
- 05.24:** The 503 Mobile Squadron attacks Lhasa, the capital of Tibet, and successfully prevents the country from declaring independence and deserting the APC. The 503 Mobile advances into the Chinese province of Guangxi to prevent Vietnamese forces from invading China.
- 05.30:** The 501 Mobile Squadron is completely destroyed in a massive battle on the [REDACTED] border.
- 06.03:** The 502 Mobile Squadron recovers a cache of nuclear warheads from Ulaanbataar, Mongolia.
- 06.11:** [REDACTED]
- 06.28:** Vietnam invades China. The 503 Mobile Squadron joins with Chinese forces in Nanning and drives the Vietnamese squadrons back across the border.
- 07.11:** China is thrown into civil war, and the 503 Mobile Squadron is forced to attack China's 103 Armored Division, which is being led by mutineers.
- 07.23:** The nation of Australia leaves the APC.
- 07.30:** The 504 Mobile Squadron arrives in Australia's Northern Territory and immediately invades the city of Darwin, but a combination of low morale and tactical errors prevents the squadron from advancing any further into the country.
- 08.07:** AFTA declares war against the APC.
- 08.13:** AFTA forces, led by the U.S. Marine Corps, invade China's Yellow Sea and land at [REDACTED]

DECLASSIFIED DOCUMENTS

- 08.14:** The 504 Mobile Squadron battles AFTA forces in support of the 103 Armored Division, which relocates to Taiwan. After the skirmish, the 504 Mobile relocates to inland China.
- 08.17:** The 504 Mobile Squadron attacks AFTA forces in the East China Sea and allows the outnumbered APC forces to retreat. The retreat is successful, but over half of the 504's units are destroyed.
- 09.02:** After reaching an alliance with AFTA, the United Kingdom launches an invasion of Europe. The Benelux Alliance (Belgium, The Netherlands, and Luxembourg) immediately breaks ties with the PEU. Chinese forces take advantage of the European crisis and reclaim the city of Datong, destroying most of the defending 502 Mobile Squadron in the process.
- 09.09:** [REDACTED]
- 09.12:** Vastly outnumbered and completely surrounded, the 504 Mobile Squadron surrenders to AFTA.
- 09.16:** AFTA calls for, and receives, the unconditional surrender of the APC. The Japanese government disbands the Japanese Foreign Troops and the U.S. military returns home. China begins the process of disarmament, which moves swiftly in the coastal provinces but much less so inland, due to (well-founded) fears that Tibet or Vietnam might attempt another Chinese invasion.
- 09.22:** After a demoralizing defeat on the Rhine River, Germany unconditionally surrenders to AFTA.
- 09.25:** AFTA conducts an AWGS field test in [REDACTED] Japan.
- 10.09:** AFTA occupies Moscow, the capital city of Russia.
- 10.10:** A squadron of PEU shock troops takes over a nuclear-weapon facility in Russia's Ural Mountains, and launches a nuclear attack that annihilates AFTA-controlled Moscow.
- 10.12:** AFTA forces recapture the nuclear facility, and the PEU troops surrender. The United States declares the end of World War III. The Russian military begins the disarmament process.
- 10.24:** The Russian Republic declares St. Petersburg the new capital city. The Communist Party secures the support of Russia's remaining armies and announces the formation of the Russian Union, choosing Moscow (which is little more than a radioactive crater) as their capital. [REDACTED]
- 10.30:** The Russian Republic, after unsuccessful negotiations with the Russian Union, begins to form their own army to combat the Union forces.
- 11.01:** The PEC and APC are dissolved.
- 11.14:** The United States establishes the NEU (New European Union), not realizing that anti-American sentiment is building in the European community, due to expensive reparations and widespread food shortages. Germany and Italy resort to exporting arms to cover the cost of reparations. Large caches of weaponry taken from Europe and Asia by the U.S. and AFTA are smuggled into Third World nations.

2016

- 03.18:** The Japanese government revises its Constitution.
- 04.22:** Japan signs peace treaties with the Hawaiian and United States governments.
- 05.06:** The United Nations charter is revised, with an increased emphasis on worldwide peace.
- 05.14:** As hot spots flare up around the world, the UN demands that Japan participate in the PKO.
- 05.29:** The Japanese government sends military assistance to the African nation of [REDACTED] but not enough to prevent a coup d'etat that turns the [REDACTED] into a dictatorship.
- 06.07:** The Japanese government requests permission to reestablish the Japanese Foreign Troops, and to develop and produce new and more powerful AWGS units for the UN.
- 06.20:** The HIGH-MACS II armored fighting machine is rushed into production.
- 07.31:** [REDACTED]
- 09.25:** The Japanese Foreign Troops are reestablished.
- 10.18:** The 501 Mobile Squadron is reestablished in [REDACTED] Japan.
- 10.21:** A division of HIGH-MACS II units is assigned to the 501 Mobile Squadron.
- 10.30:** A joint operation between the 501 Mobile Squadron and U.S. forces is held at [REDACTED]
- 11.19:** A devastating earthquake, measuring 8.3 on the Richter scale, virtually destroys Mexico City, Mexico.
- 12.02:** The Soufriere Hills volcano, located in the British West Indies, violently erupts and buries the island of Monserrat under a thick layer of ash.

2017

- 06.24:** The equatorial nation of Brazil is buried under heavy snowfall as a result of bizarre weather conditions triggered by 2016's volcanic eruptions. The Brazilian government is thrown into chaos, and riots break out across the country.

08.29: [REDACTED]

09.03: The Japanese Foreign Troops and 501 Mobile Squadron are sent to Poltava, the Ukraine, where they assist in the retreat of military units and the evacuation of civilians.

11.17: Greece and Turkey declare war. The UN acknowledges that Turkey instigated the conflict,



DECLASSIFIED DOCUMENTS

and sends military assistance to Greece. The Japanese Foreign Troops, 501 Mobile Squadron, and the reestablished 1st Air Armored Division are all dispatched to battle Turkish forces.

11.30: China and Russia sign a military pact, agreeing to share military resources and intelligence.

12.01: China reoccupies Tibet, which had declared independence from Chinese rule in 2015.

2018

02.09: The Japanese Foreign Troops are sent to Lhasa, Tibet, where they destroy China's Tibet Occupation Army and reestablish Tibet's independence.

02.16: The Philippine Islands are devastated by the volcanic eruption of Mount Pinatubo. The 501 Mobile Squadron is reassigned to the Philippines to assist in a rescue operation, and attacked by Vietnamese forces while traveling through Thailand.

04.23: Mount Fuji erupts; the Mount Fuji Training Center is obliterated, and all of Japan is adversely affected by the volcanic activity. The Japanese economy plunges into a crisis situation.

07.11: OAU forces decimate their African opposition, invade Egypt, and occupy the Suez Canal.

08.14: The Japanese Foreign Troops sortie from Cairo, Egypt and successfully recapture Ismailia Bay and the Suez Canal.

09.01:

10.03: The 502 Mobile Squadron is reestablished in Japan.

10.09: Hurricane Alisia ravages the East Coast of the United States, destroying crops from Florida to New York.

2019

02.21: Russian forces take over a natural-gas facility on Japan's Etorofu Island.

02.24: The 502 Mobile Squadron reclaims the facility and rescues the scientists and workers being held hostage.

03.10:

04.01-04.30: Production of the HIGH-MACS II is increased to deal with increased PKO opposition.

09.01-09.30: Drastic weather changes, caused by the series of volcanic eruptions around the world, plunge Canada into a new Ice Age, and the Canadian population begins flooding into the United States.

09.17: Overwhelmed by the Canadian exodus, the United States closes its northern border, triggering clashes between desperate Canadian citizens and U.S. border police in which dozens are killed.

10.01-10.31: Crops throughout the northern United States are wiped out by freezing weather. Millions of Americans attempt to relocate to warmer southern states.

11.22: A coalition of southern states calls upon the National Guard to halt the influx of northern refugees, citing the food shortages and skyrocketing crime rates that the refugees have caused.

2020

01.11: A nuclear device is triggered in Washington, D.C.; the White House, Congress, and Pentagon are all destroyed in the blast, and the President is killed. The Vice-President survives the explosion, but is later assassinated, leaving the U.S. in a state of anarchy.

01.13: Representatives from all 50 states gather in New York and begin an emergency session to determine how to rebuild the American government. The session breaks down after a week because the states are in complete disagreement on how to handle the refugee crisis. The United States divides itself into the Northern, Southern, and Western Alliances.

02.12: A third and final conference between the leaders of the three Alliances and the United States enters its Second Civil War.

02.19: The Northern and Southern Alliances engage in their first battle.

02.23: The Japanese government publicly declares neutrality in the Second Civil War, but privately signs an alliance with the Southern Alliance.

02.28:

03.04: The Northern Alliance's NORAD base is overwhelmed by the Japanese Foreign Troops, which suffer substantial losses in the assault.

03.10: The Northern Alliance requests an alliance with the Western Alliance, but the offer is rejected when the Western Alliance declares neutrality.

03.11: The Northern and Western Alliances sign a cease-fire agreement.

07.17: The Northern Alliance takes over Houston, Texas, the capital of the Southern Alliance.

08.05: The Western Alliance launches a covert operation into Cape Canaveral, Florida, to destroy the Space Shuttle and its satellite payload. Japan agrees to assist the Western Alliance (thus betraying their alliance with the Southern Alliance) in exchange for some of the Western Alliance's food surplus.

TRANSLATION NOTES

A number of the media commented that *Gungriffon Blaze* was a weird title for Working Designs to release, considering what we have done in the past. While it isn't necessarily a clear choice, this is a game we've been longing to do ever since the final Winter CES (Consumer Electronics Show) more than six years ago. It just took until now for everything to line up right so we could be involved.

Back when we were still involved in the original *LUNAR 2*, we had a meeting with Game Arts staff at the final CES. This was the last CES that the console game industry attended in any meaningful way. After that meeting, we went out to dinner with the President and many of his staff. Having been told about their next-generation RPG to be developed for the upcoming 32-bit consoles, I asked what he had to show or tell. He whipped out a 8mm Video Walkman and showed me test footage of a mech walking around a house in 3D. He said that was some of the test work they were doing for what would become *Grandia*, but the tests actually took on a life of their own and became the original *Gungriffon*.

Flash forward about three years. *Gungriffon* is almost ready, but the costs are extremely high, and one of the 32-bit platforms is not doing well enough for us to be involved. Seriously bummed, we see the title go to the first-party publisher, who promptly misunderstand it and market it so that all of five people get to see it. The weird thing is that we were involved with the title in an accidental way at this point as well, since that publisher wanted to take out the *Gungriffon* title and call it *Iron Rain*. Well, we had the WWII Strategy game *Iron Storm* coming out at almost the same time, not to mention that the new title sucked really hard. So I called a few friends at their Japanese parent company and convinced them that, even though we weren't doing the title, the name should stay *Gungriffon* because it was a much cooler name, and because changing the name to something so close to *Iron Storm* would really mess with people's heads at retail. Fortunately for the world of gaming, they listened, and the über-cool title *Gungriffon* stayed.

In the successive years, *Gungriffon 2* was released in Japan. It was an upgrade in almost every way, but the US market for that 32-bit underdog was such that it was impossible for even the hardware manufacturer to do it justice here. So, it was never seen Stateside.

Now, over six years after we saw that 8mm video at CES in the palm of Game Arts' president's hand, we finally got to do the game we really wanted to do in the beginning. But what an upgrade we got! As you know, this PlayStation®2 computer entertainment system version fully realizes the *Gungriffon* world imagined so long ago. Smoke trails, realistic fire, fast action, great sound; this version of *Gungriffon* is really the greatest yet, and a large leap over the previous two in the series. Aside from translating the text, rerecording some of the radio chatter, and fixing button layouts, we had to do little to make this a game we were proud to bring you. And so, the first truly next-generation *Gungriffon* now rests in your hands.

Thanks for staying in touch. Come visit us on our message board at <http://www.workingdesigns.com>, or drop us snail or e-mail. We appreciate your support, and never forget that you're the ones we need to keep pleasing. We really are nothing without you. Check out our other PlayStation®2 computer entertainment system release, Treasure's and Game Arts' awesome *Silpheed*, and we'll see you soon (finally!) with *LUNAR®2: Eternal Blue COMPLETE!*



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