

MOBILE SUIT GUNDAM

ZEONIC FRONT

™

TEEN

CONTENT RATED BY ESRB

BANDAI®

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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:

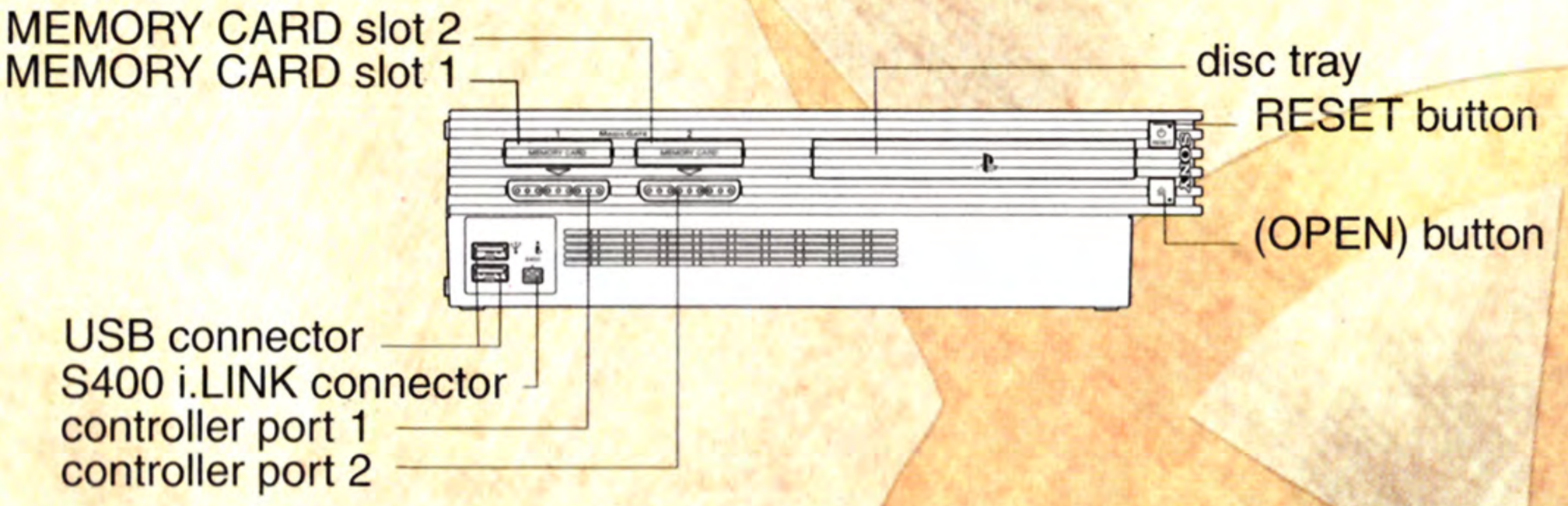
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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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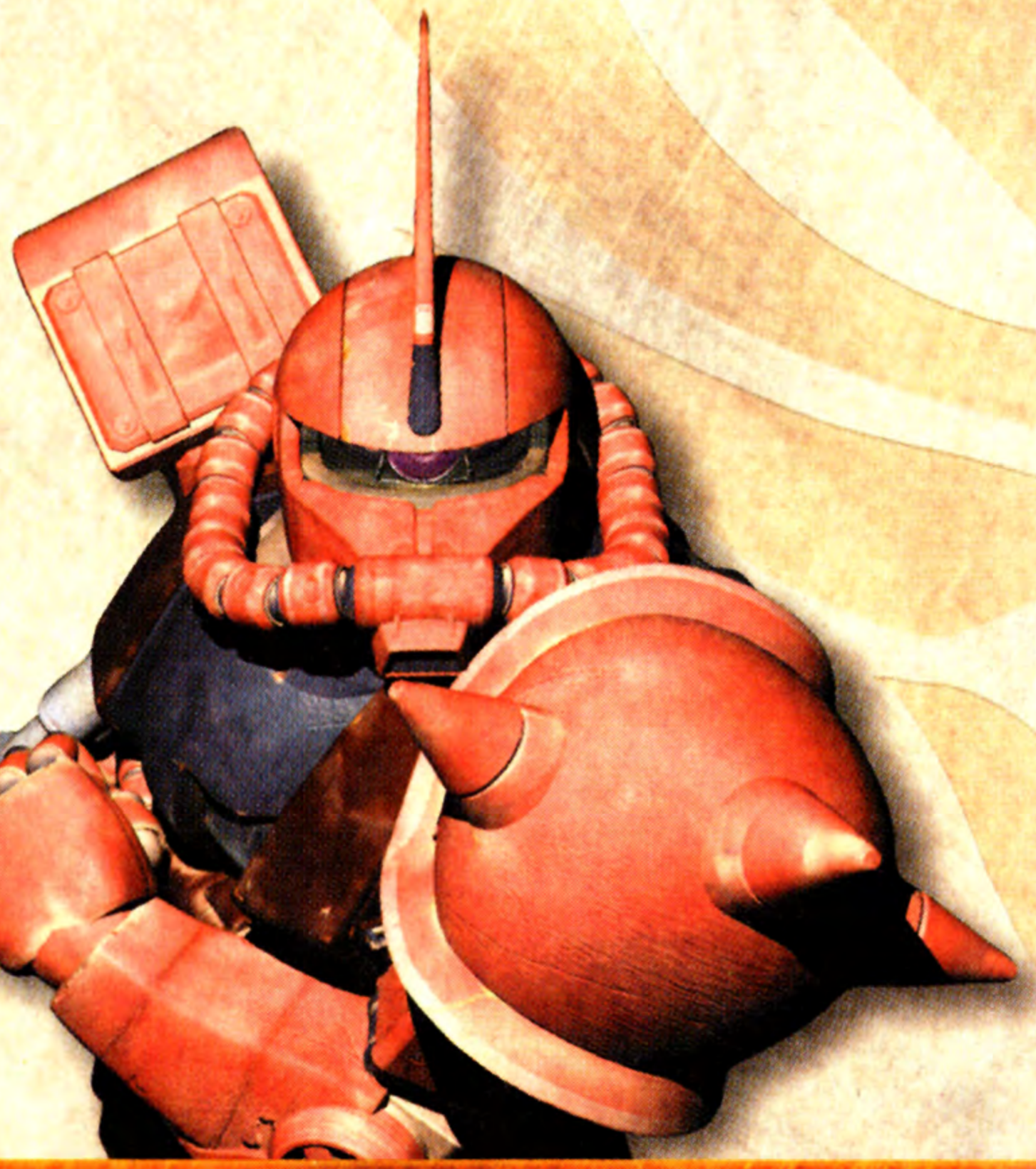


GETTING STARTED



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 "Mobile Suit Gundam: Zeonic Front" 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.



CONFIGURATIONS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGS



GAMEPLAY CONTROLS

Movement

Left analog stick ・・・ MS Movement (hold down L1 button to run)
Right analog stick ・・・ Lock-on Site Movement (Camera View)

Menu

×button ・・・Execute, Open Menu
△button ・・・Close Menu
○button ・・・ Switch Sensors
L1 button ・・・ Skip Message

Attack

R1 button ・・・・・・・・・・ Attack
L2 button + R1 button ・・・ Manual Reload (During reload, you cannot lock-on.)
□ button ・・・・・・・・・・ Use Support Equipment

Shortcut

Execute Shortcut using L2 button (Shift 1), R2 button (Shift 2)

L2 button + L1 button	ON/OFF of Full Screen Mode
L2 button + ×button	Launch Battle Code
R2 button + △button	Attack Formation
R2 button + ×button	Retreat Formation
R2 button + ○button	Scatter Formation
R2 button + □button	Halt Formation

MISSION PREPARATION CONTROLS

Briefing Main Screen (all menus)

Directional Buttons ····· Select an item
⊗ button ····· Execute
△ button ····· Cancel
L1 button ····· Skip Message
START button ····· Cancel Message

Team Setup

L1/L2 button ····· Switch Team

Support Equipment Menu

⊗ button ····· Add Support Equipment
◎ button ····· Switch Support Equipment
□ button ····· Delete Support Equipment

Route Setup

◎ button ····· Control Info ON/OFF
□ button ····· Isolate Route in Map Display
Left Analog Stick ····· Move Team Icon
Right Analog Stick ····· Change Camera View
R1/R2 button ····· Point Jump (Forward/Return)
L1/L2 button ····· Switch teams
SELECT button ····· Display Map



HELP

In Route Setup, press the ◎ button and a control diagram will appear. Following the controls on the diagram will make Route Setup easier.



※ Even with the DUALSHOCK® analog controller's red LED light on, if the "Vibration" mode is OFF, the controller will not vibrate. (See options p. 006.)

PROLOGUE

Over half a century has passed since overpopulation forced humanity to colonize space. Now, hundreds of gigantic space colonies orbit Earth and the vast majority of mankind has come to call these places home.

It is the year Universal Century 0079. No longer willing to bear subjugation by the bureaucrats of Earth, the people of Side 3 declare independence and announce the formation of the "Principality of Zeon."

To demonstrate their determination and resolve, the newly christened nation implements "Operation British" by dropping a space colony on Earth.

Since then, waves of secondary attacks have given Zeon a tactical superiority over the Earth Federation for the control of Earth territories...

...This is an elegy for the soldiers who fight continuously on the frontlines for freedom...



GAME START

TITLE SCREEN



In Title Screen, press the START button to open up start options. Select: NEW GAME, LOAD GAME or MOVIE.

NEW GAME ....Begin your first mission.

LOAD GAME ..Continue saved missions, or begin "Stage 2" with data saved on a memory card (8MB) (PlayStation® 2).
* You must have saved your cleared data from "Stage 1" to load data for "Stage 2."

MOVIE .....View movies made for this game.

TRAINING



You can go through Training Missions before starting the main game. Learn the basic controls and mission flow by following the directions on the screen. The screen will take you back to the Main Menu once you clear the missions. You may also visit this area during the game by using the Simulator. (p. 036)

MAIN MENU



Select a menu item with the directional buttons and press the ⊗ button to confirm.

- **MISSIONS** .....Play Mission.
- **BACKGROUND** ....Confirm mission details.
- **SIMULATOR**.....Unlock simulator and training programs as you clear missions.
- **SAVE/LOAD** .....Use the up and down directional buttons to save or load data. Execute with the ⊗ button.
- **OPTIONS** .....Change controller configurations and system settings.

OPTIONS



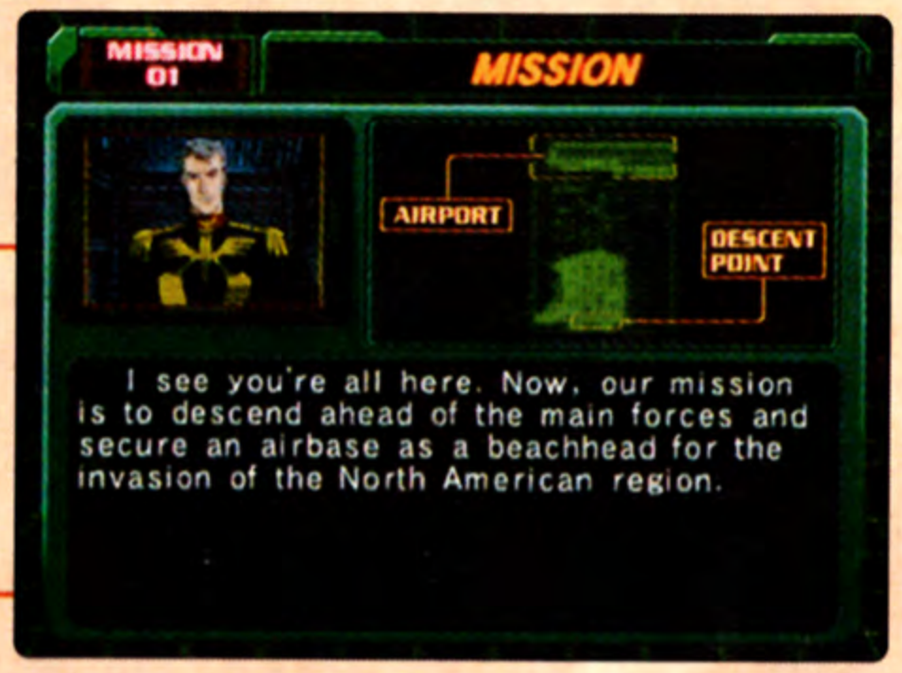
- **VIBRATION**.....Turn the vibration mode of your DUALSHOCK®2 analog controller ON or OFF.
- **SOUND** .....Choose between stereo and mono.
- **CONFIG** .....Select your preferred controller configurations.
- **SETTINGS** .....Decide on the game settings.
- **RANKINGS**.....See top scores for each mission.
- **EXIT** .....Exit Options and return to Main Menu.

START MISSION

MISSION BRIEFING

At the beginning of each mission, you will receive orders from the commander. He will give a detailed explanation of the mission. Pay attention and use this information in formulating your battle strategies.





* Go to "MISSION" in the BRIEFING: MAIN SCREEN to read your mission objectives.

BRIEFING EXAMPLE

OBJECTIVES



Receive a wide variety of mission orders, such as the destruction or siege of enemy bases, and protection of allied forces.

TARGETS



Confirm the number of targets.

TYPES OF ENEMIES



Select appropriate weapons based on the information provided.

TERRAIN



Determine the location of your enemy to achieve speedy strategic superiority.

QUICK OVERVIEW

MISSION PREPARATION

Mission Briefing

First, you will receive a detailed explanation of the mission. Try to fully grasp your mission objectives and responsibilities. You will decide your team formation and attack routes based on this information.



Team Setup

Second, you will choose your team's mobile suits, pilots, and armaments. There are limits on how much equipment you can load onto a mobile suit. Choose your weapons according to the time limit and terrain information provided. You can listen to your teammates' suggestions by going to "Advice." Listen and take their advice into consideration, but remember, you're the boss!



Route Setup

During a mission, each team will follow a separate route to the target. In the Route Setup menu, you can set a route for each team. Decide on routes that will take advantage of your teams' combined power.



MISSION EXECUTION

1 Reconnaissance

Search for enemies using your sensors. Be sure to use a sensor that is appropriate to your environment.

2 Switch Between Teams

You can switch between teams by using the ⬆⬇ directional buttons and operate each team directly. The team that is not under your control will automatically continue on according to its set route and battle codes.

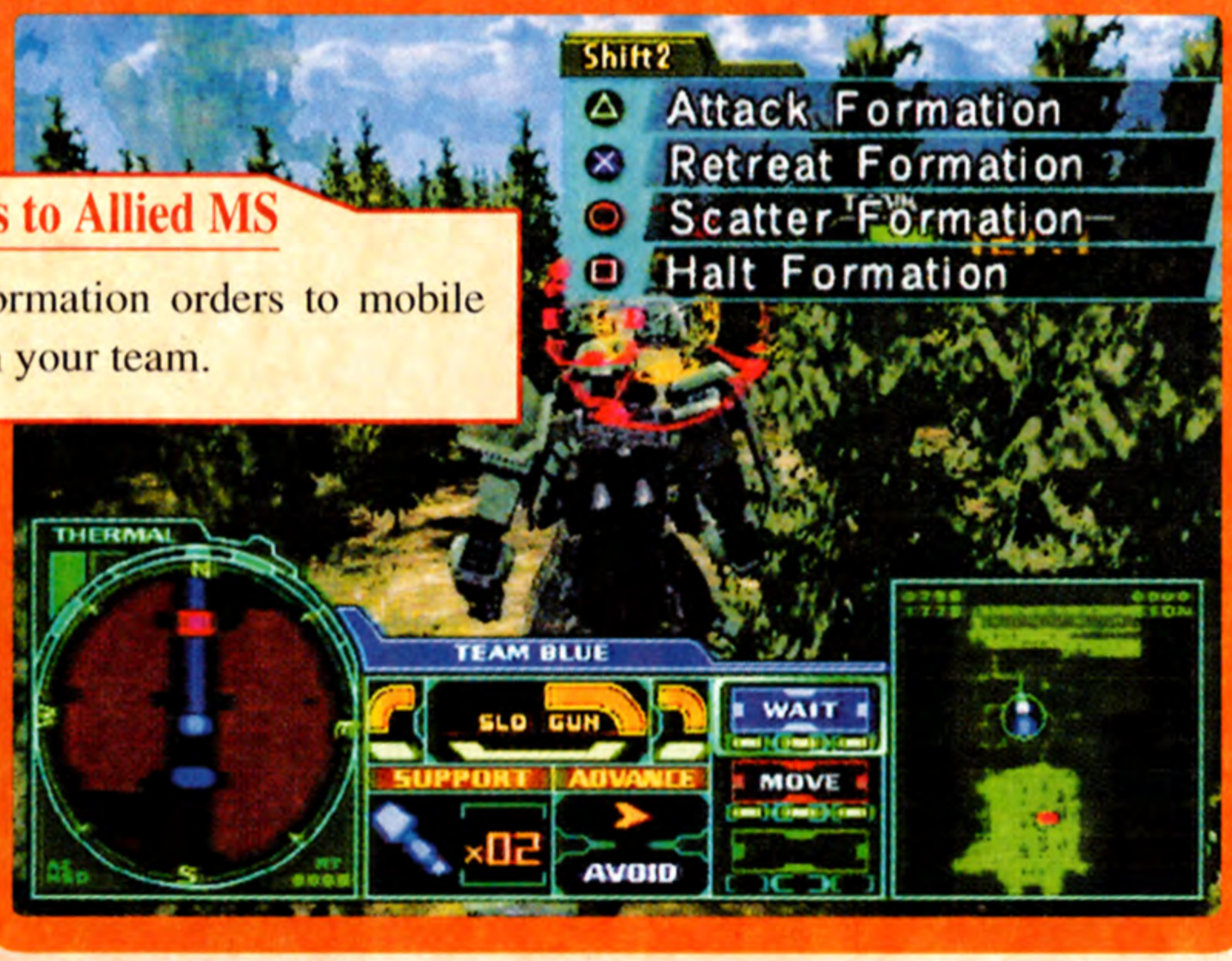


3 Orders to Allied Teams

Coordinate your teams by giving orders. Combine your efforts for maximum effect.

4 Orders to Allied MS

Give formation orders to mobile suits on your team.



MISSION PREPARATION

BRIEFING : MAIN SCREEN

Prepare for your mission here.



- **GO** .....Begin your mission.
- **MISSION** .....Review your mission objectives.
- **TEAM SETUP** .....Decide on your team leaders, mobile suits, armaments, and equipment.
- **ROUTE SETUP** .....Edit attack routes for each team.
- **INFORMATION** .....See database info regarding the mission.
- **ADVICE** .....Listen to your pilots. Devise a strategy based on their input.
- **SAVE**.....Save game data.
- **OPTIONS**.....Change button config and system settings.
- **MAIN MENU**.....Return to Main Menu.

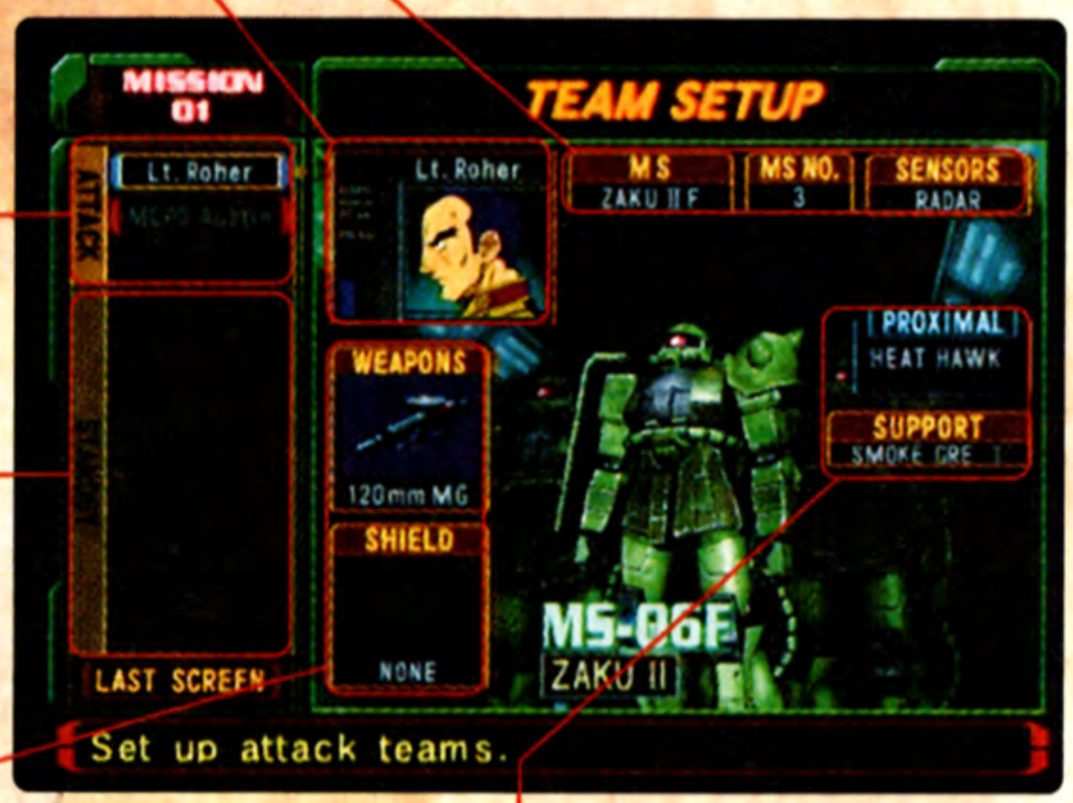
PRESS SELECT BUTTON FOR MAP

Press the SELECT button in the Briefing Main Screen to go to a Map of set routes. Press the SELECT button again to return to Briefing Main Screen.



TEAM SETUP

SCREEN NAVIGATION



MS

Name of selected mobile suit.

Number of MS

Number of mobile suits on the team.

Sensors

Your initial sensor.

Team Leader Pilot Name

Attack Teams

Standby Teams

Main Weapon

This is the mobile suit's long-range attack weapon.

Shield

Shield availability.
(Cannot change default setting.)

Proximal Weapon

Proximal weapon for close combat.
(Cannot change default setting.)

Support

Support equipment and armaments for mobile suits.

TEAM SETUP COMMANDS

Perform detailed settings for each team in "Team Setup." Refer to the diagram for commands included in this heading.



← → Button

- MS
- Number of MS
- Initial Sensors
- Main Weapon
- Support Equipment

L1 L2 Button

- Pilot Selection

PILOT SELECTION

First, select the team leader. Move the cursor to the empty slots to bring up the following commands by pushing the ⊗ button.



Go Standby

Put an attack team on standby. Go to a team leader and execute the "Go Standby" command.



Switch Team

You can switch your team leaders. Select a team leader, then choose another team leader to switch the team you control.

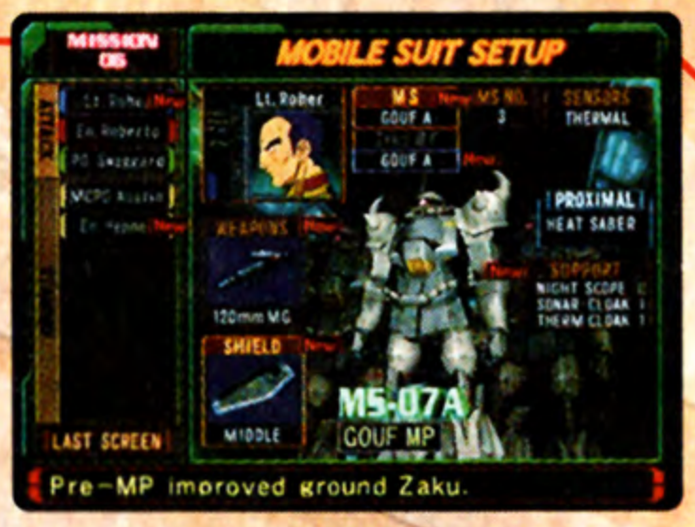


Add Team

Activate teams on standby. Go to the column of standby pilots and select the "Add Team" command. Select a pilot on standby to add that team.

UPGRADE YOUR MOBILE SUIT

You'll gain new and upgraded mobile suits as you progress.



Mobile Suit Upgrades:



◆ Zaku I ◆ ◆ Zaku II ◆ ◆ Gouf ◆ ◆ Dom ◆

Get more MS as you progress!!

* The types of mobile suits available varies with each pilot.

NUMBER OF MOBILE SUITS

Change the number of mobile suits in a team. (Between 1-3)



SENSORS

Choose your sensor setup here. Use the "Route Setup" (p. 015) to determine the best sensor for the terrain. This allows you to do recon more effectively.



MAIN WEAPONS

Change the main weapon (long-range weapon) of your mobile suit. Choose your weapon wisely based on your mission and weapon characteristics.
(See p. 044 for weapon specs)
(See p. 011 for Proximal Weapon & Shield)



SUPPORT EQUIPMENT

See p. 014

FINAL CONFIRMATION

Close the Team Setup Menu and place the cursor on "Last Screen" to see the order of your team. Look it over carefully before returning to the Briefing Main Screen.



SUPPORT EQUIPMENT

Change your support equipment here.



Add ⊗ button

Select and add equipment.

Switch ◎ button

Switch equipment.

Delete ▢ button

Unload equipment.

Menu Edit

Edit the Support Equipment menu screen.

Last Screen

Return to Mobile Suit Setup.

GEAR TYPES

Upgrade	**Armor**	Raise Armor Level.
	Scope	Raise accuracy of main weapon.
	Reloader	Accelerate main weapon reload.
	Radar Booster	Increase effective range of radar sensors.
	Thermal Booster	Increase effective range of thermal sensors.
	Sonar Booster	Increase effective range of sonar sensors.
	Night Scope	Increase field of vision for night missions.
Combat	**Grenade**	Damage enemy. Blind enemy with smoke screen.
	Radar Pod	Disrupt enemy's radar sensors within certain range.
	Thermal Pod	Disrupt enemy's thermal sensors within certain range.
	Sonar Pod	Disrupt enemy's sonar sensors within certain range.

* Other support equipment will become available.

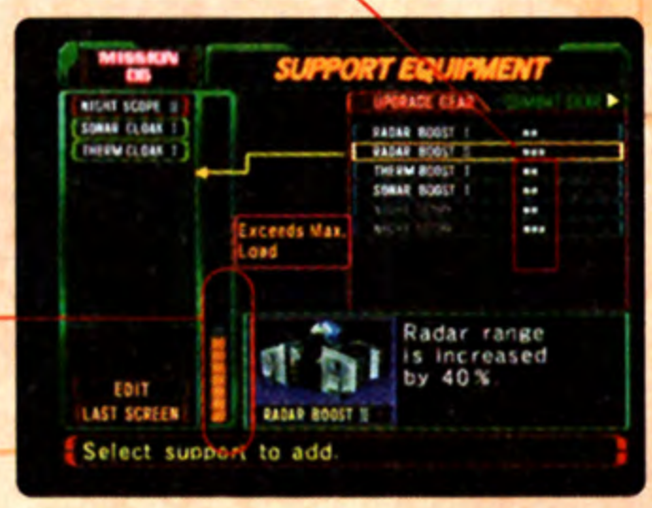
* You can only select one of the same type of support equipment.

WATCH OUT FOR VOLUME LIMITS!

The support equipment capacity varies with each mobile suit. Use this screen to check how much equipment you can load.

The black area indicates available space. The orange area shows other loaded equipment. The yellow area shows selected equipment volume.

Display for support equipment volume.



ROUTE SETUP



Number of usable Operation Points

Remaining distance to target.

Mission Target (red)



Right analog stick ↑

Zoom In

Team Route

Operation Point

Right analog stick ↓

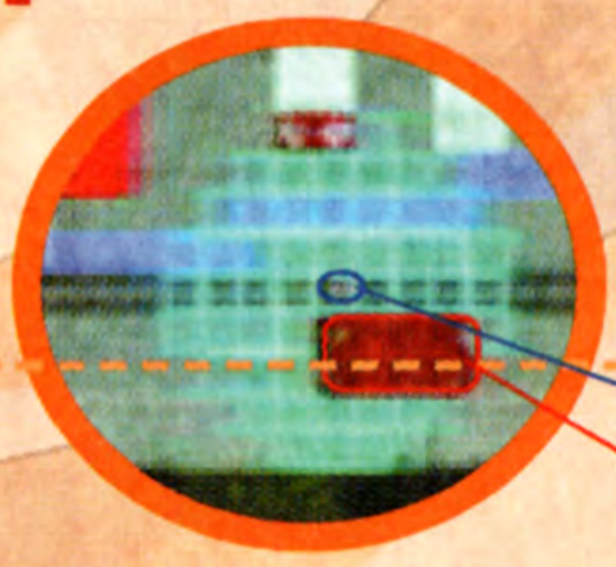
Zoom Out



Battle Code

Team Icon

Advance Code



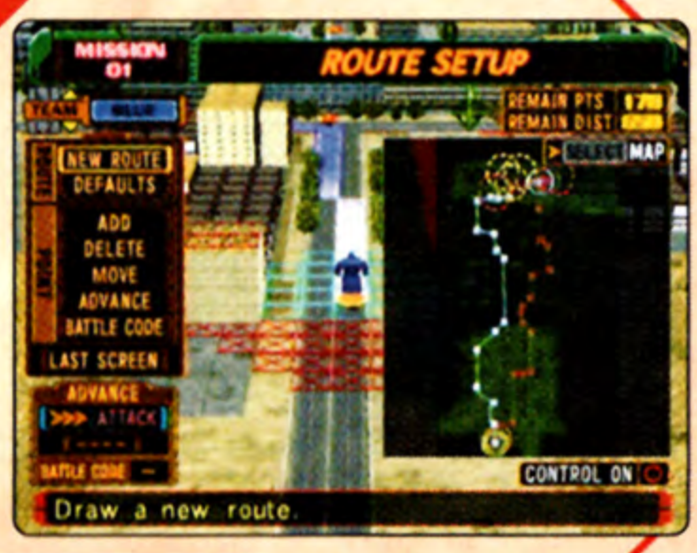
Team Icon

Obstacle

You can set Operation Points anywhere on the blue grid. The red grid indicates obstacles and areas where Operation Points cannot be set.

SELECT BUTTON : DISPLAY MAP

Press the SELECT button to display the entire map. Keep track of your present location while viewing the map. Press the □ button to hide your other teams' routes.



ROUTE SETUP COMMANDS

ROUTE

NEW ROUTE .....Delete entire route and set a better strategic route.

DEFAULTS.....Choose a route from several default settings.
Default settings are not always the best routes!

POINTS

ADD.....Add new Operation Points to route.

DELETE .....Delete a selected Operation Point.

MOVE .....Move a selected Operation Point to a new location.

ADVANCE CODE..Set an Advance Code (p. 018) on an Operation Point.

BATTLE CODE ..Set a Battle Code on an Operation Point. (See p. 018)

LAST SCREEN

Exit Route Setup and return to Briefing Main Screen.

ROUTE SETUP MAP

Support Units



Route of NPC (Non-Player Control) allied units.

Target

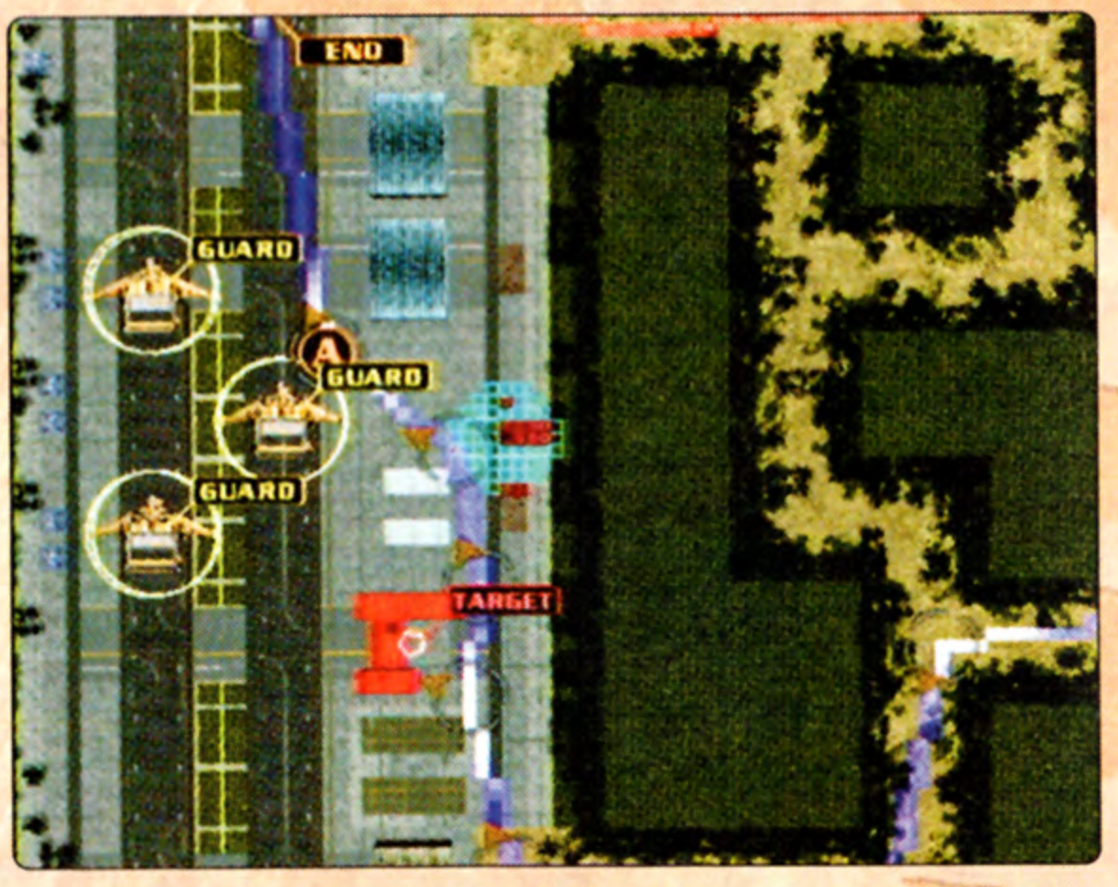


This is the mission objective. It could be an enemy facility or platoon.

Guard



Guard these targets at all times.



Enemy



Confirm these enemy locations before launching your assault. There may be enemies in other locations. Be on guard.

LAY POINTS DOWN

You cannot just place an Operation Point anywhere. First, move your cursor to an established Operation Point and select "Add." Next, bring the cursor to the location of your choice, and select it to add a new point. Similarly, select a specific point to "Move" or "Delete" an Operation Point.







CONFIRMATION SCREEN

If an obstacle or camera angle is blocking your view, shift the right analog stick (⬆) and (⬇) to change point-of-view, or (⬅) and (➡) to rotate camera.

Press the SELECT button to see the entire map.



Change Point of View

Rotate Camera





ADVANCE CODES

You can set action priorities on Operation Points. Select an Operation Point and set a command listed below. The Advance Code takes effect for the entire route, or up to the next Operation Point you set.



Commands

KEEP

Use this command to continue the Advance Code from the last Operation Point.

ATTACK

Advance at low speed, engaging in battle when confronted by enemies, and return to route after defeating enemies.

AVOID

Advance at low speed, avoiding confrontations, and stay on route.

ATTACK

Advance at high speed, engaging in battle when confronted by enemies, and return to route after defeating enemies.

AVOID

Advance at high speed, avoiding confrontations, and stay on route.

Advance Code Example

Set Advance Code here

Operation Point **Operation Point**

Forward Motion

When setting an Advance Code, all points after your setup will change to that setting. After having set Advance Codes once, any new changes would take effect up to the point where a previous Advance Code was set.

BATTLE CODES

Choose an Operation Point and set a Battle Code. When a team arrives at an Operation Point with a Battle Code assigned, it will remain there on standby until you launch it (L2 + ⊗ button is the shortcut. See p. 028). Set the same Battle Codes on each route to coordinate your teams.



INFORMATION

Confirm important information about the mission. Consider the information carefully when making setup decisions.



ADVICE

Listen to your team leaders here. They will provide useful information and their current condition. If you wish to become an outstanding commander someday, you'd better lend your men an ear.



SAVE & OPTIONS

See p. 006.



GO

When preparations are complete, select GO!





MISSION EXECUTION

SCREEN DETAILS

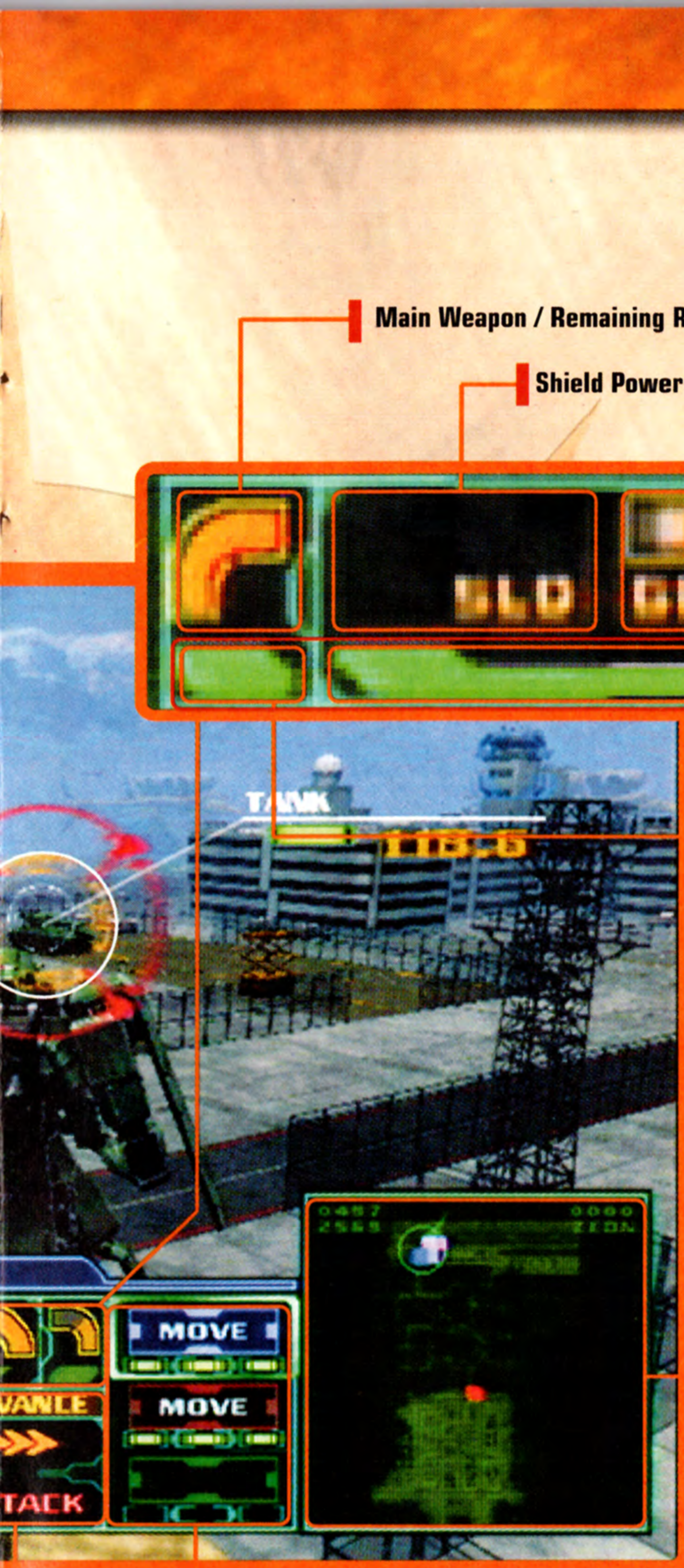




AIMING

Even if you are out of range, you can place the lock-on sight onto an enemy to see its information.

You can also throw grenades or call for backup Support Attacks.


Main Weapon / Remaining Rounds
Shield Power Indicator
Team Leader MS
Allied MS
Damage Indicators
Overall Map
Each Team's Operational Status
CODE A ~D —— Waiting for a Battle Code
MOVE —— Moving
WAIT —— Standing by
FIND —— Searching for enemies
BATTLE —— Engaging in battle
Present Advance Code
Support Equipment/Number Remaining
MOVE
MOVE

MISSION COMMAND MENU

※ Open menu with the ⊗ button and select a command.

ALL TEAM

- **MOVE** .....Start and stop movement of all teams. (See p. 023)
- **SEMI-AUTO**.....Switch to Semi-Auto Mode. (See p. 023)
- **BATTLE CODES** ....Launch Battle Codes set in Route Setup.

SENSORS (SEE P. 024)

- **OFF** .....Turn off sensors. Rely on visual contact.
- **RADAR**.....Switch to radar.
- **THERMAL** .....Switch to thermal sensors.
- **SONAR**.....Switch to sonar.
- **SENSITIVITY** .....Change sensor sensitivity.

SUPPORT

Select a support equipment and use it by pressing the □ button.

※ This option displays the Menu Edit screen from Support Equipment Setup. (See p. 014)

ADVANCE CODE

Change the Advance Code of the present team in operation. (See p. 018)

MOVE

Start and stop the movement of the present team in operation.

ATTACK

Initiate or stop the attack of the present team in operation.

RALLY

Rally the allied mobile suits around their team leader.

ALL TEAM COMMANDS

These commands apply to all teams in action. It is also good for pausing and reviewing the battlefield status.



MOVE

Halt all teams and put them on standby.

Activate all teams on standby.

SEMI-AUTO

Place all teams in Semi-Auto Mode.
All teams move without player commands.

Turn off Semi-Auto Mode.

BATTLE CODES

All teams launch Battle Codes simultaneously.

SEMI-AUTO MODE

Teams in Semi-Auto Mode base their actions on their Advance Codes. They will advance according to the set route and codes without any direct player commands. The player can still launch Battle Codes and change Advance Codes. (See p. 036)



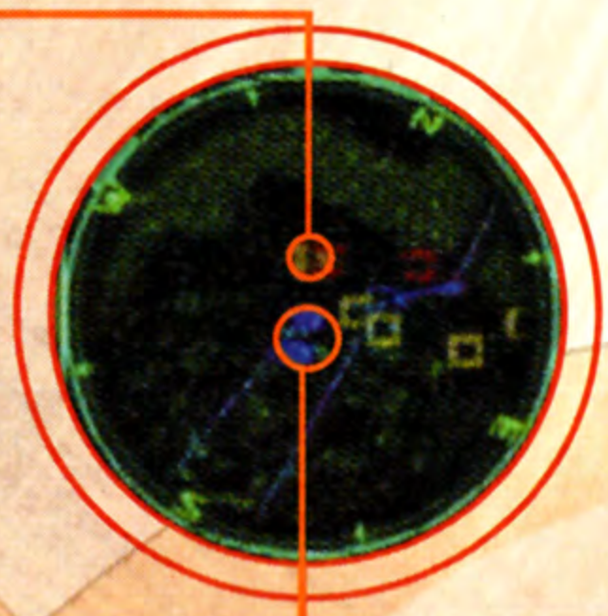




SENSORS (RECON)

Utilize your sensors to locate any enemies along the way. Watch out for preemptive enemy attacks that could destroy your leader before you know what hit you.

Reconnaissance is key to avoiding damage. You can turn down the warning level by moving out of the enemy's sensor range.



※ Change sensors with the ◎ button.

RADAR

Covers a wide range, but ineffective against covered or sheltered objects.



THERMAL SENSORS

Detects heat sources even for objects in hiding. However, its range is narrow and your field of vision is slightly degraded.



SONAR

This passive sonar detects moving objects with sound waves. Ineffective against static objects.



MINOVSKY PARTICLES

These particles obstruct electromagnetic waves. At high concentrations, they can obstruct radar and all other types of sensors. Because of this, long range electronic warfare has become obsolete and mobile suits have become the main weapons in warfare.

SUPPORT EQUIPMENT

Use your support equipment by pressing the □ button. You can use this command even in the Semi-Auto Mode.





SENSOR PODS

Disrupt enemy sensors within a certain range. There are pods for each type of sensor: radar, thermal, and sonar.



SMOKE GRENADE

Produces smoke screens and clouds vision. It will disrupt lock-on for you and your enemy.



SUPPORT ATTACKS

Call Magella Attack or Dopp Units for Support Attacks. They attack any enemies you lock-on or aim at.



ADVANCE CODES

Pre-set the action priority of the teams that are working on their own or on Semi-Auto Mode with the following commands. (See p. 018)



ATTACK

Advance at high speed, engage in battle when confronted by enemies, and return to route after defeating enemies.



AVOID

Advance at high speed, avoid confrontations, and stay on route.



ATTACK

Advance at low speed, engage in battle when confronted by enemies, and return to route after defeating enemies.



AVOID

Advance at low speed, avoid confrontations, and stay on route.



MOVE

Place the team you are currently controlling on standby or advance to get them moving.

Stop Movement MOVE ⟷ **Start Movement** MOVE





ATTACK

Order or call off an attack on the team you are currently controlling.

Stop Attack ATTACK ⟷ **Attack!** ATTACK





RALLY

This command directs the team you are currently controlling. Gather the mobile suits of your team around the team leader.





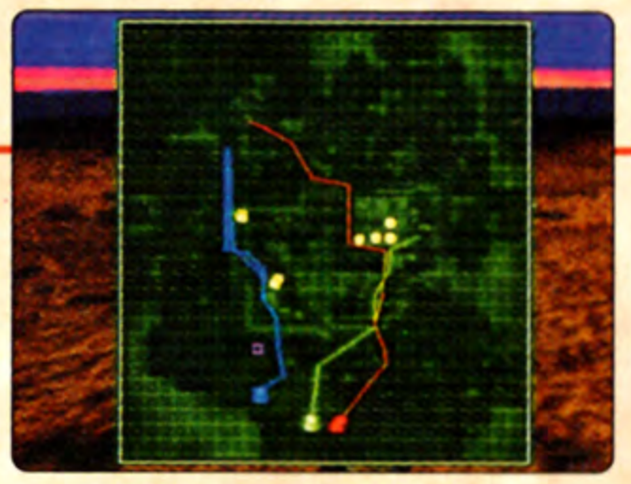
SWITCHING TEAMS

You can switch the teams you command by pressing the ⬆ ⬇ directional buttons. Use it often to coordinate your teams.



MAP

Press the SELECT button to display the map.
Press the SELECT button again to close it.



PAUSE MENU

Press the START button during a mission to see the following commands.



- **RETURN TO MISSON** .....Resume mission.
- **ABORT MISSION** ..Abandon mission and redo from the Briefing Main Screen.
- **RETRY** .....Start the mission over from the beginning.
- **OPTIONS** .....Change game settings. (p. 006)

SHORT CUT COMMANDS: SHIFT 1 (L2 button)

LAUNCH BATTLE CODE: L2 BUTTON + ⊗ BUTTON

Launch Battle Codes for your own team (and all other teams with the same battle code).

※ This applies to TYPE A config settings.



MANUAL RELOAD: L2 BUTTON + R1 BUTTON

Reload manually. (Dispose of remaining ammunition and reload.)

※ Cannot be used during lock-on or reload.



FULL SCREEN: L2 BUTTON + L1 BUTTON

Turn the cockpit panel display on or off (Full screen).



SHORT CUT COMMANDS: SHIFT 2 (R2 button)

※ Type A configuration settings

This is used to make the team you command take certain formations. When the leader mobile suit locks-on or aims at a target, the others will take action. This can be used in semi-auto mode. The formations will not take effect in all situations.



TEAM FORMATIONS

ATTACK: R2 BUTTON + △ BUTTON

Order allied mobile suits to advance and attack.



RETREAT: R2 BUTTON + ✕ BUTTON

Order allied mobile suits to retreat.



SCATTER: R2 BUTTON + ○ BUTTON

Scatter allied mobile suits. This prevents the team from bunching up in one area.



HALT: R2 BUTTON + □ BUTTON

Order allied mobile suits to halt.



MOBILE SUIT OPERATION CONTROLS

WALK (SLOW) MOVEMENT

Left Analog Stick ↑

Mobile suit moves forward.



Left Analog Stick ← →

Mobile suit moves left or right while facing forward.



Left Analog Stick ↓

Mobile suit steps back while facing straight ahead.



RUN (FAST) MOVEMENT L1 button + Left Stick

Hold down the L1 button while moving to make the mobile suit run. Although your speed increases, you also become easier to detect by the enemy.



LOCK-ON SIGHT & CAMERA MOVEMENT Right Stick

Move the lock-on sight and camera. The mobile suit moves in the direction of the lock-on. Use this in combination with the left analog stick to move quickly.



NORMAL ATTACK When the target is far away: R1 button

Attack the enemy with your main weapon. The weapon reloads automatically when the ammunition goes to zero.









MANUAL RELOAD

L2 button + R1 button

You can reload manually when your remaining rounds are low. This option is not available during lock-on.



PROXIMAL ATTACK When the target is too close: R1 button

Attack head-on with your proximal weapon. While proximal attacks are powerful, the enemy's counterblows are equally powerful. Watch out!



SUPPORT EQUIPMENT ▢ button

Press the ▢ button to use support equipment, weapons, and attacks. (See p. 014, 025)



MISSION FLOW

Let's briefly review the flow of your first mission, MISSION 01. Learn the steps involved in executing your mission and apply them when you play the actual mission.

1 MOVEMENT

After speaking to command control, get moving. There are no enemies in this area, so advance quickly by using the left analog stick while pressing down the L1 button. There is a time limit, so don't waste any time looking at the scenery!



2 TURN

Use the right analog stick to move the lock-on sight to the desired direction (in this case, to the left). Now, move the left analog stick up to turn around. Manipulate the camera and movement controls together to make smooth turns.



3 RECON

Before you take your next turn, take a look at your MSD (Multiple Sensor Display). There are enemies behind the building, but their Alert Level is blue, meaning they have not detected you. Let's wipe them out. You can also get information on enemy units by locking-on to them.



COMBAT

Move out between buildings, put your sight over the enemy, and start closing in. The enemy are Type-61 Battle Tanks.

The sight locks-on automatically when they come into range. Press down the R1 button for rapid fire. When you take down one enemy, move on to the next one.





4

SWITCH TEAMS

After wiping out the enemy, try switching to your other team with the ⬆ ⬇ directional buttons. Switch between teams often to coordinate them better.



5

WATCHTOWERS

After moving through the buildings, you will come out into a more open space. There are several watchtowers and tanks waiting for you.

Be careful not to get caught in the middle. Switch between teams to take out the enemy from both sides.







6

SWITCH SENSORS

Switch to thermal sensors before going into the forest. In environments where there are many obstacles, radar detection is spotty at best. Don't leave your mobile suits vulnerable to surprise attacks. Be sure to switch your sensors according to the environment.



7

CONTROL TOWER

Begin your assault on the control tower. You will reach the mission objective, the air base, once you clear the forest. Switch the sensor to radar again and close in on the control tower while destroying any opposing forces. Force the control tower to surrender.





8

ATTACK FINAL TARGET

You will receive an emergency transmission from your operator when you reach the final destination. Contrary to previous intelligence, the enemy Big Tray is on standby. Find the ship's blind spots and attack from both sides. The mission is complete when you silence Big Tray's cannons.



Base Secured!





9

MISSION COMPLETE!!

SIMULATOR

Use the simulator to train under special battle conditions. Various ace pilots and mobile suits will appear. As you progress in your missions, new training programs will open up.



SEMI-AUTO MODE

In Semi-Auto Mode the player no longer controls any one team directly. However, directions may be given through the mission command menu. (p. 022) For example, Advance Codes can be changed and Battle Codes can be launched. To play through a complete mission in Semi-Auto Mode, strategic routes must be set in the Route Setup menu. (p. 015)

The viewpoint can also be changed. There are two ways to do this (see below).



Viewpoint Change Controls

Left Analog Stick ↑↓

Change from Quarterback view to 3/4 view.

Right Analog Stick ←→

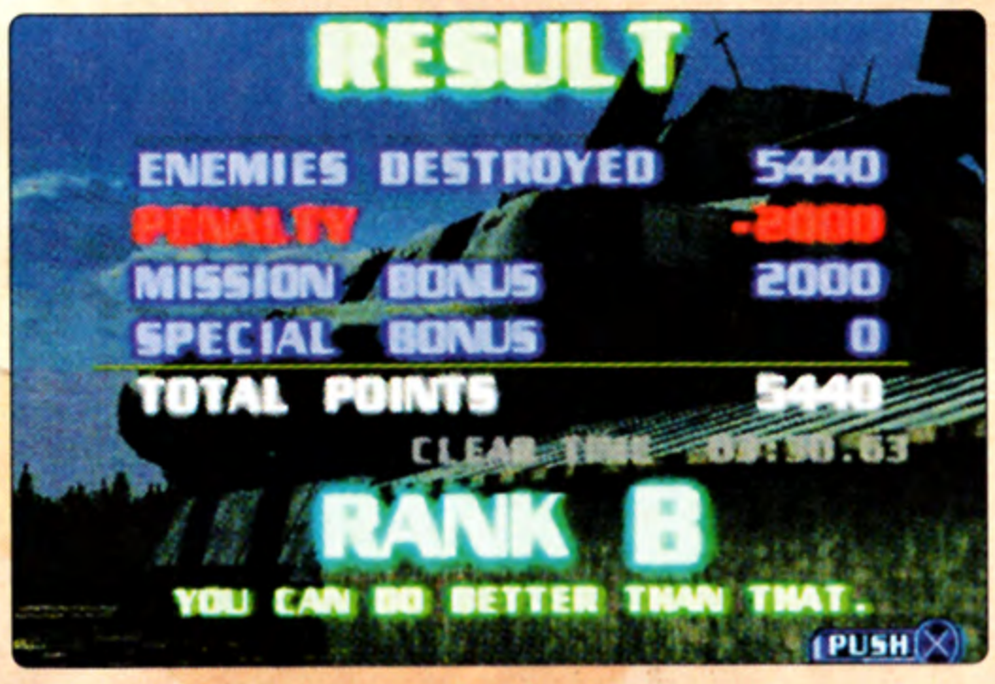
Rotate camera sights.

SIMULATOR FLOW

Basically done in the same manner as a regular mission.

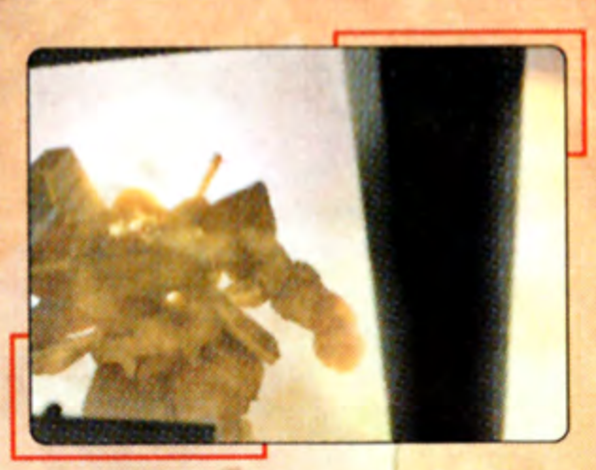
Briefing ▶ Set Team ▶ Set Route ▶ Mission

RESULTS



After completing your mission, your score will be displayed here. The results are based on your success in mission execution.

ENEMY DESTROYED.....The total point value of enemies destroyed. The points vary according to the enemy's alert level at the time of destruction.



Blue ↑ High Points
Yellow
Red ↓ Low Points

You will receive bonus points if you complete your mission totally undetected.

PENALTY..... The penalty for any loss of allied mobile suits. These points are subtracted from the total score.

MISSION BONUS..... The bonus points for the level of objectives achieved in the mission.

SPECIAL BONUS..... The bonus points awarded for completing a mission undetected by the enemy and without losing any allied Mobile Suits.

TOTAL POINTS..... Total points gained in the mission.

CLEAR TIME..... Time spent completing the mission.

RANKING..... Overall assessment of the mission:
S (8000+), A (6000+), B (4000+),
C (2000+), D (0+), E (<0).
S Ranks will unlock mobile suits and simulator programs.



HINTS

MOVEMENT

RANGE OF MOVEMENT

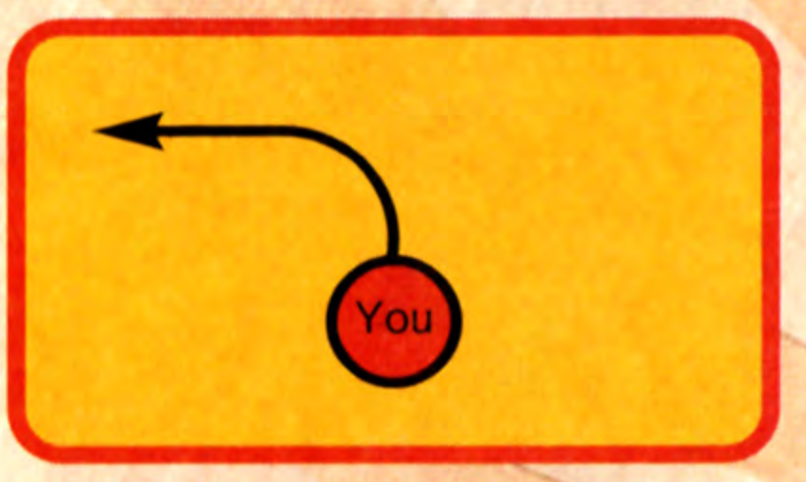
Use the controls for lock-on sight (right analog stick) and mobile suit movement (left analog stick) together for smoother turns.

This is especially important in close combat, since turning in place will make you an easy target. (Rotation should only be done in areas not prone to attack or detection by enemy.)









BACKSTEP

If you push the left analog stick (⬇) while pressing down the L1 button, your mobile suit will use its vernier thrusters to make a quick jump back. Your mobile suit will need time to regain balance before and after the jump, which leaves you vulnerable to enemy fire, so use this feature wisely.



RETREAT

Do not turn your back to the enemy when retreating. Walking backward is slow, but turning your back to the enemy is a sure way to defeat. Your armor is weaker from behind. Even if you sustain some damage, it is always better to move slowly backward.

MS Defense



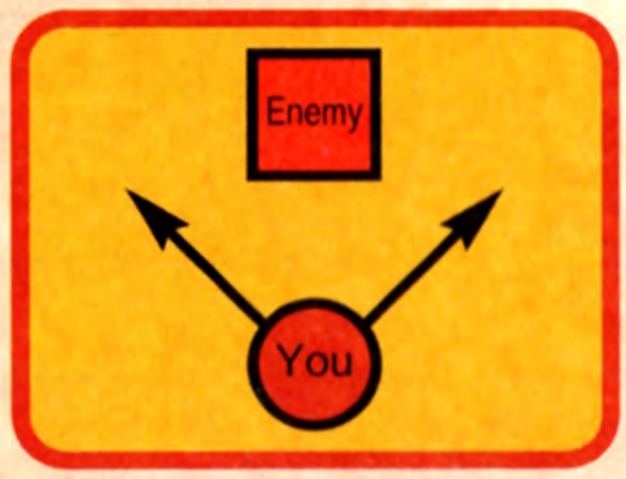




EVADE ENEMY FIRE

Do not stay in one place when under enemy fire. Move diagonally while shooting at the enemy to reduce the number of hits received and maintain your angle to fire at them head on. While you're at it, try to get behind your target.

Attack in Motion





FIRING ACCURACY

Your firing accuracy varies according to the target distance and condition of your mobile suit. Check the accuracy displayed on the lock-on sight before taking any action. Shooting while in motion reduces your accuracy, so try to snipe the enemy from their blind spot.







4 FIRING ACCURACY

The circle that moves within the lock-on sight is the accuracy indicator. The smaller the circle, the higher your hit ratio is.

SUPPORT EQUIPMENT

Many support equipment disrupt enemy sensors or blocks their view, but be careful that you don't get affected by it yourself. For example, switch to sonar or thermal sensors before using a radar pod.



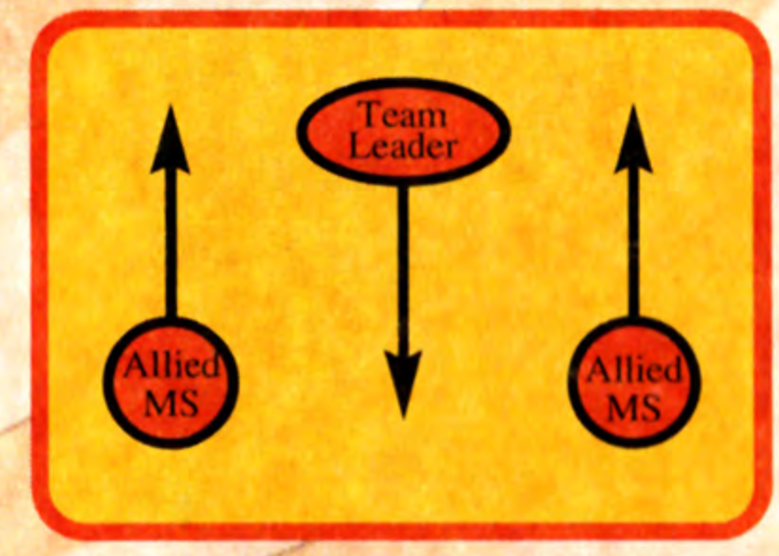
DEFEND TEAM LEADER

Always defend the team leader. Once the team leader is destroyed, that team is incapacitated. Let the other mobile suits on the team take point positions. If you encounter an enemy, order your other units to attack with the Team Formation commands (See p. 029) and pull your leader back. Remember, never turn the team leader's back to the enemy while retreating.





Team Movement









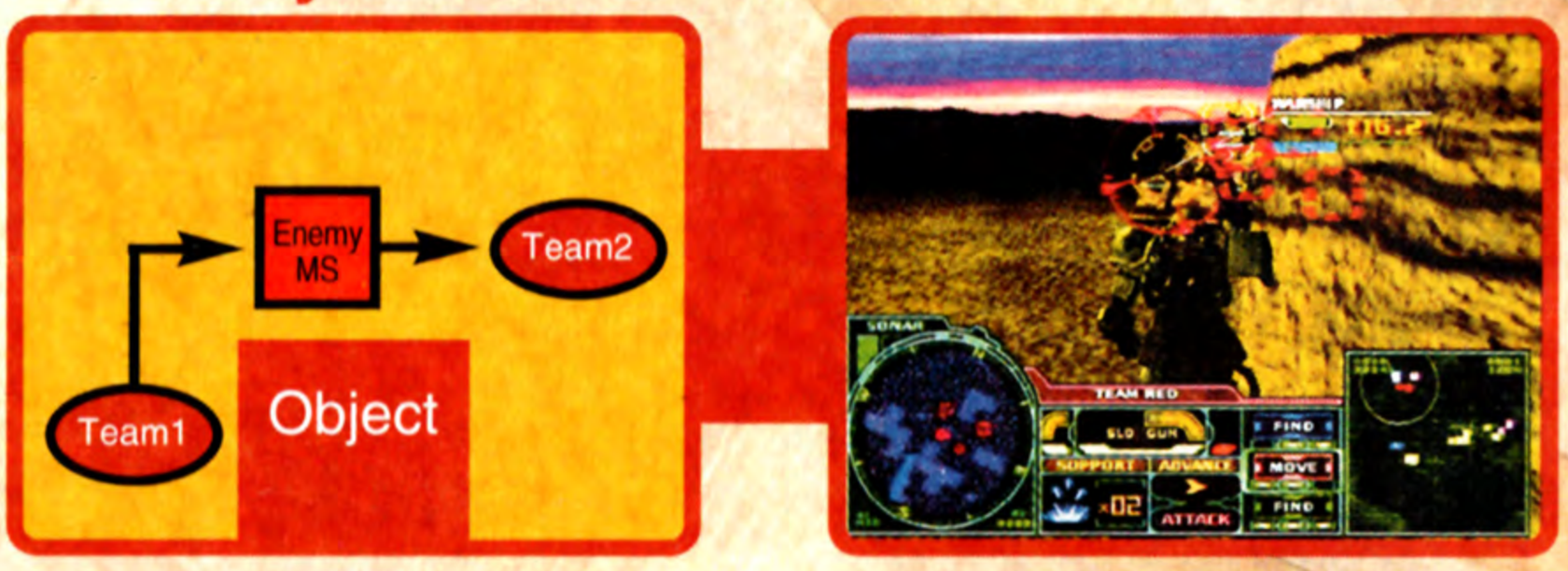
PINCER STRATEGY

This strategy involves attacking the enemy from two sides. Use the Battle Code to have one team attack first. While the enemy is attacking that team, have the other team attack from behind. What you may lack in numbers, you can make up for with strategy.

Advance Team Attack



Enemy Counter



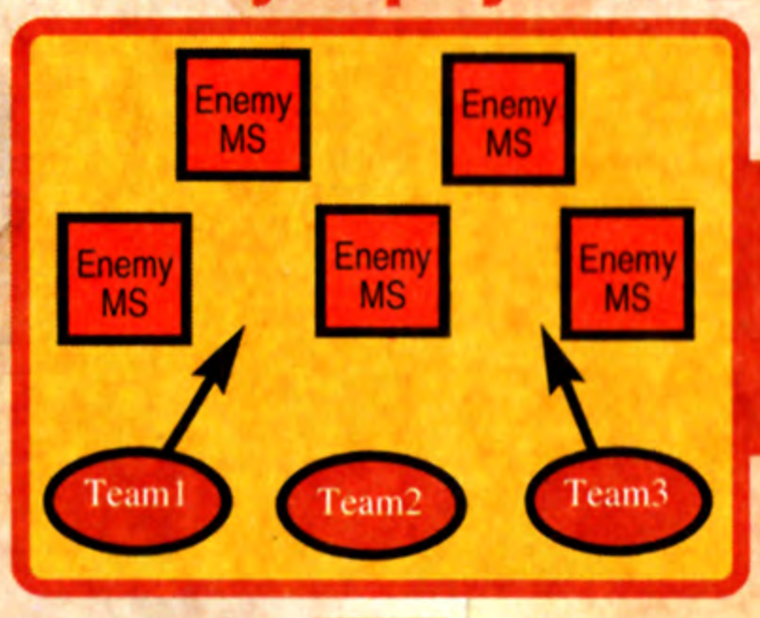
Rear Assault



DECOY TACTICS

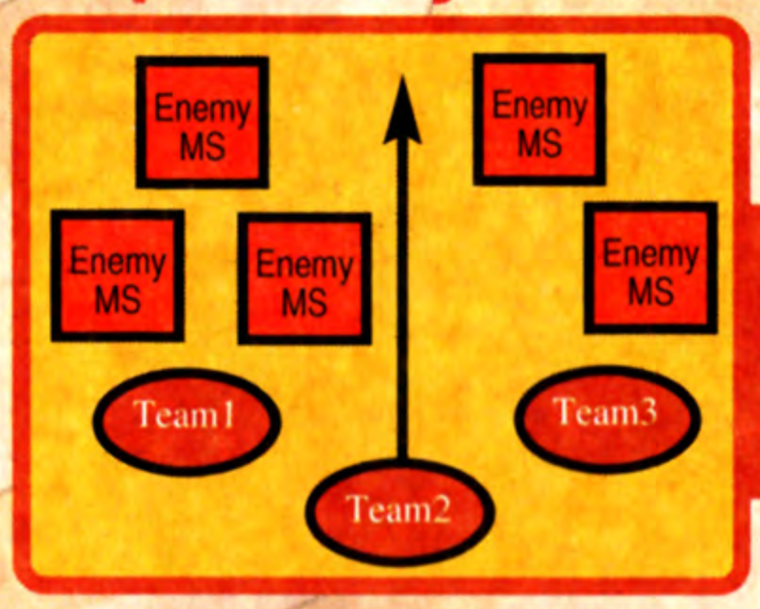
When faced with the Earth Federation's overwhelming numbers, send an advance team of heavily armored units to engage the enemy. While the advance team preoccupies the enemy, direct your main attack force, made up of more maneuverable mobile suits (like Doms) to ram through the center of the skirmish and force its way to the mission target.

Decoy Deployment



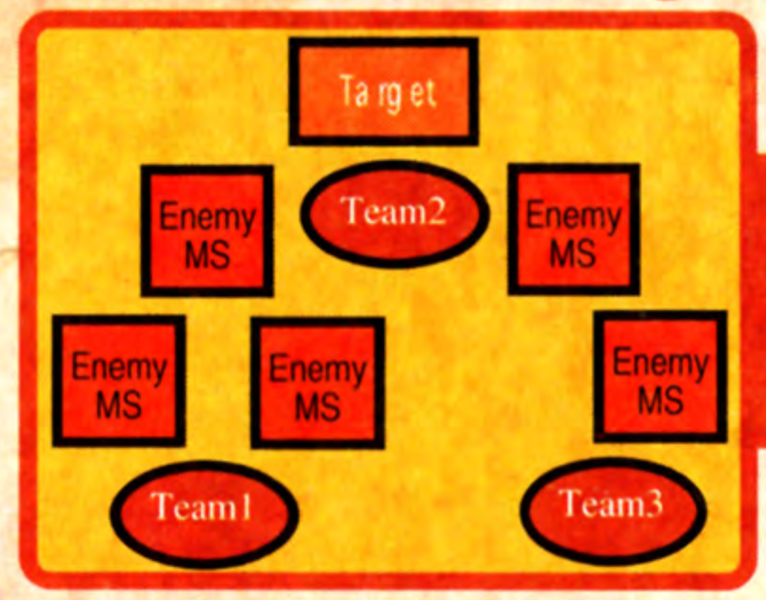


Split Enemy Forces





Attack Mission Target





WEAPONS

MAIN WEAPONS

Each main weapon has different characteristic in accuracy, power, and reload time, etc. A list of each weapon's characteristics are charted below. Select the weapons that best suit the mission's objectives and conditions.

Type of Weapon	Characteristics
 Machine Gun	Rapid fire and quick reload are its strengths, but its range and power are average.
 Bazooka	Offers high power and long range, but it is harder to hit moving targets and slow to reload.
 Rifle	Offers the longest range and excellent accuracy when used in conjunction with the "take aim" feature.
 Shotgun	Each round damages multiple enemies. It causes more damage when shot at close range, but its kill zone becomes smaller.
 Missile Launcher	Launches guided missiles. Velocity is slow, but it has the impact power of a bazooka round.
 Beam Rifle	Offers the highest power. It can pierce through any armor.

TAKE AIM

Pay attention to the white circle that appears over the target when you lock-on. The hit accuracy increases as the circle becomes smaller. For highest accuracy, pull the trigger when the circle is at its smallest. (Note: Some weapons don't follow this convention.)

RELOAD

There are two types of reload.

- **Auto-Reload.....** Reload ammunition automatically when it runs out.
- **Manual Reload.....** Switch magazines manually. This takes more time than Auto-Reload. (L2 + R1 buttons)

WHO ARE THE MIDNIGHT FENRIR CORPS?

Lt. Commander Garret Schmitzer is the founder and leader of the Fenrir Corps. Armed with the latest experimental technology, this corps works exclusively with mobile suits.

The corps was founded with approval from Rear Admiral Kycilia Zabi, who saw great potential in mobile suit warfare. The Fenrir Corps is comprised of an elite group of tactical commanders, attack teams, and mechanics.



Lt. Commander Garret Schmitzer



Lt. Commander
Garret Schmitzer

Commander of the Midnight Fenrir Corps. Age: 35.

A career soldier, Lt. Commander Schmitzer fought as a guerrilla operative before the One Year War.

Once mobile suits went on-line, he quickly distinguished himself as an outstanding combat pilot as well. However, the injuries he received in Operation British cut his piloting career short.

Under his recommendation, Rear Admiral Kycilia Zabi formed the Fenrir Corps. Because of his extensive tactical knowledge and combat experience, Lt. Commander Schmitzer was given command of this elite fighting force.

A cool and composed commander, he leads this diverse group of warriors with the skill befitting a man of his experience.

Lieutenant Lou Roher

Lt. Lou Roher

Age: 25.

Graduated top of his class from the Zeon Military Academy. Although he remains distant and aloof towards his teammates, his cool decision-making skills and his analytic prowess are unparalleled.

Generally a stoic and silent soldier, he has voiced some complaints about his assignment to the Fenrir Corps.

He has served with Master Chief Matt Austin since his first mission out of the academy.



Ensign Niki Roberto



Ensign Niki Roberto

Age: 21.

Assigned straight out of the academy, he remains an anomaly in this group of skilled veterans. His teammates call him "waterboy" and describe him as an "experiment within an experimental team." Even so, his combat skills are well above par.

Ensign Charlotte Hepner



Ensign Charlotte Hepner

Age: 19.

Assigned to the Midnight Fenrir Corps straight out of the Zeon Military Academy. Her highly competitive nature makes her stubborn in the best of times.

Though assigned to Fenrir as a pilot, Charlotte serves as the mission control operator in the initial stages of many operations.

Master Chief Petty Officer Matt Austin

MCPO Matt Austin

Age: 41.

A seasoned soldier, he has served Zeon from the early days of Zeon's Self-Defense Force. Outwardly gruff and abrasive, Master Chief Austin is a good man at heart.

Much to his chagrin, his fellow soldiers have taken to calling him "Old Timer." A skilled veteran with a Zaku I, Austin doesn't like to pilot any other mobile suit.

Master Chief Austin served as assistant and advisor on Lieutenant Roher's first mission. The two have worked together ever since.



Chief Petty Officer Manning



Chief Petty Officer Manning

Age: 35.

A seasoned veteran whose skills range from reconnaissance to offensive missions, Chief Manning has never failed to accomplish each of his objectives on any mission.

A survivor of a unit based in the Gobi Desert, Manning served as a pilot for a short time before returning to M'quve's headquarters.

As soon as he heard about the Fenrir Corps, he requested an immediate transfer. He has served on the team ever since.

Lieutenant Renchef



Lieutenant Renchef

Age: 29.

Although he is a very skilled and intelligent soldier, his brutal personality has alienated him from every unit on which he served.

As a result, he fought for a number of different units before being assigned to Fenrir. A talented pilot, Lieutenant Renchef prefers direct, hand-to-hand combat in his mobile suit.

Petty Officer Lee Swaggard



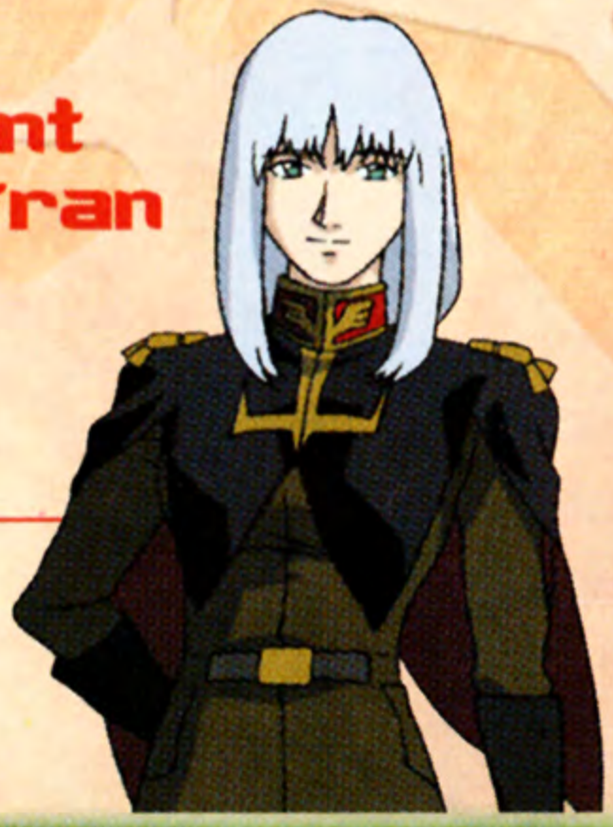
Petty Officer Lee Swaggard

Age: 27.

Originally from Side 1, Swaggard emigrated to Side 3 so that he could fight against the Federation forces. He was promoted to Petty Officer for valiant service in the One Week War.

A man of few words, he carries out his duties faithfully and without question. He looks about 10 years older than he really is.

Lieutenant Sophie Fran



Lieutenant Sophie Fran

Age: 24.

Her beauty belies a pilot of high caliber and cool head. Don't let her fool you: she has looks to die for, but if you fight her, you just may.

Lieutenant Sandra



Lieutenant Sandra

Age: 28.

A bit of a wild woman, Lieutenant Sandra isn't much for presentation. She seldom wears her full uniform, and in combat, she sometimes doesn't even bother wearing her helmet!

Technical Chief Migaki



Technical Chief Migaki

Age: 37.

The corps' technical chief. His excellent technical skills sent him along an elite career path, but he soon grew tired of the power struggles of the Zabi family.

His request for assignment to the corps freed him from faction politics and now his old colleagues call HIM weird!

EARTH FEDERATION



Lieutenant Agar

The Federation's youngest pilot, Lieutenant Agar is a fierce and hot-blooded warrior.

Distinguished as an artillery officer, he is also a skilled mobile suit pilot. However, when his rage gets the better of him, he tends to get careless.

He despises the Principality of Zeon, and he fights for the day when Earth will be free of them at last. He stands in the way of Fenrir domination.

Lieutenant Agar

OTHER CHARACTERS

Here are some of the main players in the One Year War.

PRINCIPALITY OF ZEON



CAPTAIN GARMA ZABI

An heir to the Zabi Dynasty. He commands the Earth attack force from California Base. He graduated from the officer's academy with Char Aznable.



LT. COMMANDER CHAR AZNABLE

Also known as "The Red Comet," he is the Zeon force's ace pilot. He always wears his signature helmet.



LT. RAMBA RAL

Also known as "The Blue Star." He is a seasoned veteran who specializes in guerrilla warfare.



THE BLACK TRI-STARS

This team's members are Captain Gaia, Mash, and Ortega. They have an unparalleled and unique attack formation called the "Jet Stream Attack."



CAPTAIN M'QUVE

In charge of Earth's largest mining base, Captain M'quve reports to Rear Admiral Kycilia Zabi. He is an avid antique collector.

EARTH FEDERATION



AMURO RAY

The pilot of the Earth Federation's Gundam. His war record is unmatched, and he is also known as the "White Ghost" to many Zeon pilots.

MOBILE SUITS

ZEON FORCES

The development of Zaku mobile suits gave Zeon forces a tactical edge over the Federation. Try to maintain this advantage and win the war!



MS-05 ZAKU I

Zaku I is the first mobile suit to experience actual combat. The MS-06 series was developed based on this series.



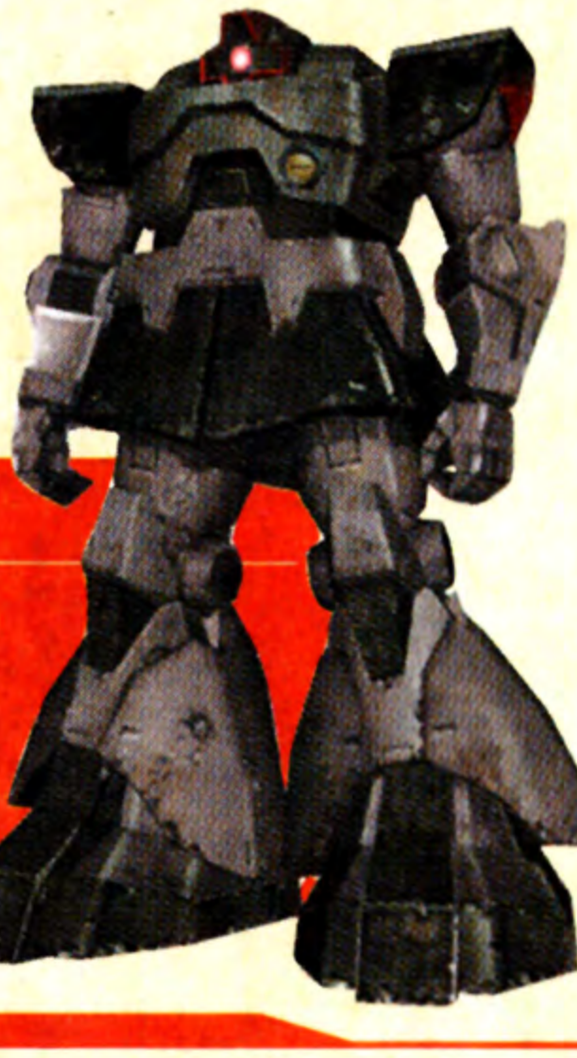
MS-06F ZAKU II

Zaku II was heavily mass-produced for its versatility. There are many varieties of Zaku II depending on the production lot.



MS-07B GOUF

Another variation of the Zaku. This mobile suit has been strengthened for ground combat. It is armed with a heat rod, machine gun, and other weapons.



MS-09 DOM

This highly maneuverable yet heavily armed mobile suit hovers with the help of thermonuclear jet engines.



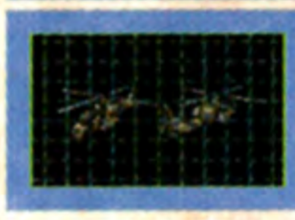
EARTH FEDERATION

The RX project produced the high performance mobile suit Gundam. Will it be enough to save the Federation from the brink of defeat?

RX-78-2 GUNDAM



This is the Federation's ultimate fighting machine. The first mobile suit equipped with beam weapons. It is the most versatile model of the RX series.

	RGM-79 GM	This is the mass-production version of RX-78. Although complete with a core block system, this model was stripped of all nonessential equipment.
	RX-77 Guncannon	A medium range artillery mobile suit designed to support RX-78 Gundam. It is equipped with a core block system.
	RX-75 Guntank	A long range artillery mobile suit designed to support RX-78 Gundam. It is equipped with a core block system.
	Type-61 Tanks	A double turret tank. It was the mainstay weapon of an earlier era. After the introduction of the Minovsky Particle, mobile suits now rule the air, land, space, and sea.
	Fighter Copters	Used for scouting and reconnaissance operations. Their airborne attacks are deadly.

UPGRADING MOBILE SUITS

You will have the option of upgrading or switching to a new mobile suit as the game progresses. Remember to always choose a mobile suit that is best suited for your mission objectives and conditions.

□ Mobile Suit Upgrade □

Example: MCPO Matt Austin





Higher Grade of MS-05

□ New Mobile Suit □

Example: Lt. Lou Roher





MS-06F

MS-07A

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MOBILE SUIT GUNDAM



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MOBILE SUIT GUNDAM

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