

MOBILE SUIT
GUNDAM SEED™

**NEVER ENDING
TOMORROW**™



**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:

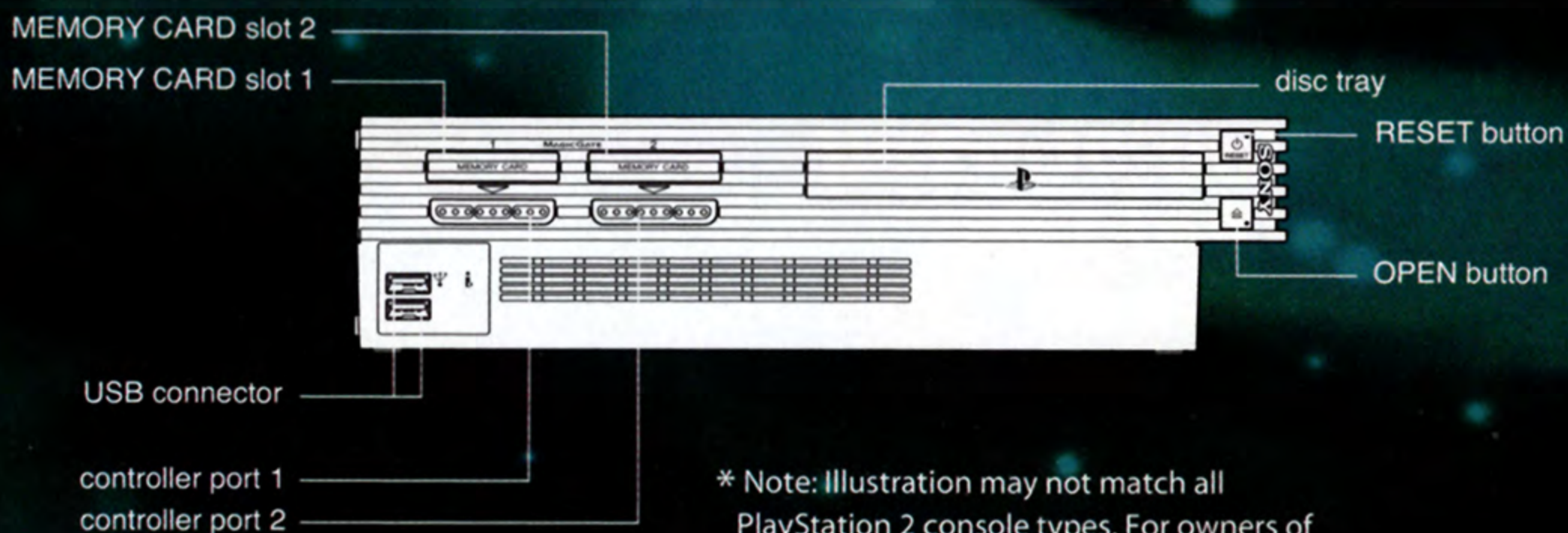
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

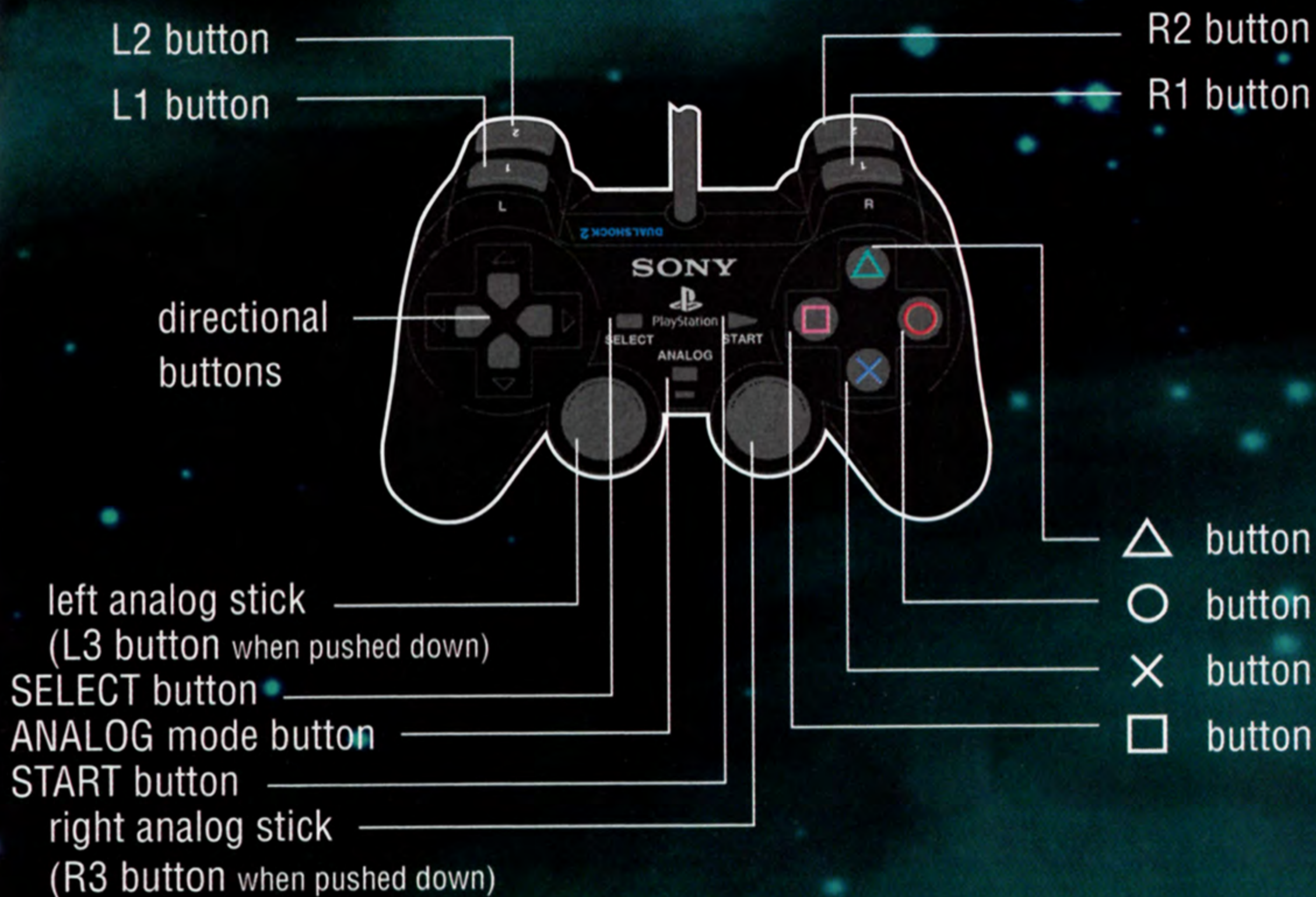


* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

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 MOBILE SUIT GUNDAM SEED™: NEVER ENDING TOMORROW™ 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



* This game can also use a DUALSHOCK® analog controller. The controls are the same.

* This game uses analog mode. You cannot turn analog mode off; the analog mode indicator will always be lit.

* This game utilizes the analog controller's vibration capabilities. Change vibration settings on or off in "Controller Settings" in "Options."

* You can perform a soft reset (force the game to end, return to the opening movie screen) by pressing the START button, SELECT button, **L1**, **L2**, **R1**, and **R2** simultaneously. This will only work while playing the game; you cannot soft reset from a menu.

MAIN MENU



Story Mode: Kira Yamato Version

Become Kira Yamato and experience the battle from his perspective.

Story Mode: Athrun Zala Version

Fight as Athrun Zala and watch the conflict unravel from his point-of-view.

Versus Mode (2 Player)

Choose your Mobile Suit (MS), Pilot, and Partner, and battle it out with a friend on a split-screen!

Mission Mode

Play short character-specific missions.

Survival Mode

Choose from the following survival missions: Defeat 100 Enemies, Sudden Death, and Timed Survival.

Item Shop

See page 14

Gallery

See page 14

Records

View your scores and rankings from various game modes.

STORY MODE



When you begin the Story Mode (either the Kira Yamato or Athrun Zala version), the Mode Select window will open. At first, you will only be able to choose "New Game," but after making some progress, you will have 3 modes to choose from:

New Game

Play the game from the first stage.

Continue

Play on from the last stage you cleared.

Select Phase

Select and play any of the stages you've cleared. You can use any characters or machines you've purchased from the item shop.

The Flow of Story Mode

Briefing

Shows the mission objectives and other information. You can also make your preparations, such as choosing your machine and partner, before the stage begins. (There are some stages where you cannot make these selections).

Select Unit

Change your MS.

Select Partner

Change your partner.

Set Boosts

Change the Partner Boosts you have equipped.

Use Ticket

Use Beginner Tickets bought at the Item Shop to reduce the difficulty of the stage.

Depart

End the briefing and deploy.

READING THE BATTLE SCREEN


1. Player Character

This is your selected pilot.

2. Tension Gauge

Displays the Player Character's present Tension. It goes up when you have a close call or are especially active. If the gauge fills up completely you will see a cut-in movie and enter "high tension" status, which will give you a temporary power-up. High Tension Mode can make your thruster gauge unlimited, give your ranged weapons unlimited ammo, or raise your melee combo level.

3. Defense Target HP & Enemy MS HP

Shows the remaining HP of the unit you have to defend (if there is one), and the HP of the enemy MS that appears as a  on the Search Circle.

4. Player Unit

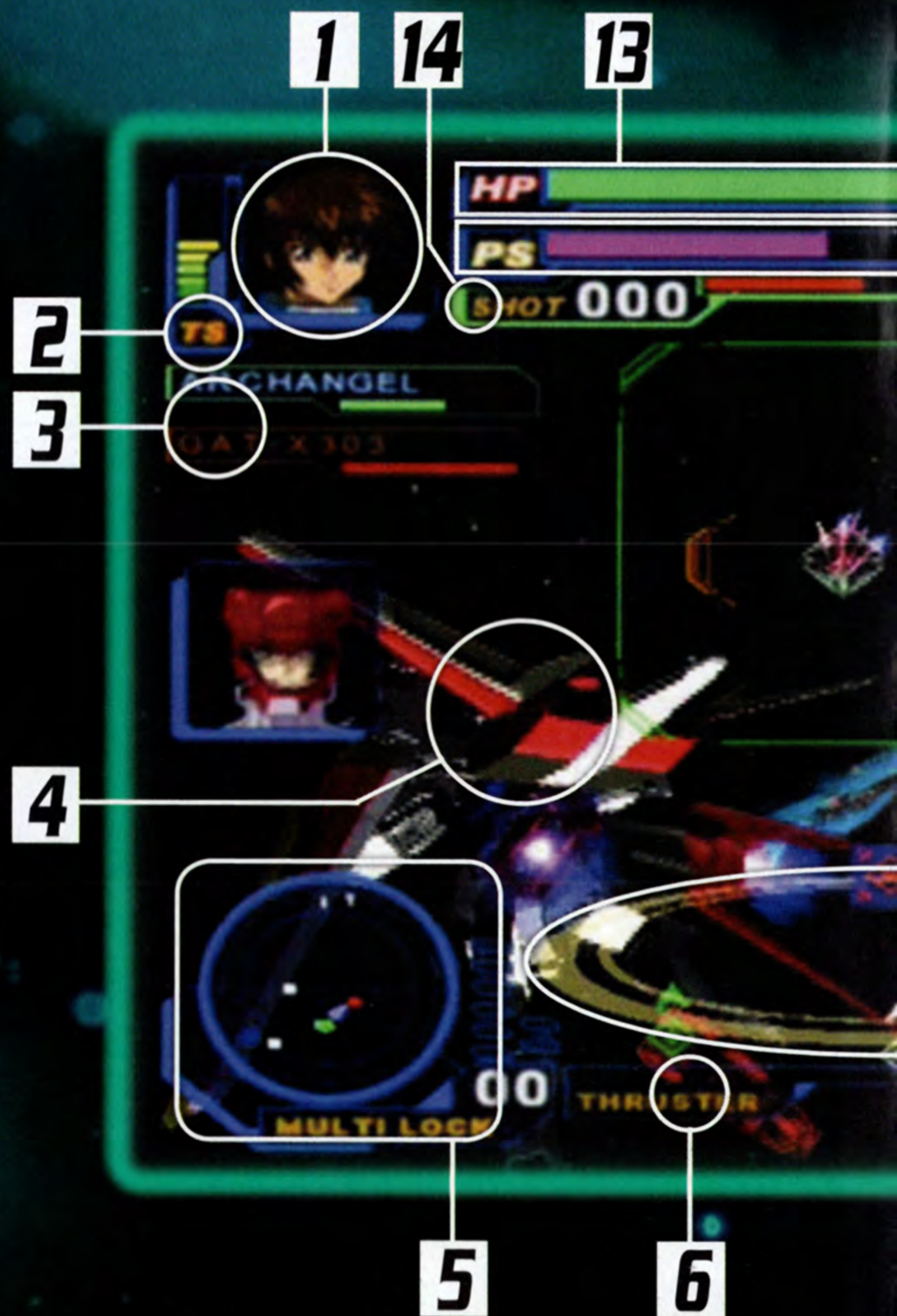
The unit that the player is controlling.

5. Radar & Multi-Lock

The radar displays the location and direction of your own machine, as well as the location of all the enemies in the stage. It also shows how many enemies are currently on Multi-Lock-On.







6. Thruster Gauge

This gauge fills up as you use your thrusters. You can use your

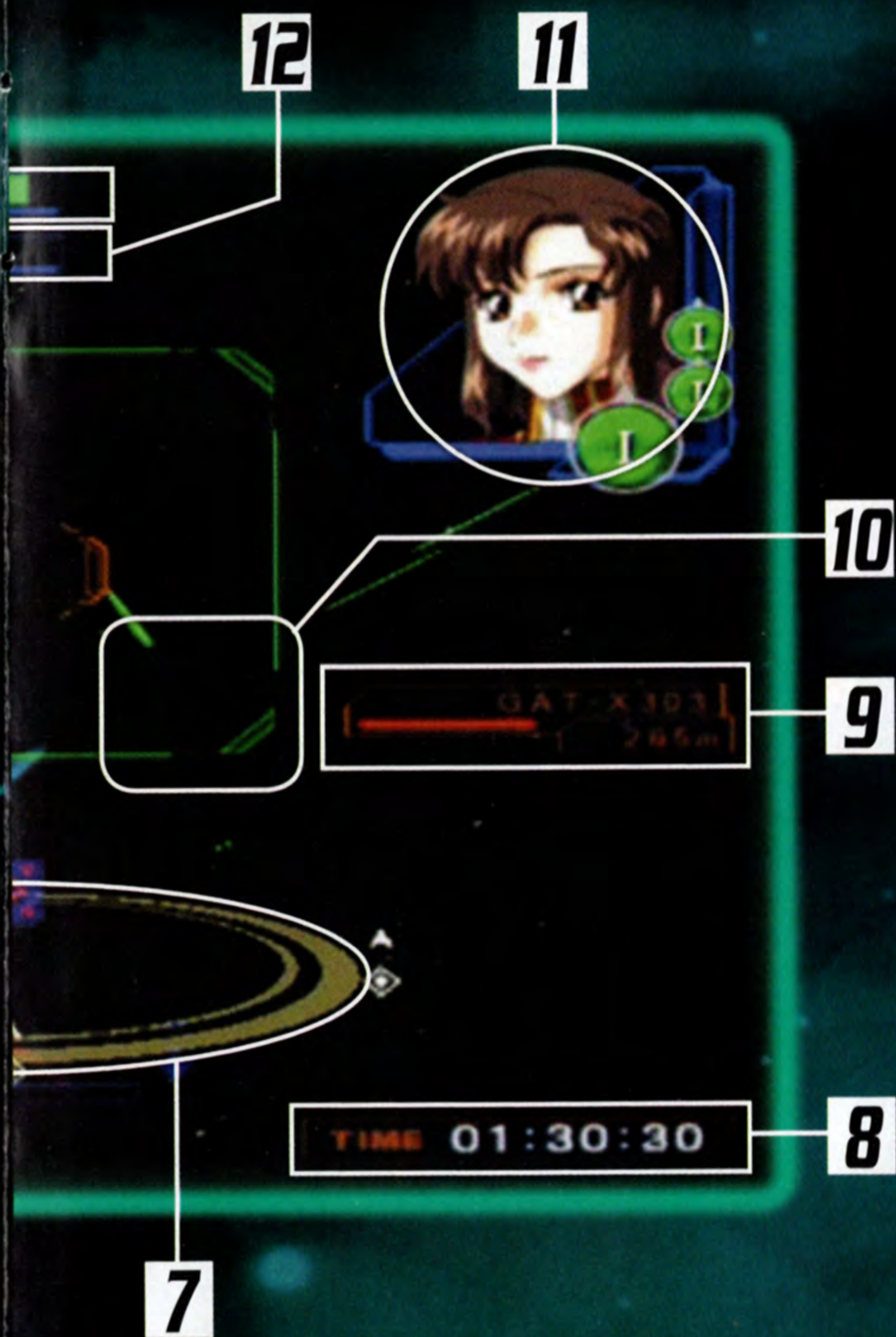


thrusters until the gauge fills up and they overheat. If this happens you will not be able to use them until they cool down.

7. Search Circle & Arrow

This display indicates the directions in which enemies are located relative to your position. Enemy Units are shown as  and , Allied Units as , and any unit you must defend (Defense Targets) as . If they are higher than you, they are shown with a , and if they are lower than you, with a .

READING THE BATTLE SCREEN



◆ Enemy Units are ones that are crucial for the advancement of the stage (for instance, when they are destroyed, the stage is cleared, or the next round of enemies will appear).

8. Timer

Displays elapsed or remaining time for the stage, depending on the mission.

9. Lock Info

Shows the Model Number, HP, and distance information for the enemy you are locked-on to.

10. Target Reticle

This is your potential lock-on field. If an enemy is inside the square, you will lock on automatically. (Cannot lock if enemy is out of weapon range or lock-on mode is off).

11. Partner & Partner Boosts

Displays the partner you have selected, and the remaining Partner Boosts.

12. PS (SP) Gauge

If your machine has PS armor, this gauge, rather than the HP gauge, will go down when you take hits from weapons that use physical attacks. This gauge also doubles as the SP gauge. Using ranged beam-weapons will consume a little bit of this gauge, and using SP techniques will reduce it greatly. If it is depleted entirely, you will not be able to use SP techniques.

13. HP Gauge

Your machine's HP gauge goes down when you take hits from enemy attacks, and when it reaches 0, it's game over.

14. Weapon Info

Displays information about which attack you are currently using. If you are using a ranged weapon, it will display remaining ammo.

MOVEMENT

Directional buttons/left analog stick Unit movement.

Right analog stick Controls the camera when you are not locked on to a target.

- ⊗ Thruster movement. Press it once and it will move you upward (in space stages, forward), or propel you faster in the direction that you are holding the directional buttons. Press twice in quick succession and you will enter evasive maneuvers (invincible). All of this raises your Thruster Gauge, and when your gauge is full you can no longer use your thrusters.

R1 Move upwards.

R2 Move downwards.

Movement with Lock-Off

- Directional buttons/left analog stick** ← Turn Left
- Directional buttons/left analog stick** ↑ Move Forward
- Directional buttons/left analog stick** → Turn Right
- Directional buttons/left analog stick** ↓ Move Back

Movement with Lock-On

Having lock-on active differs from when it is off in that the direction you are facing will change as you move. You will always be facing the locked-on target, so that as you move, your machine will actually revolve around the enemy machine.

- Directional buttons/left analog stick** → Strafe Right
- Directional buttons /left analog stick** ← Strafe Left

About Evasive Maneuvers

Press ⊗ twice in rapid succession, and your machine will enter a roll, break enemy weapon locks, and evade enemy attacks. If you use it the instant you see an enemy attack, you should be able to reliably evade them. However, this consumes a large portion of your thruster gauge.



COMBAT

Your main methods of attack are ranged and melee. Try to use them properly based on your distance to the enemy, your enemy's condition, and your remaining ammunition. In addition, there are special methods of attack called SP Techniques and Partner Boosts.

- ▣ Ranged attack. Hold it down to engage Multi-Lock-On. Release it to fire at all targets.
- △ Melee attack. Press it repeatedly with the proper timing after one hit to chain your attacks.
- Special Attack

L1 This button will change your lock target if there are other potential targets in your Lock Field while you are locked onto an enemy. If you have used **L2** to turn off lock-on mode, this turns it back on.

L2 Turn off lock-on mode. If you hold it down, then as long as you are holding it down, your POV will center on your Defense Target (the unit you must defend).

L3 (press left analog stick) Not used

R3 (press right analog stick) Partner Boost

SELECT button Not used

START button Interrupts the game and calls up the Pause Menu

*You can change to your preferred control scheme in Controller Settings under Options.

Melee Attack - △

Attack with the melee weapon that your machine is equipped with, such as a beam saber or bare hands. If it is evaded, there is a high probability of receiving a counterattack, so pay close attention to the situation and timing. If the hit does connect, you will enter "Melee Mode." While in Melee Mode, link △ and ▣ to initiate a devastating chain of hits. (Some machines, such as MAs, cannot perform melee attacks).



COMBAT

Ranged Attack -

Attack with the ranged weapons, such as Beam Rifles, that your mobile suit is equipped with. You can attack an enemy regardless of distance, but there will be a limit to your ammunition. During High-Tension mode, you become capable of rapid fire (infinite reloads).



Remaining Ammunition and Reload

A number representing the ammunition remaining in the weapon you're holding will be displayed in the upper-half of the screen. If this number reaches 0, you will not be able to use your ranged attack while it reloads. Reloads occur automatically, so focus on melee attacks and dodging to endure enemy attacks until the reload is complete.



Reload Gauge



SP Techniques -

Each MS has an SP Finishing Technique that is far more powerful than a normal attack. This technique consumes energy from the PS Gauge on Gundam-Type MS, and from the SP Gauge on other MS types.




COMBAT

PS Gauge and Phase Shift Armor


Due to the Phase Shift Armor effect on Gundam-Type machines, they will not take damage when hit by ranged attacks that use physical-type ammunition, such as Vulcan Cannons. These will diminish the PS Gauge instead. If the PS Gauge reaches zero, the Phase Shift armor will go down and the machine's color will change, so that any kind of attack will diminish your HP Gauge. Also, if you run your PS Gauge down too far you will not be able to use SP Techniques.

Multi Lock-On - Hold

Lock on to multiple enemies visible in the Target Reticle. When you release , you will face the locked enemies and unleash a continuous ranged attack. If you are protecting an ally from numerous enemy attacks, this is an efficient way to lock on to and defeat the enemy units.



Enhanced Lock-On - Directional buttons/left analog stick + hold

If you have lock-on mode turned off, you can use the directional buttons/left analog stick while holding down  to move around with an enlarged Target Reticle. Then, using the Search Circle to confirm the location of enemies and the left analog stick to turn in that direction, it is possible to lock on to even more enemies at once. However, as long as you are locked on to an enemy, you cannot use the right analog stick to manipulate the camera.



Use the directional buttons/left analog stick to lock-on to multiple enemies as they pass into your Target Reticle.

COMBAT

Support

The support system works by calling upon your selected partner for assistance. You can call upon your partner at any time (consumes one partner boost) to provide you with special abilities or even have them strike out and damage your enemies. Each partner has a different set of weapons and abilities; some of the partners are actual captains that will lend ranged fire support from their powerful warships, some excel at defensive support, while others offer unmatched offensive abilities.

Partner Boost - R3 button

Before the game begins, choose a partner character for support. During the stage you can invoke a "Partner Boost;" however, you can only use the quantity that you have set. These boosts have various support effects, such as restoring your machine's HP a certain amount, or raising the speed at which your machine moves.



Partner Boost Set

In the briefing before the stage begins, in addition to selecting your partner, you can choose the type of boosts to equip and set the order in which they are equipped. If you call up the pause menu during a stage, you can confirm the effect of the Partner Boost you have presently equipped. You can equip up to five boosts, so choose carefully.



COMBAT

Leveling-Up Partners

The partner you deploy with will receive experience points after the stage is over. The amount of experience they receive will depend on your actions in the stage. Upon reaching set numbers of experience points, your partner's level will go up, their Boost Stock will increase, and they will learn new kinds of Partner Boosts. In the end, each character will learn 5 types of Partner Boosts based on their experience.



Results

On the Stage Result screen after you clear the mission, you will be awarded a score based on your accomplishments in battle. You will also receive a corresponding number of SEED Points. Following this, you will be shown your partner's results and receive a detailed explanation if they level up.



You will also receive the Stage Result screen if you lose the battle. You will still receive SEED Points and Partner Experience Points, but not as many.

Advance to the next stage!


Pause Menu

Continue - Resume game.

Retry - Start the mission over.

Quit Game - End session and go to Main Menu.

TIPS & HINTS

After the stage begins, there will be a period of time as your enemy draws closer. Hold down , wait, and then annihilate him instantly with multi-lock-on.

Equip your Partner Boosts according to the flow of the stage. For example, you should equip power-up types first, and healing types later. Don't be frugal--use them when you see an opportunity.

Defeating enemies attacking your Defense Target should take priority over defeating enemies that are close to you. Fast use of your Lock buttons is important!

Item Shop

As you go through the game, the "SEED Points" (SP) that you receive based on your Score and Bonus will add up. With these points, you can buy various items from the Item Shop, such as MS and Characters to use in other modes, or for your Gallery.



Gallery

The Gallery contains the "SEED Dictionary," where you can read explanations of key terms; "Movie Viewer," where you can watch movies you have seen during the game; "Unit Viewer," where you can look at MS (limited to MS you have bought in the Item Shop and presently usable ones); and "Sound Gallery," where you can listen to BGM and character voice clips.



OPTIONS

Adjust game controls and sound levels, or save or load your game.

Controller

Configure the button settings on your DUALSHOCK®2 analog controller and toggle vibration on or off.

Sound

Switch between Stereo or Mono sound.

Sound Effects

Adjust the volume of sound effects.

BGM

Adjust the volume of background music.

Save/Load

Save and load data on the memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1.

AutoSave

Switch settings to automatically save game progress.

Exit

Close the Option Screen and return to the Main Menu.

About Auto-Saving

There are many places at which you have the opportunity to save, such as after you clear a stage, after you've shopped at the item shop, after you get "Game Over" in a stage, and after you've changed your option settings. Leaving Auto-Save turned "on" will automatically save when you exit any of these modes.



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2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-714-816-9500. Our Customer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game, and return your Game freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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MOBILE SUIT GUNDAM SEED

SURVIVAL
FRIENDSHIP
A WAR HANGING IN THE BALANCE



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