

SD SUPERIOR DEFENDER GUNDAM FORCE SHOWDOWN!

TM



EVERYONE
E
CONTENT RATED BY
ESRB

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:

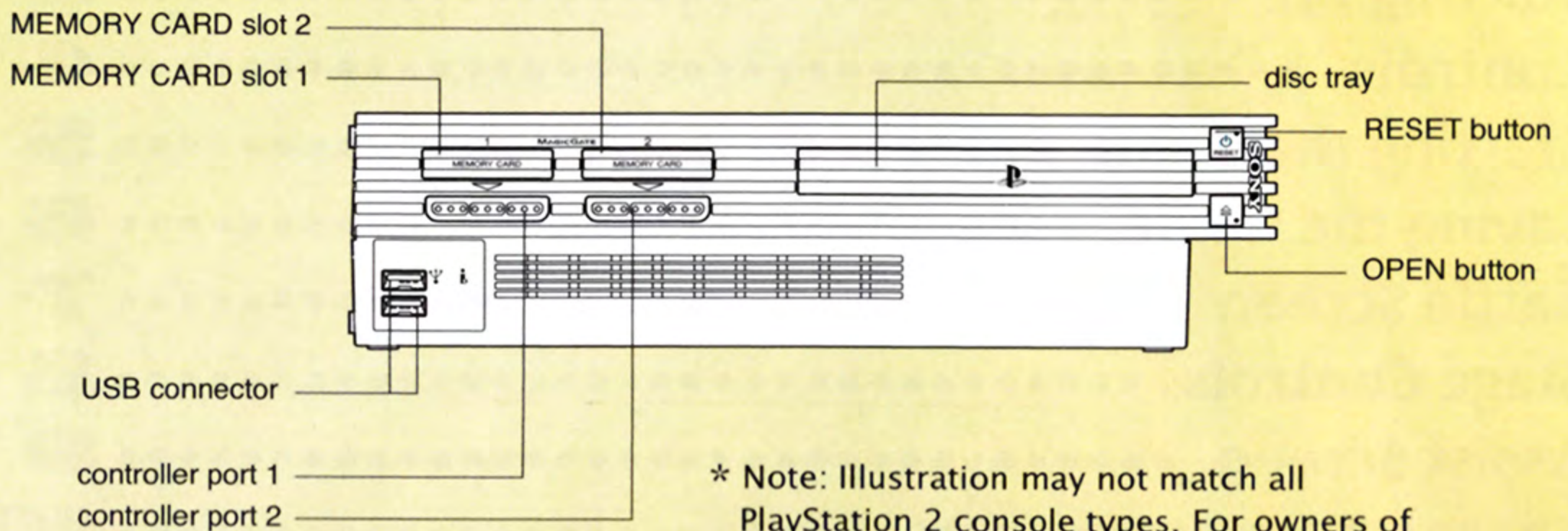
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

CONTENTS

Getting Started	2
Starting Up	3
Controls	4
Starting the Game	5
Saving the Game	6
Battle Screen	7
Stage Controls	8
Assist Screen	9
Character Introductions	10
S.D.G Lab	12
Items.....	14
Game Outline	16
Playing the Game	17
Gameplay Tips	19



GETTING STARTED

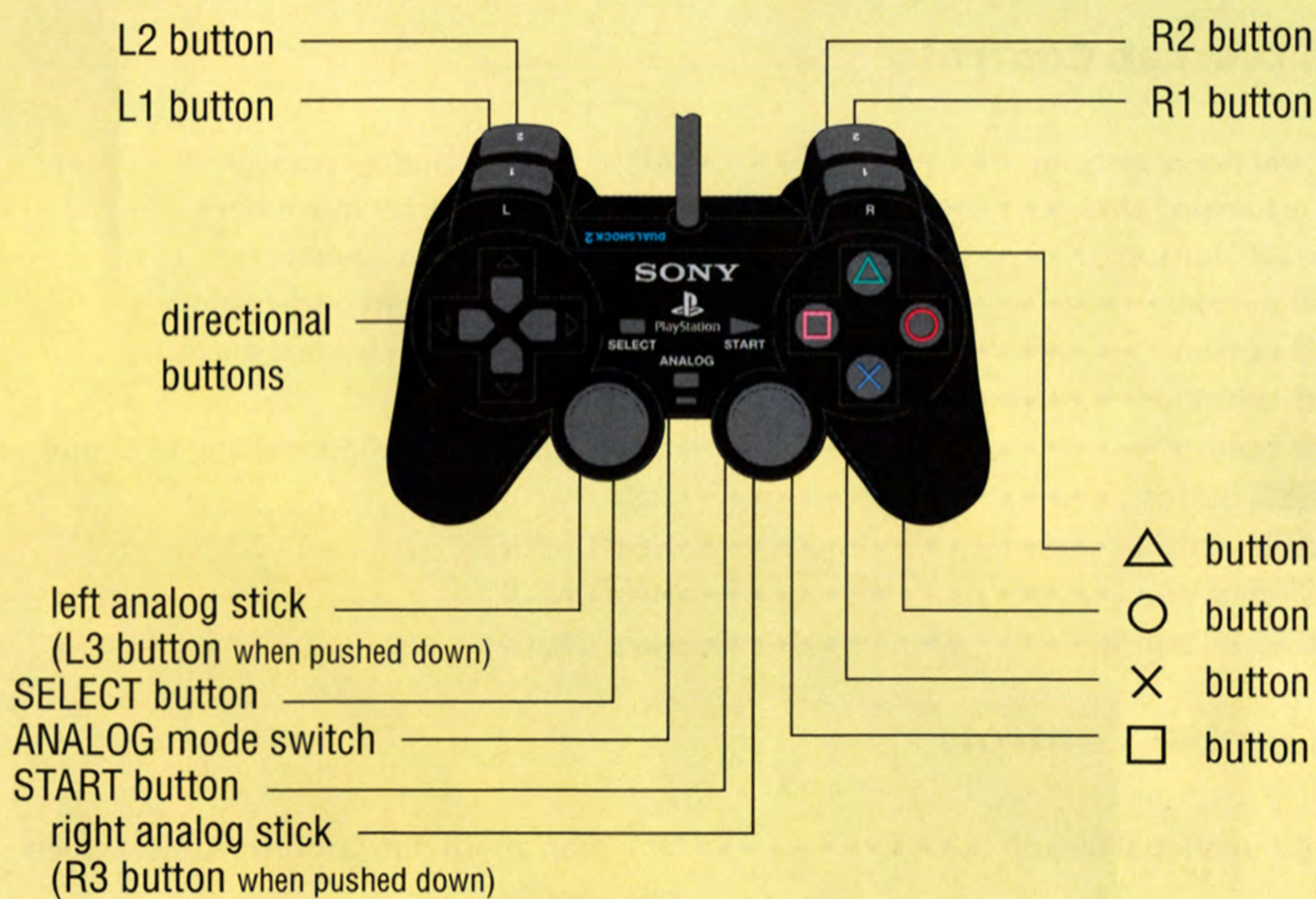


* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

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 display will open. Place the SD Gundam Force™ Showdown! 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



- The game is meant to be used with an analog controller (DUALSHOCK®2) and only in controller port 1. Other controllers may not be compatible with the game.
- The vibration function can be switched ON/OFF in the Options Menu.

CONTROLS

Menu Controls

Left analog stick / directional buttons •• Selection / movement
X button ••••• Confirm
START button ••••• Back

S.D.G. Lab Controls

Directional buttons ••••• Assist Screen window control
Left analog stick ••••• Selection/Character movement
START button ••••• Open/Close Assist Screen
O button ••••• Item select and item trade
X button ••••• Talk/Confirm/Item trade/Cancel
□ button ••••• Form change
△ button ••••• Use the Bagu Bagu Gate (talking to Shute)
L1 button ••••• Help ON/OFF
L2 button ••••• Help ON/OFF
R1 button ••••• Help ON/OFF
R2 button ••••• Help ON/OFF

Combat Controls

↑ directional button ••••• Mini-map zoom out/Confirm/Assist Screen window control
↓ directional button ••••• Mini-map zoom in/Confirm/Assist Screen window control
← directional button ••••• Assist Screen window control/Selection
→ directional button ••••• Assist Screen window control/Selection
Left analog stick ••••• Character movement/Selection
START button ••••• Open/Close Assist Screen
O button ••••• Guard/Use item in Assist Screen
X button ••••• Evade/Enter warp circle/Talk/Confirm
□ button ••••• Attack
△ button ••••• Use Attack Skill
L1 button ••••• Target lock-on cycle (forward)/Help ON/OFF
L2 button ••••• Target lock-on cycle (forward)/Help ON/OFF
R1 button ••••• Target lock-on cycle (backwards)/Help ON/OFF
R2 button ••••• Target lock-on cycle (backwards)/Help ON/OFF

STARTING THE GAME

1. Title Screen

Press the START button.



2. Title Menu

Use the directional buttons to select NEW GAME to start the game from the beginning or select CONTINUE to load a saved game. Press the $\otimes$ button to confirm.



3. Difficulty Selection

If you've selected NEW GAME, use the directional buttons to select the difficulty. Press the $\otimes$ button to confirm and start the game.



Game Options (Zako Zako Hour)

In the Title Menu, select GAME OPTIONS and press the $\otimes$ button to enter the Zako Zako Hour. You can adjust each of the various options from here.

SDG REPORT

You can view information on enemies you have defeated, as well as forms and items you have found.

Hidden Option

Complete all three parts of the SDG REPORT to find out what this hidden option is!

Speaker Settings

Audio can be adjusted to handle STEREO or MONO settings.

Vibration Settings

The vibration function for the DUALSHOCK®2 analog controller can be turned ON or OFF.

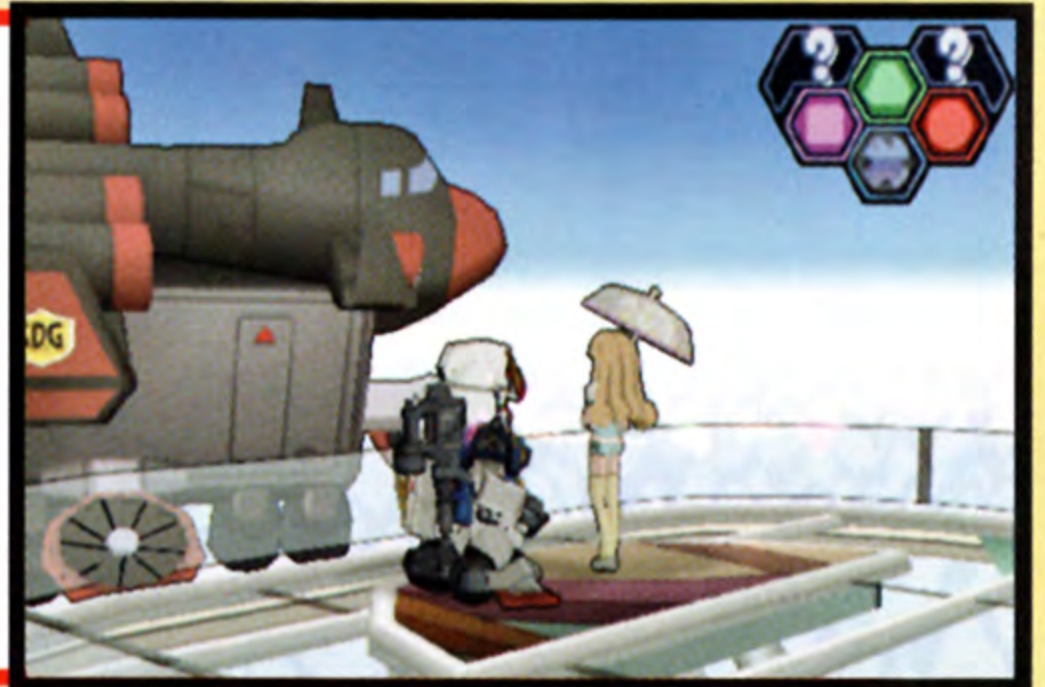


SAVING THE GAME

1. Find Sayla

Look for Sayla somewhere in the S.D.G. Lab.

*Memory card (8MB) (for PlayStation®2) required to save the game.



2. Talk to Sayla

Use the directional buttons to select the save option and press the **X** button to confirm.



3. Save Screen

Select YES with the directional buttons and press the **X** button to confirm.

*The memory card (8MB) (for PlayStation®2) will have to be formatted if it is brand new.



4. Save Completed

You can choose to end the game or continue after saving the game. When asked to "End the game?" select NO to return to the lab and continue the game or YES to end the game and return to the Title Screen.

BATTLE SCREEN



1. Dimension Time Bar

Watch out! You will be sent back to the S.D.G. Lab when this bar runs out.

2. HP Sphere

Player's health. A large sphere is equivalent to 5 small spheres. Be careful! You will be sent back to the lab when the spheres are all gone.

3. Mini-Map

Shows the current room and the doors to the rooms you have already visited. Enemies and the warp circle can be seen here.

*Zoom the map in and out with the up and down directional buttons.

4. Button Function Panel

Displays the function of each of the buttons.

Target lock-on cycle
(L1 button backward,
R1 button forward)



5. Power Level

Indicates the enemy's strength.

HP Bar

Indicates the enemy's remaining health.

6. Lock-on Cursor

Shows the enemy you have targeted.

*The L1 button and R1 button cycle between targets.
*Toggle lock-on with the R3 button.

7. Emblem Rank

Displays the emblems obtained.

8. Energy Charge Bar

The number of collected energy balls. Fill this up to upgrade the current emblem.

9. Healing Charge Bar

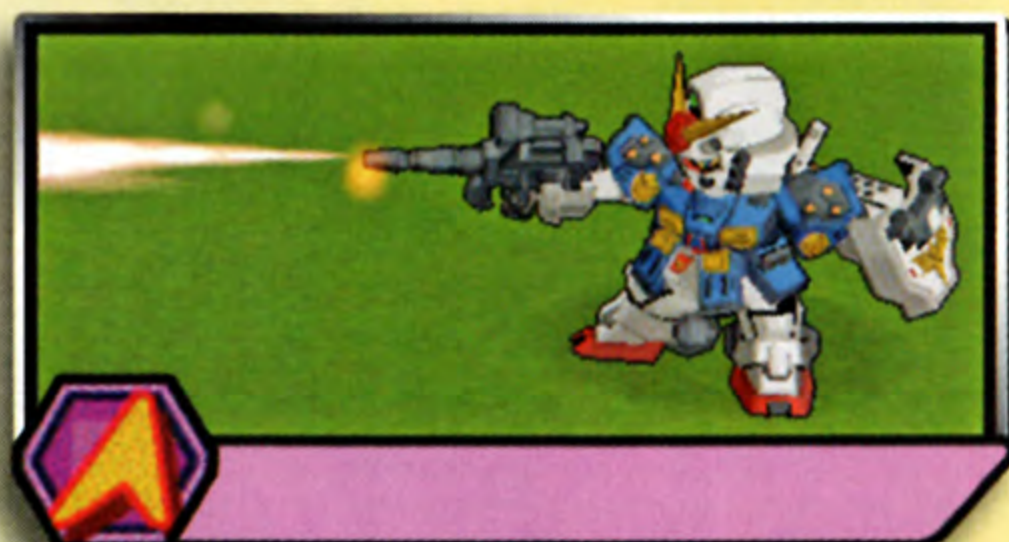
The number of collected healing balls. Fill this up to recover up to 5 small HP Spheres.

STAGE CONTROLS

Normal Attack

Attack with the  button. Hitting the button six times charges you up for powerful a final finishing move.

*Your attack will vary depending on your Form!



Attack Skill Gauge



*Check it by pressing the START button.

Attack Skill

Press the  button when the attack skill gauge is full to use your special attack. There are 4 power levels. If you power up the attack fully, a cool cut scene of the attack will be shown.

Evade

Press the  button to dodge enemy attacks. This is a very useful defensive ability.



Guard

You can guard against enemy attacks by pressing the  button with the right timing. This also helps to fill your attack skill gauge.



Change lock-on targets

Press the L1 button or R1 button when you're locked on to switch targets.



ASSIST SCREEN

Using the Assist Screen

You can enter the Assist Screen by pressing the START button from the Main Screen. Help windows for the Assist Screen are available. Press the L1 button or R1 button to display them.



1. Form Window

Current level and form along with other parameters like your HP Spheres.

2. Emblems

Emblems you have already obtained are displayed here. (*Not displayed while in the S.D.G. Lab)

3. Attack Skill Window

The stored Attack Skill Gauge is displayed as a percentage.

4. Item Pocket

You can hold up to three items. Using the directional buttons, move the cursor over the item you want to use and press the  button.

CHARACTER INTRODUCTIONS

PLAYABLE CHARACTERS



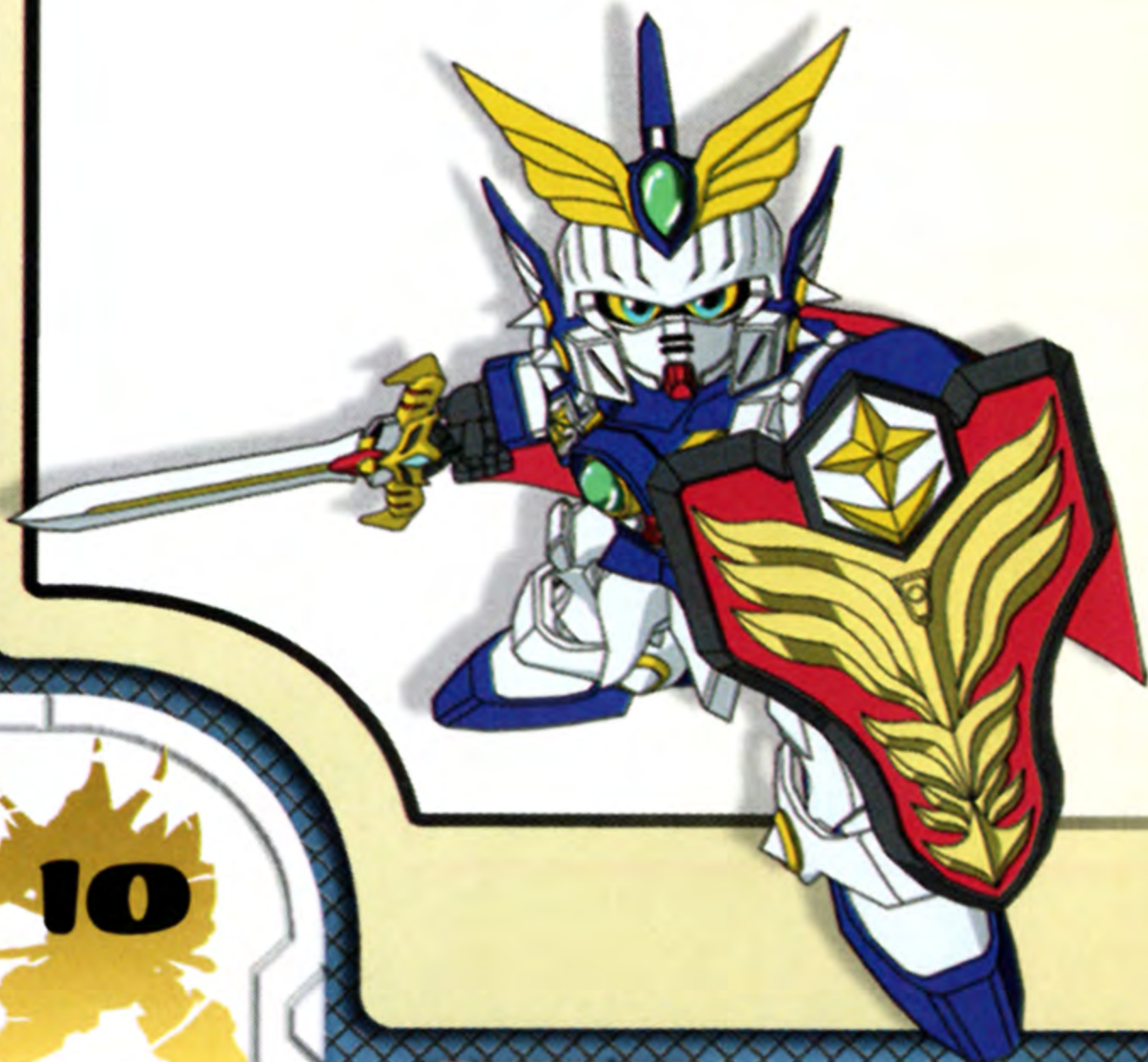
CAPTAIN GUNDAM

CAPTAIN GUNDAM SPECIALIZES IN RANGED ATTACKS. HIS ATTACK SKILL IS THE CAPTAIN PUNCH!



BAKUNETSUMARU

WITH A KATANA IN EACH HAND, BAKUNETSUMARU ATTACKS WITH SPEED AND FURY. HIS ATTACK SKILL IS THE TENKYOUKEN!



ZERO The Winged Knight

HOVERING IS ZERO'S PREFERRED MODE OF TRANSPORT. HE HAS A CIRCULAR SLASH ATTACK THAT CAN HIT ENEMIES EVEN WHEN HE IS SURROUNDED. ZERO'S ATTACK SKILL IS THE VIOLET TORNADO!

CHARACTER INTRODUCTIONS

S.D.G. Members

Key characters who can assist you!

COMMAND ROOM



CHIEF HARO

CHIEF HARO IS THE COMMANDER OF THE GUNDAM FORCE. HE PLAYS A VITAL ROLE IN MOVING THE STORY ALONG.



JULI

PROVIDES TACTICAL INFORMATION ON ENEMIES AND ITEMS.

SHUTE'S ROOM



SHUTE

HANDLES YOUR ITEMS AND FORM CHANGES.

KAO LYN'S ROOM



KAO LYN

HE IS IN CHARGE OF INVENTING DEVICES TO POWER UP YOUR FORM.

KAO LYN'S BALL



THE BALL WILL GIVE YOU A SECRET FORM IF YOU CAN GIVE HIM THE SECRET CODE.

TRANSPORT ROOM



BELL WOOD

THE INVENTOR AND OPERATOR OF THE DIMENSIONAL TRANSPORT DEVICE, BELL WOOD TRANSPORTS THE GUNDAMS TO THEIR MISSIONS.

S.D.G. LAB



GUNEAGLE

GUNEAGLE CAN TRANSPORT ITEMS TO AND FROM THE S.D.G. LAB AND THE MISSIONS.



SAYLA

SAYLA WILL SAVE YOUR GAME.

S.D.G. LAB



Speak to any of the characters you encounter by pressing the **X** button.

Play as Captain Gundam, Zero the Winged Knight, or Bakunetsumaru

When you first start the game, you will be playing as Captain Gundam. However, as the story progresses, you will be able to change characters by speaking to the other Gundams. If you're playing as Captain Gundam, you can speak to either Zero the Winged Knight or Bakunetsumaru in the plaza to change characters.



Talk to character



Conversation



Player change



Plaza

Save

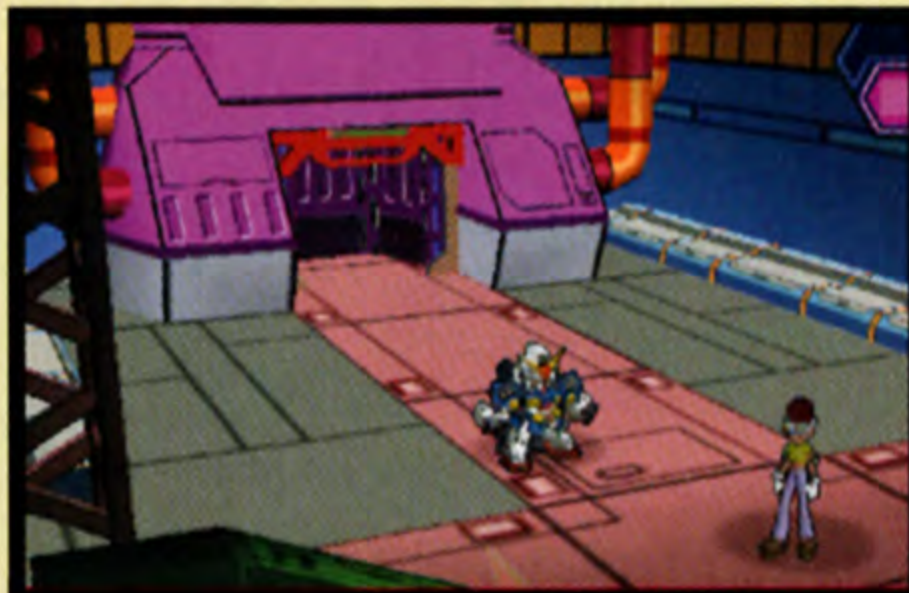
Find Sayla to save your game (see p.6).

Item Exchange

Find Guneagle. Exchange items with the **C** button.

Switch Characters

Speak to any of the playable characters. You'll be asked if you want to switch characters. Select YES to change characters or NO to remain the same character.



Transport Room

Stage Launch (Bell Wood)

Dr. Bell Wood operates the Dimensional Transport Device which will send you on your missions.

S.D.G. LAB



Kao Lyn's Room

Hyper-Custom (Kao Lyn)

This device when complete, will add a hyper coating to your S.D.G. Form.

Secret Form (Ball)

When the ball is in Kao Lyn's room, you may be able to enter a secret code for a special S.D.G. Form.



Command Room

Report

Get an S.D.G. report from Juli.

Event

Chief Haro will report on the situation and assign orders here.



Shute's Room

Manage Items

Press the  button to exchange items in the item box.

Change Forms

Press the  button to change Forms.



ITEMS

You can have members of the Gundam Force help manage the items you collect.

Shute is one of the Gundam Force members that can store and delete items for you.

Earning Items

Throughout the game, you will collect various items that are useful during combat. To obtain these items, first you must earn emblems. This is done by collecting energy balls during each block. The more energy balls you collect the better the emblem you earn. Once you clear the area, you may obtain an item if the emblems you earned are of high enough quality. With really good emblems, you can obtain some rare and really powerful items!

Managing Inventory with Shute

1. Go to Shute's Room.
2. Press the START button to access the Assist Screen and select the desired item slot in your item pocket. Press the Start button to exit the assist screen.
3. Go up to Shute and press the  button.
- 4a. Storing AN ITEM: Select an empty item slot in Shute's item box. Move your selected items (step 2) to the empty slot in Shute's item box. Press the  button to confirm the exchange.
- 4b. TAKING/EXCHANGING AN ITEM: Select an item in Shute's item box and press the  button to confirm the exchange.
- 4c. DELETING AN ITEM: Select the item you wish to delete in Shute's item box and press the  button. Shute will ask you if you are sure. Select YES to confirm the deletion.
5. Press the  button to exit.



ITEMS

The quality of the emblems you've obtained determines the level of the items you get. Depending on the quality and combination of your emblems, you may get more powerful versions of the items below.



CAPTAIN GUNDAM



Health Increase



Attack Power Increase



Time Increase



Speed Increase



Bomb



Defense Shield



Life Restorer



Warp Gate Locator



ZERO the Winged Knight



Health Increase



Attack Power Increase



Time Increase



Speed Increase



Bomb



Defense Shield



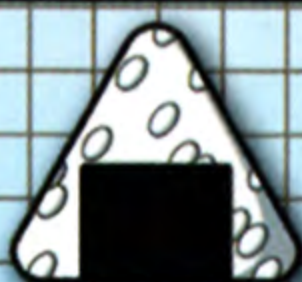
Life Restorer



Warp Gate Locator



Bakunetsumaru



Health Increase



Attack Power Increase



Time Increase



Speed Increase



Bomb



Defense Shield



Life Restorer



Warp Gate Locator

GAME OUTLINE

SCENARIO

MAKE PREPARATIONS AT THE S.D.G. LAB FOR THE NEXT STAGE!



PLAY AS CAPTAIN GUNDAM, ZERO THE WINGED KNIGHT, OR BAKUNETSUMARU, AND CHOOSE THE FORM AND ITEMS YOU WANT TO LAUNCH WITH.

THE S.D.G. LAB IS THE PLACE TO PLAN YOUR STRATEGY.

RETURN

DEFEAT A BOSS TO OBTAIN A NEW FORM!



DEFEAT THE BOSS LURKING AT THE END OF EACH AREA AND HAVE A CHANCE TO EARN A NEW FORM!

RANDOM GENERATION OF STAGES



WHEN YOU TRANSPORT TO A MISSION, THE BLOCK, ENEMIES, AND MAPS ARE RANDOMLY GENERATED!

*DIMENSIONAL TRANSPORT DEVICE



THIS TRANSPORTS THE GUNDAMS TO THEIR MISSIONS. YOU CAN CHOOSE TO TRANSPORT TO NEOTOPIA, LACROA, OR ARK.

*BELL WOOD IS IN CHARGE OF OPERATING THE DEVICE.

LAUNCH

ACTION



PLAYING THE GAME

Mission Preparations

1. Command Room

Chief Haro gives you a mission briefing.



2. Launch Preparations

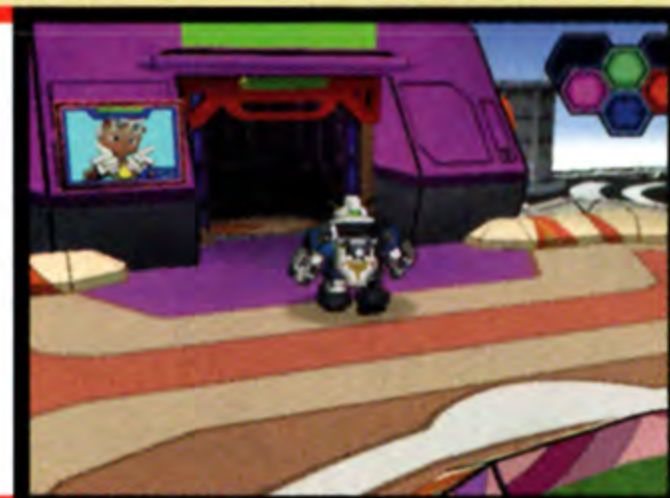
Visit different locations in the S.D.G. Lab to make preparations for the mission.

- Choose Character
- Items (Shute/Guneagle)
- Form Change (Shute)
- Save (Sayla)



3. Talk to Bell Wood in the Transport Room

Bell Wood is the inventor and operator of the Dimensional Transport Device. He'll be waiting for you in the purple building.



4. Transport to the stage

Use the Dimensional Transport Device to select your transport destination.



5. Mission Failed

If you don't clear the stage, you'll be transported back to Kao Lyn's Room!

Kao Lyn sometimes offers hints and tips.

Go back to #2



6. Mission Cleared

If you clear the stage, you'll arrive in Shute's Room. Here, you can change forms (if you've been able to obtain one) as well as exchange items with Shute.

7. Command Room

Head back to the Command Room and report to Chief Haro.

Go back to #1

PLAYING THE GAME

Game flow in the Block

1. Defeat all enemies inside the room.

Strategically use your attack skill, watch your enemies, and use your target lock to effectively defeat the enemy.



2. Find the hidden warp circle.

A warp circle will appear in one of the rooms you have cleared.



3. Enter the warp circle to clear the block!

Press the  button when you're over the warp circle.



Evade

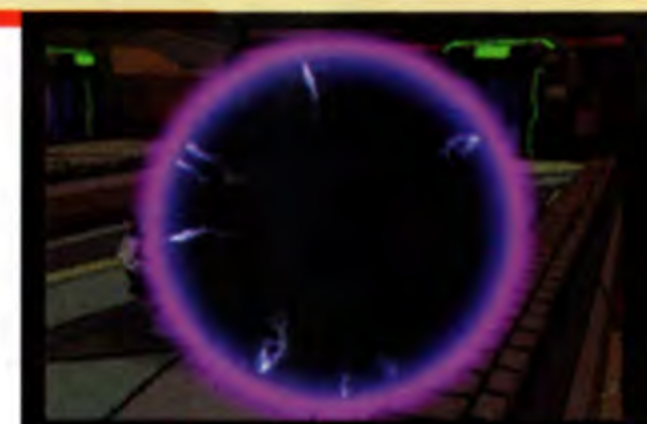
Warp Button



4. If you are defeated or run out of time, you will fail the mission.

If you run out of Dimension Time or lose all your HP Spheres, you will get sent back to Kao Lyn's Room.

Go to #7



5. You can obtain items based on the quality of the emblems you collect. You obtain items after clearing three blocks (Area Clear)!

The number of energy balls you collect from defeated enemies is what determines the quality of the emblem you earn. After collecting three emblems, there will be a chance for you to earn an item.



6. Defeat the boss to clear the entire stage!

Go to #7



7. S.D.G. Lab

- Stage Cleared - Shute's Room
- Stage Failed - Kao Lyn's Room

GAMEPLAY TIPS

PLAYER

All your attacks are normal except for the finishing move, which is very powerful. Use this final attack to your advantage!



The more you hit your enemy, the more your attack skills build up. Captain Gundam has his Captain Punch!

Emblems

Energy Balls: The key to obtaining items

GOOD

The quality of the emblem you obtain depends on how many energy balls you collect!



Worst



Best

The better the emblems you obtain, the better the items you get!



But beware...

BAD

If the enemies absorb energy balls their health recovers and they become stronger!



Know when to use the rare and powerful items to help you get through the stages!

GAMEPLAY TIPS

○ Obtain a new Form

There are a total of seven different forms for each of the three SD Gundam heroes. You start with their original forms. Most of the other forms can be obtained by defeating bosses while others are obtained through hidden passwords. Good luck finding all the powerful forms for Captain Gundam, Zero the Winged Knight and Bakunetsumaru!

CAPTAIN Gundam



ZERO the Winged Knight



BAKUNETSUMARU



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