MOBILE SUIT GUNDAM™

FEDERATION vs. ZEON™

TEEN
T
CONTENT RATED BY ESRB

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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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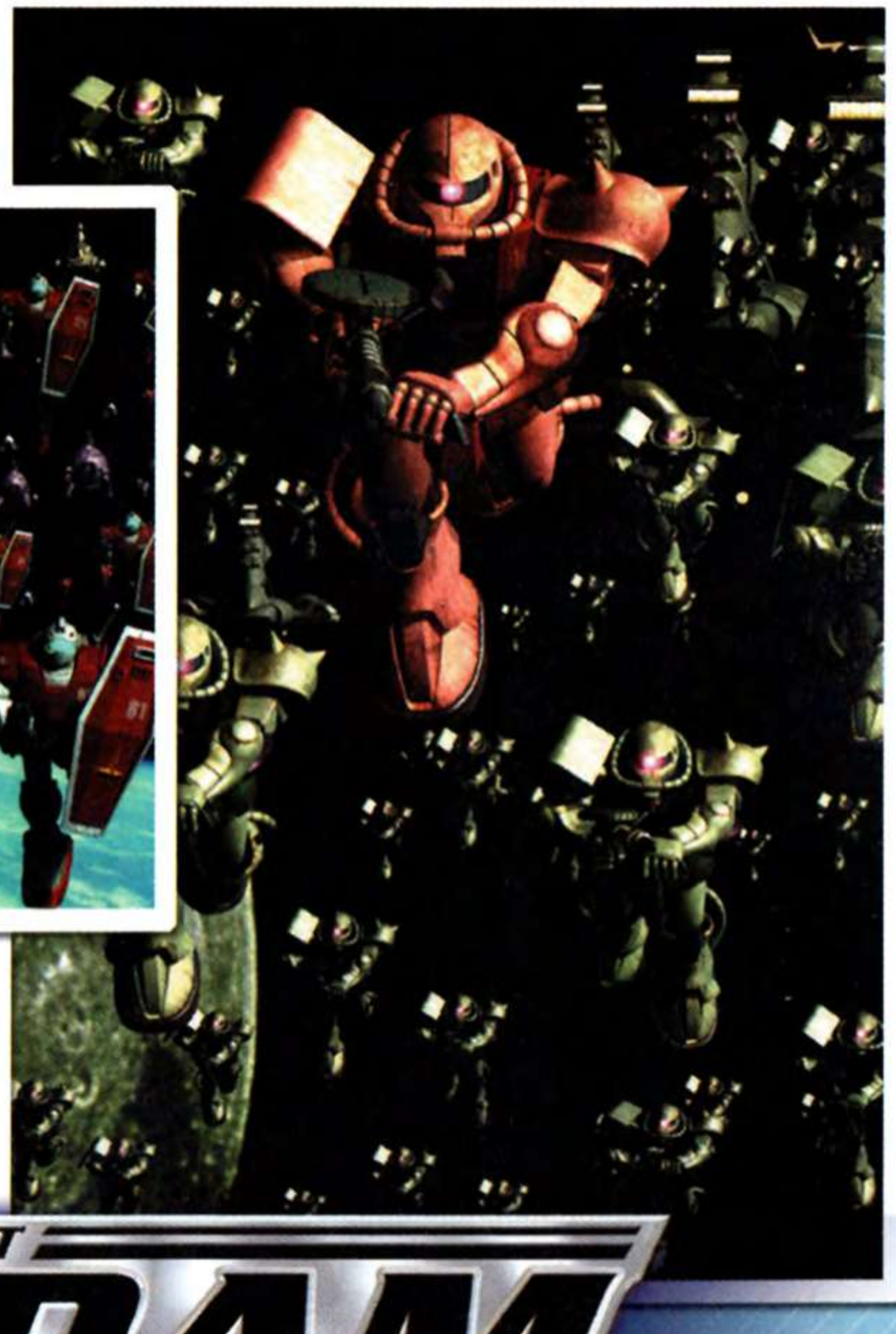

MOBILE SUIT
GUNDAM
FEDERATION vs. ZEON

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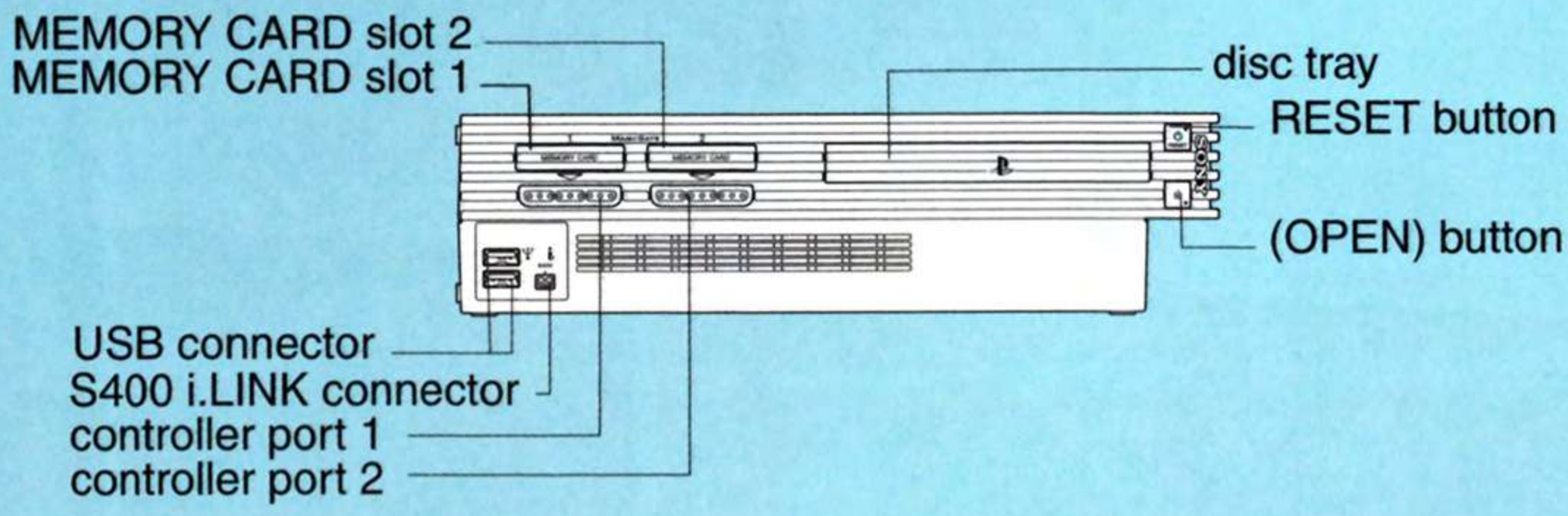
GETTING STARTED



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: Federation VS. Zeon" 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.

Move

Directional buttons .....Mobile suit movement/cursor movement.

*** Same operation can be done with left analog stick.**

Jump

⊗ button .....Press continually to jump higher.

Mid-air Dash

During a jump, press a directional button twice in the same direction to move rapidly through space.

*** Consumes Booster Gauge.**

Target

○ button.....Switch target sight to another enemy.

Orders

L1 button.....Switch orders to allied CPU controlled MS.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Shoot

□ button .....When your sight gets red, SHOOT!

* Watch your Ammo Gauge!

Sub Weapons (R1 button)

R1 button.....Use sub-weapons while main weapon is reloading.

Close Combat

△ button.....Get in close and SLASH AWAY!

Jump Attack

R2 button..... Jump and slash.
L2 button..... Jump and shoot.

Evade

By quickly pressing a directional button twice in same direction, you can SIDE STEP!

* These are initial button settings. These settings can be changed. (Please see p. 15)

STORY

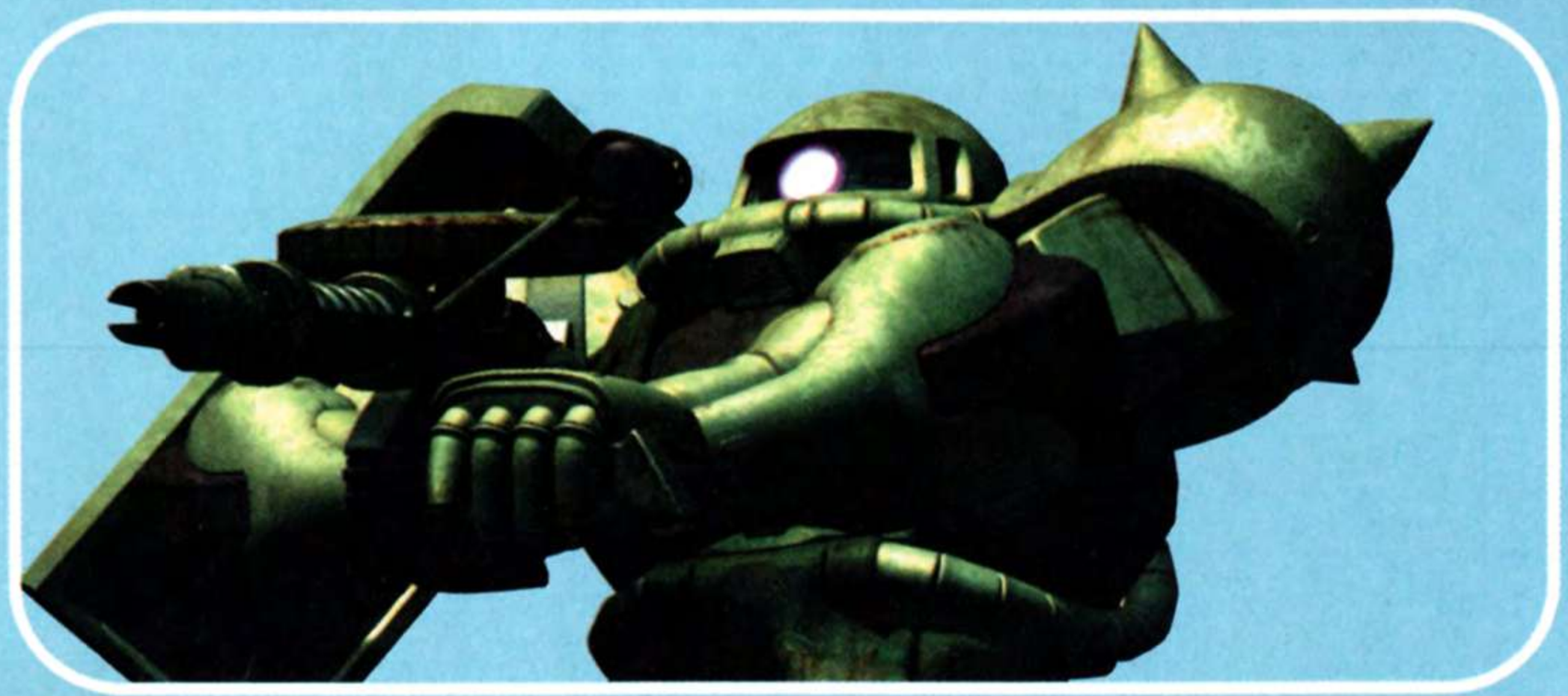
A half-century has passed since Earth began moving its burgeoning population into gigantic orbiting space colonies... A new home for mankind; where people are born and raised...and die.

It is the year 0079 of the Universal Century. The cluster of colonies furthest from the Earth, Side Three, has proclaimed itself the Principality of Zeon and has launched a war of independence against the Earth Federation...

Initial fighting lasted over one month and half of the human population was lost. People were horrified by the indescribable atrocities that had been committed in the name of independence...

Eight months have passed since the rebellion began, and both forces are now at a stalemate. With half of Earth's population dead, both the Federation and Zeon had lost most of their military forces and now, innocent youths are left to fight the war.

What are mobile suits?



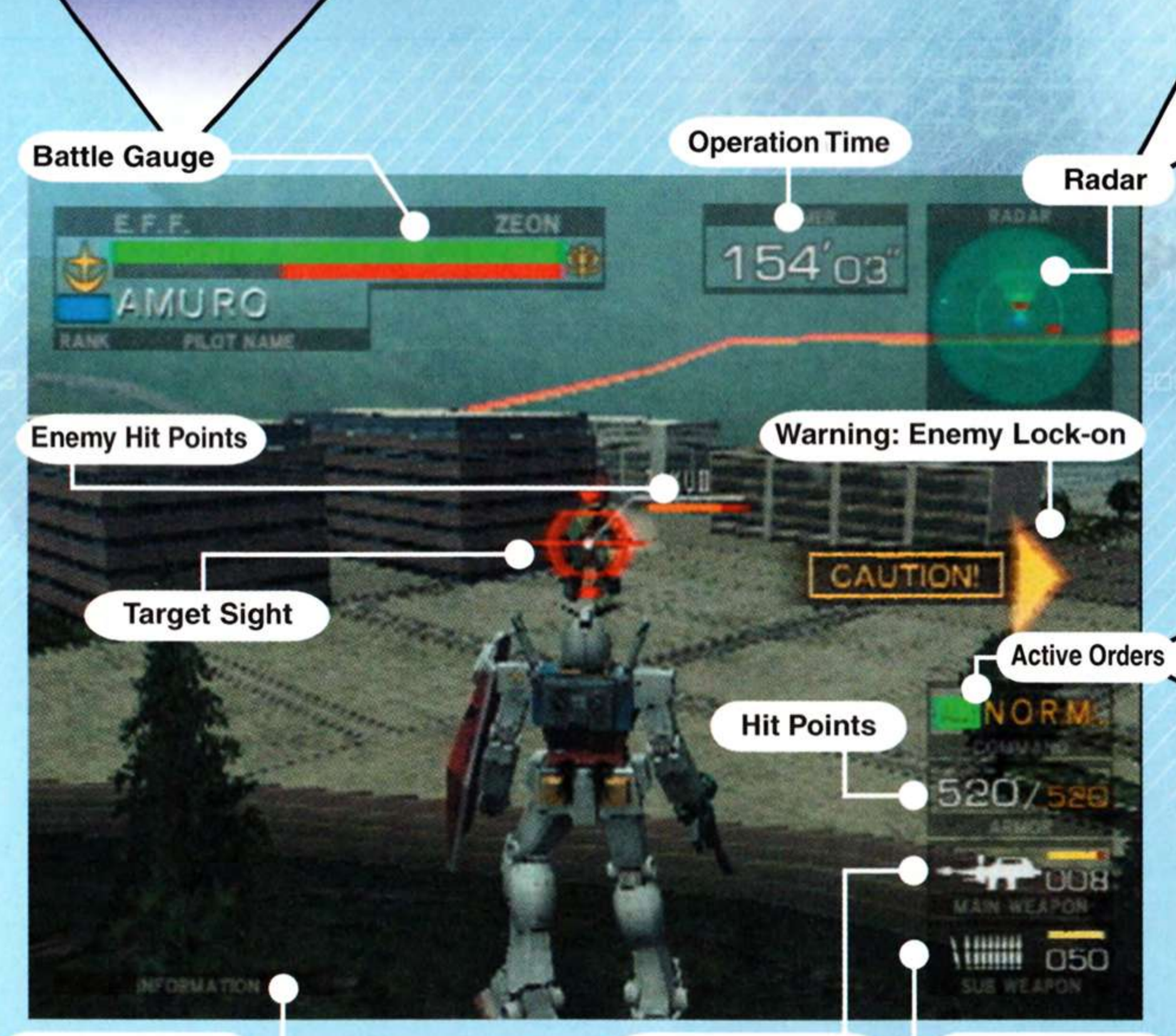
Due to the discovery of Minovsky Particles which block radio waves and render electronically guided weapons useless, the age of long range warfare has ended and now close range visual contact warfare prevails. The humanoid weapons developed for close range warfare are called "mobile suits." The Earth Federation has lagged behind in this technological environment, but finally have mobile suits to counter the Principality of Zeon's Zaku.

Federation VS. Zeon Combat!

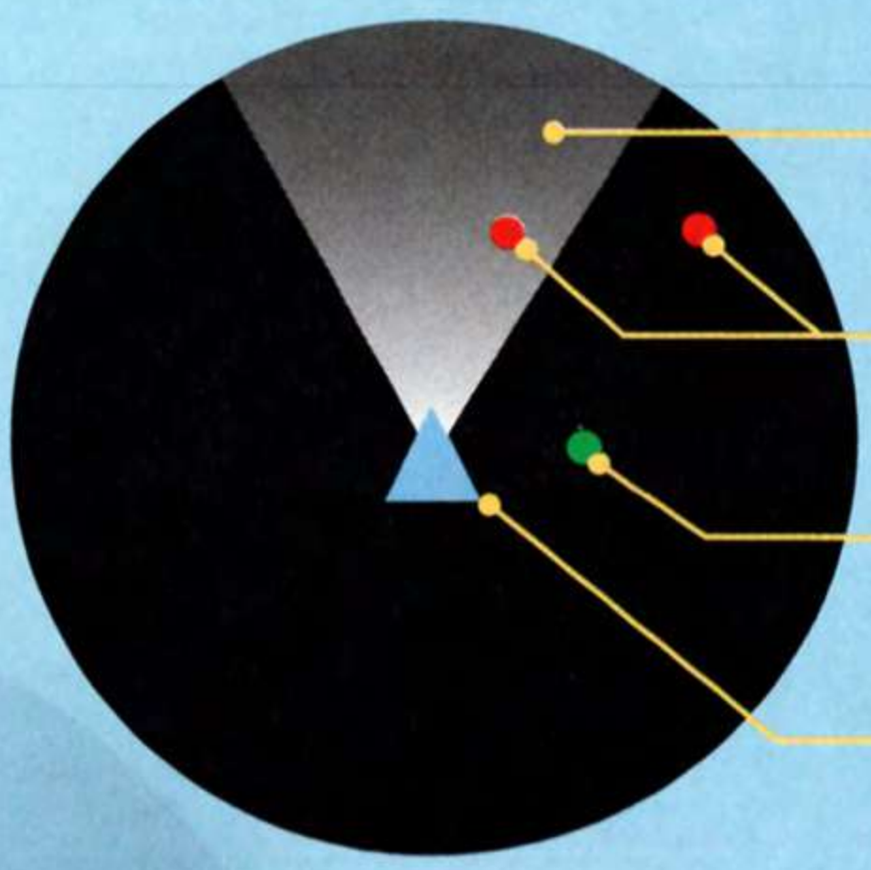
Destroying enemy MS will decrease the enemy's Battle Gauge proportional to that MS's value.

If your Battle Gauge drops to 0, you lose!

If enemy Battle Gauge drops to 0, you win!



RADAR SCREEN



Player Visual Range

Enemy MS

Allied MS

Player

Give Orders to Allies!

1 PLAYER MODE

Switch orders to your CPU ally.

Normal

Far

Near

B-UP

Hide

Press the L1 button to change your allies' orders!

ARCADE MODE

Clear each stage using these modes: Solo, Team Play or Versus Battle Mode!

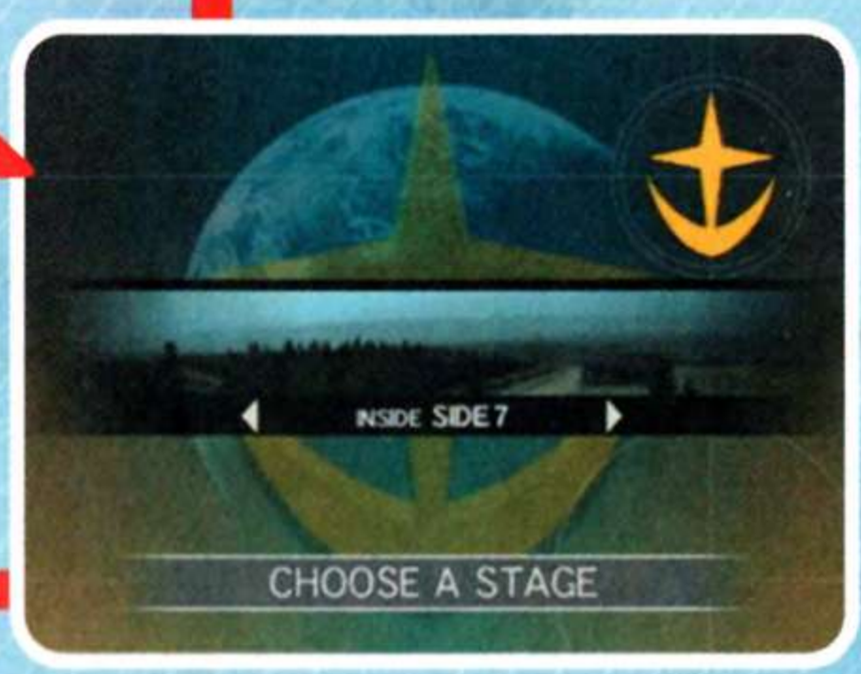
Begin Operations

1 Which side are you on?

Choose either Federation on the left or Zeon on the right.

2 Select a stage

Select the first stage from four choices: Inside Side 7, Takmalikan Desert, Outside Jaburo and Solomon Space.



3 Enter your call sign!

Play as your favorite Gundam Character from the "Default" pilot list.

4 Select your mobile suit!

Select one for ground combat and one for space.

Team Play

If both players choose the same side, they can play as a team! Combine your efforts and attack the enemy from two sides.

2 Players

Press the START button on the Player 2 controller to join in. Battle as a team or against each other.

Choose different sides. Each player teams with a CPU ally for a 2 on 2 versus battle. The game is over for the losing player and the winner continues with the game.

Versus Battle

Software Keyboard

Controller

Directional buttons	Key or cursor movement
○ button	Delete 1 letter before cursor
× button	Select letter
△ button	Next screen
R1 button	Switch mode (Caps/small)

Explanation of Keys

Blank Box	Space
Back	Delete one letter before
ABC/abc	Change case
Default	Select default characters
Enter	End letter input

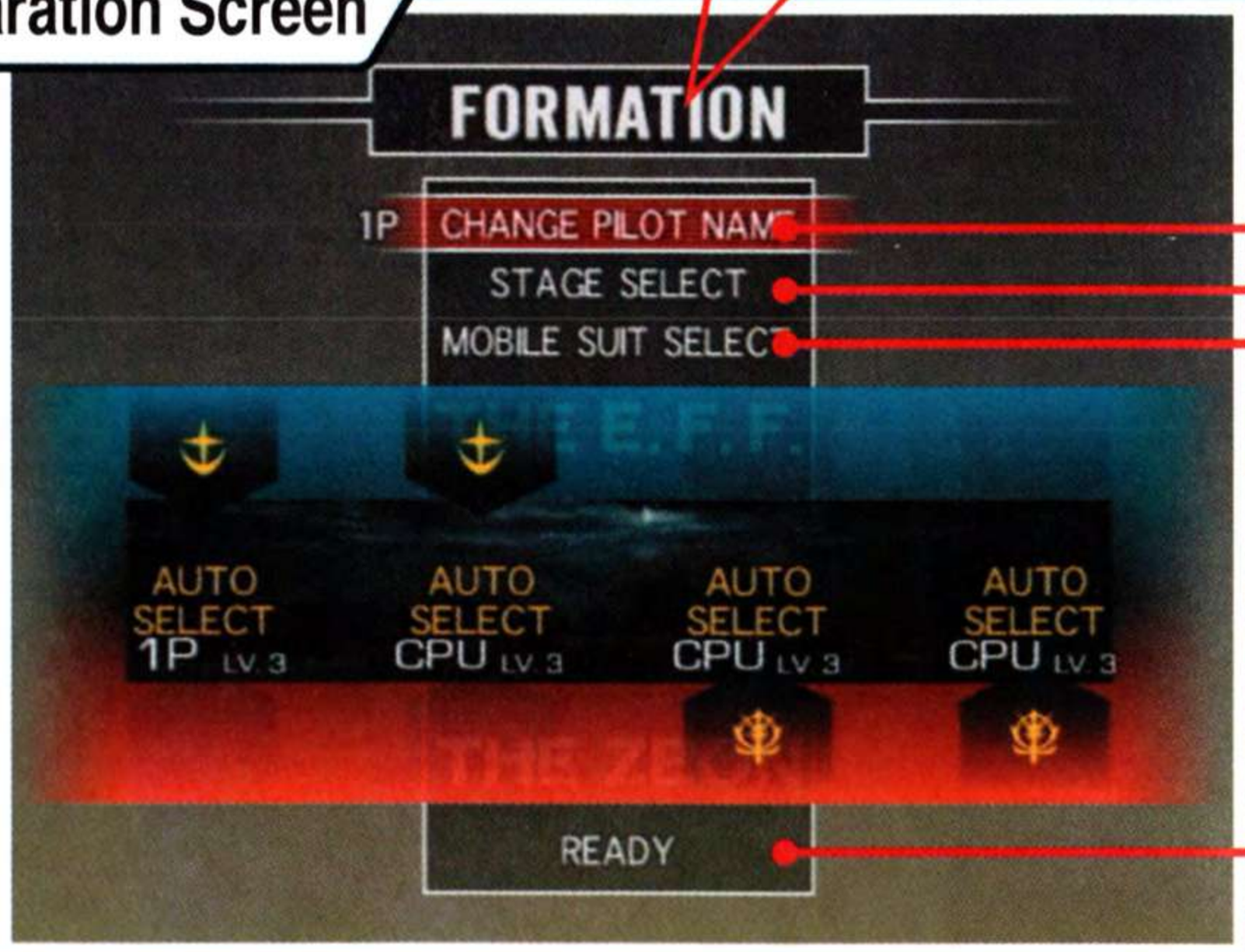
VERSUS MODE

Freely select stages and mobile suits in this 1 or 2 player Team / Versus Battle Mode. Switch mobile suits and sides after each stage.

How to start with 2 players

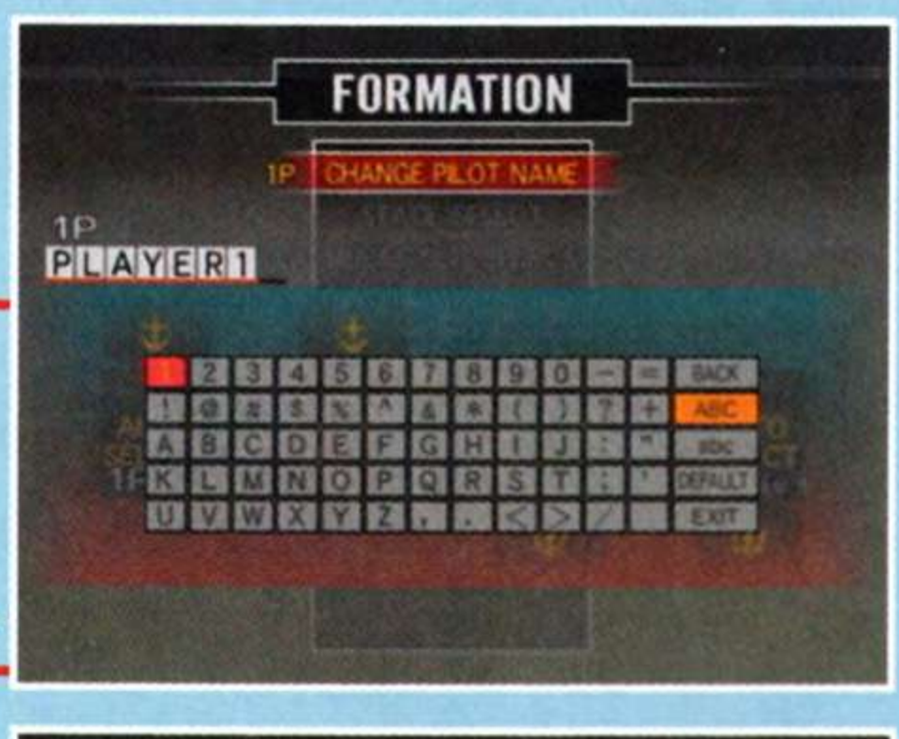
After the first player enters this screen the second player can join by pressing the START button on his controller. Press the ◯ button to pull out.

Preparation Screen



1 Change pilot name

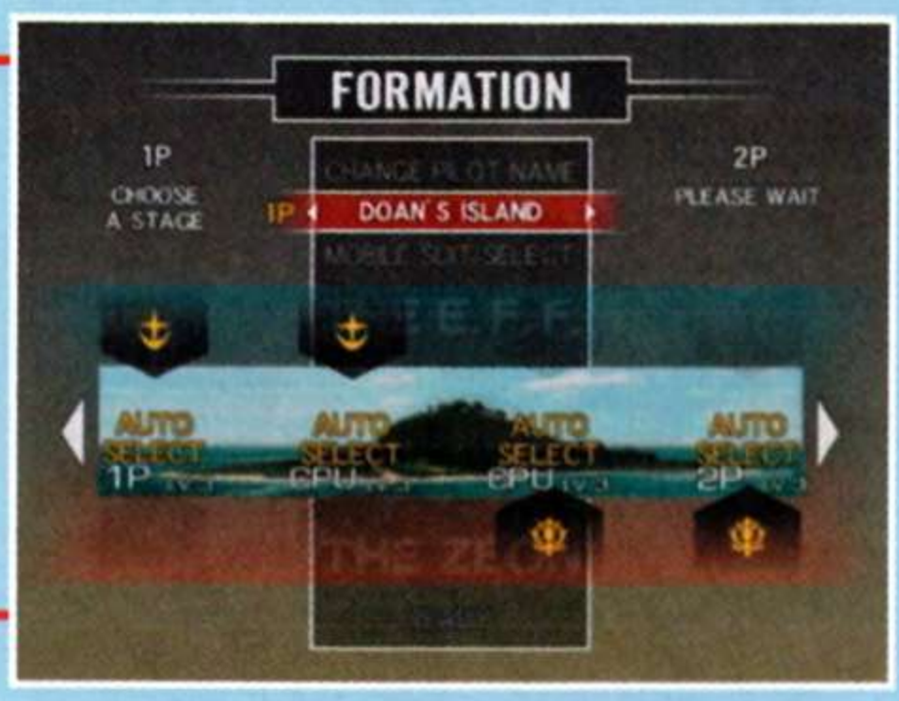
Change your Pilot name.
2 Players alternately input their names.



2 Stage select

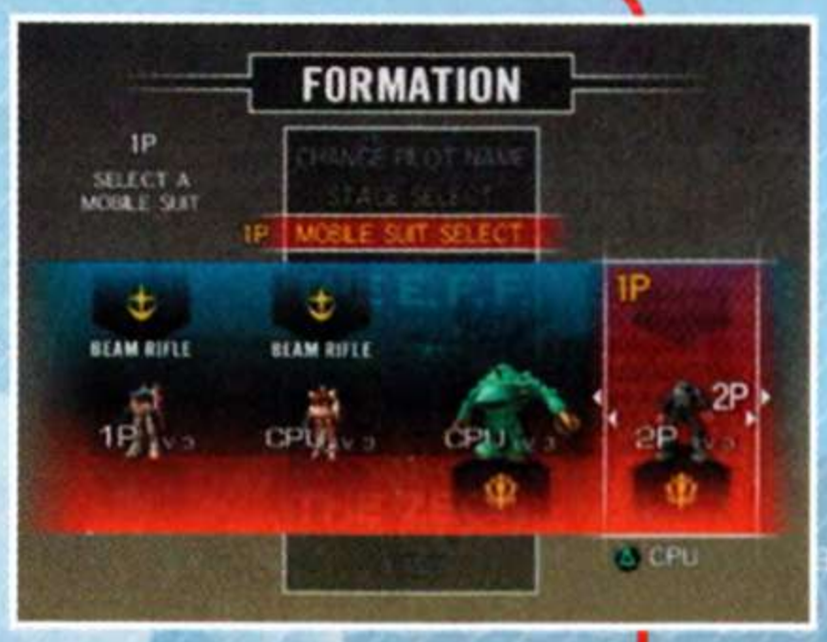
Select a stage. Keep in mind that some mobile suits are not selectable in some stages.

With Auto-select, stage selection is automatic.



3 Select mobile suit

Press the directional buttons up or down to select Zeon or Federation MS. You can set handicaps with R1 and L1 buttons. (The higher the Level, the stronger the mobile suit.)



Move directional buttons to select the MS to be replaced and select it with the ⊗ button. Then, with the directional buttons, go to an MS and make a selection using the ⊗ button. Press "No Launch" to disable launch.

Press the △ button to let CPU battle for you!

Select CPU for all mobile suits and watch the battle as an observer.

With Auto-select, mobile suit selection is automatic.

4 Ready

Select "Yes" and the game will start.

CAMPAIGN MODE

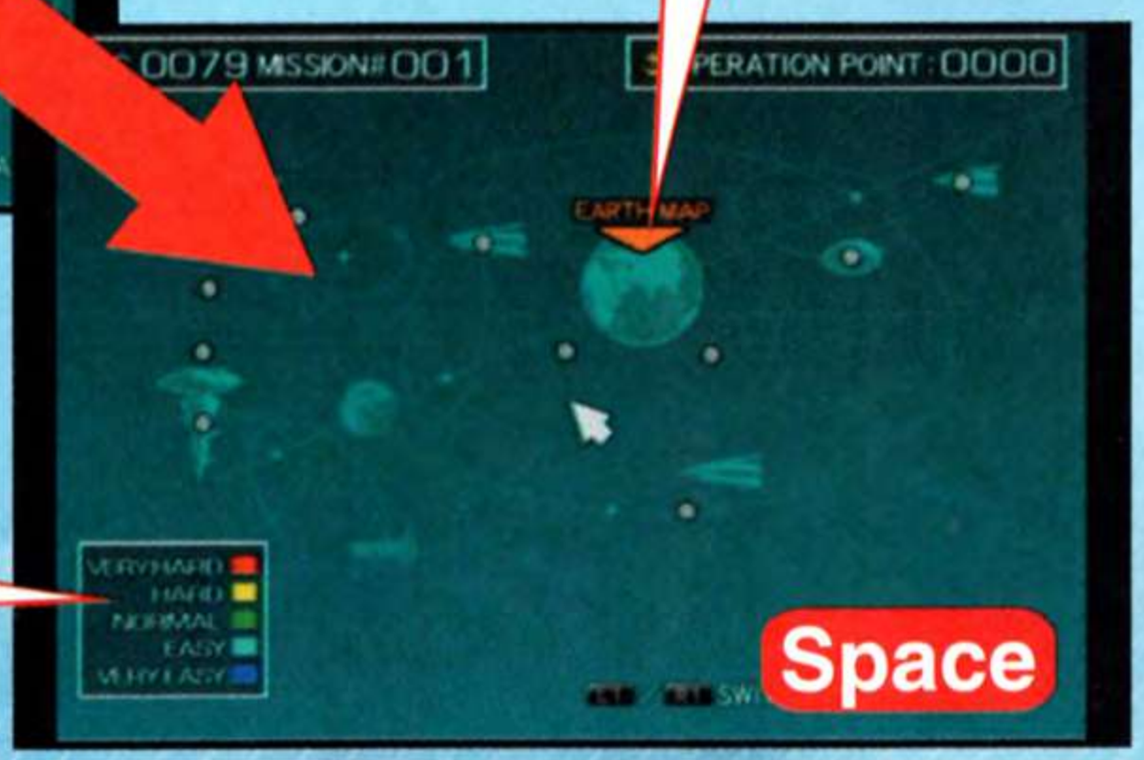
In this mode, you will choose to be either a Federation or Zeon mobile suit pilot and clear various missions as you survive the "One Year War!"

Map Screen

Go to this triangle and press the ⊗ button to switch screens.

The difficulty of each mission is color coded!

L1 button
R1 button
will switch maps.



Missions

Fulfill various operational tasks!

The yellow circle indicates the location of the mission! Move the cursor to that spot.

Confirm your mission with the ⊗ button. Press the ⊗ button again to go to the launch preparation screen.

Launch after confirming conditions for mission completion and failure.

The objective of the missions will vary.

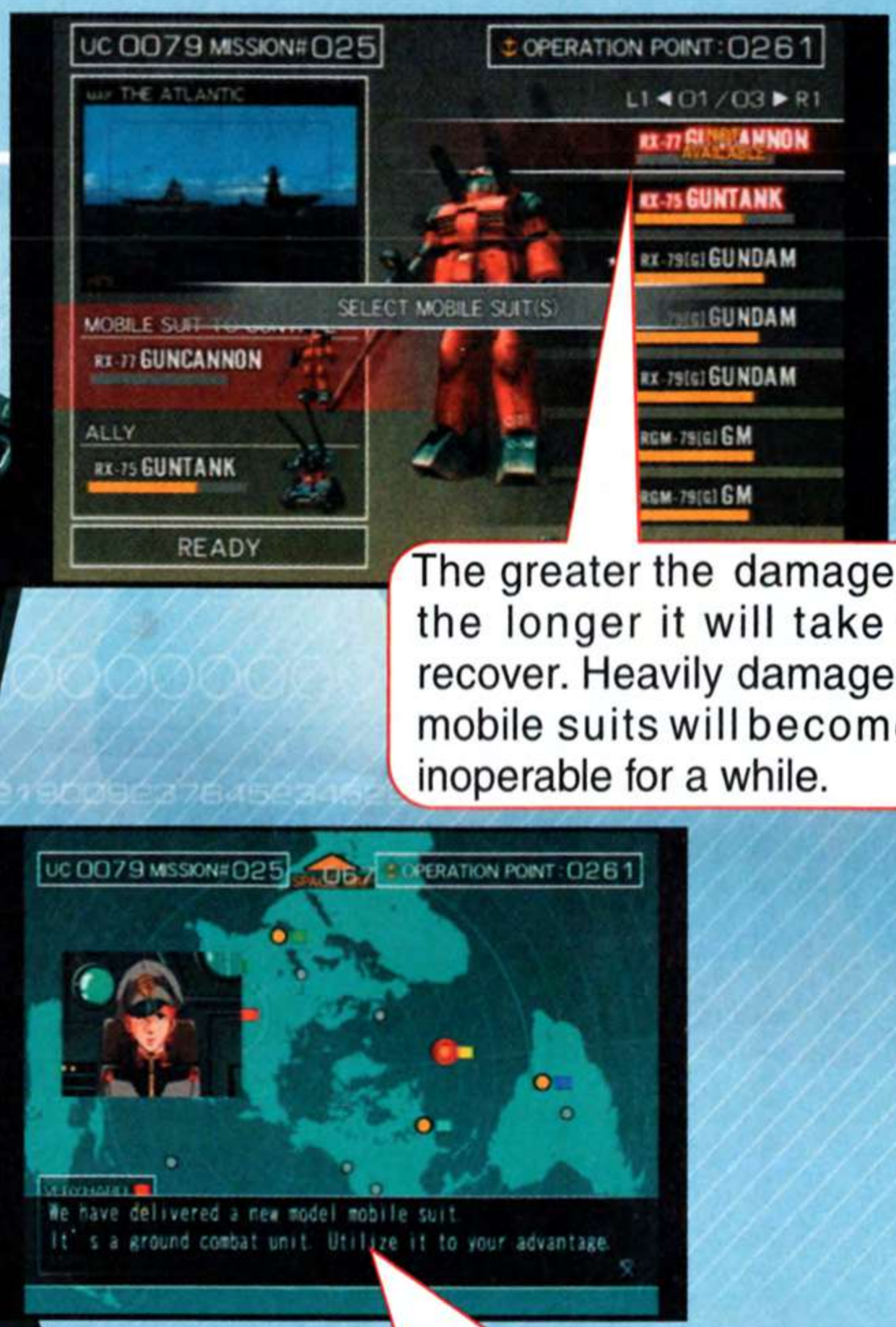
Even if the mission is unsuccessful, the game is not over! Your effort can turn the tide of the war!

Mobile Suit Hangar Deck

The mobile suits assigned to your unit are loaded into your mobile suit hanger deck. You will launch from here.

As your mobile suits battle, they will lose battle strength. Maintenance and repairs will take place here.

Directional buttons	Select MS
⊗ button	Execute
○ button	Cancel
START button	Select



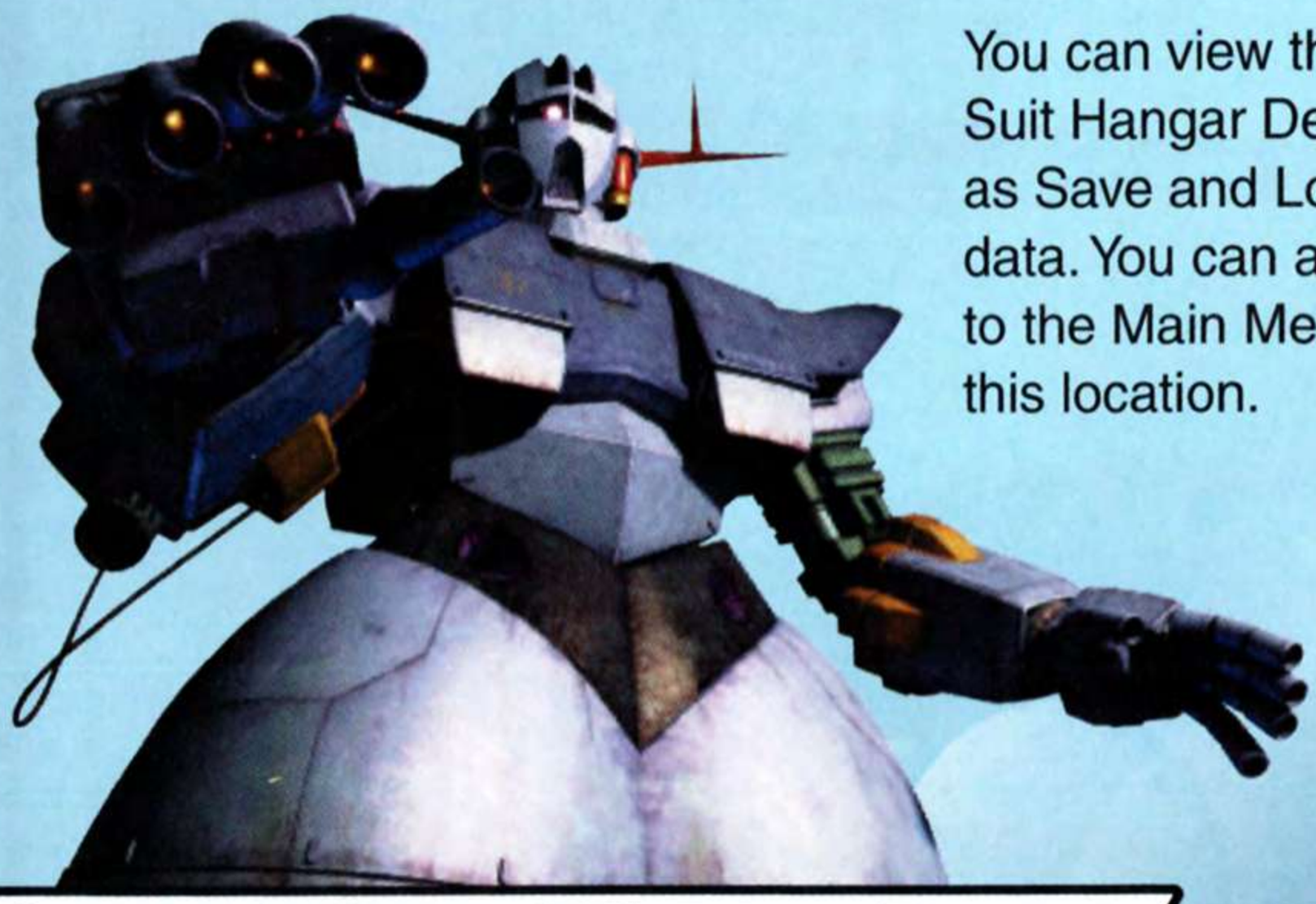
The greater the damage, the longer it will take to recover. Heavily damaged mobile suits will become inoperable for a while.

As new mobile suits are developed, they will become available. As your war record improves, your development team will provide better mobile suits.

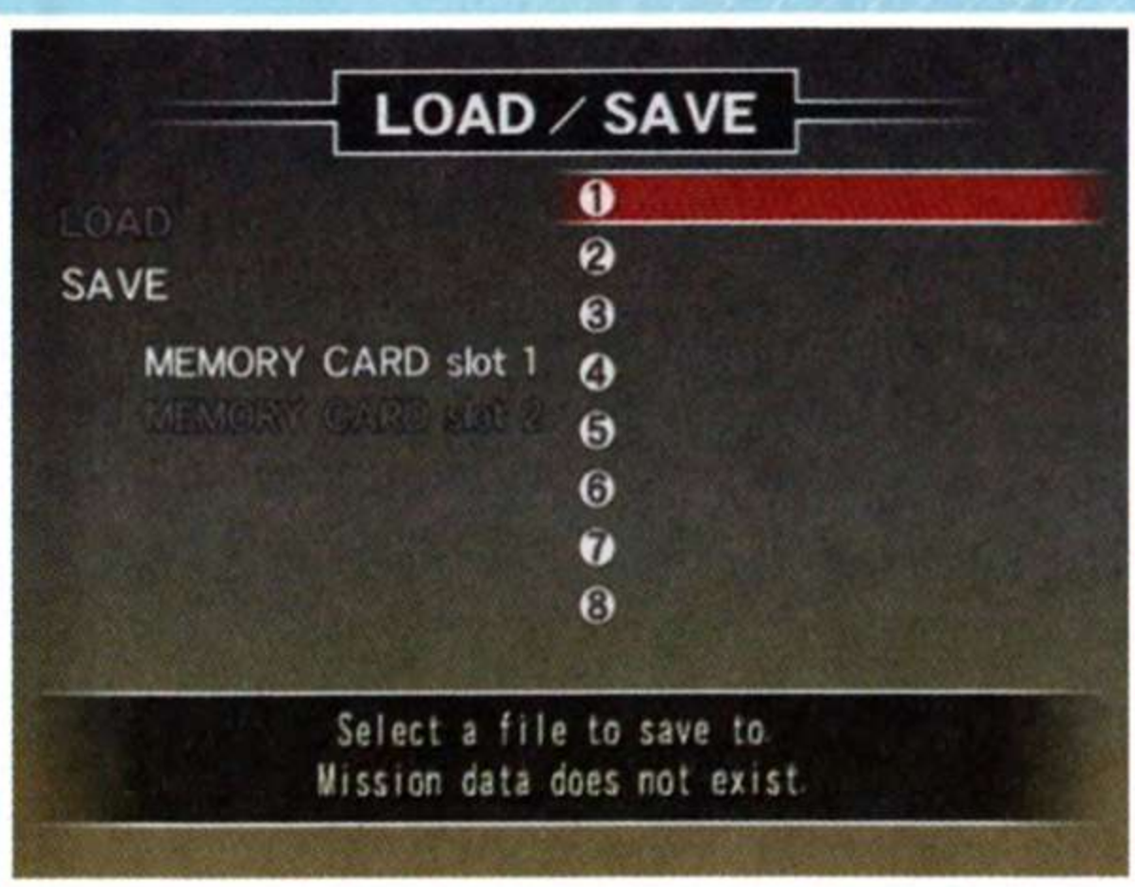
Menu

Press the △ button in the Map Screen and a Menu will appear.

You can view the Mobile Suit Hangar Deck as well as Save and Load Game data. You can also return to the Main Menu from this location.



Save & Load Game Data

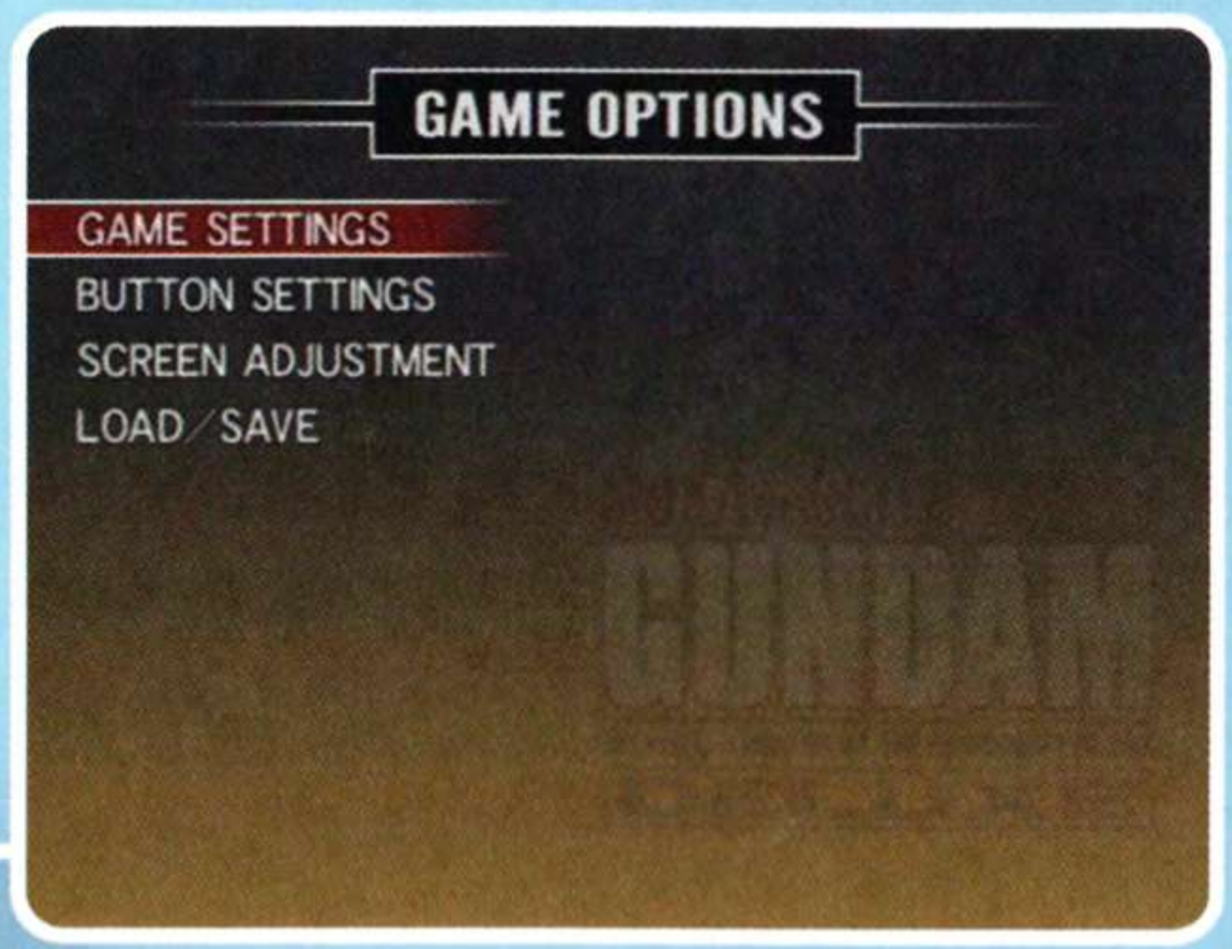


You can load or save your mission data onto a Memory card (8MB) (for PlayStation®2) (150KB of open space is required). Data can be saved in 8 locations.

* System data will not be saved here. Instead, save them in Options LOAD/SAVE. (See p. 15)

GAME OPTIONS

Change all game configurations here.



Game Setup

Difficulty Change the difficulty level in Arcade Mode.

Damage Level Change your Attack Power level in Arcade Mode.

Timer Change the Time Limit in Arcade and Versus Battle Modes.

Sound Switch from Stereo and Mono and change the volume level for Sound Effects, BGM, and voices.

Button Setup

Change the button configurations.

Screen Adjust

Adjust the screen.

LOAD/SAVE

Save and load the System data (game settings, player name, etc.) onto or from a Memory card (8MB) (for PlayStation®2) (150KB of open space is needed).

If “AUTO SAVE” is selected, you can select which MEMORY CARD slot to conduct the AUTO SAVE (you may also turn off the AUTO SAVE). Select “LOAD” OR “SAVE,” to load and save data.

INTRO TO MOBILE SUITS

Rx-78 Gundam

Ground | Space | Cost ★★½

Federation's Ultimate Prototype
(Hammer Weapon (R2 button = Hammer Revolution Swing)

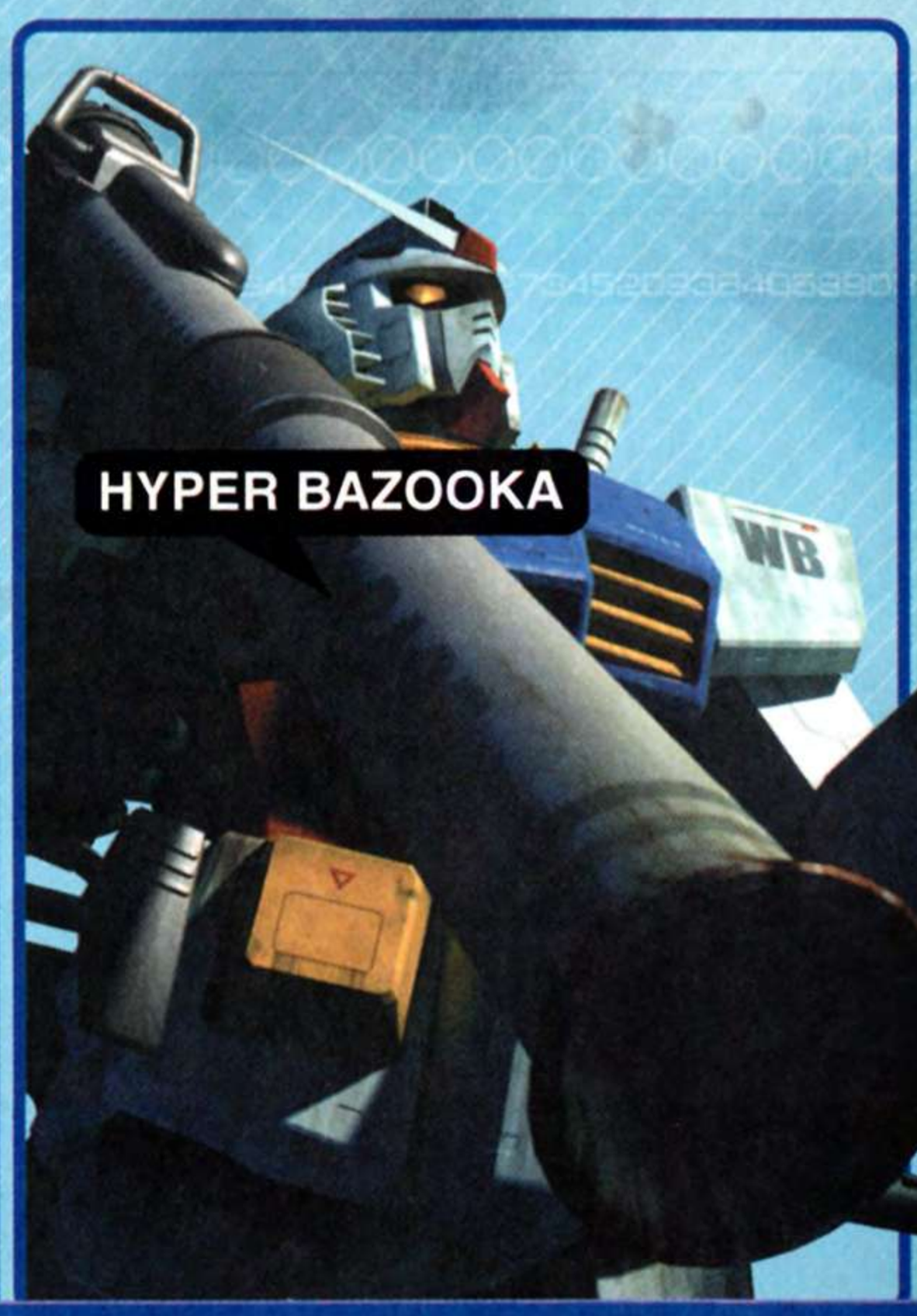
MS TYPE

Main Weapons
Shoot/Throw (□ button)

Close Combat
Slash/Grapple (△ button)

Sub Weapons
Shoot + Slash buttons
R1 button

Battle Gauge loss when you are destroyed.
(4 Star marks approximately equals the length of the Battle Gauge.)



RX-77 Guncannon

Ground | Space | Cost ★★

Mid-range support MS. Artillery Fire.
(Continually press "Target.")

RX-75 Guntank

Ground | Space | Cost ★½

Long-range support MS. Artillery.
(Continually press "Target.")

RGM-79 GM

Ground | Space | Cost ★

Mass production model of Gundam.
Good cost performance.

RB-79 Ball

Space | Cost ½

Support battle pod. Artillery fire.
(Continually press "Target.")

RX-79 Gundam [G]

Ground | Cost ★½

Ground mass production Gundam.
(Reload Machinegun anytime [L2 button]
180mm Cannon is for Long Range Artillery.)

RGM-79 GM [G]

Ground | Cost ★

Ground type GM.
(Reload Machinegun anytime [L2 button])

INTRO TO MOBILE SUITS

MS-05 Zaku

Ground | Space | Cost ★

First battle mobile suit developed.
Low fighting capabilities.

MS-06 Zaku II

Ground | Space | Cost ★ | Char Custom ★

Standard mass produced mobile suit.
(Long-Range Fire with Magella Top Cannon)

MS-07 Gouf

Ground | Cost ★½

Close combat ground type MS.
(Operate heat rod with directional button)

MS-09 Dom

Ground | Cost ★½

Highly mobile heavy MS with
Hovering capabilities.

MS-09R Rick-Dom

Space | Cost ★½

Dom specially modified for
space warfare.

Gogg

Ground | Cost ★½

Amphibious mobile suit. Heavy
armor, but quick on the move.

MSM-07 Z'gok

Ground | Cost ★★½ | Char Custom ★★

Improved amphibious mobile suit.
Superb close combat capabilities.

MSM-04 Acguy

Ground | Cost ★

Amphibious mobile suit.
Geared for mid-range fire.

MSM-10 Zock

Ground | Space | Cost ★★½

Amphibious MS. Long-range fire.
(Continually press Search button)

MS-15 Gyan

Ground | Space | Cost ★★

Mobile suit developed for close combat.

MS-14 Gelgoog

Ground | Space | Cost ★★ | Char Custom ★★½

Well balanced high performance mobile suit.

MSN-02 Zeong

Ground | Space | Cost ★★½

Space mobile suit for all range attacks.

NOTES

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To receive this warranty service:
1. DO NOT return your defective Game Disc to the retailer.
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 and send a copy of the number with the defective Game Disc. Return your Game Disc freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America Incorporated
Consumer Service Department
5551 Katella Avenue
Cypress, CA 90630

This warranty shall not apply if the Game Disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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