

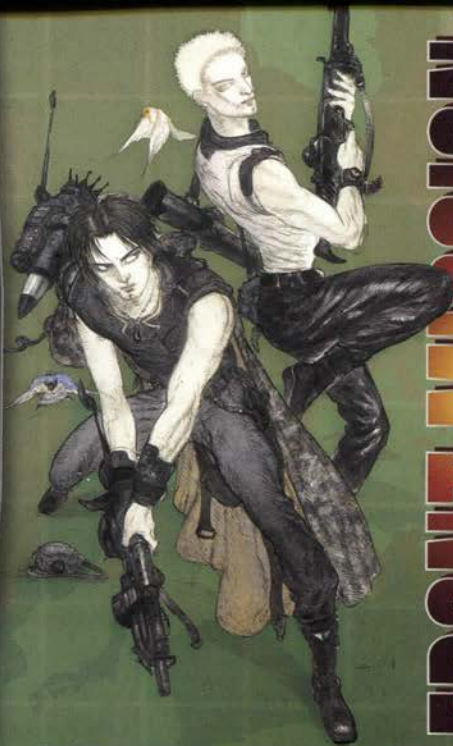
SQUARE ENIX™

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NINTENDO DS™



INSTRUCTION BOOKLET

SQUARE ENIX™

FRONT MISSION™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



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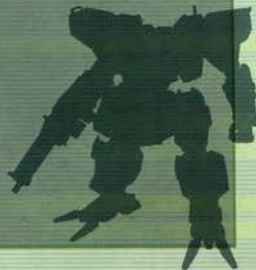
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During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

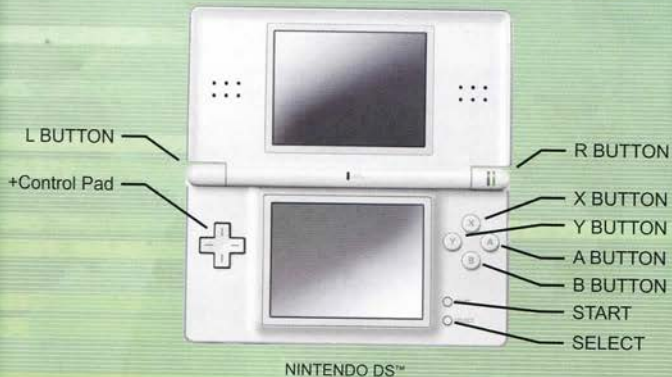
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FRONT MISSION®

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The following are the basic controls for Front Mission DS. These pages list how to play using the +Control Pad; for controlling the game with the Touch Screen and stylus, please refer to page 5.



L Button

- Switch selected unit

+Control Pad

- Move cursor
- Select command

R Button

- Switch selected unit

START

- Open System Window

A Button

- Confirm command
- Advance text window

B Button

- Cancel command, close window
- Open the command window
- Hold down the B Button to speed up the text display and cursor movement.

Y Button

- Toggle Free Cursor mode
(In Free Cursor mode, the cursor can be freely moved around the battlefield. This allows you to perform actions such as selecting acting units and checking enemy units' status and movement ranges.)

X Button

- View item help information in shops

L Button + R Button + START + SELECT

- Press and hold these buttons to perform a soft reset.

UPPER SCREEN

Your units' data and battle sequences will be displayed here.



In this manual, images of the Upper Screen will appear with green frames like this.



TOUCH SCREEN (LOWER SCREEN)

This is the main screen used to advance the game. The town or battlefield maps appear here, and commands can be selected from menus displayed on this screen as well.



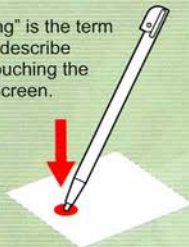
In this manual, images of the Touch Screen will appear with blue frames like this.

USING THE TOUCH SCREEN

There are two methods of using the stylus.

Touch

"Touching" is the term used to describe lightly touching the Touch Screen.



Slide

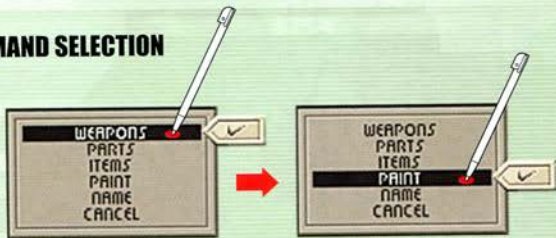
"Sliding" is the term used to describe keeping light contact on the Touch Screen as you track across it.



Touch Screen Precautions

Only the stylus or other special styluses should be used on the Touch Screen.

- The use of a damaged stylus should be avoided.
- Pushing or rubbing the Touch Screen with excessive force should be avoided.
- Fingernails should not be used on the Touch Screen.
- Do not use the stylus on the Upper Screen.
- Keep sand, crumbs, food and liquids away from the Touch Screen.
- When using a protective sheet, be sure to read the instruction manual included with the sheet to avoid damaging the screen or creating air bubbles.

COMMAND SELECTION

Touch the command you wish to use with the stylus.

When the command you wish to use is highlighted black, select the checkmark icon to perform the command.

**Dialogue Messages**

Event and dialogue messages can be advanced by touching the Touch Screen. Touching and holding the Touch Screen will make the text display faster.

On the battlefield map, you can move the cursor by using the stylus. The cursor is used to select the unit's destination during the movement phase, or to attack enemy units in range.

MOVING UNITS

Touching and sliding over parts of the grid marked with blue tiles will move the cursor to that square. Once you release the stylus from the Touch Screen, the unit will move to that position.

**Movement Range and Cursor**

The blue area shows where the unit can move to, while the white arrow indicates the position of the cursor.

Note: You can touch the screen in an area that is not highlighted and slide the stylus to drag the map. Use this function to view enemy placements and terrain layout for the current battlefield.

ATTACK COMMANDS

To perform an attack or use an item, first select the unit you wish to use for the attack. Then select either "ATTACK" or "USE ITEM". Units standing in the area colored red can be selected to receive the attack or item. If no enemy is in range for attacking, you must "MOVE" or wait for the enemy to get in range.



1. Make sure the Nintendo DS is turned OFF.
2. Firmly insert the Front Mission DS Game Card into the Nintendo DS.
3. Switch the system ON. The startup screen will display.
4. After reading the information, touch the Touch Screen to proceed.
5. To begin play, touch the Front Mission DS panel on the DS Menu Screen or press the A Button.

Steps 4 and 5 are unnecessary if your Nintendo DS is set to Auto Mode. Please consult the Nintendo DS hardware manual for further details.

Upon starting up, the game will begin a demo sequence. Press START to proceed to the title screen and main menu.

WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthandsafety/

Touch the Touch Screen to continue.



MAIN MENU

- NEW GAME** Begin a new game.
- LOAD GAME** Continue from a previously saved game.

Selecting "LOAD GAME" will bring up a list of previously saved data files. Games that were quicksaved mid-battle will appear at the top of the list, under "Continue."

GAME SETTINGS

Adjust the game configuration.

- Controls** Choose between manual and semi-auto unit selection (p.28)
- Speed** Choose between normal and fast game speed settings. Enemy turns will resolve faster on "Fast."
- Battle Speed** Choose between normal and fast settings for the battle sequences.
- Sound** Choose whether sound will be in stereo or monaural.

DUEL

Challenge other players' wanzers using Nintendo DS Wireless Communication (see p. 42).

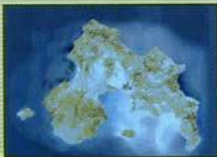


THE WORLD OF FRONT MISSION

At the start of the twenty-first century, a wave of changes left the world headed by two massive powers, the U.C.S. and the O.C.U. Their conflicting motives would set the course for the reorganization of the world...

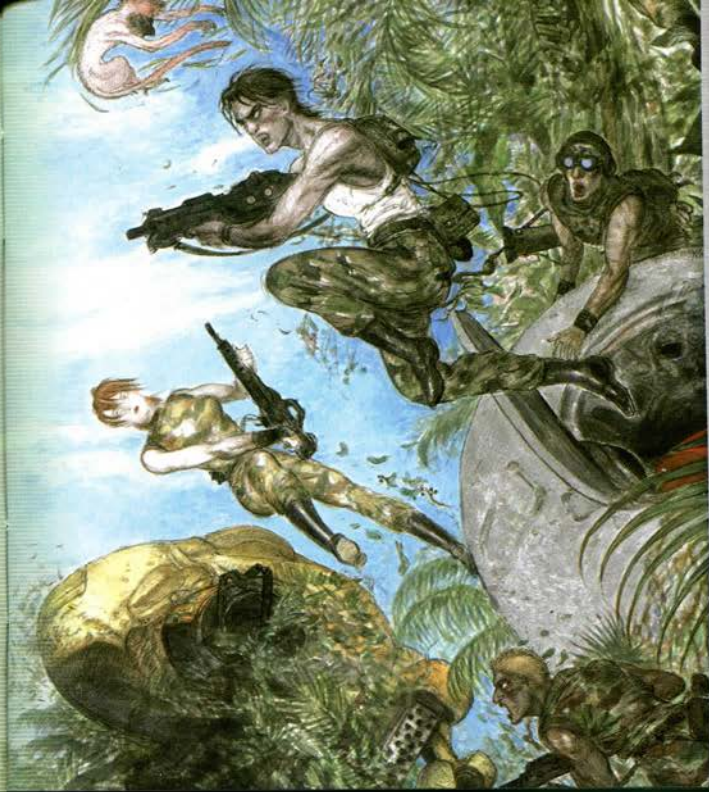
The formation of the European Community (E.C.) in 2005 began a sequence of events that redistributed the world's balance of power. In 2015, the area formerly known as Russia became known as the Republic of Zafra. Following that, in 2020, the Americas joined to become the Unified Continental States (U.C.S.). Six years later, Japan, Oceania, and southeastern Asia formed the Oceania Cooperative Union (O.C.U.).

In 1995, a landmass in the Pacific broke through the ocean. By 2065, the island was deemed large enough to be settled, and land surveys found it to be rich in mineral deposits. Desiring both the deposits and the strategic location, the U.C.S. and O.C.U. both claimed dominion over the island, leading to a clash that soon erupted into war. Afterwards, the island was divided along the Mail River, with the western half of the island going to the O.C.U., and the eastern half going to the U.C.S. After the fighting ended, economic exchange flourished; at the same time, both camps increased their military presence along the border. With both sides aware of the potential threat, twenty years of uneasy peace passed.



While the world churned in strife, the next generation of military technology was born: the wanderwagen (German for "walking vehicle"). Designed as a "machine capable of moving like a human being," the WAW was quickly put to use as a military weapon. Parts were standardized as a measure to decrease costs, and in 2034's African Conflict, the machines were first used in a military context. Their worth as weapons proven, combat-use WAWs

were developed in full force by a consortium of companies from around the world. The new, combat-specialized machines became known as wanderpanzers (German for "walking tank"; "wanzer" or "WAP" for short), and quickly became the standard in military combat.



O.C.U. ARMY**ROYD CLIVE**

A captain in the O.C.U. Army, Royd was widely regarded as an ace wanzor pilot. He was in command of his own wanzor squad, but resigned from the military after the tragedy of the Larcus Incident.

KAREN MEURE

First lieutenant in the O.C.U. Army, and Royd's fiancée. A skilled pilot, she often participated in reconnaissance operations. However, in the Larcus Incident, her wanzor was destroyed. Her body was never recovered.

**NATALIE F. BLAKEWOOD**

As assistant squad leader of the Canyon Crows, she supports Royd with precision and efficiency. Though only 21, her level head under pressure makes her a reliable and valuable member of the team.

RYUJI SAKATA

Raised as the heir to Japan's largest wanzor-producing corporation, Ryuji rejected that life and fled his home to join the O.C.U. Army. However, as a loyal member of Royd's squad, he was forced out of the army after the Larcus Incident.



U.C.S. ARMY**KEVIN GREENFIELD**

The heir to a storied family, Greenfield was a squad leader in the Special Forces unit "Black Hounds," but after a bad judgment call resulted in the failure of an important mission, he was stripped of the position and sent to distant Huffman Island.

MARIA PAREDES

The de facto leader of the Black Hounds. She has extensive combat experience, and acts as a mentor to Kevin. The particulars of her past are a mystery, and even her military career up until her assignment to the Hounds is largely unknown.

**DRISCOLL**

A captain in the U.C.S. Army, and commander of the special armed forces unit attached to the top-secret military branch known as the Nirvana Institute. He has a brilliant and clear mind, but is cold to the point of being dubbed heartless. The entirety of his military history is marked as classified.

The O.C.U. campaign has a tutorial, so players new to the Front Mission series should get a feel for the gameplay here. The U.C.S. campaign has a slightly higher difficulty setting and is recommended for experienced players.

Once either the O.C.U. or U.C.S. campaign has been cleared, a new option, "NEW GAME +," will appear on the main menu. Starting a new game through this option will allow you to choose the enemy's difficulty level for your next playthrough.

Remember:

- Saved data from the O.C.U. campaign cannot be carried over into the U.C.S. campaign, and vice versa.
- The numerical difficulty level raises enemy units' HP by that multiplier. Their damage output is also modified to a degree by the difficulty setting.

NAME ENTRY

When you start a new game, you may edit the main character's name. Afterwards, you may enter his call sign.

Name and Call Sign Confirmation

Enter a name and call sign for the hero with the buttons or the Touch Screen, then confirm by pressing START.



The game progresses by alternating between two main modes: the Mission Mode where battles are resolved, and the Story Mode where you can prepare for upcoming battles and advance the story.

STORY MODE

While staying in towns and bases you can prepare yourself for upcoming missions by talking to people in bars and shops, or by buying or selling parts and weapons to upgrade your wanzer. Leaving town will take you to the Huffman Island map, where you can travel to other towns and battlefields.



■ Huffman Island Map

Here you can move to towns and battlefields connected by routes to your current position.



Town or military base icon:



■ Towns and Bases

Prepare for future missions by checking out the information and gear available in shops and bars here.

MISSION MODE

Missions are completed when all enemies are destroyed on the battlefield map. If the hero's wanzer is destroyed, the mission is a failure, and the game ends.



Battlefield icon:



■ The Battlefield Map

Attack enemy forces by directing your wanzer squad. But be forewarned, the enemy's forces are not limited to wanzers; attack helicopters and giant mobile weapons are also at their disposal.



STARTING OUT

Move your units around the battlefield, then attack your enemies. Missions typically require you to destroy all enemies, but more specialized requirements may be offered as well.

■ Mission Flow



Choose Your Squad

Use the +Control Pad to select a unit to register in your combat roster, then confirm with the A Button or cancel with the B Button. Alternately, you can touch the unit's name with the stylus to confirm, or choose "Cancel" to cancel. Touching "GO" will make a final confirmation.

Mission Start

■ Turns

A turn consists of one player phase and one enemy phase. Turns will continue until the victory or defeat conditions are met.

Player Phase

This is when you can move units and attack. Once actions have been performed by all of your units, or if you chose to end the player phase through the corresponding system command, the enemy phase begins.



Enemy Phase

This is when the enemy units take their actions. If attacked, player units are given the chance to defend or counterattack.

Mission Clear

Game Over

The Upper Screen shows three types of screens describing the battle conditions. The Touch Screen displays the map, and is used to control your units.

Unit Data



Placing the cursor over a unit displays its current stats.

Terrain Data



Displays the terrain type's expected cover, effect and movement cost.

Battle Screen



This screen appears when a unit attacks or is being attacked.



Action Icons

One of the following icons will appear over the currently selected unit. Each icon is a visual cue that lets you know which order that unit is currently waiting to receive.

Move Select an area to move to

Cmd Select an action to perform

Atk Select a target to attack

Vehicle Status

Name	Unit's name
Body	Body HP (current/max)
Left Arm	Left arm's HP (current/max)
Right Arm	Right arm's HP (current/max)
Legs	Legs' HP (current/max)
Move	Movement rating

Status	Your machine's current status
Stun	Stunned (unable to move or act)
Flash	Blinded (unable to move or act)
Chaff	Improved dodge rating against long-range attacks
Smoke	Decreased hit rating

Pilot Status

Name	Pilot's name
Lv	Level
• LEVEL	• Ability level
• EXP	• Experience points for each ability
Melee	Melee combat ability
Short	Short-range combat ability
Long	Long-range combat ability
Dodge	Dodge rating
Total	Total experience
Skill	Known skills and skill levels (p. 26)

VEHICLE STATUS				PILOT STATUS			
NAME:	SHIRAZ	-FIRM-	-RANG-	NAME:	ROD	-LEVEL-	LU: 35
BODY:	350 / 350	350	350	MELEE:	11	-EXP-	656
LEFT ARM:	150 / 150			SHORT:	4.0		9999
RIGHT ARM:	150 / 150			LONG:	2.4		3926
LEGS:	200 / 200			DODGE:	10		2515
MOVE:	20			TOTAL:			17096
STATUS:	---	---	---	SKILL SPEED Lvl1			
				GUIDE Lvl2			
				SWITCH Lvl1			
				DUEL Lvl1			
NAME:	SHIRAZ	-FIRM-	-RANG-				
L. HAND:	FN-918	99 / 99	1 - 1				
R. HAND:	FN-918	99 / 99	1 - 1				
L. SHOULDER:							
R. SHOULDER:	922-B	2 / 2	3 - 6				

Gear Status

Name	Unit name
Body	Body weapons (when applicable)
L. Hand	Equipment in the left hand
R. Hand	Equipment in the right hand
L. Shoulder	Equipment on the left shoulder

R. Shoulder	Equipment on the right shoulder
Name	Weapon or shield name
Ammo	Ammunition Ammo left/max ammo 99 = infinite ammo
Range	Attack range Minimum - Maximum distance



■ Terrain Effect (Cover)

The type of terrain a unit is standing on can help mitigate incoming damage. The higher the cover value for the terrain type, the easier it is for that unit to evade attacks.

■ Movement Cost

This is the movement rating necessary to move the wanzer through the area. Ascending or descending a slope costs one movement point.

Normal Movement cost for normal legs

Treads Movement cost for tread legs

Hover Movement cost for hover legs

Tires Movement cost for tire legs

THE BATTLE SCREEN

■ HP Gauge

The HP of each wanzer part. The arms' HP value is a sum of the HP of both left and right arms.



During missions, a unit's ability to move and attack determines the outcome of most battles. A unit's HP is determined by the specific parts equipped; when enough damage is dealt to reduce a wanzer part's HP to 0, the part is destroyed.

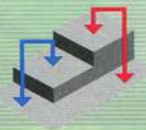


LEGS AND MOVEMENT RATING

A unit's movement rating (MOVE) is determined by the type of legs it has equipped. A unit can move as far as its legs' movement rating allows it to, modified by the movement cost for each terrain type it crosses.

Ascending and Descending Levels

Tread, hover, and tire legs can only ascend or descend inclines by increments of one level at a time.



Normal-type legs can jump a height of two levels up or down.

Leg Types



Normal

Typical humanoid legs. They are good for quickly moving up or down inclines.



Treads

Treads are barely affected by different ground types. They are quite powerful and can carry a large amount of weight.



Hover

Hover legs are barely affected by ground types, and are especially useful for traveling over bodies of water.



Tires

Tire legs give the wanzer extremely high mobility on roads, highways, or other paved surfaces.

Wanzers can perform three types of attacks: melee, short-range, and long-range. The type of attack depends on the weapon used.

ATTACK METHODS

Melee Attacks



Hand-to-hand attacks that may only be dealt to enemies in squares directly adjacent to the unit. Some melee weapons include tonfa and rods. Wanzers can also attack barehanded.

Short-Range Attacks



Attacks performed with guns (automatics like machine guns, or single-firing rifles). Some wanzers arms come with integrated weaponry.

Long-Range Attacks



These are usually performed by large, heavy artillery attached to the shoulders to attack from afar. A plus to long-range attacking is that enemies have no chance to counterattack. However, ammunition is much more limited than with other forms of attack.

SHIELDS

Equipping and then defending with a shield will decrease the damage received from incoming attacks.

COUNTERATTACKS AND INITIATIVE

Units that are the victim of short-range and melee attacks are given the opportunity to counterattack. In those cases, regardless of the initial attacker, short-range attacks will take precedence over melee attacks.

When a unit is attacked, its parts take damage and lose HP. The amount of damage taken is determined by the damage of the weapon and the defense rating of the part.



What happens when parts are destroyed?

■ Body

Once the body is destroyed, the unit is rendered completely nonfunctional. It is taken out of the map and cannot be recovered for the duration of the mission.

■ Arms

When an arm is destroyed, it can no longer use the weapon equipped to it (including any shoulder weapons). If both arms are destroyed, the unit will no longer be able to attack.

■ Legs

If the legs are destroyed, the unit's movement rating is reduced by half. While it is technically not completely immobile, if the movement rating is too low to overcome the terrain, the unit may be unable to move from its current location.

■ Recovering HP

Recover HP by using a Repair item. Additionally, supply trucks or repair backpacks can be used (see p. 32). Parts that have been destroyed can only be restored by a supply truck or repair backpack. All destroyed parts are restored at the successful conclusion of a mission.

Each wanzer is operated by a pilot. That pilot's abilities have a large effect on the strength and efficiency of that unit in battle. As pilots level up, their skills in battle increase.

GAINING EXPERIENCE



Whenever a pilot performs an attack or a counterattack, he gains experience. As his experience points increase, his individual stats improve as well, which in turn reflect on his offensive and defensive prowess on the battlefield.

Actions and Experience

Action:	EXP gained:	Ability Improvement:
Perform melee attack	Gain Melee combat experience	Melee damage and accuracy improves
Perform short-range attack	Gain Short-range combat experience	Short-range weapon damage and accuracy improves
Perform long-range attack	Gain Long-range combat experience	Long-range weapon damage and accuracy improves
Defend against an attack	Gain Dodge experience	Damage taken when defending decreases

When the total experience points in each ability passes a certain amount, the pilot gains a level. When the pilot levels up, each of the pilot's abilities gain bonus experience points, and if certain other criteria are met, the pilot will learn a new skill. The specific amount of experience points necessary to level up as well as the bonus experience points gained differ by pilot.



EXPERIENCE BONUSES AND PART DESTRUCTION

When part of an enemy unit's wanzer is destroyed, that pilot gains a bonus to experience points earned. Certain skills give pilots the ability to target specific parts, making for a much more efficient way of gaining experience points.

ENEMY PILOTS

Enemy units are also controlled by pilots, and those pilots' abilities affect the performance of the unit. Units not piloted by special characters are labeled by the name of their combat role.

Attacker	Short-range or melee combat specialist
Missileer	Long-range weapons specialist
Commander	Well-rounded units of higher levels than normal
Carrier	Support vehicles
Helicopter	Attack helicopters
U.C.S. Soldier	General soldiers of the U.C.S. (in the O.C.U. campaign)
AI	Computer-controlled machines (U.C.S. campaign)
Nirvana	U.C.S. Pilots attached to the Nirvana Institute (U.C.S. campaign)
Black Hounds	U.C.S. Members of the Black Hounds (U.C.S. campaign)

Skills are special abilities that can be used during battle. When player pilots level up, they learn skills. Some enemy pilots and fighters in the Arena (see p. 40) possess skills as well.

MELEE COMBAT SKILLS

■ Stun

Stuns the opponent into being unable to act. Stuns have a random chance of occurring, and last even after the battle is resolved.

■ Double

If both hands carry melee weapons or are bare, there is a chance the unit will perform additional melee attacks.

■ First

This skill guarantees first strike, even when using melee attacks against opponents using short-range weapons.

SHORT-RANGE ATTACK SKILLS

■ Duel

Targets a specific part of an enemy unit. This also applies to burst weapons such as machine guns. All attacks are focused on the selected part, making it easier to disable an opponent.

■ Switch

If both hands are equipped with weapons capable of short-range attacks, there is a chance the unit will perform additional short-range attacks.

■ Speed

If the weapon used is a machine gun or Vulcan cannon, the number of attacks performed increases.

LONG-RANGE ATTACK SKILL

■ Guide

This skill allows you to target a specific wanzers part to attack.

ACQUIRING SKILLS

To acquire a skill, a certain number of experience points in a specific combat ability must be gained. The specific skills that may be learned and experience points necessary to learn them differ for each pilot.

Skill Acquisition Example:

When Royd levels up and his melee combat experience points pass 700, he is allowed to choose a melee combat skill to learn. The skills that are not learned now may be selected at the next experience plateau (in this case, when his melee combat experience points pass 1900).

■ Royd's Skill Gains

Initial Skills: None / Maximum Learnable Skills: 5

Ability	Acquirable Skill	Required EXP
Melee	Stun / Double / First	700 → 1900 → 3500
Short-Range	Duel / Switch / Speed	2000 → 5000 → 7000
Long-Range	Guide	1500 → 6000

Skill Use and Skill Level

When attacks are performed, skills have a set probability of occurring. Skills have four skill levels (Lv. 1~Max), and as skill level increases, the skill is performed more often. Skill levels randomly level up when skills are triggered in battle.



The "Duel" and "Guide" skills maintain their random chance of leveling up even if the "No Duel" option is selected when they are triggered.

UNIT SELECTION

When the player phase begins, units' actions can be selected.

■ Semi-Auto Control Method

When the player phase starts, the cursor automatically selects the main character's unit. Advance to the next unit with the R Button, and go back to the previous unit with the L Button.

■ Manual Control Method

Select the unit you wish to control with the cursor, then use the A, B, or Y Buttons to open the command window. To select a different unit, close the command window.

SYSTEM MENU

Press START while in the player phase to open the system window.



- End Player Phase** Forces the end of the player phase.
- Game Settings** Adjusts game settings (see p. 9).
- Quicksave** Quicksaves and quits.
- Cancel** Closes the system window.

QUICKSAVING A MISSION

Selecting "Quicksave" from the system window will quicksave the game and automatically return to the title screen. To resume, select "LOAD GAME" from the main menu, then choose to "Continue." Only one data file may be quicksaved at a time, so quicksaving a second time will overwrite the previous quicksave data.

Press the A or B Button while a unit is selected to open the command window.



If using the stylus to control the game, touch the unit you wish to command to open the menu.

BASIC COMMANDS

When player units that have yet to act are selected, the following options appear:

- Move** Moves the unit. (p. 30)
- End** Ends the unit's turn (appears after Move).
- Use Item** Uses an item. (p. 31)
- Cancel** Closes the command window and cancels movement.

ATTACK COMMANDS

When an enemy is in range of a player unit's weapon, the following option appears:

- Attack** Attacks an enemy unit. (p. 30)

SUPPLY COMMANDS

If a unit is adjacent to a supply unit, or is equipped with the "Riff" backpack, the following options appear:

- Resupply** Refills the ammo of currently equipped weapons. (p. 32)
- Equipment** Changes the weapon or currently equipped item. (p. 32)
- Repair** Restores or repairs damaged parts. (p. 32)



MOVEMENT

The area a unit may travel within is indicated by blue coloring. You can move a selected unit through other friendly units, but it cannot move through enemy units or other obstructions. After moving, the unit may attack or use an item.



Canceling Movement

After moving, the command window will automatically open. Selecting "Cancel" or pressing the B Button will cancel the movement and return the unit to its previous position.

ATTACKING

If an enemy is within the range of any of the unit's currently equipped weapons, the unit may attack. Additionally, if a unit is attacked, it is given the opportunity to defend or counter the attack.



How to Attack

Once the "Attack" command is selected, the area the current weapon can hit is highlighted red. When this area covers multiple enemies, use the +Control Pad or L and R Buttons to switch targets. Next, select the weapon to attack with. Once these have been confirmed, the screen switches to the battle display, and the battle is resolved.

ITEMS

Select "Use Item" to open that unit's inventory window, and the desired item can be chosen.

ITEM TYPES

Name	Range	Affects	Effect
Repair S/M/L/SP	---	Self	Restores the HP to one wazner part. The amount of HP restored is: S: 50 points, M: 100 points, L: 200 points, SP: 400 points
B.A. Mine	---	Current Square	Plants a mine in the current location. New units that end their movement in that square will take damage from the mine. The mine is removed after detonation.
Chaff Grenade	1-4	Ally	Fires chaff, decreasing enemy long-range attack accuracy by 75%. Each turn, there is a 50% chance of wearing off.
Smoke Grenade	1-4	Enemy	Obscured by smoke, the accuracy of all enemy attacks is decreased by 50%. Each turn, there is a 50% chance of recovery.
Flash	1-4	Enemy	Blinded by a flash, the enemy is unable to act. Each turn, there is a 50% chance of recovery.
Acid Bomb	1-4	Enemy	Burnt by volatile chemicals, the defense rating of all a unit's parts is reduced. This effect lasts until the end of the mission.



■ Chaff/Smoke/Flash Grenade/Acid Bomb

These items will automatically select an enemy or friendly unit in the effective range. If there are multiple units in range, use the +Control Pad or L and R Buttons to switch targets.

Supply units carry extra ammunition, and can also repair damaged parts. However, O.C.U. supply units and U.C.S. supply units are not operated in the same way.

O.C.U. SUPPLY TRUCK

As you progress through the O.C.U. story, the supply truck driver Peewie joins your squad. The HP of all parts of units positioned adjacent to the supply truck is recovered by a small amount each round. Parts that have been destroyed are restored to 1 HP. Additionally, friendly wanzers can switch their loadout with weapons and items that are kept in the squad's stock.



U.C.S. REPAIR BACKPACKS

Units equipped with the repair backpack, "Riff," can restore the HP of friendly units. Move the unit equipped with the Riff to a square adjacent to the target unit and select "Repair" to bring up the Parts Window, then select a part to repair. Destroyed parts can also be restored to 1 HP.



ADDITIONAL SUPPORT COMMANDS

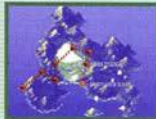
Units positioned adjacent to supply trucks gain the commands "Resupply" and "Equipment." Units adjacent to units equipped with the repair backpack "Riff" gain the command "Resupply."

Between missions, players are given time to explore towns and military bases and prepare for battles to come. Often, certain actions must be taken or certain NPCs spoken to in order to progress the story.

STORY MODE SCREENS

Information on the area, commands, and NPC messages appear on the Touch Screen. The Upper Screen displays a map of Huffman Island, marking the other locations you may travel to.

Things to do while in town:



Wanzer Setup

Go shopping for the newest in wanzer parts and weapons, or change the loadout of your wanzer to maximize its efficiency.

Advance the Story

Receive your next mission, check out the bar for gossip, or check out the Arena—all of which can trigger events necessary for the story to unfold.



The Arena

Blow off steam by battling for fun and profit.

SAVE YOUR GAME

The game can only be saved between missions. Always remember to do so before heading back out to the battlefield!

TRAVEL BETWEEN BASES AND TOWNS

After leaving a base or town, the display changes to that of the Huffman Island map. From here, you may travel to other towns or battlefields.



When special actions or locations are necessary for story purposes, they will appear in the command window.

BASIC COMMANDS

These are the common commands available between missions.

- Status Window** Check the status of your pilots and wanzers. (p. 35)
- Setup** Set up your wanzers. (p. 36)
- Exit** Return to the map of Huffman Island.

ADDITIONAL COMMANDS

Individual towns and military bases may also offer some of the following commands:

- Shop (Hangar)** Purchase wanzers parts and weapons here. (p. 38)
- Bar** Chat with the bartender and patrons to discover new rumors and information. (p. 38)
- Military Office** Those working for the O.C.U. receive their orders here. (p. 39)
- Command Room** U.C.S. officers receive their orders here. (p. 39)
- Barracks** The U.C.S. barracks.
- Arena** Visit the local Arena. (p. 40)
- Save / Load** Save or load game data.
- GO** Begin the next mission.

THE STATUS WINDOW

Character Name **Acquired Skills** **Wanzers Name**

Current Level

Experience Meter and Ability Level:

- Melee** Melee combat ability
- Short** Short-range combat ability
- Long** Long-range combat ability
- Dodge** Dodge rating

Currently Equipped Parts:

- Body
- Left Arm
- Right Arm
- Legs
- CPU
- Backpack

Currently Equipped Weapons:

- Left Hand Weapon
- Right Hand Weapon
- Left Shoulder Weapon
- Right Shoulder Weapon

Currently Equipped Items

Switching Characters
Touching the left or right sides of the Touch Screen, or pressing Left or Right on the +Control Pad, will shuffle through characters. Pressing the A Button will display a list of characters, so you may jump directly to the desired character.

"Wanzer SETUP" is the process of adjusting each wanzer's parts, weapons, and items. Pilot capabilities can also be checked here.

SETUP COMMANDS

Machine	Enter wanzer setup.
Pilot	Check pilot status.
Exit	Exit the setup menu.



Wanzer Setup Commands

Weapons	Change the currently equipped weapons.
Parts	Change the currently equipped parts.
Items	Change currently held equipped items.
Paint	Change the wanzer's color scheme.
Name	Change the wanzer's name.

CHANGING ITEMS

Stock	Switch the item with one in stock.
Trade	Switch the current item with one equipped on a different wanzer.
Discard	Discard the item.

Selecting an item will switch it with a different item. Selecting an empty space will allow you to place an item in that spot.

OVERWEIGHT WANZERS

The power output of your wanzer's body determines the maximum load the wanzer can carry. This ratio of weight to power (or, "W/P") affects the wanzer's movement rating. If your wanzer's W/P exceeds 100, you will not be able to leave the setup menu.

BODY / ARMS / LEGS

DF	Defense
HP	Durability (measured in hit points)
Engine	Power output/ additional power output
Weight	Weight
Int. Weapon	Integrated weapon
Hit	Hit rating
Move	Movement rating

BACKPACKS

Item	Number of spaces for item storage
Range	Additional item range

Numbers in parentheses are the difference from the currently equipped gear. A negative number shows a decrease in the parameter, while a positive number indicates an increase in performance. "+0" means there is no statistical change.

CPUs

Melee	Additional melee hit rating
Short	Additional short-range hit rating
Long	Additional long-range hit rating
Dodge	Additional dodge rating

WEAPONS

AT	Number of attacks x Damage per attack
DF	Shield's defense rating

Hit	Hit rating
Range	Min/Max range
Bullet	Ammo clip size (99=infinite/ no ammo)

Weight

Type	Melee: Melee weapon Short: Short-range weapon Long: Long-range weapon Shield: Shield
-------------	---



Wanzer Specifications

HP	Total HP
W / P	Weight / Power output %
Melee	Melee combat rating
Short	Short-range combat rating
Long	Long-range combat rating

Detailed Data Icons

- Defense
- HP
- Power output
- Movement rating
- Damage
- Hit rating
- Range
- Ammo
- Item space
- Melee weapon
- Short-range weapon
- Long-range weapon
- Dodge rating
- Weight

Barehanded Attacks

A wanzer's barehanded damage and hit rating are determined by the specs of the individual arm. This information is only displayed while in wanzer setup. When a melee weapon is equipped, the damage and hit rating of the weapon takes precedence over that of the arm.

SHOP / HANGAR

Visit a town's shop or military base's hangar to buy and sell wanzers parts, weapons, and items.



SHOP COMMANDS

- Setup** Purchase parts to immediately equip on a wanzers.
- Buy** Buy parts, weapons, or items to add to the squad's stock.
- Sell** Sell parts, weapons, or items currently in the squad's stock. Parts and items sell for 1/4 their original price.
- Talk** Chat with the shopkeeper.
- Exit** Exit the shop.

NEW New
Gear newly for sale.

SET Set
Gear currently owned and equipped.

BAR

This mainstay of all towns is a great place to relax and hear the latest news and rumors. Speaking to the bartender and patrons will turn up lots of interesting information.



BAR COMMANDS

- Talk** Start up conversation.
- Exit** Leave the bar.

MILITARY OFFICES

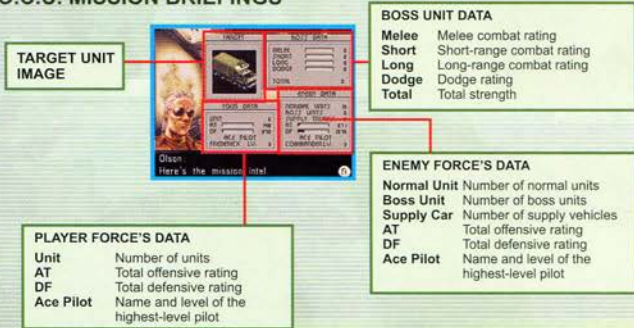
Enter an O.C.U. military ward or U.C.S. command room to be given your next mission. O.C.U. mission briefings also offer intelligence on the upcoming battle.



MILITARY OFFICE COMMANDS

- Talk** Speak to the commanding officer.
- Exit** Leave the office.

O.C.U. MISSION BRIEFINGS



In the Arena, wanzers pilots test their might in combat. Citizens of the surrounding areas are drawn to the action, but pilots are mainly drawn to the lucrative prizes given upon winning.



ARENA COMMANDS

Entry Register to battle
Exit Exit the Arena

ENTRY

1: Select a challenger

Select one unit to participate in the match.



2: Select an opponent

As potential opponents are selected, their odds of winning and unit data are displayed.



3: Select a bet

Decide how much you're willing to wager. The B Button returns you to the opponent selection screen.

4: Fight!

Select a weapon to attack with, or a defensive maneuver each turn.

■ ODDS

"Odds" are a comparison of the two pilots' combat abilities. The odds take into account the pilots' levels and skill sets, as well as their respective wanzers' HP and gear.



Matches

Arena duels are simple: the duelist may attack with any currently equipped weapons, guard, or give up. Battle continues until either one of the duelists' wanzers body is destroyed, both arms are destroyed, or they forfeit. If you lose the match, you also lose the money wagered.



Arena Rules

- Items and repair backpacks are forbidden
- Skills are active
- Experience points can be gained

■ VICTORY CONDITIONS:

The following will end the match:

- Body HP reduced to 0
- Both arms' HP reduced 0
- Choosing to forfeit

Upon winning, experience points are gained for your actions. However, if the odds are highly in your favor, you may not gain experience for the fight.

■ Initiative

First strike in Arena battles is determined by this chart. If both duelists attempt the same type of attack, the player will attack first. If a unit activates the ability "First," it will strike first.



In Duel Mode, you can register friends' wanzers and battle them in the Arena over Nintendo DS Wireless Communications.

DUEL MODE COMMANDS

Auto	Battle will continue automatically until the battle is resolved.
Manual	Weapons and other actions can be chosen by each player.
Register	Register unit data (only registered units may take part in duels).
Regular	Register a unit from saved data.
Send Unit	Send a unit over wireless communications.
Receive Unit	Receive a unit over wireless communications.
Save List	Save registered unit list.
Load List	Load registered unit list.
Delete	Delete a registered unit.
View	Check the data of all registered units.

NOTE: When playing over wireless communications, user names that possess characters that cannot be displayed by the Front Mission game will display as question marks.

WIRELESS PLAY

How to play over DS wireless communications:

Required:



- (2) Nintendo DS or DS Lite
- (2) Front Mission DS game cards



Getting Connected

1. Make sure each system is turned OFF, then insert the game cards.
2. Turn both systems ON. The DS Menu Screen will display.
3. Select "DUEL" from the FRONT MISSION Game Menu.
4. Duel mode battles are similar to Arena combat (see p. 40).

WIRELESS COMMUNICATION GUIDELINES

Please note the following points regarding DS Wireless Communications:

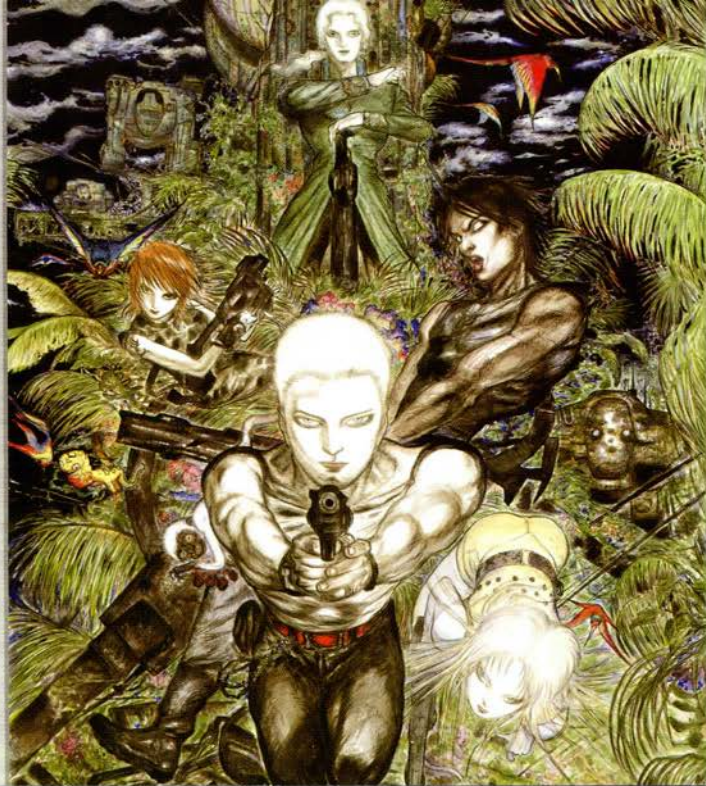
- The  displayed on the DS Menu Screen or game menu is the DS Wireless Icon. Choosing a menu option with a DS Wireless Icon activates DS Wireless Communications. Never activate this mode in areas where wireless communications are prohibited (such as on airplanes, in hospitals, on trains, or on buses).
- The  displayed on screen while wireless communications are in operation indicates the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below. The stronger the signal is, the more stable the wireless communications will be.

Icon:				
# of bars:	0	1	2	3
Strength:	weaker ← → stronger			

When the wireless communications mode is active, the power light will flash at a different speed.



- For the best wireless communications performance, please note the following:
 - The DS systems should be within 30 feet of each other, or at a distance where the signal strength icon shows two or more bars.
 - The DS systems should face each other as directly as possible.
 - Avoid having people or other obstructions between the DS systems.
 - Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.



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