GAME BOY ADVANCE

AGB-AZEE-USA

ZONE OF THE ENDERS

THE FIST OF MARS

™

INSTRUCTION BOOKLET

KONAMI

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**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 - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

CONTENTS

Foreword

This game is an action/strategy battle simulation in which the player and the computer take turns moving their units and carrying out battle strategies. In order to successfully complete the various missions the player must learn to control each unit skillfully.

The Year: 2173 A.D.

Space exploration has yielded human colonies throughout the solar system: on the Moon, Mars, and even as far as Jupiter.

The story unfolds on board the *Bonaparte III*, a migration ship on which the main character, Cage, works alongside his best friend, Ares. Just prior to arriving at Mars, its final destination, the *Bonaparte III* is involved in an accident with a mysterious Black Frame, and goes down in flames.

Led by a strange young girl who calls herself Myona, Cage embarks on *Testament*, an unregistered LEV (Laborious Extra-Orbital Vehicle), which delivers them to the surface of Mars. Upon their arrival on the red planet they are greeted not by a rescue team, but by an arrest warrant on charges of "unlawful seizure of top-secret weaponry." Confused and alone in his cell, Cage is at a loss as to what he should do.

Just then, destiny intervenes and sends Cage much-needed assistance – in the form of Ares, who was believed dead in the *Bonaparte* explosion, and the Anti-Terrestrial League BIS, a Martian resistance group.

What is the "Black Frame," that brought the *Bonaparte III* to its fiery doom?

Who is Myona, the girl without a past?

And what is the secret hidden within the frame that aided Cage in his escape?

It is in the midst of these clouds of mystery that Cage, working together with the Resistance, begins to ponder the ethics of battle and the concept of fighting for the sake of others. What could possibly await the youth at the end of his journey?

Are hatred and revenge the only outlets for grief and sadness?

Thus, the latest chapter in the *Zone of the Enders* saga begins.....

BASIC CONTROLS

Controls in the Dialogue Stage and Intermission

L Button
Scroll message up

+ Control Pad
Move cursor

START
Not used

SELECT
Not used

R Button
Quick scroll

A Button
Enter selection
Scroll message down

B Button
Cancel

Controls in the Tactical Stage

L Button
Cycle through enemy units/
Switches status when pressed on
Status Screen/While in Unit List,
switch between ally and enemy lists

+ Control Pad
Move cursor

START
Show Radar Map

SELECT
Not used

R Button
Cycle through allied units/
Switches status when pressed
on Status Screen/While in
Unit List, switch between List
by Hit Points and List by Level

A Button
Enter selection

Show Unit Commands menu for
the unit specified with cursor

Display detailed status report
for selected unit on Standby

Show General Commands
menu when no unit is selected

Switches status when
pressed on Status Screen

Select destination square
for movement

B Button
Cancel

Display brief status report for selected unit

High-speed movement of cursor when
pressed while navigating with + Control Pad

Displays topographical information about the terrain

Controls in the Battle Stage (IAS Battle)

L Button

Toggle IAS Battle Mode ON/OFF in Data Confirmation Screen

+ Control Pad

Aim during IAS attack

Move player cursor during IAS evasion

START

Not used

SELECT

Not used

R Button

Toggle Anime Battle Sequences ON/OFF in Data Confirmation Screen
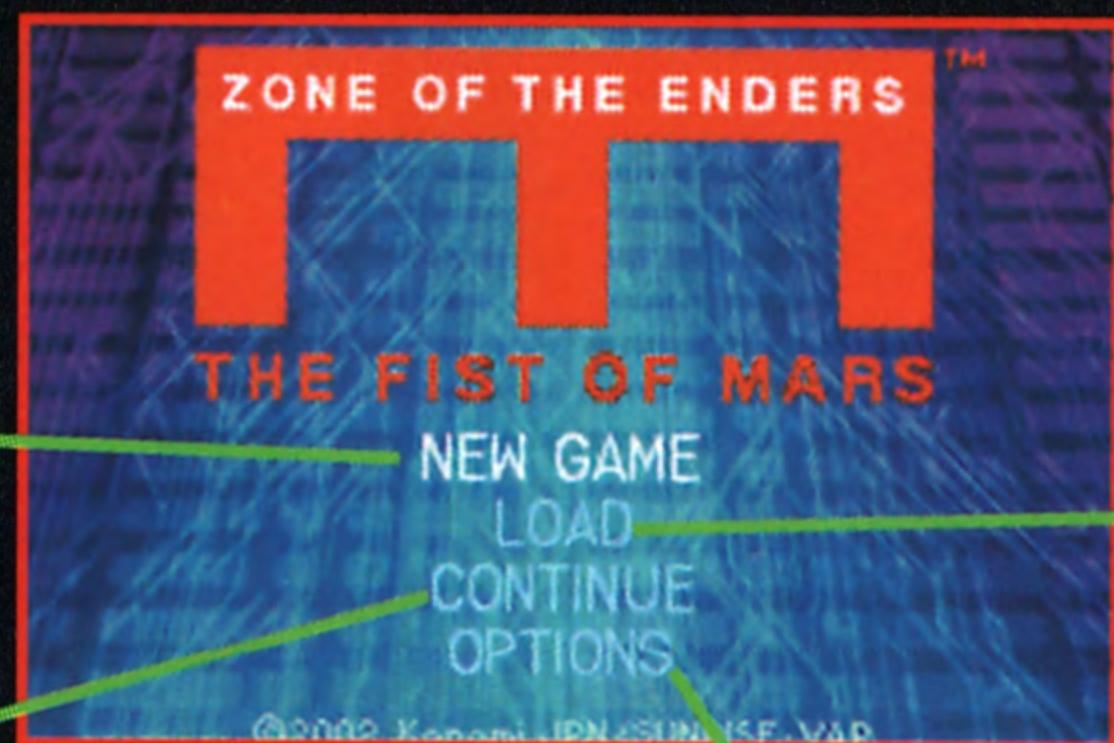
A Button

Strike during IAS attack

B Button

Not used

After correctly inserting the Game Pak into the Game Boy® Advance system and switching the power ON, the Title Screen will be displayed. On the Main Menu Screen, make selections by pressing up and down on the **+** Control Pad, and enter the selection with the A Button. Selecting "NEW GAME" will launch the Prologue. (The Prologue may be skipped by pressing START.)

ZONE OF THE ENDERS™

THE FIST OF MARS

NEW GAME
LOAD
CONTINUE
OPTIONS

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NEW GAME
Start a new game from the beginning.

LOAD
Begin a previously saved game.

CONTINUE
If a Tactical Save has been made, play may be resumed from the Tactical Stage.

OPTIONS
Various game settings may be adjusted here.

GAME STAGES

"Zone of the Enders: The Fist of Mars" is made up of four different stages: "Dialogue," "Strategy," "Tactics," and "Intermission." With a few exceptions, most scenarios include all four stages, and must be cleared by passing through all of these steps.

1. Dialogue
Progression of scenarios begins here.

2. Strategy Stage
It is possible to see the strategic objectives before actual battle. An arrow on the map points to areas that must be cleared in order to progress to the next scenario.

3. Tactical Stage
In this stage, the player must use unit commands to execute their strategy and defeat the enemy. The map is a overhead view of the entire area, which has been divided into squares.

4. Dialogue Stage

5. Intermission
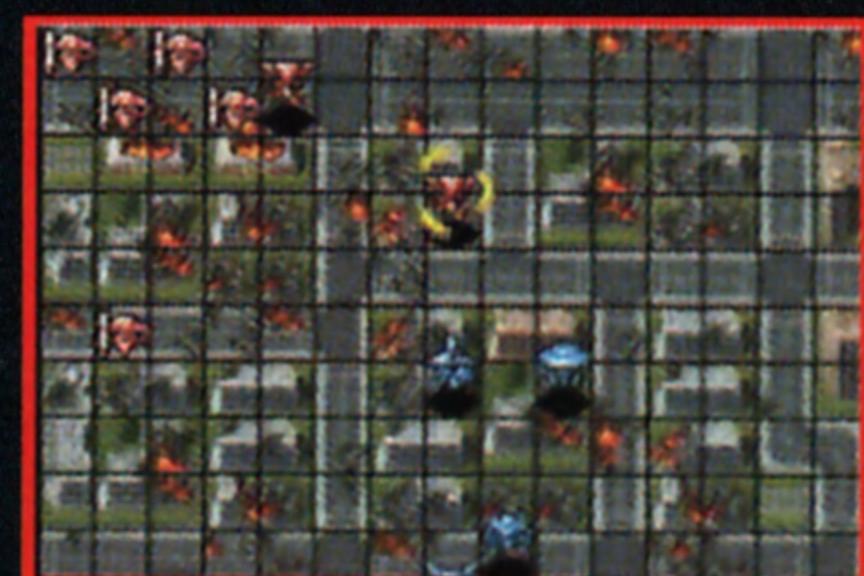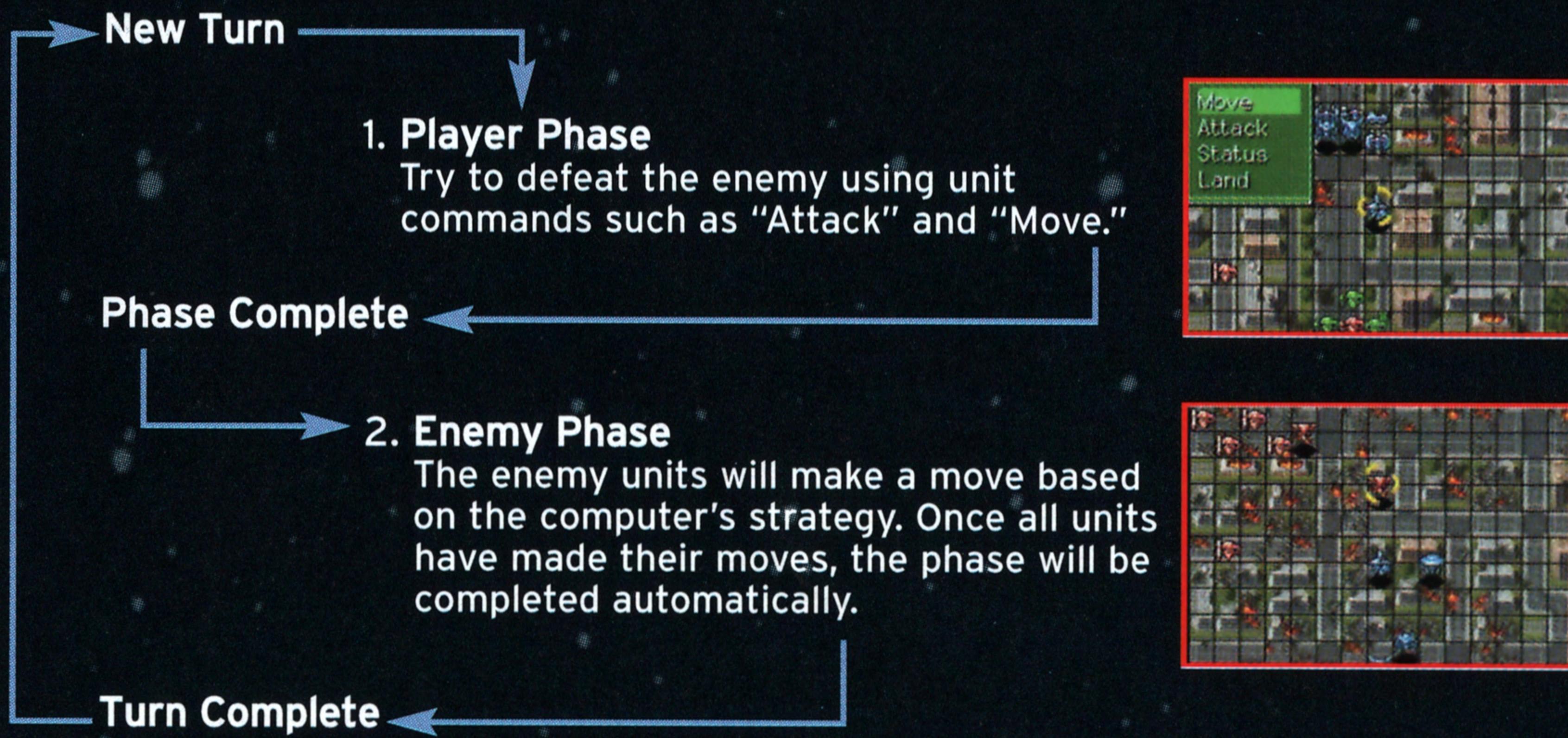Various configurations can be set and saving and loading data can be done here.

6. Next Scenario

In the Tactical Stage, one complete turn includes one Player Phase and one Enemy Phase. The player and the enemy take turns making moves until the battle reaches its conclusion.

New Turn

1. Player Phase
Try to defeat the enemy using unit commands such as "Attack" and "Move."

Phase Complete

2. Enemy Phase
The enemy units will make a move based on the computer's strategy. Once all units have made their moves, the phase will be completed automatically.

Turn Complete

Attack and Weaponry

There are two different methods of attack in this game: shooting and close combat. Choose your weapons and methods carefully by judging the situation accurately.

Shooting Attack

For long-range shooting of two or more squares in distance, use projectiles with long-range capabilities, such as the missiles and the beam cannons. There are shorter-range weapons, which may be used from a one-square distance.

NOTE: Attack is limited to one enemy unit at a time.

Close Combat Attack

This type of attack is used on enemies that are positioned very close together. In general, close combat can only take place between two parties separated by a maximum distance of one square.

NOTE: There are exceptions to this rule - there are some units that are able to conduct close combat from a distance of two or more squares.

## Stun Attack (Special Attack Mode within Tactical Stage)

Among the weapons available in the Tactical Stage, there are weapons that possess stun capability. Sometimes, when a stun weapon successfully hits its target, the target is immobilized (unable to "Move" or "Attack") for a full turn, and its Evasion ability is decreased by 50%. The target that has suffered a Stun Attack will recuperate fully by next turn. Some units, such as the mid and end bosses, are unaffected by Stun Attacks. Additionally, making a Stun Attack on a target that has already been "stunned" will have no effect.

Tactical Map

Town (Within spheres)
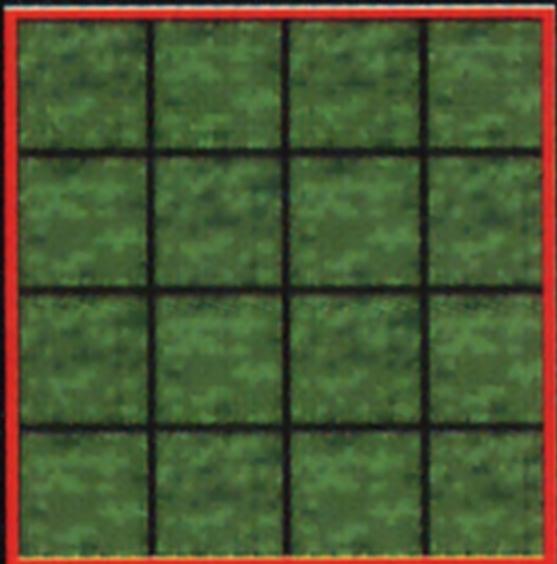Buildings, roads, bridges, slums, ghost towns, etc.
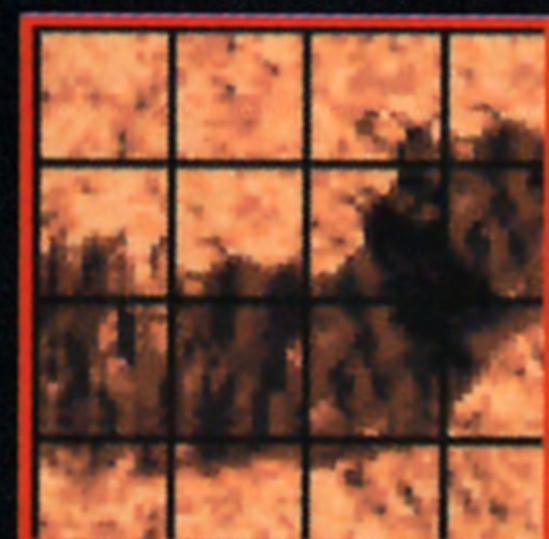
Mountain
Mountains vary in size.

River
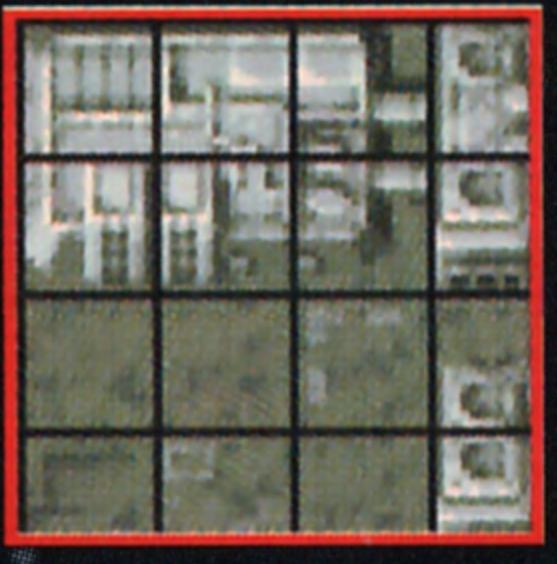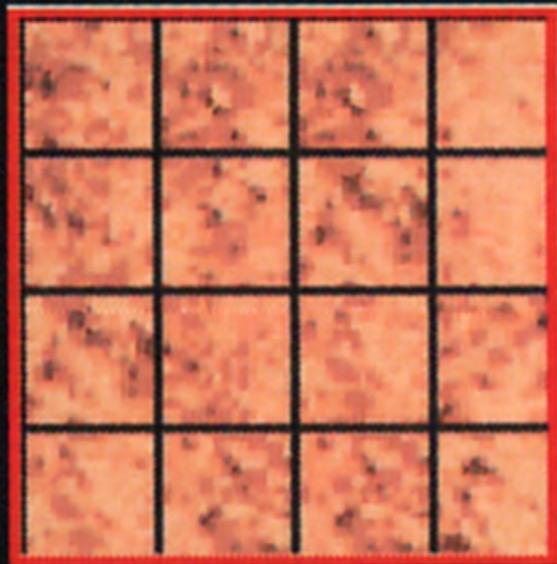All rivers shown are of a standard width.

TACTICAL STAGE

Plains
The most common landscape on Mars.

Enemy Base
Various enemy facilities.

Special Areas
Local servers, etc.

Topographical Effects

As you will see from the Tactical Map, the topography of Mars is diverse. Depending on the geography of the area, the effectiveness of units may be affected. Airborne units are never affected by terrain or obstacles.

Mobility Adjustment

Mobility Adjustment refers to the effect of the terrain on a unit's movement. For instance, moving through mountainous regions and bodies of water requires more effort than traversing plains or roads; therefore, the distance that may be covered in harsh terrain will likely be much smaller than that of easier terrain. Airborne units are never affected by mobility adjustments triggered by terrain or obstacles.

Unit Movement

1. Placing the map cursor on an allied unit and pressing the A Button will display a menu of Unit Commands currently available. Pressing the B Button with the cursor on the unit will display a brief status report for that unit.
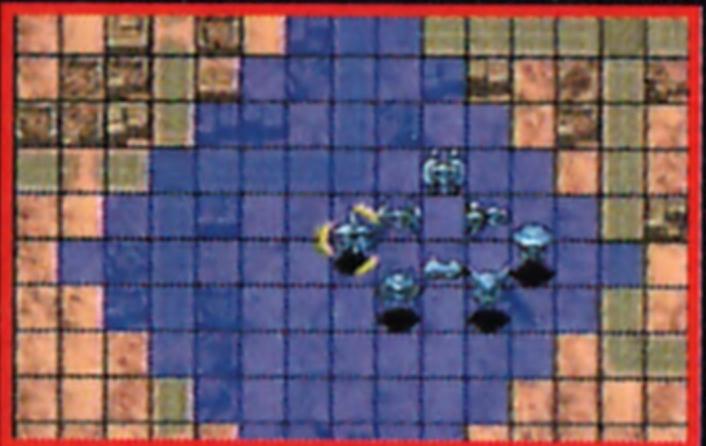
2. Selecting the "Move" command will indicate the possible area of movement with blue shading.

3. In order to move to a certain point within the blue shaded area, place the cursor on the destination and press the A Button.

4. Enter the "Wait" command. If the "Attack" command is shown, it is also possible to attack after moving. Placement of units is especially important during long-range battle, in which allies should be positioned to enable coordinated attacks with minimal danger of a counterattack.

Enemy Unit Status

By placing the cursor on the enemy unit and pressing the A Button, it is possible to see the area of possible moves for the unit (shaded in blue). Pressing the A Button again on this screen will show the unit's status; it is advisable to check this information prior to approaching an enemy, as they may be capable of a counterattack. Alternately, pressing the B Button with the cursor on the enemy unit will display a brief status report for the unit.

1. Attacking

Battle is initiated by drawing close to the enemy. Battle takes place one-on-one.
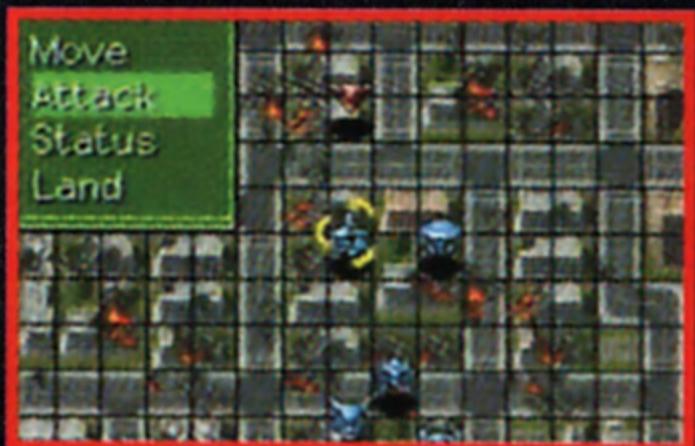
1. Place cursor on an allied unit, press the A Button to get to the Unit Command window, and select "Attack" with the A Button.

2. This will take you to the Weapons Screen, where weapons available for use are white, and those unavailable are red. Select the desired weapon.

3. With your unit as the center, the areas open to attack are shaded red on the map.

4. Place cursor on enemy unit to be attacked and press the A Button to enter the selection.

Close Combat Attack

Move your unit next to the enemy unit in order to attack.

Long-range Attack

Provided the unit features a long-range weapon with an attack potential of two or more squares, it is possible to shoot at an enemy within attack range.

NOTE: Normally, a long-range attack is not permitted immediately following movement of the unit.

Data Confirmation

Once the attack target has been entered, status data of both the player and the enemy will appear on the screen. If the data, such as low attack accuracy, is unacceptable, then press the B Button to cancel and change to a more suitable weapon. The TIME display indicates the amount of time in IAS Battle Mode that the player has to execute an attack.
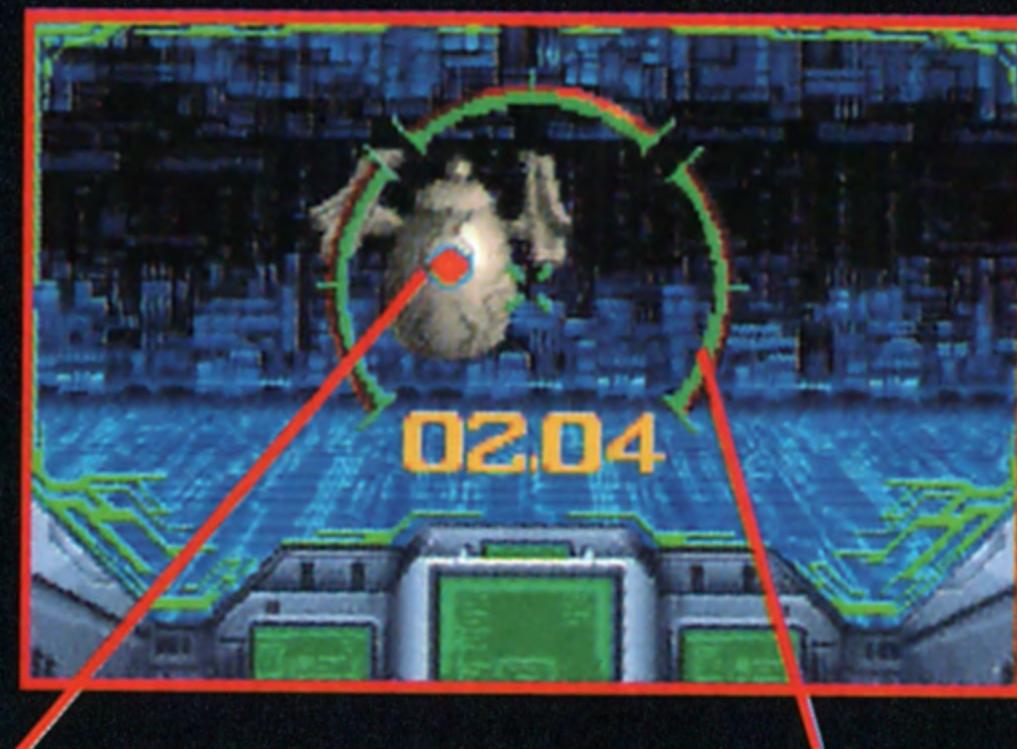
2. Player Phase

The battle will begin when the A Button is pressed from the Data Confirmation Screen. On the screen, the remaining time and the target areas will be shown; the player must attack the target within the time allotted by placing the cursor on the target with the **+** Control Pad, and pressing the A Button. Upon completing an attack, the player will be directed back to the Tactical Map, where damage and experience levels, as well as monetary status, will be displayed.

NOTE: Upgrade notices are also shown here.

Critical Hits

By placing the cursor on the target's weak point, it is possible to make a Critical Hit, causing massive damage.

Weak Point   Player Cursor

3. Enemy Attack/Enemy Phase

The enemy will stage a computer-controlled attack during the Enemy Phase. Battles generally take place one-on-one, and both player and enemy data are visible on the Defense Data Confirmation Screen. The TIME display indicates the amount of time in IAS Battle Mode that the enemy has to execute an attack.

Begin Battle

Pressing the A Button will launch the enemy's attack. On the screen, the remaining time and the target areas will be shown; the player must evade these areas as much as possible within the time allotted by directing the unit with the + Control Pad. ALERT will come up on the screen if the player cursor is placed within the enemy's target area. If you are hit, or after the IAS Battle Mode time runs out, the game will return to the Tactical Map, where damage levels may be viewed.

Repair/Supply

Allied units may be maintained during the Player Phase with the "Repair" command, which recuperates HP, and the "Supply" command, which re-stocks ammunition. Units going through Repair or Supply will be temporarily unable to fight.

4. Phase Complete

When the player has completed a turn, pressing the A Button on an empty Tactical Map square will display the General Command Menu. To complete the phase, select "Phase Complete," select "Yes" on the Confirmation Screen, and allow the enemy a chance to attack. By alternating turns between the player and the enemy, the scenario will eventually be cleared.

Battle Systems

In the Battle Stage, there are two different modes: "Standard Battle Mode," which uses various parameters such as Attack Power, Defense Power, Evasion, and Hits to calculate statistics such as Accuracy Rate and Damage Levels; and "IAS Battle Mode," utilizing interactive battle, which also factors in the player's control input with the battle results to arrive at a final rating.

Standard Battle Mode

The Standard Battle Mode is activated by turning OFF the IAS Battle Mode. In this mode, all parameters are set at normal levels. When the player does not have confidence in the battle skills needed, this mode is often more advantageous than the IAS Battle Mode.


IAS Battle Mode

The IAS (Interactive Action System) Battle Mode is different in that the player takes a more active role in the battle scenes. Rather than watching the action, the player changes the course of the battle by making Critical Hits, rendering an enemy unable to evade, or avoiding enemy attacks. Because the IAS Battle Mode is a more involved approach to the game, the player must always be on high alert when at the Tactical Map. If you would like to play the game as a normal simulation, or do not have the time for a long battle, switch IAS Battle Mode to OFF. Turning IAS Battle Mode ON and OFF can be done prior to battle, during Intermission, and on the Tactical Map.

Standard Battle Mode
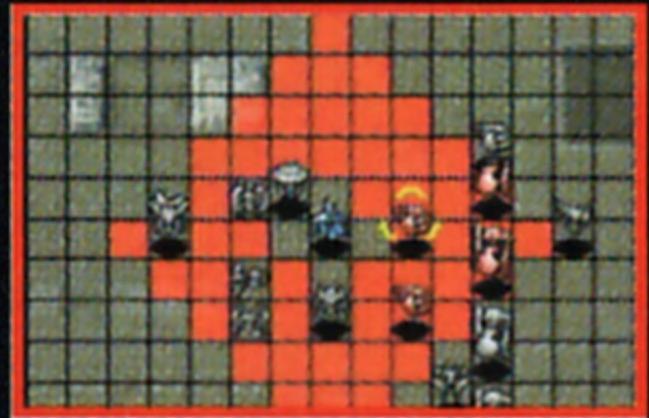
1. Tactical Map

Select "Attack" from the Unit Command Menu, and select a target for the attack.

Enter Selection

2. Pre-Battle Status Data Screen

Check player and enemy status for parameters such as Level, Attack Power, Accuracy Rate, and Balancer settings.

Begin Battle

3. Cut-in Battle Screen

Animated cut-scene showing the battle from the player's point of view.

4. Tactical Map

Battle results are displayed (Damage levels, Critical Condition, Stun Attacks, etc.).

Battle Complete

Critical Hit Rate
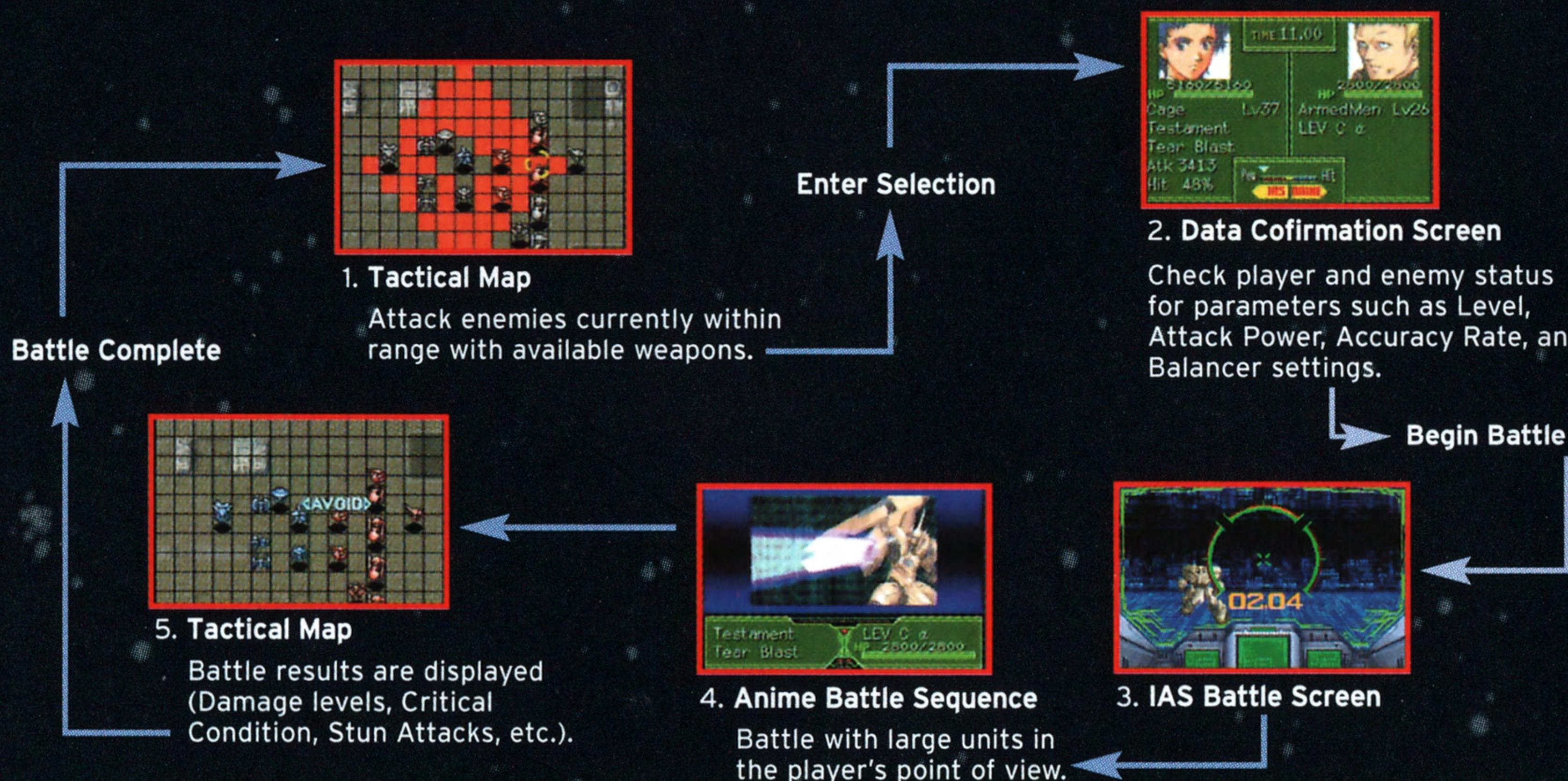
In every battle fought, there is a 1/64 chance of making a Critical Hit in Standard Battle Mode.

BATTLE STAGE

"Attack IAS" Progression

The IAS Battle Mode is divided into two categories: "Attack IAS" and "Evasion IAS." During the Player Phase, emphasis is placed on Attack Power and Accuracy; in the Enemy Phase, Defense Power and Evasion are stressed.

1. Tactical Map

Attack enemies currently within range with available weapons.

Enter Selection

2. Data Cofirmation Screen

Check player and enemy status for parameters such as Level, Attack Power, Accuracy Rate, and Balancer settings.

Battle Complete

Begin Battle

5. Tactical Map

Battle results are displayed (Damage levels, Critical Condition, Stun Attacks, etc.).

4. Anime Battle Sequence

Battle with large units in the player's point of view.

3. IAS Battle Screen

"Evasion IAS" Progression

1. Tactical Map

The enemy unit will select an attack based on a computer-generated strategy.

Enter Selection

2. Data Cofirmation Screen

Check enemy status for parameters such as Attack Power and Accuracy Rate.

Begin Battle

Battle Complete

5. Tactical Map

Battle results are displayed (Damage levels).

4. Anime Battle Sequence

Animated cut-scene showing the battle from the player's point of view.

3. IAS Battle Screen

Commands Found On the Tactical Map

"General Commands" are system commands, related to functions like saving data. "Unit Commands" are those that are used to affect the unit's performance within the game.

General Commands

Phase End
Complete the Player Phase and move onto the Enemy Phase. Refer to Phase Complete on p. 21 for more information.

Unit List
A comprehensive list of the status of every individual within the party. Switch between ally and enemy lists with the L Button. Sort the list by LV or by HP with the R Button.

Goal
The basic criteria that must be met in order to clear the Tactical Map. When these aims are not fulfilled, it is GAME OVER, and, as with the case of losing all allies in battle, the game must be played over again from the beginning.

NOTE: In some cases, objectives may change during the course of a battle.

PhaseEnd
UnitList
Goal
Option
Save
Retreat

Turns   3
Cash   51400

Options
Same as Intermission.

Save
The current battle situation (ally and enemy placement, roster) may be saved on the Tactical Map. To return to the saved data and resume play from that point, select "CONTINUE" on the Title Screen. (This is not the same as saving during an Intermission.)
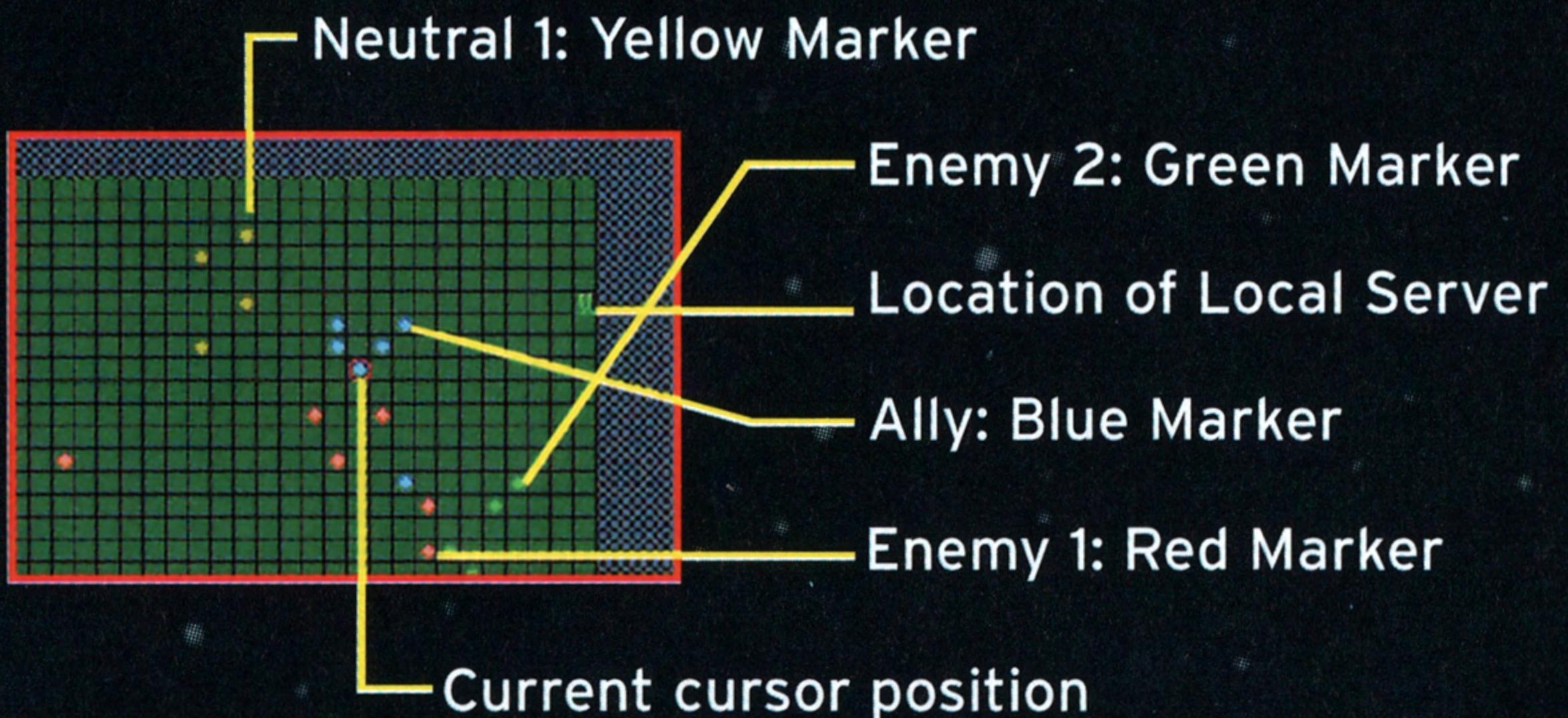
Manual Reset

Press START, SELECT, A Button, and B Button simultaneously to soft-reset the game manually. This will take you back to the Title Screen.

Reading the Radar Map

Press START at the Tactical Map during a Player Phase to view the Radar Map. The Radar Map is a high-tech locator tool which covers the area identical to that of the Tactical Map, revealing the placement of enemies and allies.

Retreat

The player may retreat, leaving the Tactical Map, and restart the same Map while keeping the Experience and Capital points earned earlier.

NOTE: There is no risk in retreating, but Spirit levels will be reset, and used frame parts will not be restored.

Neutral 1: Yellow Marker

Enemy 2: Green Marker

Location of Local Server

Ally: Blue Marker

Enemy 1: Red Marker

Current cursor position

Unit Commands

Move

Movement of units (airborne or on land). Only those units that are able to move in the air or on the land can benefit from this screen.

Attack

Attack enemies with any of the weapons available for use.

NOTE: There are weapons that may be used immediately following movement.

Standby

Units on Standby are inactive. Units are automatically placed on Standby after Attack, Repair, and Supply.

Status

Unit status is displayed in a separate pop-up window. Refer to Status, beginning on pg. 34 for more information.

Air/Land

An Oribital Frame (OF)-specific command, Air/Land allows OFs to travel in the air or on land. When OFs are in the air, they can move farther than on land, but they lose the defensive benefits of the terrain.

NOTE: Depending on the mech and the situation, other options may become available.

Repair

This command can be used on an adjacent unit and will recover 50% of HP. Immediately after a unit is Repaired, it is not available for battle. This option is only available for units that have the Repair function.

Supply

This command will re-stock all ammunition and restore all energy for an adjacent unit. Immediately after a unit is Supplied, it is not available for battle. This option is only available for units that have the Supply function.

Item

LEVs can use any parts that have been equipped. These parts are expendable, and once they are used up, they are gone. Only those units that have the modified parts packages have this option. Parts cannot be used on other units.

Repair Kit	Supply Pack	Booster
Recover 50% of HP.	Replenish all energy and ammunition.	Movement distance is increased by three squares for one turn.
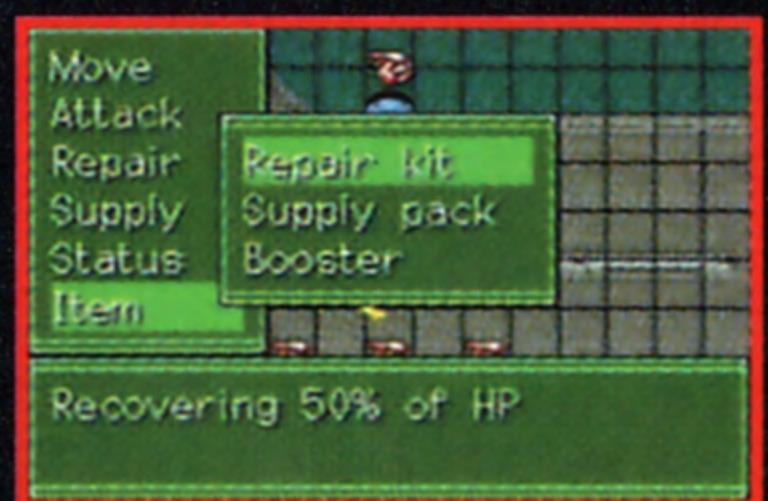
NOTE: After a unit undergoes Supply, its Spirit is decreased. Repair has no such effect on the unit.

INTERMISSION

About Intermission

Various configurations can be set and saving and loading data can be done here. Intermission comes up after a scenario has been cleared, and is an optimal time to save data. There are seven menu items on the Intermission Screen, although some Intermission Screens may not have access to all items.

Using the Intermission Screen 1

Save
Current game data is saved to a file.

Load
Saved game data is loaded to begin a game where the data left off.

Save
Load
Garage
Balance
Status
Options
Next Stage

INTERMISSION

SCENE15 CLEARED

FortLEV   1/1   Cash   66800

Dreizehn   Razma   Lv26
Justeen   Yukito   Lv12
Caliburnus   Semyl   Lv26
Blade   Phil   Lv 1

HP   3400 ► 4200 ▶▶▶▶▶▶
Shell   380 ► 420 ▶▶▶▶▶▶

Garage
Place for setting up and modifying LEVs. FortLEV (upgrade frame), FortWeap (upgrade weapons), and FortPart (add parts) commands can be selected. Upgrading HP, armor, or weapons is not free, and will use the player's Capital.

Balance

The pilot may customize two Balancers: One for Attack, and one for Evasion. At first, the range of these settings will be very narrow, but as the pilot's level increases, the settings will also grow in range, enabling extreme preference settings.
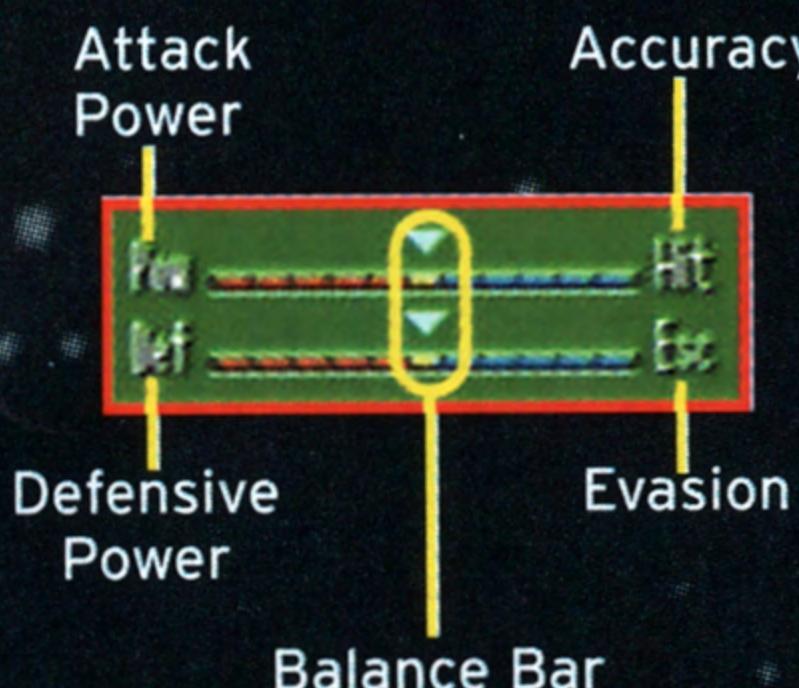
Attack Balancer

The Attack Balancer consists of a balance bar that may be positioned between the two extremes: Attack Power and Accuracy. As long as it is within the range of the Balancer, the pilot may choose how much emphasis to place on each parameter.

Evasion Balancer

The Evasion Balancer consists of a Balance Bar that may be adjusted between the two extremes: Defensive Power and Evasion. As long as it is within the range of the Balancer, the pilot may choose how much emphasis to place on each parameter.

Attack Power

Accuracy

Defensive Power

Evasion

Balance Bar

Using the Intermission Screen 2

Save
Load
Garage
Balance
Status
Options
Next Stage

SCENE15 CLEARED

Status

This command displays the unit and pilot status. Pressing the A Button, L Button, or R Button will switch displays between Unit Status, Weapon Status, and Pilot Status.

NOTE: Refer to Status beginning on pg. 34 for more information.

Unit Status   Weapon Status   Pilot Status
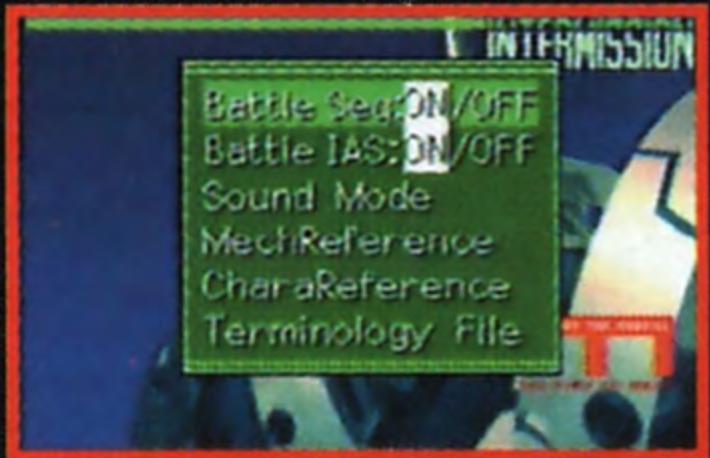
Next Stage

After the Intermission is completed, the game will progress to the next stage. Damage to allied units from the previous Map will be repaired before starting the next stage; however, in some special cases such as a Continued Battle Map, however, HP may not be restored.

Options

Sound and other settings, as well as Unit and Character Reference files, can be found here.

Battle Animation	ON/OFF
IAS Battle Mode	ON/OFF
Sound Mode	Listen to the soundtrack
Unit Reference	All machines that have made an appearance are filed here.
Character Reference	All characters that have made an appearance are filed here.
Basic Terminology	Basic terminology found in the world of Zone of the Enders is listed here.
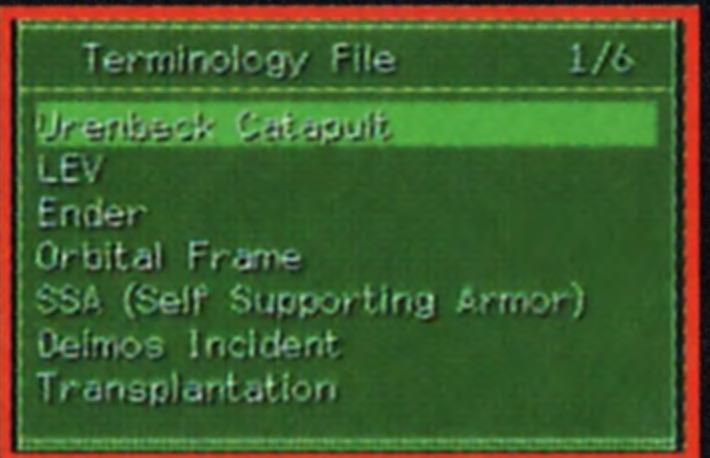
It is possible to access this file when first beginning to play. Select a word and press the A Button to view an explanation of the term.

Unit Status

Move
Unit mobility is shown here. When traversing harsh terrain on land, unit mobility may be lowered.

Special Features
All Special Features on the unit are displayed. Refer to pg. 38 for more information.

Unit Status
Move 6 SSA2
Shell 529
Lv 34
L&A
Testament
HP 4980/4980
EN 130/130

Name
Unit name.

Shell
This display shows the state of the armor of the unit, influenced by factors such as damages from enemy attack. Its state may be improved by altering the LEV armor in the Garage or by increasing the level of an OF.

HP
The Hit Point level for the unit. When this reading reaches "0," the unit is destroyed. HP is increased by modifying LEV HP in the Garage or by OF upgrade.

NOTE: HP may be restored by using the "Repair" command or using the "Repair Kit" part.

EN
The level of energy possessed by the unit. Levels will decrease when energy-consuming activities, such as some attacks, take place. When the energy levels are low, weapons that consume large amounts of energy will be barred from use.

NOTE: Energy may be restored by using the "Supply" command or by using the "Supply Pack" part.

LV
The level of the unit (limited to the OF). The level of the OF rises together with the rise in level of the pilot. Refer to pg. 38 for more information.

Modes of Movement
Movement may take place in the air, on land, or a combination of the two.

Weapon Status

Weapon Name
This shows the name of the weapon.

Weapon Type
The type of the weapon - either shooting attacks or close combat - is displayed.

Stun Effect Icon
This icon is visible next to weapons that have Stun attack capabilities.

Attack Power
The attack power possessed by the weapon.

Range
The distance in which the weapon is effective.

Accuracy Modifier
The accuracy rate of the weapon.

1/2	Weapon	Power	Range	Hit
	Tear Blast	1259	2-5	-5
	Rusty Cutter	1359	1	+10
	Ray Disaster	1759	2-5	±0
	Nail Laser	1759	2-4	+10
	Soulsection	1359	1	+5
Shooter		Spirit	----	(±0)
Ammo	---- / ----	UsedEN	----	(130)

Ammo
The amount of remaining ammunition is displayed here. Weapons which use a limited amount of ammunition can no longer be used once the ammunition has been exhausted.

NOTE: In the case of weapons with limited ammunition, using the "Supply" command or using the "Supply Pack" from the parts menu will replenish what has been lost.

Used EN
The energy consumed by use of the weapon.

Required Spirit
The enthusiasm needed in order to operate the weapon successfully.

Post-movement Availability Icon
This icon is visible next to weapons that are available for use immediately following movement.

Pilot Status

Name
Character name.

LV
The level of the character.

EXP
Accumulated experience points. Gain experience points by defeating enemies. Character level will increase after a certain amount of experience points has been obtained.

Battle
Hand-to-hand combat ability.

Shoot
Long-range combat ability.

Avoid
Evasion ability.

Hit
Accuracy rate during combat.

Reflex
Reaction time during battle.

NOTE: In IAS combat system, this rating is reflected in the countdown timer.

Pilot Status

Cage   Battle 238
Lv   34   Shoot 238
Exp 130   Avoid 147
Spirit ±0 Hit   202
           Reflex 100

AtkBalancer:
EscBalancer:

Spirit
Your pilot's enthusiasm. As the character's spirit meter rises, the amount of damage inflicted on enemies increases. Spirit can be increased by defeating enemies or through special events.

NOTE: The spirit meter will return to zero upon completion of missions; however in some cases, the spirit meter may be more or less than zero at the start of a mission.

NOTE: Some parameters will change as the character increases level status. These parameters are Battle, Shoot, Avoid, Hit and Reflex.

LEV Modification

It is possible to add modified parts to an existing LEV, or to use capital for upgrading HP, armor and weapons. Modifications are done in the Garage, during Intermission.

Page
Page numbers are shown in the case that weapons cannot be adequately displayed on one screen.

Weapon Name
Weapons currently available for use.

Status
All relevant information concerning the weapon is included here, including: weapon type, ammunition, required power, and EN consumption. The same details may be viewed on the Weapons Status Screen.

```
FortWeap   1/1 │ Cash  39800

Handgun            660  ▶▶▶▶▶▶
Laser Sword◑      1190  ▶▶▶▶▶▶
Burn Stormer◑     1430  ▶▶▶▶▶
R-Blade Kick◑     1820  ▶▶▶▶▶
ZZ Grenade        1860  ▶▶

Fighter          Spirit    ---( ±0)
Ammo   ---/----  UsedEN    2(130)
```

Cash
Total accumulated money.

Attack Power
Attack power possessed by displayed weapons.

Indicator
The weapon attack level is shown on a scale of 1 to 6.

In addition to weapon upgrades, there are three more ways in which an LEV may be modified.

HP Upgrade	Shell Upgrade	Parts
It is possible to upgrade up to six full levels.	It is possible to upgrade up to six full levels.	There are a maximum of three modified parts packages that may be installed onto the unit.

GAINING LEVELS

OF Levels

Unlike the LEV, the OF does not have the option of modifications. Instead, OFs are upgraded when the pilot's level increases. OFs become more powerful in two ways: Downloads and parameter increases.

Downloadable Abilities for OFs

Weapons	SSA1	SSA2
• Nail Laser • Halberd • Comet • Shock Hi-Low • Geyser • Tri-Laser	Replenishes HP by a maximum 5%	Replenishes HP by a maximum 10%
	Bullet Endure	**Energy Endure**
	Increases defense against shooting attacks by 10%	Increases defense against energy attacks by 10%

Repair	Supply	Double Action
Replenishes HP by 50%	Replenishes lost energy and ammunition completely	Allows two consecutive Player Phases in one turn

Download complete

Parameters Affected by OF Level Increases
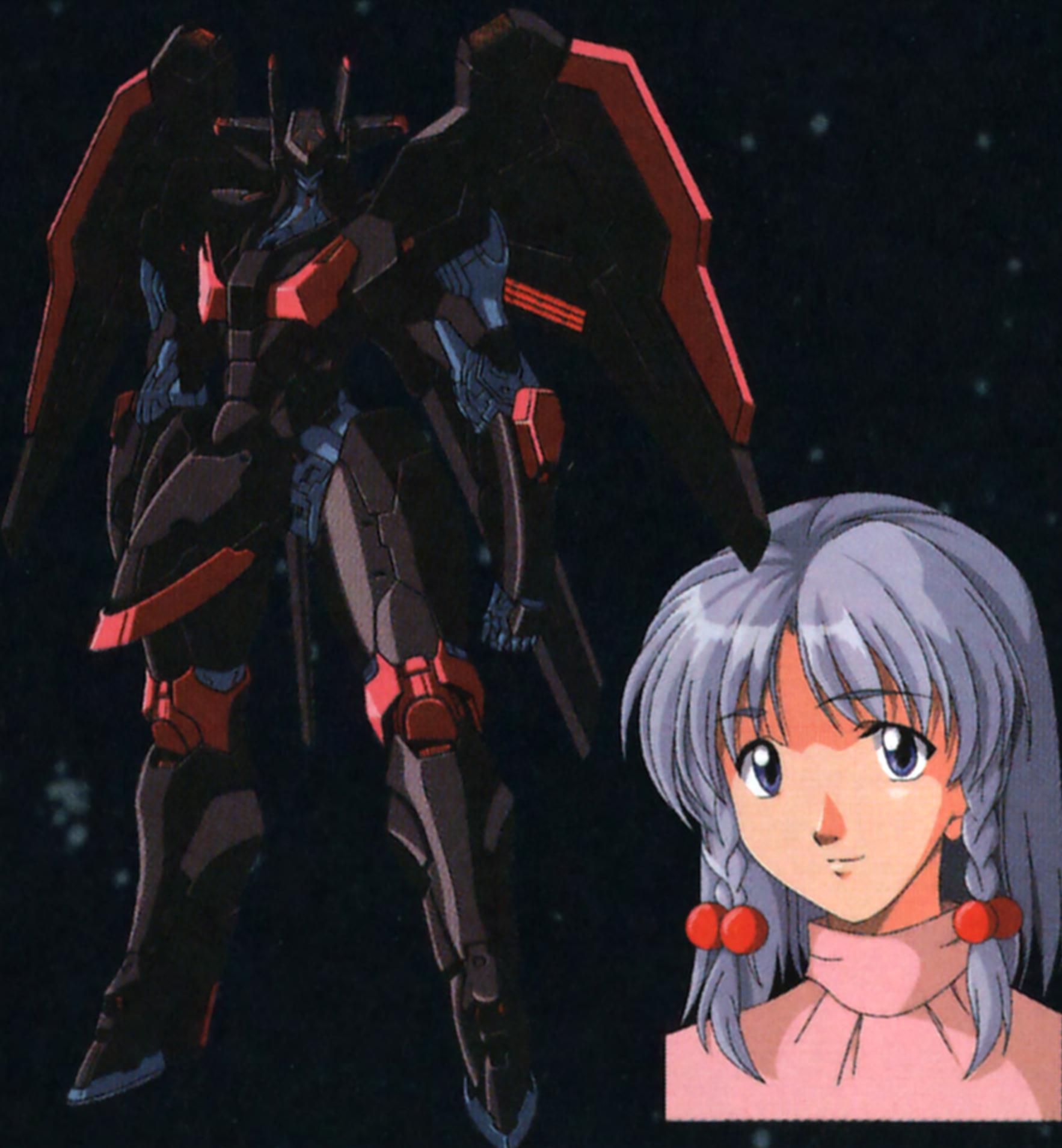Weapon Attack Power/Armor/HP

TESTAMENT
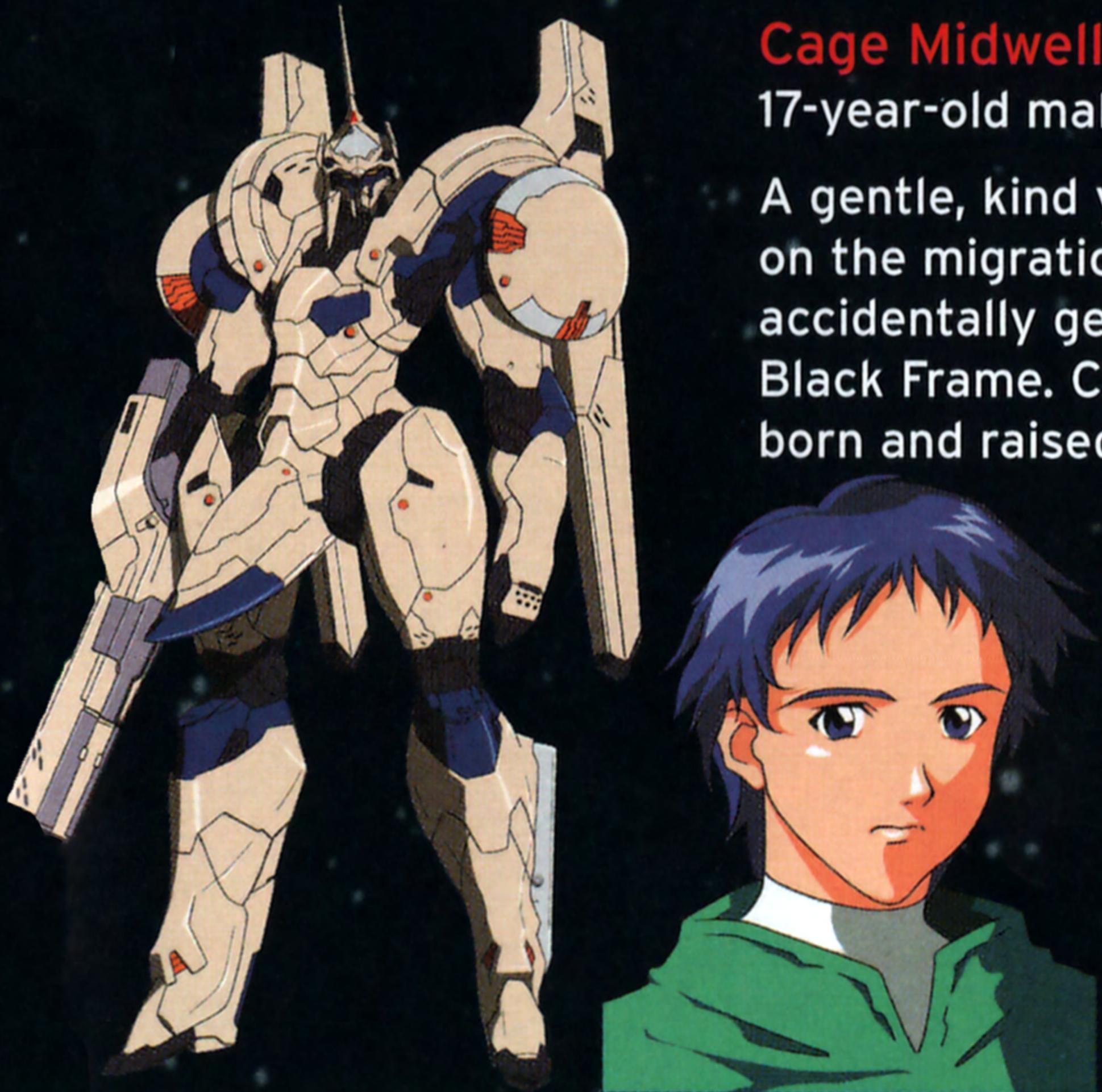
Cage Midwell

17-year-old male, blood type O.

A gentle, kind youth who works with Ares on the migration vessel Bonaparte III. He accidentally gets involved with the unknown Black Frame. Cage was born in space; he was born and raised on a migration vessel.
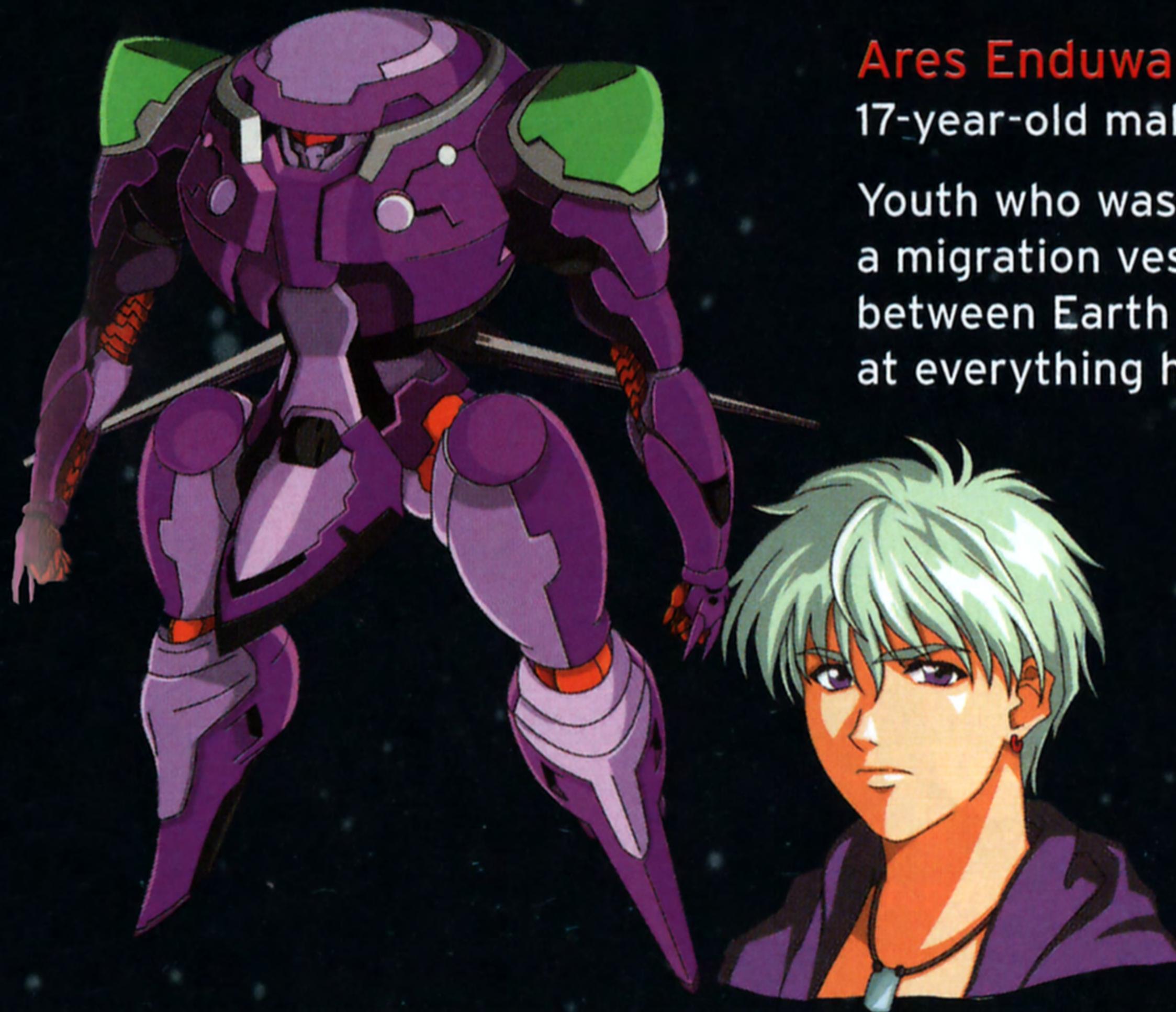
MYSTERIOUS BLACK FRAME

Myona Alderan

17-year-old female, blood type A.

A mysterious young girl who was hiding in the hangar of the Bonaparte III. She joins Cage's group after the accident with the Black Frame. Unfortunately, she lost her memory as a result of the accident.

VJAYA

Ares Enduwa

17-year-old male, blood type AB.

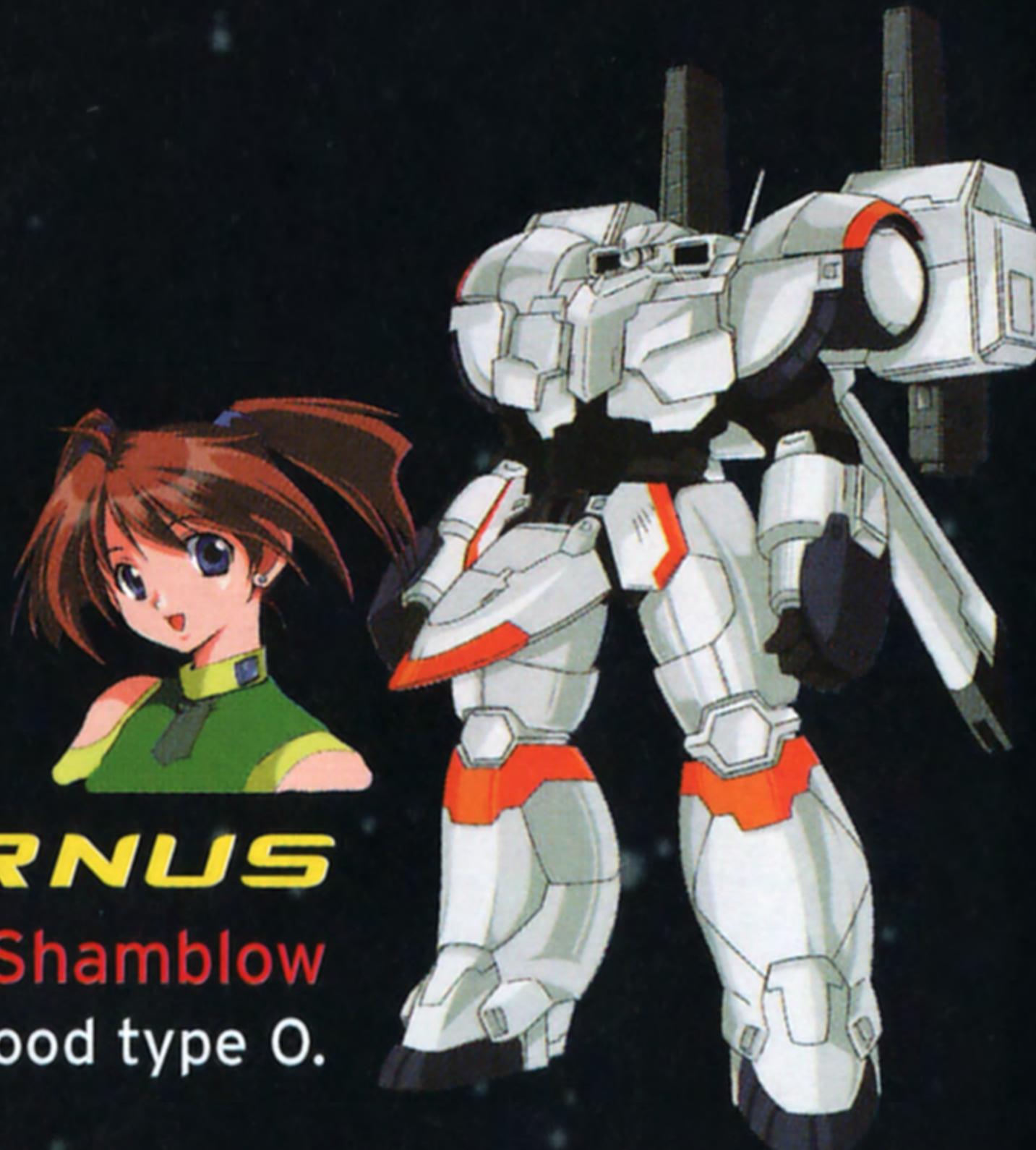Youth who was working on the Bonaparte III, a migration vessel, transporting people between Earth and Mars. He is good at everything he does.

CHARACTERS

DREIZEHN

Razma Cascade Jr.

19-year-old male, blood type A.

CALIBURNUS

Semyl Shamblow

16-year-old female, blood type O.

DURANDAL II

Warren Lumenlux

33-year-old male, blood type A.

ORCRIST

Mebius K. Lylekraft
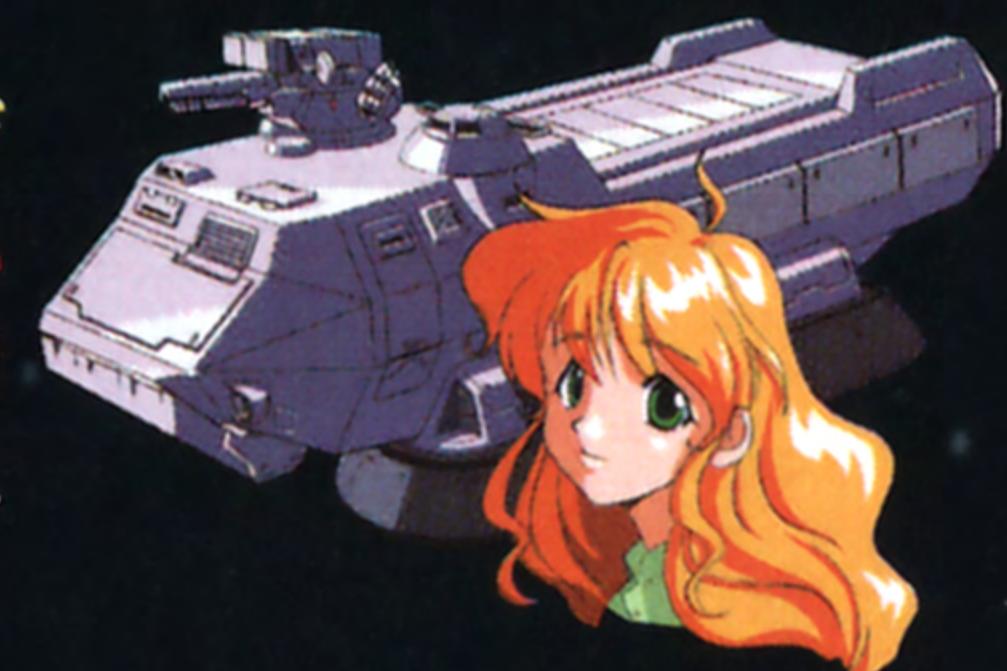
26-year-old female, blood type B.

CHARACTERS

JUSTEEN
Tadamichi E. Yukito
24-year-old male, blood type AB.

BLADE
Philbright Westriverside
Warehouserock XXVI
17-year-old female, blood type AB.

EDGE
Deckson Geyse
42-year-old male, blood type O.

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EVP SALES, MARKETING, OPERATIONS
Dick Wnuk

VP MARKETING
Chris Garske

DIRECTOR OF MARKETING
Rick Naylor

PRODUCT MANAGER
Jason Enos

SENIOR MANAGER, CREATIVE SERVICES
Monique Catley

DIRECTOR OF PUBLIC RELATIONS
Chris Kramer

SENIOR PUBLIC RELATIONS SPECIALIST
David Chen

DIRECTOR OF MARKETING COMMUNICATIONS
Cherrie McKinnon

PRODUCT WEBSITE
Mike Dobbins

CONSUMER SERVICES
Jamal Carter
Mark Gonzalez

SR. VP PRODUCT DEVELOPMENT
Randy Broweleit

DIRECTOR OF PRODUCTION
Sean House

US LOCALIZATION PRODUCER
Ken Ogasawara

QA MANAGER
Michael Klug

QA LIAISON
Kengo Kishimoto

LEAD TESTER
James Hui

ASSISTANT LEAD TESTER
Huan-Hua Chye

TESTERS
Paul Chang
Jason Pace

PACKAGING & MANUAL DESIGN
Price Design Team

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Scott Dolph and the ZOE: TFOM team at KCEJ-East.
Michelle Bravo, Daniel Castillo, Wilson Cheng, Eddie
Deighton @ Department-X, Catherine Fowler, June Honma,
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Robinson, Tammy Schachter @ BHI, Linda Stackpoole,
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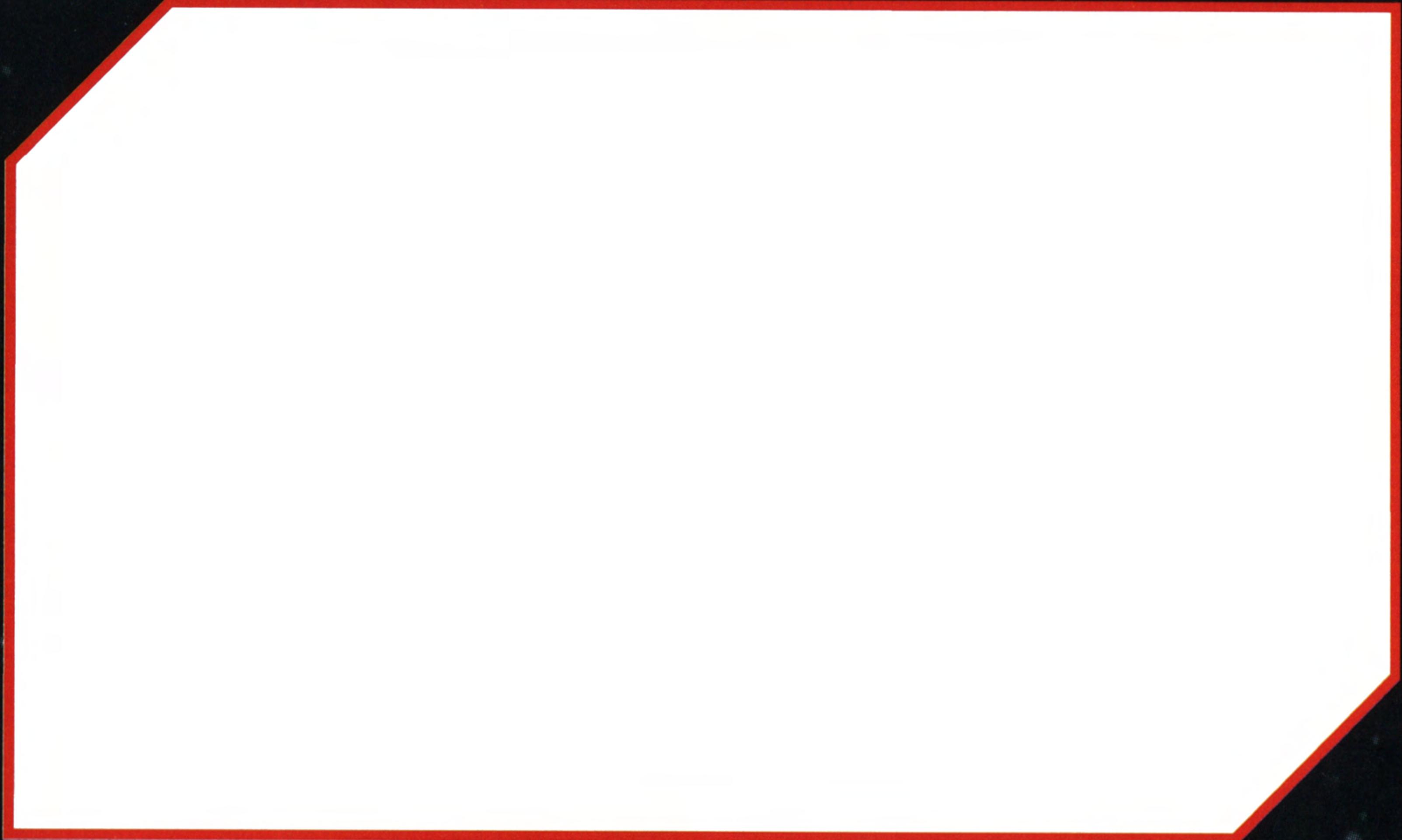
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Konami of America Inc., 1400 Bridge Parkway Redwood City, CA 94065

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