



PlayStation

NTSC U/C

PlayStation

TEEN



CONTENT RATED BY
ESRB

SLUS-01469
01469

MOBILE ARMOR™



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

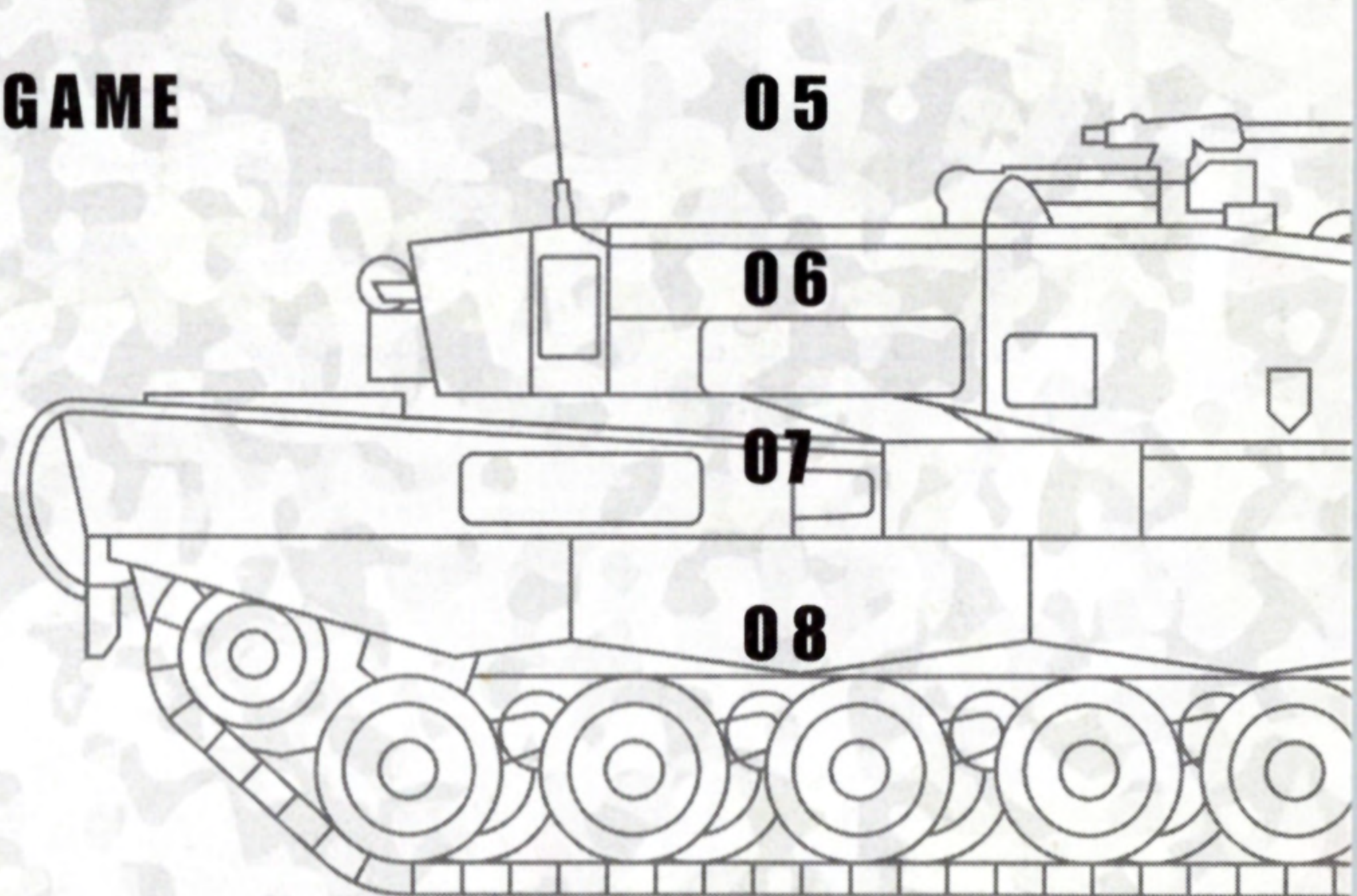
The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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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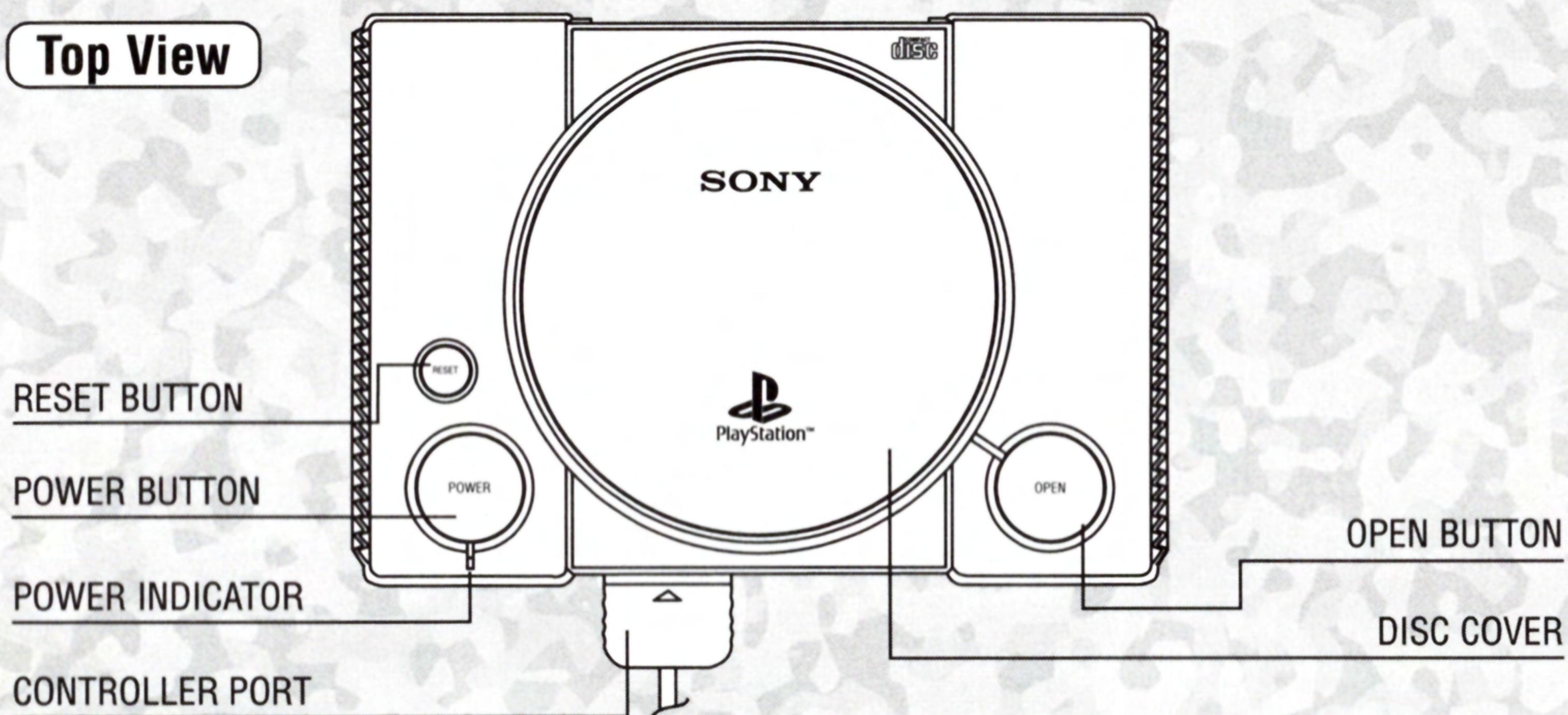
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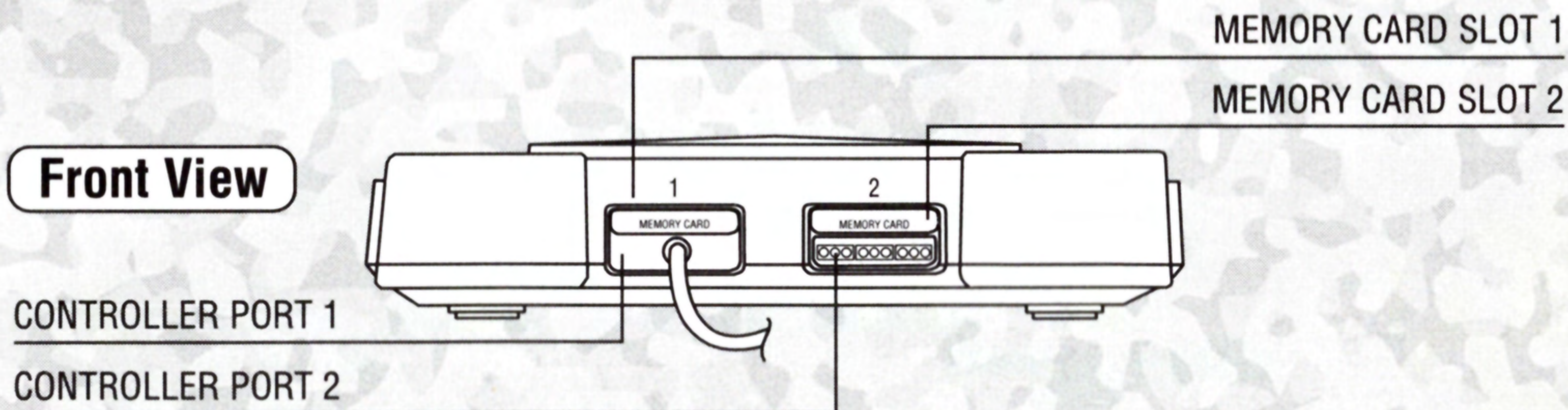
Thank you for purchasing Mobile Armor™, software designed for use with the PlayStation® game console. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety considerations. Keep this manual in safe place for your reference.

CONSOLE INSTRUCTIONS

Top View



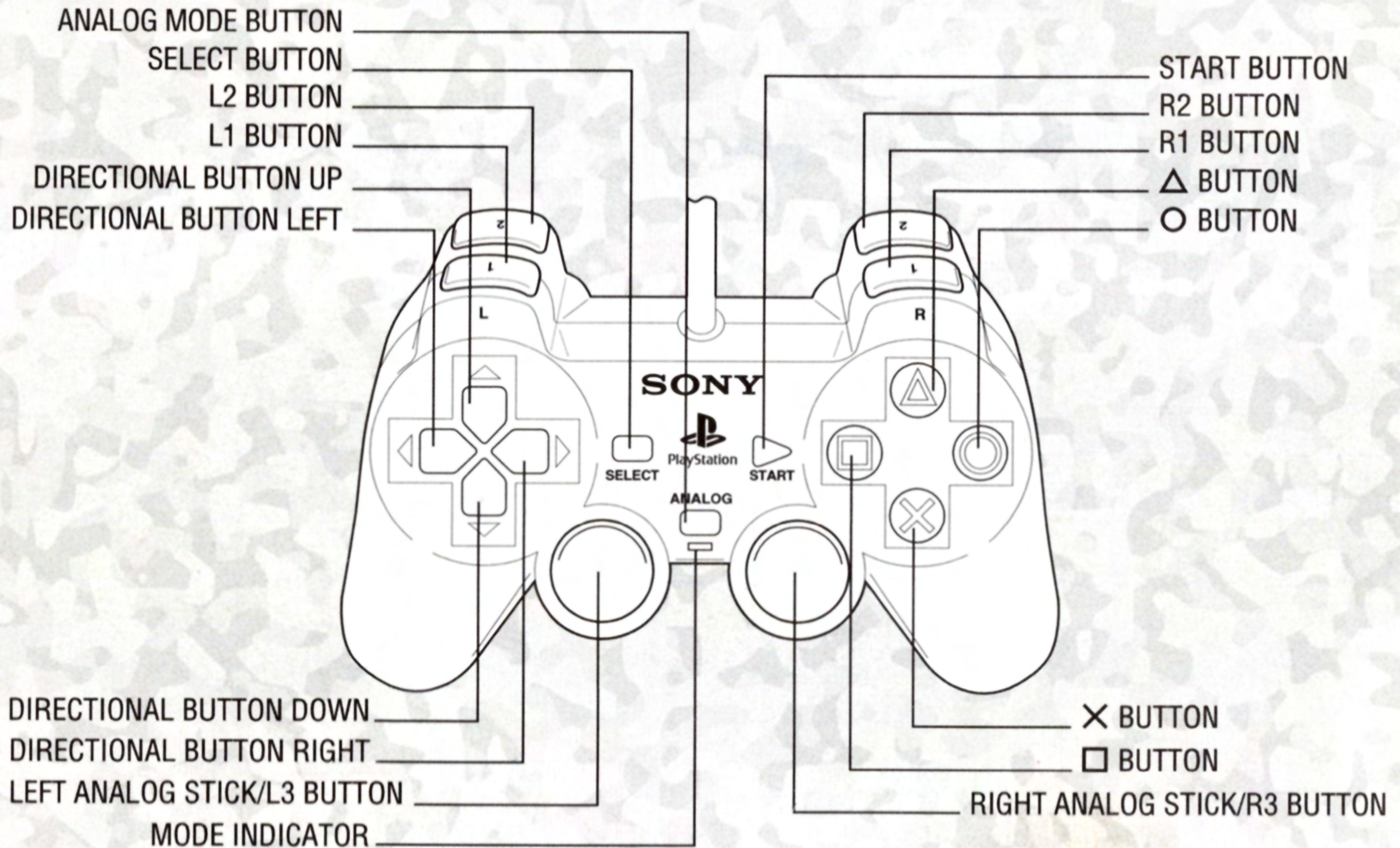
Front View



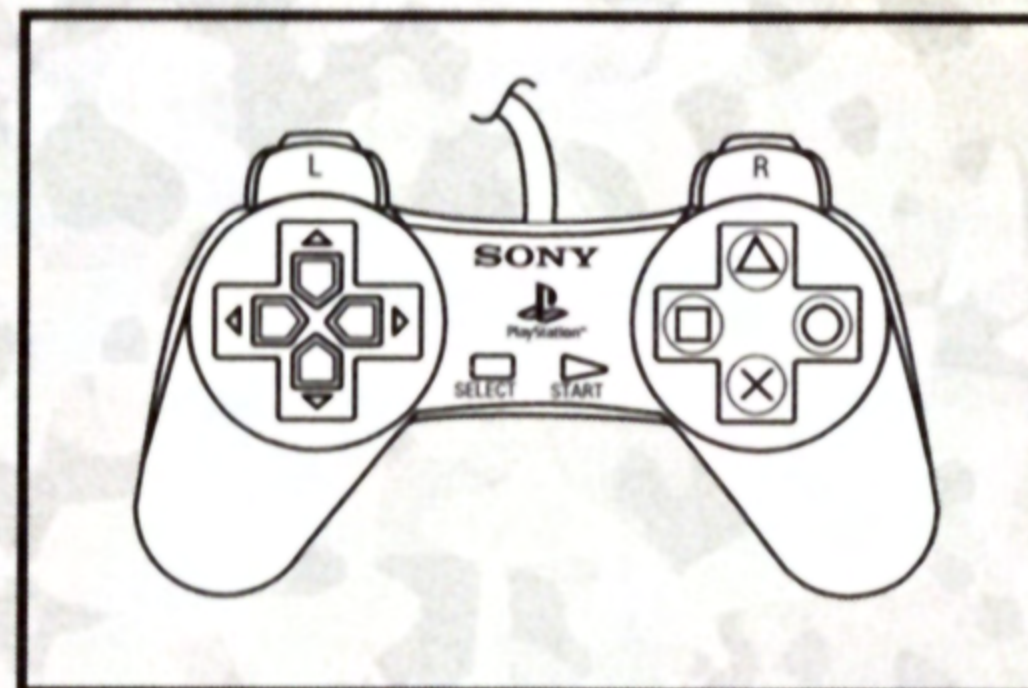
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Mobile Armor™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

OPERATING INSTRUCTIONS

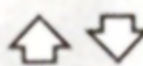


DUALSHOCK® analog controller

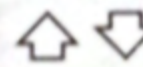
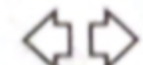




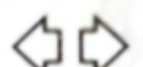


NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



CONTROLLER OPERATIONS

Menu Mode	
directional button 	Select an item.
 button	Cancel your selection.
 button	Confirm your selection.

During Gameplay	
directional button 	Tank moves forward and backwards.
directional button 	Tank turns to the left and right.
START button	Pause ON / OFF.
 button	Cannon barrel rotates to the right.
 button	Cannon barrel rotates to the left.
 button	Cannon barrel rotates moves up.
 button	Cannon barrel rotates moves down.
L1 button	Using with  directional button, tank turns rapidly to desired direction.
L2 button	Charging energy for the large attack.
R1 button	After charging, fires energy for the small attack.
R2 button	After charging, fires energy for the large attack.

NOTE

When using the analog sticks, the LEFT ANALOG STICK is to control the direction of a tank and the RIGHT ANALOG STICK is for the rotation of a Cannon barrel.

When using a MEMORY CARD to save game data, please insert it into MEMORY CARD slot 1 prior to turning on the PlayStation game console. This game requires 1 block of MEMORY CARD to save data.

To switch the mode from Digital to Analog, press the ANALOG MODE BUTTON to switch the MODE INDICATOR ON or OFF.

HOW TO START A GAME

The Mode Select Screen appears after pressing START button at the Game Title Screen. Select a command from the Modes Screen and start playing a game.

[MEMORY CARD]

Save/load game data.

[STORY MODE]

1 PLAYER ONLY

Clear missions by simulating the Mars army tank against Earth army tanks. Clearing missions gain more tanks for battle.

[FREEMODE]

1 - 2 PLAYER POSSIBLE

Battle the missions that have been completed/cleared in the Story Mode. To play a game with 2 players, they will command/control a same tank to battle against the opponents. Player 1 pilots the tank and Player 2 controls the cannon barrel.

*In 2-Player Mode, only Player 1 has access to go to the Tank Select Screen and the Pause Screen.


[VS MODE]

2 PLAYERS AGAINST EACH OTHER

In VS Mode play, 2 players compete against each other in mission stages that have been cleared in Story Mode.

[BEGINNER/EXPERT]


There are two difficulty levels in the game. If you select BEGINNER, you will notice the performance and abilities of your tank is overall high. Your fighting history is not recorded in BEGINNER mode.

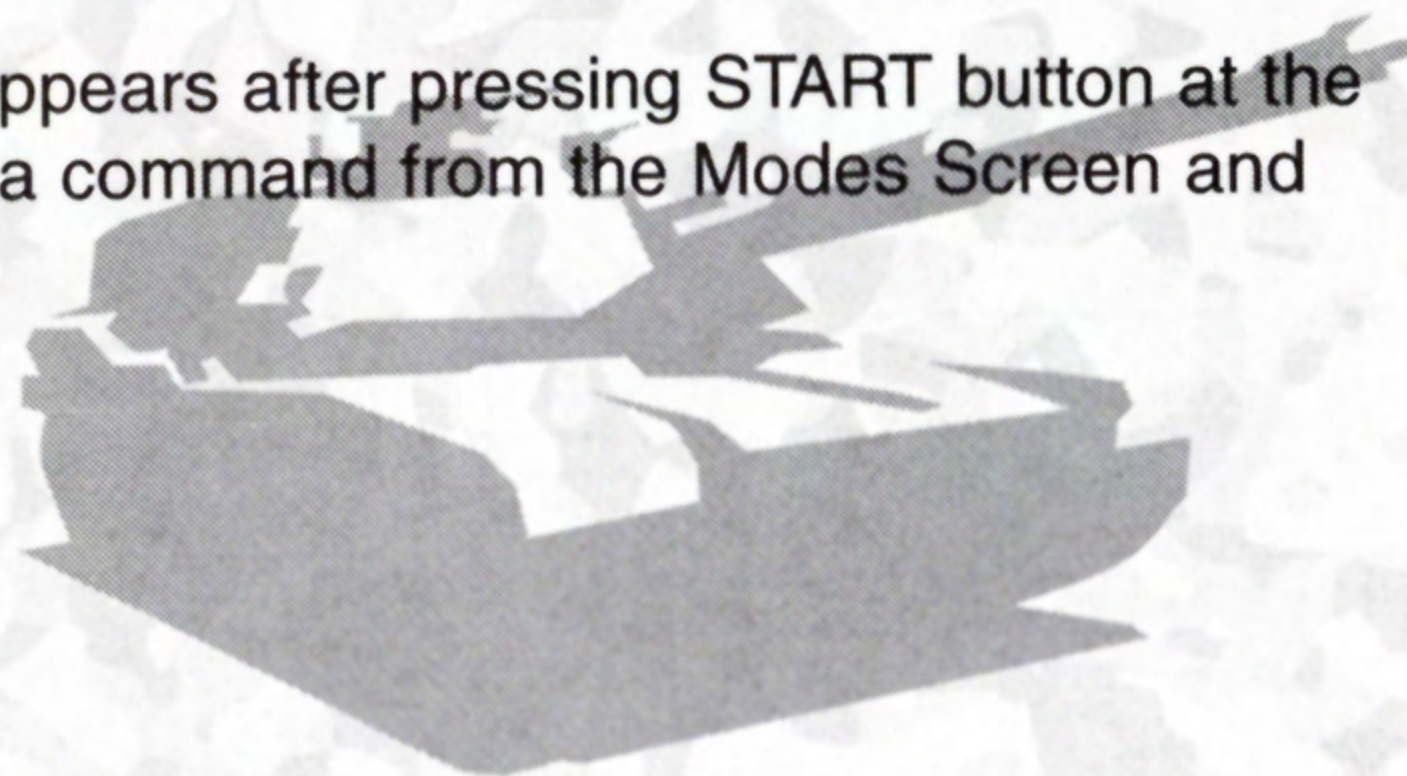
*To select the item press the  button.

[VIBRATION]

Vibration Function can be turned ON or OFF.

*Can change the Vibration Function when MODE INDICATOR is ON or OFF.

*To select the item press the  button.



NOTE

If you want to cease a game, select RETIRE. The screen will go back to Mode Select Screen. Save data into a MEMORY CARD. You may start a game at the next mission (where you left off) in the Story Mode.

HOW TO PLAY: 1

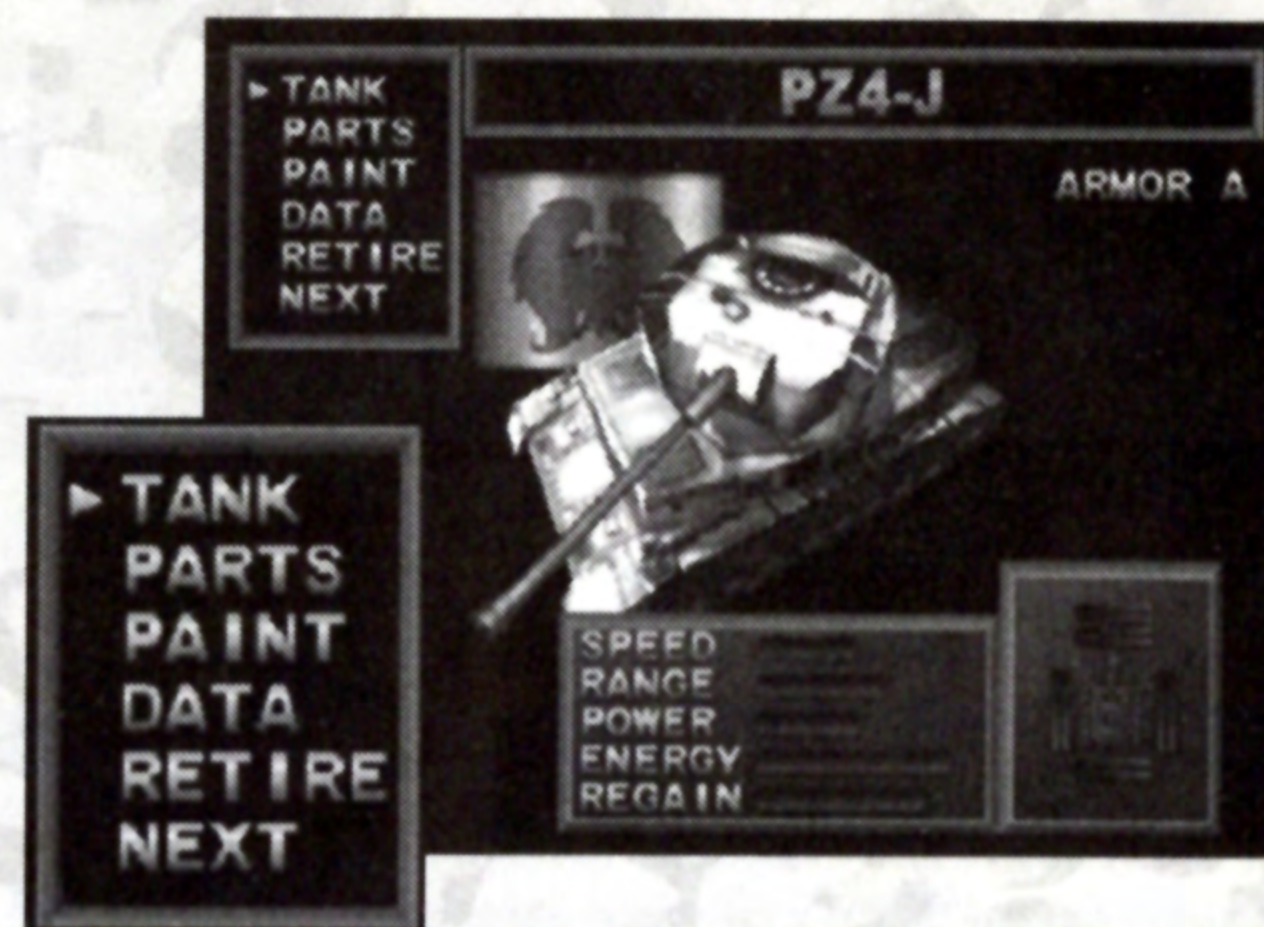
STORY

NEW GAME

Start mission from the beginning.

CONTINUE

Continue the mission from where you ended the last playing session.



FREE

Select from the cleared missions.

VS

Select from the stages you have entered before.

*To load saved game data go to the Main Menu and select the MEMORY CARD Mode.

TANK: Select a tank.

PAINT: Select a type of camouflage for your tank.

RETIRE: Go back to the Mode Select Screen.

PARTS: Select one of the following materials to enhance your selected tank.

NEXT: Start Mission.

DATA: Check a profile of the tank you have selected.

Equipment Name	Positive Effect	Negative Effect
Hyper Engine	Maximum speed 20% up	Energy Recovery 20% down
L-Range Unit	Maximum range 20% up	Rotation of Cannon speed 20% down
Armor A	Front-face +40 Side-face +10 Back-face +0	Maximum speed 20% down
Armor B	Front-face +10 Side-face +20 Back-face +10	Maximum speed 20% down
Armor C	Front-face +30 Side-face +0 Back-face +30	Maximum speed 20% down
Super Cannon	Shot performance 40% up	Energy Recovery 20% down
Spare Energy	Maximum Energy 10% up Recovery 30% up	Maximum speed & acceleration 10% down
No Equipment	Basic performance	—

NOTE

When playing in VS Mode, Player 1 selects a tank first, then Player 2 selects.

A total of 10 tanks are available to play in the game. The first 5 Tanks can be added to your list by clearing missions in the Story Mode. The remaining 5 Tanks will be added to your list by the number of vanquished cumulative tanks of Earth Army.

HOW TO PLAY: 2

SPEED
RANGE
POWER
ENERGY
REGAIN

SPEED: Maximum speed.

RANGE: Range of the selected cannon.

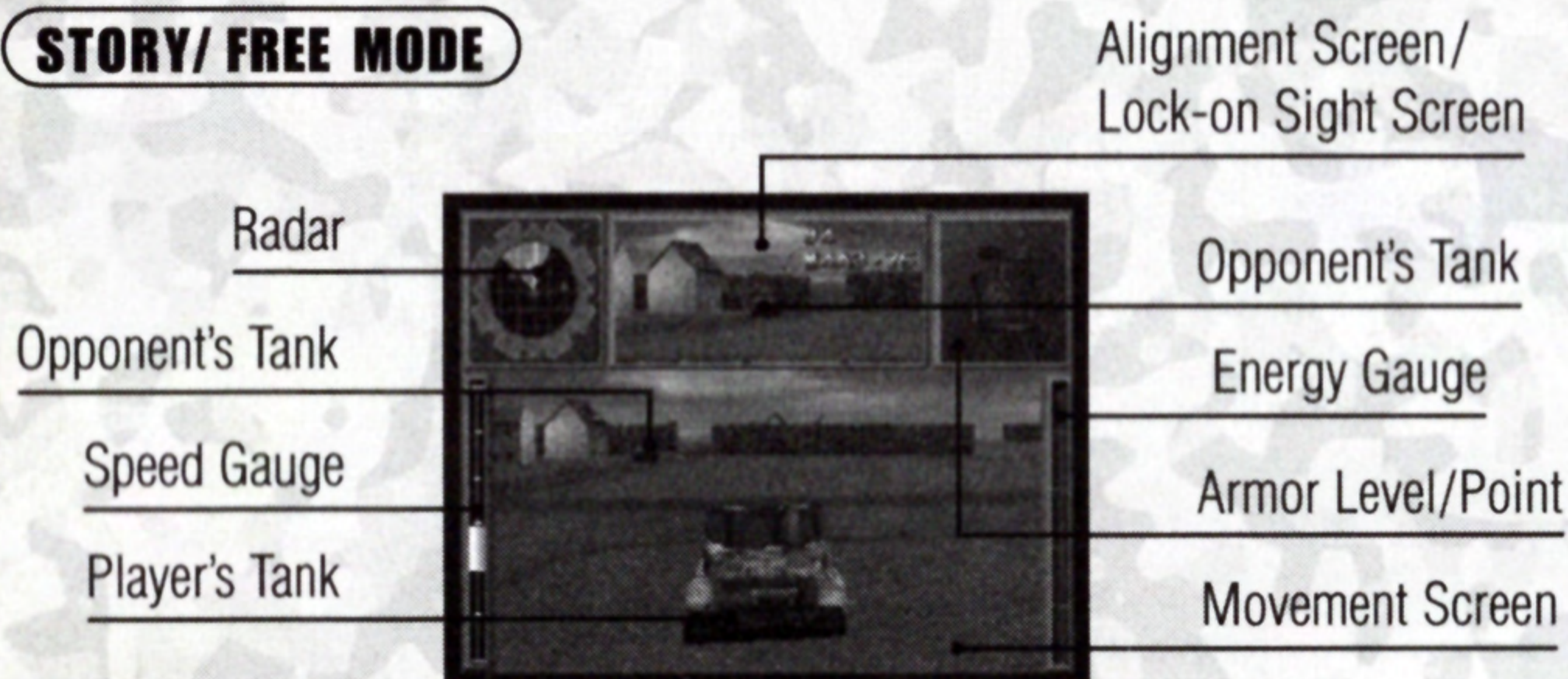
POWER: Level of attacking/performance.

ENERGY: Carried energy level.

REGAIN: Energy Recovery level.

ARMOR LEVEL: Endurance level of armor.

STORY/ FREE MODE



* When aiming correctly at the opponent, the color of the alignment turns red.

* If the shot hits the opponents' tank, the following items appear on the screen.

Hit

Appears when the attack/shot hits the opponents.

A Break

Appears when the armor of opponent tank has been damaged.

Danger

Appears when the armor of player's tank has been damaged.

Destroy

Appears when opposing tank is destroyed.

SMALL ATTACK

Consumes 1 Memory of Energy Gauge.
(Damage level is minimum).
Press R1 button

LARGE ATTACK

Consumes 2 Memory of Energy Gauge.
(Damage level is maximum).
Press R2 button

NOTE

The tank will be destroyed, if Armor level reaches Zero and the tank is hit in the same area again.

The player may not be able to attack if their tank is too close to the opponent's tank, or if there is wall blocking the shot.

The mission is cleared when the player defeats the tank indicated as the "Final Target".

Damage is relative to the distance between tanks. The farther away an enemy tank is, the less impact your shells will have on it.

HOW TO PLAY: 3

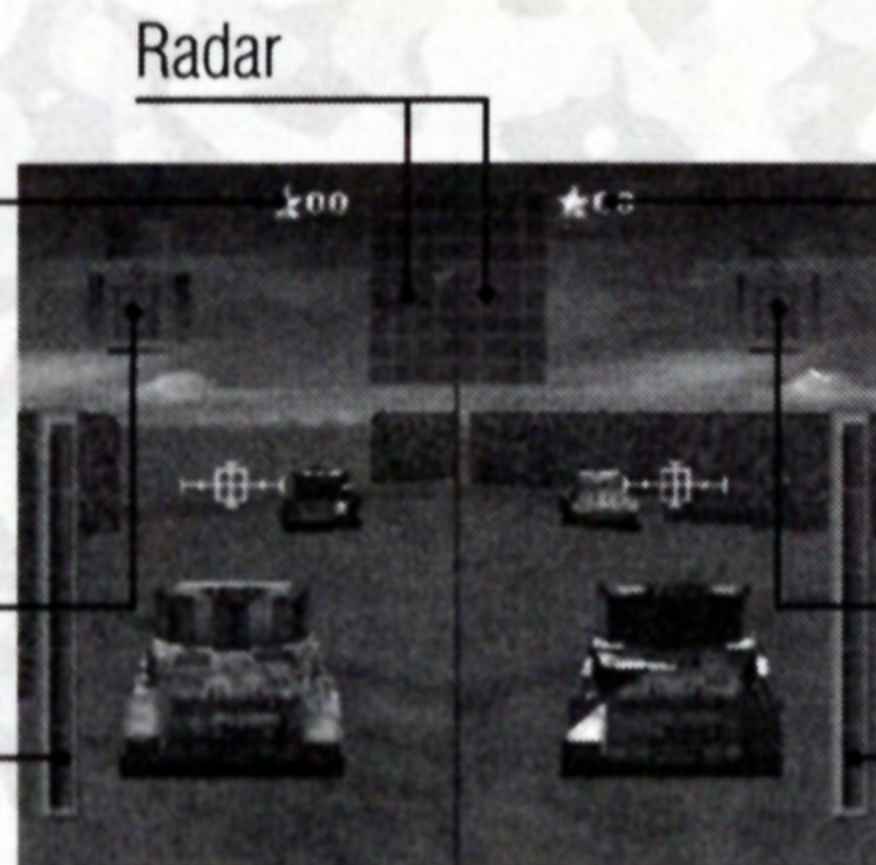
VS MODE

1 Player

Winning Points

Equip Level

Energy Gauge



2 Players

Winning Points

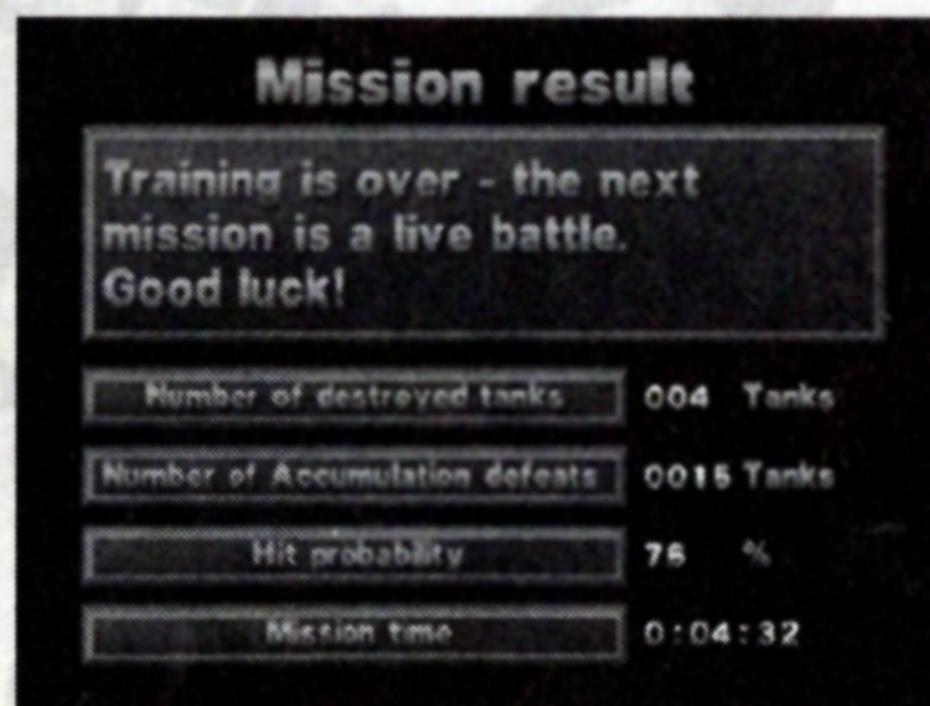
Equip Level

Energy Gauge

*Within the radar screen, a red arrow point indicates Player 1 and green indicates Player 2.

*In VS Mode, although the alignment is locked-on, the color of alignment won't change.

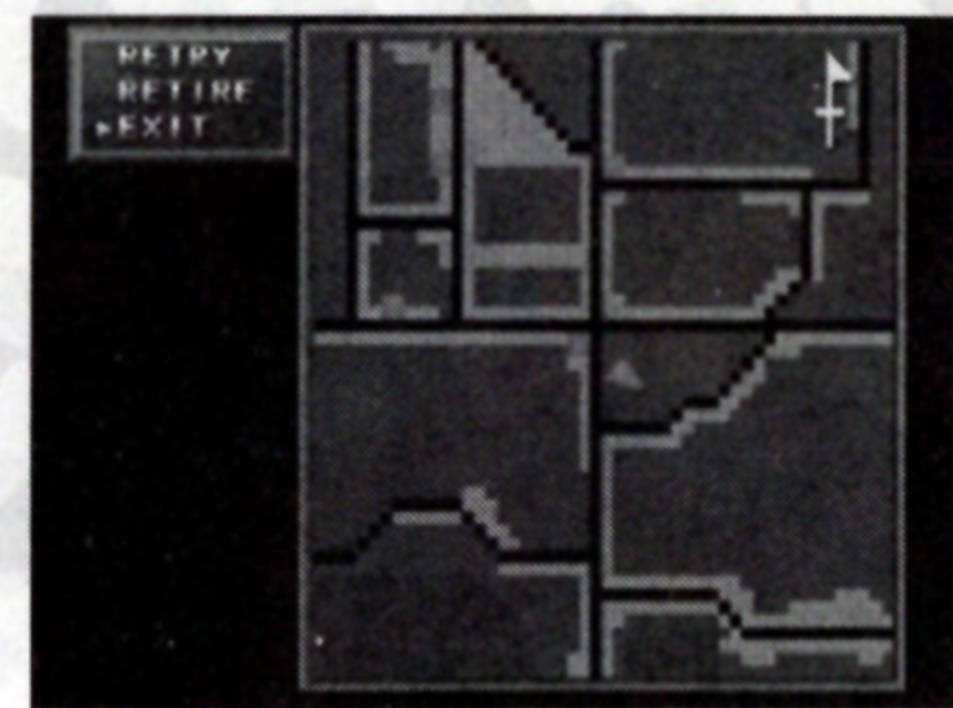
STORY / FREE MODE



Appears when clearing winning requirements.



Appears when the player's tank is destroyed.



During game play, Mission Map appears when pressing the START button.

Retry

Restart mission with the same setup.

Tank Select

Challenge the same mission with a different tank.

Retire

End the game and go back to Mode Select Screen.

Retry

Start mission from the beginning.

Retire

End the mission and go back to Mode Select Screen.

Exit

Go back to game.

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