ZONE OF THE ENDERS
THE 2nd RUNNER

EmuMovies

Produced by Hideo Kojima

WARNING: READ BEFORE USING YOUR PlayStation®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.
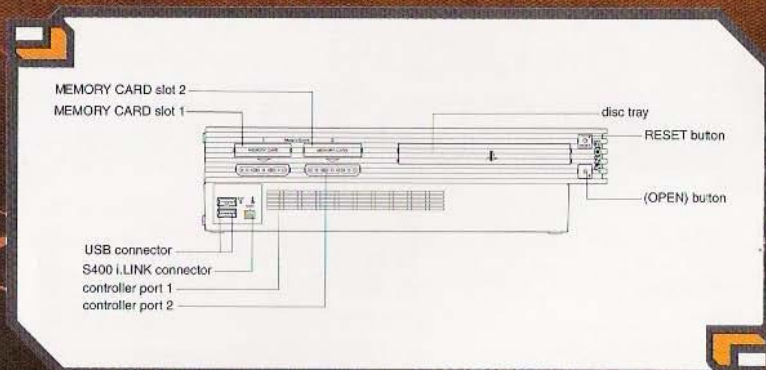
HANDLING YOUR PlayStation®2 FORMAT DISC:

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

DUALSHOCK®2 ANALOG CONTROLER

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button
USB connector
S400 i.LINK connector
controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Zone of the Enders: The 2nd Runner* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

L2 button
L1 button
R2 button
R1 button
directional buttons
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
△ button
O button
X button
□ button

L1 BUTTON: Select subweapon
Selects and equips/unequips subweapon

L2 BUTTON: Switch lock-on targets
Locks on to target/switches lock-on targets
Hold down to release lock

R1 BUTTON: Block
Protects against normal attacks from the enemy

R2 BUTTON: Burst
WHILE MOVING: Dash

DIRECTIONAL BUTTONS: Up/down - Select subweapon
WHILE MENU IS DISPLAYED: Move cursor

START BUTTON: Start game/Display menu

LEFT ANALOG STICK: Move player
WHEN MENU IS DISPLAYED: Move cursor

RIGHT ANALOG STICK: Move camera
WHILE LOCKED ON TO A TARGET: Switch targets

⬤ BUTTON: Attack
Performs Blade attack at close-range, Shot attack at long-distance
WHILE IN BURST MODE: Perform BURST attack
WHILE IN DASH MODE: Perform DASH attack

⬤ BUTTON: Grab/Use subweapon
Uses the currently equipped subweapons
WHILE "GRAB" IS DISPLAYED IN SUBWEAPON WINDOW: Grab opponent
WHILE MENU IS DISPLAYED: Confirm selection

⬤ BUTTON: Ascend vertically
WHILE IN DASH MODE: Perform a rolling maneuver

⬤ BUTTON: Descend vertically
WHILE MENU IS DISPLAYED: Cancel selection

HIGH SPEED ROBOT ACTION

ZONE OF THE ENDERS: THE 2ND RUNNER is a mission-based action game in which you must fight and defeat enemy mechs to complete each mission and proceed. You play the part of the main character, Dingo Egret, who pilots a gigantic humanoid weapon (Orbital Frame) known as Jehuty. Dingo has several different types of attacks at his disposal when fighting with the enemy, including Blade weapons for close-range combat, Shot weapons for long-distance bombardment, and Grab attacks for close-contact engagement.

It is the 22nd century. Humanity has expanded its domain into outer space, as people seek new lands free from the chains of gravity. The planet Mars was terraformed, and the nations of Earth each established their own colonies. These nations then extended their gaze beyond Mars, to Jupiter. But while the vast territories and untapped resources of space opened up a new era in human development, they also gave rise to a new set of problems. The inhabitants of the 16 Counties of Mars and the colonies of Jupiter were subject to the despotic rule of the Earthlings, who referred to them pejoratively as "Enders." An irreparable rift began to grow between those raised in the binding gravity of Earth and those born in the freedom of space, leading to ever-increasing hostility between the Earthling rulers and their Ender subjects.

THE DISCOVERY OF METATRON

It was during this heady period of expansion that a previously unknown type of ore, called Metatron, was discovered. This new material quickly became known throughout the solar system not only as a superior source of energy, but also for its potential applications in a wide variety of other fields.
But there were those who sought to exploit Metatron's tremendous energy for their own military gain. Working in secret, anti-Earth elements on Mars used the power of Metatron to develop gigantic humanoid weapons called "Orbital Frames." The overwhelming military power of these frames far outstripped that of the humanoid LEVs employed by Earth. With this newfound strength, the anti-Earth forces of Mars, who could not hope to match Earth in terms of sheer numbers, were finally able to mount a strong resistance against their oppressors.

JUPITER ORBITAL COLONY ANTILIA

At the same time, the chief architects of the anti-Earth movement on Mars, the Vascilia County-based BAHRAM army and Nereidum Universal Technology, Ltd. (NUT), were conducting weapons research on the Jupiter colony of Antilia. This colony, located within the orbit of the Jovian moon Europa, was originally established as a mining outpost to harvest the resources of Jupiter and its moons. Here, far from the watchful eye of Earth, BAHRAM and NUT developed two new Orbital Frames, "Jehuty" and "Anubis." But their plot was discovered by Earth, who dispatched the United Nations Space Force (UNSF) to Antilia. In 2172, the UNSF assumed military control of the colony and confiscated the newly-developed Orbital Frames.

2172 - THE ANTILIA RAID ("ZONE OF THE ENDERS [Z.O.E.]")

Several months later, BAHRAM sent a battalion of Orbital Frames in an attempt to recapture the two new Orbital Frames from the UNSF. The commander of this battalion was Colonel Nohman, and his second-in-command was Lt. Viola. The UNSF's LEVs were no match for the power of the Orbital Frames, and Antilia was easily taken by BAHRAM.
During the raid, BAHRAM managed to get their hands on Anubis, but Jehuty eluded their grasp. Meanwhile, Elena Weinberg, second-in-command of the spaceship Atlantis and leader of a special UNSF task force charged with the recovery of the two missing frames, enlisted the aid of Leo Stenbuck, a young Antilian caught up in the chaos of the BAHRAM attack in transporting Jehuty from the colony's military base to its spaceport. Under constant attack from Viola and the forces of BAHRAM, Leo nonetheless managed to deliver Jehuty safely to the Atlantis at the spaceport, narrowly escaping the devastation of Antilia.

BAHRAM'S SUBJUGATION OF MARS
(ZONE OF THE ENDERS: THE SECOND RUNNER INTRODUCTION)

2174 AD. A new army of Orbital Frames, developed using the basic Anubis design, finally provided BAHRAM with the overwhelming military power it needed to begin its conquest of Mars and Earth. UNSF resistance collapsed in the face of a vicious onslaught by the forces of Colonel Nohman, who had assumed the leadership of the Aumaan Project. The terrible power of Anubis reduced the Martian landscape to ashes, and Aumaan, the impenetrable military fortress that was to become the cornerstone of BAHRAM's reign of terror, was nearing completion.

However, in order to complete the Aumaan project, BAHRAM needed to find a way to deal with Jehuty first. Once again, Nohman focused his attentions on capturing Jehuty.

Meanwhile, the UNSF, having abandoned its attempts to penetrate the BAHRAM-controlled network of defenses that surrounded Mars, decided to evacuate Jehuty to Jupiter, hoping to hide it from BAHRAM.

JEHUTY'S AWAKENING

It was around this time that Dingo Egret, an ice harvester on the Jovian moon of Callisto, began to pick up powerful Metatron readings near the site where he was working. Upon investigating, he discovered a lone Orbital Frame.

The Orbital Frame Jehuty had awakened. And with it awoke visions of Dingo's past on the field of battle.

Anubis. Jehuty. The Aumaan Project. The final battle for the fate of Mars is about to begin.

Press the START button at the Title Screen to bring up the Main Menu. Use the left analog stick to choose a menu item and press the Ⓞ button to make a selection.

NEW GAME (P. 08)
Start a new single player game from the beginning.

LOAD GAME (P. 08)
Continue a single-player game using previously saved data.

OPTIONS (P. 09)
Change various game settings.

VR TRAINING (P. 35)
Become familiar with the basic controls of Jehuty and practice using them in a VR simulation.

VERSUS (P. 36)
Compete with another player in one-on-one Orbital Frame combat.
(2 analog controllers (DUALSHOCK 2) are required for 2 players).

EXTRA MISSIONS (P. 37)
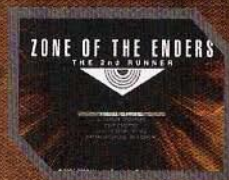An extra set of missions featuring different clear conditions than the main game.

PREVIOUS STORY
View a cinematic summary of the previous game's story.

NOTE: Certain menu items may not appear the first time the game is played.

Selecting NEW GAME from the Main Menu Screen will bring up the Difficulty Selection Screen. Press up/down on the left analog stick or the directional buttons to choose a difficulty level and press the ⊙ button to select.

EASY
For first-time players and people who find action games difficult.

HARD
For people who are skilled at action games.

NORMAL
Standard difficulty.

LOAD GAME
Select this option to continue a previous game from the beginning of the stage where the game was last saved. (See p. 34 "Save")

1. Select a data file to load.

2. If the selected data is correct, choose "YES" and press the ⊙ button to load the game.

SAVE
Saving a game in progress before exiting will create a record of that game's progress, allowing you to continue from the beginning of the current mission at a later time by using the LOAD option.

During the main game, the game can be saved at any point by opening the Pause Menu and selecting the SAVE option. (See p. 34 "Save")

Select this option to adjust various settings within the game. To access the Options Screen, select "OPTIONS" from the Main Menu at the start of the game or from the Pause Menu during the game. Press up/down on the left analog stick or the directional buttons to choose a setting, and press left/right to change the setting.

VIBRATION
Turn vibration effects on/off.

CAPTIONS
You can turn ON/OFF the captions in the DEMO and the GAME portions separately.

SOUND
Switch between stereo and monaural sound.

SCREEN ADJUSTMENT*
Adjust the display position of the screen.

BRIGHTNESS ADJUSTMENT*
Display a set of guidelines regarding the optimal brightness setting for the game.
Follow the guidelines displayed on this screen to optimize the television's brightness setting.

SCORE
Turn the in-game score display on/off.
ON: The score display will be visible during the game.
OFF: The score display will be hidden during the game.

NOTE: This score option appears only after the game has been completed once.

Options marked with * cannot be adjusted during the game.

05
07
03

07
06
08
01
02

04
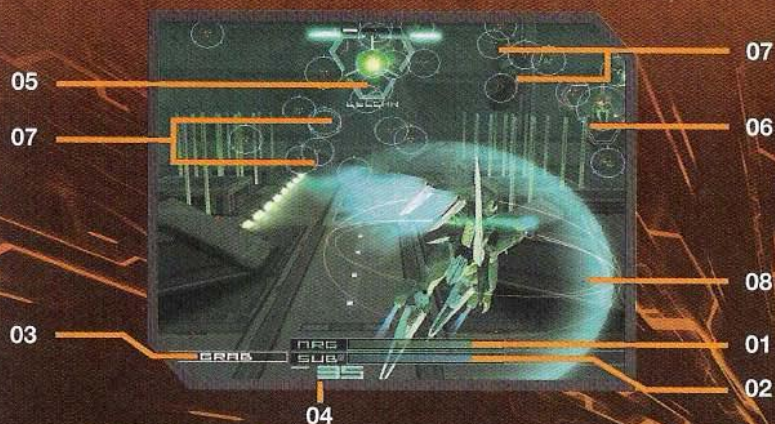
1. ENERGY GAUGE
Displays Jehuty's current durability (health).

2. SUB GAUGE (P. 13)
This gauge decreases whenever subweapons, special techniques, or the Block function is used. It can be restored by defeating several enemies in a row or by collecting an item.

3. SUBWEAPON WINDOW (P. 24)
Displays the currently equipped subweapon. If no subweapon is equipped, the window will display "GRAB" instead, and pressing the ◎ button will cause Jehuty to perform a grab.

4. ATTACK GAUGE
This gauge increases when several enemies are attacked and/or defeated in a row, replenishing the Sub Gauge.

5. LOCK-ON CURSOR (P. 14)
Displays the enemy Jehuty is currently locked on to.
A green cursor indicates long-distance, while a red cursor indicates close-range.

6. LOCK-ON CANDIDATE MARKER
Displays the enemy to which you can switch the Lock-On Cursor.

7. LASER MARKER (P. 18)
Displays the target enemies when firing the Homing Laser.

8. RING RADAR
Indicates the direction and range of enemies and their attacks.

Pressing the START button during the game will pause the game and open the Pause Menu.

03
02
01
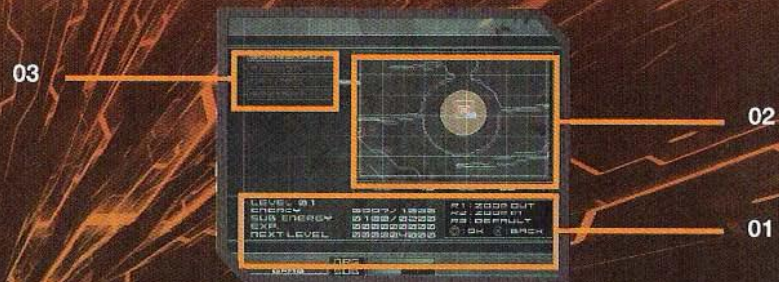
1. JEHUTY STATUS
Displays Jehuty's current status.

2. MAP
Displays a map of the surrounding area along with Jehuty's current position.
In areas without a map, the message "NO DATA" will be displayed.

LEFT ANALOG STICK: Move map display
R1 BUTTON: Increase map size
R2 BUTTON: Decrease map size

Indicates Jehuty's current position and direction.

Indicates the location of an item.

Indicates the location of an enemy.

Indicates the position of a group of enemies.

3. PAUSE MENU
Displays a variety of game information.

SUBWEAPON
Displays a list of all subweapons currently in possession.

Selecting a subweapon from the list and pressing the ◎ button will exchange it with the currently equipped subweapon. (See p. 24)

MISSION
Displays a description of the current mission as well as the total play time elapsed since the beginning of the game.
If unsure of what to do next, use this option to check the mission goals.

OPTIONS
Change various game settings. (See p. 09 "Options")

SAVE
Save the progress of the current game. (See p. 34 "Save")

RING RADAR

The Ring Radar alerts Jehuty to the presence of nearby enemies.

1. The size of the Ring Radar indicates the range of the enemy.
2. The position of the text indicates the direction in which the enemy is located.

WARNING SIGN

The Warning Sign appears whenever an enemy launches an attack against Jehuty.

1. When an enemy attacks, a ring will be displayed containing a wedge-shaped Warning Sign.
2. As the attack approaches Jehuty, the angle of the wedge will become wider.

ATTACK GAUGE

The Attack Gauge increases when Jehuty scores a series of successful hits on the enemy. With each successful blow before the number in the Attack Gauge disappears, a chain of attacks is created. When the chain is broken, the total value of the Attack Gauge is added up and the Sub Gauge is replenished by the resulting amount. Different types of attacks will add different amounts to the Attack Gauge.

ARROWS

Indicates the direction of Jehuty's movement as well as the direction in which Jehuty's objectives are located.

USING UP/REPLENISHING THE SUB GAUGE

Actions such as using subweapons, firing a Burst Shot or Homing Laser, or Blocking an enemy attack will use up energy stored in the Sub Gauge.
The Sub Gauge can be replenished in a number of ways, such as scoring a series of successful hits on the enemy, picking up a recovery item, or crossing swords with another Frame.

LEVEL

Jehuty gains experience by defeating enemies. When this experience reaches a certain amount, Jehuty will gain a level. Leveling up increases Jehuty's Energy Gauge, Sub Gauge, and offensive and defensive power.

ADA NAVIGATION

Jehuty is equipped with a special AI system called ADA. ADA provides Jehuty with navigational assistance and advice on a variety of topics, including Jehuty's condition, mission objectives, and battle tactics.
The content and style of ADA's support may vary depending on how the game progresses.

In order to engage an enemy in combat, it is necessary to lock on to the intended target first. The camera and Jehuty's targeting sight will always be focused on the currently locked target. The type of attack Jehuty uses depends on how far away the target is.
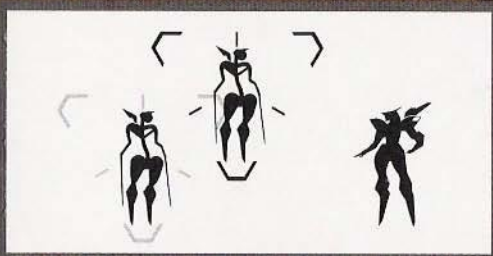
LOCKING ON TO A TARGET
When a target such as an enemy approaches within a certain distance, Jehuty will automatically lock on to that target. If lock-on has been disengaged, it can be re-engaged by pressing the L2 button.
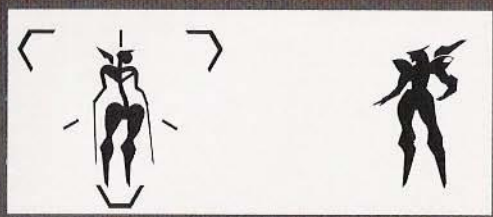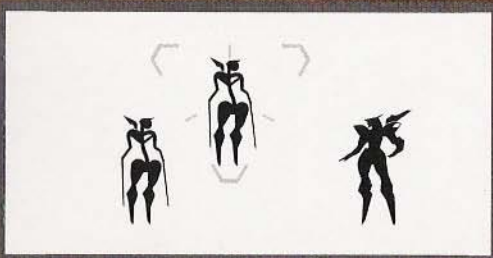

SWITCHING TARGETS
Pressing the L2 button while locked on to an enemy will cause Jehuty to switch to another target.

SWITCHING TARGETS (MANUAL)
Moving the right analog stick while locked onto an enemy will cause Jehuty to switch to the nearest target in that direction.

RELEASING A LOCK
Pressing and holding the L2 button for about 1 second while locked on to an enemy will release the lock.
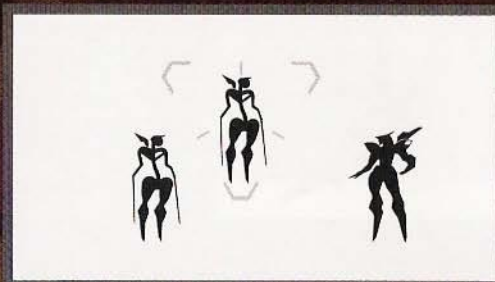
DISENGAGING LOCK-ON
To prevent Jehuty from automatically locking on to enemies within range, press and hold the L2 button.
This function can be used to ignore the enemy and move quickly ahead.

LOCKED ON TO ITEM OR FRIENDLY UNIT
This cursor is displayed when Jehuty is locked on to an item or a friendly unit.

BASIC CONTROLS: CAMERA

CAMERA VIEW WHILE LOCK-ON IS ENGAGED
The camera will always try to keep Jehuty and the current target on the screen at the same time.

CAMERA VIEW WHILE LOCK-ON IS DISENGAGED
The camera will stay behind Jehuty's back and respond slowly to changes in direction.
Releasing the left analog stick and letting Jehuty come to a complete stop will reposition the camera behind Jehuty.

USING THE RIGHT ANALOG STICK TO CONTROL THE CAMERA
When Lock-On is disengaged, the right analog stick can be used to rotate the camera angle and view the surrounding area. Moving the stick left/right while Lock-On is disengaged allows Jehuty to change directions without moving. When Lock-On is engaged, the right analog stick is used to switch targets.

HORIZONTAL MOVEMENT
Move the left analog stick up/down/left/right to move Jehuty.

The speed at which Jehuty travels depends on how far the stick is moved.

VERTICAL MOVEMENT
Press the △ button to ascend, and the ✕ button to descend.

DASH
Hold down the R2 button while moving to dash.
Press the △ or ✕ button while dashing to execute a rolling maneuver.
Dashing not only increases movement speed, but also changes the types of attacks Jehuty uses.

ATTACKS
Press the ⬤ button to attack. The type of attack used depends on the distance between Jehuty and the enemy.

SHOT
Press the ⬛ button to launch a Shot.

The speed of the shot varies depending on how hard the button is pressed.

LONG-DISTANCE ATTACKS
When Jehuty and the currently locked target are separated by a long distance, the Lock-On Cursor will turn green and Jehuty will use a long-distance attack. This type of attack is also used when Jehuty is not locked on to any target.
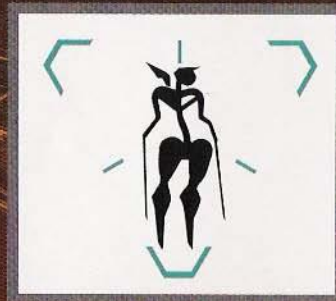
HOMING LASER

R2 button while moving + ◉ button

Press the ◉ button while dashing to fire a Homing Laser.

Homing Lasers can be used to damage many enemies at once, but firing a large number at the same time will drain the Sub Gauge.

1. Holding the ◉ button down while dashing will cause Laser Markers to appear one after another on the Lock-On Cursor. Dashing left causes the markers to expand to the left, while dashing right causes the markers to expand to the right.

2. Release the ◉ button to fire Homing Lasers in the direction of the laser markers.

NOTE: If there is not enough energy in the Sub Gauge, only a minimum number of Homing Lasers can be fired at once.
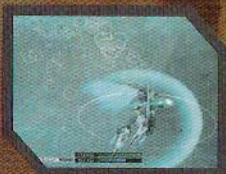
BURST SHOT

R2 button while standing still + ◉ button

Press the R2 button while standing still to enter Burst mode. While in Burst Mode, press the ◉ button to fire a Burst Shot. Firing a Burst Shot drains the Sub Gauge.

While in Burst mode, hold the ◉ button to increase the size of the Burst Shot. Larger Burst Shots have more attack power and a wider area of effect.
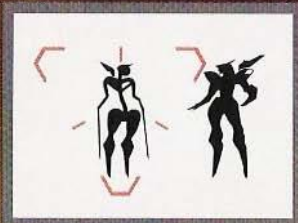
Burst Shots also affect enemies in Block mode.

NOTE: If there is not enough energy in the Sub Gauge, the size of the Burst Shot will be kept to a minimum, and the damage will also be reduced.
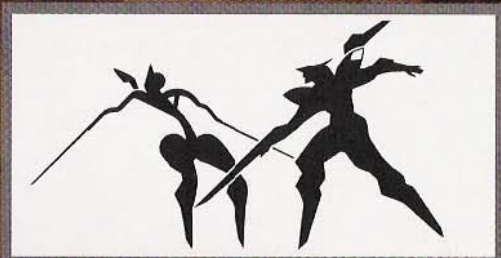
CLOSE-RANGE ATTACKS

When Jehuty and the currently locked target are separated by a short distance, the Lock-On Cursor will turn red and Jehuty will use a Blade attack.
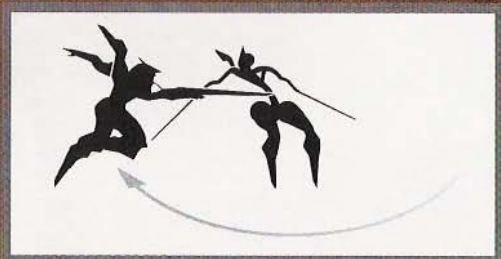

BLADE ATTACK

◎ button

Press the ◎ button to execute a Blade attack. If Jehuty manages to hit the enemy 4 times in succession, the last strike will knock the enemy backward.


DASH BLADE

R2 button while moving + ◎ button

Press the ◎ button while dashing to execute a Dash Blade attack. Jehuty will quickly sweep around to the enemy's flank and slash the enemy while knocking them back at the same time.

BURST BLADE

R2 button while standing still + ◎ button

Press the ◎ button while in Burst mode to execute a spinning slash (Burst Blade attack). Jehuty will attack all surrounding enemies in one 360° sweep.
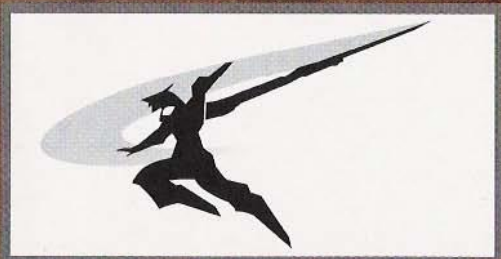
The Burst Blade attack is also effective against enemies who are blocking.

COMBO SMASH

After landing 3 successful Blade attacks with the ◎ button, pressing the △ button or the ✕ button for the 4th attack will cause Jehuty to knock the enemy upward or downward, respectively. This enables Jehuty to deal additional damage to the enemy by bashing them against the ceiling or floor.
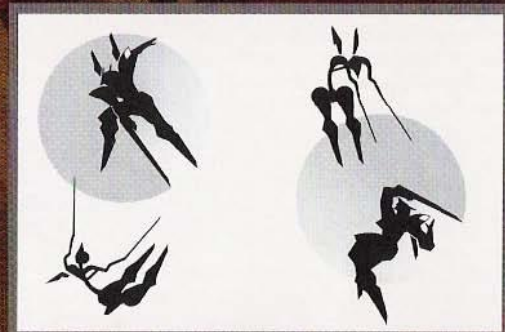
BASIC CONTROLS: BLOCKING

Press the R1 button to enter Block mode, allowing Jehuty to Block enemy attacks. While in Block mode, any enemy attacks received drain a small amount of energy from the Sub Gauge.


Enemy Burst attacks (indicated by a red flash before the attack) and Grab attacks cannot be Blocked.

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GRAB
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When "GRAB" is displayed in the Subweapon Window, stand next to an enemy and press the ⊚ button to grab that enemy. This move allows for a variety of different attacks.

GRAB

While the Subweapon Window is displaying "GRAB," get next to an enemy and press the ⊚ button to grab the enemy. Enemies in Block mode can also be grabbed. An enemy that has been grabbed will escape from Jehuty's grasp after a certain period of time. In some cases, smaller enemies can be destroyed simply by grabbing them.
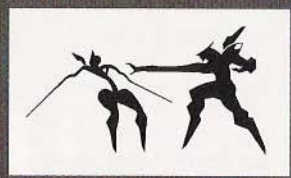
GRAB AND THROW

After grabbing an enemy, press the ⊚ button again to throw the enemy in the direction of the Lock-On Cursor. If the thrown enemy hits another enemy, both enemies will take damage.

SPINNING THROW

After grabbing an enemy, rapidly press the ⊚ button several times to execute a Spinning Throw. The number of times Jehuty spins before letting go depends on how quickly and how many times the button is pressed. The more times Jehuty spins, the farther the enemy will be thrown.
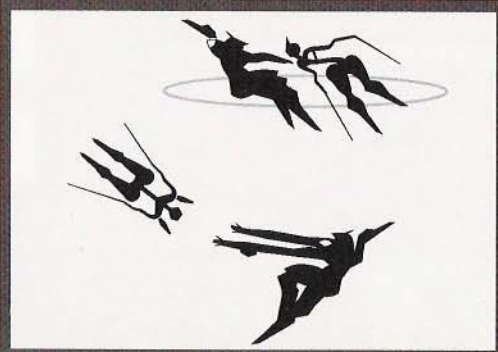
SWING

After grabbing an enemy, press the ⊚ button to swing the enemy around in a circle. This allows Jehuty to use the enemy as a weapon to smash against other enemies in the vicinity.
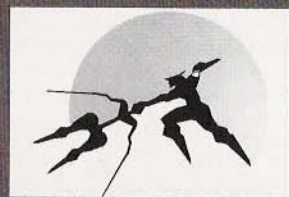
GRAB BLOCK

After grabbing an enemy, press the R1 button to use the enemy as a shield. This not only causes the enemy to take damage from incoming attacks, but also allows Jehuty to Block enemy Burst attacks.

GRAB BURST

After grabbing an enemy, press the R2 button to paralyze the enemy. Paralyzing a grabbed enemy lengthens the amount of time it takes for the enemy to escape from Jehuty's grasp. Using Grab Burst drains energy from the Sub Gauge.

GRAB OBJECT

Besides enemies, there are other objects that Jehuty can use for Grab attacks. Different types of objects have different effects depending on their shape and size. When Jehuty moves close to an object that can be grabbed, a ▬ is displayed. Press the ⊚ button while this arrow is displayed (and while "GRAB" is displayed in the Subweapon Window) to grab the object.

As the game progresses, Jehuty will acquire a variety of different subweapons. These subweapons can be used by pressing the ⊙ button. Using a subweapon drains energy from the Sub Gauge. Each type of subweapon has a different effect and uses a different amount of Sub Gauge energy. (See p. 26 "Subweapons")

SUBWEAPON WINDOW
This window displays the currently equipped subweapon. If Jehuty does not possess any subweapons or does not have one equipped, the window will display "GRAB" instead, indicating that Jehuty can perform Grab maneuvers.
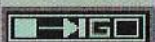
Pressing the L1 button will cause the screen to stop moving and bring up a list of subweapons. Press the left analog stick or directional buttons up/down to select a subweapon and release the L1 button to equip it.

Subweapons can also be switched using one of the following methods.

SWITCHING TO GRAB: During the game, quickly press the L1 button to switch between the currently equipped subweapon and the GRAB function.

USING THE UP/DOWN DIRECTIONAL BUTTONS TO SWITCH: Press the up/down directional buttons to switch subweapons without interrupting the game.

USING THE PAUSE MENU TO SWITCH: Select "SUBWEAPON" from the Pause Menu, then choose the desired subweapon and press the ⊙ button to switch subweapons while the game is paused.

ENERGY	Denotes subweapons that employ energy-type attacks.
PHYSICAL	Denotes subweapons that employ physical-type attacks.
▣→IGO	Indicates that the subweapon's attack can be Blocked by the enemy.
◼HG→◼	Indicates that the subweapon's attack cannot be Blocked by the enemy.
ATK---- SPD---- SUB-----	Displays the subweapon's statistics. ATK: Attacking power. The higher the value, the more damage the subweapon deals at once. SPD: Attacking speed. The higher the value, the faster the attack. SUB: Amount of Sub Gauge energy used. The higher the value, the more energy is consumed.

GEYSER

ATK -
SPD ---
SUB -

GEYSER
Can be Blocked. Energy-type attack.
Fires a laser that paralyzes enemies. Destroys smaller enemies.
Press the ⊚ button lightly to fire a scattered area shot; press firmly to fire directly at the currently locked target.

GAUNTLET

ATK --
SPD ----
SUB -

GAUNTLET
Can be Blocked. Physical-type attack. Knocks the enemy backward.
The weapon itself does only a small amount of damage, but the force of the blast can knock enemies against the wall even if they are Blocking, forcing them out of Block mode. Knocking an enemy against a wall can also be used to cause additional damage.

COMET

ATK ---
SPD ---
SUB --

COMET
Cannot be Blocked. Energy-type attack. Fires a homing energy shot at the enemy. Can be fired in rapid succession.

DECOY

ATK
SPD
SUB ---

DECOY
Creates a mirror image of Jehuty to distract the enemy's attention. The decoy will disappear after a set period of time or after taking a set amount of damage from the enemy. The harder the ⊚ button is pressed, the longer the decoy will last.

PHALANX

ATK ---
SPD ----
SUB --

PHALANX
Can be Blocked. Energy-type attack.
Fires a spread shot that damages enemies over a wide area. Pressing the ⊚ button firmly will cause the shot to concentrate on the currently targeted enemy.

V.CANNON

ATK ---
SPD -
SUB -----

VECTOR CANNON
Cannot be Blocked. Energy-type attack.
Hold the ⊚ button down to charge and move the left analog stick to move the target sight in the desired direction. When the shot has been fully charged, release the button to fire a powerful burst of compressed space. Can only be used while standing on the ground.

HALBERD

ATK ----
SPD --
SUB ---

HALBERD
Cannot be Blocked. Energy-type attack.
Hold the ⊚ button down to continuously fire a rod-shaped laser beam. Use the left analog stick to control the direction of the beam. This attack can be used to deliver large amounts of damage to enemies in a particular direction.

WISP

ATK --
SPD --
SUB --

WISP
Can be Blocked. Energy-type attack.
Grabs distant enemies and objects and brings them closer.
Holding the ⊚ button down when firing will lock an enemy into place. The left analog stick can then be used to swing the enemy around.

mummy

ATK
SPD
SUB ---

MUMMY
Guards against all types of attacks as long as the ⊚ button is held down. Pressing the ⊚ button firmly will also replenish Jehuty's Energy Gauge.

H.MISSILE

ATK ----
SPD --
SUB ----

HOMING MISSILE
Cannot be Blocked. Physical-type attack.
Homes in on enemies in the surrounding area and explodes on contact. The number of missiles fired depends on how long the ⊚ button is pressed. Releasing the button fires the missiles.

F.mine

ATK --
SPD -
SUB ----

FLOATING MINE
Cannot be Blocked. Physical-type attack.
Lays a floating mine in mid-air. Explodes when hit by an attack or approached by an enemy. Jehuty can also launch the mine at the enemy by grabbing and throwing it.

0 SHIFT

ATK
SPD ----
SUB

ZERO SHIFT
Causes Jehuty to teleport. Use while standing still to teleport Jehuty towards the currently locked target. Press the left analog stick to teleport Jehuty in the corresponding direction.

PILOTING THE ICE-MINING LEV

Certain events during the game will require you to control an ice-mining LEV in order to progress. Unlike Jehuty, the ice-mining LEV is unable to hover in mid-air.

LEFT ANALOG STICK:	Forward/backward: Move forward/backward. Left/right: Turn
△ BUTTON:	Ascend (jump)
✕ BUTTON:	Attack (destroys breakable ice)
R2 BUTTON:	Dash (hovering movement)
RIGHT ANALOG STICK:	Change camera focus (view surrounding area)

DINGO'S RESPONSES

During the game, whenever ADA offers navigational advice, pressing either the L3 button or the R3 button (press down on the left or right analog stick) will cause Dingo to respond to ADA's comments.

Based on these responses, the style and content of ADA's navigational assistance may change. For example, ADA might learn to automatically switch to a particular subweapon in a certain type of situation.

Entering Battle Mode

L3 Button: All right, let's go!

R3 Button: Why me?

Recommending GEYSER subweapon

L3 Button: OK, switch me over.

R3 Button: I'm fine as it is.

L3 Button: Respond positively (e.g. agree with ADA's advice, accept a suggestion, be aggressive, say "Yes")

R3 Button: Respond negatively (e.g. disagree with ADA's advice, reject a suggestion, be passive, say "No")

Using these reactions prudently will help build a better relationship with ADA.

POLYGON DEMO SCREEN CAMERA

On the polygon demo screens (the story sequences featuring the mechs), the R1 button can be used to zoom the camera in on a scene. While the camera is zoomed in, use the left analog stick to move the camera angle around.

COCKPIT SCREEN CAMERA

The camera can be controlled in the following ways on the Cockpit Screen.

ADJUSTING THE COCKPIT CAMERA ANGLE: Use the left analog stick to move the cockpit's camera angle around and view the surrounding area. (This function is not available on the partial Cockpit Screen.)

ZOOMING THE COCKPIT CAMERA IN: During polygon demos, press the R1 button to zoom the camera in on the action. (This function is not available on the partial Cockpit Screen.)

MOVE IMAGES INSIDE THE WINDOW: Use the right analog stick to move character images around inside the window. If multiple windows are open, use the R2 button to switch between windows.

ENERGY GAUGE

When Jehuty locks on to an enemy, the target enemy's Energy Gauge will be displayed at the top of the screen (except when the enemy can be destroyed in one hit). When this gauge reaches zero, the enemy is defeated.
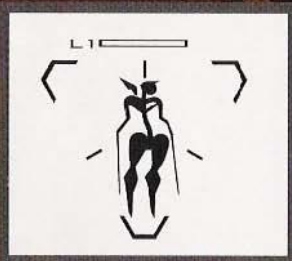
LEVEL

The enemy's level is displayed next to the Energy Gauge. Higher levels indicate stronger enemies.

KEY PROGRAM

A "KEY" symbol next to an enemy's Energy Gauge indicates that the enemy is a Guardian holding a special key program. Guardians are usually found blocking access to nearby gates. In order to unlock the gate, all Guardians in that area must first be defeated.

METATRON

This mark is displayed next to enemies that possess Metatron. Defeating these enemies will yield a certain amount of Metatron.

REPAIR

Displayed next to an enemy with "Repair."
Some energy will be restored when defeating this enemy.

SUB ENERGY

This symbol indicates that an enemy is holding Sub Energy. Defeating this type of enemy will partially replenish the Sub Gauge.

COMMANDER

This symbol indicates that the enemy is a Commander, able to gather several enemies from the surrounding area and form a party. (See p.31 "Enemy Parties") There may be more than one Commander in a given area.

Certain enemies may form parties and attack as a group. Enemies belonging to a party have increased offensive and defensive power.
Enemies belonging to a party are also capable of launching powerful combined attacks that can hit Jehuty for huge amounts of damage.

Parties can be broken up by destroying the Commander (leader), causing the enemies to revert back to normal status. Commanders are distinguished by a mark next to their Energy Gauges.

It takes a fair amount of technique to destroy enemies in a party with ordinary Shot and Blade attacks. When dealing with enemy parties, use subweapons and grab attacks to take full advantage of Jehuty's awesome capabilities.

Jehuty will encounter a wide variety of items during the course of the game. When Jehuty locks on to an item, the Lock-On cursor changes in the following ways, and the item's name is displayed at the bottom of the cursor.

METATRON
Picking this item up will fully restore Jehuty's Energy Gauge and Sub Gauge.

SUB ENERGY
Picking this up will partially replenish Jehuty's Sub Gauge.

EXTRA MISSION FILE
Picking this up will add a new stage to EXTRA MISSIONS Mode (Certain stages in EXTRA MISSIONS Mode must be unlocked in other ways.)

VS MECH DATA
Picking this up will increase the number of mechs available in VERSUS Mode. (Certain mechs in VERSUS Mode must be unlocked in other ways.)

As the game progresses, special events will occur from time to time. Certain types of events are accompanied by changes in the on-screen display.

BOSS GAUGE
At the beginning of a boss battle, the boss energy gauge is displayed at the top of the screen.
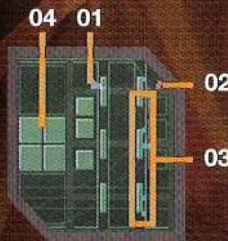
TIME ATTACK
Certain events are accompanied by a set time limit. In these cases, a countdown-style timer appears on the screen.

STRUCTURAL DAMAGE LEVEL
Some buildings must be kept intact in order to protect the inhabitants within. In these cases, the building's structural integrity is displayed.

BATTLEFIELD DISPLAY
1. A light blue arrow indicates Jehuty's current position and heading.
2. A red dot indicates the position of an enemy Orbital Frame.
3. A green dot indicates the position of an LEV (UNSF mech). When the mech's energy becomes low, its dot begins to flash red.
4. Indicates a building with people still inside.

This feature provides a bird's-eye view of conditions throughout the battlefield.
1. A light blue arrow indicates Jehuty's current position and heading.
2. A red dot indicates the position of an enemy Orbital Frame.
3. A green dot indicates the position of an LEV (UNSF mech). When the mech's energy becomes low, its dot begins to flash red.
4. A blue dot indicates the position of a special type of friendly unit.

FRIENDLY UNITS
When Jehuty locks on to a friendly unit, the unit's Energy Gauge is displayed in blue and the shape of the Lock-On Cursor changes. (The Energy Gauges of certain friendly units are displayed at the top of the screen like Boss Gauges).

The game ends when Jehuty's Energy Gauge reaches zero. The game also ends when it becomes impossible for Jehuty to fulfill certain mission objectives.

CONTINUE: Continue from the beginning of the mission where the game ended.

EXIT: Return to the Title Screen. Note that the game will NOT be saved.

SAVE

Saving the game before exiting will allow you to continue the game from the same mission the next time you play.

HOW TO SAVE
1. Press the START button during the game to bring up the Pause Menu.

2. Press the directional buttons or the left analog stick up/down to choose "SAVE" and press the ◉ button to select.

3. When the Save Screen appears, choose the file to save and press the ◉ button to select.

4. If the selected file is correct, choose "YES" and press the ◉ button to begin saving the game.

NOTE: A memory card (8MB) (for PlayStation®2) is necessary in order to save game data. It takes 180KB of free space to save a game.

To continue playing the game from where you left off, use the LOAD option.

HOW TO LOAD
1. From the Main Menu Screen, select "LOAD GAME".

2. When the Load Screen appears, choose the desired data file and press the ◉ button.

3. If the selected file is correct, choose "YES" and press the ◉ button.

VR TRAINING

Choose an item from the list to hear an explanation of that type of control and practice using it in a virtual-reality simulation.
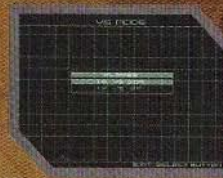
This mode explains Jehuty's basic controls and provides a virtual environment in which to practice using them.
It can be accessed by selecting "VR TRAINING" either on the Main Menu Screen or during the main game.

Participate in a player vs. computer or player vs. player battle using characters from the main game.

Select "VERSUS" from the Main Menu to bring up a screen showing the number of players to be selected.

COM: Compete against a computer-controlled player.
2P: Compete against another human player.

NOTE: DUALSHOCK®2 analog controllers are required for 2 players.

1. SELECT MECH
Choose a mech to pilot.
(Only a few mechs are available at the beginning; more can be added by fulfilling certain conditions.)

01
02
03
04

2. SET LEVEL
Choose the level of strength of the selected mech. By choosing different levels for Player 1 and Player 2, one player can be given a handicap.

3. SET TIMER
Set the time limit for a single round.

4. SELECT STAGE
Choose a stage in which the battle will take place.

This mode contains a set of unique missions not found in the main game that can be completed individually. The missions are divided into several modes, with each mode containing several different stages.

PLAYER SELECTION
1. Select "EXTRA MISSIONS" from the Main Menu to bring up the Player Selection Screen. Choose a player to control.

MODE SELECTION
2. The Mode Selection Screen will then appear. Each mode is characterized by a specific type of mission objective or special feature. Choose a mode to play.

MISSION SELECTION
3. Modes are further subdivided into missions. Choose a mission to play. (Some modes are not divided into missions. For these modes, the Mission Selection menu is not displayed.)

STAGE SELECTION
4. Finally, choose a stage from the selected mission. Some stages cannot be selected until certain conditions within the main game are fulfilled or the corresponding Extra Mission File is found.

NEW
Indicates that the corresponding stage has not yet been played.
OPENED: Indicates the percentage of stages unlocked in the selected mode/mission.

CLEAR
Indicates that the corresponding stage has been completed.
CLEARED: Indicates the percentage of stages completed in the selected mode/mission.

HIGH SCORE
Indicates that a high score has been achieved on the corresponding stage.
HIGH SCORE: Indicates the percentage of stages for which the high score has been achieved in the selected mode/mission.

COMPLETE
Indicates that the high score has been achieved on all stages within the selected mode/mission.
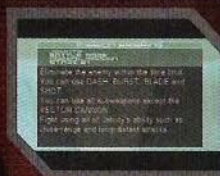
STARTING A MISSION
Once a stage has been selected, a briefing screen appears outlining the objectives and conditions for that stage. Press the ⊚ button at the briefing screen to begin the stage.

FINISHING A MISSION
At the end of a mission, a Results Screen is displayed showing the results for each stage.

RETRY: Replay the same stage from the beginning.
SAVE: Save the records for each Extra Missions stage.
EXIT: After confirming the save, the Stage Select Screen will appear.

SAVING EXTRA MISSIONS DATA
The top 3 records for each Extra Missions stage can be saved for each player character. Records can be saved by selecting "SAVE" on the mission Results Screen or by using the Save Confirmation Screen that appears after selecting "EXIT". If the record is not saved, it will be lost. It is strongly recommended that you save when quitting the game.
Each memory card (8MB) (for PlayStation®2) can only hold 1 Extra Missions save file.

LOADING EXTRA MISSIONS DATA
If there is an Extra Missions data file on the memory card (8MB) (for PlayStation 2) in the MEMORY CARD slot, a confirmation screen will appear, asking whether to load the file. Select "YES" to load the records and unlocked stages contained within the file.

If this data is not loaded, previously unlocked stages will become unavailable and any previously set records will not be displayed on the lists. Be sure to load any existing Extra Missions data before playing in Extra Missions mode.
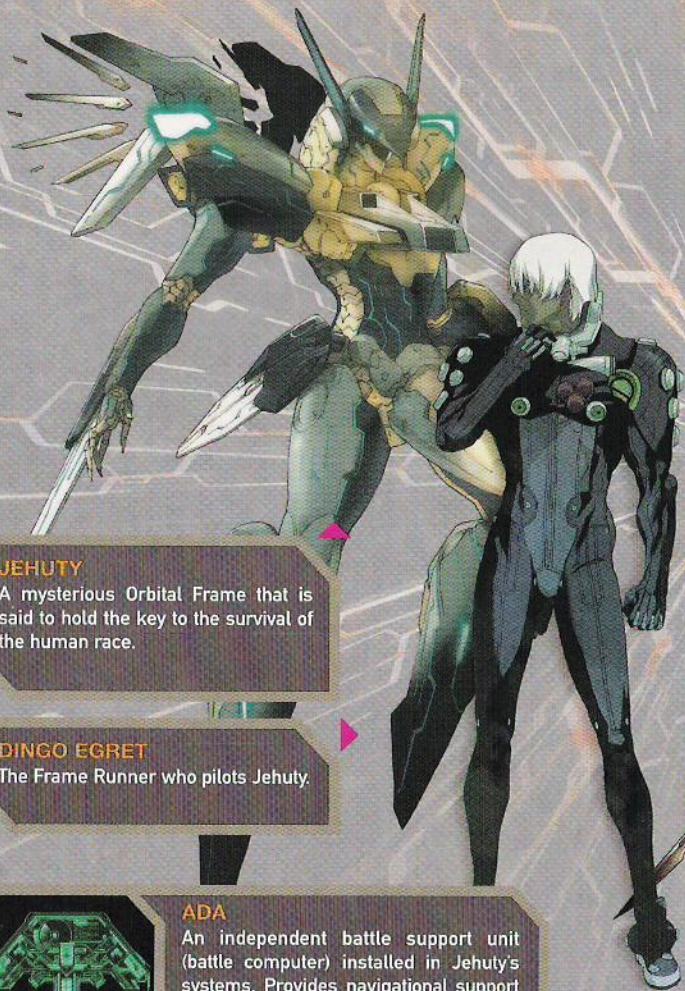
JEHUTY
A mysterious Orbital Frame that is said to hold the key to the survival of the human race.

DINGO EGRET
The Frame Runner who pilots Jehuty.

ADA
An independent battle support unit (battle computer) installed in Jehuty's systems. Provides navigational support during battle.

ANUBIS
Jehuty's nemesis. Currently the most powerful Orbital Frame in existence.

NOHMAN
BAHRAM commander. The leader of the Aumaan Project.

KEN MARINARIS
A Frame Runner belonging to Nohman's unit.

ARDJET
The Orbital Frame piloted by Ken. Protected by a tough outer shell.

VIC VIPER
The mech piloted by Leo. Depending on the situation, it can assume the form of a humanoid robot or an attack aircraft.

LEO STENBUCK
The Runner who previously piloted Jehuty.

▲
NEPHTIS
The Orbital Frame containing the Viola A.I.

VIOLA A.I.
A battle A.I. system that incorporates the combat abilities and thought processes of Viola, a BAHRAM officer who was killed in action.

▲
INHERT
The mech piloted by Lloyd.

LLOYD
A scientist affiliated with BAHRAM.

Many other mechs and characters appear during the game as well.
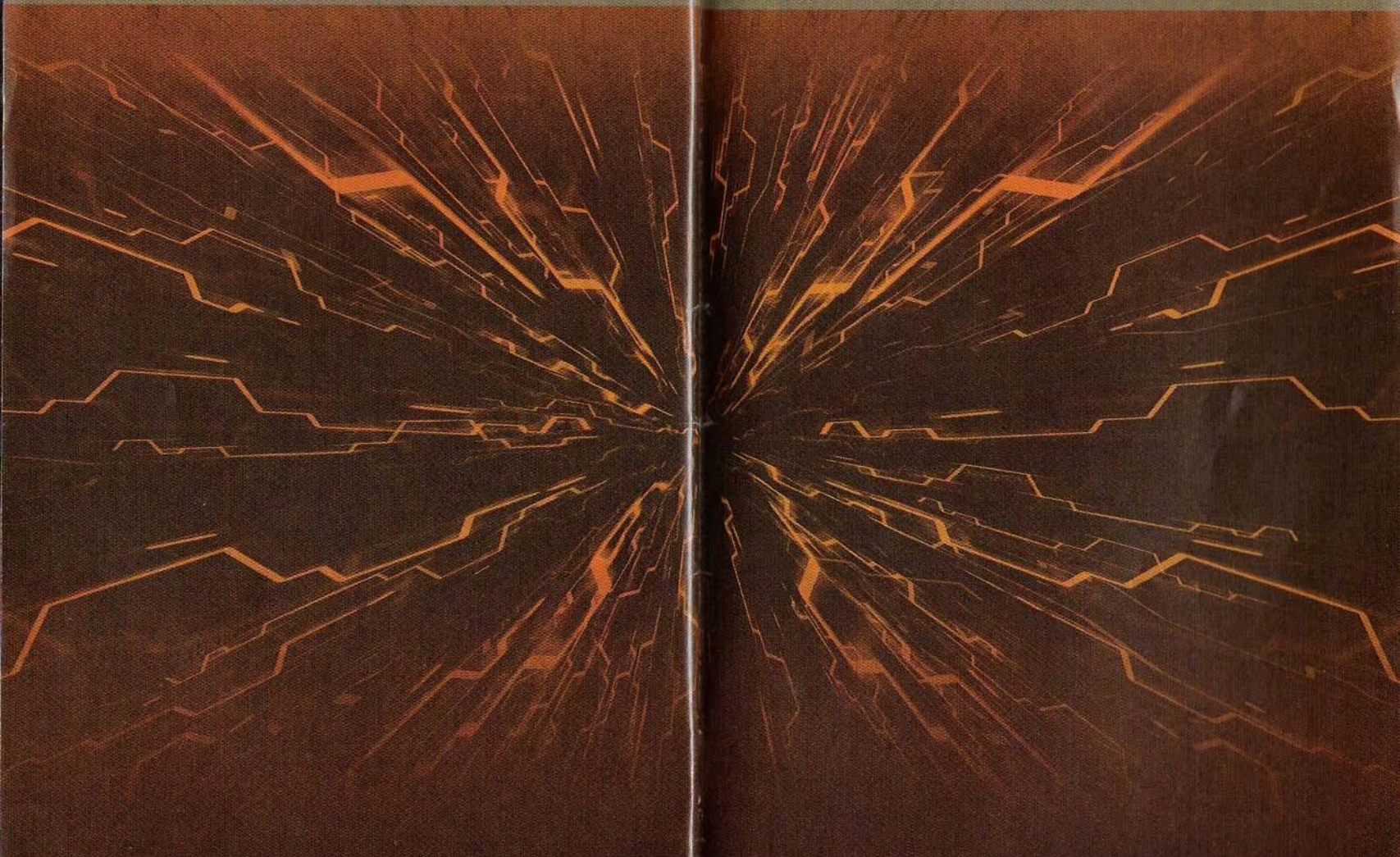
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