

The logo for Metal Gear SAGAs features the word "METAL" in a large, white, outlined font with a thin red inner border. Below it, the word "SAGAs" is written in a similar style but with a more rounded, stylized font. The text is set against a dark background with a faint, repeating pattern of a gear and a chain. Several large, metallic gears and chains are integrated into the design, appearing to be part of the machinery. A small "TM" trademark symbol is located to the right of the word "METAL".

METALTM
SAGAs

FIELD MANUAL



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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

03 - Controls

04 - Overview

- Prologue
- The World of Metal Saga
- Objective

06 - Starting the Game

- Title Screen

07 - Actions on the Map

- Towns/Facilities/Dungeons
- World Map

08 - Menu Commands

- Item
- Status/Equip
- Skill
- Drive
- Teleport

13 - Configuration

14 - Naming Screen

15 - Shops/Facilities

18 - Companions

- Mechanic
- Soldier
- Dog
- Characteristics

19 - Vehicles

- Vehicle Parts
- Characteristics of Vehicle Parts
- Armor Tiles
- Repairing Vehicles
- Shells
- Modding Vehicles
- Painting Vehicles
- Immobilized Vehicles

31 - Battle

- Battle Panel
- Vehicle Panel
- Character and Vehicle Status
- Position
- Other Battle Commands

34 - Annihilation

35 - Satcom

36 - Junkyard

37 - Items/Equipments

39 - Characters

41 - Ask the Expert

SETUP



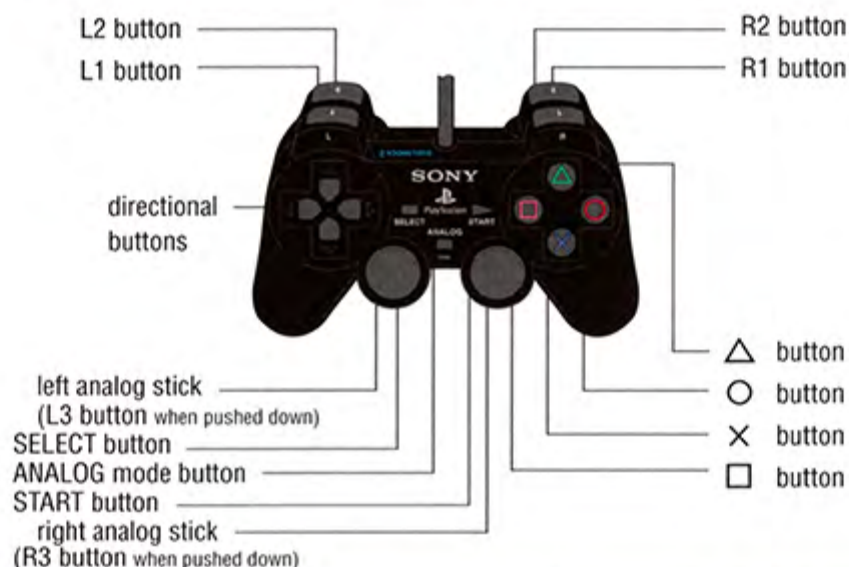
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the METAL SAGA 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.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

■ NOTE: An internal hard disk drive (40GB) (for PlayStation®2) may be used in lieu of a memory card (8MB) (for PlayStation®2).

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Button	Map	Battle
Directional buttons	Move character/cursor	Select command/target
Left analog stick	Move character/cursor	Select command/target
Right analog stick	Up: zoom in, down: zoom out	Not used
L1 button	Exit vehicle(s)	Help ON/OFF
L2 button	Not used	Skips battle effects when held down
R1 button	Get in vehicle(s)	Not used
R2 button	Not used	Not used
× button	Talk, examine, make selection	Confirm command/target
○ button	Open menu, fast forward messages	Cancel command
△ button	Cancel command, close menu	Not used
□ button	Not used	Not used
SELECT button	Not used	Not used
START button	Change options	Not used

-This game uses either the DUALSHOCK® analog controller or the DUALSHOCK®2 analog controller, which must be connected to controller port 1.

-These are the default button settings. They can be changed from the "Config" menu of the Satcom (P35).

-This game utilizes the vibration function. To turn it on or off, select "Vibration" in the "Config" menu (P13).

-The mode indicator will always be red (analog mode).

OVERVIEW

Prologue

IN THE NOT SO DISTANT FUTURE... DESPERATE TO FIND A WAY TO SAVE THE EARTH FROM POLLUTION, MANKIND CREATED A GIANTIC SUPERCOMPUTER AND NAMED IT NOAH. NOAH'S SOLUTION, HOWEVER, WAS TO EXTERMINATE ITS CREATORS. IN A MATTER OF DAYS, CIVILIZATION FELL TO TERRIFYING WEAPONS AND MONSTERS CREATED BY NOAH. THIS CATAclySMIC EVENT CAME TO BE KNOWN AS THE GREAT DESTRUCTION.

AS THE YEARS PASSED, THE NUMBER OF HUMAN SURVIVORS GREW, SLOWLY BUT STEADILY. THEY FORMED VILLAGES AND TOWNS, LIVING OFF OF TECHNOLOGY THAT THEY WERE ABLE TO SALVAGE FROM THE PILES OF WRECKAGE.

AMONG THE SURVIVORS WERE THOSE WHO ROSE UP TO FIGHT NOAH'S ROBOTIC HENCHMEN. TO TRACK DOWN AND ELIMINATE THESE THREATS TO HUMANITY, THEY UTILIZED THE MOST POWERFUL WEAPONS STILL OPERABLE AFTER THE GREAT DESTRUCTION—TANKS! AS A SIGN OF RESPECT, PEOPLE NICKNAMED THEM "HUNTERS."

NOAH, THE CAUSE OF THE GREAT DESTRUCTION, WAS IN FACT DESTROYED BY ONE SUCH HUNTER. HOWEVER, ITS RUTHLESS OFFSPRING STILL ROAMED THE WORLD, STRIKING FEAR IN PEOPLE'S HEARTS.

NOW, A YOUNG MAN PREPARES TO SET FOOT INTO THE PERILOUS DESERT WASTELAND TO MAKE A NAME FOR HIMSELF, AS DID HIS FATHER, A VETERAN HUNTER...

The World of Metal Saga

In this game, you assume the role of a boy who wants to be a hunter like his father. You are not at the mercy of fate, nor are you destined to be a hero of legend. You weren't born with mysterious powers, nor were you blessed by the gods. In fact, you're basically on your own in this harsh world, and where you go is completely up to you.

*All you have is your will to be a hunter –
nothing more, and nothing less.*

That's why in this game there aren't any required missions. There are simply optional tasks that you'll find as you encounter various people and places during your adventuring. It's up to you which ones you choose to undertake. It's not as complicated as it sounds. Just try doing whatever you feel like doing. When you encounter an event that sounds like fun, give it a shot.

Fight monsters. Be the hero. It's up to you.
There are no restrictions in this world.

Feel free to explore and create your own original story!

Objective

Now, that may sound a bit intimidating to some players. "How do I create my own story?" you might ask. Well, there are several ways to reach an ending and finish the game. It's even possible to see one of the endings shortly after starting the game. There are many endings that can be discovered as you try different events, so just play whatever way you like. Gather information in towns, explore dungeons, recruit new party members, find vehicles, or do whatever else interests you.

The number of available events will increase as you arrive in new areas and talk with new people. Where should you begin? Actually, it doesn't really matter. There's no set order that these events must be completed in. You decide what occurs when. You can defeat every outlaw, find every vehicle, or just remodel your favorite tank until your heart's content. You can give up on an event or keep trying. It's up to you. What you do first and what you save for later is your choice. That's what it means to create your own story.

STARTING THE GAME

Title Screen



The following options are available on the title screen.

- NEW GAME
- CONTINUE
- INSTALL

Note: this option is only available if an internal hard disk drive (40GB) is installed



ACTIONS ON THE MAP

Towns/Facilities/Dungeons



■ Move Character

Use the directional buttons or the left analog stick to move around. If you press the X button when "World Map" is displayed on the lower left of the screen, you can exit to the world map.

■ Talk/Examine

Press the X button while facing a person or object to talk to them or examine it.

■ Menu

Press the Δ button to open the menu (P08). Various commands will be available to you.

■ Adjusting the Camera

Push the right analog stick up to zoom in, or down to zoom out.

World Map

Mail Icon



Map Symbol

Mini Map

■ Move Character

Use the directional buttons or the left analog stick to move around.

■ Map Symbol

When you come near a town/facility/dungeon, the name of the place will be displayed. Press the X button to enter the area.

■ Talk/Examine / ■ Menu / ■ Adjusting the Camera

See above.

■ Mini Map

On the world map, a small map will be displayed in the lower right of the screen. This map shows your immediate surroundings. The arrow indicates which direction the main character is facing.

■ Mail Icon

Sometimes you'll receive mail from someone on your Satcom (P35) When you do, you'll hear an alert, and the mail icon will be displayed. Select the mail option from the Satcom menu to read it.

MENU COMMANDS

Current Location

The name of the area you're in.

Home/Garage

Menu

Various commands are displayed.

MENU
Item
Status/Equip
Skill
Drive
Satcom
Teleport

Money

The amount of money your party currently has.

5420

Character Status

Each character's current status is indicated.

Character	HP	MP	SP
Roberto	13	172	----
Misha	13	148	1440
Charlene	12	166	----
Tosa	13	184	----

Item

Item List

A list of items in your inventory.

Item 59 / 64

Energy Capsule	Energy Capsule
Energy Capsule	Energy Capsule
Energy Capsule	Energy Drink
Analyzer	Vitamin
Minerals	Sugar Pill
Caffeine Pill	Gourmet Dogfood
Gourmet Dogfood	Tile Pack W
Tile Pack W	Miracle Key
Miracle Key	Butterfly Knife
Throwing Knife	Biotic Junk

User Info

Here, it will indicate which character(s) can equip the selected weapon or armor and what their Attack or Defense will be.

Attack 12 Melee weapon: A folding knife

Item Description

A description of the item currently selected.

When you view the list of items the main character has, a description for the selected item will be displayed at the bottom of the screen. The icon displayed before each item name should help you determine what type of item it is. Once you've selected an item and pressed the X button, you'll be given the option to use, equip, or discard that item. You don't need to worry about how much an item weighs; only vehicles are affected by weight. You can hold up to 64 items in your inventory.

MENU COMMANDS



Human Items

Items intended for humans or dogs.



Vehicle Items

These items are meant for vehicles, but they are sold in the same shops as items meant for humans.



Melee Weapons

Weapons such as blunt objects and swords which can be equipped by humans and sometimes dogs. This type of item will increase a character's attack.



Ranged Weapons

Weapons such as guns and bazookas which can be equipped by humans or dogs. This type of item will increase a character's attack.



Headgear

Protective gear such as hats and helmets. Equipping this type of item will increase a character's defense.



Clothes

Protective gear such as jackets and overalls which can be equipped by humans or dogs. This type of item will increase a character's defense.



Gloves

Protective gear for the hands. Equipping this type of item will increase a character's defense.



Footwear

Protective gear such as boots. Equipping this type of item will increase a character's defense.



Body Armor

Protective gear such as bulletproof vests that can be equipped by humans or dogs. This type of item will decrease the amount of damage sustained from an attack, but it will break once it's reached its limit. Broken body armor becomes scrap armor and loses its protectiveness.

Using/Equipping Items

	Use	Equip
Human Items	Yes	No
Vehicle Items	Yes	No
Melee Weapons	No	Yes (certain characters)
Ranged Weapons	No	Yes (certain characters)
Headgear	No	Yes (humans only)
Clothes	No	Yes
Gloves	No	Yes (humans only)
Footwear	No	Yes (humans only)
Body Armor	No	Yes

MENU COMMANDS

Status/Equip

Member List

A list of characters in your party.

Status/Equip

Member List
Robert
LV 13 HP 172/172
Wisha
LV 13 HP 148/148
Charlene
LV 12 HP 166/166
Tola
LV 13 HP 184/184

Vehicle List

A list of vehicles at your disposal.

Vehicle List
Buggy
SP 1440/1891

Parts Comparison

This option allows you to compare the vehicle parts you've obtained.

Compare parts



■ Character/Dog Status

The following information can be viewed on the character status screen.

Using/Equipping Items

Name: The character's name.

LV: The character's current level. The higher the level, the stronger the character.

HP: The character's life (current/maximum). HP can be restored using items or by resting at an inn or the main character's house. When a character's HP reaches 0, the character dies. However, he or she can be revived (P34).

Condition: The character's condition (P33). While a character will usually be healthy, he or she can become poisoned or stunned in battle. Though often these conditions will automatically be cured at the end of battle, you may wish to cure them sooner by using items.

Class: The character's occupation.

Title: The character's title. This will change as different events are completed.

Attack: The character's attack power on foot. The higher the number, the more damage he or she will deal.

Defense: The character's Defense on foot. The higher the number, the less damage he or she will sustain.

Driving: This affects a character's Attack and Defense while he or she is inside a vehicle. The higher the number, the better.

Coat: Special stat unique to dogs. Every dog should have a healthy, shiny coat. There may be another hidden benefit, too...

EXP: The character's current experience. By defeating enemies, the character can "level up" and become stronger.

■ Equipment (top right)

The items the character has equipped.

■ Skills (lower right)

The skills (P12) the character has learned.

MENU COMMANDS

■ Vehicle Status

The following information can be viewed on the vehicle status screen. For more information regarding vehicles, see page 19.



■ Vehicle Name

The name you've given the vehicle.

■ Status

The status of equipped parts.

Status	The condition of the vehicle. This can change during battle as the vehicle sustains damage.
SP	The number of Armor Tiles protecting the vehicle.
Load	Current/maximum weight of the vehicle.
Free	Amount of weight that can still be added to the vehicle.

■ Part List

View a list of parts on a particular vehicle. Press the \times button while in the vehicle status screen to open the vehicle menu. Also, you can switch between vehicles by pressing the L1 or R1 button.

■ Menu Options

Vehicle Parts	View the status and abilities of the selected vehicle part. Press the \times button for the following options: "Install/Remove" to change parts, "Transfer" to move the part to another vehicle, "Discard" to throw the part away, and "Configure C Unit" to change the program that the vehicle is utilizing.
Extra Shells	See what Special Shells are on the selected vehicle.
Armor Tiles	Reduce the number of Armor Tiles on the selected vehicle if it has become too heavy to move.

MENU COMMANDS

Skill

Member List

A list of characters in your party.

Skill Description

A description of the skill currently selected.



Skill List

A list of skills for the selected character and how much each one costs to use.

Skills can be used on the map screen and during battle. Each character has at least one skill to begin with, but more can be added by learning them from a Master. To use a skill, first select a character and then select a skill. In order to use a skill, a certain amount of money is required. If the skill is listed in gray, then it cannot be used at that time.

Drive

Use this command to enter/exit a vehicle. If another vehicle is nearby, you can decide which one you'd like the character to use. Only one character can be assigned to each vehicle, dogs excluded. Also, if at least one character is driving a vehicle, then another vehicle may be towed.



Satcom

The Satcom has multiple functions. Refer to page 35 for more details.

Teleport

If a Teleporter is loaded onto a vehicle that is being driven, then the "Teleport" option will become available. It does not have to be equipped, and there is no cost to use it. This command allows the entire party, including vehicles being towed or driven, to teleport to a location you've already visited.

CONFIGURATION

The game settings can be changed when you start a new game, or by pressing the START button during play. After you adjust the settings, be sure to select "Confirm" to apply your changes.



■ Sound

Two settings are available: "Stereo" and "Mono."

■ Message Speed

Here, you can set how fast messages are displayed. "4" is the fastest, and "1" is the slowest.

■ Vibration

You can turn the vibration function of the analog controller (DUALSHOCK®) or the analog controller (DUALSHOCK®2) on or off.

■ Smart Park

There are places on the map where you cannot proceed in a vehicle. If you try to go forward at one of these places, the message "Tank Stop" will appear at the lower left of the screen. You can set whether or not the main character and his party automatically get out of their vehicles at these places.

■ BGM Volume

Here, you can set the volume of the background music.

■ Effect Volume

Here, you can set the volume of sound effects.

■ Screen Position

Here, you can adjust the monitor display position.

SHOPS / FACILITIES



■ Item Shop

This is where you purchase items for your characters or vehicles.



■ Equipment Shop

This is where you purchase weapons and armor that you can "Equip" on your party members.



■ Part Shop

This is where you purchase vehicle parts such as a main gun or engine, which you can "Install" on your vehicle.



■ Assembly Shop

In some cases, useless items can be made into something useful if you "Assemble" them. Here, you can assemble vehicle parts, items, and equipment. However, not everything can be assembled into something else.



■ Hunter Office

You can get information here about outlaws and the weekly target monster, for which you can collect a reward once you've defeated them.



■ Memory Center

Here you can save your game data. There is a Memory Center in every town, so go there to save your data, and save often. You will need a memory card (8MB) (for PlayStation®2) with at least 102KB of free space to save. It can be inserted into either MEMORY CARD slot 1 or 2. To save data to an internal hard disk drive (40GB) (for PlayStation®2), you'll need at least 168KB of free space on the HDD.



■ Inn

By staying at an inn, you'll recover HP. There are three types of rooms: the Economy Room, the Regular Room, and the Deluxe Suite. Whichever room you stay in, your HP will be fully recovered when you awaken. However, if you stay in a cheap room, you might get bitten by a mosquito.



■ Scrap Shop

Broken armor will lose its effectiveness and become scrap armor. However, there is a specialty shop that buys scrap armor. Selling it will give you stamps, which can be exchanged for types of armor that are not normally for sale.



■ Storage Room

Here you can store items and equipment for your party members, dogs, or vehicles. There is no fee for using the Storage Room, so it's a good place to store things you want to keep but don't plan to use right away.



■ Salvage Shop

If you are defeated at sea, your boat and vehicle(s) will sink at the site of the battle, and you'll need the Salvage Shop to retrieve them. There is a fee involved, but your boat and/or vehicle(s) will be restored to you. Be sure to remember where you were defeated, because it will save you time and money when you tell the salvager where to search.



■ Black Market

Here, you can sell items that the Item Shop, Equipment Shop, and Part Shop will not buy from you. You can also buy back items that you sold earlier.

SHOPS / FACILITIES



■ Ferry Office

Ferries can be used to travel by water from town to town. You can even board them in your vehicle.



■ Bar

You can order food and drink here, even though it will have no effect on your character. However, you may want to order something just to lighten the mood. You can also sell to the bartender various materials you've collected by defeating monsters. Lots of folks come here, so it's a good place to meet people and hear interesting stories. The people and conversations change frequently, so stop by often.

■ Games

You can play various games on the arcade machines in Bars. But, you may also find other games just by talking to people. Some games can even be downloaded to your Satcom to be played at any time!

■ Jukebox

Jukeboxes can be found in Bars or purchased at Gift Shops. You can download your favorite tunes to your Satcom and play them whenever you want!



■ Gift Shop

Here, you can buy furniture and clothing for your family and friends. These things aren't very practical, but if you're feeling generous, you can make someone happy (or unhappy) by sending them a gift. This can even lead to a special event.

■ Furniture

These items range from small decorations to large appliances. You can put the furniture you buy in your own room, or you can give it to someone else.

■ Clothing

You can give clothing to characters you've already given a "Closet" or other storage-type furnishing to. However, you cannot buy clothing for yourself.

■ Continental Railroad

This railroad connects the East to the West. The train is so well outfitted, it's like a town. You can even board it in your vehicle!

■ Master

You can learn (or forget) skills from various Masters throughout the world. There are rumors that somewhere there's a Grand Master who's mastered every skill. Maybe you can find him...

■ Renaming Service

Here, you can rename your characters and vehicles.



■ Transport Pod

Transport Pods are vestiges of a technically advanced civilization, and can be found in towns here and there. According to rumor, however, accidents have happened during transport, so most people are afraid to use them. Once you've visited a town, you can use the Transporter there to come and go as you wish. Vehicles, however, cannot be transported this way.

SHOPS / FACILITIES



■ Garage

You can find a variety of vehicle-related shops at a Garage, including a Service Station and Repair Shop. There's one in nearly every town, so make sure you stop by.



■ Service Station

Here you can replenish your vehicle's Main Gun ammunition, SE shells, and Armor Tiles.



■ Repair Shop

During battle, a vehicle's chassis or other parts can sustain minor damage or major damage. This is where that damage can be repaired. For details, see "Repairing Vehicles" (P21).



■ Mod Shop

Here, you can modify your chassis or other vehicle parts to make them stronger. See "Modifying Vehicles" (P21) for details.



■ Shell Shop

Here, you can buy and sell Special Shells, which can be fired from your vehicle's main gun. See "Shells" (P21) for more info.



■ Rent-a-Tank

This service will lend you a vehicle free of charge. However, if you defeat any monsters while you are borrowing the vehicle, a rental charge will be subtracted from the money you earn. A rental tank will automatically be returned, even during battle, if the chassis or a vehicle part sustains damage, so be careful.



■ Tank Wash

Here, you can have your dirty vehicle cleaned. Get rid of that nasty bird poo!



■ Impound Lot

If too many vehicles are left in one place, a tow truck will take some away. Towed vehicles are taken to the Impound Lot, where they are kept. You will receive notification by mail if a vehicle of yours has been towed. If you don't see your vehicle where you left it, check the Impound Lot. The Impound Lot is located southeast of the junkyard.

*There are other types of facilities too! Look around and see what you find.

COMPANIONS

In this world, you'll meet various characters who will agree to travel with you. Look for the following.

Mechanic

When your vehicle has been damaged, a mechanic can "Repair" it, even during battle, if they have the right skill. No other character class can do this, so a mechanic can come in quite handy.

Soldier

Soldiers specialize in hand-to-hand combat, so they are especially valuable in battles where vehicles cannot be used. By learning skills, they can mount even stronger attacks. Note that only certain characters can equip certain weapons.

Dog

These dogs of war have various special capabilities. However, they do not take orders, so you'll have to let them follow their instincts in battle. They may even surprise you. The skills they can learn vary from dog to dog. You can also equip them with armor and weapons designed especially for canines.

Companion Characteristics

	Vehicle Combat	Hand-to-Hand Combat	Repairs
Hunter (main character)	+	-	-
Mechanic	-	-	+
Soldier	-	+	-
Dog	x	+	x

+ : Strength - : Weakness x : Cannot do

You can obtain various vehicles in the game. With a strong vehicle, you can venture further, fight stronger monsters, and earn bigger rewards. Unlike humans and dogs, vehicles do not level up, but you can replace their parts with stronger ones, or modify their existing parts. Try different ways to customize your ride.

Vehicle Parts

The chassis, main gun, sub gun, SE, C Unit and engine are the different types of vehicle parts. Each of these has a certain weight, which is added to the vehicle's load whether or not they are equipped. Be careful, because if you exceed the weight limit, the vehicle will not be able to move. Note that Vehicle Items do not affect the weight of a vehicle.



*A main gun, sub gun, or SE can only be equipped if the chassis has the right mount. On most chassis, mounts can be added or changed



■ Chassis

This is the body of the vehicle. It cannot be bought or sold at a Part Shop. If the chassis sustains major damage in battle, the character will be ejected from the vehicle, and after the fight, the vehicle will be immobile.



■ Main Gun*

This is the vehicle's primary weapon. It has a limited amount of ammo and typically can only attack individual enemies, but it has a tremendous amount of power. Special shells can also be fired from this weapon.



■ Sub Gun*

This gun has unlimited ammo. While its attack power is lower than that of the main gun or an SE, certain sub guns can target multiple enemies.



■ SE*

There are various types of SE's, including some that can attack enemies that the other guns can't reach, and even some with greater attack power than the main gun. However, you'll have a limited number of shells, so use them wisely.



■ C Unit

The control unit is the brain of the vehicle. It allows one person to operate a vehicle that would normally require several people. C Units utilize programs that in some cases enable special functions. If the C Unit sustains major damage in battle, the vehicle will be unable to attack with any of its guns. After the battle, the vehicle will be immobile. Some C Units can have multiple programs, but only one may be in effect at a time. A few sample programs are described below.

Auto Retreat:	When its SP reaches 0, the vehicle will automatically withdraw from battle. However, the driver will be left at the front line.
Remote:	With this program in effect, you can use the Satcom to send the vehicle to a town you've visited. For more details, see "Satcom" (P35).
Melee Protect:	The vehicle automatically takes evasive action, reducing the effectiveness of the enemy's melee attacks.
Ranged Protect:	The vehicle automatically takes evasive action, reducing the effectiveness of the enemy's ranged attacks.
Sync Fire:	The vehicle will attack automatically, even without a passenger. However, only the main gun is used. If the main gun suffers major damage, this program will not work.

VEHICLES



■ Engine

A vehicle will not move without an engine. The total weight the vehicle can carry depends on the engine's "Max Load." In battle, damage to the engine will not impact the vehicle's effectiveness. But, after the battle, the vehicle will be immobile if the engine sustained major damage.



■ Accessories

Accessories, which have various functions, do not count towards a vehicle's total weight.

Characteristics of Vehicle Parts

Name:	Name of the part.
Type:	Chassis/Main Gun/Sub Gun/SE/C Unit/Engine/Accessory.
Status:	Normal/Minor Damage/Major Damage.
Mounting:	(chassis only) Number of mountings currently used for each type of weapon (main gun, sub gun, SE).
Ammo:	Number of shells (current/maximum). Applies to a main gun, SE, or chassis (Special Shells).
Attack:	Attack power (main gun, sub gun, or SE).
Durability:	The defensive strength of the part (accessories excluded).
Load:	(engines only) The maximum load that the engine can bear.
Weight:	How much the part weighs.

Armor Tiles

■ About Armor Tiles and Shield Points (SP)

Armor tiles are metal plates that can be affixed to the surface of a vehicle, creating a protective shield. While characters have HP, vehicles have SP (Shield Points). 1 Armor Tile equals 1 SP. Armor tiles absorb damage from enemy attacks and protect the vehicle's parts. As the Armor Tiles sustain damage, they decrease in number.

■ Defensive Capabilities of Armor Tiles

Your vehicle's SP decreases as the vehicle is attacked, but as long as it doesn't reach 0, the chassis and other parts will not sustain any damage from an ordinary attack. If one of those parts does become severely damaged, it could have a serious impact on your ability to fight, so stock up on Armor Tiles!

■ Armor Tile Weight and Cost

The amount of Armor Tiles you can put on a vehicle depends on the engine's Max Load and the weight of the parts being carried. Armor tiles can be replenished at a Service Station.

	Weight	Price
1 tile	0.01t	1G

Repairing Vehicles

If your chassis or vehicle parts sustain minor or major damage, they can be repaired. You have three options: your mom (Nina), a mechanic with the necessary skill, and a Repair Shop.

■ Minor and Major Damage

When a vehicle is hit by a special attack, or when it is hit and has no SP, the chassis or another part may sustain minor damage. These parts will still function with minor damage. However, if they take further damage (major damage), the parts may cease to function, and the vehicle could be severely impaired or immobilized. Be sure to have repair work done as soon as possible.

Shells

■ Main Gun Shells (Standard Shells)

These shells are 5G apiece, and can be purchased at a Service Station. The maximum number of shells that can be carried depends on the type of main gun. Since shells cannot be transferred between vehicles, pay close attention to the number of shells you have left.

■ SE Shells

SE shells are also 5G each, regardless of the type. They, too, can be replenished at a Service Station.

■ Special Shells

Unlike regular shells, Special Shells have various attributes. They're fired from the main gun, but carried on the chassis.

Modding Vehicles

You can strengthen your vehicle by modifying the chassis or other vehicle parts at a Mod Shop. When you improve the effectiveness of a vehicle part, its weight increases, and vice versa.

■ Increasing/decreasing Durability: chassis, main gun, sub gun, SE, C Unit, engine

By increasing a part's Durability, you are less likely to sustain damage in battle.

■ Increase/decrease ammo capacity: chassis, main gun, SE

Increasing capacity allows you to carry more shells with you.

■ Change mounting: chassis

You can increase or decrease the number of mountings, or change what type of mountings they are.

■ Increase/decrease Attack: main gun, sub gun, SE

By increasing a part's Attack, you can increase the damage you deal.

■ Increase/decrease the Max Load: engine

If you increase the Max Load, the vehicle can carry more.

VEHICLES

Painting Vehicles

You can give your vehicle a makeover by going to the Paint Shop in Norfolk. There, you can select from pre-existing patterns, change the base color, or give your vehicle a custom paint job.

■ Paint Edit

Selecting this option will allow you to paint your vehicle.



■ Controls

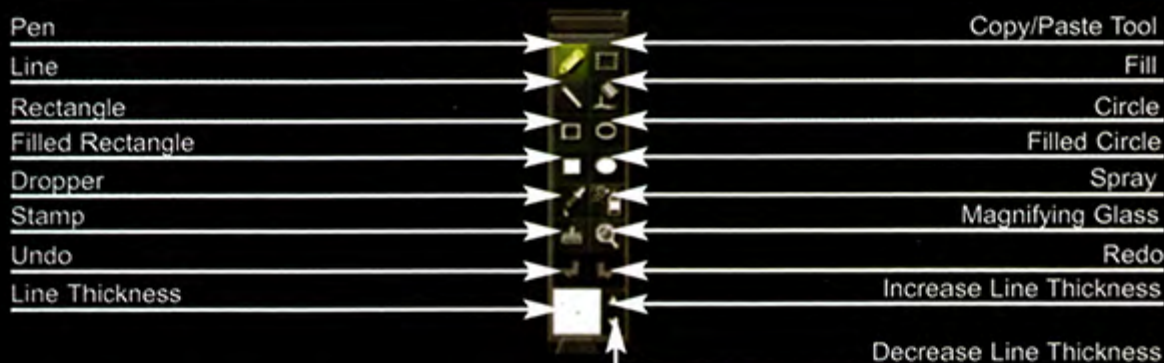
Button	On Window List	On Window Frame	Insert Window
Directional buttons	Move cursor	Move cursor	Move cursor
Left analog stick	Move cursor	Move cursor	Move cursor
Right analog stick	Move active window	Move active window	Move active window
L1 button	*Refer to each window's controls	*Refer to each window's controls	*Refer to each window's controls
L2 button	Change active window's controls	Change active window's controls	Change active window's controls
R1 button	*Refer to each window's controls	*Refer to each window's controls	*Refer to each window's controls
R2 button	Change active window	Change active window	Change active window
<input type="radio"/> button	*Refer to each window's controls	*Refer to each window's controls	*Refer to each window's controls
<input type="checkbox"/> button	*Refer to each window's controls	*Refer to each window's controls	*Refer to each window's controls
<input type="triangle-up"/> button	Hide window	Hide window	Transfer to each window's controls
<input type="checkbox"/> button	Unhide window	Make window active (move window by pushing and dragging)	Make window active
SELECT button	*Refer to each window's controls	*Refer to each window's controls	*Refer to each window's controls
START button	Open menu	Open menu	Open menu

■ Tools Window

Select various tools to paint.

--General Painting Procedures--

Select the tool you want to use from the Tools Window and paint in the Edit Window. The palette, magnifying glass, etc. are used when making adjustments with tools, and "Vehicle" is used to adjust the overall color before and after painting.



Pen:	For freehand drawing.
Line:	Draw straight lines.
Rectangle:	Draw rectangles.
Filled Rectangle:	Create filled rectangles.
Dropper:	Copy a color to the palette using the cursor.
Stamp:	Paste a specific pattern (which can be edited).
Undo:	Cancel the last action.
Copy/Paste Tool:	Select an area to copy and paste.
Fill:	Fill in the selected area.
Circle:	Draw circles.
Filled Circle:	Create filled circles.
Spray:	Spray paint a pattern.
Magnifying Glass:	Magnify the image.
Redo:	Redo an action that was canceled with "Undo."

■ Tools Window Controls

Button	On Window List
Directional buttons	Move cursor
Left analog stick	Move cursor
Right analog stick	Move window
L2 button	Change active window
R2 button	Change active window
○ button	Cancel selection
× button	Select editing tools
□ button	Select editing tools
START button	Open menu

VEHICLES

■ Edit Window Controls

This is the window where you will use tools to edit a paint job.

Button	Pen / Fill / Dropper / Spray	Line / Rectangle / Circle / Filled Rectangle / Filled Circle	Copy/Paste Tool	While Copying
Directional buttons	Move cursor by 1 unit increments	Move cursor by 1 unit increments	Move cursor by 1 unit increments	Flip (horizontally or vertically)
Left analog stick	Move cursor	Move cursor	Move cursor	Move cursor
Right analog stick	Move window	Move window	Move window	Move window
L1 button	Increase magnification	Increase magnification	Increase magnification	Rotate 90 degrees left
L2 button	Change active window	Change active window	Change active window	Change active window
R1 button	Decrease magnification	Decrease magnification	Decrease magnification	Rotate 90 degrees right
R2 button	Change active window	Change active window	Change active window	Change active window
○ button	Close menu	Close menu	Close menu	Delete rectangle being copied
× button	Not used	Not used	Not used	Paste selected area
△ button	Hide window	Hide window	Transfer to each window's controls	Paste
□ button	Begin drawing where cursor is positioned, or select color where cursor is positioned	Make this position the start point and press the □ button in another place to make that the end point)	Make this position the start point and press the □ button somewhere else to select the scope	Within selection area: While pressing □ button, use directional buttons to move paint; Outside selection area: Press □ button to paste color in scope
SELECT button	Hide/show surface overlay	Hide/show surface overlay	Hide/show surface overlay	Hide/show surface overlay
START button	Open menu	Open menu	Open menu	Open menu

■ How to use the Palette Window

Select which colors to use.



Color List

Color Gauge

Move the bar to change the color.

Button	Color List	Color Gauge
Directional buttons	Change selected color	Left/right: Change value Up/down: Change between R, G, B
Left analog stick	Move cursor	Move cursor
Right analog stick	Move window	Move window
L2 button	Change active window	Change active window
R2 button	Change active window	Change active window
○ button	Close menu	Close menu
× button	Switch to Color Gauge	Switch to Color List
△ button	Select 2nd color to create gradient	Not used
□ button	Select color	Select color slider
SELECT button	Create gradient on palette between selected colors*	Not used
START button	Open menu	Open menu

*A color gradient is automatically created between the two colors selected on the color palette

VEHICLES

■ Vehicle Color Adjustment Window

Here, you can adjust the paint colors for the vehicle, including the chassis, main gun, sub gun, and SE.

*Feel free to adjust the window position for easy viewing.



■ Vehicle Color Adjustment Window Controls

Button	Chassis/Sub Gun/SE	External View of Vehicle
Directional buttons	Change vehicle direction	Change vehicle direction
Left analog stick	Move cursor	Move cursor
Right analog stick	Move window	Move window
L1 button	Move cursor to chassis/sub gun/SE button	Move cursor to chassis/sub gun/SE button
L2 button	Change active window	Change active window
R1 button	*Refer to each window's controls	*Refer to each window's controls
R2 button	Change active window	Change active window
○ button	Close menu	Close menu
△ button	Not used	Hold △ button and move cursor up/down to zoom in/out
□ button	Show color adjustment window	Drag to change vehicle direction
START button	Open menu	Open menu

■ Magnifying Glass Window

From the Tools Window, select the Magnifying Glass to enlarge the view of the painted area. Make changes in the Palette Window.

Enlarged View

The enlarged image produced by the Magnifying Glass



Enlarged Area

■ Magnifying Glass Window Controls

Directional buttons	Move cursor by 1 pixel
Left analog stick	Move cursor
Right analog stick	Move window
L1 button	Increase magnification
L2 button	Change active window
R1 button	Decrease magnification
R2 button	Change active window
○ button	Close menu
× button	Dropper
△ button	Hold △ button and move cursor to scroll enlarged area
□ button	Draw 1 pixel
START button	Open menu

VEHICLES

■ Stamp Select Window

Here, you can select a stamp you wish to edit (see P29).

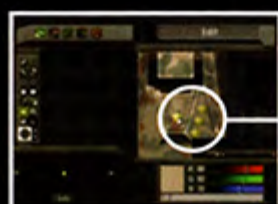


■ Stamp Select Window Controls

Directional buttons	Select stamp
Left analog stick	Move cursor
Right analog stick	Move window
L2 button	Change active window
R2 button	Change active window
○ button	Close menu
× button	Select editing tools
□ button	Use the cursor to select a button and press the □ button to execute
START button	Open menu

■ Stamp Edit

To edit a stamp, use the Tools, Edit Window, and Palette. The procedures are basically the same as those described on pages 23-25. Some functions, however, such as increase and decrease, cannot be used here.



After selecting a stamp, you can apply it in the Edit Window.

■ Stamp Controls in Edit Window

Directional buttons	Left/right: flip stamp horizontally Up/down: flip stamp vertically
Left analog stick	Move cursor
L1 button	Rotate stamp 90 degrees left
L2 button	Change active window
R1 button	Rotate stamp 90 degrees right
R2 button	Change active window
○ button	Close menu
× button	Apply stamp (paste pattern)
△ button	If the magnification is 2x or greater, scroll by moving the cursor while pressing the △ button
□ button	Apply stamp (paste pattern)
START button	Open menu

■ Set Pattern

Choose from several paint patterns that have been prepared for you. It's easier than using the paint tools.

■ Return to Default

The vehicle will revert to its original design and color.

■ Name Paint Job

This option allows you to name a particular paint job.

VEHICLES

■ Save Paint Job

This option allows you to save your Paint Data. To do so, you will need at least 177KB of free space on a memory card (8MB) (for PlayStation®2). You can also save your Paint Data to an internal hard disk drive (40GB) (for PlayStation®2), but in this case, at least 248KB of free space is required.

■ Load Paint Job

Select this option to load Paint Data which you saved previously. To do so, a memory card (8MB) (for PlayStation®2) with Paint Data on it must be inserted into MEMORY CARD slot 1 or 2. To ensure that the data loads automatically when the game is started, store your Paint Data on the same memory card as your Game Data.

Immobilized Vehicles

■ Causes and Solutions

Cause #1: Too much weight >>> Solutions 1, 2, 3, 5

Cause #2: The chassis, C Unit, or engine has sustained major damage >>> Solutions 4, 5, 6

Cause #3: The C Unit or engine is not installed >>> Check vehicle parts

■ Solution 1: Discard Armor Tiles

If the vehicle's weight exceeds the engine's Max Load, discard some Armor Tiles. If it still weighs too much, then try solution 2, 3, or 5.

■ Solution 2: Exchange Parts

If you have other vehicles, try exchanging parts. For example, you may want to install an engine with a higher Max Load.

■ Solution 3: Discard Vehicle Parts

Another solution is simply to discard any unnecessary vehicle parts on the vehicle. Don't discard your C Unit or engine, though.

■ Solution 4: Repair

A damaged vehicle part can be repaired using an item such as a Repair Kit or Mechanic Kit, so it's a good idea to bring a few along with you.

■ Solution 5: Tow

Exit the immobile vehicle, and get in a vehicle which is operable. Then, tow the immobile one. You can try to solve the problem later.

■ Solution 6: Abandon the Vehicle

Temporarily abandon the vehicle and come back later with replacement parts (i.e. undamaged parts or an engine with a higher Max Load).

Reduce SP to 0 when vehicle



Engine	
Max Load	1000
Current Load	1000
SP	1000
Load	47.5%
Free	52.5%

Armor Tiles	
Count	5
Weight	1000
Current Load	1000
Free	0%

BATTLE

A battle occurs when you encounter an enemy on the World Map, in a dungeon, or during an event. Actions during battle are taken according to the Turn Order List. After taking action, a character must wait for his or her next turn. The battle ends when your entire party or all enemies have been defeated, or when one side flees. If you're victorious, you'll earn experience and money. However, if you execute too many costly battle commands, you could end up losing money.

Turn Order List

Information Panel

Battle Panel/
Vehicle Panel

Status Panel



Battle Command
Description

HP/SP List

Battle Panel

■ Weapon

Attack with an equipped weapon.

■ Defend

This command reduces the damage you'll sustain from an enemy attack.

■ Item

Select an item to use. Note that items cannot be equipped or discarded during battle.

■ Skill

Use a skill you've learned. Note that some skills can only be used when your character is on foot.

■ Drive

Enter or exit a vehicle. Using this command will not count as your action for that turn. Only a character already in a vehicle at the start of the battle may use this command. Note that a Human Item can only be used by a character outside of a vehicle.

■ Flee

Run away from battle. Note that it's not possible to flee from some enemies.

BATTLE

Vehicle Panel

The Vehicle Panel displays a list of commands available for characters in vehicles.

■ Main

Attack with an equipped main gun. If you run out of shells or the main gun becomes severely damaged, you will not be able to execute this command.

■ Sub

Attack with an equipped sub gun. If the sub gun becomes severely damaged, you will not be able to execute this command.

■ SE

Attack with an equipped SE. If you run out of shells or the SE becomes severely damaged, you will not be able to execute this command.

■ Defend

This command reduces the damage you'll sustain from an enemy attack.

■ Item

Select an item to use. Note that items cannot be equipped or discarded during battle.

■ Skill

Use a skill you've learned. Note that some skills can only be used when your character is in a vehicle.

■ Ammo

Attack with Special Shells. If you run out of shells or the main gun becomes severely damaged, you will not be able to execute this command.

■ Drive

Enter or exit a vehicle. Using this command will not count as your action for that turn. Only a character already in a vehicle at the start of the battle may use this command.

■ Flee

Run away from battle. Note that it's not possible to flee from some enemies.

Character and Vehicle Status

■ Character Status (humans/dogs)

Status	Impact	Cure
Poison	Lose HP every round	Item / Skill
Stun	Unable to act during battle	End of battle / Item / Skill

■ Vehicle Status

Status	Impact	Cure
Fire	Damage (SP reduced)	End of battle / Item
Acid	Damage (SP reduced)	Item / Skill
Shutdown	Unable to use vehicle during battle	End of battle / Item / Skill

Position

Some enemies may occupy different positions during battle. You won't be able to deal much damage to them unless you have the appropriate weapons, items, or skills.

Position	Description
Normal	No special attack required
Airborne	The character is in the air.
Underground	The character is underground.
Underwater	The character is underwater.
Out of range	The character is too far away.
High-altitude	The character is very high up in the air.
Stealth	The character is difficult to see.
Shelter	The character is in a shell, container, etc.

Other Options During Battle

You can use the L1 button to switch the help messages ON/OFF, and the L2 button to speed up the battle.

ANNIHILATION



If all of your party members (excluding dogs) run out of HP, then you are defeated.

■ Dr. Mortem

If the main character is defeated, he'll be sent to the junkyard, where Dr. Mortem will perform an experiment on him! If the experiment is a success, he'll be revived. Talk to Dr. Mortem to have him revive your companions too.

■ What happens to my vehicles?

If a character is operating a vehicle when he or she is defeated, the vehicle will remain at that location. You can use a spare vehicle or rental tank to tow it. If the vehicle is damaged, don't forget to repair it.

■ What if I was on a boat?

If you are defeated at sea, your boat and vehicle(s) will sink at the site of the battle, and you'll need to go to the Salvage Shop to retrieve them. There is a fee involved, but your boat and/or vehicle(s) will be restored to you. Be sure to remember where you were defeated, because it will save you time and money when you tell the salvager where to search.



For hunters, this is an essential tool, because of its various functions.

■ Map

A world map is displayed, with the areas you've visited drawn in.

■ Shops

By selecting this option, you can view the products available in each town and their prices.

■ Remote

With this option, a vehicle equipped with a C Unit running the "Remote" program can be sent to a town you've already visited. However, this does not apply to occupied, immobile, or sunken vehicles.

■ Info

Here, you can view information on the Storage Room, items you've acquired, and gifts available in towns you've visited. You can also see your battle record.

■ Hunt

Here, you can check information about "This week's target" and other monster data provided by the Hunter Office.

■ Wanted

This option lets you view information on outlaws.

■ Mail

Here, you can read your mail. However, no messages can be sent.

■ Alert

With this function, you set a target amount, and when you've collected that much money, a chime will sound.

■ Music

Here, you can listen to songs you've downloaded from jukeboxes. Jukeboxes can be found in Bars or purchased in Gift Shops.

■ Games

Choose this option to play the games you've downloaded.

■ Config

Here, you can change the layout of the Satcom's panels as well as the battle commands.

■ Diary

Select this option to view the main character's diary. He'll add descriptions of new events as you progress in the game.

■ Help

Here, you'll find helpful information about various game features.

THE JUNKYARD

Here's a brief introduction to the junkyard, a makeshift town where the main character lives and where his adventure begins.



■ Home

This is the main character's home as well as his family's garage. Nina, his mother, and Emily, his sister, live here. The garage makes up the first floor and basement, and the family lives on the second floor. Your mom will gladly repair your vehicles, and you can rest in your room whenever you like. The basement has other facilities such as a parking lot.

■ Equipment / Item Shop

Make sure you buy everything you need before leaving town.

■ Rent-a-Tank

It's not open at the start of the game, but you can check back later.

■ Dr. Mortem's Laboratory

Dr. Mortem only recently came to the junkyard, but his lab is getting more suspicious by the day.

■ Hunter Office / Memory Center

One of these can be found in any town. Make sure you stop by.

■ Black Market

This place may not be so useful in the early stages of the game, but don't forget about it!

■ Inn

Jack, a friend of the main character's parents, runs the inn. Rachel, his lovely daughter, is usually the center of attention there.

■ Scrap Shop

When you have scrap armor, go here to sell it.

■ Transport Pod

At first, you won't be able to use this.

■ Prof. Solomon's Laboratory

He's a retired hunter. Spend some time listening to his stories.

■ Warehouse

Here, you'll find people with stories to tell and items lying around.

■ Road to "Junk Mountain"

This road leads to Junk Mountain, the dungeon behind the junkyard.

ITEMS AND EQUIPMENT

Here's an introduction to some items and equipment available in the game.

Human Equipment

Melee Equipment	Description
Butterfly Knife	A bit small, but better than nothing...
Metal Bat	Surprisingly effective.
Nameless Blade	A Japanese sword. It looks impressive.
Jamadhar	An unusual weapon. You can use two at a time—one in each hand.
Dog Bayonet	A weapon that only dogs can use. They wear it on their backs.

Firing Weapons	Description
Slingshot	Seems unreliable. You should trade it in right away.
Revolver	An inexpensive starter pistol.
AK47	An assault rifle. It feels great to carry this one.
USP	An automatic pistol. You can use two at a time—one in each hand.
Dog Gun	A firing weapon for dogs. It's a small cannon they wear on their backs.

Head Armor	Description
Hard Hat	A hat made of durable fabric.
Safety Helmet	A hard helmet.

Body Armor	Description
Denim Overalls	Cloth overalls that are comfortable, but provide little defense.
BDU Jacket	A jacket to wear in battle.
Dog Armor LV1	Special armor for dogs.

Arm Armor	Description
Work gloves	Better than nothing....
Gauntlet	Metal gloves that are part of a suit of armor.

Leg Armor	Description
Sandals	Better than bare feet...
Safety boots	They have metal toe guards.

Armor	Description
Stick-on Armor	A popular type of armor. You just paste it on.
Pot Lid	With a bit of improvisation, voila! Protection!
Kevy Vest	A bit heavy, but very reliable.

ITEMS AND EQUIPMENT

Human Items

Tools	Description
Healing Capsule	Restores some HP.
Repair Kit	Needed to repair vehicles.
Antidote	Recover from poison.
Tile Pack S	Restores 40 SP.
Mine Detector	Locate buried items.

Vehicle Parts

Main Gun	Description
37mm Cannon	The weakest of the main guns, it's better than nothing.
205mm Cannon	Very powerful.
20mm AA Cannon	An anti-aircraft gun. Can only be installed on certain vehicles.
Thunder Cannon	Deals electric damage.

Sub Gun	Description
7.62mm Gatling	It has unlimited shells, so feel free to use it on weaker enemies.
35mm Vulcan	With this, you can attack the whole enemy party.
Hornblaster	Attacks with sound waves.

SE	Description
AT Launcher	A missile pod used against vehicles.
Bloodhound	Used to attack enemies that are out of range.
Vaporizer	Used to attack enemies that are airborne.
Thunderkat	Used to give an electric shock to enemies who are airborne or at a high-altitude.

C Units	Description
Spasibo	A standard C Unit.
Legendary 99	An older model, but it gives a stable performance.
Metatron	One of the best C Units.

Engines	Description
Donkey	The least expensive engine. It may be better to save up for a better engine rather than trying to mod this one.
Kuhli	A powerful engine.
OHC Carmen	An extremely powerful engine.

Vehicle Items	Description
Teleporter	Allows you to travel instantly to places you've already been.
Spiked Fender	It not only changes the look of a vehicle, it can also be used to attack.
Flags	Various colors are available.

CHARACTERS



Main Character: Hunter
A boy who wants to be a hunter. (He'll be your avatar.)



Misha: Mechanic
Kiriya's younger sister, she's a childhood friend of the main character. She likes to go at her own pace, and doesn't get upset easily. She's a hard worker, but doesn't have any special talents besides repairing vehicles.



Kiriya: Mechanic
The son of a vehicle repair shop owner in Newfolk, he's extremely talented, but not interested in holding a regular job. He finds everyday life boring, and does little to help his family's business. He knew the main character when he was younger, and tries to be like a big brother to him.



■ Dogs

If you can befriend one, it'll fight alongside you.



■ Eddy

The main character's father, he's a famous hunter. However, lately he's been more interested in traveling the world than in hunting monsters. So, he's often referred to as "The Explorer." When he's away from home, he rarely communicates with his family, which worries them.

CHARACTERS



Rashid: Soldier

A soldier who specializes in hand-to-hand combat—a rarity in this world. He travels to improve his swordsmanship. With his extraordinary strength, he can tear vehicle armor like paper. He can also dodge bullets.



Charlene: Soldier

A cowgirl who really knows how to handle her firearms, she's extremely confident in herself. If you keep her packing, you can count on her sharp shooting. She can be hard-headed at times, but doesn't fuss over the details.



■ Nina

The main character's mother. She's the manager and a mechanic at the garage in the junkyard. She used to travel with Eddy. A strong woman with a kind heart, she worries about her husband and son and is always anxious for them to come home.



■ Emily

The main character's younger sister. A mature little girl who runs the household in place of her busy parents.



■ Jack

A former soldier who tends bar in the junkyard, he's a friend of Eddy and Nina.



■ Rachel

Jack's daughter and the main character's childhood friend.

ASK THE EXPERT

To learn how to be an expert hunter, ask Eddy, one of the greatest hunters ever...



■ What should I do first?

Start by exploring the junkyard and talking to different people. Maybe there's an outlaw in the area, or maybe you'll get lucky and find a vehicle.

■ I die too easily.

There are some strong monsters outside of town. It might be better to start fighting at Junk Mountain. After that, work your way slowly outward. Don't stray far away where the monsters are too tough for you. Make sure you buy the best equipment and vehicle parts available. And, for heaven's sake, don't forget to equip it! Also buy items you can use to recover, and find yourself a companion or two.

■ My attacks don't hit the enemy.

Some monsters are hard to hit with ordinary attacks. Airborne monsters are a good example. You'll need certain weapons and skills to hit monsters like that.

■ My vehicle breaks down right away in battle!

You should either strengthen your engine and increase your SP, or modify your chassis and SE to increase their Durability. If you run into a monster that you know will damage your vehicle, then either take it out quickly or flee.

■ I was in my vehicle, but only the enemies got to attack.

The more Armor Tiles you have, the longer you'll wait for your turn. But then, having too few Armor Tiles can be a problem also.

■ My dog runs away.

They say that dogs first size up their opponents before committing to a fight. Maybe you're taking on enemies that are too strong. Or, maybe it doesn't like you because you're forgetting to feed it...

■ My vehicle is gone.

Hmm... Well, they don't just disappear. If you have too many vehicles parked in one place, they might get towed. So, maybe it's in the Impound Lot. The lot is southeast of the junkyard. Why don't you go check it out?

■ Getting around takes forever.

Hang in there. If you have a vehicle, I recommend you get a Teleporter.

■ I can't find a vehicle.

Don't expect it to be easy. I hear there are traders willing to sell them, or they might know how to get one. And, sometimes there are vehicles buried underground, so try using a mine detector or metal detector to find one. Good luck.

ASK THE EXPERT

■ I can't save any money.

Maybe you're using your main gun or SE too much. Here's an example. Let's say you're targeting a monster that would earn you 10G if you defeat it. If you shoot your main gun three times, and it costs 5G per shot, then that battle costs you 15G. So, you're losing money. If you're in a vehicle, try using the sub gun. Or, try fighting on foot. Even then, be careful not to use too many skills, since you have to pay to use them. Remember which monsters are worth the most and go after those. Also, hunting down outlaws is a good way to make quick money.

■ I'm not finding any items.

Try searching wardrobes, sink stands, and wooden crates. It never hurts to talk to people, either. Try different things, even playing games.

■ I can't carry all my items.

You don't need to take everything with you. Leave the stuff you're not using in the Storage Room. It's free.

■ My vehicle is dirty... It has bird poo on it.

Take it to the Tank Wash. It might even lighten your load!

■ I can't get in my vehicle.

If a member of your party is standing somewhere where vehicles can't enter, then you won't be able to get in your vehicle.

■ What is an anti-aircraft vehicle?

That's a vehicle that can use its main gun to attack an airborne enemy. No special skill is required. It'd be great to have one, because airborne enemies are hard to hit with ordinary attacks. The Wirbelwind and Gepard both fit into this category. But, remember that the only main gun that can be equipped on these is an AA Cannon.

■ What do the numbers under main gun and sub gun mean?

All you need to know for now is that the greater the number, the stronger the weapon.

■ What should I modify?

The first thing to do is increase your engine's Max Load. Then, you'll be able to buy more Armor Tiles and install better (but heavier) vehicle parts. This will also allow you to modify with greater freedom. Next, try to increase your sub gun's Attack. After that, you can do whatever you want.

■ I don't know if it's better to buy vehicle parts or to modify.

One's not necessarily better than the other. There's a limit to how much a vehicle part can be modified. Sometimes, it's cheaper to buy a new part than to make extensive modifications. So, consider your options and save before you commit to one or the other.

■ How many vehicle parts can I put on a vehicle?

It depends on the vehicle. Select "Status" to determine how many mounts your chassis has, and what kind they are. Keep in mind that the more parts you add, the heavier you make your vehicle.

■ My rental tank is gone!

Rental tanks are automatically recalled to the shop if the chassis or a part is damaged in battle. There's nothing you can do about that.

■ Couldn't I make some easy money by selling my rental tank's parts?

Unfortunately, you can't do that. Those vehicles don't belong to you, so you better not do something like that. I mean it!

■ Some doors won't open.

I suppose you need a key. Just remember where they are and come back later.

■ Should I give people gifts?

Well, don't expect anything in return. If you give a gift to someone, it might make them happy, though. But, you have to be careful, because different people have different tastes. Oh, and you have to get to know them before you can buy them anything.

■ What good is scrap armor?

Why not sell it to the Scrap Shop? If that's too much trouble, then just throw it away.

■ When I did a salvage operation, I pulled up some strange things.

That happens once in a while. But, it's not a complete waste of time, because you can find things to sell.

■ Hey! It's raining!

Yeah, it happens. It won't hurt ya.

■ What are those strange things on the World Map?

You can see the shadows of flying outlaws on the map, as well as the fins of those swimming in the desert. Be careful, 'cause if you bump into them, you'll start a fight!

■ I've received mail, but I can't send it...

Unfortunately, that's just how it is.

■ Is it true that there have been transport accidents?

You mean with the Transport Pods? Well, I had an accident once... Ended up in a strange place, but I found my way back. I don't know how likely it is to happen.

NOTES



LIMITED WARRANTY

ATLUS warrants the original purchaser of this ATLUS product that the medium on which this software program is recorded is free from defects in materials and workmanship.

ATLUS, at its sole option, will refund, repair or replace at no charge any defective ATLUS products within ninety (90) days of purchase with proof of purchase date, so long as the defect is not caused by misuse and neglect of the purchaser. EXCEPT FOR THE FOREGOING LIMITED WARRANTY, ALL EXPRESS, IMPLIED AND STATUTORY WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT OF PROPRIETARY RIGHTS, ARE EXPRESSLY DISCLAIMED. ATLUS SHALL NOT BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF DAMAGES RESULT FROM THE USE OF ATLUS PRODUCTS IN ACCORDANCE WITH ATLUS manual instructions. In some jurisdictions, some of the foregoing warranty disclaimers or damage limitations may not apply.

You must call (949) 788-0353 to receive instructions to obtain repair/replacement services.

Repair/Service After Expiration of Warranty

If your ATLUS product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Customer Service Department at the number listed above. You will be advised of the estimated cost of repair and the shipping instructions.

ATLUS Customer Service Department/Technical Support Line

(949) 788-0353

Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday - Friday, 9:00 am to 5:30 pm Pacific Time.

ATLUS[®]
WWW.ATLUS.COM

Atlus U.S.A., Inc. 15255 Alton Parkway, Suite 100, Irvine, CA 92618

© 2005 Success/Crea-Tech Licensed to and published by Atlus USA.

