

The cover art features a dramatic space battle. In the foreground, the white and purple RX-93-2 Gundam is on the left, and a large orange Zeon mobile suit is on the right, firing a bright pink beam. The background shows the Earth and the Moon, with several other mobile suits in flight.

MOBILE SUIT
GUNDAM
FEDERATION vs. ZEON



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

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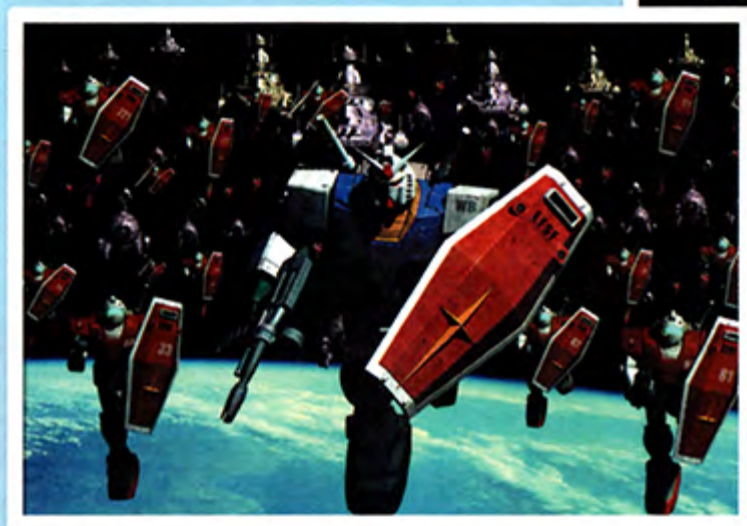
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The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

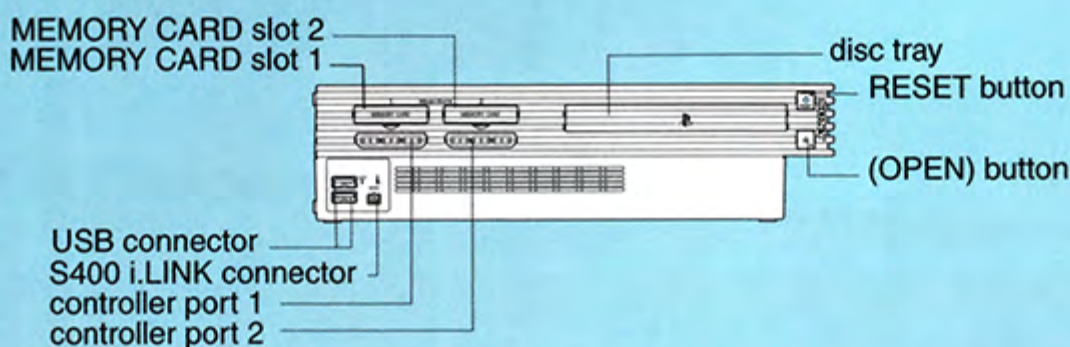
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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



MOBILE SUIT
GUNDAM
 FEDERATION vs. ZEON

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GETTING STARTED



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 "Mobile Suit Gundam: Federation VS. Zeon" 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.

Move

Directional buttons Mobile suit movement/cursor movement.

* Same operation can be done with left analog stick.

Jump

⊗ button Press continually to jump higher.

Mid-air Dash

During a jump, press a directional button twice in the same direction to move rapidly through space.

* Consumes Booster Gauge.

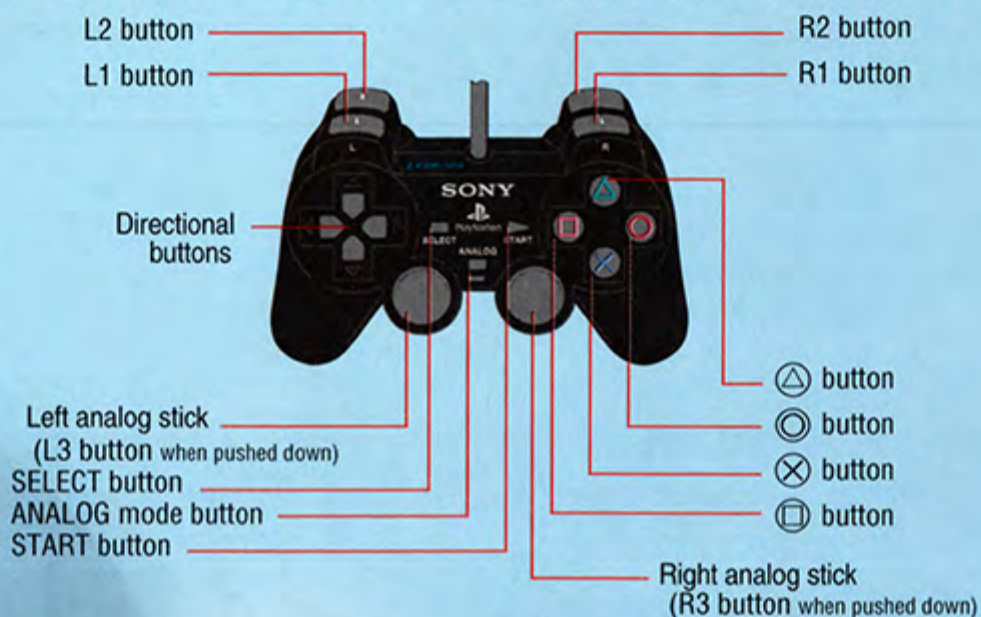
Target

⊙ button Switch target sight to another enemy.

Orders

L1 button Switch orders to allied CPU controlled MS.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Shoot

□ buttonWhen your sight gets red, SHOOT!
 * Watch your Ammo Gauge!



Sub Weapons (R1 button)

R1 button.....Use sub-weapons while main weapon is reloading.

Close Combat

△ button.....Get in close and SLASH AWAY!



Jump Attack

R2 button..... Jump and slash.
 L2 button..... Jump and shoot.

Evade

By quickly pressing a directional button twice in same direction, you can SIDE STEP!



* These are initial button settings. These settings can be changed. (Please see p. 15)

STORY

A half-century has passed since Earth began moving its burgeoning population into gigantic orbiting space colonies... A new home for mankind; where people are born and raised...and die.

It is the year 0079 of the Universal Century. The cluster of colonies furthest from the Earth, Side Three, has proclaimed itself the Principality of Zeon and has launched a war of independence against the Earth Federation...

Initial fighting lasted over one month and half of the human population was lost. People were horrified by the indescribable atrocities that had been committed in the name of independence...



Eight months have passed since the rebellion began, and both forces are now at a stalemate. With half of Earth's population dead, both the Federation and Zeon had lost most of their military forces and now, innocent youths are left to fight the war.

What are mobile suits?



Due to the discovery of Minovsky Particles which block radio waves and render electronically guided weapons useless, the age of long range warfare has ended and now close range visual contact warfare prevails. The humanoid weapons developed for close range warfare are called "mobile suits." The Earth Federation has lagged behind in this technological environment, but finally have mobile suits to counter the Principality of Zeon's Zaku.



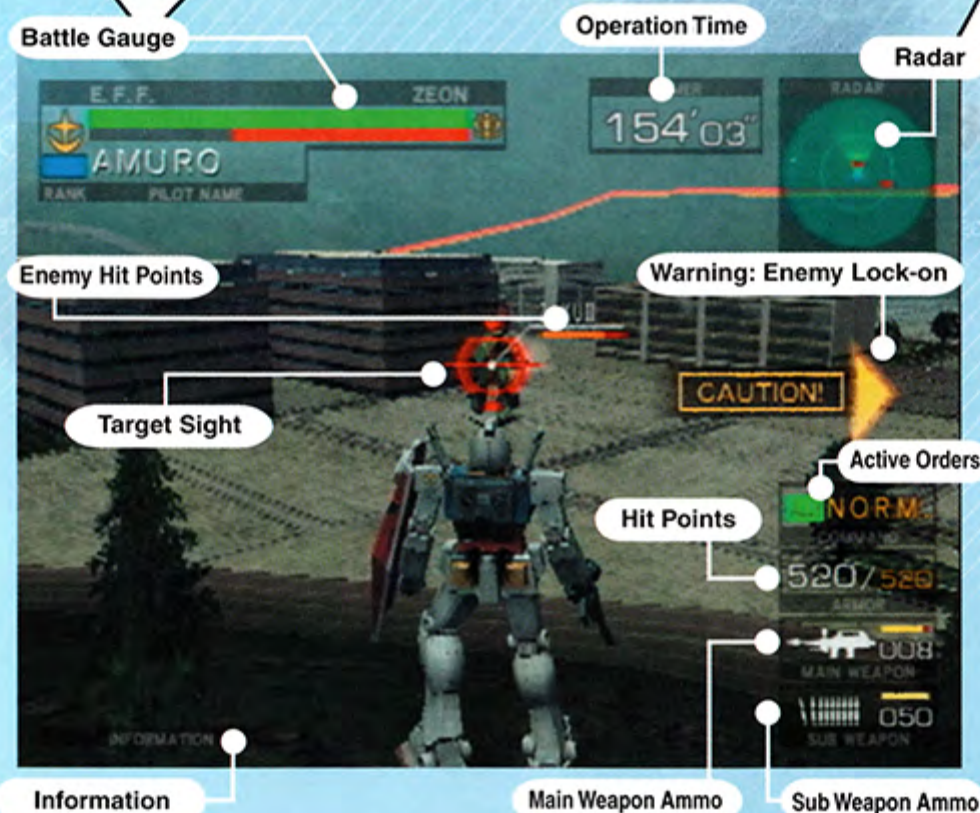
Federation VS. Zeon Combat!

Destroying enemy MS will decrease the enemy's Battle Gauge proportional to that MS's value.

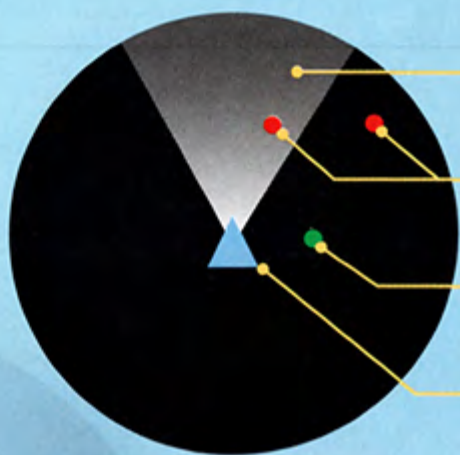
If your Battle Gauge drops to 0, you lose!



If enemy Battle Gauge drops to 0, you win!



RADAR SCREEN



Player Visual Range

Enemy MS

Allied MS

Player

Give Orders to Allies!



1 PLAYER MODE

Switch orders to your CPU ally.

Normal

Far

Near

B-UP

Hide

Press the L1 button
to change your
allies' orders!



ARCADE MODE

Clear each stage using these modes: Solo, Team Play or Versus Battle Mode!



Begin Operations



1 Which side are you on?

Choose either Federation on the left or Zeon on the right.

2 Select a stage

Select the first stage from four choices: Inside Side 7, Takmalikan Desert, Outside Jaburo and Solomon Space.

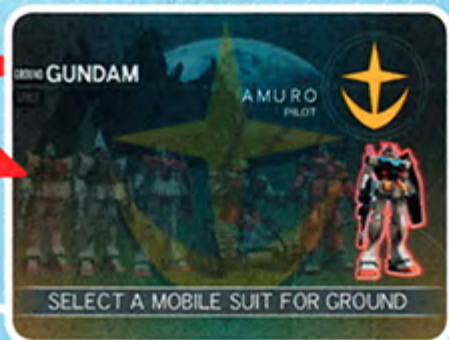


3 Enter your call sign!

Play as your favorite Gundam Character from the "Default" pilot list.

4 Select your mobile suit!

Select one for ground combat and one for space.



Team Play

If both players choose the same side, they can play as a team! Combine your efforts and attack the enemy from two sides.



2 Players

Press the START button on the Player 2 controller to join in. Battle as a team or against each other.



Choose different sides. Each player teams with a CPU ally for a 2 on 2 versus battle. The game is over for the losing player and the winner continues with the game.

Versus Battle

Software Keyboard

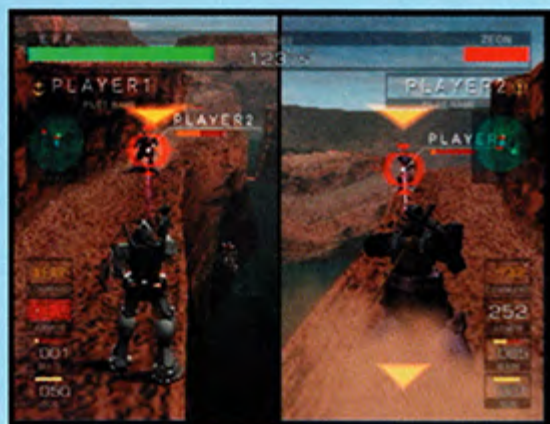
Controller

Directional buttons	Key or cursor movement
○ button	Delete 1 letter before cursor
⊗ button	Select letter
△ button	Next screen
R1 button	Switch mode (Caps/small)

Explanation of Keys


Blank Box	Space
Back	Delete one letter before
ABC/abc	Change case
Default	Select default characters
Enter	End letter input

VERSUS MODE

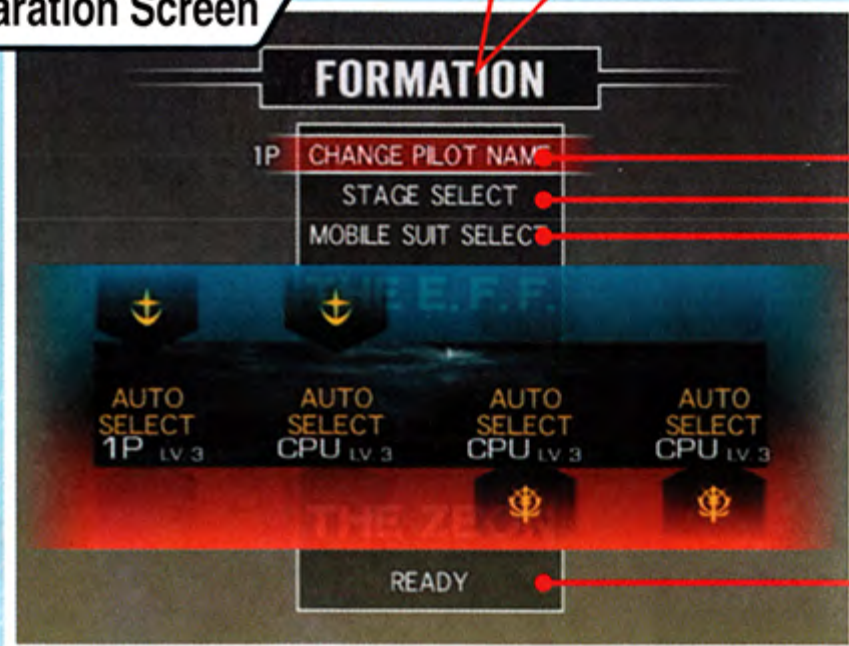


Freely select stages and mobile suits in this 1 or 2 player Team / Versus Battle Mode. Switch mobile suits and sides after each stage.

How to start with 2 players

After the first player enters this screen the second player can join by pressing the START button on his controller. Press the  button to pull out.

Preparation Screen



1 Change pilot name

Change your Pilot name.
2 Players alternately input their names.



2 Stage select

Select a stage. Keep in mind that some mobile suits are not selectable in some stages.

With Auto-select, stage selection is automatic.



3 Select mobile suit

Press the directional buttons up or down to select Zeon or Federation MS. You can set handicaps with R1 and L1 buttons. (The higher the Level, the stronger the mobile suit.)

Move directional buttons to select the MS to be replaced and select it with the \otimes button.

Then, with the directional buttons, go to an MS and make a selection using the \otimes button. Press "No Launch" to disable launch.

Press the \triangle button to let CPU battle for you!

Select CPU for all mobile suits and watch the battle as an observer.

With Auto-select, mobile suit selection is automatic.



4 Ready

Select "Yes" and the game will start.



CAMPAIGN MODE

In this mode, you will choose to be either a Federation or Zeon mobile suit pilot and clear various missions as you survive the "One Year War!"



Map Screen

Go to this triangle and press the \otimes button to switch screens.

Earth

The difficulty of each mission is color coded!

L1 button
R1 button
will switch maps.



Space

Missions

Fulfill various operational tasks!

The yellow circle indicates the location of the mission! Move the cursor to that spot.



Confirm your mission with the \otimes button. Press the \otimes button again to go to the launch preparation screen.

Launch after confirming conditions for mission completion and failure.

The objective of the missions will vary.



Even if the mission is unsuccessful, the game is not over! Your effort can turn the tide of the war!

Mobile Suit Hangar Deck



The mobile suits assigned to your unit are loaded into your mobile suit hanger deck. You will launch from here.

As your mobile suits battle, they will lose battle strength. Maintenance and repairs will take place here.

Directional buttons	Select MS
X button	Execute
○ button	Cancel
START button	Select




The greater the damage, the longer it will take to recover. Heavily damaged mobile suits will become inoperable for a while.

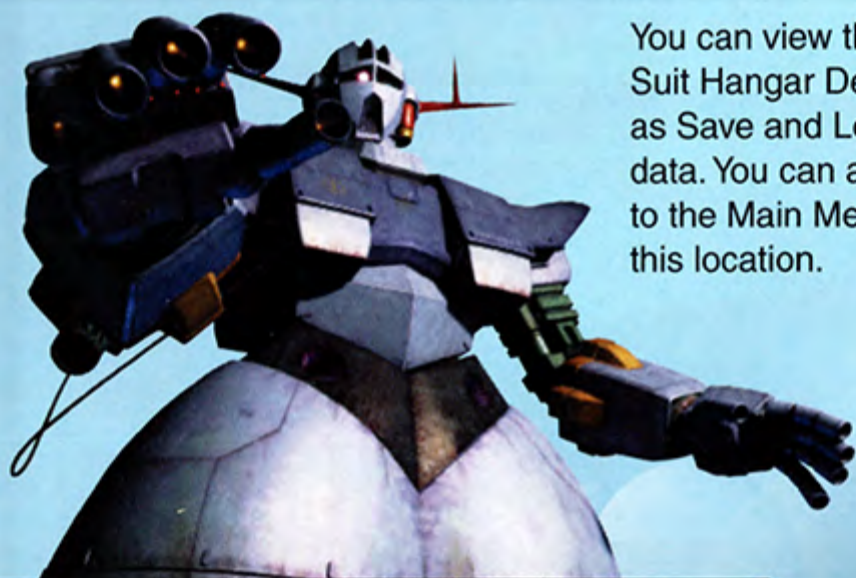


As new mobile suits are developed, they will become available. As your war record improves, your development team will provide better mobile suits.

CAMPAIGN MODE

Menu

Press the  button in the Map Screen and a Menu will appear.



You can view the Mobile Suit Hangar Deck as well as Save and Load Game data. You can also return to the Main Menu from this location.

Save & Load Game Data

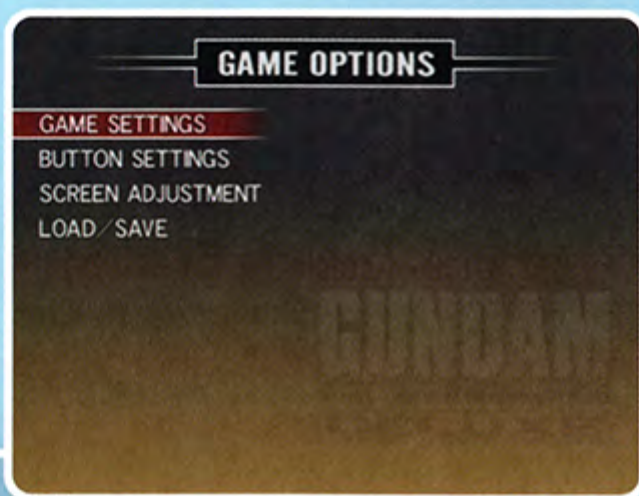


You can load or save your mission data onto a Memory card (8MB) (for PlayStation®2) (150KB of open space is required). Data can be saved in 8 locations.

* System data will not be saved here. Instead, save them in Options LOAD/SAVE. (See p. 15)



Change all game configurations here.



Game Setup



Difficulty Change the difficulty level in Arcade Mode.

Damage Level Change your Attack Power level in Arcade Mode.

Timer Change the Time Limit in Arcade and Versus Battle Modes.

Sound Switch from Stereo and Mono and change the volume level for Sound Effects, BGM, and voices.

Button Setup

Change the button configurations.

Screen Adjust

Adjust the screen.

LOAD/SAVE



Save and load the System data (game settings, player name, etc.) onto or from a Memory card (8MB) (for PlayStation®2) (150KB of open space is needed).

If "AUTO SAVE" is selected, you can select which MEMORY CARD slot to conduct the AUTO SAVE (you may also turn off the AUTO SAVE). Select "LOAD" OR "SAVE," to load and save data.

INTRO TO MOBILE SUITS



Rx-78 Gundam



Beam Rifle
Hyper Bazooka
Gundam Hammer

Beam Saber

Vulcan Cannon

Ground

Space

Cost ★★☆☆

Federation's Ultimate Prototype
(Hammer Weapon (R2 button = Hammer
Revolution Swing))

MS TYPE

Main Weapons

Shoot/Throw (□ button)

Close Combat

Slash/Grapple (△ button)

Sub Weapons

Shoot + Slash buttons
R1 button

Battle Gauge loss when
you are destroyed.

(4 Star marks approximately equals
the length of the Battle Gauge.)

BEAM RIFLE

HYPER BAZOOKA

RX-77 Guncannon



- Beam Rifle
- Grapple
- Gun Cannon

Ground **Space** **Cost** ★★

Mid-range support MS. Artillery Fire.
(Continually press "Target.")

RX-75 Guntank



- Cannon
- Missile Launcher

Ground **Space** **Cost** ★★

Long-range support MS. Artillery.
(Continually press "Target.")

RGM-79 GM



- Beam Spray Gun
- Beam Saber
- Vulcan Cannon

Ground **Space** **Cost** ★

Mass production model of Gundam.
Good cost performance.

RB-79 Ball



- Mini Cannon
- Manipulator

Space **Cost** ★

Support battle pod. Artillery fire.
(Continually press "Target.")

RX-79 Gundam [G]



- Beam Rifle
- Machinegun
- Rocket Launcher
- 180mm Cannon
- Missile Launcher
- Beam Saber
- Shoulder Vulcan

Ground **Cost** ★★

Ground mass production Gundam.
(Reload Machinegun anytime [L2 button])
180mm Cannon is for Long Range Artillery.)

RGM-79 GM [G]



- Beam Rifle
- Machinegun
- Beam Saber

Ground **Cost** ★

Ground type GM.
(Reload Machinegun anytime [L2 button])

INTRO TO MOBILE SUITS



MS-05 Zaku



Zaku Machinegun
Zaku Bazooka

Grapple

Cracker

Ground

Space

Cost ★

First battle mobile suit developed.
Low fighting capabilities.



MS-06 Zaku II



Zaku Machinegun
Zaku Bazooka
Magella Top Cannon

Heat Hawk

Cracker
Missile Pod

Char Custom

Ground

Space

Cost ★★



Standard mass produced mobile suit.
(Long-Range Fire with Magella Top Cannon)



MS-07 Gouf



5x Machinegun

Heat Saber

Heat Rod

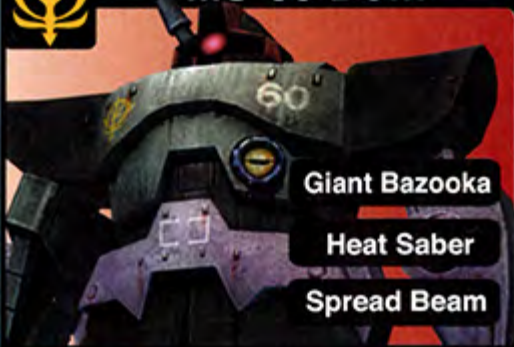
Ground

Cost ★★

Close combat ground type MS.
(Operate heat rod with directional button)



MS-09 Dom



Giant Bazooka

Heat Saber

Spread Beam

Ground

Cost ★★

Highly mobile heavy MS with
Hovering capabilities.



MS-09R Rick-Dom



Giant Bazooka

Heat Saber

Spread Beam

Space

Cost ★★

Dom specially modified for
space warfare.



Gogg



Mega Particle
Cannon

Claw

Torpedo Launcher

Ground

Cost ★★

Amphibious mobile suit. Heavy
armor, but quick on the move.

Principality of Zeon



MSM-07 Z'gok

- Beam Cannon
- Claw
- Head Rocket Launcher

Ground Cost ★★☆☆☆

Improved amphibious mobile suit. Superb close combat capabilities.



MSM-04 Acguy

- Head Vulcans
- Claw
- Rocket Launcher

Ground Cost ★☆☆☆☆

Amphibious mobile suit. Geared for mid-range fire.



MSM-10 Zock

- Mega Particle Beam Cannon
- Claw
- Head Mega Particle Beam Cannon

Ground Space Cost ★★☆☆☆

Amphibious MS. Long-range fire. (Continually press Search button)



MS-15 Gyan

- Needle Missile
- Beam Saber
- Hide Bombs

Ground Space Cost ★★☆☆☆

Mobile suit developed for close combat.



MS-14 Gelgoog

- Beam Rifle
- Twin Beam Sword
- Twirl Beam

Ground Space Cost ★★☆☆☆

Well balanced high performance mobile suit.



MSN-02 Zeong

- Shoulder Beam Cannon
- Head Beam Cannon
- All Range Attack

Ground Space Cost ★★☆☆☆

Space mobile suit for all range attacks.

BIOLOGIC

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