ZOIDS ASSAULT ™

TEEN
T
CONTENT RATED BY
ESRB

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Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

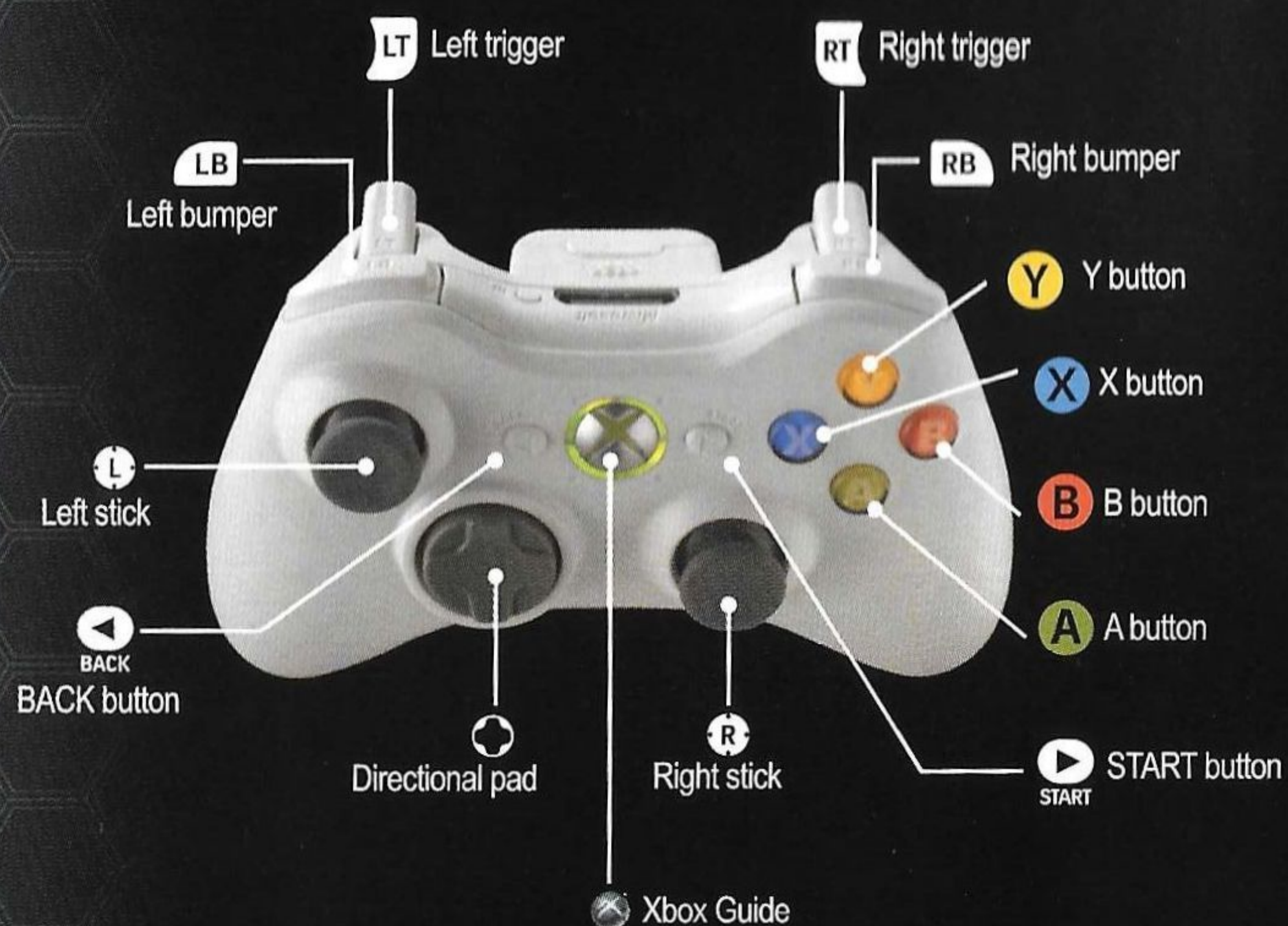If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ZOIDS ASSAULT™

TABLE OF CONTENTS

XBOX 360™ CONTROLLER

LT Left trigger
RT Right trigger
LB Left bumper
RB Right bumper
Y Y button
X X button
B B button
A A button
Left stick
BACK BACK button
Directional pad
Right stick
START START button
Xbox Guide

	INTERMISSION	BATTLE
◯ Directional pad	Move the cursor	Scroll the turn order list
Left stick	Move the cursor	Move the cursor, select a command
Right stick	Unused	Move the camera
A button	Confirm	Confirm
B button	Cancel	Cancel
Y button	Unused	View a Zoid's stats
X button	Unused	Unused
LT Left trigger	Switch between Zoids	Highlight the Zoid to act last
RT Right trigger	Switch between Zoids	Highlight the Zoid to act last
LB Left bumper	Switch between menus	Rotate a Zoid counterclockwise
RB Right bumper	Switch between menus	Rotate a Zoid clockwise
START button	Unused	Display the System Menu
BACK button	Unused	Unused

TITLE SCREEN

An introductory movie will play when starting the game. This movie can be skipped by pressing the
START button. When the movie has ended, you will be taken to the Title Screen.
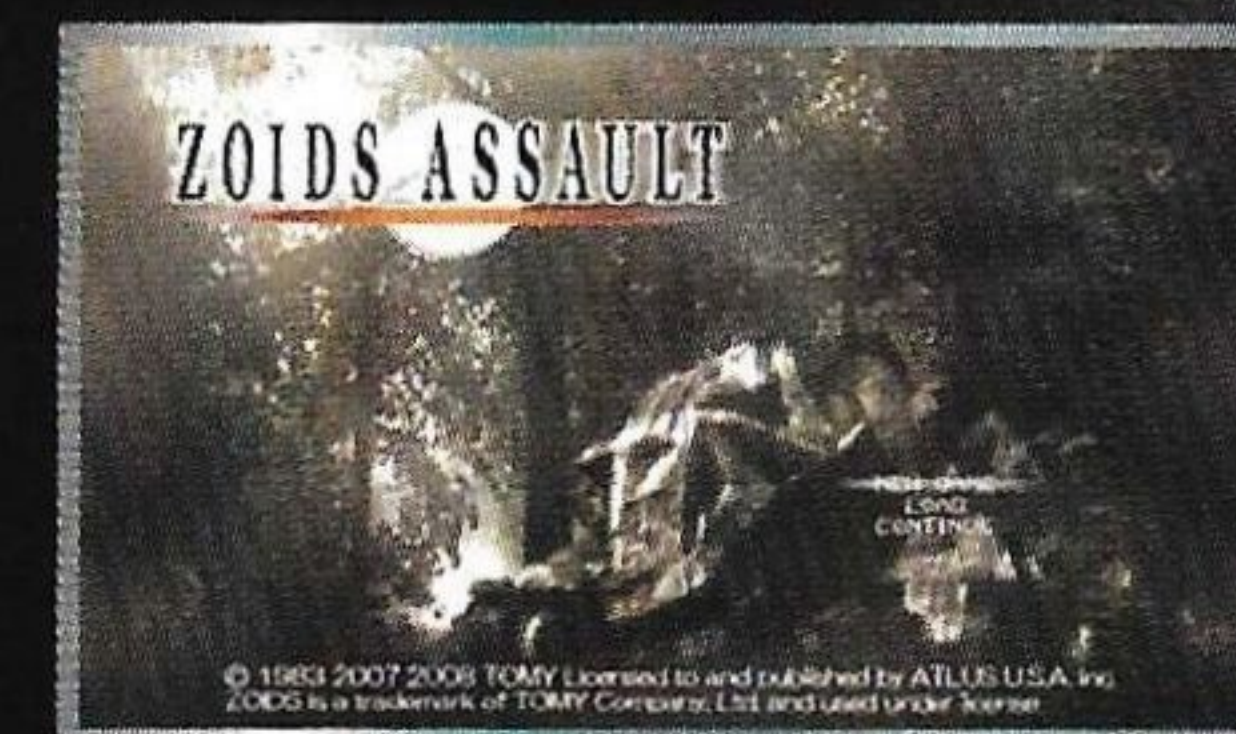
Title Menu

NEW GAME
Start a new game from the beginning.

LOAD
Load save data and continue the game from where you left off.

CONTINUE
If you leave a mission before finishing it, you may create a quicksave. Use this option to load your quicksave data. After loading a quicksave, the data will be permanently deleted.
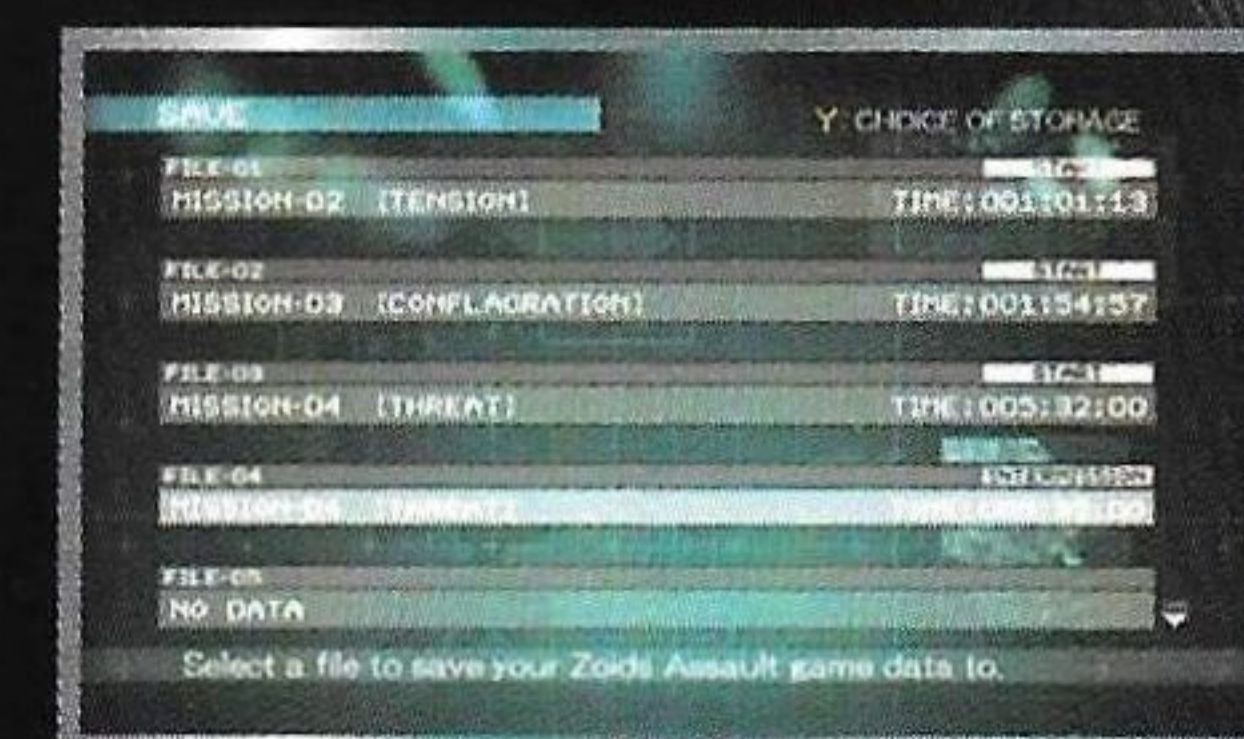
Game Data

SAVING
To save, you will need at least 428KB of free space on the Xbox 360 Hard Drive or an Xbox 360 Memory Unit. You may create 15 save files and 1 quicksave.

LOADING
When loading save data, you will have the option to select a different storage device by using the Y button.

INTERMISSION

The Intermission allows you to save or load game data and to prepare for the upcoming battle.

BRIEFING:
Replay the mission details and objectives.

UNITS:
STATS (p.6-7)   >> View the stats of your units.
EQUIPMENT (p.8) >> Change your Zoids' equipment and paint schemes.
SKILLS (p.9)   >> Change your pilots' skills.
DATA DISCS (p.9) >> View the data discs you have collected.

SYSTEM:
SAVE   >> Save your current game data.
LOAD   >> Load previous game data.
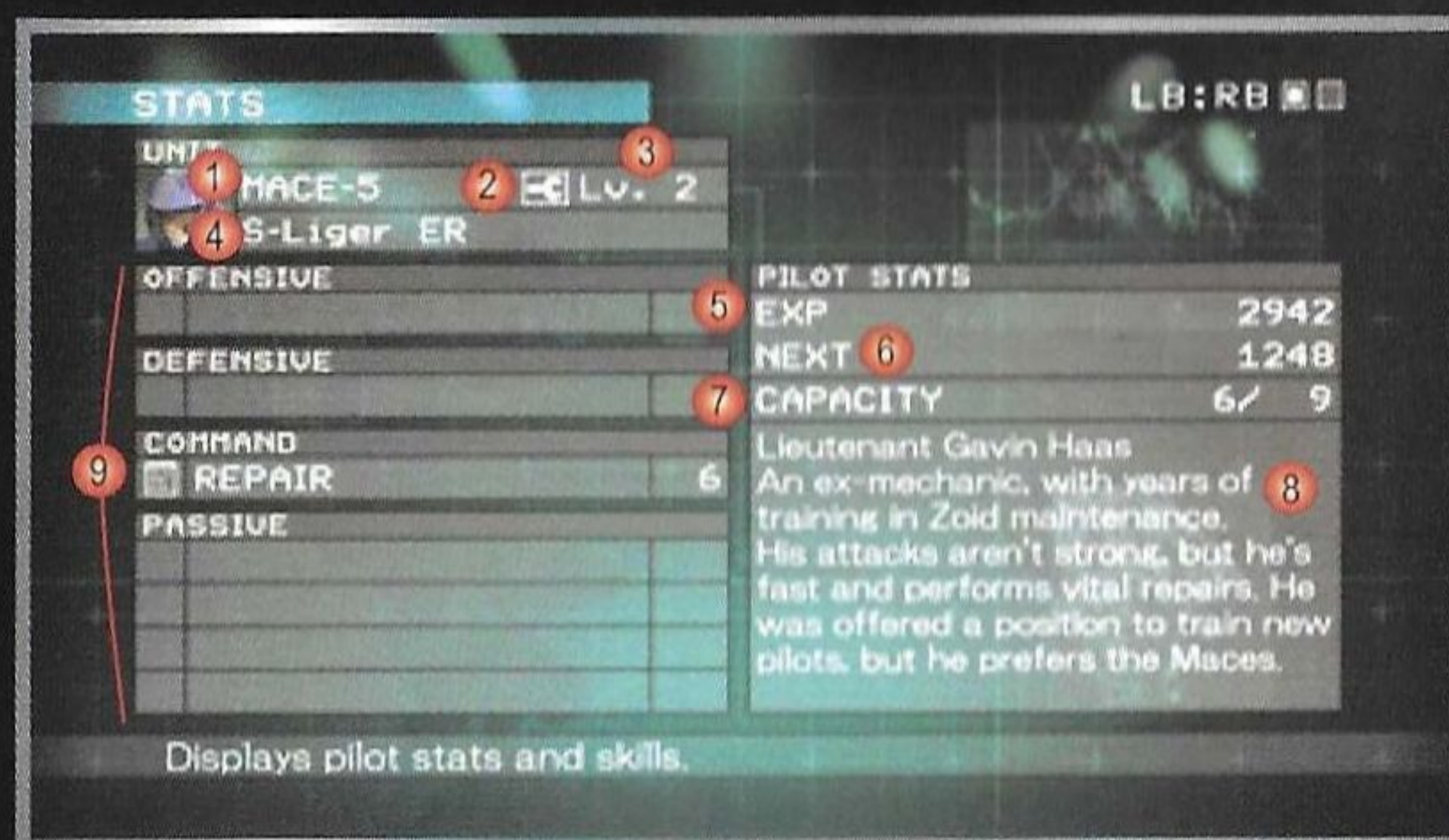RETURN TO TITLE >> Return to the Title Screen without saving.

START MISSION:
End the Intermission and head out for combat.

Selecting "STATS" will display information about the selected pilot. Use the bumpers to view information on that pilot's Zoid. To switch pilots, use the triggers.

```
STATS                                    LB:RB ▣▢
UNIT
①⌐MACE-5      ②◀▤ LV. 2 ③
④◀S-Liger ER
OFFENSIVE                PILOT STATS
                         ⑤ EXP              2942
DEFENSIVE                NEXT ⑥            1248
                         ⑦ CAPACITY         6/  9
COMMAND
⑨ ▣ REPAIR           6   Lieutenant Gavin Haas
PASSIVE                  An ex-mechanic, with years of ⑧
                         training in Zoid maintenance.
                         His attacks aren't strong, but he's
                         fast and performs vital repairs. He
                         was offered a position to train new
                         pilots, but he prefers the Maces.
        Displays pilot stats and skills.
```

As a pilot gains EXP, he will gain levels. Gaining levels will increase your units' effectiveness in combat and their capacity to install new skills.

① CALL SIGN: Pilot's designation in Mace Squad.

② SPECIALIZATION: Pilot's primary training emphasis.

③ LEVEL: Pilot's current level.

④ VEHICLE: Type of Zoid the pilot uses.

⑤ EXP: Total EXP the pilot has gained.

⑥ NEXT: EXP needed to level up.

⑦ CAPACITY: Capacity for installing skills.

⑧ BACKGROUND: Information about the pilot.

⑨ SKILLS: A list of the skills currently being used.

There are three types of pilot specializations. Not all skills and equipment are available to each specialization.

STRIKER ▶ Expert at close- to mid-range combat.

GUNNER ▮▶ Expert at long-range combat.

ENGINEER 🔧 Expert at performing repairs in battle but with a more limited weapons training.

```
STATS              LT:RT ▣▢▢▢▢    LB:RB ▣▢
UNIT
    ⌐MACE-1    ▶ LV. 4
    S-Liger ST
  WEAPON                   ARMOR
① ▬ AU MAGARA             ▬ M-ARMOR RH100 ②
  WEAPON CLASS       ▶     HIT POINTS        250
  POWER             253    DEFENSE            18
  HIT RATE           77    IMPACT RESIST       8
  RANGE             1~3    ZOID STATS
  SCAN                8    HIT POINTS       2350
                           OFFENSE           120 ④
                           DEFENSE           133
  PAINT                    ACCURACY          120
③ ▮▬ SL-MAROLL            SCAN               40
                           MOBILITY           25
                           MOVEMENT            3
        Displays Zoid stats and equipped parts.
```

① Weapon

WEAPON CLASS: The type of weapon.

POWER: The weapon's firepower.

HIT RATE: The weapon's accuracy.

RANGE: The weapon's firing radius.

SCAN: The weapon's ability to perform support attacks.

② Armor

HIT POINTS: The durability of your armor (adds to your HP in combat).

DEFENSE: The defense of your armor.

IMPACT RESIST: The armor's ability to resist impact.

③ Paint

A vehicle's paint scheme will not only affect its look, but it might affect its stats...

④ Zoid Stats

HIT POINTS: The Zoid's HP (when it reaches 0, the Zoid is out of commission).

OFFENSE: The Zoid's ability to inflict damage.

DEFENSE: The Zoid's ability to resist damage.

ACCURACY: The Zoid's ability to aim at a target.

SCAN: The Zoid's ability to perform support attacks.

MOBILITY: Determines the Zoid's evasion and turn order.

MOVEMENT: The number of cells the Zoid can move.

EQUIPMENT

Selecting "EQUIPMENT" will allow you to customize your Zoids.

Equipment Types

Before combat, each of your vehicles must be equipped with a weapon, armor, and a paint scheme. Some paint schemes can affect a vehicle's usefulness in battle.

*Each pilot has a different selection of equipment available for his vehicle.

Weapons

MACHINE GUN		STRIKERS & ENGINEERS Great scan and accuracy statistics.
GRENADE		STRIKERS & ENGINEERS Able to destroy an enemy Zoid's armor.
SHOTGUN		STRIKERS Damage relies on how close you are to the enemy.
RIFLE		GUNNERS High accuracy and distance but decreased movement.
CANNON		GUNNERS Able to destroy the enemy Zoid's armor.
MISSILE		GUNNERS Cannot attack up close but can shoot over obstacles.
PILE BUNKER		STRIKERS Massive damage but a very small range.

Armor

LIGHT ARMOR		Low defense and HP but high mobility and movement.
MEDIUM ARMOR		Balanced armor.
HEAVY ARMOR		High defense and HP but low mobility and movement.

SKILLS

Selecting "SKILLS" will allow your pilots to install new skills on their vehicle. As pilots level up, they will learn new skills and increase their capacity to equip more skills at a time.
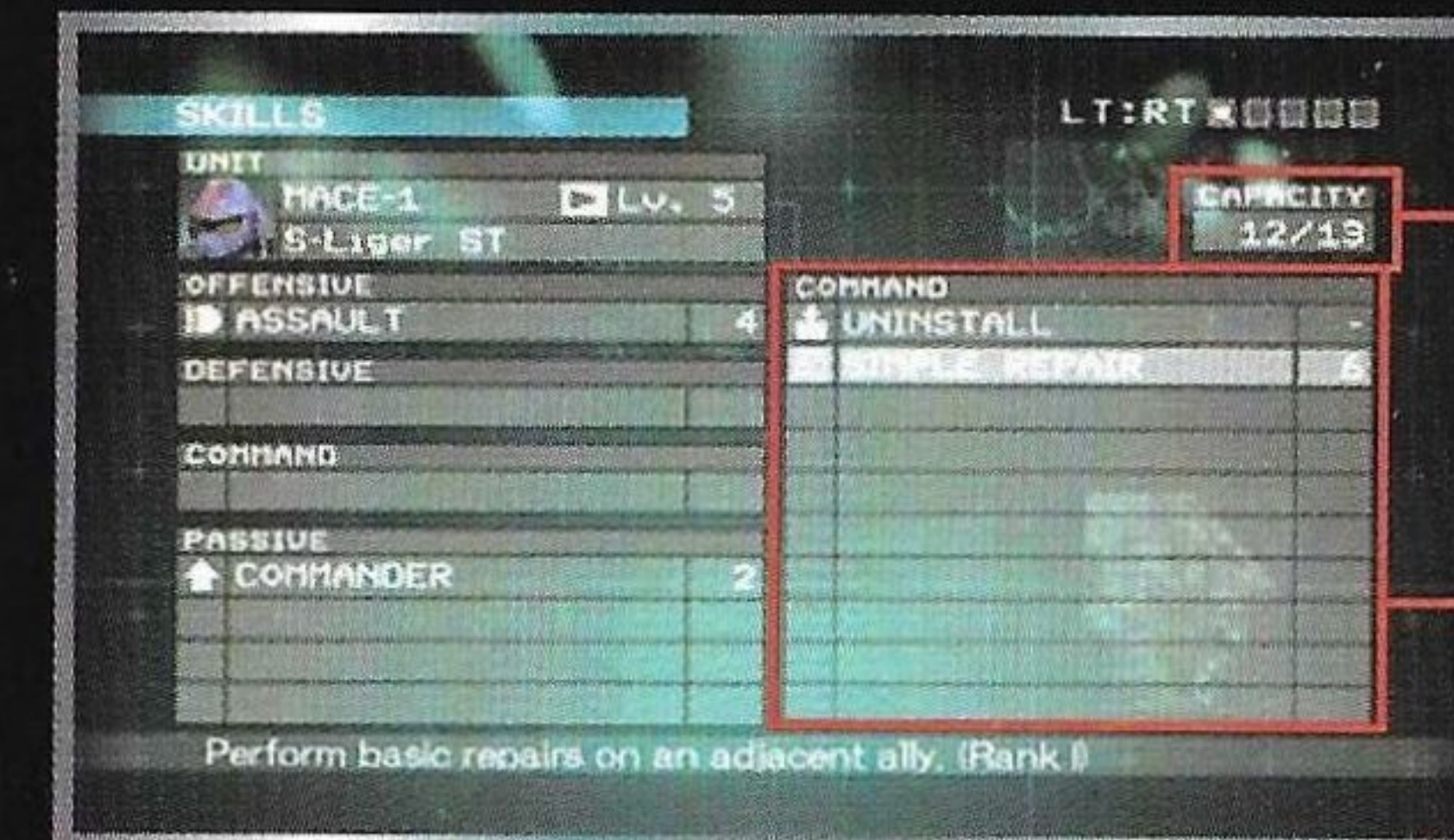
Capacity — Skill List

Types of Skills

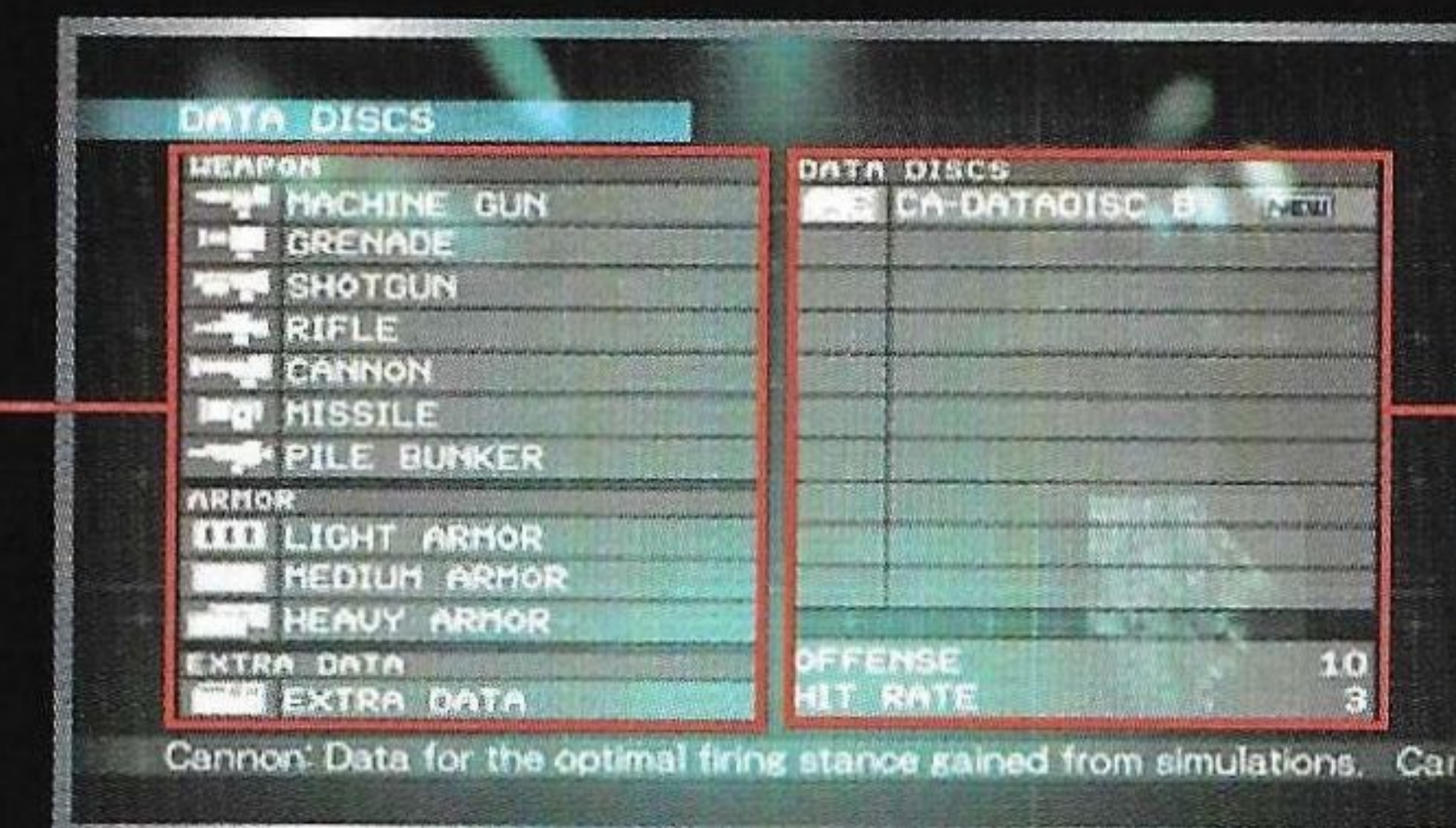OFFENSIVE: These skills affect a Zoid's attacks.
DEFENSIVE: These skills affect a Zoid's defenses.
COMMAND: These skills are able to be used in combat.
PASSIVE: These skills give stat increases and similar bonuses.

*Only one of each of these skills may be installed at a time, except for passive skills. You may equip up to four passive skills.

DATA DISCS

Category — Data Disc List

Selecting "DATA DISCS" allows you to view the discs you have obtained throughout the game.

These discs contain useful combat data, increasing the effectiveness of your Zoids and equipment. There is no need to equip these discs. Your vehicles will automatically gain the benefits just by having the discs in your inventory.

Some data discs contain secret passwords. If you discover one of these, enter the password at www.atlus.com/zoids to view top secret information.

Interface

Select a target to attack.

① Active Unit

Information about the unit currently taking action:

- Type of Unit (FRIEND, ENEMY, or OTHER)
- Unit call sign and level
- Vehicle type
- Current HP
- Weapon stats

② Selected Unit

Information about the unit currently highlighted by the cursor. Press the ⓨ button to view further information on this unit.

③ Turn Counter

The number of turns that have elapsed so far during this mission.

④ Order Display

The order in which units will take action.

⑤ Radar Display

A map of the area currently being interacted with. Friendly units are blue, enemy units are red, and other units are yellow.

⑥ Offensive Unit's Hit Rate

The active unit's chances of hitting the selected unit.

⑦ Defensive Unit's Hit Rate

The selected unit's chances of landing a counterattack.

⑧ EMP Gauge

A gauge showing your ability to use an EMP attack (more information on p.12).

The Basics

When one of your units becomes active, a blue area will appear, marking the unit's movement radius. Highlight a new cell and press the Ⓐ button to move there. Use the bumpers to rotate the direction your vehicle faces.

The Command Menu

Press the Ⓐ button on the active unit to bring up the Command Menu. This will display a list of all available actions.

ATTACK & COUNTER

When you select "ATTACK," your Zoid's attack radius is displayed in red. Move your cursor to an enemy unit and press the Ⓐ button to begin the attack. When attacked, units have the option of making a counterattack. If one of your Zoids is being attacked by an enemy who is within firing range, you will be given the option of selecting "COUNTER."

More Commands

EMP

The "EMP" command allows your Zoid to attack all enemy units within range. In addition, it jams all enemy units' sensors, so there is no chance for any of them to counterattack this turn.

Disable the enemy scan systems, allowing an undefended attack.

The EMP Gauge

The gauge in the upper-right of the screen displays useful information about using EMP attacks. For every one-third of the gauge that fills up, you will gain 1 EMP (max: 3). The gauge is shared by all members of Mace Squad, and as your units attack or take damage, the EMP Gauge will fill. Every time a unit makes an EMP attack the gauge decreases by 1 bar.

END TURN

Use this command to end a Zoid's turn.

The following actions are accessible by installing certain command skills.

DISTRACT

Temporarily divert the enemy's attention with a decoy shot.

STUN

Decrease an enemy unit's movement by 2.

A-D SCAN

Perform an all-directional scan around the unit, allowing it to be a part of support attacks without facing the enemy.

ANALYZE

Increase the EMP Gauge by examining the enemies' scan signals.

OVERDRIVE

Assume an offensive stance for one turn, increasing attack but lowering defense.

DEFENSE

Assume a defensive stance for one turn, lowering attack but increasing defense.

REPAIR

Restore HP to a friendly unit within range. If you install the First Aid skill on a unit, adjacent units will be automatically repaired.

HASTE

Reduce a unit's wait time between turns by 50%.

AREA ATTACK

Create a large explosion, hitting all enemy units in the area.
*This command requires either a cannon or missile weapon.

The Attack Screen

When one of your units or an enemy unit makes an attack, the display will change. It is in this screen that the actual attacks and counterattacks are performed. Press ⏩ to skip these scenes.

Possible Outcomes

| HIT	The attack was successful.
GLANCING HIT	The damage was reduced by 50%.
ARMOR DESTROYED	The attack destroyed that unit's armor. During support attacks, the unit's defense will be reduced by 50%.
EVADE	The attack was evaded by the target.
MISS	The attack has missed.

Danger Alert

This message will be display whenever either the attacking or defending unit has less than 25% of its HP remaining.

EMP Alert

This message will be displayed when an EMP attack is being used.
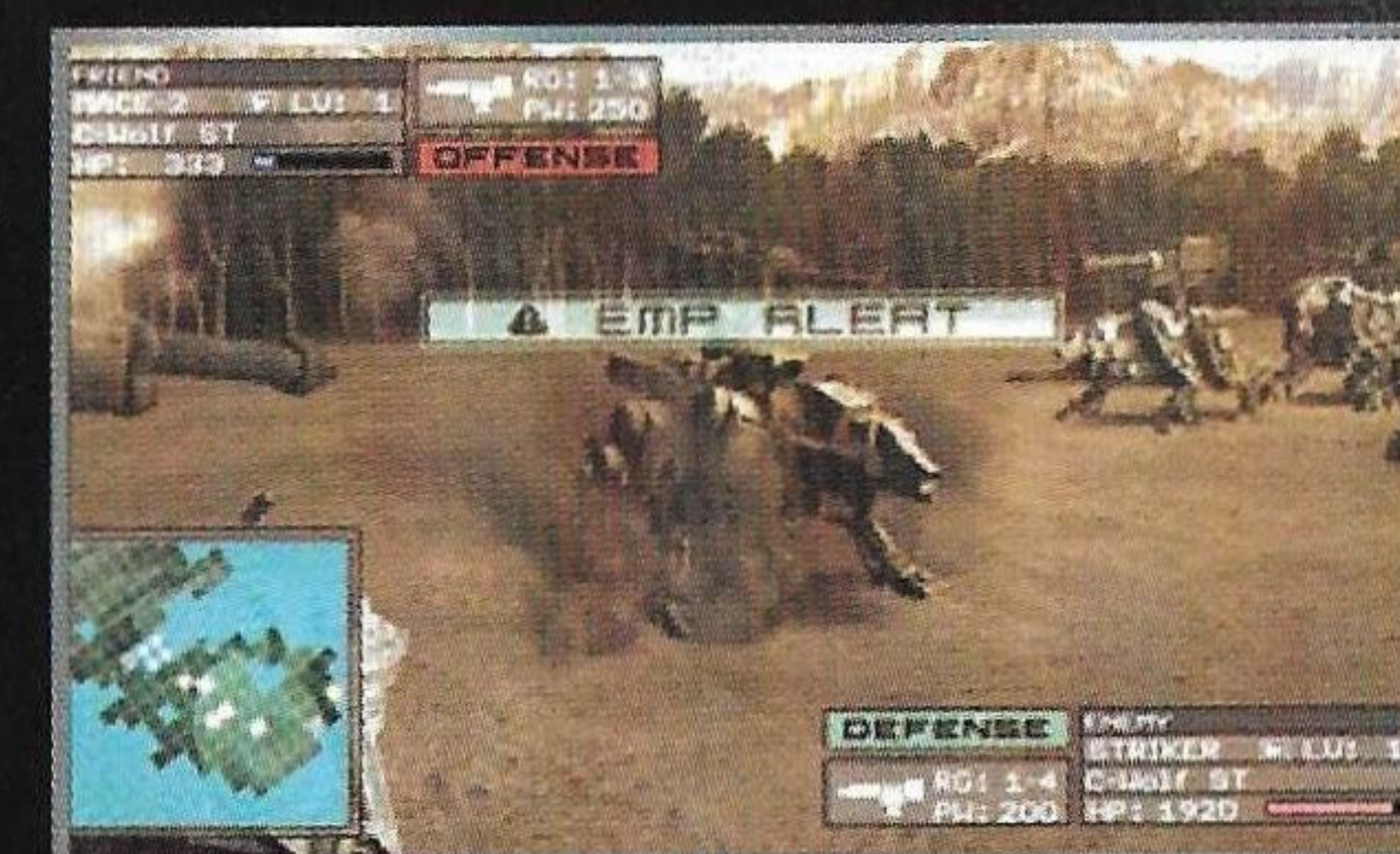
Skills

The offensive and defensive skills installed on your party's vehicles will trigger randomly while attacking or defending. A message will be displayed whenever a skill is triggered.

Results Screen

A results screen will be displayed at the end of battle showing the amount of experience your units have gained, as well as any items you obtained by completing the mission.
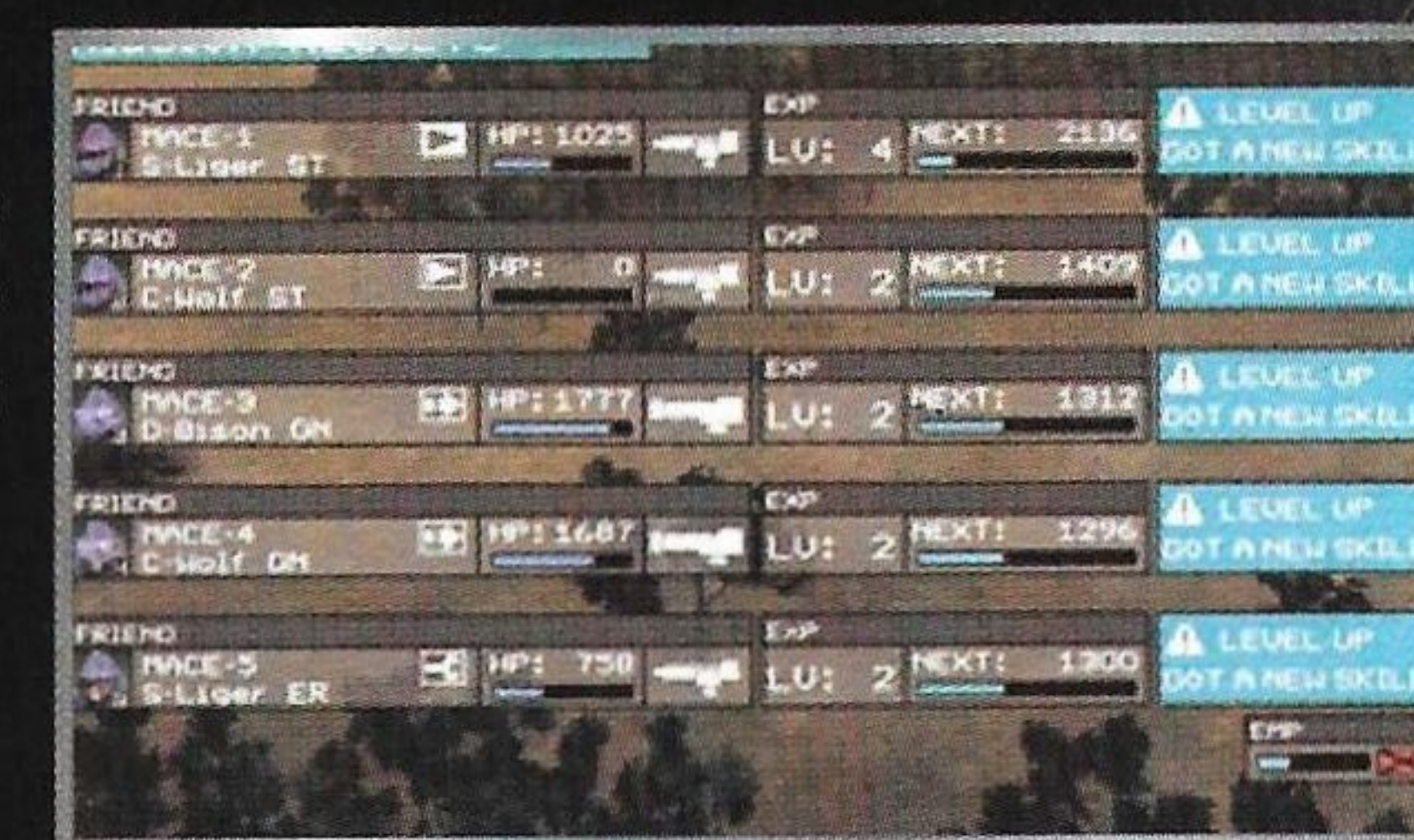
Support Attacks

Scanning the Enemy

A small gauge and a number will appear when an enemy is within the attack radius of one of your units. These are known as the Scan Gauge and the Support Count, and they provide necessary information on support attacks.

Scan Gauge

The Scan Gauge next to an enemy will fill based on how many of your units are facing that enemy. As the Scan Gauge fills, your units' damage and accuracy against that target will increase. It will also increase the chance of obtaining rare items after defeating an enemy unit.

Support Count (SC)

The Support Count notes how many allies will assist the active unit when making an attack that turn. Therefore, a "0" next to the enemy means no allies will make a support attack. However, a "2" means that after the active unit attacks, the two other allies within range will also fire at that unit. The Support Count will increase by 1 for every one-third of the Scan Gauge that fills up (max: 3).


* Naturally, only units within firing range of the target can make a support attack.
* Your own units will have a Scan Gauge and a Support Count number next to them, as well. Pay close attention to these numbers and the positions of your units because the enemy can also perform support attacks...

SYSTEM MENU

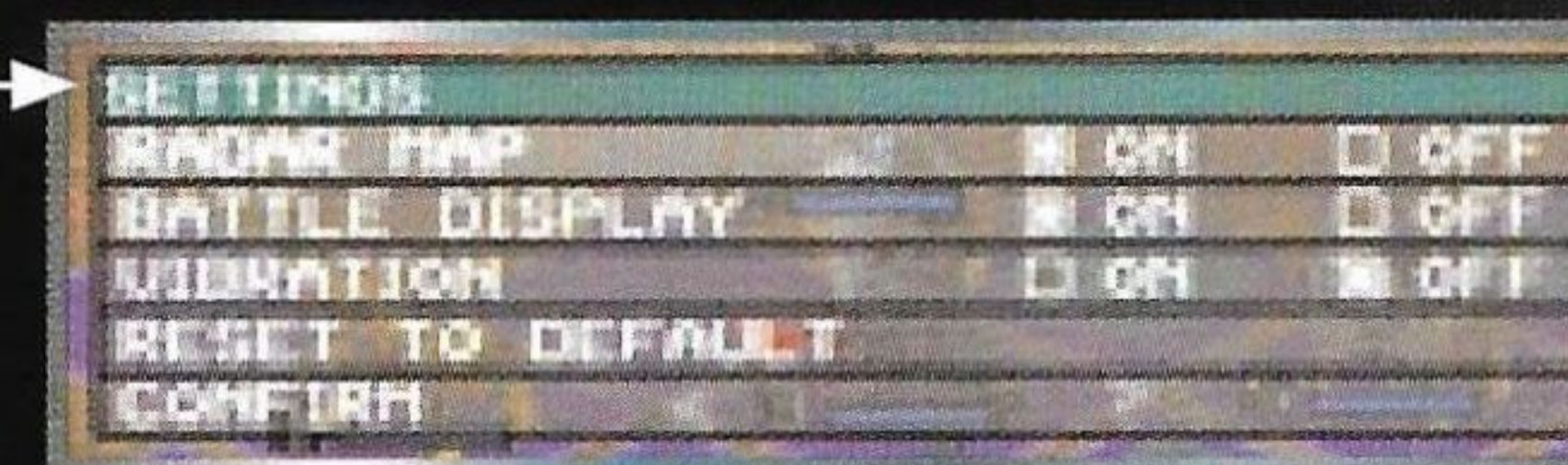When you press the ▶ button during battle, the System Menu will be displayed.
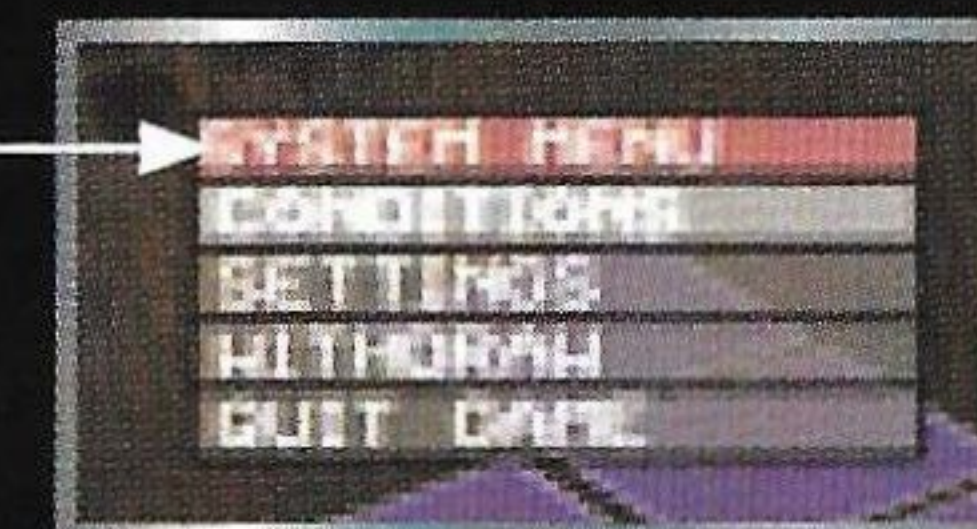
CONDITIONS: View the conditions for victory and defeat.

SETTINGS: Reconfigure the game options.

WITHDRAW: Return to the Intermission with any EXP and items you have obtained.

QUIT GAME: Create a quicksave and return to the Title Screen.

Settings

RADAR MAP: Turn the radar map on or off.

BATTLE DISPLAY: Turns the unit information windows at the attack screen on or off.

VIBRATION: Turn the vibration for your controller on or off.

RESET TO DEFAULT: Return all settings to their default state.

CONFIRM: Accept these changes and return to battle.

The Three Year War

The Republic of Helic and the Guylos Empire engaged in the largest war to be seen in centuries. It did not take long before every nation found itself dragged into the middle of the bloodshed. In the end, the Republic of Helic and its allies emerged victorious. However, this did not put an end to years of animosity and mistrust...

The Republic of Maroll   *Allies with the Republic of Helic*

During the massive war between Helic and the Guylos Empire, Maroll tried to remain neutral. Therefore, when the neighboring nation of Jamil mobilized, they were able to seize large amounts of Maroll territory. Maroll's counter-offensive was swift and devastating, and because of Maroll's superior technology, Jamil's casualties were immense. After the cease-fire was called, residents of Maroll harbored feelings of guilt over the atrocities they inflicted on Jamil during the war.

The Nation of Jamil   *Allies with the Guylos Empire*

The war left Jamil practically in ruins. Even a decade after the cease-fire was declared, Jamil has been unable to rebuild their nation. The country has never fully recovered from Maroll's brutal attacks.

Year	Month	
960	Jul	The Guylos Empire declares itself the World Hegemony.
961	Feb	The Guylos Empire declines Helic's Liberal Democratic Party's diplomatic relations.
	- - -	Helic's Liberal Democratic Party is invaded by the Guylos Empire.
	- - -	The nation of Jamil begins its attacks on the Republic of Maroll.
	Jun	The Republic of Maroll declares war on Jamil.
	Oct	Maroll commences its counter-offensive against Jamil.
962	May	Jamil attempts one final ground invasion into Maroll.
	Dec	Maroll's forces push the last of Jamil's army out of Maroll.
963	Apr	Maroll initiates its largest bombing strike of the war.
	Nov	Jamil's Special Marines unit is annihilated.
	Dec	The Guylos Empire offers a cease-fire but is rejected.
964	Mar	Maroll's forces bomb Bezun, the capital of Jamil, nearly destroying the entire city.
	May	Helic invades the Guylos Empire.
	Jun	The Guylos Empire enacts the successful retreat tactic "Far Bridge."
	- - -	Maroll invades the Guylos Empire.
	Jul	The Guylos Empire fights against the Republic of Maroll and its allies.
	Aug	The Guylos Empire surrenders.
	- - -	Maroll and Jamil agree to a cease-fire.
	Nov	The Worldwide Council of Nations begins trials for war crimes.
965	Jan	Jamil's Chairman Conrad Mournovich is found not guilty of violations to the customs of war.
969	Aug	Maroll begins sending food and medical supplies to Jamil.
970	Apr	Secretary Ivan D. Stanhope of Maroll visits Jamil on a goodwill mission. Upon returning, he lobbies to increase economic aid to the struggling country.
	Jul	Jamil government secretly begins work on the Deathsaurer cannon.
	Oct	At Secretary Stanhope's urging, the Republic of Maroll increases its economic support to Jamil.
971	Feb	Famed Jamil scientist Dr. Reeve Van Clift passes away.
	Mar	Maroll's presidential elections begin. Ivan D. Stanhope is elected President of Maroll.
	- - -	Karl Stanhope, father of Ivan and Rafer Stanhope, passes away.
	Apr	After increasing economic aid to Jamil and resuming the peace talks, Maroll's President Stanhope receives international praise. The Senate votes to increase the presidential term to 9 years.
973	May	Maroll and Jamil resume normalization talks once again, following disputes over economic aid.
974	Feb	Helic and the Guylos Empire agree to the terms of the surrender.
	Aug	Maroll gives Jamil the funds and technology to construct an antimatter reactor to rejuvenate Jamil's declining economy.
974	Dec 12th	Maroll's Zao Base is destroyed in an unexplained accident.
	Dec 17th	Operation "Dancing Ladybird" commences.
	Dec 21st	Maroll's Ramtower Ward is also mysteriously destroyed.
	Dec 23rd	Sergeant Jessica Lambert returns to Maroll.
	Dec 29th	Maroll's National Defense Council convenes.

Zoid

(Zoological Operational Interface Drive)
Zoids were first created in the Republic of Helic, to be a stronger and more versatile form of military vehicle. They were originally used to transport soldiers, but they soon became the primary offensive unit on the battlefield.

◇ **C-Wolf**
An easily-customized Zoid used all over the world. Its low production cost and balanced combat capabilities make it a popular model, albeit not the most durable.

◇ **D-Bison**
Maroll's 3rd-generation gunner Zoid. It has a high accuracy and firepower and is designed to carry far-range weapons.

◇ **R-Horn**
Jamil's 3rd-generation gunner Zoid. Its impenetrable armor is designed to withstand the D-Bison's attacks.

◇ **S-Liger**
Maroll's most reliable offensive Zoid model. It is slower than the C-Wolf model, but its damage output is much higher.

◇ **S-Tiger**
Jamil's cheaper alternative to the S-Liger. What this model lacks in military strength is generally supplemented with mass-production and ambush tactics.

Gustav

Gustavs are fast-moving, defensive vehicles. They were designed to be the safest and most efficient vehicle for transporting soldiers and other personnel during wartime.

Arem-3

The Arem-3 is an old military weather satellite launched by Maroll in the early 940s. Its positioning mechanisms were revolutionary at the time, but it has now been rendered obsolete. It has been nicknamed the "OLDSTAR" because of this.

Exeter Project

The Exeter Project is the codename used by Jamil for the construction of a top secret facility. All information related to this project has been deemed classified.

Life Signal Chip (LSC)

LSCs are subcutaneous microchips implanted near the patient's carotid artery. These chips constantly measure the host's heart rate and vital signs and transmit the data via satellite signal. During the war, Maroll forced all Zoid pilots to have an LSC implanted in them, and their health and location were monitored at the Elgram Satellite Control Center.

Xbox LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Paint Schemes

In addition to the paint schemes provided with the game, Zoids Assault features a number of additional schemes available for download over Xbox LIVE.

Also, players can view additional records and reports pertinent to the storyline by visiting www.atlus.com/zoids. Some of the more sensitive content requires clearance passwords earned in-game by collecting data discs (see p.9 for more details).

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