



SQUARE ENIX.

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XBOX 360

FRONT MISSION EVOLVED



SQUARE ENIX.



WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

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.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

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STARTING THE GAME

TITLE SCREEN

Press  to enter the main menu.



MAIN MENU



CAMPAIGN

Take on the FRONT MISSION EVOLVED™ story as Dylan Ramsey, a young engineer piloting an experimental wanzer as he attempts to unravel the conspiracy behind a devastating attack on the Percival orbital elevator.

NEW GAME

Start a new campaign.

RESUME MISSION (With available save data)

Continue your current campaign.

ACT SELECT

Play any mission you have previously completed.

CUSTOMIZATION

Customize your wanzer's weapons and appearance (See page 14).

INTEL CENTER

View your progress in completing various optional objectives in the campaign.

MULTIPLAYER

Play with and against other wanzer pilots around the world in various game types over Xbox LIVE (See page 21 for more information on the MULTIPLAYER section of the game).

OPTIONS

Adjust or change various options including control settings, audio, and video settings.

GAME OPTIONS: Adjust game difficulty.

CHANGE CONTROLS: Adjust aiming sensitivity, aiming inversion, and other control layouts.

AUDIO OPTIONS: Adjust volume levels for music, SFX, and dialogue.

VIDEO OPTIONS: Adjust brightness and subtitles.

CREDITS: View the game credits.

Xbox LIVE Marketplace

View downloadable content for FRONT MISSION EVOLVED™.

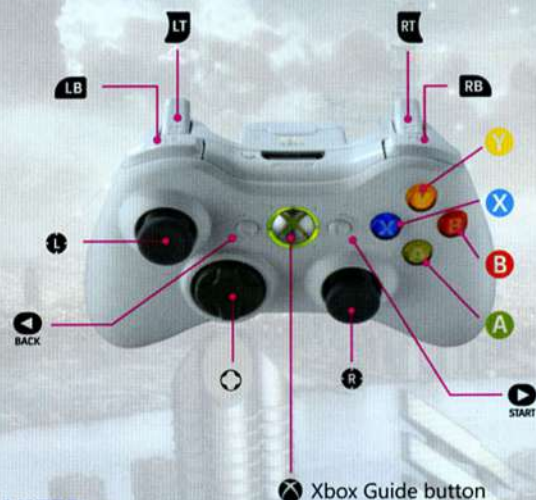
SAVING DATA



When entering the main menu if not signed into a Xbox 360® gamer profile you will be requested to select a profile to use for saving your data. Save data will require 144KB of free space on either the Xbox 360 Hard Drive or Xbox 360 Memory Unit. Save data cannot be created or loaded unless a profile is selected. If a profile already contains data for FRONT MISSION EVOLVED™ select that profile to continue your game.

CONTROLS

XBOX 360 CONTROLLER



WANZER

- N/A
- Pause game
- Fire left hand weapon
- Fire right hand weapon
- Fire left shoulder weapon
- Fire right shoulder weapon
- Move wanzer
- Toggle skate mode
- Move camera/aim
- Toggle Precision Aiming Mode
- N/A
- Jump, press **A** again while in the air to hover*, press a third time to quickly descend
- Use backpack
- Dodge
- Toggle E.D.G.E. mode.

*Requires Agility Backpack

HUMAN

- N/A
- Pause game
- Hold for Precision Aiming Mode
- Fire weapon
- N/A
- Throw grenade
- Move character
- Hold to sprint
- Move camera
- Melee
- N/A
- Dive roll
- Toggle crouch/stand
- Reload weapon
- Press to swap weapons; or pick up weapons and interact contextually

MULTIPLAYER MODE

The buttons detailed below have different uses in Multiplayer modes.

- View current game statistics
- E.D.G.E. mode not available

The Year is 2171

Countless wars have inflated the military might of the world's governments with stronger and faster weaponry. Battlefields are now overrun with giant walking tanks called "wanzers," which have the destructive firepower of an entire tank battalion.

The recent construction of orbital elevators by the major governments has further heightened tensions. Equipped with offensive capabilities and supported with immense satellite networks, no movement goes unnoticed. In this age of war, the constant border skirmishes threaten to escalate into another major global conflict.

When an attack on the Percival orbital elevator puts Dylan Ramsey's father in danger, it's up to the young engineer to power up his prototype wanzer and head into the fray. With the experimental E.D.G.E. system and a little help from the U.C.S. Army, Dylan hopes to rescue his father and stop the invasion.

CHARACTERS



Dylan Ramsey

Age: 23

Bio: The only son of the renowned software architect Dr. Alan Ramsey, Dylan is a freshman engineer at Diable Avionics. His cheerful demeanor belies his cunning as a mechanic and a wanzer pilot.



Adela Seawell

Age: 24

Bio: A by-the-book wanzer pilot for the U.C.S.'s 72nd Mobile Company. Adela is the ideal soldier, always putting the mission before herself.



Russell Hamilton

Age: 32

Bio: Captain of the 72nd Mobile Company. His jovial nature keeps his squad at ease, but when the action heats up Russell hardens into a battle-worthy leader.



Godwin Mosley

Age: 56

Bio: One of the U.C.S.'s most highly esteemed generals, his enemies know him as "Godwin the Unbeaten." Despite his renown, Godwin has been stationed in a trivial post at Fort Monus due to his heavy criticism of the U.C.S. Army's incompetence.



Marcus Seligman

Age: 38

Bio: Marcus is the leader of a dangerous mercenary group most commonly hired by the O.C.U. He sees war as nothing more than a business opportunity.



Cornelius Werner

Age: 32

Bio: Ex-U.C.S. wanzer pilot who becomes the leader of a mysterious splinter group. Werner is ruthless and sadistic, often known to smile as he torments his opponents with their personal demons.

GAME SCREEN

WANZER



1. Reticule - Displays direction of fire. Reticule changes when target enemy is hit.
2. Weapon Readout - Displays the type of weapon equipped in the hand or on the shoulder and the ammunition remaining.
3. Radar - Displays enemy and ally positions and location of nearby objectives.
4. Health Meter - Displays the armor value of each of the four wanzer parts. When the torso armor is completely depleted, the wanzer will be destroyed.
5. Energy Bar - Details current energy level and shows energy consumption while skating or using backpack abilities.
6. E.D.G.E. Meter - Details amount of E.D.G.E. stored and amount of E.D.G.E. consumed during E.D.G.E. mode.
7. Enemy Health Meter - Displays the current armor value of the enemy unit.
8. Battle Skill - Displays active battle skill. Timer bar denotes remaining activation for skill.



LOCK-ON - When an enemy has acquired a missile lock on your wanzer, you will be prompted with a display indicating the imminent danger.

HUMAN



1. Reticule - Displays direction of fire. Reticule changes when target enemy is hit.
2. Weapon Readout - Displays the type of weapon equipped and the amount of ammunition remaining.
3. Grenades - When throwing a grenade, an arc will show you the projected range of your throw.
4. Radar - Displays enemy and ally positions and location of nearby objectives.
5. Health Meter - Displays the current health of Dylan.
6. Damage Indicator - Displays the direction from which an enemy unit is attacking you.
7. Enemy Health Meter - Displays the current health of the enemy unit.

HOW TO PLAY

NAVIGATION



When piloting a wanzer, you control movement with **L** and camera rotation with **R**. A wanzer's leg type will determine its overall navigation style. There are three types of wanzer legs: Bipedal, Quad, and Hover. Bipedal legs offer a good mix of mobility and ability to carry heavy loads. Quad legs offer less mobility, but generate extra power which allows the wanzer to carry heavier weapons and parts. Hover legs are heavy, limiting offensive options, but offer some distinct advantages in terms of mobility.

In addition to standard navigation, wanzers can also skate by clicking **L**. Skating is a high-speed navigation mode, which constantly drains energy. If all energy is used, the wanzer will enter an overheated state where energy will not regenerate for a set amount of time. Equipping the A.G.I.L.I.T.Y. backpack will improve the skating abilities of a wanzer, allowing it to skate in any direction in a strafing manner.

With any wanzer loadout, it is possible to perform a dodge maneuver by moving **L** in the desired direction and pressing **X**.

While fighting on foot, Dylan can perform an evasive roll by pressing **A** or crouch behind cover by pressing **B**. While running, pressing **L** will make Dylan sprint.

COMBAT



A wanzer can carry up to 4 weapons - one in each hand and one on each shoulder. During wanzer combat, shoot enemy wanzers while avoiding incoming fire by either dodging or moving into cover.

A wanzer is comprised of four parts: Torso, Left Arm, Right Arm and Legs. Each of these parts can be individually damaged and when enough damage is sustained to a part, it will be destroyed.

Destruction of a wanzer's arm will greatly reduce the accuracy of any weapon equipped on that arm. If the wanzer's legs are destroyed its mobility will suffer. Destruction of the wanzer's torso will result in the entire system shutting down.

Damage to your torso will repair itself if no damage is taken for a period of time, but any damage to your arms or legs will have to be repaired with a repair pickup or by using a Repair backpack.

DAMAGE SCREEN



As you take damage, your damage meter in the lower left will deplete. If a part is destroyed, it will appear empty with a red outline.

PICKUPS

Pickups are restorative items found on the battlefield near fallen enemies or in hidden locations.

Repair Pickup - Repairs damaged wanzer armor and restores destroyed parts.



Health Pickup - Replenishes health during human gameplay.



Ammo Pickup - Restocks all weapon ammunition for the wanzer.



Energy Pickup - Fully restores the energy of a wanzer.



Emblem Pickup - In each level, there are hidden emblems which will unlock various rewards.



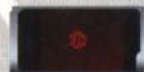
Sensors - Throughout each level there are hidden enemy sensors.



Data Keys - While on foot, look carefully for hidden data keys.



Scrambler - In some missions there are scramblers hidden throughout the area.



E.D.G.E. SYSTEM



Early in the game, Dylan will unlock the potential to activate a powerful defensive system called E.D.G.E. Activating the E.D.G.E. system causes the player's wanzer to enter a state of high performance overdrive, where the pilot can quickly react to and eliminate enemy threats.

E.D.G.E. meter can be built up by dealing damage to enemy units. Once Dylan has filled his E.D.G.E. meter over 25%, he can activate E.D.G.E. mode to slow down nearby enemy units. E.D.G.E. mode will also slow down incoming ballistics, allowing the player to dodge missiles and other projectile attacks. While in E.D.G.E. mode the player will also gain an increase to damage output.

Activating E.D.G.E. when the E.D.G.E. meter is over 75% filled will slow down enemy wanzers to the point of nearly ceasing their movement and the player will deal even greater amounts of damage to their target.

While the player is in E.D.G.E. mode, their E.D.G.E. meter will continually deplete. It is possible to deactivate E.D.G.E. mode at any time in order to conserve your E.D.G.E.



E.D.G.E. mode is not available in Multiplayer.

MONEY



As you progress through FRONT MISSION EVOLVED™ you will earn cash by defeating enemies, completing assignments, and finding valuable cash pickups throughout the game. Cash can be spent to customize and upgrade your wanzer.

CUSTOMIZATION

CUSTOMIZATION MECHANICS

From the Hangar, the player will be able to adjust the loadout of Dylan's wanzers. New parts, weapons, battle skills, and decals will become available throughout the campaign and when various assignments are completed.

When purchasing a new part or weapon, the previously equipped item will be automatically sold back to the vendor and the amount will be deducted from the total cost of the new item. It is highly recommended that you choose new weapons and parts whenever they become available.

Each wanzers part has a weight that is deducted from the Power provided by the wanzers torso. The total Weight of the wanzers cannot exceed its Power. Quad legs, such as the Desmats, and the Power backpack will provide additional Power to create heavier loadouts.

While playing the single player campaign, the player will be limited to a single wanzers loadout. Up to 5 custom wanzers loadouts can be saved for use in the game's Multiplayer mode.

CUSTOMIZATION SCREEN

To navigate the customization screen, use **L** to move the selection cursor under the desired top-level selection. Press **A** to view the submenu for that top-level selection. At the submenu level, press **A** to move to the control panel to adjust the wanzers loadout or press **B** to return to the top-level menu. Press **X** to exit and revert any changes.

PREBUILTS - Choose from a selection of predefined wanzers loadouts.

PARTS - Select or purchase available parts for your wanzers.

WEAPONS - Select or purchase available weapons for your wanzers.

BATTLE SKILLS - Select from available battle skills.

VISUAL - Change the visual style of your wanzers including color, camouflage, glossiness, and decals.

WANZERS



In **FRONT MISSION EVOLVED™** wanzers can be customized to conform to the operational challenges of the mission. Choosing the correct wanzers parts, backpacks, and weapons is paramount to surviving the challenges of tactical combat. Below is a breakdown of options available when customizing a wanzers.

PARTS

A wanzers is measured by the sum of its parts. Selection of the right combination of torso, legs, and arm parts can change the course of a combat situation.



TORSO - Torso parts determine the power and mobility of a wanzers. Selecting a light torso will increase mobility and speed, but limit the wanzers's ability to carry offensive weaponry and absorb damage.



ARMS - Arms carry weapons and determine weapon accuracy. If an arm is completely destroyed, any weapons equipped on that arm will have reduced accuracy.



LEGS - Legs come in three types, Bipedal, Quad, and Hover, each with their own advantages and disadvantages in terms of speed and maneuverability. When a wanzers's legs are destroyed, its navigation and skating speed will be reduced and the energy drained from skating increased.

BACKPACK

All wanzer can equip a single backpack, which will give them access to certain special abilities. Some backpacks that offer special abilities require energy to utilize that ability. A backpack's ability can be activated in the game by pressing **B**.



STORAGE - Storage backpacks increase the amount of ammunition available for all equipped weapons.



POWER - Power backpacks increase the amount of power your wanzer generates, allowing you to carry heavier weapons and parts.



A.G.I.L.I.T.Y. - A.G.I.L.I.T.Y. backpacks enhance the skating abilities of a wanzer and allow it to hover while jumping. There is continuous energy drain while A.G.I.L.I.T.Y. Skating and while hovering.



REPAIR - Repair backpacks allow a wanzer to repair damaged or destroyed parts. They are heavy and require a full energy meter to activate. Repair backpacks will also heal nearby allies.



ANTI-MISSILE - Anti-missile backpacks offer passive resistance to missiles, making it more difficult for enemies to lock on with missiles. Additionally, Anti-missile backpacks can launch flares to disrupt incoming missiles.



EMP - The EMP backpack emits a limited area effect which disables enemy units. EMP backpacks require a full energy meter to activate.

WEAPONS

There are nine different types of weapons available for a wanzer, each with its own tactical advantages and disadvantages. One weapon can be equipped in each hand, as well as on each shoulder, for a maximum of four weapons per loadout.

HANDS



Machine Gun - Machine guns are an effective medium-range weapon. They are relatively lightweight with a large ammunition pool. There are a variety of machine gun types that offer different rates of fire and damage potential.



Shotgun - The shotgun is the short-range powerhouse. With a low rate of fire, high damage, and a wide spread, the shotgun requires little concentrated aiming, but is only effective at short range.



Rifle - Rifles excel at long-range combat. Requiring two hands to wield, rifles deal massive damage with few shots. A high-powered scope allows increased accuracy against distance targets.



Bazooka - Bazookas are the heavyweight damage dealer. Requiring two hands to carry and fire, the bazooka fires explosive rounds that deal massive damage to anything within its explosive radius.



Melee - Melee weapons come in all shapes and sizes. Knuckles, rods, pile bunkers, and shields offer moderate damage capabilities at the risk of short-ranged combat. Shields are also excellent defensive weapons that will protect a wanzer's torso when raised and can be used to bash enemies who get too

close. By equipping a melee weapon in each hand, a wanzer can perform a quick two-hit combo for heavy damage.

SHOULDERS



Missiles - Missiles are effective long-ranged precision weapons. Missiles must first lock on to an enemy target and, once launched, will track the enemy's movement.



Rockets - Rocket launchers fire salvos of powerful explosives that travel in a straight path. Rocket launchers do not require a lock on to fire, but the rockets will not home in on their targets.



Grenade Launcher - Grenade launchers lob numerous grenades to cover a projected area with area-of-effect damage.



Gatling Gun - With a high rate of fire and a tight firing spread, a Gatling gun can apply large amounts of damage over time. This is moderated by a Gatling gun's propensity to overheat with continued use.

BATTLE SKILLS

Battle skills are augments that are attached to weapons to increase effectiveness and provide special attributes. Generic battle skills can be equipped to any weapon type while unique battle skills are specific to a weapon type. Battle skills activate at random when the weapon they are applied to is fired and different battle skills have different chances for activating.

New and higher-ranking battle skills will become available as you progress through the campaign and can be applied to your weapons during customization. As battle skills rank up, their effects become more powerful and they will trigger more often, so it is best to always have the highest rank of any battle skill you are using.

Battle skills are unlocked by progressing through the campaign missions as well as by completing certain assignments, which can be viewed in the Intel Center.

Examples of battle skills:

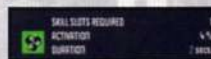
GENERIC SKILLS



Corrosive Shot: Leaves an acidic residue on enemy units, which does damage over time.



Ricochet Shot: Projectiles bounce from initial impact point damaging additional parts on the wanzer.



EMP Blast: The enemy will be temporarily disabled after being damaged by this battle skill.

WEAPON-BASED SKILLS

SHOTGUNS

Long Shot: The spread of the shotgun's blast is reduced for a more precise burst of damage.

RIFLES

Rapid Fire: Temporarily increases the rifle's rate of fire.

SHIELDS

Healing Shield: When a shield with this battle skill active absorbs a hit, a percentage of the damage absorbed is used to repair the wanzer, rather than damage the shield.

MACHINE GUNS and GATLING GUNS

Barrage Shot: Weapons with this battle skill active will fire two projectiles per shot for an increased spread of damage.

MULTIPLAYER

FRONT MISSION EVOLVED™ Multiplayer mode pits your wanzer piloting skills against pilots from around the world.

RANKED MATCH

Play against the general public. In ranked matches you can accumulate XP to increase your rank.

PRIVATE MATCH

Set up a private match and invite your friends.

OPTIONS

Adjust or change various options including control settings and audio and visual settings.

INTEL CENTER

Review your status on Assignments, Commendations, Tours of Duty, and Leaderboards. You can also set your clan tag.

STARTING A MULTIPLAYER MATCH



From the Multiplayer menu, select one of the following:

RANKED MATCH

After selecting Ranked Match, pick the gameplay mode you want to play. You will then be matched with other players with a similar skill level. While in the lobby waiting for the game to begin, you can customize your wanzer. During ranked matches you will accrue XP which will allow you to increase your rank and unlock new parts, weapons, and battle skills.

PRIVATE MATCH

Selecting Private Match creates a new game for which you are the host. Invite friends and adjust the game settings from the lobby. As the host, you decide when the match will begin. Private matches do not count towards ranks or leaderboards.

HOW TO PLAY MULTIPLAYER

DEATHMATCH



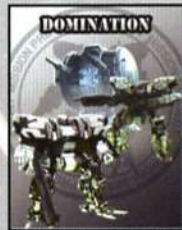
Deathmatch is a free-for-all battle where every wanzur can destroy every other wanzur. There are no teams. The goal is to get the highest kill count.

TEAM DEATHMATCH



Team deathmatch groups pilots into two separate teams. Work together as a team to destroy enemy wanzers and protect your teammates. In team deathmatch, the team with the highest combined kill count wins.

DOMINATION



Domination is a team-based mode where teams fight for control of 3 defensive turrets. Defensive turrets begin neutral, but teams can control them when a wanzur stands near one for a period of time. After a turret has been controlled it will fire on enemy wanzers. Enemy turrets can not be reclaimed, but they can be destroyed. A destroyed turret will respawn after 60 seconds.

For each second that a team controls a turret, that team will accumulate 1 match point. The winner of the Domination match will be the team that reaches the target score first, or the team with the highest match points if time runs out.

SUPREMACY



Supremacy is a team-based mode where teams fight for control of the active control point. There is only one control point active at any time. It will randomly spawn at one of 3 locations and can be controlled by either team by standing inside the highlighted control radius for a period of time. The opposing team can reclaim a control point by destroying nearby enemies and standing inside the control radius themselves.

For each second that a team controls a control point they will accumulate 1 match point. The control point will remain in a location for a total of 60 seconds of "controlled time" - i.e., it will award a total 60 match points; after which it will respawn in another location in a neutral state. The winner of the Supremacy match will be the team that reaches the target score first, or the team with the highest match points if time runs out.

RANK SYSTEM



In ranked matches, you will earn XP points for all kills, assists, repairs, and captures. Winning a ranked match will also result in a match bonus. As you accrue XP, you will be promoted to higher ranks. Rank promotions will often reward you with new parts, weapons, or battle skills.

You can also gain XP for assignments (goals over multiple matches) and commendations (goals in a single match). View the multiplayer Intel Center for details on assignments and commendations.

TOUR OF DUTY



After reaching rank 70, you will have the option to begin a new tour of duty. Beginning a new tour of duty will reset your rank to 1 and reset any weapons, parts or battle skills you have unlocked. You can reacquire these items by progressing up in rank again. You will be awarded with a special decal, which will also display as your rank emblem, when you begin a new tour of duty.

LEADERBOARDS



View the leaderboards to see how you rank against the rest of the world and your friends in kills, wins, and overall score.

Xbox LIVE

Xbox LIVE® is the online game and entertainment service for Xbox 360®. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately)—with KINECT, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to www.xbox.com/live to learn more.

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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

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Limited Warranty

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