
PlayStation
NTSC U/C
PlayStation
front mission 3™
TEEN
CONTENT RATED BY ESRB
SLUS-01011
SQUARESOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

front mission 3™

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In 2020, the **USN** (The United States of the New Continent) emerges after the unification of the Northern and Southern American continents.

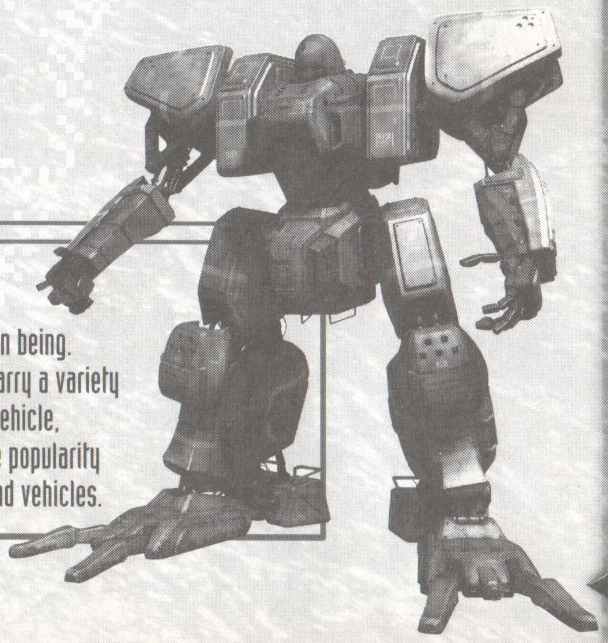
In 2026, Pacific Asian Provinces, including Japan, form the **OCU** (Oceana Community Union).

In 2112, a new nation, the **People's Republic of Da Han Zhong**, is established.

The year is 2112. Kazuki Takemura, a technical school student, is a test pilot for the wanzer manufacturer Kirishima Industries. Kazuki, with his friend Ryogo Kusama, witnesses a large-scale explosion at the Yokosuka base during a routine wanzer delivery. This mysterious explosion pulls the two into a complex worldwide conspiracy.

>WANZER (van'-ser)

A military battle vehicle with movement similar to that of a human being. Because of their mobility on any kind of terrain, their ability to carry a variety of weapons, and their advantage of requiring only one pilot per vehicle, wanzers have been adopted by nations throughout the world. The popularity of the wanzer has decreased the demand for other military ground vehicles.



Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Front Mission 3**™ disc and close the disc cover. Insert one game Controller and turn ON the PlayStation game console. When the Title Screen appears, commands can be selected from the Start Menu below by pressing the directional button UP/DOWN. Select commands by pressing the ⊗ button.



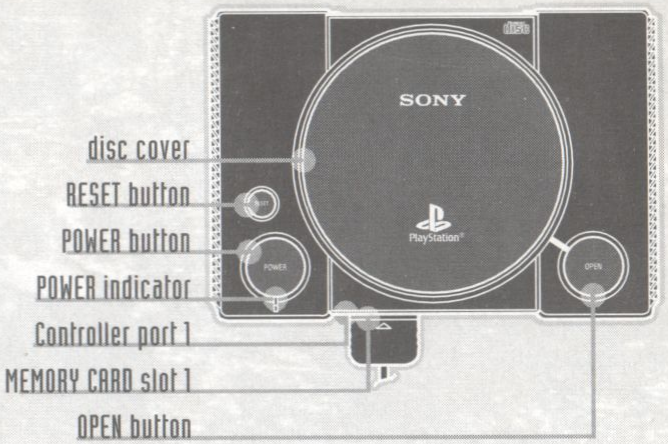
>START MENU

START: Select this option to start a new game. The opening movie will begin. This movie can be skipped by pressing the START button.

LOAD: Select this option to continue the game from a "Save Data." This option opens up the MEMORY CARD Data Screen.

CONTINUE: Select this option to continue playing from "Battle Save" data. The MEMORY CARD Battle Save Screen can be accessed.

CONFIG: Select this option to change the MONO/STEREO audio function and to turn the vibration function ON/OFF.



>SAVING

In Front Mission 3, there are two methods of saving game data: a conventional method to save "Save Data" on the Intermission or Event Screens, and another method to create a "Battle Save" during battle. Insert a MEMORY CARD into MEMORY CARD slot 1 to save. "Save Data" requires 2 blocks, and a "Battle Save" takes up 4 blocks.

Intermission Screen

This screen is displayed after a battle is completed or between story segments. Select ‹Save› from the menu and press the ⊗ button to execute.

Battle Save

Press the START button during battle to access the System window. Choose ‹Battle Save› and press the ⊗ button to execute.

Name Entry

Shortly after the beginning of the game, the Pilot Data Registration Screen will appear. Select letters using the directional button and press the ⊗ button to enter. After entering a name, press the START button to complete the process.



L1 button / R1 button
- Rotate perspective during battle
- Scroll through lists on the Setup Screen
- Change Class defense during battle setup

L2 button / R2 button
- Select ally unit that has not taken action during Player's Phase
- Changes target when selecting an enemy unit if multiple enemies are within attack range
- Changes the character selected in Setup and Upgrade



directional button
- Move the cursor

left analog stick
- Move the cursor (when LED is lit)

SELECT button
- Confirm the location of units hidden behind obstacles on the Strategic Map

ANALOG button
- Turns ON/OFF analog function

NOTE: The ANALOG button only enables or disables the use of the left analog stick and right analog stick. The vibration function can be turned on or off with the <CONFIG> option in the Start Menu

NOTE: Controller and MEMORY CARD can only be used in Controller port 1 and MEMORY CARD slot 1



NOTE:

You may have a Controller that looks like this, if so, please use the corresponding buttons above.

△ button
- Displays the Accuracy of enemy's counterattack when Ally unit's attack Accuracy is displayed during battle
- Opens the Parts Data screen while in Setup Screen
- Opens the Menu window while on the Network Screen

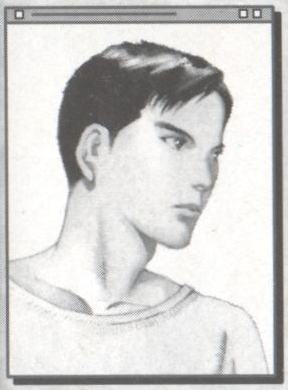
○ button
- Cancel command and return to previous Menu window

✕ button
- Execute commands
- Scroll messages and dialog displayed in windows

□ button
- Choose weapons during battle

right analog stick
- Move the cursor (when LED is lit)

START button
- Open the System Window during battle
- Skip dialogues, messages, events, and CG movies



Kazuki Takemura

Age: 19
Height: 6'
Weight: 165 lbs.
Nationality: Oceana Community Union (OCU) Japan
Occupation: Student of Yokosuka Technical Institute who serves as a test pilot for Kirishima Industries.

Profile: Born in Yokosuka. Father, Isao Takemura, is a JDF colonel. His mother passed away from an illness when he was only 12 years old. Kazuki also has a sister, Alisa, who was adopted by Isao.



Emma Klamsky

Age: 22
Height: 5' 6"
Weight: 121 lbs.
Nationality: United States of New America (USN)
Occupation: Chairman of the USN Military Research Laboratory

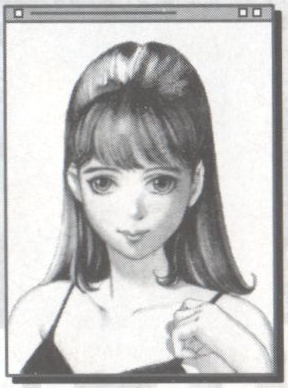
Profile: Came to Japan to investigate the explosion at the Yokosuka JDF base. She appears to be Russian, but no further details are known.



Ryogo Kusama

Age: 19
Height: 5' 8"
Weight: 132 lbs.
Nationality: OCU Japan
Occupation: Student of Yokosuka Technical Institute who serves as a test pilot for Kirishima Industries.

Profile: Friend of Kazuki since junior high school.

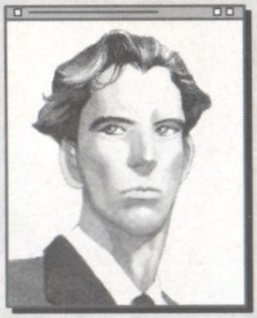


Alisa Takemura

Age: 19
Height: 5' 3"
Weight: 108 lbs.
Nationality: OCU Japan
Occupation: Student at Teihoku University

Profile: Kazuki's sister. Isao Takemura adopted Alisa, the daughter of his deceased friends, when she was 9 years old.

characters



Dennis Vicarth

Age: 35
Height: 5' 11"
Weight: 165 lbs.
Nationality: USN
Occupation: FBI (USN Federal Agency of Intelligence)

Profile: Sent to Japan along with Emma to investigate the accident at the Yokosuka JDF base. Dennis is extremely professional, and work always comes first.



Yun Lai Fa

Age: 17
Height: 5'
Weight: 99 lbs.
Nationality: OCU Singapore
Occupation: "Spender"

Profile: An independent agent who takes any kind of contract job, such as spying or hacking computer systems, for money. She has made a living independently since she was a child. Little else is known about Yun, though it is said that she is an orphan.



Lukav Minaev

Age: 28
Height: 6' 1"
Weight: 172 lbs.
Nationality: USN
Occupation: FBI Agent

Profile: Cool and efficient, Lukav is the superior officer of Dennis.



Hei Fong Liu

Age: 32
Height: 5' 9"
Weight: 176 lbs.
Nationality: People's Republic of Da Han Zhong (DHZ)
Occupation: Lieutenant Of DHZ intelligence.

Profile: A calm and composed spy.



Isao Takemura

Age: 42
Height: 5' 10"
Weight: 163 lbs.
Nationality: OCU Japan
Occupation: Colonel in the OCU Japanese Defense Force (JDF)

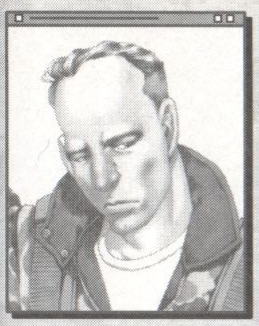
Profile: Kazuki's father. His wife passed away years ago. His only real child is Kazuki, but he treats his adopted daughter, Alisa, as if she were his real daughter.



Marcus Armstrong

Age: 43
Height: 6' 1"
Weight: 181 lbs.
Nationality: USN
Occupation: Captain in the USN Army

Profile: An easy-going individual who works at his own pace. He joined the USN military in order to protect his family. His military background is impressive, and he is a popular leader with his troops.



Jose Astrada

Age: 35
Height: 6' 1"
Weight: 159 lbs.
Nationality: OCU Philippines
Occupation: OCU Philippines army sniper

Profile: Born in an area rife with conflict between government forces and anti-government rebels. He begins to defy orders after discovering that his wife was a civilian casualty, hit by a stray bullet during a government attack on rebel troops.



Xiang Mei Li

Age: 43
Height: 5' 7"
Weight: 183 lbs.
Nationality: People's Republic of Da Han Zhong
Occupation: Mercenary

Profile: Used to be a DHZ soldier until he lost his family when the DHZ military burnt his village in an attempt to restrain the anti-government movement. In despair, he left the military to become a wandering wanzer pilot, fighting for villages that struggled under the oppression of the DHZ.



Xiao Hua Lan

Age: 34
Height: 6'
Weight: 139 lbs.
Nationality: People's Republic of Da Han Zhong
Occupation: Vice-commander of the elite DHZ Rapid Reaction Force

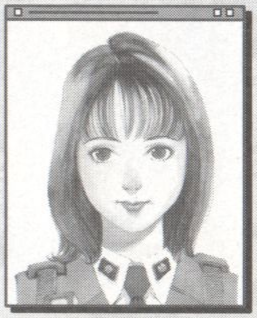
Profile: A "perfect" soldier who obeys orders without question. She is so efficient that she speaks only when necessary.



Mayer Edward

Age: 28
Height: 5' 9"
Weight: 143 lbs.
Nationality: OCU Australia
Occupation: OCU Central Intelligence Unit (CIU) agent

Profile: A very cheerful woman who never gets depressed. Though she has a taste for drinking and gambling, she performs her duties with precision. The details of her current mission are unknown.



Miho Shinjo

Age: 23
Height: 5' 4"
Weight: 125 lbs.
Nationality: OCU Japan
Occupation: Police officer

Profile: A police officer in the traffic department. Miho is quiet, reserved, and intelligent. She has the ability to analyze situations skillfully.



Pham Luis

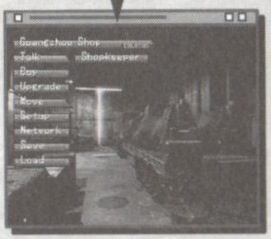
Age: 17
Height: 5'
Weight: 100 lbs.
Nationality: OCU Philippines
Occupation: Anti-government guerrilla

Profile: An arrogant, selfish, anti-social person. She is ignorant of events around her and is dissatisfied if things don't work exactly as she wants. She joined the guerrilla force for the thrill of it.

game flow

In Front Mission 3, the game proceeds when numerous story events and battles are completed. Shops can be accessed on the Event Screen. An Intermission Screen, where saving and other functions are possible, will occasionally appear between phases of the game.

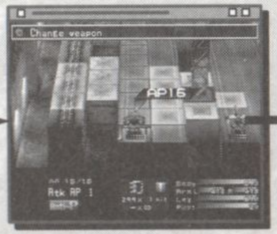




Shop



Map



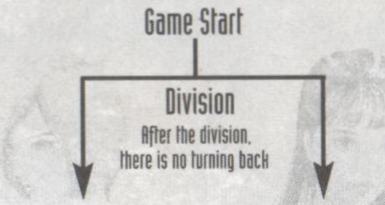
Strategic Map



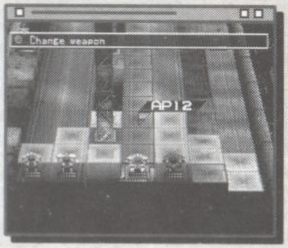
Intermission

>DOUBLE FEATURE SCENARIO

Front Mission 3 contains two independent stories. Each story path contains different situations, environments, unique characters, and a different set of allies and enemies.



Battles are conducted on Strategic Maps like the one shown on the right. After all ally units complete their actions in the Player Phase, the game proceeds to the Enemy Phase, in which the enemy units take their actions.



>READING UNIT DATA

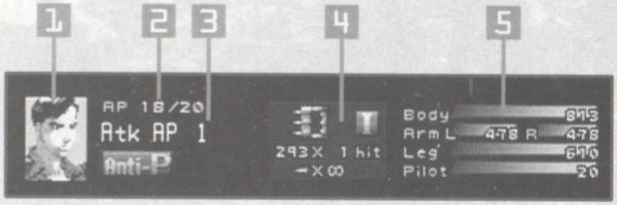
1) Pilot.

2) Current/Maximum AP Points [see page 10].

3) The AP required to attack with the selected weapon.

4) The weapon is shown next to the display of its Attack Class. The potential damage is displayed as [Attack Power] X [percentage of attack success]. Below that, the amount of ammunition in inventory is shown. The ∞ [infinity] symbol means that this weapon has an unlimited supply of ammunition.

5) Current HP for each part is displayed numerically, as well as graphically in the form of a blue bar. The amount of damage is displayed in black.

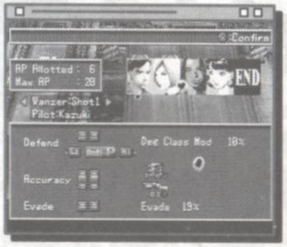


>UNIT POSITION

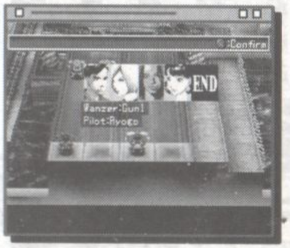
There will be times when the player must select ally characters, distribute AP, and arrange the positions of ally units on the Strategic Map before certain battles. Use the directional button to move the cursor, and press the ⊗ button to select a location. Refer to page 10 to read more about AP distribution.



Assign a wanzer to each ally by pressing the directional button or left stick LEFT/RIGHT.



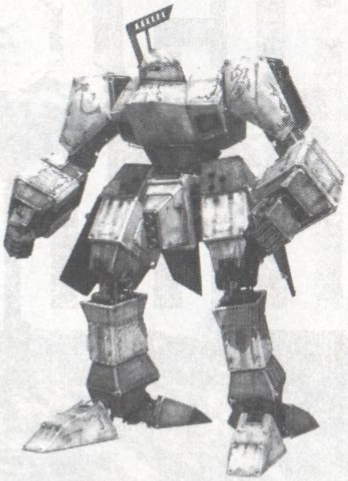
Distribute AP to each ally.



Repeat this process, or select <END> on the Positioning Screen to finish.

Open the System window by pressing the START button during the Player Phase of a battle. Here, the player can execute functions such as saving a "Battle Save," changing the game configuration, ending the turn, etc.





End Turn

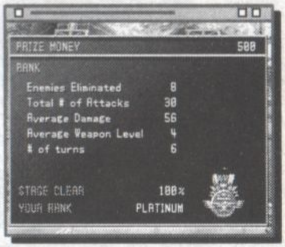
Select this to end a turn and allow enemies to take action.

Victory

Battles are turn-based. During a Phase, the player and the enemy select actions using all the units on the Strategic Map. The player is victorious if all enemy units are annihilated or if the mission objective is completed. The game is over if the player's units are completely annihilated or if a mission objective cannot be completed.

Medals

After each battle, an evaluation of the battle will be displayed. The Average Damage is calculated by dividing the total damage that player-controlled units received at the stage completion by the total number of battles fought. The Average Weapon Level is the average Skill Level of the weapons used in attacks and counterattacks in the stage. The evaluation will be higher as these averages lower. The prize money received at the end of the battle varies according to the number of enemies defeated.



Battle Save

Select this option to save during a battle. See page 02.

Config

Various game settings can be changed here. If "Skip Battle Scene" is turned <ON>, battle scenes can be skipped by pressing the ⊗ button.



Every action costs AP (Action Points).

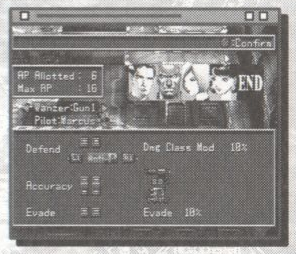
>USING AP



AP decreases by 1 for each square moved. The number of AP consumed when attacking enemy units depends on the type of weapon being used. AP also decreases when using an item or counterattacking.

>AP DISTRIBUTION

At the beginning of the game, each character has 14 AP. As the game progresses, the player will be able to distribute the AP of each character. AP distribution may take place during Setup or the beginning of a battle, or while changing wanzers or other vehicles during battle. Select the category to which AP are being allocated by pressing the directional button UP/DOWN, and determine the AP value of each category by pressing LEFT/RIGHT; then press the ⊗ button to finish distribution. All units require a minimum of 12 AP for battle. When distributing AP, the final AP value for a character cannot be below 12.



Defense (Defense Class)
Status Change Evasion and Damage Class modifiers will change as AP is distributed.

Accuracy (ACC)
The Accuracy of all equipped weapons will change as the AP is distributed.

Evasion (EVA)
The Evasion modifier for enemy attacks will change as the AP is distributed.

>AP RECOVERY

12 AP are awarded to the player's units at the beginning of each Player Phase; however, this will never exceed each pilot's maximum AP value.

>EARNING AP AND ACE POINTS

As the player destroys an enemy unit's body parts, Ace Points will be awarded (displayed as medal marks). Each arm is worth 2 points, as are the legs, while the body is worth 3 points. When a certain amount of Ace Points are collected, the pilot's Ace Rank increases (on the Character Status window, a ★ mark will be displayed next to the Ace Rank), and the maximum AP will increase.





After the Battle Screen is displayed, the number of Ace Points obtained will be displayed.



On the Character window of the Status window, all Ace Points obtained will be displayed.



After a certain number of Ace Points are collected, a pilot's maximum AP increases.

AP System

>MOVEMENT



A selected unit's movement range is marked with blue squares. Move the cursor to the destination and press the ⊗ button. If the unit is not to be moved, open the Action window by pressing the ⊗ button while that unit is selected.

Movement Limitations

Movement distance varies according to which type of legs the unit possesses. The "Booster" ability is required to climb up and down steps [see page 23].

AP Use

1 AP is used for 1 square of movement.

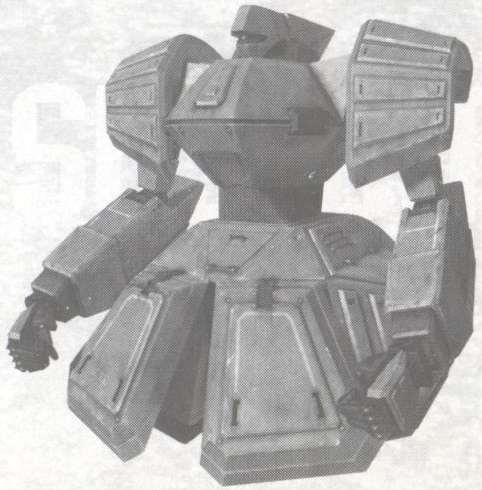
>ATTACK



After movement, the Action window opens. To attack, move the cursor to the <Attack> command and press the ⊗ button.

Attack Range

When <Attack> is selected, the attack range of the weapon currently selected will be displayed in orange. If the player does not have enough AP, if the HP of the arm equipped with the weapon is 0, or if the player runs out of the ammunition for that weapon, the edge of the attack range will be outlined in orange.



>CHANGING WEAPONS



Hold down the ● button to open the Weapon Selection window. While holding down the ● button, press the directional button UP/DOWN to select a weapon. Release the ● button to select the weapon.

>TARGET SELECTION

When enemies are within attack range, the nearest enemy is automatically selected as the attack target. When multiple enemies are present, pressing the L2 or R2 button allows the player to change the target.



1] Data for targeted enemy unit.

2] AP value. Current AP value / the value that will be consumed for the attack.

3] Data for selected ally unit.

4] The weapon available for counterattack against the current attack.

5] Enemy unit. The HP bar is displayed in orange.

Attack Accuracy.

Pressing the △ button in the Target Selection Screen will display the Accuracy of an enemy unit's counterattack within the red arrow.

AP Use

The amount of AP used by attacking enemies varies according to the weapon used in the attack. If players choose to attack with a flame-thrower, they can adjust the amount of AP used by the weapon. A flame-thrower causes greater damage when more AP is used.

Destruction of Obstacles

Some obstacles on the Strategic Map (objects with a ▼ mark) may be attacked and destroyed. It may be necessary to destroy some obstacles to clear a passageway. After destroying objects, pilots will earn some Experience Points towards their Skill Level.



>EJECT

When <Eject> is selected in the Action window, the pilot will descend onto the squares located left, right, above, or below the wanzer (1 AP will be used for each square of movement). The ejected pilot cannot act until the next phase.



>ITEM

This command may only be used by wanzers that possess items. This command will use 4 AP. Items can only be used by the wanzer carrying the item or on one located immediately adjacent to it.



>STATUS

When the <Status> command is selected, the Status window will open. This window displays unit status information. By moving the cursor to other units (allies or enemies) and pressing the ⊗ button, players can see information about these units.

1) The wanzer's current condition.

2) A graphic of the wanzer.

3) Detailed Status window.

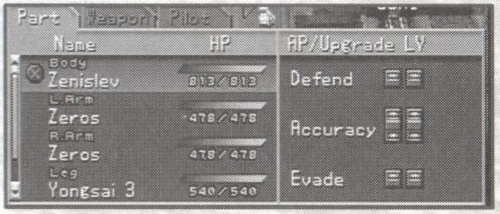


>PARTS

The name, HP bar, and the current / maximum HP for each part. Press the ⊗ button to view the Data window for the selected part.

1) The Data window for each part is displayed while the ⊗ button is held down.

2) The AP distribution is displayed.



>WEAPONS

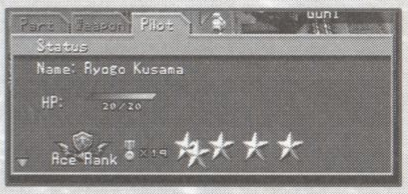
This option displays the name of the weapon currently equipped, its Class, Type, AP required for attack, its Attack Power, the amount of ammunition it holds, and the pilot's Skill Level.



The Data window of the weapon currently equipped. Pressing the ⊗ button displays the Attack Range and Accuracy, the amount that Accuracy decreases due to distance, and the amount that Accuracy decreases due to height difference (when attacking enemies on higher ground).

>CHARACTERS

Pilot information is displayed in this window. Name, HP, status changes, Ace Rank, Ace Point, Skill Level, and acquired Battle Skills will be displayed.



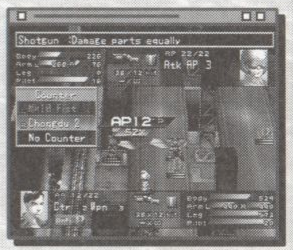
>DESTRUCTION OF PARTS

Wanzers are constructed from four distinct parts: a body, left and right arms, and legs. Each part has its own independent Hit Points (HP). When the HP of any part reaches 0, that part is "destroyed." If an arm is destroyed, the weapons equipped on the arm can no longer be used (the shoulder weapon cannot be used, as well). If the legs are destroyed, the wanzer can only move one square per turn. If the body is destroyed, the wanzer will cease to function, and the unit will disappear from the Strategic Map.

When a pilot's HP reaches 0, the pilot can no longer function. However, the wanzer will remain on the map. The situation will be the same as when the pilot has ejected from the wanzer.

>COUNTERATTACKS

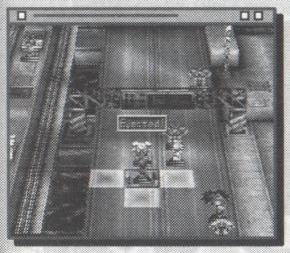
The player can counterattack if the ally unit being attacked has enough AP left over from its previous turn and the attacking enemy is in range of the ally's weapon.The AP necessary for a counterattack are: (Counterattack AP + AP consumed by the weapon used). The Counterattack AP will change depending upon the distance between the enemy unit and the ally unit. The closer the enemy, the higher the Counterattack AP necessary.



Press the ⊗ button after selecting the weapon for counterattack.

>STATUS CHANGES

During battle, both enemies and allies may develop Status Changes from attacks.



Forced Ejection

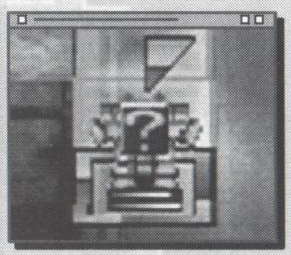
Forced Ejection occurs randomly to both enemies and allies that have been attacked. If this happens to an ally unit, the player must select a location where the pilot will eject to and press the ⊗ button to eject. Wanzers without pilots will be displayed in gray. These units may be reentered in the next phase. If an enemy pilot is ejected and the player ignores the pilot, that pilot will try to board the wanzer from which it was ejected.

Loss of Morale and Surrender

This only happens to enemy units. If a unit's HP decreases significantly, or if a unit receives multiple attacks, the enemy unit may lose morale and give up. A white flag will appear on these demoralized units. If the player keeps attacking them, the enemy unit will surrender. Wanzers that have surrendered will appear in gray. If the player ignores the demoralized unit, its morale may return. By surrounding demoralized a unit, players can make the enemy unit surrender without attacking it.

Confused

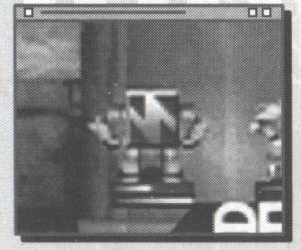
This occurs randomly to both enemies and allies that have been attacked. Confused units consume more AP than usual during attacks.



A question mark is displayed on confused units.

Stunned

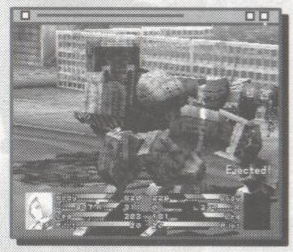
This occurs randomly to both enemies and allies that have been attacked. Any type of action — attacking or counterattacking — will not be possible until the unit recovers.



A lightning bolt is displayed on stunned units.

>EBS (EJECTION BATTLE SYSTEM)

Ejection Battle System (EBS) allows pilots to change their vehicles/wanzers so they can fight more efficiently. Use the <Eject> command to exit the wanzer the pilot is currently using, and enter a wanzer that was vacated by Forced Ejection, Surrender, or the loss of a pilot. It is also possible to board a vacant helicopter on the Strategic Map and attack enemies from the sky. Essentially, all units on the Strategic Map may be boarded.



The enemy pilot is ejected by force.



Board the enemy unit.

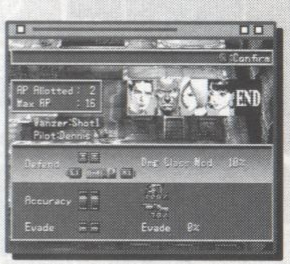


Continue battle in the newly-boarded wanzer.

Obtaining a wanzer

It is possible to store enemy wanzers in stock at the end of the battle if the wanzers do not have pilots on board or if ally characters occupied them. However, some equipment may not be acquired. Only the unit parts, including backpacks, may be obtained. Weapons can not be stored.

>CLASS SYSTEM



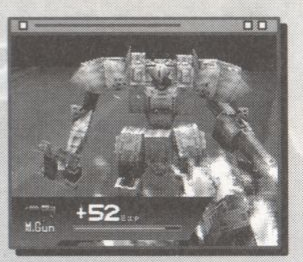
Wanzers and weapons both have Classes. The wanzer's Class refers to an increased defense against a particular weapon Class (described below). The Class of a weapon is its attack attribute. Change the Body's Defense Class by pressing the L1 or R1 button on the AP Distribution Screen.

Flame/Anti-Flame: Weapons that are heat based (i.e., flame-thrower) / the defense attribute that is effective against attacks by these weapons.

Impact/Anti-Impact: Melee weapons such as batons / the defense attribute that is effective against attacks by these weapons.

Penetration/Anti-Penetration: Weapons such as machine guns and rifles / the defense attribute that is effective against attacks by these weapons.

>SKILL LEVEL



In Front Mission 3, any Experience Points earned in battle are distributed to weapon types that were used to attack. For each attack, Experience Points are earned for that weapon type. After a certain amount is collected, the pilot's Skill Level increases. As the Skill Level increases, the pilot's Attack Power when using that weapon will increase (the Attack Power of the weapon itself will not change). The Skill Level can be checked on each pilot's Status window.

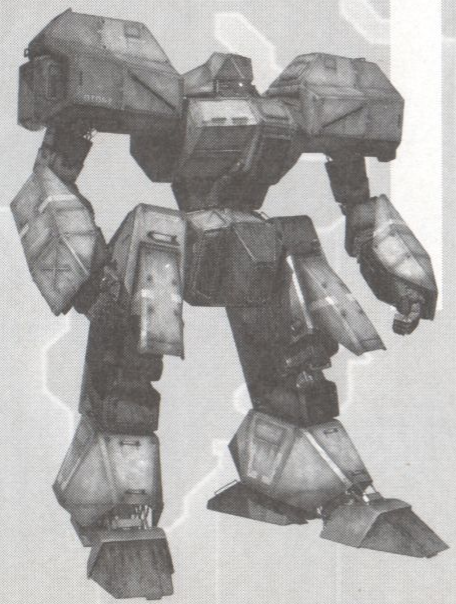
Skill Level Rank

The Skill Level improves from ranks A to F. Each rank is broken down into 4 categories (displayed by: A → A★ → A★★ → A★★★).



Increasing Levels in Front Mission 3

Front Mission 3 uses several Level UP systems. Receiving a Level UP in the AP system increases the pilot's movement rate. Raising the Skill Level increases the Attack Power of the weapon being used, and upgrading increases the basic ability and precision of the wanzer. Accuracy is not dependent on the Skill Level, but it will increase the Accuracy upgrade of each arm.



>BATTLE SKILLS

Characters learn special abilities called "Battle Skills" during battles. Each part of the wanzer has the potential to learn a Battle Skill. If the conditions are optimal and if the wanzer fights while the particular part is equipped, the part may acquire that skill. Any Battle Skills obtained are registered in the computer the pilots carry. Once a Battle Skill has been registered in the computer, it will be activated when conditions are optimal, even if the parts have been exchanged. If multiple Battle Skills are registered in the computer, they may be activated consecutively.

Obtaining Battle Skills

Battle Skills are activated randomly during battle. There are 4 types of parts: the body, left and right arms, and legs. Each part may randomly activate a Battle Skill. In situations in which Battle Skill cannot be initiated, Battle Skill will not be activated (For example, even if a wanzer has arms that can master "Double Punch I," this Battle Skill will not be activated if both arms are not equipped with melee weapons. Therefore, the wanzer will never learn "Double Punch I," even if the player fights in numerous battles with different weapons equipped on each of the arms). *When a player's unit activates a Battle Skill, the name of the skill will be displayed in blue. For enemy units, it will appear in orange.

Registering Battle Skills



When a Battle Skill is activated (and obtained) for the first time, the Battle Skill Registration Screen will appear after the battle, following the Experience Point Screen. Players must register Battle Skills into the computer. In battle, the likelihood of activation depends on the Skill being used. A gauge that describes the amount of memory it takes to register each Battle Skill appears below the Skill's name (the green area). The player cannot register Battle Skills if the total memory exceeds the capacity of the computer. Pressing the ⊗ button on the Registration Screen after a Skill has been obtained will send the acquired skills to "Stock." Those Skills that are sent to "Stock" can be registered in the computer in "Setup" (see page 20). In battle, the left window of the Registration Screen only displays those Battle Skills currently stored in the computer.



Obtaining Multiple Skills

The player can obtain multiple copies of Battle Skills that have been previously learned. This all depends on the amount of memory the Skills require. If the capacity of the computer is 6, "Double Punch I" (which requires 2 units of memory) can be stored 3 times. The Activation Rate of a Battle Skill will increase if the same Skill is registered multiple times. If "Double Punch I" is registered 3 times, the Activation Rate will increase, and it might be activated 3 consecutive times in one attack.

>MULTI ASSEMBLY SYSTEM

This system offers the flexibility to customize wanzers freely by incorporating the ability to upgrade parts with the conventional wanzer setup. It is all up to the player whether to continue fighting with the original setup or to design a fully customized wanzer.

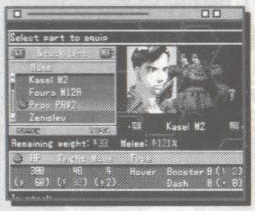
>SETUP



The player can change wanzers, exchange parts and weapons, supply items to backpacks, and register Battle Skills. The player cannot equip parts or weapons that exceed the weight limit.

- Fighting Power is greater when a unit has surplus power output. When the Fighting Power is high, the Attack Power of melee weapons increases.

Parts



New parts for the body, left and right arms, legs, and backpack can be equipped from this screen. From the Stock List, the player must select the parts to be equipped by pressing the directional button UP/DOWN, and press the ⊗ button. In the Data window on the bottom of the screen, the data for the currently selected parts will be displayed. Press the △ button to display more detailed information.

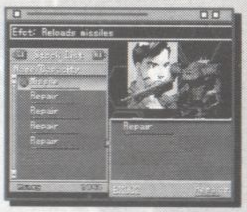
- Battle Skills: Various Battle Skills will appear throughout the game. If parts are exchanged and the characters acquire Battle Skills, battles can be planned to the player's advantage. The names of Battle Skills and their effects will remain unknown until they are obtained, but hints on how to activate them appear when the △ button is pressed on the Setup Screen.

Weapons



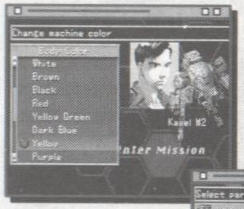
Weapons for the left and right arms and shoulders can be equipped from this screen. Select the weapon to be equipped by pressing the directional button UP/DOWN in the Stock List, and press the ⊗ button to equip the weapon. The data for the currently selected weapon appear in the Data window on the bottom of the screen. Press the △ button to see more detailed information.

Items



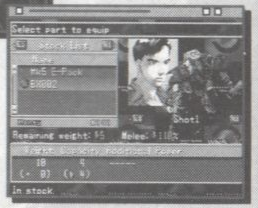
Items can be stored and carried only by those units equipped with backpacks. Select an item to supply from the Stock List by using the directional button, and press the ⊗ button to place that item in the backpack. Items take up space (the green area on the gauge below the name); the backpack cannot hold items in excess of its maximum capacity. To move an item from the backpack into Stock, press the directional button RIGHT to move the cursor to the backpack, then select the item to be moved. Press the ⊗ button to move the item to Stock.

Wanzers



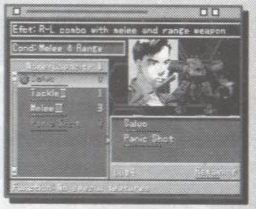
The player can change the name and color of the wanzer.

Pilot - Computer



Here, the player can set up the Pilot Computer. The Battle Skill capacity and functions differ depending on the computer. Select the desired computer by pressing the directional button UP/DOWN and pressing the ⊗ button.

Pilot - Battle Skill



Here, the player can register Battle Skills. Select a stored skill from the list by pressing the directional button UP/DOWN, and press the ⊗ button. Each Battle Skill requires memory, and it is not possible to register more Skills than the computer's memory capacity. Remove a Battle Skill from the computer by pressing RIGHT on the directional button to move the cursor to the computer. Then press the ⊗ button to move the skill back to Stock.

Pilot - AP Distribution

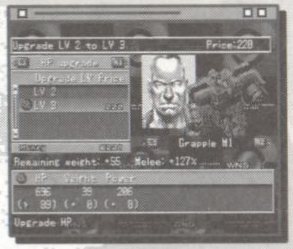


Players can use any AP in excess of the minimum amount required for battle to improve the wanzer's abilities. Select a category by pressing the directional button UP/DOWN, then assign the amount of AP to be distributed to that category by pressing the directional button LEFT/RIGHT. Under the defense category, players can change the Defense Class with the L1 or R1 button.

USN
Huffman Island

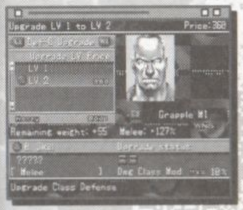
>UPGRADING

In a shop, the player may upgrade a wanzer to improve its performance. After selecting the parts to be upgraded with the directional button, select an upgrade category and press the ⊗ button.



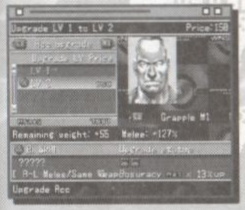
HP Upgrade

Increases the HP of the wanzer's parts. It is possible to upgrade the body, arms, and legs.
Select a level by pressing the directional button UP/DOWN, and press the ⊗ button to confirm.



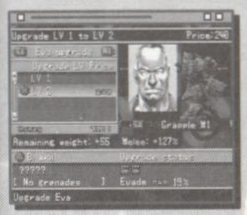
Defense Class Upgrade

A body upgrade. Increases the Damage Class Reduction Rate and the Evasion Rate for Status Changes.



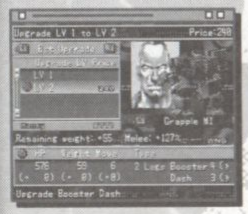
Accuracy Upgrade

An arm upgrade. Increases the Accuracy of the weapon equipped on the upgraded arm. It is necessary to upgrade both the left and right arm.



Evasion Upgrade

A leg upgrade. Increases the Evasion Rate against enemy attacks.



Booster Upgrade

A leg upgrade. Improves the performances of the Dash or Booster abilities.

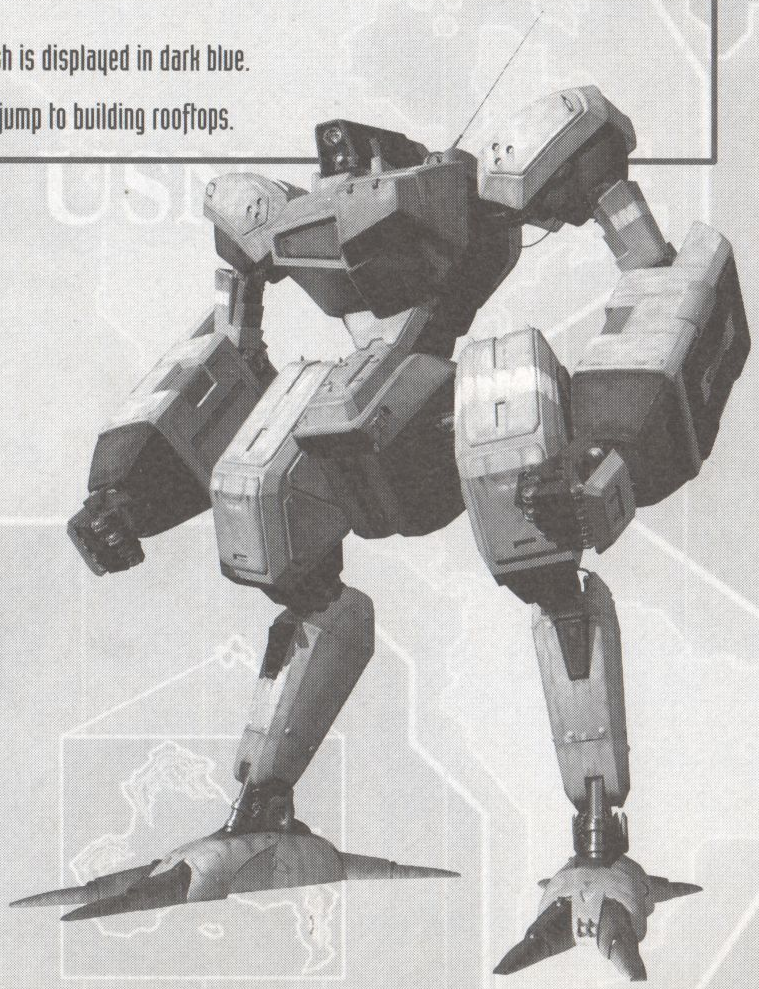
>BOOSTER AND DASH



Both are abilities of leg parts. Booster allows the wanzer to jump up uneven levels, and the Dash ability increases the movement ability on level surfaces so that wanzers can travel farther. Dash will not cross uneven surfaces or obstacles. The level of improvement in performance differs depending upon the type of legs upgraded. Hover legs cannot receive the Booster upgrade.

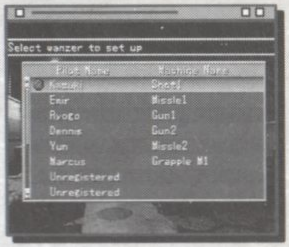
The distance that the wanzer can dash is displayed in dark blue.

Wanzers with the Booster ability can jump to building rooftops.



Huffman Island

>SHOPS



In a shop, wanzer parts, weapons, and items can be purchased, sold, or equipped.

The player can purchase items and parts during setup, or use supplies from Stock. Select the desired part or weapon by pressing the directional button UP/DOWN in the list, and then press the ⊗ button to purchase. With <Equip After Sale>, the player must pay only the difference between the cost of the new equipment and trade-in value of the old equipment. Press the L2 or R2 button to change the wanzer being equipped. It is also possible to make a selection from the Stock List (Lists can be changed with the L1 or R1 button). The quantity of items being purchased can be changed by pressing the directional button LEFT/RIGHT.

Reading Parts/Weapon Data



Body

- HP: Hit Points
- Output: Power Capacity
- Battle Skill: Battle Skills that can be obtained



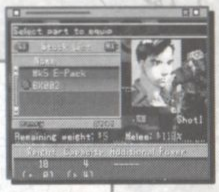
Arm

- HP: Hit Points
- Accuracy: Attack Accuracy
- Battle Skill: Battle Skills that can be obtained



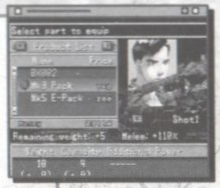
Leg

- HP: Hit Points
- Movement Capacity: Number of squares the legs can move across on the Strategic Map
- Type: Type of leg
- Booster Ability: The number of levels it can jump
- Dash: Dash ability
- Battle Skill: Battle Skills that can be obtained



Computer

- Memory: The amount of Battle Skill slots available
- Function: Each item is different



Backpack

There are two different types of backpacks: Item Storage and Power Increase

- Capacity: Item carrying capacity
- Additional Power: Increase in power capacity added to body output



Weapons

- Type: Weapon type
- Class: Attack Attribute
- Attack Range: The distance over which the attack will be effective
- Attack Power: (Power of 1 Attack) x (Frequency Attacked)
- AP: AP necessary for attack
- Accuracy Decrease Rate: Decrease of Accuracy over distance
- Rounds: Amount of ammunition carried.
- Attack area: Area around the target that will be affected by the attack
- Shield Efficiency: The amount of damage decreased by shields
- Durability: Number of times the shield can be used

Shield Effects and Equipment



In Front Mission 3, the shield is a hand-held object. When selected for counterattacks, the shield reduces the damage from an enemy's attack. Also, the damage received affects only the arm on which the shield is equipped (If the arm is destroyed in the process, the damage will affect other parts as usual). However, the shield can only be used a limited number of times per stage, and the player will only be able to use the shield up to that amount during each battle. The item Shield Repair restores half of the maximum shield durability.

>NETWORK

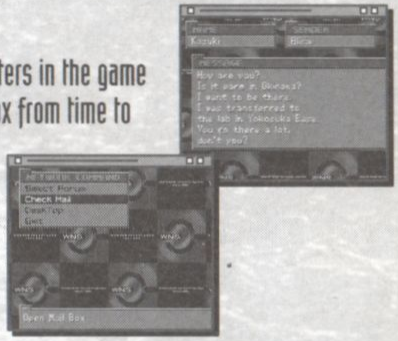
A variety of information can be obtained by accessing the Network. The number of web sites available will increase as the story progresses. Characters can also exchange E-mail within the game. There are other functions as well, with which players should experiment.

Select Web Site



Here, information can be obtained from the various web sites and databases of organizations and corporations. In order to access these sites, the player will need to obtain the web address. In some cases, a password may be required. These are obtained elsewhere in the game. At other times, the player can enter the passwords manually.

Check Mail



When <Check Mail> is selected, the Mailbox will open. At times, E-mail from other characters in the game may appear in the Mailbox. Unexpected information can be gained by checking the Mailbox from time to time. It is also possible to send E-mail to characters with E-mail addresses.

Shop

Online shopping is possible.

Desktop

Network environments can be customized here. Downloaded text and image data can also be viewed.

Simulator



Players can learn the basics of battle in <Tutorial> and play practice battles in the <Battle Simulator>

Battle

As the story moves forward, players can conduct practice battles in the stages that they have already cleared. After battles are fought, Experience Points, money, and Ace Points are obtained. If new Battle Skills are activated during battle, it is possible to register them into the computer. Depending on stages in the Battle Simulator, the strength of the enemy units will vary. NOTE: In a network battle, it is not possible to obtain an enemy wanzer.

Prepare For Battle

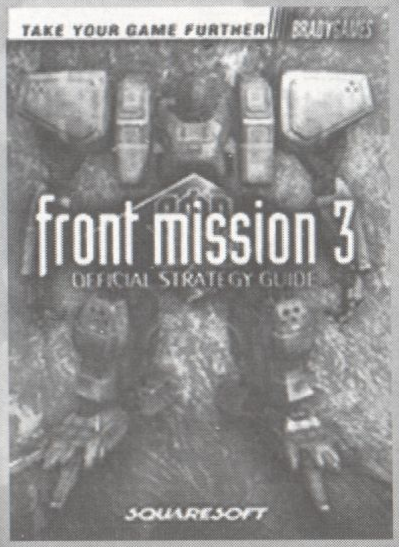
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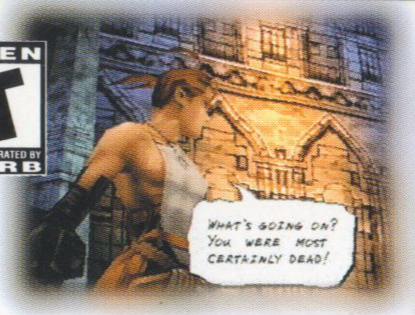
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