



NTSC | U/C

PlayStation



SLUS-01226  
8880



# GUNDAM BATTLE ASSAULT™





## **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.

## **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.





A.C. 19X, after years of bloody and devastating war, a peace treaty has finally been brokered between the Earth Federation Government and the Zeon rebels.

Although the world is now technically at peace, Mobile Suit pilots on all fronts are still clinging to their ideals and continuing their fight. Their renegade actions are threatening the fragile peace that now exists.

Heero Yuy's first duty as a soldier was to fight for peace. Reluctantly called back into action, he is now determined to maintain the tenuous peace of the world at any cost – even if it means battling former friends and foes alike.

Heero Yuy's new mission is to disarm all remaining Mobile Suits. The future of the world is in his hands...

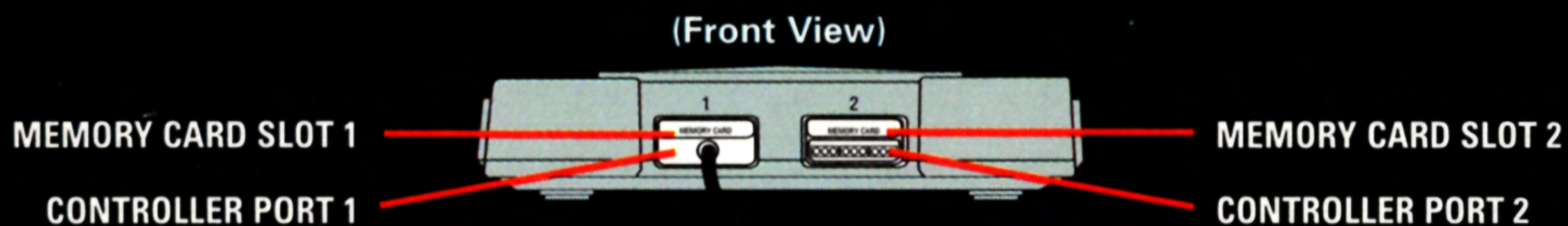
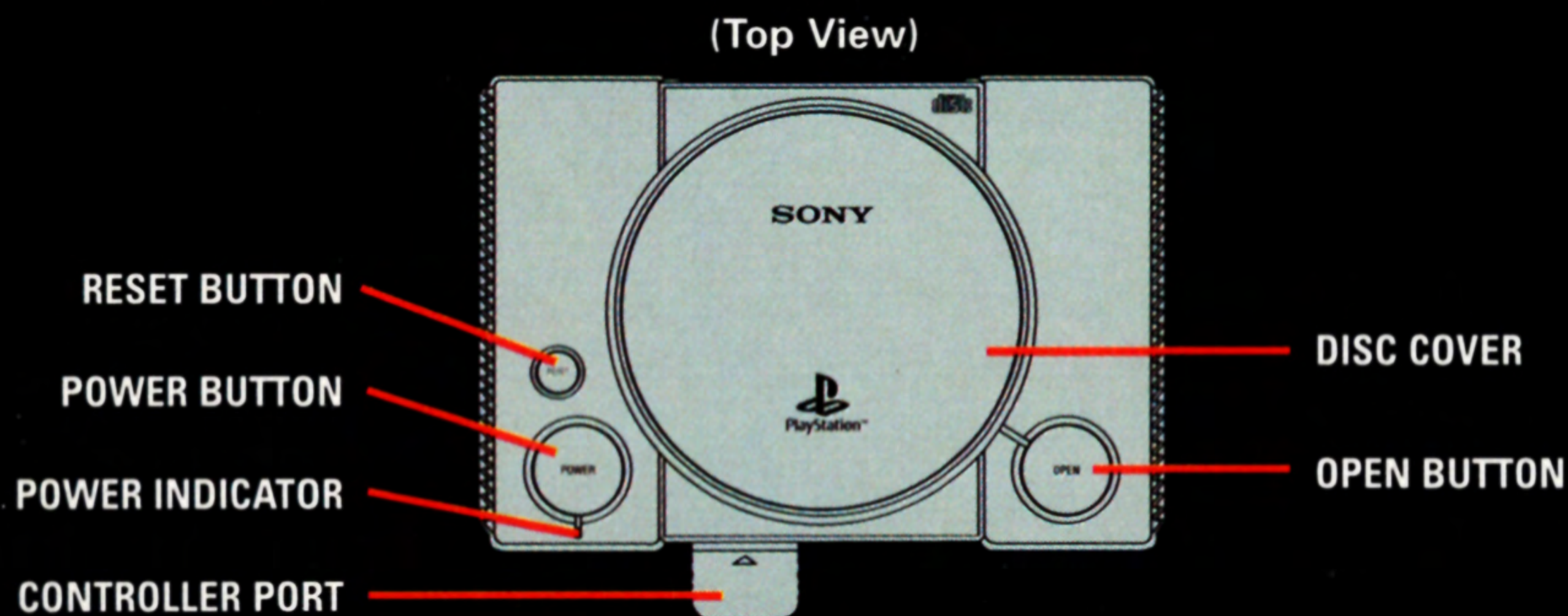


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# SYSTEM



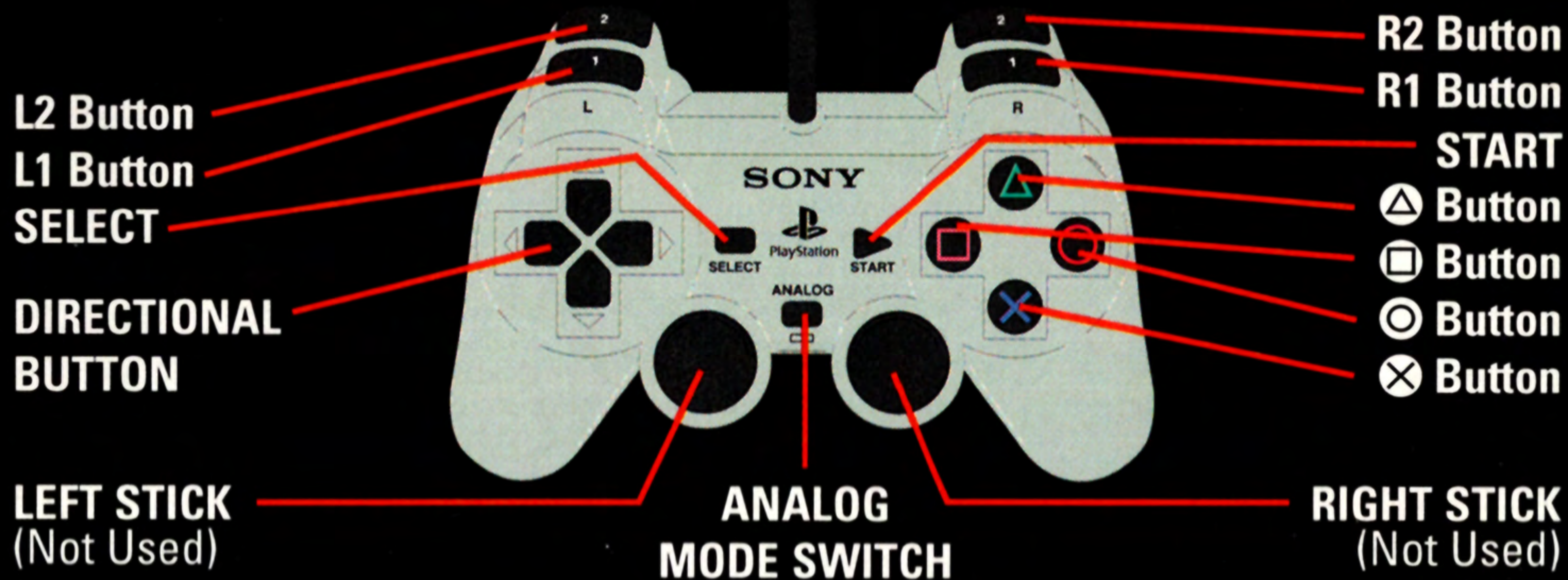
Make sure the power is off before inserting or removing a compact disc. Insert the Gundam Battle Assault disc and close the disc cover. Turn on the PlayStation® game console.

# CONTROLLER

This software is DUALSHOCK™ analog controller compatible. You can use a regular controller, but we recommend the DUALSHOCK™ analog controller so you can enjoy the full experience of Vibrating Battle Action. With the DUALSHOCK™ analog controller, selecting VIBRATION ON in Option mode enables Vibration mode. (See p. 05).



# DUALSHOCK™ ANALOG CONTROLLER



## BASIC OPERATION

<b>L1 Button</b>	Not Used
<b>L2 Button</b>	Not Used
<b>Directional Button</b>	Move in Menu
<b>Select</b>	Select CPU in VS mode
<b>Start</b>	Start Game
<b>R1 Button</b>	Not Used
<b>R2 Button</b>	Not Used
<b>△ Button</b>	Not Used
<b>○ Button</b>	Go to Previous Menu
<b>× Button</b>	Select in Menu
<b>□ Button</b>	Not Used

## BATTLE MODE

<b>L1 Button</b>	Not Used
<b>L2 Button</b>	Not Used
<b>Directional Button</b>	Jump, Crouch, Forward, Retreat, Forward Dash, Back Dash
<b>Select</b>	Not Used
<b>Start</b>	Pause (Reset to Title Screen)
<b>R1 Button</b>	Thruster (Aerial Movement)
<b>R2 Button</b>	Thruster (Aerial Movement)
<b>△ Button</b>	Strong Punch
<b>○ Button</b>	Strong Kick
<b>× Button</b>	Weak Kick
<b>□ Button</b>	Weak Punch

Thruster Mode: Press Dir. button ↓→ + R1 or R2.

Guard: Press Dir. button in opposite direction from enemy's attack.

Dodge, Shield: Press any 2 attack buttons (△, ○, ×, □).

Stun Attack: Get close to the enemy → + △.

Mega Special Attack: Press ↓→↓→ + □.

(These commands assume player is facing right.)



# G A M E S T A R T

## SELECTING GAME MODE

After setting "Gundam Battle Assault" CD-ROM correctly into the PlayStation unit, turn it on. The TITLE screen will be displayed. Here you can choose between two game modes: Story mode and Versus mode. Use the Directional button  $\leftarrow/\rightarrow$  to select, then press the START button.



## STORY MODE

Choose from one of the 12 Mobile Suits provided and you will battle various enemy Mobile Suits that appear in the story.

## VERSUS MODE

Two players battle with their Mobile Suits of choice. You can also make the CPU your opponent.

## OPTION

You can change the settings for: Game Level, Time Limit, BGM (Background Music), and Key Configuration.

## MEMORY CARD

You can save and load your game onto a MEMORY CARD.

## HOW TO SAVE AND LOAD

On the TITLE screen, by choosing MEMORY CARD, you can SAVE and LOAD a game.

SAVE: You can save Key Configuration, Setting, etc. (Uses one MEMORY CARD block.)

LOAD: You can load data from previously saved games.

Note: You can save game data only after you have cleared STORY MODE.



## OPTION MODE

Change a Setting by using the Directional button **↑/↓** and use the Directional button **←/→** to select your new Setting. After setting up, press **○** button to go to the TITLE screen.

### LEVEL

This sets the CPU level for STORY MODE.  
EASY / NORMAL / HARD

### TIME

TIMER / NO TIMER

### SOUND

STEREO / MONO

### SHORT CUT

After finishing VERSUS MODE, you can use this short cut to continue this match without having to return to the Mobile Suit selection screen.

### VIBRATION

You can select compatibility with the DUALSHOCK™ analog controller. Even if you select Analog mode and the Analog mode switch turns on, the game operation will not change. You can only turn Vibration mode ON and OFF in the Option mode.

### KEY CONFIGURATION

Press the **⊗** button and the function of each button will be displayed. Choose the type of controller with the Directional Button **←/→** and press the **○** button to return to the TITLE screen.

*option*

▶ LEVEL	NORMAL
TIME	LIMIT
SOUND	STEREO
SHORT CUT	OFF
VIBRATION	OFF
KEY CONFIG	



# STORY MODE

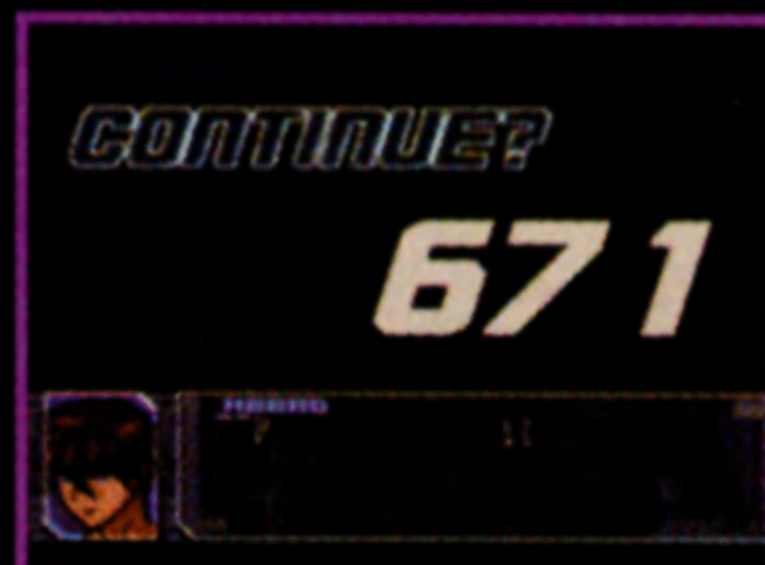
## SELECT YOUR MOBILE SUIT

The Mobile Suit Selection Window will be displayed. Move to your Mobile Suit with the Directional button and select it by pressing the  $\otimes$  Button. Your battle will now begin. As the story progresses, you will fight various Mobile Suits. If you beat all 6 Mobile Suits and 4 Boss Suits, you will clear the game and reach the end.



## GAME RULES

You win by destroying your enemy's armor. (The 3 layer Armor Gauge will disappear.) If time runs out, the person with the most points left on the Armor Gauge wins. In the case of a tie, the Player loses and the game proceeds to the Continue Game Screen.



## CONTINUE GAME

In the case of a loss or tie, you will proceed to the Continue Game Screen. By pressing the START button during the Countdown, you can continue your battle. (You cannot change the Mobile Suits.) If the Countdown finishes, the game ends and you will return to the Title Screen.

# VERSUS MODE

## MOBILE SUIT SELECTION

Battle a friend using two Controllers. Each player can choose from among the 12 Mobile Suits available and select it with the  $\otimes$  button. By pressing the SELECT button before choosing a Mobile Suit, you will battle the CPU. It is also possible for the same Mobile Suits to battle each other.



## GAME RULES

You win by destroying your enemy's armor. (The 3 layer Armor Gauge will disappear.) If time runs out, the person with the most points left on the Armor Gauge wins. In the case of the same score, the game ends in a tie.



# G A M E S C R E E N

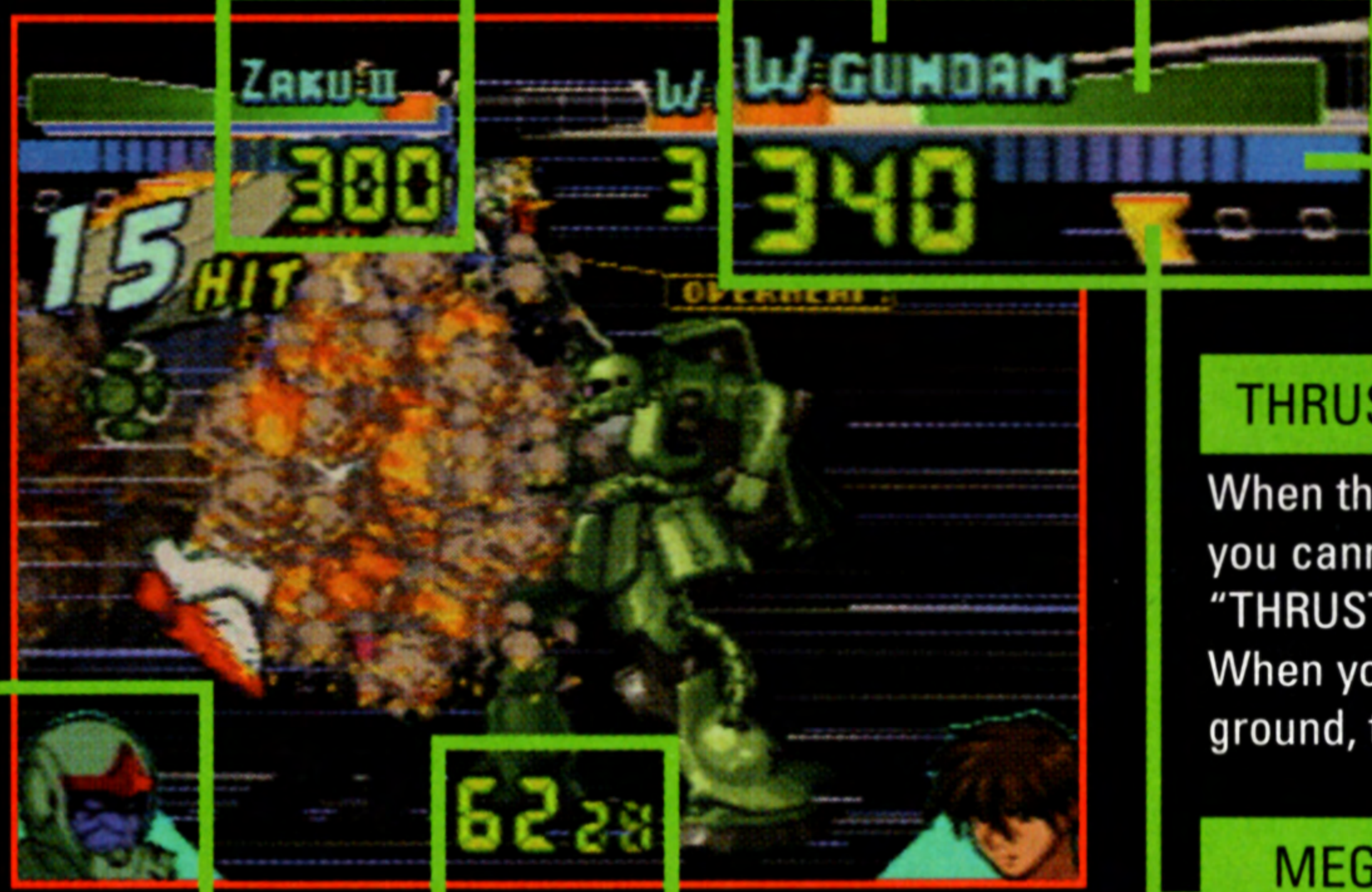
## ENERGY GAUGE

This shows the energy available to each Mobile Suit for its Special Attack Weapon. When this reaches "0," the weapon can't be used.

## ARMOR GAUGE

As you get damaged, the gauge turns red. When it's all red, you lose one Armor. If you lose all your Armor, you lose the game.

## MOBILE SUIT NAME



## THRUSTER GAUGE

When this is flashing, you cannot enter "THRUSTER MODE." When you are on the ground, this will recover.

## MEGA SPECIAL ATTACK AMMO

Each Mobile Suit can use its particular "Mega Special Attack" as long as it has ammo. Each time you use a Mega Special Attack, your ammo decreases by one.

## PILOT ON BOARD

## TIME REMAINING



# ACTION

In addition to the regular attacks available to each Mobile Suit, there are various Special Attacks and Defensive actions available.

## THRUSTER

**THRUSTER:** Start Thruster with R1 or R2 buttons.

- At start time, press the Directional button to select direction of movement.
- Each Mobile Suit's Thruster speed and effective time vary.
- When the Thruster Gauge is flashing, this cannot be used.



## THRUSTER MODE

**THRUSTER MODE:** Directional button ↓→ + R1 or R2 buttons.

- You can only control thruster movement with the Directional button. You cannot defend against any attacks while Jumping.
- When Thruster Gauge is flashing, this cannot be used.
- In this mode, you cannot defend yourself.



## DASH

**FORWARD DASH:** Press Directional button →→.

**BACKWARD DASH:** Press Directional button ←←.

- When your Mobile Suit is on the ground, pressing the Directional button twice in a forward direction will make your Mobile Suit dash forward.
- When your Mobile Suit is on the ground, pressing the Directional button twice in a backward direction will make your Mobile Suit dash backward.





## DEFENSE

**DEFENSE:** Press the Directional button in opposite direction of Enemy Mobile Suit.

- You can defend yourself while Standing or Crouching.
- You cannot defend yourself from certain ground attacks while Standing. Also, you cannot defend yourself from aerial attacks while Crouching.
- There are certain attacks that cannot be defended against.



## DODGE & SHIELD

**DODGE & SHIELD:** Press 2 or more Attack buttons (X, O, □, △) simultaneously.

- You can defend yourself against all attacks by using a DODGE move, a JUMP attack, or a BUBBLE shield. (These reduce your Armor Gauge slightly.)
- Whether you can use a Dodge or Shield move depends on your type of Mobile Suit.
- You cannot use these when your Armor Gauge is "0."
- If you press the Directional button ↑ during a DODGE, it will become an aerial Dodge.



## STUN ATTACK

**STUN ATTACK:** Get Close to Enemy and Press → + Strong Punch △.

- Use Stun Attack to keep your enemy stunned momentarily.
- This is effective even against enemies on the defensive.



## MEGA SPECIAL ATTACK

**MEGA SPECIAL ATTACK:** Directional button ↓→↓→ + Punch □.

- Available on Mobile Suits with Mega Special Attacks.

(These commands assume player is facing right.)







# W GUNDAM

Piloted by a boy, code-named Heero Yuy, the Wing Gundam is meant for use on Earth. It can transform into a winged "Bird Mode," allowing it to survive re-entry and fly in Earth's atmosphere. It also has a very powerful buster rifle. It appears in Gundam Wing.

## ● SPECIAL TECHNIQUE

Hyper Punch (A)	↑ + △
Spin Kick (A)	◎

## ● FINISHING TECHNIQUE

Beam Rifle	↓ → + Punch ● ●
Hyper Dash (G)	↓ → + Kick ●
Rise Down Kick	↓ ← + Kick
Beam Saber (G)	→ ↓ ← + Punch ●
Wave Rider Attack (G)	↓ → ↓ → + Punch *

(These commands assume player is facing right.)

(G) = Ground Technique

(A) = Aerial Technique

● = Energy Consuming Technique

● = Technique Effect Changes with □, △, ×, ◎

● = Cannot Defend Against this Technique

\* = Mega Special Attack





# ZAKU II

Piloted by Denim of the Duchy of Zeon, the Zaku II first appears in the original "Mobile Suit Gundam." The Zaku II was the first military Mobile Suit and it is the backbone of Zeon's Mobile Suit forces. It can be used both in space and on Earth. Various additional models were based on this Mobile Suit.

## ● SPECIAL TECHNIQUE

Shoulder Tackle (G)	→ + ○
Stomping (A)	↓ + □

## ● FINISHING TECHNIQUE

Zaku Machine Gun	↓ → + Punch	● ●
Cracker	↓ ← + Punch	●
Rising Tackle	↓ → + Kick	
Heat Hawk (G)	→ ↓ ← + Punch	●
Cracker Special (G)	↓ → ↓ → + Punch	*

(These commands assume player is facing right.)

(G) = Ground Technique

(A) = Aerial Technique

● = Energy Consuming Technique

● = Technique Effect Changes with □, △, ×, ○

● = Cannot Defend Against this Technique

\* = Mega Special Attack





# ZEONG

Piloted by Char Aznable of the Duchy of Zeon, the Zeong is the last and biggest Mobile Suit created by the Duchy of Zeon. Designed for use by NewType pilots, the Zeong can separate into several remote-controlled units that attack independently. It appears in the original "Mobile Suit Gundam."

## SPECIAL TECHNIQUE

Vertical Punch (G)	← + △
Sweep Punch (A)	↓ + △
Down Burner (A)	↓ + ⊗
Double Down Burner (A)	↓ + ⊙

## FINISHING TECHNIQUE

Hand Beam	↓ → + Punch ● ●
Punch Rush	↓ ← + Punch
Hand Blade (G)	→ ↓ ← + Punch ●
Psycho Mu Attack (G)	↓ → ↓ → + Punch *

(These commands assume player is facing right.)

(G) = Ground Technique

(A) = Aerial Technique

● = Energy Consuming Technique

● = Technique Effect Changes with □, △, ⊗, ⊙

● = Cannot Defend Against this Technique

\* = Mega Special Attack





# SAZABI

This is piloted by Char Aznable, just as when he was leading Neo Zeon in "Char's Counterattack." The Sazabi, although huge and heavily armored, is still fast and highly maneuverable. It is designed for use by NewType pilots and can attack with six small remote-controlled weapons called "Funnels."

## ● SPECIAL TECHNIQUE

Hover Slide Kick (G)	↓ + ◎
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## ● FINISHING TECHNIQUE

Beam Shot Rifle	↓ → + Punch ● ●
Spin Kick	↓ ← + Kick
Beam Axe (G)	→ ↓ ← + Punch ●
Funnel Shot	← ↓ → + Punch
Funnel Attack	↓ → + Punch
Beam Shot Flush	↓ → ↓ → + Punch *

(These commands assume player is facing right.)

(G) = Ground Technique

(A) = Aerial Technique

● = Energy Consuming Technique

● = Technique Effect Changes with ◻, △, ×, ◎

● = Cannot Defend Against this Technique

\* = Mega Special Attack





# QUIN MANTHA

Piloted by Ple Two, a clone of the character Elpe Puru, the Quin Mantha is armed with built-in shoulder mounted Mega Particle Cannons and remote-controlled "Funnels." It is also protected by a defensive Bubble Shield. The Quin Mantha appeared in Gundam ZZ.

## SPECIAL TECHNIQUE

Double Elbow (G)	→ + △
Tackle (G)	→ + ◎
Body Press (A)	↓ + △
Heel Kick (A)	↓ + ⊗

## FINISHING TECHNIQUE

Beam Launcher	↓ → + Punch	● ●
Beam Shower Attack	↓ ← + Punch	
Hyper Beam Shovel (G)	→ ↓ ← + Punch	●
Funnel Shot	← ↓ → + Punch	
Funnel Attack	↓ → + Punch	
Wave Rider Attack	↓ → ↓ → + Punch	*

- (G) = Ground Technique
- (A) = Aerial Technique
- = Energy Consuming Technique
- = Technique Effect Changes with ◻, △, ⊗, ◎
- = Cannot Defend Against this Technique
- \* = Mega Special Attack

(These commands assume player is facing right.)





# ZZ GUNDAM

Piloted by Judau Ashta, a member of the resistance group AEUG (Anti-Earth United-Nation Government), this Mobile Suit appears in Gundam ZZ. Like the original RX-78 Gundam, it can separate into three components and can also transform into a single large fighter. It's armed with an arsenal of powerful beam weapons.

## ● SPECIAL TECHNIQUE

Guard Punch (G)	← + △
Mega Particle Cannon (A)	◎

## ● FINISHING TECHNIQUE

Double Beam Rifle	↓ → + Punch ● ●
Knee Lift Shot (G)	↓ → + Kick ●
Spray Missile (G)	↓ ← + Punch
Mega Beam Saber (G)	→ ↓ ← + Punch ●
Hyper Mega Particle Cannon (G)	↓ → ↓ → + Punch *

(These commands assume player is facing right.)

(G) = Ground Technique

(A) = Aerial Technique

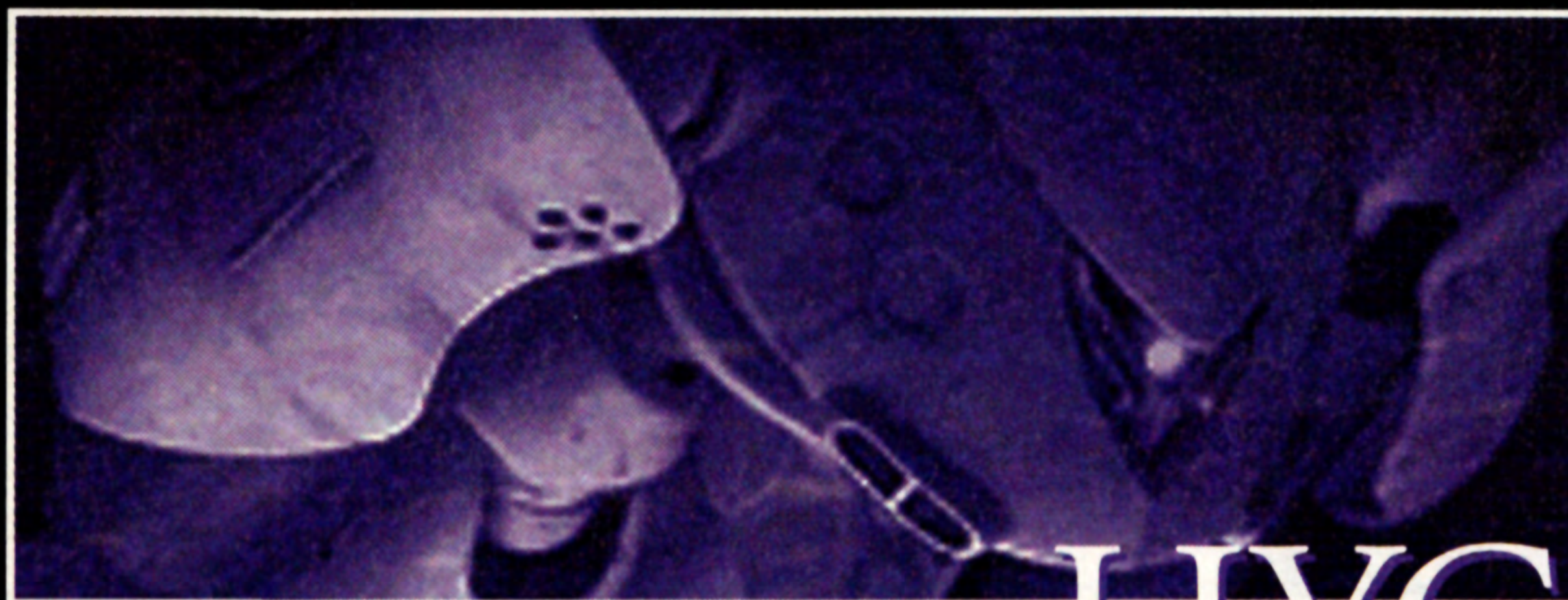
● = Energy Consuming Technique

● = Technique Effect Changes with □, △, ×, ◎

● = Cannot Defend Against this Technique

\* = Mega Special Attack





# HYGOG

## ● SPECIAL TECHNIQUE

Tackle (G)	→ + ◎
Down Kick (A)	◎
Shoot Down Kick (A)	↓ + ◎

## ● FINISHING TECHNIQUE

Machine Gun	↓ → + Punch ● ●
Homing Missile	↓ ← + Punch
Jumping Tackle	↓ → + Kick
Hand Burner (G)	→ ↓ ← + Punch ●
Hell Burner Rush (G)	↓ → ↓ → + Punch *

(These commands assume player is facing right.)

This is piloted by Mikhail Kaminsky of the Duchy of Zeon, the second most senior member of the Cyclops Team from "Gundam 0080." This Mobile Suit is an improved version of the MS-03 Gog, with beam cannons installed on the ends of its long flexible arms.

(G) = Ground Technique

(A) = Aerial Technique

● = Energy Consuming Technique

● = Technique Effect Changes with □, △, ×, ◎

● = Cannot Defend Against this Technique

\* = Mega Special Attack





# THE-O

This is piloted by Paptimus Scirocco, a captain of the Jupiter Energy Fleet, who joins the Titans in "Z Gundam." The-O is equipped with a bio-sensor, an experimental control system that can only be used by NewType pilots. Beware of its hidden hands!

## ● SPECIAL TECHNIQUE

Hidden Arm (G)	→ + □
Rifle Slap (G)	→ + △
Anti-Air Hidden Arm (G)	← + △
Sweep Hidden Arm (A)	↓ + □

## ● FINISHING TECHNIQUE

Beam Rifle	↓→ + Punch	● ●
SW Sword Rush	↓← + Punch	
Slap Tackle	↓→ + Kick	
Beam Sword (G)	→↓← + Punch	●
Beam Sword Dance (G)	↓→↓→ + Punch + Any Attack *	

(These commands assume player is facing right.)

(G) = Ground Technique

(A) = Aerial Technique

● = Energy Consuming Technique

● = Technique Effect Changes with □, △, ×, ○

● = Cannot Defend Against this Technique

\* = Mega Special Attack





# GP-02A

The Gundam GP02A is piloted by Lt. Commander Anavel Gato of the Delaz Fleet and appears in "Gundam 0083." This Mobile Suit was developed to use strategic nuclear weapons. It is armed with an atomic bazooka and protected by heavy armor and powerful cooling systems. It was stolen by renegade Zeon soldiers from an Earth Federation base in Australia, where it was to undergo testing in Earth's gravity.

## ● SPECIAL TECHNIQUE

Shield Smash (G)	→ + △
Shield Tackle (G)	↓ + ⊗

## ● FINISHING TECHNIQUE

Hyper Bazooka	↓ → + Punch ● ●
Shot Bazooka (G)	↓ ← + Punch
Shield Buster (G)	↓ → + Kick
Beam Saber (G)	→ ↓ ← + Punch ●
Atomic Bazooka (G)	↓ → ↓ → + Punch *

(These commands assume player is facing right.)

(G) = Ground Technique

(A) = Aerial Technique

● = Energy Consuming Technique

● = Technique Effect Changes with □, △, ⊗, ○

● = Cannot Defend Against this Technique

\* = Mega Special Attack





# ACGUY

## ● FINISHING TECHNIQUE

Piloted by Akahana of the Duchy of Zeon, the Acguy is powered by a pair of Zaku reactors, giving it a relatively low power exhaust output compared to other Mobile Suits. This makes the Acguy hard to detect with infrared sensors, so it is ideally suited for infiltration and reconnaissance missions.

Acguy Machine Gun	↓→ + Punch ●●
Acguy Jump Upper (G)	→↓→ + Punch
Acguy Claw Rush (G)	↓← + Punch
Acguy Drill Claw (G)	→↓← + Punch ●
Acguy Rolling Maximum (G)	↓→↓→ + Punch *

(These commands assume player is facing right.)

(G) = Ground Technique

(A) = Aerial Technique

● = Energy Consuming Technique

● = Technique Effect Changes with □, △, ×, ◎

● = Cannot Defend Against this Technique

\* = Mega Special Attack





# QUBELEY

Piloted by Haman Karn, leader of the renegade Zeon's base at the asteroid Axis, the Qubeley appears in "Z Gundam" and "Gundam ZZ." The Qubeley is the first regular-sized Mobile Suit to have a Psycommu system, a device which lets NewType pilots like Haman use remote-controlled weapons. It's equipped with a dozen remote beam guns called "Funnels," which it can use to attack an enemy from all directions.

## ● FINISHING TECHNIQUE

Beam Gun	↓→ + Punch ●●
Double Kick (G)	↓→ + Kick
Somersault (A)	↓→ + Kick
Homing Kick	↓← + Kick
Beam Saber (G)	→↓← + Punch ●
Funnel Shot	←↓→ + Punch
Funnel Attack	↓→ + Punch
Full Funnel Attack (G)	↓→↓→ + Punch *

(These commands assume player is facing right.)

(G) = Ground Technique

(A) = Aerial Technique

● = Energy Consuming Technique

● = Technique Effect Changes with □, △, ×, ○

● = Cannot Defend Against this Technique

\* = Mega Special Attack





# Z GUNDAM

Piloted by Kamiru Bidan of the resistance group AEUG (Anti-Earth United-Nation Government) in "Z Gundam," the Z Gundam can transform into a "Wave Rider" mode, allowing it to re-enter the atmosphere. This Mobile Suit was improved greatly by installing biosensors in the control system.

## ● SPECIAL TECHNIQUE

High Punch (A)	↑ + △
Spin Kick (A)	◎

## ● FINISHING TECHNIQUE

Beam Rifle	↓ → + Punch ● ●
Hyper Dash (G)	↓ → + Kick ●
Rise Down Kick	↓ ← + Kick
Hand Blade (G)	→ ↓ ← + Punch ●
Wave Rider Attack (G)	↓ → ↓ → + Punch *

(These commands assume player is facing right.)

(G) = Ground Technique

(A) = Aerial Technique

● = Energy Consuming Technique

● = Technique Effect Changes with □, △, ×, ◎

● = Cannot Defend Against this Technique

\* = Mega Special Attack



# 爆走七子。

detonate







Not for his People...  
Not for his Country...  
But for himself.

A fighter who has lost all emotion  
will fight to the death  
in search of the lost purity  
of his past.

# SilentBomber



# VAMPIRES COUNTDOWN

GET IN TOUCH  
WITH YOUR INNER  
PSYCHOPATH



RATING PENDING  
**RP**  
Visit [www.esrb.org](http://www.esrb.org) or call  
1-800-771-3772 for more info.  
CONTENT RATED BY  
**ESRB**





## **90-DAY LIMITED WARRANTY**

Bandai America Incorporated (Bandai) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

### **To receive this warranty service:**

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-714-816-9500. Our Customer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America Incorporated.  
Consumer Service Department  
5551 Katella Avenue  
Cypress, CA. 90630

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

### **REPAIRS AFTER EXPIRATION OF WARRANTY**

If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for \$10.00 payable to Bandai America Incorporated. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

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