Conquer the world on your Nintendo DS™
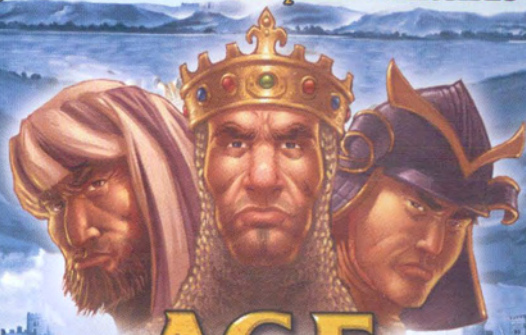
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ENSEMBLE STUDIOS

BACKBONE ENTERTAINMENT

Microsoft

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EmuMovies

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NINTENDO DS™

MECHASSAULT
PHANTOM WAR

Instruction Booklet

MAJESCO ENTERTAINMENT

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

Wireless DS Multi-Card Play 1-4

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

TEEN
T
CONTENT RATED BY ESRB

LICENSED BY
Nintendo

Table of Contents

⚠ **CAUTION - Stylus Use**
To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just a well as many short, hard strokes.

Getting Started

Follow these steps to get started:

1. Make sure your Nintendo DS™ is turned off.

2. Insert the *MechAssault: Phantom War* Game Card and turn your system on.

3. Once the health and safety warning appears, tap the Touch Screen to access the system menu.

4. Tap the *MechAssault: Phantom War* icon on the Touch Screen.

The year is 3134. Nearly all Hyperpulse Generators (HPGs), the pinnacles of interstellar communication, have been hit hard by a virus. After 60 years of peace and prosperity, the Republic of the Sphere, home of all civilized superpowers in the known universe, now trembles in a dark age of excommunication.

Ensuing fear gives breath to forgotten trespasses of both Clans and Great Houses, spawning impossible rumors, even that of HPGs being converted into weapons.

In an attempt to secure their future, the Lyran Alliance elicits Vallen Brice, a genius and Tech Warrant, newly turned MechWarrior, to attempt conversion of an HPG for military engagement.

Accompanied by Hauptmann Jane Faulkner, Tech Warrant Banon "Vern" Styles, and the trusted Anodyne Cross Militia, all fears come to light, even that of Clan engagement and a war that, win or lose, will never go on record.

So begins the Phantom War.

Default Controls

1. **L BUTTON** - Jumpjets/Detonate Missile (in POV Turret)
2. **+ CONTROL PAD** - Move 'Mech or Vehicle/Speed Up or Slow Down Missile (in POV Turret)
3. **R BUTTON** - Fire Weapon/Drop & Detonate Bomb (as Pilot)
4. **START** - Pause
5. **X BUTTON** - Aim/Look Up
6. **B BUTTON** - Aim/Look Down
7. **Y BUTTON** - Aim/Look Left
8. **A BUTTON** - Aim/Look Right
9. **SELECT BUTTON** - Scoreboard (multiplayer only)

Touch Screen Functions by 'Mech or Vehicle in Button Mode

Lower Right Tap - Change Weapons

Upper Left Hold - Enter/Exit Vehicle

Lower Left Tap - Defensive Mod (BattleMech, Tank & POV Turret)

Upper Right Tap - Claw-BattleArmor

- First Person Zoom In/Zoom Out (Tank)

- Initiate Enemy Terminal Hack (Pilot)

- Radar

Note: You can change these default control configurations, including Stylus Control configurations, in the Options Menu by selecting Controls.

Help Icon		- Tap to access current mission objectives and general help. When information is available, the icon will blink and then glow until tapped. Once tapped, the game will pause so you can review help text from the Pause Menu.
Warbook Icon		- Touch to access technical specifications about your current vehicle's weapons and defenses (also available from the Pause Menu if you select **Warbook**). Gameplay pauses when this information is displayed.

Main Menu

The Main Menu appears on the Touch Screen. Tap the up/down arrows with the stylus or use the **CONTROL PAD** to toggle between selections, then tap your choice or press the **A BUTTON** to select your choice. Tap the Back icon with the stylus or press the **B BUTTON** to return to the Main Menu from a submenu. Choose from the following at the Main Menu:

CAMPAIGN

Play through 24 challenging missions throughout a story-driven campaign. Choose from the following at the Campaign Menu:

- **New Campaign:** Begin a new single-player campaign.
- **Load Campaign:** Choose from up to three saved game files to load.
- **Erase Campaign:** Choose from up to three saved game files to delete.

MULTIPLAYER

Compete against 2 to 4 players in a wireless link battle (requires as many *MechAssault: Phantom War* Game Cards as number of players). Choose from the following at the Multiplayer Menu:

- **Create Game:** Initiate a new multiplayer game with anyone within your wireless range. Make your selection from the available game types and related maps. Players can only join during the first initiation of a game; once a multiplayer game is in session, no additional players can join.
- **Join Game:** Select from an existing multiplayer game within your wireless range. A maximum of three multiplayer games will be displayed for all connected players to join. If no multiplayer games are within range or the maximum number of players have joined existing games, the "Searching" message will remain on screen until an available game is found.

Multiplayer Game Modes

There are five multiplayer game modes across eight different maps.

- **Grand Melee:** Aggressive combat against your MechWarrior peers. Trial ends when the rules of combat are met.
- **Trial of Annihilation:** Team based trial, pairing skills until the rules of combat are met.
- **Circle of Equals:** Trial of spatial control and overall ability. Warriors hold a designated area for the maximum amount of time while engaged by contesters.
- **Elusive Circle of Equals:** The Circle of Equals repositions periodically

as defined by the rules of combat. Warriors hold the Elusive Circle of Equals for the maximum amount of time for victory.

- **Phantom Melee:** Combat in dense fog against your MechWarrior peers. Trial ends when the rules of combat are met.

OPTIONS

Choose from the following at the Options Menu:

- **Controls:** Choose from four different control schemes and turn the Invert Y Axis ON/OFF.

- **Audio:** Adjust sound effects, voiceover and music volume using a slider control.

- **Damage Indicator*:** Choose to display an enemy/friendly damage indicator on the lower screen (default), upper screen or neither. When displayed on the lower screen, the vehicle type will appear above the damage bar.

- **Subtitles ON/OFF*:** Turn voiceover subtitles ON/OFF.

CREDITS

Check out the MechWarriors who brought you *MechAssault: Phantom War*.

*These options do not apply to multiplayer modes.

Pause Menu

Press START to access the Pause Menu. When the game is paused, the current mission objective (for single player) or rules of combat (for multiplayer) will appear on the top screen. Press the icon in the upper left-hand corner of the Pause Menu (single player only) to return to the game. At the Pause Menu, choose from the following:

- **Resume Game:** Returns you to the game in progress.

- **Options:** See **Options** on page 8 for details.

- **Help:** Access to scroll back through all available help text.

- **Warbook:** Details technical specifications for any 'Mech or vehicle.

- **Restart:** Choose from **Restart Entire Mission** or **Restart From Checkpoint**.

- **Quit Mission:** Exits the current mission.

The Pause Menu for wireless multiplayer mode includes:

- **Options:** See **Options** on page 8 for details.

- **Quit Game:** Exit a multiplayer game in progress. If a player quits, the multiplayer game in session will end.

- **Resume Game:** Returns all players to the game in progress.

- **Help:** Access to scroll back through all available help text.

- **Warbook:** Details technical specifications for any 'Mech or vehicle.

NOTE: Pausing a multiplayer game pauses the game for all players.

Saving Your Game

The game will automatically save at the beginning of a level. If you exit gameplay or turn off your Nintendo DS, you will resume gameplay from the beginning of the last level played. Once you select a saved campaign to load, you will see all completed missions and movies available for replay.

HUD Display

Upper Screen

1. Targeting Reticule
2. Health Meter
3. Heat Scale
4. Third Person Perspective
5. Waypoint Indicator:
   Yellow= Hack the objective
   Red= Destroy the objective
   Green=Move to the objective
   Blue=Defend the objective
6. Ammunition Count
7. Weapon Upgrade Meter
8. Jumpjet Meter
9. Defensive Mod Meter
   (See page 29 for details.)
10. Weapon Reload Timer
11. Weapon Display

Lower Screen

12. Warbook Icon
13. Radar
14. Your Position
15. Enemy (red) and Ally (green) positions displayed as triangles, diamonds and squares depending on vehicle type
16. Damage Indicator
17. Help Icon
18. Functional Buttons (See page 5 for details.)
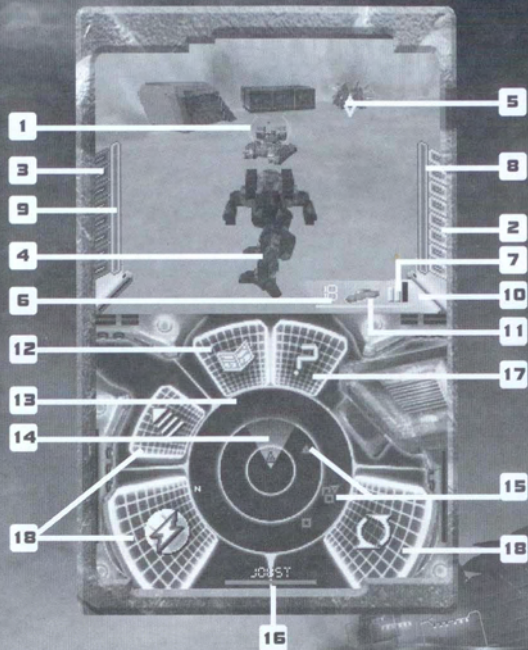
Vehicles

You can commandeer multiple vehicles and play as a human pilot in *MechAssault: Phantom War*. By utilizing multiple vehicles, you can strategically progress through the game and harness the power of a broad, upgradeable arsenal. The specific attributes of each 'Mech and vehicle that follow are also available in game within the Warbook.

BATTLEMECHS ("MECHS")

'Mechs are the ultimate war machines". These giant mechanical behemoths are the most powerful weapons on the battlefield and come in four classes: light (under 40 tons), medium (40-55 tons), heavy (60-75 tons) and assault class (80-100+ tons). In addition, each 'Mech varies in speed, weapons, armor and maximum heat and cooling rates.

Light 'Mechs

Uller

Weight: 30 tons
Speed: 30 mph
Weapons: Laser, Crossbow SRM
Other: Jumpjets, Reflective Armor
Maximum Heat: 100
Cool Rate: 10
Armor: 2,750

Kit Fox

Weight: 30 tons
Speed: 30 mph
Weapons: Pulse Laser, Hammer Missiles
Other: Jumpjets, Null Sig
Maximum Heat: 100
Cool Rate: 10
Armor: 2,714

Cougar

Weight: 35 tons
Speed: 30 mph
Weapons: Pulse Laser, Autocannon, Javelin LRM
Other: Jumpjets, Active AMS
Maximum Heat: 109
Cool Rate: 10
Armor: 2,714

Puma

Weight: 36 tons

Speed: 30 mph

Weapons: PPC, Machine Gun, Crossbow SRM

Other: Jumpjets, Null Sig

Maximum Heat: 109

Cool Rate: 10

Armor: 2,714

Medium 'Mechs

Raptor

Weight: 40 tons

Speed: 32 mph

Weapons: Pulse Laser, Autocannon, Crossbow SRM

Other: Jumpjets, Null Sig

Maximum Heat: 114

Cool Rate: 12

Armor: 2,857

Stiletto

Weight: 40 tons

Speed: 32 mph

Weapons: PPC, Gauss Rifle, Crossbow SRM

Other: Jumpjets, Reactive Armor

Maximum Heat: 114

Cool Rate: 12

Armor: 2,857

Uziel

Weight: 50 tons

Speed: 26 mph

Weapons: PPC, Machine Gun, Crossbow SRM

Other: Jumpjets, Reflective Armor

Maximum Heat: 129

Cool Rate: 12

Armor: 3,214
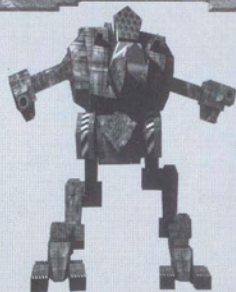
Belial

Weight: 50 tons
Speed: 26 mph
Weapons: Pulse Laser, Gauss Rifle, Crossbow SRM
Other: Jumpjets, Target Jamming
Maximum Heat: 129
Cool Rate: 10
Armor: 3,214

Heavy 'Mechs

Loki

Weight: 70 tons
Speed: 28 mph
Weapons: Pulse Laser, Autocannon, Crossbow SRM
Other: Null Sig
Maximum Heat: 157
Cool Rate: 18
Armor: 3,929

Hellbringer

Weight: 70 tons
Speed: 23 mph
Weapons: Flamer, Autocannon, Javelin LRM
Other: Jumpjets, Active AMS
Maximum Heat: 157
Cool Rate: 18
Armor: 3,929
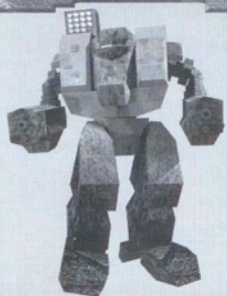
Mad Cat

Weight: 75 tons
Speed: 23 mph
Weapons: PPC, Machine Gun, Javelin LRM
Other: Target Jamming
Maximum Heat: 164
Cool Rate: 13
Armor: 4,107
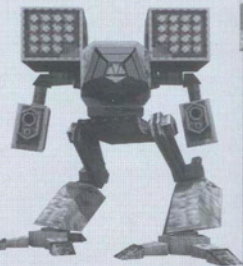
Timber Wolf

Weight: 75 tons

Speed: 23 mph

Weapons: Pulse laser, Gauss Rifle, Crossbow SRM

Other: Active AMS

Maximum Heat: 164

Cool Rate: 10

Armor: 4,107

Prometheus

Weight: 100 tons

Speed: 19 mph

Weapons: Laser, Gauss Rifle, Hammer Missile

Other: Alpha Strike

Maximum Heat: 200

Cool Rate: 10

Armor: 5,000

Assault 'Mechs

Atlas

Weight: 100 tons

Speed: 19 mph

Weapons: Pulse laser, Autocannon, Javelin LRM

Other: Alpha Strike

Maximum Heat: 200

Cool Rate: 10

Armor: 6,000

Blood Asp

Weight: 100 tons

Speed: 19 mph

Weapons: Plasma PPC, Machine Gun, Javelin LRM

Other: Alpha Strike

Maximum Heat: 200

Cool Rate: 11
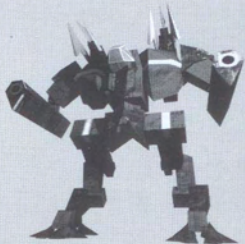
Armor: 5,000

Star Adder

Weight: 100 tons
Speed: 19 mph
Weapons: Lava Gun, Autocannon, Plasma PPC
Other: Alpha Strike
Maximum Heat: 200
Cool Rate: 11
Armor: 5,000
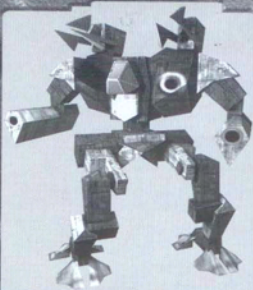
Ragnarok

Weight: 101 Tons
Speed: 19 mph
Weapons: Lava Gun, Gauss Rifle, Javelin LRM
Other: LosTech Defenses
Maximum Heat: 201
Cool Rate: 11
Armor: 5,000

Ymir

Weight: 101 Tons
Speed: 19 mph
Weapons: PPC, Autocannon, Lava Gun
Other: LosTech Defenses
Maximum Heat: 201
Cool Rate: 11
Armor: 5,035

BATTLEARMOR

BattleArmor is smaller and less powerful than a 'Mech but it is much easier to maneuver. Its pulse laser can take out infantry, and well placed mortars quickly leave tanks in the dust. The BattleArmor's smaller size enables faster and stealthier movement, while its jumpjets permit aerial escapes or offensive attacks from above.

Speed: 16 mph

Offensive Weapons: Pulse Laser, Mortar

Defensive/Special: Jumpjets

TANKS

Tanks are the only vehicle with sniping capabilities. They are also the backbone of the battlefield; their treads don't allow for rough terrain to impede their mission.

Rommel MKII

Speed: 20 mph

Offensive Weapons: Gravity Cannon (with zoom), Machine Gun

Defensive/Special: Null Sig

POV TURRET

Despite a shield, turrets are somewhat defenseless against 'Mechs and large tanks. However, their POV (Point of View) missiles allow for extremely focused and powerful attacks on critical pathways like bridges.

Speed: Up to 150 mph

Offensive Weapons: Missile (chemical explosive warhead), laser

Defensive/Special: Energy Shield

MECHWARRIOR/PILOT

As Vallen Brice, a MechWarrior pilot, you are in human form with minimal armor protection and only pilot bombs to defend yourself with. Stealth is therefore critical to survival.

Weapons

Different vehicles come equipped with different armaments. Heat generated per weapon round varies and excessive fire may cause your vehicle to overheat. Until an overheated system cools you will be temporarily unable to fire weapons.

'MECH ENERGY WEAPONS

Pulse Laser: Generates low heat but its rapid-fire bursts do low damage.

Laser: Fires a long single beam and includes targeting assistance. Yields greater damage than the Pulse Laser. Generated heat is offset by a slower recharge rate.

PPC (Particle Projectile Cannon): The most powerful energy weapon available, the PPC emits immense heat per round. It must be charged up before firing. The level of power is proportionate to the amount of time charged.

Plasma PPC (Particle Projectile Cannon): Requires less time than the PPC to fully charge but yields less damage.

'MECH BALLISTIC WEAPONS

Machine Gun: More powerful rapid-release fire than pulse lasers but has a shorter effective range.

Autocannon: More powerful than the machine gun and has a longer range. Good for small and medium-sized enemies.

Gauss Rifle: The most powerful ballistic weapon available. Though it has a long reload time, its projectile is usually too fast for an enemy to avoid making it a very valuable resource to manage.

MISSILE WEAPONS

Crossbow SRM (Short Range Missile): What this weapon lacks in power and range it makes up for in accuracy via a guidance system that homes in on its target.

Javelin LRM (Long Range Missile): Has a slow recharge rate and yields low damage but its guidance system is very effective over long distances.

Hammer Missile: The most powerful missile available yet it has no guidance system. Rather, it features a time-based detonation system. The longer you charge the clock, the further the missile will travel before a full power detonation.

OTHER WEAPONS

Lava Gun: Spews hot volcanic magma and generates a massive amount of heat.

Flamer: A hybrid of the outdated flamethrower and the inferno missile. The flamer yields decent damage, has a limited guidance system and generates heat in the impacted vehicle.

Tonnage: Vehicle size and strength can serve as an effective weapon. Trampling infantry and tanks can be a quick way to inflict damage upon the enemy.

BATTLEARMOR WEAPONS

Pulse Laser: Generates low heat and its rapid-fire bursts yield low damage.

Mortar: A projectile with immense impact and range control. Charge the weapon and/or adjust pitch to affect the traveling distance of each shot.

TANK WEAPONS

 Machine Gun: Short range but rapid-fire release.

 Gravity Cannon: Only found on tanks, the Gravity Cannon has a zoom function making it useful for long-range fighting. It has excellent power but long reload times.

PILOT WEAPONS

 Pilot Bombs: Explosive charges you can place and manually detonate or leave in an enemy's path for proximity based detonation.

POV TURRET WEAPONS

 Laser: Can continuously fire rounds without overheating but its rapid-fire bursts are not very powerful.

 POV (Point of View) Missile: Manual guidance with a huge impact. Speed of the missile is alterable; detonation is manual, though the lifespan has limits before auto detonation.

Defensive Mods & Special Weapons

In addition to the standard weaponry, many of the vehicles feature other weapons that enhance their offensive and/or defensive abilities for a limited time. You can monitor the use of Jumpjets through your Jumpjet Meter and your Defensive Mods through your Def Mod Meter. The Def Mod Meter needs to completely refill before you can reactivate your Def Mod. The Jumpjet Meter, however, only needs to be partially filled before you can use Jumpjets. Once depleted, these meters will refill over time.

DEFENSIVE MODS

 Null Sig (Null Signature): Makes the vehicle invisible to enemy sight and radar.

 Target Jamming: When active, causes enemy weapon guidance systems to fail.

 Active AMS (Anti-Missile System): Destroys oncoming missile fire from all missile weapons, except POV missiles and mortars.

 Defensive Armor Mods: Either reflective or reactive. Reflective mods shield the vehicle and greatly reduce damage incurred from energy weapons. Reactive mods shield the vehicle and reduce damage incurred from ballistic weapons.

LosTech: When active, will decrease damage from any and all weapon impacts.

Energy Defense Shield: Shields you from enemy damage while in the POV Turret.

OTHER SPECIAL WEAPONS:

Jumpjets: Enhance the equipped vehicle with thrust propulsion, limited by refuel capacity and planet gravity.

Alpha Strike: Vehicles with the capacity for Alpha Strike reach this state by upgrading all weapons to maximum power. When active, Alpha Strike can be selected, charged to full and released for unparalleled impact. Once fired, all weapons return to the lowest power setting.

Hacking

Mastering hacking techniques is critical to the success of your campaign.

NEUROHACKING

While in BattleArmor, you can approach a hostile 'Mech, override the pilot's defense system, and seize the 'Mech. Upon attaching to a 'Mech, use the Touch Screen to begin the hack. Touch a code symbol on the top of the Touch Screen and slide it to a match on the bottom. When all lower symbols have been matched, the hack is completed. The left meter tracks your progress and the right tracks the enemy. The difficulty of the hack increases as you attempt to hack larger 'Mechs with more experienced pilots and better hack defense systems. Once you have successfully NeuroHacked the 'Mech, you can exit your BattleArmor and enter the 'Mech.
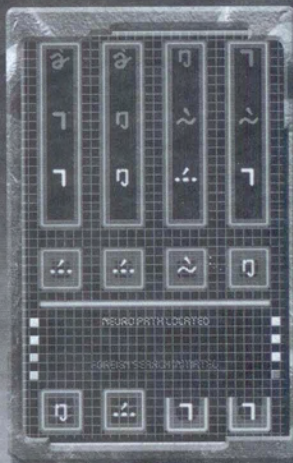
TERMINAL HACKING

Hacking terminals lets you access blocked areas and gain entry into enemy installations, but you must exit your current 'Mech or vehicle and enter pilot mode to do so. In pilot form, you are vulnerable to attack so clearing out nearby enemies before getting out of your vehicle is critical. To complete the hack, "catch" the symbols by touching them on the Touch Screen as they fall from the top screen. Direct them into the matching slots to lock in the code. Lock all 4 code symbols to complete the hack.
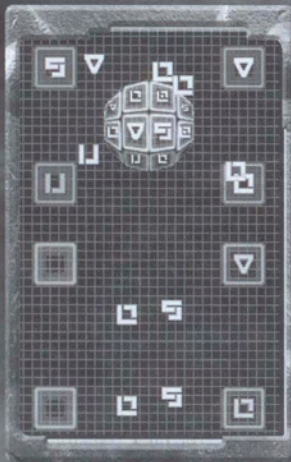
Upgrading Weapons & Salvage

You can upgrade any of your 'Mech, BattleArmor and Tank weapons by picking up salvage from destroyed 'Mechs, Tanks and buildings. *Note: you cannot upgrade POV Turret or pilot weapons. Find salvage of the corresponding color to upgrade your weapons from their base level to two more powerful levels:*

Armor (Green): Replenishes armor.

Missile (Red): Advances missile power level.

Energy (Blue): Advances energy power level.

Ballistic (Yellow): Advances ballistic power level.

Speed (Orange): Temporarily increases 'Mech's speed (multiplayer only).

Heat (Purple): Temporarily increases 'Mech's cool rate (multiplayer only).

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($1.99 per minute.) Must be 18 years or older, or have a parent's
permission to call. Touch tone phones only.

Notes

Notes