STORY

PROLOGUE

2013 - An unknown signal came from outer space, confirming the existence of extraterrestrials.

2015 - To prepare for a potential emergency, humanity established the Earth Defense Force (EDF).

Most people hoped that the extraterrestrials would be wise and benevolent beings, and that humanity should welcome them with open arms.

Until that fateful day in June of 2017...

An armada of spaceships appeared at the edge of the solar system, surrounded the Earth and attacked all humanity. The EDF codenamed these aliens "Ravagers" and prepared to fight back.

The Ravagers attacked not only with energy weapons and bombs, but with living weapons as well. Throughout the Earth's crust, they planted nests for hideous overgrown creatures, which bred underground before burrowing up to swarm human cities from below. Every time the EDF attempted to counterattack, the Ravagers deployed a new weapon deadlier and more cunning than the last.

Humanity was clearly losing, with no hope in sight. The whole world was dying, blast by blast, and humanity was going extinct. In desperation, the EDF launched a suicidal infantry attack directly against the enemy mothership.

And on that day, humanity won its greatest victory ever. The elite unit Storm Team, against all odds, delivered a fatal strike to the mothership's only weak point. Slowly, it plummeted to the ground and exploded.

With the loss of their mothership, the Ravagers were forced to retreat. All over the world, survivors sung a hymn of victory.

Over the next year, the EDF regrouped with the remains of the world's national militaries and collaborated to root out the last of the giant creatures from underground. With their extermination, the world rejoiced again, and reconstruction of humanity's great cities began.

Though the scars of battle were deep indeed, the Ravagers' technology ironically gave humanity the tools it needed to rebuild quickly. United by the outside threat, the people of the world joined together in a time of peace.
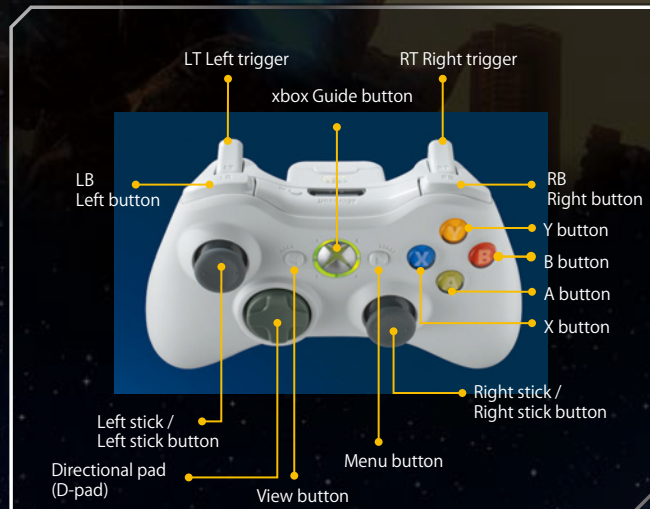
Eight years passed. Reconstruction was nearly complete worldwide. Some believed that humanity had endured its final trial, and that the reward would be everlasting peace and prosperity.

But on June 28th, 2025, an emergency warning rang out all over the world.

Deep underground, a new plague had just been born.

CONTROLS

Game Pad

- LT Left trigger
- RT Right trigger
- xbox Guide button
- LB Left button
- RB Right button
- Y button
- B button
- A button
- X button
- Right stick / Right stick button
- Left stick / Left stick button
- Directional pad (D-pad)
- View button
- Menu button

Controls of MENU screen

Keyboard / Mouse control	Game pad control	Action
Move W key or mouse up.	Move left stick up	Select option above
Move S key or mouse down.	Move left stick down	Select option below
Move A key or mouse left.	Move left stick left	Select option to the left
Move D key or mouse right.	Move left stick right	Select option to the right
Enter key / Click the left mouse button	A button	Select option that is displayed on the screen
Esc key / BackSpace key / Click the right mouse button	B button	Abort the current operation / Back to the previous operation

Controls for Ranger, Wing Diver and Air Raider

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
Move mouse.	Right stick	Aim
Click the right mouse button	LB Left button	Zoom/Active
Space key	LT Left Trigger	Jump 〔or, for Wing Divers, hold button to fly〕
Scroll mouse wheel	RB Right button	Switch Weapons
Click the left mouse button	RT Right Trigger	Attack
Push Space key while moving mouse left	Push LT while moving mouse left	Roll left 〔Ranger and Air Raider only〕
Push Space key while moving mouse right	Push RT while moving mouse right	Roll right 〔Ranger and Air Raider only〕
R key	X button	Reload
E key	B button	Mount Vehicle* / Rescue Fallen Ally 〔Multiplayer mode only〕
Esc key	Menu button	Display the Pause Menu
→ key	D-pad button	Chat Messages
Left Ctrl key	Y button	Chat Messages Shortcut
Q key	Right stick button	Mark a Location or an Enemy
T key	T key on the keyboard	Display the Chat windows
1 key	Cannot use	Weapon Shortcut 1
2 key	Cannot use	Weapon Shortcut 2
3 key	Cannot use	Weapon Shortcut 3 〔Air Raider only〕

Controls for Fencer

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
Move mouse	Right stick	Aim
Click mouse wheel	A button	Jump
Scroll mouse wheel	Y button	Switch Weapons
Left Shift key	LB Left button	Use - L. hand
Click the right mouse button	LT Left Trigger	Attack - L. hand
Space key	RB Right button	Use - R. hand
Click the left mouse button	RT Right Trigger	Attack - R. hand
R key	X button	Reload
E key	B button	Mount Vehicle* / Rescue Fallen Ally 〔Multiplayer mode only〕
Esc key	Menu button	Display the Pause Menu
→ key	D-pad	Chat Messages
Left Ctrl key	Left stick button	Chat Messages Shortcut
Q key	Right stick button	Mark a Location or an Enemy
T key	T key on the keyboard	Display the Chat windows
1 key	Cannot use	Weapon Shortcut 1
2 key	Cannot use	Weapon Shortcut 2

* Only Rangers and Air Raiders can drive vehicles. Wing Divers and Fencers can enter vehicles, but not in the driver's seat.

WHAT IS THE EDF

EDF stands for "Earth Defence Force," a multinational military aliance.
Once makind confirmed the existance of extrarrestrials,
it formed this supralegal force as a safeguard for emegencies.

By harvesting Ravagar tecnology during the war,
it has greatly improved its power and conpabilities.

To this day, the EDF continues to develop new anti-alien
weapons. Some say the EDF is as powerful as the Ravagers
now, but most people take comfort in that;
humanity is protected by the strongest force ever to existon Earth.

PROTAGONIST

Your Solder is the captain of a special EDF unit called Storm Team.
You will play a key role in a variety of missions and, if all goes well, lead the EDF to victory.

CLASSES

The protagonist may belong to any of the four classes below. Choose whichever class you like.
To change your class, choose "Class/Equipment" in the Headquarters menu.

RANGER

Special infantry. An expert who can use various types of
weapons. Versatile and capable, Rangers makes up
the core of Storm Team.

・The easiest class to use. If you're a beginner,
  this is the best class for you.

WING DIVER

Part of an elite, all-famale force who fly above the
battlefield on jetpacks. They were initially formed to battle
giant insects, and their weapons are based on Ravager
technology.

・The most mobile class, with high firepower but
  lightweight armor.

AIR RAIDER

A tactial expert, skilled in vehicles, automatic weapons,
artillery and air strikes. The Air Raider's main task is to
guide the Air Force from the ground. Upon spotting a
explosive strikes, including cruise missiles and orbital
bombardments.

・Since this class's main role is to support alliens, it's more suitable for multiplayer mode.
  Give it a try after you get used to the basics.

Credits

Air Raiders can call in air strikes or request vehicles. To repeat those requests 〔or, in some cases,
to make them in the first place〕 requires "credits". Earn credits by defeating enemies.
Since your team's kills count toward your credits as well, it's important to support your team
throughout the battle.

FENCER

A heavily armored soldier whose power frame enables
him to carry two huge weapons at a time, one in each
hand. He can bring two sets of weapons into battle, for a
total of four.

・Press the Switch button to switch between weapon
  sets.

Contorl of the FENCER

Some of the Fencer's weapons have a second feature. For example, if you have a Vibro Hammer in
your right hand, you can perform an attack by pressing the "Attack - R. Hand" button, but also you
can perform a thruster dash by pressing the "Use - R. Hand" button. 〔Fencer's control schemes are
a bit different in general from other classes. See the "Controls" section of this manial for details.〕

EARTH DEFENSE FORCE 4.1
THE SHADOW OF NEW DESPAIR

Power Gauge 〔Fencer〕

Some weapons, like the Vibro Hammer, can charge up power by pressing and holding the Attack button. The more power you charge up before excuting your attack, the stronger the attack will be.

Energy Gauge 〔Wing Diver〕

Wing Divers' jetpacks, and most of their weapons, draw power from a special device called a Plasma Generator. Whenever a Wing Diver flies or uses laser weapons, the energy gauge decreases gradually.
The Plasma Generator will slowly recharge when not in use, but if it dropa to zero, it will go into emergency charge mode.
If that heppens, the gauge is full again.

On the plus side, Wing Divers' individual weapons can reload themselves when the Wing Diver is'nt using them. For example, if you take a Rapier and a Pandora into battole, and start to reload the Pandora, you can then switch to the Rapier and use it while the Pandora continues to reload.

GAME SCREEN

Armor Gauge
Armor represents how much damage your soldier can take before failing a mission. The gauge displays both your current and maximum armaor.

Radar
Shows enemies, friendly troops, vehicle, civilians and items around your character.


Crosshair
Inducates where your soldier's weapons are currently aimed.

Weapon Icon
Displays the weapon 〔or pair of weapons, in the case of Fencers〕 that your soldier is currently holding. The name of the weapon, its current amount of ammo and its maximum ammo all appear below the icon. When the current ammo drops to zero, your soldier automatically starts to reload the weapon.

Red mark : Enemy
Blue mark : EDF Soldier
Green mark : Item
Yellow mark : Vehicle
White mark : Civilian

Marls that have letters are other players,
The letters represent each class.
The reader also displays the area of any incoming air strike or similar bombardments/
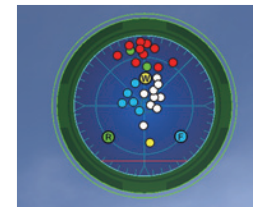
STATING THE GAME

TITLE SCREEN

Press any button 〔or any key〕 to advance to the Game Mode Select screen.
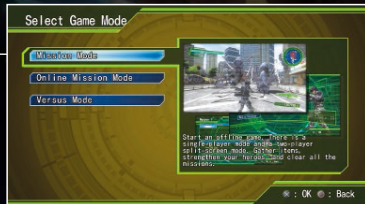
GAME MODE SELECT SCREEN

Choose any of the following game modes:

MISSION MODE

Start a game offline. Collect items to develop your soldiers, and complete all the missions.

ONLINE MISSION MODE

Cooperate with other players to challenge difficult missions.

VERSUS MODE

A split-screen mode where two players fight against each other. You will need two Gamepad or Keyboard / mouse to play this mode.

DOWNLOAD CONTENT

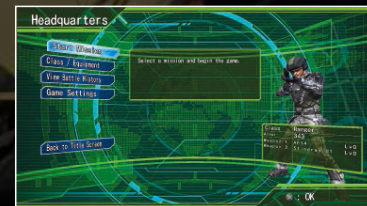Choose this mode to access new downloadable missions.

SELECT NUMBER OF PLAYER

In Mission Mode, you can add an offline co-op player by choosing "2-Player Split-Screen." You will need two Gamepad or Keyboard / mouse to play this mode.
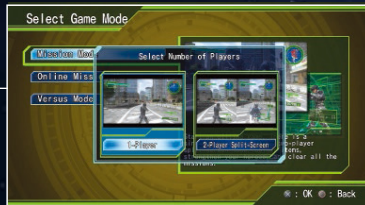
HEADQUARTERS

The Headquarters menu will display the following options:

START MISSION

Select a mission and difficulty.

CLASS/EQUIPMENT

Select your class, your gear and the color of your uniform. If you want to make a mission more challenging, you can also temporarily lower your armor level here.

VIEW BATTLE HISTORY

Check your progress and statistics.

GAME SETTINGS

You can change various settings, such as brightness and volume. You can also adjust the controls schemes by choosing "Change Controls" or, for Fencers specifically, "Change Fencer Controls." You can change the cotrols during missions as well.

BACK TO TITLE SCREEN

Save your progress and return to the title screen.

GAME SETTINGS

You can change these settings below in the Game Settings menu.

SE Volume	Adjust the volume of the sound effects.
BGM Volume	Adjust the volume of the background music.
Voice Volume	Adjust the volume of the voiceovers.
UI mouse sensitivity	Adjusts the sensitivity of the mouse movements when selecting options in the menu screens.
Screen Shake	Turn the camera shake effect on or off.
Rotation Speed	Adjust the speed at which a character turns.
Rotation smoothing	Adjusts the motion speed of gun alignment. The higher the number the slower the sight moves. 〔Setting only available when using keyboard and mouse.〕
Look Up / Down	Switch between the two modes for looking up and down.
Look Left / Right	Switch between the two modes for looking left and right.
Vibration	Turn the Gamepad vibration on or off. 〔Setting only available when using Gamepad.〕
Camera Effects	Turn various camera effects on or off.
Skip Cutscenes	Toggle whether cutscenes you've seen before will play or not.
Display Online IDs	Toggle whether you will see other players' Online IDs in Online Mission Mode.
HUD Size	Changes in-game key bindings.
Restore Default	Revert the settings to default.
Change Controls	Change button assignments for non-Fencer controls.
Change Fencer Controls	Change button assignments for Fencer controls.
Change Chat Shortcuts	You can choose chat messages for the shortcut menu. The messages you have chosen can be selected with the touch pad.

SYSTEM SETTINGS

You can change these settings below in the System Settings menu.

Anti-aliasing	Turn on antialiasing for smoother graphical display
Shadow	Turn shadows off to remove character and building shadows
Anisotropic Filtering	Anisotropic filtering is a setting to display characters and buildings in more clarity. If the game is running slowly, turning this setting off may help.
Screen Settings	Change screen resolution, enter or exit full screen mode
Language Settings	Change language of the text and voice.

PAUSE MENU

Press the Menu button 〔or Esc Key〕to open the Pause Menu, which includes the following options:

Return to Game	Resume the mission.
Restart Mission	Start the same mission over.
Retreat	Return to the Headquaters screen.
Game Settings	Adjust various options.

ABOUT DIFFICULTIES

After you choose to start a mission, you'll choose the difficulty for that mission. The harder the difficulty, the better the gear you can get.
However, you'll have a very tough time clearing missions on HARD or above without building up your soldier first, so it's best start off on NORMAL or EASY.

EASY	You will crush your enemies like bugs, but you won't build up your soldier much. Choose this difficulty if you're having trouble getting past a particular mission.
NORMAL	An even fight. We recommend choosing this difficulty first in each mission.
HARD	Your standard weapons will barely scrach the enemy in this mode. Build up your soldier's gear before you take this mode on.
HARDEST	The enemy will tear you apart right off the bat in this mode, unless you push your soldier's skills to the limit first.
INFERNO	Pure hell. This is a bonus mode for players who've beaten everthing else. You don't have to take it on if you don't want to.

GAME OVER

When your character's armor hits zero, the mission will fail. Afterwards, the following options will appear:

Restart Mission	Try the same mission again.
Retreat	Go back to the Headquarters menu.

WEAPONS

There are hundreds of weapons for you to find. When you first start the game, you'll have only basic weapons available, but you can obtain many more during combat (with better weapons up for grabs on harder difficulties, if you can survive). Different classes can equip different numbers of weapons, as shown below:

Number of Weapons by Class

Ranger	2 Weapons
Wing Diver	2 Weapons
Air Raider	2 Weapons, 1 Vehicle
Fencer	2 Sets of 2 Weapons Each

During missions, you can switch between your equipped weapons by pressing the Swisth Weapon button or key.
Fencers switch between their two sets of equipped weapons.

ITEMS

If you defeat enemies, items might drop. By collecting items, you can build up your soldier.

Armor
Increases the maximum amount of damage your soldier can take.

Weapon Item
Adds a weapon, of the soldier class you're currently playing, to your inventory. Later missions and harder difficulties have better weapons available.

Healing Item 〔small〕
Restores a small amount of armor.

Healing Item 〔large〕
Restores a large amount of armor.

BITE BACK

You can aim and fire even while you're being bitten. However, enemies can also trash you around in mid-bite, temporarily preventing you from moving. Keep calm and look for a chance to shoot your way out of their jaws.

*You can switch weapons even while you're being bitten. Pick the best weapon for the situation 〔hint: not explosives〕 and make the enemy choke on it!

FOILING FOES WHO FEAST ON FRIENDLIES

In the Online Mission Mode 〔or 2-player split-screen mode〕, of another player is being bitten, an icon will appear. If you see this icon, save the other player immediately by defeating the enemy who's biting them.

ESCAPING ENTRAPMENT

If you touch a spider web, you'll become stuck, but you can still aim your weapons. Aim for the webbing and fire until it breaks and lets you loose.
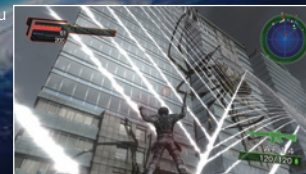
CUTTING YOUR FRIENDS LOOSE

If you find an ally who's been caught in a web, destroy the web immediately to save them.

BEWEAR OF RETIARIUS WEB

Retiarius webs are extremely dabgerous.
Not only can they ensnare you, but they'll pull you
toward the Ratiarius with tremendous force.
The only way to save yourself is to defeat the Retiarius
at the other end of the web.

HOW TO THROW GRENADES AND SMOKE GRENADES

Grenades and smoke grenades are designed to be
thrown. The longer you hold the Attack key
〔or button〕, the further you cab throw them.

The trajectory will appear as a red band, which will
continue to extend while you're pressing and holding
the key 〔or button〕.

Release the key 〔or button〕 to complete the throw.

HOW TO USE THE ZOOM / ACTIVATE KEY 〔BUTTON〕

Some weapons, such as sniper rifles, come with scopes.
While using a scoped weapons,
press the Zoom / Activate key 〔or button〕 to look
through the scope for a closer view of the enemy.

The Zoom / Activate key 〔or button〕 is also used to
active stationary weapons, such as automatic sentry
guns or remote control explosives. You'll need to set
such weapons on the ground, by pressing the Attack key 〔or button〕, before activating them.

ABOUT EDF UNITS

EDF SOLDIERS

You won't be out in the field alone. Other EDF
troops will be there with you, watching your
back and counting on you to watch theirs.

If you get close to them, you can hear their
conversations with HQ and with each other.
Soldiers with something to say will have a talk
icon over their heads.

JOINING FORCES

When you see friendly soldiers with red
triangle icons over their heads, get close to
recruit them. The soldiers you recruit will fall
under your command and work together
with you. If you recruit a team leader, the
entire team will fall under your command.

You can give orders to these troops via chat
messages, and if you're a Ranger, any healing
items you pick up will heal them as well.

*Soldiers without the triangle icons have higher-priority tasks and cannot be recruited.

UNIT'S STRUCTURE

The EDF hierarchy is arranged in terms of commandars and squad members.

COMMANDER

Each unit is led by a commander.
Commander's helmets have a different color from their subordinates, making them easy to identify. If you recruit a commander, his entire team will join you as well.
However, if the commander then dies in action, his troops will leave your command unless you recruit each of them again.

UNIT MEMBERS

Unit members follow their commander.
Unit members who have a commander will never join you individually without their commander's consent 〔so recruit the commander first, if possible〕.

If their commander dies in action, they will lose their may be open to accepting your command at that point.

VEHICLES

If a vehicle has a glowing blue circue beside it, you can stand in thar circle and press the Vehicle / Rescue Key 〔or button〕 to get in.
Boarding operation
・E key 〔Keyboard〕
・B button 〔Gamepad〕
Vehicles with more than two seats have multiple blue circles. For example, the E651 Titan has three blue circles, for the pilot's seat, right-side gunner and left-side gunner.

NOT EVEYONE CAN DRIVE

Air Raidera and Rangers are the only ones who can drive vehicles.These two soldier classes can ride in either the pilot's seat or any other seat. Wing Divers and Fencers cannot ride in the pilot's seat, only in other seats.

ARMORED VEHICLE GRAPE

〔4 SEATS〕 An armored vehicles. Besides the pilot's seat, it has seating for up to three passengers. Its main role is an armored transport, but its top turrent makes it useful in combat well.

PILOT'S SEAT

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
Move mouse	Right stick	Aim Cannon
Click the right mouse button	RT Right Trigger	Attack
Space key	A button	Paking Brake
S key to advance, W key to retreat	Move left stick in the opposite direction to movement direction.	Brake
E key	B button	Dismount

PASSENGER SEAT

Keyboard / Mouse control	Game pad control	Action
Move mouse	Right stick	Move Camera
E key	B button	Dismount

CARAVAN ARMORED VEHICLE

〔4 SEATS〕 An armored medevac vehicle. Desinged for battlefield deployment, it has thick armor, but no weapons. Besides the driver's seat, there's a mobile emergency room 〔ER〕 in the back, where up to three people can ride. While staying in the ER, you'll be healed. Despite its lack od combat capabilities, it can make an effective mobile base.

PILOT'S SEAT

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
S key to advance, W key to retreat	Move left stick in the opposite direction to movement direction	Brake
E key	B button	Dismount

EMERGENCY ROOM 〔ER〕

Keyboard / Mouse control	Game pad control	Action
Move mouse	Right stick	Move Camera
E key	B button	Dismount

SDL1

〔2 SEATS〕 One person can drive the bike while another sits in the sidecar. The sidecar 〔and only the sidecar〕 is equipped with a surprisingly powerful machine gun, which has wider range of frontal fire.
With a two-soldier crew, the SDL1's spritely agility and destructive power make it a force to be reckoned with.

BIKE

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move left
Space key	A button	Parking Brake
S key to advance, W key to retreat	Move left stick in the opposite direction to movement direction	Brake
E key	B key	Dismount

SIDECAR

Keyboard / Mouse control	Game pad control	Action
Move mouse	Right stick	Aim Machine Gun
Click the right mouse button	RT Right Trigger	Attack
E key	B key	Dismount

NAEGLING SELF-PROPELLED ROKET LAUNCHER

〔1 SEAT〕 A vehicle equipped with a "Homing Rocket Cannon". Technically, since the rockets are homing, thy should be called missiles, but the name stuck early in development.
Its rockets were specially engineered to destroy Ravagars.

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
Move mouse	Right stick	Aim Rockes
Click the right mouse button	RT Right Trigger	Attack
S key to advance, W key to retreat	Move left stick in the opposite direction to movement direction	Brake
E key	B button	Dismount

*The launcher automatically locks onto enemies near its crosshairs.

E551 GIGANTUS

〔1 SEAT〕 The EDF's main tank. It's been developed to fight against the Ravagers. Its main cannon fires high-caliber explosive shells.

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
Move mouse	Right stick	Aim Cannon
Click the right mouse button	RT Right Trigger	Attack
S key to advance, W key to retreat	Move left stick in the opposite direction to movement direction	Brake
E key	B button	Dismount

EPSILON ARMORED RAILGUN

〔3 SEATS〕 This vehicle is equipped with a state-of-the-art electromagnetic speeds.
To keep smaller enemies away.
It also has machine guns on both sides.

PILOT'S SEAT

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
Move mouse	Right stick	Aim Railgun
Click the right mouse button	RT Right Trigger	Attack
S key to advance, W key to retreat	Move left stick in the opposite direction to movement direction	Brake
E key	B button	Dismount

GUNNER'S SEATS 〔LEFT & RIGHT〕

Keyboard / Mouse control	Game pad control	Action
Move mouse	Right stick	Aim Machine Gun
Click the left mouse button	RT Right Trigger	Attack
E key	B button	Dismount

E651 Titan

〔3 SEATS〕 A huge combat vehicle, spanning a massive 25 meters. Basically a mobile fortress developed for land combat against the giant insects. Easily the strongest weapon of war in the entire EDF.
Equipped with a main battleship-class cannon called the Requiem Gun, as well as two rotating turrets and trick armor.
The trade-off, however, is that all of these features add to its weight, making it a bit sluggish.

PILOT'S SEAT

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
Move mouse	Right stick	Aim Cannon
Click the left mouse button	LT Left Triger	Attack
Click the right mouse button	RT Right Trigger	Attack
S key to advance, W key to retreat	Move left stick in the opposite direction to movement direction	Brake
E key	B button	Dismount

GUNNER'S SEATS 〔LEFT & RIGHT〕

Keyboard / Mouse control	Game pad control	Action
Move mouse	訓練を動かす	
Click the left mouse button	LT Left Triger	Attack 1 (Machine Gun)
Click the right mouse button	RT Right Trigger	Attack 2 (Requiem Gun)
E key	B button	Dismount

*Titans with missiles equipped can automatically lock onto enemies near their crosshairs.

EF24 BAZELART

〔1 SEAT〕 The EDF's main attack helicopter, still in use despite being eight years old. Fortunately, it's been enhanced signficantly since then.

Keyboard / Mouse control	Game pad control	Action
W	Move left stick up	Move forwards
S	Move left stick down	Move backwards
A	Move left stick left	Move left
D	Move left stick right	Move right
Move mouse	Right stick	Steer
Space Key	LT Left Triggr	Ascend
Click the right mouse button	RT Right Trigger	Attack 1 (Machine Gun)
Click the left mouse button	RB Right button	Attack 2 (Missiles)
E key	B button	Dismount

EF31 NEREID

〔1 SEAT〕 A helicopter equipped with an Auto-Acquisition Autocannon that can detect enemies within the angle of fire and automatically establish target locks on them. Its ground support capability is overwhelming, offering a reliable method of exterminating any hostile forces below.

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
Move mouse	Right stick	Steer
Space key	LT left Trigger	Ascend
Click the right mouse button	RB Right button	Attack 1 (Auto-Acquisition Autocannon)
Click the left mouse buttonRT	Right Trigger	Attack 2 (Rocket Cannon)
E key	B button	Dismount

BM03 VEGALTA

〔1 SEAT〕 The latest elite humanoid battle machine, and the successor to the BM02 Vegalta, which was used in the 2017 war. Further enhanced, lighter in weight, and with optimized performance. Its weapons are powerful, but its mobility is low.
After jumping, pressing the Jump key / button again will active the jet thrusters, allowing for short periods of flight.

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
Move mouse	Right stick	Steer
Click the left mouse button	LT Left Trigger	Attack 1 (Rocket Cannon)
Space key	RB Right button	Attack 2 (Missile Pod)
Click the right mouse button	RT Right Trigger	Attack 3 (Revolver Cannon)
Left Shift key	LB Left button	Attack 4 (Shoulder Howitzer)
Click mouse wheel	A button	Jump
Click mouse wheel while Jumping	A button while Jumping	Fly
E key	B button	Dismount

*Vegaltas with missile equipped can automatically lock onto enemies near their crosshairs.

HU04 BRUTE

〔3 SEATS〕 A large attack helicopter equipped with high-caliber machine guns - basically a flying fortress. Its armaments include Dauntless Heavy Guns on the left and right, which fire armor-piercing ammunition that can one-shot any number of foes. The one disadvantage is that additional gunners are absolutely required to operate these weapons - a pilot alone will have no ability to use them.

PILOT'S SEAT

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
Move mouse	Right stick	Steer
Space key	LT Left Trigger	Acend
E key	B button	Dismount

GUNNER'S SEATS 〔LEFT & RIGHT〕

Keyboard / Mouse control	Game pad control	Action
Move mouse	Right stick	Aim
Click the left mouse button	RT Right Trigger	Attack (Dauntless Heavy Gun)
E key	B button	Dismount

BMX10 PROTEUS

〔4 SEATS〕 A giant humanoid battle machine.
One of the EDF's trump cards, it makes up for its limited mobility with intensely powerful weaponry.
Also has plate armor lining its body, giving it defensive capabilities greater than even that of most tanks.
It can carry a large amount of ammo, too, making it akin to a walking fortress. The downside, however, is that it requires a crew of four to make us of its full potential; one person takes on the role of pilot, while the others all function as gunners.

PILOT'S SEAT

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
Move mouse	Right stick	Steer
Click mouse wheel	A button	Jump
E key	B button	Dismount

GUNNER'S SEATS 〔CENTER〕

Keyboard / Mouse control	Game pad control	Action
Move mouse	Right stick	Aim Launcher
Click the left mouse button	RT Right Trigger	Attack (Missiles)
E key	B button	Dismount

GUNNER'S SEATS 〔LEFT & RIGHT〕

Keyboard / Mouse control	Game pad control	Action
Move mouse	Right stick	Aim Cannon
Click the left mouse button	RT Right Trigger	Attack (Buster Cannon)
E key	B button	Dismount

DEPTH CRAWLER

〔1 SEAT〕 A walking tank for underground combat. Other vehicles cannot be called underground, but this one can be. With its four hooked legs, it can crawl over any terrain, climb walls, and even jump up to cave ceilings and hang there. With its bright headlights, it can light the EDF's way down dark and dangerous roads. While it was built for subterranean areas, it can function above ground as well, and can use its hooks to climb the sides of buildings.

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
Move right and left	Move right stick right and left	Steer
Move forwards and back	Move right stick up and down	Aim Cannon
Click the left mouse	LB left button	Attack 1
Click the right mouse	RB Right button	Attack 2
Left Shift key	RT Right Trigger	Attack 3
Space key	A button	Jump
Click mouse wheel while moving right	LT Left trigger while moving right	Dodge Right
Click mouse wheel while moving left	LT Left trigger while moving left	Dodge Left
E key	B button	Dismount

WALKING FORTRESS BALAM

〔1 SEAT〕 A massive bipedal robot, Originally developed for a certain operation to exterminate giant insects, the Balam was left half-finished when that operation was canceled. Now, despite its lack of onboard weapons, EDF headquarters has abruptly recommissioned and deployed the Balam. Although unarmed, this machine can stomp and punch its foes with unparalleled strength.

Keyboard / Mouse control	Game pad control	Action
W key	Move left stick up	Move forwards
S key	Move left stick down	Move backwards
A key	Move left stick left	Move left
D key	Move left stick right	Move right
Move mouse	Right stick	Steer
Click the left mouse	LB Left button	Left Hand Punch
Click the right mouse	RB Right button	Right Hand Punch
Left shift key	LT Left Trigger	Left Foot Stomp
Space key	RT Right Trigger	Right Foot Stomp
Mouse click wheel	A button	Subweapon
P key	Left stick button	Special Posing
E key	B button	Dismount

ONLINE MULTIPLAYER

ONLINE MISSION MODE

If you select Online Mission Mode, you will move to the lobby screen. In the lobby, you can create a room and wait for other players, or you can look for rooms created by other players and join them.

CREATE A ROOM FOR OTHER PLAYERS

In Online Mission Mode, create a room to become its host, then wait for other players to join.
・Only the host can change "Room Settings."
・Only the host can choose the mission and difficulty.
・Only the host can select "Retreat" or "Restart Mission" during gameplay.

1. Select "Create a Room."

2. The room creation screen will appear. Select your preferences, like your playstyle and type of players you're looking for, then choose "Create a Room."
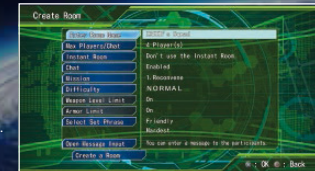
Enter Room Name: Input a name for the room you've created.

Mission: Select a mission to play This can be changed afther you've created the room.

Difficulty: Select a difficulty. This can be changed afther you've created the room.

Weapon Level Limit: By default, each mission has restriction on which weapons are allowed. Once you've met certain conditions, you'll be able to turn these restrictions off.

Armor Limit: As with weapons, above, each mission normally restricts players to a maximum amount of armor. Once you've met conditions, you'll be able to turn that restriction off.

Select Set Phrase: You can choose up to two messages from the list to display in the room, just for fun.

3. Upon confirming all your preferences, you will automatically advance to the Room Screen.

JOINING ANOTHER PLAYER'S ROOM

In the lobby screen is a list of rooms created by other players. Choose any room you'd like to join. As time goes on, some players will create new rooms, while others will remove existing ones. Select "Refresh" to update the list.

To seach for a room that meets your preference, follow the step below:

1. Select "Search for a Room."

2. There are two ways to search for desired room:

Select by Room Name: If you know the name of the room you want, you can look it up that way.
Set Search Filters: You can look for a room by setting conditions such as a difficulties.
If you choose a particular mission as one of your conditions, the five missions before aud after that mission will be included in your search.

Mission	Choose a specific mission, and the search filter will bring up any room within five missions of the one you choose.
Difficulty	Display only the rooms that are set to spacific difficulty.
Weapon Level Limit	Select "On" or "Off" to display rooms with that setting.
Armor Limit	Select "On" or "Off" to display rooms with that setting.

ROOM SCREEN

After you create or join a room, you will advance to the Room Screen.
Up tp four people can join a room.
Just like the Headquarters screen, you can choose your loadout for a mission.

Preparation Complete

Select this after you have finished setting up your load out and are satisfied with the next mission.
Once all the players select this, the mission will commence.

Select Mission 〔Host Only〕 / Check Mission

The host can select a misson to play. The other players canse what the next mission will be.
*Only the host can choose the mission.

Class / Equipment

Select your class and weapons.

Room Settings

Only the host can change the room settings.

View Battle History

View your progress and statistics.

Game Settings

Adjust various game options.

RESCUE

In Online Mission Mode 〔or two-player split-screen mode〕, you can rescue a fallen player whose armor has dropped to zero.

How to Rescue

Press the Rescue button 〔E key on the Keyboard, or B button on the Gamepad〕 fallen ally.

Rescuing another player will cost you half your armor.

Your ally has recovered and can fight again.
The recovered player's armor is equal to amount of armor you just spent to rescue him or her.

*When your armor gauge is red 〔less than 25%〕 you cannot rescue other players. Heal yourself first, then rescue them.

LIMITERS

In Co-Op mode, each mission has its own set minimums and / or maximums for armor and weapons.

They vary by mission, and they function like this:

ARMOR LIMITER

This rating displayer the maximum amount of armor for the mission you have chosen. No matter how much armor your soldier has, when you play that mission in Co-Op mode, your armor will be set to than amount.

For example, if you have 1000 armor and the limiter for a certain mission is 500, your armor will be 500 for the duration of that mission. 〔Afterwards, your armor rating will return to 1000.〕
Also, during that mission, if you increase your armor by 5, your actual armor will rise to 1005, but if you play that mission again, your armor will again be temporarily set to 500.

WEAPON LEVEL LIMITER

The sets the maximum level of any weapons you can bring into a particular mission. No matter how many weapons you have, you can only take weapons whose levels are at or below the weapon level set for the mission.

For example, if a particular mission's weapon level limiter is set to 5, you can bring only weapons that are level 5 or below. Any weapons you cannot take are shown in gray. 〔Those weapons have not been developed at that point in the story.〕

the weapon level limiter's setting will change depending on the mission. Every time you change missions, check your gear.

*If you make significant progress through the game, you will eventually be able to turn off the limiter.

LOCATION MARKING

Location Marking allows you to set a rally point, or mark a particular enemy, for other players to see.

If you press Q key / Right stick button, you will fire a marker straight at your crosshairs. The mark will fly in a straight line and stick to whatever it hits. After that, it will glow for all to see. The color of the light will vary depending on what it hits; blue for an ally, red for an enemy, or white for anything else.
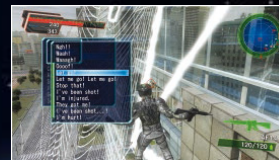

Individual markers disappear after a certain period of time. However you will always be able to set more markers, regardless of loadout, and you will never run out of them.

CHAT

If you press T key, you will use the chat.

If you take a Keyboard / Mouse control, you can change the other key from T Key without Room.


CHAT MESSAGES

Press the Cursor key / the D-pad to select chat messages. Whatever messages you select will be sent to other player in Online Mission Mode. NPC soldiers under your command will also respond to your messages.

CHAT MESSAGE SHORTCUTS

If you select "Change Chat Shortcuts" in the Game Settings, you can choose chat messages for the shortcut menu. The messages you have choosen can be selected with follws:

Shortcut Commands : Room
Left Ctrl key /Keybord
Left Stick   /Gamepad

Shortcut Commands : Game
Left Ctrl key /Keybord
Left Stick   /Gamepad
Y button   /Gamepad (without FENCER)
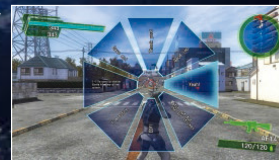
You can change the Shortcut Commands without Room.

FRIENDLY FIRE

In Online Mission Mode, you might attack your allies or catch them in the blast of your rocket launcher by mistake. 〔Do not attack your allies intentionally. All players are members of the EDF.〕
Friendly fire won't do a lot of damage on lower difficulties, but the harder the difficulty, the more damage it causes. To stand a chance on higher difficulties, be very careful of your allies before firing off explosive weapons.

The damage of friendly fire on each difficulty is as follws:

EASY	10% of normal damage 〔won't knock down allies〕
NORMAL	25% of normal damage 〔won't knock down allies〕
HARD	50% of normal damage 〔won't knock down allies〕
HARDEST	75% of normal damage 〔won't knock down allies〕
INFERNO	100% of normal damage 〔won't knock down allies〕

VERSUS MODE

2-player split-screen head-to-head mode.You will need two Gamepad or Keyboard / mouse to play this mode.

Start Battle

The battle will commence.

P1 Class / Equipment

Player 1 can choose his or her class, loadout, uniform color, and armor level.

P2 Class / Equipment

Player 2 can choose his or her class, loadout, uniform color, and armor level.

Select Map

Choose the terrain and the weather conditions.

Select Radar Display

You can choose whether the radar shows players' locations or not. If you turn off the radar, that might be a game changer.

Game Setting

Change the usual options, such as button configurations.