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FRONT MISSION ONLINE

Developer: Square Enix Co., LTD.

Publisher (Japan): Square Enix Co., LTD.

Publisher (Other Regions): TBD

Genre: Massively Multiplayer Tactical Action Role-Playing Game (MMTARPG)

Platforms (Japan): PlayStation®2 computer entertainment system
Windows®

Ship Date (Japan): PlayStation®2 computer entertainment system, May 12, 2005
Windows®, TBD

Platforms (Other Regions): TBD

Ship Date (Other Regions): TBD

ESRB: RP (Rating Pending)

This title is not officially concept approved by Sony Computer Entertainment America.

Since 1995, gamers have been captivated by the strategic combat, giant humanoid armored vehicles ("wanzers"), deep storylines, and real-world settings of the FRONT MISSION series.

Now, the series goes online for the first time in its history. This online title inherits the series' three main features: challenging tactical battles, experience-based character development, and extensive wanzers customization.

Players choose to side with either the O.C.U. (Oceania Cooperative Union) or the U.C.S. (Unified Continental States), and fight for domination of the global hotspot known as Huffman Island. Players can either set out on the battlefield on their own, or team up with others to further their nation's cause. Each battle is concentrated into several action-packed minutes, creating a fast "pick-up-and-play" experience enjoyable to even casual players.

From the in-game lobby, players control their characters as they communicate with fellow pilots, formulate battle plans, and perform other daily duties. Once on the battlefield, players set out on their armored wanzers--giant humanoid combat vehicles--to seek and destroy the opposition.

At the beginning of their career, players will hone their combat skills against NPC-controlled enemies on their army's training grounds. But once they feel ready, they can test their mettle against players from the opposing nation in the expansive FLZ (Frontline Zone).

As the action may become hectic during player vs. player fights, an integrated voice chat system using headsets is being implemented. This will allow for faster and more accurate communication between players fighting in the same battle group.

Once players achieve a high enough rank, they will be able to receive missions created by their nation's central command, and issue them in part or in whole to other players. The results of these missions will significantly affect Huffman Island's balance of power.

Aim to become a brilliant tactical commander, or stay on the frontlines and rack up kills—the choice is up to the player!



Player vs. player battles with up to 10 players per team



Formulate battle plans in the lobby



Your actions directly affect the outcome of the war command--are you up for them?



Missions arrive from central



The Algem makes its first appearance since FRONT MISSION 1



Gigantic mobile weapons attack—how will you defeat them?