

# ACE COMBAT ZERO™

## THE BELKAN WAR



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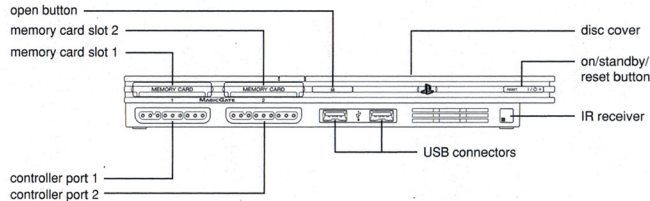
# ACE COMBAT ZERO™ THE BELKAN WAR



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# SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ACE COMBAT ZERO™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

**Quick Select:** Set the Quick Select screen to ON/OFF.

**Wingman Command:** Set the commands to appear or not appear.

**HUD:** Set whether HUD is displayed or not.

**HUD Scale:** You can change the speed and altitude display to either KNOTS/FEET or KPH/METERS

## SOUND SETTINGS

Adjust the music and sound effect settings here. Use the directional buttons or left analog stick up/down to choose an item. Then use the directional buttons or left analog stick left/right to change the setting. Confirm your selection with the **X** button.

**Sound:** Select the game sound output, choosing from mono, stereo or surround sound.

**BGM Volume:** Adjust the volume of the background music.

**Voice Volume:** Adjust the volume of character voices.

**Game SE Volume:** Adjust the volume of the game sound effects (jet engines, explosions, etc.).

**System SE Volume:** Adjust the volume of the action sounds (selection confirmation, cursor movement, etc.).

This game is presented in Dolby® Pro Logic® II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "SURROUND" from the game's audio options menu.

## SCREEN SETTINGS

Set the screen position and brightness here. Use the directional buttons or left analog stick to select an option. Press the **X** button to confirm settings.

**Screen Position:** Adjust the screen position.

**Brightness:** Adjust the screen brightness.

**Screen Ratio:** Set the screen ratio to either 4:3 or 16:9.

# OPTIONS

You can adjust a variety of game settings, such as the screen display and sound. Use the directional buttons or left analog stick to select an option. Press the **X** button to confirm settings.

You can switch between Normal Mode and Novice Mode and change the controller settings. Use the directional buttons or left analog stick to select an option. Press the **X** button to confirm.

## CONTROL TYPE

Select either Normal Mode or Novice Mode.

## CONTROL SCHEME

Select one of the following types of controller operation.

**Zero:** Select weapons with the **○** button, change the enemy detection radar display based on the number of times the SELECT button is pressed.

**Ace 5 (A):** Change the enemy detection radar display by holding down the **○** button, select weapons using the SELECT button.

**Ace 5 (B):** Change the enemy detection radar display based on the number of times the **○** button is pressed, select weapons using the SELECT button.

## LEFT ANALOG STICK SETTINGS

Choose to set the climb and dive movement of the right analog stick to either Normal or Reverse.

## RIGHT ANALOG STICK SETTINGS

Choose to set the up and down movement of the right analog stick to either Normal or Reverse.

## VIBRATION

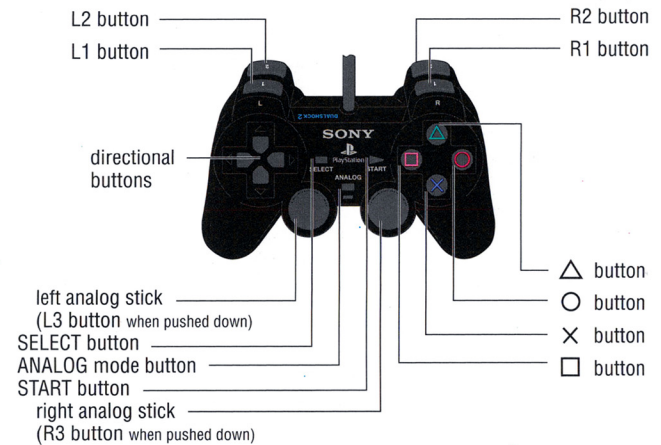
Set the vibration function to ON/OFF.

## DISPLAY SETTINGS

Set the screen display. Use the directional buttons or left analog stick to select an option. Press the **X** button to display the options and make your selection using the directional buttons or the left analog stick. Confirm your selection with the **X** button.

# CONTROLS

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



This game can only be played with an DUALSHOCK®2 analog controller. The default settings for the DUALSHOCK®2 analog controller appear above.

The ANALOG mode button is always turned on (mode indicator: red) and in analog mode. The ANALOG mode button cannot be turned off (mode indicator: not lit).

This game supports the vibration feature. It can be turned on/off in Controller Settings, located in the Options Menu.

Only controller port 1 is supported in Campaign Mode, while both controller ports 1 and 2 are supported in VS Mode.

The controller operation settings can be changed in Controller Settings, located in the Options Menu.

# GETTING STARTED

Correctly insert the disc and start up the game. The console will check the contents of your PlayStation®2 memory card (8MB) (for PlayStation®2) and will automatically load any data saved for this game.

After your PlayStation®2 memory card (8MB) (for PlayStation®2) is scanned for data, the Title screen will appear.

Once this screen appears, press the START button. This will take you to the Main Menu screen. If you do not press the START button at this point, the demo movie will play.

Once the modes are displayed, use the directional buttons or the left analog stick to choose a mode. Use the **X** button to confirm your selection.

## SAVING DATA

Data from a game in progress can be saved using the Campaign Menu, the Action Selection screen or the Progress Selection screen.

Insert a PlayStation®2 memory card (8MB) (for PlayStation®2) with at least 112KB of available memory into MEMORY CARD slot 1 and begin playing.

## CAMPAIGN

In this mode, you must work together with fellow mercenary pilots of the Republic of Ustio Air Force to complete various missions. Your actions during these missions will determine how the game proceeds.

## VS MODE

In this combat mode you can select the type of combat before the battle begins. Compete to see who can obliterate the most enemies, or engage in a one-to-one dogfight, the choice is up to you. The rules in each stage are different, so you can enjoy a variety of exciting combat options.

## OPTIONS

Change settings, such as the screen display and sound, to suit your personal preference.

## TRY TO BE A REAL ACE PILOT!

Just clearing one mission is not enough to become a real ace pilot. You must practice and hone your skills until you are able to fly like a true ace. Special items and modes are also unlocked depending on how well you perform each mission.

Attain the required number of points to beat your opponent. Press the enemy radar detection button to display the radar.

### 1. CURRENT POINTS (1P)

### 2. ENEMY INFORMATION

Shows the number of points you will receive if you take down the enemy you are locked on to.

### 3. LEAD ICON

This icon appears on the side of the player who is in the lead.

### 4. CURRENT POINTS (2P)

### 5. TIME LIMIT

### 6. ENEMY DETECTION RADAR

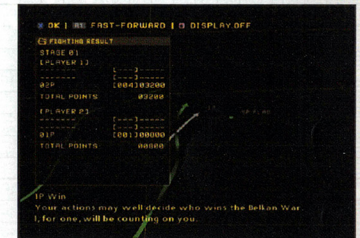
Your battle opponents are indicated with a pink mark and their ally aircraft are shown in purple.



Once the battle has ended, the following options will appear. Select an option with the directional buttons or left analog stick. Confirm your selection with the **X** button. Select Restart to play again or Quit Mission to go to the Results screen.



This screen shows detailed information about the battle, such as the flight path of each player and a breakdown of the number of points received. Press the **X** button on the winner's controller to close the Results screen and return to the Stage Selection screen.



# VS MODE

In this mode the screen is divided into two parts vertically. There are seven stages that await, each with a different set of battle rules. You will need to adapt your playing style for each set of rules.

Select your battle stage. Use the directional buttons or left analog stick to choose a stage. Confirm your selection with the **X** button. The rules of battle are different for each stage. Carefully read the explanations for each stage that appear at the bottom of the screen.

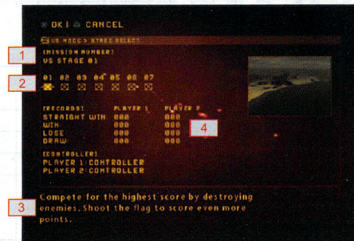
## 1. BATTLE STAGE

## 2. NAME AND ICON OF THE BATTLE STAGE

## 3. EXPLANATION OF THE BATTLE STAGE

## 4. RECORDS

- Straight Wins
- Wins
- Loss
- Draw



The Battle Settings screen will appear once you select your stage. Use the directional buttons or left analog stick to choose an item. Press the **X** button to confirm settings. The first player to reach the number of points set under Victory Count wins.

**Start Mission:** Start the mission.

**1P Aircraft:** Select the aircraft that Player 1 will use.

**2P Aircraft:** Select the aircraft that Player 2 will use.

**1P Controller Settings:** Change the controller settings for Player 1.

**2P Controller Settings:** Change the controller settings for Player 2.

**Victory Count:** Set the number of points needed to win the battle.

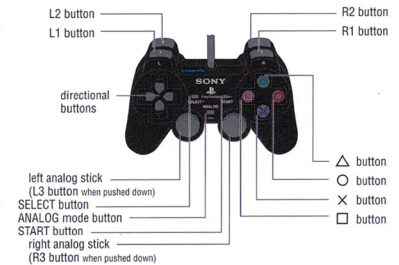
**Time Settings:** Set the duration of the battle.

# GAME CONTROLS

## NORMAL MODE

There are two controller modes for piloting your aircraft: Normal and Novice. The operation of the DUALSHOCK®2 analog controller differs depending on which mode you are using.

In Normal controller mode, after using the left analog stick to perform a roll, raise the pitch to turn the plane. This maneuver involves more steps in Normal Mode than in Novice Mode, but it gives you much greater control over the aircraft in flight.



## NOVICE MODE

In Novice Mode, you can easily turn the plane just by pushing the left analog stick left or right. The angle of the turn will be large, which is not ideal but an excellent way for beginners to maneuver the plane. This is recommended for players who are new to the Ace Combat series.

### SELECT button

Switch between missiles and special weapons

### START button

Display Pause Menu

### Directional buttons

Select item, command wingman aircraft  
- Up: Attack  
- Down: Cover  
- Left: Disperse  
- Right: Allow/Prohibit special weapons

### ANALOG mode switch

LED display

### NOTES:

There are three kinds of dispersion commands: anti-aircraft, free and anti-surface.

Hold down to the **triangle** button to move the vantage point towards a target; when using the HUD vantage point, keep holding down to display an enlarged target.

### left analog stick

Select item, operate your aircraft

- Up: Lower pitch
- Down: Raise pitch
- Left: Roll left
- Right: Roll right

### Novice Mode:

- Up: Dive
- Down: Climb
- Left: Turn left
- Right: Turn right

### right analog stick

Move camera

### circle button

Fire missiles/special weapons, hold down to track missile

### X button

Confirm selection, machine gun

### triangle button

Cancel, change targets, hold down to track target

### square button

Change enemy detection radar

### L1 button

Throttle down (hold down for maximum deceleration)

### L2 button

Yaw left

### L3 button

Turn Boresight Mode ON/OFF (press left analog stick)

### R1 button

Throttle up (hold down for maximum acceleration)

### R2 button

Yaw right

### R3 button

Change vantage point (press right analog stick)

### L2 button + R2 button

Engage Auto Pilot

# GAME CONTROLS CONTINUED

## COMMAND

### Attack [↑ directional button]

Press the directional button ↑ to order your wingman to attack an enemy in front of you.

### Cover [↓ directional button]

Press the directional button ↓ to order your wingman to protect you from enemies and anti-aircraft fire. The wingman will prioritize enemy aircraft on your tail, allowing you to concentrate on the target you are attacking.

### Disperse [← directional button]

Press the directional button ← to have your wingman attack enemies in the area. There are three types of dispersion orders.

### Air

The wingman will focus primarily on airborne enemies. Use this command to work with your wingman to drive back enemy forces.

### Free

The wingman will target both airborne and surface-based enemies. Of the three types of dispersion, this command gives the most freedom to your wingman.

### GRN

The wingman will focus primarily on surface-based enemies allowing you freedom to focus on airborne enemies.

### Special Weapon Permitted/Prohibited [→ directional button]

Press the directional button → to permit or prohibit the use of special weapons by your wingman. It is best to take on formidable enemies with full force by allowing the use of special weapons.

## BORESIGHT MODE

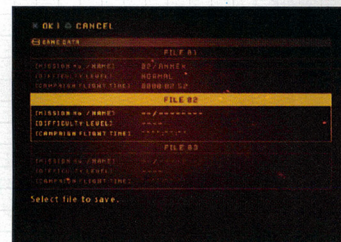
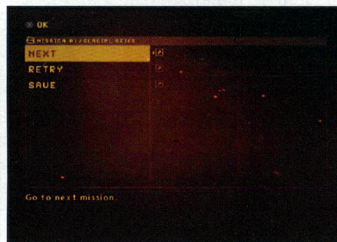
Press the L3 button during a mission to turn Boresight Mode to ON and display the on-screen boresight. Moving the boresight over an enemy target will give it lock-on priority, so be sure to use this feature when enemies that you definitely want to destroy, such as Rival Aces, are present.

**Mercenary:** An ace who lives for power and money and focuses on having the strength to obliterate enemies and receiving rewards.

**Soldier:** An ace with an eye for war who can get through any battle, follows orders effectively and knows how to act spontaneously to deal with any situation.

**Knight:** An ace who places pride before anything else and who lives by the code of chivalry by defeating the powerful and helping those in need.

After you review your achievements in battle on the Debriefing screen, select your next course of action on the Progress Selection screen. Use the directional buttons or left analog stick to choose an item. Confirm your selection with the ⊗ button.



**NEXT:** Proceed to the next mission.

**RETRY:** Try the mission over again. Note, however, that the data from your previous attempt will not be saved.

**SAVE:** You can save a game in progress. Use the directional buttons or left analog stick to select a location to save the data. Press the ⊗ button to bring up the Confirmation screen. Select YES to save. Remember that when overwriting data the Confirmation screen will still appear. Select YES to overwrite data.



## 1. MISSION RESULTS

**Rank:** Your performance during the mission will be ranked with a score of S (highest), A, B, or C (lowest).

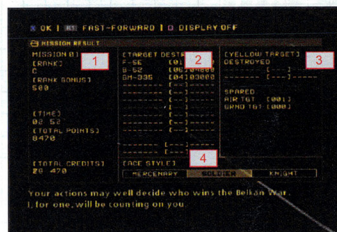
**Rank Bonus:** You can receive bonus points depending on the rank you earn.

**Landing Bonus:** You will receive bonus points for any successful landings you completed. If you successfully completed mid-air refueling, this category will change to Refueling Bonus.

**Time:** Shows how long it took you to clear the mission.

**Total Points:** Shows the total number of points you earned during the mission.

**Total Credits:** Shows the total amount of money you have.



## 2. TARGET DESTROYED

Shows the type and number of enemies you destroyed and points received.

## 3. YELLOW TARGET

**Destroyed:** Shows the number of yellow targets you destroyed.

**Spared:** Shows the number of yellow targets you chose not to destroy.

## 4. ACE STYLE

Changes depending on action you took during the mission.

## ACE STYLE

Your actions during each mission (yellow targets destroyed, whether or not you covered your allies, etc.) will affect the Ace Style Gauge. Retrospective interviews, radio message content and enemy troops will vary greatly depending on the Ace Style Gauge. No style is better than the others—they are just another indicator of your actions in battle and a reflection of your style as an ace pilot.

### 1. ACE STYLE

Aces who are driven by their rewards will gravitate towards a Mercenary style, while those who focus more on completing the mission lean more towards the Knight style.



### 2. YOUR ACE STYLE BEFORE THE MISSION



### 3. YOUR ACE STYLE AFTER THE MISSION



The Principality of Belka—a former nation of heroic warriors.

In the 1980's, the government sought to expand the principality's borders, but in the process stretched their resources too thin, inadvertently plunging the country into economic chaos.

In an effort to right the economy, federal law was amended and the nation's borders reduced. However, these efforts failed to pull the country out of an unprecedented depression. Amidst the chaos a right-wing party seeking to restore order took control of the government.

On March 25, 1995, an enormous deposit of nascent natural resources was discovered in the Republic of Ustio, a former dominion of Belka. Hoping to secure these resources for their own, the Principality of Belka began to invade its neighboring countries.

This marked the beginning of the Belkan War.

Unprepared for battle, the neighboring countries fled in the face of the legendary Belkan Air Force. Within a matter of days Belka had occupied nearly all of the Republic of Ustio.

The temporary government of Ustio took emergency steps to reform its 6th Air Division, turning it into an air force of foreign mercenaries. The coalition operation, to be carried out with the Osean Federation and the Kingdom of Sapin, is Ustio's last glimmer of hope.

Amidst the confusion of war, you enlist to become part of the Ustio Mercenary Unit. It is there that you meet a hotshot pilot named Solo Wing, also known by his TAC name, Pixy.

Shortly after you join the unit, on April 2, 1995 at 12:49, a scramble is ordered at Valais Air Force Base, Ustio's last remaining stronghold. The base control tower has confirmed that a formation of Belkan bombers is approaching.

Two planes have been tasked with the job of intercepting the formation. You take off and soar towards the front lines of battle.

# ACE STYLE GAUGE SYSTEM

## FOLLOW YOUR BELIEFS AND FLY!

Many choices await you during your mission. Should you knock out the yellow targets (Optional targets)? Should you deliver the final blow to fatally wounded enemies? Should you try to rescue your allies? These choices are all up to you to make. Your flying style will be reflected in the Ace Style Gauge at the end of each mission. Your actions will decide your reputation as an ace.

A group of enemies not critical to the mission targets...

*Should you go after the reward or stick to orders?*

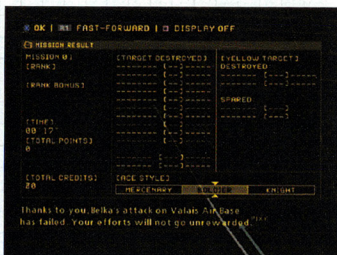
A wounded enemy plane...

*Do you let it slip by or do you mercilessly take it down?*

Do you answer a distress call from an ally or not...*you decide!*

## THE MISSION COMPLETION SCREEN

The ace style can change to any one of three types depending on your actions during the mission!



To sell special weapons, use the directional buttons or left analog stick to select an aircraft that is equipped with the special weapon you would like to sell. Confirm your selection with the **X** button. Next, use the directional buttons or the left analog stick to choose a special weapon. Confirm your selection with the **X** button. Note that the special weapons that are loaded on various aircraft from the start cannot be sold.

## ACCOUNT

This displays how much money you have, aircraft or special weapon price, and how much money you will have after the purchase or sale.

## MISSION COMPLETION

Once a mission is cleared, a Replay may be viewed from various camera angles. Data on downed enemies and other battle data will be displayed in the Debriefing screen.

**Left analog stick up/down** .....Change camera type

**Directional buttons or**

**Left analog stick left/right**.....Change camera

**Right analog stick** .....Move camera

**Ⓜ button** .....Turn screen display ON/OFF

**START button** .....Go to Debriefing screen

The Debriefing screen appears after the mission is complete and allows you to see the actions that your aircraft performed and rewards earned. The background display can be fast forwarded using the R1 button, and the screen display turned ON/OFF using the **Ⓜ** button. Press the **X** button to proceed to the Progress Selection screen.

# CAMPAIGN CONTINUED

## MISSION FAILURE

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Upon mission failure you will be given the option to Restart or Quit Mission.

**Restart:** Retry the same mission from the beginning.

**Quit Mission:** End the current mission.

## TAKEOFF, LANDING AND MID-AIR REFUELING

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Takeoff, landing and mid-air refueling can occur during certain missions. Successfully completing takeoff, landing or mid-air refueling will add to your score. These events may be tried an unlimited number of times, or skipped by pressing the START button.

## BUYING AND SELLING AIRCRAFTS AND SPECIAL WEAPONS

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Select Hangar on the Action Selection screen to buy and sell aircraft and special weapons. Use the directional buttons or the left analog stick to choose an item. Confirm your selection with the **X** button. Money acquired by completing missions may be used to buy more advanced aircraft and special weapons.

## BUYING AND SELLING AIRCRAFTS

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To purchase an aircraft, choose the one you wish to purchase with the directional buttons or left analog stick and confirm your selection with the **X** button.

To sell an aircraft, choose the one you wish to sell with the directional buttons or left analog stick. Confirm your selection with the **X** button. The aircraft's special weapons are sold along with the aircraft.

## BUYING AND SELLING SPECIAL WEAPONS

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Select an aircraft for which you would like to purchase a special weapon with the directional buttons or left analog stick and press the **X** button to confirm. Next, select a special weapon using the directional buttons or left analog stick and purchase it by pressing the **X** button.

Ace Combat Zero features the Ace Style Gauge System where the development of the story is altered depending on your actions. Simple decisions, such as whether or not to shoot, will affect your life as an ace pilot.

Your Ace Style describes what you consider to be critical in the special circumstances of war. There are three types of Ace Styles, shown below, which all differ based on the way the game is played. There is no one style that is better than the others.

## MERCENARY ACE

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An ace whose life revolves around strength and money, putting power and rewards before anything else.

## SOLDIER ACE

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An ace focused on the war, able to act spontaneously and follow orders effectively.

## KNIGHT ACE

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An ace who places great importance on pride and honor, living by the code of the knights.

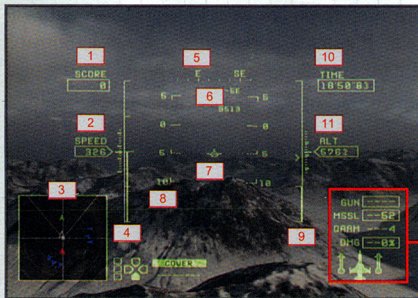
## CREATE YOUR OWN STORY

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Your reputation as a pilot will change depending on your Ace Style. Other changes will include radio transmissions made during the mission and the types of Rival Aces you will meet. Decide what kind of action you will take based on your personal preference and experience your own unique version of the Belkan War.

# GAME SCREENS [1]

A variety of information will be displayed on screen during a mission. The information that appears will differ depending on the situation and the mode you are in, so be sure to read the detailed explanations on the following pages.



This is the normal mission screen. Read below to learn what each item in the display represents.



## 1. SCORE

Displays your score. Increases every time you take down an enemy.

## 2. AIRSPEED

Displays your aircraft speed in knots. You can change the display to KPH in Display Settings, located in the Options Menu.

## 3. ENEMY DETECTION RADAR

Shows the position of your aircraft, wingman aircraft and enemy aircraft.

## 4. ENGINE THROTTLE

Displays engine power output. The output can be increased or decreased by pressing the L1/R1 buttons.

## 5. DIRECTION

Shows the direction of your aircraft (N = north, NE = northeast, E = east, SE = southeast, S = south, SW = southwest, W = west, NW = northwest).

## 6. VELOCITY VECTOR

Estimates where your aircraft is headed.

## 7. WHISKY MARK

Indicates your aircrafts lateral tilt. It is always at the center of the screen.

## 8. PITCH SCALE

Shows your plane's pitch compared to the horizon. It is parallel with the horizon and is broken into five-degree increments. When the pitch becomes negative (i.e. your plane is pointed below the horizon), the line becomes dotted.

## 9. DISTANCE SCALE

The arrow represents the distance between your aircraft and the selected enemy. It drops as you approach the enemy aircraft. A thick bar indicates the lock-on distance for missiles or special weapons. You can lock on when the arrow crosses the bar.

## 10. REMAINING TIME

Displays the amount of time remaining in the mission.

## 11. ALTITUDE

Displays your altitude in feet. You can change the display to meters in Display Settings, located in the Options Menu.

## 12. REMAINING AMMUNITION (GUN/MSSL/SP)

The amount of shots you have remaining for your machine gun, missiles and special weapons. When the difficulty level is set to Normal or lower, you have unlimited machine gun ammunition.

## 13. DAMAGE

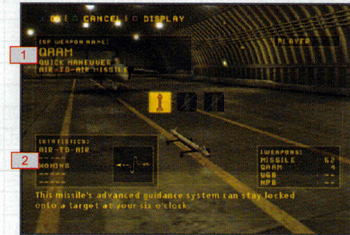
The amount of damage that your aircraft has sustained. When you are attacked, the percentage number increases. When it reaches 100%, you have been shot down. As your damage increases, the color of the fuselage shown on the bottom changes from Green to Yellow to Red to Flashing Red.

Next, select a special weapon using the directional buttons or left analog stick. Confirm a selection with the  $\otimes$  button. Try to select the most effective special weapon for the mission.

## 1. SPECIAL WEAPON NAME

## 2. SPECIAL WEAPON PERFORMANCE

- AIR-TO-AIR CAPABILITY
- AIR-TO-GROUND CAPABILITY
- HOMING CAPABILITY (Some Can lock on to multiple targets)
- BOMBING CAPABILITY



## TYPES AND NUMBER OF SPECIAL WEAPONS THAT CAN BE EQUIPPED

Last, select a special weapon for your wingman. Once the special weapon is selected, the Selection Confirmation screen will appear. Press the  $\otimes$  button to begin the mission.

## PREPARATION [3]

Work with your wingman to clear the mission requirements. Money earned for completing a mission can be used to purchase new aircraft and special weapons.

## REQUIREMENTS TO CLEAR A MISSION

- Destroy all specified targets
- Protect specified allies
- Acquire the required number of battle achievement points during the allotted time

## CONDITIONS THAT WILL END THE GAME

- Damage level reaches 100%
- You are shot down or crash
- Crossing over the Combat Zone Border
- Failure to complete the mission in the allotted time
- Failure to fulfill the mission requirements

# CAMPAIGN CONTINUED

## PREPARATION [2]

Use the directional buttons or left analog stick to select an aircraft and confirm by pressing the **X** button. Press the SELECT button to change the color of the aircraft. Press the Square button to view your aircraft.

**NOTE:** Turn Quick Select, located under Display Settings, to ON to select an aircraft using the Quick Select screen.

### 1. THE CURRENT COLOR SELECTION OF YOUR AIRCRAFT

### 2. YOUR AIRCRAFT'S NAME AND NICKNAME

### 3. AIRCRAFT TYPES

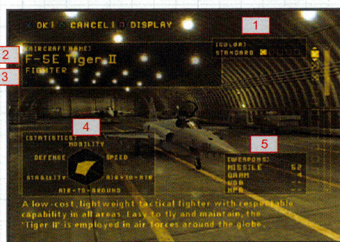
- Fighter - Attacker
- Multi-role - Jammer (electronic warfare aircraft)

### 4. AIRCRAFT PERFORMANCE

- Speed - Mobility
- Stability - Defense
- Air-to-air attack power
- Air-to-ground attack power

### 5. MISSILES/SPECIAL WEAPONS

This shows the number of missiles and the type and number of special weapons that can be loaded on your aircraft.



## QUICK SELECT SCREEN

You can choose an aircraft from those listed on the screen. Use the directional buttons or left analog stick to choose an aircraft. Confirm your selection with the **X** button.

## DISPLAY MODE

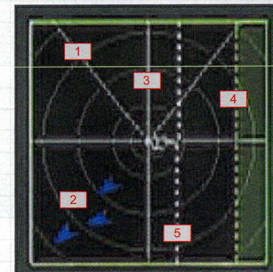
Press the Square button on the Aircraft Selection screen or the Special Weapons Selection screen to have a closer look at your aircraft or special weapons.

- Left analog stick ..... Move camera
- Right analog stick ..... Adjust camera
- X** button ..... Move the different parts of the aircraft
- O** button ..... Zoom out
- △** button ..... Zoom in
- button ..... Return to the previous screen

## ENEMY DETECTION RADAR

Your aircraft is always shown in the middle of the screen, and the range of enemy detection changes automatically depending on the distance between you and the enemy. You can change the range of the radar with the enemy detection radar button.

- 1. CONE** Enemy aircraft will appear on screen when they enter the cone from either side.
- 2. MARK** Shows the position of enemy and ally fighters. See the table below for a description of the different types of marks.
- 3. AXIS** This line indicates the direction the nose is pointed.
- 4. COMBAT ZONE BORDER** Crossing over this dotted line into the green area will result in mission failure.
- 5. RETURN LINE** Cross this dotted line to be able to land, restock or change weapons.



## TYPES OF MARKS (The arrow points in the direction that the aircraft is headed.)

- |  |   |   |
|--|---|---|
|  <b>ENEMY TARGETS</b> |  <b>MISSILE</b>          |  <b>NON-MISSION CRITICAL ENEMY</b>                                       |
|  <b>DISTRESS CALL</b> |  <b>ALLY AIRCRAFT</b>    |  <b>SURFACE BASED OBJECT</b>   |
|  <b>YELLOW TARGET</b> |  <b>WINGMAN AIRCRAFT</b> | <ul style="list-style-type: none"><li>• RED: Enemy</li><li>• Green: Non-mission critical</li><li>• Yellow: Neutral targets</li><li>• Blue: Allies</li></ul> |

**NOTE:** It is necessary to destroy the targets to clear the mission, but it is up to you to decide whether or not to take out the non-mission critical enemies and yellow targets. Keep in mind, though, that while the yellow targets will not attack you, the enemies will attack.

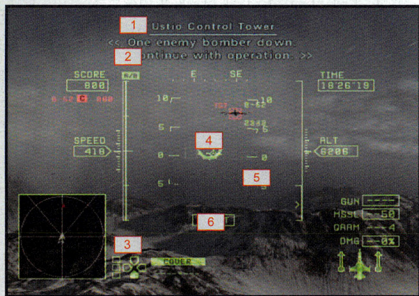
## CHANGING THE VANTAGE POINT

You can change your vantage point by pressing the R3 button. Choose from among these three vantage points.



# GAME SCREENS [2]

The following is a description of screens that appear in special circumstances, such as when you lock on to an enemy.



## 1. COMMUNICATIONS WINDOW

Communications appear as subtitles on the screen. The color of the sender's name indicates the following:

Blue = ally pilot  
Green = wingman pilot  
Red = enemy pilot (message interception).

Colored messages indicate important information that is related to the story.

## 2. A/B

Designates the afterburner and appears when you hold down the R1 button to maximum thrust output.

## 3. WINGMAN COMMAND

Commands given to wingman.

## 4. TARGET CONTAINER

Shows the type of target on the screen.

## 5. DISTANCE TO TARGET

Indicates the distance to the target.

## 6. SHOOT

Appears when you are in a position most likely to hit targets with missiles.



## 7. ALLY AIRCRAFT LOCATOR

Indicates the direction where accompanying aircraft are located.

## 8. TARGET DATA

Displays the aircraft name, rank and points once you have locked on. It is crossed out with a horizontal line once it is destroyed.

## 9. MISSILE SEEKER

A sighting device that appears and locks onto targets within a certain distance.

## BRANCHING MISSIONS

As you progress through the game, multiple paths will be available for certain missions. The detailed map will display multiple mission choices. Use the directional buttons or left analog stick to choose the mission you wish to follow.

You can sell aircraft, save data, and confirm details here. Use the directional buttons or left analog stick to choose. Confirm your selection with the **X** button.

Select Start Mission to begin the mission.

## START MISSION

Start the mission and proceed to the Aircraft Selection screen. Keep in mind that certain aircraft are more appropriate than others depending on the mission. There are some cases when the mission will begin without aircraft selection.

## HANGAR

In the hangar you can buy new aircraft and special weapons, as well as sell aircraft you no longer need.

## BRIEFING

This returns you to the Briefing screen where you can check the details of your mission.

## ACE STYLE

Here you can view aircraft data, your record in battle and medals you have won.

## GAME DATA

Here you can save games in progress and load data of previously saved games.

## QUIT MISSION

This will end your campaign.

## CHANGING THE VANTAGE POINT



LOCK ON



ATTENTION CONTAINER



ALLY



AIRBORNE ENEMY



YELLOW TARGET



ENEMY PURSUED BY ALLY AIRCRAFT



WINGMAN



SURFACE ENEMY



TARGET

# CAMPAIGN CONTINUED

## GAME DATA

Use the directional buttons or left analog stick to choose Save or Load. Confirm your selection with the **X** button.

Select Save to save data, and specify the location where the data should be stored.

Select Load to recall game data, and then select the data you would like to load. Select Continue from the Campaign Menu to load the most recently saved game.

## PREPARATION [1]

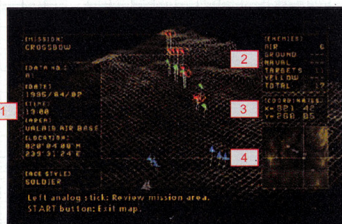
Complete pre-battle preparation and confirm the details of your mission. Keep the mission objective, type and number of enemies, and terrain in mind when selecting an aircraft and special weapon.

Select New Game from the Campaign Menu and complete all of the settings, or choose Continue to play the most recently saved game. You will then be taken to the Briefing screen where you can check the tactical situation of the war. Use the **X** button to continue reading the message, or use the START button to skip this information and jump to the detailed map screen.

Be sure to review the detailed combat zone map before deploying. Press the START button to move onto the Action Selection screen.

1. Mission details
2. Number of enemy forces
3. Map coordinates
4. Overall map

Use the directional buttons or left analog stick to choose a point to enlarge.



## OTHER DISPLAYS

Displays such as the following are added when you use special weapons or adjust the camera position.



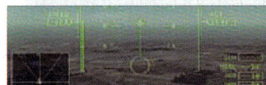
### TARGET LOCATOR

Displayed when you select a target and indicates the direction of the enemy you are tracking. Be sure to look at this when you are chasing a target.



### SIGHT RETICLE

Appears when your target comes within machine gun firing range.



### SPECIAL WEAPONS DISPLAY

Displayed when you use special weapons. The display changes depending on the type of special weapon you select.



### AIRCRAFT POSITION

Displayed when the right analog stick is used to change the position of the camera. It displays the direction of movement and the position of your aircraft.

## PAUSE MENU

Press the START button during a mission to display the Pause Menu. Make your selection using either the directional buttons or left analog stick and confirm your selection with the **X** button. Note that the menu differs depending on the mode. In addition to the menu, other items, such as mission clear conditions and enemy detection radar, are included in Campaign Mode.

### IN CAMPAIGN MODE

#### RETURN TO GAME:

Close the Pause Menu and return to the mission screen.

#### REPLAY:

You can replay several seconds of action that just took place. Press the START button during replay to return to the Pause Menu.

#### RETRY:

Retry the mission from the beginning.

#### QUIT MISSION:

End the current mission.

#### FLIGHT OPTIONS:

This allows you to change settings related to your aircraft operation or the screen display. See OPTIONS for a description of possible settings.

### VS MODE

#### RETURN TO GAME:

Close the Pause Menu and return to the battle screen.

#### RETRY:

Retry the mission from the beginning.

#### QUIT MISSION:

End the current battle.

#### FLIGHT OPTIONS:

This allows you to change settings related to your aircraft operation or the screen display. See OPTIONS for a description of possible settings.

# CAMPAIGN

## CAMPAIGN MENU 1

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Select Campaign from the Main Menu to display the Campaign Menu. Select an item using either the directional buttons or left analog stick and confirm your selection with the **X** button.

### NEW GAME

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Start a new campaign. Follow the procedure below to select settings, such as the level of difficulty and the controller mode. Once you have completed all of the settings, the mission will begin.

### SELECT A LEVEL OF DIFFICULTY

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To start, you will need to set the level of difficulty. Use the directional buttons or the left analog stick to select from among Very Easy, Easy, Normal, or Hard. Confirm your selection with the **X** button. Remember, you cannot change the level of difficulty once the mission begins.

### SELECT A CONTROLLER MODE

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Next, use the directional buttons or left analog stick to select either Normal or Novice Control Type. Confirm your selection with the **X** button. Note that the aircraft's performance maneuvers, such as when performing turns, depends on the control mode selected.

### SELECT SUBTITLING

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Select a subtitle setting. Use the directional buttons or the left analog stick to choose either EN/SUB (English subtitles) or NO SUB (no subtitles). Confirm your selection with the **X** button.

### CONTINUE

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Select Continue to resume a Campaign from the beginning of the last uncompleted mission.

### ACE STYLE

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Information, such as aircraft data and medals won, can be viewed in Flight Data and Gallery. Data on enemy aces shot down during a mission can be viewed in Assault Records.

## CAMPAIGN MENU 2

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Review your aircraft data and battle results. Use the directional buttons or left analog stick to choose either Aircraft Data or Results. Confirm your selection with the **X** button.

### FLIGHT DATA

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Use the directional buttons or left analog stick to view a variety of information on each aircraft. Refer to the chart below.

**Aircraft Name:** Displays the aircraft name and type.

**Usage:** Displays the usage ratio of the aircraft.

**Sorties:** Displays the number of times the aircraft has gone into battle in a mission.

**Targets Destroyed:** Displays the number of enemies that have been destroyed by the aircraft.

### RESULTS

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The flight time, number of enemies destroyed, current mission name, etc. are displayed in Results. Be sure to check this information between missions.

### GALLERY

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Information on downed enemy aces and medals is displayed in Gallery. Use the directional buttons or the left analog stick to choose Assault Records or Medals. Confirm your selection with the **X** button.

A range of information on enemy aces you have shot down can be viewed in Assault Records.

There are over 150 unique rival pilots, each with their own story and flying style. Shoot them all down to complete the Assault Records.

A variety of medals are awarded for fulfilling specific conditions during a mission. Use the directional buttons or left analog stick to view acquired medals and the conditions required to unlock them.