

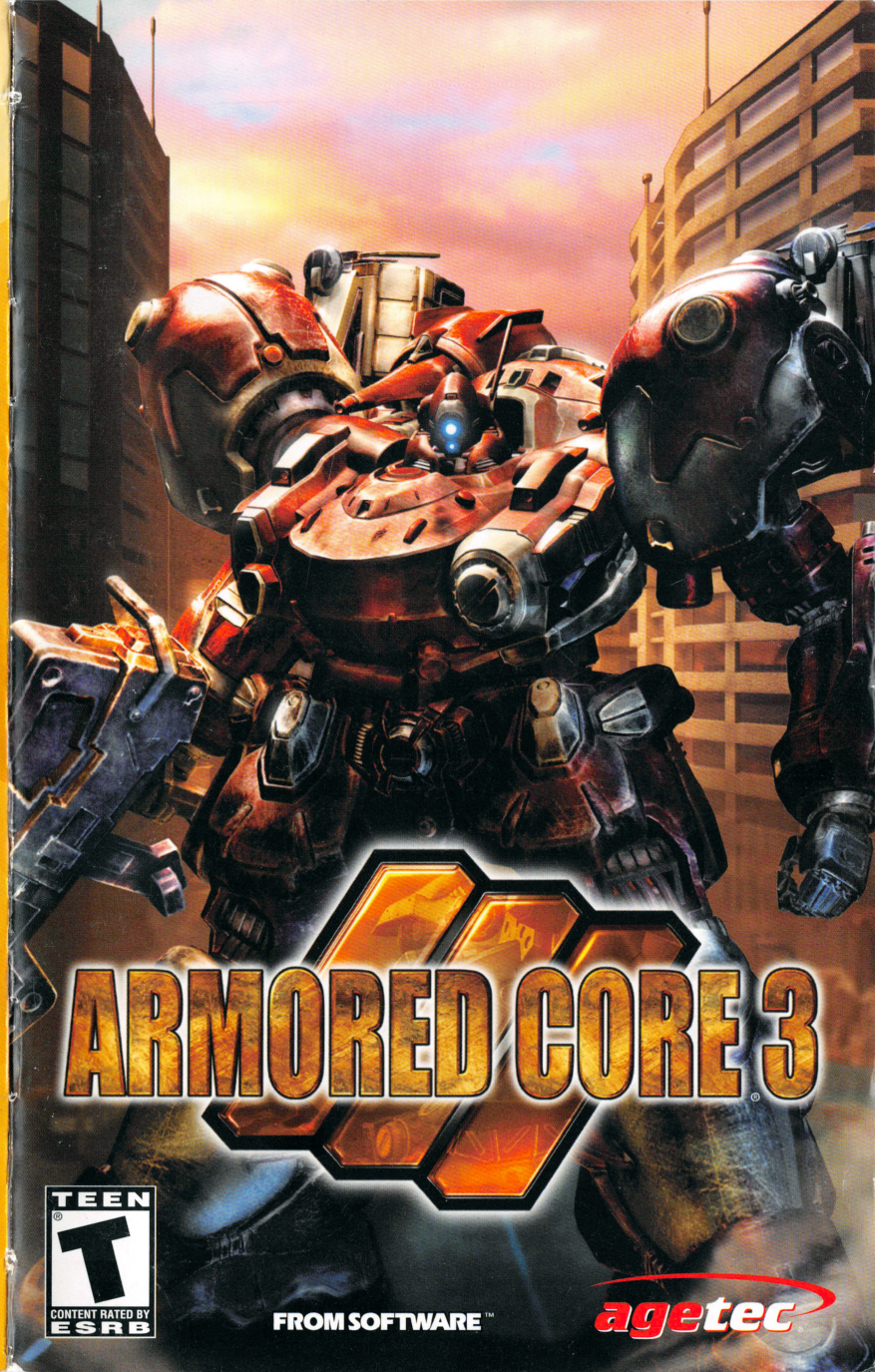
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FROM SOFTWARE™ **ARMORED CORE® 3**

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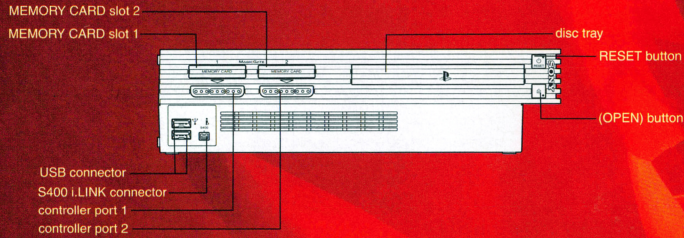
Thank you for purchasing ARMORED CORE®3, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

\* DVD-ROMs are easily damaged by dust and scratches. Please handle the disc with care.



# I. GETTING STARTED

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



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 ARMORED CORE®3 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.



## NOTES



# II. OPERATING INSTRUCTIONS

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

**Q:** What is the difference between Solid and Energy ammunition?

**A:** Weapons use either Solid or Energy ammunition. Weapons using Solid ammunition must be restocked after every encounter and this costs money. Weapons using Energy ammunition have no restocking costs associated with them, but firing them depletes the energy gauge.

**Q:** Why can't I dash or boost?

**A:** The most likely culprit is a depleted energy gauge. Dashing, boosting and firing energy weapons all reduce the energy gauge. If the gauge is depleted, there is no energy available to boost, dash or fire energy weapons until it has recharged (which takes time). Always keep a close eye on your energy gauge and make sure never to deplete it entirely.

**Q:** Why can't I fire my weapons anymore?

**A:** All weapons in the game have a limited amount of ammunition, if all rounds are expended, the weapon cannot be fired until after the mission ends and it is restocked. Minimize ammunition expenditure by firing only when target lock-on has been achieved.

**Q:** How can I avoid enemy attacks?

**A:** Experiment with different maneuvers such as boosting, jumping and strafing to stay out of an opponent's line of fire. Remaining stationary is a sure way to invite trouble, keep moving at all times.

**Q:** How do I change the perspective to look up and down?

**A:** Tilting your AC's viewpoint up/down is controlled using the L2/R2 buttons. If playing for the first time, try practicing these movements in the Garage's test facilities. Get comfortable with switching perspective while stationary before trying to incorporate these movements into a more complex repertoire. Simultaneously pressing both the L2 and R2 buttons reverts the perspective back to straight and level.



L2 button:  
LOOK UP

L1 button:  
STRAFE LEFT

directional buttons:

↑ MOVE FORWARD  
↓ MOVE BACKWARD  
← ROTATE LEFT  
→ ROTATE RIGHT

left analog stick  
(L3 button when pushed down)  
TURN EXTENSION PARTS ON/OFF

SELECT button:  
DISPLAY MAP

ANALOG mode button / LED indicator

START button:  
PAUSE GAME

L1+R1+L2+R2+L3:

L1+R1+L2+R2+△:

L1+R1+L2+R2+○:

Drop extension parts

Drop selected part (right arm, back, inside)

Drop left arm part

• This game supports the DUALSHOCK®2 analog controller's vibration function and the L3/R3 buttons. The ANALOG mode button/LED indicator is always lit when the system is ON. The vibration function can be toggled ON/OFF via the OPTION settings in the SYSTEM menu.

• Simultaneously pressing the L2/R2 buttons during a game resets the AC's viewpoint to its default perspective (looking straight ahead).

• Default button assignments can be changed by accessing SYSTEM → OPTION → KEY ASSIGN.

R2 button:  
LOOK DOWN

R1 button:  
STRAFE RIGHT

△ button  
CYCLE THROUGH EQUIPPED WEAPONS/  
SWITCH FIRING MODE

○ button  
OPERATE DOORS OR SWITCHES/  
USE LEFT ARM PARTS/  
PICK UP DROPPED PARTS  
(ARENA/VS ONLY)

× button  
BOOST

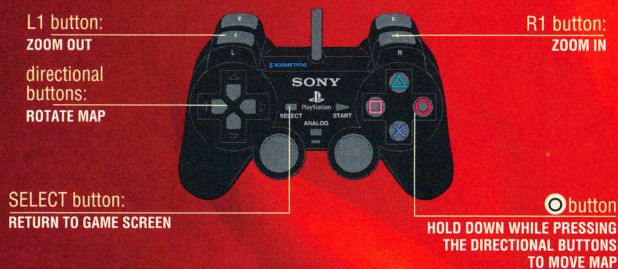
□ button  
USE RIGHT ARM WEAPON

right analog stick  
(R3 button when pushed down)  
TURN OVER BOOST/  
EXCEED ORBIT FUNCTIONS (ON/OFF)



## MAP SCREEN

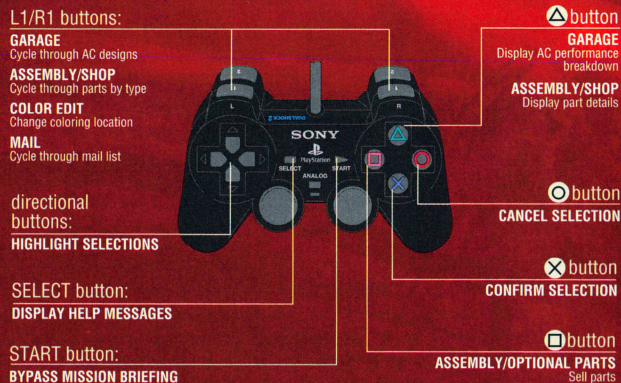
Press the SELECT button during the game to display the map screen.



Utilize the MAP screen to verify the location of your AC and important geography. The map display varies depending on the head part equipped. Simultaneously press the L1/R1 buttons to return to the default map view.



## MENU SCREENS



**Q:** What are the characteristics of the different leg parts?

**A:** Leg parts are an integral piece of equipment and play an important role in determining how an AC design will function. Below are some of the pros and cons of the different leg parts.

### LIGHTWEIGHT HUMANOID:

**PRO:** Extremely agile/quick  
**CON:** Low load capacity

### MIDDLEWEIGHT HUMANOID:

**PRO:** Well-balanced and provide a good platform for a variety of AC designs  
**CON:** Compared to other leg parts, they have no distinguishing feature to set them apart

### HEAVYWEIGHT HUMANOID:

**PRO:** High maximum load capacity and AP endurance  
**CON:** Speed performance is sacrificed for load carrying ability and AP

### REVERSE JOINT

**PRO:** Good jumping/turning performance and energy drain is kept to a minimum  
**CON:** AP levels tend to be low

### FOUR LEG

**PRO:** Do not require a stationary firing stance to unleash cannon attacks  
**CON:** High energy drain

### TREAD

**PRO:** Exceptional load capability and AP endurance, cannons can be fired while airborne  
**CON:** No jump capability and slow movement performance

### HOVER

**PRO:** Can move over water  
**CON:** No jump capability, low AP endurance

## MISSION

**Q:** How can I ensure I don't lose sight of opponents?

**A:** The easiest way to keep track of targets/opponents is to equip either a stand-alone radar unit (back), or a head part equipped with a built-in radar function. Once equipped and battle commences refer to the radar display in the top-right hand corner of the screen to locate targets and track their movement/position.

**Q:** Why am I missing what I aim for?

**A:** Wait until the lock-on sight turns red (meaning the target is acquired) before firing, this greatly increases your chances of scoring a hit. Don't fire when the lock-on sight is green, as this means there is something obstructing your view of the target. Some weapons (rockets) cannot achieve lock-on and must always be fired manually using your best judgment.

**Q:** How can I avoid leaving the area of operations?

**A:** Pay attention to the boundary indicators provided on the radar screen (yellow/red lines) and the warning beacon that sounds when your AC encroaches on these. If you hear the warning beacon or see the Leaving Area message, stop for a moment, get your bearings and move away from the area boundaries.



# UI FAQ

## GARAGE

**Q:** Why can't I begin a mission?

**A:** Check the Assembly screen to see if the Equipment Incomplete message is displayed. If it is, make sure your AC design isn't missing one or more of the following minimum required parts: Head, Legs, Arms, Core, Generator, Radiator, FCS and Booster. A booster is not required when equipping tread or hover leg parts.

**Q:** Why is the warning message OVERWEIGHT displayed?

**A:** The combined weight of all equipped parts exceeds the equipped leg part's maximum load weight. Swap out some of the equipped parts for lighter ones, or use a leg part with a higher maximum load weight. An overweight AC can still be used in combat, but its mobility/speed will be greatly reduced.

**Q:** Why is the warning message ARMS OVERWEIGHT displayed?

**A:** The combined weight of all parts equipped on the arms (arm part itself, extension, inside, right/left weapons) exceeds the core's maximum load weight. Swap out some of these parts for lighter ones, or equip a core with a higher maximum load weight. An AC with overweight arms can still be used in combat, but its target acquisition speed/ability will be greatly reduced.

**Q:** Why is the warning message NOT ENOUGH ENERGY displayed?

**A:** The combined energy consumption of all equipped parts exceeds the generator's maximum energy output. Swap out some parts for ones that use less energy, or equip a generator with higher maximum energy output. An AC that consumes more energy than the generator provides can still be used in combat, but its level of energy recovery will be greatly reduced.

**Q:** What should I focus on to build a fast, agile AC?

**A:** Keep the overall weight of the AC down; equip leg parts with high Moving Ability and a booster with high Boost Power.

**Q:** What should I focus on to build an AC that can take a lot of punishment?

**A:** Equip parts that bestow a lot of Armor Points and have high DEF Shell and DEF Energy ratings.

## MAIN GAME SCREEN

### ARMOR POINTS (AP)

This number indicates an AC's overall endurance value. If the value reads "0", the AC has been destroyed.

### ENERGY GAUGE

This gauge indicates the amount of available energy. The gauge is reduced whenever a booster, or energy weapon is used.

### AC TEMPERATURE

Indicates the current temperature of the AC unit.

### SIGHT LOCK

Turns red when a target has been acquired. The size of the sight lock varies depending on the weapon being used. Weapons that are long-range, or very powerful have smaller sight locks.

### LOCK-ON SIGHT

Indicates the target your AC is locked onto. Depending on the weapon in use, the number of lock-ons may be displayed. A green lock-on sight means there is an obstacle between the AC and the target.

### COMPASS

Indicates the AC's current heading.



### MISSION TIMER

Displays the time remaining to complete certain missions.

### RADAR

The radar enables you to identify the area of operations and detect opponents within it. Opponents are represented by dots, and their color changes relative to your AC's position.

Lower Elevation	Same Elevation	Higher Elevation
Yellow	Red	Blue

• Consort units display as green dots.

**NOTE:** Opponents appear on the radar only when your AC is equipped with either a back-mounted radar, or a head-part equipped with radar capability.

### WEAPONS

Displays a list of equipped weapons. The currently selected weapon is displayed in green; weapons that are out of ammunition are displayed in red.

### MESSAGE AREA

Combat related messages (as seen below) appear on-screen in this location.

### LEAVING AREA MESSAGE

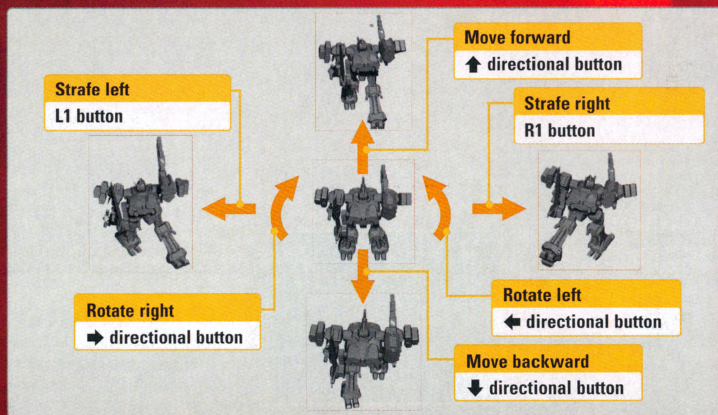
Informs you that your AC is on the verge of exiting the area of operations. Doing so results in mission failure.

## MESSAGE

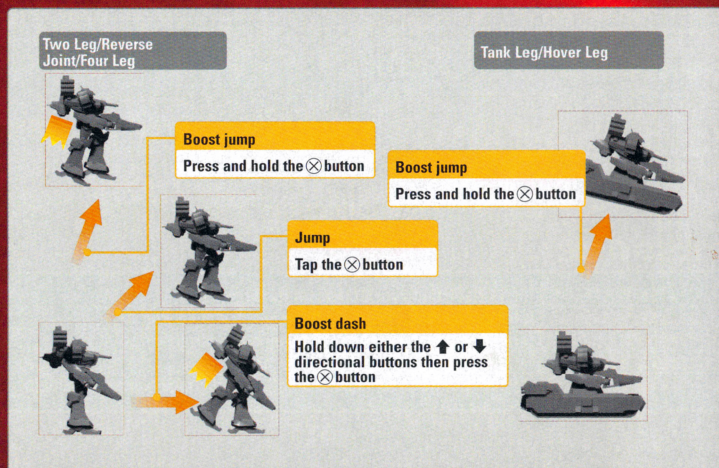
HIT	Informs you that your AC has hit its target.
DAMAGE	Informs you that an enemy attack has damaged your AC.
ARMOR LOW	Informs you that your AC's AP level is dangerously low.
DESTROY	Informs you that a target has been destroyed.
GUARD	Informs you when an opponent deflects an attack using their shield.



## BASIC MOVEMENTS

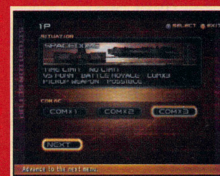


## BOOST MOVEMENTS



## COM

When there are less than four players, COM opponents can be added to round out the roster. Use the ←→ directional buttons to set the desired number of COM opponents. Once satisfied with the settings, highlight NEXT and press the ⊗ button.



## BATTLE ROYALE

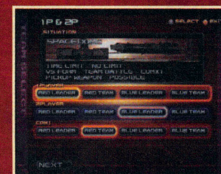
If Battle Royale was selected as the VS Form setting, the next step is to choose COM opponents and setup player ACs. To choose COM opponents, highlight SELECT and press the ⊗ button. Use the ↑↓ directional buttons to scroll through the list of available pilots and press the ⊗ button to confirm selections. To access the player Garage and System options, highlight SETUP and press the ⊗ button.

NOTE: A System menu selection replaces the AC Test option in the VS Garage.



## TEAM BATTLE

If Team Battle was selected as the VS Form setting, the next step is to create the teams. Use the ↑↓ directional buttons to scroll through participants and the ←→ directional buttons to set team assignments. Once complete, highlight NEXT and press the ⊗ button to advance to the AC/COM setup screen. AC and COM selections are made in the same manner as described under Battle Royale.





## SITUATION SETUP

The Situation Setup screen appears after confirming a Hardware Setup option. The (host) player inputs the following selection settings; MAP SELECT, TIME LIMIT, VS FORM and PICKUP WEAPON.



Use the  $\uparrow\downarrow$  directional buttons to scroll through menu options and the  $\leftarrow\rightarrow$  directional buttons to adjust settings. Once satisfied with the settings, highlight NEXT and press the  $\otimes$  button. The following screen is displayed on monitors of players other than the (host) while setting adjustments are made.



**Map Select:** Arenas available for play vary depending on the VERSUS mode (Split-screen/Full-screen) selected. The CPU will randomly select the next Arena when the Map Select option is set to RANDOM.

**Time Limit:** Set the time limit for VERSUS battles.

**VS Form:** Specify the type of Arena match.  
Battle Royale: Free-for-all where the last AC standing is the victor.  
Team Battle: Defeat the opposing team's leader to achieve victory.

NOTE: At least three AC selections (CPU opponents count) are required in order to setup a Team Battle.

**Pickup Weapon:** Specify whether or not dropped weapons can be picked up during an Arena match.  
Possible: Dropped weapons can be picked up.  
Impossible: Dropped weapons cannot be picked up.

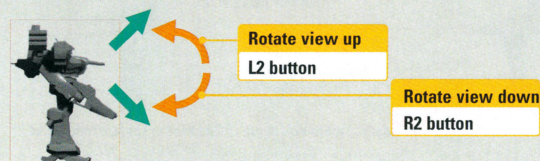
The following three options are available at the conclusion of a match:

- 1) Press the START button to watch a replay of the most recent match.
- 2) Highlight OK and press the  $\otimes$  button to move onto the next match.
- 3) Highlight CANCEL and press the  $\otimes$  button to return to the Situation Setup menu.

NOTE: Press the  $\odot$  button during a match replay to change perspectives. Press the  $\otimes$  button to cancel the replay.

## OTHER MOVEMENTS

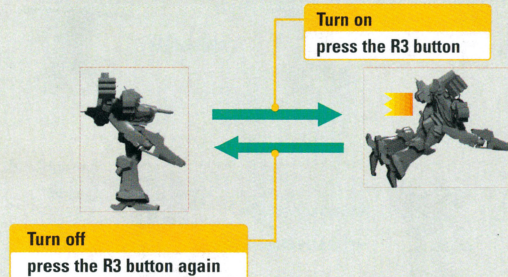
### • Change View



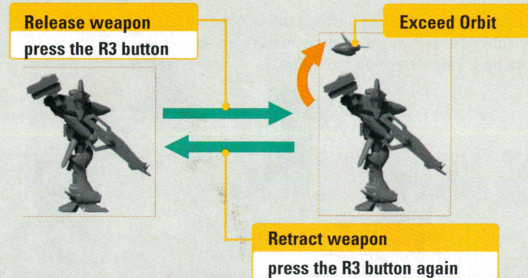
### • Over Boost/Exceed Orbit

Depending on the core selected, one of these two features will be available.

**Over Boost**—A means to quickly relocate your AC. Energy consumption is very quick.



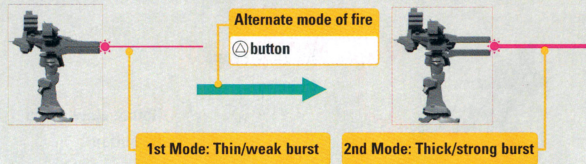
**Exceed Orbit**—A small autonomous weapon released from the core.



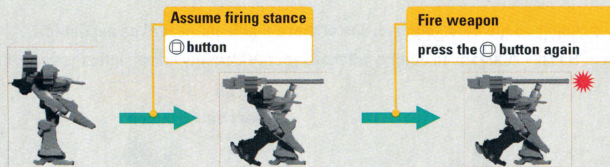


## COMBAT MOVEMENTS

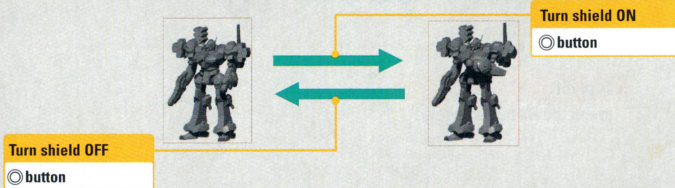
- Switching between the multiple modes of fire available on weapon arms.



- Stationary fire, back-mounted weapons. ACs equipped with two/four/hover legs must assume a firing stance when using certain back-mounted weapons.

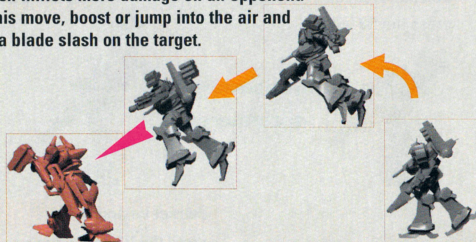


- Using an equipped shield



- Performing a jumping slash

A jumping slash inflicts more damage on an opponent. To carry out this move, boost or jump into the air and then execute a blade slash on the target.



## U. VERSUS

Versus mode offers a variety of different play options (determined by the number of PlayStation®2 computer entertainment systems in use) that enable competition against both CPU controlled opponents and/or other players.

Linked battles consisting of two players require the following: two PlayStation®2 computer entertainment systems, two TV monitors, two copies of Armored Core® 3, two DUALSHOCK®2 analog controllers and one i.LINK cable (sold separately). Link the two PlayStation®2 computer entertainment systems by connecting the i.LINK cable to the i.LINK (IEEE1394) connector on the front of each console prior to turning ON the power. If the i.LINK cable becomes disconnected, reconnect it only after returning to the Title screen.

An i.LINK hub (sold separately) is required when linking three or more PlayStation®2 computer entertainment systems. The number of TV monitors and i.LINK cables required for this type of setup must be equivalent to the number of systems that are to be linked (up to five). When using an i.LINK hub, be sure that it has enough connection ports to accommodate the number of systems that are to be connected and use i.LINK cables that have six pins on one end and four on the other. Establish all system and hub link connections before turning ON the power.

## HARDWARE SETUP

The Hardware Setup screen is displayed after selecting VERSUS from the main menu. Menu selections displayed on the Hardware Setup screen vary depending on the number of PlayStation®2 computer entertainment systems in use.

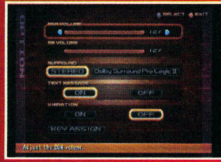
When three or more PlayStation®2 computer entertainment systems and monitors are connected, one of the monitors can be used as a live monitor providing an overview of the battle in progress.





# III. PLAYING THE GAME


## OPTION



Use the  $\uparrow\downarrow$  directional buttons to highlight selections and the  $\leftarrow\rightarrow$  to adjust settings. Press the  $\otimes$  button to access the Key Assign menu option.

NOTE: Slight variations exist in option menu choices depending on the selected game mode (VS/Scenario).

<b>BGM Volume</b>	Adjust background music volume.
<b>SE Volume</b>	Adjust sound effects volume.
<b>Surround</b>	Select sound setting.
<b>Text Message</b>	Turn text message displays ON/OFF.
<b>Vibration</b>	Turn controller vibration function ON/OFF.
<b>Level</b>	Set difficulty level. Only available in New Game and VS modes.
<b>Key Assign</b>	Customize button settings/functions. Choose Default to return buttons to their original settings.



NOTE: Button changes made here do not affect weapon drop commands.

## EXIT GAME

Select OK to exit to the Title screen, select Cancel to return to the previous menu.

## STARTUP PROCEDURES

Turn on the MAIN POWER switch at the rear of the PlayStation<sup>®</sup>2 computer entertainment system, insert the game disc and press the RESET button. Press the START button during the opening movie to access the TITLE screen. Press the START button at the TITLE screen to access the MODE menu.



## GAME MODES

### NEW GAME

This is the main game mode and the one in which mission assignments are carried out. Credits earned by successfully completing missions can be used to purchase parts and weapons.

### LOAD GAME

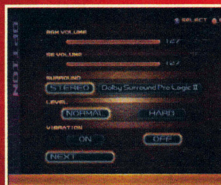
Load saved Armored Core<sup>®</sup> 3 game data. Saved game data from Armored Core<sup>®</sup> 2 and Armored Core<sup>®</sup> 2: Another Age cannot be imported.

### VERSUS

VS battles are played in a variety of ways and can support up to four players. Two-player split-screen games require a single PlayStation<sup>®</sup>2 computer entertainment system setup and monitor. Linked games of 2-4 players require multiple (up to five) PlayStation<sup>®</sup>2 computer entertainment system setups and monitors, the appropriate number of i.LINK cables and an i.LINK hub (if connecting three or more PlayStation<sup>®</sup>2 computer entertainment systems). Each PlayStation<sup>®</sup>2 computer entertainment system setup must include (the system itself, one copy of Armored Core<sup>®</sup> 3 and one DUALSHOCK<sup>®</sup> 2 analog controller). Both the i.LINK cables and i.LINK hub are sold separately.



## GAME FLOW



If **NEW GAME** is selected, an **OPTION** menu is displayed. Here changes can be made to the following: BGM/SE volume, surround sound setting, difficulty level and the controller's vibration function. Once satisfied with the settings, highlight **NEXT** and press the  $\otimes$  button to advance to the pilot name entry screen.

Complete missions and defeat Arena opponents in order to advance the game's story and acquire credits. Credits are used to purchase parts and weapons from the **SHOP**.

### GARAGE

Modify **AC** designs here prior to accepting and participating in a mission.



### MISSION

Access the mission menu to review mission briefings and begin an operation.



### MISSION REPORT

An income/expense report is displayed at the end of each successfully completed mission.



### SHOP

Use credits earned from completing missions and defeating Arena opponents to purchase **AC** parts here.

## SYSTEM

Access the system menu in order to: save and load game/emblem data, adjust sound/controller settings, or return to the Title screen. Use the  $\leftarrow$  $\rightarrow$  directional buttons to highlight menu options and press the  $\otimes$  button to confirm selections. The memory card select screen is displayed after choosing any of the save/load options. Highlight the desired **MEMORY CARD** slot using the  $\leftarrow$  $\rightarrow$  directional buttons; press the  $\otimes$  button to confirm selections. Press the  $\odot$  button to return to the previous menu.



### SAVE/LOAD GAME DATA

Use the  $\uparrow$  $\downarrow$  directional buttons to highlight the desired file location and press the  $\otimes$  button to confirm selection. Select **NEW DATA** to create a new save game file. At least 95KB of free space is required on a Memory Card (8MB) (for PlayStation<sup>®</sup>2) in order to save game data. Saving to an existing file overwrites previously saved game data. Up to eight different save game files can be created.



### SAVE/LOAD EMBLEM DATA

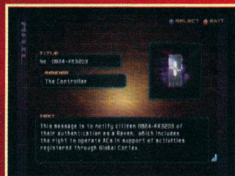
Use the directional buttons to highlight a save emblem file location and press the  $\otimes$  button to confirm selection. Saving emblem data to an existing file overwrites the previously saved emblem data. At least 60KB (per emblem) of free space is required on a Memory Card (8MB) (for PlayStation<sup>®</sup>2) in order to save emblem data. Up to eight different save emblem files can be created. When loading saved emblem data, designs from both Armored Core<sup>®</sup> 2 and Armored Core<sup>®</sup> 2: Another Age can be imported. Highlight the desired game selection using the  $\uparrow$  $\downarrow$  directional buttons and press the  $\otimes$  button to confirm. Press the  $\odot$  button to return to previous menus.





## MAIL

Access the Mail option from the Global Cortex Hub to read messages sent over the course of the game. Unread messages are denoted by the word **NEW**. Use the L1/R1 buttons to scroll through the mail list page by page, press the ⊗ button to read the highlighted message and press the ○ button to return to the Global Cortex Hub.



## ARENA

Enter the Arena to engage in head-to-head combat against other Global Cortex registered Ravens and their ACs. Defeat opponents to earn credit and part rewards. Use the ↑↓ directional buttons to scroll through the Arena ladder, press the ⊗ button to view the highlighted opponent's profile and press the △ button to view AC performance/part information. Initially, only opponents ranked lower or one position above your current standing can be challenged.

**NOTE:** Player compensation is awarded only for the first victory over an opponent. There are no rewards for subsequent victories against previously defeated opponents.



## MAP SELECT

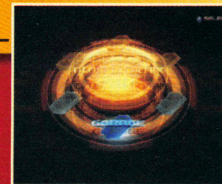
The Map Select option appears after confirming opponent selection. Use the ←→ directional buttons to choose a match location and press the ⊗ button to confirm selection.



## IV. MENUS

### MAIN MENU

The Global Cortex hub consists of five menu options. Use the ←→ directional buttons to cycle through the menu list and press the ⊗ button to confirm selections.



### GARAGE

The garage is where all AC modifications are performed.



### MISSION

Access this menu when ready to take on mission assignments.



### ARENA

Compete against other AC pilots for credit and part rewards.



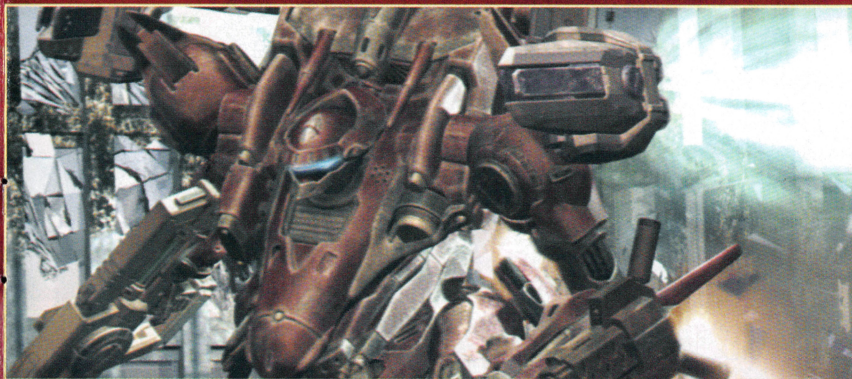
### MAIL

Read over mail messages received during the course of the game.



### SYSTEM

Access this menu to save/load data and make changes to various game settings.





## GARAGE

### AC CHANGE

The garage houses up to three separate AC designs at one time. Press the L1/R1 buttons to cycle through the different designs and the  $\triangle$  button to view performance evaluations.



### PERFORMANCE EVALUATION

<b>SURPLUS EP:</b>	Difference between energy output and energy consumption.
<b>PRICE:</b>	Credit value of all equipped parts.
<b>CORE TYPE:</b>	Core's special function.
<b>OFFENSIVE POINTS:</b>	AC's offensive capability.
<b>DEFENSIVE POINTS:</b>	AC's defensive capability.
<b>STABILITY:</b>	AC's stability performance.
<b>MOBILITY:</b>	Mobility performance breakdown.
<b>MOVING ABILITY:</b>	Movement performance.
<b>TURNING SPEED:</b>	AC's turning performance.
<b>RISING ABILITY:</b>	AC's jump/boost performance.
<b>COOLING EFFICIENCY:</b>	AC's cooling performance.
<b>SUPPORT SYSTEM:</b>	Support function performance breakdown.
<b>RADAR ABILITY:</b>	AC's radar performance.
<b>SENSOR ABILITY:</b>	AC's sensor performance.
<b>FCS PERFORMANCE:</b>	AC's FCS performance.
<b>GRADE:</b>	Overall performance evaluation.

### ASSEMBLY

Combine parts and weapons to assemble a working AC unit. Press the  $\uparrow$  $\downarrow$  directional buttons to cycle through part categories (ex. Head, Core) and the  $\leftarrow$  $\rightarrow$  directional buttons to scroll through parts within the selected category. Press the  $\otimes$  button to confirm selections and the  $\odot$  button to exit Assembly. Press the  $\triangle$  button to view part details.



## SYSTEM ERROR MESSAGES

An AC unit may experience system malfunctions during combat for a variety of reasons. The unit will recover from some of these after a set amount of time; others require that action be taken to correct the problem.

### RECOVER OVER TIME

Error Message	Description
<b>CHARGING</b>	Displays when the energy gauge is depleted. Boosters and energy weapons cannot be used until the gauge recharges.
<b>FCS ERROR</b>	Displays when there is FCS signal interference. Cannot lock-on to targets until the interference clears.
<b>DANGER HEAT</b>	Displays when the AC is on the verge of overheating.
<b>OUT PUT DOWN</b>	Displays when the AC sustains large amounts of damage. AP is depleted until the AC's temperature stabilizes.

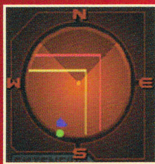
### REQUIRE ACTION TO CORRECT

Error Message	Description
<b>RADAR ERROR</b>	When displayed, opponents will not be visible on radar.
<b>SHORTAGE EN</b>	Displays when the energy consumption of all equipped parts exceeds the generator's energy output. Energy gauge recovery takes more time. Garage—equip parts that use less energy. In combat—drop a weapon that consumes a lot of energy.
<b>OVER WEIGHT</b>	Displays when the weight of all equipped parts exceeds the load weight of the equipped legs. Movement speed is reduced. Garage—equip parts that accommodate the load weight of the selected leg part. In combat—drop a heavy weapon.
<b>A OVER WEIGHT</b>	Displays when the weight of equipped arm parts exceeds the core's load weight. Speed of target acquisition is reduced. Garage—equip lighter parts. In combat—drop a heavy weapon.



## AREA OF OPERATIONS

Most missions have a specified area of operations. This area is indicated by a set of lines on the radar (one yellow, one red). A warning sounds if the yellow line is crossed and the mission is aborted if the red line is crossed.



NOTE: This is not displayed on the radar, but the area of operations also has a height boundary, fly too high and the mission will be aborted.

## MISSION FAILURE

Missions are aborted and logged as failures when the following occur:

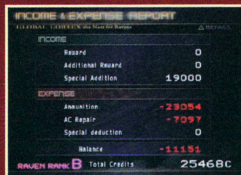
- Your AC is destroyed (AP reaches 0).
- Your AC leaves the area of operations.

To purposely abort a mission, press the **START** button, highlight **OK** and press the **⊗** button. Doing this also counts as a mission failure.



## MISSION INCOME AND EXPENSE REPORT

An income/expense report is displayed after each mission attempt. This report provides information relating to credits received for accomplishing objectives, credits deducted to cover ammunition/repair costs and any special additions/deductions. Press the **△** button to view special addition/deduction details. Reaching a negative credit balance does not end the game, but it will make advancement more difficult. A default performance ranking of (E) is applied to all failed mission assignments, but no credit deductions are incurred.



## SELLING PARTS

To sell a part, select it while in Assembly and press the **⊖** button.

When maintaining a negative credit balance, the only equipped parts that can be sold off are those on the left-arm, right-arm and back.



## OVERALL DETAILS

<b>AP (Armor Points):</b>	AC's overall endurance value.
<b>WEIGHT:</b>	Total weight of all equipped parts.
<b>EP OUTPUT:</b>	Energy consumption of equipped parts/energy output available.
<b>CORE WP:</b>	Current core load weight/maximum core load weight.
<b>LEGS WP:</b>	Current leg load weight/maximum leg load weight.
<b>OFFENSIVE POINTS:</b>	AC's offensive capability.
<b>DEFENSIVE POINTS:</b>	AC's defensive capability.

## WARNING MESSAGES

<b>EQUIPMENT INCOMPLETE:</b>	Displays when an AC unit is not equipped with one or more of the following minimum required parts: Head, Legs, Arms, Generator, Booster, FCS, . All minimum required parts must be equipped in order to participate in combat.
<b>OVERWEIGHT:</b>	The total weight of all equipped parts exceeds the leg part's maximum load weight. Change legs, or equip lighter parts. If not corrected, the AC's mobility will be diminished.
<b>ARMS OVERWEIGHT:</b>	The total weight of the arms exceeds the core's maximum load weight. Change cores, or equip lighter parts. If not corrected, target acquisition speed is diminished.
<b>NOT ENOUGH ENERGY:</b>	The energy consumption of all equipped parts exceeds the generator's energy output. Change generators, or equip parts that consume less energy. If not corrected, the energy recovery level is diminished.



## PARTS

An Armored Core unit consists of parts from thirteen different categories.

### HEAD

The head part is the housing in which computer, radar and sensor functions are located. Computer performance, as well as the availability of radar and sensor functions, varies from part to part.



### CORE

The core is the cornerstone of an AC design and the location where parts such as: generators, radiators, inside, and the FCS are installed. Some cores offer built-in missile interception systems.



### ARMS

Arm parts come in two varieties; arms onto which weapons can be mounted and arms that are weapons in and of themselves.



### LEGS

Leg parts come in five varieties; humanoid, reverse-joint, four-leg, tread and hover. The type of leg part equipped plays an important role in determining whether an AC will be light and agile, heavy and slow, or somewhere in-between.



### BOOSTER

The equipped booster determines an AC's dash speed and flight duration.



### FCS

An FCS, or Fire Control System, affects the lock-on speed and range of equipped weapons.



## CONSORT (A.K.A. WINGMAN)

On some missions it is possible to hire a consort(s) as backup. The consort screen appears after accepting a mission where this option is available. To employ a consort, or change consort selection, highlight the Consort Select option and press the  $\otimes$  button.



## START MISSION

The mission commencement message is displayed immediately after accepting a mission where no consort option is available. To commence a mission where a consort is available, highlight Start Mission and press the  $\otimes$  button.

## CONSORT SELECT

Use the  $\uparrow$ / $\downarrow$  directional buttons to scroll through the list of available consorts. Press the  $\otimes$  button to confirm/cancel selections. Press the  $\triangle$  button to view performance/profile information. Once satisfied with the selection(s), press the  $\odot$  button to return to the Consort screen.





# MISSION

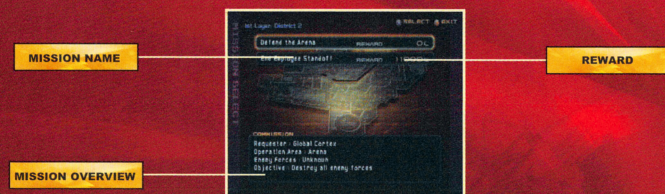
## AREA SELECT

To access the Area Select screen, highlight Mission in the Global Cortex Hub and press the  $\otimes$  button. Once at the Area Select screen, use the  $\leftarrow \rightarrow$  directional buttons to cycle through mission areas and then press the  $\otimes$  button to access an area and view available missions.



## MISSION SELECT

Displays a list of available missions, rewards for each, and a brief mission overview. Use the  $\uparrow \downarrow$  directional buttons to scroll through the mission list, press the  $\otimes$  button to access the briefing for the selected mission.



## MISSION BRIEFING

Highlight a mission and press the  $\otimes$  button to view briefing details. A small blue arrow at the bottom right indicates that the briefing is continued on the next page; press the  $\otimes$  button to advance or the  $\odot$  button to return to the Mission Select screen.



Press the  $\otimes$  button on the final page of a mission briefing to display the Accept Mission confirmation message. Select OK to continue, or CANCEL to return to the Mission Select screen. To accept a mission without viewing the full briefing, press the START button after selecting a mission.

NOTE: Once a mission has been accepted, it must be attempted before another can be started.

## GENERATOR

A critical piece of equipment, the generator supplies power to all equipped parts and determines the capacity of the energy gauge.



## RADIATOR

Part responsible for regulating an AC's temperature levels and preventing overheating.



## INSIDE

Auxiliary parts installed directly within the core. Inside parts include: mine dispensers, rockets and a variety of countermeasure equipment.



## EXTENSION

Auxiliary parts equipped on the arms that offer a wide selection of offensive and defensive enhancements.



## BACK UNIT L/R

Back-mounted parts consist of a large array of weapons (missile launchers, rocket launchers and cannons) as well as auxiliary equipment (radars and magazines).



## ARM UNIT R

For the most part, right-arm equipment consists of different forms of projectile weaponry (machine guns, rifles, shotguns, etc...).



## ARM UNIT L

With a few exceptions, left-arm equipped parts are separated into two categories, blades and shields.





## PART DETAILS

### ALL PARTS

<b>Manufacturer:</b>	Corporation that built the part.
<b>Weight:</b>	Weight of the selected part.
<b>Energy Drain:</b>	Energy consumption of the selected part when equipped.

### EXTERNAL PARTS (HEAD, CORE, ARMS, LEGS)

<b>Armor Points:</b>	Endurance value of the selected part.
<b>Def Shell:</b>	Part defense capability versus shell-based munitions.
<b>Def Energy:</b>	Part defense capability versus energy-based munitions.
<b>Cooling:</b>	Cooling performance of the selected part.

### WEAPONS (BACK, WEAPON ARMS, ARM MOUNTED)

<b>Type:</b>	Part categorization.
<b>Weapon Lock:</b>	Targeting characteristic of the selected weapon.
<b>Attack Power:</b>	Destructive potential of one hit from the selected weapon.
<b>Number of Ammo:</b>	Amount of ammunition the selected weapon holds.
<b>Ammo Type:</b>	Type of ammunition used in the selected weapon.
<b>Ammo Price:</b>	Cost of a single round for the selected weapon.
<b>Ammo Heat:</b>	Heat generated when a round impacts with the target.
<b>Range:</b>	Effective range of the selected weapon.
<b>Maximum Lock:</b>	Maximum number of lock-ons. Missiles can achieve multiple locks.
<b>Reload Time:</b>	Time interval between one firing of the weapon and the next.
<b>Usage Drain:</b>	Energy consumed when the weapon is used/fired.

### BLADES

<b>Attack Heat:</b>	Heat generated when the blade impacts with the target.
<b>Discharge Heat:</b>	Heat generated when the blade is used.
<b>Range Rating:</b>	Blade length/range.
<b>Wave Range:</b>	Effective energy wave range of the selected blade.

## NAME ENTRY

Pilot and AC names are registered here. Use the directional buttons to highlight the desired letter/character/number/symbol and then press the  $\otimes$  button to confirm selection. Press the  $\ominus$  button to delete and the L1/R1 buttons to switch between Character and Symbol menus. Press the  $\odot$  button, or select END to update name entries.



## AC TEST

This feature provides an opportunity to test AC design performance without ammunition expenditure, or incurred damage credit penalties. A test report is displayed at the conclusion of each test session and provides information on your performance. To abort a test in progress, press the START button, select OK and press the  $\otimes$  button.



AC TEST REPORT			
Overall Evaluation: <b>E</b>			
TEST RESULTS		BEST RECORD	
R Weapon Accuracy	0%	R Weapon Accuracy	87%
R Weapon Accuracy	0%	R Weapon Accuracy	0%
L Weapon Accuracy	0%	L Weapon Accuracy	100%
The Average	99:59	The Average	00:02
Targets Destroyed	0	Targets Destroyed	30
Overall Evaluation: <b>E</b>		Overall Evaluation: <b>C</b>	

## AC TEST 1

Destroy as many pop up targets as possible within the given time limit.

## AC TEST 2

Destroy opponent MTs as quickly and effectively as possible.



# COCKPIT

Options available within the cockpit menu enable customization of the heads up display. Some on-screen information panels are only displayed during VS battles, while others are always displayed. To access the cockpit options, highlight the desired menu using the ◀ ▶ directional buttons and press the ⊗ button to confirm the selection.



**CHANGE PANEL:** Use the ↑ ↓ directional buttons to cycle through selections, press the ⊗ button to turn information panels ON/OFF.

**CHANGE COLOR:** Set the color of the on-screen information display panels. Use the ◀ ▶ directional buttons to cycle through the color options, press the ⊗ button to confirm selection.

Information display panels that cannot be turned ON/OFF

Mission Time	Energy Gauge	Sight Lock	Radar
Compass	Equipped Weapons	Lock-On Sight	AP
AC Temperature	Normal Messages	System Error Messages	

Player selected information display panels

Panel Name	Description
Enemy Weapon	Displays opponent AC's weapon information.
Enemy Heat	Displays opponent AC's temperature information.
Enemy Energy	Displays opponent AC's energy status.
Enemy Data	Displays opponent AC's ammunition status.
Remnants Enemy	Displays the percentage of remaining opponents.
Outer Heat	Displays the external temperature.
Speedometer	Displays your AC's current speed.
Altimeter	Displays your AC's current altitude.

## ENERGY SHIELDS

Shield Def Shell:	Shield defense capability versus shell-based munitions.
Shield Def Energy:	Shield defense capability versus energy-based munitions.
Shield Defense:	Defense boost provided when shield is deployed.
Shield Coverage:	Effective range of coverage when shield is deployed.
Discharge Heat:	Heat generated when the shield is used.
Usage Drain:	Energy consumed when the shield is used.

## RADIATORS

Cooling:	Cooling performance under normal conditions.
Forced Cooling:	Cooling performance under emergency conditions.

## HEAD PARTS

Computer Type:	Computer performance level (Rough, Standard, Detailed).
Computer Voice:	Gender of computer voice.
System Recovery:	Recovery performance from system errors.
Map Type:	Map display type (No Memory, Area & Place Name).
ECM Canceler:	Availability of a function that counters lock-on jamming.
Bio Sensor:	Availability of a biosensor function.
Radar Function:	Availability of a built-in radar function.
Scanning Interval:	Length of interval between radar updates.

## CORE PARTS

Maximum Weight:	Maximum load weight of the selected core part.
VS MG Response:	Performance of core missile intercept function.
VS MG Range:	Range of core missile intercept function.
Option Slots:	Slots available for attaching optional parts.
Core Type:	Special function available on the selected core.





### CORE PARTS CONT.

<b>OB Power:</b>	Thrust output of the core's over boost feature.
<b>OB Energy Drain:</b>	Over boost energy consumption when used.
<b>EO Attack Power:</b>	Destructive potential of one hit from the EO weapon.
<b>EO Number of Ammo:</b>	Amount of ammunition the EO weapon holds.
<b>EO Ammo Type:</b>	Type of ammunition used in the EO weapon.
<b>EO Ammo Heat:</b>	Heat generated when an EO round impacts with the target.
<b>EO Reload Time:</b>	Time interval between one firing and the next.
<b>EO Usage Drain:</b>	EO weapon energy consumption when used.
<b>EO Range:</b>	Effective range of the EO weapon.
<b>Discharge Heat:</b>	Heat generated when using the core part's special function.

### ARM PARTS

<b>Energy Supply:</b>	Auxiliary energy provided to weapons equipped on the left-arm.
<b>Recoil Control:</b>	Selected arm part's ability to suppress weapon recoil.
<b>Reaction Speed:</b>	Arm speed performance when using a blade.

### LEG PARTS

<b>Maximum Weight:</b>	Maximum load weight of the selected leg part.
<b>Stationary Drain:</b>	Energy consumption when AC is stationary.
<b>Moving Ability:</b>	Selected leg part's agility and speed performance.
<b>Defensive Stability:</b>	Stability performance when hit by enemy fire.
<b>Jump Function:</b>	Availability of a jump function on the selected leg part.
<b>Landing Stability:</b>	Stability performance when landing after boosting and jumping.
<b>Turning Speed:</b>	Rotational performance of the selected leg part.
<b>Braking Ability:</b>	Braking performance of the selected leg part.













### GENERATORS

<b>Energy Output:</b>	Energy output of the selected generator.
<b>Maximum Charge:</b>	Maximum storage capacity of the energy gauge.
<b>Red Zone:</b>	Generator's reserve energy capacity.
<b>Calorific Value:</b>	Amount of heat emitted by the generator.

### BOOSTERS

<b>Boost Power:</b>	Thrust generated when the booster is used.
<b>Charge Drain:</b>	Energy consumption when the booster is used.

### TOOL DESCRIPTION

<b>RGB</b>		Make changes to palette colors.
<b>Pen</b>		Draw. Hold the ⊗ button and move the cursor.
<b>Eraser</b>		Erase area beneath cursor. Hold the ⊗ button and move the cursor.
<b>Line</b>		Draw a line. Press the ⊗ button to specify start and finish points. Use the directional buttons to manipulate line length.
<b>Shape</b>		Draw a shape. Press the ⊗ button to specify start and finish points. Use the directional buttons to manipulate shape size.
<b>Copy</b>		Copy and paste the selected area. Press the ⊗ button to start, use the directional buttons to enclose an area, press the ⊗ button again to paste.
<b>Paint</b>		Fill an area with the selected color. Press the ⊗ button to paint an area.
<b>Character</b>		Incorporate alphanumeric characters into emblem design. Press the ⊗ button to select and place characters.
<b>Rotate</b>		Rotate image within the paint area. Select a direction and press the ⊗ button.
<b>Mirror</b>		Mirror selected area. Press the ⊗ button to start, use the directional buttons to enclose an area, press the ⊗ button to finalize position.
<b>Scroll</b>		Move image within the paint area using the directional buttons.
<b>Clear</b>		Clear ALL contents within the paint area.

### PAINT AREA BORDERS

When magnified (2, 4, or 8 times) the paint area can be moved using the arrows on the perimeter. To do so, highlight an arrow and press the ⊗ button.



## EMBLEM

The following are the two ways to change AC emblems:

### SAMPLE EMBLEM:

Press the directional buttons to browse through a list of sample emblem images. To affix the desired sample emblem to an AC design, press the  $\otimes$  button and select OK.



### EMBLEM EDIT:

Create and edit emblems here. Press the  $\odot$  button to undo the most recent paint action. Press the  $\odot$  button to highlight the color (in the color palette) under which the drawing cursor is currently positioned on the PAINT AREA. Press the R1 button for quick access to the color palette and the L1 button to display a grid on the emblem image. The L2/R2 buttons control the zoom feature.

COLOR PALETTE

CURRENT TOOL



OVERALL EMBLEM

PAINT AREA

CURSOR

NOTE: The color selection in the top-left corner of the color palette is transparent and flashes on both the palette and paint area for contrasting purposes.

## USB MOUSE

The emblem edit feature is USB mouse compatible. Connect a USB mouse to the top USB connector on the front of PlayStation®2 computer entertainment system.

### Operating Instructions:

Mouse Movement	move the cursor
Left Click	confirm selection
Right Click	cancel selection
Mouse Wheel	zoom, and hold wheel to cycle the grid

## FCS PARTS

Lock Type:	Targeting characteristic of the selected FCS part.
Target:	Targeting capability of the selected FCS part.
Maximum Lock:	Maximum number of possible lock-ons.
Lock Speed:	How quickly the selected FCS can achieve lock-on.
Sight Range:	Effective lock-on range of the selected FCS.
Precision:	Targeting accuracy of the selected FCS part.

## EXTENSION

Duration:	How long the selected part's function lasts.
Recover Energy:	Amount of energy recovered when selected part is used.
Usage Limit:	Number of times the selected part's function can be used.
Discharge Heat:	Heat generated when the part is used.

## GENERAL MAGAZINES

Function Add Ammo:	Increased ammunition storage capacity.
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## RADARS

Radar Range:	Effective range of the selected radar.
Radar Type:	Shape of radar display format.
ECM Counter:	Availability of a function that counters lock-on jamming.
Noise Counter:	Availability of a function able to counter radar jamming.
Missile Sensor:	Availability of a function that displays missiles on the radar.
Bio Sensor:	Availability of a biosensor function.
Scanning Interval:	Length of interval between radar updates.
Stealth Sensor:	Availability of a function able to detect stealth concealed opponents.

- When equipping both a head part with radar capabilities and a back-mounted radar, the radar mounted on the AC's back takes precedence.





