ARMORED CORE®
ANOTHER AGE
TEEN
T
CONTENT RATED BY ESRB
FROM SOFTWARE™
agetec™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Sunnyvale, Ca. 94086-0158

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Thank you for purchasing ARMORED CORE 2: ANOTHER AGE, 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.

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Five years have gone by since the coup attempt known as the Civil Commotion on Mars...

The Earth Government, meanwhile, continues its struggle to reclaim the surface of Earth for its citizens while reviving the population from the ravages of the Thirty Years' war.

The Earth Government also had to strengthen its forces since a show of power was necessary to restore and maintain order on the Martian colonies. These colonies were previously governed by former Earth Corporations that have since lost a great deal of their might.

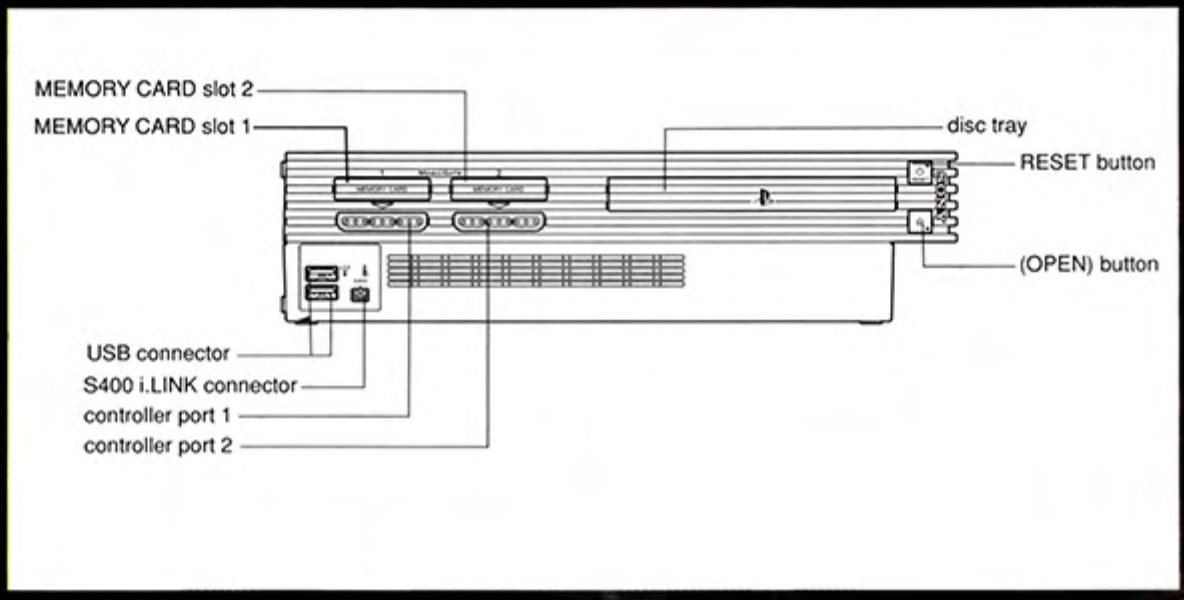
As the Earth Government hurries to secure powerful forces, development of reunifying the underground population of Earth with the surface world has become hopelessly delayed.

Many factions within Earth's underground cities that were badly damaged by the Thirty Years' War started rebelling openly when they learned the situation between the Earth Government and Mars Corporations completely disregarded their needs. Armed uprisings increased dramatically.

Some of the surviving Corporations on Mars have become concerned with the growing interest that the Earth Government has been showing them as well as the increased deployment of arms and forces coming their direction. They too began to strengthen their military forces.

The current relationship between the Earth Government and Mars Corporations has worsened and the situation is growing more and more contentious.

GETTING STARTED

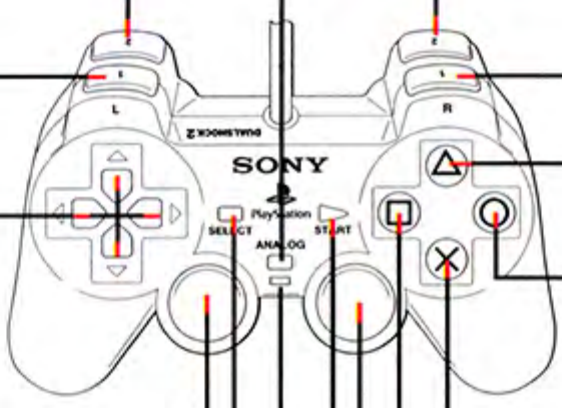


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the (OPEN) button and the disc tray will open. Place the ARMORED CORE 2: ANOTHER AGE 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.

OPERATING INSTRUCTIONS & GAME SCREENS

OPERATING INSTRUCTIONS

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATION



L2 button:
LOOK UP

L1 button:
STRAFE LEFT

directional buttons:
ROTATE LEFT
MOVE UP
ROTATE RIGHT
MOVE DOWN

left analog stick
L3 button (depress left analog stick):
TURN THE USE OF EXTENSION PARTS ON/OFF

SELECT button:
DISPLAY MAP SCREEN

LED

ANALOG mode button

R2 button:
LOOK DOWN

R1 button:
STRAFE RIGHT

△ button:
CYCLE THROUGH EQUIPPED WEAPONS

○ button:
OPERATE DOORS OR SWITCHES/USE LEFT HAND WEAPONS

× button:
BOOST JUMP/BOOST DASH (WHEN USED IN CONJUNCTION WITH THE DIRECTIONAL BUTTONS)

□ button:
FIRE RIGHT HAND WEAPONS

right analog stick
R3 button (depress right analog stick):
START/STOP OVER BOOST

START button:
PAUSE GAME

* This game supports the DUALSHOCK™2 analog controller's vibration function and the L3/R3 buttons. The 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.
* Pressing the L2 and R2 buttons simultaneously during a game resets your AC's perspective to its default (looking straight ahead).
* Default button controls/assignments can be changed by accessing KEY ASSIGN via the OPTION settings in the SYSTEM menu.

MAIN GAME SCREEN

ARMOR POINT (AP)

This is your AC's Armor Point (AP) value. If this number reads "0", your mission has failed and you are returned to the main menu screen.

MISSION TIMER

Displays the time remaining for certain missions.

COMPASS

Displays your AC's current orientation.

RADAR

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

Lower Elevation	Same Elevation	Higher Elevation
Yellow	Red	Blue

Enemies are projected on the radar only when your AC is equipped with a shoulder-mounted radar, or a head part equipped with radar capability.

ENERGY GAUGE

This gauge measures the current energy available for using boosters and energy weapons. The gauge will decrease each time the boosters or an energy weapon are used.

SIGHT LOCK

Turns red when your AC has locked onto a target. Its size varies according to the weapon being used. The longer the weapon's range, the smaller the sight.

WEAPONS

The weapon that is currently selected/in use is displayed in green. Weapons in your possession are displayed in yellow. Weapons that have run out of ammunition or cannot be used are displayed in red.

LOCK-ON SIGHT

Indicates that your AC is locked onto its target. Depending on the weapon, the number of lock-ons may be displayed.

LEAVING AREA MESSAGE

Informs you that your AC is on the verge of leaving the area of operations. The boundaries of this area vary from mission to mission. Leaving the area of operations results in a mission failure.

MESSAGE AREA

Various messages are displayed in this area (see the message list below).

MESSAGE LIST

HIT	Informs you that your AC has hit the enemy.
DAMAGE	Informs you that an enemy attack has damaged your AC.
CHARGING	Informs you that your AC has exhausted all available energy. Neither boosters nor energy weapons can be used until the gauge is completely recharged.
DESTROY	Informs you that an opponent has been destroyed.
GUARD	Informs you when an opponent deflects your AC's attack by using their shield.

MAP SCREEN

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

DUALSHOCK™2 analog controller

L1 button:
ZOOM OUT

directional buttons:
ROTATE MAP

SELECT button:
RETURN TO THE GAME SCREEN

R1 button:
ZOOM IN

○ button:
MOVES MAP UP/DOWN/LEFT/RIGHT WHEN USED IN CONJUNCTION WITH THE DIRECTIONAL BUTTONS

The map can be rotated freely to verify the location of your AC and important geography.

The map display method will differ according to the type of head part equipped.

MENU SCREEN

DUALSHOCK™2 analog controller

L1/R1 buttons

•ASSEMBLY
When assembling your AC, use the L1/R1 buttons in conjunction with the ← → directional buttons to cycle parts by their type. For instance, by using this method you can quickly move from one leg type (humanoid) to another (caterpillar), without having to cycle through parts one-by-one.

directional buttons
Make selections

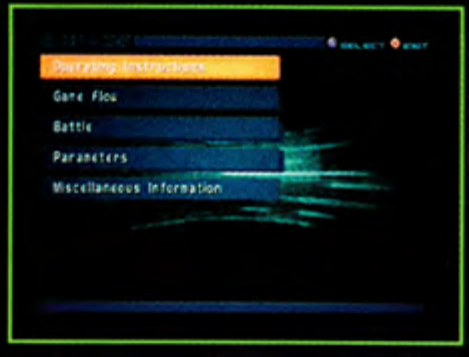
△ button

- **ASSEMBLY, SHOP**
  Display part details
- **CHANGE COLOR**
  Change coloring location

○ button
Cancel selection

✕ button
Confirm selection

View game descriptions/hints via the HELP menu found in the GARAGE.



PLAYING THE GAME

STARTUP PROCEDURES

Turn on the MAIN POWER switch at the rear of the PlayStation®2 computer entertainment system, insert the game disc and press the RESET button. Press the START button during, or after the demo to access the TITLE screen. Press the START button at the TITLE screen to access the MODE menu.

MODE DESCRIPTIONS

NEW GAME

This is the main mode and the one in which you carry out assigned missions. Use the credits you earn from successfully completing missions to purchase parts and weapons.

LOAD GAME

Load saved game data.

VS MISSON

Two-player, split-screen missions.

SPLIT-SCREEN VS (Pg. 31)

Compete against a friend in head-to-head, split-screen battles.

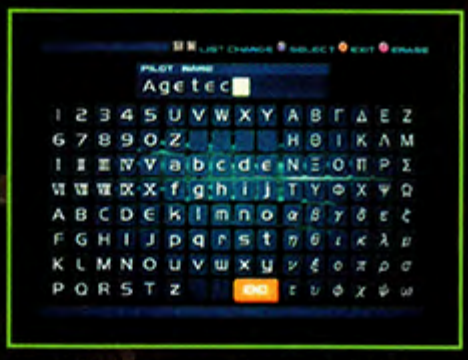
LINKED VS (Pg. 32)

Head-to-head battle mode requiring an i.Link cable.

To wage a two-player, linked battle you will need the following: two PlayStation®2 computer entertainment systems, two monitors, two copies of ARMORED CORE 2: ANOTHER AGE and one i.Link cable (sold separately). Connect the i.Link cable to the iS400 terminals on the front of each PlayStation®2 computer entertainment system, prior to turning them ON. Insert one ARMORED CORE 2: ANOTHER AGE disc in each of the PlayStation®2 computer entertainment systems. If the i.Link cable becomes disconnected, reconnect it only after returning to the title screen.

GAME FLOW

If NEW GAME is selected, you will be taken to a menu where the difficulty level of the game can be set and the vibration function can be turned ON/OFF. After making any desired changes to these two settings, press the ⊗ button to access the name entry screen.



Enhance your AC by purchasing parts with credits obtained through successful missions. Access a WORLD MAP area to view available missions. New areas and mission requests become available, as missions/areas are completed/cleared.

GARAGE

Assemble your AC here prior to accepting a mission. Color changes and other modifications are also performed here.

MISSION

Verify mission request contents and begin a mission.

SUCCESS/FAILURE

An Income/Expense report is displayed after the end of each successful mission.

SHOP

Parts and weapons can be purchased here with credits.

MAIN MENU (World Map)

The MAIN menu (WORLD MAP) consists of the following four menus. Make menu selections using the ↑ ↓ directional buttons and confirm selections by pressing the ⊗ button.

SYSTEM Pg. 27

Make changes to the game settings and SAVE or LOAD game data. You can return to the TITLE screen from here.

MISSION Pg. 24

Missions are accepted here. Highlight the MISSION menu and press the ⊗ button to select a WORLD MAP area. Press the ⊙ button to return to the MAIN menu.

SHOP Pg. 23

Parts/weapons are bought and sold here.

GARAGE Pg. 10

AC assembly and color changes are performed here.

AREA INFORMATION

[Area Name] Displays the name of the currently selected area.

[Avg. Difficulty] Displays the average difficulty of the currently selected area.

[# of Missions] Displays the number of currently available missions (right) and number of completed missions (left) for the currently selected area.

[Achievement %] Displays how much of the entire game has been completed.

GARAGE

AC assembly and color changes are performed here.

AC CHANGE

Register up to three separate AC creations. Press the L1/R1 buttons to cycle between AC creations.

ASSEMBLY

Create an original AC by combining parts and weapons. Use the ↑ ↓ directional buttons to select different part categories (ex. Heads, Cores). Once a part category is selected, use the ← → directional buttons to cycle through the different parts available within that category. Press the ⊗ button to confirm selections. When the assembly is complete, press the ○ button to return to the GARAGE menu.

Press the △ button to display part/weapon details (ex. cost, weight, energy consumption, offensive and defensive strength).

During AC assembly, make sure that the values on the left hand side are not displayed in red. If they are, you will not be able to participate in the missions. Be careful not to exceed the values shown on the right hand side.

STATUS DISPLAYS

[AP] Indicates your AC's ARMOR POINTS
[LEGS WP] Indicates the leg parts' load capacity
[WEIGHT] Indicates your AC's total weight
[CORE WP] Indicates the core's load capacity
[EP OUTPUT] Indicates generator output

WARNING MESSAGES

[Equipment Incomplete]
The AC is not equipped with one or more of the following minimum required parts: Head, Legs, Arms, Generator, Booster, FCS, Radiator.

[Arms Overweight]
The total weight of the arms exceeds the core's maximum load capacity. Change the core or equip lighter parts.

[Overweight]
The total weight of the equipped parts exceeds the leg parts' maximum load capacity. Change the leg part or equip lighter parts.

[Not Enough Energy]
The energy consumption of the equipped parts exceeds the generator's output. Change the generator or equip parts that consume less power.

PART DESCRIPTIONS

An AC consists of approximately 13 different parts.

CORE: The core serves as the foundation of your AC. The generator, FCS, inside parts and radiator are all installed on the core. The core can also be equipped with missile interception functions.

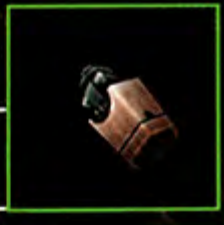
HEAD: The head is the housing for special functions such as biosensors and radars. The information provided by the head's computer will vary according to the type of head part that is equipped.

ARMS: There are two types of arm parts: standard arms that can be equipped with weapons such as guns and laser blades, and arms that are weapons in and of themselves.

LEGS: There are five types of leg parts: humanoid, reverse-jointed, four-legged, caterpillar and floating. These parts determine whether your AC will be heavily armed and slow, or light and agile.

GENERATOR: This affects the energy gauge and assembly of parts on the AC.

BOOSTER: This affects the AC's dash speed and aerial movement. Higher output yields greater speed performance.



BACK WEAPONS: Includes heavy artillery (missiles, rockets, etc.) as well as auxiliary equipment (radar).

RIGHT ARM WEAPONS: These include rifles capable of inflicting great damage with each firing, and machine guns, which are generally less formidable, but can be fired rapidly and continuously.

LEFT ARM WEAPONS: The left arm can be equipped with either a laser blade or energy shield. The energy gauge is depleted when either of these is activated.

FCS: These affect a weapon's range of sight and lock-on distance. They also improve missile lock-on performance.

INSIDE: Auxiliary weapons that are installed within the core itself. These include decoys designed to confuse enemy missile systems.

EXTENSION: Provide added variety to movement and attacks through the use of parts such as interceptor missiles and specialized boosters.

RADIATOR: Reduces the AC's temperature, which increases during the course of battle.

STATUS LIST

The specifics of each status listed here will vary from part to part.

STATUS COMMON TO ALL PARTS

NAME	Part's name
MANUFACTURER	Part's manufacturer
WEIGHT	Part's weight
ENERGY DRAIN	Part's energy consumption

STATUS COMMON TO EXTERNAL PARTS (HEADS, CORES, ARMS, LEGS)

ARMOR POINTS	Part endurance value. The higher this value, the higher your AC's AP will be when starting a mission.
DEF SHELL	Defense VS shell attacks. The higher this value, the lower the shell attack damage sustained by your AC will be.
DEF ENERGY	Defense VS energy attacks. The higher this value is, the lower the energy-attack damage sustained by your AC will be.
COOLING	Part's cooling performance.

STATUS COMMON TO WEAPON PARTS (WEAPON ARMS, SHOULDER WEAPONS, ARM WEAPONS)

TYPE	Part's type.
WEAPON LOCK	Indicates the type of sight a weapon has.
ATTACK POWER	The attack power of a single round of ammunition.
NUMBER OF AMMO	Amount of ammunition per weapon. Some weapons can fire multiple rounds at once. Indicates the number of times energy- based weapons can be fired.
AMMO TYPE	Type of ammunition (SOLID: live shells, ENERGY: energy-based).
AMMO PRICE	Price of one round of ammunition. No outlay is required to arm energy weapons.
AMMO HEAT	Calorific value upon detonation.
RANGE	Weapon's range.
MAXIMUM LOCK	Maximum number of possible lock-ons. Missiles can achieve multiple lock-ons.
RELOAD TIME	The waiting period until the next shot can be fired. The lower the number, the faster the weapon can be re-fired.
RECOIL	Recoil force when firing the weapon.
USAGE DRAIN	Energy consumption when the weapon is fired.

STATUS COMMON TO LEFT ARM WEAPONS (BLADES)

ATTACK HEAT	Calorific value upon contact.
DISCHARGE HEAT	Heat generated when used.
RANGE RATING	Attack range rating.

STATUS COMMON TO ENERGY SHIELDS

SHIELD DEF SHELL	Shield's defense against shell attacks.
SHIELD DEF ENERGY	Shield's defense against energy attacks.
SHIELD COVERAGE	Shield's area of coverage.
SHIELD EFFICIENCY	Shield's overall efficiency.

STATUS COMMON TO RADIATORS

COOLING	Radiator's cooling performance under normal conditions.
FORCED COOLING	Radiator's cooling performance under emergency conditions.

STATUS COMMON TO HEAD PARTS

COMPUTER TYPE	Type of computer. The content of status updates during missions will change, depending on the computer type. There are three types: ROUGH (old type), STANDARD (standard type) and DETAILED (advanced type).
COMPUTER VOICE	Gender of computer voice: MALE or FEMALE.
SYSTEM RECOVERY	Speed of system error recovery.
AUTO BALANCER	AC's stability control.
HACKING FUNCTION	Hacking capacity. Some doors cannot be opened unless this is at a certain level.
MAP TYPE	Type of map display. There are three types: NO MEMORY (displays only the perimeter); AREA & PLACE NAME (mapping functions and an information display); and AREA MEMORY (mapping functions).
NOISE CANCELER	Availability of noise-cancellation functions (NONE or PROVIDED).
BIO SENSOR	Availability of biosensors (NONE or PROVIDED).
SENSOR INTERVAL	Time taken from AC start-up to sensor operation.
RADAR FUNCTION	Availability of radar devices (NONE or PROVIDED).
SCANNING INTERVAL	Radar's information-processing performance.

STATUS COMMON TO CORE PARTS

MAXIMUM WEIGHT	Core's maximum load capacity, which is a result of the combined weight of the arms and arm weapons.
VS MG RESPONSE	Probability of successful interceptions of enemy missiles.
VS MG RANGE	Range within which enemy missiles can be intercepted. This range extends out directly in front of the AC.
OPTION SLOTS	Number of slots available on the core for the attachment of optional parts.
OB POWER	Over Boost output.
OB ENERGY DRAIN	Energy consumption when Over Boost is engaged.
OB LIMIT	???

STATUS COMMON TO ARM PARTS

EXTENSION TP	Indicates availability of extension connections.
ENERGY SUPPLY	Amount of energy supplied to the equipped weapon.
ACCURACY	Performance when using a blade.
RECOIL CONTROL	Recoil control performance.

STATUS COMMON TO LEG PARTS

MAXIMUM WEIGHT	Legs' maximum load capacity, which is a result of the combined weight of all other parts.
MOVING SPEED	The higher this value, the faster the AC's movement will be.
DEFENSIVE STABILITY	The higher this value, the less shock there will be when your AC is hit by enemy attack.
JUMP FUNCTION	Availability of the jump function (NONE or PROVIDED).
LANDING STABILITY	Stability when landing.
TURNING SPEED	Turning speed.
STATIONARY DRAIN	Energy consumption at standstill.
BRAKING ABILITY	Braking performance after dashing.

STATUS COMMON TO GENERATORS

ENERGY OUTPUT	Generator's total output. You cannot begin a mission if the total energy consumption of all equipped parts exceeds this value.
MAXIMUM CHARGE	Capacity of the energy gauge displayed on the left side of the screen during a mission.
REDZONE	Energy gauge's red zone capacity.
CALORIFIC VALUE	Heat generated over a certain amount of time.

STATUS COMMON TO BOOSTERS

BOOST POWER	Booster output. The higher this value, the faster your AC's rate of ascent will be.
CHARGE DRAIN	Energy gauge consumption rate. The higher this value, the more rapidly energy will be depleted.
BOOST EFFICIENCY	Length of time the booster can be used for.

STATUS COMMON TO FCSS

LOCK TYPE	Indicates the lock-on type that will apply to the weapon.

STANDARD: Standard.

WIDE & SHALLOW: Wide-angle, short-distance, lock-on.

LENGTHWAY: Good vertical plane performance.

SIDEWAY: Good horizontal plane performance.

NARROW & DEEP: Narrow-angle, long-distance, lock-on.

SIGHT RANGE	Range at which lock-on is possible.
SIGHT ABILITY	Lock-on performance rating.
PRECISION	Lock-on precision.
RETICLE MOBILITY	Lock-on reticle's speed of movement.

STATUS COMMON TO RADARS

RADAR RANGE	The higher this value, the wider the range of enemy detection will be.
RADAR TYPE	Radar display shape. The difference in shapes has no affect on radar performance. The three shapes are: STANDARD, CIRCLE and OCTAGON.
NOISE CANCELER	Noise-cancellation availability (NONE or PROVIDED).
BIO SENSOR	Biosensor availability (NONE or PROVIDED).
STEALTH SENSOR	Stealth sensor availability (NONE or PROVIDED).

* Radar functions already exist on some head parts. When you equip your AC with a head part pre-equipped with radar functions and then also attach a radar unit to the back of your AC, the radar on your AC's back takes precedence.

DEPOSITORY

Over the course of buying new parts for your AC, you may discover that there are some you rarely ever use, but also do not want to sell. These infrequently equipped parts can be placed in the depository so that they do not have to be scrolled through each time you are making adjustments to your AC's configuration. To access the depository, use the directional buttons to select its menu option from the main garage menu and then press the ⊗ button. Use the directional buttons again, to select a part category and press the ⊗ button to confirm the selection. A list of all parts in your possession within the selected part category will be displayed. Use the directional buttons to move through the part list and the ⊗ button to remove parts from, or place parts in the depository. (Press the ◎ button to return to the garage menu.)

OPTIONAL PARTS

Select OPTIONAL PARTS from the main garage menu and press the ⊗ button. Using the directional buttons, select the optional part you wish to equip/remove and press the ⊗ button. If the block to the right of the part's name is lit, the part is equipped. To remove the part, press the ⊗ button again. (Press the ◎ button to return to the garage menu.) Optional parts are installed on the core. The number of available slots on the core is the only limiting factor as to how many optional parts can be equipped.

PERFORMANCE

The performance of the assembled AC will be displayed as a point value.

(Press the ◎ button to return to the garage menu.)

PERFORMANCE DESCRIPTIONS

OFFENSIVE POINT	Offensive strength	COOLING EFFICIENCY	Radiator's performance
DEFENSIVE POINT	Defensive strength	SUPPORT SYSTEM	Enemy detection performance
STABILITY	Stability	RADAR ABILITY	Radar performance
MOBILITY	Mobility	SENSOR ABILITY	Sensor performance
MOVING SPEED	Moving performance	FCS PERFORMANCE	FCS performance
TURNING SPEED	Turning performance	OVERALL	Total point score
RISING ABILITY	Ascent performance	GRADE	Overall rating (five grades)
OB ABILITY	Over Boost performance		

CHANGE COLOR

From here you can make changes to the color of your AC. Select an option using the ▲ ▼ directional buttons, and confirm your selection by pressing the ⊗ button. (Press the ○ button to return to the garage menu).

CHANGE PATTERN

Sets the color pattern. Select a pattern using the ▲ ▼ directional buttons, and confirm your selection by pressing the ⊗ button. (Press the ○ button to return to the previous screen).

COLOR EDIT

In addition to changing the color of the entire AC, you can also specify colors for individual parts. Pressing the △ button will allow you to cycle through the following color areas: BASE, AID, OPTIONAL, DETAIL and JOINT. Select the RGB bars using the ▲ ▼ directional buttons, and then adjust their respective values by using the ◀ ▶ directional buttons. Press the ⊗ button to confirm the color, or press the ○ button to cancel the coloring and return to the CHANGE COLOR menu.

* A warning about custom coloring: GENERAL (changing the color of the entire AC) is based on the color of the core. Therefore, if you select GENERAL after coloring the core, the color of all other parts will then change to the core's set color.

COCKPIT ARRANGE

ARMORED CORE 2: ANOTHER AGE gives you the ability to set which gauges are displayed on-screen during a mission, and what color they will be. Some gauges are only displayed during VS battles.

CHANGE COLOR

Use this option to change the color of the on-screen gauges. Make color selections using the ↑ ↓ directional buttons and confirm your choice by pressing the ⊗ button.

CHANGE PANEL

Make selections using the ↑ ↓ directional buttons, and turn the on-screen display ON/OFF by pressing the ⊗ button. (Press the ○ button to return to the COCKPIT ARRANGE menu.)

ON-SCREEN DISPLAYS THAT ARE ALWAYS SHOWN: (THE FOLLOWING ON-SCREEN DISPLAYS CANNOT BE HIDDEN FROM VIEW)

Mission Timer	Energy Gauge	Sight Lock	Radar	Compass
Equipped Weapons	AP	Normal Messages	System Error Messages	

ON-SCREEN DISPLAYS THAT CAN BE SHOWN IF SO DESIRED:

ON-SCREEN DISPLAY	DESCRIPTIONS (ONLY DISPLAYED DURING VS BATTLES.)
ENEMY WEAPON	Displays the weapon currently equipped by your opponent's AC. (Only displayed during VS battles)
ENEMY HEAT	Displays the temperature of your opponent's AC. (Only displayed during VS battles.)
ENEMY ENERGY	Displays the current energy status of your opponent's AC. (Only displayed during VS battles.)
ENEMY DATA	Displays the estimated amount of ammunition your opponent has remaining. (Only displayed during VS battles.)
REMNANTS ENEMY	Displays the number of opponents remaining in a mission. This is displayed as a percentage.
ANGLE ELEVATION	Displays the angle of your AC's cannon or rocket.
OUTER HEAT	Displays the outside temperature.
WAR POTENTIAL	An at-a-glance summary of the battle in progress.
Top bar: Displays your attack accuracy.	
Middle bar: Displays ammunition expenditure.	(Only displayed during VS battles.)
Bottom bar: Displays damage inflicted on your AC.	
WINNING %	Displays you AC's current combat capacity as a percentage. (Only displayed during VS battles.)
SPEEDOMETER	Displays your AC's current speed.
ALTIMETER	Displays your AC's current altitude.

V. FAQ

The following is a collection of frequently asked questions by players new to the ARMORED CORE series. Use this as a guide if you are having trouble playing the game or advancing through the missions.

GARAGE

I can't start a mission! What do I do?

You cannot begin a mission if any of the following warning messages are displayed on the Assembly screen: EQUIPMENT INCOMPLETE, OVERWEIGHT, ARMS OVERWEIGHT, or NOT ENOUGH ENERGY. For more information on these messages and how to correct the status they indicate, please refer to Pg. 10 in this manual.

How can I avoid creating an overweight AC?

Basically, you need to balance the part load out of your AC. You cannot expect to equip a lightweight AC with an incredible array of heavy/powerful weaponry. Experimenting is the best way to get a feel for the limits you can go to when creating different types of ACs.

How do I know which parts to equip?

If you want an AC that moves fast, the WEIGHT of all equipped parts, the MOVING SPEED of the leg parts and the BOOST POWER of the booster will have great importance. On the other hand, if you want an AC that has exceptional defensive ability, AP (armor points), DEF SHELL (defense VS shell attacks) and DEF ENERGY (defense VS energy attacks) will be critical. For weapons, the three most important factors are ATTACK POWER, NUMBER OF AMMO and RANGE. Your AC's performance can be tested using the AC TEST option in the GARAGE. It is always a good idea to test your AC creations prior to taking them into actual combat. Experiment with different AC types to find the one that best suits your style of play.

EDIT EMBLEM

Emblems can be created or edited here and then affixed to your AC. Press the ■ button to undo the most recent paint action. Press the △ button to highlight the color (in the color palette) under which the cursor is currently positioned. Press the L1/R1 buttons to return to the color palette.

The color at the far left of the topmost column in the palette is actually transparent and you will be able to see through it when it is placed on the emblem. It flashes for contrasting purposes (on both the palette and paint area).

USB Mouse

The emblem editor is USB-mouse compatible. Connect the USB mouse to the USB port on the front of the unit.

OPERATION PROCEDURES

Mouse movement: Move the cursor
Left click: Confirm selection
Right click: Cancel selection
Wheel: Select command, or select a color by pressing and holding the wheel.

TOOL DESCRIPTIONS

RGB	RGB	Access the COLOR EDIT or GRADATION menus. Make changes to the colors within the palette here.
	Zoom	Magnify the paint area by two, four or eight times. Position the cursor on a spot in the paint area and press the ⊗ button to magnify that area.
	Undo	Undo the most recent paint action.
	Grid	Increase/decrease the size of the grid on the paint area. The grid size can be changed between: 0*0 (no grid), 1*1, 4*4, and 8*8.
	Pen	Draw a line by holding down the ⊗ button while moving the cursor.
	Eraser	Erases the paint area underneath the cursor. Erase large areas by holding down the ⊗ button while moving the cursor.

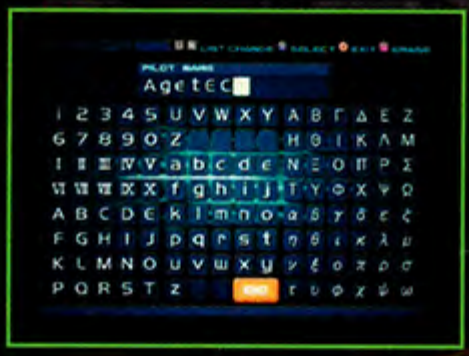
	Line	Draws a straight line. Press the ⊗ button to specify the line's starting point, then move the cursor to designate the line's ending point and press the ⊗ button to complete the line.
	Paint	Fills in an outlined area with color. Select the desired color from the palette, move the cursor to the location to be filled, and press the ⊗ button to paint the area.
	Box	Access the BOX or BOX FILL menu options. BOX allows you to draw the outline of a box. BOX FILL allows you to draw a box filled with the selected color. Operation is the same as for the LINE tool.
	Circle	Access the CIRCLE or CIRCLE FILL menu options. CIRCLE allows you to draw the outline of a circle. CIRCLE FILL allows you to draw a circle filled with the selected color. Operation is the same as for the LINE tool.
	Copy	Copy and paste the selected area. Specify the starting point by pressing the ⊗ button, enclose the area you want to copy and then press the ⊗ button again. Move the cursor to the location where you want to paste the copy, and press the ⊗ button.
	Spuit	Use this option to select a color from those already placed on the paint area. Place the cursor over the desired color and press the ⊗ button.
	Mirror	Mirror the selected area horizontally or vertically. Select an area in the same way as done with the COPY option, then use the directional buttons to mirror the area. Press the ⊗ button to confirm the selection.
	Scroll	Move the image on the paint area using the directional buttons.
	Clear	Clears ALL contents in the paint area.
	Sample	Load a registered emblem. Select an emblem from the sample list using the directional buttons and then press the ⊗ button to confirm the selection.

MOVING THE PAINT DISPLAY AREA

The paint display area can be moved with the directional bars on its perimeter when it has been magnified by two, four, or eight times. To do so, place the cursor on the bar/arrow indicating the desired direction and press the ⊗ button.

NAME ENTRY

Change the names of your AC/Pilot here. Highlight the desired letter/character/number by using the directional buttons and then confirm the selection by pressing the ⊗ button. Press the ▣ button to backspace. Select END to return to the NAME ENTRY menus.



AC TEST

This feature allows you to test your AC creations. Ammunition and repair costs are not deducted from your credits when testing an AC.

To abort a test in progress, press the START button to pause the game and then press the SELECT button. A confirmation message will be displayed. Press the ⊗ button to abort the test, or the ◉ button to continue the test.

SHOP

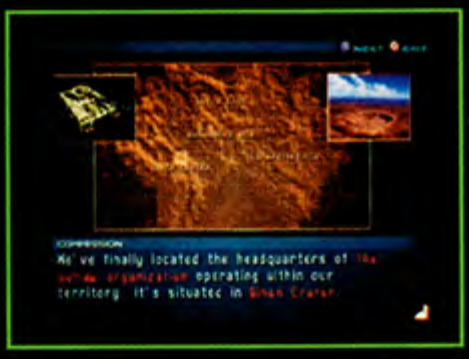
This is where parts for your AC are bought and sold. To purchase parts or weapons, select BUY. To sell parts or weapons, select SELL. Select the part/weapon you wish to buy/sell using the ▲ ▼ directional buttons, confirm your selection by pressing the ⊗ button.

If you'd like to view more detailed information about a specific part, press the △ button. When you are ready to buy/sell a part, a confirmation window will be displayed. Using the ◀ ▶ directional buttons, select OK if you are buying/selling, CANCEL if you are not. Pressing the ◉ button cancels the purchase or sale.

* Parts with which your AC is currently equipped can be sold. However, if your balance sheet is in the negative, you can only sell left/right arm/shoulder weapons.

SELECTING MISSIONS

Select MISSION from the MAIN menu to access the WORLD MAP areas. Select a WORLD MAP area and press the ⊗ button to display a list of available missions in that area. Use the ↑ ↓ directional buttons to highlight the desired mission from the mission selection screen, confirm the selection by pressing the ⊗ button. Press the ◎ button to return to the WORLD MAP.



COMMISSIONS

Once a mission is selected, the mission details will be displayed. An arrow at the bottom right-hand corner of the request indicates that the mission description is continued on the next screen. Press the ⊗ button to advance to the next screen. Press the ◎ button to return to the mission selection screen.

After the entire mission description has been displayed, a confirmation window will appear. Using the directional buttons, select OK to accept the contract, or CANCEL to return to the mission selection screen. Press the ⊗ button to confirm your selection.

* Once a mission has been accepted, it must be completed before another can be started.

Once a mission has been accepted, the commencement verification window will be displayed. Using the directional buttons, select OK to begin the mission, or CANCEL to return to the WORLD MAP. Press the ⊗ button to confirm your selection.

START MISSION

AREA OF OPERATIONS

Many missions have a specified area of operations, which is indicated on the radar by a set of lines. A warning will sound when your AC crosses the yellow line. If your AC crosses the red line, the mission will be aborted and logged as a failure.

FAILING OR ABORTING A MISSION OCCURS WHEN:

* Your AC is destroyed (AP reaches 0)

* Your AC leaves the area of operations.

Missions can also be aborted in the following way: During a mission, press the START button and then the SELECT button. A confirmation message will be displayed. Press the ⊗ button to abort the mission (considered a mission failure), or press the ◉ button to return to the mission.

MISSION INCOME/EXPENSE REPORT

An income/expense report will be displayed after the successful completion of each mission. Press the △ button to view additional report information.

AC repair fees, and the cost of ammunition expended during missions, will be deducted from your balance as necessary expenses. It is possible to have a negative balance after these deductions, but you'll still be able to continue playing the game.

* Mission failures return you to the MAIN menu screen.

SYSTEM ERRORS

Your AC may malfunction for various reasons during missions or combat. The AC will recover from these malfunctions after a certain length of time has passed.

OPTIMIZING	The accuracy of your AC's weapons will be diminished temporarily, as the system adjusts the lock-on time due to changes in weather conditions.
RADAR ERROR	The radar will not be able to display enemy ACs.
FCS ERROR	Lock-ons will not be possible.
DANGER HEAT	Displayed when your AC is on the verge of overheating.
OUT PUT DOWN	Your AC's Armor Points will continue to be depleted as long as this message is displayed.

SYSTEM

Access this menu option when you want to save/load game and emblem data, or make adjustments to the sound and button settings. Highlight the desired menu using the directional buttons and press the ⊗ button to confirm your selection. Pressing the ⊙ button returns you to the MAIN menu.

Once you have decided to save/load game or emblem data, the memory card selection screen will be displayed. Using the ⬅ ➡ directional buttons, highlight the desired memory card and press the ⊗ button to confirm the selection. Pressing the ⊙ button returns you to the previous menu.

SAVING/LOADING GAME DATA

Select the data to be saved/loaded using the ⬆ ⬇ directional buttons and then press the ⊗ button to confirm the selection. If you want to create a new save file, select NEW DATA. At least 90KB of free space is required on a Memory Card (8MB) (for PlayStation®2) in order to save game data. If an existing file is selected, the new game data will overwrite the existing game data. (Press the ⊙ button to cancel).

SAVING/LOADING EMBLEM DATA

* To convert saved ARMORED CORE 2 data, select [CONVERT DATA (AC2)]. Use the ⬆ ⬇ directional buttons to select the desired file and press the ⊗ button to confirm the selection.

SAVING/LOADING EMBLEM DATA

Using the ⬅ ➡ directional buttons, select the data you wish to save/load and press the ⊗ button to confirm the selection. At least 60KB of space (per emblem) is required on the Memory Card (8MB) (for PlayStation®2) in order to save data. If an existing emblem is selected, the new emblem data will overwrite the existing emblem data. (Press the ⊙ button to cancel).

* To convert saved ARMORED CORE 2 data, select [CONVERT DATA (AC2)]. Use the directional buttons to select the desired file and press the ⊗ button to confirm the selection.

OPTION

Highlight the desired menu option using the ↑ ↓ directional buttons; press the ⊗ button to confirm the selection.

MASTER VOLUME

Adjust the game's overall volume by using the ← → directional buttons.

BGM VOLUME

Adjust the volume of the BGM (background music) played during the game using the ← → directional buttons.

TEXT MESSAGE

Select whether or not text messages are displayed during the game. Turn ON/OFF using the ← → directional buttons.

VIBRATION

Turn the vibration function of the DUALSHOCK™2 analog controller ON/OFF using the ← → directional buttons.

KEY ASSIGN

This option allows you to customize the functions that the buttons will perform during the game. Select the button you want to change and then choose the action to be assigned to that button. Selecting DEFAULT returns the buttons and their functions to their original settings.

EXIT GAME

Selecting OK returns you to the title screen.

Pressing the ◎ button returns you to the previous menu.

VS MISSION

This mode consists of a variety of two-player, split-screen missions. Both players are given their own briefing for each mission and then must prove themselves in combat. Success in this mode is based on the monetary rewards earned by each player at the end of the mission.

To access this mode, select VS MISSION from the main MODE menu. Use the ↑ ↓ directional buttons to highlight the menu option and press the ⊗ button to confirm the selection.

MISSION SELECT

Highlight MISSION SELECT and press the ⊗ button to access the VS missions.

The mission-briefing screen is displayed after highlighting a mission and confirming the selection.

MISSION START

Begin the selected mission. PLAYER 1 appears on the left hand side of the screen, PLAYER 2 on the right.

PLAYER 1 BRIEFING-First player's mission briefing.

PLAYER 2 BRIEFING-Second player's mission briefing.

The contents of each player's mission briefing will vary unless a cooperative mission has been selected. Victory requirements may also vary depending on the mission selected.

PLAYER 1/PLAYER 2 SETUP

Setup menus (ASSEMBLY, CHANGE COLOR, etc.) are displayed here. Highlight menu options using the ⬆ ⬇ directional buttons, and then press the ⊗ button to confirm the selection. Access the DATA LOAD option in the SYSTEM menu in order to use saved AC data. If no saved data is used, the players will be issued standard ACs.

INCOME/EXPENSE REPORT SCREEN

An income/expense report will be displayed after each mission completion. Press the △ button to view special addition/deduction information.

SPLIT SCREEN VS MODE

The split-screen VS menu will be displayed. Highlight menu options using the directional buttons and confirm selections by pressing the ⊗ button.

VS START

Begin a VS battle. The status of each AC is displayed on-screen. After the battle is over, you will have the option to continue. Selecting YES will begin a new battle on the same battlefield, selecting NO returns both players to the VS menu screen.

PLAYER 1/PLAYER 2 SETUP

Setup menus (ASSEMBLY, CHANGE COLOR, etc.) are displayed here. Highlight menu options using the ⬆ ⬇ directional buttons, and then press the ⊗ button to confirm selection. Access the DATA LOAD option in the SYSTEM menu in order to use saved AC data. If no saved data is used, the players will be issued standard ACs.

VS FORM

This option allows you to set the selection method for battlefield maps in VS mode. Select from the available options (SELECT, RANDOM, TURN) using the ⬅ ➡ directional buttons.

LINKED VS MODE

To wage a two-player, linked battle you will need the following: two PlayStation®2 computer entertainment systems, two monitors, two copies of ARMORED CORE 2: ANOTHER AGE and one i.Link cable (sold separately). Connect the i.Link cable to the iS400 terminals on the front of each PlayStation®2 computer entertainment system prior to turning their power ON. Insert one ARMORED CORE 2: ANOTHER AGE disc in each of the PlayStation®2 computer entertainment systems. If the i.Link cable becomes disconnected, reconnect it only after returning to the title screen.

Displays the linked VS menu. Highlight menu options using the ↑ ↓ directional buttons, and then press the ⊗ button to confirm selection. To begin a battle, select VS START. During linked combat you opponent's AP will be displayed underneath your AC's AP. Access the DATA LOAD option in the SYSTEM menu in order to use saved AC data. If no saved data is used, the players will be issued standard ACs.

VS OPTION

The following menu selections are available in both the Split-Screen VS and Linked VS modes.

VS FORM

This option allows you to set the selection method for battlefield maps in VS mode. Select from the available options (SELECT, RANDOM, TURN) using the ← → directional buttons.

TIME LIMIT

This option allows you to set the time limit for VS battles. Select from the available options (2:00, 5:00, NO LIMIT) using the ← → directional buttons.

EXIT GAME

Exit game and return to the main MODE menu.

REPLAY FUNCTION

When CONTINUE is displayed after the completion of a VS battle, you can replay the battle by pressing the SELECT button. Press the ▣ button during a replay to switch the camera's view (not available in Split-Screen VS mode). Press the ◉ button during a replay to cancel the replay and return to the CONTINUE screen.

FAQ

MISSIONS

I can't find or defeat the enemy!

Radar is highly recommended equipment. The radar is activated when your AC is equipped with a shoulder-mounted radar, or a head part with a built in RADAR FUNCTION. Bring your opponents into view by positioning yourself so that the red triangles that represent them (on the radar) are at the top of the screen. The weapon sight will activate when an enemy is targeted within the confines of the yellow box displayed on-screen. This indicates that you are now "locked-on" to your opponent and this is obviously a good time to initiate an attack. The opponents early in the game are relatively weak and should not pose too much of a problem. Most importantly, remember to observe your opponent's movement and keep them in your sights.

I keep leaving the area of operations!

Many missions have a set area of operations. If your AC leaves this area the mission is considered a failure. The boundaries of the area of operations are indicated on the radar by a set of double lines (one yellow, one red). A warning will sound if your AC gets too close to these boundaries, indicating that you should turn back.

Why can't I dash or boost jump?

Dashing depletes the energy gauge displayed on the left-hand side of the screen. When this gauge reaches 0, your AC will not be able to use its booster or energy weapons until it has fully recharged. Keep an eye on the energy gauge at all times, and use your boosters only when necessary. Equipping a generator with a higher MAXIMUM CHARGE will increase the maximum value of the energy gauge. The amount the gauge is depleted by also depends on the booster used. If you find yourself constantly having to recharge the energy gauge, you should consider purchasing a more efficient booster. When you are out of energy and charging, but are in the middle of a fight, it will be difficult to avoid enemy attacks. A few things you can do to stay alive while waiting for the energy gauge to recharge are jump (not boost jump... most humanoid and reverse joint legs are equipped with a built-in jump function that does not use the boosters) and strafe as much as possible. Your AC will not be as agile as usual, but if you can keep moving you should be able to minimize damage.

I can't fire anymore! What's wrong?

Most weapons used in this game have a limited amount of ammunition (NUMBER OF AMMO). A weapon cannot be used once all its ammunition has been expended. You can minimize your ammo usage by only attacking when lock-on has been achieved. Another thing to consider are shell-based weapons VS energy-based weapons. An energy weapon has an advantage in that it doesn't require the purchase of ammunition, but the trade off is that it depletes the energy gauge each time it is fired. If the energy gauge is depleted, the weapon cannot be fired again until the energy gauge has been completely recharged.

It's too hard to avoid enemy attacks!

Experiment by incorporating movements such as jumping, dashing, flying and strafing in order to avoid attacks. Until you've had some time to perfect your piloting skills, it might be better to use an AC with good defensive abilities and make your opponent's destruction top priority.

- The MPEG Movies contained within this software product were created with: MEPG1/2 Encoder [TMPGEnc]

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