ARMORED CORE®
LAST RAVEN
TEEN
T
CONTENT RATED BY
ESRB
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 peripherals 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 FORMAT 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.

ARMORED CORE®
LAST RAVEN

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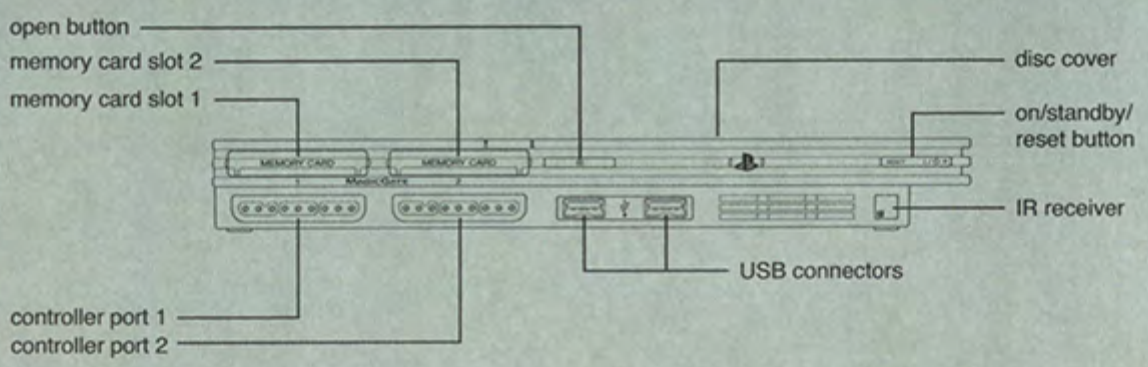
** DVD-ROMS are easily damaged by dust and scratches. Please handle discs with care.*

** The graphics used in this manual might look different from the actual game.*

Thank you for purchasing *Armored Core®: Last Raven*, 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.

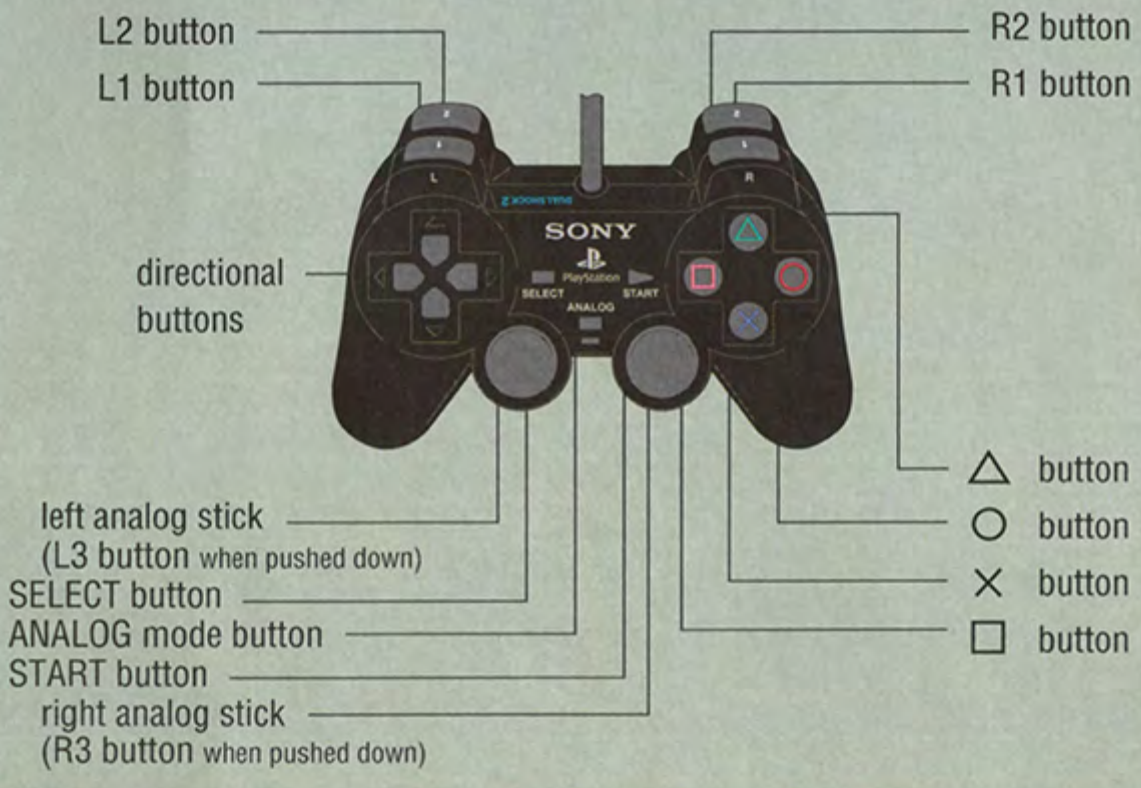
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch 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®: Last Raven* 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

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



** 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 available in the SYSTEM menu.*

** Controller port 1 must be used if playing a single player game.*

MAIN MENU

Menu Controls

left analog stick	Highlight selections
⊗ button	Confirm selections
○ button	Cancel selections
SELECT button	Display HELP messages
START button	Display KEY GUIDE lists

Detailed HELP Messages

Press the SELECT button while viewing parts on any of the AC setup screens to display/hide detailed parameter descriptions.

GAME CONTROLS

** The controls outlined below correspond to the default button configuration (Type A).*

BASIC CONTROLS

left analog stick ◆▶	Strafe left/right
left analog stick ▲▼	Move forward/backward
right analog stick ◆▶	Turn left/right
right analog stick ▲▼	Look up/down
□ button	Reset viewpoint
L2 button	Activate boosters

WEAPON CONTROLS

L1 button	Use left arm weapons/open doors/activate switches
R1 button	Fire weapon (right arm, back)
R2 button	Cycle through equipped weapons
L3 button	Turn extension parts ON/OFF
⊗ button	Use inside weapons
R3 button	Turn over boost/exceed orbit functions ON/OFF

** Hanger Parts: Hanger parts are automatically equipped on the appropriate arm when the arm's main weapon is dropped.*

WEAPON DROP CONTROLS

△ button + R1 button	Drop selected weapon (right arm/back/inside)
△ button + L1 button	Drop left arm weapon
△ button + L3 button	Drop extension weapon

OTHER OPERATIONS

START button	Pause game/display quit mission option
SELECT button	Display/hide map screen

MAP SCREEN

The detail of the in-game map display varies depending on the mapping capability of the equipped head part.

MAP CONTROLS

SELECT button	Display/hide map screen
left analog stick	Rotate map
left analog stick + ◯ button	Move the map
L1 button	Zoom out
R1 button	Zoom in
L1 button + R1 button	Restore default map view

STARTING A GAME

TITLE SCREEN

New Game
Select this option to start a new game without using any converted or previously saved data.

Load Game
Load saved game data and resume playing from where you last left off.

Versus
Compete in head-to-head battles against other players, COM opponents, or a combination of both. Up to four players can take part in versus battles.

Replay
View saved replay data.

Convert
Load saved data from *Armored Core: Nexus* or *Armored Core: Nine Breaker* for use in this title.

Please note the following when converting saved data:

- Only those parts that were available in your *Armored Core: Nexus* or *Armored Core: Nine Breaker* Garage are carried over.
- Parts that were never earned, discovered, or purchased from the shop in *Armored Core: Nexus* or *Armored Core: Nine Breaker* do not carryover.
- Tuned parts are reverted to their default status.
- All converted parts are considered as "Used" and have a reduced sell price.
- Credits are not carried over.

CLEARING MISSIONS

Mission Success

Successful completion of a mission requires that you fulfill the objective(s) outlined in the mission briefing (ex. destroying all designated targets). In some missions the reward received at the end varies depending on whether or not certain conditions are met. Try different approaches when attempting mission assignments.

Mission Failure

Mission assignments are logged as failures when any of the following take place:

AC DESTRUCTION

Occurs when the AC unit sustains enough damage to reduce its AP to 0.

LEAVING AREA OF OPERATIONS

Occurs when the AC unit crosses over the designated mission area boundaries (indicated by red lines on the radar display). Keep in mind that some missions have area boundaries that extend along the vertical plane; these boundaries are not indicated on the radar.

QUITTING MISSION

Purposely quitting a mission (pressing the START button and confirming) also counts as a mission failure.

GAME OVER

The following options are available upon failing a mission:

RETRY MISSION: Resume game from point before commencing the latest mission.

RESTART GAME: Restart the game's missions from the beginning. All credits and acquired parts are retained.

INCOME AND EXPENSE REPORT

The mission income and expense report is displayed after every successful mission completion. This report details the reward received as well as any costs incurred.

GAME SCREEN

1- System Error Messages

When a system malfunction occurs during combat, a message indicating the specific problem appears on-screen. The following is a list of all system error-related messages:

CHARGING — CHARGING

Displays when the energy gauge is depleted. Boosters and energy weapons cannot be used until the gauge recharges.

SHORTAGE EN — SHORTAGE EN

Displays when the energy consumption of all equipped parts exceeds the generator's energy output.

DANGER HEAT — DANGER HEAT

Displays when an AC unit is on the verge of overheating. If the unit's temperature continues to rise, the output down system error message will be displayed.

OUTPUT DOWN — OUTPUT DOWN

Displays when an AC unit begins overheating. Armor points (AP) are continually reduced until the unit's temperature stabilizes.

RADAR ERROR — RADAR ERROR

When displayed, enemy units will not be visible on the radar.

SYSTEM ERROR — SYSTEM ERROR

Displays when there is signal interference disrupting the FCS's lock-on ability.

OPTIMIZING — OPTIMIZING

Displays when radar is automatically adjusting and optimizing its ability to prevent a Radar Error.

OVERWEIGHT — OVERWEIGHT

Displays when the weight of all equipped parts exceeds the maximum load weight of the unit's legs.

ARMS OVERWEIGHT — ARMS OVERWEIGHT

Displays when the weight of all parts equipped on the arms (left/right weapons, inside, extension) exceeds the maximum load weight of the unit's arms.

2- AP (Armor Points)

Indicates an AC unit's overall endurance value. If the value reads 0, the unit has been destroyed.

3- Energy Gauge

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

4- Sight Lock

Indicates the area within which targets can be locked on to.

5- Compass

Indicates the current heading.

6- Reload Gauge

Tracks a weapon's reload progress. When the gauge is full the weapon is ready to be fired again. Different weapons have different reload times.

7- Lock-on Sight

Indicates the target the AC is currently locked on to. An orange color means that the target is just barely locked on to, red indicates a solid lock-on, and green means that something is obstructing the view of the target.

8- Radar

The radar enables you to identify the area of operations and opponents within it. An AC unit must equip either a back-mounted or a head-enabled radar in order for mission area boundaries and enemy targets to be displayed.

The yellow and red lines on a radar display indicate the mission area's boundaries. Crossing any of the red boundary lines results in a mission failure.

Enemy units are represented on the radar by triangular markers. Enemies at the same elevation are indicated in red, those at a lower elevation in yellow, and those at a higher elevation in blue.

Green dots on the radar indicate friendly units.

9- Weapons

Displays a list of equipped weapons. Weapons equipped but not in use are displayed in orange, the weapon in use is displayed in green, and weapons that are out of ammunition are displayed in red.

10- Combat Messages

LOCKED: Indicates that an enemy unit has locked onto your AC.

LEAVING AREA: Informs you when you're approaching the area's boundaries.

HIT: Informs you that your AC has hit a 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.

11- Part Damage/Destruction

Indicates the status of currently equipped parts. Parts displayed in gray are undamaged, parts displayed in yellow are damaged but can be repaired, parts displayed in red are completely destroyed and will have to be repurchased.

AC COMPOSITION

AC units are assembled in the Garage using parts from the categories listed below.

HEAD

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

CORE

The core is the cornerstone of all AC designs, and also the housing for the following parts: generator, radiator, FCS, and optional parts. Core parts come in three basic varieties: standard (no OB or EO functions), OB (over boost) function enabled, EO (exceed orbit) function enabled.

ARMS

Arm parts come in two varieties: arms on which weapons can be mounted and arms that are weapons in and of themselves. Due to parameter differences in the former variety, a blade's offensive capability will change depending on the arm part that is equipped.

LEGS

Leg parts are available in five different types: humanoid, reverse-joint, quad-leg, tank, 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. Leg part selection also influences the usage of certain weapons.

BOOSTER

Boosters determine an AC unit's dash speed and flight capabilities. The higher the boost power, the faster an AC can travel.

FCS (Fire Control System)

The FCS works in conjunction with equipped weapons and is a key factor in determining the following combat-related functions: speed of target acquisition, effective lock-on range, and when using missiles, the total number of possible lock-ons.

GENERATOR

A critical piece of equipment, the generator supplies power to all equipped parts and also determines energy gauge capacity. Because this part has a direct impact on both boost and energy weapon usage, consider your generator choice carefully when outfitting an AC.

RADIATOR

The radiator is the part responsible for regulating an AC's temperature levels, which rise when boosters are used or the unit sustains damage. By offsetting temperature increases, the radiator helps prevent AP loss from overheating.

INSIDE

Inside parts install directing in an AC's shoulders and expand a unit's offensive and defensive capabilities. Parts in this category include: decoy dispensers, floating mines, and rocket launchers.

EXTENSION

Extension parts are equipped on the sides of an AC's arms and provide an excellent means to enhance a unit's offensive and defensive capabilities. Parts in this category include: boosters, interlocking missiles, and missile intercept systems.

BACK UNIT L/R

Back-mounted parts consist of a large array of offensive weaponry (ex. missile launchers, rocket launchers, cannons, etc.) and auxiliary equipment (ex. Radars).

ARM UNIT R

Right arm equipped parts are a key component of many AC designs, offering a wide selection of projectile weapons (machine guns, rifles, shotguns, etc.) and blades.

ARM UNIT L

Left arm parts include blades, shields, and a respectable selection of projectile weaponry.

HANGER UNIT L/R

Parts in the hanger unit category are backup weapons that are stored in an AC's core and automatically equipped on the appropriate arm when a primary weapon is dropped. Due to core space constraints, all hanger unit parts are subject to a size restriction.

OPTIONAL PARTS

Optional parts are performance-enhancing devices equipped in slots on an AC's core. The number of available core slots determines how many optional parts can be equipped.

GARAGE MENU

AC Setup
AC assembly, part purchasing, and tuning are performed here.

Paint
AC color customization and emblem creation/editing is performed here.

Pilot Name Entry
Register a pilot name.

AC Name Entry
Register an AC name.

Cockpit
Set/change cockpit display options.

VR AC Test
Test an AC creation.

AC SETUP

Access the AC Setup option to create a new AC or modify an existing one.

left analog stick ↑↓	Cycle through parts in the selected category
left analog stick ←→	Cycle through part categories
⊗ button	Confirm selections
○ button	Exit assembly screen
△ button	Display/hide detail parameters
□ button	Display/hide sort condition menu
right analog stick	Rotate/zoom AC image

AC CHANGE

A total of five different AC creations can be housed in the Garage. Press the □ button to open the AC List menu.

ASSEMBLY ERROR MESSAGES

Make sure none of the following error messages is displayed on-screen when assembling an AC, as certain part combinations can inhibit the unit's performance, or make it impossible to use.

EQUIPMENT INCOMPLETE

Displays when an AC is not equipped with one or more of the following minimum required parts: Head, Legs, Arms, Generator, Booster, FCS, or Radiator. All minimum required parts must be equipped in order to begin using an AC. The game's default parts are automatically equipped as needed when reentering the Assembly screen with an improperly outfitted AC.

OVERWEIGHT

The total weight of all equipped parts exceeds the leg part's maximum load capacity. Change legs, or equip lighter parts. Mobility will be significantly reduced if this problem is not corrected.

ARMS OVERWEIGHT

The combined weight of all parts equipped on the core exceeds its maximum arm weight load capacity. Change cores, or equip lighter parts. Targeting performance will be significantly impaired if this problem is not corrected.

NOT ENOUGH ENERGY

Total energy consumption of all equipped parts exceeds the generator's energy output. Change generators, or equip parts that consume less energy. Energy recovery takes significantly longer if this problem is not corrected.

TUNING

Access the Tune option to make improvements to the performance of selected parts. Ten levels is the maximum amount that a part can be tuned.

left analog stick ↑↓	Cycle through parts in the selected category
left analog stick ←→	Cycle through part categories/adjust tuning level
⊗ button	Select part to tune/confirm adjustments
○ button	Cancel tuning adjustments/open Operation menu
△ button	Display/hide detail parameters
□ button	Display/hide sort condition menu

BUYING AND SELLING PARTS

AC parts can be bought and sold via their respective options in AC SETUP. Used parts, or those that have been tuned, have a different selling price than their original purchase price. Parts comprising the game's default AC setup cannot be sold.

left analog stick ←→	Cycle through part categories
left analog stick ↑↓	Cycle through parts in the selected category
⊗ button	Confirm selection/purchase part
○ button	Cancel selection/open Operation menu
△ button	Display/hide detailed parameters
□ button	Display/hide sort condition menu

REPOSITORY

The part repository function is used to limit the number of parts displayed in a part category at the Assembly screen.

left analog stick ←→	Cycle through part categories
left analog stick ↑↓	Cycle through parts in the selected category
⊗ button	Change a part's storage status
○ button	Cancel selection/open Operation menu
△ button	Display/hide detailed parameters
□ button	Display/hide sort condition menu

PAINT

Customize an AC's paint scheme, weapon color, and emblem.

Parts Color

Modify the color of equipped parts.

Weapon Color

Modify the color of equipped weapons.

Emblem

Access this option to affix an emblem to an AC unit.
There are two ways to select an emblem:

SAMPLE EMBLEM: Select a preset emblem design.
EDIT EMBLEM: Create an original emblem design or edit an existing one.

left analog stick	Select tool
⊗ button	Confirm
○ button	Return to previous screen/open tool menu
△ button	Select color at cursor location
□ button	Open/close color palette
R1 button	Cancel area selection
R2 button	Change zoom
L1 button	Undo/redo most recent action
L2 button	Change grid display
left analog stick	Move cursor

NAME ENTRY

Register pilot and AC names.

L1 / R1 buttons	Switch between character/symbol lists
left analog stick	Highlight selections
⊗ button	Input selections
□ button	Backspace
○ button	Confirm name entry/cancel name entry and return to previous screen

COCKPIT

Customize the heads up display.

Change Panel

Select the cockpit information panels to display on-screen.

Change Color

Change the color of the cockpit information panels.

VR AC TEST

Test AC creations.

MISSION

The game's story progresses as mission requests offered by the different warring factions are completed. The missions you select affect subsequent mission offerings, as well as the game's eventual outcome.

MISSION FLOW

1 Select a mission

Available missions are displayed on the world map. Select a mission for a detailed overview of what it involves.

2 Setup AC/Commence mission

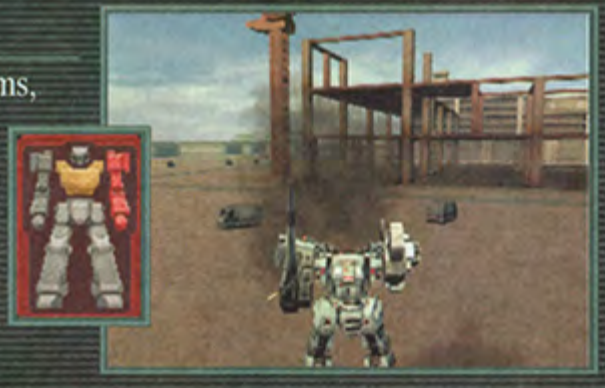
Prepare an AC that best suits the upcoming mission and confirm your participation.

3 Mission completion/Reward

A mission report screen is displayed at the end of every successful mission completion. The report details the rewards earned and costs incurred.

PART DESTRUCTION

AC parts in the following categories (Head, Arms, Core, Legs) are subject to damage during combat. A part is displayed in yellow when heavily damaged, and red when completely destroyed. Part damage/destruction significantly impairs AC performance.



Any part (excluding default AC parts) destroyed during combat must be repurchased if it is to be used in subsequent missions attempts. When an AC's arm is destroyed, the weapon equipped on it can no longer be used but isn't lost/destroyed.

** Core and weapon arm parts cannot be completely destroyed.*

INFORMATION

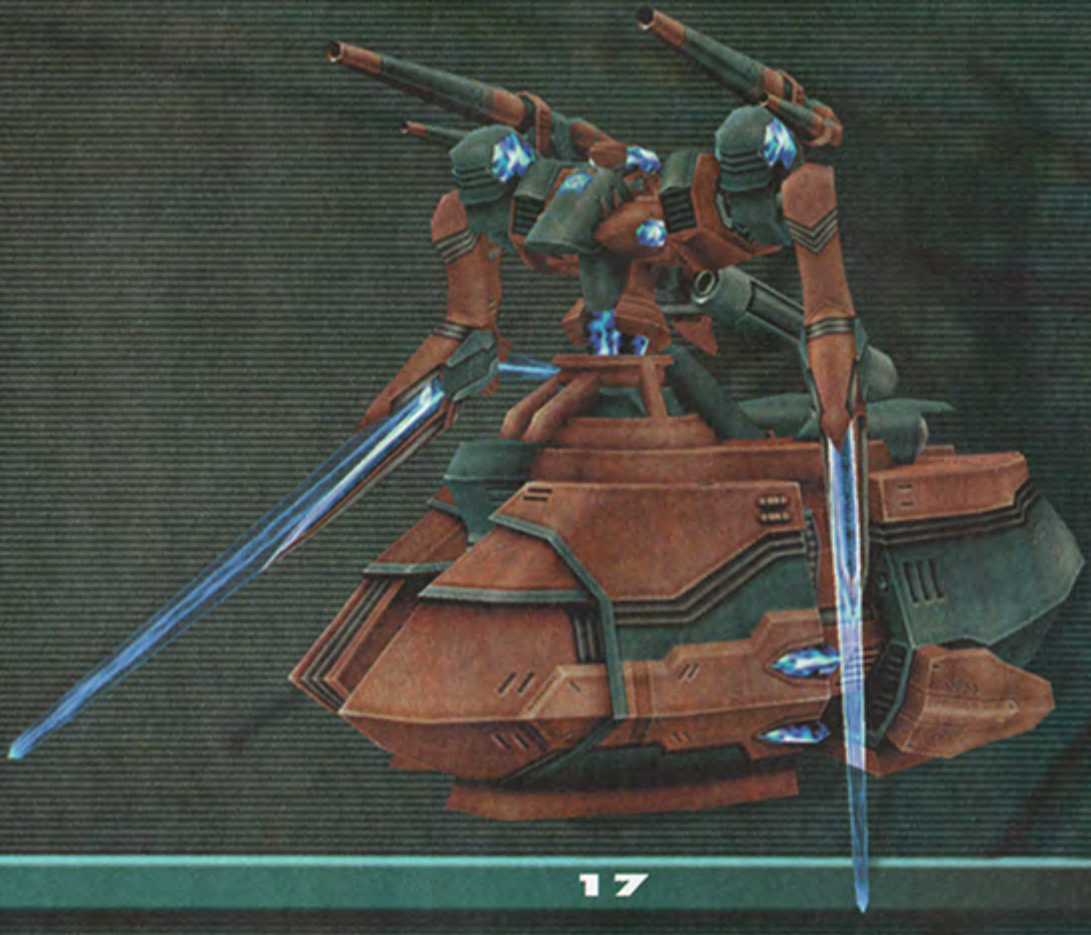
Select the game's Information option to view email messages, reports, and Raven descriptions.

Mail
View email messages.

Raven List
View detailed Raven description information.

Mission Report
View reports relating to completed missions.

World Report
View reports relating to game events, organizations, technologies, etc.



VR ARENA

Access the VR Arena option to fight against opponents in virtual battles. A bet is required for entry and victory enables access to higher ranked opponents.

left analog stick	Select opponent
⊗ button	Confirm selection
○ button	Return to previous screen
△ button	Display/hide detailed Raven info

SAVING REPLAY DATA

The option to save replay data is available at the conclusion of every battle. Press the ⊗ button to confirm the intention to do so, or the ○ button to cancel. Saving replay data requires a minimum of 342KB of free space on a memory card (8MB) (for PlayStation®2). A total of eight different replay files can be saved on a single memory card (8MB) (for PlayStation®2).

** The maximum time length of a single replay that can be saved on a memory card (8MB) (for PlayStation®2) varies: For 2-player versus battles it is approximately 10 minutes, for 3-player versus battles it is approximately 7 minutes, and for 4-player battles it is approximately 5 minutes.*

Replay Name Entry

Name replay data.

Save Replay

Save replay data. Access the Title screen's Replay option to view saved data.

SYSTEM

Access the System option to save/load game data, adjust options and quit the game.

left analog stick	Highlight selections
⊗ button	Confirm selections
○ button	Return to previous screen

SAVE GAME AND LOAD GAME

Game data (progress) can be saved/loaded using the respective options available in the System menu. Saving game data requires a memory card (8MB) (for PlayStation®2) with at least 57KB of free space. A total of eight different game files can be saved on a single memory card (8MB) (for PlayStation®2).

SAVE EMBLEM AND LOAD EMBLEM

Emblem data can be saved/loaded using the respective options available in the System menu. Saving emblem data requires a memory card (8MB) (for PlayStation®2) with at least 53KB of free space. A total of eight different emblems can be saved on a single memory card (8MB) (for PlayStation®2).

CONVERT EMBLEM

Emblem data from *Armored Core: Nexus* and *Armored Core: Nine Breaker* can be converted and used in *Armored Core: Last Raven*. Select the Load Emblem option to convert emblem data. Insert a memory card (8MB) (for PlayStation®2) with saved emblem data and select the data you wish to convert.

OPTION

Access the Option menu to make adjustments to various game settings (button assignments, vibration function, volume settings, etc.).

left analog stick	Make selections/adjust settings
◎ button	Return to previous screen

Sound

BGM VOLUME
Adjust the background music volume.

SE VOLUME
Adjust the sound effects volume.

VOICE VOLUME
Adjust character voice volume.

SURROUND
Select the desired sound setting.

This title supports Dolby Pro Logic II. Use the DIGITAL OUT (OPTICAL) or AV MULTI OUT connector located on the backside of the PlayStation®2 computer entertainment system and connect it to a Dolby Pro Logic IIx, Dolby Pro Logic II, or other compatible amplifier. Turn the function of the device ON and select Dolby Pro Logic II from the game setting menu.

Controller
Access the Controller option in the System menu to select a controller configuration (TYPE A/TYPE B).

Key Assign
Button functions can be customized here. To change a button's current function, highlight the function and press the ⊗ button. Next, press the button you want to change the function to. Please note that overlapping button assignments are not permitted. To revert all button assignments to their default setting, select the default menu option and press the ⊗ button.

QUIT GAME
Quit the current game and return to the Title screen. Always save game data before quitting to avoid losing your progress.

VERSUS

Versus mode offers a variety of different play options including: single player full-screen; two to four player split-screen; and two to four player full-screen. Multiple PlayStation®2 computer entertainment systems are required in order to engage in three to four player split-screen, and two to four player full-screen battles.

Using Multiple Systems

Listed below are the requirements to take part in versus battles using two or more systems.

i.LINK Connection

- *Armored Core: Last Raven* discs (equal to the number of systems)
- PlayStation®2 computer entertainment systems with S400 i.LINK connector ports
- i.LINK cable(s): Use an i.LINK cable with four pins on both ends when connecting two PlayStation®2 computer entertainment systems directly to one another, and i.LINK cables with four pins on one end and six on the other when using an i.LINK hub/switch
- i.LINK hub/switch: Required when using i.LINK cables to connect three or more systems

Network/Ethernet Connection

- *Armored Core: Last Raven* discs (equal to the number of systems)
- PlayStation®2 computer entertainment systems with Network Adaptors
- Ethernet cable(s): Use an Ethernet cable (crossover) when connecting two PlayStation®2 computer entertainment systems directly to one another, and Ethernet cables (straight) when using an Ethernet hub
- Ethernet hub: Required when using Ethernet cables to connect three or more systems

** Establish all cable connections prior to turning on the connected systems.*

** If cables come loose during gameplay, reconnect them only after returning to the Title screen.*

** When using an ethernet cable (cross), the users need to use manual connection on the connection screen.*

VERSUS REGULATIONS

Access the Edit Regulation option to set the part restrictions that will apply to versus battles. Only one set of regulation data can be in effect at any given time. The host player manages regulation settings in versus battles.

left analog stick	Highlight selections
⊗ button	Confirm selections
○ button	Return to previous screen
△ button	Change part restriction status (ON/OFF)

Regulation Name Entry

Name regulation data.

Save/Load Regulation

Regulation data can be saved/loaded using the respective options in the Regulation menu. Saving regulation data requires a memory card (8MB) (for PlayStation®2) with at least 32KB of free space. A total of eight different regulation data files can be saved on a single memory card (8MB) (for PlayStation®2).

Regulation Clear

Access this option to clear all current regulation settings and revert to the default setting (no parts restricted).

VERSUS BATTLE PREPARATION

Follow the steps listed below when preparing to start versus battles.

1. **Setup all systems.**
2. **Select the Versus option at the Title screen.**
3. **Select connection method at the Connection screen.**
4. **Set the number of players at the Hardware Setup screen.**
5. **Select battle settings at the Situation Setup screen (host player only).**
6. **Load AC data for all players at the AC Setup screen. The battle commences once all players select START.**

VERSUS SETUP SCREEN

Stand Alone

Select this option when engaging in versus battles using a single PlayStation®2 computer entertainment system.

Network

Select this option when engaging in versus battle using the Network/Ethernet connection method.

1. Select Network
2. Choose either Manual Connection or Auto Connection

When the Manual Connection method is selected, player IDs must be assigned manually. Assign each player an ID (1-5) and make sure they do not overlap. With the Auto Connection method, the host player and player ID numbers are automatically assigned.

** The Auto Connection method only works with a DHCP network environment.*

i.LINK

Select this option when engaging in versus battles using the i.LINK connection method. The host player and player ID numbers are automatically assigned in this mode.

HARDWARE SETUP SCREEN

Choose the number of players and screen display format. When three or more PlayStation®2 computer entertainment systems are connected, one of the monitors can be used as a "live" monitor. In versus battle games, the host player is in charge of performing all menu operations. Use the directional buttons/left analog stick to highlight selections and the ⊗ button to confirm.

** Versus battles can only be played in either full-screen or split-screen, not a combination of the two.*

SITUATION SETUP SCREEN

The host player performs all menu selections made on the Situation Setup screen.

left analog stick	Make selections/adjust settings
⊗ button	Confirm selections
○ button	Return to the previous screen

Time Limit

Adjust versus battle time limit using the directional buttons ◆◆ or corresponding left analog stick inputs.

Break Target

Select versus battle victory condition.

ALL AC: The last AC standing wins.
LEADER: The first team to destroy the other team's leader wins.
TEAM: The first team to destroy all members of the opposing team wins.

COM AC

When there are fewer than four players available to participate in versus battles, COM opponents can be added to round out the roster. Use the directional buttons ◆◆ or corresponding left analog stick inputs to set the desired number of COM opponents.

MAP SELECT

Select a versus battle map. The CPU will select the next map in the play cycle when this option is set to Random.

AC SETUP

Set Up

The Set Up option can be accessed by all players participating in versus battle, and is where AC units are prepared for an upcoming match.

Select

Fill COM participant slots with ACs selected from the available list. This option only appears if COM unit participation has been requested via the COM AC option at the Situation screen.

REPLAY FUNCTION

The option to view a replay of the most recent versus battle is available at the end of every match. Select OK from the Replay confirmation box to start a replay. Press the □ button during the replay to change camera views. Press the ○ button to cancel a replay in progress.

Agetec, Inc. Limited Warranty - Software

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