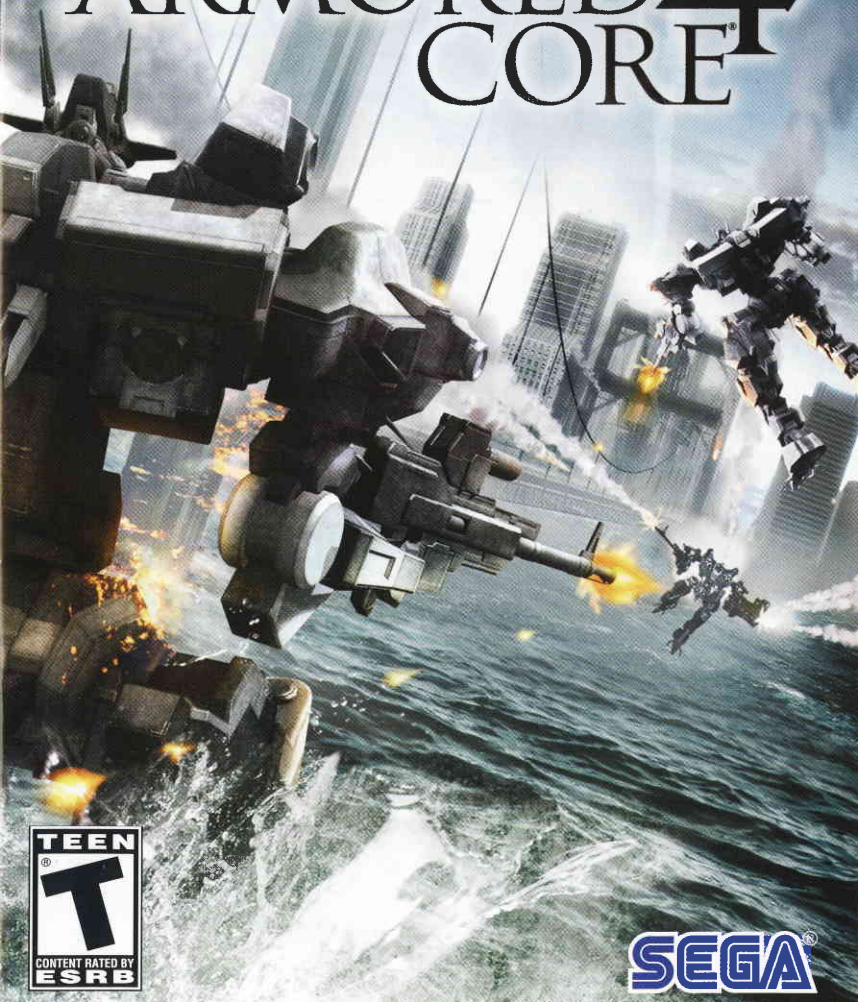




XBOX 360

XBOX  
LIVE

# ARMORED 4 CORE



SEGA

## **WARNING**

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support (see inside of back Cover).

## **Important Health Warning About Playing Video Games**

### **Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Thank you for purchasing *Armored Core*® 4. Please note that this software is designed for use with the Xbox 360™ video game and entertainment system from Microsoft®. Be sure to read this software manual thoroughly before you start playing.

# ARMORED CORE® 4

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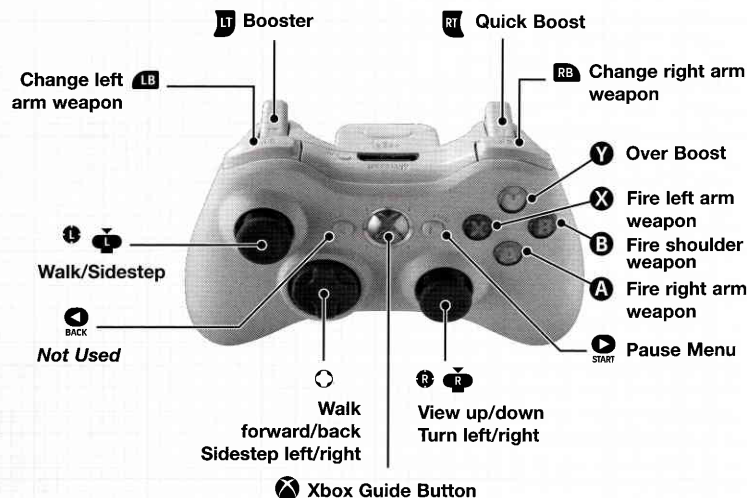
Please note that this manual was written while the game was in production, so some screenshots may differ from the final product. All explanations assume default settings.

# GAME CONTROLS

## GAME CONTROLS

### GAME SCREEN CONTROLS

The following controls are used during gameplay. There are two sets of default controls used depending on preference. Type A (see diagram) with all automatic functions activated by default, and Type B with all functions defaulting to manual.



### BASIC COMMANDS

TYPE A	TYPE B	ACTION
B Button	B Button	Operate shoulder weapon
A Button	Right Bumper	Operate right arm weapon
X Button	Left Bumper	Operate left arm weapon
Y Button	Y Button	Engage/Disengage Over Boost
Left Bumper	X Button	Change left arm weapon
Right Bumper	A Button	Change right arm weapon
Left Trigger	Left Trigger	Engage booster
Right Trigger	Right Trigger	Engage Quick Boost
Left stick	Left stick	↑↓ Walk forward/backward ↔ Sidestep left/right
Right stick	Right stick	↑↓ Look up/down ↔ Turn left/right
START Button	START Button	Pause
Right stick	Right stick	Click to reset view
Left stick	Left stick	Click to fix/release target

### COMBINATION COMMANDS

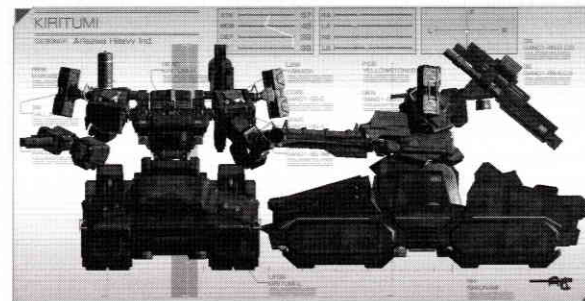
TYPE A	TYPE B	ACTION
Left + Right Bumper + A Button	A + X Button + Right Bumper	Discard right arm weapon
Left + Right Bumper + X Button	A + X + Left Bumper	Discard left arm weapon
Hold Right Bumper	Hold A Button	Reload right arm weapon
Hold Left Bumper	Hold X Button	Reload left arm weapon
Click and hold Left stick	Click and hold Left stick	Switch lock mode
Right Stick ↔ + Right Trigger	Right Stick ↔ + Right Trigger	Quick boost rotate

Two sets of custom key assignments may also be registered via the System menu. See Key Configuration (p.19) for details. Settings for automatic functions with Type A and Type B configurations may also be adjusted here.

### MENU SCREEN CONTROLS

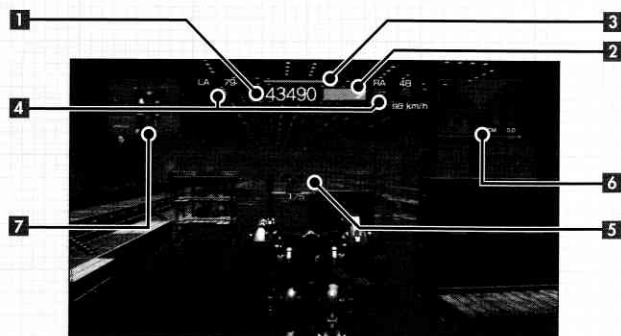
The following controls are used to navigate the various game menus throughout the game.

Left stick/D-pad	Select menu item
A Button	Decide
B Button	Cancel
START Button	Display key guide





# VIEWING THE GAME SCREEN



## 1 Armor Points (AP)

Your AC's activity limit. If this reaches zero, then it will no longer be able to continue the battle, resulting in a mission fail or defeat. Damage received is shown beneath the AP display.

## 2 Primal Armor (PA) Gauge

The stability level of your Primal Armor. If you take damage from an attack then this level will decrease, and after it passes a certain level your PA will be discharged. Discharged PA will recover automatically over time.

**Primal Armor** Energy shield powered by Kojima Particles (KP). Reduces damage from enemy attacks.

## 3 Energy (EN) Gauge

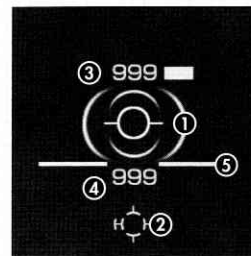
The level of stored energy. Booster and EN weapons consume EN and cannot be used if EN levels are insufficient.

## 4 Weapon Details

Remaining rounds of equipped weapons.

## 5 Lock Cursor and Target Point

Both the lock cursor and target point are displayed together. When this turns red, you are ready to attack.



- 1 Target point. Shows the direction the weapon is pointing.
- 2 Lock cursor. Shows a target has been acquired.
- 3 Damage inflicted on target.
- 4 Distance from target.
- 5 Weapon reload gauge.

## 6 Radar

A radar for wide range reconnaissance.

ECM Electronic Countermeasure Concentration. The radar is easily jammed in high concentration areas.

— (Red) Battleground boundaries. Wandering too far out of area, or staying there too long will result in a mission fail or defeat.

● (Red) Mission objective enemy unit.

● (White) Secondary enemy unit.

● (Yellow) Allied Unit.

● (Green) Player AC position or allied AC.

■ (Red) Target to attack.

■ (Yellow) Subject to defend.

## 7 Target Details

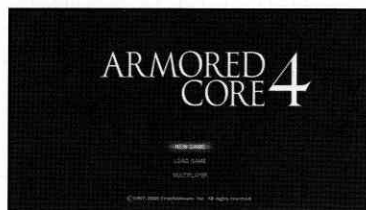
Displayed when a target has been fixed.

# STARTING THE GAME

## STARTING UP

From the Title Screen, press the START Button on the controller to display the game modes as detailed below.

## TITLE SCREEN



### NEW GAME/LOAD GAME

Undergo training, choose a “New-type Next” AC Mech to pilot, and deploy on a series of dangerous missions. Select **New Game** when no games have previously been saved, or you wish to restart from the beginning. Select **Load Game** to load a previously saved game and continue from where you left off.

### MULTIPLAYER

VS mode games for two to eight players. Multiplayer mode is broken down into three main modes.

#### ■ Xbox Live® (p.21)

Battle online, trade Schematics and check player rankings.

#### ■ System Link (p.23)

Battle against friends via a local area network.

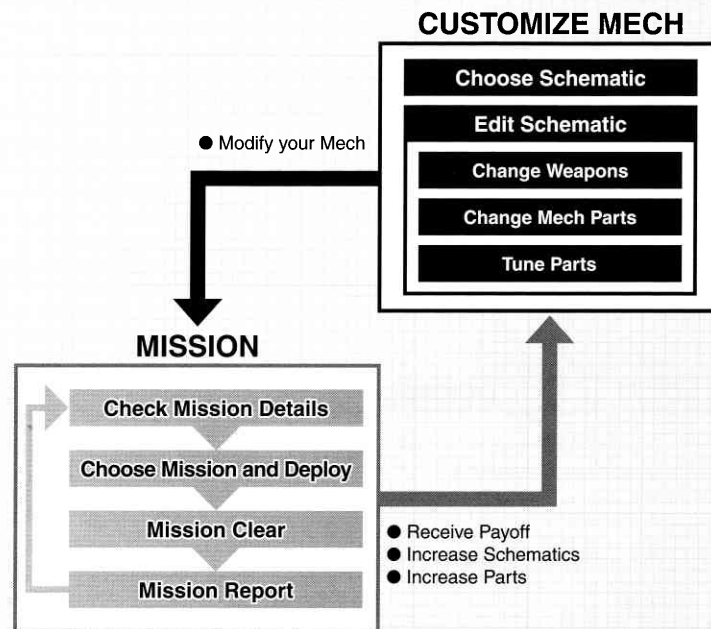
#### ■ Split-Screen (p.23)

Play against a friend in a split-screen environment.

# GAME FLOW

## PLAYING THE GAME

The game is structured as follows:



### Missions and Chapters

Chapters are comprised of one or more Missions. Clear Missions to advance the Chapter, and clear Chapters to advance the Story.

# MISSIONS

## MISSION SUCCESS

Clearing the objectives of a Mission will result in a Mission Success. Check the objectives from the Mission Selection Screen carefully before deploying.

## MISSION FAIL

The conditions below will result in a Mission Fail, and the game will restart from the Top Screen.

- AP reaches zero.
- Stray too far or spend too long outside the defined battle area.
- Completion of Mission objectives becomes impossible (e.g. subject to defend is destroyed).
- Abandon the Mission from the Pause Menu.

## MISSION REPORT

After a successful Mission, the Mission expenses will be calculated.



## CALCULATING INCOME AND EXPENSES

### Income

- Payoff for success
- Estimated repair costs
- Estimated ammunition use
- Time bonus  
(Within estimated Mission time)

### Expenses

- Total repair costs incurred
- Total cost of ammunition used
- Time penalty  
(Exceeds estimated Mission time)

Only one payoff is available per Mission per difficulty setting. Reattempting previously cleared Missions at the original difficulty will not earn you additional income.

# MENU

The Top menu is divided into **Mission Select** mode and **Garage** mode.

## MISSION SELECT MODE

Check Mission requirements and choose a Mission to attempt. Scroll back through previously cleared Chapters to reattempt Missions in Free Mission mode.



- Y Button** Switch to Garage mode
- Left/Right Bumper** Scroll through Chapters

## GARAGE MODE

Check the current details and condition of your AC.



- Y Button** Switch to Mission Select mode
- X Button** Display information/Cancel display
- Left Bumper** Zoom out
- Right Bumper** Zoom in
- Left Trigger** Move camera up
- Right Trigger** Move camera down
- Right stick** Rotate camera
- Click right stick** Reset camera position

## ☒ SCHEMATICS (p.11)

Select a new AC from the Schematics available.

## ☒ ACSIS (p.12)

Edit Schematics, acquire parts, and perform tests on your AC.

## ☒ SYSTEM (p.19)

Manage saved game files, assign key configurations, and make changes to a variety of game settings.

## MENU

### MISSION INFORMATION



**1 Mission Title**

**2 Location**

**3 Location Image**

**4 Payoff**

**5 Objective**

**6 Expense Estimates**

#### ■ Damage (by AP)

Estimated damage to the AC. Repair costs based on this estimate will be provided on completion of the Mission.

#### ■ Ammunition (in Credits)

Estimated cost of ammunition consumed. Ammunition costs based on this estimate will be provided on completion of the Mission.

#### ■ Mission Time (in seconds)

Estimated time to completion. If the Mission takes less time than this, then a Time Bonus will be awarded. Exceed this time and a Time Penalty will be deducted.

**7 Other Mission Details**

### FREE MISSION

Scroll back through previously cleared Chapters to reattempt Missions freely. Press the X Button to set the difficulty level to **Normal** or **Hard**.



## MENU: SCHEMATICS

Select an AC Mech to pilot by browsing the Schematics.

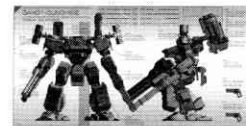
**Y Button** Display/Hide Schematics list

**Left/Right Bumper** Switch category

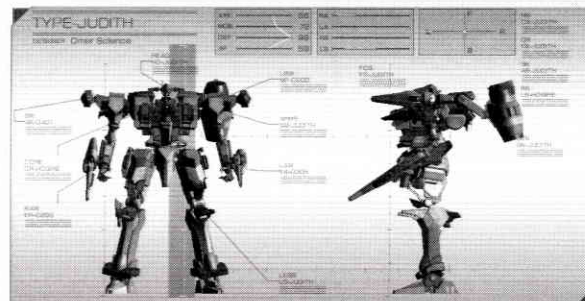


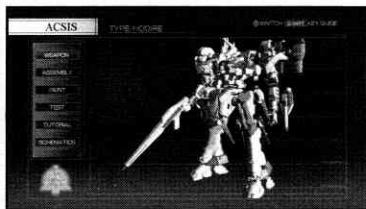
### SCHEMATICS

Schematics show complete details of the AC Mech including the composition of parts, name, coloring, etc. All AC Mechs used in the game are built in accordance with a Schematic. The creator of the Mech is also noted. See page 18 for how to manage your schematics.



- A minimum of 2MB of free memory is required on your storage device to create a Schematic. Up to 100 individual designs can be created.





Select ACSIS (AC Setup Integration System) to edit and manage your Schematics.

## ☒ **WEAPON (p.13)**

Change equipped weapons. Weapon parts may also be acquired here.

## ☒ **ASSEMBLY (p.13)**

Edit Schematics and acquire parts.

## ☒ **PAINT (p.17)**

Select a color scheme for your Mech, apply an emblem and decals, and edit the image.

## ☒ **TEST (p.17)**

Test your Mech in a simulated environment.

## ☒ **TUTORIAL (p.18)**

Learn the basics of Mech piloting.

## ☒ **SCHEMATICS (p.18)**

Manage your Schematics.

## WEAPON/ASSEMBLY

Schematics are edited as follows:

### ASSEMBLY

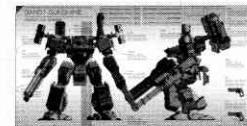
- Base (p.14)
- Booster (p.14)

### WEAPON

- Weapon (p.15)
- Stabilizer (p.15)
- Tune (p.16)

### ■ FINISH

Complete the edit, reproduce the Schematic.



## WARNINGS

If there are technical problems with your Mech, then one of the warnings below will be displayed for your attention.

- ASSEMBLY INCOMPLETE** . . . Minimum required parts have not been equipped. Schematic cannot be reproduced.
- WEIGHT ALERT** . . . . . Total equipment weight exceeds recommended carrying capacity for selected legs. Schematic can be reproduced, but abilities will be minimal.
- OVER WEIGHT LIMIT** . . . . . Total equipment weight exceeds load limit for selected legs. Schematic cannot be reproduced.
- EN ALERT** . . . . . Power drain of equipment exceeds recommended limits of generator. Schematic can be reproduced, but abilities will be limited.
- OVER EN LIMIT** . . . . . Power drain of equipment exceeds output of generator. Schematic cannot be reproduced.



**BASE**

- **Head**  
Contains visual sensors and main computing equipment.
- **Core**  
The torso of the mech. Affects defense capabilities.
- **Arms**  
Houses weapon parts. Affects attack capabilities.
- **Legs**  
Choose from humanoid, reverse-joint, four-leg and tank tracks. Determines ratio of armament to mobility.
- **Fire Control System (FCS)**  
Artillery control and reconnaissance computer. Affects lock-on targeting and radar functions.
- **Generator**  
Provides Energy (EN) for movement, and Kojima Particles (KP) for Primal Armor (PA).

<b>Left stick</b> ↑↓	Select Position
<b>Left stick</b> ←→	Select Part
<b>B Button</b>	Equip Part
<b>X Button</b>	Open Parts Menu (p.16)
<b>Y Button</b>	Show/Hide Specs
<b>Left/Right Bumper</b>	Previous/Next Stage

**BOOSTER**

- **Main**  
Main rear booster used for Boost Dash, Quick Boost and flight.
- **Back**  
Used for backwards Boost Dash and Quick Dash.
- **Side**  
Used for sideways Boost Dash and Quick Dash.
- **Over**  
Used for Over Boost Dash.

<b>Left stick</b> ↑↓	Select Position
<b>Left stick</b> ←→	Select Part
<b>B Button</b>	Equip Part
<b>X Button</b>	Show Parts Menu (p.16)
<b>Y Button</b>	Show/Hide Specs
<b>Left/Right Bumper</b>	Previous/Next Stage



**Quick Boost** A short, thruster-based speed boost.

**Over Boost** A sustained, high-energy burst of speed. Powered by Kojima energy.

**WEAPON**

- **R Arm/L Arm**  
Equip each arm with an individual weapon such as rifle or laserblade. Each arm is equal in ability.
- **R Back/L Back**  
Equip missiles, rockets, etc. to the left and right of the back unit. Each side is equal in ability.
- **Shoulder**  
A single additional Flare or ECM etc. may be equipped on the left and right shoulders.
- **R Hangar/L Hangar**  
A spare weapon may be stored in each arm. Only small type weapons may be stored, except when tank tracks are used.

<b>Left stick</b> ↑↓	Select Position
<b>Left stick</b> ←→	Select Part
<b>B Button</b>	Equip Part
<b>X Button</b>	Open Parts Menu (p.16)
<b>Y Button</b>	Show/Hide Specs
<b>Left/Right Bumper</b>	Previous/Next Stage

**STABILIZER**

Your choice of stabilizer allows you to adjust the Mech's balance. Note that balance adjustment may be set to Auto.

**Mech Balance**

The Mech's balance may be biased to emphasize speed, braking and rotation in different amounts, and has a major impact on the Mech's behavior. Other abilities and performance are not reliant on the Mech's balance, so feel free to experiment and find the style that's right for you.

<b>Left stick</b> ←→	Select Category
<b>Left stick</b> ↑↓	Select Position
<b>Left stick</b> ←→	Select Part
<b>B Button</b>	Equip Part
<b>X Button</b>	Open Parts Menu (p.16)
<b>Y Button</b>	Show/Hide Specs
<b>Left/Right Bumper</b>	Previous/Next Stage



## TUNE

By allocating memory, you can tune the performance of different parts to your liking. Memory can be acquired as you progress through the game. Note that memory allocation can also be set to Auto.



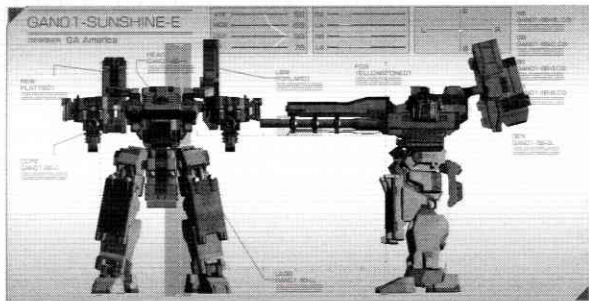
Left stick  $\uparrow\downarrow$  Select Category

Left stick  $\leftarrow\rightarrow$  Increase Allocation

## PARTS MENU

Access the Parts Menu to perform the following:

- **BUY**  
Purchase part at the stated cost.
- **SELL**  
Sell parts that are no longer required.
- **DISPLAY**  
Allocate part for display/non-display on ACSIS. All parts are displayed by default.



## PAINT

Decide coloring of parts, create images, and apply as an emblem and decals.

## COLOR

Decide the coloring of parts as follows:

- Choose the coloring pattern.
- Choose the individual colors.
- Apply the new design to your Mech parts.



Your own custom colors may also be added to the palette.

## DECAL

Place decals from images you created onto the head, core, arms and legs.



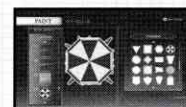
## EMBLEM

Place a created image onto the left shoulder part as your Mech's Emblem.



## EDIT IMAGE

Create a custom image from individual pieces. Images you create can then be used as the Emblem or Decals.



A number of samples are available from the start, and more can be acquired as the game progresses.

## TEST

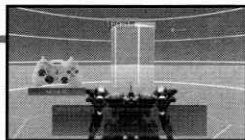
Test out your Mech in a simulated environment. You can also select specific enemies and targets to appear during this mode. Press the START Button to call up the Target Settings Menu.



## MENU: ACSIS

### TUTORIAL

Follow the onscreen instructions to study the basics of Mech piloting. Press the **START** button to call up the Tutorial Menu.



### SCHEMATICS

Manage your Schematics.

**Y Button** Toggle display of Schematics list  
**Left/Right Bumper** Switch between categories



#### ☒ **LOAD**

Load a previously saved Schematic.

#### ☒ **COPY**

Copy the Schematic and save under a different name.

#### ☒ **DELETE**

Delete Schematics you no longer need.

#### ☒ **SETTINGS**

Change details such as the Mech name.

## MENU: SYSTEM

### SAVE GAME/LOAD GAME

A minimum of 72KB of free memory is required on your storage device to save a game file.



### CONTROL OPTIONS

Select the key assignments for the Game Screen and toggle automatic options using the left stick.



#### ☒ **AUTO-SIGHTING**

Toggle the automatic lock-on of enemies **ON/OFF**.

#### ☒ **AUTO-BOOST**

Sends you towards dry land if you find yourself submerged in water. Toggle **ON/OFF**.

#### ☒ **WEAPON AUTO-SWITCH**

Automatically selects weapons during Missions. Toggle **ON/OFF**.

#### ☒ **KEY TYPE**

Choose between four settings – **Type A**, **Type B**, **Custom A** and **Custom B**. Press the **A** Button to open **Key Assign** allowing you to view or make changes to button configurations.

### KEY CONFIGURATION

View key assignments for **Type A** and **Type B**, or make custom configurations for **Custom A** and **Custom B**.



## MENU: SYSTEM

### GAME OPTIONS

Select an item using the left stick  $\uparrow\downarrow$ , then change the setting with  $\leftarrow\rightarrow$ .

☒ **BRIGHTNESS**

Adjust the brightness of the screen.

☒ **MUSIC**

Adjust the volume of background music.

☒ **SOUND EFFECTS**

Adjust the volume of sound effects.

☒ **VOICE**

Adjust the volume of spoken information.



### DOLBY® DIGITAL

This game is presented in Dolby® Digital 5.1 surround sound. Connect your Microsoft® Xbox® 360 to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video AV Cable. From the "system" blade of the Xbox 360 dashboard, choose "console settings", then select "audio options", then "digital output" and finally select "Dolby Digital 5.1" to experience the excitement of surround sound.

### REGULATIONS

Check the currently installed game Regulations. You can also change the effective Regulations here.

The Regulations File adjusts the balance of the overall game. An Xbox Live account and an active internet connection to Xbox Live are required to download updates to the Regulations File.



## MULTIPLAYER

*Armored Core® 4* has three different multiplayer VS modes. Choose a mode as detailed below:



☒ **XBOX LIVE®**

Connect to Xbox Live® and join online battles. A maximum of eight players can join a single game.

☒ **SYSTEM LINK (p.23)**

Connect up to eight Xbox 360 consoles as a local area network.

☒ **SPLIT-SCREEN (p.23)**

Split-screen VS mode game for two players on one Xbox 360 console.

☒ **SYSTEM (p. 19)**

Manage saved game files and make changes to a variety of system settings.

## MULTIPLAYER: XBOX LIVE®

Play anyone and everyone, anytime and anywhere on Xbox Live®. Build your gamer card profile. Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Registration required to access online features. Internet connection required. Terms and condition are found at <http://www.xbox.com/live>. You must be 18 to subscribe to Xbox Live.

### CONNECTING

Before you can use Xbox Live, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

### FAMILY SETTING

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).



## MULTIPLAYER: XBOX LIVE®

Choose between a Rank Match and a Player Match, exchange Schematics or check your position on the player rankings.

### ☒ RANKED MATCH

A public battle where the outcome directly influences your player ranking.

### ☒ PLAYER MATCH

A private battle that has no effect on your online ranking.

### ☒ TRADE

Exchange Schematics and image data with other players.

### ☒ RANKING

Check your player ranking and battle results.

## BATTLE TYPES

Select from the five battle types outlined below. You must install the current Xbox Live® Regulation before you can play.

### ■ 1 VS 1

A one-on-one battle for two players.

### ■ 2 VS 2

Four-player team battle.

### ■ 4 VS 4

Eight-player team battle.

### ■ BATTLE ROYAL 4

Free-for-all fight for four players.

### ■ BATTLE ROYAL 8

Free-for-all fight for eight players.

## RANKING

Select Ranking to see the results of public battles and your current player ranking.

## MULTIPLAYER: SYSTEM LINK/SPLIT-SCREEN

### SYSTEM LINK

System Link mode battles take the same form as Xbox Live® battles. Each player must have installed the same Regulation.

### SPLIT-SCREEN

Only a one-on-one match can be selected in this mode.

To begin a match in System Link mode, the following will be required:

- *Armored Core® 4* disc, one per player.
- Xbox 360 console, one per player.
- Network cable. For two players connecting directly use a single cross type cable, or one straight type cable per player if connecting via an Ethernet hub.
- Ethernet hub. Necessary if three or more players are joining.

Make sure all consoles are connected to the local area network before switching the Main Power to ON.

### Armored Core® 4 Official Web Site!

Check out in-depth game details, see who is in the top player rankings, read staff and designer interviews, and register for the SEGA Newsblast to receive game news and announcements!

<http://www.sega.com/armoredcore4>

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TEEN



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