

 XBOX 360

The background of the cover art depicts a dark, industrial environment with a large, heavily damaged mecha in the center. The mecha has a complex, angular design with several glowing red lights on its face and chest. The scene is filled with sparks and debris, suggesting a recent battle. The overall color palette is dark with highlights of red and green.

ARMORED CORE
VERDICT DAY

 BANDAI
NAMCO
Games



WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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PROLOGUE

The world was been fragmented apart by three rival superpowers, with small-scale skirmishes spread out across multiple fronts.

Mercenaries, once the shining stars of the war, were shunted to the side, mistrusted for their lack of loyalty as the battle grew to gigantic proportions.

Rescued from annihilation, the world slowly began to rebuild over time.

However, if anything, the fighting had only grown fiercer.

It was the eve of what would come to be known as the Verdict War.

This is the forgotten tale of a lone mercenary.

STORY

The Three Forces

The world struggles to recover from the verge of extinction. Three armed factions vie for control over the ravaged landscape with military might. The factions build their territories around the Towers -- structures left behind from the Last Age that still dot the globe. Their desire to expand territory has led to constant conflict.

SIRIUS EXECUTIVES



One of the Three Forces. Initially formed in a merger of small colonies based in so-called "habitable areas", pockets of land that escaped total destruction. The former organization MoH is said to have been key among the faction's early constituents. Ample resources enabled a comparatively swift recovery and commensurate expansion, leading to repeated, violent clashes with Venide. With the rise of EGF, that tension has developed into a three-way deadlock.

VENIDE



One of the Three Forces. United under autocratic rule, the faction spread its influence by absorbing nearby habitable areas by force. It is characterized by a strictly hierarchical, quasi-feudal social system, and is known as the most bellicose of the Three Forces. Venide has a long history of friction with Sirius due to the factions' similar size, but the recent ascent of EGF has seen that rivalry expand into a three-way standoff.

EGF



One of the Three Forces. Officially called the Evergreen Family, this collective emerged from the worst-ravaged areas of the world, and remains the least populous of the Three Forces. Nevertheless, its peoples' high degree of adaptability has seen them flourish despite harsh surroundings, and they have been exceptionally proactive in their research of Last Age ruins, including the Towers. Though they had a later start than the other Forces, their formidable technological mastery has earned them essentially equal standing with their rivals. A formerly nomadic people known as the Cendrillon are said to have been central to EGF's recovery, and the faction's present leader is said to be descended from that tribe.

C O N T R O L S

Xbox 360 Controller




















► Basic Menu Controls

Directional pad	Select option
Left stick	Select option
A button	Confirm selection
B button	Back
Left trigger	Text chat
Right trigger	Show team member details
START button	Display manual
BACK button	Option details (Show detailed information for certain options in the workshop menu, etc.)
















For detailed controls for each menu, check the guide display on the upper-right corner of the screen or consult the manual by pressing the button.

CONTROLS

► Basic Battle Controls (default configuration)

 Directional pad	[Left] Buzzer, [Right] Text chat, [Down + ] Purge
 Left stick	Move
 Right stick	Turn / move viewpoint
 A button	Jump / Boost Drive
 B button	Use Recon
 X button	High boost (hold for boost charge)
 Y button	Use Ultimate weapon, [+ ] Shift bays
 LB	Activate/De-activate boost
 LT	Use left arm unit / Spot (when in Scan Mode)
 RB	Use shoulder weapons
 RT	Use right arm unit / Scan (when in Scan Mode)
 Left stick button	Glide Boost
 Right stick button	Change mode
 START button	Pause
 BACK button	Display menu

► Basic Operator Controls

 Directional pad	[Up] Zoom in/out on map, [Left] Buzzer, [Right] Text chat, [Down] Change Link View screen (fullscreen)
 Left stick	Move cursor, [+ ] Increase cursor speed
 Right stick	Move on map (when zoomed in), [+ ] Increase map speed
 A button	Set beacon B
 B button	Set beacon A
 X button	Set beacon C
 Y button	Set beacon D
 LT	Spot
 RB	Display member details
 RT	Scan
 Left stick button	Use Recon
 Right stick button	Link View
 START button	Display button guide

GETTING STARTED

Quick Start Guide

Follow these basic steps if you're playing Armored Core: Verdict Day for the first time.

01 Connect to Xbox LIVE (optional)

Connect to the Xbox LIVE service. You must connect to Xbox LIVE in order to play online (P.12).

02 Accept the online terms of use

Scroll down to the bottom of the onscreen terms of use and select "Agree". You cannot select "Agree" until you read the terms of use to the end. If you do not agree to the terms, you will play the game in offline mode.

03 Import data from previous game

Select whether or not to import your data from Armored Core V, the previous game in the series.

This game allows you to import personal data, AC data, downloadable content (DLC), and other information from Armored Core V. You can import this data the first time you launch the game. (If you import your data, your pilot name and other settings will also be carried over.)

Game Data

- * All upgrades for your upgradable parts will be reset to the default "Tuned" part status.
- * For each upgradeable part that you have more than one of, you will carry over only one of each type.
- * The amount of money you possessed will be reset.

"Note that you cannot import data after creating a new set of pilot data. Once you import data from a previous game, you will not be able to import it again.

* All downloadable content from Armored Core V will be available for use as-is."

04 Set up player info

Configure your emblem, pilot name, primary operation base, and other data, then select "Finish".

05 Play the tutorial

You have the option of playing through a set of tutorial stages that lets you practice the basic controls as you play.

GETTING STARTED

06 Join a team

You may either enlist in an existing team or start one of your own. If making your own, you'll be asked to set up your team's data. (Note that once you name your team, you can't change it later.) If joining another team, you can find a team using your choice of search conditions, then send an enlistment request. Some teams allow for free enlistment, while others may ask for a password or need to approve your request first.

Quick Start Guide

You have the option of playing through a set of tutorial stages that lets you practice the basic controls as you play.



Compatibility packs

You will need the latest compatibility pack before you can connect to the Armored Core: Verdict Day server and play online. You can download the latest pack for free from the Xbox Games Store if prompted to by a software update. If you don't have the newest compatibility pack, you may not be able to access all network functionality.

Error codes

You may be shown an error code if your gameplay experience is partially inaccessible, such as if your account is restricted or the network is unavailable.



GETTING STARTED

Autosave

This game automatically saves your progress and other data as you play. You'll see a save icon on the bottom-right of the screen when the game is saving, loading, or accessing the network. Do not quit the game, shut off the power, or unplug the console while this icon is being displayed.



» Required free space

The following data is saved as you progress through the game. You need at least 170MB of free space on your Xbox 360 Hard Drive or Xbox 360 Memory Unit to save your data.

Progress data	Your in-game status and settings.
AC data	Your customized ACs (up to 50).
UNAC data	Your customized UNACs (up to 50).
Paint data	Your emblem and decal data (up to 64 types).
Custom territory data	Customized territory content (up to 50 items).
Operation file data	The operation files stored after completing missions (up to 25).
Screenshot data	Screenshots taken during gameplay (up to 50).

Shutting Down

To quit the game, make sure the save icon isn't being displayed onscreen, then turn off the console, etc. to finish play.

IN GAME MANUAL

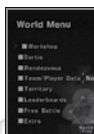
Using the In-Game Manual

This game automatically saves your progress and other data as you play. You'll see a save icon on the bottom-right of the screen when the game is saving, loading, or accessing the network. Do not quit the game, shut off the power, or unplug the console while this icon is being displayed.




» Accessing from the menu

You can access the in-game manual at any time from the World Menu by selecting "Extras", then "Manual". Select the category you wish to view.



» Accessing via button press

If the word "Manual" is displayed on the upper-right corner of the screen (such as in the World Menu or workshop), press the  button at any time to view the manual entry for whatever screen is currently being displayed.



ONLINE PLAY

About Online Play

Connecting your Xbox 360 to the Armored Core: Verdict Day network and playing in online mode is highly recommended, even if you're playing solo. To play online, you will need a working network environment, as well as an Xbox LIVE Gold Membership.

» Online settings

Depending on your Xbox LIVE online settings, you may not be able to access all or part of Armored Core: Verdict Day's network content. Check your settings before starting play.

If you're having trouble getting online play to work, press the Xbox Guide button on your controller, select "Settings", and select "System Settings". From "Network Settings", select "Wired Network" or the wireless network you're currently using, select "Test Xbox LIVE connection", and check your current NAT status. If you see a NAT error, you may not be able to join certain game sessions or hear other players' voices when playing online. Consult www.xbox.com/nat-help for more NAT information.

Server Maintenance

If Armored Core: Verdict Day is currently undergoing server maintenance, you will not be able to access online functionality apart from Free Battle, even if you're connected to the network.

Offline Restrictions

If your console is not connected to the network, or you did not agree to the online terms of use, you will play offline and not be able to access the following network content:

- Cannot go on normal or special team sorties.
- Cannot exchange data or access team-oriented functions.
- Cannot play Co-Op or Free Battles with other players.
- Cannot register as or hire a mercenary.

Your save data, including your current money, parts, and paint data, is shared between online and offline play. For online-only content, such as team-related elements, save data may be handled differently between online and offline.

Downloadable content

You can download assorted extra content for use in Armored Core: Verdict Day from the Xbox Games Store. You can also use all downloadable content available for Armored Core V in this game. Armored Core V content is accessible on a different page from this game; visit the Armored Core V section of the Xbox Games Store to access this content.

* English voices have changed from the Armored Core V downloadable content.



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<http://manuals.namcobandaigames.eu/acvd/x360/en>



ADVERTENCIA: Antes de jugar al juego, lee los manuales de la consola Xbox 360, del Sensor Xbox 360 Kinect y de los accesorios para obtener información importante en materia de seguridad y salud. www.xbox.com/support.

Información importante sobre la salud: ataques epilépticos fotosensibles

Un porcentaje escaso de personas pueden sufrir un ataque epiléptico fotosensible cuando se exponen a ciertas imágenes visuales, entre las que se incluyen los patrones y las luces parpadeantes que aparecen en los videojuegos. Incluso las personas que no tengan un historial de este tipo de ataques o de epilepsia pueden ser propensas a "ataques epilépticos fotosensibles" cuando fijan la vista en un videojuego. Los síntomas pueden presentarse en forma de mareos, visión alterada, tics nerviosos en la cara o en los ojos, temblores de brazos o piernas, desorientación, confusión, pérdida momentánea de la consciencia, pérdida del conocimiento o convulsiones, que pueden provocar lesiones por caídas o por golpear objetos cercanos. **Si sufre cualquiera de estos síntomas, deje de jugar inmediatamente y consulte a un médico.** Los padres deben observar a sus hijos mientras juegan y/o asegurarse de que no hayan experimentado dichos síntomas; los niños y los adolescentes son más propensos a estos ataques. Para reducir el riesgo, sitúese a una distancia mayor de la pantalla, utilice una pantalla más pequeña, juegue en una habitación bien iluminada y evite jugar si está somnoliento o cansado. Si usted o algún familiar tiene un historial de ataques epilépticos, consulte a su médico antes de jugar.

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PRÓLOGO

Tres superpoderes rivales dividen el mundo, con escaramuzas a pequeña escala repartidas por varios frentes.

Los mercenarios, que en su día fueron las rutilantes estrellas de la guerra, fueron dejados de lado, bajo la sospecha de falta de lealtad, cuando la contienda alcanzó proporciones desmedidas.

Rescatado de su aniquilación, con el tiempo, el mundo inició una lenta reconstrucción.

Sin embargo, el conflicto no había hecho más que recrudecerse.

Era la víspera de lo que más tarde se conocería como la Guerra del Veredicto.

Esta es la historia olvidada de un mercenario solitario.

HISTORIA

Las Tres Fuerzas

El mundo lucha por recuperarse tras estar al borde de la extinción. Tres facciones armadas intentan controlar un paisaje desolado con un gran poder militar. Las facciones construyeron sus territorios alrededor de las Torres; estructuras abandonadas de la Última Era que aún salpican la tierra. El deseo de expandir sus territorios produce constantes conflictos.

DIRECTIVOS DE SIRIUS



Una de las Tres Fuerzas. Se formó mediante la unión de pequeñas colonias establecidas en áreas reducidas que lograron evitar la destrucción total y que se conocen como "zonas de supervivencia". Se dice que la antigua organización HdH fue clave para los primeros miembros de la facción. Su gran cantidad de recursos le permitió recuperarse con rapidez y expandirse de forma proporcional, lo que ha causado repetidos y violentos enfrentamientos con Venide. Tras la aparición de FP, la tensión existente entre las tres facciones ha llegado a un punto muerto.

VENIDE



Una de las Tres Fuerzas. Unida bajo un mandato autocrático, esta facción utiliza la fuerza para absorber las zonas de supervivencia cercanas y extender su influencia. Se caracteriza por mantener un sistema social estrictamente jerárquico y casi feudal. También es la más beligerante de las Tres Fuerzas. Venide posee un largo historial de fricciones con Sirius, debido a que ambas facciones tienen un tamaño similar. Sin embargo, el reciente auge de FP ha hecho que esta rivalidad se convierta en una triple confrontación.

FP



Una de las Tres Fuerzas. Este colectivo, cuyo nombre oficial es Familia Perenne, surgió de las zonas más devastadas del planeta. De las Tres Fuerzas, es la que cuenta con menos miembros. A pesar de la dureza del entorno, la gran adaptabilidad de sus miembros le ha permitido prosperar. Además, esta facción se ha mostrado excepcionalmente activa en la búsqueda de ruinas de la Última Era, entre las que se incluyen las Torres. Aunque su formación fue posterior a la de las otras dos Fuerzas, su formidable dominio de la tecnología le ha permitido situarse en la misma posición que sus rivales. Se dice que el pueblo de Cendrillon, antaño nómada, fue clave para la recuperación de FP y que su actual líder descende de dicha tribu.

C O N T R O L E S

Mando Xbox 360






















► Controles básicos del menú
















Mando de dirección	seleccionar opción
Stick izquierdo	opción
Botón A	confirmar selección
Botón B	atrás
Gatillo izquierdo	charla de texto
Gatillo derecho	mostrar detalles de compañero
Botón START	ver manual
Botón BACK	detalles de opción (muestra información detallada de determinadas opciones en el menú del taller, etc.)

Para obtener información detallada de los controles de cada menú, accede a la pantalla de guía de la esquina superior derecha de la pantalla o pulse el y consulte el manual.

► Controles básicos del combate (configuración predeterminada)

 Mando de dirección	[hacia la izquierda] timbre, [hacia la derecha] charla de texto, [hacia abajo] +  /  desmontar
 Stick izquierdo	moverse
 Stick derecho	girar/mover punto de vista
 Botón A	saltar/rebote impulsado
 Botón B	usar reconocimiento
 Botón X	acelerón (mantener para carga impulsada)
 Botón Y	usar arma suprema, +  /  cambiar de compartimento
 Botón superior frontal izquierdo	activar/desactivar impulso
 Gatillo izquierdo	usar [icono izquierdo] unidad brazo/detectar (en modo Escáner)
 Botón superior frontal derecho	usar armas de hombro
 Gatillo derecho	Usar [icono derecho] unidad de brazo/escanear (en modo Escáner)
 Botón de stick izquierdo	deslizamiento impulsado
 Botón de stick derecho	cambiar modo
 Botón START	pausa
 Botón BACK	ver menú

► Basic Operator Controls

 Mando de dirección	[hacia arriba] acercar/alejar mapa, [hacia la izquierda] timbre, [hacia la derecha] charla de texto, [hacia abajo] cambiar vista enlaces (pantalla completa)
 Stick izquierdo	mover cursor, +  aumentar velocidad del cursor
 Stick derecho	mover en el mapa (al acercar), +  aumentar velocidad del mapa
 Botón A	fijar baliza B
 Botón B	fijar baliza A
 Botón X	fijar baliza C
 Botón Y	fijar baliza D
 Gatillo izquierdo	detectar
 Botón superior frontal derecho	mostrar detalles del miembro
 Gatillo derecho	escanear
 Botón de stick izquierdo	usar reconocimiento
 Botón de stick derecho	vista de enlaces
 Botón START	ver guía de botones

I N I C I O

Guía de inicio rápido

Si es la primera vez que juegas a Armored Core: Verdict Day, sigue estos pasos básicos.

01 Conéctate a Xbox LIVE (opcional)

Conéctate al servicio Xbox LIVE. Para poder jugar en línea, debes conectarte a Xbox LIVE (P.12).

02 Acepta las Condiciones de uso en línea

Desplázate hasta el final de las Condiciones de uso en pantalla y selecciona "Aceptar". No podrás seleccionar esta opción hasta que no hayas leído los términos de uso hasta el final. Si no estás de acuerdo con los términos, tendrás que jugar en modo desconectado.

03 Importa datos del juego anterior

Selecciona si deseas o no importar los datos de Armored Core V, la entrega anterior de la franquicia.

Este juego te permite importar datos personales, datos de AC, contenido descargable (DLC) y otra información de Armored Core V. Puedes importar estos datos la primera vez que ejecutes el juego (si importas tus datos, conservarás el nombre de tu piloto y otros ajustes).

Datos de
juego

- * Todas las mejoras de las partes actualizables se restablecerán a su estado "Modificado" predeterminado.
- * Solo podrás conservar un tipo de cada parte actualizable de la que tengas más de una unidad.
- * La cantidad de dinero que poseías se restablecerá.

"Ten en cuenta que no puedes importar datos después de crear un nuevo conjunto de datos de piloto. Una vez que hayas importado datos de un juego anterior, no podrás volver a hacerlo.

* Todo el contenido descargable de Armored Core V estará disponible para su uso "tal cual".

04 Configura información de jugador

Configura tu emblema, nombre de piloto, base principal de operaciones y otros datos, y, a continuación, selecciona "Terminar". Elige "Ajustes" para ajustar los parámetros del juego.

05 Juega el tutorial

Tienes la opción de jugar un conjunto de fases de tutorial para practicar los controles básicos.

06 Únete a un equipo

Puedes alistarte en un equipo existente o crear uno propio. Si te decides por la segunda opción, se te pedirá que configures los datos del equipo (ten en cuenta que cuando le pongas un nombre, no podrás volver a cambiarlo). Si quieres unirse a otro equipo, puedes encontrarlo con las condiciones de búsqueda que prefieras y luego enviar una solicitud de alistamiento. Algunos equipos te permiten alistarte libremente, mientras que es posible que otros te pidan una contraseña o tengan que aprobar antes tu solicitud.

Pantalla de bienvenida

La pantalla de bienvenida se muestra la primera vez que juegas a Armored Core: Verdict Day. En ella puedes ver las últimas noticias e información sobre cosas como el tiempo de inactividad del servidor, así que no olvides echarle un vistazo.

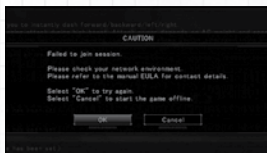
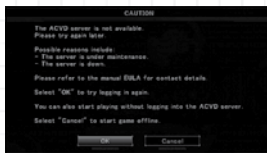


Paquetes de compatibilidad

Para poder conectarte al servidor de Armored Core: Verdict Day y jugar en línea, necesitarás el paquete de compatibilidad más reciente. Puedes descargarlo gratis de la Tienda Xbox Games si te lo solicita una actualización de software. Si no tienes el paquete de compatibilidad más reciente, es posible que no puedas acceder a todas las funciones de red.

Códigos de error

Puede darse el caso de que se muestre un código de error si tu experiencia de juego es parcialmente inaccesible, como si tu cuenta está restringida o la red no está disponible.



Guardado automático

Este juego guarda automáticamente tus avances y otros datos a medida que juegas. Verás un icono de guardado en la esquina inferior derecha de la pantalla cuando el juego esté guardando, cargando o accediendo a la red. No salgas del juego ni apagues o desenchufes la consola mientras se muestre este icono.



» Espacio libre necesario

A medida que avanzas en el juego, se guardan los siguientes datos. Se necesitan al menos 170 MB de espacio libre en tu disco duro de Xbox 360 o unidad de memoria Xbox 360 para guardar los datos.

Datos de progreso	tu estado y ajustes del juego.
Datos AC	tus AC personalizados (hasta 50).
Datos ACNT	tus ACNT personalizados (hasta 50).
Datos de pintura	los datos de tu emblema y adhesivos (hasta 64 tipos).
Datos territoriales personalizados	contenido personalizado por territorios (hasta 50 elementos)
Datos del archivo de operaciones	los archivos de datos de operaciones que se guardan cuando se completan las misiones (hasta 25).
Datos de captura de pantalla	las capturas de pantalla que tomas mientras juegas (hasta 50).

Cierre

Para salir del juego, comprueba que el icono de guardado no se muestra en pantalla y luego apaga la consola, etc. para dejar de jugar.

MANUAL DEL JUEGO

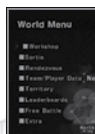
Uso del manual del juego

El manual del juego te proporciona información detallada sobre cómo jugar a Armored Core: Verdict Day. Usa el stick izquierdo o pulsa hacia arriba o hacia abajo en el mando de dirección para desplazarte por el texto del manual, y pulsa hacia la izquierda o hacia la derecha para pasar de una sección a otra. Presiona el Botón X o el Botón Y para acercar o alejar la imagen de los diagramas o capturas de pantalla.



»» Acceso desde el menú

Puedes acceder al manual en el juego cuando quieras desde el menú del mundo seleccionando "Extras" y después "Manual". Selecciona la categoría que quieras consultar.



»» Acceso mediante los botones

Si la palabra "Manual" aparece en la esquina superior derecha de la pantalla (como en el menú del mundo o el taller), presiona el  START en cualquier momento para ver la entrada del manual correspondiente a la pantalla que estás viendo en ese momento.



JUEGO EN LÍNEA

Acerca del juego en línea

Te recomendamos que conectes tu Consola Xbox 360 a la red de Armored Core: Verdict Day y que juegues en el modo en línea, aunque juegues individualmente. Para jugar en línea, necesitas un entorno de red que funcione, así como una suscripción a Xbox LIVE Gold.

» AJUSTES EN LÍNEA

Según los ajustes en línea de tu Xbox LIVE, es posible que no puedas acceder a todo o parte del contenido en red de Armored Core: Verdict Day. Comprueba los ajustes antes de empezar a jugar.

Si tienes problemas para jugar en línea, presiona el Botón Guía Xbox en el mando, selecciona "Ajustes" y, a continuación, "Ajustes de sistema". Desde "Ajustes de red", selecciona "Red por cable" o la red inalámbrica que estés usando actualmente, elige "Probar conexión de Xbox LIVE", y comprueba el estado actual de tu NAT. Si ves un error de NAT, tal vez no puedas unirte a determinadas sesiones de juego o escuchar las voces de otros jugadores cuando juegues en línea. Para obtener más información, visita www.xbox.com/nat-help.

Mantenimiento del servidor

Si se están realizando operaciones de mantenimiento en el servidor de Armored Core: Verdict Day, no podrás acceder a ninguna función en línea excepto a Batalla libre, incluso si estás conectado a la red.

Comportamiento en línea

Ten en cuenta estas directrices de buen comportamiento cuando juegues en línea con otros jugadores.

- No envíes mensajes que molesten a otros jugadores, atenten contra el decoro o vayan contra la ley.
- No utilices nombres de AC o de pilotos que molesten a otros jugadores.
- No incluyas tu información personal ni la de otra persona en tu nombre, mensajes u otros datos que pueda ver el público en general.
- No interrumpas deliberadamente la conexión a la red en mitad de una partida.

Your save data, including your current money, parts, and paint data, is shared between online and offline play. For online-only content, such as team-related elements, save data may be handled differently between online and offline.

Contenido descargable

Descarga diverso contenido adicional para usar en Armored Core: Verdict Day de la Tienda Xbox Games. También puedes utilizar todo el contenido descargable de Armored Core V en este juego. Puedes acceder al contenido de Armored Core V desde una página distinta en este juego; consulta la sección Armored Core V de la Tienda Xbox Games para acceder a dicho contenido.

* Las voces en inglés del contenido descargable de Armored Core V han cambiado.



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WAARSCHUWING Lees de instructies van de Xbox 360-console, de handleiding van de Kinect-sensor en de handleidingen van overige accessoires voor belangrijke informatie in verband met veiligheid en gezondheid voordat je deze game gaat spelen. www.xbox.com/support.

Belangrijke gezondheidswaarschuwing: lichtgevoelige aanvallen

Bij een zeer klein percentage personen kan een aanval optreden wanneer zij worden blootgesteld aan bepaalde visuele beelden, waaronder lichtflitsen of bepaalde patronen die in videogames kunnen voorkomen. Ook bij mensen die geen ziektegeschiedenis hebben van dergelijke aandoeningen of van epilepsie kan een lichte aandoening optreden waardoor zij "lichtgevoelige epileptische aanvallen" ervaren bij het bekijken van videogames. Deze aanvallen kunnen gepaard gaan met een licht gevoel in het hoofd, verminderend gezichtsvermogen, zenuwtrekken in het gezicht of de ogen, trillen van armen of benen, desoriëntatie, verwarring, tijdelijk verlies van bewustzijn en bewusteloosheid of stuip trekkingen waarvan verwondingen als gevolg van vallen of het in aanraking komen met nabije objecten het gevolg kunnen zijn. **Bij het ondervinden van een van deze symptomen, moet de game onmiddellijk worden gestopt en een arts worden geraadpleegd.** Ouders moeten letten op deze symptomen of hun kinderen ernaar vragen - deze aanvallen treden vaker op bij kinderen en tieners. Het risico kan worden verminderd door verder van het scherm af te gaan zitten; een kleiner scherm te gebruiken; in een goed verlichte kamer te spelen en niet te spelen indien slaperig of moe. Wanneer bij uzelf of een van uw familieleden een ziektegeschiedenis van epilepsie bestaat, dient voor het spelen een arts te worden geraadpleegd.

NEDERLANDS QUICKSTART




B E D I E N I N G

Xbox 360 controller






















► Basic Menu Controls


















 Navigatiepad	optie selecteren
 Linker stick	optie selecteren
 A-knop	selectie bevestigen
 B-knop	terug
 Linker trekker	chatten
 Right trigger	informatie over teamlid tonen
 START-knop	handleiding weergeven
 BACK-knop	optiedetails (toon gedetailleerde informatie over bepaalde opties in het werkplaatsmenu, etc.)

Gebruik de gids rechtsboven in beeld of raadpleeg de handleiding door op de -knop te drukken voor gedetailleerde bedieningsinformatie per menu.

► Basisbediening in gevechten (standaardconfiguratie)

 Navigatiepad	[Left] toeteren, [Right] chatten, [Down +  / ] zuiveren
 Linker stick	verplaatsen
 Rechter stick	draaien / gezichtspunt verplaatsen
 A-knop	springen / boost gebruiken
 B-knop	verkennen
 X-knop	sterke boost (ingedrukt houden om boost op te laden)
 Y-knop	ultiem wapen gebruiken, +  /  vleugels verplaatsen
 Linker bumper	Boost activeren/deactiveren
 Linker trekker	[Left icon] armmodule gebruiken / positie vaststellen (in de scanstand)
 Rechter bumper	schouderwapens gebruiken
 Rechter trekker	[right icon] armmodule gebruiken / scannen (in de scanstand)
 Stick button (links)	zweefboost
 Stick button (rechts)	stand wijzigen
 START-knop	pauzeren
 BACK-knop	menu tonen

► Basisbediening bestuurder

 Navigatiepad	[Up] in-/uitzoomen op de kaart, [Left] toeteren, [Right] chatten, [Down] linkweergavescherm wijzigen (schermvullend)
 Linker stick	cursor verplaatsen, +  /  cursorsnelheid verhogen
 Rechter stick	over de kaart bewegen (indien ingezoomd), +  /  kaartsnelheid verhogen
 A-knop	baken B instellen
 B-knop	baken A instellen
 X-knop	baken C instellen
 Y-knop	baken D instellen
 Linker trekker	locatie vaststellen
 Rechter bumper	informatie over teamlid tonen
 Rechter trekker	scannen
 Stick button (links)	verkennen
 Stick button (rechts)	link bekijken
 START-knop	knopfuncties tonen

Automatisch opslaan

Deze game slaat je voortgang en andere gegevens automatisch op terwijl je speelt. Als de game bezig is met opslaan, laden of verbinding maakt met het netwerk, zie je rechtsonder in beeld een opslagpictogram. Sluit de game niet af, zet de console niet uit en koppel hem niet los als dit pictogram wordt weergegeven.



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VARNING Läs viktig säkerhets- och hälsoinformation i handböckerna till Xbox 360-konsolen, Kinect-sensorn för Xbox 360 och tillbehören innan du spelar det här spelet. www.xbox.com/support.

Viktig hälsovarning: Anfall orsakade av ljuskänslighet

En mycket liten andel av befolkningen kan drabbas av epilepsiliknande anfall som kan utlösas av vissa visuella bilder, inklusive blinkande ljus eller mönster som kan finnas i TV-spel. Även människor som aldrig tidigare har drabbats av anfall eller epilepsi kan lida av en icke diagnostiserad åkomma som kan utlösa "ljuskänslighetsanfall" medan de tittar på TV-spel. Symptomen kan vara yrsel, synstörningar, ryckningar i ögon eller ansikte, krampryckningar eller skakningar i armar eller ben, desorientering, förvirring, tillfällig medvetandeförlust samt medvetslöshet eller krampanfall, vilket kan leda till personskador vid fall eller hopstötning med föremål i närheten. **Sluta omedelbart att spela TV-spel och konsultera läkare om du upplever något av ovan nämnda symptom.** Föräldrar, håll utkik efter eller fråga era barn om dessa symptom – det är vanligare att barn och ungdomar drabbas av sådana här anfall. Risken kan minskas genom att sitta längre från skärmen, använda en mindre skärm, spela i ett väl upplyst rum och aldrig spela när man är sömnig eller trött. Rådgör med läkare innan du börjar spela om du eller någon släkting tidigare haft anfall eller lider av epilepsi.

The background is a dark, monochromatic collage. At the top, a helicopter is visible in flight. A world map is faintly visible in the upper half. The lower half is dominated by a large, detailed pile of military equipment, including various types of missiles, rockets, and ordnance, arranged in a somewhat organized but dense fashion.

SWEDISH QUICKSTART


KONTROLLER

Xbox 360-handkontroll



► Basic Menu Controls
















Styrknappen	Bläddra mellan menyval
L Vänster styrspak	Bläddra mellan menyval
A A-knappen	Bekräfta val
B B-knappen	Tillbaka
LT Vänster avtryckare	Textchatt
RT Höger avtryckare	Visa medlemsinformation
START-knappen	Öppna manual
BACK-knappen	Inställningsinformation (Visa detaljerade information för olika val i workshop-menyn, etc.)

För detaljerad information om respektive meny, se guiden i övre högra hörnet av skärmen, eller rådfråga manualen genom att trycka på -knappen.

► Grundläggande stridskontroller (förinställning)

 Styrknappen	[Left] Anrop (Buzzer), [Right] Textchatt, [Down + ] Rensning (Purge)
 Vänster styrspak	Rörelse
 Höger styrspak	Vänd/flytta kamera
 A-knappen	Hoppa/boostdykning
 B-knappen	Använd spaning (Recon)
 X-knappen	Hög boost (håll inne för att ladda upp boost)
 Y-knappen	Ultimat vapen +  Byt bay
 Vänster kantknapp	Aktivera/avaktivera boost
 Vänster avtryckare	Använd vänster [Left icon] armfunktion / Leta (i Scan-läge)
 Höger kantknapp	Använd axelvapen
 Höger avtryckare	Använd höger [right icon] armfunktion / Leta (i Scan-läge)
 Vänster styrspaksknapp	Glidboost
 Höger styrspaksknapp	Byt läge
 START-knappen	Pausa
 BACK-knappen	Öppna meny

► Grundläggande operatörkontroller

 Styrknappen	[Up] Zooma in/ut på kartan, [Left] Anrop (Buzzer), [Right] Textchatt, [Down] Byt länkvisningsskärm (Link View) (helskärm)
 Vänster styrspak	Flytta markör, +  öka markörhastighet
 Höger styrspak	Flytta runt på kartan (inzoomat läge), +  öka karthastighet
 A-knappen	Sätt ut markör A
 B-knappen	Sätt ut markör B
 X-knappen	Sätt ut markör C
 Y-knappen	Sätt ut markör D
 Vänster avtryckare	Leta
 Höger kantknapp	Visa medlemsinformation
 Höger avtryckare	Skanna (Scan)
 Vänster styrspaksknapp	Använd spaning (Recon)
 Höger styrspaksknapp	Länkvisning (Link View)
 START-knappen	Visa knappguide

Automatisk sparfunktion

Spelet sparar automatiskt dina framsteg och annan data medan du spelar. En sparikon i nedre högra hörnet av skärmen medan spelet sparar, laddar eller kommunicerar med nätverket. Medan ikonerna visa bör du inte avsluta spelet, stänga av strömmen eller koppla ur konsolen från eluttaget.



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VAROITUS Lue tärkeät turvallisuus- ja terveystiedot Xbox 360-konsolin, Kinect-sensorin ja mahdollisten muiden lisälaitteiden käyttöoppaista ennen tämän pelin pelaamista. www.xbox.com/support.

Tärkeä terveysvaroitus: Valoyliherkkyyden aiheuttamat epileptiset kohtaukset

Hyvin harvat ihmiset voivat saada epileptisen kohtauksen tiettytyyppisistä visuaalisista kokemuksista. Tällaisia kokemuksia voivat olla esimerkiksi vilkkuvat valot tai videopeleissä esiintyvät kuviot. Jopa henkilöillä, joilla ei aiemmin ole ollut kouristuskohtauksia tai epileptisiä kohtauksia, saattaa olla taipumus "valoyliherkkyyden aiheuttamiin kouristuskohtauksiin" videopelejä pelatessaan. Oireita voivat olla huimaus, näkökentän muuttuminen, silmien tai kasvojen nykiminen, käsien tai jalkojen nykiminen tai vapina, keskittymiskyvyn puute, sekavuus, tajunnan menetys tai kouristukset, jotka voivat johtaa loukkaantumiseen esimerkiksi kaatumisen tai esineisiin törmäämisen seurauksena. **Lopeta pelaaminen heti ja hakeudu lääkärin hoitoon, jos sinulla on joitakin näistä oireista.** Vanhemmat, tarkkaile lapsianne näiden oireiden varalta – lapsilla ja teini-ikäisillä on suurempi riski saada epileptinen kohtaus. Riskiä voi vähentää istumalla kauempana näytöstä, käyttämällä pienempää näyttöä, pelaamalla hyvin valaistussa huoneessa ja olemaan pelaamatta, kun on väsynyt tai rasittunut. Jos sinulla tai sukulaisillasi on ollut aiemmin tällaisia kohtauksia tai epilepsiaa, neuvottele lääkärin kanssa ennen pelaamista.

FINNISH QUICKSTART

The background is a dark, monochromatic collage. At the top, a world map is visible, with a helicopter silhouette flying over it. Below the map is a large, chaotic pile of various military weapons, including rifles, machine guns, and rocket launchers. At the bottom, there is a detailed, isometric-style model of a military base or installation, showing various structures, vehicles, and equipment.

OHJAUSKOMENNOT

Xbox 360 -ohjain











► Valikoiden peruskomennot
















D-pad	Suunta-alusta	Valitse vaihtoehto
L	Vasen sauva	Valitse vaihtoehto
A	A-näppäin	Vahvista valinta
B	B-näppäin	Takaisin
LT	Vasen liipaisin	Tekstikeskustelu
RT	Oikea liipaisin	Näytä tiimitoverin tiedot
START	START-painike	Näytä ohje
BACK	BACK-painike	Asetustiedot (Tarkkoja tietoja tietyistä työpajavalikon vaihtoehtoista jne.)

Lue lisätietoja valikoiden komennoista ruudun oikeassa yläkulmassa sijaitsevasta oppaasta tai lue ohje painamalla -painiketta.

► Taistelun peruskomennot (oletuskomennot)

 Suunta-alusta	[Left] Summeri, [Right] tekstikeskustelu, [Down +  puhdistista
 Vasen sauva	Liiku
 Oikea sauva	Käännä / siirrä kuvakulmaa
 A-näppäin	Hyppää/tehosta
 B-näppäin	Käytä tiedustelua (Recon)
 X-näppäin	Suuri tehostus (lataa tehostus pitämällä pohjassa)
 Y-näppäin	Käytä äärimmäistä asetta, +  vaihda paikka
 Vasen bumper-painike	Aktivoi/deaktivoi tehostus
 Vasen liipaisin	Käytä [Left icon]-yksikköä / tähyistä (skannaustilassa)
 Oikea bumper-painike	Käytä olka-aseita
 Oikea liipaisin	Käytä [right icon]-yksikköä / tähyistä (skannaustilassa)
 Vasen sauvapainike	Liukutehostus
 Oikea sauvapainike	Vaihda tilaa
 START-painike	Pysäytä peli
 BACK-painike	Näytä valikko 

► Operaattorin peruskomennot

 Suunta-alusta	[Up] Zoomaa karttaa lähemmäs/kauemmas, [Left] summeri, [Right] tekstikeskustelu, [Down] vaihda linkkinäkymän ruutua (koko näyttö)
 Vasen sauva	Liikuta kohdistinta, +  nopeuta kohdistinta
 Oikea sauva	Liiku kartalla (kun kartta on zoomattu), +  nopeuta liikkumista kartalla
 A-näppäin	Aseta majakka B
 B-näppäin	Aseta majakka A
 X-näppäin	Aseta majakka C
 Y-näppäin	Aseta majakka D
 Vasen liipaisin	Tähyistä
 Oikea bumper-painike	Näytä jäsenen tiedot
 Oikea liipaisin	Skannaa
 Vasen sauvapainike	Käytä tiedustelua (Recon)
 Oikea sauvapainike	Linkkinäkymä
 START-painike	Näytä näppäinohje

Automaattinen tallennus

Peli tallentaa edistymisen ja muut tiedot automaattisesti pelaamisen aikana. Kun peli tallentaa, lataa tai käyttää verkkoa, ruudun oikeassa alanurkassa näkyy tallennuskuvake. Älä lopeta peliä, katkaise virtaa tai irrota konsolia, kun kuvake on näkyvässä.



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AVISO Antes de começares a jogar, consulta os manuais da consola Xbox 360, do Sensor Kinect Xbox 360 e dos periféricos, para informações sobre segurança e saúde. www.xbox.com/support.

Aviso Importante de Saúde: Epilepsia Fotossensível

Existe um número muito reduzido de pessoas que podem ter um ataque epiléptico ao serem expostas a determinadas imagens visuais, incluindo luzes ou padrões intermitentes que poderão aparecer em videojogos. Mesmo pessoas sem antecedentes de tais ataques ou de epilepsia poderão sofrer de doença não diagnosticada que pode provocar “ataques de epilepsia fotossensível” ao verem videojogos. Os sintomas podem incluir tonturas, alterações da visão, espasmos nos olhos ou na cara, espasmos ou tremor nos braços ou nas pernas, desorientação, confusão, perda momentânea de percepção e perda de consciência ou convulsões que podem resultar em ferimentos devido a quedas ou no embate em objectos próximos. **Para de jogar imediatamente e consulta um médico se observares algum destes sintomas.** Os pais devem observar os seus filhos ou consultá-los relativamente a estes sintomas — as crianças e os adolescentes têm maior probabilidade de sofrer esses ataques. O risco de ataques de epilepsia fotossensível pode ser reduzido, afastando-te do ecrã; utilizando um ecrã mais pequeno; jogando numa sala bem iluminada; e não jogando quando te sentires sonolento ou fatigado. Se tiveres antecedentes, ou se houver alguém na tua família com antecedentes de ataques ou epilepsia, consulta um médico antes de jogares.

PORTUGUESE QUICKSTART

The background is a dark, monochromatic collage. At the top, a world map is visible, with a helicopter silhouette flying over it. Below the map is a large, chaotic pile of various military weapons, including rifles, machine guns, and rocket launchers. At the bottom, there is a detailed, isometric-style model of a military base or installation, showing various structures, vehicles, and equipment.

C O N T R O L O S

Controlador Xbox 360




















► Controlos básicos do menu
















Botão direccional	seleccionar opção
Manipulo analógico esquerdo	seleccionar opção
Botão A	confirmar selecção
Botão B	retroceder
Gatilho esquerdo	conversação de texto
Gatilho direito	mostrar detalhes do membro da equipa
Botão START	apresentar manual
Botão BACK	detalhes da opção (mostrar informação detalhada para determinadas opções no menu oficina, etc.)

Para os controlos detalhados para cada menu, verifica o guia apresentado no canto superior direito do ecrã ou consulta o manual premindo o botão .

► Controlos básicos de batalha (configuração predefinida)

 Botão direccional	[Left] campanha, [Right] conversaço de texto, Down +  purga
 Manípulo analógico esquerdo	mover
 Manípulo analógico direito	virar/mover ponto de vista
 Botão A	saltar/incrementar condução
 Botão B	usar Recon
 Botão X	grande incremento (manter premido para incremento de carga)
 Botão Y	usar derradeira arma, +  alternar compartimentos
 Botão superior esquerdo	activar/desactivar incremento
 Gatilho esquerdo	usar [Left icon] unidade de braço/detector (no modo Scan (varrimento))
 Botão superior direito	usar armas de ombro
 Gatilho direito	usar [right icon] unidade de braço/varrimento (no modo Scan)
 Botão do manípulo analógico esquerdo	incrementar deslizamento
 Botão do manípulo analógico direito	mudar de modo
 START button	pausa
 BACK button	apresentar menu

► Controlos básicos do operador

 Botão direccional	[Up] aproximar/afastar local do mapa, [Left] campanha [Right] conversaço de texto, [Down] alterar o ecrã de vista interligada (ecrã inteiro)
 Manípulo analógico esquerdo	mover o cursor, +  aumentar a velocidade do cursor
 Manípulo analógico direito	mover-se no mapa (quando aproximado), +  aumentar a velocidade do mapa
 Botão A	definir sinalizador B
 Botão B	definir sinalizador A
 Botão X	definir sinalizador C
 Botão Y	definir sinalizador D
 Gatilho esquerdo	detectar
 Botão superior direito	apresentar detalhes do membro
 Gatilho direito	varrimento
 Botão do manípulo analógico esquerdo	usar Recon
 Botão do manípulo analógico direito	vista interligada
 Botão START	apresentar guia de botões

Gravação automática

Este jogo guarda automaticamente o teu progresso e outros dados enquanto jogas. Verás um ícone de gravação na parte inferior direita do ecrã quando o jogo estiver a guardar ou a aceder à rede. Não saias do jogo, não desligues o botão de energia nem desligues o cabo de alimentação da corrente enquanto este ícone for exibido.



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MERSENNE TWISTER

A C-program for MT19937, with initialization improved 2002/2/10.

Coded by Takuji Nishimura and Makoto Matsumoto.

This is a faster version by taking Shawn Cokus's optimization, Matthe Bellew's simplification, Isaku Wada's real version. Before using, initialize the state by using `init_genrand(seed)` or `ininit_by_array(init_key, key_length)`.

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MD5

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