

Ace Combat 2 Missions/Aircraft FAQ

Version 0.971A

by WISEGUY

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Ace Combat 2 Missions and Aircraft FAQ

Version 0.971A

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(ANTI-SPAM MEASURE: Remove the "removethis." part of the addresses)

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PART 1: About this FAQ

Anyway, I'd like to tell you this first:

This is my first FAQ. Since I am a beginner as an author, I may look as inexperienced as anybody who has not written such a thing. GameFAQ's and other FAQ authors have encouraged me to make one. In fact, I e-mail almost EVERY author of every FAQ that I read. I have been waiting for a month now. I haven't been creating one, because I don't know how to submit one. Then I saw the "Author's Guide", where you learn how to create an FAQ, what you need, etc.

Since I found out how to make an FAQ on GameFAQ's, I started on this. I want the world to know what I know. GameFAQ's had some requirements. Finding out that I have all that is needed, I started on making this FAQ.

I have carefully chosen a game for this FAQ. I searched all my games and gaming sites for a game with only a few FAQ's, I did want to make one for Final Fantasy 8, but that game is long and authors made FAQ's for the game like the game was played to death. Anyway...

PART 2: Update notes

Version 0.971A Monday, April 1 2002
HAPPY NEW YEAR/APRIL FOOLS DAY!

It's been a year since I updated the FAQ.

Here are some (minor) changes:

1. Removed silly "(tm)" marks all over the FAQ.
2. Removed references to Symantec and viruses.
3. Minor grammatical errors fixed, "warship" now mentioned instead of "fleet"

Version 0.971 Thursday, February 01, 2001
Allowed several sites to post this FAQ.

Version 0.97 Tuesday, January 09, 2001
Added to Psxcodez/PlaystationCheat.NET.

Version 0.96 Wednesday, January 03, 2001
Added an important notice. I am changing my e-mail address, so keep looking here. Version 1.0 won't be out yet till I can get all the aircraft's specifications in the game. Can you also give me the contact address of GSCCC <<http://www.cmgsccc.com>> so that I can place Gameshark codes here?

Version 0.95 Monday, December 11, 2000
Glad I got all those spellings corrected. I used Lotus Word Pro, though I still had to skip the spell check of the proper nouns and abbreviations... Arrgh...

Version 0.94 Friday, December 08, 2000
Added this FAQ in Neoseeker.com

Version 0.93 Saturday, December 02, 2000
Seems to me that I update every minor change to this FAQ. Well, do you think that this is the most frequently updated FAQ in the site?

Version 0.92 Monday, November 27, 2000
Al Amaloo posted this FAQ at <http://www.gameadvice.com>
Big thanks to him!
Added some things, updated the skilled pilots, added the different endings, stealth fighter info. First major update.

Version 0.9a Sunday, November 26, 2000
Corrected some spellings here. Didn't notice the typing errors. That was fast! Hehehe...

Version 0.9 Friday, November 24, 2000
This is where it all started...

PART 3: The FAQ

Missions list

Mission Name (Code Name)	Description
Gambit	Interception of invasion unit
Easy Money	Pursuit of reconnaissance unit
City On Fire	Surprise attack on the supply bay
Tin Castle	Attack on the front base
Opera House	The destruction of the offshore oil field
Greased Lightning	The breakthrough at the ravine base

Midnight Assassin	Night time pursuit plane
Bear Tracks	Attack on the mine
Sledgehammer	Escorting our attack operation
Rising High	High altitude chase
Cuckoo's Nest	Interrupt the enemy's supply operation
Swordsmith	Taking over the enemy arms production base
Toy Box	Destroying the enemy's prototype bomber
Seagull	Assault of the mobile fleet
One Night Stand	Breaking into the enemy's submarine base
Power Play	Taking over the hydraulic power plant
El Dorado	Destruction of the enemy's missile silo base
Electric Dreams	Attack on the enemy's elementary particle lab
St. Elmo's Fire	Escorting the break-through-channel operation
Dark Star	Pursuit on the enemy's transport plane unit
Dead End	Low altitude surprise attack operation
Visiting Hours	Breaking into the geothermal plant base
Juggernaut	Attack on the enemy's assembled fleet
Cavalry	Rescue operation of the downed plane
Sentinel	Destroying the coast radar facility
Final Countdown	Breaking into the enemy's last defense line
Jewel Box	Attack on the enemy controlled city
Kingpin	Attack on the enemy's headquarters
Last Resort	Pursuit of the giant submarine
Fighter's Honor	Attack on the enemy's headquarters-fortress

Aircraft list

Normal	Extra
A-4	A-4
F-4	MiG-21
KF-C7	X-29
A-6	A-6
F-16	F-16
X-29	SF-35
A-10	Su-25
MiG-29	MiG-29
F-14	TND-F3
F-117A*	*F-117A
R-M01	MiG-31
EF-2000	SF-39
F/A-18E	EF-2000
Su-35	F-15S
YF-23A*	*YF-23A
F-22*	*XFA-27

Stealth Fighters

Stealth fighters are fighters which disappear from radar when it gets a certain distance away from you. I noticed this when I was shooting the XB10 and I saw a B2, but it wasn't on radar! I went past by it, and spent five whole minutes looking for it! Maybe it also works the same if you use a stealth fighter on an enemy. If you are really good at dodging missiles, however, you don't need stealth fighters.

Missions

Gambit

Mission difficulty: easy

This level is very easy. You have two B1's and two B52's as targets. Ignore them first and destroy your secondary targets first. This will improve your rank. After you destroy all white targets head for the red targets (the B1's

and B52's). Mission Accomplished!

TIP: use the A4 so that repairs wont be so expensive if you get damaged.

Easy Money

Mission difficulty: easy

Now, practice shooting guns. The E767's do not maneuver well so you can destroy them with guns.

SKILLED PILOT: F4 Superfly

City On Fire

Mission difficulty: easy

Destroy as many A4's and F16's as you can before you approach the targets. The targets are easy to destroy. This will improve your rank while giving you lots of cash.

Tin Castle

Mission difficulty: normal

In this level you have to focus on ground attacks. Oil containers and other ground targets are all over.

SKILLED PILOT: MiG29 Ricochet

Opera House

Mission difficulty: normal

TIP: in destroying your targets, hold square and follow the line, this leads you to the next target.

SKILLED PILOT: Two Su25 D.Cowboys

NOTE: You must destroy both to get a D.Cowboy medal.

Greased Lightning

Mission difficulty: slightly easy

I recommend the A4 because in case you crash because of the walls or anti-air craft, you will waste less money for repairs.

Midnight Assassin

Mission difficulty: medium hard

The thing with this mission is the radar are JAMMED! To fix this, destroy the E767 planes first because they have jamming devices.

SKILLED PILOT: Two F117A Razorbacks

NOTE: You must destroy both to get a Razorback medal.

Bear Tracks

Mission difficulty: medium hard

Again, concentrate on ground attacks. Take out those white targets first.

SKILLED PILOT: Two F117A Razorbacks

NOTE: You must destroy both to get a Razorback medal.

Sledgehammer

Mission difficulty: hard

In this mission, I recommend that you have support and ask him to "Escort attack operation". Destroy most of the targets first before destroying the white ones.

SKILLED PILOT: F14 Z.O.E

Rising High

Mission difficulty: medium hard

This mission is so frustrating! Unless you use the R1 button (afterburner) to speed up, you will stall and miss the target. I recommend the X29 because it can fly to altitudes of 14000 at the speed of 864.

Cuckoo's Nest

Mission difficulty: medium hard

Here, practice using your guns. You wont be able to lock on the targets.

Swordsmith

Mission difficulty: medium hard

Your targets here are not quite easy to reach. Watch out for the yellow targets!

SKILLED PILOT: F16 Tallman

F16 M.Sphere

NOTE: You must destroy both to get a Tallman and Metal Sphere medal.

Toy Box

Mission difficulty: medium

In this mission you shouldn't mind wasting a few missiles. Targeting those hangars searching for the XB10 prototype will waste a few missiles, unless you're lucky enough to get one in the first try.

SKILLED PILOT: MiG-31 Stalker.

Seagull

Mission difficulty: hard

Those ships are pretty maddening, especially if you get near them. If you do that, you will get shot by the guns. Make sure you lock on the ships, shoot the missiles and leave!

TIP: Just lock on the "WARSHIP" or "CARRIER". If you shoot them, the whole ship including missile launchers and anti-air craft guns will be destroyed.

SKILLED PILOT: Two RM01 Stalkers

F/A18E Z.O.E

NOTE: You must destroy both Stalkers to get a Stalker medal.

One Night Stand

Mission difficulty: hard

This mission is like Greased Lightning. Watch out, super accurate and powerful anti-air crafts are there too! While this level is like Greased Lightning, this is much more difficult because of the complex cliffs and Mil24's that lock on you easily. Notice anything? if you decelerate, you will not stall. Instead, your speed will stop going down once it reaches 328. Cool, huh?

Power Play

Mission difficulty: hard

Now in this mission, you have to destroy the defenses of the power plants. DON'T destroy the power plants marked NON.TGT since destroying these will lower your rank and deduct your cash.

SKILLED PILOT: F22 Z.O.E.

El Dorado

Mission difficulty: hard

I HATE THIS! You have to go to low altitude to destroy targets! The silo targets can only be accessed if you go low, level to the silo.

SKILLED PILOT: TNDF3 Max.

TNDF3 Goose

NOTE: You must destroy both to get a Max. and Goose medal.

Electric Dreams

Mission difficulty: medium

Now this stage is fairly easy. You may think this is hard because of the missiles, but the missiles barely move out of a straight line.

Watch out for the missiles of the enemy fighters!

St. Elmo's Fire

Mission difficulty: hard

Now, like the Sledgehammer level, you need support. This is practically the same with Sledgehammer, only you're protecting aircraft carriers.

Skilled Pilot: F15E Xiao

F15E Dao

F15E Jian

NOTE: You must destroy all to get a Dao, Jian and Xiao medal.

Dark Star

Mission difficulty: medium hard

Here, you need to destroy the transport. WHAT? Radar is jammed again? I'm afraid there is no jamming device that you can destroy. But wait! If you need to find targets go above clouds. Radar should be clear there. However, going down will jam that radar again.

SKILLED PILOT: Three EF2000 DR2000's

NOTE: You must destroy all to get a Death Rave 2000 medal.

Dead End

Mission difficulty: hard

It'd be pretty time consuming, but by going below 300 feet , once you get on the enemy base the A10's and B2's are only about to take off.

If you spike, all the enemies will take off before you get there ready to shoot you down.

SKILLED PILOT: Four YF23A F.F.F.'s

NOTE: You must destroy all to get a Fox Force Four medal.

Visiting Hours

Mission difficulty: hard

See the timer? Once it gets to 1800 hours the door to the power plant will open. Since it takes two minutes to open, you have enough time to destroy the fighters first. Don't go too far, the door will close after some time and you will get a mission failed.

Juggernaut

Mission difficulty: hard

It's just like Seagull, just approach the warships. When you get a lock on, shoot and run away, it's that simple.

Cavalry

Mission difficulty: hard

GREAT! Were in another "protect friends" mission. Get support, head for most of the targets before the others, if the enemy gets to the E767 you get a mission failed.

Sentinel

Mission difficulty: hard

Here we go again! Those dishes can't be locked on, you will have to use guns.

What makes it more difficult is that those cliffs! Watch out! If you're a little bored, shoot the annoying F22's instead!

Final Countdown

Mission difficulty: hard

Wow! Look at the XB10! It is about 5-10 times larger than your fighter! Well, it takes 7 missiles to destroy. If you want to have fun, use guns to destroy it instead.

Jewel Box

Mission difficulty: hard

Hmm... notice something? Press square. The map looks just like a diamond! no wonder it's called Jewel Box.

Kingpin

Mission difficulty: EXTRA HARD!

I DO MEAN HARD! There are guns all over the place! If you want to target the HQ, destroy the guns first. This level has the most number of enemies, giving it the EXTRA HARD difficulty. It is even harder than Fighter's Honor.

SKILLED PILOT: F15S Z.O.E.

NOTE: "SPOILER" I RECOMMEND THAT YOU DON'T READ IT!

If you destroy this fighter, you will get to the next mission. This way, you could get the "bad ending" and "extra ending". The "bad ending" will appear if you don't destroy the missile. The "extra ending" will appear if you destroy the fortress. If you don't destroy it, only the "plain ending" will appear.

Last Resort

Mission difficulty: hard

After you destroy the submarine, keep shooting the missile (you can't lock on it). If you fail to do so, you will see the bad ending.

Fighter's Honor

Mission difficulty: hard

SUPER SPOILER! I RECOMMEND THAT YOU DON'T READ IT!

How do you destroy the fortress?

Once you destroy the targets, a "Cleared to engage" message will be displayed. Follow the arrow on the radar and go low, there will be an opening. Enter, and when you see the SLBM, shoot! CONGRATULATIONS! You have beaten the game!

Ever get the feeling that the F15S's are infinite? Well, if you destroy one, new ones will take off from the base.

Did you notice that there are INDESTRUCTIBLE missile launchers? The missiles seem to come out of nowhere!

I also noticed that if the difficulty was on hard, the power plants which used to be "TGT"'s are now "NON.TGT"'s, and targets are now tanks.

SKILLED PILOT: ADF01 Z.O.E. Notice? The ADF01 can fire missiles BACKWARDS! I was following it while a "radar lock" message was being displayed. Who's there? Only my XFA27 and the ADF01. A minute later, it just fire a missile at me! WHAT THE? Anyway, you can't use it yourself and there isn't another aircraft that can fire backwards. But you can use the XFA27 which has two advantages over the ADF01.

1. It is a stealth fighter.
2. It has more armor (five missiles are needed to destroy it).

Skilled pilot info: desroying these will give advantages:

1. You will get a higher rank

2. MONEY MONEY MONEY MONEY MONEY!!!!!!!!!!!!!!!!!!!!

3. A cool medal

Getting all the medals will unlock a model display in the options menu. You can't do this by beating the game just once, and you cant do it in the free mission. To do this, you must destroy all the skilled pilots by beating the game at least twice. Remember to see your "personal data" for the medals that you have.

PART 4 IMPORTANT INFO

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I am Filipino, so I may have grammatical and spelling errors. Please tell me about any corrections about my spellings and grammar.

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GameFAQs

<http://www.gamefaqs.com>

GameAdvice/GameWinners/VGStrategies

<http://www.gameadvice.com>

Neoseeker

<https://www.neoseeker.com>

Andrew Clegg's site

http://www.geocities.com/andrewclegg/gameFAQs_home_page.html

(For my Playstation guides)

Playstation Cheat.Net

<http://www.psxcodez.com>

Also, I would like to thank those people who own these sites. You can e-mail me if you want my FAQ, but most likely I would not accept any more. Don't worry I would credit you for having interest in my guide.

PART 5 CREDITS

Thanks to all these people:

GameFAQ's and FAQ authors for encouraging me to make my first FAQ.

ROliveira <???@yahoo.com> for encouraging me to play this old game. See his FAQ on Ace Combat 2 at <http://www.gamefaqs.com>

Cecil-X <???@???> for the skilled enemy pilot's locations and the endings.

John Alejar for the SUPER SPOILER and ADF01 backward firing missiles.

CJayC <???@gamefaqs.com> for being the first to post my FAQ, and for the recognition page. This is where it all started. See his site at <http://www.gamefaqs.com>

Al Amaloo <???@about.com> for posting my FAQ in his site. See it at <http://www.gameadvice.com>

Peter Judson <???@neoseeker.com> for posting my FAQ on <<https://www.neoseeker.com>>

Christian Wirth for Psxcodez.com posting my FAQ on his site.

YOU for reading my FAQ

Stinger 3:16 for replying to my mail, and also Mark Magdamit and Aaron Tadeo.

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