

Ace Combat 3 FAQ

by JNg

Updated to v4.0 on Oct 21, 2002

This walkthrough was originally written for Ace Combat 3 on the PSX, but the walkthrough is still applicable to the PC version of the game.

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  E L E C T R O S P H E R E
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Version 4.0
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Contents

1. Introduction
2. Planes
 - A) UPEO Planes
 - B) General Resources LTD. Planes
 - C) Neucom Planes
 - D) Ouroboros Planes
3. Mission Guide
 - A) UPEO Missions
 - B) Decision Point No.1
 - C) General Resources LTD. Missions
 - D) Decision Point No.2
 - E) Ouroboros Missions
 - F) General Resources LTD. Missions II
 - G) UPEO Missions II
 - H) Decision Point No.3
 - I) UPEO Missions III
 - J) Decision Point No.4
 - K) Neucom Missions
 - L) Decision Point No.5
 - M) Ouroboros Missions II
 - N) Neucom Missions II
 - O) UPEO/Neucom Missions
4. Character and Ending Descriptions
5. Secrets/Cheats
6. Acknowledgments

Added in Version 2.0

- Stacks of info from "Video Girl Ai"
- Corrected some of my endings, thanks to "Jeffrey Daniel Wong" <Jdwong@ica.net>
- Added Game Shark Codes thanks to "Dave" <dave@cheatcc.com>

Added in Version 3.0

- "I Am Falling I Am Fading" <skuld@inconnu.isu.edu> (how's that for a wild name?) sent me some useful tips on a few extra missions I've missed...
- Corrected some errors here and there, including the obvious bits in the endings.

Added in Version 4.0

- Finally, all 52 missions are in!
- Corrected some more stuff here and there...
- Added the little trick on finding out how many missions you've found and how many you're missing (thanks to "Wiseman" <Deathbringer@t-online.de>)
- Added some Game Shark Codes sent by "I Am Falling I Am Fading" - check them out! See stuff Namco doesn't want you to see!

- By the way, a special thank you is in order to "I Am Falling I Am Fading" and "Video Girl Ai" - they've contributed so much since my first version that they've almost become co-authors!

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1. Introduction
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Ace Combat 3 : Electrosphere is the latest of the best-selling Ace Combat franchise by Namco; but unlike the last two incarnations, this game is heavily story-driven. The story itself branches off in several different directions, and you can get up to five (maybe more) endings, which vary quite drastically.

The story of Ace Combat 3 generally goes like this... There's basically a war going on between a number of rival corporation units - the UPEO, General Resources LTD., Neucom and Ouroboros. They are all fighting over control of a particular prototype fighter [developed by Ouroboros, I believe] called the Night Raven. The Night Raven's pilot is a genetically engineered young girl named Rena. All other characters Dision, Keith, Erich, Fiona, Cynthia, Simon, Parks, Neu etc... all play some part in it. Depending on which branch you go, you will end up becoming an "aibo" or "comrade" of Erich, Fiona, Cynthia, Keith (four endings) or become a lone wolf (one ending).

Incidentally, there's news that Namco is about to release an add-on to Ace Combat 3 called Ace Combat 3 Electrosphere Direct Audio and AppenDisk (whoa, now that's a long title). It will include a soundtrack disk that will feature 28 music tracks and other tracks that were excluded from the original game, as well as an appendix disc that will contain the complete data most of your planes and also allows you select and play any of the 52 missions (maybe even more?) as well as play any of the movie sequences. Ace Combat 3 Electrosphere Direct Audio with AppenDisk is set for an August 26 release in Japan for 2800yen (US\$24). If there's anything interesting to cover, I'll update it on this FAQ/walkthrough!

Anyway, this walkthrough contains all the specifics of each plane you will get to pilot, some help for all the missions and branches you will encounter, and descriptions of the various endings (which you can skip if you want). If you like to contribute any new findings to me, or correct me, feel free to e-mail me at <jiyau@yahoo.com>. Finally, newest versions of this walkthrough can be found at

<http://www.cheatcc.com/>

<http://www.gamefaqs.com/>
<http://vgstrategies.about.com/>
<http://members.xoom.com/Jerrold/>

Thanks for reading. Let's get on with it!

Jerrold Ng

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2. Planes
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Through the course of the game you will get to pilot many different planes, of all sorts of shapes and sizes. The planes you get to choose depend on your who your employee is. Of course, there might be a few secret planes that aren't listed here.

The planes here are split into three types - heavy, normal or light planes. Heavy planes can survive some serious damage, but they have slow acceleration. Normal planes can stand moderate damage and have slightly faster acceleration. Light planes are the speed demons of the pack - they normally have unbelievable acceleration rates, but just one well-timed missiles will bring them down. Well, you get the idea!

Every corporate unit has it's own set of planes, listed below. In most missions you get to choose from a few planes, but later in the game you'll be stuck with one super plane. The four super planes include the Su-43 Berkut, XFA-36A Game and R-103 Delphinus #3. In one particular ending stage you'll also get to hack into an advanced model of the Night Raven called the XR-900 Geopelia! Also, a number of these planes listed below can fire 4 missiles at once rather than 2 for the other planes.

[Info from "Video Girl Ai"] It is a good idea to use as many planes as possible when clearing missions - when you enter the Mission Simulator, you'll only get to use planes that you've cleared (or messed up) a mission with!

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A) UPEO Planes
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EF2000E Typhoon II
Breadth - 10.50 m
Length - 15.75 m
Wingspan - 6.40 m
Weight - 18144 kg
Max Speed - 2856 km/h
- Light Type, with Vulcan Gun and Normal Missiles

MiG-33 Fulcrum SS
Breadth - 11.36 m
Length - 17.32 m
Wingspan - 4.73 m
Weight - 18000 kg
Max Speed - 2856 km/h
- Normal Type, with Vulcan Gun and Normal Missiles

F/A-18V Hornet ADV

Breadth - 13.62 m

Length - 18.31 m

Wingspan - 4.88 m

Weight - 29937 kg

Max Speed - 2324 km/h

- Normal Type, with choice of Vulcan or Heavy Machinegun
and Short Range or Ground Missiles

F-16XFU Gyrfalcon

Breadth - 9.45 m

Length - 13.08 m

Wingspan - 5.36 m

Weight - 11372 kg

Max Speed - 2856 km/h

- Light Type, with Normal Missiles and choice of Vulcan or
Heavy Machinegun

R-101V Delphinus #1

Breadth - 12.60 m

Length - 20.48 m

Wingspan - 4.10 m

Weight - 8898 kg

Max Speed - 2856 km/h

- Light Type, with Heavy Machinegun and Normal Missiles

R-201V Asterozoa

Breadth - 20.60 m

Length - 18.13 m

Wingspan - 2.90 m

Weight - 23013 kg

Max Speed - 1540 km/h

- Heavy Type, with cannon and choice of Short Range, Ground
or M.I.R.V. Missiles

Su-37 Superflanker

Breadth - 14.70 m

Length - 22.10 m

Wingspan - 6.32 m

Weight - 34420 kg

Max Speed - 3304 km/h

- Normal Type, with normal missiles and choice of vulcan
or cannon

Su-43 Berkut

Breadth - 16.70 m

Length - 22.50 m

Wingspan - 6.40 m

Weight - 34900 kg

Max Speed - 3304 km/h

- Normal Type, with choice of Vulcan, Heavy Machinegun or
Cannon and Normal or M.I.R.V. Missiles

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B) General Resources LTD. Planes
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F-16XA Sakerfalcon

Breadth - 10.43 m

Length - 16.51 m
Wingspan - 5.36 m
Weight - 15772 kg
Max Speed - 3304 km/h

- Light type, with Ground Missiles and choice of Vulcan or Heavy Machinegun

F-15S/MT Eagle+

Breadth - 13.05 m
Length - 19.43 m
Wingspan - 5.63 m
Weight - 36740 kg
Max Speed - 3304 km/h

- Heavy Type, with choice of Vulcan or Cannon and Normal, Short Range or M.I.R.V. Missiles

A/F-117X Nav Hawk

Breadth - 13.20 m
Length - 20.08 m
Wingspan - 3.78 m
Weight - 23814 kg
Max Speed - 2324 km/h

- Normal Type, with Ground Missiles and choice of Vulcan or Cannon

F-22C Raptor II

Breadth - 13.56 m
Length - 18.92 m
Wingspan - 5.03 m
Weight - 27200 kg
Max Speed - 2856 km/h

- Normal Type, with Normal Missiles and choice of Vulcan or Heavy Machinegun

F/A-32C Erne

Breadth - 10.97 m
Length - 13.72 m
Wingspan - 3.51 m
Weight - 22600 kg
Max Speed - 2324 km/h

- Light Type, with choice of Vulcan or Cannon and Short Range or Ground Missiles

RF-12A2 Blackbird

Breadth - 16.94 m
Length - 31.65 m
Wingspan - 5.64 m
Weight - 78020 kg
Max Speed - 5068 km/h

- Heavy Type, with choice of Vulcan or Heavy Machinegun and Normal, Short Range or M.I.R.V. Missiles

XFA-36A Game [Also belongs in Ouroboros]

Breadth - 13.20 m
Length - 19.31 m
Wingspan - 2.80 m
Weight - 32116 kg
Max Speed - 3304 km/h

- Normal Type, with choice of Vulcan, Heavy Machinegun or Cannon and Normal, Short Range or M.I.R.V. Missiles.

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C) Neucom Planes
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R-311 Remora

Breadth - 5.82 m

Length - 14.88 m

Wingspan - 1.80 m

Weight - 5105 kg

Max Speed - 5068 km/h

- Light Type, with choice of Heavy Machinegun or Pulse Laser
and Short Range, Ground or M.I.R.V. Missiles

R-352 Sepia

Breadth - 10.74 m

Length - 13.15 m

Wingspan - 4.90 m

Weight - 60200 kg

Max Speed - 3054 km/h

- Heavy Type, with Neutron Beam and Plasma Beam

R-211 Orcinus

Breadth - 8.20 m

Length - 22.56 m

Wingspan - 2.21 m

Weight - 12822 kg

Max Speed - 3304 km/h

- Normal Type, with choice of Cannon or Pulse Laser and
short range missiles, ground missiles or spread bombs

R-102 Delphinus #2

Breadth - 13.80 m

Length - 20.52 m

Wingspan - 4.50 m

Weight - 9057 kg

Max Speed - 3304 km/h

- Normal Type, with Normal Missiles and choice of Heavy
Machinegun and Pulse Laser

R-103 Delphinus #3

Breadth - 13.80 m

Length - 20.66 m

Wingspan - 4.90 m

Weight - 10040 kg

Max Speed - 3940 km/h

- Normal Type, with choice of Heavy Machinegun, Cannon or
Pulse Laser and Normal, M.I.R.V. or Spread Missiles

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D) Ouroboros Planes
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XFA-36A Game [Also belongs in General Resources LTD.]

Breadth - 13.20 m

Length - 19.31 m

Wingspan - 2.80 m

Weight - 32116 kg

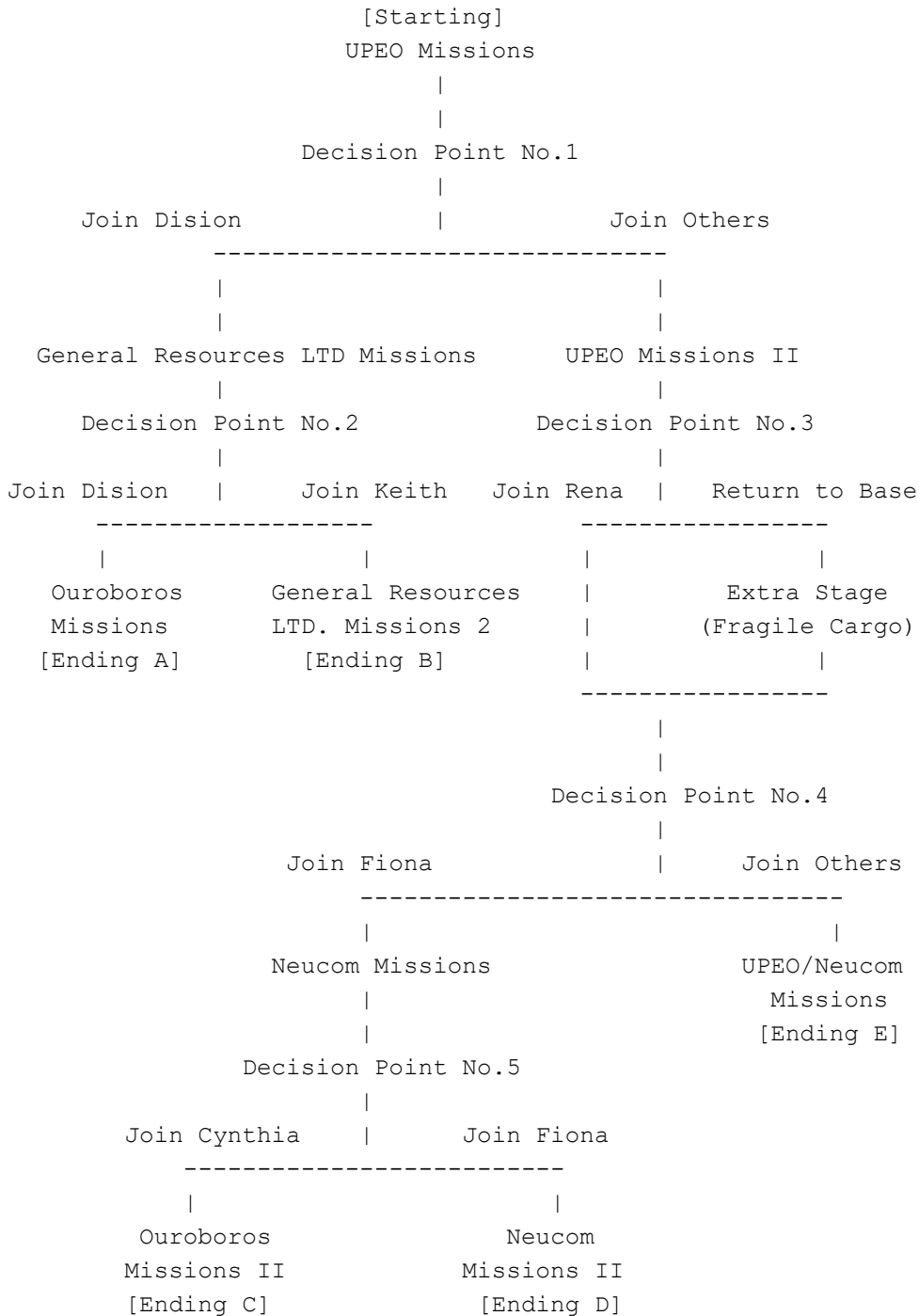
Max Speed - 3304 km/h

- Normal Type, with choice of Vulcan, Heavy Machinegun or Cannon

and Normal, Short Range or M.I.R.V. Missiles.

3. Mission Guide

The story of this game branches in several directions based on "Decision Points" located after every few stages. Depending on what decisions you choose, you will alternate between a few corporation units. You begin the game in a unit UPEO. Here is the branching system that occurs...



Missions order in this walkthrough

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- A) UPEO Missions
- B) Decision Point No.1
- C) General Resources LTD. Missions
- D) Decision Point No.2
- E) Ouroboros Missions
- F) General Resources LTD. Missions II

- G) UPEO Missions II
- H) Decision Point No.3
- I) UPEO Missions III
- J) Decision Point No.4
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- L) Decision Point No.5
- M) Ouroboros Missions II
- N) Neucom Missions II
- O) UPEO/Neucom Missions

Some useful general info about accomplishing a mission (thanks to "Video Girl Ai") :

Different between Mission Accomplished and Mission Over

You're probably aware of the different effects between Mission Accomplished and Mission Over. Both these statuses will end the mission, Mission Over signifying a D grade or lower meaning you failed to accomplish all mission objectives. It also means different messages received during or just after debriefing from your copilots. These messages get saved inside your archive so I can't help but wonder if getting all these messages might be the key to activating certain cheats like unlocking the Night Raven.

Radar blip colors

Red = primary target

- absolutely must be destroyed to end the mission

White = secondary target

- not necessary to be destroyed to end mission but their destruction improves your grade

Yellow = neutral target

- destroying these targets may lower your grade

Blue = friendly targets

- cannot be targeted by weapons

tiny white = missile

- dodge!!

Secondary Weapons: Missiles Vs Bombs & Rate of Fire

The type of secondary weapon (circle button) you use on a target depends on the type of target you're targeting.

A ground target automatically toggles the bomb receptacle IF your plane is armed with bombs. If you switch to an air target, air to air missiles are used instead. If your plane is not armed with bombs, standard tracking missiles are used instead.

Rate of Fire:

Surface Bombs are fired one or sometimes two at a time and take awhile to reload (changes according to difficulty level?) Air-to-air missiles are fired two at a time for earlier fighters and four at a time

for the more advanced fighters...

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A) UPEO Missions

1) Awakening

Mission - Shoot down four planes (marked red on the radar) within
2:59 mins, then one more that appears.

Plane Choice - EF2000E Typhoon II, MiG-33 Fulcrum SS

- Your first job. Tense? Here, you'll get to meet your other crewmates
Erich, Rena and Fiona. This one is easy - the bad guys barely even
notice you're there! Check your radar (press the Square Button) and
locate the four red dots and take them down. If this is not done
within 3 minutes or so the mission will be over after you take down
the last red dot. If you do manage to take them down within the time
limit your commander will update you with a new target. Just head
over to the new red dot (ignore the white dots if you want) that
appears and blow it up and you're done. By the way, the more extra
targets (the planes that appear as white targets) you take down,
the higher your rank will be.

2) Bravado

Mission - Blow up 8 ground radar sites within 3:59 mins, then
then a blow up few more ground structures after that.

Plane Choice - EF2000E Typhoon II, MiG-33 Fulcrum SS

- You need to be fast in this one. Ignore the white planes, and go
straight for the radar sites. If done within the time limit, your
commander will update you with about 4 more ground targets. They
include a two large buildings carefully tucked into the mountain
side and the bridge that connects them. Be careful not to slam
your plane into the side of the mountain!

3) Enter Dision

Mission - Follow Dision, then shoot down 3 fighters with your
gun, then destroy three ground targets

Plane Choice - EF2000E Typhoon II, MiG-33 Fulcrum SS,
F/A-18V Hornet ADV, F-16XFU Gyr Falcon

- Here you meet ace pilot and all-round shifty character Dision.
One of this mission's objectives is to tail him as long as
possible (it's hard, yes). Try to keep him inside your HUD
view as long as possible (info from "Video Girl Ai").
Eventually you'll encounter three planes - be careful, you
can't lock your missiles on them! Stick with your guns. After
the three have been destroyed, three ground targets appear;
these can be locked on, so blow them away with your missiles.
There might be a time limit to all these, but destroy these
six targets and you'll get a new mission; the commander will
inform you that a large supply ship is dropping 5 cargo boxes;
shoot those down (you can't lock on to them either). These
boxes will be zealously guarded by a number of fighters, so
let Dision and Keith handle them, and you focus on blowing up
those crates before they hit the ground. Extra Info from "I
Am Falling I Am Fading" - I notice that on the right side of
the screen there is a point display in the first part of the
mission that shows how well you follow Dision and how many
targets you destroy.... Basically the way it works is that in
the first part of the mission, the score goes up faster the
closer you are to Dision, as you move farther away it slows,

until Dision is a kilometer away at which point it stops altogether... So naturally of course you want to follow Dision as close as possible. Afterwards when you blow up the decoy drones and the tower targets, you get some more points that doesn't seem to vary. So far the best I've gotten is 5120 points... I wonder if something special happens if you get a higher value?

4) Paper Tiger

Mission - Sink a warship, convoy, and carrier within 2:59 mins, then shoot down 4 planes that appear after that. You must not enter the island city or you will be shot at by missiles!

Plane Choice - EF2000E Typhoon II, MiG-33 Fulcrum SS,
F/A-18V Hornet ADV, F-16XFU Gyr Falcon

- As always, if you fail to sink all three ships within the time limit, they will reach the harbor and the mission will end prematurely. To speed things up, look carefully at each ship - they have three targets on them, two guns and the ship itself (that target will be named warship, convoy and carrier respectively). Shoot that target to sink the ship immediately. Also, stay out of the island unless you want a rear full of missiles.

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B) Decision Point No.1

- Here you will get the option of keeping with your friends at the UPEO or deserting with Dision.

-> To follow Dision, Just keep his plane in your view for a short while and you will land on an air strip. Try to land by yourself; if you mess it up, press START to switch on autopilot and your plane will land by itself. You will now leave your current organization UPEO and join General Resources LTD. Proceed to General Resources LTD. section C below.

-> To follow the others, just fly away in a different direction to Dision. Head on over to the section G, UPEO Missions II

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C) General Resources LTD. Missions

5) Soldier of Fortune

Mission - Shoot down eight R-201's before they take off from the airfield within 2:59 mins.

Plane Choice - F-16XA Sakerfalcon, F-15S/MT Eagle+

- Since you will be doing no actual air combat, use the Sakerfalcon's ground missiles to finish the job. It shouldn't be too hard. Just be careful of the occasional missile that is launched from the airfield itself.

6) Megafloat

Mission - 2 R-201's, 4 Guns and 1 Tower needs to be demolished within 3:29 minutes

Plane Choice - F-16XA Sakerfalcon, F-15S/MT Eagle+

- This mission is similar to the previous one. The island fortress is much more well guarded however; you'll need to be really good at dodging missiles, or just plain suicidal, to be flying right into the thick of it. Too bad with the given time limit, you don't have much choice! By the way, if you miss the time limit, a hydrofoil will be launched, and you'll have to take it out - too bad that even if you take it out, you'll get a "Mission Over" in that case (thanks to "Video Girl Ai"). Either way, you'll end up taking the mission "Partners" after this. Also, here's a little well-hidden bonus - thanks to "Wiseman" <Deathbringer@t-online.de>! To get a hidden mission "Target Acquisition", shoot all the targets except one R-201 and let it escape (pass the time limit). After this, when the lone Hydrofoil leaves the harbor - shoot it to pieces and the extra mission is yours!

7) Target Acquisition [Alternate mission]

Mission - ???

Plane Choice - A/F-117 Nav Hawk

- Hey, isn't that a stealth fighter you're flying? Anyway, the aim of this stage is pretty simple - you'll just have to take snapshots of four points around the city so that a laser satellite will be able to target it. You'll see Rena and Dision having a short chat, then, once you've taken the four snapshots, a new target appears - now you'll have to down six planes (R-201U x3, MiG-33 x3). Take your time here - there's no hurry. After this stage, you'll skip the next mission, "Partners", and go straight to "Tainted Peace".

7) Partners

Mission - You have to destroy 4 power plants that encircle the base within 4:59 minutes. Then, destroy the core that appears after that.

Plane Choice - F-16XA Sakerfalcon, F-15S/MT Eagle+

- Other than the fact that each of the four power plants cannot be targeted by your missiles, the mission is a breeze. Just fire away your cannon when you approach one, it's so big it's next to impossible to miss! Just be careful not to bump into the pillars on either side of it. Once Keith tells you to take down the core, just fly at it and launch some missiles.

8) Tainted Peace

Mission - Down a large boss plane, the R-505U

Plane Choice - F-16XA Sakerfalcon, F-15S/MT Eagle+,
F-22C Raptor II, F/A-32C Erne

- It's a less-than-friendly reunion with your old crewmates Erich, Rena and Fiona. Your target here is Fiona's plane, but feel free to shoot down the others if you're just plain mean. Once you're done, you'll need to go for a mid-air refuel. Try it out; if you mess up, press START to let the game do it for you.

9) Stratosphere

Mission - Take down six R-531's in 4:59 mins

Plane Choice - RF-12A2 Blackbird

- Keith's in trouble. Few seconds into the mission, he will request for your assistance in shaking off a pesky remora. Not a problem, really. He'll survive for awhile. Just keep your eye on the R-531's nearest to you and you should have no problems. If you DO go and rescue him, that is, shoot down his attacker, the R-531's will escape, and you'll get a Mission Over... However, after this,

you'll get two extra missions below! If you ignore him and finish the mission, you'll jump to the mission, "Technology Transfer". After the mission, you get to try and land your plane again. Hit START if you think you're not up to it.

10a) Welcoming Committee [Alternate Mission]

Mission - Shoot down four planes (R-211 x3, R-808 x1); you have to destroy the R-808 in 1:29 mins

Plane Choice - F-16XA Sakerfalcon, F-15S/MT Eagle+,
F-22C Raptor II, F/A-32C Erne

- This special stage appears after you've proven yourself as Keith's "aibo" or comrade in the previous stage. This one is easy - go straight for the R-808 first and destroy it within one and a half minutes, then take your time with the others. If you mess up, you'll have to destroy a few ground targets (and net a "Mission Over" to boot) so be quick about it! There's another extra stage after this, entitled...

10b) Claustrophobia [Alternate Mission]

Mission - Destroy 8 bases and 2 underground bases in 5:59 mins

Plane Choice - F-16XA Sakerfalcon, F-15S/MT Eagle+,
F-22C Raptor II, F/A-32C Erne

- Another "aibo" stage with Keith. This one is relatively easy. You'll get to learn how to use spread bombs. No problem - Just line up the small diamond and cross symbol at the lower part of your HUD (it only appears when you've locked on to a ground target, by the way) to the target and let 'er rip! The 8 bases are easy to bomb, but the two underground bases require some more skill. Since they are tucked deep in the canyon floor, they require some deft piloting to avoid a painful collision with the canyon walls (why do you think this stage is called "Claustrophobia?"). But they aren't too difficult either; you should have plenty of time left when the mission is over. If you do mess up, a cruise missile (erroneously called an IRBM in the game) will fire, and you have to destroy it - but you'll still get a "Mission Over" in this case. After this stage, you'll skip straight to mission 11, Dilemma, below.

(By the way, don't thank me, thank "I Am Falling I Am Fading" and "Video Girl Ai" for the discovery of these hidden missions!)

10) Technology Transfer

Mission - Save the Antlions!

Plane Choice - F-16XA Sakerfalcon, F-15S/MT Eagle+,
F-22C Raptor II, F/A-32C Erne

- An distress signal sends you off to save a group of allies called the "Antlion" - here just take down as many tanks on the ground and fighters in the air (marked in red) as possible. It's pretty tough to actually save them all. After you've destroyed the enemy, or Antlion bites the dust, a rocket will launch. Get to it and shoot it down.

11) Dilemma

Mission - In 8:59 mins you have to sink 3 submarines and 3 convoys

Plane Choice - F-16XA Sakerfalcon, F-15S/MT Eagle+,
F-22C Raptor II, F/A-32C Erne

- Here all you planes get the option of Spread bomb as their missiles; it's a good idea to use them, as they are ideal for taking out the ships and subs. If you've taken the stage Claustrophobia you should have already some practice using them. If not, refer to that mission

to learn how to use them.

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D) Decision Point No.2

- Dision just never makes up his mind, does he? Here you get to choose to follow Keith back to General Resources LTD. or desert with Dision to Ouroboros.
- > Don't move for a while and you'll automatically follow Dision. After a brief chat, you'll dock on the Sphyrna, the HQ of Ouroboros. You'll also find out that Rena has deserted UPEO and joined up with you in Ouroboros! Proceed to Ouroboros Missions at section E below.
- > To follow Keith, just fly off the path and you'll join up with him. You'll remain in General Resources LTD. Proceed to General Resources LTD Missions II at section F below.

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E) Ouroboros Missions

12a) The Orientation

Mission - ???

Plane Choice - XFA-36A Game

- Time to test out your new, ridiculously powerful fighter! Cause massive havoc in town by blowing up all the major freeways and buildings, and when the choppers (V-228s) carrying Neucom leaders try to escape, blow them up too! It's fun being evil, isn't it? However, don't be too hasty. If you let at least one of the V-228s escape, you'll get a "Mission Over" and then an extra mission will be unveiled! (thanks to "I Am Falling I Am Fading" for the little tip)

12b) Liquidation [Extra Mission]

Mission - ???

Plane Choice - XFA-36A Game

- Welcome back to Megafloat! First, destroy each of the six submarines that encircle the area. Then, a large SAM will be launched and heading towards Sphyrna - destroy it (you'll have to use your guns here) before it hits Sphyrna or you'll get a "Mission Failed".

13) Archnemesiis

Mission - ???

Plane Choice - XFA-36A Game

- Time to raid your old UPEO HQ. Destroy all the red ground targets, then go for the high speed fighters that hover about you. After they are taken down, there will be a short cut scene. Here, dive into the inner section of the HQ and fire at the single target, Parks, there.

14) Memory Error

Mission - ???

Plane Choice - XFA-36A Game

- One crazy stage! First, you will encounter Rena with her awesome prototype fighter, the Night Raven. She zooms by at impossible speeds, and she can usually outrun your missiles and zoom by you

at ease. But keep on her tail, throwing all the missiles and gun fire you have at her and she'll eventually slip up and get hit. After a few blows, she'll go nuts. Next your old team mate Keith will sacrifice himself by attaching onto the Night Raven, slowing it down and making it an easy target - one lock on missile will end its misery. The next battle isn't as easy however. The giant blimp Sphyrna, the HQ of Ouroboros, is surrounded by waves and waves of fighters, and it also contains some serious firepower. You'll need to lock on it's tail; to do that, get VERY near (not too near or you'll crash right into it!) then launch your missiles. Then get the hell out of its barrage of missiles! It'll take awhile, but it'll go down.

15) Electrosphere

Mission - ???

Plane Choice - XFA-36A Game

- The final battle. First, you have to take on your former mentor in the skies. He goes pretty fast (not quite as fast as Rena) and locks onto to you fairly easily. This is not an easy battle. Once you've injured him with missiles a few times, Dision will continue the dogfight in the Electrosphere itself. Be prepared to get a little disorientated at first. Then, return to battle! Since Dision will be faster than you, slow down when he's nearby and he'll zoom right past you - unload the whole arsenal on him, then speed away quick as he'll come at you with a missile. Dodge it and resume, and he'll be down in no time. Congratulations! You've won Ace Combat 3! [Ending A]

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F) General Resources LTD. Missions II

12) Betrayal

Mission - Shoot down a whole fleet of 26 fighters

Plane Choice - XFA-36A Game

- Probably the longest mission ever. At least there's no time limit here. Also, Keith will be racking up planes himself, so you don't have to worry too much. After all 26 planes are downed, a new target appears - a massive fleet of ships. Avoid entering the nearby island at all costs (the mission will fail if you enter), then sink them one by one.

13) Heart of the Serpent

Mission - Shoot down a very well-guarded blimp UI-4053

Plane Choice - XFA-36A Game

- Look at Ouroboros Mission 14 for strategies against the Ouroboros HQ. This stage is very similar to that mission, except you take on the blimp first. After it goes down, then you get an updated target, which is Rena in her fearsome prototype fighter. Strategy for tackling her is in Ouroboros Mission 14 too.

14) Geofront Attack

Mission - ???

Plane Choice - XFA-36A Game

- This battle occurs deep in and underground city. Be careful not to slam your plane into the ceiling! Here your mission is to destroy ten support pillars - you can't lock on to them with your missiles; stick to your gun - you'll also

need to be pretty close to be able to shoot them.

15) Casualties of War

Mission - ???

Plane Choice - XFA-36A Game

- After a bout with Rena again, you'll have to face Dision. He's better at avoiding missiles, but he's still a pushover; you shouldn't be too worried. After just about everyone bites the dust, you have to option to land the plane yourself or let the automatic pilot do it for you.

16) Geopelia

Mission - Shoot down 8 XR-900's

Plane Choice - XFA-36A Game

- Very cool final stage. After you shoot down one of the XR-900s, you hack into it and become it's pilot! Of course, now you have to fight 7 other XR-900, which is a nightmare itself. Remember that It can always outrun one missile, but not two or more. Once you lock on, fire as many missiles as possible; one of them is bound to hit. Don't worry, you have plenty of missiles. Once you're done, sit back and enjoy - you've finished Ace Combat 3! [Ending B]

=====

G) UPEO Missions II

5) Broken Truce

Mission - Shoot down four F-159/MT's in 2:59 mins

Plane Choice - EF2000E Typhoon II, MiG-33 Fulcrum SS,
F/A-18V Hornet ADV, F-16XFU Gyrfalcon

- Easy stage. Try to spot and shoot down Keith for the fun of it! After you've defeated the four fighters the commander will give you a new target; two more fighters. Shoot them down and you're done.

6) Ghosts of the Past

Mission - Protect a Stealth Bomber

Plane Choice - EF2000E Typhoon II, MiG-33 Fulcrum SS,
F/A-18V Hornet ADV, F-16XFU Gyrfalcon,
R-101V Delphinus #1, R-201V Asterozoa

- The protecting bit is easy enough. Just follow the bomber's back (don't try to memorize the route; it goes randomly) and shoot any targets that come close. After following it for awhile (and listening to Rena talk to herself), the commander will clear you to attack the enemy base. Just head there and shoot the target labeled "Base". You shouldn't need to fly by it more than once. By the way, if you shoot the bomber down, you'll jump straight to the extra mission "Fragile Cargo" in section I. [Plot help thanks to "Video Girl Ai"]

7a) No Clearance

Mission - ???

Plane Choice - EF2000E Typhoon II, MiG-33 Fulcrum SS,
F/A-18V Hornet ADV, F-16XFU Gyrfalcon,
R-101V Delphinus #1, R-201V Asterozoa

- This entire mission is a decision point! See Below. Here, you get to break from UPEO and join Rena on her personal

quest or return to UPEO HQ. Assuming to decide to join Rena, you'll have to take down about eight fighters. Do that, and Dision will rejoin you. However, if you leave Rena, the mission will end straight away.

=====

H) Decision Point No.3

- Here your choice is to go off with Rena or return back to base.
- > If you return to base, you'll get an extra mission - Fragile Cargo. Go to UPEO Missions III section I, and go to the Extra Mission.
- > To join Rena, just stay on her back for a short while. You'll hop straight to the Scylla and Charybdis Mission at section I, UPEO Missions III.

=====

I) UPEO Missions III

7b) Fragile Cargo [Extra Mission]

Mission - Destroy all the chimney stacks that are in the blimp's way, and anything else that tries to down it.

Plane Choice - EF2000E Typhoon II, MiG-33 Fulcrum SS,
F/A-18V Hornet ADV, F-16XFU Gyrfalcon,
R-101V Delphinus #1, R-201V Asterozoa

- Here you have to protect a wayward blimp from crashing into a chimney stack. After destroying them all, a small ship will attack it. Shoot that too and you're done.

8) Scylla And Charybdis

Mission - Follow and protect Erich

Plane Choice - EF2000E Typhoon II, MiG-33 Fulcrum SS,
F/A-18V Hornet ADV, F-16XFU Gyrfalcon,
R-101V Delphinus #1, R-201V Asterozoa

- Simple enough. Just shoot down all the red planes that appear. Wait a minute. Isn't that Keith? Didn't you shoot him down a few missions ago? ANOTHER decision point follows this mission.

=====

J) Decision Point No. 4

- Here, you discover the evil of UPEO. They plan to shoot down their own plane piloted by Fiona! Here, you get to either protect Fiona or the stay with UPEO.
- > To protect Fiona, shoot down the nearest unmarked plane. You'll be then introduced to Neu and then refuel at his blimp. You've now joined the unit Neucom! Then you'll be introduced to Fiona's older sister who works at Neu, Cynthia. Go to section K, Neucom Missions, just below.
- > To help Rena and Erich, either shoot down Fiona's plane or just don't do anything and Rena will do that for you. From here, go all the way down to UPEO/Neucom Missions at section O.

=====
K) Neucom Missions

9) Power For Life

Mission - Destroy 2 RF-12A2 planes in 3:59 mins then 2 planes
(XFA-36A x2) and 4 bases

Plane Choice - R-311 Remora

- Remember that the 3:59 min time limit is ONLY for the two Blackbirds or RF-12A2s. Concentrate your attacks on them first. Once they are downed, you can take your time with the rest. You now have a choice. If you listen to Cynthia, you'll have to destroy your targets in this order - all the oil tanks, the radar sites, then the bases, then Keith's Wingman, then finally Keith himself. Note that the radar sites and oil tanks are marked as non-essential targets (in white). You'll get a "Mission Accomplished" and pick up two extra missions, "Guardian Angel" and "The Prize". If you take out all the red targets without destroying the radar sites and fuel tanks, you'll get a "Mission Over" and go straight to the "Zero Gravity" mission.

10a) Guardian Angel [Alternate Mission]

Mission - Destroy 7 F-22Cs in 3:59 mins. You must also
protect the space shuttle R-808.

Plane Choice - R-102 Delphinus#2, R-211 Orcinus

- Basically, this is a direct opposite of the "Welcoming Committee" Mission. The space shuttle will fly by and land in 3:59 mins, so you'll have to destroy all it's attackers by that time. The mission will end when the R-808 is shot down. You'll get "Mission Accomplished" if all the 7 planes are shot down before the shuttle lands. If the shuttle lands and there are still some of the 7 planes flying, more targets will appear and you'll have to shoot them down to get a "Mission Over" instead. Once you're done, you can practice your landing again.

10b) The Prize [Alternate Mission]

Mission - Destroy 4 convoys and a carrier before they
reach a downed satellite, you must also
protect your own hydrofoils

Plane Choice - R-102 Delphinus#2, R-211 Orcinus

- Hey, apparently someone has just did the "Zero Gravity" mission (see below) for you! Your mission here is to pick up one of the crashed satellites. Of course, a General Resources team is after it as well, and it will get there first unless you do something about it! They will reach there in approximately 2 mins. And while you're at it, a group of fighters will be trying to destroy your own team's hydrofoils. Adding to that, once you've sunk the convoys, 4 high-speed hydrofoils and 2 carriers will appear and you'll have to sink them too before they reach the satellite. What a mess! If you're playing Easy or Normal, ignore the calls for help from your own hydrofoils and concentrate on attacking the ships. Your hydrofoils should survive on their own. In Hard mode however, your hydrofoils go down VERY quickly, and to save them you'll have to sink a few fast

hydrofoils, then fly back and help them, then go back and sink the slower ships. Time will be VERY tight, but it can be done. Also, the game gives you an option to use spread bombs - but missiles are a much better choice. After this mission, you will skip "Zero Gravity" (obviously) and jump to "Utopian Dreams".

[The above two missions were informed to me by "I Am Falling I Am Fading" and "Video Girl Ai"]

10) Zero Gravity

Mission - Destroy 4 satellites in 2:59 mins

Plane Choice - R-352 Sepia

- Your first (and only) interstellar mission. This one is pretty easy - follow the order of satellites to destroy given in the briefing and you should do fine. Note that if you take longer than 2:59 mins you will get blown to bits by the satellite, so be quick! Afterwards, you'll have to re-enter the atmosphere. During the reentry process, notice that there is an arrow pointing upwards and a few short vertical lines on your HUD... they represent your reentry angle. To make a Nice Entry, pull your pitch upward until all the vertical lines line up into one and the arrow disappears. Easier than landing on an aircraft carrier!

[Help from "Video Girl Ai"]

11) Utopian Dreams

Mission - Destroy 8 radar sites

Plane Choice - R-103 Delphinus #3

- The initial part is tough, since you cannot fly above 1000 m or the radar will spot you and you'll get a straight D for your efforts. To avoid flying precariously up the mountains (and risk being detected) fly by the cliffside and flooring all the way. You'll be near the encampment in no time. However, if you want to risk the straight (and shorter) route, keep to the contour of the ground, and pull down when the computer tells you to. Once you are "Clear to Engage", destroy all the sites (you can do it real quick by flying round and round the circle and firing).

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L) Decision Point No.5

- After the Utopian Dreams Mission, Cynthia will break off from Neucom and join Ouroboros. It's up to you whether to follow her or stay in Neucom with Fiona.
-> Follow Cynthia - You'll enter the unit Ouroboros; dock at their large flying HQ and go to Ouroboros Missions II at section M.
-> Follow Fiona - You'll stay in Neucom; land on the carrier and go to section N, Neucom Missions II.

=====

M) Ouroboros Missions II

12) Reality Distortion

Mission - ???

Plane Choice - R-103 Delphinus #3

- You've got more targets to shoot at here than the last few missions combined! First you've got to take on a fleet of planes and a mass of tanks all over UPEO HQ, and then, another massive fleet of planes await you. Be careful of getting hit by a stray missile when flying around the city; that happens a lot here.

13) Counterrevolution

Mission - ???

Plane Choice - R-103 Delphinus #3

- First, you need to sink a few ships. After that, you'll witness the prototype fighter in action. Next, is a battle with the HQ of Ouroboros. And then Dision is next. Strategies to challenge them are outlined in other sections, look at Ouroboros Mission 14 and 15 in section E.

14) Pursuit

Mission - ???

Plane Choice - R-103 Delphinus #3

- This one is just a single battle with Rena in the underground city. Watch your head, then battle it out.

15) Self Awareness

Mission - ???

Plane Choice - R-103 Delphinus #3

- Another battle with Rena? Well actually, try as you may, you'll never chase her. Instead, you've got to destroy Aeon Generators that are scattered all over the city first. Be careful as Rena herself will be buzzing about and will attack if she notices you. By the way, the generators are protected by walls on three sides, so it will definitely take some time to destroy them all. But once that is done, you can wage a final battle with Rena! Take her down as you did in the last mission. Congratulations, you've won Ace Combat 3! [Ending C]

=====

N) Neucom Missions II

12a) Resistance

Mission - Destroy 6 planes and then Sphyrna

Plane Choice - R-103 Delphinus #3

- The good old Ouroboros Blimp Sphyrna. Seems like you'll need to destroy it no matter what branch you take... however, this particular battle is different - there is a hidden time limit. If you are able to take down the Sphyrna within 2 minutes or so, you will see it burning up and floating off to the left. After this you will get a passing grade and head to an extra mission, "Radio Silence". However, if you take longer to defeat it, then you will see the Sphyrna escaping to the right, and get a failing grade, then jump straight to "Revenge". By the way, this time limit only starts when the Sphyrna appears, so you can take as long as you want destroying the 6 initial planes. [Thanks to all those people who helped out in this mess of a mission - too many to list!]

12b) Radio Silence

Mission - Finish off the Sphyrna

Plane Choice - R-103 Delphinus #3

- A straight up battle with Sphyrna first - after a while of shooting, it will enter stealth mode - you won't be able to target it. Instead, shoot up the fleet of fighters that appear. After they are downed, Cynthia attacks. Since Fiona is understandably hesitant to shoot down her own sister, you're on your own - but taking her down shouldn't pose too big a problem to a pro like yourself by now. You'll resume your battle with Sphyrna in the next mission, "Revenge".

13) Revenge

Mission - Same as above

Plane Choice - R-103 Delphinus #3

- Here we go again. Yep, Sphyrna is STILL flying after all that punishment! As always, stick to the old tactics described in earlier sections. If you have trouble targeting it, destroy those pesky white planes first.

14) Tunnel Vision

Mission - ???

Plane Choice - R-103 Delphinus #3

- Quite possibly the most frustrating level of the game, this level will test your flying skills as well as your patience. In the first bit, you need to fly through two doorways. On door will close straight away, and the other will close slowly. Since which door closes slower is random, you'll just have to guess and hope for the best. After that, go right (the left tunnel is quite literally a dead end) and you'll be flying through a long, twisted, obstacle-ridden tunnel. Go slow here, there's no need to rush this. After this, you'll meet those closing doors again, this time with two fast closing doors and one slow door. Again, this is random, so just hope for the best! Finally, enter the green tunnel (either one would do) and you'll finally clear this mess of a stage. [More info from Video Girl Ai] This zone extends further according to the difficulty level of the game. If you play this mission in Normal difficulty, you'll find that the green tunnel area extends deeper into the tunnel, where you have to dip and curve around massive structures that block your way a la Rebel Assault 2's penetration of the fighter factory. The trick to succeeding this area is to look out for green lighted areas which usually signal another green tunnel to the next area... also watch out when flying in the green zone. I notice that I seem to get drawn into the walls while I'm flying in here. Be prepared to do some twisting and pulling to get through this one. maybe the trick to getting through is to make sure your pitch is exactly level, i.e. the long vertical line in your HUD is level with the longest of the smaller parallel lines that indicate your pitch. Good Luck! Haven't tried Tunnel Vision on Hard yet. It might extend even further! I notice on the radar that the tunnel branches left and right.

15) Sole Survivor

Mission - ???

Plane Choice - R-103 Delphinus #3

- Here you first have to defeat Rena, then Dision. For Rena, just wait until Simon hacks into the system (a large red

word "Hacking" will appear) then launch everything you've got at her - she won't budge! Dision is another matter. Fly towards Fiona so that he'll attack Fiona instead of you, then turn and shoot him down. He has a tendency to stay right behind you, launching missile after missile, so don't stay near him too much. And, oh, mind your head! Once they're both down, you've done it! You've won Ace Combat 3! [Ending D]

=====

O) UPEO/Neucom Missions

9) Fates Intertwined

Mission - Take down 4 R-531's.

Plane Choice - EF2000E Typhoon II, MiG-33 Fulcrum SS,
F/A-18V Hornet ADV, F-16XFU Gyrfalcon,
R-101V Delphinus #1, R-201V Asterozoa

- Here you have to destroy four stealth planes before they disappear from radar. This mission is particularly tough since they fade and reappear from your radar! At the start, they will be too high for you to reach. You'll need your fastest attackers. Fly at them until you're about to stall, and you should be able to lock on to them at least once. Remember always to aim for the R-531s and not the R-311s. Those can be taken out later. And also, the mission will end if any one of them disappears from your radar for good. By the way, it's easier to play this mission using the rear view - press Select.

10) Reaching for Stars

Mission - Destroy 10 General Resources Carrier "Antlions"

Plane Choice - EF2000E Typhoon II, MiG-33 Fulcrum SS,
F/A-18V Hornet ADV, F-16XFU Gyrfalcon,
R-101V Delphinus #1, R-201V Asterozoa,
Su-37 Superflanker

- Note that you'll have to destroy ALL ten Antlions BEFORE THY HIT THE GROUND! Yes I know that's hard, but slowly at them at keep your missiles firing and you should be successful. Defeat them all and three other planes show up (in red); shoot them down and you're done. Spot Dision?

11) One-way Ticket

Mission - Destroy an A-Train's cargo in 4:59 mins

Plane Choice - EF2000E Typhoon II, MiG-33 Fulcrum SS,
F/A-18V Hornet ADV, F-16XFU Gyrfalcon,
R-101V Delphinus #1, R-201V Asterozoa,
Su-37 Superflanker

- Another tough mission. Here, you have to destroy the train's cargo, but not derail the train. Hence, you can only shoot at the rear compartments and not the front ones - the targets you must not shoot is the ones marked in yellow. Just try and fly behind the train (be careful not to go too low) and shoot the rear. You can't lock-on your missiles, so just use your gun and hope you don't misfire! Let Erich and Rena handle the irritating fighters above you and you'll do fine.

12) Bug Hunt

Mission - Destroy Nano-bites

Plane Choice - EF2000E Typhoon II, MiG-33 Fulcrum SS,
F/A-18V Hornet ADV, F-16XFU Gyr Falcon,
R-101V Delphinus #1, R-201V Asterozoa,
Su-37 Superflanker

- What, now you're hunting viruses? What will they think of next? Here each of your planes will be outfitted with an anti-nanobite bomb. There's no real danger in this stage other than an occasional virus attack, which does nothing other than blur your vision for a while. Take your time and wipe out those viruses (aim that diamond-and-cross at one and fire your missiles). After you've taken them all down, Rena gets infected by a virus. To save her, get very near to her and shoot a anti-nanobite bomb at her. No problem, right?

13) Pawns in the Game

Mission - Destroy 2 power plants and 7 radar sites.

Plane Choice - R-211 Orcinus

- In this mission, you can only go below 12500 m when the radars are jammed. Dive once you see the word "Jamming" appear, then take out as many of the ground targets as possible. When the timer goes below 15 s or so, the computer will warn you to pull up. Do so; go above 12500 m and you'll be safe. Wait for the word "Jamming" to appear again and then repeat.

14) Damage Control

Mission - Destroy 6 fighters

Plane Choice - Su-43 Berkut

- A simple mission. Hold your fire when the computer tells you to, and be careful not to shoot down the yellow planes. No problem, right? After this, you'll see a impressive cutscene introducing Rena's prototype fighter, the Night Raven.

15) Broken Wings

Mission - ???

Plane Choice - Su-43 Berkut

- Just destroy a massive fleet of 12 fighters with Erich. No problem. After this, you'll witness the destruction of Sphyrna, the flying HQ of Ouroboros. At least you don't have to destroy it in this ending...

16) Sphyrna

Mission - ???

Plane Choice - Su-43 Berkut

- Okay, forget what I just said. You'll have a battle with Sphyrna after all! Look back at previous sections for help if needed.

17) A Canopy of Stars

Mission - ???

Plane Choice - Su-43 Berkut

- As the final stage of this ending, you'll have to raid the HQ of your old employer, UPEO. Destroy all the fighters and the two ground bases, then dive down and destroy the evil Parks in his helicopter. As your reward, you'll get what appears to be the best ending (Rena lives). Congratulations, you've won Ace Combat 3! [Ending E]

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4. Character and Ending Descriptions
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Character info's all by "Video Girl Ai" again! Thanks a bundle!

The Pilots

Erich(UPEO)

Rena(UPEO) - later persuaded to join Ouroboros to pilot the Night Raven (was raised as a child to be an enhanced pilot and was trained to pilot the Night Raven)

Fiona(Neucom) - works undercover in UPEO for awhile, Cynthia's younger sister

Cynthia(Neucom) - later persuaded to join Ouroboros to create a new Utopia, Fiona's older sister - may have been persuaded to undergo the Sublimation Project, becoming a virtual character in the electrosphere

Keith(General Resources LTD) - first meets you in a joint training exercise with UPEO. Comrade of Dision; feels betrayed by him when he leaves for Ouroboros.

Dision(Ouroboros) - works for General Resources for his own purposes

Supporting Cast

Simon(Neucom)- creates the first AI ace pilot for advanced tactical fighters
- possibly involved in the Sublimation project
- possibly involved in the Night Raven project (remember he knew about the Night Raven's dependency on the Aeonosphere in the "Self Awareness" mission with Cynthia?)

Yoko(Neucom?)- Simon's assistant
- involved in the Sublimation project
- Ahem... "involved" with Dision
- killed (on Park's orders?)

(She shows up in a black message screen box during the intro sequence. Why? She's supposed to be dead a long time ago!)

Park(UPEO) - military hardcase and bad guy

Endings

Ending A - You zoom out of the electrosphere and fly past a devastated city. Then, a camera zooms in on the large wreckage. One worker approaches and looks closely at the wreckage and sees the insignia of Ouroboros on it.

Ending B - You see your plane and the Night Raven flying side-by-side; you then dock into the HQ of General Resources LTD., where workers open up the Night

Raven to see and empty pilot's seat.

Ending C - Cynthia and you flying back to Neucom base, with Cynthia wondering whether what she did was right. Then, it cuts to Simon sitting in front of a computer, saying something like "good, good, it is done" and grinning to himself.

Ending D - A news broadcast shows a wreckage of the Night Raven, with Rena lying at the cockpit, seemingly in comatose. It is then switched off, and you see that you are in Fiona's room. You see Fiona crying. She looks at a little hologram picture of her and her (dead) sister Cynthia. Then, a pre-recorded message from Cynthia arrives. In the message Cynthia mentions about the wonders of the Electrosphere (has she become a virtual character now?). After seeing it, she throws her hologram picture to the floor and cries again.

Ending E - Rena gets out from her crashed prototype fighter. Looks like she's contemplating suicide, when both you and Erich zoom by in your planes. She then happily waves at you.

For those who still don't get the story, here's a massive ****spoiler**** part [thanks to "Video Girl Ai"] -

One of the key characters of the game, Dision, is actually dead. For a long time, as a matter of fact. He died with his lover Yoko when a bomb planted (by Parks?) detonated in Yoko's lab - it's in one of the anime sequences. The plane you thought carried Dision on the few missions is actually carrying computer data of Dision; an artificial intelligence, so to speak. In the past, he is the first man to participate in Simon's Sublimation Project, where he became a downloaded personality program within the electrosphere. The electrosphere is a wholly virtual computer environment that spans the globe and is used like the Internet is used today only more so. Shades of "Ghost in the Shell"? But the bigger spoiler? Your character isn't alive either! You're also a computer program, albeitly one created by Simon (if you see the Mission Simulator bit you'll understand). That is why you are able to "enter" the electrosphere to challenge Dision in ending A - you're both computer programs in an internet system!

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5. Secrets/Cheats
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1) Mission Simulator -

To get a special Mission Simulator, you need to use one account to get all five endings. To do so, save at each decision point, finish the game, return to the last decision point, and get another ending, and so on. Once all 5 endings are achieved, Simon (that shifty-looking character you chat with occasionally) will appear and talk to you for a while, and then the new mode will be opened. In this mode, you get to choose and play any of the missions in the game, at any difficulty level, using almost any plane. Nothing special, really.

2) Basic Game Shark Codes - Thanks to Dave <dave@cheatcc.com>
Tons more codes for other games can be found at his site, by the way.

- a) Infinite Time - 80054336 2400
- b) Infinite Missiles - 800719AA 2400
- c) Infinite HP - 8007249A 2400
80072216 2400
800723F0 0064

3) More Game Shark Codes (This time by "I Am Falling I Am Fading").
Enjoy!

- a) Difficulty Select - 800BF664 000x
where x - 1 - Easy Mode
2 - Normal Mode
3 - Hard Mode
4 - Very Hard Mode

[Note : It's possible that the Very Hard Mode was removed from the actual game - most likely this is the only way to play it! Warning - this mode is tough! A single enemy missile can do up to 81% damage to a Medium Fighter. It's possible that it can kill a Light Fighter in one shot!]

- b) MISSION SELECT CODE - 800BF65C - 00xx
xx = mission

- = normally selectable

= not selectable but sort of playable (Game Show)

X = not selectable or playable (loads but crashes)

* = playable portion of mission but not directly selectable

? = apparently identical to selectable mission but not referenced in game

00 X Mission Code

01 - Awakening

02 - Bravado

03 - Enter Dision

04 - Paper Tiger

05 - Broken Truce

06 - Ghosts of the Past

07 - No Clearance

08 - Fragile Cargo

09 - Scylla and Charybdis

0A - Fates Intertwined

0B - Reaching for Stars

0C - One Way Ticket

0D - Bug Hunt

0E - Pawns in the Game

0F - Damage Control

10 - Broken Wings

11 - Sphyrna

12 - A Canopy of Stars

13 # Game Show

14 - Soldier of Fortune

15 - Megafloat

16 - Target Acquisition

17 - Partners

18 - Tainted Peace

19 - Stratosphere

1A - Welcoming Committee

1B - Technology Transfer

1C - Claustrophobia

1D - Dilemma

1E - Betrayal
20 - Heart of the Serpent
21 - Casualties of War
22 - Geopelia
23 - The Orientation
24 - Liquidation
25 - Archnemesis
26 - Memory Error
27 - Electrosphere
28 - Power for Life
29 - Guardian Angel
2A - Zero Gravity
2B - The Prize
2C - Utopian Dreams
2D - Reality Distortion
2E - Counterrevolution
2F - Pursuit
30 - Self Awareness
31 X No Title
32 - Resistance
33 - Radio Silence
34 - Revenge
35 - Sole Survivor
36 * Geopelia {second part}
37 - Tunnel Vision
38 ? Zero Gravity {duplicate?}
39 ? Archnemesis {duplicate?}
3A * Electrosphere {second part}
3B X No Title

The way the mission select code works... It will work in both the simulator and regular gameplay. If you use it in regular gameplay your choice of aircraft will be limited to that mission's. The mission you have selected will NOT be displayed until you start the mission. Also note that it's possible to play missions on the wrong disc this way... The missions themselves will play fine except any voice samples, cut scenes, and FMV will be missing... If you want it to work properly make sure that you've booted from or have been already been prompted to and inserted the appropriate disc. The mission select code also lets you play other aircrafts in "Zero Gravity" ... They handle surprisingly well actually, although it's real easy to oversteer with a high-performance aircraft...It looks really ridiculous though!

c) Plane Select - 800BF65E 00xx
where changing the value of xxxx results in different planes. Here you can experiment with all kinds of planes, even those not in the game!

- = Normally selectable. (after playing a mission with it)
= Not selectable. (must use code)
* = Not normally selectable. (secret aircraft)
+ = Only selectable in "Zero Gravity".
@ = Playable in 2nd half of "Geopelia", but not normally selectable.

00 # Prototype (?) Geopelia [2] <?>
01 * F/A-18I Hornet ADV <GR>
02 * F-16XF Gyrfalcon <GR>

03 - F-16XA - Sakerfalcon <GR>
 04 - F-15S/MT Eagle Plus <GR>
 05 - A/F-117A Nav Hawk <GR>
 06 - F-22C Raptor II <GR>
 07 - F/A-32C Erne <GR>
 08 - XFA-36A Game <GR>
 09 - RF-12A2 Blackbird <GR>
 0A - EF2000E Typhoon II <UPEO>
 0B - MiG-33 Fulcrum SS <UPEO>
 0C - F/A-18U Hornet ADV <UPEO>
 0D - F-16XFU Gyrffalcon <UPEO>
 0E - R-101U Delphinus-1 <UPEO>
 0F - R-201U Asterozoa <UPEO>
 10 - Su-37 Super Flanker <UPEO>
 11 - Su-43 Berkut <UPEO>
 12 * R-101 Delphinus-1 <NC>
 13 * R-201 Asterozoa <NC>
 14 - R-102 Delphinus-2 <NC>
 15 - R-211 Orcinus <NC>
 16 - R-103 Delphinus-3 <NC>
 17 - R-311 Remora <NC>
 18 + R-352 Sepia <NC>
 19 @ XR-900 Geopelia <?>
 1A * X-49 Night Raven <OB>
 1B * UI-4054 Aurora <OB>
 1C - XFA-36A Game <OB>
 1D * Su-43 Berkut <OB>
 1E * R-103 Delphinus-3 <OB>
 1F * F-15S/MT Eagle Plus D <GR> {black variant}
 20 * F-22C RaptorII D <GR> {black variant}
 21 * Su-37 Super Flanker R <UPEO> {blue variant}
 22 * R-102 Delphinus-2 C <NC> {brown variant}
 23 * R-103 Delphinus-3 C <NC> {brown variant}
 24 * R-311 Remora C <NC> {brown variant}

[1] Sometimes this code makes the O.S.L. and None missiles selectable.

[2] This appears to be an early model for the Geopelia that wasn't used in the game. It doesn't have a pointer to a selectable weapons list so it gets a garbage list (I can choose between 2 vulcans? huh?). Its four bottom engines are blue rather than red and are spaced further apart. It also makes a more conventional "jet" sound rather than the high pitched whine the normal XR-900 and X-49.

d) GUN SELECT - 800BF678 xx00

xx = gun

- = normally selectable

= not selectable

+ = only selectable on R-352 Sepia

@ = only selectable on X-49 Night Raven and XR-900 Geopelia

00 # None

01 - Vulcan

02 - Heavy Machine Gun

03 - Cannon

04 - Pulse Laser

05 @ Laser Cannon

06 + Neutron Beam

e) MISSILE SELECT - 800BF67A xxyy
xx = missile used when aimed at ground target
yy = missile used when aimed at air target

- = normally selectable

= not selectable

* = not normally selectable (secret weapon)

% = only selectable in "Bug Hunt"

+ = only selectable on R-352 Sepia

00 * (None) {Secret(!?) Appears as a circle and cross}

01 - Missile

02 - Short Range Missile

03 - Ground Missile

04 - MIRV

{Little known fact: This is a misnomer. MIRV means
"Multiple Independent Reentry Vehicle"}

05 - Spread Bomb

06 % Anti-Nanobite Bomb

07 * O.S.L.

{Orbital Satellite Laser... This KICKS ASS! Aim...
then BOOM!}

08 # (Rockets)

{Unguided rockets}

09 # (Bombs)

{Unguided bombs, more powerful but less area than
spread bomb}

0A + Plasma Beam

0B # (Instant Death)

{Works like the O.S.L. but no pretty fireworks.}

4) No of Missions found -

Ace Combat 3 has 52 missions to be found (maybe more?). To check the number of missions you have found, load the game (at any point) and then choose to return to the title. You'll see the boxes near the "Press Start Button" become colored - the colored boxes represent the missions you've found, and the gray boxes represent the missions you haven't found.

[thanks to "Wiseman" <Deathbringer@t-online.de>].

5) Alternate sides -

After beating all 52 missions the game releases the "different side" (F/A-18I Hornet ADV and F-16XF Gyrfalcons with General Resource Markings, The R-101 Delphinus-1 and R-201 Asterozoa with Neucom markings, the Su-43 Berkut and R-103 Delphinus-3 with Ouroboros markings) and "different paint job"

(F-15S/MT Eagle Plus D, F-22C Raptor II D, Su-37 Super Flanker R, R-102 Delphinus-2 C, R-103 Delphinus-3 C, and R-311 Remora C) secret aircraft.

6) Here's a little guide for the incomplete mission "Game Show" just for completeness sake!

[Thanks to "I Am Falling I Am Fading"]

?) Game Show

Mission - ???

Plane Choice - Su-43 Berkut

- This one looks strange. There's one Sakerfalcon as a target, another enemy aircraft near you, and a bizarre line of gun emplacements just sitting in the ocean offshore. Way off to the

southeast your allies Rena, Erich and Fiona (Fiona?!? By the time you get the Berkut she should be dead!) are tangling with another fighter. The mission does not appear to be winnable. Shooting down the target does nothing, neither does destroying the two other enemy aircraft and the row of guns... My guess is that they just never finished this mission.

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6. Acknowledgements
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- Namco, for converting me from a flight-sim hater to a junkie
- <http://www.gamefaqs.com/>, <http://vgstrategies.about.com/>,
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- "Dave" <dave@cheatcc.com> for Game Shark Codes and hosting my FAQ at his site, <http://www.cheatcc.com/>
- "Wiseman" <Deathbringer@t-online.de> for the missions trick, as well as some miscellaneous info here and there.
- A few other people who I might have forgotten - sorry, and thanks!

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