

Armored Core: Master of Arena FAQ/Walkthrough

by triemblem

Updated to v1.2 on May 30, 2001

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Armored Core : (AC:MOA is CopyRight of AgeTec)
Master of Arena by tri-empl em
F-A-Q Complete V1.1
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Warning: Continue reading this from this point on, and you risk ruining the game for yourself. If you have little or no regard for the story of this title, feel free to read on. Or just tread carefully where you go, whichever you prefer.

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Note to reader: Anyone have superb skills with the reverse joined ACs? I can't pilot worth squat with them. If anyone has a set of strategies for the Reverse-Joint EX Arena, it would be a wonderful addition to this FAQ. All contributions will be credited as described by the contributor.

Update Log:

May 24th, 2001 (V1.2)

Jeez, I got all caught up in writing a few other FAQs. Bear with me, I'll get this done. Oh, and I fixed up a website. Take a second to check it out at:

<http://www.geocities.com/triemblem/>

It's fairly neat and tidy, but the content isn't up.

Mrmm, and homework is catching up on me, ahh ... thank god I didn't sign up on any teams this year and just work out at home.

I removed the 'Safety Level's of each mission, I forgot to get a few and finishing them up would prove much too tedious and time-consuming.

Mmm, the mission walkthroughs are complete too. Well, I'm off to upload this.

May 13th, 2001 (V1.1)

EX Arena strategies are complete, for the most part. The first four mission walkthroughs are also available. I just felt I should move this out so that my information is available to the public. Weep for me, Einhander got lost in the mail. Pray it gets found, huh? I'll write an FAQ for that or RayCrisis next.

May 3rd, 2001 (V1.0)

I sat myself before my monitor, and version 1.0 has been conceived. My first FAQ, bring it on.

Next Update (V1.3):

Reverse-Joint Arena Strategies
Arena and EX Arena AC Weaponry for better comprehension
Arena and EX Arena victory spoils
GameShark Code/Part Correspondance

Target Size: 135 KB

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[Chapter .I. - The Story (via Manual, explicit CopyRight of AgeTec)]

The last Great War waged among nations, commonly referred to as the "Great Destruction", ended with mankind vanishing from the Face of the earth. The few who survived this terrible disaster abandoned the surface, knowing it was no longer habitable. These remnants of humanity sought shelter in the subterranean cities, originally built as a solution to the problems of overpopulation. On these few survivors rested the future of mankind. Paradise had been foolishly squandered due to ignorance and poor judgement.

Half a century later, the concept of a "Nation" is no longer. Huge "Corporations" have supplanted them and through a system of vicious competition, in the spirit of "free enterprise", mankind has recovered. This recovery did not come without it's costs though. The ruthlessness of the "Corporations", combined with their greed and desire for power has led to vicious battles for supremacy. The "Corporations" control all aspects of this new emerging world ... "except for one".

This exception is a group of mercenaries known as "The Ravens". They perform missions in return for monetary or other rewards, pledge allegiance to no one and exist beyond the control of the "Corporations".

In Isaac City, one of the largest subterranean complexes, two corporations have been waging a war for control. During one of the larger terrorist incidents in the Isaac City complex many innocent civilians were killed, the worst such occurrence the city had known. A survivor of this terrible act, a young man, lost his entire family during the fighting.

A red and black Raven AC, with an emblem resembling a "9 Ball" were the only clues the young man had pointed to the one responsible. The pilot of this AC was now his mortal enemy.

A few months after the terrorist incident, the young man decided to become a Raven. It was the only way to find the one responsible for killing his family and take revenge. He tracked down a contact that used to be a Raven, but was now in charge of managing new recruits and explained his situation.

And so, another Raven was brought into the fold ... this one with personal vendetta.

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[Chapter .II. - History]

Armored Core; A giant mechanical robot that resembles a humanoid form (in most cases). Armed with lethal weapons, they are the prime selective of those whom wish to wreak havoc amongst opponents.

Armored Core: Master of Arena is the third edition in the AC trilogy. All three are jewels to the PlayStation's vast collection. Prior to MOA, there was Project Phantasma (2nd Installment) and the original Armored Core. All three revolved around the story of a 'Raven', who accepted missions and in the end destroyed their nemesis, or the source of 'evil' in the tale. AC also has a new title which graced itself upon the PlayStation2, "Armored Core 2" (though, technically the fourth).

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[Chapter .III. - Controls]

AC:MOA has an unique and unorthodox control system. Unfortunately, AgeTec did not include analog support. On the upper hand, they did support the DualShock function, and it does vibrate.

All controls to be stated can be altered through the 'KeyAssign' menu, found under the 'System' menu. See section '.IX. System'

Direct. Btns. -

- ^ Move Forward
- v Move Backwards
- < Turn Left
- > Turn Right

X Button - Boost Jump
Shift Map Down (Map Screen)
Confirm (Menus)

```

+ direction      Dash

Square Button   - Fire Weapon
                  Shift Map Left (Map Screen)
                  Display RGB Menu (Emblem Editing)

Triangle Button - Select Weapon
                  Shift Map Up (Map Screen)
                  Display Part Status (AC Assembling)
                  Change Coloring Location (AC Coloration)
                  Color 'Fill' (Emblem Editing)

Circle Button   - Open Doors
                  Shift Map Right (Map Screen)
                  Cancel (Menus)

Start Button    - Pause
                  Display Help Text (Menus)

Select Button   - Display Map
                  Return to Game (Map Screen)
                  Change Magnification (Emblem Editing)

L1 Button       - Strafe Left
                  Zoom Out (Map Screen)
                  Switch Paint Tools (Emblem Editing)
w/direct butt.  Cycle Parts Quickly (AC Assembling)

R1 Button       - Strafe Right
                  Zoom In (Map Screen)
                  Cycle Part Type (AC Assembling)

L2 Button       - Look Up
                  Cycle Colors (Emblem Editing)

R2 Button       - Look Down
                  Cycle Colors (Emblem editing)

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[Chapter .IV. - Game Screen]

This section will help you in verifying all items that appear on the screen. It looks something like this, pardon my hideous ACII. Here goes:

```

|1234 (Life <AP> Meter)  __ (Compass)__      (Mission Timer)01:23|
|                                                                    |
|=                                                                    (Radar) |
|= E          (Lock-On Sights)_____ | | | | | |
|= n          /                          \ | | | |
|= e          |                          | |_____| |
|= r          |          (Sight Lock) | | | |
|= g          |          | | | |          (Weapons) |
|- y          |          |__| |          Big Big Gun 26|
|-           |          |          | Really Big Gun 19|
|- B          \_____ /          Gargantuan Gun 02|

```


Weight : 122
Energy Drain : 350
Armor Point : 816
Def. Shell : 154
Def. Energy : 149
Computer Type : Detailed
Map Type : Area Memory
Noice Canceler : None
Bio Sensor : Provided
Radar Function : None

Name : HD-2002 Head unit equipped with radar function.
Price : 23000
Weight : 156
Energy Drain : 457
Armor Point : 787
Def. Shell : 140
Def. Energy : 154
Computer Type : Standard
Map Type : Area Memory
Noice Canceler : None
Bio Sensor : None
Radar Function : Provided
Radar Range : 6000
Radar Type : Standard

Name : HD-X1487 Full range of sensors but without the
Price : 19000 auto-map function.
Weight : 166
Energy Drain : 420
Armor Point : 975
Def. Shell : 160
Def. Energy : 185
Computer Type : Rough
Map Type : No Memory
Noice Canceler : Provided
Bio Sensor : Provided
Radar Function : None

Name : HD-REDEYE Equipped with radar and an enhanced
Price : 41100 auto-map function.
Weight : 145
Energy Drain : 538
Armor Point : 840
Def. Shell : 148
Def. Energy : 151
Computer Type : Detailed
Map Type Area : Area and Place Name
Noice Canceler : None
Bio Sensor : None
Radar Function : Provided
Radar Range : 5980
Radar Type : Standard

Name : HD-D-9D66 Full range of options and good EG
Price : 43200 shields.
Weight : 138
Energy Drain : 658
Armor Point : 885

Def. Shell : 165
Def. Energy : 232
Computer Type : Standard
Map Type Area : Area Memory
Noice Canceler : None
Bio Sensor : Provided
Radar Function : Provided
Radar Range : 6120
Radar Type : Standard

Name : HD-GRY-NX Economy unit with good shields but no
Price : 14700 optional equipment.
Weight : 232
Energy Drain : 218
Armor Point : 1004
Def. Shell : 194
Def. Energy : 134
Computer Type : Rough
Map Type Area : No Memory
Noice Canceler : None
Bio Sensor : None
Radar Function : None

Name : HD-06-RADAR Equipped with wide-area radar and
Price : 51800 various options.
Weight : 145
Energy Drain : 875
Armor Point : 741
Def. Shell : 109
Def. Energy : 194
Computer Type : Standard
Map Type Area : Area and Place Name
Noice Canceler : Provided
Bio Sensor : None
Radar Function : Provided
Radar Range : 8120
Radar Type : Standard

Name : HD-ONE Fully equipped with wide-area radar and
Price : 68100 all options.
Weight : 161
Energy Drain : 304
Armor Point : 800
Def. Shell : 132
Def. Energy : 129
Computer Type : Detailed
Map Type Area : Area Memory
Noice Canceler : Provided
Bio Sensor : Provided
Radar Function : Provided
Radar Range : 7980
Radar Type : Standard

Name : HD-D-9D66 Fully equipped with wide-area radar
Price : 68100 and all options
Weight : 161
Energy Drain : 304
Armor Point : 800
Def. Shell : 132
Def. Energy : 29

Energy Drain : 1046
Armor Point : 2710
Def. Shell : 530
Def. Energy : 505
Max Weight : 2770
VS-MG-Response : 48
VS-MG-Angle : 48
Extension Slots: 8

Name : XCL-01 Electronic warfare core with many slots
Price : 88000 for special equipment.
Weight : 885
Energy Drain : 1380
Armor Point : 2380
Def. Shell : 492
Def. Energy : 610
Max Weight : 2450
VS-MG-Response : 48
VS-MG-Angle : 64
Extension Slots: 16

Name : XCH-01 Heavyweight core with an excelent
Price : 72000 shoulder load and heavy armor.
Weight : 1384
Energy Drain : 873
Armor Point : 3015
Def. Shell : 615
Def. Energy : 453
Max Weight : 3600
VS-MG-Response : 48
VS-MG-Angle : 32
Extension Slots: 12

Name : XXA-S0 Test model. Lightweight, but with
Price : 122000 low AP.
Weight : 784
Energy Drain : 1273
Armor Point : 2050
Def. Shell : 580
Def. Energy : 560
Max Weight : 2820
VS-MG-Response : 50
VS-MG-Angle : 50
Extension Slots: 17

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Arms

Name : AN-101 Normal arm units with average
Price : 19000 performance.
Weight : 1228
Energy Drain : 1006
Armor Point : 1670
Def. Shell : 384
Def. Energy : 374

Name : AN-K1 Reduced-weight arm units with full

Price	: 49000	AP and shields.
Weight	: 905	
Energy Drain	: 930	
Armor Point	: 1780	
Def. Shell	: 339	
Def. Energy	: 402	
Name	: AN-D-7001	Average arm units with enhanced
Price	: 23000	performance.
Weight	: 1445	
Energy Drain	: 1512	
Armor Point	: 1743	
Def. Shell	: 306	
Def. Energy	: 453	
Name	: AN-3001	Middleweight arm with maximum energy
Price	: 39500	shielding.
Weight	: 1612	
Energy Drain	: 1258	
Armor Point	: 1935	
Def. Shell	: 477	
Def. Energy	: 353	
Name	: ANKS-1A46J	Offers the maximum AP but interferes
Price	: 42100	with some parts.
Weight	: 2120	
Energy Drain	: 1415	
Armor Point	: 1990	
Def. Shell	: 659	
Def. Energy	: 496	
Name	: AN-863-B	Weight is increased for added
Price	: 34000	durability.
Weight	: 1725	
Energy Drain	: 1394	
Armor Point	: 1880	
Def. Shell	: 517	
Def. Energy	: 406	
Name	: AN-MG25/2	Can strafe with 4 rifles at once.
Mounted Weapon	: Machine Gun x 4	
Price	: 54500	
Weight	: 1193	
Energy Drain	: 78	
Armor Point	: 812	
Def. Shell	: 0	
Def. Energy	: 0	
Weapon Lock	: Special	
Attack Power	: 158	
Number of Ammo	: 400	
Ammo Type	: Solid	
Ammo Price	: 33	
Range	: 8800	
Maximum-Lock	: 1	
Reload Time	: 2	
Name	: AW-RF105	2 cannons with incredible firepower.
Mounted Weapon	: Cannon x 2	
Price	: 44600	
Weight	: 1530	

Energy Drain : 105
Armor Point : 1280
Def. Shell : 0
Def. Energy : 0
Weapon Lock : Narrow and Deep
Attack Power : 1530
Number of Ammo : 100
Ammo Type : Solid
Ammo Price : 220
Range : 9300
Maximum-Lock : 1
Reload Time : 15

Name : AW-30/3 Fires two rounds of 3 small missiles
Mounted Weapon : Dual Missile for a total of 6 missiles.
Price : 56400
Weight : 480
Energy Drain : 377
Armor Point : 688
Def. Shell : 0
Def. Energy : 0
Weapon Lock : Standard
Attack Power : 830
Number of Ammo : 80
Ammo Type : Solid
Ammo Price : 130
Range : 9000
Maximum-Lock : 3
Reload Time : 10

Name : AW-RF120 Enhanced dual cannons. Somewhat fewer
Mounted Weapon : Cannon shots.
Price : 67200
Weight : 1827
Energy Drain : 137
Armor Point : 1420
Def. Shell : 0
Def. Energy : 0
Weapon Lock : Narrow and Deep
Attack Power : 2120
Number of Ammo : 50
Ammo Type : Solid
Ammo Price : 50
Range : 9800
Maximum-Lock : 1
Reload Time : 18

Name : AW-S60/2 Fires 2 rounds of 2 missiles at once
Mounted Weapon : Dual Missile for extra shots.
Price : 66600
Weight : 752
Energy Drain : 420
Armor Point : 725
Def. Shell : 0
Def. Energy : 0
Weapon Lock : Standard
Attack Power : 830
Number of Ammo : 120
Ammo Type : Solid
Ammo Price : 130

Range : 9000
Maximum-Lock : 2
Reload Time : 10

Name : AW-XC5500/2 Energy weapon. Fires twin laser bursts.
Mounted Weapon : Laser Cannon
Price : 83600
Weight : 1688
Energy Drain : 547
Armor Point : 875
Def. Shell : 0
Def. Energy : 0
Weapon Lock : Narrow and Deep
Attack Power : 1241
Number of Ammo : 70
Ammo Type : Energy
Ammo Price : 0
Range : 12000
Maximum-Lock : 1
Reload Time : 7

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Legs

Name : LN-1001 Blanaced, standard humanoid legs.
Type : Humanoid
Price : 28500
Weight : 1966
Energy Drain : 1725
Armor Point : 3235
Def. Shell : 556
Def. Energy : 531
Max Weight : 4520
Speed : 277
Stability : 1018
Jump Function : Provided

Name : LN-SSVT Light, fast humanoid legs but with
Type : Humanoid low capacity and AP.
Price : 44000
Weight : 1528
Energy Drain : 2338
Armor Point : 2795
Def. Shell : 482
Def. Energy : 507
Max Weight : 3560
Speed : 445
Stability : 596
Jump Function : Provided

Name : LN-1001-PX-0 Balanced humanoid legs for combat on
Type : Humanoid all terrain
Price : 25000
Weight : 1892
Energy Drain : 1844
Armor Point : 3035
Def. Shell : 528

Def. Energy : 508
Max Weight : 4130
Speed : 280
Stability : 904
Jump Function : Provided

Name : LN-SSVR Lighests of the heavily armed humanoid
Type : Humanoid legs.
Price : 32400
Weight : 2750
Energy Drain : 2013
Armor Point : 3606
Def. Shell : 789
Def. Energy : 532
Max Weight : 5400
Speed : 148
Stability : 2150
Jump Function : Provided

Name : LN-1001B Enhanced variation of the LN-1001.
Type : Humanoid
Price : 45200
Weight : 2305
Energy Drain : 1889
Armor Point : 3383
Def. Shell : 585
Def. Energy : 543
Max Weight : 4670
Speed : 272
Stability : 1320
Jump Function : Provided

Name : LN-3001C Best AP and shields among the humanoid
Type : Humanoid legs.
Price : 64100
Weight : 3528
Energy Drain : 2418
Armor Point : 3977
Def. Shell : 824
Def. Energy : 602
Max Weight : 7100
Speed : 151
Stability : 2977
Jump Function : Provided

Name : LN-502 This middleweight has reduced weight
Type : Humanoid without sacraficing performance.
Price : 28500
Weight : 1966
Energy Drain : 1725
Armor Point : 3235
Def. Shell : 556
Def. Energy : 531
Max Weight : 4520
Speed : 277
Stability : 1018
Jump Function : Provided

Name : LN-502 This middleweight
has reduced weight

Type : Humanoid without sacrificing performance.
 Price : 28500
 Weight : 1966
 Energy Drain : 1725
 Armor Point : 3235
 Def. Shell : 556
 Def. Energy : 531
 Max Weight : 4520
 Speed : 277
 Stability : 1018
 Jump Function : Provided

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Part Classifications:

- Core - The torso of your AC, and virtually the most vital part within the chassis. It also controls the fire control system (FCS) and missile interceptor functions.
- Heads - The head contains the radar, biosensors, and other functions. Readings the head will give out vary from type to type.
- Arms - An obvious addition to your AC, they hold your weapons, or come with an arsenal embedded within themselves.
- Legs - There are four categories of legs. Humanoid, reverse-jointed, four-legged, and caterpillar.

Humanoid are all around legs.

Reverse-jointed, are legs that can sprint like a road runner, but have low defense, AP, and carrying weight.

Four-legged are something of a mix, fast but do not sacrifice defense and carrying weight.

Caterpillar legs resemble a tank, and are equipped with the lowest speed, but are privileged with the highest carrying weight, defense, and AP.

- Generator - They power the AC, and are directly linked to the energy bar's maximum capacity.
- Boosters - These increase the speed and height of the dash and aerial-boost.
- Back Wpn. - An assortment of missiles, rockets, and cannons fit here.
- Rgt.Arm.Wp. - Your main arsenal, varying from machine guns to sniper rifles.
- Lft.Arm.Wp. - Your energy blade, get up close and bye-bye enemy AC.
- FCS - Affects the range of locking distance for your weapons. It also refers to the lock on quality of missiles.

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Stats - A guide so you know what that fancy-shmancy arm does

By applying these items to your AC, you will get stronger in several aspects. These are placed into categories of 'stats'. Quite a few of them,

- Armor Point - Consider this your life, it goes, so do you.
- Def Shell - The higher the number, the less damage you receive from shells.
- Def Energy - The higher the number, the less damage you receive from energy wpns.
- Weapon Lock - The weapon's ability to lock on target.
- Attack Power - Attack power of a single round fired.
- Number of Ammo - The amount of rounds the weapon contains.
- Ammo Type - Solid, for shell weapons; Energy, for energy weapons.
- Ammo Price - The cost of each round of ammunition, use it sparingly.
- Range - The distance the round fired will go.
- Maximum Lock - The maximum locks possible at one time.
- Reload Time - The time period between each round fired.
- Computer Type - Each 'Head' (above) has a different type of computer performance.
- Map Type - Each 'Head' (above) has a different type of map performance.
- Noise Canceller- It's there, or it's not.
- BioSensor - It's there, or it's not.
- Radar Function - It's there, or it's not.
- Max. Weight (1)- The maximum weight the core can carry.
- VS-MG-Response - The probability successful missile intercepts.
- VS-MG-Angle - Extent of angle the missile interceptor is capable of.
- Extension Slots- Number of slots to add optional parts.
- Max. Weight (2)- The maximum weight the legs can carry.
- Speed - The speed of your AC.
- Stability - The higher the number, the less recoil when struck.
- Jump Function - The ability to jump, or not.
- Energy Output - All limbs run on the energy. No energy, no sortie.
- Maximum Charge - Maximum capacity of the energy bar.
- Charge Red Zone- The length of the red zone on the energy bar.
- Boost Power - The booster output. The higher the number, they faster you fly.
- Charge Drain - The higher the number, the more energy consumed from the energy bar.

- Lock Type
 - Standard : Just the vitals.
 - Wide and Shallow : Wide lock, short range.
 - LengthWay : Long distance lock.
 - SideWay : Broad lock.
 - Narrow and Deep : Thin lock, long range.
- Radar Range - The larger the number, the wider the radar view.
- Radar Type - You have three types. Standard, Circle, Octagon.
- Offensive Point- Offensive Strength
- Defensive Point- Defensive Strength
- Stability - Stability
- Mobility - Mobility
- Moving Speed - Moving Speed
- Turning Speed - Speed of pivot
- Boost Ability - Accession performance
- Support System - Enemy detection performance
- Radar Range - Radar range
- FCS Performance- FCS performance
- Overall - Total points
- Grade - Overall level (five levels)

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Garage - Now that you know all about the AC parts and stats, you can now customize yours to the image you always wanted it to be.

(! Note ! To further test AC:MOA's system to it's brink, take a look at "The Blog's" FAQ on creating Gundam Wing ACs. Found at GameFaq.com)

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[Chapter .VII. - Arena, EX Arena, and Ranker MK]

(! Note ! These strategies were made by me, and may not work for the majority of you. At any rate, give them a shot if you having trouble. Also, you will be hearing alot of, "Keep your friends close, but your enemy closer. Well, just without the friends part. Alot of my strategies consist of grabbing onto the reigns of your opponent's AC and not letting go until he stop moving from a lead-riddled mech.

If you need more help, I'd be happy to respond by email. Contact me at ' triemplem@hotmail.com '

)

'Arena' Rankings - a description and strategy, from first to last

Pilot : Hustler One Rank: 1
AC : Nine-Ball

Summary : The strongest undefeatable Raven, he is both feared and sought after by those ranked below him.

Strategy: When exactly -do- you face him in the arena?

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Pilot : Pandora Rank: 2
AC : Tragedy

Summary : Named after a goddess from before the Great Destruction. "Pandora" is inscribed on the AC.

Strategy:

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Pilot : Max Rank: 3
AC : Great S.

Summary : His AC causes the ground to shake. He's a heavyweight with an attack style to match.

Strategy:

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Pilot : No. 03627 Rank: 4
AC : P27

Summary : A death row inmate who'll be released if he conquers the Arena. He's nicknamed the "Grim Reaper."

Strategy:

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Pilot : Rob Rank: 5
AC : Sleek

Summary : Equipped for rapid movement, his weapon of choice is the pulse rifle.

Strategy:

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Pilot : POW.H Rank: 6
AC : Auto

Summary : An AC resembling a powerful man. He bets it all on a machine gun and loads of extra ammo.

Strategy:

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Pilot : Carson Rank: 7
AC : Albatross

Summary : A quick, dangerous AC. He waits patiently for his opponent to expend all their ammo, then attacks.

Strategy:

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Pilot : Pascal Rank: 8
AC : Charger

Summary: This AC's pilot is an ex-jockey and is known for the rapid approaches he makes on his targets.

Strategy:

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Pilot : Brothers Rank: 9
AC : Double Take

Summary : A well balanced AC run by two brothers. The younger one is the pilot and the older one is the mechanic.

Strategy:

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Pilot : Fayde Rank: 10
AC : Shadow Master

Summary : Nicknamed "The Shadow", this AC uses its blade effectively and is able to vanish from radar.

Strategy:

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Pilot : Spin Kid Rank: 11
AC : Bad Moon

Summary : This lightweight unit's pilot enjoys attacking from the air, and used to be a yo-yo champion.

Strategy:

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Pilot : Sherbert Rank: 12
AC : FOG 3

Summary : A member of the FOG AC team. He prefers weapons that are rapid fire and is very aggressive.

Strategy:

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Pilot : Bug Collector Rank: 13
AC : Swallow Tail

Summary : An avid insect collector, the pilot named his AC after a type of butterfly.

Strategy:

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Pilot : Prime Rank: 14
AC : The Wolf

Summary : A gambler who makes all his decisions with the toss of a coin. A very skilled pilot.

Strategy:

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Pilot : William Rank: 15
AC : Icy Blue

Summary : AC known for its head-on approach. The pilot enjoys surfing when not competing in the Arena.

Strategy:

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'Sub-Arena' Rankings - a complete listing

Pilot : Ninya
AC : Stalker

Summary : Behind this simple, cutesy emblem hides an aggressive AC/pilot combination with the firepower to prove it.

Strategy:

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Pilot : Sweet Devil
AC : Evil Kiss

Summary : Unrelentless in his attacks. By the time he closes in on his opponent it is all over.

Strategy:

--- --- --- --- --- --- --- --- --- --- ---

Pilot : Fritz
AC : Barrel

Summary : A well known partier on the AC Arena Circuit. Most wonder how he ever got this far.

Strategy:

--- --- --- --- --- --- --- --- --- --- ---

Pilot : LD
AC : Poison Tail

Summary : This AC's pilot mounted his weapons on a four-legged base and painted it red to resemble a scorpion.

Strategy:

--- --- --- --- --- --- --- --- --- --- ---

Pilot : Hyptismo
AC : Haunted

Summary : Uses both automatic and single fire weapons. He never gives his opponent a chance to get warmed up.

Strategy:

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Pilot : Bugzy
AC : Hercules

Summary : With his thick, powerful arms this pilot is feared as a nasty street fighter within Isaac City.

Strategy:

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Pilot : Inky
AC : Regulon

Summary : He has won hard battles using only the simplest of weapons. His skills are clearly advanced.

Strategy:

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Pilot : Armadillo
AC : Hard Scale

Summary : Prides himself on his iron-clad defensive capabilities, even against energy-based weapons.

Strategy:

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Pilot : Superb Hunter
AC : Super Bow

Summary : An AC/pilot combination that takes advantage of speed over all else. His quickness is impressive.

Strategy:

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Pilot : Flash
AC : Light Maker

Summary : Believes that victory should be achieved with style and class. Prefers fancy weapons.

Strategy:

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Pilot : Maeve
AC : FOG 2

Summary : Also a member of AC team FOG. His hunting skills have been compared to those of an eagle.

Strategy:

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Pilot : Frog Man
AC : Lucky Hopper

Summary : Designed his AC to resemble a frog. His attacks incorporate many leaping maneuvers.

Strategy:

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Pilot : Ideal
AC : Goldy

Summary : Fights for the love of cold hard cash. The AC is gold-plated and carries the emblem of a hammer.

Strategy:

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Pilot : Locagos
AC : Toll-Keeper

Summary : His AC touts a blue scheme and his attacks are so aggressive he nicknamed himself "Thunder".

Strategy:

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Pilot : Noble
AC : Starmine

Summary : The son of a high ranking corporate exec, his weaponry is much more impressive than his skill.

Strategy:

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Pilot : Advantage
AC : Shield IX

Summary : Considered the best at mid-range battles, he does not allow his opponents to get too close.

Strategy:

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'EX-Arena Humanoid Legs' Rankings - a listing from first place to last.

Pilot : Ernst Rank: 1
AC : Phoenix

Summary : His AC consists of basic parts, but still remains well balanced offensively and defensively.

Strategy: Hrm, you're going to be as balanced as he is. Only concentrate more on your agility and firepower. Okay, he's got a Grenade Launcher and

a Multi-Missile warhead. If you have a Machine-Gun on, take it off RIGHT NOW. You won't touch him with it. Missiles are a good idea, so are weapons that hit hard at long distances. When the Multi-Missiles come at you, boost-strafe in the same direction it's arcing from. That way, the missiles can't follow you when you flee. The Grenade Launcher should be simple to dodge, just do a quick strafe-dash to left or the right, and you'll be fine. Good luck, keep up the pace!

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Pilot : Moon Rank: 2
AC : Crescent Ib

Summary : A true gentleman when away from the Arena, but a fearsome, cold-blooded competitor in battle.

Strategy: This guy just wants a hug, he just keeps walking up to you. A Machine-Gun is a necessity, as is a laser blade. When he walks up to you, just keep shooting. When he's about two or three ACs away from you, use your laser blade. Easy? It is.

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Pilot : Vlad Rank: 3
AC : Fallen Fortune

Summary : His emblem is actually a good luck charm. He is known to be very careful and superstitious.

Strategy: Strafe, stay close, boost occasionally, and fire away. Just be careful about your distance from him, he'll knock you clear to the moon with his if you get too far away.

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Pilot : D. Deep Rank: 4
AC : No Line

Summary : An archaeologist, he likes fighting in filthy inland waters. His experience dates to the Great Destruction.

Strategy: This guy shoots every four seconds, and strafes the rest of the time. Just get a wide-lock weapon, and blow him away. Backtracking seems like a pretty good idea as well since his weapons are fairly mid-range to close-range shooters.

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Pilot : Rianon Rank: 5
AC : Cthtraeth

Summary : His combat skills only add to his piloting abilities. His blue figure is feared as a sure sign of death.

Strategy: Find a nice booster, and a nice rapid-fire weapon or a fairly accurate missile. You're doing some aerial combat. My only advice is to keep moving. Utilize the strafe and aerial boost at the same time. It will dodge it's share of

bullets.

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Pilot : Adverse Rank: 6
AC : Power V2

Summary : Renown for his "never quit" philosophy, no matter how bleak the situation.

Strategy: Never quitting may be something that he's good at, but moving is not. He just sits there trying to pull off shots with the Laser Cannon or Grenade Launcher. His other weapon is the minute Hand Gun, which deals little damage, but he uses seldom anyways. Just strafe, or if you like, do a little dancing on air.

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Pilot : Invisible Q Rank: 7
AC : Bounty

Summary : Proud of the price on his head, he survives only by eliminating those who would see him death.

Strategy: Learn how to do two things. One, walk backwards. Two, dash and strafe at the same time. These two are vital, particularely in this match. Here's a tip for you. If he leans up against a wall with you, he tends to stop shooting. Thats your opportunity to pump lead into his carcass.

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Pilot : Seafarer Rank: 8
AC : Conquistador

Summary : The number of weapons mounted on his upper body, earned him the nickname "Walking Pillbox".

Strategy: Follow Seafarer about the arena by means of boosting. Find a weapon that suits you. Preferably rapid-fire, but most weapons will work here. Keep close and he can't dish out his rockets. He is also equipped with a rapid-fire gun, but that should not be a problem.

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Pilot : Zweit Rank: 9
AC : Wieder

Summary : This AC's setup emphasizes defense. This limits its offensive capability but offer greater mobility.

Strategy: Just shoot. Most likely to be the easiest AC to challenge.

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'EX-Arena Four-Legs' Rankings - a listing from first place to last.

Pilot : Tall Spot Rank: 1
AC : Wild Fin

Summary : Has the speed expected of a four-legged AC. Comes equipped with powerful weapons and missiles.

Strategy: You ever watch a western where they have a shoot off? Well, it's kind of the same here. Only you need to pumel your opponent rather than taking one lucky shot. As soon as the 'GO' appears, you better be pulling that trigger. He does not let up one bit. The secret is to get him to stop shooting. So, equip a missile or other heavy hitting weapon of your choice. I went in there shooting with a large missile, laser blade and a machine gun. Stop him, riddle with bullets, stop him, riddle with bullets, get close enough, laser blade, and so forth. It may take a couple tries, but you'll make it.

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Pilot : Searcher Rank: 2
AC : No Limit

Summary : A doctor of internal medicine, he entered the Arena to test the limits of his body and mind.

Strategy: Fairly simple, just bring a Grenade Launcher or other large weapon. A machine gun works too. Just backtrack when he chases you, and persue him when he flees. And keep firing. He is dishing out large missiles, so they hurt like hell if they hit. Gain some aerial 'ground', by learning how to swerve about in the air by means of strafing and boosting combined. You can evade quite a bit by doing so. Keep up the pace, you'll win. The previous battle was much more of a chalenge.

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Pilot : Karl Rank: 3
AC : Blood Lizard

Summary : Reptiles are his passion and hobby, he keeps many as pets. His mid-range AC is called "Blood Lizard".

Strategy: Two words. "Zig" and "Zag". His bazooka will demolish you if you simply charge or retreat. Even the fastest four-legged AC cannot outrun them without strafing. So strafe left and right like mad. To stay alive, just consider your dodging carefully and you will be fine. Also, he has a multi-missile warhead that is lethal at long distance. Dash forward when it comes at you so you can duck under the projectile. This is more of an endurance test, whoever lives longer is the victor. Make you you are at a close-mid-range. I suggest equipping a large weapon like a Laser Cannon and/or a Grenade Launcher strapped on. I had both. This was probably the most enjoyable AC to perfect your strafing skill on. Now you and I can be as good as those ACs in the demo. (grins widely)

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Pilot : Lynx Minx Rank: 4
AC : Kitten

Summary : A Raven who enjoys fast-paced combat. He prefers fighting in wide open areas devoid of obstacles.

Strategy: Pitiful. Like before, pack a Laser Cannon and you'll take him down in twelve shots. Too easy. If you can't afford one, just keep up the heat and stay close. His slug guns can barely dent that nice shiny metal of yours.

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Pilot : Proverbio Rank: 5
AC : Terror

Summary : A Raven with a legendary lineage. His skills are above average, but he handles pressure poorly.

Strategy: Okay, this guy's Large Missiles hit hard, so you best stay nice and close. So, other than that, you'll be fine. His Pulse Rifle isn't a bad thing at all, it hurts after a while though so finish him quick. Good luck, it's not that tough though.

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Pilot : Solitude Rank: 6
AC : Ancient

Summary : An AC design phasing to the eye. Its combat performance rating also receives high marks.

Strategy: Jeez he hits hard for such a low-ranking AC. Okay, stay close. Stay at length, and he'll bombard you with Multi-Missiles and his Laser Rifle. Not good. Use whatever you like, just make sure you can hit him with it.

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Pilot : Depiction Rank: 7
AC : Smoke

Summary : Exceptionally fast AC. Its speed is complemented by rapid-fire cannons, making for a deadly combination.

Strategy: Quite a sad fellow, actually. He depends way too much on his weapons, leaving him venerable to attacks. Just push him down with a few hundred rounds of Machine Gun ammo or a Laser Cannon, if you can find it in your budget. The latter works better.

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Pilot : Orbit Rank: 8
AC : Colossus

Summary : Equipped with a variety of missiles allowing for many different attack patterns. Somewhat slow though.

Strategy: Okay, you're playing with fire, so you want to stay away. He may have

double and triple missiles, but you can dodge them easily by boost-
strafing. Let him get close enough, and he will give you a nice new
gut-wound and a holey-corpse. Not too hard though, just keep up
the pace. I swear, these descriptions of these ACs are deceiving.

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Pilot : Dual Assault Rank: 9
AC : Micro Satellite

Summary : Unsurpassed destructive power, offset somewhat by its less effective
shoulder weapons.

Strategy: Strafe and advance forward. That is my only advice. A simple
battle anyways, you shouldn't have much trouble. Just remember the
three rules of survival. Keep shooting, keep moving, keep cool.
Venni, Vetti, Vecci. Came, Saw, Conquered. Boom.

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'EX-Arena Reverse Joint Rankings - a listing from first place to last.

Pilot : Dynamite Rank: 1
AC : Blockbuster

Summary : Very aggressive. Wreaks more havoc than required during missions.
Ammo usage exceeds rewards.

Strategy: I tend to work my way slowly through some reverse-joint ACs, and have
no real stratagies than clumsy trial and error. If you have any
sure-fire ways to defeat this AC, please send me your strategy by
means of email at ' triemplem@hotmail.com '.

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Pilot : Kroeger Rank: 2
AC : Primate

Summary : This AC's weapons and overall design make it a platform that can raise
to almost any occasion.

Strategy: I tend to work my way slowly through some reverse-joint ACs, and have
no real stratagies than clumsy trial and error. If you have any
sure-fire ways to defeat this AC, please send me your strategy by
means of email at ' triemplem@hotmail.com '.

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Pilot : RT Rank: 3
AC : Takeoff

Summary : Weapons on the left and right sides are identical. Emblem was
retrieved from an ancient wreckage site.

Strategy: I tend to work my way slowly through some reverse-joint ACs, and have
no real stratagies than clumsy trial and error. If you have any

sure-fire ways to defeat this AC, please send me your strategy by means of email at ' triemplem@hotmail.com '.

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Pilot : Trust Rank: 4
AC : Unfold

Summary : An AC equipped with powerful weapons wielded by fine tuned joints, he's known for his accuracy.

Strategy: I tend to work my way slowly through some reverse-joint ACs, and have no real strategies than clumsy trial and error. If you have any sure-fire ways to defeat this AC, please send me your strategy by means of email at ' triemplem@hotmail.com '.

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Pilot : Bloom Rank: 5
AC : Blue Petal

Summary : Multiple missile launchers and a long range rifle, create a style opposite of his partner's.

Strategy: I tend to work my way slowly through some reverse-joint ACs, and have no real strategies than clumsy trial and error. If you have any sure-fire ways to defeat this AC, please send me your strategy by means of email at ' triemplem@hotmail.com '.

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Pilot : Pest Rank: 6
AC : Red Petal

Summary : Bloom's partner. he has no need for fancy weapons and prefers a simpler fighting style.

Strategy: I tend to work my way slowly through some reverse-joint ACs, and have no real strategies than clumsy trial and error. If you have any sure-fire ways to defeat this AC, please send me your strategy by means of email at ' triemplem@hotmail.com '.

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Pilot : Swimmer Rank: 7
AC : Odd Fish

Summary : An awkward weapons and parts load out is reflected in his equally strange emblem choice.

Strategy: I tend to work my way slowly through some reverse-joint ACs, and have no real strategies than clumsy trial and error. If you have any sure-fire ways to defeat this AC, please send me your strategy by means of email at ' triemplem@hotmail.com '.

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Pilot : Strangle Rank: 8
AC : Bulky Hand

Summary : Powerful missile launchers on both shoulders make this AC an imposing and dangerous foe.

Strategy: I tend to work my way slowly through some reverse-joint ACs, and have no real strategies than clumsy trial and error. If you have any sure-fire ways to defeat this AC, please send me your strategy by means of email at ' triemlem@hotmail.com '.

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Pilot : Pellen Rank: 9
AC : 45

Summary : Evades missile lock-ons by utilizing repeated low trajectory jumps. He was a champion long jumper.

Strategy: Alright, two things. A machine gun, and lots of missiles. He's too bloody fast for anything else. Even though he does evade a large portion of the missiles you dish out, he takes on damage at ridiculous rates. Keep up the pace, keep moving, and you should make it.

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'EX-Arena Caterpillar Rankings - a listing from first place to last.

Pilot : Tread Rank: 1
AC : Commander

Summary : A soldier who survived the Great Destruction. He is quite old, but still a formidable opponent.

Strategy: Strafe left, see a missile? Strafe right, shoot. Strafe right, see a missile? Strafe left, shoot. Stick with a Plasma Cannon.

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Pilot : Milo Rank: 2
AC : Ragnor

Summary : Expands ammunition at an appalling rate. Believes the more he fires the more likely he'll connect.

Strategy: An easy win, just dodge the rounds. Stay at a mid-distance, and keep firing. If you have more trouble, give a Plasma Cannon a shot. (Or any other high-damage weapon)

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Pilot : Bullet Rank: 3
AC : Powder Magazine

Summary : Believes that missiles are the ultimate weapon. He despises those who use energy-based weaponry.

Strategy: Stay close. Stay, close. Stay, CLOSE. Missiles is all he's dishing out. Try some energy weapons, he can't stand those. Once you get close enough, this is an easy win.

- Make sure you have a high shell weapon defense !! -

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Pilot : Scorch Rank: 4
AC : Energy Shell

Summary : A firm believer in the benefits of energy-based weapons. Despises those who rely on missiles.

Strategy: Strafe, strafe, strafe, FLY! That's the pattern you're going to need to maintain. Try to stick with shell weapons, as they do not drain your energy.

- Make sure you have a high energy weapon defense !! -

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Pilot : Fenrir Rank: 5
AC : Hound

Summary : Convinced that the only way to achieve success in the missions is with a heavily equipped AC.

Strategy: Make sure you keep firing your weapon, because that's all he does. He's equipped with a Machine Gun and Dual Missiles so stay close. He's airborne most of the time, so join him up there, else he will crush you from the skies. It's your call on this one though. Just keep shooting.

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Pilot : Moby Rank: 6
AC : Wrath

Summary : Derives great pleasure from knocking flying ACs out of the air. He has earned the nickname "SAM".

Strategy: Stay nice and close to him. Like in the summary, he likes to blow the crap out of flying targets, so don't. When you're in his proximity make sure you keep strafing. Stay put, and he'll peg you with his Plasma Cannon.

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Pilot : DOUBLE57 Rank: 7
AC : Darkness

Summary : A rare sight, this AC is equipped only with a flame-thrower and extra ammunition. Remarkable!

Strategy: Bring along a long-distance weapon, and you will win this with ease. It's almost hard to win with any damage. Just keep moving back while he persues you, and you'll be fine.

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Pilot : Warren Rank: 8
AC : Chariot

Summary : A long time member of the Arena, his logo is representative of his search for the truth.

Strategy: Follow this air-freak carefully! Move too far away, you'll get missiled.

Stay too close, you'll be hampered on by a canon. Try a rapid fire weapon on him. Since he seems to move quite a bit, you don't want to bet it all on a weapon with a slow reload.

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Pilot : Artemis Rank: 9
AC : Pressure

Summary : Calms his nerves before a battle by eating huge amounts of chocolate. An average pilot at best.

Strategy: If you have a laser blade handy, move in close to render his missile launcher useless. Even without one, stay relatively close. At close range, he can only use his rifle. Move too far back, and he will bombard you with a volley of missiles. Other than that, he is a fairly simple opponent.

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[Chapter .VIII. - Mail]

Mail - A complete list of mailings you receive throughout the game

(!! Spoiler(s) ahoy .. !!)

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Title: Request Sender: Lana Nielsen
Congratulations. How does it feel to finally be a Raven? I'm your RAVENS' NEST contact, and the person in charge of handling negotiations with requesters to sort out your missions. Orders must be followed to the letter. Your first mission is already available. It shouldn't be too difficult, but remember to be wary of any unforeseen obstacles. Exercise caution at all times.

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Title: Arena Sender: Lana Nielsen

When we first met on the Network, you mentioned becoming a Raven because there was someone you wanted to kill.

AC Nama : Nine-Ball
Pilot : Hustler One
Top ranked AC in the Arena.
That is all we know.

All that is needed for you to participate in the Arena is a corporate sponsor. This opportunity will present itself... eventually. Let me warn you though, anyone who attempts to face Nine-Ball in battle will surely be destroyed. If you're willing to risk your life. I can arrange it so that one day you will fight him. That is all.

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Title: Sponsor Sender: Lana Nielsen

A corporation has extended an offer to sponsor you in the Arena. The sponsor is [PROGTECH], one of the companies operating the Arena. There is one condition though, you must defeat all Ravens currently associated with the Arena. The company wants to see what you're capable of. I've done some research and it doesn't matter who you fight. But remember, they're all Ravens, just like you. That is all.

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Title: Arena Registration Sender: PROGTECH

Good day. I'm a representative from PROGTECH and I have had the privilege of observing your performance. We have taken note of your abilities and have decided to sponsor your entry in the Arena. Please accept, as a small gift, 50000C and an AC Part we have developed. We look forward to your success in the Arena.

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Title: PROGTECH Sender: Lana Nielsen

PROGTECH is a company that has grown significantly during recent years. This is largely due to their groundbreaking achievements in AC-related development. A brilliant scientist, who serves as the company's head of development, is behind a number of their revolutionary parts. The part you received is probably one of these. The Arena is nothing more than a convenient place for PROGTECH to advertise. So take care, and don't let them take advantage of you. Should your rating increase, due to success in both the Missions and the Sub-Arena, you may be called up to the actual Arena. That is all.

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Title: Emergency Sender: PROGTECH

An emergency situation has arisen. We have a request that needs your immediate attention. Please read the request description for more information.

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Title: Mysterious MT Sender: Elan Cubis

Hello, my name is Elan Cubis, I'm the head of development at PROGTECH. Thank you for your assistance the other day. I believe the attack was directed at our research group. This is a relatively common occurrence in our business, but there was one aspect about it that bothered me. Specially, the MT that appeared from out of the water. It would be hard, given current technology, to build an amphibious MT. I know of no group that has had success. It's possible a technology lost during "The Great Destruction" has been rediscovered. I fear an

unknown organization, possessing advanced technologies, may be involved.

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Title: Warning Sender: Lana Nielsen

As I explained earlier, I am your RAVENS' NEST contact and the one who will supply you with your orders. You will follow the orders you're given and do as I say! Even if approached by a sponsor, you are not to accept any missions without my approval. Don't let it happen again! That is all.

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Title: PROGTECH Request Sender: Lana Nielsen

Here is a request from your sponsor. Please read the mission description carefully. It appears that your skill and rating as a Raven have been increased. It is just a matter of time before you'll be allowed to enter the Arena.

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Title: Promotion Sender: PROGTECH

Congratulations. Your registration is complete, and you are hereby certified as a contender in the Arena. Usually, a potential candidate must wait until a contender leaves the Arena, but an opening was available just in time for your registration. Concentrate your efforts on the Arena for the time being, but keep in mind that we may still require your assistance in further missions. As a gift, please accept this 50000C and an AC Part developed by our company. Good luck to you in your conquest of the Arena.

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Title: Destruction Request Sender: PROGTECH

An emergency situation has arisen. We have an urgent request regarding a mission for you. Please read the request description for more info.

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Title: Nine-Ball Sender: Elan Cubis

You've saved me once again. Please allow me to offer my humble thanks to you for your bravery. I've done some research on that mysterious MT, but so far I have only come up empty-handed. I thought I was at a dead end, but the AC that appeared this time was Nine-Ball, correct? I've decided to conduct more research along these lines. My understanding is that some bad blood exists between you and Nine-Ball ... I will keep you informed if I should learn anything new.

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Title: Support Cut Off Sender: Lana Nielsen

You were warned not to accept any direct requests without my approval. I am no longer acting as your contact. In fact, I'm cutting off all support to you. Good luck. You'll die soon enough.

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Title: MT Rescue Operation

Sender: PROGTECH

An emergency situation has arisen. We have an urgent request regarding a mission for you. Please read the request description for more info.

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Title: Data Manipulation

Sender: Elan Cubis

Thank you, once again. I can't imagine what might have happened have you not been there to assist. I heard that Nine-Ball did not appear this time. Some peculiar things have been discovered about this elusive character ... I will relay this information to you. Here is what we know about the NEST-registered pilot. Hustler One. No one has ever actually met him. Another interesting item, is the fact that a great deal of information pertaining to Nine-Ball and Hustler One has been erased. This has piqued my curiosity and I will be looking into the matter further. I'll let you know if I discover anything of interest.

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Title: Connections

Sender: Elan Cubis

How are you? It has been a while. I've come across some tantalizing information in regards to the corporations involved with Nine-Ball. It seems that all corporate sponsors involved with Nine-Ball experience either rapid success, or deteriorate quickly and disappear. Therefore, I'm lead to believe that the recent attacks against PROGTECH are probably intended to destroy the company. Not only is he a skillful Raven, but he also seems to harbor some secret agenda. Who is this man?

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Title: HQ Protection Request

Sender: PROGTECH

An emergency situation has arisen. We have an urgent request regarding a mission for you. Please read the request description for more info.

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Title: RAVENS' NEST

Sender: Elan Cubis

It appears as though you have destroyed Nine-Ball, but why does he still exist in the Arena? There is still no useful data pertaining to Hustle One, but we have been able to identify the group responsible for tampering with his data. It was the NEST. There is no mistaking the fact that the RAVENS' NEST was tampering with his data. I'm still not sure how Hustler One is connected to the NEST, but I do know this ... the NEST isn't just a normal Raven support organization, but also something else.

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Title: RAVENS' NEST Contact

Sender: Elan Cubis

I am, as far as I can determine, in the safest possible place. I did some digging in the NEST data bank, and the only relevant pilot data information I found in regards to Nine-Ball was a strange word: [H-1]. The impression I got was that H-1 wasn't a person's name, but the name of some sort of part. It's

possible that a person called Hustler One doesn't even exist

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Title: The Promise

Sender: Lana Nielsen

It has been a while. Congratulations on reaching the second highest rung on the Arena ladder. I never thought you would achieve such success. Your skills have far exceeded my original estimation of you. You have become too powerful! Do you remember? I told you I'd arrange a meeting with Nine-Ball for you one day. Well, that day has arrived.

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[Chapter .IX. - System]

- Data Save - Save the Game
- Data Load - Load a previously saved Game
- Emblem Save - Save the current emblem to Memory Card
- Emblem Load - Load a previously saved emblem from the Memory Card
- Option - Master Volume : Increase or decrease master volume
 - BGM Volume : Increase or decrease BGM volume
 - Text Message : Text in battle on/off
 - VS Stage : Stage selection method in VS
 - Key Assign : Change key configuration
 - Vs Time Limit : Change time limit in VS
 - Vibration : Vibration on/off

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[Chapter .X. - The Mission(s) Walkthrough]

Mission One - Eliminate Fugitive

Sender : Lana Nielsen Location: Isaac City Botanical Zone
No.7
Requester : Isaac City Guard Objective: Capture Fugitive
Reward : 32000 Credits Enemy forces: Security MTs (unknown number)
Safety Level: 94

We've received a request asking for assistance in tracking down an escaped criminal. The fugitive is a chronic corporate hacker. He has hijacked an Armored Car and locked himself in the Botanical Zone. He hacked into the facility's security system, and all security MTs are now under his control. The offensive capability of a single MT is no match for an AC, though they can be a nuisance when encountered in groups. Immediately destroy all MTs you come across. The building's structural data has been prepared. Your goal is to capture the fugitive. You have permission to take him out if necessary.

Mission Description:

This being the first mission, it is fairly simple. Follow the corridors, stay sharp, keep shooting, and you'll be fine.

Mission Preparation:

Whatever you feel comfortable with. Machine Guns and Flame Throwers are

good to take the MTs out fast, but it's your choice. Like to be lazy? Let a few of the MTs gather behind a wall, or door, and they will destroy each other until one remains. It works like this. They shoot, even though they cannot hit you. And what happens when they shift around? They get in each other's line of fire, and boom! It may take a while though, but it's one way to stay damage free.

"Blowing Up Foes" For Dummies:

When you see an MT, walk up to it until you have a lock on. Then simply walk backwards firing away to minimize damage, four shots does the trick.

If you prefer close combat, you can simply give them a new hair-do with your energy blade. One hit generally does the trick. It's a bit cramped in the corridors, but if you can pull it off, send a few missiles flying. It's a bit more efficient to use the previous two though. There are little MTs crawling everywhere. Just because they don't do much damage, DOES NOT mean you should consider them weak. Damage accumulates fast.

The path you need to take:

There are so many forks and turns, and twists, that I cannot help you without some sort of a map. But that is already provided to you, press 'Select' to view it. It's probably easier to follow that than my endless rantings so I won't bother with directions, but I will tell you the things you need to do.

First, you need to find a room with a giant computer in it. (It resembles a tall black box with wires jutting out from the top) Now, destroy it. That renders a couple door that were locked, "unlocked". Now, go find the unlocked doors and venture deep into the catacombs of hallways. To find the first unlocked door, head out of the room, and take a left at each fork. This will lead you to a door which needs to be opened with the "Circle" button. Walk up to it, and press the button.

Travel your way along the paths, and you will eventually find the Hacker you were searching for. Watch a little in-game cut scene with Nine-Ball, then head back to the Raven's Nest.

Mission One Complete.

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Mission Two - Destroy Berserk MTs

Sender	: Lana Nielsen	Location:	PROGTECH Weapons Factory
Requester	: PROGTECH	Objective:	Destroy all combat MTs
Reward	: 36000 Credits	Enemy forces:	Combat MTs (unknown number)

The mission requester is PROGTECH. Their Weapon Factory's Maintenance Computer has malfunctioned, and the Combat MTs produced there are out of control. The computer continues to produce the faulty MTs, and the situation is worsening. Thankfully the problem has not spread outside the facility, but it is only a matter of time. Your mission is to restore the situation at the factory. As long as the computer is operating, it will continue to produce MTs. Destroy the computer, then combat the MTs.

Mission Description:

Well, you have a bunch of whacked-out MTs running amuck in a factory. And what's more, there are unpteenth numbers of them, and you get to go in there alone. Lana sure is nice, isn't she. At any rate, you're in the factory, and you have to destroy three computers. Two to unlock

gates, and one to stop the MT malfunction. Then, destroy all remaining MTs.

Mission Preparation:

A machine gun is almost a must here, or anything else that can wipe out those pesky MTs as fast as possible. There is a whole legion of them, and you're only one AC. Feeling malicious? Try a flame thrower amongst the masses, you'll be seeing inferno within their MT ranks.

"Blowing Up Foes" For Dummies:

Like I said earlier, you are going to need a machine gun. If you don't have one on, just shoot away. Helps alot though if you can blow these up fast though, damage accumulates fast. Maybe try out your laser blade up close? If you are gaining damage at a fast rate, you best use the dirty trick I taught you for the previous mission. Just wait behind a wall, and a few of those MTs will destroy themselves.

The path you need to take:

Okay, you start off in the factory's parking lot. You're going to need to blow up the door, so stand back and shoot. Behind, are two MTs. Just deal with them. Now, you are faced with two doors, and neither of them open. Now what? You see that little box in the middle? Well, get on the ledge, and take a look at the grating. How pretty, now blow it up. A warning before you drop down into the MT masses, you're going to want to avoid damage, right? Well aim to land on one of the pillars. Then, boost to the door and open it with the circle button, you should be able to get to safety without a scratch.

Now, head left and follow the path. Open the door with the circle button, and destroy the computer from a distance. Now, do the same with the other computer on the opposite side. Now, that they have been destroyed, two doors that were previously locked, are now open.

Between where the two computers were, is a door. Open it. Head to the left, and you have MTs to destroy and a 'Secret Head Part'. Do not forget to pick it up before you leave! To the right is the main computer and more MTs to destroy. Just find your way through the corridors to find both. Once you find the computer, destroy it. Slice it once with your blade, then back off and shoot to minimize damage. There you go! Now find the remaining MTs and destroy them. Doing so will lead to victory.

The remainder of the berserk MTs are down a flight of stairs in the room that junctioned off to the left and right paths you took earlier, and in the room where you dropped into earlier. If the mission is not complete after these are destroyed, look about in the previous areas you visited earlier to find any missed MTs. Destroy them, and you're finished.

Mission Two Complete.

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Mission Three - Recover Meteorite

Sender : Lana Nielsen Location: North Haven's Rock, Supply Point No.8
Requester : R&G Industries Objective: Destroy all enemy forces

Reward : 38000 Credits Enemy forces: Unknown

The requester is R&G Industries. This mission pertains to the anticipated impact of a meteor with our planet. The meteor's existence has long been known, but it wasn't until just recently that a discovery was made indicating that the meteor may contain rare minerals. R&G Industries would like to recover the meteor, but there is a problem. Several of their competitors also want possession of it and are willing to fight for ownership. Your mission objective is to eliminate any units, sent by R&G's competitors, intent on retrieving the meteor. You must not allow it to fall into their hands.

Mission Description:

Well, for one you don't really have to recover anything. Just blow your opposition up. You'll see the meteorite land before you, and a large crater formed from the impact.

Mission Preparation:

Without a machine gun or a missile with a fast locking FCS, you're screwed. Try to get on some fast legs too, and something with high shell defense? The latter two aren't necessary, but help.

"Blowing Up Foes" For Dummies:

Alright, you're going to be up against five aerial combatants at first. You're going to need to get a weapon that can hit them, they are fast as lightning. Get within a close proximity, then start pulling the trigger of the machine gun. If you have a missile on, just make sure you won't miss your target. Even though it seems incorrect, the best place to shoot them down is in the crater. They may be able to surround you, but they are also have difficulty getting in and out of it. That gives you time to shoot them down. Don't worry if you amass large amounts of damage, everyone does.

You're also going to fight a sub-arena AC here. Forget what Lana Neilson said. You want to stay close-mid range. And keep firing, at that length, he will try to dish out missiles, but you should be fine. Up close, he will use his machine gun or laser blade, ouch. To counter, slice him across the chest, and he should retreat back some. Your fighting style though, good luck.

The path you need to take:

Fairly simple, head into the crater and start shooting those fighters out of the sky. Once defeated, you will face an AC from the Sub-Arena, Regulon. Defeat him with the strategy above, and you're done.

Mission Three Complete.

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Mission Four - Retrieve Secret Files

Sender : Lana Nielsen Location: Isaac City Underground Passage
Requester : Izumo Materials Objective: Destroy the armored car
Reward : 33000 Credits Enemy forces: Unknown

Izumo Materials' research group was just attacked and top-secret files stolen. The attacker escaped through the city's Underground Passage and is still at

large. Security forces have been deployed, but our assistance has also been requested. Find and destroy the Armored Car that the thief has commandeered. The Armored Car is highly visible, and the thief can't run forever. He must have planned an alternate means of escape. Your target is the Armored Car. Ignore all other enemies you may encounter. Act quickly.

Mission Description:

Okay, you're going to be a mole for a while, you're fighting in an underground passage. Before breakfast, you'll have busted up some laser-totting MTs and waded through heavy sewage. Ah, it's fun to be a Raven.

Mission Preparation:

Okay, you want to keep whatever you are adept with close by. Feel comfortable with machine guns? Go get one. Rockets make you feel all tingly? Go get one. What ever you are good at, use. This mission isn't hard.

"Blowing Up Foes" For Dummies:

Okay, those humanoid MTs? They have laser rifles. You're going to want to back up when shooting them like the combat-MTs. Just keep the bullet stream going and you'll be fine. Just don't let them get close, laser rifles hurt. Also, instead of going to them, let them go to you. Let them boost around the corner, then shoot. Just keep a lock on them prior to appearance, and you'll maintain a fairly high AP.

The path you need to take:

You begin your mission in a vacant hall, spooky. Follow around the corner, and you will find a humanoid MT. Blow it up, follow the path, find another. There are four in total, and it is best to destroy them all unless you want a few laser-totting mechs chasing behind you.

Now, you'll find your way along to a sewage flow. Ew. Get on your waders, 'cause you're heading into some heavy cow-dung. Proximity mines are going to be floating t'wards you by means of the crap. So you have two choices in evading them. 1) push up against the wall and dash heavy 2) wait in the middle for a mine to pass, boost ahead to the next pillar, and continue to do this to the end. I prefer the first option, I was too lazy to do the latter. Destroy the mine layers if you like, or just jump over them.

Now, you're going to chase down that thief and his little armored car. Just head on up the shaft, and go find him. Mind you though, there is a Sub-Arena AC defending him. It's Lucky Hopper, a four-legged AC. Sounds scary? Then run! Don't even bother paying attention to him. Just go blow up the armored car, and your objectives will be fulfilled. Return to the Raven's Nest for your next mission.

Mission Four Complete.

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Mission Five - Assault Transports

Sender	: Lana Nielsen	Location:	Union Line Undersea Tunnel
Requester	: PROGTECH	Objective:	Destroy all enemies
Reward	: 35000 Credits	Enemy forces:	Trucks x3, MTs x4

You've been requested to execute an attack on a specific group of units. They

are transporting materials which must be destroyed. We aren't sure which units are the ones carrying the material. In order to guarantee its destruction, all units must be eliminated. According to our information at this point, the group consists of three trucks, and four MTs. Though they may have reinforcements we are not aware of. If even one unit escapes, the mission will be a failure. You must eliminate them all.

Mission Description:

Mission Preparation:

"Blowing Up Foes" For Dummies:

The path you need to take:

Mission Five Complete.

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Mission Six - Cavern Invasion

Sender	: Lana Nielsen	Location:	SE Isaac City Cavern
Requester	: None	Objective:	Destroy AC and escape
Reward	: 0 Credits (sob)	Enemy forces:	AC x1, MTs x 7, ceiling guns x 6

Rumor has it, that a group of enemies have infiltrated the Cavern in the SE sector of the city. According to our information, the Cavern is being used by a company to store important minerals. We think the enemy forces that entered the Cavern are after these minerals. The target is a Raven AC hired as an escort. Ignore all other enemies. Seek out and destroy the AC, then escape.

Mission Description:

EXPLICIT NOTE: You have a choice between this mission, or one of the other two. Choose this if you wish to get the back part.

You're in a dark cavern, this is where your radar comes in handy. You won't be able to see much, so you're depending on it.

Mission Preparation:

Long range weapons are in order for this mission, or anything that hits fairly hard. The enemies just stepped up a rung of the 'toughness' ladder. Now would be a good time to upgrade your AC too, if you have the funds. It's all your go, though. There is no 'necessities' for this mission.

My favorite prep for this mission is to sell off your previous head, and Missile Launcher so that you can buy a Grenade Launcher. They don't stand a chance. (cackles maniacly) The only problem is you have to be very, very precise.

Want something even MORE lethal? Get the double Grenade Launcher arms! Now you have to be the ultimate conservist, but ... it's got bigger explosions, right? You should have seven shots to deal with 'Evil Kiss', and that's plenty. Three hits and he's out! (technically six rounds down) Oh yeah, your AC is going to look real wierd running around with those huge arms.

"Blowing Up Foes" For Dummies:

Just shoot, you're going to need to kill them fast. They hurt alot more now, than their predecessors in the earlier levels.

The path you need to take:

Alright, there is the easy way, and the extensive way.

The easy way goes like this. First, destroy the MT that is in the room adjacent to the one you are currently in. Now, standing in the middle of the circle, look up. See that hole? Boost up so you can reach it. Destroy the two MTs, and then take the fork on the left. There, you will find six ceiling-mounted guns ready to turn you into a fried potatoe. You can't really see it from where you are, but in the far-west corner, there is a back piece. You can either destroy the guns and get it, or you can snatch and run. Your choice, latter is better for conserving ammo and AP.

Now, return to the fork and take the right path. You'll be taking a large drop, so don't be shocked when you see your AC decending. Follow the path to find a large arena with 'Evil Kiss' waiting for you.

(before I explain the 'extensive way', you may want to take the back part by means of the 'easy way' prior to continuing. Your choice.)

The extensive way goes like this. First, destroy the MT that is sitting in the middle of the room before you. Follow down the path until you reach two forks, you have a choice now.

The right fork leads to a MT, and that's it.

OR, you can continue straight down the hall and get a 'drop' on Evil Kiss. You'll see what I mean when you get there. This route, there are six MTs in total. After you destroy them, there is a large drop down to an arena w here Evil Kiss resides. Go for it!

Okay, Lana wasn't lieing about him being tough, but she exagerated some. Keep moving, keep shooting, don't die. Those are the three rules you are going to want to maintain here. Stay at close-mid range. Far away enough so that he doesn't use his energy blade, but close enough so he doesn't use his missiles. You'll be fine, just keep up the pace.

After he's finished, open up your map. See those two openings? Take the one on the left, otherwise you're going to have to wade through more ACs. (or vice versa, if you took the extensive route) Return to the starting point, and you're done.

Mission Six Complete.

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Mission Seven - Attack Terrorists

Sender : Lana Nielsen Location: Isaac City East Construction Site
Requester : None Objective: Destroy enemy AC
Reward : 0 Credits (not fair!) Enemy forces: AC x1, Goldy

I've sent out a mission request to all Ravens on the NEST network. The request I sent out, was for the removal of MTs attacking the Construction Site East of the city. The real objective is for you to crush any ACs that take the bait. Goldy, from the Sub-Arena, has already accepted the mission. MTs are easy targets for Ravens, so she probably won't be ready for you. Take her when she least expects it.

Mission Description:

EXPLICIT NOTE: You have a choice between this mission, or one of the other two.

My first time around, I chose this one. It's fairly simple, but doing Lana's chores can be a bit tedious at times. Just be careful, she's not telling you something.

Mission Preparation:

Whatever you're good at, use. Goldy's not that hard.

"Blowing Up Foes" For Dummies:

You're up against two ACs. 'Superb Hunter' and 'Ideal', piloted by Super Bow and Goldy. Pfft. Remember the three rules for survival in Armored Core: Master of Arena. Keep Moving, Keep Shooting, Don't Die. Take down one of the two first, preferably Superb Hunter since he's a bit more irritating. They are easy to identify, so you don't have an excuse for attacking them both at the same time. Concentrate on one, then the other.

The path you need to take:

Just kill them, and you're done.

Mission Seven Complete.

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Mission Eight - Attack Chrome HQ

Sender : Lana Nielsen Location: Chrome Corporate HQ
Requester : None Objective: Destroy AC in 3 minutes
Reward : 0 Credits (grr...) Enemy forces: AC Hercules

Your target is a Raven recently hired by Chrome, Isaac City's largest corporation. The Raven is Hercules, a member of the Sub-Arena. He has signed a long-term contract with Chrome as a guard at their Corporate HQ. Chrome already has a complex security system in place, the Raven has been hired to put additional pressure on anyone attempting to breach their HQ. I can take care of the security system, but not the Raven. We have three minutes tops, you must destroy him within that time frame.

Mission Description:

EXPLICIT NOTE: You have a choice between this mission, or one of the other two.

Three minutes - can you kill a man in that time? We'll have to see, you're about to be pitted up against the test.

Mission Preparation:

Energy weapons, this guy has a ludicrous defense against shell attacks. He dishes out a mean missile as well, so set your defense against shell damage. Energy weapons, and high shell defense. Got it?

"Blowing Up Foes" For Dummies:

He'll be jumping around, but not as much as Superb Hunter and Ideal were. Make sure you have those Energy weapons on, otherwise you're pretty much screwed. You'll run out of time, but he'll most likely kill you before that happens. Take your time though, three minutes is longer than you think.

The path you need to take:

Kill very fast, then you win. Kill very slow, then you lose.

Mission Eight Complete.

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Mission Nine - Defend Submarine

Sender	: Lana Nielsen	Location:	R&G Industries Steamship Route
Requester	: R&G Industries	Objective:	Escort Submarine
Reward	: 34000 Credits	Enemy forces:	Unknown

Your objective is to escort a marine transportation battalion. You will board an T&G Industries' Transport Submarine and accompany it to its destination. R&G Industries has become a target of recent terrorist activities, we believe that another attack on the company is imminent. We have no way to predict what problems might occur en route. Therefore, be prepared to handle any circumstances that may arise.

You've been requested to execute an attack on a specific group of units. They are transporting materials which must be destroyed. We aren't sure which units are the ones carrying the material. In order to guarantee its destruction, all units must be eliminated. According to our information at this point, the group consists of three trucks, and four MTs. Though they may have reinforcements we are not aware of. If even one unit escapes, the mission will be a failure. You must eliminate them all.

Mission Description:

Finally, cash for your missions. This level is so, sweet! You're on a submarine, and you get to blow up crap while trying to stay out of the water. That's unique.

Mission Preparation:

Rapid fire sound good to you? You're going to need something that can nail things fast. You're choice though, whatever is accurate. You're going to go up one on one against the battle cruiser, so equip something hard-hitting if possible. Maybe a Plasma Cannon, or whatever you think has a long enough range to hit a moving ship ...

Okay, you do know tat the ocean is deep, right? And when you get hit, you get pushed back. So, you're going to want to have shock dampeners equipped if you can afford. No, forget that. Sell something, and buy them. They are essential to this mission. Are you still with that crappy initial chassis? Well, it's also time to go buy yourself a nice pair of stable catapillar legs. If they don't work for you, find anything with good stability.

"Blowing Up Foes" For Dummies:

Eesh, planes with Plasma Dispensers? That's not fair ... oh well, shoot them down fast. Like I stated earlier, a rapid fire weapon will make this so much

easier. There are several of them, so your quick responses are going to save your hide. After the planes are dispatched, the enemy cruiser will arrive.

You have two options on taking out the cruiser. Like in the demo, you can boost across to slice the cannons in half. Or, you can get yourself a long-range weapon and blow it up from the submarine. You have to be adept at what you choose, you're going to be hard pressed in this mission.

The path you need to take:

Defend the submarine, kill everything that shoots at you and the ship as fast as you possibly can. That's the only way you're going to survive. Remember, your priority is to defend the submarine. Since the cruiser is more likely to be dishing out more damage, deal with it first. Take out the planes that appear until you submerge. Good luck.

Mission Nine Complete.

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Mission Ten - Enemy Fortress

Sender	: Lana Nielsen	Location:	NW White Land Old Castle
Requester	: Isaac City Guard	Objective:	Destroy all enemy forces
Reward	: 36000 Credits	Enemy forces:	Gun Emplacements x 9

We have pin-pointed the location of the base that terrorists have been using for their strikes on Isaac City. Your mission is to attack this base. The base's location is in an Old Castle in the NW sector of the White Land Area. The castle, now a fortress, is protected by many gun Emplacements. The gun emplacements surround the entire fortress and will attack if given a target. Do not let your guard down, even for a moment.

Mission Description:

(shudders) You're taking a walk through hell if you do this mission. You've got the gun emplacements, patrolling tanks, and one of the most lethal Arena pilots you have to face, Ninya.

Mission Preparation:

Anything that helps you move. Boosters, legs, generators, you're going to need them to keep you moving. Moving keeps you alive. Go with some powerful weapons and a machine gun. The gun emplacements and tanks are going to be a royal pain in the royal arse. Simple as that. Also, take something along that you're good at, you're going to want to fight Ninya with the best of your abilities.

"Blowing Up Foes" For Dummies:

Tanks and gun emplacements should be dealt with by a few blasts of your heavier weaponry. You want to conserve your ammo for Ninya, he's a real pain. For him, keep your sights to the sky as he tends to jump a lot. He dishes out a lot of missiles as well, so keep a high shell defense. Get hold of a lucky charm, pump up some favorite music, and find a comfortable position. You're in for a ride with him.

The path you need to take:

Blow up the gun emplacements, blow up the tanks, blow up Stalker (Ninya's AC). Sounds easy? Oh heck no, it's not. Blowing up the turrets are a bit tedious, considering you have to travel along the castle walls,

dispatching them one by one. Have patience, keep your cool, and you'll be fine.

Mission Ten Complete.

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Mission Eleven - Assist Marine Lab

Sender : Location: PROGTECH Marine Laboratory
Requester : PROGTECH Objective: Destroy all enemy forces
Reward : 46000 Credits Enemy forces: MTs x 5

An emergency situation has come up. We'll be sending a mission request directly.

The PROGTECH Marine Laboratory is under attack by an unknown MT. The attacker's objective is still unclear. We've already sent in another Raven, but he was unable to complete the mission. The best he could do was stall the enemy's invasion of the facility. An important company official is housed within the facility. It is vital that he be rescued and brought to safety. As is our right as your sponsor, we are temporarily revoking your license to participate in the Arena. This mission is now your top priority.

Mission Description:

Nice an easy, you will be here to rescue Fritz and the 'all-important' company official. Make sure you don't fall into the water, and all will go well.

Mission Preparation:

I'm pretty sure you can guess what I am about to suggest, whatever you are comfortable with. You're filthy rich from all those previous missions and arena spoils, right? Go buy yourself an AC you can use and cherish.

"Blowing Up Foes" For Dummies:

They're MTs, blow them up in the usual fasion.

As for the big-boy MT, just blow the crap out of him. Real easy.

Be a nice guy, and save Fritz. I mean, you -are- a nice person, aren't you?

The path you need to take:

Blow up the MTs, save Fritz, blow up the big MT. You're done.

Mission Eleven Complete.

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Mission Twelve - Destroy Cannon

Sender : Lana Nielsen Location: Borian Highland Cannon Ruins
Requester : Izumo Materials Objective: Destroy the Cannon
Reward : 3300 Credits Enemy forces: Unkown

The requester is Izumo Materials. We've recieved information indicating that a colossal cannon, built during The Great Destruction, is in the process of being restored. Verify this information, and if the reports we've recieved turn out to be true, destroy the cannon before restoration can be completed. Izumo Materials, whose emphasis is space development, has plans to launch a satellite.

The cannon is apparently set to target this satellite. If restoration of the cannon is indeed underway, explosive charges must be set and the cannon destroyed completely.

Mission Description:

You're stuck in a hole with planes circling about you, and a nasty AC on your tail. Sound like fun? It is, if you don't die over, and over, and over again.

Mission Preparation:

Shock resistance is a must. A high defense against shell and energy is also a nice perk you can use to your advantage. Another must is a decent booster, you're going to be scaling the tower. Whatever weapons you like are fine, just make sure they can hit things that are not stationary.

"Blowing Up Foes" For Dummies:

This may sound wrong, but don't. You have to concentrate on planting the charges on the tower. After that is done, continue to ignore the aerals and return to ground level to fight 'Locagos'. He doesn't move much so just keep the bullets streaming, and the strafing moving. Shoot, move, don't die.

The path you need to take:

Get dropped, and boost straight away to the first bombing point. Then, scale up a tier on the tower to plant the next charge. Move counter-clockwise, it's more efficient. There are four charges in total. Place the charge, boost up, move around counter-clockwise, place the charge ... and so on.

Drop down, and avoid fire from the planes. Momentarily, you will be visited by your good friend Locagos. Now you're in a tough spot. Dodge fire from the aerals, dodge fire from Locagos, and kill Locagos. Ah, thank God for boost-strafing. Good luck!

Mission Twelve Complete.

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Mission Thirteen - Board SpaceShip

Sender : Lana Nielsen Location: Derelict Spaceship
Requester : PROGTECH Objective: Locate Research Team
Reward : 42000 Credits Enemy forces: Unknown

A rather strange mission request has just been received. It entails the investigation of a recently discovered Derelict Spaceship. It isn't known when the Spaceship was built, but it was probably sometime before The Great Destruction. Many technologies were lost in The Great Destruction, so any materials or information found dating prior to this event are extremely valuable. PROGTECH sent a Research Team to investigate the Spaceship, but three days have gone by without any contact. There must be trouble aboard. Your goal is to locate the Research Team. Remember, nothing is known about the Spaceship, so excercise extreme caution.

Mission Description:

This mission outright blows. It's one of the most confusing missions or scenarios I have ever encountered, due to the shoddy map-work. Riddled

A few surviving members of a successfully splintered terrorist organization are making a last stand. They're attacking nearby facilities with a giant Tank. Your mission is the elimination of the terrorist controlled Tank. It is in the Battleship class and was most likely built before The Great Destruction. Destroy all Tank defenses and render it inoperable. This will be much different from fighting ACs or MTs ... be careful.

Mission Description:

It's like RayCrisis. You're a little ship, and you have to fight this gargantuan mech at least fifty times larger than you. That's what made it so cool, same for this mission. Takes place in the vastness of the Zearm Desert, so you have virtually nothing but minute dunes to hide in.

Mission Preparation:

Plasma Cannon or any other heavy weapon of your choice that has decent ammo will be a good idea. But there are two absolute necessities to this mission. A machine gun to your liking, and a decent laser blade. You're also going to need a decent booster and generator. Sounds difficult? It's not that bad. If you can't get good air, just lighten your load. Weapon-mounted arms are just as good as the Plasma Cannons and such, and can be a bit lighter.

"Blowing Up Foes" For Dummies:

It's all about taking a leap of faith, and landing on the tank's top side. This leaves all cannons and turrets vulnerable, except one. It's a Missile Launcher, and it hurts like crazy if you don't destroy it right away. So, once you get on top, start bombarding the gray box that volleys the missiles. Once it's finished, you've virtually completed the mission. Just pick off the remaining turrets at your leisure. If you cannot see them, hop off and just blow them away. Without the missile launcher, it's all over.

The path you need to take:

Mission Fourteen Complete.

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Mission Fifteen - Enter Abandoned Mine

Sender	: Lana Nielswn	Location:	Fort Garden Abandoned Mine
Requester	: PROGTECH	Objective:	Recover secret material
Reward	: 49000 Credits	Enemy forces:	Unknown

A Secret Material, developed by PROGTECH, was stolen. We are still investigating, but it appears as though the culprit may be The Wolf, a ranked AC sighted nearby. The last known location of the thief was in the vicinity of Fort Garden. Your mission is to search the Abandoned Mine and recover the stolen material. As this request originates with your Arena sponsor, and is a priority mission, your Arena challenging rights have been suspended.

Mission Description:

Well, your AC's springs are going to be shocked by the time you get out of here. You're going to do a lot of dropping.

Mission Preparation:

Rapid-fire weapons are nice. So are extra ammo and a fast AC. Mrm, don't forget to boost up your shell defense.

"Blowing Up Foes" For Dummies:

MTs are to be dispatched in the usual manner, just don't expend too much ammo.

When you reach Wolf, take out the two arial guards that are stationed with him. If I remember right, Wolf' is going to be hitting you hard with missiles, so it's advisable to stay mid-far range. Stay too close, and he will demolish you with his two Grenade Launchers (shoulder and arm). A devistating foe, you better keep up the pace with this guy. Keep firing and strafing the grenades, and you will be fine.

The path you need to take:

It's fairly simple. Follow the given path by means of map or by deduction and you should arrive at Wolf eventually. Remember, the mine is riddled with MTs. Dish out ammo at a wise rate, don't be a berserker.

Mission Fifteen Complete.

-- -- -- -- -- -- -- -- -- -- -- -- -- --

Mission Sixteen - Defend Laboratory

Sender	: None	Location:	PROGTECH Lab Block 7
Requester	: PROGTECH	Objective:	Defend all gates
Reward	: 52000 Credits	Enemy forces:	MTs (Unknown number)

An emergency situation has arisen. Our Laboratory at the center of the city is under attack by unknown forces. The invaders have divided into several small groups and are attacking via different routes. We assume their target is Elan Cubis' Lab. There may be some connection between these units and the ones that attacked out Marine Lab, but we aren't sure. All 4 Gates leading to the Laboratory are located in Block 7. These key locations must be defended.

Mission Description:

Well, this is one tedious mission. It's more of a chore than anything else. What you have to do, is run from gate to gate, blowing up MTs bombarding the doors. Then, you get a taste of revenge.

Mission Preparation:

Rapid-fire weapons are good, so are a few Plasma Cannons or heavy hitting weapons. Mrm, and a good radar. I got lost trying to find out which gate was being attacked, and I wasted precious time trying to find it manually.

"Blowing Up Foes" For Dummies:

MTs should be dealt with in the regular fasion, nothing new. Just be cautious, since they do have Missile Launchers and Machine Guns. Conserve your AP and ammo for 9-Ball.

As for 9-Ball, stay away from him and fire. If you're getting used to your arsenal, he shouldn't be a problem at all. Just boost-strafe and keep the heat going. You'll live. Remember, he's dishing out missiles, a nasty laser blade, a Grenade Launcher, and a Plasma Rifle.

The path you need to take:

Go from gate to gate, destroying MTs. If you play the MechWarrior series, this should seem familiar to you. After a series of MTs, the computer will announce that a singular unit is approaching. Go and find him, quick. It's 9-Ball, you can get a jump start on him if he's still asking you what you want from him, let him have it!

Mission Sixteen Complete.

-- -- -- -- -- -- -- -- -- -- -- -- -- --

Mission Seventeen - Assist MTs

Sender	: None	Location:	Isaac City Center Street
Requester	: PROGTECH	Objective:	Save friendly units
Reward	: 55000 Credits	Enemy forces:	MTs (x6)

We're requesting you to assist our transportation team. They are now moving from the Marine Laboratory to our HQ, but they have come under attack. The transportation team is being guarded by our Escort Team, but they are being overwhelmed by the enemy's forces. You must be careful...all units, both friend and foe, send the same signal. You'll need to make visual contact before initiating an attack. Otherwise you might hit our team. Attacking blindly may lead to friendly fire casualties. Be selective and save as many of our units as you can.

Mission Description:

Well, you're in an urban environment acting hero. Those little red dots on the radar ... they're not all enemies, and I actually have to get in CLOSE ... ? Pfft.

Mission Preparation:

Machine Guns, Rockets, whatever will take MTs out quickly. You also need a fast moving AC, people are going to die if you don't.

"Blowing Up Foes" For Dummies:

Basic MT killing, just go ahead and shoot. But be careful not to hit your allies.

The path you need to take:

Well, the mission briefing pretty much explains it all. Save the good guys, kill the bad guys. But here's a twist for you, save ~~one~~ of the bad guys. After that is done, go look for something that looks like a church, or bank. Blow it up, and travel down the path. See the fork in the path? Head left. Deeper within, you will find a dead end. Blow that up too, and you have a new body part. It's an FCS, one lock but the stats do seem above par ...

Now, get out of your hole and go kill the last MT.

Mission Seventeen Complete.

-- -- -- -- -- -- -- -- -- -- -- -- -- --

Mission Eighteen - Eliminate Intruders

Sender	: None	Location:	PROGTECH Corporate HQ
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Requester : PROGTECH

Objective: Destroy all enemies

Reward : 56000 Credits

Enemy forces: Unknown

We've relocated our Chief Scientist, Elan Cubis, to our Corporate HQ. Unfortunately our timing couldn't have been worse, as the building is now under attack. The ID of the intruders is unknown and all attempts to stop their progress have failed. They're making headway towards the building's core and Elan's location. We have no time to waste. A top-class Raven such as yourself is needed immediately. Take out the intruders.

Mission Description:

This is just one of those levels where you get to slug it out, no real meaning at all. Sounds fun? You bet, but after you lose all that AP and ammo to the MTs, how are you supposed to fight Nine-Ball?

Mission Preparation:

A balanced AC, my personal favorites are the four-legged types. Hrm, I would suggest a Plasma Cannon, Gatling Gun Arms, and if possible a rocket or grenade of sorts? You're fighting the big boys now, can't be a dinky little girl with the rough riders. Make sure your AC is decent as well, weaponry is only a portion of survival.

"Blowing Up Foes" For Dummies:

Shoot, move, don't die. It's a grueling scale to the top of the tower, but you will make it. These MTs take gargantuan amount of hits, and they don't play nice with their heavy artillery. This is how it works, there are several souped up foes coming at you with the same equipment as you have access to. The secret is to find yourself a secure 'base' in a corner of a room. From there, blast away. Once they get too close, boost over and find another corner. It's a bit tedious, but the constant tremors of the controller should keep you wide awake.

As for Nine-Ball, take those rapid-fire arms and blow the living crap out of him. You can use the other weapons equipped, but you tend to lose AP rather quickly. You don't have much of it left either, considering you drudged through a dozen of those MTs. He's not that hard, you just have to keep up the pace.

The path you need to take:

Yech, you're in for a few slashes from behind. You have been warned. This is how it goes. Press the button before you, go up. Arrive at the next level, and press the button there. Look out, two MTs are behind you. Do NOT let the one with the blade get too close, you do and it's game over already. Blow them away, and head up to the next floor.

Set yourself on the new platform, and turn the elevator on. You will ascend up to another level, and another pair of MTs are waiting for you. Take them out in a similar manner as before, and continue on to a door. Open it gingerly, behind it lies another MT. Open it, boost back, then open fire.

Get past it, open the door. Two MTs are going to appear, blow them away. Once again, rear backwards and fire. Head to the elevator, and prod the button. Ascend. Three more MTs are going to start packing heat as soon as you arrive, so you better swerve around quickly to blow them away.

After they are through, you're finished fighting MTs. How is your

condition? Your AP over 2000? Your ammo still existant? Continue through the hallways and elevators until you reach a short corridor with a doorway at the end. You're about to face Nine-Ball once more.

Mission Eighteen Complete.

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Mission Nineteen - Enter Factory

Sender	: Lana Nielsen	Location:	Factory
Requester	: None	Objective:	Reach inner sector of Factory
Reward	: 60000 Credits	Enemy forces:	Unknown

There is a Factory near Isaac City that no one knows of. I am waiting there. Scientists attacked...Ravens targetted...The best AC in the Arena lives even after defeat...Do you think you've figured it all out? Come meet me to see if you're right.

Mission Description:

The final mission, are you up to the vengeance you sought after for so long?

Mission Preparation:

Soup up your AC, you're going into the final battle. High energy and shell defense, all your favorite and best weapons, and the best optional parts you can afford. You're going to need them all.

"Blowing Up Foes" For Dummies:

I have no real suggestions, with the exception of one. Take them out one at a time. You're in for a ride if you try to fight it out against two opponents. Keep your cool, make sure you follow the right one all the time. Don't -ever- let up, they'll rip you to shreds.

Here's their battle strategy: Close Range - Blade
Mid-Close Range - Grenade Launcher
Long Range - Med. Missiles

If you don't keep shooting, you're screwed. Apply all the skills you have for this wild ride.

The reason I have no real strategy, is because I didn't use one. It took me atleast FIFTEEN tries to finish this. I hope you don't have to do the same ...

The path you need to take:

Open the door. Kill the 9-B. Boost up to the door, run down the path. Go down the elevator, open the door. Kill the two N-Bs. Open the door. Go down the elevator. Kill the final 9-B, and you're done. Sounds easy? Tch, you wish! This is all I can give you, good luck and all the best.

Mission Nineteen Complete, Game Complete!

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[Chapter .XI. - After you're done ...]

Well, this is what everyone wanted to do in GranTurismo 2, get 100%. You get the opportunity to. Now, all the missions are open again, so go find the secret body parts you missed. Finish off the Arenas, and all other buisness that remains unattended.

Done all that? Well ... eh ... you can go back to 'life', but what's the point in doing that?

-- --

[Chapter .XII. - Secrets and Game Shark Codes]

Secret EX Arena List - Wonder what those ????'s are .. ?

Master - A select group of elite ACs are in here. This -will- be the hardest group yet. You can acheive this by completing the game "100 %". All missions must be successful, and you must have all secret body parts. (look bellow)

Guest - A group of ACs made by contributors of japanese magazines. It is fabled you can receive this EX Arena by finishing the Arena and/or Sub-Arena. I have yet to see this appear though.

Champion - A group of ACs that were sent in by fans, that won a competition regarding them. It is fabled you can receive this EX Arena by finishing the Arena and/or Sub-Arena. I have yet to see this appear though.

FROMSOFTWARE - I do not know much about this group. It is said it is opened once you complete all the leg groups in the EX Arena

-- --

Secret Body Parts - Can't find them? Here's where to find the three.
To pick these up, use the circle button. Just be careful not to blow them up.

Back Part - Okay, the Back Part is in the "Cavern Invasion" mission. When you first start off, you see an MT standing in the middle of the next room. Destroy it, then look up. See that hole? Accend up there by means of your boosters, and follow the path that is presented to you. You're up against a couple of MTs, just walk backwards and shoot. Make sure you don't fall back into the previous room though.

Now, follow the path until you reach a fork. To the right is 'Evil Kiss', the AC you have to fight in the mission. To the left are six ceiling mounted guns, ouch! Take them out one by one, or dash in there to take the Back Part, and then run

like mad. Either way works, the latter is more efficient for conserving ammo and AP.

(this is by far, the sweetest environment for a secret part)

Head Part - The Head Part is probably the most simple part to find. In the mission "Destroy Berserk MTs", find your way along to a room full of crates. Now you have a decision. You can either destroy them, risking the state of 'not blown up' of the part, or you can wade your way through to the rear of the room to find the Head Part.

FCS Part - (I have found information, regarding the part. Unfortunately I have not found it myself. Midnight guy 16 is credited for this)

In the mission "Assist MTs", kill off -five- of the six MTs. After that is accomplished, leave the MTs alone and go off to find a building that resembles a bank, or a church. Blow it up and enter the hole. Follow the left fork until you reach a dead end. Now, be cautious when you blow it up. If you dish out too much ammo, you could destroy the FCS Part as well.

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Fix Camera Angle

To fix the camera angle, press and hold O + X + Start to pause your game. When you are ready, press start once more to resume the game. The angle you paused at, will stay at a fixed angle. To resume a normal view, pause, and then unpause.

First Person Camera

To access the first person view, press and hold Triangle + Square + Start to pause your game. When you are ready, press start once more to resume the game. From now on, you will see through the eyes of the AC. To resume a normal view, pause, and then unpause.

Change Background in the Raven's Nest

To edit the background of the Raven's Nest, do the following. Create, edit, or load an emblem. When you are satisfied, press and hold L1 + R1 + Select. The design you chose is now featured in the background.

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Game Shark Codes - I do not own a Game Shark, so I can only assume these work.
They -should- work though. Good luck.

Generators

300370490001 8003704a0101 8003704c0101 8003704e0101 800370500101

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Heads

80036fec0202 80036fee0101 80036ff00101 80036ff20101 80036ff40101
30036ff70001

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Left Arm Weapons

300370df0001 800370e00101 300370e20001

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Legs

300370210001 800370220101 800370240101 800370260101 300370290001
3003702b0001 8003702c0101 8003702e0101 300370310001 800370320101
300370340001 800370360101 300370380001 3003703b0001 8003703c0101
3003703f0001 300370400001

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Optional Parts

800370680101 8003706a0101 8003706c0101 8003706e0101 800370700101
800370720101

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Right Arm Weapons

800370c60101 800370c80101 800370ca0101 800370cc0101 800370ce0101
800370d00101 800370d20101 800370d40101 800370d60101 800370d80101

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Infinite Money

8003ea760010

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Arms

300370090001 8003700a0101 8003700c0101 8003700e0101 300370100001
300370150001 800370160101 800370180101 8003701a0101 8003701c0101

-- -- -- -- -- -- -- -- -- -- -- -- -- --

Back Weapons

300370890002	8003708a0202	8003708c0202	8003708e0202	800370900202
800370920202	800370940202	800370960202	300370980002	3003709b0002
8003709c0202	8003709e0202	300370a50002	800370a60202	800370a80202
800370aa0202	800370ac0202	300370b10002	800370b20202	800370b40202
800370b60202	300370b80002	300370bd0002	800370be0202	

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Boosters

3003707b0001	8003707c0101	8003707e0101	800370800101	
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Cores

80036ffe0101	800370000101	300370020001		
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FCS Parts

800370580101	8003705a0101	8003705c0101	8003705e0101	800370600101
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[Chapter .XIII. - Gameplay Tips]

Tips and hints are always welcome through contribution. Here is what I find useful.

"Just because it's the biggest-baddest weapon, doesn't mean you'll win."

Stay comfortable with your AC settings. It is much more preferable for a machine gun buff to use one, rather than a large cannon or other weapon. Would you like a plumber to perform surgery on you? Keep your cool, and you will find success.

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"Hey, my duck hasn't moved for a week, and now he's a skeleton."

It's simple. If you're just squatting in the middle of the arena, you're going to be a sitting duck. Move, or die. Move, or die. Move, or die. Got it?

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"Don't be a berserker."

Don't play like me. Don't expend -all- of your ammo on the first MT you see. What are you supposed to do without any bullets?

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"Kill quick."

Faster you kill your opponent, the less they'll hurt you.

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"Hey, he shot me then ran, shot me then ran ... what's a PATTERN?"

Following enemy patterns are one of the more vital portions of staying alive in AC:MOA. Study your enemy, before you dish out that one-super-shot and miss.

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"Plasma Dispenser?! That piece of junk?! Buh!"

It's not as pathetic as many people (myself included), thought of it. Just get about four or five ACs distance between yourself and your enemy, and you have roasted Raven.

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"Hey, it's fat rain!"

Nope, just the Plasma Dispenser again. Want to get wider range on it? Shoot it while you're airborne.

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"Mom said don't play with the Plasma Cannon when you're on your Humanoid legs!"

Don't equip a weapon that requires you to stand still to shoot. If you want to use it, try out a four-legged or caterpillar type leg. You will be able to remain mobile, while making your own "Swiss AC".

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"Don't use all energy weapons, you'll hurt yourself."

Here's my friend, Henry. Watch him work his magic.

"Ah, I'm getting him! Yeah! Oh crap, my energy ran out. Okay, I'll wait."

(quarter-filled energy gauge) "... uhh .. ouch!"

(half-filled energy gauge) "Oh geez! There goes my inflatable sheep."

(quarter-till full energy gauge) "Whoa, what's that light?"

(full energy gauge) "..."

As you see, Henry is now a corpse. Kids, stay off too many energy weapons, you'll kill yourself. But hey, if you can balance it out ... then go ahead. Too much of one thing generally means you're screwed though. It's all your personality.

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"I can't see ... !! Ahh ... hey, is that Larry?"

Camera angels screwing up on you if you accidentally pressed L2 or R2?

Tap them together at the same time to return to a regular perspective.

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[Chapter .XIV. - Contributions and Suggestions]

All Summarys and suggestions are open! Although, bashing and meaningless 'crap' sent to me are not appreciated, and are punishable in many hideous ways. But other than that, please feel free to send me mail. This being my first FAQ, I am more than eager to hear your response.

Please contact me at (triemplem@hotmail.com).

All contributions will be credited by means of recognition on the FAQ.

Any requests on FAQs? I still have to decide my next project. Give me a holler at ' triemplem@hotmail.com '.

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[Chapter .XV. - Credits]

I would like to thank the following ...

- Myself - would this exist without me? not likely.
- My rabbit Stryde - for sitting patiently on my lap while gnawing away at my shirt.
- You - for reading this.
- GameFaqs.com - been using it for years, I felt I should pay CJayC back.

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[Chapter .??. - Tidbits]

Sortie in French means exit. Hrmm ... !

- sortie n. 1. sally by beseiged forces 2. operational flight made by military aircraft.

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[Chapter .XVI. - This FAQ is posted on ...]

- tri-emplem: idleness of the void at <http://www.geocities.com/triemplem>
- GameFaqs at <http://www.gamefaqs.com>
- Neoseeker at <https://www.neoseeker.com>

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[Chapter .XVII. - CopyRight]

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