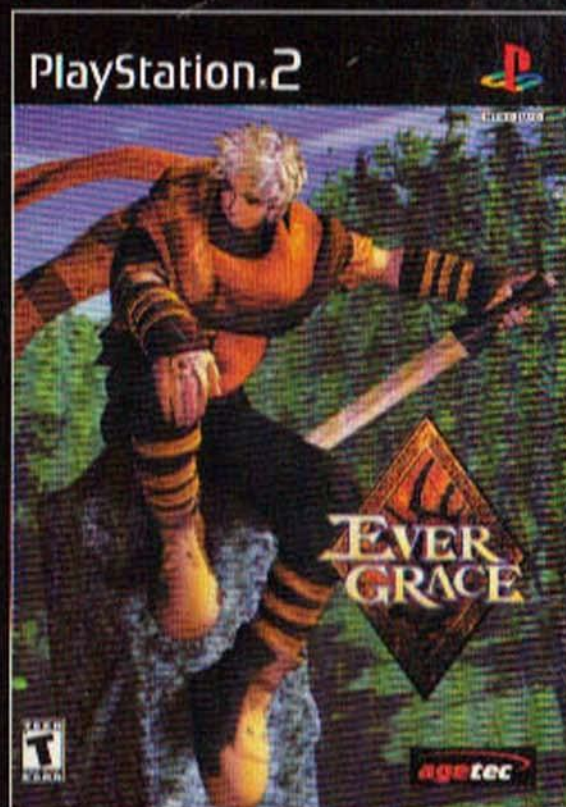
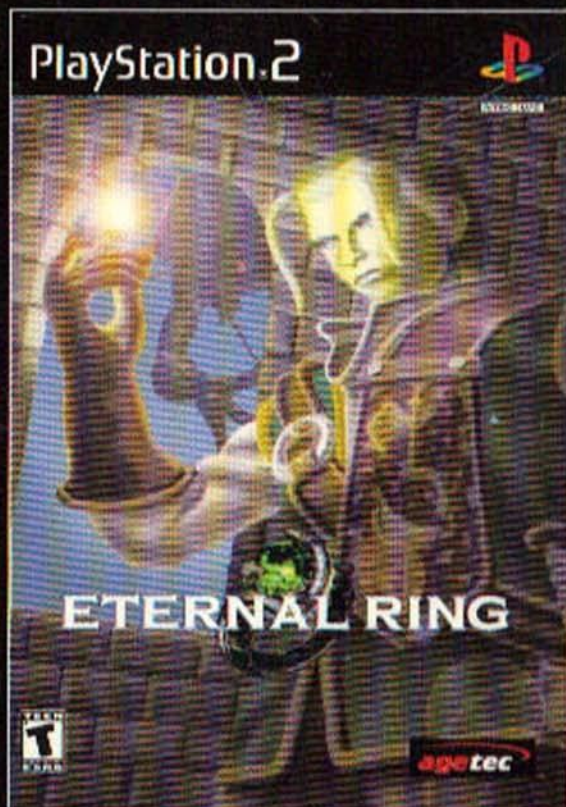


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EmuMovies



FROM SOFTWARE



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Agetec, Inc., PO Box 70158,  
Sunnyvale, Ca. 94086-0158

## Earth Year 223:

Zio Matrix, the Earth's largest corporation, obtained detailed plans relating to the Mars Research Project that was conducted prior to the Great Destruction.

Included in the plans was information pertaining to the Mars Terraforming Project, which was carried out using unmanned robots with built-in AI circuitry. Immediately Zio Matrix dispatched a large-scale research team to the Red Planet and discovered processes for the terraforming of Mars. Soon afterwards, numerous Earth-based corporations expanded their reach to Mars. This resulted in the relocation of 30 to 40 percent of the Earth's population to the neighboring planet over the course of the next 20 years.

Thus the environment of corporate competition was brought to Mars, and the prolonged corporate wars were escalated to new heights. Now mankind is again making history in a newfound land. This has also marked the arrival of a new era for the warriors who call themselves Ravens.

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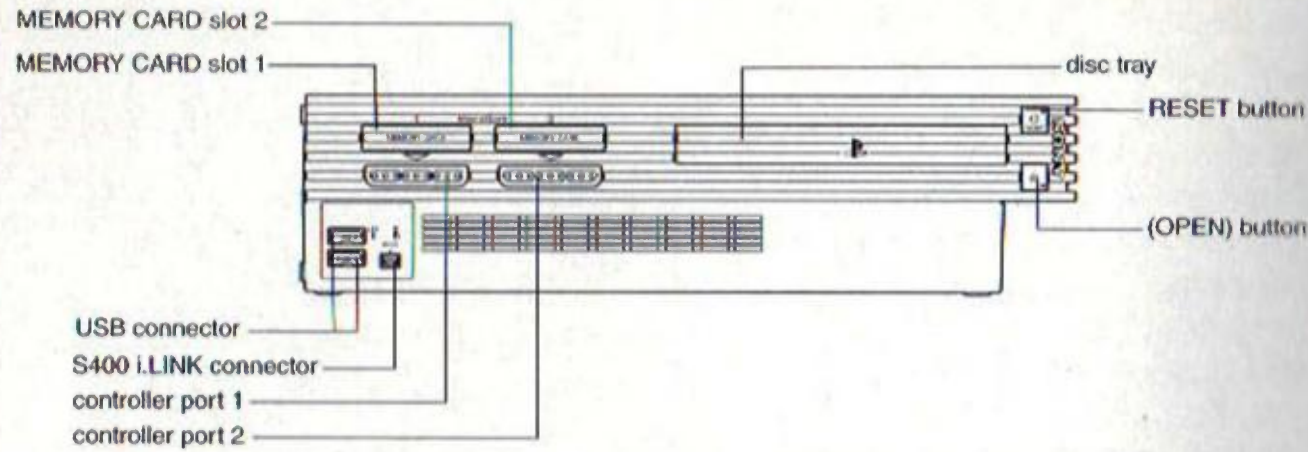
REPLAY FUNCTION 34

**V** FAQ 36

Thank you for purchasing ARMORED CORE 2, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

\* DVD-ROMs are easily damaged by dust and scratches. Please handle the disc with care.

# GETTING STARTED

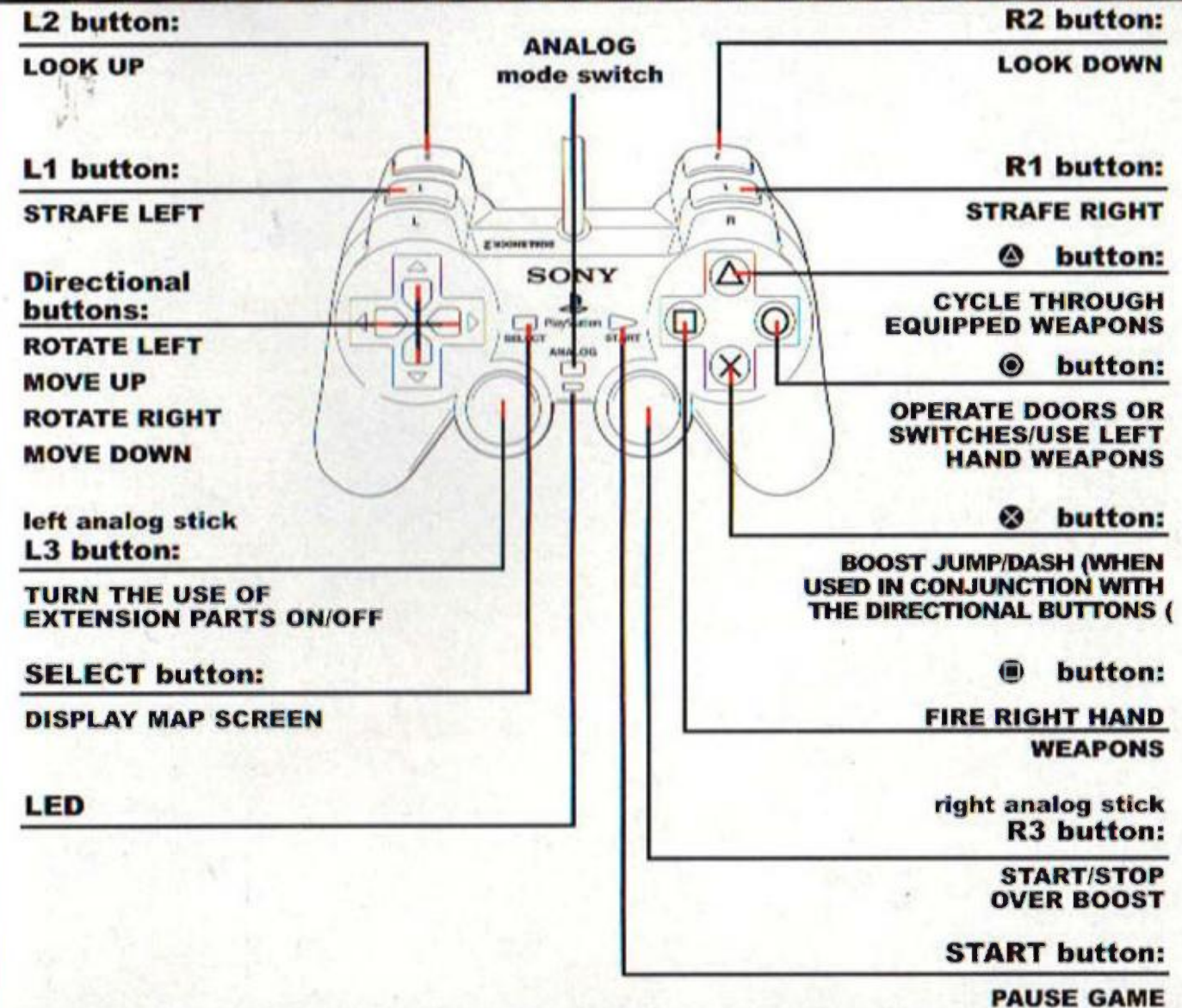


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ARMORED CORE 2 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

# GAME SCREENS & OPERATING INSTRUCTIONS

## GAME SCREENS

### DUALSHOCK™2 CONTROLLER CONFIGURATION



- This game supports the DUALSHOCK™2 analog controller vibration function and the L3/R3 buttons. The L3/R3 buttons can only be used in analog mode (when the mode indicator is lit), but the vibration function can be toggled ON/OFF via the OPTION settings in the SYSTEM menu.
- Pressing the L2 and R2 buttons simultaneously during a game resets your AC's perspective to its default (looking straight ahead).
- Default button controls/assignments can be changed by accessing KEY ASSIGN via the OPTION settings in the SYSTEM menu.

## MAIN GAME SCREEN

### ARMOR POINT (AP)

This is your AC's Armor Point (AP) value. If this number reads "0", your mission has failed and you are returned to the main menu screen.

### COMPASS

Displays your AC's current orientation

### MISSION TIMER

Displays the time remaining for certain missions.

### ENERGY GAUGE

This gauge measures the current energy available for using boosters and energy weapons. The gauge will decrease each time the boosters or an energy weapon are used.

### RADAR

The radar allows you to identify the area of operations and detect opponents within it. Opponents are represented by triangles, and their color changes relative to your AC's altitude.



### SIGHT LOCK

Indicates that your AC is locked onto its target. Depending on the weapon, the number of lock-ons may be displayed.

### WEAPONS

The weapon that is currently selected/in use is displayed in green. Weapons in your possession are displayed in yellow. Weapons that have run out of ammunition or cannot be used are displayed in red.

### LOCK-ON SIGHT

Indicates that your AC is locked onto its target. Depending on the weapon, the number of lock-ons may be displayed.

### LEAVING AREA MESSAGE

Informs you that your AC is on the verge of leaving the area of operations. The boundaries of this area vary from mission to mission. Leaving the area of operations results in a mission failure.

### MESSAGE AREA

Various messages are displayed in this area (see the message list below).

## MESSAGE LIST

**HIT**

Informs you that your AC has hit the enemy.

**DAMAGE**

Informs you that an enemy attack has damaged your AC.

**CHARGING**

Informs you that your AC has exhausted all available energy. Neither boosters nor energy weapons can be used until the gauge is completely recharged.

**DESTROY**

Informs you that an opponent has been destroyed.

**GUARD**

Informs you when an opponent deflects your AC's attack by using their shield.

## MAP SCREEN

Press the SELECT button during the game to display the map.

### DUALSHOCK™2 Analog Controller

**L1 button:**

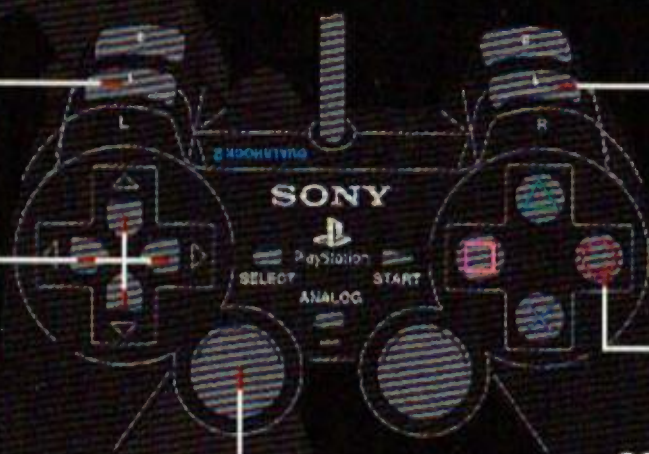
**ZOOM OUT**

**Directional buttons:**

**ROTATE MAP**

**SELECT button:**

**RETURN TO THE GAME SCREEN**



**R1 button:**

**ZOOM IN**

**○ button:**

**MOVES MAP UP/DOWN/LEFT/RIGHT WHEN USED IN CONJUNCTION WITH THE DIRECTIONAL BUTTONS**

The map can be rotated freely to verify the location of your AC and important geography.

The map display method will differ according to the type of head part equipped.



## MENU SCREEN

### DUALSHOCK™2 Analog Controller

**L1/R1 buttons**

**• ASSEMBLY**

When assembling your AC, use the L1/R1 buttons in conjunction with the ← → directional buttons to cycle parts by their type. For instance, by using this method you can quickly move from one leg type (humanoid) to another (caterpillar), without having to cycle through parts one-by-one.

**Directional buttons**

Make selections

**△ button**

**• ASSEMBLY, SHOP**

Display part details

**• CHANGE COLOR**

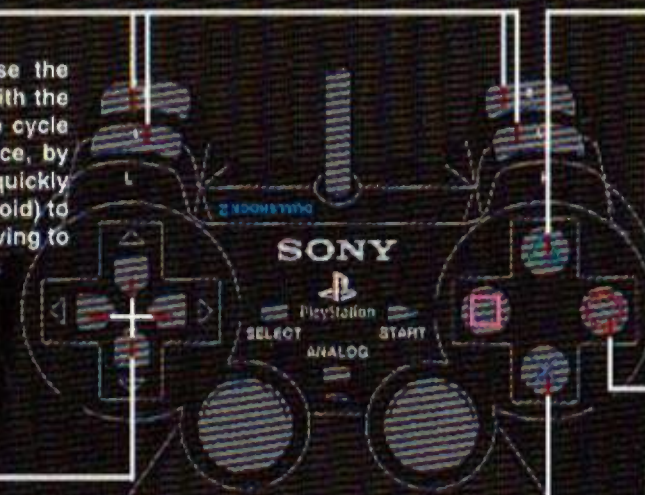
Change coloring location

**□ button**

Cancel selection

**⊗ button**

Confirm selection




View game descriptions/hints via the HELP menu found in the GARAGE.





## PLAYING THE GAME

### STARTUP PROCEDURES

Turn on the MAIN POWER switch at the rear of the PlayStation®2 computer entertainment system, insert the game disc and press the RESET button. Press either the START or  button during or after the demo to access the TITLE screen. Press the START button at the TITLE screen to access the MODE menu.



**Caution:** DVD-ROMs are easily damaged by dust and scratches. Please handle the disc with care.

### MODE DESCRIPTIONS

#### NEW GAME

This is the main mode and the one in which you carry out assigned missions. Use the credits you earn from successfully completing missions to purchase parts and weapons.

#### LOAD GAME

Load saved game data.

#### SPLIT SCREEN VS

(Pg. 31)

Compete against a friend in head-to-head, split-screen battles.


#### LINKED VS

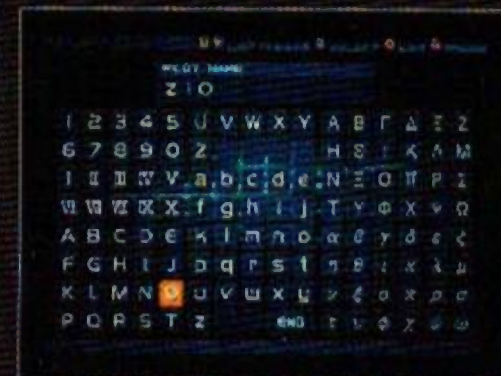
(Pg. 32)

Head-to-head battle mode requiring an i.Link cable.

To wage a two-player linked battle you will need the following: two PlayStation®2 computer entertainment system, two monitors, two copies of ARMORED CORE 2 and one i.Link cable (sold separately). Connect the i.Link cable to the iS400 terminals on the front of each of the PlayStation®2 computer entertainment system prior to turning their power ON. Insert one ARMORED CORE 2 disc in each of the PlayStation®2 computer entertainment system. If the i.Link cable becomes disconnected, be sure to reconnect it only after returning to the title screen.

### GAME FLOW

If NEW GAME is selected, you will be taken to a menu where the difficulty level of the game can be set and the vibration level of the game can be turned ON/OFF. After making any desired changes to these two settings, press the  button to access the name entry screen.



Your AC can be enhanced by purchasing parts using credits obtained through successful mission completions, or by defeating opponents in the Arena. The story progresses as missions are completed and Arena opponents are defeated.

#### GARAGE

Assemble your AC here prior to accepting a mission or entering the Arena. Color changes and other modifications are also performed here.

#### MISSION

Verify mission request contents and begin a mission.

#### SUCCESS/FAILURE

An Income/Expense report is displayed after the end of each mission. This report is displayed regardless of mission success or failure.

#### SHOP

Parts and weapons can be purchased here with credits.



## MAIN MENU (NERVES CONCORD)

The Nerves Concord consists of the following six menus. Make menu selections using the directional buttons and confirm your selection by pressing the **X** button.



### SYSTEM

Pg. 29

Make changes to the game settings and SAVE or LOAD game data. You can return to the TITLE screen from here.



### MISSION

Pg. 24

Missions are accepted here. After selecting OK the mission will begin.



### SHOP

Pg. 22

Parts/weapons are bought and sold here.



### GARAGE

Pg. 09

AC assembly and color changes are performed here.



### MAIL

Pg. 28

Mail that has been sent to you can be read here.



### ARENA

Pg. 28

Battles against other Ravens take place here. You will be awarded with credits or new parts if victorious.



## GARAGE

AC assembly and color changes are performed here.

### AC CHANGE

Register up to three separate AC creations. Press the L1/R1 buttons to cycle between AC creations.

### ASSEMBLY

Create an original AC by combining parts and weapons. Use the **↑↓** directional buttons to select different part categories (ex. Heads, Cores). Once a part category is selected, use the **←→** directional buttons to cycle through the different parts available within that category. Press the **X** button to confirm selections. When the assembly is complete, press the **○** button to return to the GARAGE menu.



Press the **○** button to display part/weapon details (ex. cost, weight, energy consumption, offensive and defensive strength).

EP OUTPUT 5958 / 6700  
LEGS WP 4318 / 4010  
CORE WP 1627 / 2910

During AC assembly, make sure that the values on the left hand side are not displayed in red. If they are, you will not be able to participate in either the missions or the Arena. Be careful not to exceed the values shown on the right hand side.

### STATUS DISPLAY

[EP OUTPUT] Indicates generator output.

[CORE WP] Indicates the core's load capacity.

[AP] Indicates your AC's ARMOR POINTS.

[LEGS WP] Indicates the leg parts' load capacity.

[WEIGHT] Indicates your AC's total weight.

### WARNING MESSAGES

#### [Equipment Incomplete]

The AC is not equipped with one or more of the following minimum required parts: Head, Legs, Arms, Generator, Booster, FCS, Radiator.

#### [Arms Overweight]

The total weight of the arms exceeds the core's maximum load capacity. Change the core or equip lighter parts.

#### [Overweight]

The total weight of the equipped parts exceeds the leg parts' maximum load capacity. Change the leg part or equip lighter parts.

#### [Not Enough Energy]

The energy consumption of the equipped parts exceeds the generator's output. Change the generator or equip parts that consume less power.

# GARAGE

## PART DESCRIPTIONS

An AC consists of approximately 13 different parts.

### CORE

The core serves as the foundation of your AC. The generator, FCS, inside parts and radiator are all installed on the core. The core can also be equipped with missile interception functions.



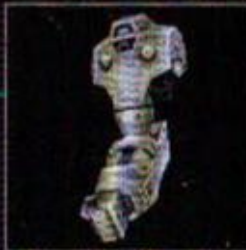
### HEAD

The head is the housing for special functions such as biosensors and radars. The information provided by the head's computer will vary according to the type of head part that is equipped.



### ARMS

There are two types of arm parts: standard arms that can be equipped with weapons such as guns and laser blades, and arms that are weapons in and of themselves.



### LEGS

There are five types of leg parts: humanoid, reverse-jointed, four-legged, caterpillar and floating. These parts determine whether your AC will be heavily armed and slow, or light and agile.



### GENERATOR

This affects the energy gauge and assembly of parts on the AC.



### BOOSTER

This affects the AC's dash speed and aerial movement. Higher output yields greater speed performance.



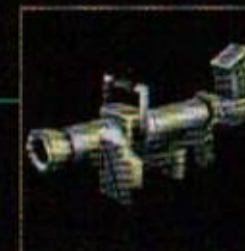
### BACK WEAPONS

Includes heavy artillery (missiles, rockets, etc.) as well as auxiliary equipment (radar).



### RIGHT ARM WEAPONS

These include rifles capable of inflicting great damage with each firing, and machine guns, which are generally less formidable, but can be fired rapidly and continuously.



### LEFT ARM WEAPONS

The left arm can be equipped with either a laser blade or energy shield. The energy gauge is depleted when either of these is activated.



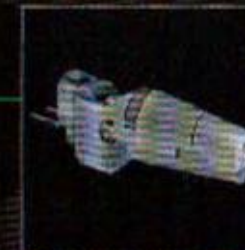
### FCS

These affect a weapon's range of sight and lock-on distance. They also improve missile lock-on performance.



### INSIDE

Auxiliary weapons that are installed within the core itself. These include decoys designed to confuse enemy missile systems.



### EXTENSION

Provide added variety to movement and attacks through the use of parts such as interceptor missiles and specialized boosters.



### RADIATOR

Reduces the AC's temperature, which increases during the course of battle.





# GARAGE

## STATUS LIST

The specifics of each status listed here will vary from part to part.

### STATUS COMMON TO ALL PARTS

<b>NAME</b>	Part's name
<b>MANUFACTURER</b>	Part's manufacturer
<b>WEIGHT</b>	Part's weight
<b>ENERGY DRAIN</b>	Part's energy consumption

### STATUS COMMON TO ALL EXTERNAL PARTS (HEADS, CORES, ARMS, LEGS)

<b>ARMOR POINTS</b>	Part endurance value. The higher this value, the higher your AC's AP will be when starting a mission.
<b>DEF SHELL</b>	Defense VS shell attacks. The higher this value, the lower the shell attack damage sustained by your AC will be.
<b>DEF ENERGY</b>	Defense VS energy attacks. The higher this value is, the lower the energy-attack damage sustained by your AC will be.
<b>COOLING</b>	Part's cooling performance.

### STATUS COMMON TO ALL WEAPON PARTS (WEAPON ARMS, SHOULDER WEAPONS, ARM WEAPONS)

<b>TYPE</b>	Part's type.
<b>WEAPON LOCK</b>	Indicates the type of sight a weapon has.
<b>ATTACK POWER</b>	The attack power of a single round of ammunition.
<b>NUMBER OF AMMO</b>	Amount of ammunition per weapon. Some weapons can fire multiple rounds at once. Indicates the number of times energy-based weapons can be fired.
<b>AMMO TYPE</b>	Type of ammunition (SOLID: shell-based, ENERGY: energy-based).
<b>AMMO PRICE</b>	Price of one round of ammunition. No outlay is required to arm energy weapons.
<b>AMMO HEAT</b>	Calorific value upon detonation.
<b>RANGE</b>	Weapon's range.
<b>MAXIMUM LOCK</b>	Maximum number of possible lock-ons. Missiles can achieve multiple lock-ons.
<b>RELOAD TIME</b>	The waiting period until the next shot can be fired. The lower the number, the faster the weapon can be re-fired.
<b>RECOIL</b>	Recoil force when firing the weapon.
<b>USED DRAIN</b>	Energy consumption when firing an energy-based weapon.

### STATUS COMMON TO ENERGY SHIELDS

<b>SHIELD DEF SHELL</b>	Shield's defense against shell attacks.
<b>SHIELD DEF ENERGY</b>	Shield's defense against energy attacks.
<b>SHIELD COVERAGE</b>	Shield's area of coverage.
<b>SHIELD EFFICIENCY</b>	Part's energy consumption.

### STATUS COMMON TO RADIATORS

<b>COOLING</b>	Radiator's cooling performance under normal conditions.
<b>FORCED COOLING</b>	Radiator's cooling performance under emergency conditions.

### STATUS COMMON TO HEAD PARTS

<b>COMPUTER TYPE</b>	Type of computer. The content of status updates during missions will change, depending on the computer type. There are three types: ROUGH (old type), STANDARD (standard type) and DETAILED (advanced type).
<b>COMPUTER VOICE</b>	Gender of computer voice: MALE or FEMALE
<b>SYSTEM RECOVERY</b>	Speed of system error recovery.
<b>AUTO BALANCER</b>	AC's stability control.
<b>HACKING FUNCTION</b>	Hacking capacity. Some doors cannot be opened unless this is at a certain level.
<b>MAP TYPE</b>	Type of map display. There are three types: NO MEMORY (displays only the perimeter); AREA & PLACE NAME (mapping functions and an information display); and AREA MEMORY (mapping functions).
<b>NOISE CANCELLER</b>	Availability of noise-cancellation functions (NONE or PROVIDED).
<b>BIO SENSOR</b>	Availability of biosensors (NONE or PROVIDED).
<b>SENSOR INTERVAL</b>	Time taken from AC start-up to sensor operation.
<b>RADAR FUNCTION</b>	Availability of radar devices (NONE or PROVIDED).
<b>SCANNING INTERVAL</b>	Radar's information-processing performance.

### STATUS COMMON TO CORE PARTS

<b>MAXIMUM WEIGHT</b>	Core's maximum load capacity, which is a result of the combined weight of the arms and arm weapons.
<b>VSMG RESPONSE</b>	Probability of successful interception of enemy missiles.
<b>VSMG RANGE</b>	Range within which enemy missiles can be intercepted. This range extends out directly in front of the AC.
<b>OPTION SLOTS</b>	Number of slots available on the core for the attachment of optional parts.
<b>OB POWER</b>	Over Boost output.
<b>OB ENERGY DRAIN</b>	Energy consumption when Over Boost is engaged.
<b>LIMIT TIME</b>	???

### STATUS COMMON TO ARM PARTS

<b>EXTENSION TP</b>	Indicates availability of extension connections.
<b>ENERGY SUPPLY</b>	Amount of energy supplied to the equipped weapon.
<b>ACCURACY</b>	Performance when using a blade.
<b>RECOIL CONTROL</b>	Recoil control performance.

### STATUS COMMON TO LEG PARTS

<b>MAXIMUM WEIGHT</b>	Legs maximum load capacity, which is a result of the combined weight of all other parts.
<b>MOVING SPEED</b>	The higher this value, the faster the AC's movement will be.
<b>STABILITY</b>	The higher this value, the less shock there will be when your AC is hit by enemy attack.
<b>JUMP FUNCTION</b>	Availability of the jump function (NONE or PROVIDED).
<b>LANDING STABILITY</b>	Stability when landing.
<b>TURNING SPEED</b>	Turning speed.
<b>STATIONARY DRAIN</b>	Energy consumption at standstill.
<b>BRAKING ABILITY</b>	Braking performance after dashing.

### STATUS COMMON TO GENERATORS

<b>ENERGY OUTOUT</b>	Generator's total output. You cannot begin a mission if the total energy consumption of all equipped parts exceeds this value.
<b>MAXIMUM CHARGE</b>	Capacity of the energy gauge displayed on the left side of the screen during a mission.
<b>REDZONE</b>	Energy gauge's red zone capacity.
<b>CALORIFIC VALUE</b>	Heat generated over a certain amount of time.

### STATUS COMMON TO BOOSTERS

<b>BOOST POWER</b>	Booster output. The higher this value, the faster your AC's rate of ascent will be.
<b>CHARGE DRAIN</b>	Energy gauge consumption rate. The higher this value, the more rapidly energy will be depleted.
<b>BOOST EFFICIENCY</b>	Length of time the booster can be used.

### STATUS COMMON TO FCSs

<b>LOCK TYPE</b>	Indicates the lock-on type that will apply to the weapon. STANDARD: Standard. WIDE & SHALLOW: Wide-angle, short-distance, lock-on. LENGTHWAY: Good vertical plane performance. SIDEWAY: Good horizontal plane performance. NARROW & DEEP: Narrow-angle, long-distance, lock-on.
<b>SIGHT RANGE</b>	Range at which lock-on is possible.
<b>SIGHT ABILITY</b>	Lock-on performance rating.
<b>PRECISION</b>	Lock-on precision.
<b>RETICLE MOBILITY</b>	Lock-on reticle's speed of movement.

### STATUS COMMON TO RADARS

<b>RADAR RANGE</b>	The higher this value, the wider the range of enemy detection will be.
<b>RADAR TYPE</b>	Radar display shape. The difference in shapes has no affect on radar performance. The three shapes are: STANDARD, CIRCLE and OCTAGON.
<b>NOISE CANCELER</b>	Noise-cancellation availability (NONE or PROVIDED).
<b>BIO SENSOR</b>	Biosensor availability (NONE or PROVIDED).
<b>STEALTH SENSOR</b>	Stealth sensor availability (NONE or PROVIDED).

\* Radar functions already exist on some head parts. When you equip your AC with a head part pre-equipped with radar functions and then also attach a radar unit to the back of your AC, the radar on your AC's back takes precedence.

## DEPOSITORY

Over the course of buying new parts for your AC, you may discover that there are some you rarely ever use, but also do not want to sell. These infrequently equipped parts can be placed in the depository so that they do not have to be scrolled through each time you make adjustments to your AC's configuration. To access the depository, use the ← → directional buttons to select its menu option from the main garage menu and then press the ⊗ button. Use the directional buttons again, to select a part category and press the ⊗ button to confirm the selection. A list of all parts in your possession within the selected part category will be displayed. Use the directional buttons to move through the part list and the ⊗ button to remove parts from, or place parts in the depository. (Press the ⊙ button to return to the garage menu.)



## OPTIONAL PARTS

Select OPTIONAL PARTS from the main garage menu and press the ⊗ button. Using the directional buttons, select the optional part you wish to equip/remove and press the ⊗ button. If the block to the right of the part's name is lit, the part is equipped. To remove the part, press the ⊗ button again. (Press the ⊙ button to return to the garage menu.) Optional parts are installed on the core. The number of available slots on the core is the only limiting factor as to how many optional parts can be added.



## PERFORMANCE

The performance of the assembled AC will be displayed as a point value. (Press the ⊙ button to return to the garage menu.)

### PERFORMANCE DESCRIPTIONS:

OFFENSIVE POINT	Offensive strength
COOLING EFFICIENCY	Radiator's performance
DEFENSIVE POINT	Defensive strength
SUPPORT SYSTEM	Enemy detection performance
STABILITY	Stability
RADAR ABILITY	Radar performance
MOBILITY	Mobility
SENSOR ABILITY	Sensor performance
MOVING SPEED	Moving performance
FCS PERFORMANCE	FCS performance
TURNING SPEED	Turning performance
OVERALL	Total point score
RISING ABILITY	Ascent performance
GRADE	Overall rating (five grades)
OB ABILITY	Over Boost performance



## CHANGE COLOR

From here you can make changes to the color of your AC. Select an option using the ↑↓ directional buttons, and confirm your selection by pressing the ⊗ button. (Press the ⊙ button to return to the garage menu.)

CHANGE PATTERN

COLOR EDIT



## CHANGE PATTERN

Sets the color pattern. Select a pattern using the ↑↓ directional buttons, and confirm your selection by pressing the ⊗ button. (Press the ⊙ button to return to the previous screen.)

## COLOR EDIT

In addition to changing the color of the entire AC, you can also specify colors for individual parts. Pressing the ⊗ button will allow you to cycle through the following color areas: BASE, AID, OPTIONAL, DETAIL and JOINT. Select the RGB bars using the ↑↓ directional buttons, and then adjust their respective values by using the ← → directional buttons. Press the ⊗ button to confirm the color, or press the ⊙ button to cancel the coloring and return to the CHANGE COLOR menu.

PART

RGB OPERATION BAR

COLORING LOCATION

OVERALL



**\* A warning about custom coloring:**

GENERAL (changing the color of the entire AC) is based on the color of the core. Therefore, if you select GENERAL after coloring the core, the color of all other parts will then change to the core's set color.

## COCKPIT ARRANGE

ARMORED CORE 2 gives you the ability to set which gauges are displayed on-screen during a mission, and what color they will be.

### CHANGE COLOR

Use this option to change the color of the on-screen gauges. Make color selections using the  $\uparrow\downarrow$  directional buttons and confirm your choice by pressing the  $\odot$  button.

### CHANGE PANEL

Make selections using the  $\uparrow\downarrow$  directional buttons, and turn the on-screen display ON/OFF by pressing the  $\odot$  button. (Press the  $\odot$  button to return to the COCKPIT ARRANGE menu.)



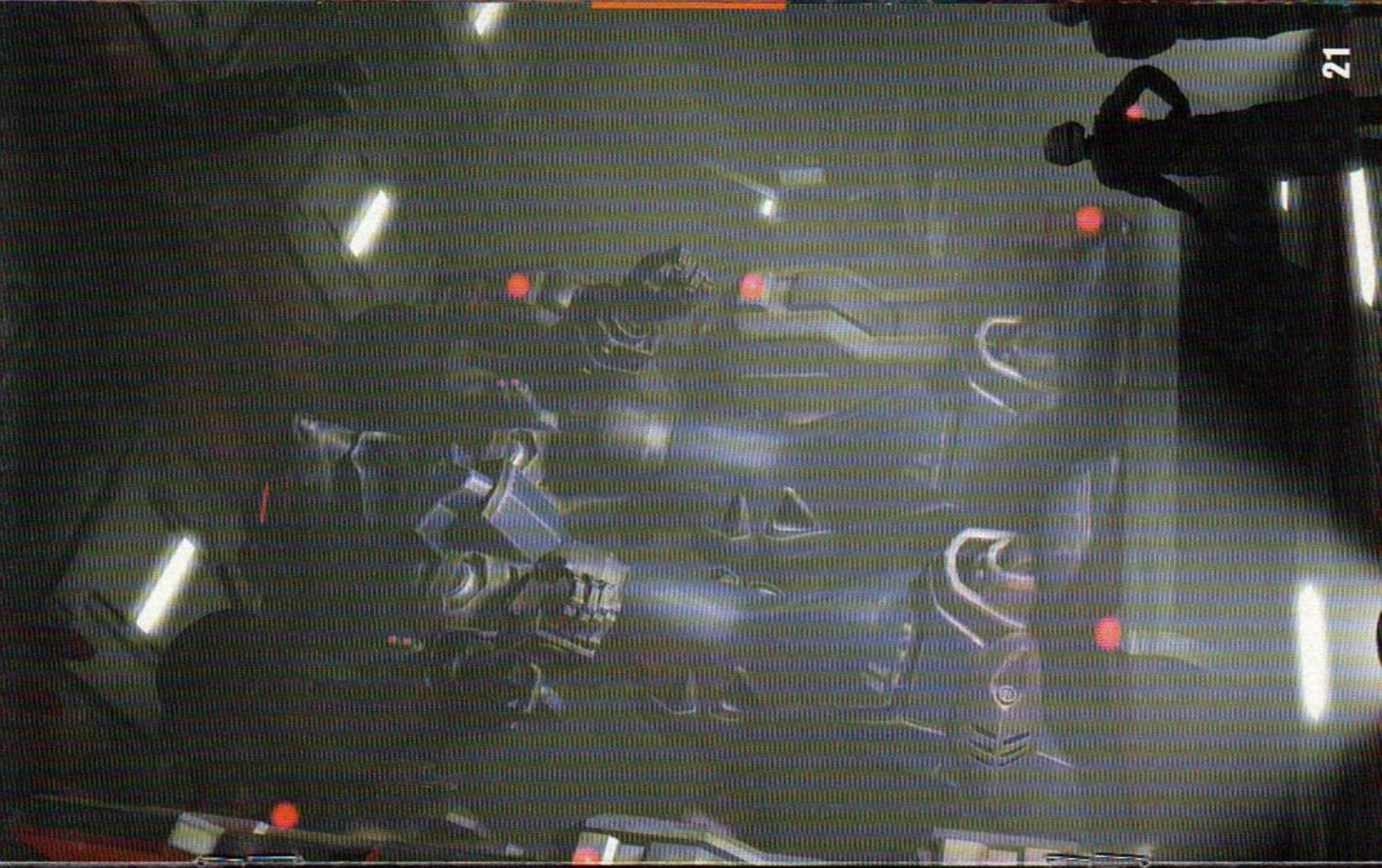
**ON-SCREEN DISPLAYS THAT ARE ALWAYS SHOWN** (THE FOLLOWING DISPLAYS CAN NOT BE HIDDEN FROM VIEW)

MISSION TIMER	ENERGY GAUGE	SIGHT LOCK	RADAR
COMPASS	EQUIPPED WEAPONS	AP	NORMAL MESSAGES
SYSTEM ERROR MESSAGES			

**ON-SCREEN DISPLAYS THAT CAN BE SHOWN IF DESIRED**

**ON-SCREEN DISPLAY DESCRIPTIONS**

<b>ENEMY WEAPON (vs Only)</b>	Displays the weapon currently equipped by your opponent's AC.
<b>ENEMY HEAT (vs Only)</b>	Displays the temperature of your opponent's AC.
<b>ENEMY ENERGY (vs Only)</b>	Displays the current energy status of your opponent's AC.
<b>ENEMY DATA (vs Only)</b>	Displays the current energy status of your opponent's AC.
<b>REMNANTS ENEMY</b>	Displays the number of opponents remaining in a mission. This is displayed as a percentage.
<b>ANGLE ELEVATION</b>	Displays the angle of your AC's cannon or rocket.
<b>OUTER HEAT</b>	Displays the OUTSIDE TEMPERATURE.
<b>WAR POTENTIAL (vs Only)</b>	An at-a-glance summary of the battle in progress.
<b>WINNING % (vs Only)</b>	Top bar: Displays your attack accuracy. Middle bar: Displays ammunition expenditure. Bottom bar: Displays damage inflicted on your AC.
<b>SPEEDOMETER</b>	Displays your AC's current combat capacity as a percentage.
<b>ALTIMETER</b>	Displays your AC's current altitude.



## EDIT EMBLEM

Emblems can be created or edited here and then affixed to your AC. Press the **Ⓜ** button to undo the most recent paint action. Press the **Ⓜ** button to highlight the color\* (in the color palette) under which the cursor is currently positioned.



*\*The color at the far left of the bottom column in the palette is actually transparent and you will be able to see through it when it is placed on the emblem. It allows for centering purposes (on both the palette and paint area).*

### USB Mouse

The emblem editor is USB-mouse compatible. Connect the USB mouse to the (3-pronged icon on front of PlayStation®2) (USB) port on the front of the unit.

### OPERATION PROCEDURES







Mouse movement: Move the cursor




Left click: Confirm selection

Right click: Cancel selection

Wheel: Select command, or select a color by pressing and holding the wheel.

## TOOL DESCRIPTIONS

	<b>RGB</b>	Access the <b>COLOR EDIT</b> or <b>GRADATION</b> menus. Make changes to the colors within the palette here.
	<b>ZOOM</b>	Magnify the paint area by two, four or eight times. Position the cursor on a spot in the paint area and press the <b>Ⓜ</b> button to magnify that area.
	<b>UNDO</b>	Undo the most recent paint action.
	<b>GRID</b>	Increase/decrease the size of the grid on the paint area. The grid size can be changed between: 0x0 (no grid), 1x1, 4x4, and 8x8.
	<b>PEN</b>	Draw a line by holding down the <b>Ⓜ</b> button while moving the cursor.
	<b>ERASER</b>	Erases the paint area underneath the cursor. Erase large areas by holding down the <b>Ⓜ</b> button while moving the cursor.

	<b>LINE</b>	Draws a straight line. Press the <b>Ⓜ</b> button to specify the line's starting point, then move the cursor to designate the line's ending point and press the <b>Ⓜ</b> button to complete the line.
	<b>PAINT</b>	Fills in an outlined area with color. Select the desired color from the palette, move the cursor to the location to be filled, and press the <b>Ⓜ</b> button to paint the area.
	<b>BOX</b>	Access the <b>BOX</b> or <b>BOX FILL</b> menu options. <b>BOX</b> allows you to draw the outline of a box. <b>BOX FILL</b> allows you to draw a box filled with the selected color. Operation is the same as for the <b>LINE</b> tool.
	<b>CIRCLE</b>	Access the <b>CIRCLE</b> or <b>CIRCLE FILL</b> menu options. <b>CIRCLE</b> allows you to draw the outline of a circle. <b>CIRCLE FILL</b> allows you to draw a circle filled with the selected color. Operation is the same as for the <b>LINE</b> tool.
	<b>COPY</b>	Copy and paste the selected area. Specify the starting point by pressing the <b>Ⓜ</b> button, enclose the area you want to copy and then press the <b>Ⓜ</b> button again. Move the cursor to the location where you want to paste the copy, and press the <b>Ⓜ</b> button.
	<b>SPUIT</b>	Use this option to select a color from those already placed on the paint area. Place the cursor over the desired color and press the <b>Ⓜ</b> button.
	<b>MIRROR</b>	Mirror the selected area horizontally or vertically. Select an area in the same way as done with the <b>COPY</b> option, then use the directional buttons to mirror the area. Press the <b>Ⓜ</b> button to confirm the selection.
	<b>SCROLL</b>	Move the image on the paint area using the directional buttons.
	<b>CLEAR</b>	Clears <b>ALL</b> contents in the paint area.
	<b>SAMPLE</b>	Load a registered emblem. Select an emblem from the sample list using the directional buttons and then press the <b>Ⓜ</b> button to confirm the selection.

## MOVING THE PAINT DISPLAY AREA

The paint display area can be moved with the directional bars on its perimeter when it has been magnified by two, four, or eight times. To do so, place the cursor on the bar/arrow indicating the desired direction and press the **Ⓜ** button.

## GARAGE

### NAME ENTRY

Change the names of your AC/Pilot here. Highlight the desired letter/character/number by using the directional buttons and then confirm the selection by pressing the **X** button. Press the **○** button to backspace. Select **END** to return to the **NAME ENTRY** menus.



### AC TEST

This feature allows you to test your AC creations. Ammunition and repair costs are not deducted from your credits when testing an AC.

To abort a test in progress, press the **START** button to pause the game and then press the **SELECT** button. A confirmation message will be displayed. Press the **X** button to abort the test, or the **○** button to continue the test.



## SHOP

This is where parts for your AC are bought and sold.

To purchase parts or weapons, select **BUY**.

To sell parts or weapons, select **SELL**.

Select the part/weapon you wish to buy/sell using the **←** **→** directional buttons; confirm your selection by pressing the **X** button.



If you'd like to view more detailed information about a specific part, press the **△** button. When you are ready to buy/sell a part, a confirmation window will be displayed. Using the **←** **→** directional buttons, select **OK** if you are buying/selling, **CANCEL** if you are not.

Pressing the **○** button cancels the purchase or sale.

\* Parts with which your AC is currently equipped can be sold. However, if your balance sheet is in the negative, you can only sell left/right arm/shoulder weapons.

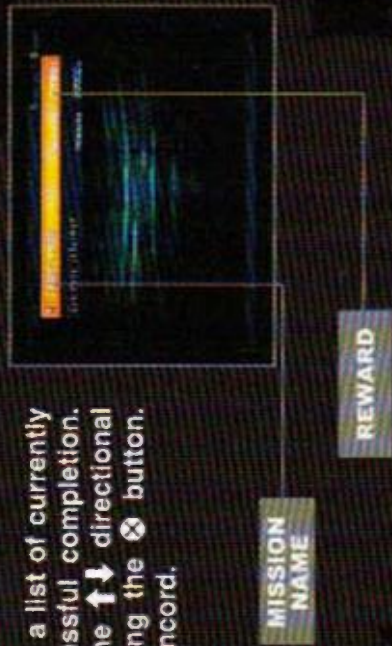


## MISSION

Mission requests are removed from the request list once they have been successfully completed.

### SELECTING MISSIONS

Selecting MISSION from the main menu will display a list of currently available missions and the reward for their successful completion. Make a mission selection from the list by using the  $\uparrow\downarrow$  directional buttons, and then confirm the selection by pressing the  $\otimes$  button. Pressing the  $\odot$  button returns you to the Nerves Concord.



### COMMISSIONS

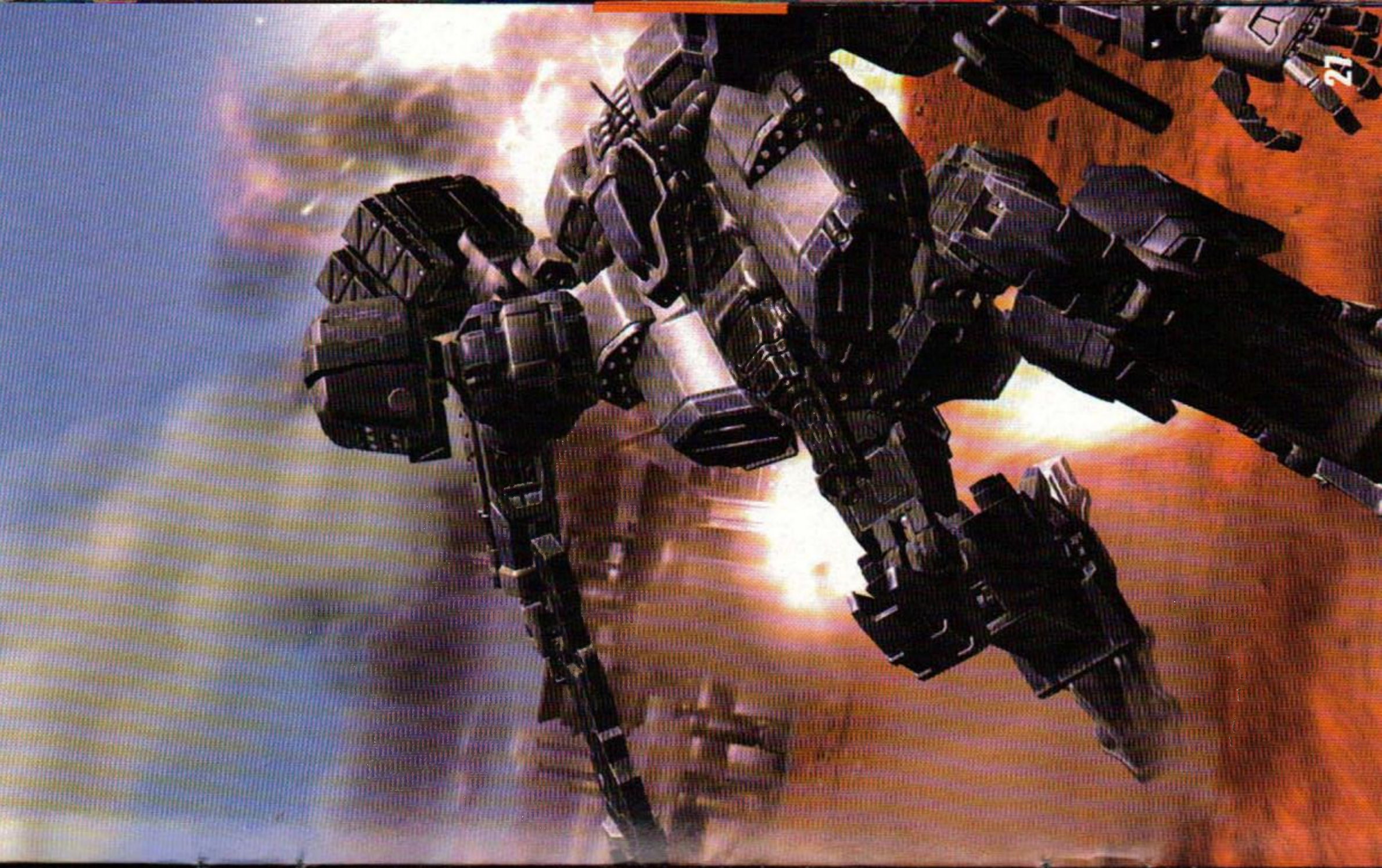
Once a mission is selected, the mission details will be displayed. An arrow at the bottom right-hand corner of the request indicates that the mission description is continued on the next screen. Press the  $\otimes$  button to advance to the next screen. Press the  $\odot$  button to return to the mission selection screen.



After the entire mission description has been displayed, a confirmation window will appear. Using the directional buttons, select OK to accept the contract, or CANCEL to return to the mission selection screen. Press the  $\otimes$  button to confirm your selection.



Once a mission has been accepted, the commencement verification window will be displayed. Using the directional buttons, select OK to begin the mission, or CANCEL to return to the Nerves Concord. Press the  $\otimes$  button to confirm your selection.



## START MISSION

### AREA OF OPERATIONS

Many missions have a specified area of operations, which is indicated on the radar by a set of lines.

A warning will sound when your AC crosses the yellow line. If your AC crosses the red line, the mission will be aborted and logged as a failure.



### FAILING OR ABORTING

#### A MISSION OCCURS WHEN:

- \* Your AC is destroyed (AP reaches 0).
- \* Your AC leaves the area of operations.

Missions can also be aborted in the following way: During a mission, press the **START** button and then the **SELECT** button. A confirmation message will be displayed. Press the **X** button to abort the mission (considered a mission failure), or press the **C** button to return to the mission.



### MISSION INCOME/EXPENSE REPORT

Regardless of a mission's success or failure, an income/expense report will be displayed upon its completion. Press the **△** button to view additional report information.

AC repair fees, and the cost of ammunition expended during missions, will be deducted from your balance as necessary expenses. It is possible to have a negative balance after these deductions, but you'll still be able to continue playing the game.

Income		Result	07000
	Success fees		0
Expense			
	Ammunition		-6000
	AC repair		-6000
	Special distance		0
	<b>Balance</b>		16100
	<b>Total credits</b>		21100 cp

## SYSTEM ERRORS

Your AC may malfunction for various reasons during missions or combat. The AC will recover from these malfunctions after a certain length of time has passed.

<b>OPTIMIZING</b>	<b>OPTIMIZING AC2-62</b>	The accuracy of your AC's weapons will be diminished temporarily, as the system adjusts the lock-on time due to changes in weather conditions.
<b>RADAR ERROR</b>	<b>RADAR ERROR AC2-63</b>	The radar will not be able to display enemy ACs.
<b>FCS ERROR</b>	<b>FCS ERROR AC2-64</b>	Lock-ons will not be possible.
<b>DANGER HEAT</b>	<b>DANGER HEAT AC2-65</b>	Displayed when your AC is on the verge of overheating.
<b>OUTPUT DOWN</b>	<b>OUTPUT DOWN AC2-66</b>	Your AC's Armor Points will continue to be depleted as long as this message is displayed.



## MAIL

Select this option from the main menu to view mail that has been sent to you during the course of the game. It is a good idea to check your mail periodically, as it can contain valuable information. Press the **○** button to exit the mail menu and return to the Nerves Concord.



## ARENA

The Arena is where you can challenge other Ravens registered with the Nerves Concord. Win a battle in the Arena and you will be rewarded with credits or parts.

Choose an opponent from the list using the **↑↓** directional buttons and press the **⊗** button to view their profile. Pressing the **○** button returns you to the ranking list.

*\* You cannot receive credits or parts from opponents you have already defeated.*



## BATTLEFIELD SELECTION

Once you have decided upon an opponent, the battlefield selection screen will appear. Using the **←→** directional buttons, make a selection and press the **⊗** button to confirm it.



## SYSTEM

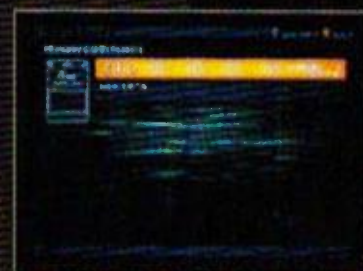
Access this menu option when you want to save/load game and emblem data, or make adjustments to the sound and button settings. Highlight the desired menu using the **←→** directional buttons and press the **⊗** button to confirm your selection. Pressing the **○** button returns you to the Nerves Concord.

Once you have decided to save/load game or emblem data the memory card selection screen will be displayed. Using the **←→** directional buttons, highlight the desired memory card and press the **⊗** button to confirm the selection. Pressing the **○** button returns you to the previous menu.



## SAVING/LOADING GAME DATA

Select the data to be saved/loaded using the **↑↓** directional buttons and then press the **⊗** button to confirm the selection. If you want to create a new save file, select NEW DATA. At least 70KB of free space is required on the Memory Card (8MB) (for PlayStation®2) in order to save game data. If an existing file is selected, the new game data will overwrite the existing game data. (Press the **○** button to cancel.)



## SAVING/LOADING EMBLEM DATA

Using the **←→** directional buttons, select the data you wish to save/load and press the **⊗** button to confirm the selection. At least 60KB of space (per emblem) is required on the Memory Card (8MB) (for PlayStation®2) in order to save data. If an existing emblem is selected, the new emblem data will overwrite the existing emblem data. (Press the **○** button to cancel.)



## OPTION

Highlight the desired menu option using the  $\uparrow\downarrow$  directional buttons, and press the  $\otimes$  button to confirm the selection.

### MASTER VOLUME

Adjust the game's overall volume by using the  $\leftarrow \rightarrow$  directional buttons.

### BGM VOLUME

Adjust the volume of the BGM (background music) played during the game using the  $\leftarrow \rightarrow$  directional buttons.

### TEXT MESSAGE

Select whether or not text messages are displayed during the game. Turn ON/OFF using the  $\leftarrow \rightarrow$  directional buttons.

### VIBRATION

Turn the vibration function of the analog controller DUALSHOCK™2 ON/OFF using the  $\leftarrow \rightarrow$  directional buttons.

### KEY ASSIGN

This option allows you to customize the functions that the buttons will perform during the game. Select the button you want to change and then choose the action to be assigned to that button. Selecting DEFAULT returns the buttons and their functions to their original settings.



## EXIT GAME

Selecting OK returns you to the title screen. Pressing the  $\odot$  button returns you to the previous menu.

There are two types of VS modes.

## SPLIT-SCREEN VS MODE

The split-screen VS menu will be displayed. Highlight menu options using the directional buttons and confirm selections by pressing the  $\otimes$  button.



## VS START

Begin a VS battle. The status of each AC is displayed on-screen. After the battle is over, you will have the option to continue. Selecting YES will begin a new battle on the same battlefield. Selecting NO returns both players to the VS menu screen.



## PLAYER 1/PLAYER 2 SETUP

Setup menus (ASSEMBLY, CHANGE COLOR, etc.) are displayed here. Highlight menu options using the  $\uparrow\downarrow$  directional buttons, and then press the  $\otimes$  button to confirm selection. If you wish to use AC data saved in the SCENARIO MODE, please use the DATA LOAD option in the SYSTEM menu. If no saved data is used, the players will be issued standard ACs.



## VS FORM

This option allows you to set the selection method for battlefield maps in VS mode. Select from the available options (SELECT, RANDOM, TURN) using the  $\leftarrow \rightarrow$  directional buttons.



## LINKED VS. MODE

Displays the linked VS menu. Highlight menu options using the  $\uparrow\downarrow$  directional buttons, and then press the  $\times$  button to confirm selection. To begin a battle, select VS START. During linked combat your opponent's AP will be displayed underneath your AC's AP. If you wish to use AC data saved in the SCENARIO MODE, please use the DATA LOAD option in the SYSTEM menu. If no saved data is used, the players will be issued standard ACs.



## VS OPTION

### VS FORM

This option allows you to set the selection method for battlefield maps in VS mode. Select from the available options (SELECT, RANDOM, TURN) using the  $\leftarrow$   $\rightarrow$  directional buttons.

### TIME LIMIT

This option allows you to set the time limit for VS battles. Select from the available options (2:00, 5:00, NO LIMIT) using the  $\leftarrow$   $\rightarrow$  directional buttons.

### REPLAY FUNCTION

When CONTINUE is displayed after the completion of a VS battle, you can replay the battle by pressing the START button. Press the  $\odot$  button during a replay to cancel the replay and return to the CONTINUE screen.

*In the Avana rebays begin immediately after the completion of a battle.*



# V. FAQ

The following is a collection of frequently asked questions by players new to the ARMORED CORE series. Use this as a guide if you are having trouble playing the game or advancing through the missions/arena.

## GARAGE

### I CAN'T START A MISSION! WHAT CAN I DO?

You cannot begin a mission if any of the following warning messages are displayed on the Assembly screen: **EQUIPMENT INCOMPLETE**, **OVERWEIGHT**, **ARMS OVERWEIGHT**, or **NOT ENOUGH ENERGY**. For more information on these messages and how to correct the status they indicate, please refer to Pg. 9 in this manual.

### HOW CAN I AVOID CREATING AN OVERWEIGHT AC?

Basically, you need to balance the part load out of your AC. You cannot expect to equip a lightweight AC with an incredible array of heavy/powerful weaponry. Experimenting is the best way to get a feel for the limits you can go to when creating different types of ACs.

### HOW DO I KNOW WHICH PARTS TO EQUIP?

If you want an AC that moves fast, the **WEIGHT** of all equipped parts, the **MOVING SPEED** of the leg parts and the **BOOST POWER** of the booster will have great importance. On the other hand, if you want an AC that has exceptional defensive ability, **AP** (armor points), **DEF SHELL** (defense VS shell attacks) and **DEF ENERGY** (defense VS energy attacks) will be critical. For weapons, the three most important factors are **ATTACK POWER**, **NUMBER OF AMMO** and **RANGE**. Your AC's performance can be tested using the **AC TEST** option in the **GARAGE**. It is always a good idea to test your AC creations prior to taking them into actual combat. Experiment with different AC types to find the one that best suits your style of play.

## MISSION/ARENA

### I CAN'T FIND OR DEFEAT THE ENEMY!

Radar is highly recommended equipment. The radar is activated when your AC is equipped with a shoulder-mounted radar, or a head part with a built in **RADAR FUNCTION**. Bring your opponents into view by positioning yourself so that the red triangles that represent them (on the radar) are at the top of the screen. The weapon sight will activate when an enemy is targeted within the confines of the yellow box displayed on-screen. This indicates that you are now "locked-on" to your opponent and this is obviously a good time to initiate an attack. The opponents early in the game are relatively weak and should not pose too much of a problem. Most importantly, remember to observe your opponent's movement and keep them in your sights.

### I KEEP LEAVING THE AREA OF OPERATIONS!

Many missions have a set area of operations. If your AC leaves this area the mission is considered a failure. The boundaries of the area of operations are indicated on the radar by a set of double lines (one yellow, one red). A warning will sound if your AC gets too close to these boundaries, indicating that you should turn back.

### WHY CAN'T I DASH OR BOOST JUMP?

Dashing will deplete the energy gauge displayed on the left-hand side of the screen. When this gauge reaches 0, your AC will not be able to use its booster or energy weapons until it has fully recharged. Keep an eye on the energy gauge at all times, and use your boosters only when necessary. Equipping a generator with a higher **MAXIMUM CHARGE** will increase the maximum value of the energy gauge. The amount the gauge is depleted by also depends on the booster used. If you find yourself constantly having to recharge the energy gauge, you should consider purchasing a more efficient booster. When you are out of energy and charging, but are in the middle of a fight, it will be difficult to avoid enemy attacks. A few things you can do to stay alive while waiting for the energy gauge to recharge are jump (not boost jump... most humanoid and reverse joint legs are equipped with a built-in jump function that does not use the boosters) and strafe as much as possible. Your AC will not be as agile as usual, but if you can keep moving you should be able to minimize damage.

### I CAN'T FIRE ANYMORE! WHAT'S WRONG?

Most weapons used in this game have a limited amount of ammunition (**NUMBER OF AMMO**). A weapon cannot be used once all its ammunition has been expended. You can minimize your ammo usage by only attacking when lock-on has been achieved. Another thing to consider is shell-based weapons VS energy-based weapons. An energy weapon has an advantage in that it doesn't require the purchase of ammunition, but the trade off is that it depletes the energy gauge each time it is fired. If the energy gauge is depleted, the weapon cannot be fired again until the energy gauge has been completely recharged.

### IT'S TOO HARD TO AVOID ENEMY ATTACKS!

Experiment by incorporating movements such as jumping, dashing, flying and strafing in order to avoid attacks. Until you've had some time to perfect your piloting skills, it might be better to use an AC with good defensive abilities and make your opponent's destruction top priority.



# ARMORED CORE 2

## ARMORED CORE 2 HIGH-END ACTION MODEL SERIES

ARMORED CORE 2 ACTION FIGURE 01

From Agetec's explosive new video game for Playstation 2 to your toy collection comes Kotobukiya's *Armored Core 2 High-End Model Series* - the last word in high caliber action figures!

- Comes pre-assembled and armed to the teeth with a machine gun, a chain gun, a missile pod, and shoulder missiles!
- Highly detailed and fully articulated!
- Designed by master sculptor Ryoichi Itohi!

www.artfx.com



The figures are pre-assembled and fully articulated from the inside out!



ARMORED CORE 2 ACTION FIGURE 02

### PREVIEWS

www.kotobukiya.com

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RETAILERS: To order, or for more information on Diamond's selection of toys and other products, and on becoming a Diamond customer, please call Jamie Watson at (410) 560-7112, ext. 337.

## NOTES



## NOTES

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