ARMCORP

Stephen aka Sipos

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<tr><td colspan="5" align="center">COLLABORATORS</td></tr>
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	TITLE : ARMCORP			
ACTION	*NAME*	*DATE*		*SIGNATURE*
WRITTEN BY	Stephen aka Sipos	December 31, 2022		

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<tr><td colspan="4" align="center">REVISION HISTORY</td></tr>
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NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ARMCORP

1.1 How to Cheat Armoured Corps

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                              Armored Core FAQ
                         Ver. 1.0


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            TRANSLATOR'S NOTES:  This is a literal translation of the user's  ←
                manual
that comes with Armored Core, and it is intended to help owners of this
wonder game who cannot understand Japanese.  Since it is a literal
translation, nearly all of the original Japanese grammatical structures
is kept intact, leaving some of the translated sentences sounding awkward.
In the FAQ, the notes for positions of picture panels refers to the
pictures that you see in the pages of the manual.

    I will attempt to update this FAQ with additional translated
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information directly from the game itself (such as mission contents).
Any suggestions to the form and content of this FAQ are welcome:
I can be contacted at the E-mail address listed above. I hope
this translation will help you understand and enjoy the game more. HJ

A SHORT GUIDE TO ABBREVIATIONS: CB = Circle Button, TB = Triangle
Button, SB =
Square Button, XB = X Button, AC = Armored Core.

1 or 2 Players
Memory Card. 1-3 blocks
Link Cable. 2 Consoles

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                    (page 1)
ARMORED CORE

STORY

Mankind disappeared from earth's surface on account of the last
international war, known as " The Great Destruction". The few who
survived the disaster abandoned life on the devastated surface and
moved their dwellings underground. Built at various locations and
designed to support a growing population, the underground cities became
the only places left for mankind. When that began, man lost his
earthly paradise because of his own fault.

Half a century later. Mankind again welcomed prosperity. People
lost the concept of "nations" and came to be guided and controlled by
"corporations". The principle of free enterprise generated severe
 corporate competition and swiftly made the world recover, and the
strains that accompanied that increased as well. Differences between
rich and poor, the raging of terrorism, racial discrimination... The
"walls" mankind had built still would not be extinguished. The
"corporations" that became rulers sought more power and
money, and conflicts would not die out.

A world in which corporations hold all power.
With one exception.

Mercenary soldiers that execute requests for a fee whiling maintaining
neutrality They are called "Ravens".

Organization Data

* CHROME - A conglomerate with its headquarter in Isaac City.
It is the top- class corporation in the world. The conglomerate does
not hesitate in publicly declaring its aim to further strengthen

its monopoly on city administrative system, and few would publicly
 recite objections because of its powerful influences.
It has a cooperate relationship with the first-class "Chemicaldyne",
 the pharmaceutical research/development division.

* MURAKUMO MILLENIUM- A large corporation which focuses on heavy
industries. Its armored core-related products is especially publicly
acknowledged, and its technical strength is said to surpass even
that of Chrome's. It is one of the few corporations that clearly opposes
Chrome's plot of more and more monopolized control. Because of that,
armed clashes around Isaac City is becoming frequent.

* GUARD- Police organizations that every corporate entity possesses.
It is responsible for maintaining the public peace and order in the
territory which the respective corporation controls. The class of
armament varies somewhat depending on the parent corporation, and the
guards are a bit pressed against the terrorist organizations that
has gained prominent strengths in recent years.

* RAVEN'S NEST- An organization of mercenary soldiers who carry out
ill sorts of legal and illegal missions in exchange for rewards. It
is entirely unconcerned with the content of the mission request or the
requester, and its managers and the particulars of its organization are
completely unknown.

* RAVEN- The men who are posted in the nest. For men enrolled in
the nest as a Raven, arrangements for requests and the purchase/sale of
Armored Core parts are conducted through personal computer networks.
Although Ravens are posted in the nest, the nest does not impose any
restrictions on them.

* MUSCLE TRACER (MT)/ ARMORED CORE (AC)- Accompanying mankind's move to
the underground, the corporations' pressing need was the development
of high efficiency, high fidelity industrial machines. Robot
technology rapidly developed and arrived in one extreme. Known as
Muscle Tracers (MT), the robot technology promptly penetrated
corporations. MT technology steadily progressed and accomplished even
greater developments because of the establishment of a standard known
as the "Core Plan". This plan involved a standardized system of
manufacturing in which the various body parts are attached to the
core (the chest portion), and this allowed the core to be used in
various circumstance. Places where MT's were used increased more
and more, and there are military types, of course.

Competing corporations possess Core MT (CMT) and upgrade them with
armaments. People call a MT that is armored and modified
occasionally for specific
environment an Armored Core (AC).

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                         Back to PSX Menu

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I. HOW TO USE THE CONTROLLER

L2 Button
(game screen) Direct viewpoint up
(map indicator screen) Not used
(menu screen) Selecting color palette when making emblem

L1 Button
(game screen) Move horizontally left
(map indicator screen) Zoom down
(menu screen) Selecting tool when making emblem

Directional Keys
(game screen) Up = forward, Down = backward, Left = turn left,
Right = turn right
(map indicator screen) Up = turn up, Down = turn down,
Left = turn left, Right = turn right
(menu screen) Menu select

Select Button
(game screen) Pause
(map indicator screen) Not used
(menu screen) Change magnification when making emblem

R1 Button
(game screen) Move horizontally right
(map indicator screen) Zoom up
(menu screen) Select tool when making emblem

Start Button
(game screen) Map indicator
(map indicator screen) Return to game screen
(menu screen) Not used

R2 Button
(game screen) Direct viewpoint down
(map indicator screen) Not used
(menu screen) select color palette when making emblem

Square Button (SB)
(game screen) Fire weapon
(map indicator screen) Move left
(menu screen) Open RGB control bar when making emblem

Triangle Button (TB)
(game screen) Change weapon
(map indicator screen) Move up
(menu screen) Selecting color change item when coloring,
Activating color fill when making emblem

Circle Button (CB)
(game screen) Open door, Switch ON/OFF, and other moves.
Use left weapon
(map indicator screen) Move right
(menu screen) Decide

X Button (XB)
(game screen) Booster jump. Dash (by pressing XB + directional key)
(map indicator screen) Move down
(menu screen) Cancel, return to previous menu. Open menu when
finished making emblem

NOTE 1: In the game screen, if you press L2 and R2 at the same time,
you return the viewpoint back to the horizontal level (reset horizon).

NOTE 2: The controls for the game screen can be changed to settings of
your choice. (consult KEY ASSIGN, page 26)

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                    II. SCREEN DISPLAY

NOTE: (xx) indicates position on the game screen.

* AP (top left)- Player's armor point. The mission fails when it
reaches zero, and you'll return to the menu screen.

* ENERGY GAUGE (left)- It decreases when you use the boosters or energy-
requiring weapons. When it's use up, the boosters or weapons cannot be
used for a fixed amount of time for energy replenishment.

* WEAPON RANGE (center)- The width changes depending on the weapon.
The range becomes smaller for long distance guns or weapons.

* COMPASS (top)- It displays the player's current direction.

* AIM LOCK (center)- It allows you to know the target is locked on.
Depending on the weapon, the number of lock-ons will change.

* MESSAGE AREA (lower right)- Warning messages are displayed. Consult
MESSAGE DISPLAY (page 7)

* TIME (top right)- It's displayed depending on the mission. The time
that remains or the time that has passed.

* RADAR (upper right, below time)- A radar to identify battle territory
and enemies. Enemies are displayed by points, and the color changes
depending on their height relative to yours (Radar and radar capability
is displayed when head part is installed)

* WEAPON (middle right, below radar)- The weapon you can fire now is in
yellow, and weapon that is equipped is in green.

MESSAGE SUMMARY

* HIT- Your attack has hit the enemy.

* DAMAGED- You have received damage from enemy attack.

* !CHARGING!- The energy is depleted. After this message appears,
you cannot use the boosters and energy-dependent weapons for a fixed
period of time.

* LEAVING AREA- You're leaving the battle area. The battle area is
determined by the type of mission. If you leave the battle area, the
mission fails.

* ARMOR LOW- Your armor is low.

MAP DISPLAY
The map is displayed if you press START during the game.

The way the map is displayed changes depending on the head part equipped.
You can rotate the map freely and you can confirm your present location
and the surrounding landscape. (consult page 4 for how to use
 the controller)

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                    III. HOW TO START THE GAME

* TITLE SCREEN (upper left panel)- Please set the game disk in the
PlayStation and press the power switch. After the demo screen ends,
or if you press the CB or the START button during the demo, the title
screen is displayed.

* MODE MENU SCREEN (lower left panel)- If you press the START button
at the title screen, it will cut to the mode menu screen. Please choose
the mode with the directional keys and decide with the CB.

MODE EXPLANATION

* SCENARIO MODE (consult page 9)- It's the main mode where you execute
requested missions. Please design your personalized original AC by
purchasing parts and weapons with reward money from successful missions.

* VS MODE (consult page 27)- Please enjoy two types of two-player AC
competition: split-screen battle or two screen battle using link cable.
Both modes can use your assembled AC.

SCENARIO MODE (upper panel)
>From this mode, select a new game or an old game saved on the memory
card. Please select by pressing up/down on the directional keys and
decide with CB. If you press XB, you'll return to the mode menu screen.
(To begin a game from saved data, please consult the game data save/load
section of System, page 25)

BASIC RULES AND GAME FLOW
Opening Mission

(middle panel) If you choose "NEW", the player will become a Raven
(mercenary) and start by registering onto Raven's Nest. Please consult
AC NAME ENTRY (page 20) for the use of controls.

(lower panel) When you successfully complete the opening mission and
completed registration as a Raven, mission requests will be sent to you
via the Raven's Nest (Main Menu). Please consult Main Menu, page 11.
If you fail the opening mission, the game cannot continue and will
return to the title screen.

RESULTS OF THE MISSION'S INCOME AND EXPENDITURES

(upper panel) Except for the opening mission, the screen with income and
expenditure results is displayed when the mission ends, no matter if
the mission is a success or a failure. The repairs on damaged sections
of the AC and ammunition used during the mission are necessary expenses
and are deducted from you funds (if the mission is successful, the
funds include your reward.)

The reward is paid with the currency credit.
(COAM: COmpany Assured Money)

NOTE: It can happen that your funds becomes minus as a result of
deducting the necessary expenditures from your funds, but the game
can continue. However, if it surpasses a fixed limit amount, the
game will restart with the same parts that you possess
(your fund returns to 0).

FAILURE AND ABANDONMENT OF MISSION

(middle panel) There are various ways to fail a mission, depending
on mission

specifics-
* incurring excessive damage to your AC (durability below 0)
* leaving mission territory
* failing your mission (i.e. escorting... and so forth)

(lower panel) However, the mission can be abandoned by the player
himself or herself. To abandon the mission, press the SELECT button
and then the START button. The abandon confirmation message will appear,
and you can abandon the mission by pressing the CB. (Even in this
situation, the mission fails.) If you choose not to abandon, return
to the game by pressing the XB.

NOTE: As for the mission's requester, the state of the world changes
depending on the mission's success or failure, because corporations
which replaced countries in controlling the world are pivotal to
world events. Therefore, the game's flow changes depending on how
many requests you accept from which corporation.

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IV.   MAIN MENU (RAVEN'S NEST)

The main menu is where you go to register as a Raven and communicate
with Raven's Nest. Raven's Nest is comprised of the six menus.
Please choose with the right/left directional keys and decide with
the CB.

GARAGE << RANKING << MAIL << SYSTEM
          \--- >> SHOP >> MISSION---------^

* GARAGE- If you choose the garage at Rave's Nest , the garage menu is
displayed. Please select with the up/down directional keys and
decide with the CB. (Return to Raven's Nest with the XB.)

* ASSEMBLY

(upper panel) You can combine parts and weapons and make an original AC.
Please select the type of parts of weapon by using left/right directional
keys and decide with the CB. To choose parts and weapons, use up/down
directional keys.

Common Terms:
EP- Energy Point. Indicates the output from the generator.
LEG WP- Leg Weight Point. Indicates the leg parts' endurance
weight.
CORE WP- Core Weight Point. Indicates the core part's endurance weight.
AP- Armor Point. Indicates AC's armor point.
WEIGHT- Indicates AC's total weight.

(middle panel) You can see the details on things such as price, weight,
energy consumption, attack ability, and defense ability by pressing
the TB. To close the detail display, please press the TB again.

(lower panel) Whenever you are finished selecting all the parts,
you can end assembly with the XB. At that time, the results of the
rearrangement is indicated. Confirm the results with the XB, and
return to the garage screen with the CB.

NOTE: When assembling AC, in the situation when the numerical value
in the left side is indicated in red, you cannot sortie out for a
mission. Therefore, please return to the parts assembly and make
sure the left hand side numerical value does not exceed the right
hand side value. Furthermore, when a bad condition occurs such
as the head not being equipped, a warning is indicated. You cannot
go on a mission until you return to the garage screen to fix the
problem.

EXPLANATION OF THE WARNING MESSAGES

* Outfitting insufficient- The minimum parts necessary for battle
is not equipped.
* Excessive weight- The total weight equipped exceeds the weight
 endurance of the leg parts.
* Shortage of Power- The total power drain exceeds the generator's
 power output.
* Excessive equipment on arm sections- The total weight equipped
exceeds the weight endurance of the core parts.

EXPLANATION OF PARTS
The parts that form an AC are classified into 10 types.

1. CORE- The part essential to assembling an AC. The generator and
 FCS are equipped in the core. Missile ambush attack capability is
 also equipped here.

2. HEAD- Special capabilities such as bio-sensors and radar load
are hidden inside.

3. ARMS- There are 2 types of weapon arms- the ones that are weapons
themselves and the average arms that can be equipped with guns or laser
 blades.

4. LEGS- There are 4 varieties: two legs, reversed joints,
four-legged hover, and catapillar type. Decision on this part depend
on weight and mobility requirement.

5. GENERATOR- It influences the AC's energy gauge and thus the
assembly of parts.

6. BOOSTERS- It influences the dash and aerial flight. The bigger
 the output, the higher the speed capability.

7. BACK WEAPON R/L- Aside from heavy weapons such as missile and
rockets, it includes the auxiliary equipment such as radar.

8. ARM WEAPONS R- It includes rifle-style guns that threatens with
 single fires and the machine gun-style weapon that threatens with
 unlimited, continuous fire capability.

9. ARM WEAPON L- It is the laser blade that is advantageous in close
combat. The use of laser drains energy.

10. FCS- It increases the limit and distance of the rifle range
and the missile lock-on capability.

OPTIONAL PARTS
(upper panel) Choose special parts that raises your machine's
 capabilities. Please choose with the up/down directional keys and
decide with the CB. Please press CB to take off what you've equipped.
 (The XB returns you to the garage menu.)
Special parts is equipped on the core, and there are slots on both
sides. The number of slots on the core differs depending on the
parts, and thus special parts can be equipped in multiples.

PERFORMANCE
(middle panel) You can confirm the performance details of your
assembled AC.

CHANGE COLOR
(upper panel) You can change your AC's color. Please select an item
with up/down directional keys and decide with the CB. (The XB
returns you to the garage menu.)

CHANGE PATTERN
(lower panel) Decide on a color pattern. Please select a pattern
with up/down directional keys and decide with the CB. (The XB
returns you to the garage menu.)

EDIT COLOR
The screen changes depending on the color pattern you choose.

* WHEN YOU SELECT CUSTOM (upper panel)- choose the parts you want to
color.
Choose the parts you want to color and decide with the CB.
(The XB returns you to the garage menu.)

(middle panel) You can change the coloring of every part in detail.
 With the TB. the coloring section can change to base, optional, detail,
 and joint. Please select the RGB control bar with the up/down
directional keys and adjust the color with left/right keys. Decide
with the CB, cancel and return to the coloring parts selection screen
with the XB.

NOTE: An advice on custom coloring... The general (the complete body)
 color can be changed in proportion to your core. Therefore, if you
choose whole body coloring after coloring the core, the parts that
you've colored up to that point will be changed to the color you
decided for the core.

* WHEN YOU SELECT SOMETHING OTHER THAN CUSTOM (lower panel)- You
can change the color tone of your camouflage. Please select
the color tone with up/down directional keys and decide with the CB.
 (The XB returns you to the garage menu.)

EDIT EMBLEM
You can make or modify emblems. The created emblems can be applied
to your AC.

Edit Emblem Display
(locations on screen)
1. Whole display- upper left
2. Tool in use- middle left
3. RGB control bar- lower left, below tools in use.
4. Paint space- right
5. Cursor- right, in paint space
6. Color palette- lower right, below paint space.

NOTE: The color on the left hand corner of the color palette is
a transparent color, and it won't show on the actual emblem.
When you're adjusting color, it's turned on and off to discriminate

from black.

HOW TO USE THE CONTROLLER TO EDIT EMBLEM

1. Directional keys- Move cursor and select menu.
2. L1/R1 buttons- Select necessary tool to paint with.
3. Circle button (CB)- Decide on paint tool's action and on menu.
4. Square button (SB)- Open the RGB control bar. You can change
the color inside the color palette.
5. Select button- Change the display magnification of the paint
space to 2X, 4X, or 8X.
6. L2/R2 button- Choose color you want to use.
7. X button (XB)- Open system menu. When you've opened the
system menu or RGB control bar, you will close and cancel.
8. Triangle button (TB)- Fill the place where the cursor is with color.

SYSTEM MENU

1. ZOOM- Change the paint space display 2X, 4X, or 8X. Choose
with the up/down directional keys and decide with the CB.
2. UNDO- Make your last operation disappear.
3. CLEAR- Erase everything inside the paint space.
4. SAMPLE- Call up an emblem already recorded. Choose with the
directional keys and decide with the CB. Change the page with L1
or R1 button.
5. SAVE- Finish the drawing and apply it on the AC.
6. CANCEL- Cancel the work you've done up to now and return to
the garage menu.

TOOL EXPLANATION

1. PEN- Draw a line by moving the cursor with the directional key while
pressing the CB.
2. LINE- Draw a straight line. Designate the starting point with the
CB, move the cursor with the directional keys, and decide the end point
with the CB.
3. BOX- Draw a box. The way to draw it is the same as the line tool.
4. BOX/ FILL- Draw a box filled with color. The way to draw it is the
 same as the line tool.
5. CIRCLE- Draw a circle. The way to draw it is the same as the line
tool.
6. PAINT- Fill the inside of a box drawn with lines. Choose the
 color you want to use, move the cursor to the spot where you want
 to paint with the directional keys, and press the CB.
7. SCROLL- Move the object that you've drawn in the paint space with
directional keys.

MOVING THE DISPLAYED SECTION

(bottom right panel) When the image is made 4X or 8X in size by
changing the display magnification, you can move the displayed
section by using the bars at the four sides of the paint space.
Please move the cursor to the bar belonging to the direction you
want to move with the directional keys and press the CB.

AC NAME ENTRY

(upper panel) Enter a name for your AC. Switch between hiragana and
English with the L1 or R1 buttons. Please select the letter with the
directional keys and enter with the CB. Furthermore, for hiragana,
you can enter the kanji mode and decide with the CB. In the kanji
mode, you can turn the page with the L1 or R1 button. Erase the last
letter with the XB. (In the kanji mode, you will return to the
hiragana mode) Return to the garage menu with 'END'.

NOTE: In the case you use the Greek letters (I-X),
they are displayed as X in PlayStation's memory card management system.

AC TESTS

(middle panel) Check the movement and weapons for your AC.
During the test, ammunition and service fees will not be deducted
 from your balance. Please consult page 4 for how to use the
controller, and page 6 for screen display.

CONCLUSION OF THE TEST

(lower panel) Conditions for completing the AC tests-
* Destroying all enemies
* Your AC's AP reaches zero.

Furthermore, in case you really want to end the tests, press the
start button after pressing the select button. The disengage
confirmation message is displayed, and respond 'YES' by pressing
the CB.At the disengage confirmation message, you can return to
the test with the XB.

MISSION
Every mission disappears from the summary if you succeed,
and even if you fail, you can sometimes still replay the mission.

MISSION SUMMARY

(top, first panel) If you select mission at the Raven's Nest,
the mission summary is displayed. Please select with
up/down directional keys and decide with the CB.
(The XB returns you to the garage menu.)

SORTIE MISSION CONTRACT

(second panel) If you select a mission, specific mission details
are displayed. The down arrow on the lower right shows there is more,
and the next screen is displayed with the CB or the down
directional key. (The up directional key returns you to the previous
screen.)

(third panel) When the mission's details are completely displayed,
contract confirmation window is displayed. Select 'YES' or 'NO'
to the contract and decide with the CB. Return to the mission
summary with 'NO', and close the contract confirmation window with
the XB.

NOTE: Please be advised, once you agree to a contract, you cannot
re-choose another mission.

(bottom, fourth panel) When the contract is accepted, the sortie
confirmation window is displayed. Select 'YES' or 'NO' with
the left/right directional keys and decide with the CB.
The game screen is displayed with 'YES', and the mission begins.
With 'NO', you will return to the Raven's Nest. With the XB,
the contract confirmation window closes.

NOTE: About advanced payment: Depending on the mission, advanced
payment can be paid. If it is after the contract agreement and
before the sortie, you can return to the Raven's Nest and change
the AC assembly by buying weapons and parts.

SHOP
You can buy and sell parts. As the game progresses, you ought
to add new parts.

(top panel) Choose 'BUY' if you want to buy parts and weapons, and
choose 'SELL' if you want to sell. Select with the up/down
directional keys and decide with the CB. You can return to the
Raven's Nest with the XB.

BUY

(middle panels)
1. Choose the parts to buy
2. Choose the variety of parts

With 1 and 2, choose with up/down directional keys and decide
with the CB. If you press the TB, you can see the specific
details of the parts. To close the detail display, please
press the XB. You can return to the previous menu with the XB.

(bottom panel) After deciding on the parts to buy, the confirmation
window is displayed. Select 'YES' if you will buy, and select
'NO' if you will not buy. Please select with the left/right
directional keys and decide with the CB.
(Pressing the XB is the same as 'NO')

NOTE: If your funds is lower than the cost, you cannot buy.

SELL

(upper panel) The summary of parts and weapons you have (or equipped)
 is all displayed. Choose with the up/down directional keys and
decide with the CB. If you press the TB, you can see the specific
details of the parts. To close the detail display, press the TB
again. The XB will return you to the shop menu.

NOTE: You can sell parts and weapons you have equipped. However,
when your money is minus, you cannot sell equipped parts except
for the left/right hand weapons and left/right shoulder weapons.

(lower panel) After you have decided on the parts to sell, the
confirmation window is displayed. Please select 'YES' if you
will sell and 'NO' if you don't with the left/right directional
keys, and decide with the CB. (Pressing the XB is the same as 'NO')

MAIL

MAIL SUMMARY
(upper left panel) You can see mail that was transmitted during
the game. Please check your mail by all means because it is likely
 you've received important information. Select an item with up/down
 directional keys and decide with the CB. The XB returns you to
the Raven's Nest.

DETAILS
(upper right panel) Event news that happened in the world is
timely presented. The XB returns you to the mail summary screen.

RANKING

RANKING SUMMARY
(lower left panel) The ranking within the Raven's Nest is presented.
 If you want to see the details, please select with the directional
keys and decide with the CB. The XB returns you to the Raven's Nest.

DETAILS
(lower right panel) The present ranking point and profile are
displayed. The XB returns you to the ranking summary.

SYSTEM

(top, first panel) You can save/load game data or emblem and change
the sound and control settings. Please select with up/down directional
 keys and decide with the CB. You can return to the Raven's Nest
with the XB. (second panel) When you select game data or emblem,
 the screen for slot selection is displayed. Choose with up/down
directional keys and decide with the CB. The XB returns you to the
 previous menu.

SAVE/LOAD GAME DATA

(middle/ third and fourth panels) Decide the data you want to either
 save or load. Choose with the directional keys and decide with the
CB. Please choose 'NEW' when saving new data. If you choose data
that already saved, you will save the present game on top of that
saved game. (Cancel with the XB)

SAVE/LOAD EMBLEM

(bottom, fifth and sixth panels) Decide the emblem you want to either
save or load. Please choose with the directional keys and decide
with the CB. As for emblems, you can save at most 7 of them.
Furthermore, you will need 2 empty blocks on your memory card to save.
(Cancel with the XB)

OPTION
You can choose the item with up/down directional keys and decide
with the CB. (The XB returns you to the previous menu.)

* MASTER VOLUME- Adjust the game volume. Adjust volume with the
left/right directional keys.

* BGM VOLUME- Adjust the volume with left/right directional keys.

* TEXT MESSAGE- Decide to display or not to display the game
message text. Choose 'ON' or 'OFF' with the up/down directional keys.

* VS STAGE- Decide the map selection method for the VS mode. Choose
'SELECT', 'RANDOM', and 'TURN' with the up/down directional keys.
When playing link-up game, you cannot choose 'SELECT'.

* KEY ASSIGN- Decide the button arrangement for the game screen.
Choose the item you want to change with the directional keys and
decide with the CB. Afterwards, that item will be assigned to the
directional key or any other button you press.

* VS TIME LIMIT- Decide competition time. Choose with the
up/down keys and decide with the CB.

After selections, every window is closed with the XB.

VS MODE

In the occasion you choose this mode, it will be two-screen (link-up)
competition if the link cable is connected. It will be a split screen
competition if the cable is not connected.

When you want to play a link-up competition with 2 PlayStations, you
need to have a link cable which is sold separately. When you want
to use it, please connect the link cable to the communication jacks
on the back of the 2 PlayStations before turning the power on.
Then, for the link-up game, an Armored Core disk must be in each
of the 2 PlayStations. On the way to the link-up game, if the
link cable comes off, please correct the problem after returning
to the mode screen.

ONE SCREEN (SPLIT SCREEN) COMPETITION

(bottom left panel) The split screen menu is displayed. Please
choose with up/down directional keys and decide with the CB.
The XB confirms the end of competition, and if you select 'YES'
you will return to the title menu.

VS START

(bottom right panel) Start competition. The AP is displayed on the
upper part of the screen and the active weapon and radar are displayed
on the lower part. When the competition ends, there is a confirmation
window for continue. With 'YES' you'll compete on the same map;
with 'NO', you will return to the menu.

1P AND 2P AC SETUP

(top left) The setup menu is displayed. Please select with up/down
directional keys and decide with the CB. The XB returns you to the
split screen competition menu. For AC assembly and system, please
consult the respective garage (page 12) and system (page 25).

STAGE SELECT

Please select the competition stage with the directional keys.

NOTE: If there is saved data for 1P/2P, consult the respective data.
When only 1P has saved data, 2P's data will be same as the 1P.
If there is no saved data, it's a competition with standard AC's.

TWO SCREEN COMPETITION

(bottom left) The two screen competition menu is displayed. Please
choose with up/down directional keys and decide with the CB.
Begin competition with 'VS START'. For use of the screen, please
consult with screen display (page 5)

Please consult with garage (page 12) and system (page 25) for AC
assembly and systems.

NOTE: While in the 2 screen competition, when you want to use saved
data in the original mode, please attach the memory card that you'll
load from. When there's no saved data, it will become a competition
with standard AC's.

THE END OF THE MANUAL.