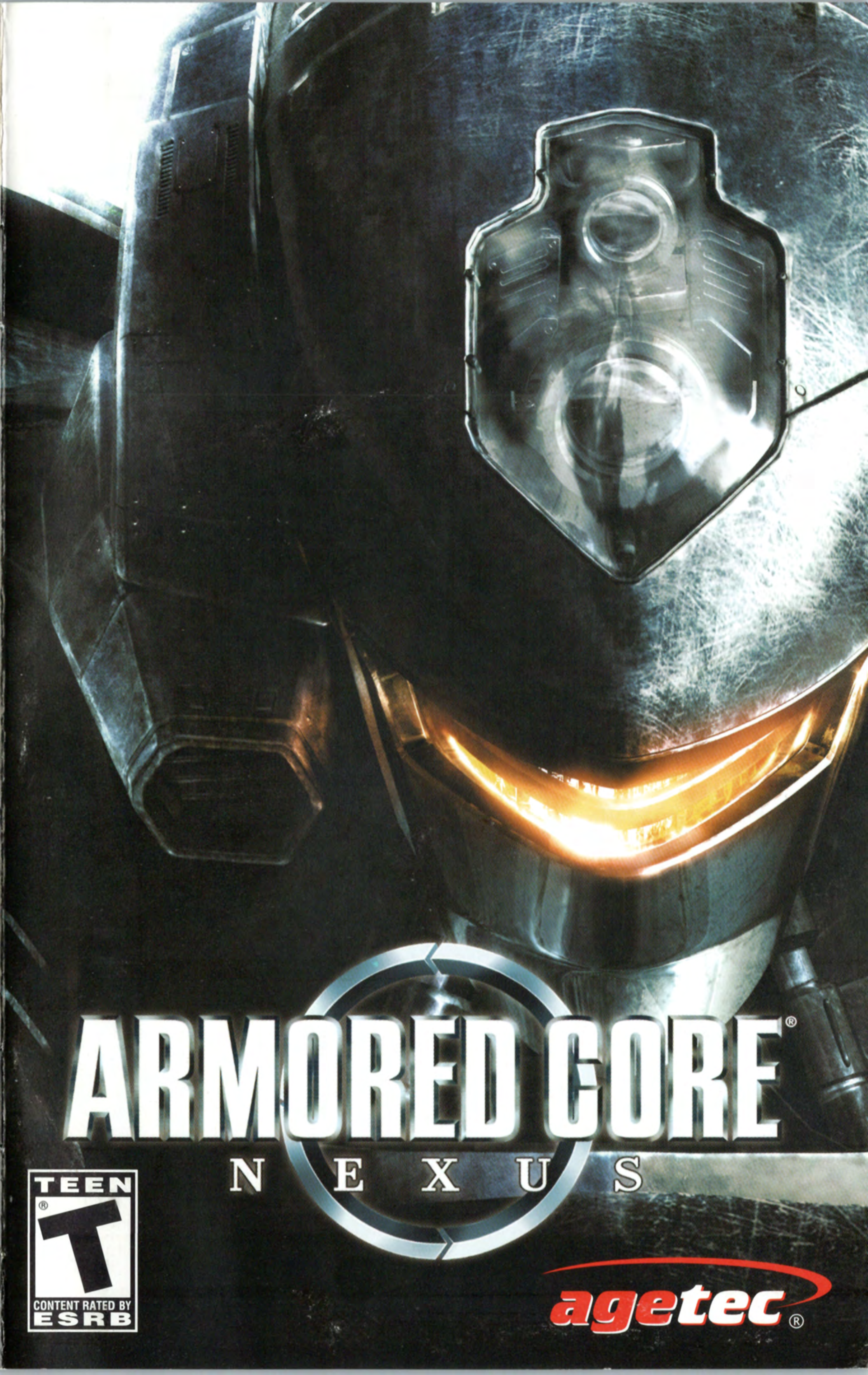




ARMORED CORE[®]

N E X U S



agetec[®]

WARNINGS

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 FORMAT 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.

TABLE OF CONTENTS

ARMORED CORE NEXUS

GETTING STARTED	02
OPERATING INSTRUCTIONS	03
GAME SCREEN	05
GAME FLOW	07
DISC 1 EVOLUTION DISC	08
DISC 2 REVOLUTION DISC	10
GAME OPTIONS	12
GARAGE	13
DATA SAVE/LOAD	17
VERSUS	18

Thank you for purchasing **ARMORED CORE NEXUS**, 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.

ARMORED CORE

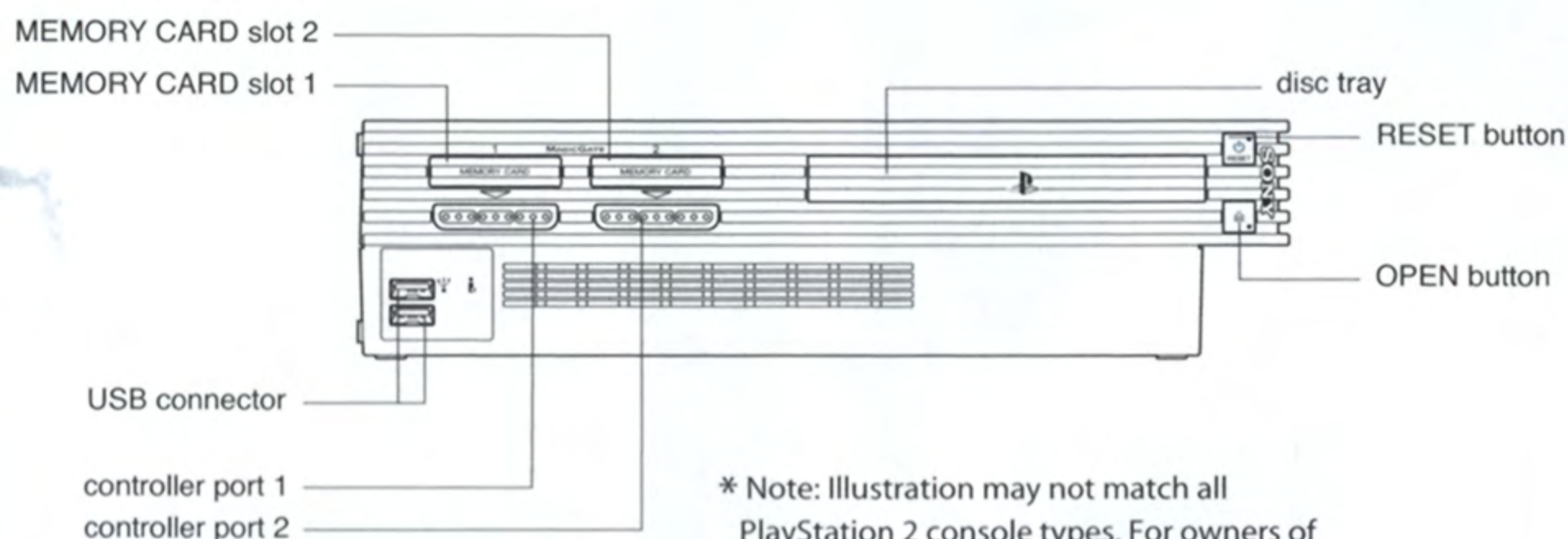
N E X U S

* DVD-ROMS are easily damaged by dust and scratches. Please handle discs with care.

1

armored core: nexus

GETTING STARTED

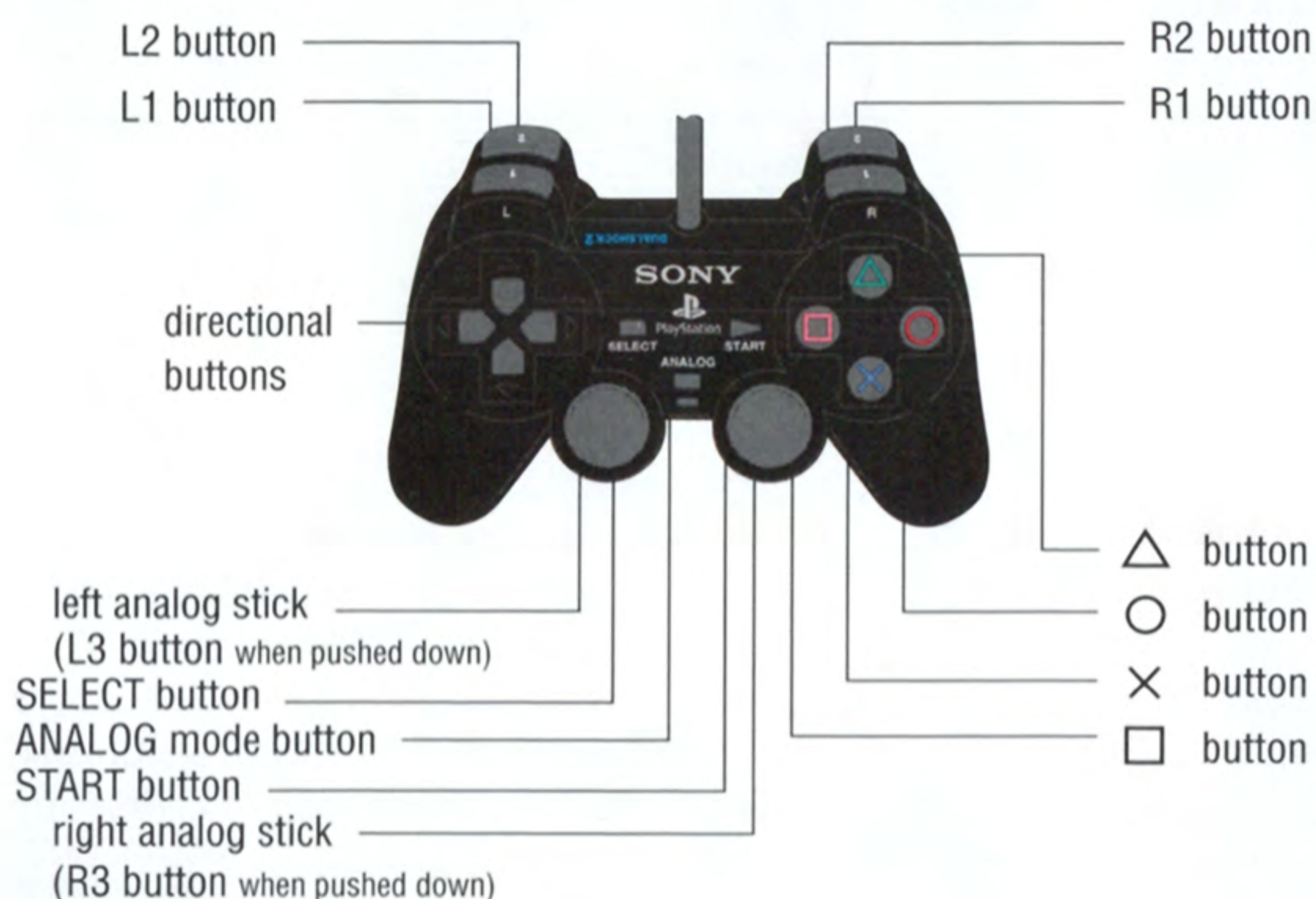


* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

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 display will open. Place the **ARMORED CORE NEXUS** 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.

OPERATING INSTRUCTIONS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GENERAL OPERATION

directional buttons/left analog stick: Highlight selections
 × button: Confirm selections
 ○ button: Cancel selections
SELECT button: Display HELP messages
START button: Display KEY GUIDE

OTHER OPERATIONS

GARAGE

L1/**R1** buttons: Cycle through AC designs

ASSEMBLY

△ button: Hide/unhide detail parameters

□ button: Tune the selected part

L1/**R1** buttons: Cycle through parts by type

L2 button: Hide/unhide stored parts

R2 button: Change part's storage status

OPTIONAL PARTS

SELECT button: Display HELP messages

SHOP

L1/**R1** buttons: Cycle through parts by type

EDIT COLOR

L1/**R1** buttons: Change coloring location

RANKING

× button: Display the selected AC's evaluation screen

△ button: Hide/unhide player's detail information
 (Player evaluation screen only)

* Only available on DISC 1

*This game supports the DUALSHOCK®2 analog controller's vibration function and the L3/R3 buttons. The LED indicator is always lit when the system is ON. The vibration function can be toggled ON/OFF via the OPTION settings in the SYSTEM menu.

GAME CONTROLS

The controls detailed below correspond to the game's analog key type (Type A).

BASIC OPERATIONS

left analog stick ← →: Strafe left/right
left analog stick ↑ ↓: Move forward/backward
right analog stick ← →: Turn left/right
right analog stick ↑ ↓: Look up/down
Ⓐ button: Reset viewpoint
L2 button: Activate booster

WEAPON OPERATIONS

L1 button: Use left arm weapons/open doors/activates switches
R1 button: Fire weapon (right arm, back)
R2 button: Cycle through equipped weapons
L3 button: Turn extension parts ON/OFF
⊗ button: Use inside weapons
R3 button: Turn over boost/exceed orbit functions ON/OFF
Hanger parts: ...Hanger parts are automatically equipped on the appropriate arm when the arm's main weapon is dropped.

SPECIAL OPERATIONS

△ button + R1 button: Drop selected weapon (right arm, back, inside)
△ button + L1 button: Drop left arm weapon
△ button + L3 button: Drop extension weapon

OTHER OPERATIONS

START button: Pause game/display mission abort confirmation window
SELECT button: Display/hide map screen

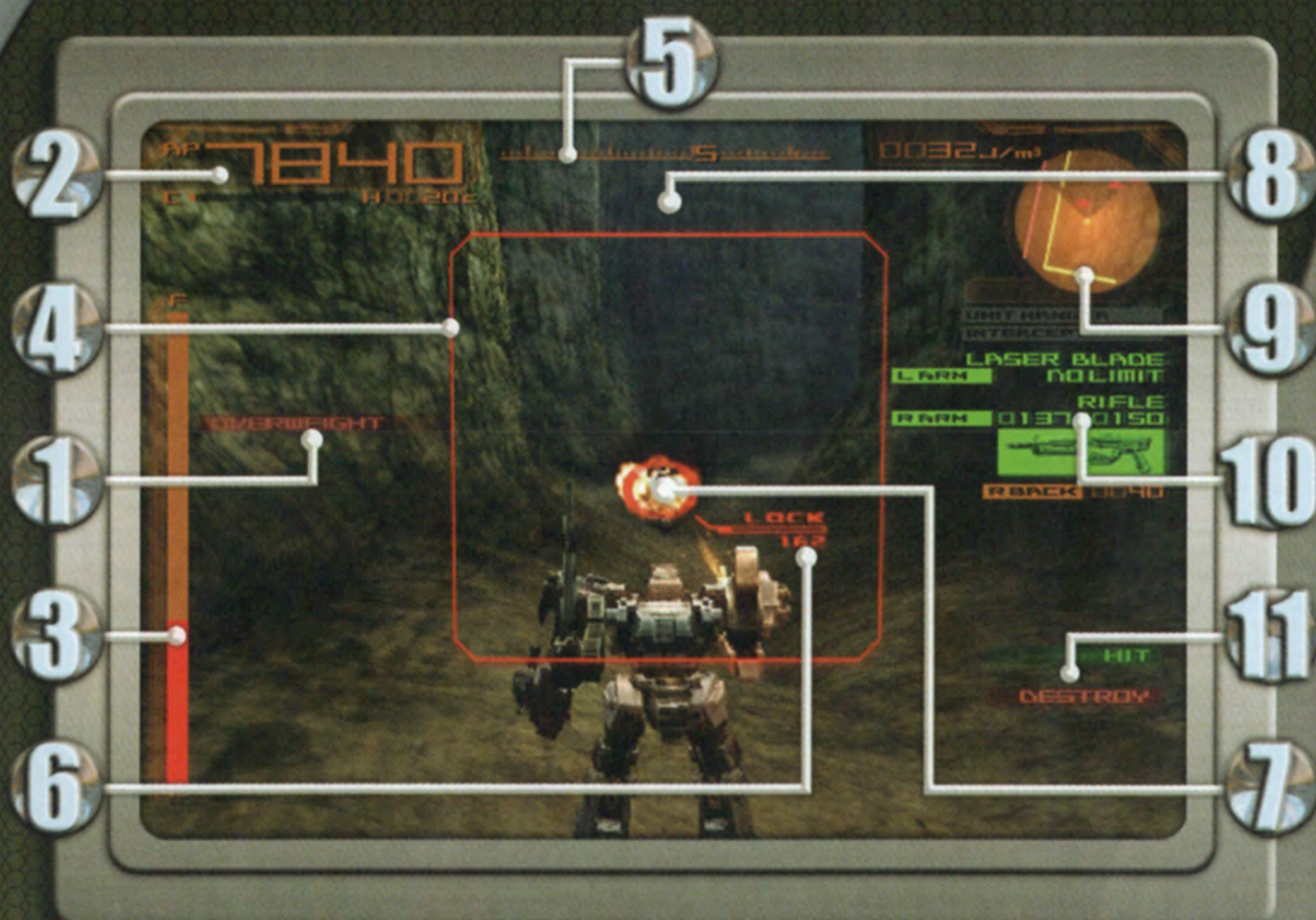


MAP

The detail of game's map display varies depending on the mapping ability of the equipped head part.

SELECT button: Display/hide map screen
left analog stick: Rotate the map
Ⓐ button + directional buttons: Move the map
L1 button: Zoom out
R1 button: Zoom in
L1 button + R1 button: Restore default map view

GAME SCREEN



1

SYSTEM ERROR MESSAGES

An AC unit may experience system malfunctions during operations for a number of reasons; some of these will be automatically corrected with the passage of time, while others require that a specific action be taken to remedy the problem.

CHARGING

Displays when the energy gauge is depleted. Boosters and energy weapons cannot be used until the gauge recharges.

FCS ERROR

Displays when there is signal interference disrupting the FCS's lock-on ability.

DANGER HEAT

Displays when an AC unit is on the verge of overheating. If the unit's temperature continues to rise, the output down system error message will be displayed.

OUT PUT DOWN

Displays when an AC unit begins overheating. Armor points (AP) are continually reduced until the unit's temperature stabilizes.

RADAR ERROR

When displayed, enemy units will not be visible on the radar.

SHORTAGE EN

Displays when the energy consumption of all equipped parts exceeds the generator's energy output.

OVER WEIGHT

Displays when the weight of all equipped parts exceeds the maximum load weight of the unit's legs.

IA OVER WEIGHT

Displays when the weight of all parts equipped on the arms (left/right weapons, inside, extension) exceeds the maximum load weight of the unit's arms.

GAME SCREEN

- 2 AP [ARMOR POINTS]** Indicates an AC unit's overall endurance value. If the value reads 0, the unit has been destroyed.
- 3 ENERGY GAUGE** Indicates the amount of available energy. The gauge is reduced whenever a booster or energy weapon is used.
- 4 SIGHT LOCK** Indicates the area within which targets can be locked on to.
- 5 COMPASS** Indicates the current heading.
- 6 RELOAD GAUGE** Tracks a weapon's reload progress. When the gauge is full the weapon is ready to be fired again. Different weapons have different reload times.
- 7 LOCK-ON SIGHT** Indicates the target the AC is currently locked on to. An orange color means that the target is just barely locked on to, red indicates a solid lock-on, and green means that something is obstructing the view of the target.
- 8 MISSION TIMER** Indicates the time remaining to complete certain missions.
- 9 RADAR** The radar enables you to identify the area of operations and opponents within it. An AC unit must equip either a back-mounted, or head-enabled radar in order for mission area boundaries and enemy targets to be displayed.



The red lines on a radar display indicate the mission area's boundaries. Crossing any of these lines equates to mission failure.



Enemy units are represented on the radar by triangular markers. Enemies at the same elevation are indicated in red, those at a lower elevation in yellow, and those at a higher elevation in blue.



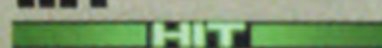
Gray dots on the radar indicate friendly units.

- 10 WEAPONS** Displays a list of equipped weapons. Weapons equipped but not in use are displayed in orange, the weapon in use is displayed in green, and weapons that are out of ammunition are displayed in red.

11

COMBAT MESSAGES

HIT



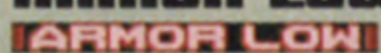
Informs you that your AC has hit a target.

DAMAGE



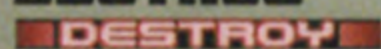
Informs you that an enemy attack has damaged your AC.

ARMOR LOW



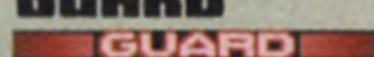
Informs you that your AC's AP level is dangerously low.

DESTROY



Informs you that a target has been destroyed.

GUARD



Informs you when an opponent deflects an attack using their shield.

GAME FLOW

Gameplay in Armored Core Nexus progresses as described below (both Discs 1 and 2).

1. Disc 1: Select a mission circle from the world map.
Disc 2: Select MISSION from the main menu screen.
2. Once a mission has been selected, confirm your participation.
3. Customize an AC to best suit the upcoming mission.
4. Take part in the selected mission.
5. Accomplish the mission objective to receive your reward.

** No payment is received for completion of Disc 2 missions.*

** Failing a mission sometimes results in the client canceling the contract. When this happens, the mission you were attempting will no longer be available and another mission will have to be selected.*

Repeat the steps above on Disc 1 to gain the top position in the Arena, and on Disc 2 to complete all available mission contracts.

CLEARING MISSIONS

MISSION SUCCESS

Successful completion of a mission assignment requires that you fulfill the objective(s) outlined in the mission briefing (ex. destroying all designated targets). In some missions, the reward received at the end varies depending on whether or not certain conditions are met. Try different approaches when attempting mission assignments.

MISSION FAILURE

Mission assignments are logged as failures when any of the following take place:

AC DESTRUCTION

Occurs when the AC unit sustains enough damage to reduce its AP to 0.



LEAVING AREA OF OPERATIONS

Occurs when the AC unit crosses over the designated mission area boundaries (indicated by red lines on the radar display). Keep in mind that some missions have area boundaries that extend along the vertical plane. These boundaries are not indicated on the radar.

QUITTING A MISSION

Purposely quitting a mission (press the START button and confirm) also counts as a mission failure.



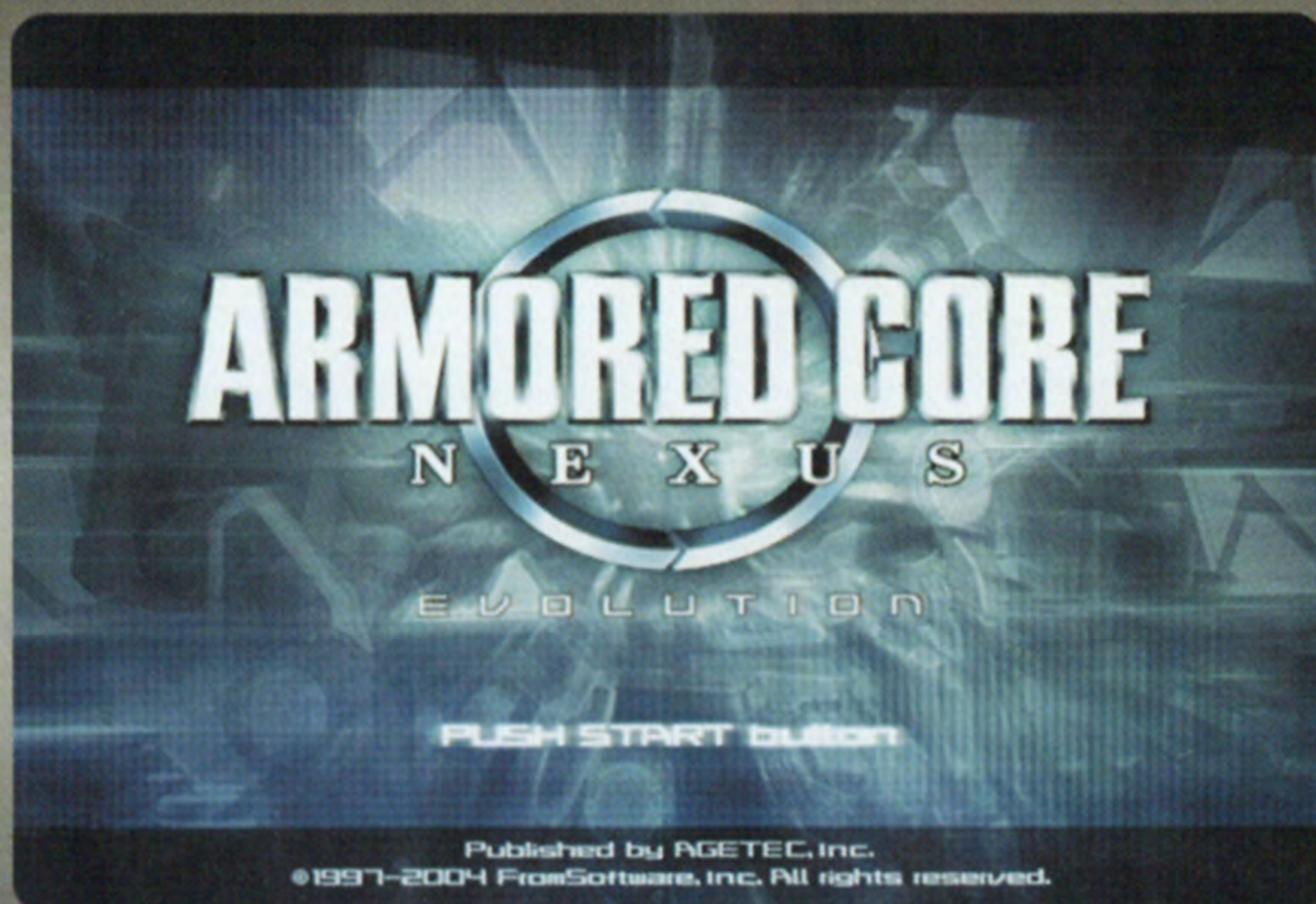
MISSION INCOME & EXPENSE REPORT



The mission income and expense report is displayed after each Disc 1 mission attempt. This report details the reward received (when applicable), as well as costs incurred. The only costs incurred from a failed mission are those relating to ammunition expenditure.

DISC 1

EVOLUTION DISC



TITLE SCREEN

NEW GAME

Begin playing Disc 1 from scratch. Complete mission assignments in an attempt to become the number one ranked Raven in the Arena.

LOAD GAME

Load saved game data and resume playing Disc 1 where you last left off.

VERSUS

Pit your AC against other players, COM opponents, or a combination of both. A maximum of four players can take part in versus battles.

MOVIE OPTION

Adjust the sound setting for the game's opening CG movie. Select from Stereo or Dolby Digital 5.1.

8

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WORLD MAP



TOPICS

This is where news updates (Reports) and mail messages (Contacts) appear as you progress through the missions on Disc 1.

LOG

A complete list of all Reports and Contacts received during the course of the game are logged here.

AREAS

The world map is divided up into different areas. Mission assignments are set in these locations.

MENU

The menu section is comprised of three sections: Ranking, Garage, and System.

RANKING

View the current Arena ranking ladder.

GARAGE

Assembly

Assemble an AC unit using available parts.

SHOP

AC parts are bought and sold here.

COCKPIT

Customize the heads up display.

PAINT

Customize an AC's paint scheme, weapon color, and emblem.

AC TEST

Test an AC design.

SYSTEM

Save Info

Save partial game progress data.

Save/Load Emblem

Access these options to save/load emblem data.

Option

Adjust various game options (button assignments, vibration, etc.).

Quit Game

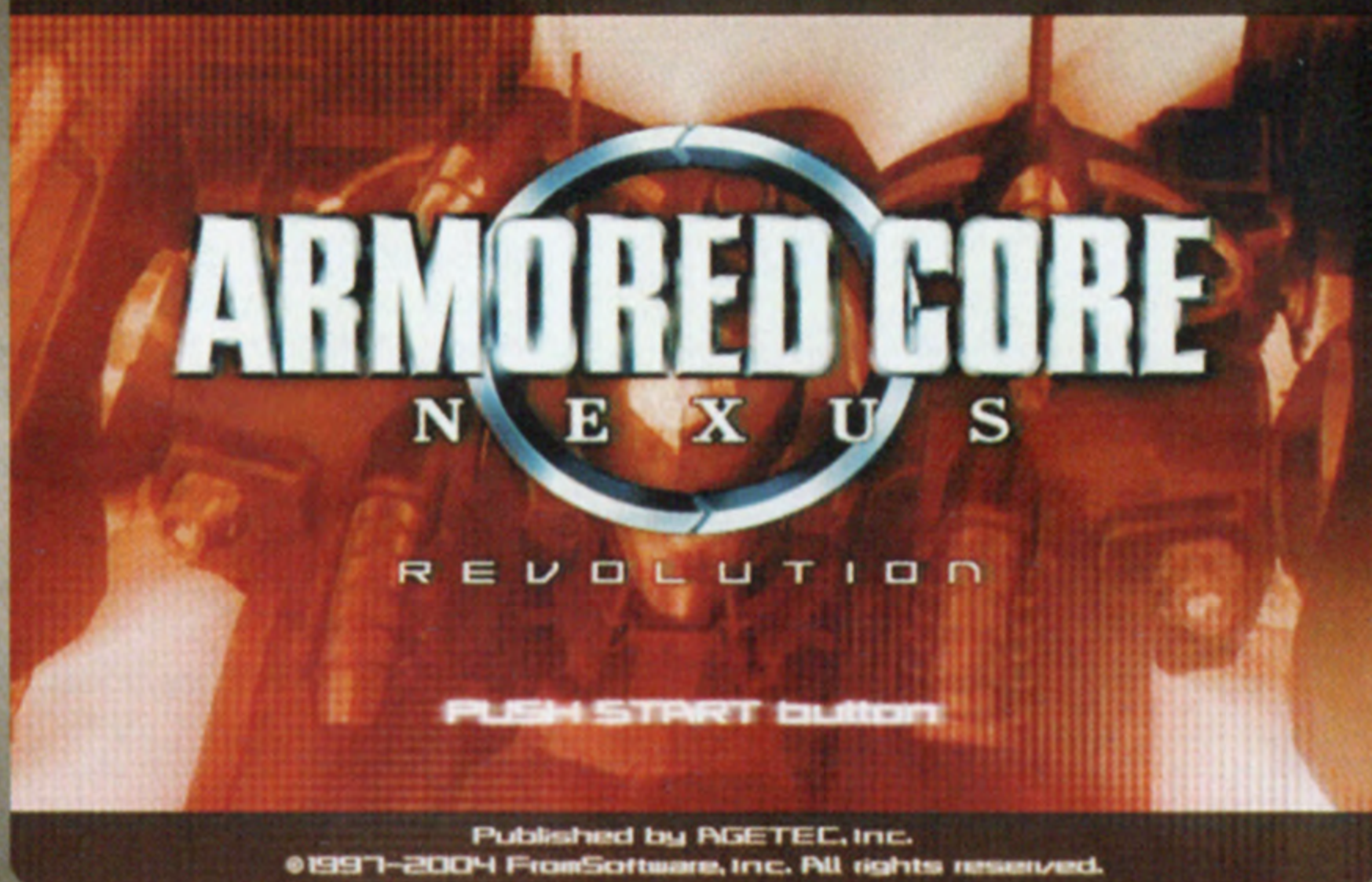
Quit the game and exit to the Title screen. Always save data when prompted to avoid losing progress.

* Game data from previous titles in the series cannot be loaded or converted for use in Armored Core Nexus.

* A memory card (8MB)(for PlayStation®2) with at least 120KB of free space is required to save Armored Core Nexus game data. 60KB of free space is required to save emblem designs.

DISC 2

REVOLUTION DISC



TITLE SCREEN

NEW GAME

Begin playing Disc 2 from scratch. Take part in mission assignments culled from previous games in the series.

LOAD GAME

Load saved game data and resume playing Disc 2 where you last left off.

VERSUS

Pit your AC against other players, COM opponents, or a combination of both. A maximum of four players can take part in versus battles.

MAIN MENU



MISSION

Take part in mission assignments from previous games in the series. Successful mission completion opens up new missions and unlocks special features in the Archive.

GARAGE

ASSEMBLY

Assemble an AC unit using available parts.

SHOP

AC parts are bought and sold here.

COCKPIT

Customize the heads up display.

PAINT

Customize an AC's paint scheme, weapon color, and emblem.

AC TEST

Test an AC design.

ARCHIVE

Access a wide selection of bonus features from previous games in the series.

SYSTEM

SAVE GAME

Save game progress.

LOAD GAME

Load saved game data.

SAVE/LOAD EMBLEM

Access these options to save/load emblem data.

OPTION

Adjust various game options (button assignments, vibration, etc.)

QUIT GAME

Quit game and exit to the Title screen. Always save game data before quitting to avoid losing progress.

* Game data from previous titles in the series cannot be loaded or converted for use in Armored Core Nexus.

* A memory card (8MB)(for PlayStation®2) with at least 120KB of free space is required to save Armored Core Nexus game data. 60KB of free space is required to save emblem designs.

GAME OPTIONS



BGM VOLUME

Adjust the game's background music volume level.

SE VOLUME

Adjust the game's sound effects volume level.

SURROUND

Choose a sound setting (Stereo or Dolby® Pro Logic® II).

TEXT MESSAGE

Turn text message displays ON/OFF.

KEY TYPE

Choose controller setup (Type A or Type B). Type A is a new analog controller configuration, Type B is the controller configuration used in previous games in the series.

VIBRATION

Turn the controller's vibration function ON/OFF.



KEY ASSIGN

Button functions can be customized here. To change a button's current function, highlight the function and press the $\otimes$ button. Next, press the button you want to change the function to. Please note that overlapping button assignments are not permitted. To revert all button assignments to their default setting, select the default menu option and press the $\otimes$ button.

GARAGE



AC COMPOSITION

AC units are assembled in the Garage using parts from the categories listed below.

BACK UNIT

EXTENSION

ARMS

BOOSTER

HEAD

INSIDE

ARM UNIT R

LEGS

CORE

GENERATOR

RADIATOR

FCS

OPTIONAL PARTS

HANGER UNIT L/R

ARM UNIT L



armored core: nexus

13

PART CATEGORIES

HEAD

The head part is the housing in which computer, radar, and sensor functions are located. The availability and performance of these functions varies from part to part.

CORE

The core is the cornerstone of all AC designs, and housing for the following parts: generator, radiator, FCS, and optional parts. Core's come in three basic varieties: standard (no OB or EO functions), OB (over boost) function enabled, EO (exceed orbit) function enabled.

ARMS

Arm parts come in two varieties: arms on which weapons can be mounted and arms that are weapons in and of themselves. Due to parameter differences on the former variety, a blade's offensive capability will change depending on the arm part equipped.

LEGS

Leg parts come in five varieties: two-leg, reverse-joint, four-leg, tank, and hover. The type of leg part equipped plays an important role in determining whether an AC will be light and agile, heavy and slow, or somewhere in between.

BOOSTER

The booster determines an AC's dash speed and flight capabilities. The higher the boost power, the faster an AC can travel.

FCS (FIRE CONTROL SYSTEM)

The FCS works in conjunction with equipped weapons. This part affects things such as: speed of target acquisition, effective lock-on range and when using missiles, the number of possible lock-ons.

GENERATOR

A critical piece of equipment, the generator supplies power to all equipped parts and determines the capacity of the energy gauge. Because this part has a direct impact on both boost and energy weapon usage, consider your generator choice carefully when outfitting an AC.

RADIATOR

The radiator is the part responsible for regulating an AC's temperature levels. By offsetting temperature increases, the radiator helps prevent damage from overheating.

OPTIONAL PARTS

Optional parts are performance-enhancing devices that are equipped in slots on an AC's core. The number of optional parts that can be equipped depends on the number of slots available on the core.

INSIDE

Auxiliary parts such as decoy dispensers, floating mines, and rocket launchers that install in the shoulder and expand an AC's offensive and defensive capabilities.

EXTENSION

Auxiliary parts equipped on the side of the arms. Extension parts offer a wide selection of both offensive and defensive enhancements.

BACK UNIT L/R

Back-mounted parts consist of a large array of offensive weapons (missile launchers, rocket launchers, and cannons), as well as auxiliary equipment (radars and boosters).

ARM UNIT R

Right-arm equipped parts are a mainstay of AC design, and consist mainly of different types of projectile weapons (machine guns, rifles, shotguns, etc.).

HANGER UNIT L/R

Parts in the hanger unit category are backup weapons for the left and right arm that are stored in the core. Hanger units are equipped on the appropriate arm when the main weapon is dropped. Parts that can be stored as hanger units are typically small-sized (ex. machine guns, blades, etc.).

AC ASSEMBLY



Access the Assembly menu option in the Garage to create an AC design.

left analog stick ↑↓: Cycle through part categories

left analog stick ←→: Cycle through parts in the selected category

⊗ button: Confirm selections

⊙ button: Exit Assembly screen

△ button: Display detail parameters

⊕ button: Access the tuning screen

L2 button: Hide/unhide stored parts

R2 button: Change part's storage status

ASSEMBLY WARNING MESSAGES

Make sure none of the following warning messages are displayed on-screen when assembling an AC, as certain part combinations can inhibit the unit's performance, or make it impossible to use.

EQUIPMENT INCOMPLETE

Displays when an AC unit is not equipped with one or more of the following minimum required parts: Head, Legs, Arms, Generator, Booster, FCS, Radiator. All minimum required parts must be equipped in order to participate in combat. If an AC exhibiting this status is removed from Assembly, the missing parts will be automatically equipped the next time Assembly is accessed.

OVERWEIGHT

The total weight of all equipped parts exceeds the leg part's maximum load capacity. Change legs, or equip lighter parts. If not corrected, the AC's mobility will be reduced.



ARMS OVERWEIGHT

The total weight of all parts equipped on the arms exceeds the arm part's maximum load capacity. Equip lighter parts. If not corrected, the AC's targeting performance will be reduced.

NOT ENOUGH ENERGY

Total energy consumption of all equipped parts exceeds the generator's energy output. Change generators, or equip parts that consume less energy. If not corrected, energy recovery will be reduced.



AC CHANGE

A total of three different AC designs can be housed in the Garage at the same time. Press the L1/R1 buttons to cycle between the designs.

PART TUNING



Access the tuning option to improve the performance of selected parts. A total of ten levels is the maximum amount any single part can be tuned. To re-tune a part already tuned to its maximum level, sell the part in the shop and then repurchase it.

- button: Access the tuning screen
- left analog stick ↑↓: Cycle through categories
- left analog stick ←→: Decrease/increase tuning level
- ⊗ button: Confirm
- ⊙ button: Cancel tuning/return to previous screen

OPTIONAL PARTS

Optional parts are performance-enhancing devices that are equipped in slots located on the core. Each optional part takes up a certain number of core slots, and this number varies from part to part. Access the Optional Parts menu in the Garage to equip or remove optional parts.

- left analog stick ↑↓: Cycle through parts
- ⊗ button: Equip/remove part
- ⊙ button: Return to previous screen



BUYING/SELLING PARTS

Parts can be bought and sold via the Shop menu available in the Garage. Used parts, or those that have been tuned, have a different selling price than their original purchase price. Parts comprising the game's default AC setup cannot be sold.



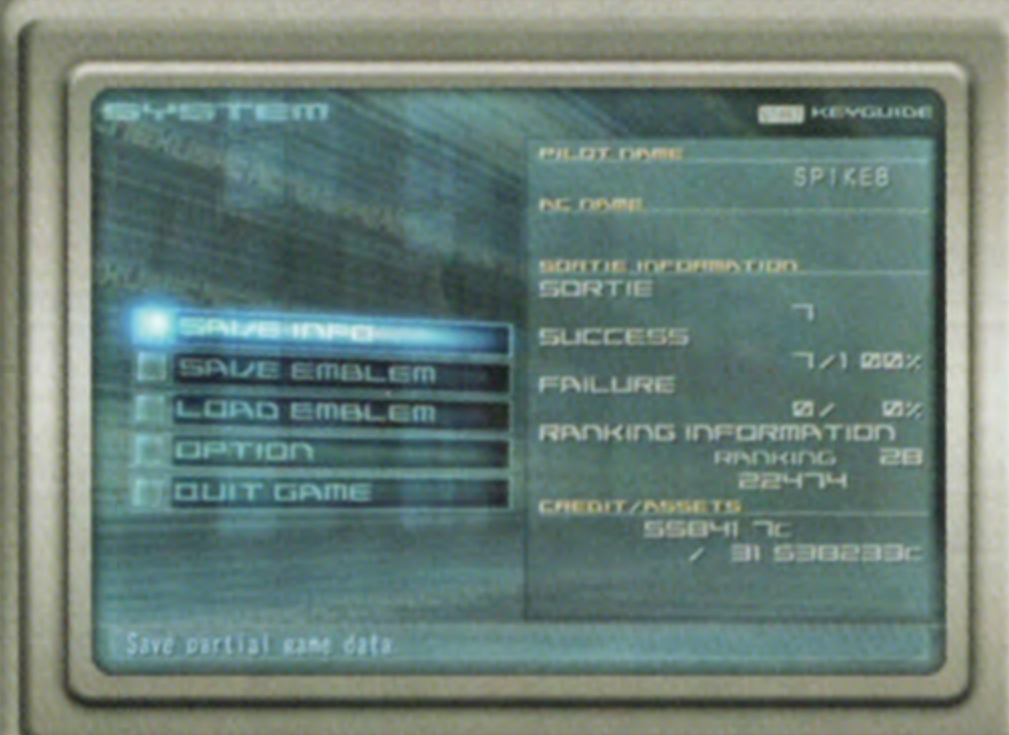
- left analog stick ↑↓: Cycle through part categories
- left analog stick ←→: Cycle through parts in the selected category
- ⊗ button: Confirm selection/purchase part
- ⊙ button: Cancel selection/return to previous screen

STORING PARTS

The part storage function is used to limit the number of parts displayed in a part category at the Assembly screen.

- left analog stick ↑↓: Cycle through part categories
- left analog stick ←→: Cycle through parts in the selected category
- L2 button: Hide/unhide stored parts
- R2 button: Change part's storage status

DATA SAVE/LOAD



The game's save/load features can be accessed via the System menu. The method of saving data varies slightly on Disc 1 and Disc 2.

DISC 1

SAVE INFO

Saving data using this option saves only partial game data. Loading game data saved via this method incurs a penalty from the Ravens' Ark. To save game data, select a file using the $\uparrow\downarrow$ directional buttons and confirm the selection with the $\otimes$ button.

QUIT GAME

Select this option to save game data in its entirety (no Ravens' Ark penalty) and quit the game. To avoid the penalty associated with ending a gameplay session by saving data via the Save Info option, always make sure your last save is performed using Quit Game. Game data can only be loaded from the Title screen when playing Disc 1.

DISC 2

SAVE GAME

Select the Save Game menu option in System to save game progress. There is no Ravens' Ark penalty associated with saving data on Disc 2. Game data saved on either Disc 1 or 2 can be transferred between the two. Saving data requires a memory card (8MB)(for PlayStation®2) with at least 120KB of free space. Space permitting, up to eight different save game files can be saved on a memory card (8MB)(for PlayStation®2).

DISC 1 & 2

SAVE/LOAD EMBLEM

The method for saving and loading emblem data is the same on both Disc 1 and 2. To save emblem data, select a file location using the directional buttons and confirm the selection

with the $\otimes$ button. Saved emblem data from Armored Core Silent Line can be loaded into Armored Core Nexus by selecting the appropriate option after choosing Load Emblem. Saving emblem data requires a memory card (8MB)(for PlayStation®2) with at least 60KB of free space. Space permitting, up to eight different emblems can be saved on a memory card (8MB)(for PlayStation®2).



VERSUS



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Versus mode offers a variety of different play options including: single player full-screen, two player split screen, and head-to-head battles comprised of up to four players. Two or more player full-screen battles require the connecting of multiple PlayStation®2 computer entertainment systems.

MULTIPLE SYSTEMS VERSUS PLAY

Listed below are the requirements needed to engage in versus mode battle using two or more systems. Specifics relating to the two different connection methods are included.

USING I.LINK

- * Armored Core Nexus Disc
- * PlayStation®2 computer entertainment system with an S400 i.LINK connector port
- * i.LINK cable - use an i.LINK cable with four pins on both ends when connecting two PlayStation®2 computer entertainment systems directly to one another, and i.LINK cables with four pins on one end and six on the other when using an i.LINK hub.
- * i.LINK hub - required when using i.LINK cables to connect three or more systems

USING NETWORK/ETHERNET

- * Armored Core Nexus Disc
- * Network Adaptor (Ethernet/modem) (for PlayStation®2)
- * Ethernet cable - use an Ethernet cable (cross) when connecting two PlayStation®2 computer entertainment systems directly to one another, and Ethernet cables (straight) when using an Ethernet hub
- * Ethernet hub - required when using Ethernet cables to connect three or more systems

- * Establish all cable connections prior to turning on the connected systems.
- * Either Disc 1 (Evolution) or Disc 2 (Revolution) can be used for versus battle.
- * If cables come loose during gameplay, reconnect them only after returning to the Title screen.

VERSUS

VERSUS BATTLE PREPARATION

1. Setup all systems to be used
2. Select Versus from the Title screen
3. Select connection method at the Versus Setup screen
4. Set the number of players at the Hardware Setup screen
5. Set the versus battle conditions at the Situation Setup screen (host player only)
6. Load data for each player at the AC Setup screen. The versus battle will commence once all players have selected Start.



VERSUS SETUP SCREEN

STAND ALONE

Select this option when playing versus battle using a single PlayStation®2 computer entertainment system.

NETWORK/ETHERNET

Select this option when playing versus battle using the Network connection method.

1. Select Network
2. Choose either Manual Connection or Auto Connection

When the Manual Connection method is selected, player IDs must be assigned manually. Assign each player an ID number (1-5) and make sure they do not overlap. When the Auto Connection method is selected the host player and player ID numbers are automatically selected.

* The Auto Connect method only works with a DHCP network environment.

i.LINK

Select this option when playing versus battle using the i.LINK connection method. The host player and player ID numbers are automatically assigned when playing versus battle using this method.

HARDWARE SETUP SCREEN



Choose the number of players/screen display format. When three or more PlayStation®2 computer entertainment systems are connected, one of the monitors can be used as a "live" monitor. The host player is in charge of performing all versus menu operations. Use the directional buttons to highlight selections and the **X** button to confirm.

* Versus battles can only be played in either full-screen or split-screen, not a combination of the two.

SETUP



SITUATION SETUP SCREEN

The host player performs all menu selections made at the Situation Setup screen.

MAP SELECT

Select a versus battle map. The CPU will select the next map in the play cycle when this option is set to Random.

TIME LIMIT

Adjust the versus battle time limit using the ◀ ▶ directional buttons.

BREAK TARGET

Select versus battle victory condition.

ALL AC

The last AC standing wins.

LEADER

The first team to destroy the other team's leader wins.

TEAM

The first team to destroy both members of the opposing team wins.

COM AC

Include computer-controlled AC opponents in versus battle games. Use the ◀ ▶ directional buttons to set the desired number of COM opponents.

START

Continue playing on the same map with the same settings. Can only be selected after the completion of one match.

AC SETUP SCREEN

SET UP

Access the Garage to prepare ACs for the upcoming battle.

SELECT

Fill COM participant slots with ACs selected from the available list. Host-performed action.

* The option to view a replay of the most recent versus battle is available at the end of every match. To view a replay, press the START button when the CONTINUE option appears on screen. Press the [REPLAY] button during a replay to switch views. Press the [CANCEL] button to cancel a replay in progress.

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