


ARMORED CORE

NINE BREAKER





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.

ARMORED CORE

NINE BREAKER

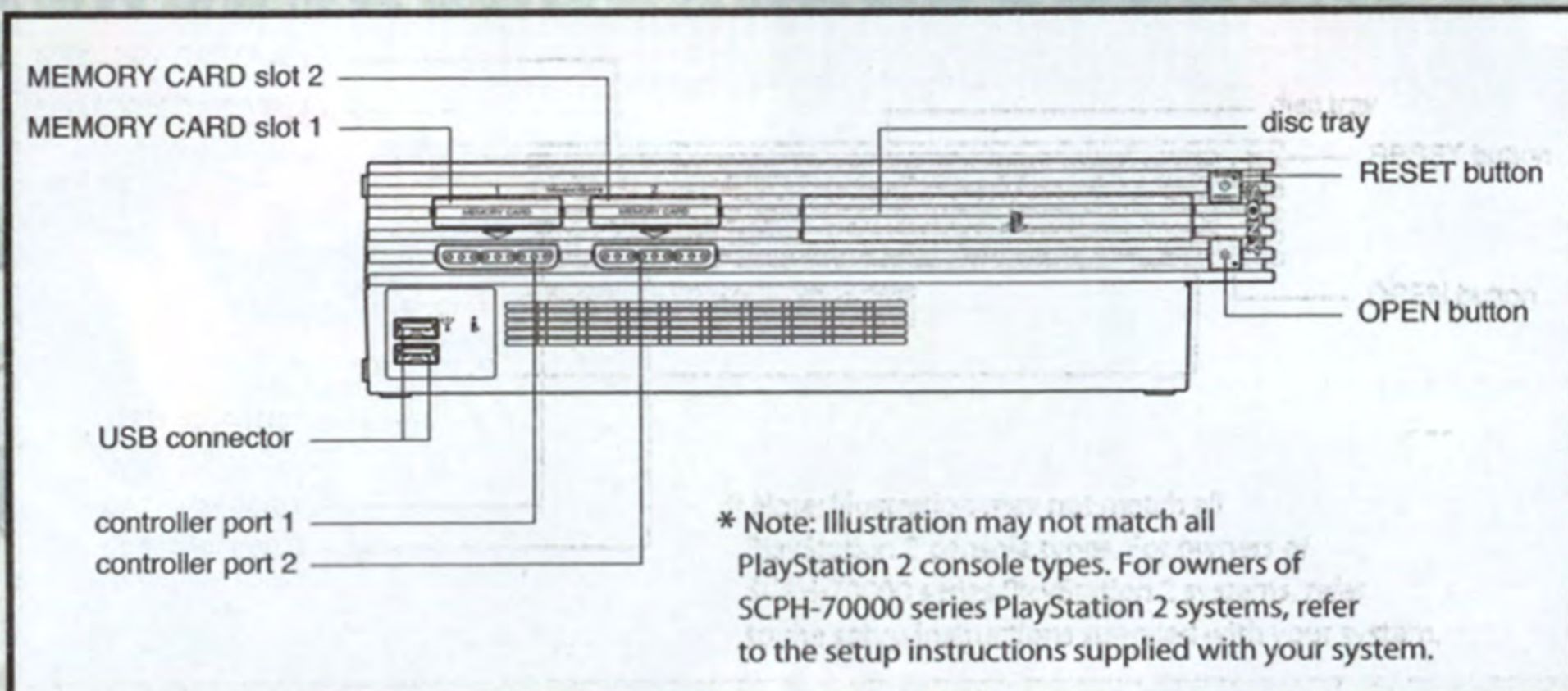
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Thank you for purchasing *Armored Core®: Nine Breaker*, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions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

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

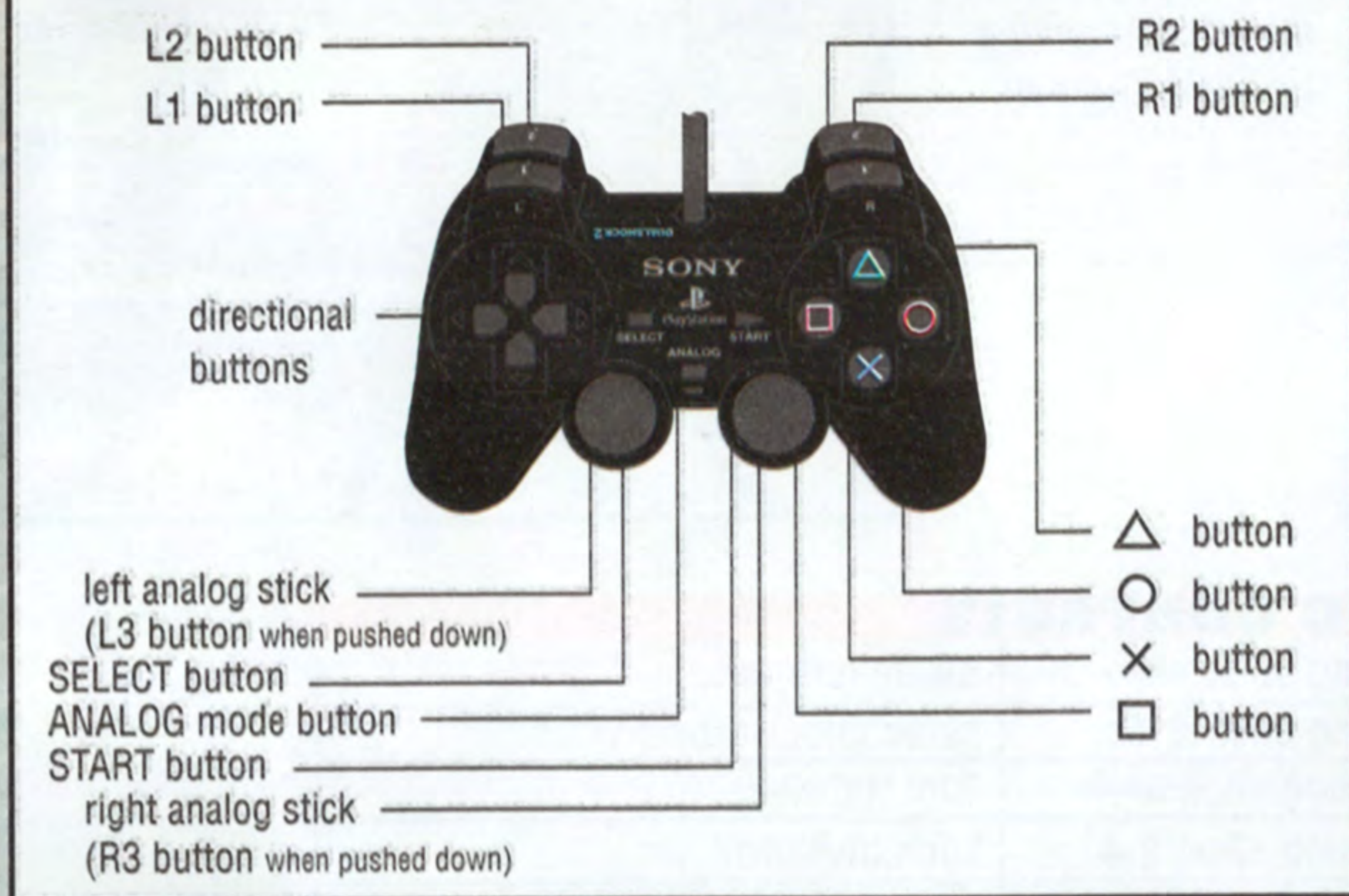
GETTING STARTED



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®: Nine Breaker* 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



* 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 available in the SYSTEM menu.

Menu Controls

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



Other Operations

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 a part's storage status

GARAGE

L1 / R1 buttons:	Cycle through AC selections
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EDIT COLOR

L1 / R1 buttons:	Change coloring location
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OPERATING INSTRUCTIONS

Game Controls

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



BASIC CONTROLS

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 boosters

WEAPON CONTROLS

L1 button:	Use left arm weapons/open doors/activate 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.

WEAPON DROP CONTROLS

△ 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 quit mission option
SELECT button:	Display/hide map screen

OPERATING INSTRUCTIONS

Map Screen

The detail of the in-game map display varies depending on the mapping capability of the equipped head part.

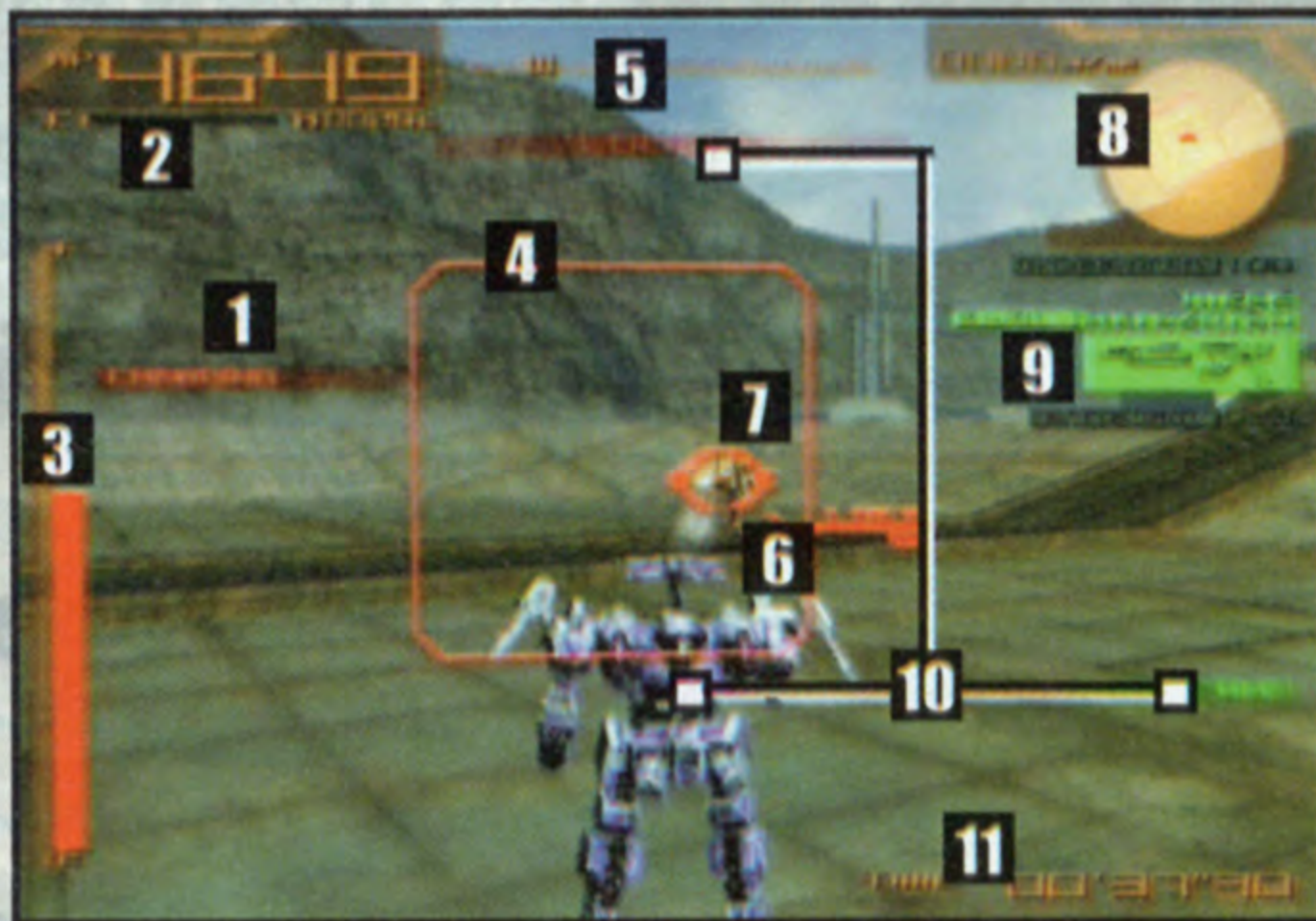


MAP CONTROLS

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



GAME SCREEN



1 System Error Messages

When a system malfunction occurs during combat, a message indicating the specific problem appears on-screen. The following is a list of all system error-related messages:

CHARGING CHARGING

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

SHORTAGE EN SHORTAGE EN

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

DANGER HEAT DANGER HEAT

Displays when an AC unit is on the verge of overheating. AC units that remain in this state for an extended period of time will eventually enter the "output down" condition.

OUTPUT DOWN OUTPUT DOWN

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

RADAR ERROR RADAR ERROR

Displays when signal interference disrupts radar performance. Enemy units are not visible on the radar while affected.

SYSTEM ERROR SYSTEM ERROR

Displays when signal interference disrupts lock-on performance.

OPTIMIZING OPTIMIZING

Displays when the automatic system adjustment function is working to prevent a "radar error" malfunction.

OVERWEIGHT OVERWEIGHT

Displays when the combined weight of all equipped parts exceeds the maximum load weight of the equipped legs. Mobility is significantly reduced.

ARMS OVERWEIGHT ARMS OVERWEIGHT

Displays when the combined weight of all parts equipped on the arms (left/right weapons, extension, etc.) exceeds the maximum arm load weight. Targeting performance is significantly impaired.

2 AP (Armor Points)

Indicates an AC unit's overall endurance value. Destruction of an AC unit occurs when its AP is reduced to "0". Listed directly below AP is the temperature gauge.

GAME SCREEN

3 Energy Gauge

Indicates the amount of available energy. Energy is drained off from the gauge whenever boosters or energy weapons are used. If reduced to "0", the gauge must fully recharge before boosters or energy weapons can be reactivated.

4 Sight Lock

Indicates the area within which target lock-on can be achieved. The size of the sight lock varies depending on the weapon and FCS being used.

5 Compass

Indicates the AC's current heading.

6 Reload Gauge

Indicates weapon reload progress. When the gauge is full, the selected weapon is ready to be fired again. Reload times vary from weapon to weapon.

7 Lock-On Sight

Indicates the target an AC is currently locked onto. Depending on the weapon and FCS being used, the total number of lock-ons may be displayed. The color of the sight changes to reflect lock-on status: Orange is initial lock-on established; Red is solid lock-on acquired; Green is view to target obstructed.

8 Radar

Displays the current area of operations and any opponents within that area (AC must be equipped with either a back-mounted radar, or radar-enabled head part).



The double lines displayed on the radar indicate area of operation boundaries. Crossing any of the red boundary lines results in disqualification. 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.

9 Weapons

Displays a list of equipped weapons and their current ammunition status. Weapons that have run out of ammunition are highlighted in red.

10 Combat Messages

LOCKED LOCKED

Indicates that an enemy unit has locked onto your AC.

LEAVING AREA LEAVING AREA

Indicates that your AC is encroaching on the area of operation boundaries.

HIT HIT

Indicates that your AC has hit a target.

DAMAGE DAMAGE

Indicates that an enemy attack has damaged your AC.

ARMOR LOW ARMOR LOW

Indicates that your AC's AP level is dangerously low.

DESTROY DESTROY

Indicates that a target has been destroyed.

GUARD GUARD

Indicates that an opponent has deflected an attack using a shield.

11 Training-Related Information

Pertinent training-related information is displayed here (ex. time limit, target requirement, etc.).

BEGINNING A GAME

Title Screen



NEW GAME

Select this option to start a new game without using any converted, or previously saved data.

LOAD GAME

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

VERSUS

Compete in head-to-head battles against other players, COM opponents, or a combination of both. Up to four players can take part in versus battles.

CONVERT

Load saved data from *Armored Core: Nexus* for use in this title. Please note the following when converting saved data:

- 1) Only those parts that were available in your *Armored Core: Nexus* GARAGE are carried over.
- 2) Parts that were never earned, discovered, or purchased from the SHOP in *Armored Core: Nexus* do not carryover.



BEGINNING A GAME

Central Menu



GARAGE

The garage is where all AC customization takes place.

Assembly

Assemble an AC unit using available parts.

AC Performance

View performance specs for the selected AC.

Optional Parts

Equip optional parts.

Paint

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

Cockpit

Customize the heads-up display (HUD).

Name Entry

Register pilot and AC names.

AC Test

Test an AC creation.

TRAINING

Take part in various training exercises to hone your piloting skills and earn points.

ARENA

Square off against other Ravens in a bid to reach the Arena's top ranked position.

SYSTEM

Access the system menu option to adjust game settings and save/load data.

Save Game

Save game progress.

Save Emblem

Save emblem data.

Option

Adjust game settings.

Load Game

Load game data.

Load Emblem

Load emblem data.

Quit Game

Quit the game and exit to the Title screen.

TRAINING

Access this option to take part in training programs that are designed to polish both combat and piloting techniques. Every training program consists of five regimens, each of which is further broken down into five different exercises.

Training Menu

Choose a program from the available list to begin training.



1 Training Program

Available training programs are listed here.

2 Information Window

Regimens/exercises available within the selected program are listed here. Each block displayed in this window represents one exercise. Exercise results are indicated by a block's color: = Gold; = Silver; = Bronze; = Not ranked

TRAINING SELECT

Select a training regimen and exercise.

1 Training Regimen

Available training regimens and exercises are listed here.

2 Player Ranking

Ranking and result information for the selected exercise is displayed here.

3 Training Graph

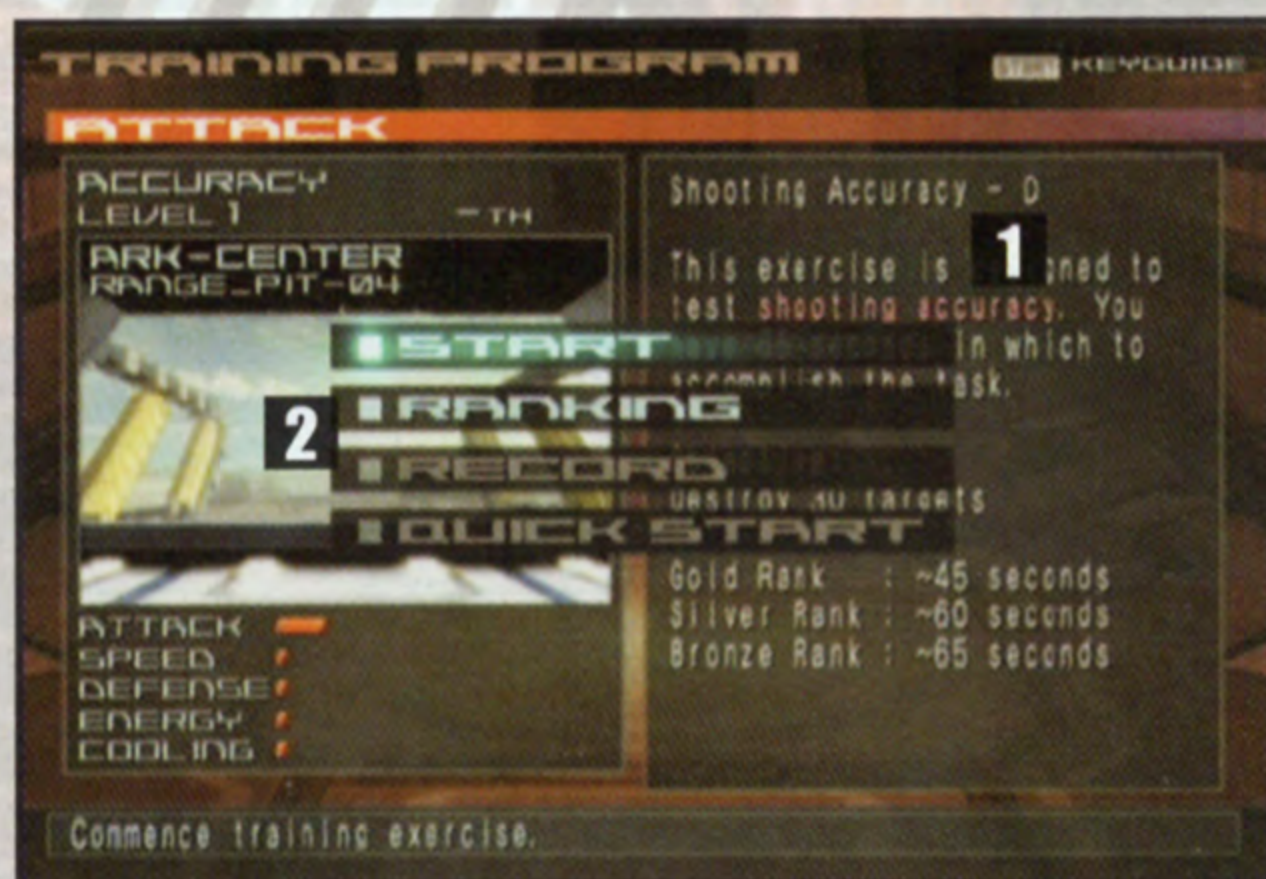
AC performance requirements for the selected exercise are displayed here.



TRAINING

TRAINING PROGRAM


Details relating to the selected exercise are displayed on this screen.



1 Exercise Briefing/Ranking Standards

An overview of the exercise and its ranking requirements is displayed here.

2 Training Sub-Menu

The sub-menu appears on-screen after pressing the  button.

START:	Commence the selected training exercise.
RANKING:	View record and part information for the exercise's top-ranked ACs.
RECORD:	View your best performance for the selected exercise.
QUICK START:	Skip opening briefing and commence the selected exercise.

* Note: An exercise must be cleared at least once before the RECORD and QUICK START options can be selected.



ARENA

Enter the Arena to engage in head-to-head battles with other AC pilots. Take out the opposition to earn arena points, obtain new titles, and improve your ranking.

Arena Menu




1 Test Match

Make use of the search parameters to locate desired opponents.

2 Official Battle

Square off against an opponent designated by Ravens' Ark.

3 Ranking

Display a list of the Arena's top thirty competitors. Press the  button to view/hide opponent analyses. The point requirement for Official Battles is also listed in this section.

4 Raven Search

Displays a list of available Test Match search parameters.

ARENA

TEST MATCH

The Test Match search feature makes it possible to single out only those opponents that meet the parameter requirements you set. Always try to perform your best in these battles, as they are an excellent way to accumulate arena points. Earn enough arena points and Ravens' Ark may offer you an Official Battle invitation.



1 Arena Search

Press the \otimes button to select the parameters to include in your search. The number of available search parameters increases based on your performance in both Test Match and Official Battle encounters.

2 Search Start

Once satisfied with your parameter selections, highlight Search Start and press the \otimes button. A list of compatible opponents will appear on-screen after a few seconds. Choose an opponent from the list and press the \otimes button to initiate the match.

OFFICIAL BATTLE

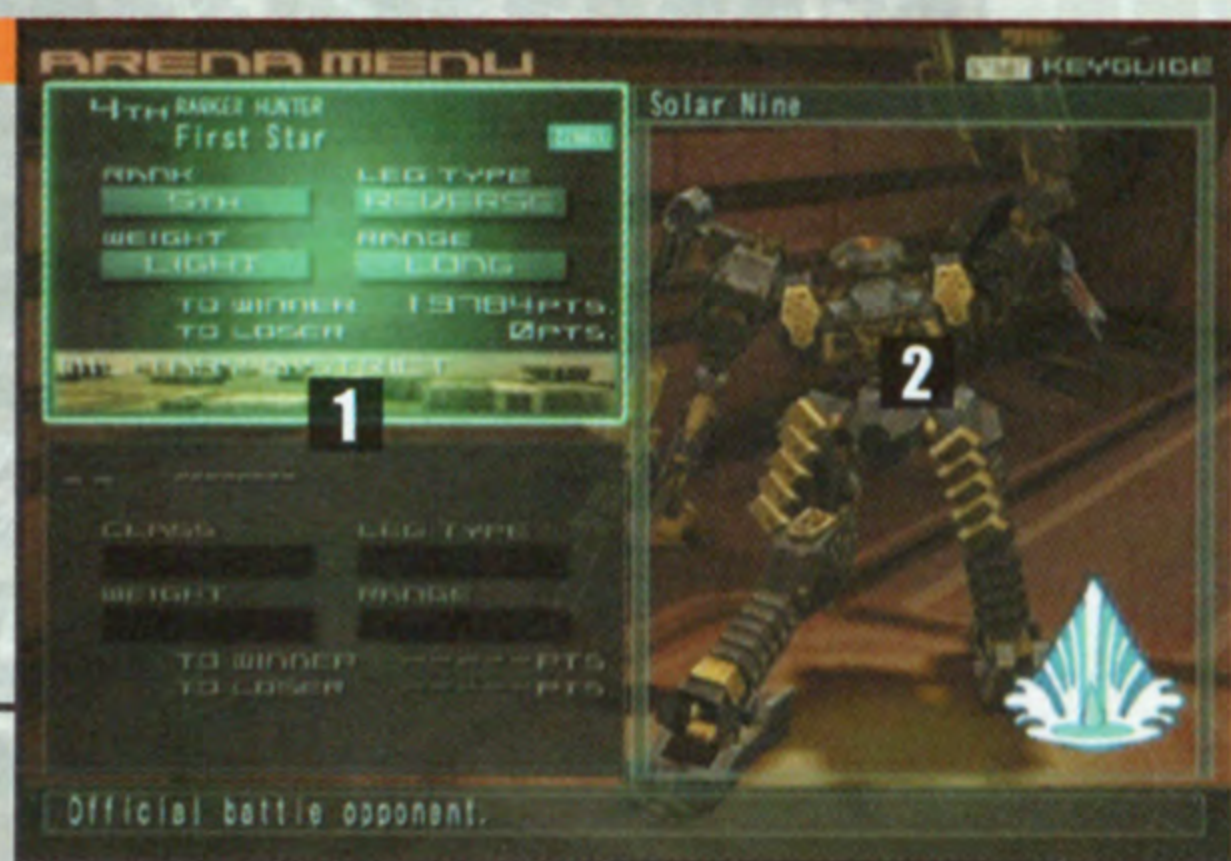
Official Battles are invitation only events sponsored by Ravens' Ark. Winning an Official Battle will sometimes result in a rank or class upgrade. Don't miss out on these opportunities to improve your Arena standing.

1 Battle Information

Information pertaining to the Official Battle is listed here.

2 AC Information

An image of the selected Official Battle opponent is displayed here. Press the \triangle button to view/hide analysis information.



GARAGE

AC Composition

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

BACK UNIT L/R

INSIDE

EXTENSION

HEAD

ARMS

CORE

ARM UNIT R

LEGS

BOOSTER

FCS (Fire Control System)

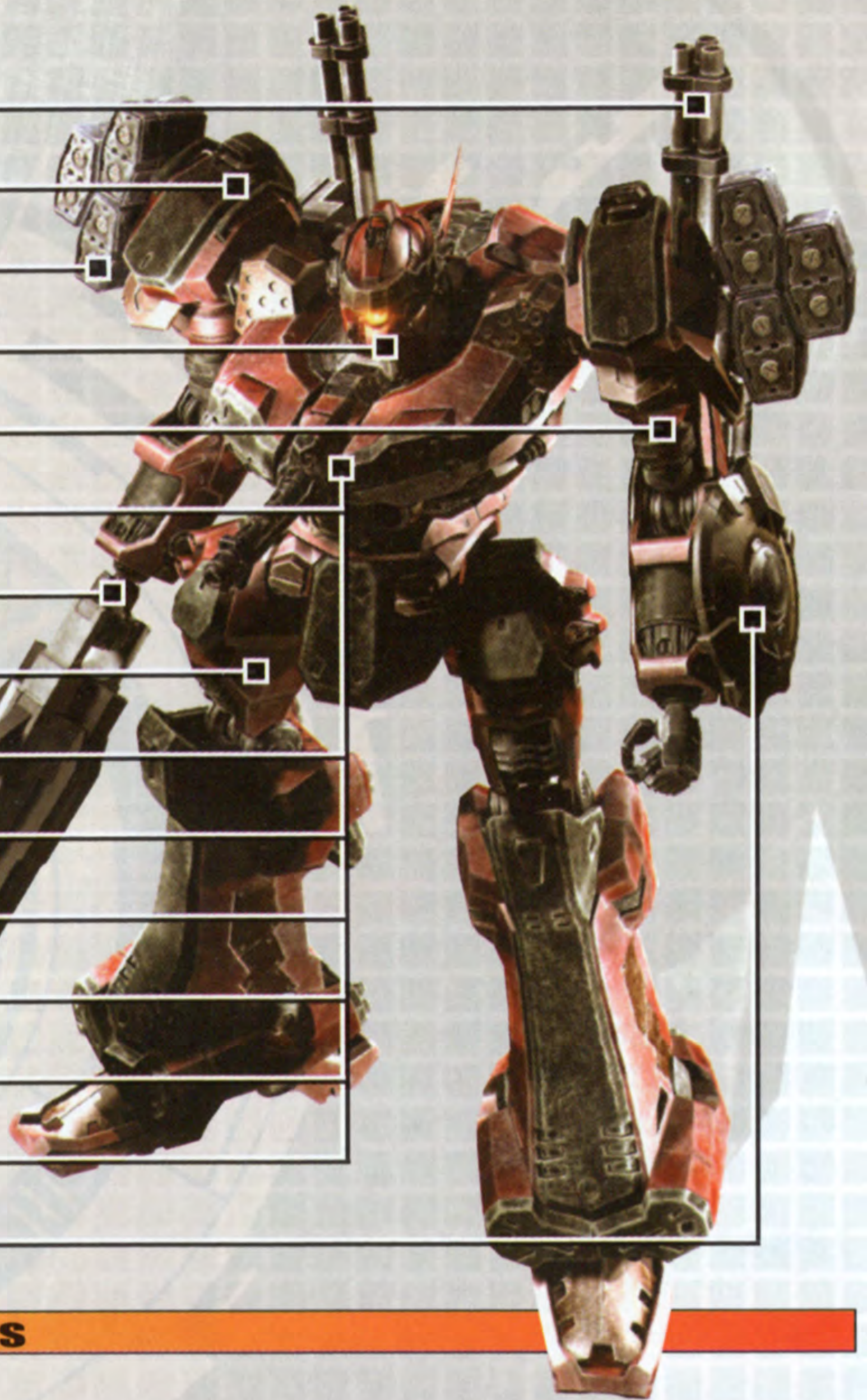
GENERATOR

RADIATOR

OPTIONAL PARTS

HANGER UNIT L/R

ARM UNIT L



Part Categories

HEAD

The head part is the housing in which the 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 also the housing for the following equipment: generator, FCS, radiator, and optional parts. Cores are available in three basic varieties: over boost, exceed orbit, and hanger unit.

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 in the former variety, a blade's offensive capability will change depending on the arm part that is equipped.

GARAGE

LEGS

Leg parts are available in five different types: humanoid, reverse-joint, quad-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. Leg part selection also influences the usage of certain weapons.

BOOSTER

Boosters determine an AC unit'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 and is a key factor in determining the following combat-related functions: speed of target acquisition, effective lock-on range, and when using missiles, the total number of possible lock-ons.

GENERATOR

A critical piece of equipment, the generator supplies power to all equipped parts and also determines energy gauge capacity. 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, which rise when boosters are used or the unit sustains damage. By offsetting temperature increases, the radiator helps prevent AP loss from overheating.

OPTIONAL PARTS

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

INSIDE

Inside parts install directing in an AC's shoulders and expand a unit's offensive and defensive capabilities. Parts in this category include: decoy dispensers, floating mines, and rocket launchers.

EXTENSION

Extension parts are equipped on the sides of an AC's arms and provide an excellent means to enhance a unit's offensive and defensive capabilities. Parts in this category include: boosters, interlocking missiles, and missile intercept systems.

BACK UNIT L/R

Back-mounted parts consist of a large array of offensive weaponry (ex. missile launchers, rocket launchers, cannons, etc.) and auxiliary equipment (ex. radars).

ARM UNIT R

Right arm equipped parts are a key component of many AC designs, offering a wide selection of projectile weapons (machine guns, rifles, shotguns, etc.) and blades.

ARM UNIT L

Left arm parts include blades, shields and a respectable selection of projectile weaponry.

HANGER UNIT L/R

Parts in the hanger unit category are backup weapons that are stored in an AC's core and automatically equipped on the appropriate arm when a primary weapon is dropped. Due to core space constraints, all hanger unit parts are subject to a size restriction.

GARAGE

AC Assembly

Access the Assembly option to create a new AC, or modify an existing one.

left analog stick ↑↓:	Cycle through part categories
left analog stick ←→:	Cycle through parts in the selected category
⊗ button:	Confirm selections
⊙ button:	Exit the Assembly screen
△ button:	Display/hide detail parameters
⊠ button:	Display the Tune screen
L2 button:	Hide/unhide stored parts
R2 button:	Change a part's storage status



Assembly Error Messages

Make sure none of the following error messages is 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 is not equipped with one or more of the following minimum required parts: Head, Legs, Arms, Generator, Booster, FCS, or Radiator. All minimum required parts must be equipped in order to begin using an AC. The game's default parts are automatically equipped as needed when reentering the Assembly screen with an improperly outfitted AC.



OVERWEIGHT

The total weight of all equipped parts exceeds the leg part's maximum load capacity. Change legs, or equip lighter parts. Mobility will be significantly reduced if this problem is not corrected.

ARMS OVERWEIGHT

The combined weight of all parts equipped on the arms exceeds the maximum arm load weight. Change cores, or equip lighter parts. Targeting performance will be significantly impaired if this problem is not corrected.

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. Energy recovery takes significantly longer if this problem is not corrected.

GARAGE

AC Change

A total of three different AC creations can be housed in the Garage. Press the **L1**/**R1** buttons to cycle between these.



Tuning

Access the Tune option to make improvements to the performance of selected parts. Ten levels is the maximum amount that a part can be tuned.

□ button:	Display the Tune screen
left analog stick ↑↓ :	Cycle through categories
left analog stick ←→ :	Increase/decrease tuning level
⊗ button:	Confirm tuning adjustments
○ button:	Cancel tuning adjustments/ return to previous screen



Optional Parts

Optional parts are performance-enhancing devices equipped in slots on an AC's core. In order to use an optional part, the core in which it is to be equipped must have enough free slots. Slot requirements vary from part to part.

left analog stick:	Cycle through parts
⊗ button:	Equip/remove part
○ button:	Return to the previous screen



Storing Parts (Reposit)

The part storage feature allows you to limit the number of parts that are displayed in a particular 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 a part's storage status



SYSTEM

Save Game/Load Game

Game data (progress) can be saved/loaded using the respective options available in the System menu. Saving game data requires a memory card (8MB) (for PlayStation®2) with at least 165KB of free space. A total of eight different game files can be saved on a single memory card (8MB) (for PlayStation®2).



Save Emblem/Load Emblem

Emblem data can be saved/loaded using the respective options available in the System menu. Saving emblem data requires a memory card (8MB) (for PlayStation®2) with at least 65KB of free space. A total of eight different emblems can be saved on a single memory card (8MB) (for PlayStation®2).



SYSTEM

Option

Access the option menu to make adjustments to various game settings (button assignments, vibration function, etc.).



BGM VOLUME

Adjust the background music volume.

SE VOLUME

Adjust the sound effects volume.

SURROUND

Select the desired sound setting.

TEXT MESSAGE

Turn text message displays ON/OFF.

KEY TYPE

Select a controller configuration (TYPE A/TYP E B).

VIBRATION

Turn the controller's vibration function ON/OFF.

KEY ASSIGN

Access the Key Assign option to customize the controller's button functions. Changing a button's current function is simple:

- 1 - Select the function you want to change and press the \otimes button to confirm.
- 2 - Next, press the button that will replace the original selection.
- 3 - The button function swap is complete.



Please note that overlapping button assignments are not permitted. Select the "default" menu option and press the \otimes button to revert all button assignments to their original settings.

VERSUS

Versus Mode

Versus mode offers a variety of different play options including: single player full-screen, two to four player split-screen, and two to four player full-screen. Multiple PlayStation®2 computer entertainment systems are required in order to engage in three to four player split-screen, and two to four player full-screen battles.



USING MULTIPLE SYSTEMS

Listed below are the requirements needed to take part in versus battles using two or more systems.

i.LINK CONNECTION

- *Armored Core: Nine Breaker* Discs (equal to the number of systems)
- PlayStation®2 computer entertainment systems with S400 i.LINK connector ports
- i.LINK cable(s): 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

NETWORK/ETHERNET CONNECTION

- *Armored Core: Nine Breaker* Discs (equal to the number of systems)
- PlayStation®2 computer entertainment systems with Network Adaptors
- Ethernet cable(s): 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.*

* *If cables come loose during gameplay, reconnect them only after returning to the Title screen.*

VERSUS

Versus Battle Preparation

Follow the steps listed below when preparing to start versus battles.

- 1 - Setup all systems
- 2 - Select the VERSUS option at the Title screen
- 3 - Select connection method at the Versus Setup screen
- 4 - Set the number of players at the Hardware Setup screen
- 5 - Select battle settings at the Situation Setup screen (host player only)
- 6 - Load AC data for all players at the AC Setup screen. The battle will commence once all players have selected START.

Versus Setup Screen

STAND ALONE

Select this option when engaging in versus battles using a single PlayStation®2 computer entertainment system.



NETWORK

Select this option when engaging in versus battles using the Network/Ethernet 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. With the Auto Connection method, the host player and player ID numbers are automatically assigned.

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

i.LINK

Select this option when engaging in versus battles using the i.LINK connection method. The host player and player ID numbers are automatically assigned in this mode.

Hardware Setup Screen

Choose the number of players and 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. In versus battle games, the host player is in charge of performing all menu operations. Use the directional buttons/left analog stick to highlight selections and the \otimes button to confirm.



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

VERSUS

Situation Setup Screen

The host player performs all menu selections made on 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 versus battle time limit using the $\leftarrow\rightarrow$ directional buttons or corresponding left analog stick inputs.

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 all members of the opposing team wins.

COM AC

When there are fewer than four players available to participate in versus battles, COM opponents can be added to round out the roster. Use the $\leftarrow\rightarrow$ directional buttons or corresponding left analog stick inputs to set the desired number of COM opponents.

START

Select this option to continue playing on the same map with the same game settings. Can only be selected after the completion of one match.

** Excluding controller functions, the OPTION settings of the last player to load in are used as the standard.*

SET UP



The SET UP option can be accessed by all players participating in versus battle, and is where AC units are prepared for an upcoming match.

SELECT

Fill COM participant slots with ACs selected from the available list. This option only appears if COM unit participation has been requested via the COM AC option.

VERSUS

REPLAY

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  button during a replay to switch views. Press the  button to cancel a replay in progress. In battles where the time is set to unlimited, only the portion of the battle that unfolds before the on-screen meter expires is recorded.



NOTES

WARRANTY

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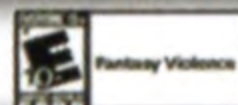


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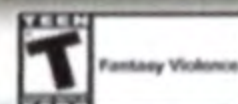
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