

SILENT LINE™

A R M O R E D C O R E®



agetec®

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.



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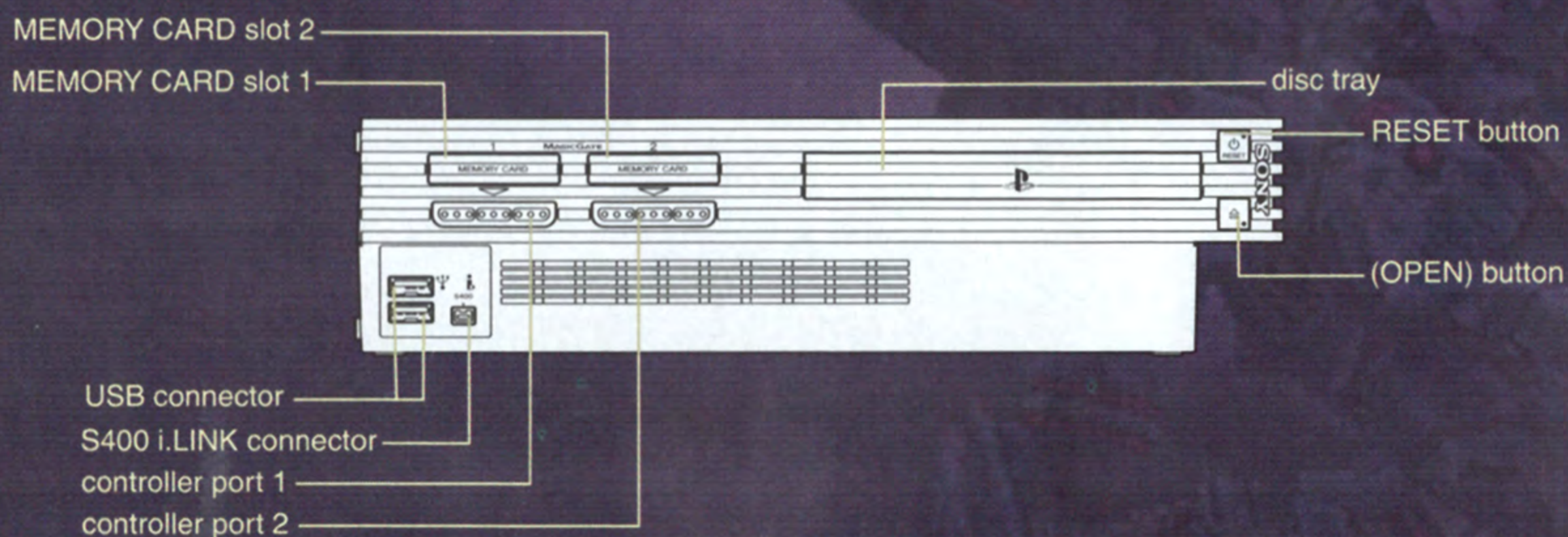
Thank you for purchasing SILENT LINE: ARMORED CORE®, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

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

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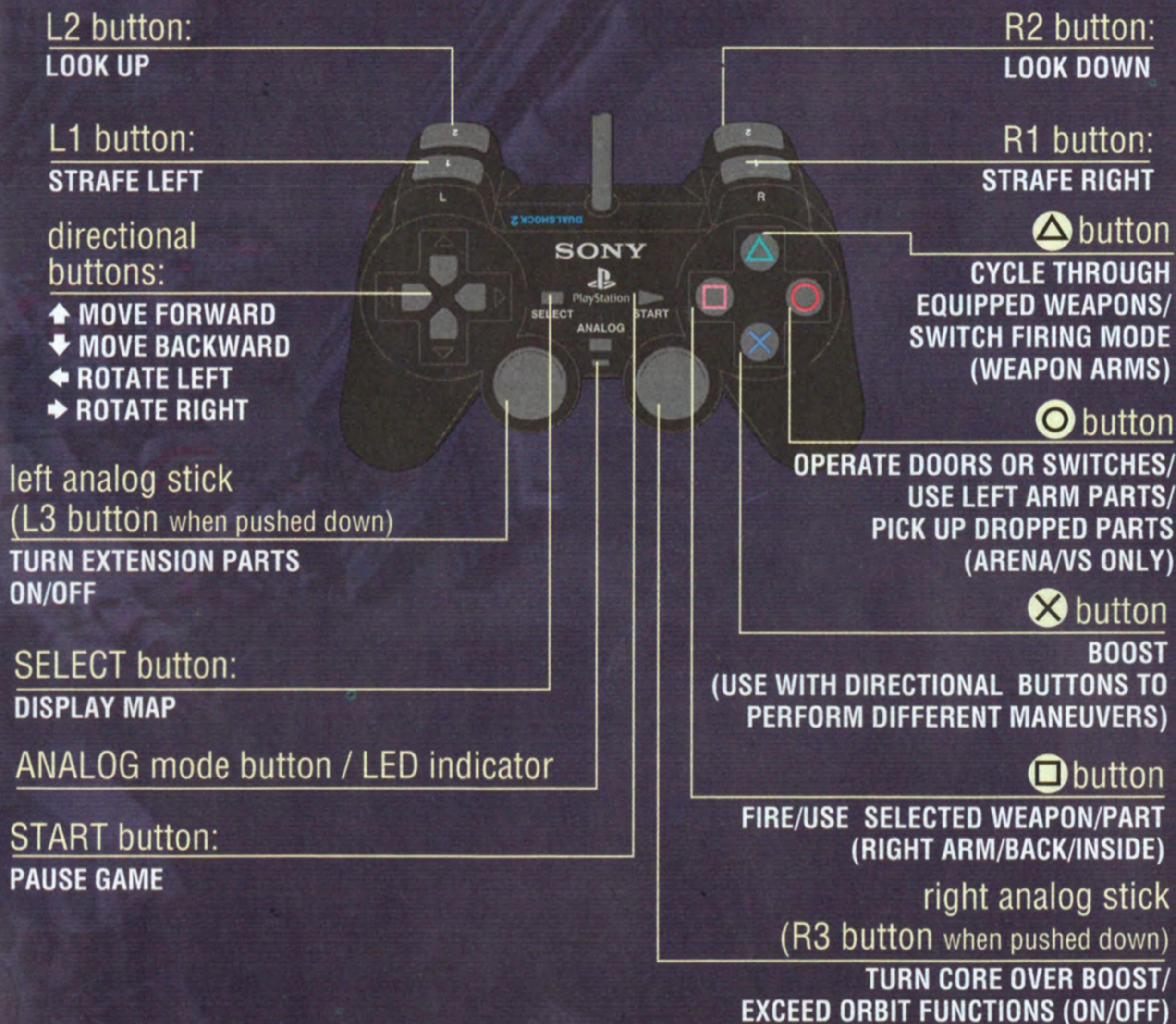
01 GETTING STARTED

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 Silent Line: Armored Core 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.



[2] OPERATING INSTRUCTIONS

DUALSHOCK®2 analog controller CONFIGURATIONS



L1+R1+L2+R2+L3:	Drop extension parts
L1+R1+L2+R2+△:	Drop selected part (right-arm/back/inside)
L1+R1+L2+R2+○:	Drop left-arm part

* **Note: Weapon Arms cannot be dropped.**

* This game supports the DUALSHOCK®2 analog controller's vibration function and the L3/R3 buttons. The ANALOG mode button/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.

* Simultaneously pressing the L2/R2 buttons during a game resets the AC's viewpoint to its default perspective (looking straight ahead).

* Default button assignments can be changed by accessing SYSTEM → OPTION → KEY ASSIGN.

Map Screen

L1 button:
ZOOM OUT

R1 button:
ZOOM IN

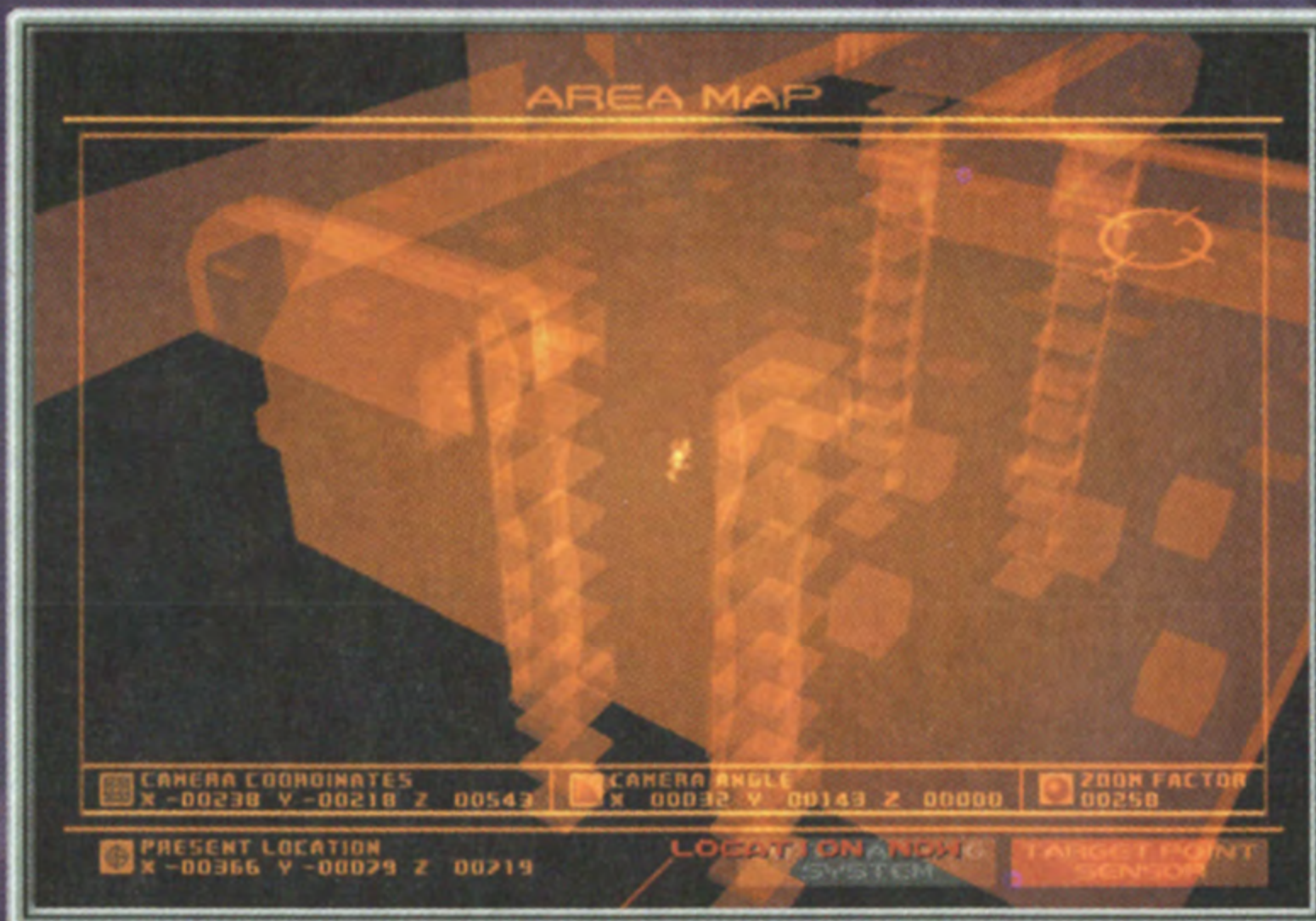
directional buttons:
ROTATE MAP



SELECT button:
RETURN TO GAME SCREEN

button
HOLD DOWN WHILE PRESSING
THE DIRECTIONAL BUTTONS
TO MOVE MAP

Utilize the map screen to verify the location of your AC and important geography. The map display varies depending on the head part equipped. Simultaneously press the L1/R1 buttons to return to the default map view.



Menu Screens

L1/R1 buttons:

GARAGE

Cycle through AC designs

ASSEMBLY/SHOP

Cycle through parts by type

COLOR EDIT

Change coloring location

MAIL

Cycle through mail list

directional
buttons:

HIGHLIGHT SELECTIONS

SELECT button:

DISPLAY HELP MESSAGES

START button:

BYPASS MISSION BRIEFING



△ button

GARAGE

Display AC performance
breakdown

ASSEMBLY/SHOP

Display part details

○ button

CANCEL SELECTION

× button

CONFIRM SELECTION

□ button

ASSEMBLY/OPTIONAL PARTS

Sell parts

SELECT EXIT SPEC SELL

HEAD

MHD-MX/RACHIS

NOW EQUIPPED




GENERAL		OVERALL	
WEIGHT	353	AP	7998
ENERGY DRAIN	277	WEIGHT	6821
ARMOR POINTS	975	EP OUTPUT	4914 / 8900
DEFENSIVE POINTS	350	CORE WP	1825 / 3141
COM TYPE	DETAILED	LEGS WP	4627 / 5097
RADAR FUNC	PROVIDED	OFFENSIVE POINTS	3143
		DEFENSIVE POINTS	2993

Highly stable Mirage masterpiece.

[3] PLAYING THE GAME

Startup Procedures

Turn on the MAIN POWER switch located on the back of the PlayStation®2 computer entertainment system, insert the game disc and press the RESET button. Press the START button during the opening movie to access the TITLE screen. Press the START button at the TITLE screen to access the MODE menu.



Game Modes

NEW GAME

This is the main game mode and the one in which mission assignments are carried out. Select this mode to start Silent Line: Armored Core from the beginning. Use the credits earned from successful mission completions to purchase new parts and weapons.

LOAD GAME

Resume a saved Silent Line: Armored Core game, or begin a new game using converted Armored Core 3 game data.

VERSUS

Pit your AC creations against those designed by other players, CPU-controlled opponents, or a mix of both. A maximum of four players can compete in VS battles.

AI ARENA

Create and challenge Arena ladders composed of player-trained AI AC units.

[4] GAME OVERVIEW

Silent Line: Armored Core has numerous gameplay options offering a variety of both single and multi-player challenges.



MISSIONS

Advance through the game's story mode by accepting and completing missions.



ARENA

Go head-to-head against other AC pilots.



GARAGE

Construct and customize AC units.



AI/AI ARENA

Create and train AI ACs for use in versus mode and player-created Arena ladders.



VERSUS

Engage up to four CPU or player-controlled ACs in multi-play Arena mayhem.



EXTRA ARENA

Partner yourself with another AC pilot and compete in 2-on-2 team battles.

Progression through the game's story is achieved by successfully completing mission assignments received from different organizations.

Mission Requesters



GLOBAL CORTEX

Provides corporate clients with access to Raven mercenaries for use in dispute resolution.



MIRAGE

The largest of all corporations, Mirage is a major manufacturer of AC parts and an advocate for accelerated surface redevelopment plans.



CREST

A major AC part manufacturer and Mirage's main rival. Disputes between these two corporate giants are a common occurrence.



KISARAGI

The smallest of all the corporations, Kisaragi focuses its efforts on product development and tries to avoid conflicts with Mirage and Crest.

Starting a New Game

Access the MODE menu from the TITLE screen and select NEW GAME. Adjust game settings as desired and then select NEXT. Enter a pilot name and select END. The MAIN MENU will be displayed after the game's opening text.



Mission Selection

Choose MISSION from the MAIN MENU to access the AREA SELECT screen.



AREA SELECT

Select an area from the world map.



MISSION SELECT

Select a mission from the available list.



BRIEFING

View details relating to a selected mission. Once a mission has been accepted, it must be attempted before another can be started.



CONSORT

On some missions it is possible to hire a consort as backup.

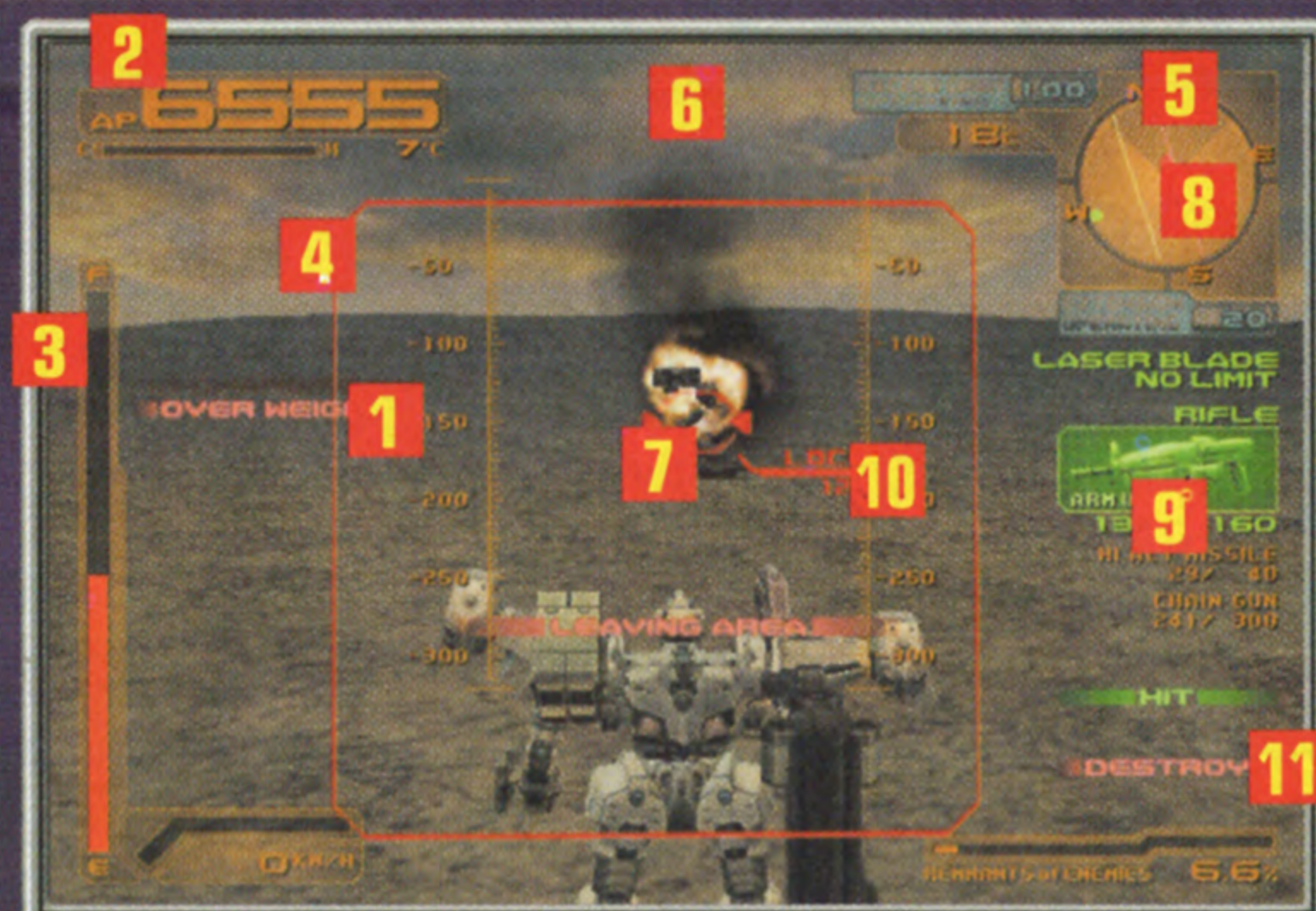


CONSORT SELECT

View a list of consorts available for hire and confirm selections as desired.



Main Game Screen



1 - SYSTEM ERROR MESSAGES

An AC unit may experience system malfunctions during combat for a variety of reasons. The unit will recover from some of these after a set amount of time; others require that action be taken to correct 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 FCS signal interference. Cannot lock-on to targets until the interference clears.

DANGER HEAT

Displays when the AC is on the verge of overheating.

OUT PUT DOWN

Displays when the AC sustains large amounts of damage. AP is depleted until the AC's temperature stabilizes.

RADAR ERROR

When displayed, opponents will not be visible on radar.

SHORTAGE EN

Displays when the energy consumption of all equipped parts exceeds the generator's energy output. Energy gauge recovery takes more time. Garage-equip parts that use less energy. In combat-drop a weapon that consumes a lot of energy.

OVER WEIGHT

Displays when the weight of all equipped parts exceeds the load weight of the equipped legs. Movement speed is reduced. Garage-equip parts that accommodate the load weight of the selected leg part. In combat-drop a heavy weapon.

A OVER WEIGHT

Displays when the weight of equipped arm parts exceeds the core's load weight. Speed of target acquisition is reduced. Garage-equip lighter parts. In combat-drop a heavy weapon.

2 - ARMOR POINTS (AP)

This number indicates an AC's overall endurance value. If the value reads "0", the AC has been destroyed.

3 - ENERGY GAUGE

This gauge indicates the amount of available energy. The gauge is reduced whenever a booster, or energy weapon is used.

4 - SIGHT LOCK

Turns red when a target has been acquired. The size of the sight lock varies depending on the weapon being used. Weapons that are long-range, or very powerful have smaller sight locks.

5 - COMPASS

Indicates the AC's current heading.

6 - MISSION TIMER

Displays the time remaining to complete certain missions.

7 - LOCK-ON SIGHT

Indicates the target your AC is locked onto. Depending on the weapon in use, the number of lock-ons may be displayed. A green lock-on sight means there is an obstacle between the AC and the target.

8 - RADAR

The radar enables you to identify the area of operations and detect opponents within it. Opponents are represented by dots, and their color changes relative to your AC's position. Opponents appear on the radar only when your AC is equipped with either a back-mounted radar, or a head-part equipped with radar capability.

Lower Elevation	Same Elevation	Higher Elevation
Yellow	Red	Blue

* Consort units display as green dots.

9 - WEAPONS

Displays a list of equipped weapons. The currently selected weapon is displayed in green; weapons that are out of ammunition are displayed in red.

10 - RELOAD GAUGE

Tracks a weapon's reload progress. When the gauge is full the weapon is ready to be fired again.

11 - COMBAT MESSAGES

HIT

Informs you that your AC has hit its 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.

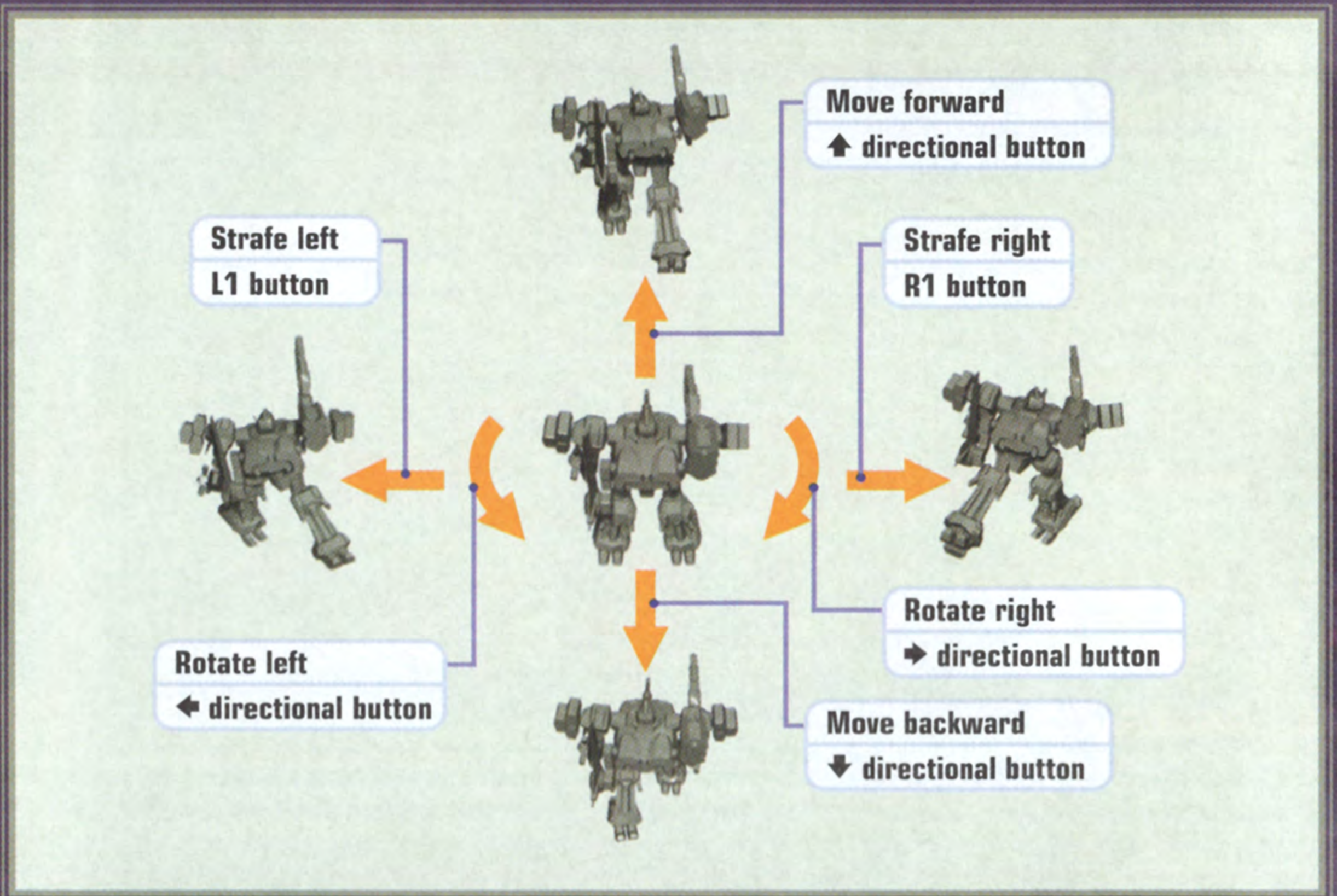
DESTROY

Informs you that a target has been destroyed.

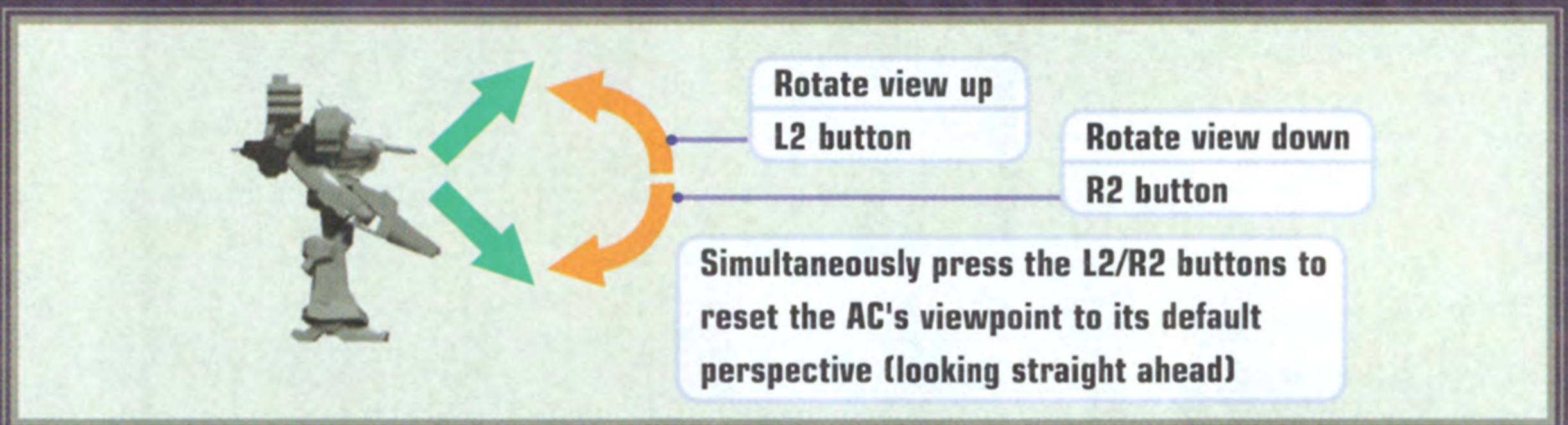
GUARD

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

Basic Movements



Changing Viewpoint



Dropping Weapons/Parts

When playing the game, use the commands listed below to lighten your AC, or rid it of weapons/parts that have run out of ammunition.



L1+R1+L2+R2+L3: Drop extension parts

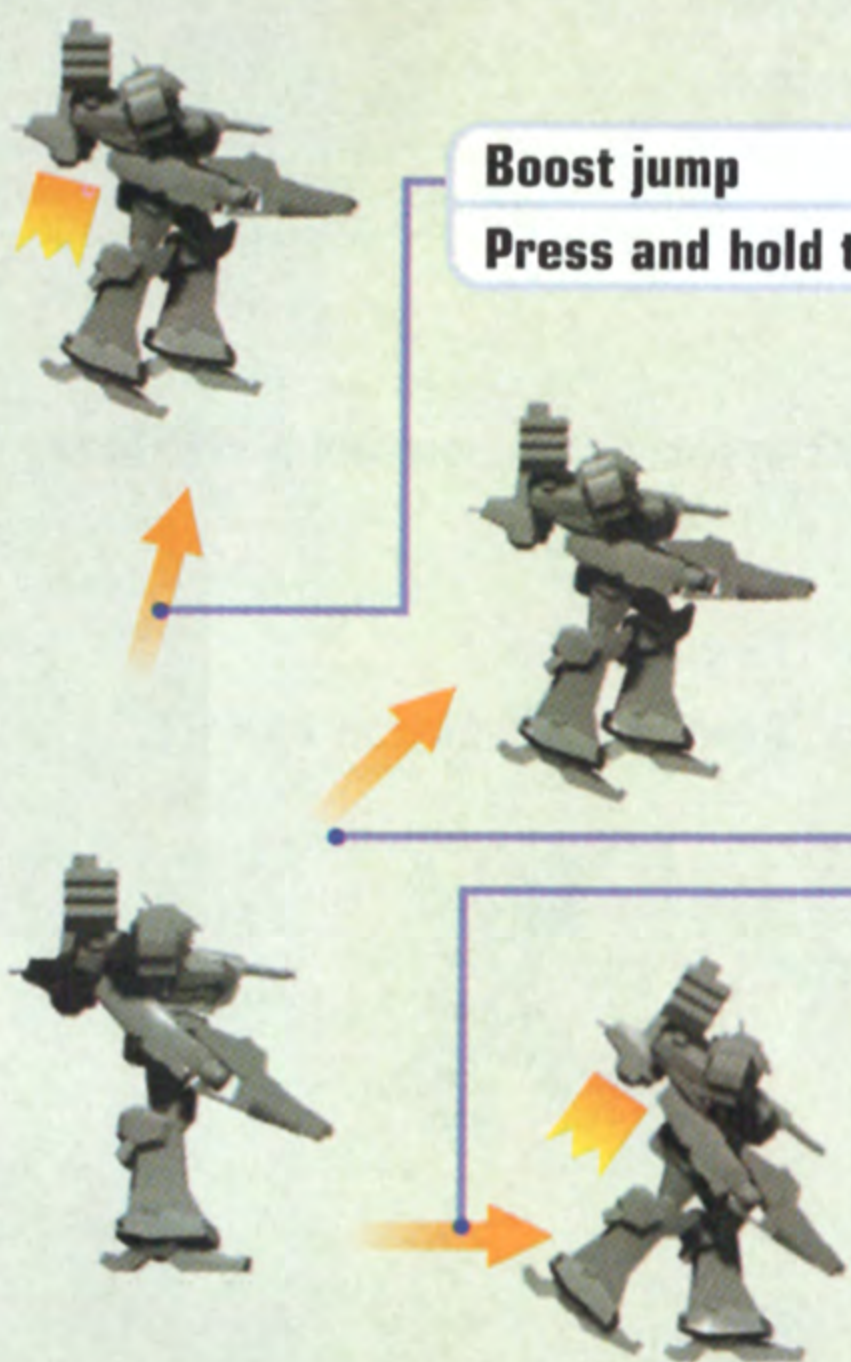
L1+R1+L2+R2+△: Drop selected part (right-arm/back/inside)

L1+R1+L2+R2+○: Drop left-arm part

* Note: Weapon Arms cannot be dropped.

Boost Movements

Two Leg / Reverse Joint / Four Leg



Boost jump

Press and hold the \otimes button

Boost jump

Press and hold the \otimes button

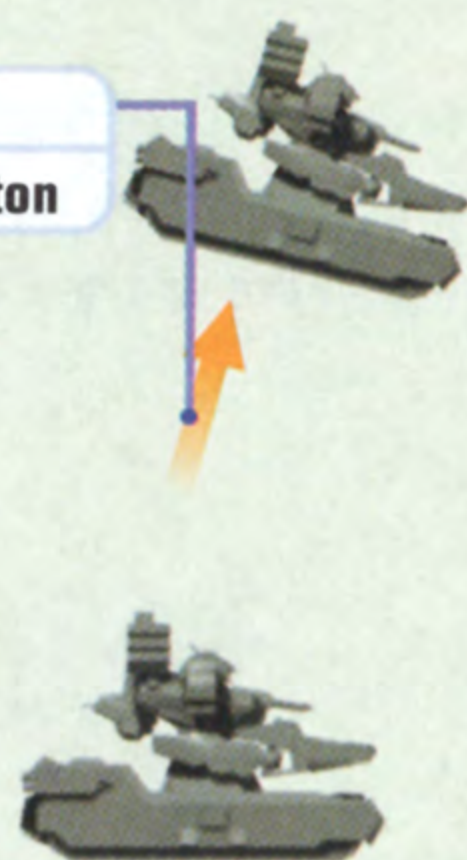
Jump

Tap the \otimes button

Boost dash

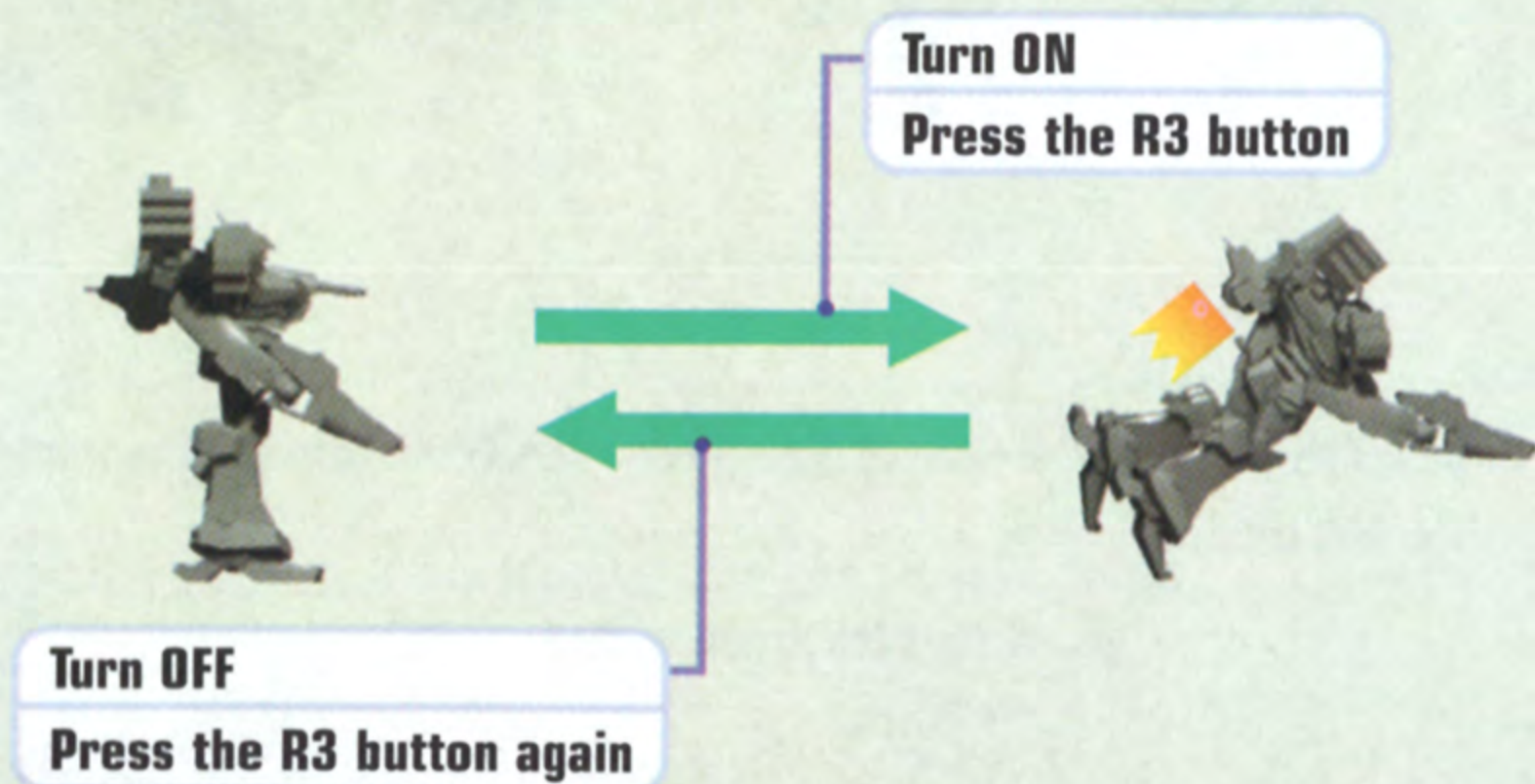
Hold down either the \uparrow or \downarrow directional buttons then press the \otimes button

Tank Leg / Hover Leg



Over Boost

Built directly into certain core models, the Over Boost feature enables an AC unit to reach top-speed in a minimum amount of time. The Over Boost feature places heavy demands on the generator when activated and consumes energy at a rapid pace.



Turn ON

Press the R3 button

Turn OFF

Press the R3 button again

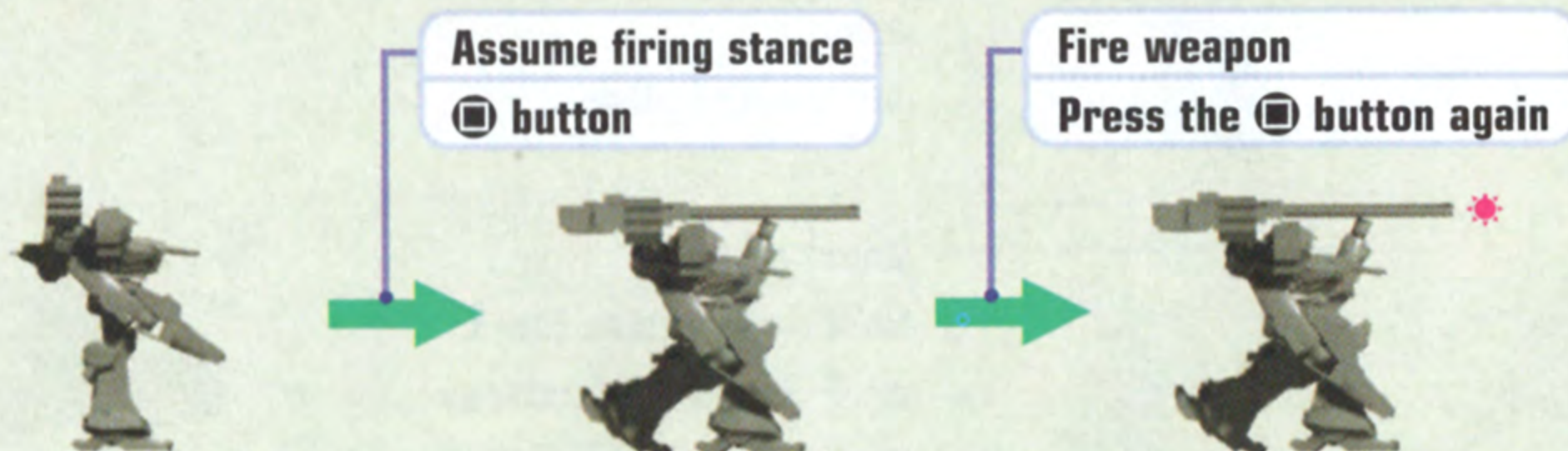
Firing Right-Arm/Back/Inside Weapons



Fire selected weapon
Press the **□** button

Stationary Firing Stance

ACs equipped with two-leg, quadruped, or hover leg parts must assume and maintain a stationary firing stance in order to use certain back-mounted weapons.



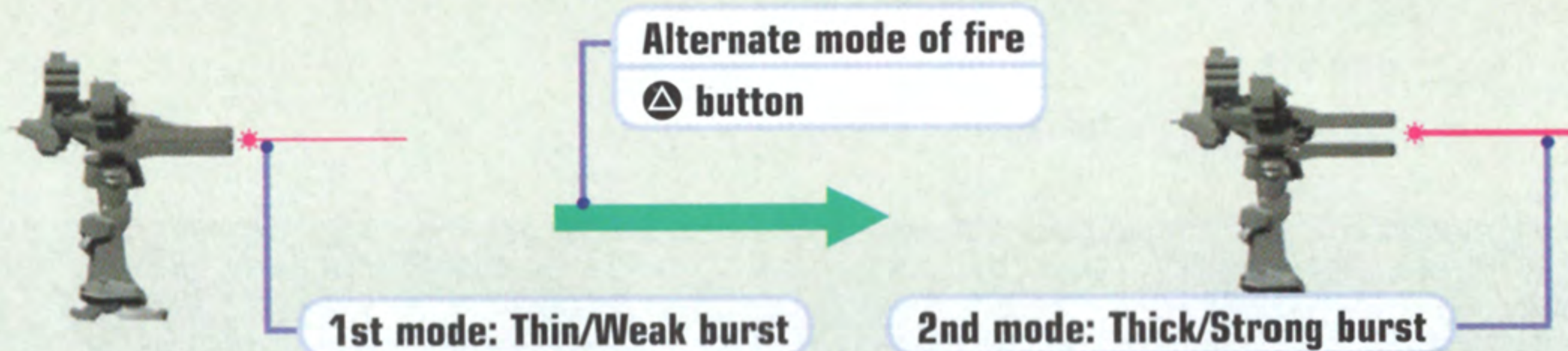
Cycling Through Equipped Weapons

Press the **△** button during gameplay to cycle through equipped weapons. Weapons are cycled in the following order: right-arm → back left → back right → inside → right-arm.



Switch Weapon Fire Mode

All weapon arm parts possess alternate modes of fire. Press the **△** button during gameplay to switch between the different modes.

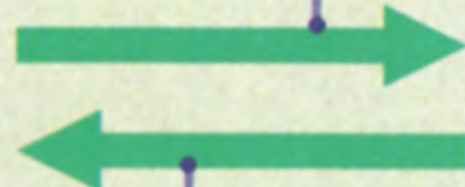


Using Left-Arm Blades



Activate blade attack
○ button

Shield Activation



Activate shield
○ button

Deactivate shield
○ button

Deploying Exceed Orbit Weapon Pods

Built directly into certain core models, Exceed Orbit weapon pods are offensive weapons that hover above an AC when deployed.

Deploy weapon pod
Press the R3 button



Exceed Orbit Weapon Pod

Retract weapon pod
Press the R3 button again

Activating Extension Parts/Weapons



Activate extension
Press the L3 button

Deactivate extension
Press the L3 button

Consorts

Consorts are allied units that fight alongside your AC during mission assignments. Depending on the mission selected; consorts can be assigned by the client, hired at your discretion, or may not be available at all. When provided with a budget to hire a consort, any unused credits are automatically counted towards your reward.



Break Weapon

If a weapon sustains too much damage over the course of an engagement, it will be rendered useless. Weapons destroyed during a mission are repaired (at a cost) when the assignment is complete.



Drop Weapon

There are certain times during combat operations when it may be in your best interest to discard weapons equipped on your AC. This can be done to decrease the AC's load weight, or remove weapons that are either out of ammunition or damaged. Weapons dropped during a mission cannot be picked up once discarded, but will be returned to your possession after the mission is over. Weapons dropped during VS combat can be retrieved depending on the selected VS mode settings. Please see Pg. 3 in this manual for a list of weapon drop commands.



Clearing Missions

Successful mission completion depends on meeting the requirements outlined in the mission briefings. Pay attention to these, as the reward you receive at the end of each mission is directly tied to your performance.

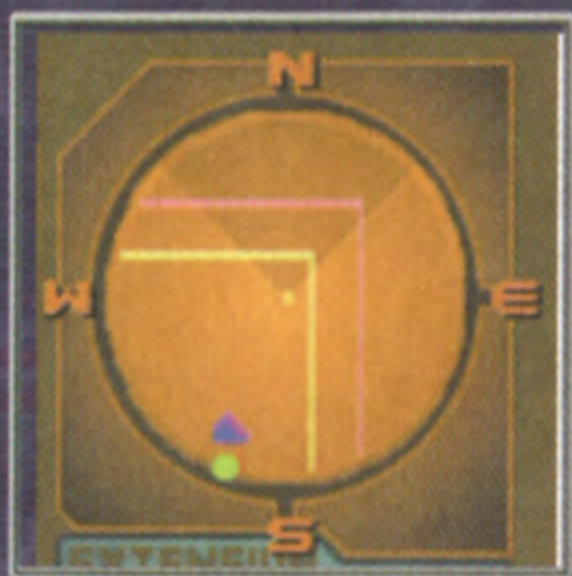
Mission Failure

Missions are logged as failures when any of the following occur:



AC DESTRUCTION

Occurs when the unit's Armor Point (AP) value reaches zero.



LEAVING AREA OF OPERATIONS

Most missions have a specified area of operations. This area is indicated by a set of lines on the radar (one yellow, one red). A warning sounds if the yellow line is crossed and the mission is aborted if the red line is crossed. Though not displayed on the radar, some missions also have area boundaries that extend along the vertical plane.



QUIT MISSION

Purposely canceling a mission (press the START button and select OK) also results in a mission failure.

Mission Income & Expense Report

An income and expense report is displayed after each mission attempt. This report provides information relating to credits earned for accomplishing objectives, credits deducted to cover ammunition/repair costs and any special credit additions/deductions. The only costs incurred when you fail a mission are those needed to cover ammunition expenditure.



INCOME & EXPENSE REPORT	
GLOBAL CORTEX - North Ridge	
SCORE	
Reward	8000
Additional Reward	7000
Special Addition	5500
EXPENSES	
Ammunition	-8720
AC Repair	-9052
Special deduction	0
Balance	2728
RAVEN RANK C Total Credits	141750C

[6] ARENA

Enter the Arena to engage in head-to-head combat against other Global Cortex registered Ravens. All players start on the bottom rung of the Arena ladder when competing for the first time, and must fight their way through the ranks in order to reach the number one position. You may only challenge those opponents one position above your current standing when advancing up the ladder.

A player's overall mission performance (designated by their Raven Rank on the System menu screen) determines how far they can advance through the Arena ladder before hitting a cut-off point. If your overall Raven Rank is listed as E, you will not be able to challenge opponents in the A-D tiers. Perform your best during missions to ensure access to all tiers. Win or lose, there are no AC repair or ammunition restocking costs associated with the Arena. This makes the Arena a great place to earn credits, as well as familiarize yourself with your AC's controls.

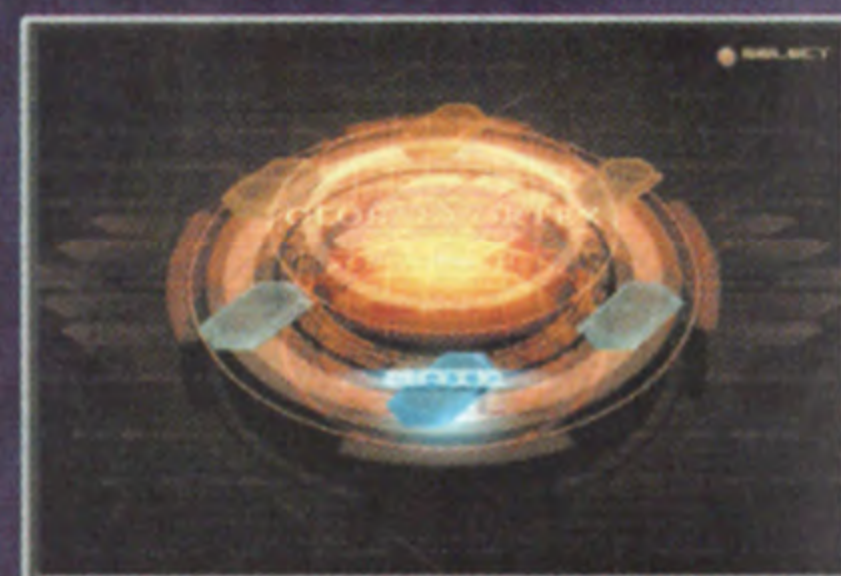
Take advantage of defeated Arena opponents to train your AI AC units and improve their skills.

⊗ button:	Confirm selections/challenge opponent
⊙ button:	Cancel selections/return to previous screen
△ button:	View an opponent's part/performance information
directional buttons ←→:	Select match location
directional buttons ↑↓:	Select opponent



[7] MAIL

Mail messages are sent to your attention at various points during the game, make sure to check these for new part updates and other important news.



[8] AC CUSTOMIZATION

Silent Line: Armored Core provides more than 400 different parts for use in AC design and customization. Let the assembly begin!

Assembly

Combine parts and weapons to assemble a working AC unit. Press the $\uparrow\downarrow$ directional buttons to cycle through part categories (ex. Head, Core) and the $\leftarrow\rightarrow$ directional buttons to scroll through parts available within the selected category. Press the \otimes button to equip the selected part. The part parameters under GENERAL (bottom left) provide some basic information regarding differences between the part that is currently equipped and the one being considered. A red number indicates that the parameter on the part being considered is worse than the same parameter of the equipped part. A blue number means that the parameter is better than that of the currently equipped part.

Press the \square button to sell the currently selected part. You cannot sell off all core parts; at least one must always be retained in your possession. When maintaining a negative credit balance, the only equipped parts that can be sold are: right/left-arm, inside, extension, back and optional.

\otimes button:	Confirm selections
\odot button:	Cancel selections/exit assembly/return to previous screen
\triangle button:	Display part details
\square button:	Sell selected part
L1/R1 buttons:	Cycle parts by type (ex: rifle \rightarrow sniper rifle \rightarrow machinegun)
directional buttons $\uparrow\downarrow$:	Cycle through part categories
directional buttons $\leftarrow\rightarrow$:	Cycle through available parts



Press the SELECT button while in ASSEMBLY to view brief descriptions of the different parameters associated with your part selection. Use the directional buttons to highlight the desired parameter.

Assembly Warning Messages

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

OVERWEIGHT:

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

ARMS OVERWEIGHT:

The total weight of the arms exceeds the core's maximum load weight. Change cores, or equip lighter parts. If not corrected, target acquisition speed is diminished.


NOT ENOUGH ENERGY:

The energy consumption of all equipped parts exceeds the generator's energy output. Change generators, or equip parts that consume less energy. If not corrected, the energy recovery level is diminished.

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 automatically be equipped the next time ASSEMBLY is accessed.

AC Change

A total of three different AC designs can be housed in the garage at the same time. Use the L1/R1 buttons to cycle through designs and the  button to view unit performance evaluations. Take advantage of this option to construct AC units that are adapted to different combat roles (ex. missions, arena battles). A single AC part can be shared across all three AC designs.



Optional Parts

Optional parts are performance enhancers that attach to slots on an AC's 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.

- ⊗ button: Equip/remove an optional part.
- button: Sell selected part
- directional buttons ↑↓: Cycle through available parts



Shop

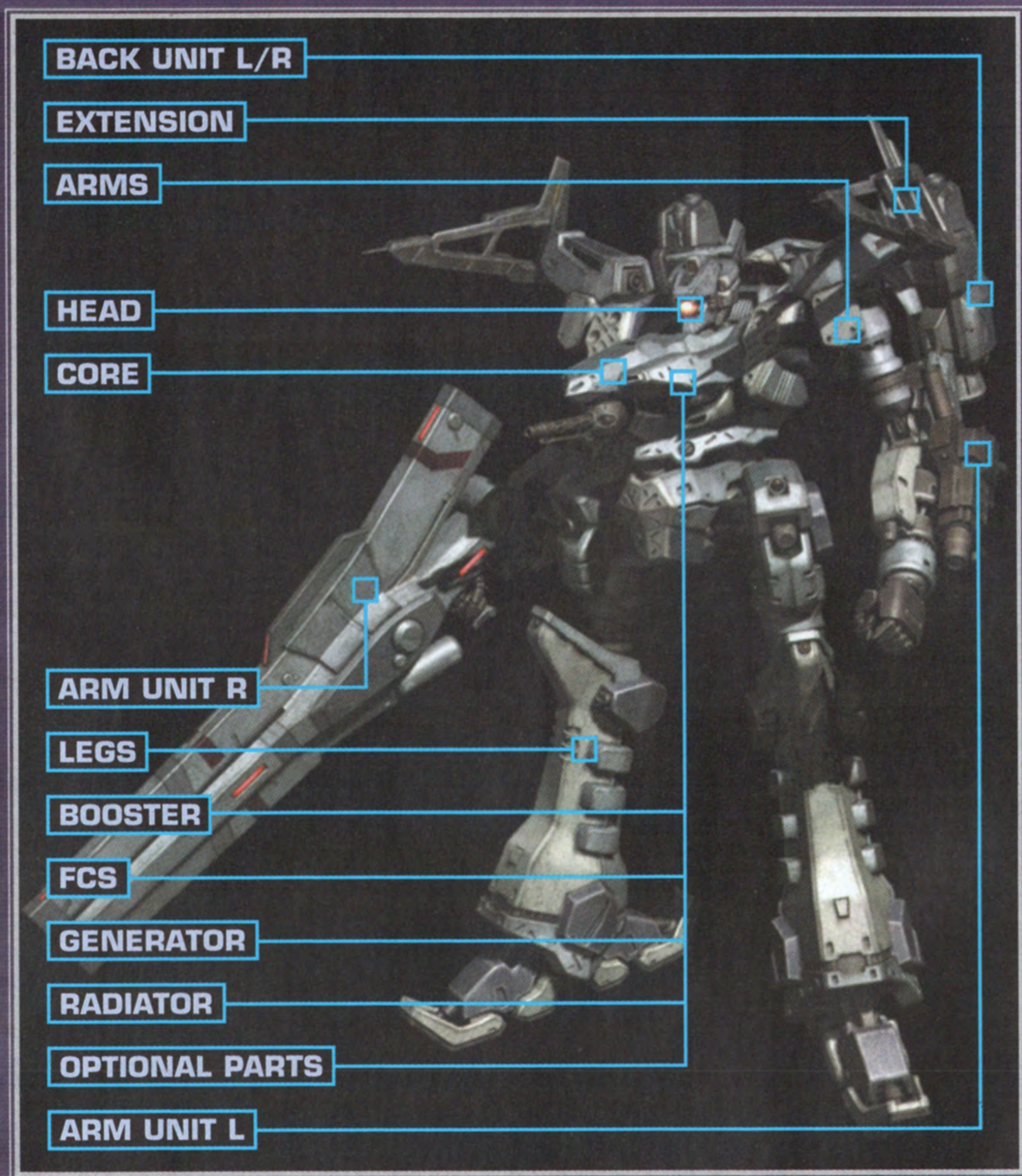
AC parts and weapons are purchased from the SHOP located in the GARAGE. Many parts in the game must be earned, discovered, or awarded, and are therefore not available for purchase in the beginning. Once obtained however, these parts can be bought and sold like any other. A part's buying and selling price is always the same. Parts can be sold back to the SHOP from the ASSEMBLY screen.

- ⊗ button: Confirm selections/purchase part
- button: Cancel selections/return to previous screen
- △ button: Display part details
- directional buttons ←→: Cycle through part categories
- directional buttons ↑↓: Cycle through available parts



AC Composition

A typical AC unit is composed of 14 different parts.



Part Overview

HEAD

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

CORE

The core is the cornerstone of an AC design and housing for the following parts: generators, radiators, boosters, inside parts, and the FCS. Every core comes equipped with either an Over Boost or Exceed Orbit function and some also offer built-in missile interception systems.

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

Boosters determine 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, which rise when the unit sustains combat damage or uses certain weapons. By offsetting temperature increases, the radiator helps prevent damage by overheating.

OPTIONAL PARTS

Optional parts are performance enhancers that are equipped in slots on an AC's core.

INSIDE

Auxiliary parts installed directly within the core. Inside parts include: mine dispensers, rockets and a variety of different countermeasures.

EXTENSION

Auxiliary parts equipped on the arms that offer a wide selection of 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 ammunition magazines).

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.).

ARM UNIT L

With a few exceptions, left-arm equipped parts can be divided into two categories, blades and shields.

[9] NAME ENTRY

Access the NAME ENTRY menu from the GARAGE to register or change AC/Pilot names. While you can only register one pilot name, different monikers can be assigned to each of the three AC designs available in the GARAGE.

⊗ button:	Confirm selections/confirm name change
⊙ button:	Exit menu
⊞ button:	Backspace
L1/R1 buttons:	Switch between character and symbol menus



Please note that if roman numerals (I-X) are used as part of a pilot's name, these will be displayed as a different symbol when viewed in the PlayStation®2 Memory Card browser.

[10] AC TEST

This feature provides an opportunity to test the performance of different AC designs before committing them to combat. While the parameters provide a good guide to follow when setting up an AC, only hands-on experience will determine whether or not a particular AC design is effective. A test report is displayed after each test attempt, use this report as a guide to improve your performance the next time around. There are no AC repair or ammunition-restocking costs associated with AC tests.

AC TEST 1

Destroy as many pop up targets as possible within the given time limit.

AC TEST 2

Destroy the two MT targets as quickly and efficiently as possible.



[1] AC PAINT OPTIONS

Access the PAINT (COLOR) menu option from the GARAGE to make changes to an AC's color scheme.

Sample Color

Choose this option to paint the entire AC one color.



Part Location RGB Menu



Color Edit

Choose this option to paint parts individually. Select a part location (GENERAL, HEAD, CORE, R ARM, L ARM, LEGS) to begin. Next, use the L1/R1 buttons to select a color area (BASE, AID, OPTIONAL, DETAIL, JOINT). Use the \uparrow / \downarrow directional buttons to select a color value R (Red), G (Green), B (Blue) and the \leftarrow / \rightarrow directional buttons to adjust values as desired.

Color Areas

Overall AC

Warning!! The GENERAL menu option is tied directly to the color of the core. If you've spent a lot of time coloring individual part locations and then make an adjustment in GENERAL, the entire AC will be reverted to whatever color the core is currently painted.

Pattern

Use this option to apply a camouflage pattern to individual parts, or the entire AC.


\otimes button:	Confirm selections
\odot button:	Cancel changes/return to previous screen
directional buttons \uparrow / \downarrow :	RGB selection
directional buttons \leftarrow / \rightarrow :	Select (sample color, part location, pattern)/adjust RGB values
L1/R1 buttons:	Select color area



[12] AC EMBLEM OPTIONS

Access the PAINT (EMBLEM) menu option from the GARAGE to create/edit an emblem and affix it on an AC.

Sample Emblem

Use the directional buttons to browse through a list of sample emblems. To affix the desired sample emblem on an AC, press the  button and select OK.





Color Palette Cursor Paint Area



Emblem Edit

Use this option to create original emblem designs or edit samples. These creations can then be affixed on an AC.

Current Tool Overall Emblem

 button:	Undo the most recent paint action
 button:	Highlight the color (in the color palette) under which the drawing cursor is currently positioned on the paint area
R1 button:	Access the color palette
L1 button:	Display a grid over the paint area
L2/R2 buttons:	Control the zoom feature

Note: The color selection in the top-left corner of the color palette is transparent and flashes on both the palette and paint area for contrasting purposes.

USB MOUSE

Silent Line: Armored Core's emblem edit feature is USB mouse compatible. When using a mouse, please connect it to the top USB port on the front of the PlayStation®2 computer entertainment system. A USB ver. 1.1 mouse with a wheel is recommended.

Mouse Movement:	Move cursor
Left Click:	Confirm selections
Right Click:	Cancel selections
Mouse Wheel:	Cycle through tools/hold wheel to cycle through colors

Tool Description



RGB

Edit colors/create color gradations.



Pen

Draw. Hold the \otimes button and move the cursor.



Eraser

Erase area beneath cursor. Hold the \otimes button and move the cursor.



Line

Draw a line. Press the \otimes button to specify start and finish points. Use the directional buttons to manipulate line length.



Shape

Draw a shape. Press the \otimes button to specify start and finish points. Use the directional buttons to manipulate shape size.



Copy

Copy and paste the selected area. Press the \otimes button to designate the starting and ending points of the area to be copied, as well as paste the copy. Use the directional buttons to enclose an area and move the copy to a new position.



Paint

Fill an area with the selected color. Press the \otimes button to paint an area.



Character

Incorporate alphanumeric characters into the emblem design. Press the \otimes button to select and place characters.



Rotate

Rotate the image within the paint area. Choose a rotation direction and press the \otimes button to rotate the image in that direction.



Mirror

Mirror the selected area. Press the \otimes button to designate the starting and ending points of the area to be mirrored, as well as finalize position. Use the directional buttons to enclose an area.



Scroll

Move the image within the paint area using the directional buttons.



Clear

Clear ALL contents within the paint area.

Paint Area Borders

When magnified (2, 4, or 8 times) the paint area can be moved using the arrows on the perimeter. To do so, highlight an arrow and press the \otimes button.

[13] AC COCKPIT OPTIONS

Access the COCKPIT menu option from the GARAGE to change viewpoint settings and customize the heads up display. Some on-screen information panels are only displayed during VS battles or in the Arena, while others are always displayed.

Change Viewpoint

Switch between the game's two viewpoint settings (BEHIND AC/COCKPIT). Use the directional buttons to highlight the desired viewpoint and the \otimes button to confirm your selection.



Change Panel

Select which information display panels will appear on-screen during gameplay. Press the \otimes button to hide/display panels.



Change Color

Set the color of the on-screen information display panels. Press the \otimes button to confirm color setting.

Information display panels that cannot be turned ON/OFF

Mission Time	Energy Gauge	Sight Lock
Radar	Compass	Equipped Weapons
Lock-On Sight	AP	AC Temperature
Normal Messages	System Error Messages	



1-ENEMY WEAPON (VS & Arena)

Displays opponent AC's weapon information. The weapon currently in use is displayed in green.

2-ENEMY HEAT (VS & Arena)

Displays opponent AC's temperature information.

3-ENEMY ENERGY (VS & Arena)

Displays opponent AC's energy status. This gauge is displayed in red when an opponent's AC is charging.

4-ENEMY DATA (VS & Arena)

Displays opponent AC's weapon and ammunition status.

5-REMNANTS ENEMY (Mission)

Displays the percentage of remaining opponents. This number decreases as mission opponents are destroyed.

6-OUTER HEAT

Displays the external temperature.

7-SPEEDOMETER

Displays your AC's current speed.

8-ALTIMETER

Displays your AC's current altitude.

[14] DATA SAVE/LOAD

The game's SAVE/LOAD features can be accessed via the SYSTEM menu.

Data Save/Load

Use the $\uparrow\downarrow$ directional buttons to highlight the desired file location and press the \otimes button to confirm the selection. Select NEW DATA to create a new save game file. A minimum of 104KB of free space is required on a Memory Card (8MB) (for PlayStation®2) in order to save game data. Saving to an existing file overwrites previously saved game data. Up to eight different game files can be saved to a Memory Card (8MB) (for PlayStation®2).



Convert Data

Select this data load option to import saved Armored Core 3 game data into Silent Line: Armored Core.



Emblem Save/Load

Use the directional buttons to highlight a save emblem file location and press the \otimes button to confirm selection. Saving emblem data to an existing file overwrites the previously saved emblem data. A minimum of 60KB (per emblem) of free space is required on a Memory Card (8MB) (for PlayStation®2) in order to save emblem data. Up to eight different emblem files can be saved to a Memory Card (8MB) (for PlayStation®2). When loading saved emblem data, designs from Armored Core 2, Armored Core 2: Another Age and Armored Core 3 can be imported by selecting the corresponding menu option and pressing the \otimes button.



Access the AI menu option from the GARAGE to register an AC design as an AI AC. Once trained, an AI AC can be used in the game's VS and EXTRA ARENA modes.

AI Entry

AI AC registration is performed here. When confirming AI ENTRY, whichever AC was selected in the garage is the AC that will be registered. Only one AC can be registered at a time, and once registered, the parts equipped on the unit cannot be sold. Select AI DELETE to delete the current AI AC, or choose AI ENTRY to replace the existing design with a new one.



AI Delete

Delete the currently registered AI AC unit.

Paint

This option functions in the same manner as the PAINT option in the GARAGE.

Name Entry

This option functions in the same manner as the NAME ENTRY option in the GARAGE.

AI Test

Utilize the AI TEST option to compete against an AI AC you've been training and check on its progress.

Training an AI AC

AI ACs acquire their combat skills by imitating your operating techniques. To train an AI AC, first select an Arena opponent you've previously defeated. When the option to choose your AC appears, select AI AC. By doing this, you've chosen to operate the AI AC and teach it the maneuvers/techniques you want it to use in combat (based on part load out). Over time, the AC will be trained how to act in a combat environment (i.e. choosing the right weapon for different situations, reacting to enemy attacks, etc.). Take care when training an AI AC, as the unit will acquire both your good and bad habits.

[16] AI ARENA

The AI ARENA option is accessed from the MODE menu. The features available in the AI ARENA make it possible to build your very own Arena ladders populated with AI AC units.

Garage

This option functions in the same manner as the main GARAGE option, with the exception of the AI menu being replaced by a SYSTEM menu. Access the SYSTEM menu to load AC data in preparation for challenging an AI Arena.

AI Arena

Access this option to challenge a player-created Arena ladder populated with AI AC units. AI Arenas function in the same manner as the main Arena.



Ranking Edit

The features available in this menu enable you to setup and customize AI Arena ladders.

RANKER CUSTOMIZE

Access this option to make paint, emblem and name changes to AI ACs in an Arena ladder. Use the directional buttons to make selections and the \otimes button to confirm. Press the \triangle button to view performance evaluations and part load outs for the selected AC.



RANKER ENTRY

Access this option to load saved AI AC units from a Memory Card and add them to an Arena ladder. New additions to an Arena ladder are always placed on the lowest rung.

DELETE

Delete the selected AI AC from an Arena ladder.

MOVE

Access this option to change the position of AI AC units in an Arena ladder. Use the \uparrow / \downarrow directional buttons to select the AC you want to move and the \otimes button to confirm. To place the AC in its new position, highlight the location using the directional buttons and press the \otimes button.

Arena Save/Load

Access these options to save/load AI Arena data. A minimum of 254KB (per Arena) of free space is required on a Memory Card (8MB) (for PlayStation®2) in order to save Arena data. Up to eight different Arena files can be saved to a Memory Card (8MB) (for PlayStation®2).

Arena Name

Access this option to assign names to the Arenas you have created.



[17] VERSUS

Versus mode offers a variety of different play options (determined by the number of PlayStation®2 computer entertainment systems in use) that enable competition against both CPU controlled opponents and/or other players.

Two-player split-screen games require a single PlayStation®2 computer entertainment system setup and monitor. Linked games of 2-4 players require multiple (up to five) PlayStation®2 computer entertainment system setups and monitors, the appropriate number of i.LINK cables, and an i.LINK hub (if connecting three or more PlayStation®2 computer entertainment systems). Each PlayStation®2 computer entertainment system setup must include (the system itself, one copy of Silent Line: Armored Core, and one DUALSHOCK®2 analog controller). Both the i.LINK cables and i.LINK hub are sold separately.

Link multiple PlayStation®2 computer entertainment systems by connecting i.LINK cables to the i.LINK (IEEE1394) connection hubs on the front of system each prior to turning the power ON. If an i.LINK cable becomes disconnected, reconnect it only after returning to the Title screen.

When using an i.LINK hub, be sure that it has enough connection ports to accommodate the number of systems that are to be connected. Also make sure to use i.LINK cables with six pins on one end and four on the other. Establish all system and hub link connections before turning the power ON.


- * The versus feature cannot be played using software from previous Armored Core titles.
- * Multiple i.LINK hubs cannot be used to establish VS game connections.



Hardware Set Up

The Hardware Set Up screen is displayed after selecting VERSUS from the MODE menu. Menu selections displayed on this screen vary depending on the number of PlayStation®2 computer entertainment systems in use.

When three or more PlayStation®2 computer entertainment system setups are linked, one of the monitors can be used as a live monitor. The live monitor displays different perspectives of a battle in progress.

To avoid confusion when making menu selections, the CPU automatically assigns one player as the game's "host." The "host" player is in charge of performing all VS menu operations. Use the directional buttons to highlight menu selections and the  button to confirm.

* VS battles can only be played in either Split or Full screen, not a combination of the two.



Situation Set Up

The Situation Setup screen appears after confirming a Hardware Set Up option. At this point, the "host" player can make changes to the following VS gameplay options: MAP SELECT, TIME LIMIT, DESTROY TARGET, PICKUP WEAPON and BREAK WEAPON.

MAP SELECT

The number of maps available varies depending on the VS mode selected (Full Screen/Split Screen). The CPU will randomly select the next map when this option is set to RANDOM.

TIME LIMIT

Adjust the time limit for VS battles here.

DESTROY TARGET

Specify the mode of play/victory conditions.

ALL AC: Last AC standing is the victor.

LEADER: First team to destroy the other team's leader is the victor.

TEAM: First team to destroy both opponents on the opposing team is the victor.

*A minimum of three ACs (player and/or CPU) are required in order to play a TEAM battle.

PICKUP WEAPON

Specify whether or not dropped weapons can be picked up during a match.

POSSIBLE: Dropped weapons can be picked up.

IMPOSSIBLE: Dropped weapons cannot be picked up.

BREAK WEAPON

Specify whether or not weapons can break during combat.

POSSIBLE: Weapons can break.

IMPOSSIBLE: Weapons cannot break.

* Select NEXT when satisfied with settings.



COM AC

When there are less than four players, COM opponents can be added to round out the roster. Use the $\leftarrow\rightarrow$ directional buttons to set the desired number of COM opponents. Select NEXT when settings are complete.

AC SET UP

Each player can access a SET UP option to prepare his or her AC for the upcoming match. The "host" player is responsible for all COM opponent selections.

TEAM SELECT

Use the $\uparrow\downarrow$ directional buttons to scroll through battle participants and the $\leftarrow\rightarrow$ directional buttons to set team assignments. Select NEXT when settings are complete.

SELECT (COM)

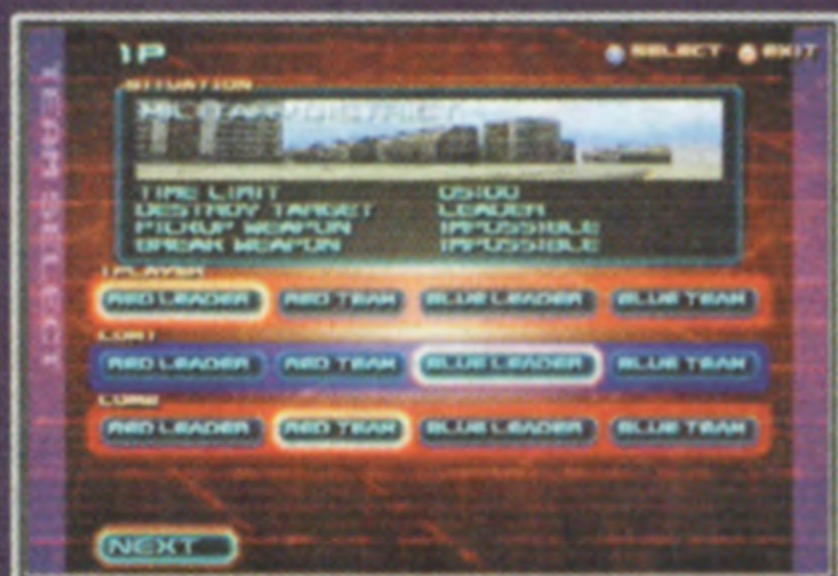
Fill COM participant slots with ACs selected from the available list.

CONTINUE

Select OK After a VS match is complete to play again on the same map with the same settings. Select CANCEL to return to the Situation Set Up menu.

REPLAY

Press the START button after a VS match is complete to view a replay of the battle. Press the \square button during a replay to view the battle from different angles. Press the \odot button to cancel a replay and display the CONTINUE menu.



[18] OPTION

The OPTION screen is accessed via the SYSTEM menu. Menu choices vary slightly depending on the selected game mode.

⊗ button:	Confirm selections
○ button:	Exit menu
directional buttons ↑↓:	Highlight selections
directional buttons ←→:	Adjust settings



BGM VOLUME

Adjust background music volume.

SE VOLUME

Adjust sound effects volume.

SURROUND

Select sound setting.

TEXT MESSAGE

Turn text message displays ON/OFF.

VIBRATION

Turn controller vibration function ON/OFF.

LEVEL

Set the game's difficulty level.

KEY ASSIGN



Customize button settings and functions. Highlight the setting you want to change and press the ⊗ button. Next, press the button you want to assign the selected function to. Setting change is complete. Overlapping button functions are not permitted. Choose the Default option to revert buttons back to their original settings.



[19] EXIT GAME


Select this option from the SYSTEM menu to exit the game and return to the TITLE screen. Make sure to save game data before using this option, otherwise all progress since your last save will be lost.


Performance Evaluation

Press the  button while in the GARAGE to view a performance evaluation for the selected AC. Press the  button to return to the GARAGE.

AP:	Overall endurance value.
WEIGHT:	Total weight of all equipped parts.
SURPLUS EP:	Difference between energy output and energy consumption
PRICE:	Total credit value of all equipped parts.
CORE TYPE:	Special function available on the selected core.
OFFENSIVE POINTS:	Unit's offensive capability.
DEFENSIVE POINTS:	Unit's defensive capability.
STABILITY:	Unit's stability performance.
MOBILITY:	Mobility performance breakdown.
MOVING ABILITY:	Movement performance.
TURNING SPEED:	Unit's turning performance.
RISING ABILITY:	Unit's jump/boost performance.
COOLING EFFICIENCY:	Unit's cooling performance.
SUPPORT SYSTEM:	Support function performance breakdown.
RADAR ABILITY:	Unit's radar performance.
SENSOR ABILITY:	Unit's sensor performance.
FCS PERFORMANCE:	Unit's FCS performance.
GRADE:	Unit's grade rating.

GARAGE

 EXIT



Smushy ☆

AP	5255
WEIGHT	7255
SURPLUS EP	2500
PRICE	511700
CORE TYPE	50
OFFENSIVE POINTS	2700
DEFENSIVE POINTS	2624
STABILITY	4555
MOBILITY	
MOVING ABILITY	555
TURNING SPEED	115
RISING ABILITY	2555
COOLING EFFICIENCY	5500
SUPPORT SYSTEM	
RADAR ABILITY	555
SENSOR ABILITY	550
FCS PERFORMANCE	2025
GRADE	FAIR

Overall AC Evaluation.


Condensed Performance Evaluation

A shortened performance evaluation is available in the GARAGE under OVERALL.

AP:	Overall endurance value.
WEIGHT:	Total weight of all equipped parts.
EP OUTPUT:	Energy consumption of equipped parts/energy output available.
CORE WP:	Current core load weight/maximum core load weight.
LEGS WP:	Current leg load weight/maximum leg load weight.
OFFENSIVE POINTS:	Unit's offensive capability.
DEFENSIVE POINTS:	Unit's defensive capability.

HEAD
CHD-02-TIE

SELECT EXIT SPEC SELL


ASSEMBLY

CREDIT 100

GENERAL		OVERALL	
WEIGHT	156	AP	3283
ENERGY DRAIN	457	WEIGHT	7298
ARMOR POINTS	788	EP OUTPUT	5000/8300
DEFENSIVE POINTS	295	CORE WP	1255/3813
COM TYPE	STANDARD	LEGS WP	4478/5366
RADAR FUNC	PROVIDED	OFFENSIVE POINTS	2700
		DEFENSIVE POINTS	2624

Improved version of the CHD-01-ATE.

Part Details

Press the  button to view the specification details of individual parts (ASSEMBLY/SHOP).

ALL PARTS

MANUFACTURER:	Corporation that built the part.
WEIGHT:	Weight of selected part.
ENERGY DRAIN:	Energy consumption of the selected part when equipped.

EXTERNAL PARTS (HEAD, CORE, ARMS, LEGS)

ARMOR POINTS:	Endurance value of the selected part.
DEF SHELL:	Part defense capability versus shell-based munitions.
DEF ENERGY:	Part defense capability versus energy-based munitions.
COOLING:	Cooling performance of the selected part.

WEAPONS (ARM MOUNTED, WEAPON ARMS, BACK)

TYPE:	Part categorization.
WEAPON LOCK:	Targeting characteristic of the selected weapon.
ATTACK POWER:	Destructive potential of one hit from the selected weapon.
AMMO HEAT:	Heat generated when a round impacts with a target.
RANGE:	Effective range of the selected weapon.
MAXIMUM LOCK:	Maximum number of lock-ons. Missiles can achieve multiple lock-ons.
RELOAD TIME:	Time interval between one firing of the weapon and the next.
NUMBER OF AMMO:	Amount of ammunition the selected weapon holds.
AMMO TYPE:	Type of ammunition used in the selected weapon.
AMMO PRICE:	Cost of a single round of ammunition for the selected weapon.
USAGE DRAIN:	Energy consumed when the weapon is used/fired.
COOLING:	Cooling performance of the selected part.



BLADES

ATTACK HEAT:	Heat generated when the blade impacts with a target.
DISCHARGE HEAT:	Heat generated when the blade is used.
RANGE RATING:	Blade length/range.
WAVE RANGE:	Effective energy-wave range of the selected blade.

SHIELDS

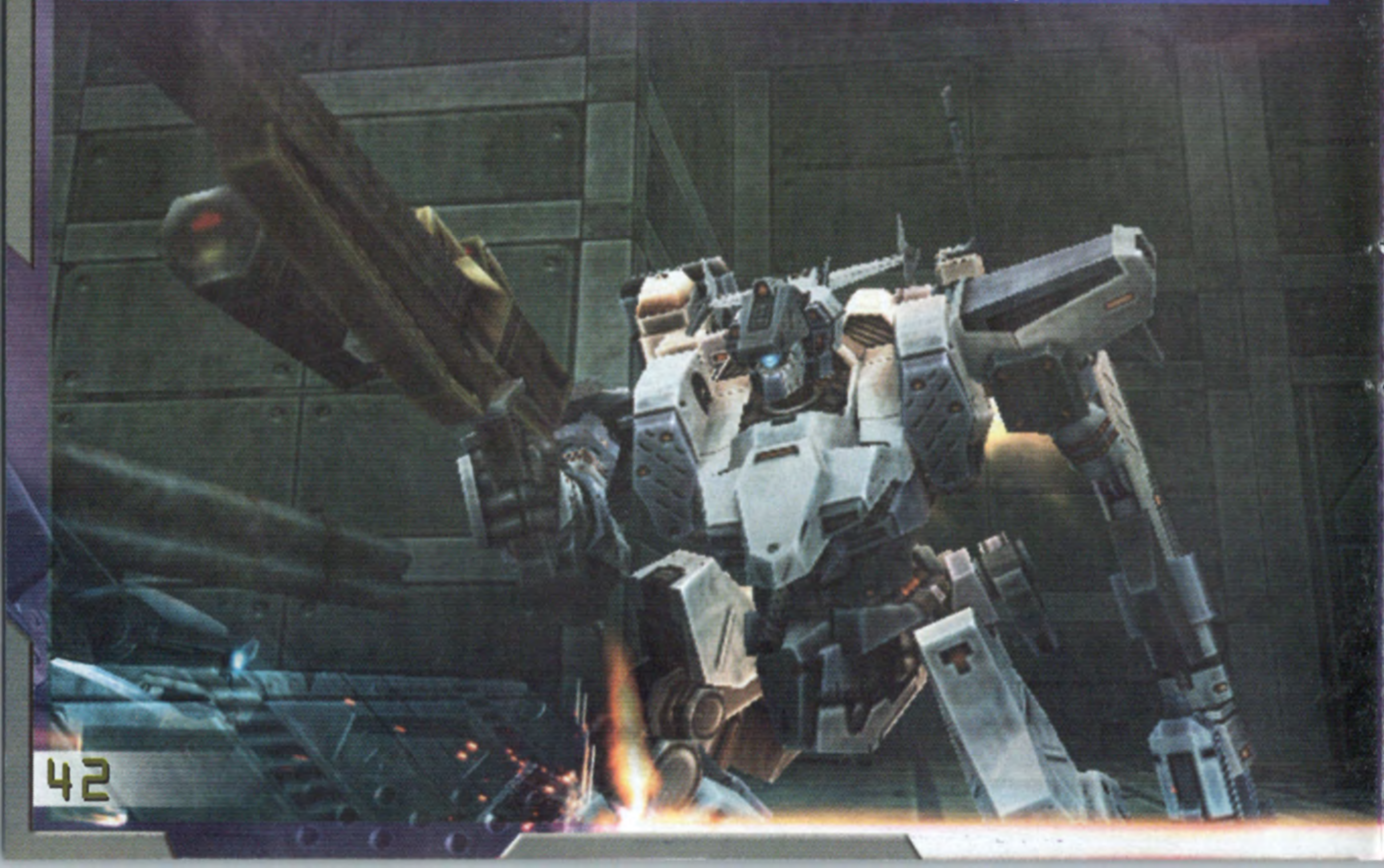
SHIELD DEF SHELL:	Shield defense capability versus shell-based munitions.
SHIELD DEF ENERGY:	Shield defense capability versus energy-based munitions.
SHIELD COVERAGE:	Effective range of coverage when the shield is deployed.
DISCHARGE HEAT:	Heat generated when the shield is used.

RADIATORS

COOLING:	Cooling performance under normal conditions.
FORCED COOLING:	Cooling performance under emergency conditions.

HEAD PARTS

COMPUTER TYPE:	Computer performance level (Rough, Standard, Detailed).
COMPUTER VOICE:	Gender of computer voice.
SYSTEM RECOVERY:	Recovery performance from system errors.
MAP TYPE:	Map display type (No Memory, Area & Place Name).
BIO SENSOR:	Availability of a biosensor function.
ECM CANCELER:	Availability of a function that counters lock-on jamming.
RADAR FUNCTION:	Availability of a built-in radar function.
RADAR RANGE:	Effective range of the selected radar.
RADAR TYPE:	Radar display format (Standard, Circle, Octagon).
SCANNING INTERVAL:	Length of interval between radar updates.



CORE PARTS

MAXIMUM WEIGHT:	Maximum load weight of the selected core part.
VS MG RESPONSE:	Performance of core missile intercept function.
VS MG RANGE:	Range of core missile intercept function.
OPTION SLOTS:	Slots available for attaching optional parts.
CORE TYPE:	Special function available on the selected core.
OB POWER:	Thrust output of the core's over boost feature.
OB ENERGY DRAIN:	Over boost energy consumption when used.
EO ATTACK POWER:	Destructive potential of one hit from the core's EO weapon.
EO NUMBER OF AMMO:	Amount of ammunition the EO weapon holds.
EO AMMO TYPE:	Type of ammunition used in the EO weapon.
EO AMMO HEAT:	Heat generated when an EO round impacts with a target.
EO RELOAD TIME:	Time interval between one firing and the next.
EO USAGE DRAIN:	EO weapon's energy consumption when used.
EO RANGE:	Effective range of the EO weapon.
DISCHARGE HEAT:	Heat generated when using the core part's special feature (OB/EO).

ARM PARTS

ENERGY SUPPLY:	Auxiliary energy provided to part equipped on the left-arm.
RECOIL CONTROL:	Selected arm part's ability to suppress weapon recoil.
REACTION SPEED:	Speed performance of the selected arm part when using a blade.

LEG PARTS

MAXIMUM WEIGHT:	Maximum load weight of the selected leg part.
STATIONARY DRAIN:	Energy consumption when AC is stationary.
MOVING SPEED:	Selected leg part's speed and agility performance.
TURNING SPEED:	Rotational performance of the selected leg part.
JUMP FUNCTION:	Availability of a jump function on the selected leg part.
BRAKING ABILITY:	Braking performance of the selected leg part.
LANDING STABILITY:	Stability performance when landing after boosting and jumping.
DEFENSIVE STABILITY:	Stability performance when hit by enemy fire.

GENERATORS

ENERGY OUTPUT:	Energy output of the selected generator.
MAXIMUM CHARGE:	Maximum storage capacity of the energy gauge.
REDZONE:	Generator's reserve energy capacity.
CALORIFIC VALUE:	Amount of heat emitted by the generator.

BOOSTERS

BOOST POWER:	Thrust generated when the booster is used.
CHARGE DRAIN:	Energy consumption when the booster is used.

FCS

LOCK TYPE:	Targeting characteristic of the selected FCS part.
TARGET:	Targeting ability of the selected FCS part.
MAXIMUM LOCK:	Maximum number of possible lock-ons.
LOCK SPEED:	How quickly the selected FCS part can achieve lock-on.
SIGHT RANGE:	Effective lock-on range of the selected FCS part.
PRECISION:	Targeting accuracy of the selected FCS part.

EXTENSION

DURATION:	How long the selected part's function lasts.
RECOVER ENERGY:	Amount of energy recovered when the selected part is used.
USAGE LIMIT:	Number of times the selected part's function can be used.
FORCED COOLING:	Cooling capacity of the selected extension part.

GENERAL MAGAZINES

FUNCTION ADD AMMO:	Increased ammunition storage capacity.
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RADARS

RADAR RANGE:	Effective range of the selected radar.
RADAR TYPE:	Radar display format (Standard, Circle, Octagon).
SCANNING INTERVAL:	Length of interval between radar updates.
ECM COUNTER:	Availability of a function that counters lock-on jamming.
NOISE COUNTER:	Availability of a function able to counter radar jamming.
MISSILE SENSOR:	Availability of a function that displays missiles on the radar.
BIO SENSOR:	Availability of a biosensor function.
STEALTH SENSOR:	Availability of a function able to detect stealth-concealed opponents.

* When equipping both a head part with radar capabilities and a back-mounted radar, the radar mounted on the AC's back takes precedence.

Q: Why can't I begin a mission?

A: Check the Assembly screen to see if the Equipment Incomplete message is displayed. If it is, make sure your AC design isn't missing one or more of the following minimum required parts: Head, Legs, Arms, Core, Generator, Radiator, FCS and Booster. A booster is not required when equipping tread or hover leg parts.

Q: Why is the warning message OVERWEIGHT displayed?

A: The combined weight of all equipped parts exceeds the equipped leg part's maximum load weight. Swap out some of the equipped parts for lighter ones, or use a leg part with a higher maximum load weight. An overweight AC can still be used in combat, but its mobility/speed will be greatly reduced.

Q: Why is the warning message ARMS OVERWEIGHT displayed?

A: The combined weight of all parts equipped on the arms (arm part itself, extension, inside, right/left weapons) exceeds the core's maximum load weight. Swap out some of these parts for lighter ones, or equip a core with a higher maximum load weight. An AC with overweight arms can still be used in combat, but its target acquisition speed/ability will be greatly reduced.

Q: Why is the warning message NOT ENOUGH ENERGY displayed?

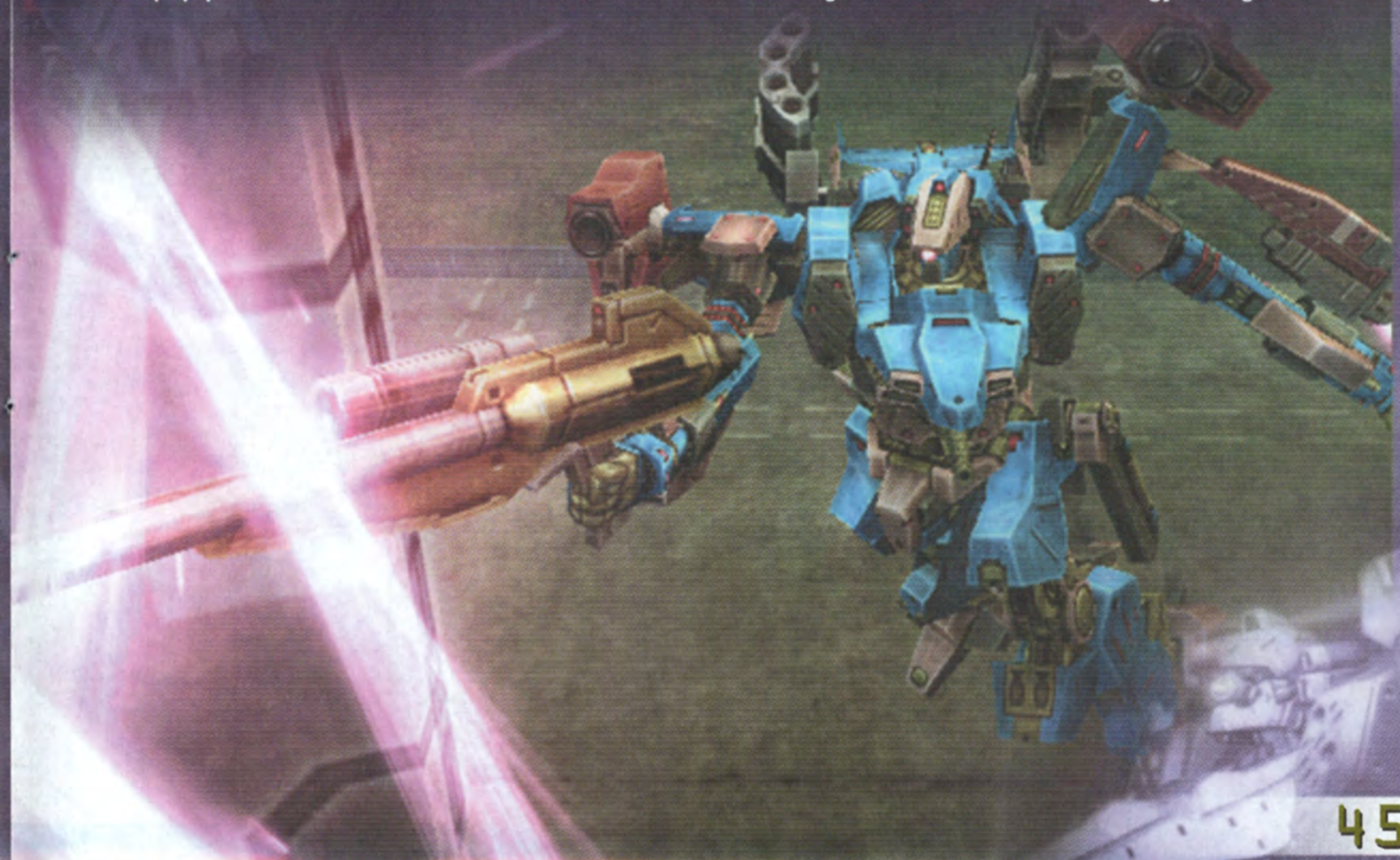
A: The combined energy consumption of all equipped parts exceeds the generator's maximum energy output. Swap out some parts for ones that use less energy, or equip a generator with higher maximum energy output. An AC that consumes more energy than the generator provides can still be used in combat, but its level of energy recovery will be greatly reduced.

Q: What should I focus on to build a fast, agile AC?

A: Keep the overall weight of the AC down; equip leg parts with high Moving Ability and a booster with high Boost Power.

Q: What should I focus on to build an AC that can take a lot of punishment?

A: Equip parts that bestow a lot of Armor Points and have high DEF Shell and DEF Energy ratings.



Q: What are the characteristics of the different leg parts?

A: Leg parts are an integral piece of equipment and play an important role in determining how an AC design will function. Below are some of the pros and cons of the different leg parts.

Lightweight Two-Leg:

Pro: Extremely agile/quick

Con: Low load capacity

Middleweight Two-Leg:

Pro: Well-balanced and provide a good platform for a variety of AC designs

Con: Compared to other leg parts, they have no distinguishing feature to set them apart

Heavyweight Two-Leg:

Pro: High maximum load capacity and AP endurance

Con: Speed performance is sacrificed for load carrying ability and AP

Reverse-Joint

Pro: Good jumping/turning performance and energy drain is kept to a minimum

Con: AP levels tend to be low

Four-Leg

Pro: Do not require a stationary firing stance to unleash cannon attacks

Con: High energy drain

Tank

Pro: Exceptional load capability and AP endurance, cannons can be fired while airborne

Con: No jump capability and slow movement performance

Hover

Pro: Can move over water

Con: No jump capability, low AP endurance

Q: How can I ensure I don't lose sight of opponents?

A: The easiest way to keep track of targets/opponents is to equip either a stand-alone radar unit (back), or a head part equipped with a built-in radar function. Once equipped and battle commences refer to the radar display in the top-right hand corner of the screen to locate targets and track their movement/position.

Q: Why am I missing what I aim for?

A: Wait until the lock-on sight turns red (meaning the target is acquired) before firing, this greatly increases your chances of scoring a hit. Don't fire when the lock-on sight is green, as this means there is something obstructing your view of the target. Some weapons (rockets) cannot achieve lock-on and must always be fired manually using your best judgment.

Q: How can I avoid leaving the area of operations?

A: Pay attention to the boundary indicators provided on the radar screen (yellow/red lines) and the warning beacon that sounds when your AC encroaches on these. If you hear the warning beacon or see the Leaving Area message, stop for a moment, get your bearings and move away from the area boundaries.

Q: What is the difference between Solid and Energy ammunition?

A: Weapons use either Solid or Energy ammunition. Weapons using Solid ammunition must be restocked after every encounter and this costs money. Weapons using Energy ammunition have no restocking costs associated with them, but firing them depletes the energy gauge.

Q: Why can't I dash or boost?

A: The most likely culprit is a depleted energy gauge. Dashing, boosting and firing energy weapons all reduce the energy gauge. If the gauge is depleted, there is no energy available to boost, dash or fire energy weapons until it has recharged (which takes time). Always keep a close eye on your energy gauge and make sure never to deplete it entirely.

Q: Why can't I fire my weapons anymore?

A: All weapons in the game have a limited amount of ammunition, if all rounds are expended, the weapon cannot be fired until after the mission ends and it is restocked. Minimize ammunition expenditure by firing only when target lock-on has been achieved.

Q: How can I avoid enemy attacks?

A: Experiment with different maneuvers such as boosting, jumping and strafing to stay out of an opponent's line of fire. Remaining stationary is a sure way to invite trouble, keep moving at all times.

Q: How do I change the perspective to look up and down?

A: Tilting your AC's viewpoint up/down is controlled using the L2/R2 buttons. If playing for the first time, try practicing these movements in the Garage's test facilities. Get comfortable with switching perspective while stationary before trying to incorporate these movements into a more complex repertoire. Simultaneously pressing both the L2 and R2 buttons reverts the perspective back to straight and level.



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