# Armored Core

# INTRODUCTION

The last war waged among nations, known as the Great Destruction ended with mankind vanishing from the surface of the Earth. The echo of humanity that survived left the howling winds and radioactive dust to make their home underground.

Half a century later, the concept of the nation is no more. Instead, Corporations lead and rule the populace. Though the world is making a rapid recovery through ruthless corporate competition, social disorder resurfaces as disparities in wealth, terrorist outbreaks, and racism refuse to let the strife end. The ruling Corporations, seeking ever-greater power and wealth, refuse to let the strife end.

It is a New World Order, where lives are bought and sold in a twisted free market economy.

But there are always exceptions to every rule...

The Ravens' mercenaries, who take on any mission for a price, pledge allegiance to nothing and no one and exist beyond the control of the Corporations. Hired to take out the competition, the Ravens take no sides and fight without regard for good or evil.



RAVENS' NEST

# SETTING UP

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the ARMORED CORE disc and close the Disc cover. Turn the PlayStation® ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play.

## LANGUAGE SELECTION

Once you have turned on your PlayStation® you will come to a Language Selection Screen. Choose from English, French, German, Italian, and Spanish by using the UP/DOWN Directional buttons to highlight your preferred language and the ⊗ button to select.

## CONTROLS

L2 Button

L1 Button

R2 Button

R1 Button

Directional Buttons

Select Button

Start Button

△ Button

○ Button
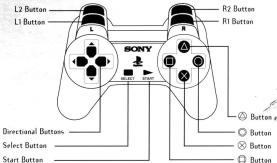
✕ Button

□ Button

The controls perform different functions depending on the current screen (Game Screen, Map Display Screen or Menu Screen). The following button assignments are the default configuration, however, button assignments may be changed to any user configuration through the OPTIONS Screen.

◯ button
GAME SCREEN:           Fires weapon
MAP DISPLAY SCREEN:    Move to the right
MENU SCREENS:          During emblem editing, opens EDIT CUSTOM COLOUR window

△ button
GAME SCREEN:           Opens doors, turns switches on/off or performs other actions; press to use the left-handed weapon (sword)
MAP DISPLAY SCREEN:    Move down
MENU SCREENS:          Return to previous screen or menu

□ button
GAME SCREEN:           Changes weapon
MAP DISPLAY SCREEN:    Move to the left
MENU SCREENS:          When colouring, use to select location to change; during emblem editing, performs the eyedropper function.

⊗ button
GAME SCREEN:           Booster jump; or dash by pressing the ⊗ button + Directional buttons
MAP DISPLAY SCREEN:    Move up
MENU SCREENS:          Select items

START button
GAME SCREEN:           Pause

**SELECT button**
GAME SCREEN:     Display map
MAP DISPLAY SCREEN:     Return to game screen
MENU SCREEN:     During emblem editing, change magnification

**Directional buttons**
GAME SCREEN:     UP - Go forward, DOWN - Go backwards, LEFT - Turn left, RIGHT - Turn right
MAP DISPLAY SCREEN:     UP - Rotate up, DOWN - Rotate down, LEFT - Rotate left, RIGHT - Rotate right
MENU SCREENS:     Highlight menu items

**L1 button**
GAME SCREEN:     Strafe to the left
MAP DISPLAY SCREEN:     Zoom out
MENU SCREENS:     During emblem editing, select tool

**L2 button**
GAME SCREEN:     Look up
MENU SCREENS:     During emblem editing, select colour palette

**R1 button**
GAME SCREEN:     Strafe to the right
MAP DISPLAY SCREEN:     Zoom in
MENU SCREENS:     During emblem editing, select tool

**R2 button**
GAME SCREEN:     Look down
MENU SCREENS:     During emblem editing, select colour palette

*NOTE:* At the game screen, press the L2 and R2 buttons simultaneously to centre the view.

## CHROME

This corporate conglomerate is based in Isaac City. It is one of the largest corporations in the world. Although they are not shy in publicising the strengthening of their monopolistic system of exerting control over the city, few dare to speak publicly against them because of the magnitude and extent of their power. In the field of pharmaceutical research and development, they have a partnership with the leading firm Chemical-Dyne Co.

## MURAKUMO MILLENNIUM

This large corporation is mainly involved in industrial manufacturing. Their influence is particularly strong in AC-related products, and their technical prowess is said to exceed even that of Chrome. They are also one of the few corporations who have made clear their opposition to Chrome's plans for monopolistic rule. For this reason, military confrontations frequently occur in the vicinity of Isaac City.

## GUARDS

The guards are security organisations in the service of each corporation, charged with maintaining public order in the regions ruled by each corporation. While their armaments differ slightly depending on their corporate parent, they seem to be somewhat at a loss when pitted against the terrorist groups who have begun running rampant lately.

## RAVENS' NEST

For a price, this mercenary organisation will take on any mission, be it legal or otherwise. The Ravens' Nest has no discretion with regard to the content of the mission or the requesters, and no details at all are known with respect to who runs it or how it came to be.

## RAVENS

These are the mercenaries affiliated with the Ravens' Nest. Once one registers as a Raven with the Ravens' Nest, their private computer network is used to dispatch missions, buy or sell AC parts and the like. However, this affiliation to the Nest places no restrictions on the Ravens.

## MT/AC

As mankind moved underground, one pressing societal need was to improve the efficiency and performance of machines. A rapidly developing robot technology called Muscle Tracer (MT) technology permeated society. The MT technology advanced steadily until a breakthrough was achieved with the establishment of the standard CORE concept.

Centred on the basic chassis design called the CORE or the torso, other common standards were soon adopted for various parts to be attached to the core. With the birth of a standard that permitted adaptation to various circumstances, the scope of activities of the MT was expanded even further.

Naturally, the first applications were adopted along military avenues. As corporations vied for ownership of the CMT (Cored MT) and strengthened their armaments, people began calling such heavily armed and modified MTs, Armored Cores (AC).

Pressing the START button at the Title Screen brings up the MODE MENU Screen, where you may choose a one-player game - SCENARIO MODE - or the two-player game - VS MODE. Use the Directional buttons to highlight a mode and press the ● button to select. Pressing the ✕ button at any time in the game will return you to the previous screen.

## SCENARIO MODE - 1 Player Game

This is a one-player game where you, as a member of the Ravens' Nest, accept mercenary missions. Upon successful completion of a mission, you are rewarded with credits (money), parts, or weapons. Use your rewards to customize your AC. Your original ACs may be saved to a Memory card and used later in head-to-head combat! (See the SAVE/LOAD section later on in this manual.)

## VS MODE - a) 2 Player Game on Split Screen

This is a two-player head-to-head battle where players are mercenaries working for opposing corporations. There are no rewards or AC improvements given to the winner in VS MODE. After a head-to-head combat is finished, a CONTINUE confirmation window is displayed. Select YES to continue or NO to return to the VS MODE Menu. Two-player games may be displayed either as a split-screen or on two screens using a link cable. Split-screen mode will automatically be selected unless a link cable is connected.

## b) 2 Player Game Using a Link cable

To play LINK VS Mode, two Consoles, two ARMORED CORE discs, and a link cable are required. Connect the Link cable to the Serial I/O terminal on the back of each PlayStation® and press the power ON. If the link cable is removed during LINK VS MODE combat, the game will return to the Title Screen.

*NOTE:* In VS MODE game, the options for Player 2 can only be accessed by entering SCENARIO MODE, selecting and saving the options then accessing the load facility in VS MODE to restore the options from the Memory card.

A single-player ARMORED CORE game consists of 1) registering your name with the Ravens' Nest, 2) building and customising your weapons and armour, 3) completing a test mission and joining the Ravens' Nest, 4) accepting a paid mission from the governing corporations, and 5) upon completing a mission, collecting your reward and using the money to create deadlier and faster ACs. You can alter the balance of world power depending on the missions you successfully complete.

Select NEW GAME at the SCENARIO MODE Screen. In order to become a Raven mercenary, you must first register with the Ravens' Nest.

## REGISTER YOUR NAME

Register your name using the Directional buttons to highlight letters and the ⊗ button to select. The ⊙ button erases the last letter entry. Use END to exit and press the ⊗ button to confirm your name.

Once registered, you are brought to the Ravens' Nest. Within these headquarters you have access to vital Raven operations: GARAGE, RANKING, MAIL, SYSTEM, MISSION, and SHOP.

## RAVENS' NEST GARAGE

At the Garage you can build and alter your AC's characteristics. Use the Directional buttons to scroll through the Garage options ASSEMBLY, OPTIONAL PARTS, PERFORMANCE, CHANGE COLOUR, EDIT EMBLEM, AC NAME ENTRY, and AC TEST) and press the ⊗ button to select.

## ASSEMBLY

Here you may choose the various components of which your AC is comprised.

## HEAD

The Head is the housing for bio sensors, radar, and other special functions.
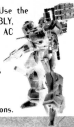
## CORE

The Core is the assembly base of an AC. The Generator and Fire Control System are housed here. The Core is also equipped with missile interception functions.

## ARMS

The Arms can be equipped with guns and laserblades, and can be used as weapons themselves.

## LEGS

There are four types of Legs - humanoid legs, reverse-joint legs, four-leg hovers, and caterpillar treads. The Legs determine whether the AC will be heavily armed or highly mobile.

## GENERATOR

The Generator affects the AC's energy gauge and assembly of parts.

## FCS

The FIRE CONTROL SYSTEM increases the distance and scope of weapon ranges, and improved the performance of missile lock-ons.

## BOOSTERS

The Boosters affect an AC's dash speed and aerial flight. Higher output yields greater speed performance.

## BACK WEAPONS

Selectable for both the left and right, the Back Weapons include missiles, rockets, heavy artillery, radar, and other auxiliary equipment.

## RIGHT ARM WEAPON

The Right Arm weapons include powerful single-shot rifles and rapid-fire machine guns.

## LEFT ARM WEAPON

The Left Arm may be equipped with a laserblade, which is very effective in close-range fighting. Using the laserblade drains energy.

## SELECTING BODY PARTS

Use the LEFT and RIGHT Directional buttons to scroll through the different available parts, and the UP and DOWN Directional buttons to change the body components. Press the ⊗ button to make your selection. Note that your choices will be limited when you first begin ARMORED CORE. After completing missions additional parts will be rewarded or available for purchase, so you can upgrade your AC as you play!

When an AC part or weapon is highlighted, press the ○ button to display its price, weight, energy drain, attack power, defensive capabilities and other details. Press the ○ button again to close the window.

| EP | Displays the output of the generator in Energy Points. |
| Legs WP | Displays the carrying capacity of the legs in Weight Points. |
| Core WP | Displays the carrying capacity of the core in Weight Points. |
| AP | Displays the Armor Points of the AC. |
| Weight | Displays the total weight of the AC. |

After selecting all the AC's parts, press the ⊙ button to assemble the AC. Results of your assembly are then displayed. If any of the values appear in red, it will not be possible to embark on a mission. The values on the left cannot exceed those on the right. In addition, one of the following warnings may be displayed:

EQUIPMENT INCOMPLETE    The AC is not equipped with the minimum number of parts required for a mission.

OVERWEIGHT              The total weight of the equipment exceeds the carrying capacity of the legs.

NOT ENOUGH ENERGY       The power drain of the equipment exceeds the output of the generator.

ARMS OVERWEIGHT         The total weight of the arms exceeds the carrying capacity of the core.

## OPTIONAL PARTS

Additional hardware enhancements may be installed in slots on both sides of your AC's Core. Like your weapons and armor, these optional parts may be rewarded or purchased after completing missions. The number of available slots is limited, so choose your enhancements carefully.

## PERFORMANCE

You can check the details of your assembled AC's total performance at this screen.

## CHANGE COLOUR

You can alter the look of your AC at this screen.

### EDIT EMBLEM
You can create a custom emblem that can be applied to the upper shoulders of your AC.

### AC NAME ENTRY
Name or rename your AC at this screen.

### AC TEST
Before beginning a mission, you can test your AC's abilities by playing a test scenario at the AC Test screen. During testing, ammo and repair costs are not deducted from your Credits. The AC Test ends when all enemies are destroyed or the AP value of your AC is reduced to zero. If you wish to abort a test in progress, press the START button to pause the game, then the SELECT button to display the confirmation screen. Press the ⊗ button to exit, or the ◯ button to return to the test.

### RANKING
You can view a list of the top-ranking pilots of the Ravens' Nest. Select a pilot with the ⊗ button for a profile and current ranking points.

### MAIL
During the progress of a game, you may obtain important information or receive corporate updates through the Mail Menu.

### SYSTEM
You can save and load emblems or data, and adjust the Game Options through the System Menu. Use the Directional buttons to highlight a choice and press the ⊗ button to make your selection.

## SAVE/LOAD DATA

To save a new game, select NEW once the Slot Selection Screen is displayed. If an existing game is selected, it will be overwritten with the current game. Cancel the save by pressing the Ⓐ button. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure you have at least two free blocks on your Memory card before commencing play.

## SAVE/LOAD EMBLEM

Up to seven custom emblems may be saved, however, in order to save an emblem the Memory card must have at least two empty blocks.

## OPTIONS

| | |
|---|---|
| MASTER VOLUME | Adjusts the overall volume of the game. |
| BGM VOLUME | Adjusts the volume of the background music. |
| TEXT MESSAGE | This determines whether or not text messages are displayed during the game. |
| VS STAGE | Determines the method of selecting the battle map in VS MODE. Use the UP and DOWN Directional buttons to select among SELECT, RANDOM, and TURN. When a link cable is used in head-to-head combat, it is not possible to select a battle zone. |
| CONTROL CONFIG | Alters the Controller button assignments. Use the Directional buttons to highlight the action to change, and press the Ⓐ button to make your selection, then press the new button that you wish to assign that action to. |
| VS TIME LIMIT | Specifies the head-to-head combat time limit. Choose from 2:00, 5:00 or infinity. |

# MISSION

Before the Ravens will let you join their mercenary band, you must successfully complete a test of your combative skills in the Ravens' Nest Test. If you succeed in the Ravens' Nest Test and complete your registration as a Raven, you will receive further mission requests through the Ravens' Nest. If you fail the Ravens' Nest Test, you cannot join the Ravens and continue the game. You will then be returned to the Title Screen.

At the Mission Request Screen you decide which missions you'll accept. The missions may be accepted in any order and the rewards vary according to difficulty and risk. Depending on the mission, you may be given an advance. After accepting one of these contracts, you may return to the Ravens' Nest and buy weapons and parts or change the configuration of your AC before beginning the mission.

After selecting a mission, the details of the mission are displayed. A red arrow at the bottom right of the window indicates that there is more information. After the briefing, press the ⊗ button. You are asked if you accept the contract. Use the Left and Right Directional buttons to choose YES or NO, and the ⊗ button to select. Once you accept a contract, you cannot select another mission until it has been completed, aborted, or your AC is destroyed. Once a mission is successfully completed, it is removed from the list.

## MISSION INCOME AND EXPENSE REPORT

Except for the Ravens' Nest Test and the Test, the Income and Expense Report Screen will be displayed at the end of a mission regardless of success or failure. Payoffs are made in a universal currency called Credits. Expenses for repairing damage to your AC and the cost of ammo used in the mission are deducted as expenses from your total Credits. Your game may continue even if your income has a negative balance, but once a certain amount is reached, you must restart the game from the beginning. In this case, your AC will retain the parts earned in previous missions and your Credit balance returns to zero.

## MISSION FAILURE AND QUITTING

A mission failure may result from major damage to your AC (AP of zero), leaving the battle area, failing to protect your assignment, or other reasons. To quit in the middle of a mission, press the START button to pause the game then press the SELECT button to call up the Quit Confirmation Window. Press the ⊗ button to quit or the ⊙ button to return to the game.

## SHOP

You can buy new parts for your AC and even sell old parts at the Shop. Select BUY or SELL with the Directional buttons and press the ⊗ button. To buy, you must have enough credits on hand. If necessary, you may sell non-essential parts or weapons first and then return to the BUY Menu. If your cash on hand is negative, only the Left and Right Arm Weapons and the Left and Right Back Weapons may be sold.

Before selling a part or weapon, you can highlight your choice and press the ⊙ button to display a detailed status window. Press the ⊙ button again to close the window. Press the ⊗ button to confirm all Shop transactions.

## AP

This is your AC's Armor Point (AP) value. If this value reaches zero, you have failed the mission and are returned to the Ravens' Nest.

## COMPASS

This indicates your current orientation on the battlefield.

## MISSION TIMER

A timer may be displayed depending on the mission. It may indicate either the time remaining or the elapsed time.

## RADAR

This radar screen is used to view the battle area and the location of enemies. Enemies and other important items are displayed as points and their elevations are indicated by different colours (Blue-above, Red-same elevation, Yellow-below). The radar screen only appears for AC's equipped with radar or a head with radar functions.

## MESSAGE AREA

Displays the following alarm messages:

**HIT**              Your AC has hit the enemy.

**DAMAGED**          An enemy attack has damaged your AC.

**!CHARGING!**       Your AC's energy has been completely depleted. While this message is displayed, neither the boosters nor energy weapons can be used until the energy gauge is completely recharged.

**LEAVING AREA**     Your AC is about to leave the battle area. The battle boundaries vary from mission to mission. Leaving the battle area results in a mission failure.

**ARMOR LOW**        Your AC's AP value is low.

## WEAPONS

Weapons that can be fired are displayed in green, the weapon in use is displayed in yellow, and empty weapons are displayed in red.

## MAP DISPLAY SCREEN

During game play, press the SELECT button to display the map. The detail of the map display differs depending on the head your AC is equipped with. The map can be rotated in any direction.

In addition to assembling your own Armored Core, you can customise your AC's colour, pattern, and emblem. Use one of the predefined colour and pattern templates or create your own colour combination from scratch.

## CHANGE COLOUR

From the Garage Menu in the Ravens' Nest, select CHANGE COLOUR. You are presented with two choices, CHANGE PATTERN and EDIT COLOUR.

## CHANGE PATTERN

From this menu you can select from a list of predesigned camouflage patterns or choose CUSTOM to create your own. If you select a pattern preset you will only be able to choose preset colour variations at the EDIT COLOUR menu. To be able to alter the colours of individual body parts choose CUSTOM and press the ⊗ button to return to the CHANGE COLOUR Menu, then proceed to the EDIT COLOUR Menu.

## EDIT COLOUR

When CUSTOM is selected, AC body parts can be coloured individually (GENERAL, HEAD, CORE, ARMS, LEGS, and DEFAULT). Select the part you wish to change and press the ⊗ button. You will be presented with RED, GREEN or BLUE and the LEFT and RIGHT Directional buttons to select RED, GREEN or BLUE and the LEFT and RIGHT Directional buttons to adjust their values. To alter BASE COLOUR, OPTIONAL COLOUR, DETAIL COLOUR, and JOINT COLOUR for each part, press the ⊗ button and you will scroll through these options.
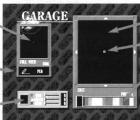
## EDIT EMBLEM

Choose EDIT EMBLEM from the Garage Menu in the Ravens' Nest by pressing the ⊗ button. Here you can create or edit an emblem, which is applied to the upper shoulders of your AC. A great way to personalise your custom-built Armored Core!



full display

GARAGE

paint space

cursor

colour palette

tool in use

custom colour
edit window

Use the following controls to paint your emblem or edit an existing one:

## DIRECTIONAL buttons

Move the cursor and navigate menus.

## SELECT button

Changes the magnification of the paint space among x2, x4, and x8. When display magnification is set to x4 or x8, the bars on the four sides of the paint space can be used to move the portion displayed. Use the Directional buttons to move the cursor to the bar in the direction you wish to move and press the ⊗ button.

**L1 and R1 buttons**
Selects the painting tool:

Pen       Move the cursor with the Directional buttons while holding down the ⊗ button
          to draw lines.

Line      Draws straight lines. Press the ⊗ button to specify the starting point, use the
          Directional buttons to move the cursor and then press the ⊗ button again to
          draw the line.

Box       Draws a rectangular box. Operation is the same as for the Line Tool.

Box/Fill  Draws a rectangular box filled with colour. Operation is the same as for the Line Tool.

Circle    Draws a circle. Operation is the same as for the Line Tool.

Paint     Fills a bounded area with colour. Select the colour to use, move the cursor to
          the place to be filled and press the ⊗ button.

Scroll    Moves an object drawn within the colour space.

**L2 and R2 buttons**
Selects the colours to be used. The colour at the left edge of the colour palette is
transparent. Areas painted this colour do not appear when the emblem is applied to your AC.

**⊗ button**
Displays the CUSTOM COLOUR EDIT window. Here you can change the colours in the main
colour palette.

Ⓒ button
Performs the eyedropper function by copying the colour at the cursor location to the
colour palette.

Ⓑ button
Displays EDIT EMBLEM SYSTEM Menu. Also closes the EDIT EMBLEM SYSTEM Menu and
CUSTOM COLOUR EDIT window if open.

## EDIT EMBLEM SYSTEM MENU

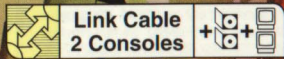| | |
|---|---|
| ZOOM | The paint space display magnification can be changed among x2, x4, or x8. |
| UNDO | Undoes the previous operation. |
| CLEAR | Clears the contents of the paint space. |
| SAMPLE | Pre-rendered emblems can be called up and viewed. Use the Directional buttons to highlight an emblem and press the ⊗ button to select. The L1 and R1 buttons change pages. |
| SAVE | Ends editing and brings up a choice: CHANGE THE EMBLEM? YES/NO. Selecting YES pastes the new emblem in place. |
| CANCEL | Cancels editing and returns to the Garage Menu. |

# Link cable

PlayStation

With a Link Cable from Sony, you can play two-player games without having to share half the screen with your opponent. With two copies of the game, two PlayStations and two monitors, you only need one Link Cable to have twice as much fun. So get connected!

Look out for other games that display the Link Cable icon.

Link Cable
2 Consoles

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