

The background of the cover is a detailed, close-up illustration of a mecha's head and upper torso, rendered in a warm, golden-yellow color scheme. The mecha has a complex, angular design with various mechanical details, including a circular gauge on its forehead and a large, cylindrical component on its chest. The lighting creates strong highlights and shadows, emphasizing the metallic texture and mechanical complexity of the armor.

ARMORED CORE 3

Portable

INSTRUCTION MANUAL

** WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing.

IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • disorientation • altered vision • seizures • eye or muscle twitches
- any involuntary movement or convulsion • loss of awareness

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

ARMORED CORE 3 Portable

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Thank you for purchasing PSP® (PlayStation®Portable) 'Armored Core 3 Portable'. Please thoroughly read the attached instructions before starting the game.

*All screenshots presented in this instruction manual were prepared during game development and may differ somewhat from the content of the actual game. Also, all control instructions are based on default settings.

STORY



The one made every decision.
People took it for granted and they had no doubt of such state.

Under the control of the one,
people kept creating a promised prosperity.
As time went on, some power called "Manufacturers" was born.

Manufacturers pursued more power
and then they went to war against each other.
Even the war, however, was ruled by the one.

Everything was planned in the world.
But now, gradually, confusion is certainly arising.



01 Starting the Game

The title screen will appear after the opening movie sequence has ended, or by pressing the  button to skip the sequence. Press the START button at the title screen to enter the Mode Menu.



Game Modes

NEW GAME

→ P11

Select this option to start playing at the beginning of the scenario mode. This is the main mode of the game that offers you a variety of missions to choose from.

LOAD GAME

→ P32

This option allows you to load saved data from the scenario mode to continue playing from where you left off.

CONNECTION

→ P34

With this option, you can use the AC you constructed in scenario mode and battle against other players over a wireless connection. Up to four players can compete at the same time.

02 Controls

Game Screen PSP® (PlayStation®Portable)



View	△ button	Look up	⊙ button	Look down
	△+⊙ buttons	Return to default view		
Movement	Analog stick	Advance/Retreat/Turn left/Turn right		
	L button	Strafe left	⊗ button	Boost/Jump
	R button	Strafe right		
	⊗ button+Analog stick, L or R button			Boost Dash
Combat	⊖ button	Fire weapon		
	Up button	Switch weapons <i>*In the order of Arm Unit R → Back Unit L → Back Unit R → Inside</i>		
	Down button	Use Arm Unit L/Trigger event/Pick up part <i>*Toggles shield ON/OFF when equipped.</i>		
	Left button	Over Boost or Exceed Orbit ON/OFF		
	Right button	Extension ON/OFF		
Unequip	L + R + △ + ⊙ buttons	Purge		
	L + R + △ + ⊙ + Up buttons	Purge the currently selected weapon (Arm Unit R/Back Unit L or R/Inside)		
	L + R + △ + ⊙ + Down buttons	Purge Arm Unit L		
	L + R + △ + ⊙ + Right buttons	Purge Extension		
*Weapon arms cannot be removed.				
Others	SELECT button	View map		
	START button	Pause/View abort mission menu		

*Button assignments can be changed (→P33).

Map Screen

Press the SELECT button while playing to bring up the map. The map can be rotated at will to verify the player's position and the layout of the area. The map display will vary depending on the currently equipped Head part.

○ button + Directional buttons	Move map
L button	Zoom out
R button	Zoom in
L + R buttons	Return to default view
Directional buttons	Rotate map
SELECT button	Return to the game

Menu Screen

When the Menu Screen is displayed, press the SELECT button to access the HELP feature. Use the directional buttons to move the cursor over an item for a brief explanation. When done, press the **○** button to close the HELP feature.

L or **R** buttons

ASSEMBLY, BUY, SELL, REPOSITORY

Toggle parts categories

△ button

ASSEMBLY, BUY, SELL

REPOSITORY

View status

MISSION

Skip mission briefing text



Directional buttons

Move cursor

SELECT button

Display HELP

START button

Display KEY GUIDE

○ button

Cancel

× button

Confirm selection

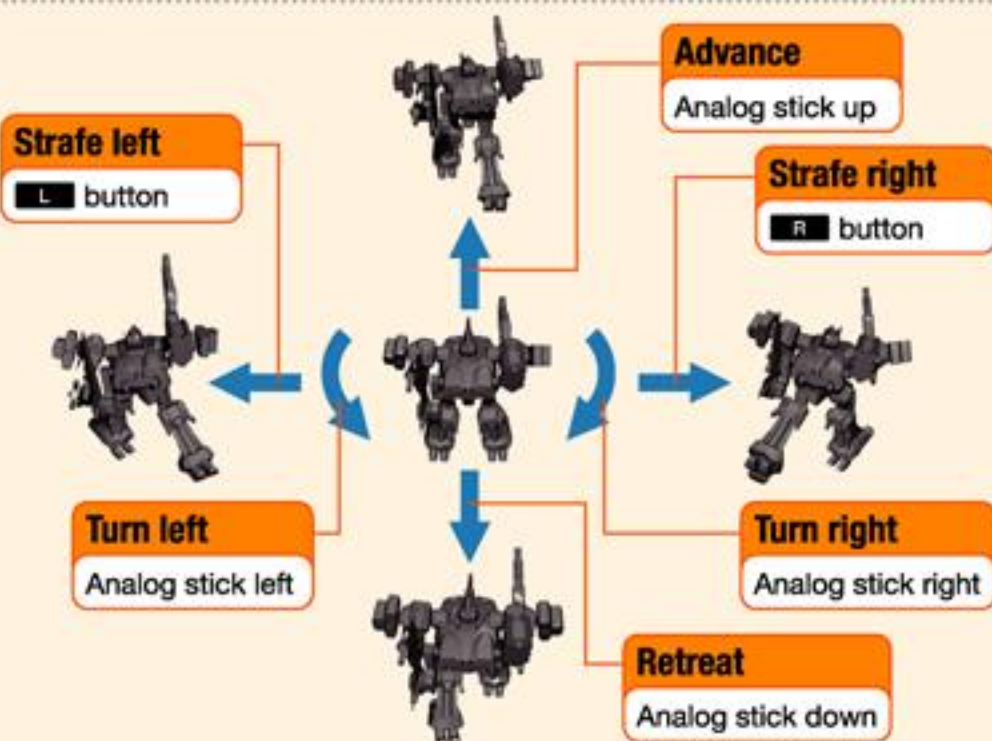
□ button

GARAGE

Change ACs

03 Actions

Basic Movement

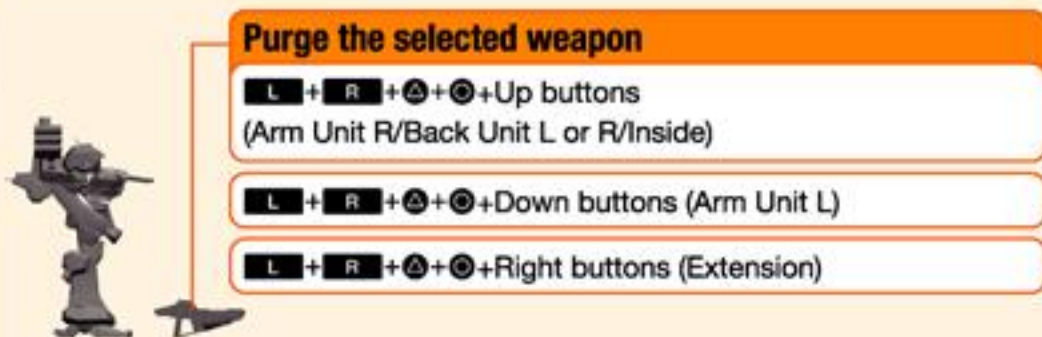


View Control



Unequip

Weapons that are no longer needed can be purged during a mission or while engaged in combat.



Boost Movement

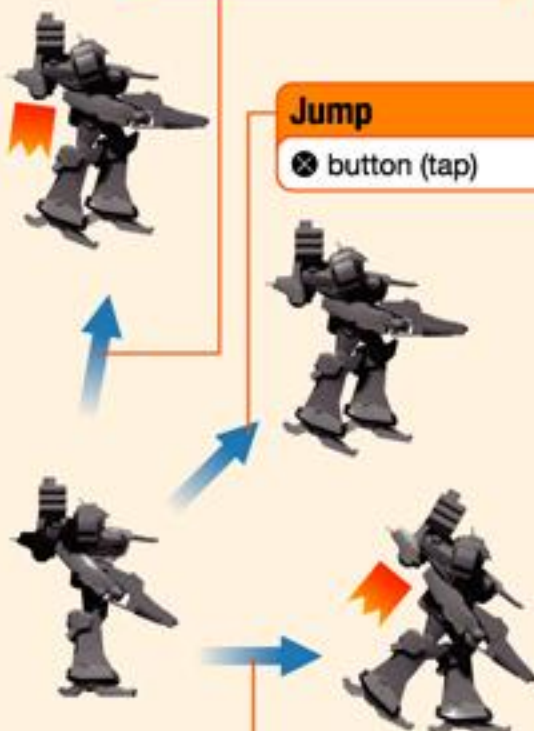
Biped/Reverse-Joint/Quadruped

Boost jump

⊗ button (hold)

Jump

⊗ button (tap)



Boost dash

⊗ button+Analog stick, ⊗+L or R buttons

Tank/Hover

Boost jump

⊗ button (hold)



Over Boost

Engages the emergency booster built into the AC's core to move at far greater speeds than a normal boost dash at the expense of consuming a significant portion of the energy gauge.

Over Boost ON

Left button



Over Boost OFF

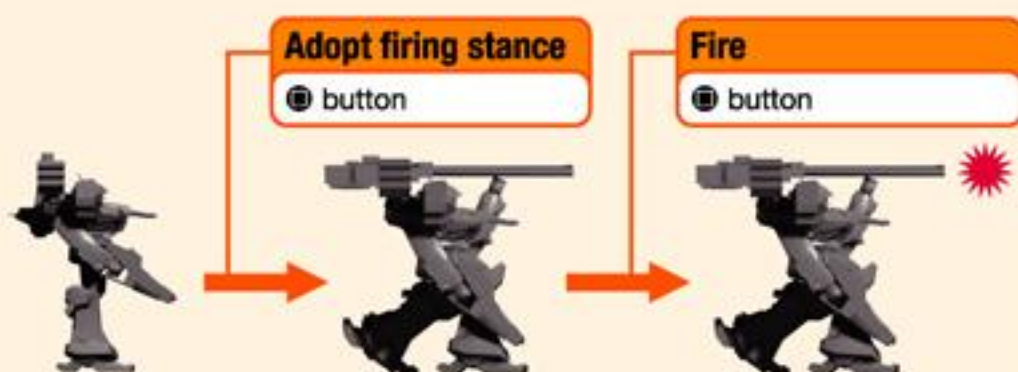
Left button

Arm Unit R & Back Unit

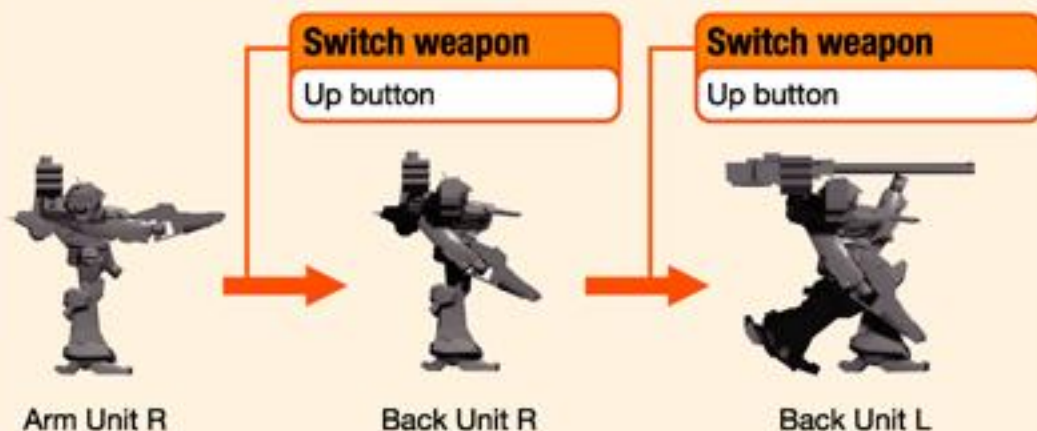

Fire Arm Unit R

(R) button

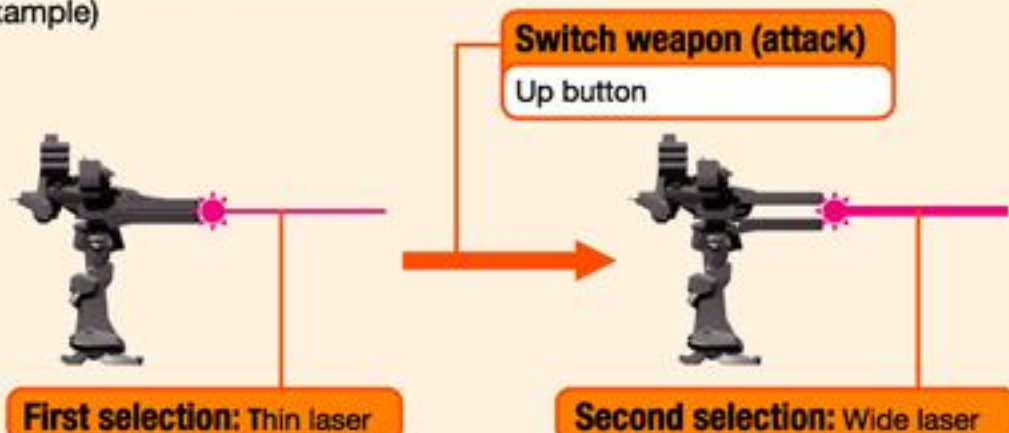
Cannons/Back Unit ACs equipped with biped, reverse-joint, or hover type legs must adopt a firing stance before firing cannon-type weapons. An AC cannot move while adopting a firing stance.



Change Weapons Press the up button to switch the active weapon from Arm Unit R → Back Unit L → Back Unit R → Inside → Arm Unit R.



Weapon Arms When equipped with a weapon arm, pressing the up button will switch the attacks between the first and second selections. (Example)



Arm Unit L



Slash with blade (attack with Arm Unit L)

Down button

Shield

Press the down button once to engage → press again to disengage



Shield ON

Down button

Shield OFF

Down button

Jumping Slash

Slashes performed in midair during a jump or boost jump can inflict more damage than blade attacks executed on the ground.



Other Weapons

Engaging an Exceed Orbit A miniature autonomous drone equipped to the AC's core can be activated to assume an orbit around the AC and automatically attack nearby enemies.

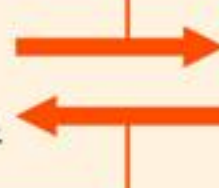
Exceed Orbit

Exceed Orbit ON

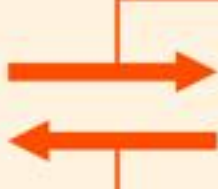
Left button

Exceed Orbit OFF

Left button



Engaging Extensions



Extension ON

Right button

Extension OFF

Right button

04 Overview

Armored Core 3 Portable consists of two game modes. One is a scenario mode which follows a storyline composed of a series of missions, and the other is multiplayer combat mode, where players can battle against each other using the ACs they've built in scenario mode.

MISSION

→ P28

Select this option to undertake various missions



Clear a variety of missions at the behest of the corporations to advance the story.

ARENA

→ P30

Select this option to participate in arena combat



Square off against other Ravens in single combat and compete for top ranking.

GARAGE

→ P14

Select this option to customize your AC



Construct a unique AC customized to suit your play style.

CONNECTION

→ P34

Select this option for multiplayer combat



Connect via WLAN to compete in a multiplayer battle (up to four players).

05 Playing the Game

You play as a Raven – a mercenary pilot of the battle mechs known as Armored Cores – hired to execute missions for the corporations. Complete their missions and fight your way through the Arena to advance the story.

The Big Three Corporations and Global Cortex



Global Cortex

Allied to none, this organization serves only to carry out the missions requested by its clients while maintaining a position of political neutrality. Global Cortex offers the services of multi-purpose combat mechs known as Armored Cores which are operated by mercenary pilots known as Ravens.



Mirage

This is the world's most powerful corporation. It seeks to reinforce its hold on the world by breaking free from the Controller's control. However, fearing retribution, Mirage keeps the majority of its activities well hidden beneath a veil of secrecy.



Crest

Though second to Mirage in scale, this massive conglomerate's desire to expand its influence is no less fierce. Unlike the larger corporation, Crest holds to the view that the Controller's control is the ideal solution to a well-ordered world, and is actively committed to upholding the current status quo.



Kisaragi

Unlike either of its rivals, Kisaragi takes an extremely pragmatic view of the Controller's reign. Having no interest in world domination, the corporation is focused on expanding its sphere of influence.

How to Start

When starting the game for the first time, select NEW GAME on the title screen and press the $\times$ button. During the game, you will be choosing options from the MAIN MENU to progress through the game.



06 The Game Screen

Viewing the Game Screen (Standard)



1 System Errors

AC system errors can occur due to a number of conditions. The system will recover after a period of time or if the direct cause of an error is eliminated.

CHARGING

CHARGING

Recharging Energy

This error is displayed when all energy has been expended. Boosters and energy weapons will not function for a period of time.

FCS ERROR

FCS ERROR

Lock-on Malfunction

Lock-on feature will not function.

DANGER HEAT

DANGER HEAT

Overheat Warning

Indicates that the AC's internal temperature is approaching critical levels.

OUTPUT DOWN

OUTPUT DOWN

Overheat

AP is reduced until internal temperature returns to an acceptable level.

RADAR ERROR

RADAR ERROR

Radar Malfunction

Radar is unable to display enemy targets.

SHORTAGE EN

SHORTAGE EN

Insufficient Output

AC energy recovery rate is down (→P15).

OVER WEIGHT

OVER WEIGHT

Excess Weight

AC movement speed is down (→P15).

OVER WEIGHT

ARMS OVER WEIGHT

Excess Weapon Weight

Weapon accuracy is down (→P15).

OPTIMIZING

OPTIMIZING

Error Recovery in Progress

Indicates that the AC is currently attempting system error recovery.

2 AP (Armor Points)

AP represents an AC's endurance. When the AP count reaches "0," the AC is destroyed and the mission ends in failure. The game will then return to the Menu Screen.

3 Energy Gauge

Indicates the AC's currently available power supply. Boosters and energy-based weapons consume energy. When the gauge reaches empty, boosters and energy-based weapons will not function for a brief period of time.

4 Lock-On Sight

Indicates the attack coverage of a currently selected weapon. The sight turns red when target lock-on is achieved. Weapon coverage varies depending on the equipped weapon and fire control system (FCS).

*No lock-on sight is displayed for Arm Unit L weapons.

5 Compass

Indicates the direction that the player is currently facing.

6 Time

Displays the remaining time for certain missions.

7 Lock-On Marker

Highlights currently locked-on targets. Depending on an equipped weapon, the number of locks are displayed. A green marker indicates an obstacle in the line of fire. A red marker denotes a clear shot.

8 Radar

The radar displays the boundaries of the operation area and any enemy positions. Enemies appear as a $\triangle$ symbol, color-coded to denote their elevation levels relative to the player's AC. Enemies are only displayed when the player is equipped with radar or a radar-enabled head part.

Lower	Even	Higher
Yellow	← Red →	Blue

*Allied units are displayed in green.

9 Equipment

Displays equipped weapon and ammunition info. Equipped weapons are shown in orange, with the currently selected weapon in green. Weapons with no remaining ammo are shown in red.

10 Reload Gauge

The selected weapon can be fired once the gauge is full. Reload times vary depending on the equipped weapon.

11 System Message Readout

HIT HIT

Indicates that your attack has hit a target.

DAMAGE DAMAGE

Indicates that your AC has sustained damage from an enemy attack.

ARMOR LOW ARMOR LOW

Warns that your AC's AP is low.

DESTROY DESTROY

Confirms the elimination of a target.

GUARD GUARD

Indicates that your attack has been successfully blocked by a shield.

07 Customize Your AC

Select the parts you want and construct your own unique AC.

Changing Parts on Your AC

With ASSEMBLY, you can exchange parts on your AC. Press the right or left button to select a parts category, then press the up or down button to select an available part on the list. Once you have selected the desired part, press the **X** button to confirm. The readout at the bottom center displays the status of a selected part (**→P18**) with values color-coded relative to the parameters of the current build: blue denotes a higher performance than the current equipment, red denotes lower. Use the displayed information as reference when selecting parts.



X button	Confirm
○ button	End customization and return to previous screen
△ button	View part parameters (→P18)
□ button	Open the command menu (buy/sell/store parts)
L / R button	Toggle part type (example: rifles→sniper rifles→machine guns, etc.)
Directional button Left/right	Select parts category
Directional button Up/down	Select part

Press the SELECT button while customizing your AC to bring up the HELP text, and then move the cursor up or down to highlight individual items for an explanation. This is particularly useful for checking a part's parameters and other information.



Warning Messages

Some combinations of parts can yield poorly balanced ACs that are inappropriate for deployment or exceptionally unsuited to combat. Try to avoid combinations that result in the following warnings.



EQUIP INC

The current build cannot be deployed if it is missing any of the following parts: head, legs, body, arms, generator, booster, FCS, or radiator. Equip whatever is missing. If you exit and re-enter the garage, your AC will automatically be equipped with the required part(s).

OVER WEIGHT

The total load exceeds the recommended maximum load of the equipped legs. Either lighten the load, or select different legs. If deployed in this state, the AC will have decreased mobility.

ARMS OVER WEIGHT

The arm load exceeds the recommended maximum load of the equipped core. Either lighten the load, or select a different core. If deployed in this state, the AC will have decreased firing accuracy.

SHORTAGE EN

The AC's total energy consumption exceeds the output of the equipped generator. Equip your AC with parts that consume less energy, or select a different generator. If deployed in this state, the AC will have a decreased energy (EN) recovery rate.

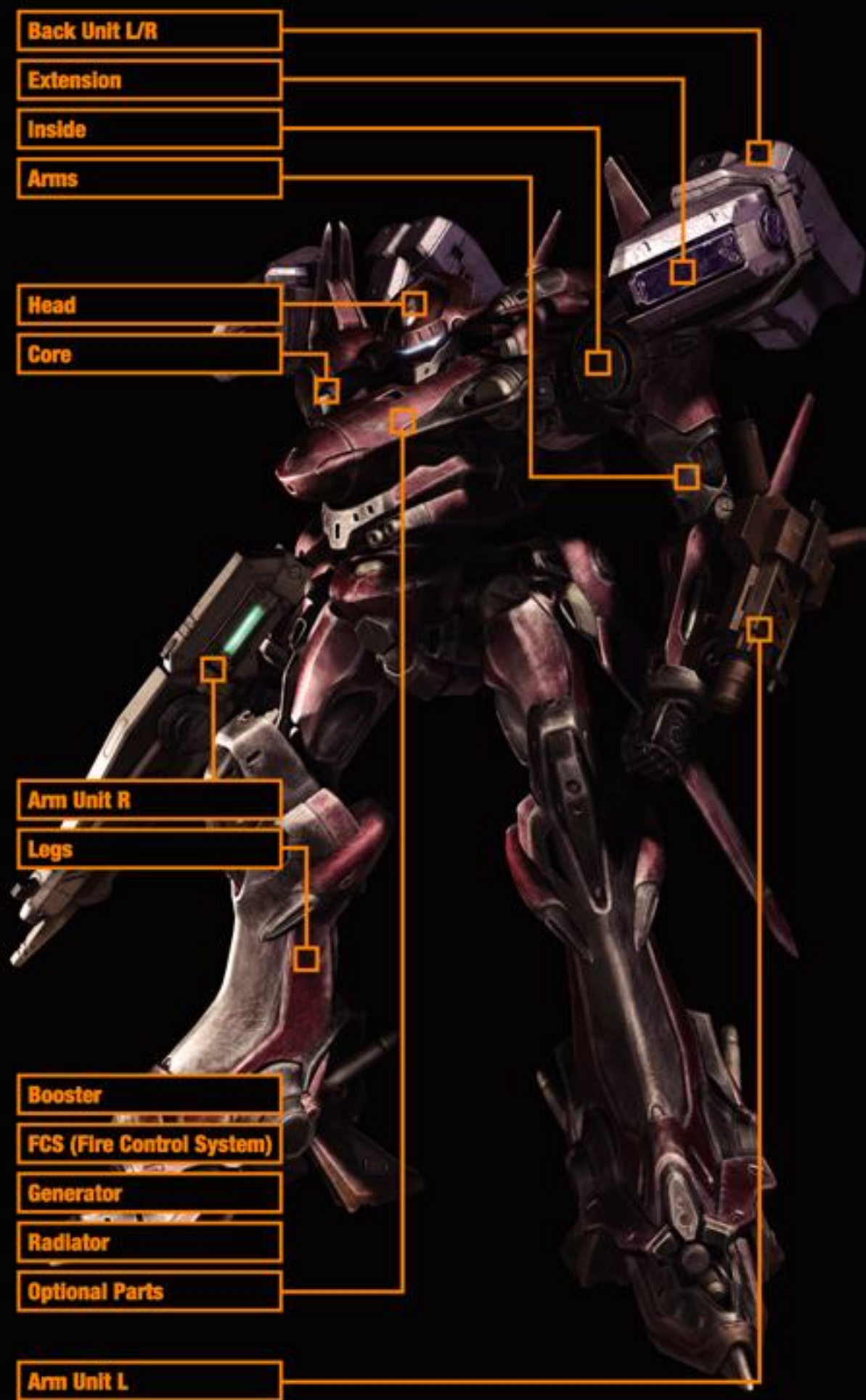
Changing Your AC

You can store up to five different builds. In addition, you can share parts between the builds. While in the GARAGE, press the  button to change ACs. As your selection of parts grows, you can build ACs suited for different applications (example: mission use versus arena use).



AC Composition

ACs are composed of 14 different parts built around a core.



Part Types

	Head	The head has built-in special functions including bio sensors and radar. Computer and map readouts can vary depending on the equipped head.
	Core	The core forms the basic foundation for every AC build, and is available in two types: Over Boost and Exceed Orbit. The generator, FCS, radiator and optional parts all connect directly to the core.
	Arms	Arms come in two types: standard arms that are capable of gripping firearms and laser blades, and weapon arms which are destructive hardware units directly attached to the AC at the shoulder. Standard arms also affect the damage dealt by blade attacks.
	Legs	There are five leg types: biped, reverse-joint, quadruped, tank, and hover. They differ primarily in their movement characteristics, and also affect the use of certain weapons.
	Booster	Boosters determine an AC's dash or airborne capabilities. The greater the output, the better the AC's speed performance.
	FCS	The Fire Control System affects weapon functionality in terms of sight coverage, lock-on range, and missile homing performance.
	Generator	The energy source used to power an AC. Each part consumes a set amount of energy, meaning a more powerful generator allows higher-spec builds, as well as improvements in boost movement and energy-based weapon performance.
	Radiator	This cooling system regulates the AC's internal temperature, which increases when enemy fire is sustained or certain parts are used. In short, it keeps the temperature at a manageable level to prevent overheating damage.
	Optional Parts	Additional internal parts can be installed in open core slots to improve the performance of the AC by boosting parameters such as attack or defensive power.
	Inside	A secondary weapon equipped within the AC's shoulder. There are several types of offensive and defensive equipment that include direct attack weapons and missile guidance disruptors.
	Extension	A support unit connected to the outer arm. Extensions include auxiliary boosters, rapid-fire interceptor missiles, and more.
	Back Unit L/R	In addition to heavy artillery such as missiles or rockets, support options including radar units and spare magazines are also available.
	Arm Unit R	Primary part for equipping rifles, machine guns, and other standard firearms. Various types are available including those with blade-like functions.
	Arm Unit L	In addition to specialized weapons such as laser blades and shield units, this part also supports standard firearms.

PARTS INFORMATION

The following parts parameters are displayed on the ASSEMBLY screen in GARAGE, with additional information being called up at the press of the  button. The parameters vary depending on the part being viewed.

Universal Part Parameters

MANUFACTURER	Indicates the name of the part manufacturer.
WEIGHT	Indicates the weight of the part.
ENERGY DRAIN	Indicates the amount of energy the part consumes when equipped.

External Part Parameters (Head, Core, Arms, Legs)

AP	Endurance value of the currently selected part. The higher the value of the selected part, the more it contributes to the overall endurance value of an AC unit.
DEF SHELL	Defensive capability against solid munitions. The higher the value, the less damage sustained per hit.
DEF ENERGY	Defense against energy munitions. The higher the value, the less damage sustained per hit.
COOLING	The part's heat release rate.

Weapon Part Parameters (Weapon Arms, Back Units, Arm Units, Shields)

TYPE	Indicates the part type.
WEAPON LOCK	Indicates a weapon's lock-on characteristic. "—" indicates no lock-on capability.
ATTACK POWER	The amount of damage inflicted by a single round.
ATTACK HEAT	The amount of heat directed into a target when a round makes contact.
RANGE	Indicates the effective attack range. The higher the value, the further the distance that a weapon is capable of firing.
MAXIMUM LOCK	The maximum number of simultaneous locks. Missile launchers are capable of multiple locks.
FIRING INTERVAL	Time interval between subsequent round discharges. The lower the value, the more rapid the firing rate.
AMMO	The number of ammunition rounds in a weapon's magazine. Certain weapons fire multiple rounds in a single burst. For energy weapons, this amount indicates the number of times a weapon can be fired.
AMMO TYPE	Indicates the type of ammunition used (Solid or Energy).
AMMO PRICE	Indicates the cost per single round of ammunition for the selected weapon. Energy rounds do not require purchase to be replenished.
USAGE DRAIN	Energy consumed when an energy round is discharged.

Laser Blade Parameters

ATTACK HEAT	The amount of heat directed into a target when the blade makes contact with a target.
DISCHARGE HEAT	The amount of heat generated with the release of a blade's energy wave.
RANGE RATING	Indicates the effective range of a blade.
WAVE RANGE	Indicates the effective energy wave range.

Energy Shield Parameters

DEF SHELL	Indicates a shield's defensive strength against solid munitions.
DEF ENERGY	Indicates a shield's defensive strength against energy munitions.
SHIELD COVERAGE	Indicates a shield's effective range of coverage.
DISCHARGE HEAT	Quantity of heat generated when blocking an attack.
HEAT INSULATION	Indicates a shield's effectiveness at minimizing the heat increase sustained when blocking an attack.

Radiator Parameters

COOLING	A radiator's heat dissipation rate.
FORCED COOLING	Indicates a radiator's effectiveness at reducing an AC unit's temperature when it exceeds critical levels.

Head Part Parameters

COM TYPE	Indicates computer type which determines the content of situation updates during a mission. Types available are Standard, Detailed, and Special.
COMPUTER VOICE	The gender of a computer's voice (Male or Female).
SYSTEM RECOVERY	Indicates the speed of system error recovery.
AUTO MAP	Provided: Automatically records and displays a map of the mission area. None: Only displays a map of the immediate area.
BIO SENSOR	Indicates whether or not the selected head part is equipped with a built-in bio sensor for locking on to organic weapons.
ECM CANCELER	Indicates whether or not the selected head part is equipped with electronic countermeasures for countering lock-on jamming attempts.
RADAR FUNCTION	Indicates whether or not the selected head part is equipped with radar.
RADAR RANGE	Indicates a radar's effective search range. The larger the value, the broader the area coverage.
RADAR TYPE	Indicates the radar display format. Only Standard type is available for head parts.
SCANNING INTERVAL	Indicates the time interval between radar updates.
MISSILE SENSOR	Indicates whether or not the selected head part is equipped with a sensor enabling the display of missiles on radar.

Core Part Parameters

MAX ARM WEIGHT	The maximum load weight permitting optimal arm part performance. Includes the weight of Arm Units, equipped weapons, as well as Inside and Extension parts.
VS MG RESPONSE	Indicates missile interception performance.
VS MG RANGE	Indicates the range for intercepting incoming missiles. Range distance extends outward from the front of the AC.
OPTION SLOTS	Indicates the total number of slots available for equipping optional parts.
CORE TYPE	Indicates a core's function—OB (Over Boost) or EO (Exceed Orbit).
OB POWER	Indicates the amount of thrust output when Over Boost is engaged.
OB ENERGY DRAIN	The amount of energy consumed when Over Boost is engaged.
OB DISCHARGE HEAT	The amount of heat generated when Over Boost is engaged.
EO ATTACK POWER	Exceed Orbit's attack power.
EO AMMO	Exceed Orbit's number of ammunition rounds.
EO TYPE	Indicates Exceed Orbit's ammunition type.
EO ATTACK HEAT	Quantity of heat directed into a target from an Exceed Orbit attack.
EO FIRING INTERVAL	The reload time required by an Exceed Orbit unit.
EO USAGE DRAIN	The energy consumed when Exceed Orbit is engaged.
EO RANGE	Exceed Orbit's effective attack range. The higher the value, the greater the distance.

Arm Part Parameters

ENERGY SUPPLY	Indicates the auxiliary energy supplied to Arm Unit L.
RECOIL CONTROL	Indicates the selected arm's ability to suppress weapon recoil.
REACTION SPEED	Speed performance of the selected arm part when attacking with a blade.

Leg Part Parameters

MAX LEG WEIGHT	Maximum load weight permitting optimal leg part performance. Affected by the weight of all parts.
MOVING DRAIN	The amount of energy consumed when moving.
STATIONARY DRAIN	The amount of energy consumed when stationary.
MOVING ABILITY	The higher the value, the faster an AC's non-boosted movement speed.
TURNING SPEED	Indicates the unit's maximum turning speed.
JUMP PERFORMANCE	Indicates the part's jumping performance value. A designation of "—" means an AC is incapable of jumping.
BRAKING ABILITY	Indicates the part's braking performance.
LANDING STABILITY	Indicates the part's landing stability performance.
DEFENSE STABILITY	Defensive stability performance value. The higher the value, the better the projectile impact absorption.

Generator Parameters

ENERGY OUTPUT	A generator's total energy output for all equipped parts.
CONDENSER CAP	The energy storage capacity indicated with the energy gauge displayed during missions at the left side of the screen.
EMERGENCY CAP	The energy reserve capacity indicated as the energy gauge's red zone.
CALORIFIC HEAT	Value indicating a generator's constant heat emission.

Booster Parameters

BOOSTER POWER Indicates the amount of thrust generated when a booster is engaged. The higher the value, the faster the acceleration.

CHARGE DRAIN The amount of energy consumed when boosting. The higher the value, the more the energy gauge will be depleted.

FCS Parameters

LOCK TYPE Determines the FCS's lock-on characteristics.
STANDARD: Average sight and lock-on range.
WIDE & SHALLOW: Wide sight, short lock-on range.
NARROW & DEEP: Narrow sight, long lock-on range.
LENGTHWAY: Vertically extended sight.
SIDEWAY: Horizontally extended sight.

TARGETING Indicates the FCS's lock-on capability.
SINGLE: Single target lock-on capability.
MULTI: Multiple target lock-on capability.

MAXIMUM LOCK Indicates the maximum number of possible missile lock-ons against either single or multiple targets.

LOCK TIME Indicates the time required to lock onto a target.

MAX LOCK RANGE FCS's maximum lock-on range. The greater the value, the longer the lock-on range.

PRECISION Indicates the targeting accuracy of the currently selected FCS part.

AVG LOCK RANGE FCS's average lock-on range.

Extension Parameters

EFFECT DURATION Indicates the length of time that the stealth function can be sustained.

RECOVER ENERGY The amount of energy recovered per use.

USAGE LIMIT The number of times a non-ammo-based Extension can be used.

Additional Magazine Parameters

FUNCTION ADD AMMO Indicates increased ammunition storage capacity.

Radar Parameters

RADAR RANGE Indicates a radar's effective search range. The larger the value, the broader the area coverage.

RADAR TYPE Indicates the radar display format (Standard, Circular, or Octagonal).

SCANNING INTERVAL Indicates the time interval between radar updates.

ECM COUNTER Indicates whether or not the radar is capable of countering lock-on jamming.

NOISE COUNTER Indicates whether or not the radar is capable of countering radar jamming.

MISSILE SENSOR Indicates whether or not the radar is capable of detecting missiles.

BIO SENSOR Indicates whether or not the radar is capable of detecting biological anomalies.

STEALTH SENSOR Indicates whether or not the radar is capable of detecting opponents using stealth concealment.

*Some Head parts offer the same attributes as dedicated radar units. If both a radar-enabled head and a dedicated Back Unit radar are equipped, the Back Unit radar functions will be prioritized.

Equipping Optional Parts

Using the OPTIONAL PARTS option in ASSEMBLY, optional parts can be added to an AC unit. Optional parts refer to internal components that can be equipped to a core to improve an AC's performance. The number of available slots for equipping parts varies by core, and the number of slots required by optional parts varies as well.



ⓧ button	Equip or remove an optional part
Directional button Up/Down	Select an optional part

Buying and Selling Parts

In GARAGE, parts can be purchased with BUY or sold with SELL. Some parts are not available at the outset of the game, but can be bought or sold once they are unlocked. Because parts sell for 100% of their original value, players may find it easier to repeatedly buy and sell parts during the early stages of the game when their funds are low.



ⓧ button	Confirm a parts category, confirm purchase/sale
⓪ button	Cancel, return to the previous screen
△ button	View part status (→P18)
Directional button Up/down	Switch parts category
Directional button Left/right	Select a part

Repository

Using the REPOSITORY option in GARAGE, you can hide parts that you do not wish displayed in the ASSEMBLY mode list. Parts placed in the REPOSITORY are marked with "REP" next to their names.



ⓧ button	Show/Hide a part
⓪ button	Return to the previous screen
Directional button Up/down	Switch parts category
Directional button Left/right	Select a part

*Pressing the ⓪ button within ASSEMBLY mode will open a menu with the BUY, SELL and REPOSITORY options which are convenient for managing your parts.

08 Change Your AC's Color

Using the PAINT option in GARAGE, you can change the color of your AC's body and weapons.

Use a Sample Color

Choose from a set of simple preset color scheme options to change the coloring of your AC unit.



Create a Custom Color Scheme

For a more personal look, set the colors for each of five categories: BASE, AID, OPTIONAL, DETAIL and JOINT. Press the Directional button up or down to change categories. In addition to global changes by parts category, single part colors can be set individually.

After selecting a parts category, press the Directional button up or down to select R (red), G (green) or B (blue), then left or right to adjust the color values.

- * The GENERAL color (the entire AC body) is based on the core part's color. WARNING: When you change the core part's color, a GENERAL color change will overwrite any previous color changes made to individual parts.



RGB Adjustment Bar

Part

Full View

Add Camouflage

In PATTERN, you can add camouflage patterns by selecting a part that you wish to paint and selecting CAMOUFLAGE.



09 Add an Emblem to Your AC

In addition to changing your AC's color, you can use the PAINT option in GARAGE mode to create and edit emblems (logos) and affix them to your AC unit.

Use a Sample Emblem

Pre-made, stock emblems are available under SAMPLE EMBLEM. Use the Directional button to select an emblem, then press the $\times$ button to confirm.



Create a New Emblem

Emblems can be created or edited under EDIT EMBLEM, then later affixed to an AC.



Tool Window

Canvas (Paint Area)

Cursor

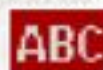
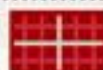
Info Window

Full View (Emblem Preview)

$\odot$ button	Eyedropper tool (set the color indicated by the cursor as the current color)
$\odot$ button	Color Select (select the current color from a palette)
L button	Undo
R button	Zoom in (1x→2x→4x→8x→1x)
Analog Stick	Pan View

*The color at the upper left of the color palette is transparent and will allow the AC's color to show through when applied. For editing purposes, transparent areas will blink for easy identification.

Tools

-  **Rectangular Select** (Rectangular Marquee/Square Marquee)
Press the  button to set the starting point, then move the cursor and press the  button again to set the ending point.
-  **Elliptical Select** (Elliptical Marquee / Circular Marquee / Centered Ellipse / Centered Circle)
Press the  button to set the starting point, then move the cursor and press the  button again to set the ending point.
-  **Polygonal Select**
Set points with the  button, close the outline with the  button.
-  **Deselect**
Press the  button to clear the current selection.
-  **Pen**
Draw freehand lines of the set width in the currently selected color.
-  **Eraser**
Erases with the currently selected color at the set width.
 **(Erase All)**
When there is no currently selected area, the entire image will be made transparent.
-  **Line**
Draw straight lines of the set width in the currently selected color.
-  **Text**
Press the  button to add text.
*Choose from three fonts and three sizes.
-  **Fill** (Fill Color/Fill All)
Change all contiguous pixels of the same color (or the selected area) to the currently selected color.
-  **Draw Border**
Press the  button to set the starting point, then move the cursor and press the  button again to set the ending point.
-  **Cut**
Copy color information for the selected area to the clipboard and make the area transparent.
-  **Copy**
Copy color information for the selected area to the clipboard.
-  **Paste**
Paste the contents of the clipboard onto the image at the selected location.
-  **Flip**
Flip contents of the selected area horizontally or vertically with the Directional button.
-  **Rotate**
Rotate the selected area with the Directional button (in 90 degree increments).
-  **Grid Settings** (Grid Size/Primary Guides/Secondary Guides)
Adjust the settings for the guide grid. Primary guides are shown as thick lines, while secondary guides are thin, and divide the primary guides into fourths.
-  **Edit Palette** (RGB Color Adjustment/Gradation Settings)
Change palette colors using the RGB slider bar, or create a smooth gradation between two palette colors.

10 Customize the Display Layout

Using the COCKPIT option in GARAGE, you can change the color as well as gauges and other on-screen information displayed during missions. Some gauges cannot be hidden, and others are only available in CONNECTION and ARENA.

Change Panels

Gauges and readouts outside of the standard set can be toggled on or off under CHANGE PANEL.

Change Color

With CHANGE COLOR, you can customize the color of the on-screen gauges. To do so, press up or down on the Directional button to select a color, and then press the  button to confirm.

▲ Required Gauges The following standard gauges cannot be hidden.

Time, Energy Gauge, Lock-On Sight, Radar, Compass, Equipped Weapon, Enemy Lock-On Alert, AP, Temperature, Standard Messages, and System Error Messages

Viewing the Cockpit



1 ENEMY WEAPON

The enemy's equipped weapons. The currently selected weapon is shown highlighted, and any unequipped slots are grayed out.

2 ENEMY HEAT

The enemy's current temperature.

3 ENEMY ENERGY

The enemy's remaining energy. Shown in red when the enemy is charging.

4 ENEMY DATA

The enemy's equipped weapon and remaining ammunition count.

5 REMNANTS ENEMY

The number of enemy units remaining. As enemy units are defeated, the bar is reduced.

6 OUTER HEAT

The exterior temperature.

7 SPEEDOMETER

The AC's current speed.

8 ALTIMETER

The AC's current altitude.

* **1 ~ 4**: CONNECTION and ARENA only **5**: MISSION only

11 Name Your Pilot and AC

Use the PILOT NAME ENTRY option in GARAGE to enter your pilot's name, and the AC NAME ENTRY option to name your AC unit.



ⓧ button	Confirm, enter a character
⓪ button	Cancel
Ⓢ button	Backspace
L / R button	Toggle character set

Some special characters and symbols may not be displayed properly in the game.

12 Test Your AC

Use the AC TEST option in GARAGE to test an AC after customizing the unit. It can be quite difficult to get a feel for just how an AC will perform based solely on numeric data. The solution is to take the unit for a test ride. This option is also useful for practicing controls. When you complete a test, you will be assigned a rank based on your results which will also provide you with a guideline for assessing your AC's build.



*You will not be charged ammunition or repair costs in Test mode.

AC TEST 1

Practice destroying stationary targets within a set time limit.

AC TEST 2

Practice destroying targets that move and attack like actual enemy units.

13 Mission Scenarios

Select MISSION in the MAIN MENU. The MISSION scenarios represent a major part of this game and are designed to enhance your Armored Core experience.



Preparing for Combat

1 AREA SELECT

Select an area to get started with your missions.



2 MISSION SELECT

A list of currently available missions and their respective rewards will be displayed on-screen. Select the mission that you wish to undertake.



3 CONTRACT

A detailed contract describing the contents of your mission will be displayed.

*Once you enter into a contract, you will not be able to accept any other agreement.



4 CONSORT

The status of your current AC unit will be displayed for your review. At this point, you can choose to hire a consort for combat support. If your decision is to attempt the mission on your own, select START MISSION and confirm it to enter the field of battle.



5 CONSORT SELECT

If your choice is to hire a consort, select the unit you wish to engage for your mission and confirm it.



ⓧ button	Confirm
Ⓞ button	Cancel, return to the previous screen
Ⓐ button	View consort profile and performance (CONSORT SELECT only)

Success and Failure

Mission Complete

Missions have a variety of victory conditions. These include everything from escorting an allied unit to eradicating an entire enemy force occupying a battlefield. There are also a number of sub-conditions that can raise or lower the reward for a mission. You should bear these in mind when making field decisions.

Mission Failure

Missions also have a number of failure conditions. These include the following situations.

■Your AC Is Destroyed

If the AP (Armor Points) of your AC unit reaches "0," your AC is destroyed and your mission ends in failure.



■Leaving the Combat Zone

Some missions take place within designated areas. Moving outside of that area will result in mission failure. The combat zone perimeter is shown on the radar display as a pair of red lines with the zone ending at the outer line. On some maps, gaining or losing too much altitude also constitutes as leaving the combat zone.



■Aborting the Mission

If you press the START button during a mission, you will be given the option to abort. Aborting a mission is considered a failure.

Mission Result

After a mission ends (whether in success or failure), an INCOME & EXPENSE REPORT will be displayed. For a more detailed report, press the  button. AC repair and ammunition costs are subtracted from your mission reward, and the remaining sum is added to your current funds. If the mission ended in failure, no cost is assessed for AC repairs, and only the cost of ammunition is deducted from your funds.

INCOME & EXPENSE REPORT & DETAILS		KEY GUIDE
INCOME		
Reward	11,000 c	
Additional Reward	2,000 c	
Special Addition	0 c	
EXPENSE		
Ammunition	-1,000 c	
AC Repair	-7,711 c	
Special Deduction	0 c	
INCOME AND EXPENSE		
Balance	12,274 c	
HAVERHANK	Total Credits	742,074 c

14 Mail

As you clear missions and achieve victories in the Arena, you will receive mail from various individuals in the game. These messages offer helpful hints and important background information, so be sure to check them out as they arrive.



15 Enter the Arena

In the Arena, you can compete for ranking by facing off against other Ravens registered to Global Cortex in a series of one-on-one battles. As a new entrant, you begin in last place and must work your way to the top with successive victories. Ravens – including yourself – are all issued a rank referred to as a “Raven Rank.” Your Raven Rank allows you to challenge others of the same or lesser rank. Within the same rank, you can only challenge a Raven placed above you. Raven Rank promotions or demotions are decided by your mission results. So to challenge the upper tier of rankers, it is important that you score well in MISSION mode. You can verify your current rank under SYSTEM in the MAIN MENU. Regardless of victory or defeat, you are not charged for AC repair or ammunition costs in the Arena. As such, it makes for the ideal place to increase your funds and improve your piloting skills.



ⓧ button	Confirm, confirm opponent selection
⓪ button	Return to the previous screen
ⓐ button	View opponent AC specs
Directional button Up/Down	Select opponent/map

16 AC Status

AC PERFORMANCE Display

In the GARAGE, you can view a graph outlining the performance of each equipped part on your current AC unit.



ATK PWR	Indicates the total attack power of all equipped weapons.
DEF PWR	Indicates the total endurance rating of all equipped parts.
MOBILITY	Indicates the total mobility rating of all equipped parts.
EN SUP	Indicates the total energy supply rating.
COOLING	Indicates the total heat dissipation efficiency rating.
SUPPORT	Indicates the overall performance of additional equipment such as radar and other sensors.
OVERALL	The AC's overall performance, rated on a scale of one to five.

Viewing AC Performance Details in ASSEMBLY Mode

You can view the effects of a currently selected part on your AC's overall performance without equipping the part by pressing the button while in ASSEMBLY. The results are displayed on the right of the screen.



AP	Indicates the AC's endurance. If this value reaches "0," the AC is destroyed.
ARM WEIGHT	Current Arm Weight / Maximum Arm Load
LEG WEIGHT	Current Leg Weight / Maximum Leg Load
WEIGHT	The total weight of all equipped parts.
EN CONSUMPTION	AC's energy consumption / Output
EN CAPACITY	AC's maximum energy storage capacity.
EN SUP	Performance value based on energy recovery speed and condenser capacity.
TOTAL FIREPWR	The AC's offensive performance value.
DEFENSIVE POINTS	The AC's defensive performance value.
STABILITY	The AC's ability to maintain balance.
MOVING ABILITY	The AC's overall ability to move.
TURNING SPEED	The AC's maximum speed when turning.
RISING ABILITY	Overall performance value of AC's jump and boost capability.
COOLING	The AC's heat dissipation efficiency rating.
RADAR ABILITY	Radar's enemy target acquisition performance.
SENSOR ABILITY	The performance of support functions that aid in navigating missions and combat.
FCS PERFORMANCE	The performance of the AC's Fire Control System.

17 SYSTEM

Record your progress and continue previous games using SAVE / LOAD in the SYSTEM menu.

Saving and Loading Data

Press the Directional button up and down to select a data file that you wish to save to or load from, and press the  button to confirm. To create a new save data file, select CREATE NEW, and press the  button to confirm. To overwrite an existing data file, select the desired data file, and press the  button to confirm.

In order to save, a Memory Stick Duo™ or Memory Stick PRO Duo™ must be inserted into the PSP®. Each data file requires **at least 400KB of available space.**

Saving and Loading Emblems

Select an emblem that you wish to save or load. To create a new data file, select CREATE NEW and press the  button to confirm. To overwrite an existing data file, select the desired data file by pressing up and down on the Directional button, and press the  button to confirm.

In order to save, a Memory Stick Duo™ or Memory Stick PRO Duo™ must be inserted into the PSP®. Each emblem data file requires **at least 320KB of available space.**

Customizing Game Settings

Game settings can be changed using **OPTION** in the **SYSTEM** menu.

The settings available in scenario mode slightly differ from those in multiplayer combat mode.



button	Confirm
button	Complete option settings
Directional button Up/Down	Select setting

BGM VOLUME

Adjust the volume of the background music. Press the Directional button left or right to set the desired level.

SE VOLUME

Adjust the volume of sound effects. Press the Directional button left or right to set the desired level.

VOICE VOLUME

Adjust the volume of voices in the game. Press the Directional button left or right to set the desired level.

TEXT MESSAGE

Show or hide text for in-game messages. Use the Directional button to select ON or OFF.

DEFAULT

Revert to default settings.

KEY ASSIGN

Using **KEY ASSIGN** in the **SYSTEM** menu, you can change the control configuration for your AC. Pressing up and down on the Directional button, select the function that you wish to reassign to another key, and press the button to confirm. A display of buttons will appear on the right of the screen. Select the button that you wish to assign the function to by pressing up and down on the Directional button, and press the button to confirm. If more than one function is assigned to a single button, you will not be able to exit **KEY ASSIGN**. In such cases, either correct the overlapping assignment, or select **DEFAULT** to restore the control configuration to its original state and reconfigure your controls again.

QUIT GAME

Select **OK** to quit the game and exit to the title screen. Any unsaved game data will be lost.

18 CONNECTION

Up to four players with PSP® consoles and copies of Armored Core 3 Portable can connect via WLAN to square off against one another in combat.

- Make sure the PSP® WLAN Switch is set to ON.
- Do not turn the WLAN Switch to OFF until CONNECTION play has ended.
- During CONNECTION play, all players should remain within a radius of 30 feet.

Connecting to the Network

The screen at the right will appear upon selecting CONNECTION on the Menu screen.



Player information

1 LOBBY CREATE (Host)

Start a new session as the host by creating a Lobby that other players can connect to.

2 LOBBY SELECT (Client)

As a guest, connect to a Lobby created by another player. Up to 16 Lobbies can be displayed at once.



*A Lobby will not be displayed if:

- The host is not present
- The session is currently in combat
- The session is full (four players have already joined)

3 SAVE DATA

Save AC data, CONNECTION results, and other information (→P32).

4 LOAD DATA

Load AC Data, CONNECTION results, and other information (→P32).

LOBBY

The screen on the right will be displayed when you either choose **1** LOBBY CREATE to prepare a new Lobby, or choose **2** LOBBY SELECT to connect to an existing Lobby. Once all participating players have selected VS READY and the host selects VS SETUP, the game will proceed to the versus preparation screen.



VS READY

Confirms participation in the session hosted in the selected Lobby (press the **X** button to confirm). The session will remain on standby until all players have confirmed their participation.

SEND EMBLEM

Allows you to send an original emblem that you have created to another player.

MEMBER LIST

Displays a list of the players connected to a Lobby.



Sending data



Receiving data



VS READY confirmed and waiting for host

VS SET UP *

Once all participants are listed as VS READY and the host presses the **X** button, all players will advance to the VERSUS screen.

VERSUS

Each player prepares for combat using VS SET UP.

For clients, the settings are the same as in the single-player game.

The host sets additional battle options under STAGE SELECT and SITUATION.



SET UP

Configure play settings, as in the single-player mode (→P14).

STAGE SELECT *

The host selects the stage for the battle session.

SITUATION *

The host sets the rules for the battle session.

VS START

Combat begins once all players have selected VS START (press the **X** button to confirm).

*This option displayed only to the host.

Accept Emblem

When an emblem is received, that emblem will appear on the screen automatically. Select EMBLEM SAVE to proceed to the save screen, or press the **Y** button to return to the Lobby screen without saving the emblem.



19 FAQ

Here are a few common questions for first-time Armored Core players. If you're having difficulties playing the game, take a look at the answers below.

Q How are each of the leg types different?

A One of the major factors in determining an AC's style is the leg type, so choose wisely! Here is a list of the strengths and weaknesses of each type.

Light Biped	PRO: The greatest degree of mobility of all leg types CON: Small max weight load and low endurance
Med Biped	PRO: Extremely well balanced and easy to use CON: Lacks any of the specialized strengths of other leg types
Heavy Biped	PRO: Large max weight load and considerable endurance CON: Low mobility, PRO advantages slightly inferior to the Tank type
Reverse-Joint	PRO: Low energy consumption, exceptional turning and jumping ability CON: Low endurance
Quadruped	PRO: Unlike bipeds, able to fire cannon-type weapons without assuming a firing stance CON: High energy consumption
Tank	PRO: The top max weight load and endurance levels, able to fire cannons while airborne CON: Unable to jump, extremely low mobility
Hover	PRO: Non-boost mobility is high, able to travel over water CON: Unable to jump, low endurance

Q Why aren't my shots hitting the target?

A First, practice keeping the target within the lock-on sight. Then, focus on firing once the lock-on marker around the target turns from yellow to red (indicating a successful lock on the target).

Q What is the difference between solid and energy rounds?

A Ammunition can generally be divided into one of two classes: solid and energy rounds. Solid rounds cost money, while energy rounds do not. On the other hand, firing energy rounds consumes a set amount of the energy gauge displayed at the left of the screen, making it easier to run out of energy.

Q How do I operate the camera?

A It can take some time to get used to shifting the view up and down while moving. Until you are accustomed with the controls, try stopping, and then operating the camera. When having trouble, press the  and  buttons at the same time to reset the camera to its horizontal position, then try adjusting it again. The AC Test option in GARAGE is a great place to practice without having to worry about repair fees and enemy threats.

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