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ACE COMBAT X: Skies of Deception
ACE.COMBAT X
S E A L S  O F  D E C E P T I O N

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GETTING STARTED

Set up your PSP (PlayStation Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN lever to open the disc cover. Insert the ACE COMBAT™ Skies of Deception disc with the label facing away from the system, side up and fully inserted and close the disc cover. From the PSP system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the button of the PSP to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

MEMORY STICK DUO™

Warning: Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident. To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP. Saving game data requires a Memory Stick Duo™ with at least 256 KB of free space. Never remove the Memory Stick Duo™ from the slot while loading or saving game data. Game data saved on one PSP™ cannot be loaded on a different PSP™.
A generation had passed since the Great War that ravaged half of the northern hemisphere. The civil war and strife that smoldered in each nation had died down, and at last a moment of peace for the world was in sight. All that was lost was Lassoth—a small republic in the southern hemisphere that had seemingly overcome its own internal strife—invaded and occupied the neighboring country of Aurelia without a moment's warning.

"This is a symbol of our people's rage," exclaimed Lassoth Commander Diego Geeper Navarre, with his fist raised to the sky. "Too long have we endured Aurelia's criminal exploitation of the untroubled civil unrest in our land!"

Despite international pressure, Aurelia seemed inclined to become a territory of Lassoth. To save their country, the Gryphon Squadron—a border defense force unknown to the Lassoth people—springs into action. Embazoned with the Southern Cross, a symbol of the southern hemisphere, they are set to write a new chapter in military history with a seemingly futile counterstrike.

A journalist walks into the wake of battle—a veteran who worked his way up from his days as a freelance cameraman. Alone on the battlefield, he witnesses the columns of smoke rising from the Aurelian border fascinated.

Navarre continues to exert his country's "Legitimate right.

As the focus of the war changes, the veteran journalist's expectations about the war deepen. What is this man's real purpose?"

There are two control schemes for operating your aircraft: "Normal" and "Novice." This manual focuses on Normal controls.

NORMAL CONTROLS
This scheme allows for more realistic maneuvers, like rolling and banking and turning smoothly. While more steps are required than with "Novice" controls, you can also make precision adjustments more easily.

- **L button**: Fire machine gun
- **R button**: Fire weapon
- **SELECT button**: Change target; hold down to zoom in on target
- **START button**: Switch between missiles and special weapons
- **L button + R button**: Auto pilot
- **L button + R button**: Decrease thrust
- **L button + START button**: Increase thrust
- **L button + R button + START button**: Change Radar/Map Display
- **L button + R button + DOWN button**: Turn down/Accel (→→-→)
- **L button + R button + UP button**: Turn up/Decel (←←-←)
- **L button + R button + LEFT button**: Move down/Accel (←←-←)
- **L button + R button + RIGHT button**: Move up/Decel (→→-→)
- **L button + R button + LEFT button + DOWN button**: Move down/Accel (←←-←)
- **L button + R button + LEFT button + UP button**: Move up/Decel (→→-→)
- **L button + R button + LEFT button + DOWN button + START button**: Change Radar/Map Display

NOVICE CONTROLS
This simplified scheme was designed for beginners.

- **L button**: Fire machine gun
- **R button**: Fire weapon
- **SELECT button**: Change target; hold down to zoom in on target
- **START button**: Switch between missiles and special weapons
- **L button**: Decrease thrust
- **R button**: Increase thrust
- **L button + R button + LEFT button + DOWN button**: Move down/Accel (←←-←)
- **L button + R button + LEFT button + UP button**: Move up/Decel (→→-→)
- **L button + R button + LEFT button + DOWN button + START button**: Change Radar/Map Display

**Notes:**
- The Novice scheme used to move the camera while a weapon is engaged.
- Controls in this manual are explained based on default settings.
- The functions of each button can be changed in "Control Setup Options."
STARTING THE GAME

The Title Screen is displayed when you start the game. Press the START button to go to the Main Menu.

MAIN MENU
Use the directional buttons on the analog stick to select one of the seven items, then press the X button or the Y button to confirm your selection.

CAMPAIGN
This is a one-player mode where you advance through missions as you follow the story. The tactical situations and the aircraft available for purchase vary, based on which mission you choose.

Begin a game by choosing from the following four menu items:

New Game
Play from the beginning of the game. Choose a difficulty level: Easy, Normal, or Hard.

Note: The difficulty level cannot be changed mid-game.

Continuous
After completing a mission, returning to the menu screen, or loading data, any player data from this game will be displayed, and you can pick up from where you left off last time.

Save
Save your progress. You can save up to three data files for each user.

Load
Choose the date you wish to load and resume where you left off.

MULTIPLAYER
With this mode, you can use the WLAN function to play competitively or co-operatively with up to 4 players. There are six types of games.

FREE MISSION
Use this mode to select from missions you've cleared in "Campaign" mode and play them whenever you want. After selecting a mission, you'll proceed to the Briefing Screen.

Press the SELECT button at the Mission Selection Screen to change the difficulty level.

OPTIONS
Here various game settings can be changed.

DATA VIEWER
View models and decorations earned, battle stats, and various other information here. New selections become available as you progress through the game.

NEW PLAYER
Create a new player file for saving play data or switch between files.

ABOUT SAVINGS
This game's data can be saved by selecting "Save" in "Campaign" mode.

You also have the opportunity to save at the conclusion of the "Options" or "Multiplayer" modes. Please insert a Memory Stick Duo™ with at least 256 KB of free space in the Memory Stick Duo™ slot before starting the game.

Note: You need to register a player under "New Player" before play data can be saved.

To save a player, you need a Memory Stick Duo™ with at least 700 KB of free space.
GAME SCREENS

Explanations of the screen layout during missions are based on the "HUD View." This HUD displays information such as the aircraft's course, as can be seen in the "Mission Screen".

**MISSION SCREEN (NORMAL CONDITIONS)**

1 - **PTS**
   The number of points earned. These accumulate as you destroy enemies.

2 - **COARSE**
   This indicates the aircraft's direction.

3 - **SPEED**
   The aircraft's current speed is displayed in MPH (miles per hour). The units displayed can be changed in "Display" under the "Options" menu.

4 - **EIXE WIDTH (ENGINE OUTPUT)**
   Pressing the L button on the R button will expand or compress the display.

5 - **VELOCITY VECTOR**
   Prediction of the aircraft's future position.

6 - **WHISKEY MARK (DIRECTED THE MIDDLE TO THE CENTER)**
   This is always displayed at the center of the screen.

7 - **PITCH SCALE** (AIRCRAFT'S ANGLE RELATIVE TO THE HORIZON)
   The angle is displayed in five-degree increments parallel to the horizon.

8 - **ALT**
   The aircraft's altitude is displayed in feet. The units displayed can be changed in "Display" under the "Options" menu.

9 - **DISTANCE SCALE**
   The arrow indicates your distance from a selected target. It moves downward as you approach the arrow. The black bar indicates the task for distance for your missiles or special weapons; you can look at the arrow inside the bar.

10 - **REMAINING TIME**
   The remaining time for the mission.

11 - **REMAINING AMMO**
   Remaining ammo is displayed for the total number of machine gun missiles, and special weapons. Note: In "Easy" and "Normal" difficulty levels, you are given infinite machine gun ammo, as in any case, ammo is not displayed.

12 - **DMS (DEGREE MARKS ON YOUR AIRCRAFT)**
   The percentage of fuel increases as you attack the enemy. When it reaches 90%, your aircraft will be shot down. As you take damage, the aircraft's color changes from green to yellow to flashing red.

13 - **SEARCH RADAR**
   Check the position of your aircraft on the enemy here.

**ABOUT CHANGING THE HUD**

In "Comet" under the "Display" section of "Options," change the viewpoint for the mission screen. In addition to the HUD view, you can choose from "Comet View" and "3rd Person View" (from behind the aircraft).
GAME SCREENS (CONTINUED)

ITEMS DISPLAYED UNDER CERTAIN CONDITIONS
The following items are displayed on-screen under certain conditions, such as when you're locked on to an enemy.

1 - TRANSMISSION WINDOW
The contents of the transmission are displayed as a subtitle. The sender name for friendly transmitters is shown in blue, the sender name for intercepted enemy transmissions is shown in red.

2 - SELECTED TARGET INFO
The appearance and name of the selected enemy. The number indicates how many points you receive for destroying it.

3 - MULTIPURPOSE GAUGE
Various mission objectives, such as enemies, are displayed as well as current mission conditions and displayed.

4 - TARGET CONTAINER
This shows the type of target captured on-screen:
- Locked on
- Friendly
- Target
- Airborne enemy
- Ground enemy

5 - TARGET INFO
The distance to the target and the aircraft's name.

When Using a Special Weapon
The display of threats depending on whether special weapons are being used.

SEARCH RADAR
The radar in the lower-left corner of the screen displays the position of enemies and friendly craft.

CONFLICT AIRSPACE MAP DISPLAY
Pressing the SELECT button mid-mission will change the search radar to a map of the conflict airspace. Pressing the SELECT button again will show a map of the entire battlefield, and pressing it a third time will return the display to normal.

MARKER TYPES
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>> Enemy markers change based on damage the enemy has taken. From white to yellow to red each time you inflict damage.

Aircraft
- Your aircraft
- Friendly aircraft
- Enemy aircraft
CAMPAIGN: GAME FLOW

As a member of the border defense squadron "Cepheus," you will clear various missions and fend off the deadly forces of Aserth from the Lanzaath frontiers.

STARTING THE CAMPAIGN
Select "Campaign" from the Main Menu and then choose one of the four submenus to start the game.
If you start the game with "New Game," you will move right to the Briefing after choosing a difficulty level; but from the next mission onwards, the Tactical Report Screen will be displayed and you will be able to choose a mission yourself.

THE TIDE OF THE WAR CHANGES WITH THE "STRATEGIC AI SYSTEM"
In "Campaign" mode, your mission choices—for example, whether you head off to tackle a fortress first or occupy a nearby location instead—cause war conditions to change. This is called the "Strategic AI System."

Note: Fulfilling certain conditions in some missions will add "parts" that can be used for training in the "Hangar."

TACTICAL REPORT SCREEN
After you receive a report of the tactical situation file for the following menu choices: After flying or taking aircraft and making any changes to game settings; choose "Select Mission" to proceed to the Mission Select Screen.
Select Mission: Proceed to the Mission Select Screen.
Strategic Briefing: Go over the Tactical Report Screen again.
Hangar: Buy, sell, or upgrade aircraft.
Save: Save your progress thus far.
Load: Load data and pick up where you left off.
Options: Change various game settings.

MISSION SELECT SCREEN
This is where you choose a mission. Use the directional buttons on the analog stick to select where you want to head next, and information on that location's mission will be displayed. Once you've chosen your mission press the □ button or the □ button to confirm your selection and proceed to the Briefing Screen.

HOW TO READ THE ICONS
- ▲ Current position
- ♦ Occupied by Aserth forces
- ♠ Occupied by Lanzaath forces
- ◆ Location of ground forces or bases
- ◊ Location of an air fortress
CAMPAIGN: GAME FLOW

BRIEFING SCREEN

- The details of the mission are explained after which the following menu is displayed.
- Note: Press the ◄ button or the ◄ button to advance messages, and skip the explanation by pressing the START button.

Mission Start: Move to the Aircraft Selection Screen.
Briefing: Review the contents of the briefing.
Hangar: Buy, sell, or upgrade aircraft.
Save: Save your progress thus far.
Load: Load data and pick up where you left off.
Option: Change various game settings.

AIRCRAFT SELECTION SCREEN

Use the directional buttons, or the analog stick to select an aircraft to use on the mission, then press the ◄ button or the ◄ button to confirm your selection.

- Increase the number of aircraft available at the Aircraft Selection Screen by buying more at the "Hangar".
- If you've obtained colors for your aircraft, press the SELECT button to change to another color.

AirCraft Types:
- Fighter
- Attacker
- Multirole

Aircraft Capabilities:
- Speed
- Air-To-Air
- Air-To-Ground
- Mobility
- Stability
- Defense
CAMPAIGN: GAME FLOW

SPECIAL WEAPON SELECTION SCREEN

Choose one special weapon with which to arm your aircraft. Use the directional buttons on the analog stick to select a special weapon, then press the A button or the B button to confirm your selection. Note:Pressing the button at this screen will take you to Display Mode, where you can view your special weapons. This can only be done when viewing aircraft in the Data Viewer Mode.

Increase the number of available special weapons by buying more at the "Hangar".

OFFENSIVE CAPABILITIES
- Air to Air
- Air to Ground

MISSION/SPECIAL WEAPONS
- The number of missions and special weapons you can carry is limited.

AIRCRAFT CONFIRMATION SCREEN

After choosing an aircraft and special weapon, a confirmation screen is displayed. Press the A button or the B button to start and the mission will begin.

MISSION RULES

Plot your aircraft as you fulfill the objectives required to complete the mission. Complete the mission and you will receive a reward. Save up these rewards to purchase new aircraft. You may also receive a "Kill Data" (aircraft experience points) which can be saved to earn new aircraft options.

Note: The following conditions will result in mission failure and game over:
- If you come under enemy attack and your damage rate reaches 100%
- If you crash into the ground or sea
- If you leave the combat area
- If you run out of fuel
- If you are unable to complete the mission within the time limit

PAUSE SCREEN

Pressing the START button during a mission will pause the game. Return to the mission by pressing the A button.

PAUSE MENU
- Options: Change various game settings.
- Replay: View a replay of your flying up to that point.
- Retry: Restart the mission (Classic "Same Aircraft") or use the same aircraft, or "Change Aircraft" if you want to start again with a different aircraft.
- Exit Mission: Exit the mission and return to the Briefing Screen.
CAMPAIGN: GAME FLOW

GAME OVER
In the event of a game over, the following menu is displayed after the Replay Screen. Use the directional buttons or the analog stick to make your choice, then press the button or the button to confirm the selection.

Retry...................... Restart the mission. Choose "Same Aircraft" to use the same aircraft, or "Change Aircraft" if you want to start again with a different aircraft.

Quit Mission.................... Abort the mission and return to the Briefing Screen.

Return to Main Menu............. Return to the Main Menu.

REPLAY SCREEN
At the end of a mission the Replay Screen is displayed, and here a replay of the events that occurred during the mission is displayed in the "Date Viewer".

CONTROLS DURING REPLAYS
button..................... Save the replay.
button..................... Toggle on-screen display.

Directional buttons: analog stick.................... Change the camera angle.

START button.................. Proceed to the Debriefing Screen.

DEBRIEFING SCREEN
This is displayed after the conclusion of a mission, and summarizes your actions, the number of enemies you destroyed, as well as the rewards you earned.

Total Credits.................. The total credits in your possession.

Rank................. Your aircraft's rank and rank Color (flow). When the number 1ST, a new color for your weapons will be assigned.

Total Time.............. The total time of the mission.

Mission Results.............mission results that include your rank and mission.

Rank.....................Your performance is given one of four ranks: A, B, C, or D (least). Your rank is based on the mission's completion time and the number of enemies you destroy.

Rank Bonus............. You receive bonus points based on the rank you received.

Time................. The time in which you completed the mission.

Landing Bonus............. You receive bonus points for a successful landing. You also receive bonus points for a successful aerial refueling, in which case the item name changes to "Refueling Bonus".

Total Reward............. The total points obtained in this mission.

ACTION MENU
Press the button on the button to display the Action Menu.

Save..................... Save your campaign progress.

Next..................... Go to the Tactical Report Screen and choose your next mission.

Retry..................... Restart the mission. Choose "Same Aircraft" to use the same aircraft, or "Change Aircraft" if you want to start again with a different aircraft.
**MULTIPLAYER: GETTING STARTED**

Please ensure the system's WLAN switch is set to ON, and follow the instructions below to start the game.

**MULTIPLAYER MENU**

In Multiplayer Mode you can either view lists of games with up to 4 players. Choose "Multiplayer" from the Main Menu Bar and the following menu will be displayed:

- **Host Competition**: Host a game. The host can choose the type of games, etc.
- **Join Competition**: Join a game hosted by someone else.

**HOSTING A GAME**

Choose "Host Competition" to announce your hosted game and wait for participants to join.

**WAIT FOR PARTICIPANTS**

As players request to join your game, their information will be displayed on the screen. Once your participants are assembled, press the START button to go to the Game Settings Screen.

**JOINING A GAME**

When you want to join someone else’s hosted game, choose "Join Competition" to start searching for the game.

**REQUEST TO JOIN**

If a game is being hosted around you, the host’s name and the names of participants will appear on your screen. If more than one game is being hosted, use the directional buttons on the analog stick to select a host, then "OK" to join the game. After that, you need only wait until the host finishes accepting requests.

**GAME SETTINGS**

If you are the host, you’ll need to choose a game type. Choose "Random" to randomly select one of the game types.

**DETAILED SETTINGS**

Once you’ve selected a game type, you can then adjust options like the time limit or the type of match. Once all participants have confirmed the settings, you will proceed to the next screen.
MULTIPLAYER: GETTING STARTED

TEAM SETTINGS

If you choose "TeamBattle" as the "Game" under "Detailed Settings", you will next adjust team settings. Choose your name to display the Team Settings Screen and choose the team you wish to join.

Once all participants have made their choices, the host can press the START button again to proceed to the Aircraft Settings Screen.

COMPUTER PARTICIPATION

To bring the computer into the game, choose "CDM" when your settings are adjusted. You can have a total of 8 participants, including players and the computer. Press the START button once you've finished adjusting the settings.

COMPUTER SETTINGS

Choose Team: Choose a team for the computer:CDA/CDB/CDC

CDM Level: Set the computer's strength.

CDM Aircraft Selection: Choose the computer's aircraft yourself or set it to be chosen randomly.

AIRCRAFT SETTINGS

Change the aircraft and special weapon you'll be using here. Select your name to go to the Settings Screen. Choosing "CDM" allows you to set the computer's aircraft.

If "Aircraft Selection" is set under Detailed Settings so that all players use the same aircraft, then the host chooses the aircraft.

CHANGING YOUR AIRCRAFT

Use the directional buttons on the analog stick to make your choice, then press the ○ button or the × button to confirm the selection. An image of the currently selected aircraft is displayed in the corner of the screen.

CHANGING YOUR SPECIAL WEAPON

After you choose your aircraft, the Special Weapon Selection Screen will appear. Choose a special weapon and move on to the Confirmation Screen.

CONFIRMATION SCREEN

Team division, selected aircraft and other information will be displayed for your review. Press the ○ button or the × button to accept the settings. The game will begin after all players have accepted the settings.
MULTIPLAYER: HOW TO PLAY

This is a general introduction to Multiplayer Mode.

**BASIC RULES**

In "Multiplayer," you can play competitively or co-operatively with up to 4 players. There are six types of games each of which you can customize or add your own rules.

The game screens are essentially the same as in "Campaign," but special items may be displayed depending on the game you choose.

**ABOUT POINTS**

In this mode, each player's actions will result in the addition or deduction of "points." Earning a certain number of points is one way to win the competition.

Points are primarily earned by destroying enemies; points are lost upon taking damage, getting shot down, crashing, or exiting the course. In addition for some games, you can earn points by taking specific actions.

**MATCH STYLES**

Choose from two match styles: "Battle Royale" (where you take on all the other players) and "Team Battle" (where your goal is a team victory). Adjust detailed settings according to the type of game you choose.

**RESPAWNING AND DROPPING OUT**

When a player is defeated or crashes, he or she will automatically respawn on the map. To specify under "Respawn Settings," if a player is defeated or crashes with no magazine remaining, he or she will lose and be removed from the game.

**VICTORY CONDITIONS**

If one of the players (teams) fulfills any one of the following requirements, they will win and the game will end:

- If the last player (team) remaining are shot down or crash at the same time, the match will end in a draw.
- If they fulfill the victory conditions decided by the rules.
- If the points earned by the player (team) reach the value set under "Victory Points."
- If all the other players (teams) lose their respawn and drop out of the match.

**VICTORY BY DECISION WHEN TIME RUNS OUT**

The game ends when the time limit is up, and the player (team) with the most points at the game's conclusion is the victor.

- If more than one player (team) has the same number of points, the match will end in a draw.

**MATCH MENU**

Pressing the START button in the middle of a multiplayer game will bring up the Match Menu. Press the O button when you want to return to the game. Your aircraft will continue to operate while the menu is open, so be sure to make your selections quickly.

- **Display**..............Change settings related to on-screen displays.
- **Controls**.............Change control-related settings.
- **Sound**.................Adjust various sound settings.
- **Exit Game**............End your game and return to the Multiplayer Main Screen.

Note: Please be aware that the match will end if the host exits the game.
**MULTIPLAYER: HOW TO PLAY**

**DEBRIEFING SCREEN**

The Debriefing Screen will be displayed when the game is over and you can review the results of the match. When you've finished, press the button on the button to check your take-down EXP and rank, then press the button on the button to display the Debriefing Menu and choose one of the actions below:

- **Score**
  - The points earn team earned
- **Kills**
  - The number of enemies you destroyed
- **Killed**
  - The number of times you were destroyed
- **Win/Lose Record**

**DEBRIEFING MENU**

- **Continue**
  - Start a new game with the same settings as before.
- **Exit Game**
  - End the game and return to the Multiplayer Menu Screen

**TAKE-DOWN EXP AND RANKS**

In Multiplayer, ranking is assigned as a measure of each player's skill based on his or her performance during matches. To move up in rank, you need to accumulate a certain number of take-down EXP which are earned according to match results. Score high marks during matches to pull in as many take-down EXP as you can.

**ABOUT CONNECTION ERRORS**

Connection loss, or turning off the power while a connection is active, will result in a connection error. The player who experienced the error will get an error message and return to the Main Menu, but the other players will be able to continue the match. However, please be aware that the match will end if the host experiences a connection error.

**MULTIPLAYER: MODES**

For each of the six game types, you can customize your own set of rules under Detailed Settings.

**DOGFIGHT: SURVIVAL**

Fly solo or in teams, fighting to be the last one alive.

**Unique Victory Conditions**
- Destroy the other players (teams)

**DOGFIGHT: SHOOT-OUT**

Fly solo or in teams, battling opponents to be the first to destroy a set number of enemies.

**Unique Victory Conditions**
- Destroy the number of enemies specified under "Kills"
**MULTIPLAYER: MODES**

**BASE ASSAULT**
Attack and destroy the opposing team's base.
In "Base Assault" you earn points by inflicting damage on enemy aircraft or enemy base, and lose points when your own team's base takes damage.

**Unique Victory Conditions**
- Destroy the enemy base

**BASE ASSAULT SCREEN**
In "Base Assault," the enemy bases, etc. are displayed as follows:
- **HUD**: 
  - Friendly Team
  - Friendly LAN
  - Enemy Team
  - Enemy LAN

- **Radar/Map**: 
  - Enemy
  - Neutral
  - Own

**AIR SUPERIORITY**
Serve to stay in flight the longest in a set airspace. In this mode, you can earn points as long as you continue to fly through the set airspace (maintain air superiority).

**AIR SUPERIORITY SCREEN**
Special indicators displayed during "Air Superiority" are as follows:
- Looking at an enemy with air superiority will display its name and distance.

**BEACON BATTLE**
In this game you steal the enemy's "beacon" and carry it back to your base. You can steal the beacon by flying over its location, so take it back to your base. You win if you carry back the number of beacons specified in "Victory Settings." In "Beacon Battle," your points go up for stealing beacons, and down when your own beacon is stolen by an opponent.

**Unique Victory Conditions**
- Carry back the number of beacons specified in "Victory Settings"
**Escort Mission**

Protect friendly convoys from enemies while you lead them to the goal. You win by losing the number of convoys specified under “Victory Settings” to the goal. In this mode, earn points when your convoy reaches certain positions, or by destroying enemy convoys.

**Unique Victory Conditions:**
- Escort the number of friendly convoys specified in “Victory Settings” to the goal

** Escort Mission Screen**

In “Escort Mission,” the goal is shown by the following indicators:

- **HUD**
- **Relay/Map**

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**Custom Rules under “Detailed Settings”**

In “Multiplayer,” set custom match rules for each game under “Detailed Settings.” Note: These settings can be adjusted after the game begins.

**Type (Match Style):**
- Choose from “Battle Royale” (where you take on all the other players) or “Team Battle” (where your goal is a team victory).

**Victory Settings:**
- In “Battle Royale” and “Team Battle,” set the number of times you have to fulfill each player’s tactical goal in order to win.

**Time Limit:**
- Sets the time limit for the match.

**Kills:**
- Adjust the setting in “Battle Royale” and choose the number of times you need to shoot down the other players to win.

**Victory Points:**
- Set the number of points that must be scored to win.

**Aircraft Selection:**
- Allow players to select aircraft individually from a list of aircraft or have aircraft chosen at random.

**Respawn Settings:**
- Set the number of times a player will respawn after shooting down an enemy plane.

**Base Settings:**
- Set whether to allow referees for “Base Assault.”

**Weapon Strength (Handicap):**
- Set a handicap as the number of missiles and special weapons used by each aircraft.

**Map Selection:**
- Here you choose a map in which to play the match. Note: The map is fixed for some games.

**Number of GRND-TGTs (Ground Targets):**
- Choose whether or not to place tanks and other ground obstacles. Note: This option is fixed for some games.

**Number of ALF-TGTs (Air Targets):**
- Choose whether or not to place planes and other air obstacles.

**BGM Settings:**
- Set the background music for the match.
OPTIONS

Choose "Options" at the Main Menu to adjust various game settings like camera position or volume.

DISPLAY

Display settings like camera position and whether or not certain indicators are shown can be changed here. To restore the default settings, press the SELECT button.

Camera.............. Switch your PDA. Choose from "Hud View" (just the HUD), "Non-hud View" (only the cockpit), and "Third-person View" (from behind the aircraft).

HUD Display........ Toggle the HUD on/off.

HUD Scale......... Switch the unit of measurement for the HUD.

CONTROLS

Adjust control-related settings, like the control type and control scheme here. Press the
button to create your own custom assignments with
Button Settings.

Control Type............. Set this to "normal" or "novice".

Control Scheme........... Choose Type A, Type B, or Type C schemes, or select "Custom" to use the customized button assignments you
created with Button Settings.

Pitch...................... Inverts controls for pitch-up and pitch-down.

Controls.................. Switch controls between the directional buttons and analog stick.

SOUND

Set the in-game volume here. To restore the default settings, press the SELECT button.

BGM.................. Sets the volume for in-game music from 0 (mute) to 15.

Voice................... Sets the volume for in-game voice from 0 (mute) to 15.

SE..................... Sets the volume for in-game sound effects from 0 (mute) to 15.

RETURN TO MAIN MENU

This will close the Options Screen and return you to the Main Menu. If you changed any settings you will be asked if you wish to save. Choose "yes" to save, and "No" to proceed without saving.

ABOUT BUTTON SETTINGS

Pressing the button under "Controller" will open the Button Settings Screen, where button assignments can be adjusted to
your liking. The button layout you create here is reflected in
"Custom" under "Controller Scheme."

Use the directional buttons or the analog stick to select the item
you wish to change, then press the button or the button. The
following screen will be displayed where you can choose the
function you wish to assign.

A warning will appear if you have not assigned all of the required
functions.
DATA VIEWER

Select "Data Viewer" to look at battle performance, medals you've earned, and other data you've accumulated during play.

MILITARY RECORD

Review your aircraft and performance data for both "Campaign" and "Multiplayer".

Check finer details such as weapon usage, and score. Details are displayed on the main screen.

Total flight time and total aircraft destroyed and destroyed by other players.

MEDAL VIEWER

Look at medals you've earned. Each medal has a score earned while playing. Scores earned by fulfilling certain requirements during missions are displayed along with other players.

REPLAY VIEWER

Watch replays you've saved here. Use the directional buttons on the analog stick to select data, then press the button to load it. After loading, you can use the replay by pressing the button.

NEW PLAYER

Choose "New Player" at the Main Menu to switch between player accounts or create a new one.

CHANGE PLAYER

Switch between players. Use the directional buttons on the analog stick to select a player, then press the button to confirm your selection.

NEW PLAYER

Register a new player. Please enter a "Name" and "Call Sign" (the name displayed on the HCD).

HOW TO ENTER YOUR NAME

Enter your name when this screen at the right is displayed. Move the cursor to a character and press the button to change a character, then press the START button to confirm characters. When you've settled on a name press the START button again, and after deciding whether or not to save your game data, you will proceed to the Main Menu.

"Name" has a limit of 10 characters. "Call Sign" has a limit of 8 characters.

NAME INPUT CONTROLS

button.................. Confirm/Change a character
button.................. Cancel input
button.................. Insert a space
button.................. Erase one character
L button, R button........ Move cursor left and right
START button............ Confirm input
SHARING OFF ENEMY PURSUIT

When an enemy has locked on to your aircraft, for example, the screen will turn red and the words "WARRIORS" or "MISSILE ALERT" will be displayed. When this happens, immediately assume neutral, make turns, and continue evasive action until the message disappears.

ABOUT NOVICE CONTROLS

With Novice controls, you can simply slide the analog stick to move in that direction without having to go through the steps of rolling or pitching. However, you will have the disadvantage of not being able to make precision adjustments while maneuvering, so once you get used to flying, give Normal controls a try.

USING MISSILES (LOCKING ON)

Missiles are primary weapons that are installed in all aircraft and possess guidance capabilities. However, missiles will not hit unless you lock on to your target. This section explains everything from seeking out enemies to firing the missile that will destroy them. A good understanding of these basics will help you hunt the enemy down.

SEEKING OUT ENEMIES

First, locate an enemy on the search screen.
Use the & button to switch your target to an enemy that looks like easy pickings for a missile.

LOCKING ON

Use the R button to increase threat and get closer to the enemy. You will lock on automatically when the distance indicator arrow is inside the thick bar.
Note: The greater your "Air-to-Air" value, the higher your lock-on capabilities against airborne targets, and the greater your "Air-to-Broad" value, the higher your lock-on capabilities against ground targets.

FIRING A MISSILE

Once you've locked on, press the & button to fire a missile. Firing from directly behind an enemy or firing from a closer distance will increase your chances.
You can shoot the enemy down by lowering its defenses to zero.
SPECIAL WEAPONS AND MESSAGES

This section introduces some of the special weapons and messages that appear on screen.

SPECIAL WEAPONS

BAAM......An air-to-air missile that is effective even when a target gets behind you. It has high guidance capabilities, and will pursue a target a second time if avoided.
BAAM......A missile with high guidance capabilities and a long range. After firing, keep the target inside the circle at the center of the screen.
RCL.......A weapon that fires rocket-propelled, unguided ordnance. The warheads explode on impact.
UBB.......An unguided bomb. It eliminates an invader and damages nearby ground targets.

MESSAGES

CAUTION
Watch out!
CLEARED FOR TAKEOFF
Takeoff cleared.
DAMAGE
You've taken damage.
DESTROYED
You've successfully destroyed your target.
SHOOT
Shoots at any target in the sector, most likely to be associated with missiles.
HIT
Missile hit.

MISSION FAILED
You've failed to complete the mission.
MISSION SUCCESSFUL
You've completed the mission.
MISSION ACCOMPLISHED
You've successfully completed your mission.
MISSION UPDATE
A new tactical target has appeared.
OFF COURSE
You're about to lose the current zone.
ROLL UP
Increase your altitude.
SWELL
Your aircraft is sheltering and unresponsive.
WARNING
An enemy has locked on to you.
PRESS START BUTTON TO GAP
Press the START button to play takeoff, landing, and area scrolling.
AERIAL REFUELING

Filling certain requirements during "Campaign" will trigger an aerial refueling sequence. Exceeding the time limit, crashing into the tanker, or crossing the designated airspace line will result in a game over, so be careful.

>> You can skip aerial refueling by pressing the START button.

SAME SCREEN

Bring your aircraft up to the refueling base extending from the tanker to refuel.

REFUELING

Fly so the diamond representing your aircraft overlaps the tanker hose connection range's diamond. To successfully refuel, approach the tanker hose on the correct course and maintain your position for a set amount of time.

Align your aircraft so the two diamonds displayed are overlapping.

After the tanker gets closed, all of the gear needs to be watch.