PlayStation

NTSC U/C

PlayStation

From the Creators of Air Combat

ACE COMBAT 3
electrosphere

namco

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.

- Do not bend it, crush it or submerge it in liquids.

- Do not leave it in direct sunlight or near a radiator or other source of heat.

- Be sure to take an occasional rest break during extended play.

- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
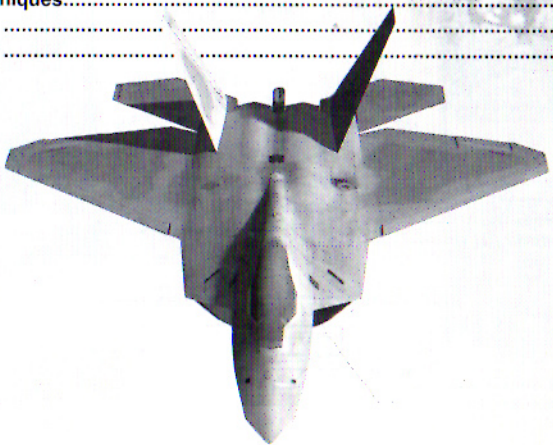
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2055 Junction Avenue
San Jose, CA 95131

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Visit our Website to get information about our new titles.

CONTENTS

ACE COMBAT 3:
Electrosphere

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the ACE COMBAT 3: ELECTROSPHERE™ disc and close the disc cover. Insert game controller(s) and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

Top View

RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT

OPEN BUTTON
DISC COVER

Front View

MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

CONTROLLER PORT 1
CONTROLLER PORT 2

On the Title Screen, press the START Button. The Log-In Menu will appear. Select an option by pressing ↑ or ↓ with the Directional Buttons or Left Stick, then press the ⊗ Button to accept.

NEW GAME: Start a game from the beginning.

LOAD: Load a previously saved game from a Memory Card.

RE-OPEN: Once you have loaded a saved game, you can re-open a mission and attempt to improve your records.

(Refer to the MEMORY CARD section for more information on LOADING and RE-OPENING a game.)

SETTING THE GAME DIFFICULTY LEVEL

Set the game's difficulty level. Make your choice from among the three options **EASY**, **NORMAL** and **HARD** and press the ⊗ Button to accept. You will then progress to the Main Menu.
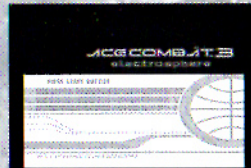
Title screen

Log-In Menu

Difficulty Level

MAIN MENU

Use the Directional Buttons / Left Stick to highlight selections, and press the ✖ Button to enter each sub-menu. Press the 🔺 Button to exit each menu and return to the Main Menu.

Main Menu

MISSION: Advance to the first/next mission

RECORDS: Upon mission completion, you can view the number of targets and aircraft destroyed, and the number of operational aircraft and weapons available. Individual Mission Records and overall performance rating are also viewable.

SAVE: If you have a Memory Card inserted into Memory Card slot 1, you will be able to save your progress and records. See the Memory Card section in the manual for more information.
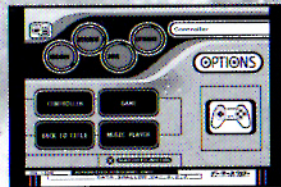
OPTIONS: Select this to configure your Controller and Game options.

OPTIONS

Select the **OPTIONS** Menu and the following sub-menus are available:

Options Menu

CONTROLLER: Go to **CONTROLLER** options menu.

GAME: Go to **GAME** options menu.

BACK TO TITLE: Press the START Button to return to the Title Screen. At the Title Screen, you will now be able to access the **RE-OPEN** option on the Log-In Menu.
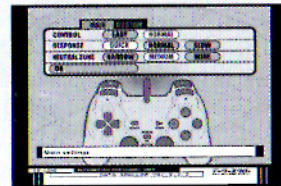
CONTROLLER

This menu is used to set the functions of individual buttons.

To toggle between the MAIN and CUSTOM tabs, press ← or →. Press the 🔺 Button to return to the OPTIONS menu.

Main Tab

MAIN

CONTROL: Sets the aircraft's flight control.
EASY – For beginners
NORMAL – For experts
Refer to FLIGHT CONTROL section for more information.

RESPONSE: Sets the response time to analog input operations such as "Turn" on an analog-based Controller (e.g. DUALSHOCK™ analog controller or neGcon). The options are QUICK, NORMAL and SLOW.

NEUTRAL ZONE: This sets the amount of give for analog operations on a neGcon. The options are NARROW, MEDIUM and WIDE.

OK: Once you set your options, press the ⊗ or START Button to return to the OPTIONS menu. If you are using the neGcon, press the START Button after calibration to return to the OPTIONS menu.

CUSTOM
CONTROLLER TYPE: This option allows you to select either ANALOG or DIGITAL Button settings. Select a button to change, align the cursor with the Button you want to change, and then press the ⊗ Button. A list of the control functions that can be assigned will then be displayed. Make your selection, then press the ⊗ Button to accept.
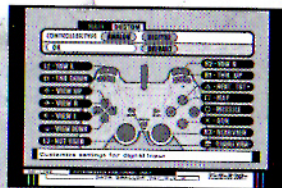
Custom Tab

OK: Press the ⊗ or START Button to return to the previous menu.

DEFAULT: This option restores the initial settings.

GAME
Use this menu to change system settings. Press the ⊗ Button to select a setting option, or press the △ Button to return to the OPTIONS menu.

AUDIO SETTINGS: Select the sound settings. Press ↑ / ↓ to highlight each option, and ← / → to change the sound output from STEREO to MONO, or to raise or lower the Sound Effects level and Background Music level. Press the ⊗ Button to save your settings and return to the previous screen.
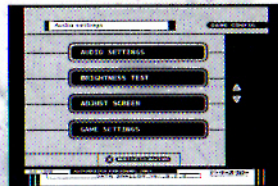
BRIGHTNESS TEST: This option lets you adjust the screen brightness. Adjust the brightness level on your TV set so that you can only see one set of circles on-screen. **Note: Adjustments are to be made on your TV.**

ADJUST SCREEN: Set the screen position. After adjusting the screen position using the Directional Buttons, press either the START Button or the ⊗ Button. Pressing the △ Button will restore the previous screen position setting and return you to the Game Settings screen.

GAME SETTINGS:

Caption: Turn the in-battle caption display ON or OFF (i.e. to display messages in the upper-right corner of your HUD).

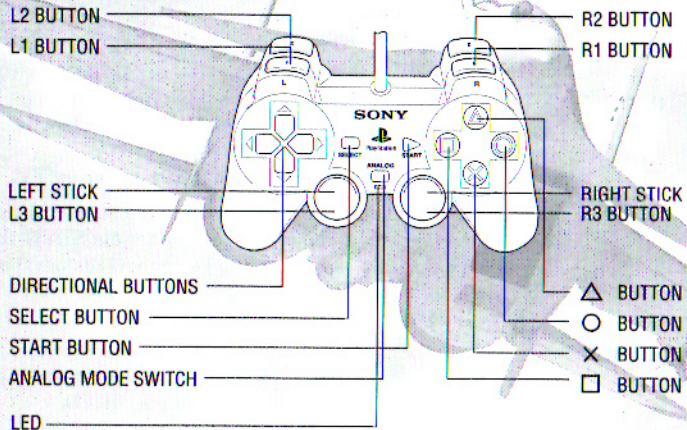Vibration: Set the vibration of the DUALSHOCK™ analog controller to STRONG, WEAK or OFF.

Map: Turn the map display ON or OFF.

FLIGHT CONTROL

Using a DUALSHOCK™ analog controller

When using a DUALSHOCK™ analog controller ACE COMBAT 3™ can be played using the Directional Buttons or the Left Stick. When using the Left Stick, ensure the analog mode switch is on (the LED will light up Red). The vibration function of the DUALSHOCK™ analog controller can be adjusted via the Options Menu.

L2 BUTTON
L1 BUTTON
R2 BUTTON
R1 BUTTON
LEFT STICK
L3 BUTTON
RIGHT STICK
R3 BUTTON
DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON
ANALOG MODE SWITCH
LED

△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON

L2 BUTTON:	Left Yaw
L1 BUTTON:	Decelerate
R2 BUTTON:	Right Yaw
R1 BUTTON:	Accelerate
START BUTTON:	Pause
SELECT BUTTON:	Switch Viewpoint (or, if held down) Engage AUTOPILOT

DIRECTIONAL BUTTONS:

↑:	View Up (through 90°)
↓:	View Down (through 90°)
←:	View Left (through 90°)
→:	View Right (through 90°)

LEFT STICK:

↑:	Pitch Down (or, when using Easy Control: Drop)
↓:	Pitch Up (or, when using Easy Control: Climb)
←:	Left Roll (or, when using Easy Control: Left Turn)
→:	Right Roll (or, when using Easy Control: Right Turn)

RIGHT STICK:

| ↑: | Area View Up |
←:	Area View Left
↓:	Area View Down
→:	Area View Right
R3 BUTTON:	Rear view
△ BUTTON:	Switch lock-on target (or, if held down) direct RPC (See p.21 for more information) to selected target
○ BUTTON:	Missile
✕ BUTTON:	Machine Gun
□ BUTTON:	View Map/Zoom Radar

Using a Digital Controller

When using a digital-based Controller or if you switch the Analog Mode of your DUALSHOCK™ analog controller to digital mode, the control method will be as follows:

DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON

△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON
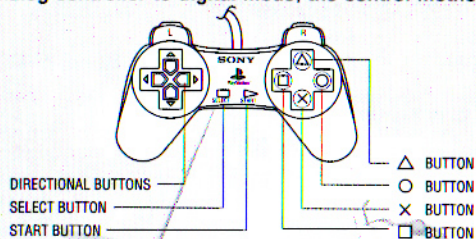
L2 BUTTON:	Left Yaw
L1 BUTTON:	Decelerate
R2 BUTTON:	Right Yaw
R1 BUTTON:	Accelerate

DIRECTIONAL BUTTONS:

↑:	Pitch Down (or, when using Easy Control: Drop)
↓:	Pitch Up (or, when using Easy Control: Climb)
←:	Left Roll (or, when using Easy Control: Left Turn)
→:	Right Roll (or, when using Easy Control: Right Turn)
SELECT BUTTON:	Switch Viewpoint (or, if held down) Engage AUTOPILOT
START BUTTON:	Pause
△ BUTTON:	Switch lock-on target (or, if held down) direct RPC to selected target
○ BUTTON:	Missile
✕ BUTTON:	Machine Gun
□ BUTTON:	View Map/Zoom Radar

Using a neGcon™

L BUTTON
DIRECTIONAL BUTTONS
START BUTTON

R BUTTON
B BUTTON
II BUTTON
A BUTTON
I BUTTON
RIGHT/LEFT TWIST
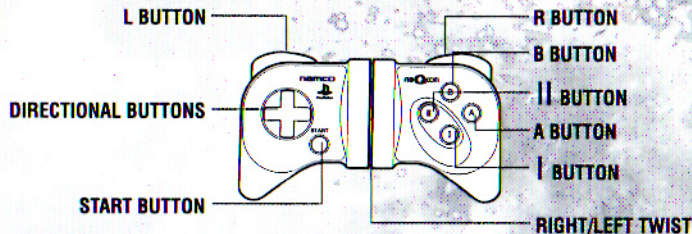
L BUTTON:	Switch lock-on target (or, if held down) direct RPC to selected target
R BUTTON:	Machine Gun

DIRECTIONAL BUTTONS:

↑:	Pitch Down (or, when using Easy Control: Drop)
↓:	Pitch Up (or, when using Easy Control: Climb)
←:	Left Yaw
→:	Right Yaw
START BUTTON:	Pause
B BUTTON:	View Map/Zoom Radar
A BUTTON:	Missile
I BUTTON:	Accelerate
II BUTTON:	Decelerate
TWIST:	Left/Right Roll (or, when using Easy Control: Left/Right Turn)

Make sure there are enough free blocks on your Memory Card before commencing play (consult the Memory Card icon on the back of the software box for more information).

SAVE: After each mission, you will return to the Main Menu, where you will be able to save your progress to a Memory Card via the SAVE menu. Select YES if you want to save your current game progress. At the SAVE GAME Menu, select a save file to save your data and then press the ✗ Button.

LOAD: Loading a previous game can only occur at the Log-In Menu. To load a file, insert the Memory Card into Memory Card Slot 1 and select LOAD. Once the Memory Card is loaded, select the file you wish to load.

RE-OPEN: This option can only be selected if you have just "logged out" of the game. To log out of a game you must exit the game through the OPTIONS Menu.

The game flow is as shown below. This section explains each screen in the order shown.

MISSION BRIEFING Screen:	Details of the battle and targets for the given mission.
AIRCRAFT SELECTION Screen:	Select an aircraft.
WEAPON SELECTION Screen:	Select weapons for your aircraft.
GAME Screen:	Section of the game in which the mission is carried out.
MISSION DEBRIEFING Screen:	Mission results given.
MAIN MENU & SAVE Screen:	Select SAVE at the Main Menu to save your progress.

MISSION BRIEFING SCREEN

After selecting MISSION from the Main Menu, you will be taken to the MISSION BRIEFING Screen, where details of your mission and targets are displayed. Most missions are timed, so use your time wisely. At the end of each mission briefing, a time limit is displayed, this tells you how much time you have to finish the mission. If you take too much time on your mission, you will receive a MISSION FAIL. Press the ✗ Button to move onto the AIRCRAFT SELECTION Screen.

AIRCRAFT SELECTION SCREEN

This screen shows the various types of aircraft to choose from for each sortie. Use the Directional Buttons to select your plane, then press the ⊗ Button to accept your selection and advance to the WEAPON SELECTION Screen. In the case of a special mission, you may only be able to select the plane already provided.

NOTE: When starting a new game, you will only start with one plane.

WEAPON SELECTION SCREEN

When starting a new game, you will only be able to select the Vulcan and Missiles. However, as the game progresses and depending on the aircraft you choose, you will be able to select different weapons. After pressing ↑ / ↓ to select your Machine Gun or Missile system, press ← / → to select the weapon, then press the ⊗ Button to accept. The mission will then start.
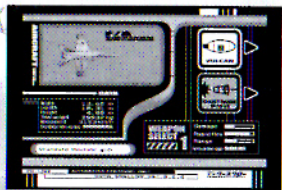
GAME SCREEN

The Game Screen consists of the HUD (Heads Up Display) containing the items shown below:

First Person POV   Third Person
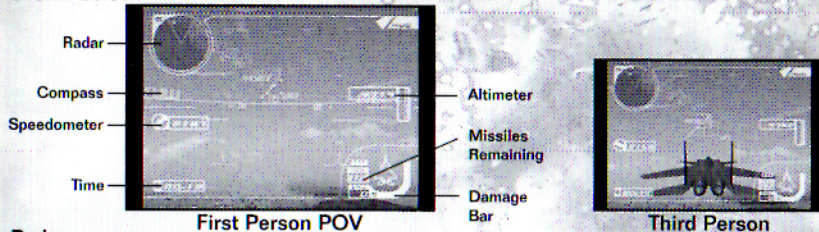
Radar
Shows the direction in which the target lies, and switches automatically in three stages, depending on how far away the enemy is. While the ⬤ Button is held down, automatic scale adjustment will allow the nearest target to be picked up on the Radar.

Speedometer
Shows how fast your aircraft is flying.

Time
Time elapsed on this mission.

Altimeter
Shows your aircraft's altitude.

Compass
Shows the direction in which the nose of your plane is facing (N = North, S = South, E = East, W = West), and the angle.

Damage Bar
Indicates the percentage of damage suffered by your own plane. Once Damage exceeds 100%, you will crash.

Missiles Remaining
Number of missiles remaining.

Missile Seeker

This is the sight marker to which the Missile locks on in the target Indicator.

Gun Sight

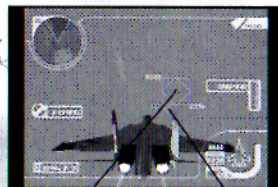This is the Machine Gun sight. It appears only when the Target is within firing range.

Missile Seeker   Gun Sight

Direction Vector

Shows the direction the enemy aircraft is heading in.

Lock-On Range

This is the range over which your missiles can lock on. However, if the target is too far away, it may not be possible to lock on, even though it is technically within range.

Direction Vector   Lock-On Range

Target Indicator

Displays the target's information on the screen, indicating how far away it is, and its attributes. Other craft may be indicated by one of the following:

TGT: Enemy target
FRND: Friend – Someone you must not attack
NTGT: Neutral target – Don't shoot

Arrow Designator

Indicates the direction of the plane at which you are aiming.
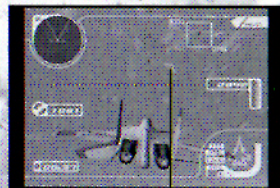
Arrow Designator

When you press the ⬛ Button, the Map appears.

RED objects: Primary Target
WHITE objects: Secondary Target
YELLOW objects: Neutral Targets, don't shoot.
BLUE objects: Ally – Someone you must not attack

Map

PAUSE MENU

When you press the START Button during a Mission, the PAUSE Menu appears. Press ⬆ / ⬇ to select an option, and then press ⬅ / ➡ to change the setting. Press the ❌ Button to accept your selection.

EXIT: Resume game.
AUTO VIEW: When set to ON, this option automatically switches your Area View when you destroy an enemy plane and allows you to view the gameplay from a different angle to the one normally used.

Pause Menu

HUD: Turns the HUD (screen display) ON/OFF.
RESTART MISSION: Lets you start the mission again from the beginning.
LEAVE MISSION: Aborts the mission and returns you to the Main Menu.

MISSION DEBRIEFING SCREEN

When you complete a mission, the MISSION DEBRIEFING Screen appears. You can look back over your flight, review the problems, find out what you need to work on, and make use of this information in your next mission. Also, your own flight path and the locations where you shot down the enemy are reproduced using an overhead map, and the results of your mission are displayed.
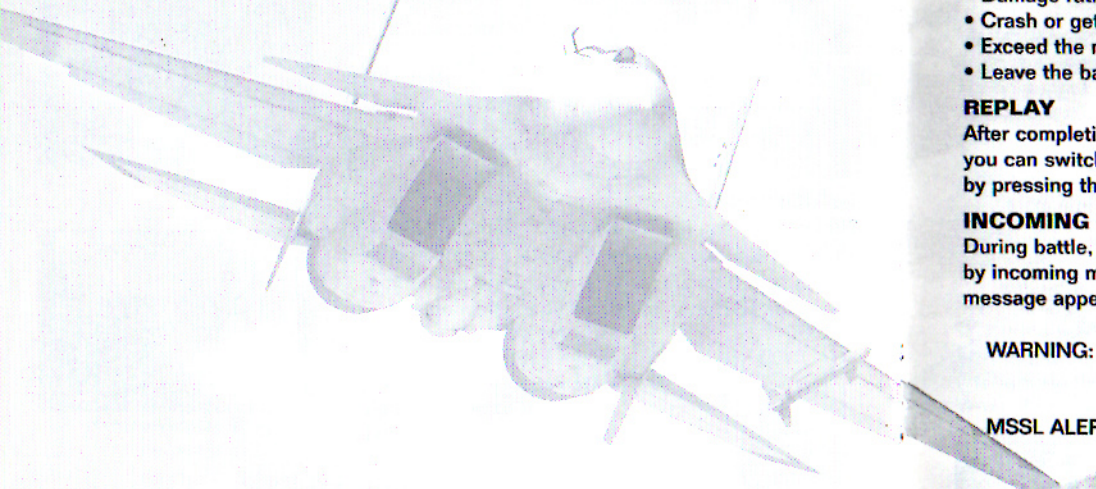
Essentially, your mission will fail if any of the conditions specified in the mission briefing are not fulfilled. There may also be additional conditions for certain missions, so you need to check the MISSION BRIEFING Screen carefully. Generally, your mission will fail under the following conditions:

• Damage rating exceeds 100%
• Crash or get shot down over land or sea
• Exceed the mission time limit
• Leave the battle area

REPLAY

After completing a mission, a replay of the action will commence. During the replay, you can switch the Viewpoint using the control buttons. You can also skip the replay by pressing the START Button.

INCOMING MESSAGES RECEIVED DURING BATTLE

During battle, you may be warned of various dangers by incoming messages. Pay close attention to any message appearing on the screen.
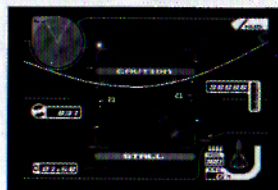

WARNING:	An enemy aircraft has a missile lock on your aircraft.
MSSL ALERT:	Appears when a missile is approaching your plane.
CAUTION DAMAGE:	Your aircraft has been hit.

CAUTION OFF COURSE: Your aircraft is in danger of leaving the battle area.
CAUTION STALL: Your aircraft is stalled.
CAUTION PULL UP: Your aircraft is flying too low to the ground.
CAUTION PULL DOWN: Your aircraft is flying too high (only used in missions where you are required to remain below a certain altitude).

* There are other messages in addition to those listed above. You would be well advised to pay attention to your briefing and to any messages you receive.

FLIGHT TECHNIQUES:
CLASS 1
In this game, there are two control methods: Normal Control and Easy Control. Note that flight techniques differ depending on which control method you choose.

Yawing and Turning
The largest difference between Normal Control and Easy Control lies in the way you steer the aircraft right or left. In Easy Control, the aircraft's body automatically tilts when you turn, but in Normal Control, when you turn, the aircraft's body tilts first and then the nose goes up, letting you control the flight in a more realistic way.

Normal Control
Yaw: Use the L2 or R2 Buttons to steer left or right while flying horizontally.

Turn: Using the ← / → Directional Buttons, tilt the plane body, and use the ↑ / ↓ Directional Buttons to add vertical adjustment as you go round. This must be done as a smooth sequence of operations, so you will need a lot of practice to be able to do it instinctively.

Easy Control
Turn: The plane will roll and turn automatically toward the direction you indicate using the Directional Buttons. As in Normal Control, you can steer it left or right on the horizontal using the L2 and R2 Buttons.

[If using a DUALSHOCK™ analog controller, turning is the same as a standard controller, only this time you use the Left Stick.]


Using the Autopilot function
If you are intent on chasing an enemy plane, or if you are on a night mission, you may not always be able to devote attention to keeping the aircraft horizontal. In such cases, it is a good idea to make use of your aircraft's Autopilot function. If you hold down the SELECT Button, your plane will be automatically returned to the horizontal. This function is a powerful tool, particularly in crisis situations, such as during a stall.

Controlling the RPC
(Real-time Perspective Camera)
Enemy aircraft are constantly moving and you will find that they often disappear from your field of vision. When this occurs, you can keep the enemy aircraft in view without actually flying after it by holding down the △ Button. This function can be extremely effective in such situations, so you are strongly advised to use it.
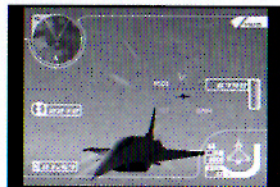
Additionally, if you are using an DUALSHOCK™ analog controller, you will be able to control your Area View at will with the right stick.

CLASS 2

To control a fighter craft, you will need to use a variety of flight techniques. To get the most out of this game, read these pages so that you can master the controls and use them instinctively when in battle.

Checking your targets

First look for targets on the Map and on the Radar. Red markers indicate primary enemy targets, while secondary enemy targets are shown in white. The enemy will be in constant motion, so accelerate and chase them, or make a detour, intercept and close in. Flying too fast while chasing an enemy will necessitate a big detour and make it difficult to get close. The trick is to reduce speed when closing in and make as small a detour as possible. Of course, the safest way to inflict damage on an enemy is to attack from the rear.

Outflanking the enemy aircraft

After targeting an enemy aircraft, use the Arrow Designator to locate it. Move in the direction indicated by the arrow and close in on the enemy until it appears on-screen. When the enemy comes into the screen the Target Container will be displayed.

At this point, the enemy can be readily located by shifting the RPC, as explained in Flight Techniques: Class 1. The enemy can then be corralled fairly easily within the screen.

Locking on

Once you manage to get the enemy within your missile range, the Missile Seeker will appear and automatically search for the target. When this occurs, accelerate and reduce the distance between yourself and the missile target.

When the Missile Seeker is lined up with the Target Container and the cursor goes red, you have succeeded in locking on. You should then attack by firing a missile.

Dodging enemy attacks

Just as you are out to get the enemy, they are out to get you. Naturally, sooner or later you will find a missile heading your way. To escape, dodge out of the way, using plenty of fast turns and rolls. Do not attempt doubling back since this maneuver is not only clumsy but also dangerous. Your only hope is to concentrate on getting out of the way by turning your aircraft.

Watch out for neutral targets

Not all flying objects and objects on the ground are enemies. There are also neutral targets, which must not be destroyed, and these are shown in yellow on your Radar. If you destroy one of these, your Performance Rating for this mission will suffer, so pay close attention to the MISSION BRIEFING Screen.
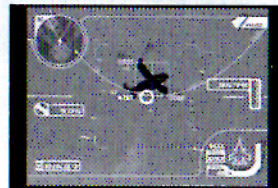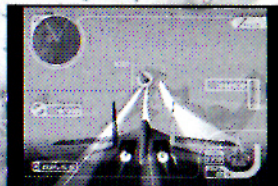
Fighting with machine guns

Depending on the mission, it may not always be possible to lock on to the enemy. In such cases, you will have to use a machine gun such as the Vulcan. You may also have to resort to your machine guns when your missiles are all spent.

Although there is no limit on the number of bullets that can be fired from your machine guns, they have a shorter firing range than missiles, and their power is also several notches lower. Therefore, you need to be fairly close to the target, and it takes a while to destroy it. When you attack, you will need to proceed more carefully than usual, and resign yourself to sustaining a certain amount of damage.

Bombing missions

Some missions involve bombing the target by dropping bombs on it. In these cases, you will not be able to lock your bomb on to the target. Line up your Bomb sight with your selected target and drop your bombs.
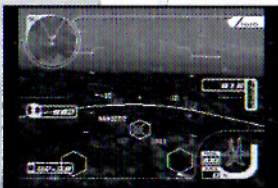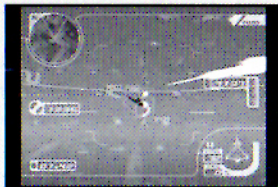
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Tak Hyodo
Alex McLaren
Yoshi Niki
Brian Schorr
Jesse Taylor
Yoshi Homma

PLAY ARCADE CLASSICS AT HOME!

Museum Vol. 1 includes: Pac-Man * Galaga * Pole Position and more
Museum Vol. 3 includes: Ms. Pac-Man * Galaxian * Dig Dug and more

EVERYONE

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CONTENT RATED BY
ESRB

namco