PlayStation

NTSC | U/C

PlayStation

TEEN

AGES 13+

CONTENT RATED BY ESRB

SLUS-00404

3D Jet Fighter Action

Intense Aerial Dogfighting

Superior Enemy Intelligence

"ACECOMBAT2"

Phoenix

ACECOMBAT 2

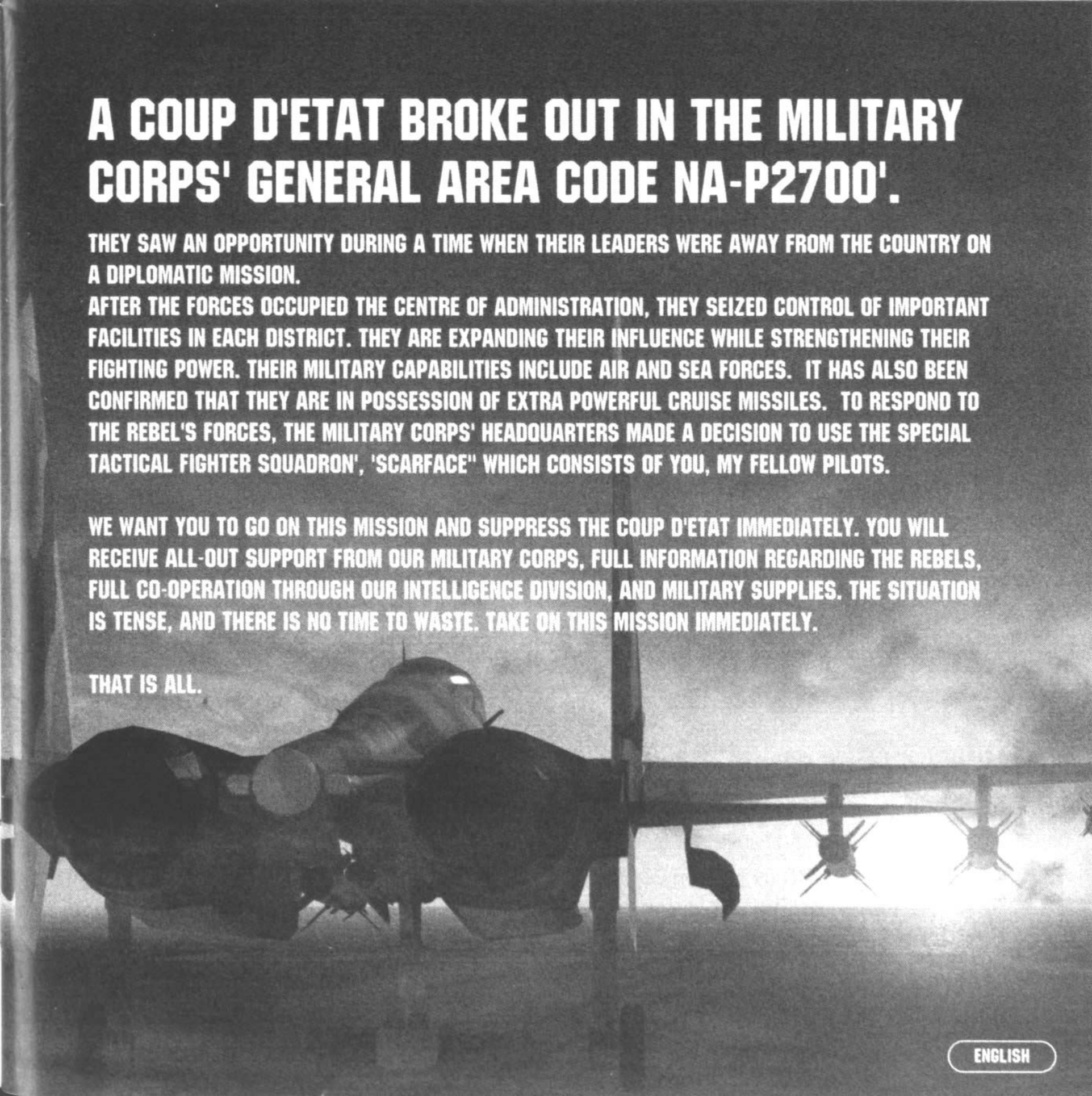
namco®

A COUP D'ETAT BROKE OUT IN THE MILITARY CORPS' GENERAL AREA CODE NA-P2700'.

THEY SAW AN OPPORTUNITY DURING A TIME WHEN THEIR LEADERS WERE AWAY FROM THE COUNTRY ON A DIPLOMATIC MISSION.
AFTER THE FORCES OCCUPIED THE CENTRE OF ADMINISTRATION, THEY SEIZED CONTROL OF IMPORTANT FACILITIES IN EACH DISTRICT. THEY ARE EXPANDING THEIR INFLUENCE WHILE STRENGTHENING THEIR FIGHTING POWER. THEIR MILITARY CAPABILITIES INCLUDE AIR AND SEA FORCES. IT HAS ALSO BEEN CONFIRMED THAT THEY ARE IN POSSESSION OF EXTRA POWERFUL CRUISE MISSILES. TO RESPOND TO THE REBEL'S FORCES, THE MILITARY CORPS' HEADQUARTERS MADE A DECISION TO USE THE SPECIAL TACTICAL FIGHTER SQUADRON', 'SCARFACE" WHICH CONSISTS OF YOU, MY FELLOW PILOTS.

WE WANT YOU TO GO ON THIS MISSION AND SUPPRESS THE COUP D'ETAT IMMEDIATELY. YOU WILL RECEIVE ALL-OUT SUPPORT FROM OUR MILITARY CORPS, FULL INFORMATION REGARDING THE REBELS, FULL CO-OPERATION THROUGH OUR INTELLIGENCE DIVISION, AND MILITARY SUPPLIES. THE SITUATION IS TENSE, AND THERE IS NO TIME TO WASTE. TAKE ON THIS MISSION IMMEDIATELY.

THAT IS ALL.



ENGLISH

SETTING UP

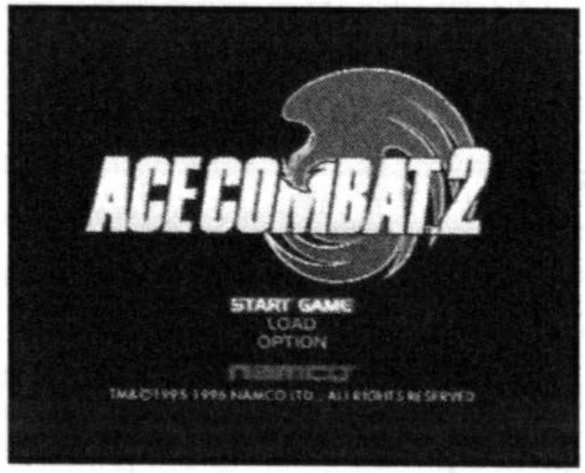
Set up your PlayStation™ as described in your PlayStation™ instruction manual. Make sure the power is OFF before inserting or removing a CD. Insert the AceCombat2™ disc and close the Disc cover. Insert Controller and turn ON the PlayStation™ at the POWER button. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card BEFORE commencing play.

HOW TO START THE GAME

When the title screen is displayed, select a menu with the Directional buttons and press the START button or the ○ button to confirm your selection.

START GAME

Select the game level; EASY, NORMAL, or HARD and press the START button or the ○ button to start the game.



LOAD

Select the file and press the START button. After loading, you automatically return to the title screen. Select START GAME (CONTINUE) to begin.

OPTION

To set the button position or to configure the game contents, select a menu with the Directional buttons and press the START button or the ○ button. Select EXIT to return to the title screen

KEY CONFIGURATION

To configure the buttons, use the UP or DOWN Directional buttons to select the options and configure by using the LEFT or RIGHT Directional buttons. Select EXIT to return to the previous menu screen. For the Analog Controller and the Analog Joystick in analog modes, select EXIT to go to the calibration screen. Move your Sticks to calibrate the peripheral to your requirements, press the × button to cancel or the START button to confirm your selection and return to the previous menu.

MODE	NOVICE is for beginners, EXPERT is for advanced players.
TYPE	For A, use the UP Directional button to go down, and the DOWN Directional button to go up. For B, use the UP Directional button to go up, and the DOWN Directional button to go down. For the Analog Joystick, select from five types, A through E.
YAW TYPE	To set the yawing operation for the Analog joystick.
RESPONSE	Sets reaction speed for turning. 3 different speeds (only for the Analog Controller and Analog Joystick); QUICK, NORMAL, SLOW.
CUSTOM BUTTON	Configure the buttons with the START button. To select, use the UP or DOWN Directional buttons. To change or convert the effect, use the LEFT or RIGHT Directional buttons.

GAME CONFIGURATION

To configure the game contents, select an item by using the UP or DOWN Directional button and change options by using the LEFT or RIGHT Directional buttons. Select EXIT to return to the previous menu screen.

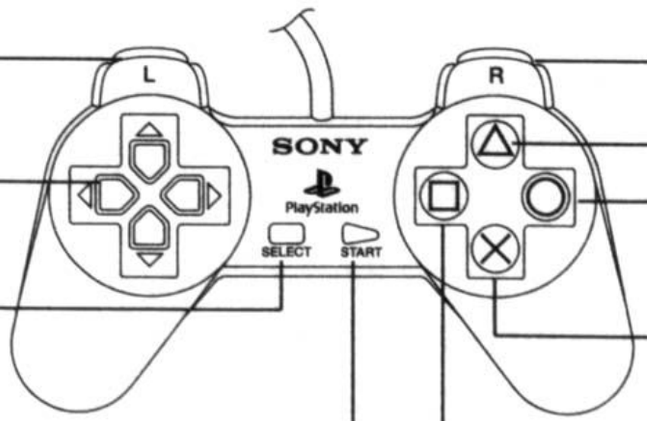
CAPTION	Displays captions during flight, when set to ON.
HUD-UNIT	Displays METERS or FEET.
HUD-DIR	Displays the direction. Use NSWE for radius direction or DEGREE for angle.

ADVICE	Wise words from the control tower.
TARGET VIEW	PER MISSION - The target view configuration switches OFF after each mission. ALL - The target view stays ON throughout missions.
SOUND MODE	Select either STEREO or MONO.
S.E. LEVEL	Adjusts the volume of the sound effect during the game. Adjust by using the LEFT or RIGHT Directional buttons.
MUSIC LEVEL	Adjusts the volume of the music during the game. Adjust by using the LEFT or RIGHT Directional buttons.
SCREEN ADJUST	Adjust the screen position with the Directional buttons. Press the START button to return to the Options menu.

HOW TO USE THE CONTROLLER

NOVICE and EXPERT modes are available on each Controller for this game. Try NOVICE (for beginners) first and then try the more challenging EXPERT mode after you feel comfortable. Go to the KEY CONFIGURATION screen to change the Controller mode. For detail operations, please refer to the FLIGHT TECHNIQUE section.

CONTROLLER - NOVICE mode



L1 button - Decelerate

R1 button - Accelerate

Directional buttons
Press UP to go down
DOWN to go up
LEFT to turn left
RIGHT to turn right.

△ button
Change the lock-on target

○ button - Fires missiles

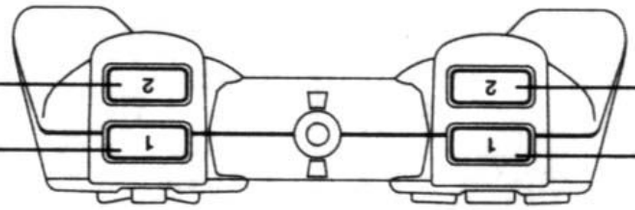
× button
Fires machine guns

SELECT button
Change the view point

START button
Pauses / Unpauses game

□ button
Ground map display (while pressed)

CONTROLLER - EXPERT mode

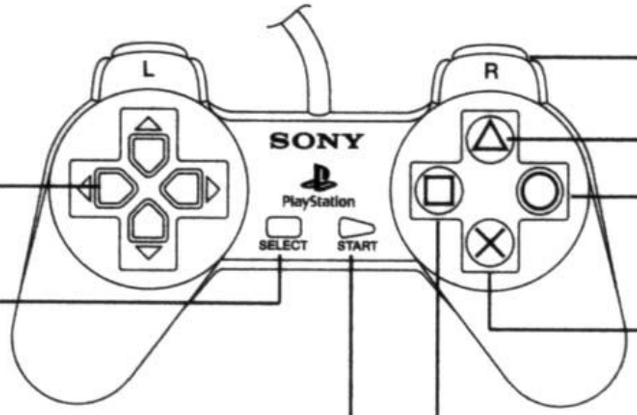


L2 button - Left yawing

L1 button - Decelerate

R2 button - Right yawing

R1 button - Accelerate



R1 button - Accelerate

Directional buttons
Press UP to pitch down, DOWN to pitch up, LEFT to roll left, RIGHT to roll right.

△ button
Change the lock-on target

○ button - Fires missiles

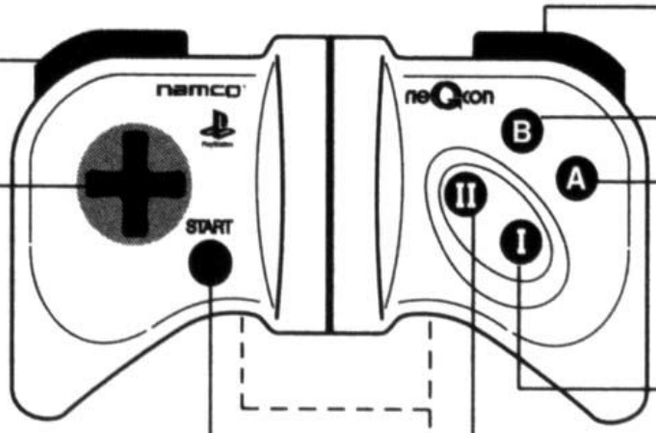
× button
Fires machine guns

SELECT button
Change the view point

START button
Pauses / Unpauses game

□ button
Ground map display (while pressed)

neGcon™ - NOVICE mode



L button
Change the lock-on target

Directional buttons
Press UP to go down and press DOWN to go up.

R button
Fires machine guns

B button
Ground map display (while pressed)

A button
Fires missiles

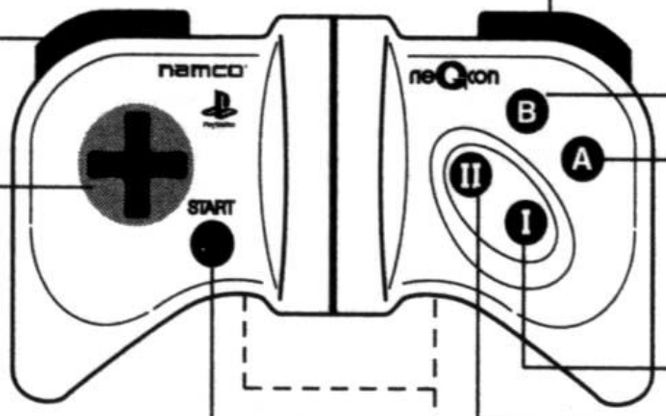
I button - Accelerate

II button - Decelerate

START button
Pauses / Unpauses game

Twist - Turn right or left

EXPERT mode



L button
Change the lock-on target

Directional buttons
Press UP to pitch down, DOWN to pitch up, LEFT to yaw left, RIGHT to yaw right.

START button
Pauses / Unpauses game

R button
Fires machine guns

B button
Ground map display (while pressed)

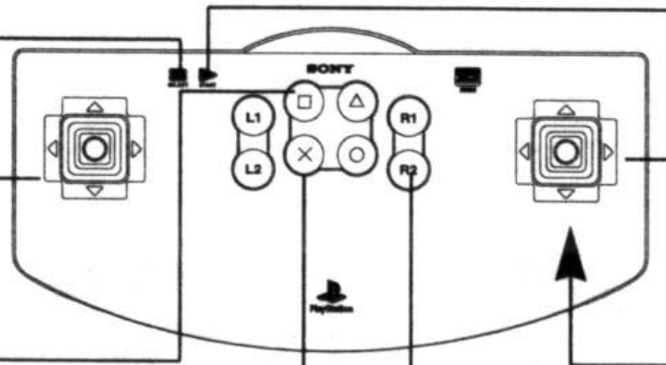
A button
Fires missiles

I button - Accelerate

II button - Decelerate

Twist - Roll right or left

ANALOG JOYSTICK - NOVICE mode



SELECT button
Change the view point

Left stick
Up for acceleration, Down for deceleration

□ button
Fires machine guns

START button
Pauses / Unpauses game

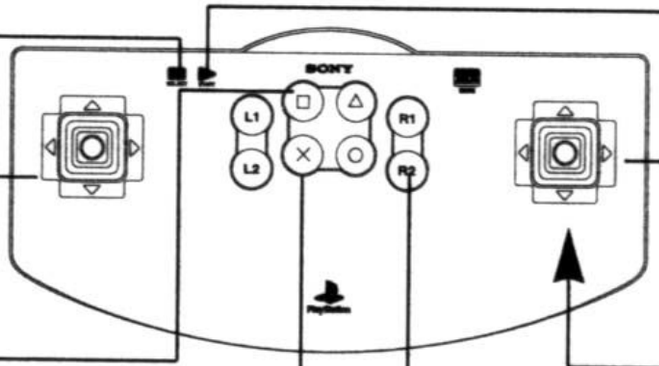
Right stick
Push UP to go down, DOWN to go up, RIGHT to turn right, LEFT to turn left

Directional buttons
Change the lock-on target

× button
Fires missiles

R2 button
Ground map display (while pressed)

EXPERT mode



SELECT button
Change the view point

Left stick
Push UP for acceleration,
DOWN for deceleration,
RIGHT to yaw right, and
LEFT to yaw left

□ button
Fires machine guns

× button
Fires missiles

R2 button
Ground map display
(while pressed)

START button
Pauses / Unpauses game

Right stick
Press UP to pitch down,
DOWN to pitch up,
RIGHT to roll right,
LEFT to roll left

Directional buttons
Change the lock-on target

ANALOG CONTROLLER - NOVICE mode

L1 button	Decelerate
SELECT button	Change the view point
Left stick	Push UP to go down, DOWN to go up, RIGHT to turn right, LEFT for turning left
R1 button	Accelerate
△ button	Change the lock-on target
○ button	Fires missiles
× button	Fires machine guns
□ button	Ground map display (while pressed)
START button	Pauses / Unpauses game

EXPERT mode

L2 button	Left yawing
L1 button	Decelerate
SELECT button	Change the view point
Left stick	Press UP to pitch down, DOWN to pitch up, RIGHT to roll right, LEFT to roll left
R2 button	Right yawing
R1 button	Accelerate
△ button	Change the lock-on target
○ button	Fires missiles
× button	Fires machine guns
□ button	Ground map display (while pressed)
START button	Pauses / Unpauses game

Return to the title or KEY CONFIGURATION screen when changing the operation from digital to analog.

NOTE: The Analog Controller has two analog modes, the standard ANALOG mode (the LED on the Controller lights up RED) and Analog Joystick mode (the LED lights up green). It is recommended that you select Analog (RED) mode when playing Ace Combat 2™. For more details, please consult the Analog Controller's instructions.

MISSION COURSE

In general, each mission proceeds as outlined below. More explanations follow:

1. MAIN MENU (Arsenal, Data, System screen); Purchase fighter planes, study data, and save games.

2. BRIEFING SCREEN (Information screen); explains the strategy and targets.

3. COMPANION FIGHTER SELECTION SCREEN (Tactical screen); Select companion fighters and establish tactics.

4. YOUR FIGHTER SELECTION SCREEN; select your own fighter.

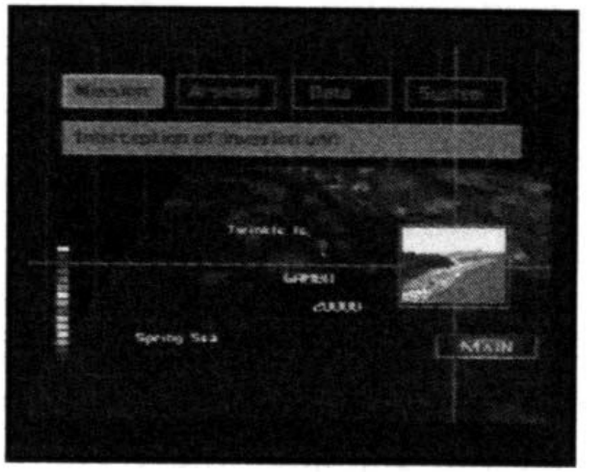
5. BASIC SCREEN; Mission begins.

6. DEBRIEFING SCREEN; Receive prize money, emblems, and medals depending on the results.

7. ADVANCE TO THE NEXT MISSION.

1. MAIN MENU

On this screen, you will hear the mission's strategy, purchase fighter planes, and can save the game. Select the menu with the Directional buttons and press the ○ button to confirm. To cancel or return to the previous screen, press the × button.



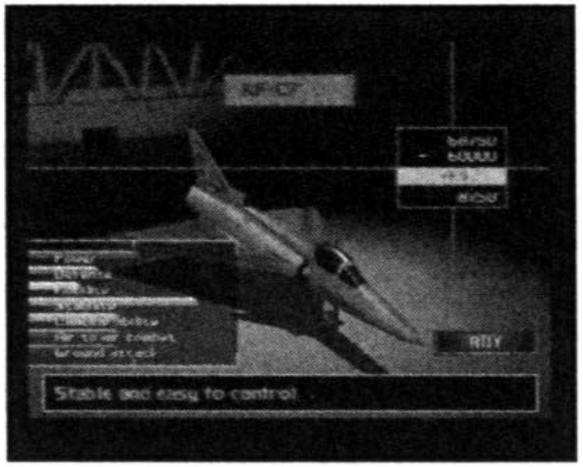
MISSION

Go to the Briefing screen. When two missions are shown, select one with the Directional button and press the ○ button.

ARSENAL

This is the hangar. Select BUY to purchase a new plane, and SELL to sell a plane. Select the fighter plane by using the LEFT or RIGHT Directional buttons and press the ○ button. As the number of your medals increase, the available types of the fighter planes will increase.

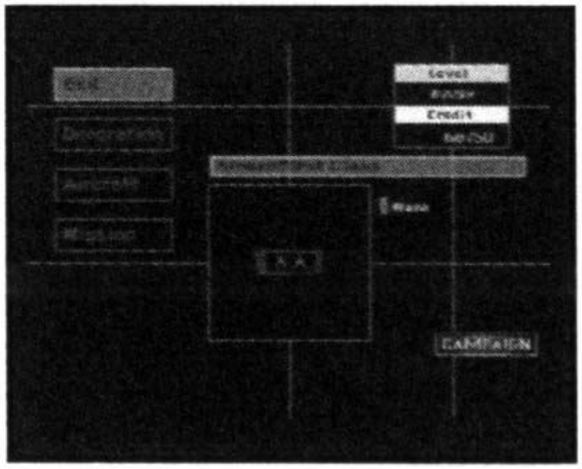
Model Name
Money available
Trading cost
Total Balance



POWER	Generating power
DEFENSE	Durability
MOBILITY	Agility
STABILITY	Balance
CLIMBING ABILITY	Ability to ascend
AIR TO AIR COMBAT	Aerial combat power
GROUND ATTACK	Ground attack power

DATA

CAMPAIGN DATA Allows you to see the on-going mission data. Select the menu with the Directional buttons and press the ○ button to confirm. Select EXIT to return to the Main menu.



LEVEL	The selected difficulty level
CREDIT	The amount of money you have

YOUR CURRENT STATUS

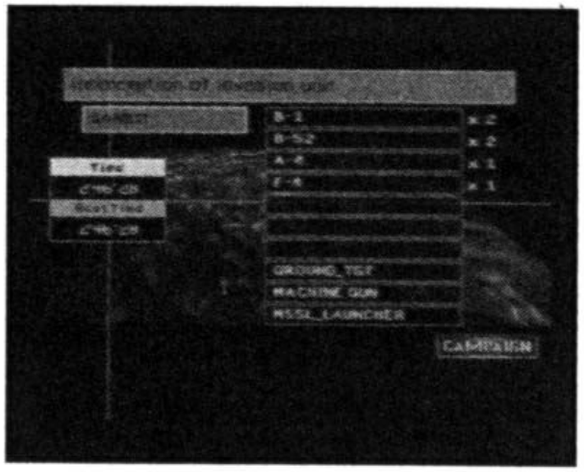
DECORATION

The medal represents your current status. The medals you own are shown on the upper left side of the screen. Use the LEFT or RIGHT Directional buttons to switch between medals. To return to the CAMPAIGN DATA screen, press the ×button.

AIRCRAFT

This shows the fighter plane you own. Select your fighter plane by using the UP or DOWN Directional buttons. The SORTIES FLOWN and % (percentage of fighters deployed) will be displayed. To return to the CAMPAIGN DATA screen, press the ✕button.

MISSION

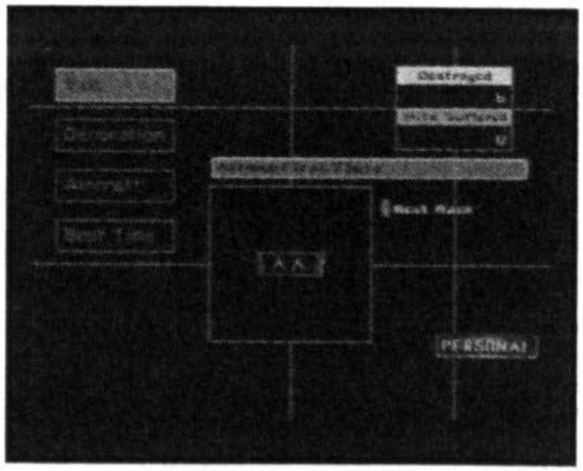


Shows the statistics for all cleared missions. Use the LEFT or RIGHT Directional buttons to select a mission. To return to the CAMPAIGN DATA screen, press the ✕button.

Mission Name & Code Name
Your time and the fastest time the mission was cleared.
The number of enemies you destroyed.

See the section on REWARDS for details

PERSONAL DATA



Review the total number of games played. Use the Directional buttons to select and press the ○ button. Select EXIT to return to the Main menu

DESTROYED The number of enemies you destroyed
HITS SUFFERED The number of times you are hit
BEST RANK The best emblem you have earned

DECORATION

Review all of the medals you have attained in past missions. To zoom in on a medal,

select a medal by moving the Directional button left or right. It will be displayed in the upper left side of the screen. To return to the PERSONAL DATA screen, press the ×button.

AIRCRAFT

Review all the fighter planes you have obtained. To review the percentage and the number of times a fighter plane was deployed, select a fighter plane by using the UP or DOWN Directional buttons.
(SORTIES FLOWN are the number of fighter planes deployed). The data is shown on the right upper side of the screen. To return to the PERSONAL DATA screen, press the ×button.

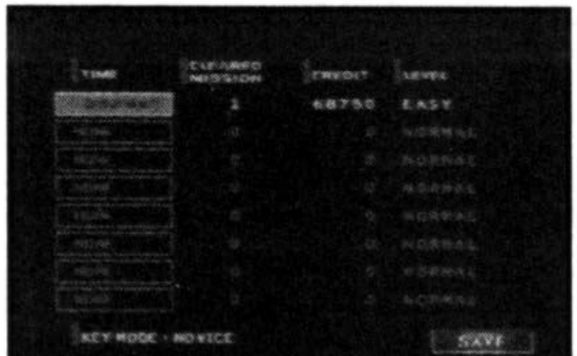
BEST TIME

The fastest time the mission was cleared on each level.

SYSTEM

SAVE

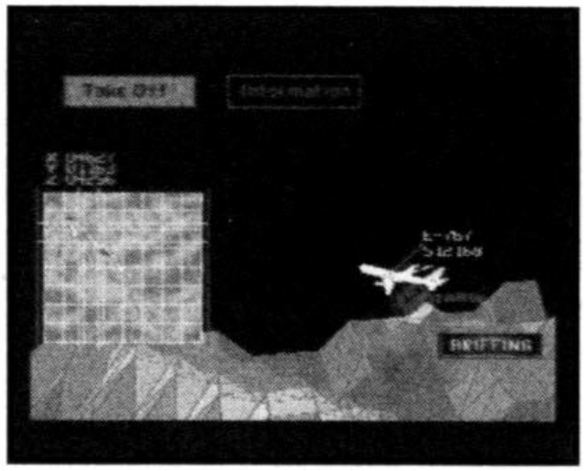
Saves the game. Select a position to save by moving the Directional button up or down and press the ○ button. When the confirmation message appears, press the START button to save or the ×button to cancel.



CLEARED MISSION (The number of the missions cleared)
CREDIT (The amount of money available)
LEVEL (Difficulty level)
KEY MODE (Saved key mode)

To return to the main menu, press the ✕button or the △ button.

2. BRIEFING SCREEN



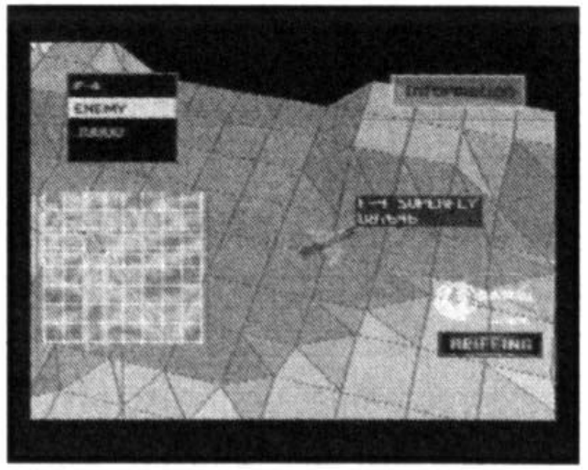
When selecting MISSION on the Main menu, you will see the mission strategy and targets on the BRIEFING screen. Then press the ○ button and select TAKE OFF or INFORMATION by using the Directional buttons. Press the ○ button again to continue.

The ground map
Fighter Plane Information

TAKE OFF

Select this option to deploy your fighter plane. If the mission allows a companion, you will automatically move to the Wingman selection screen.

INFORMATION



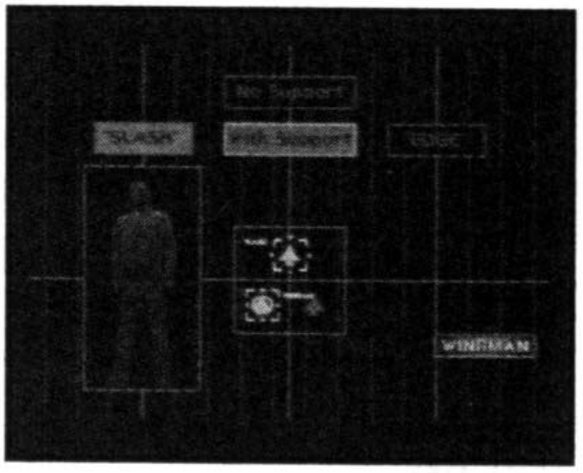
A quick briefing on the combat situation. This is a convenient reminder of your targets. To change the target, use the Directional buttons. To return to the BRIEFING screen, press the ✕button.

The model of your fighter plane
The level of the enemy pilots

TARGET The enemies to destroy to clear the mission
ENEMY Other enemies other than the target
GUARD Guards

FRIEND (Allies, ally institutes)
HOLD FIRE (Things that you are not supposed to attack)
The reward for shooting down the enemies

3. THE WINGMAN SELECTION SCREEN



Select TAKE OFF to go to the WINGMAN SELECTION screen where you choose to fly alone or with a companion. Select the companion fighter plane and the menu with the Directional buttons and press the ○ button.

NO SUPPORT
Takes the mission without a wingman.

WITH SUPPORT
Companion fighter planes will fly with you. To attain support, move the cursor to WITH SUPPORT. Then select either a male or female pilot and press the ○ button. The tactical screen will then automatically appear. Select the tactics of the companion fighter planes by using the Directional buttons and press the ○ button to confirm.

NOTE: Companion fighter planes are not available in some missions. Remember, It costs you money to have companion fighter planes.

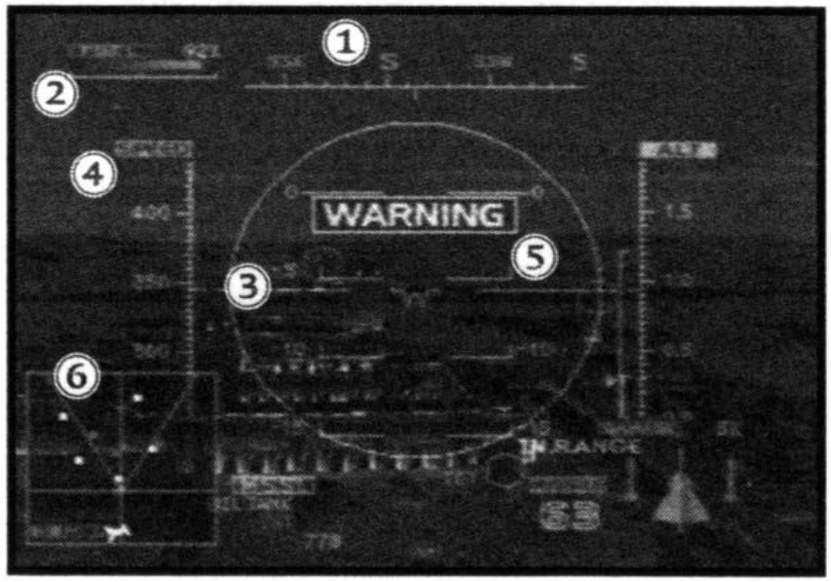
4. SELECT YOUR OWN AIRCRAFT SCREEN

Choose your aircraft, among those you have, with the Directional button and press the ○ button.
Once you select your aircraft, your mission begins.

5. BASIC SCREEN

There are two views to choose: the standard view and the behind the plane view. You can switch between the two views with the SELECT button during the game. The views are described below:

STANDARD VIEW



1. DIRECTION This shows either the direction your fighter plane is facing. (North, South, East, West) or the angle of your fighter.

2. FUEL GAUGE When it becomes 0%, you will see a MISSION FAILED message.

3. HORIZONTAL GAUGE The horizontal position of the ground. When you match the pitch gauge with the horizontal gauge, you can see your fighter plane's turning degree (left or right) and the degree of slant (up or down).

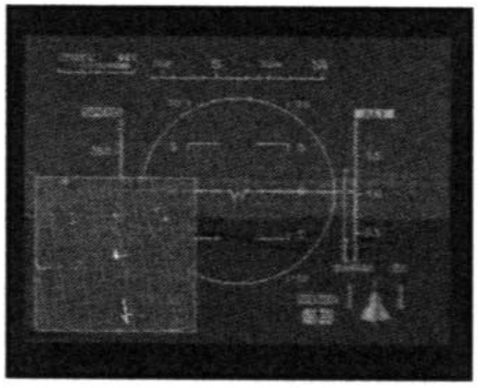
4. SPEEDOMETER How fast you are flying.

5. PITCH GAUGE This measures your fighter plane's slanting (up or down) and turning (right or left) degrees. Matching the pitch gauge with the horizontal gauge, you can see the slant angle and the turn angle.

6. RADAR Detects the objects around your fighter plane. The range automatically changes to short, middle or long depending on the nearest enemy. Red on the radar indicates the target.

While pressing the □ button, the radar becomes the ground map. This map covers a bigger area and helps you confirm the enemy's position.

Red (Targets), Yellow (Objects not to attack), White (Enemies who are not the target), Blue (allies)



Mode Indicates the mode of the fighter plane.

GUN	Machine gun mode
MSSL	Missile mode
ILS	Landing and alignment mode

IN RANGE	The enemies are within missile range
FIRE	You have locked-on to the enemy.
MISS	The target has been missed by your missile
HIT	The target has been hit.

TIME	Indicates the mission's time limit. When it becomes 0, the mission is over.
ALTIMETER	Indicates how high you are flying from the ground.
MISSILE RANGE	The maximum range you can lock-on to enemies. (It does not allow you to lock-on if the target is out of range)
TARGET SIGHT	Shows all the enemies within the area.

MODEL OF THE FIGHTER PLANE

Mission target

Distance from the enemy

ARROW INDICATOR	Indicates the direction of the target.
GUN SIGHT	Appears when the enemies are within range.

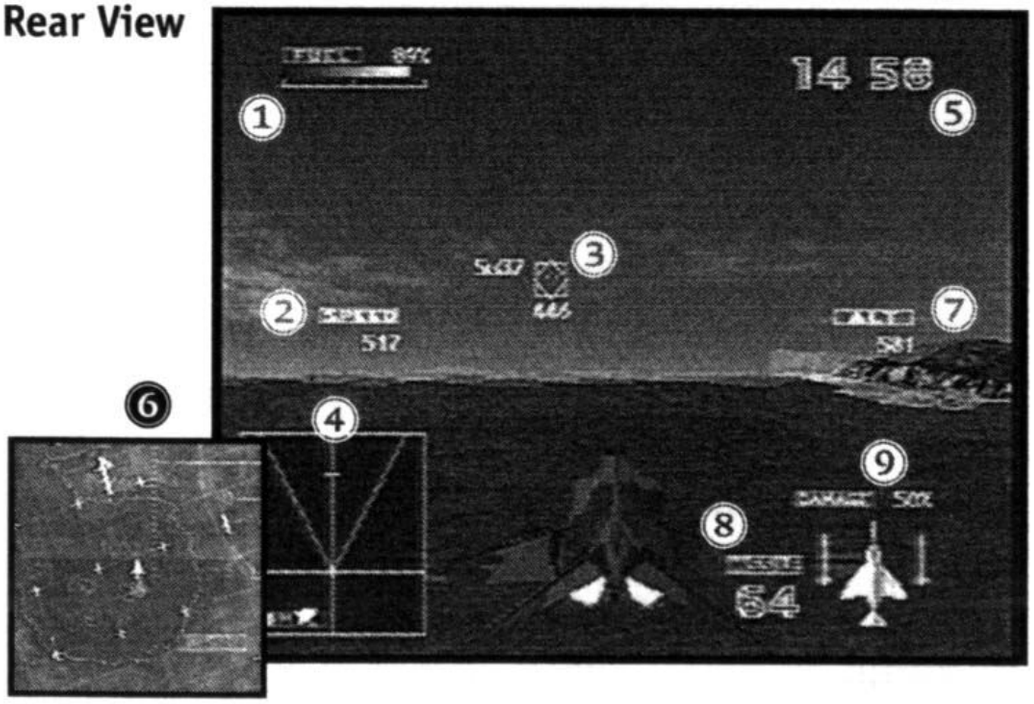
MISSILE SEEKER Searches for all targets within the missile's range and automatically locks-on when the sight aligns with the target.

DAMAGE METER The colour of the fighter plane represents its damage level. When the damage becomes 100 %, the fighter plane will crash or explode.

NUMBER OF MISSILES The message above the number of missiles indicates the status of the missile.

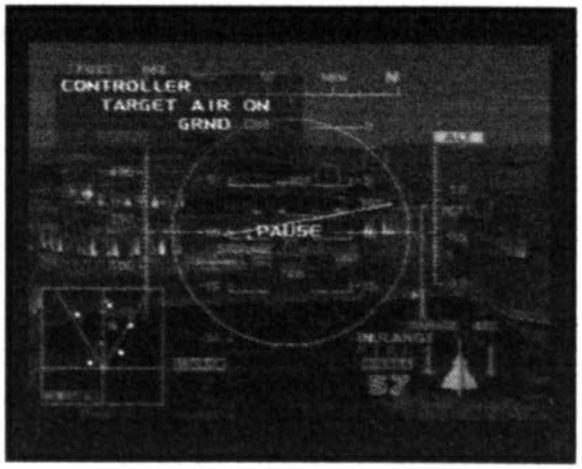
BASIC SCREEN (Continued) The Rear View

1. Fuel Gage
2. Speedometer
3. Missile Seeker
4. Radar
5. Time
6. Target Sight
7. Altimeter
8. The number of missiles
9. Damage Meter



TARGET VIEW

After destroying an enemy, your view can be automatically switched to the target view. Press the START button to bring up the menus and select ON by using the Directional buttons.
AIR represents objects in the air such as a fighter plane.
GRND are objects on the ground such as a gun tower.
While in the target view, you can still operate your



fighter plane. However, you will switch back to the standard view after a certain time. To return to the target view, press any of the following buttons: ○ , ×, △ or □ .

RULES

Depending on the mission, there are different ways to fail.
The following is a list of the main reasons. For more information on why you failed a mission, take a look at the briefing screen.

1. When the fighter plane's damage becomes 100 %.
2. When the fighter plane crashes into the ground or ocean.
3. When the fuel gauge reaches 0.
4. When your aircraft enters a non-designated area.

REPLAY

You can watch a replay of the game when a mission is over. Press either the ○ or ×button to switch camera views. To skip the replay, press the START button.

MESSAGES DURING THE FIGHT

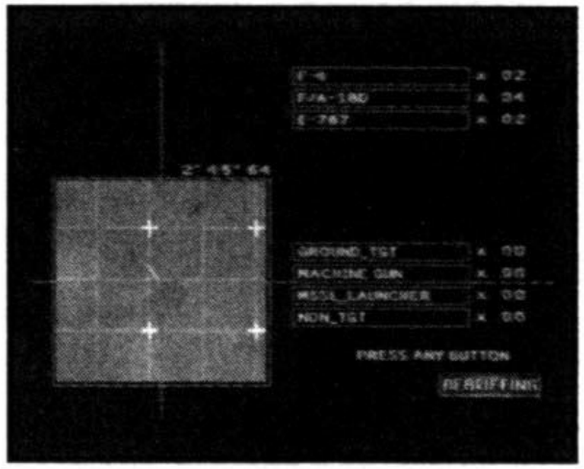
The control tower sends messages to let you know about the danger encountered in the game.

WARNING	When your aircraft has been locked-on by an enemy.
MISSILE ALERT	When a missile is approaching your aircraft.
CAUTION DAMAGE	When your aircraft has been hit by enemy fire.
CAUTION STALL	When your aircraft is flying too slowly.
CAUTION OFF COURSE	When your aircraft is nearly out of the designated area.
CAUTION PULL UP	When there is a danger of crashing into the ground.
CAUTION PULL DOWN	When your aircraft is flying too high. (Only in missions with a height limit).

CAUTION FUEL LOW You have 60 seconds before running out of fuel.
CAUTION FUEL EMPTY When all fuel has been used.

There are other messages as well. For example, **HOLD YOUR FIRE** means that you are not supposed to lock-on to the object. Always check the briefing contents and captions that appear on the right side of the screen.

DEBRIEFING SCREEN



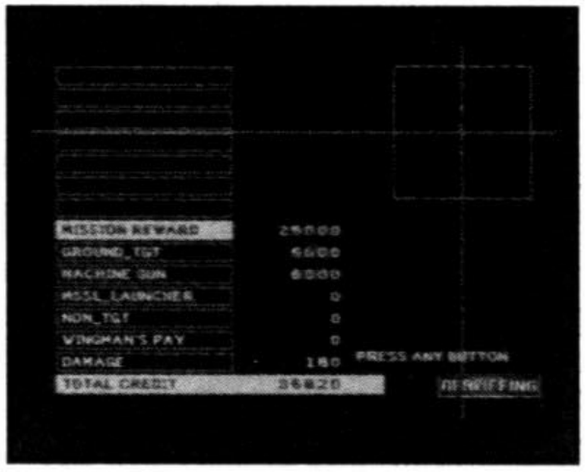
The debriefing screen will appear after the mission is over. Press the ○ button to move to the next screen. When the mission ends, pay the repairmen and go back to the Main menu.

Flight route and the number of enemies you shot. It replays the flight route, shows the points of shot downs, and displays the mission results.
Number of enemies shot down.
Time left until the mission is over.
Radar
Number of ground targets destroyed
Number of machine guns destroyed
Number of Missile launchers destroyed
Number of the non-target objects destroyed

REWARD

You will receive prize money depending on the number of the enemies you destroy. Sometimes you have to use this prize money to pay repairmen to fix your aircraft's damages.

Enemies you have destroyed
Reward for finishing the mission
Reward for destroying the ground objects
Reward for destroying machine guns
Reward for destroying missile launchers
Fine for destroying the non-target objects
Cost for having a wingman
Repair cost



EMBLEMS

Depending on the mission results, you will receive an emblem and your score will increase.

MEDALS

For destroying certain enemies, you may receive a medal. With the medal, you will have more aircraft which you can purchase.

FLIGHT TECHNIQUES (1)

Various kinds of techniques are necessary to operate you aircraft. Here are some of the operational instructions and technical advice.

HOW TO SHOOT

Here you will learn how to survive through a mission.

1. CONFIRM THE TARGET

Find the target with the ground map or radar. The red marks are the targets, the white marks are non-target enemies. Because the enemies and your fighter plane are always moving, you must accelerate to catch up with them, or wait for the enemies to come

closer. Unless the radar is used efficiently, you cannot react to situations immediately.

2. UNDERSTANDING THE MOVEMENT OF THE ENEMY

The arrow indicator shows the position of the enemy when they are near. You want to follow the arrow indicator and bring the enemy into your view. The target site appears when the enemy is on the screen.

3. LOCK-ON

When setting the enemy in the missile range circle, the missile seeker appears and seeks for the target automatically. Your missiles cannot seek enemies out of the missile's range, even if the enemies are on the screen. You must accelerate and get close to the enemy. The lock-on is successful when the missile seeker and the target sight are aligned and the cursor becomes red. At that moment, launch your missile.

As long as you get close to the enemy and bring them within the missile's range, the missile seeker will automatically lock-on to the target.

BE CAREFUL WITH NON-TARGETS

Not all the fighter planes and the ground objects are the enemies. There are some non-target objects that you are not supposed to attack. So, if you study the enemies carefully in the briefing, you should just focus on hitting the enemies.

MACHINE GUNS

When you run out of missiles or confront enemies where your missiles cannot lock-on, you must use machine guns. The machine guns have unlimited bullets. However, the machine guns have a shorter range and much less power. It will take much longer to destroy the target, so you need to get close to the target. Just be careful when attacking and be ready to take some damage. Don't give up, fight it out in a dog-fight!

FLIGHT TECHNIQUE (2)

YAWING AND ROLLING

The biggest difference in the Novice and the Expert mode is the turning. You can only turn and naturally roll in the Novice mode, but in the Expert, you can yaw and roll depending on the situation. With the combination of yaw and roll, you can actually feel what a real flight situation is like. To become an expert pilot, you must distinguish when to use the yaw and roll.

NOVICE

Turning: Your fighter plane automatically rolls towards the direction of the Directional button.

EXPERT

Yawing: Press either the L2 button or R2 button to turn horizontally.

Roll: Tilt the fighter plane first by using the RIGHT or LEFT Directional button, then use the UP or DOWN Directional button to roll. This is actually a series of operations. Practice this to master rolls!

BASIC STRATEGY

The basic strategy for dog fighting is to attack from behind. However, enemies are usually chasing after you, so in most cases, you and the enemy will continuously circle each other. The key to solve this problem is to make a small turns. If you fly too fast, your turn radius will be too large, allowing the enemies to easily follow you.

AVOID MISSILES BY TURNING QUICKLY.

To avoid missiles, do not fly unsteadily. Just dodge the missiles with quick turns. If you try to escape from a missile, it becomes easier for the enemies to catch up with you. All you can do in this situation is to accelerate up to the maximum speed and turn.

MAKE A LOOP AND STAY BEHIND

When enemies are chasing you, get behind the enemy to reverse the situation. This technique is called "Loop" and is actually easy to do. To loop, accelerate, climb, and continue climbing until you flip 360 degrees. You must continue to accelerate, otherwise the loop will not work. Try not to slow down while using this technique.
Depending on the enemy level, this technique might not always work. However, to become a better pilot, you must learn how to use the loop technique and learn how to fight from all angles.

ADJUST YOUR SPEED TO STAY BEHIND THE ENEMY!

HINTS

The main factor of the game is to win battles and complete missions. However, there are other ways to enjoy this game.

Achieve the highest emblem:

As you destroy enemies, you receive an emblem. Try to finish the mission as fast as possible or with the highest score to attain a better emblem.

Collect Medals:

When certain enemies are destroyed, you receive medals. You may be able to purchase a new aircraft that you previously could not have obtained. Try to get those new fighters!

Hidden Missions:

If you destroy targets that are not designated in the mission, hidden missions may appear.

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