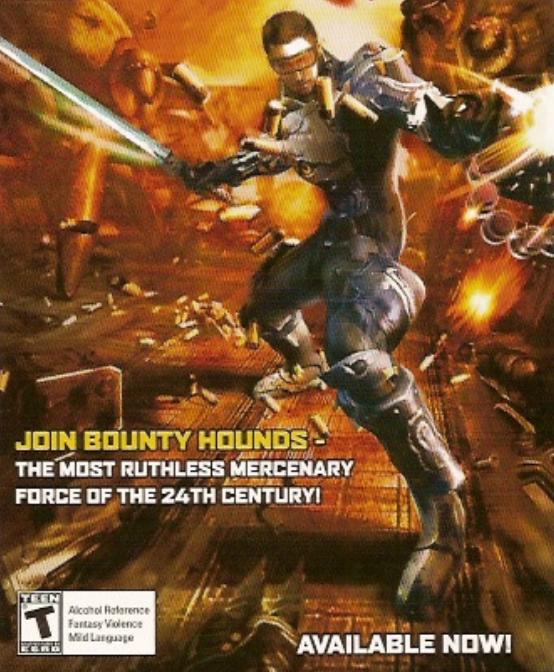


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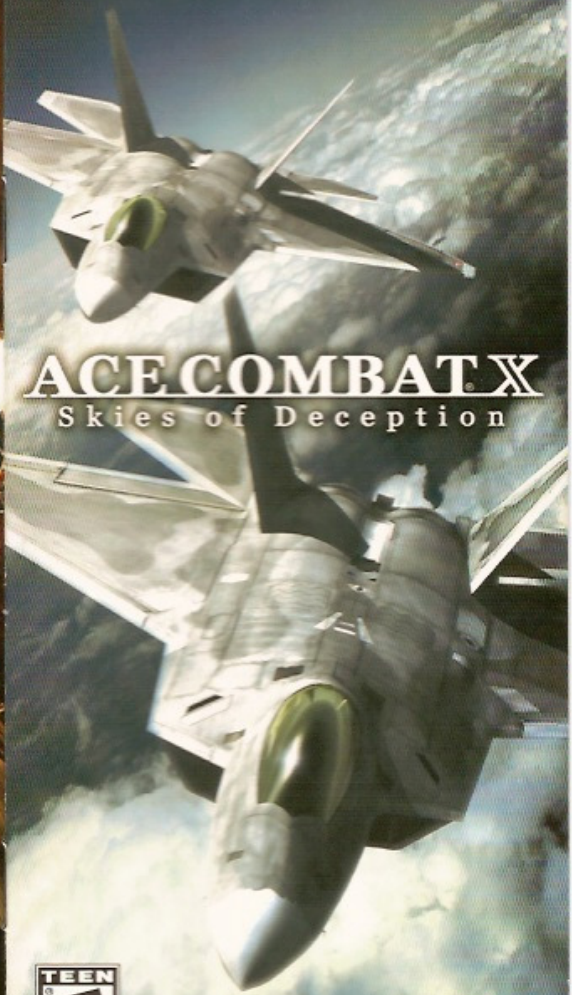
TEEN
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ESRB
Alcohol Reference
Fantasy Violence
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ACE COMBAT X Skies of Deception

TEEN
T
ESRB
CONTENT RATED BY
ESRB



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc recording surface of the disc (see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not touch the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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ACE COMBAT X

Skies of Deception

GETTING STARTED

GETTING STARTED.....	2	OPTIONS.....	34
STARTING UP.....	3	DATA VIEWER.....	36
STORY.....	4	NEW PLAYER (PLAYER MANAGEMENT).....	37
GAME CONTROLS.....	5	FLIGHT TECHNIQUES.....	38
STARTING THE GAME.....	6	CREDITS.....	43
GAME SCREENS.....	8	WARRANTY.....	45
CAMPAIGN.....	12		
MULTIPLAYER.....	22		

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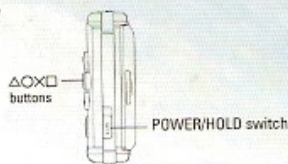
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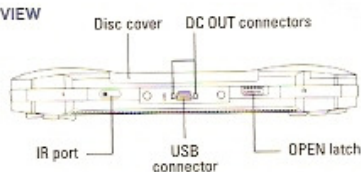
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GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



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 latch to open the disc cover. Insert the **ACE COMBAT™X: Skies of Deception** disc with the label facing away from the system, slide until 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 **X** 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.

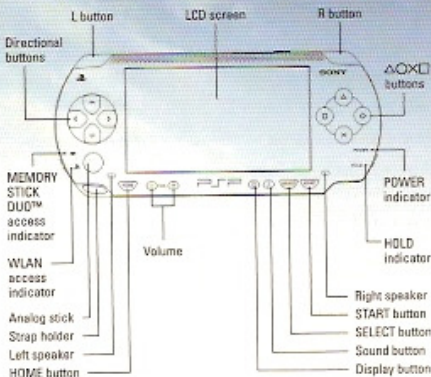
MEMORY STICK DUO™

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 its slot while loading or saving game data. Game data saved on one PSP® cannot be loaded on a different PSP®.

STARTING UP

PSP® (PlayStation®Portable) system configuration



Controls on the title and menu screens are as follows:

- Left/right/down/up directional buttons.....Move cursor
- △ button.....Cancel
- button.....Confirm
- × button.....Confirm
- HOME button.....End the game
- Analog stick.....Move cursor

STORY

A generation had passed since the Great War that entangled 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 when Leasath—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 Leasath Commander Diego Caspar Navarro, with his fist raised to the sky. "Too long have we endured Aurelia's criminal exploitation of the protracted civil unrest in our land!"

Despite international pressure, Aurelia seems doomed to become a territory of Leasath. To save their country, the Gryphus Squadron—a border defense force unknown to even the Aurelian people—springs into action. Emblazoned 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 counter strike...

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 stares at the columns of smoke rising from the Aurelian border, fascinated.

Navarro continues to assert his country's "legitimate right." But as the face of the war changes, the veteran journalist's suspicions about the war deepen. What is this war's real purpose...?

GAME CONTROLS

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 pitching up to turn. While more steps are required than with "Novice" controls, you can also make precision adjustments more easily.

- ☉ button Fire missile/special weapon
- ✖ button Fire machine gun
- Ⓜ button Change target; hold down to zoom in on target
- ☉ button Switch between missiles and special weapons
- L button Decrease thrust
- R button Increase thrust
- L button + R button Autopilot

- Left/right/down/up directional buttons (↑/↓) Trim down/up; (←/→) Yaw
- Analog stick (↑/↓) Pitch down/up; (←/→) Roll
- START button Display the Pause Menu
- SELECT button Change Radar/Map Display

NOVICE CONTROLS

This simplified scheme was designed for beginners.

- ☉ button Fire missile/special weapon
- ✖ button Fire machine gun
- Ⓜ button Change target; hold down to zoom in on target
- ☉ button Switch between missiles and special weapons
- L button Decrease thrust
- R button Increase thrust
- Left/right/down/up directional buttons (↑) Level out the aircraft; (↓) Change POV
- Analog stick (↑/↓) Move down/up; (left/right) Move (left/right)
- START button Display the Pause Menu
- SELECT button Change Radar/Map Display

>> The analog stick can be used to move the camera while autopilot is engaged.

>> Controls in this manual are explained based on default settings. The function of each button can be changed in "Controls" under "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 or 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.

Continue

After completing a mission and 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 data 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 medals and decorations earned, battle stats, and various other information here. New selections become available as you proceed through the game.

NEW PLAYER

Create a new player (file) for saving play data, or switch between files.

ABOUT SAVING

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.

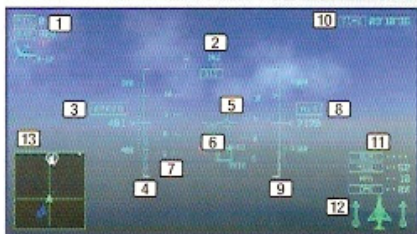
Note: You need to register a player under "New Player" before play data can be saved.

>> To save a replay, 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 POV displays information such as the aircraft's course, so be sure to have a look.

MISSION SCREEN (NORMAL CONDITIONS)



1 - PTS

The number of points earned. These accumulate as you destroy enemies.

2 - COURSE

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 - ENGINE THROTTLE (ENGINE OUTPUT)

Pressing the L button or the R button will expand or compress the display.

5 - VELOCITY VECTOR

Prediction of the aircraft's future position.

6 - WHISKY MARK (DIRECTION THE AIRCRAFT'S NOSE IS POINTING)

This is always displayed at the center of the screen.

7 - PITCH SCALE (THE 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 enemy. It moves downwards as you approach the enemy. The thick bar indicates the lock-on distance for your missiles or special weapons; you can lock on once the arrow is inside the bar.

10 - REMAINING TIME

The remaining time for the mission.

11 - REMAINING AMMO

Remaining ammo is displayed for (from the top) your machine gun, missiles, and special weapon. Note: In "Easy" and "Normal" difficulty levels you are given infinite machine gun ammo, so remaining ammo is not displayed.

12 - DMG (DAMAGE TAKEN BY YOUR AIRCRAFT)

The percentage (%) increases as enemy attacks hit you. When it reaches 100% 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 or the enemy here.

ABOUT CHANGING THE POV

In "Camera" under the "Display" section of "Options," change the viewpoint for the mission screen. In addition to the HUD-only view, choose from "Cockpit 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've locked on to an enemy.



1 - TRANSMISSION WINDOW

The contents of the transmission are displayed as a subtitle. The sender name for friendly messages 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 one must destroy or allies, as well as current tactical conditions are displayed. Essentially the gauge fills as conditions worsen.

4 - TARGET CONTAINER

This shows the type of target captured on-screen:



5 - TARGET INFO

The distance to the target and the aircraft's name.



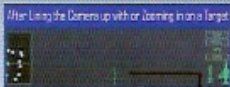
Target Locator
Indicates the bearing of the enemy you are pursuing.



Pipper (Targeting Reticle)
Line this up with an enemy before firing for an easier hit.



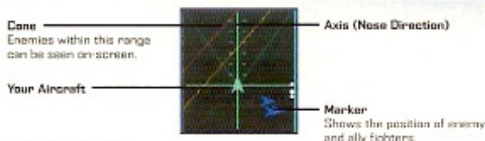
Special Weapon Display
The display differs depending on which special weapon you have selected.



Aircraft Altitude and Bearing

SEARCH RADAR

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



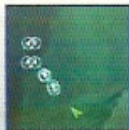
MARKER TYPES

	Enemy	Target	Friendly Craft	Missile
Airborne				
Ground				

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

COMBAT AIRSPACE MAP DISPLAY

Pressing the SELECT button mid-mission will change the search radar to a map of the combat 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.



- Your aircraft
- Friendly craft
- Enemy

CAMPAIGN: GAME FLOW

As a member of the border defense squadron "Gryphus," you will clear various missions and free your fatherland of Aurelia from the Leasath forces.

STARTING THE CAMPAIGN

Select "Campaign" from the Main Menu and then choose one of the four subsequent menu items 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 topple 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 tuning in the "Hangar."



Which waypoint will you choose to advance upon next?

TACTICAL REPORT SCREEN

After you receive a report of the tactical situation thus far, the following menu appears. After buying or selling 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 or 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 **X** button or the **Y** button to confirm your selection and proceed to the Briefing Screen.



HOW TO READ THE ICONS

- Current position
- Occupied by Aurelian forces
- Occupied by Leasath 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 **X** button or the **Y** 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.
- Options**.....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 **X** button or the **Y** 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 name/aircraft type

Aircraft capabilities

Aircraft color



Number of missiles/special weapons that can be equipped

AIRCRAFT TYPE

Each aircraft has its own characteristics, so choose the aircraft best suited to achieving your goal.

- **FIGHTER**
- **ATTACKER**
- **MULTIROLE**

AIRCRAFT CAPABILITIES

Longer meters indicate higher capabilities in a given area.

- **SPEED**
- **MOBILITY**
- **AIR-TO-AIR**
- **STABILITY**
- **AIR-TO-GROUND**
- **DEFENSE**

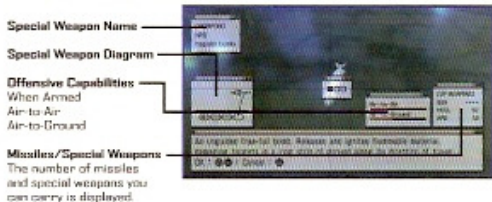
CAMPAIGN: GAME FLOW

SPECIAL WEAPON SELECTION SCREEN

Choose one special weapon with which to arm your aircraft. Use the directional buttons or the analog stick to select a special weapon, then press the **X** button or the **Enter** button to confirm your selection.

Note: Pressing the **Enter** 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".



AIRCRAFT CONFIRMATION SCREEN

After choosing an aircraft and special weapon, a confirmation screen is displayed.

Press the **X** button or the **Enter** button to sortie and the mission will begin.



MISSION RULES

Pilot your aircraft as you fulfil 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 Rate" (aircraft experience points) which can be saved up to earn new aircraft colors.

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 meet failure conditions
- If you are unable to complete the mission within the time limit

PAUSE SCREEN

Pressing the **START** button mid-mission will pause the game. Return to the mission by pressing the **Enter** button.



PAUSE MENU

- Options** Change various game settings.
- Replay** View a replay of your flying up to that point.
- 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.
- Exit Mission** Abort the mission and return to the Briefing Screen.

CAMPAIGN: GAME FLOW

GAME OVER

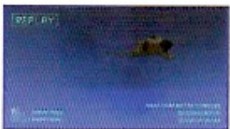
In the event of a game over, the following menu is displayed after the Replay Screen. Use the directional buttons or the analog stick to make your choice, then press the **X** button or the **O** button to confirm the selection.



- 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 just prior to the mission's conclusion can be viewed or saved. Watch saved replays in the "Data Viewer".



CONTROLS DURING REPLAYS

- X** button, **O** button.....Save the replay
- Y** button.....Toggle on-screen displays
- 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 money in your possession.

Kill Rate

Your aircraft experience points, current/mix (ID3%). When this reaches 100%, a new color for your aircraft will be added.

Enemies Destroyed

The types and number of enemies you destroyed, and the points you earned.

Mission Results

A mission evaluation that includes your rank and bonus.

- Rank**.....Your performance is given one of four ranks: S (best), A, B, or C (worst).
- Rank Bonus**.....You receive bonus points based on the rank you received.
- Time**.....The time in which you completed the mission.
- Take-Off/Landing Bonus**.....You receive bonus points for a successful take-off/landing. You also receive bonus points for successful aerial refuelling, in which case the item name changes to "Refuelling Bonus."
- Total Reward**.....The total points received on this mission.

ACTION MENU

Press the **X** button or the **O** button to display the Action Menu:

- Save**.....Save your current 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 play various types of games with up to 4 players. Choose "Multiplayer" from the Main Menu Screen and the following menu will be displayed.



Host Competition Host a game. The host can choose the type of game, 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 or 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 next 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 chose "Team Battle" as the "Type" 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 "COM" 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 (COM).
COM Level..... Set the computer's strength.
COM Aircraft Selection..... Choose the computer's aircraft yourself, or set it to be chosen randomly.

AIRCRAFT SETTINGS

Change the aircraft and special weapons you'll be using here. Select your name to go to the Settings Screen. Choosing "COM" 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 or the analog stick to make your choice, then press the X button or the O button to confirm the selection. An image of the currently selected aircraft is displayed in the center 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 divisions, selected aircraft and other information will be displayed for your review. Press the X button or the O 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 to set 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.



Team Points —
These are displayed on the "Team Battle" screen.

>> You won't take damage if you are attacked by a player from the same team.

RESPAWNING AND DROPPING OUT

When a player is defeated or crashes, he or she will automatically respawn the number of times you specify under "Respawn Settings." If a player is defeated or crashes with no respawns remaining, he or she will lose and be retired from the game.

VICTORY CONDITIONS

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

>> If the last players remaining are shot down or crash at the same time, the match will end in a draw.


- If they fulfil the victory conditions decided by the rules
- If the points earned by the player (team) reach the value set under "Victory Points"
- If the other players (team) use up their respawns 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  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.

DisplayChange settings related to on-screen display.

ControlsChange control-related settings.

SoundAdjust various sound settings.

Exit GameEnd your game and return to the Multiplayer Menu Screen.

Note: Please be aware that the match will end if the host exits the game.

DEBRIEFING SCREEN

The Debriefing Screen will be displayed when the game is over, and you can review the results of the match. When you're finished, press the **X** button or the **O** button to check your takedown EXP and rank, then press the **X** button or the **O** button to display the Debriefing Menu and choose one of the actions below.



Score
The points each team earned.

Kills
The number of opponents you destroyed.

Killed
The number of times you were destroyed.

Win/Loss 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.

TAKEDOWN EXP AND RANKS

In "Multiplayer," ranks are 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 "takedown EXP," which are earned according to match results. Score high marks during matches to pull in as many takedown 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 see an error screen 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.

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

DOG FIGHT: SURVIVAL

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

Unique Victory Conditions

- Destroy the other players (team)



DOG FIGHT: 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 the 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 base, etc. are displayed as follows:



>> Locking on to an enemy base or SAM will display its name and distance.

AIR SUPERIORITY

Strive 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:

>> Locking on to 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"

BEACON BATTLE SCREEN

When a beacon is off-screen, an arrow of that team's color is displayed which points towards it.

>> Enemy beacons are red, friendly beacons are blue.

>> Locking on to an enemy will display its name and distance.



MULTIPLAYER: MODES

ESCORT MISSION

Protect friendly convoys from enemies while you lead them to the goal. You win by leading the number of convoys specified under "Victory Settings" to the goal. In this mode, earn points when your convoys reach 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



Radar/Map

CUSTOM RULES UNDER "DETAILED SETTINGS"

In "Multiplayer," set custom match rules for each game under Detailed Settings. Note: The settings that can be adjusted differ from game to game.

Type (Match Style)

Choose from "Battle Royale" (where you take on all the other players) and "Team Battle" (where your goal is a team victory). Set this option for "Dogfight: Survival," "Dogfight: Shoot-Out," and "Air Superiority." The other games support "Team Battle" only.

Time Limit

Sets the time limit for the match.

Kills

Adjust this setting in "Dogfight: Shoot-Out" and choose the number of times you need to shoot down the other players to win.

Victory Settings

In "Beacon Battle" and "Escort Mission," set the number of times you have to fulfill each game's tactical goal in order to win. In "Beacon Battle," this indicates the number of beacons you have to carry back to your base; in "Escort Mission," it indicates the number of friendly convoys you must lead to the goal.

Victory Points

Sets the number of points that must be scored to win.

Aircraft Selection

Allow players to select aircraft individually, have all players fly the same aircraft, or have aircraft chosen at random.

Respawn Settings

Sets the number of times a player will respawn after crashing or being shot down.

Base Settings

Sets a base's durability/defense for "Base Assault."

Weapon Strength (Handicap)

Set a handicap on the number of missiles and special weapons for 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 Air-TGTs (Air Targets)

Choose whether or not to place planes and other air obstacles.

BGM Settings

Sets 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 POV. Choose from "HUD View" (just the HUD), "Cockpit View," (from inside the cockpit), and "Third-Person View" (from behind the aircraft).

HUD Display.....Toggles the HUD on/off.

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

CONTROLS

Adjust control-related settings, like the control type or 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 "Control 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 the sortie count, usage rate, and enemies destroyed for each aircraft.



Total flight time and total enemies destroyed are displayed along with other records.

MEDAL VIEWER

Look at medals you've earned so far in each mode. Medals are earned by fulfilling certain requirements during missions or matches with other players.



REPLAY VIEWER

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

NEW PLAYER (PLAYER MANAGEMENT)

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

CHANGE PLAYER

Switches between players. Use the directional buttons or the analog stick to select a player, then press the **X** button to confirm your selection.

NEW PLAYER

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



HOW TO ENTER YOUR NAME

Enter your name when the screen at the right is displayed. Move the cursor to a character key and press the **X** button to change a character, and 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 16 characters; "Call Sign" has a limit of 8 characters.

NAME INPUT CONTROLS

- X** button.....Confirm/Change a character
- Y** button.....Cancel input
- Z** button.....Insert a space
- +** button.....Erase one character
- L button, R button.....Move cursor left and right
- START** button.....Confirm input

FLIGHT TECHNIQUES

SHAKING OFF ENEMY PURSUIT

When an enemy has locked on to your aircraft, for example, the screen will turn red and the words "WARNING" or "MISSILE ALERT" will be displayed. When this happens, immediately accelerate, 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, the 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 radar.

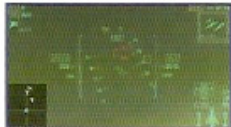
Use the **ⓧ** button to switch your target to an enemy that looks like easy pickings for a missile.



LOCKING ON

Use the **R** button to increase thrust and get closer to the enemy. You will lock on automatically when the distance scale's 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-Ground" value, the higher your lock-on capabilities against ground targets.



FIRING A MISSILE

Once you're 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 of a hit. You can shoot the enemy down by lowering its defenses to zero.



FLIGHT TECHNIQUES

SPECIAL WEAPONS AND MESSAGES

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

SPECIAL WEAPONS

- QAAM**.....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 evaded.
- SAAM**.....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.
- UGB**.....An unguided bomb. It explodes on impact and damages nearby ground targets.

MESSAGES

CAUTION

Watch out!

CLEARED FOR TAKEOFF

Begin your takeoff.

DAMAGE

You've taken damage.

DESTROYED

You've successfully destroyed your target.

SHOOT

Appears when you are in a position most likely to hit enemies with missiles.

HIT

Missile has hit!

LANDING FAILED

You've failed to land.

LANDING SUCCESSFUL

You've succeeded in landing.

MISS

Your attack failed.

MISSILE ALERT

A missile is approaching.

MISSION ACCOMPLISHED

You've successfully completed your mission.

MISSION FAILED

You've failed to complete the mission.

MISSION START

Begin the mission.

MISSION UPDATE

A new tactical target has appeared.

OFF COURSE

You're about to exit the combat zone.

PULL UP

Increase your altitude.

STALL

Your aircraft is stalling and unresponsive.

WARNING

An enemy has locked on to you.

PRESS START BUTTON TO SKIP

Press the START button to skip takeoff, landing, and aerial refueling.

TAKEOFF AND LANDING

Fulfill certain requirements during "Campaign" and you'll go to the Takeoff and Landing Screen. Exceeding the time limit or crashing into the ground will result in a game over, so be careful.

>> You can skip takeoff and landing by pressing the START button.

LANDING

Fly so the localizer needle and the glide slope needle intersect at the center of the screen, and use the L button before landing to slow down. If you're going too fast or descend too rapidly, you'll crash and fail the landing.



TAKEOFF

To take off, use the R button to accelerate and slide the analog stick down to lift the nose. However, be careful: the nose won't lift unless you have enough speed.



AERIAL REFUELLING

Fulfilling 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.

GAME SCREEN

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

REFUELLING

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.



When the tanker gets closer, drop your speed and maintain your position.

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