



NTSC U/C

PlayStation™

3D Jet Fighter Action

Intense Aerial Dogfighting

Superior Enemy Intelligence

"ACECOMBAT2"

Phoenix

ACECOMBAT2™

TEEN



AGES 13+
CONTENT RATED BY
ESRB

SLUS-00404

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.

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.

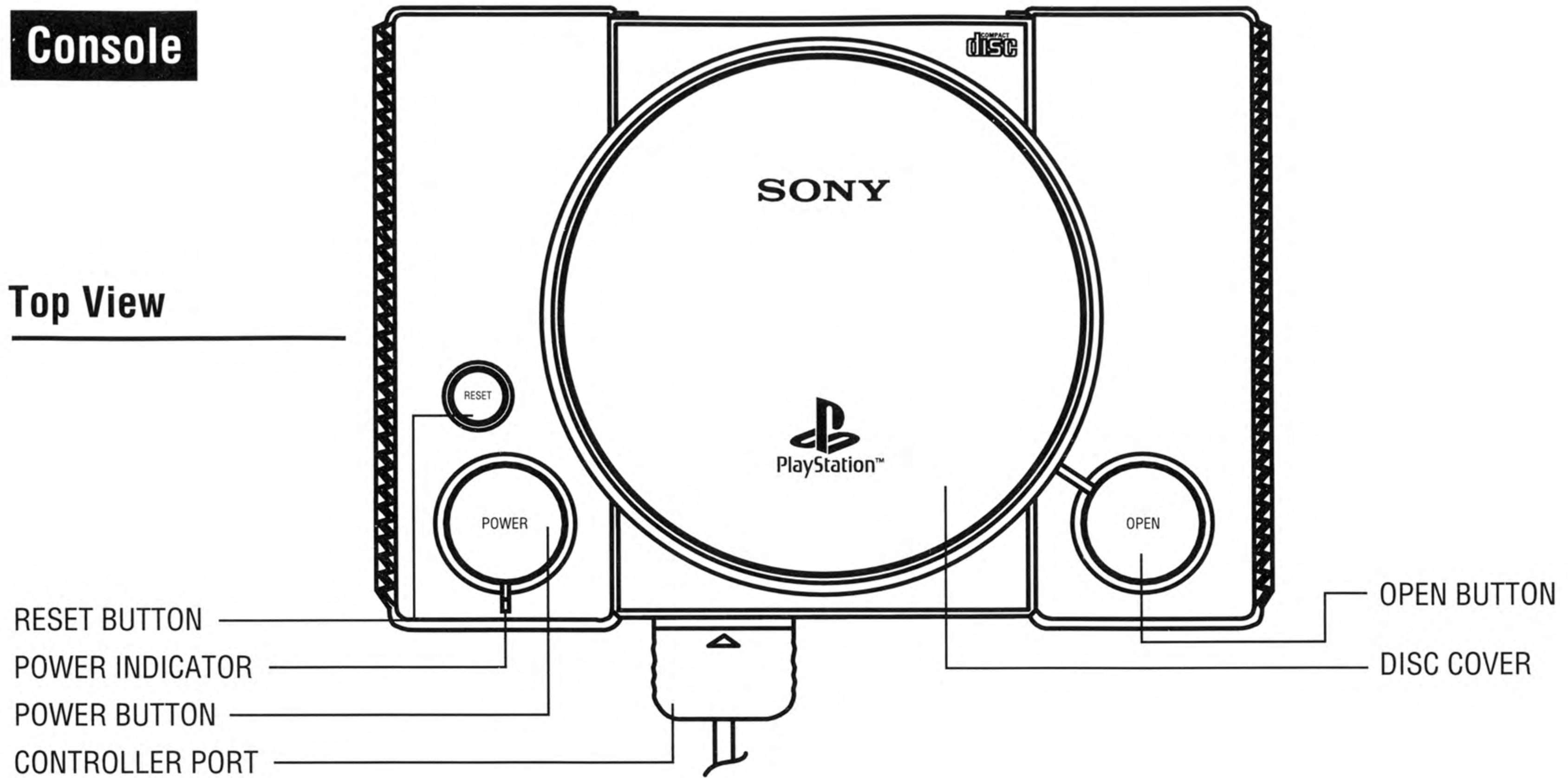
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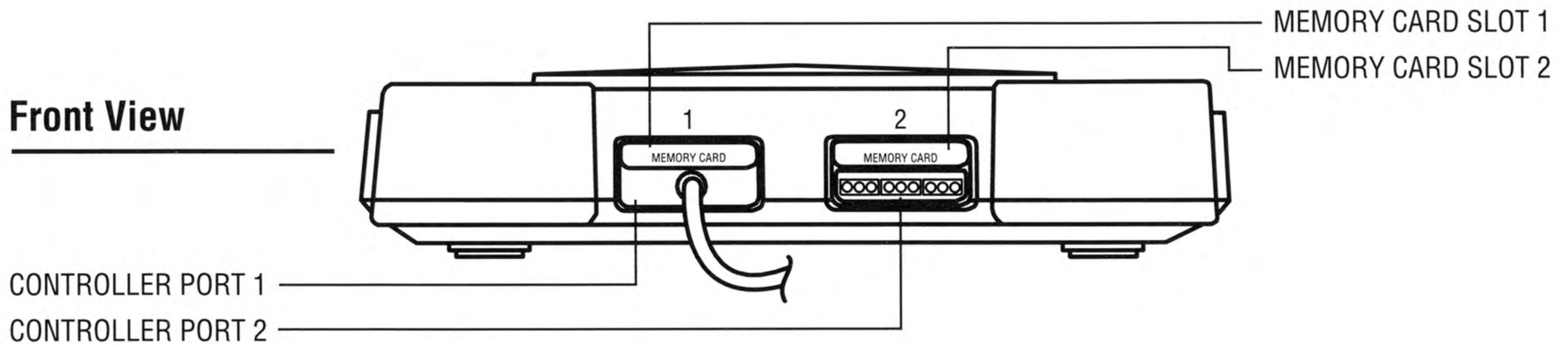
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Ace Combat™ 2 disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Console

Top View

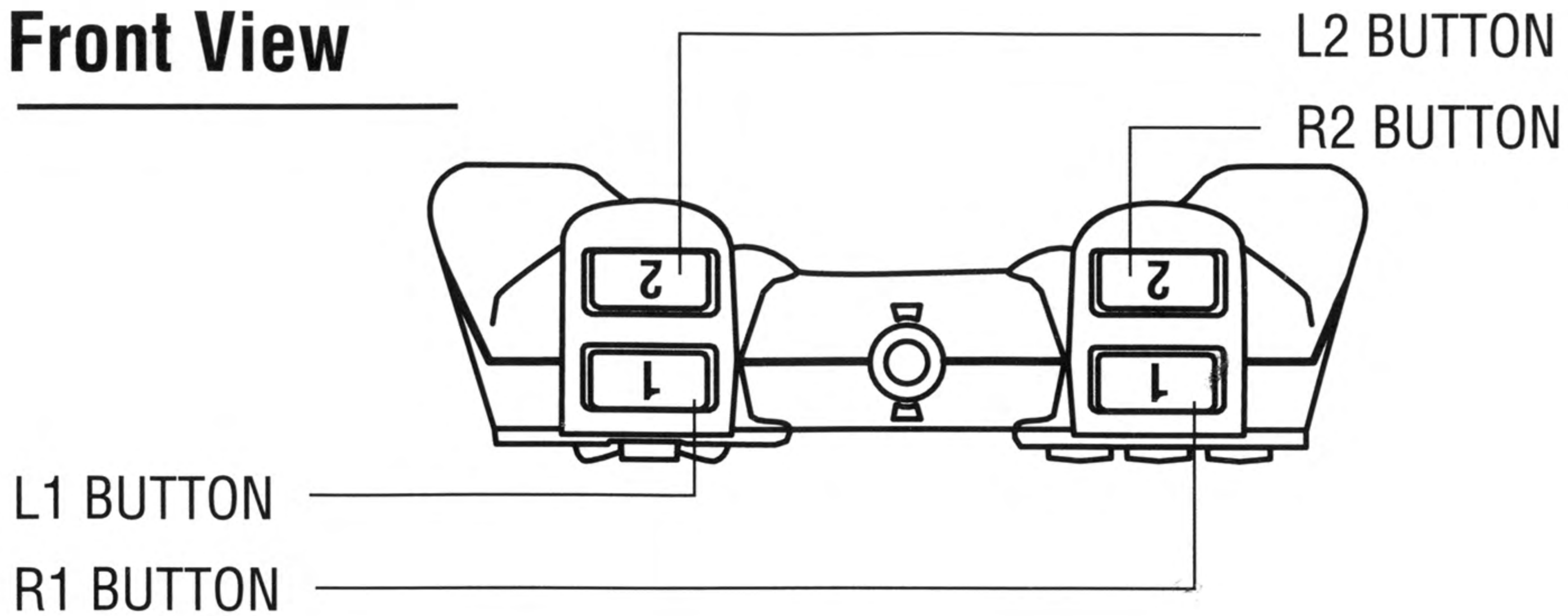


Front View

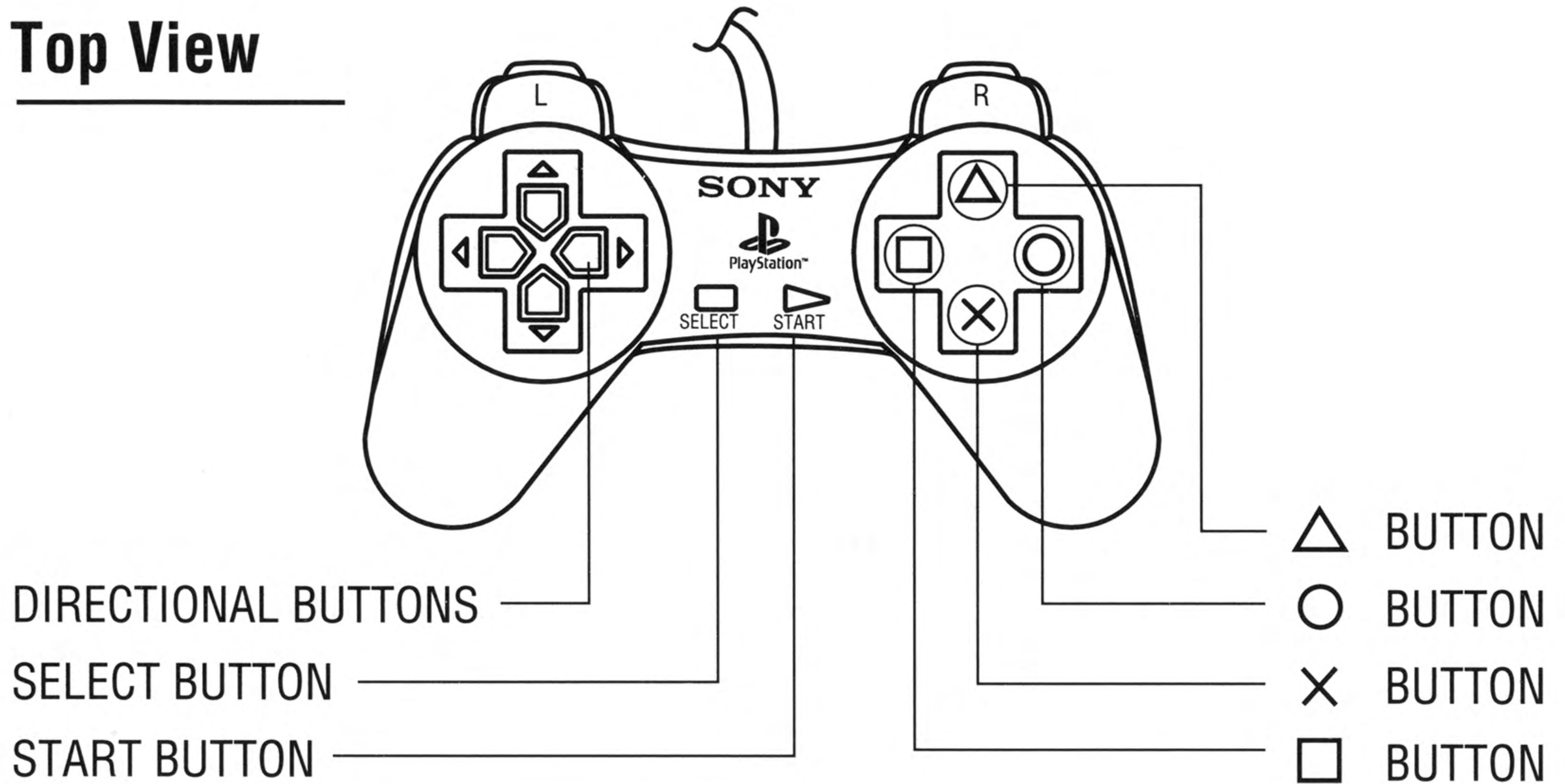


Controller

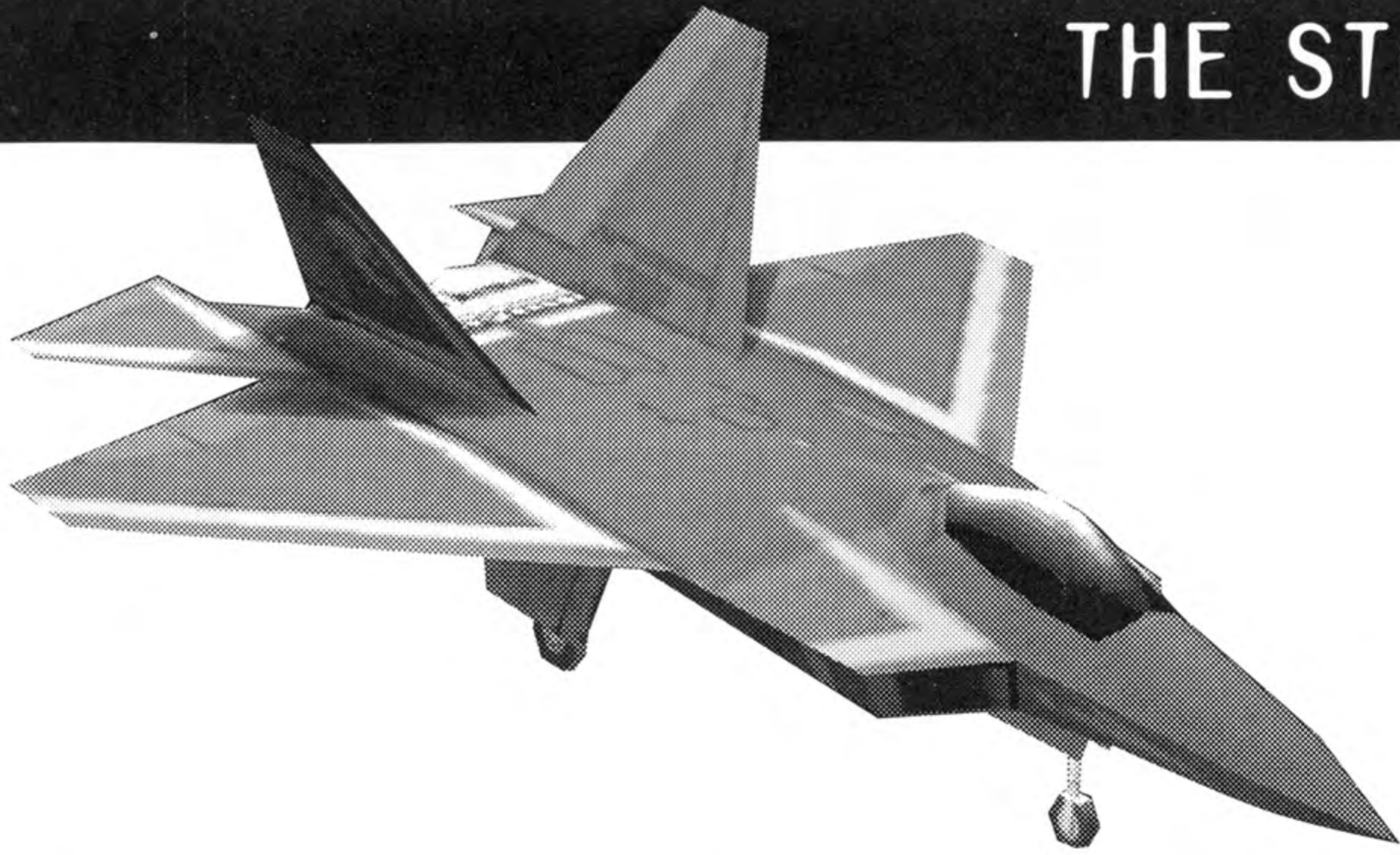
Front View



Top View



THE STORY



INCOMING TRANSMISSION:

Military Rebels have seized Unified Forces sector NA-P2700. Striking while the heads of state were at a peace summit,

political insurrectionists have seized and occupied the administration's center. Many institutions have already fallen to the rebels' orchestrated attacks around the world. Intelligence reports that the rebels now possess both strategic and long-range weapons. Their sphere of power has rapidly expanded in the coup d'état, as has their military capabilities. Since the United Forces are already spread thin around the globe, UF Headquarters has formed a mercenary tactical strike force, code named: Scarface. You are to lead strike force Scarface against the rebel insurgents. You have full aircraft and ordinance support from the United Forces and intelligence will be supplied from Information HQ. The situation is tense and we have no time to lose. The fate of the free world is in your hands. Good luck. **That is all.**

GETTING STARTED

When the title screen is displayed, select a menu with the **Directional Buttons** and press the **Start Button** or the **X Button**.

START GAME

Select the game level; Easy, Normal, or Hard, then press the **Start Button** or the **X Button** to start the game.

LOAD

To load a game saved on a memory card, select the file and press the **Start Button**. After loading, you automatically return to the **Title Screen**. Select Start Game (**Continue**) to begin.

Note: Memory cards are sold separately.

OPTION

To set the button functions or to configure the game options, select a menu with the **Directional Buttons** and press the **Start Button** or the **X Button**.

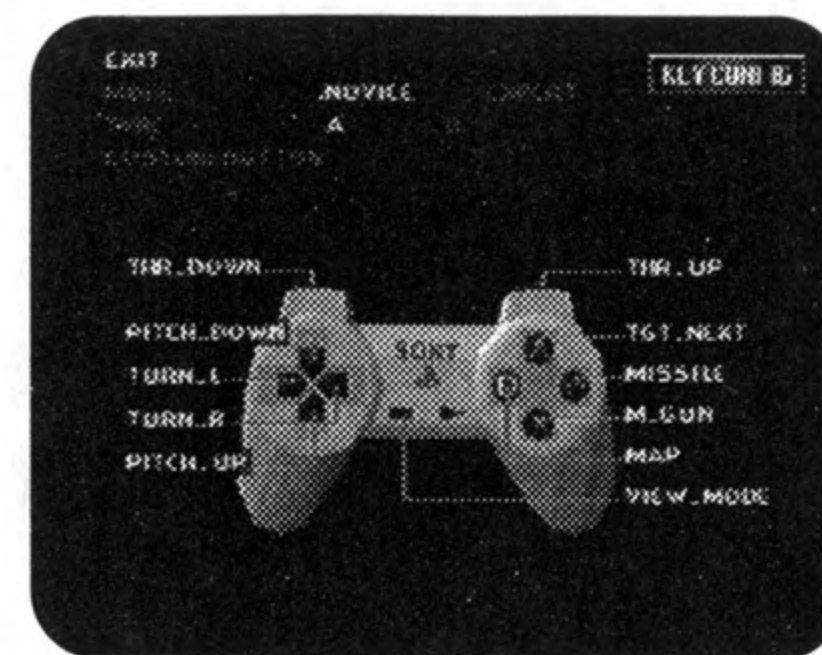
EXIT

Returns to the **Title Screen**.



KEY CONFIGURATION

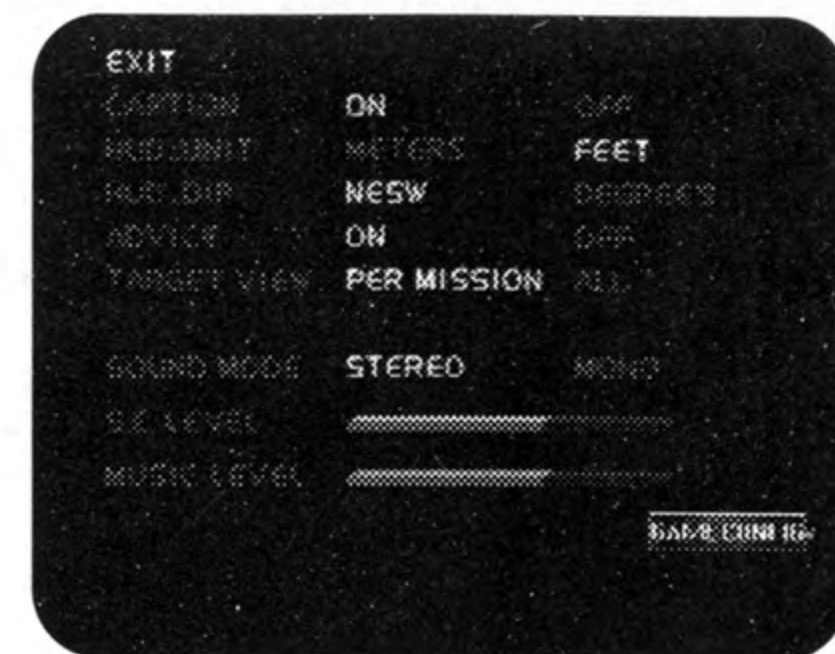
To configure the buttons, move the **Directional Buttons** up or down to select the options and configure by moving the **Directional Buttons** right or left.



EXIT	Return to the previous menu screen. For the analog controller, calibrate and press the Start Button to return to the previous menu screen.
MODE	NOVICE is for beginners, EXPERT is for advanced players.
TYPE	For A, move the Directional Buttons up to go down, down to go up. For B, move the Directional Buttons up to go up, down to go down. For the analog joysticks, select among the five types, A through E.
YAW TYPE	To set the yaw operation for the analog joysticks.
RESPONSE	Sets reaction speed for turning at three different speeds (only for the analog controller); QUICK, NORMAL, SLOW.
CUSTOM BUTTON	Configure the buttons with the Start Button . To select, move the Directional Buttons up or down. To change or convert the effect, move the Directional Buttons right or left.

GAME CONFIGURATION

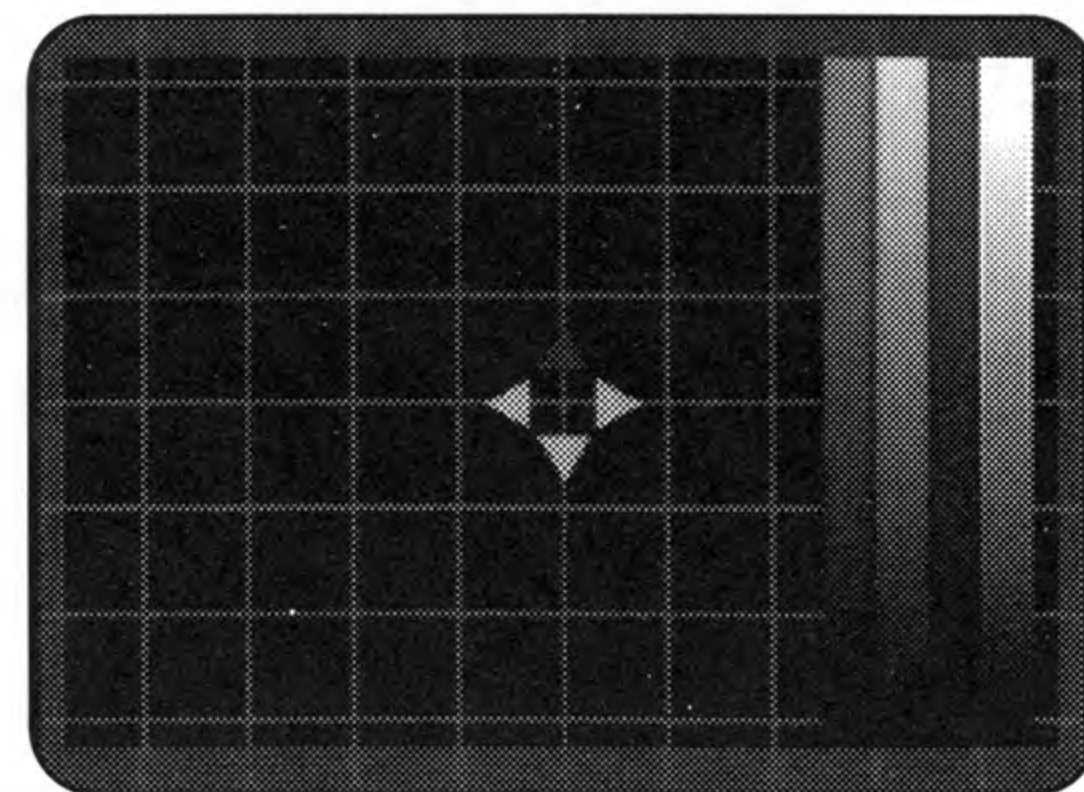
To configure the game options, select an item by moving the **Directional Buttons** up or down and change options by moving the **Directional Buttons** left or right.



EXIT	Return to the previous Menu Screen .
CAPTION	Display captions during flight.
HUD-UNIT	Display METERS or FEET on the heads-up display.
HUD-DIR	Display the direction on the heads-up display. 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 effects during the game. Adjust by moving the Directional Buttons left or right.
MUSIC LEVEL	Adjusts the volume of the music during the game. Adjust by moving the Directional Buttons left or right.

ADJUST SCREEN

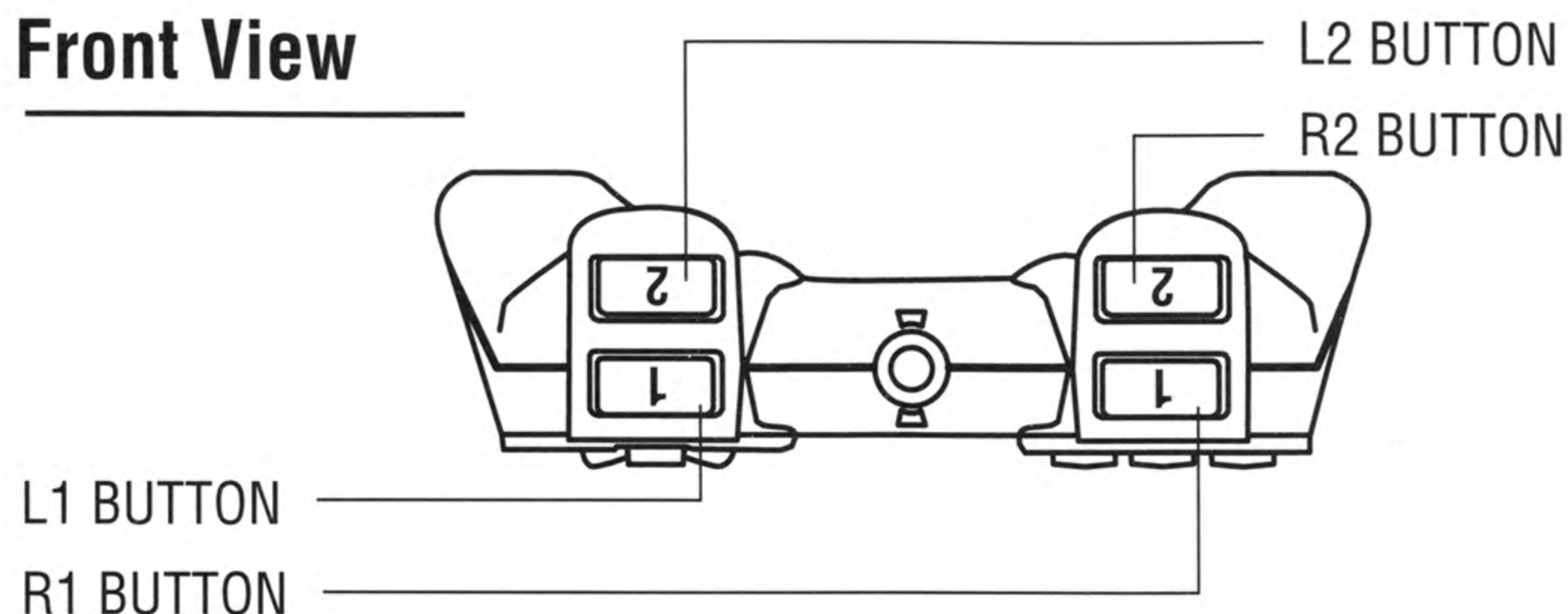
Adjust the screen position with the **Directional Buttons**. Press the **Start Button** to return to the **Option Menu**.



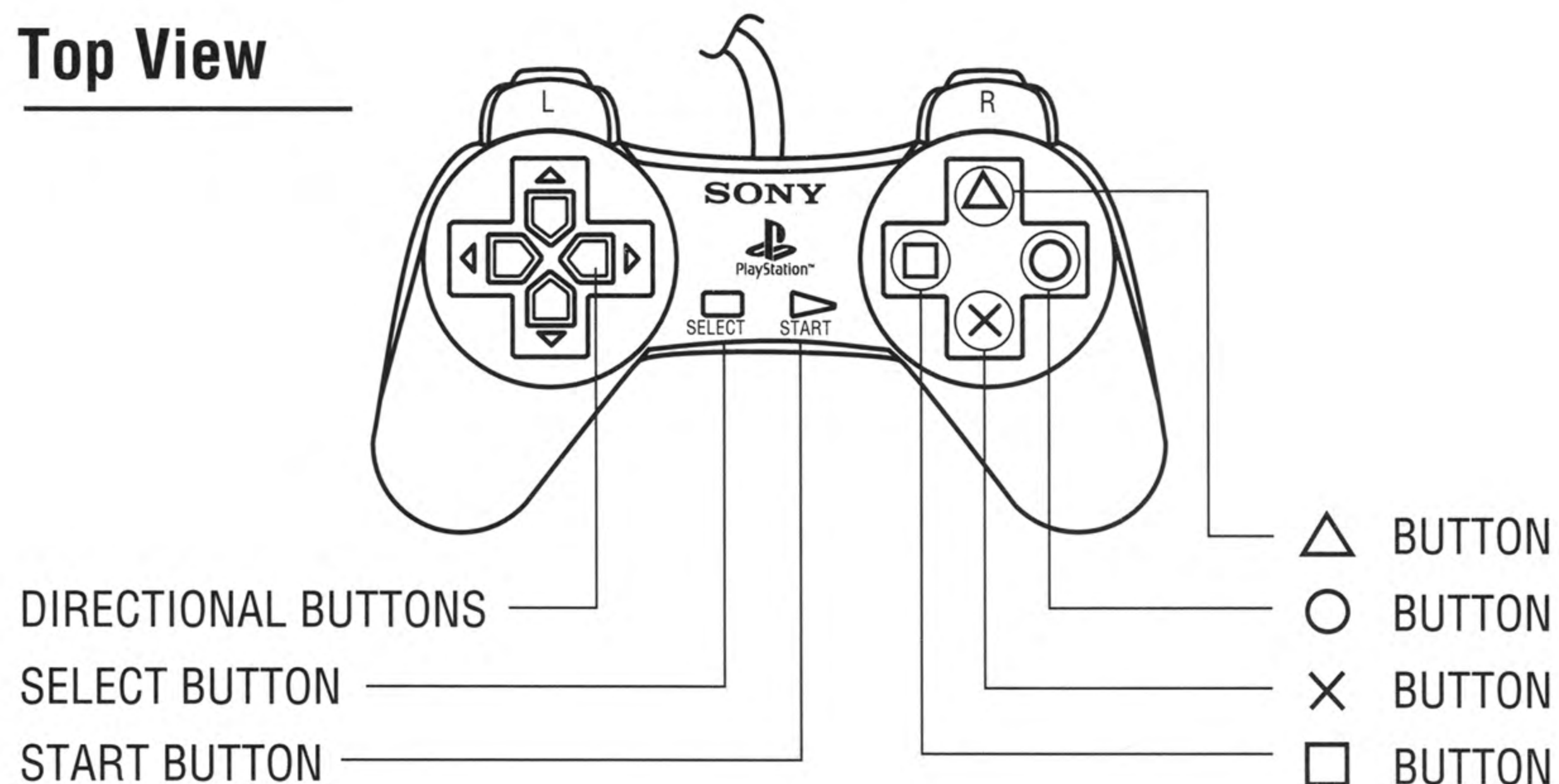
HOW TO USE THE CONTROLLER

NOVICE and **EXPERT** modes are available on each controller for this game. Please try **NOVICE** (for beginners) first and then try the more challenging **EXPERT** mode after you feel comfortable. Go to the **Configuration Screen** (see page 6) to change the controller mode. For detailed operations, please refer to **Flight Technique** on page 19.

Front View



Top View



THE STANDARD CONTROLLER

BUTTON

NOVICE

EXPERT

L2 Button

Left yaw

L1 Button

Decelerate

Decelerate

R2 Button

Right yaw

R1 Button

Accelerate

Accelerate

Directional Buttons

Up to pitch down,
Down to pitch up,
Left to yaw left,
Right to yaw right

Up to pitch down,
Down to pitch up,
Left to roll left,
Right to roll right

Select Button

Change point of view

Change point of view

Start Button

Pause/Unpause game

Pause/Unpause game

X Button

Fire machine guns

Fire machine guns

● Button

Fire missiles

Fire missiles

▲ Button

Change the lock on target

Change the lock on target

■ Button

Ground map display
(while pressed)

Ground map display
(while pressed)

* Return to the **Title** or **Key Configuration Screen** when connecting or disconnecting a controller or changing the operation from digital to analog.

* You can bypass the mission briefings by pressing the **X** and **▲** buttons simultaneously.

THE NEGCON CONTROLLER

BUTTON

NOVICE

EXPERT

Directional Buttons

Up to pitch down,
Down to pitch up

Up to pitch down,
Down to pitch up,
Left to yaw left,
Right to yaw right

Start Button

Pause/Unpause game

Pause/Unpause game

L1 Button

Change the lock on target

Change the lock on target

R1 Button

Fire machine guns

Fire machine guns

B Button

Ground map display
(while pressed)

Ground map display
(while pressed)

A Button

Fire missiles

Fire missiles

I Button

Accelerate

Accelerate

II Button

Decelerate

Decelerate

Screw

Roll right or left

Roll right or left

* You can bypass the mission briefings by pressing the **A** and **B** buttons simultaneously.

THE ANALOG JOYSTICK

BUTTON	NOVICE	EXPERT
X Button	Fire missiles	Fire missiles
R2 Button	Ground map display (while pressed)	Ground map display (while pressed)
Left Stick	Up for acceleration, Down for deceleration Right to yaw right,	Up for acceleration, Down for deceleration, Left to yaw left
Select Button	Change point of view	Change point of view
Start Button	Pause/Unpause game	Pause/Unpause game
Directional Buttons	Change the lock on target	Change the lock on target
■ Button	Fire machine guns	Fire machine guns
Right Stick	Up to pitch down, Down to pitch up, Right to turn right, Left to turn left	Up to pitch down, Down to pitch up, Right to roll right, Left to roll left

* You can bypass the mission briefings by pressing the **X** and **▲** buttons simultaneously.

THE ANALOG CONTROLLER

BUTTON	NOVICE	EXPERT
L2 Button		Left yaw
L1 Button	Decelerate	Decelerate
Select Button	Change point of view	Change point of view
Left Stick	Up to pitch down, Down to pitch up, Right to turn right, Left to turn left	Up to pitch down, Down to pitch up, Right to roll right Left to roll left
R2 Button		Right yaw
R1 Button	Accelerate	Accelerate
▲ Button	Change the lock on target	Change the lock on target
● Button	Fire missiles	Fire missiles
X Button	Fire machine guns	Fire machine guns
■ Button	Ground map display (while pressed)	Ground map display (while pressed)
Start Button	Pause/Unpause game	Pause/Unpause game

* The **Analog Mode** is recommended for playing with the Analog Controller. For more details, please see the analog controller instructions.

* You can bypass the mission briefings by pressing the **X** and **▲** buttons simultaneously.

MISSION COURSE

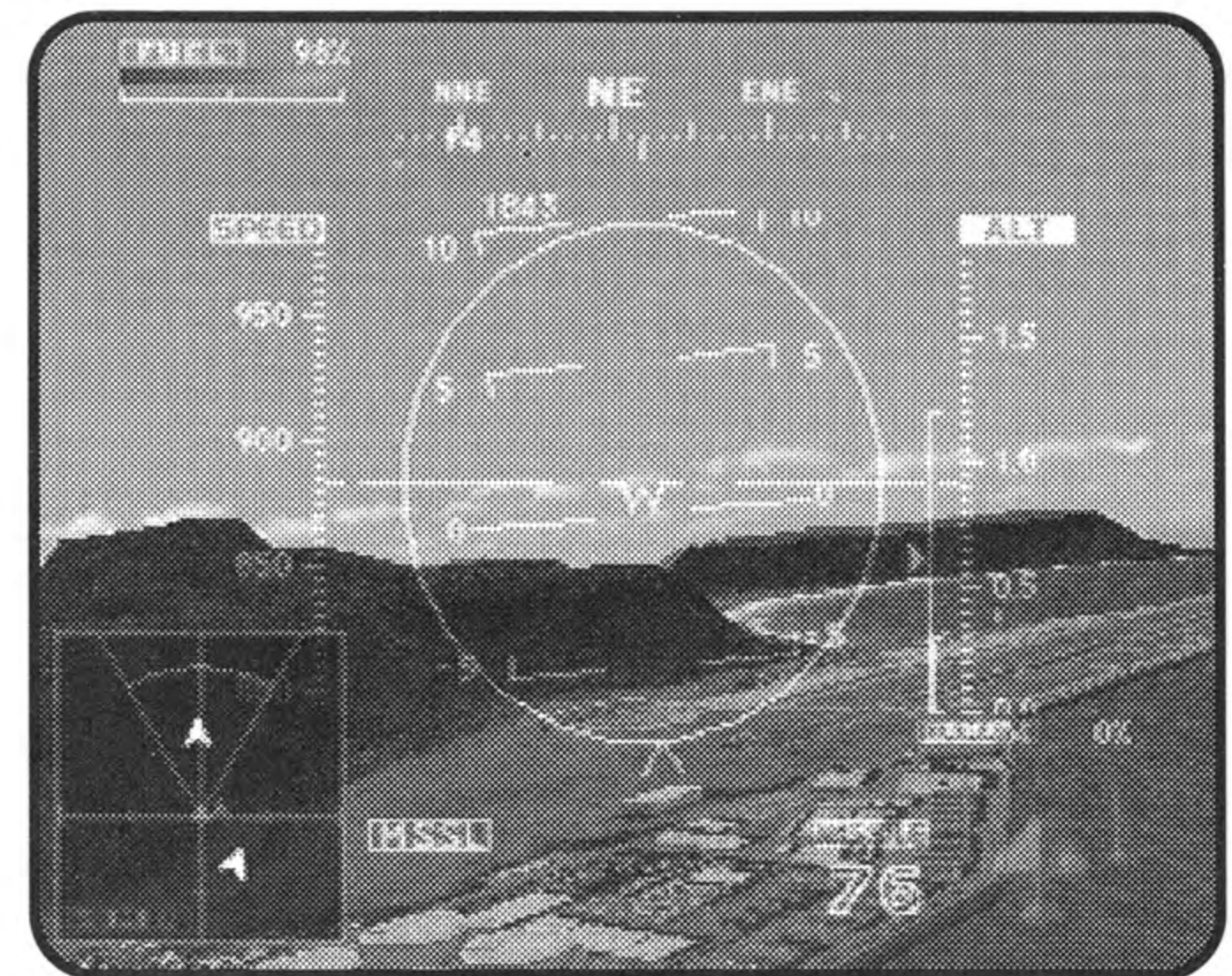
In general, each mission proceeds as outlined below.

- 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. Wingman Fighter Selection Screen** (Tactical Screen); Select companion fighters and establish tactics (your wingman will assist you in combat.)
- 4. Your Fighter Selection Screen;** Select your own fighter.
- 5. Start Your Mission.**
- 6. Debriefing Screen;** Receive prize money, emblems, and medals depending on the results.
- 7.** Advance to the next mission.

START YOUR MISSION

After you have received your briefing, selected a wingman and chosen your aircraft, it's time to get in the cockpit.

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** (**Initial Set-up Button** for the **Select Button**) during the game. The views are described on the following pages (Note: You cannot change views with the Negcon.):



STANDARD VIEW

- Direction:** The direction your fighter plane is facing (North, South, East, West.) It also indicates the angle.
- Fuel Gauge:** When it reaches 0%, your fighter plane will crash.
- Horizontal Gauge:** Your horizontal position in relation to the ground.
- Speedometer:** How fast you are flying.
- Pitch Gauge:** This measures your fighter plane's pitch (up or down) and yaw (right or left) degrees. Matching the pitch gauge with the horizontal gauge, you can know your aircraft's orientation.
- 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.)

Screen of Gun or Missile Modes -

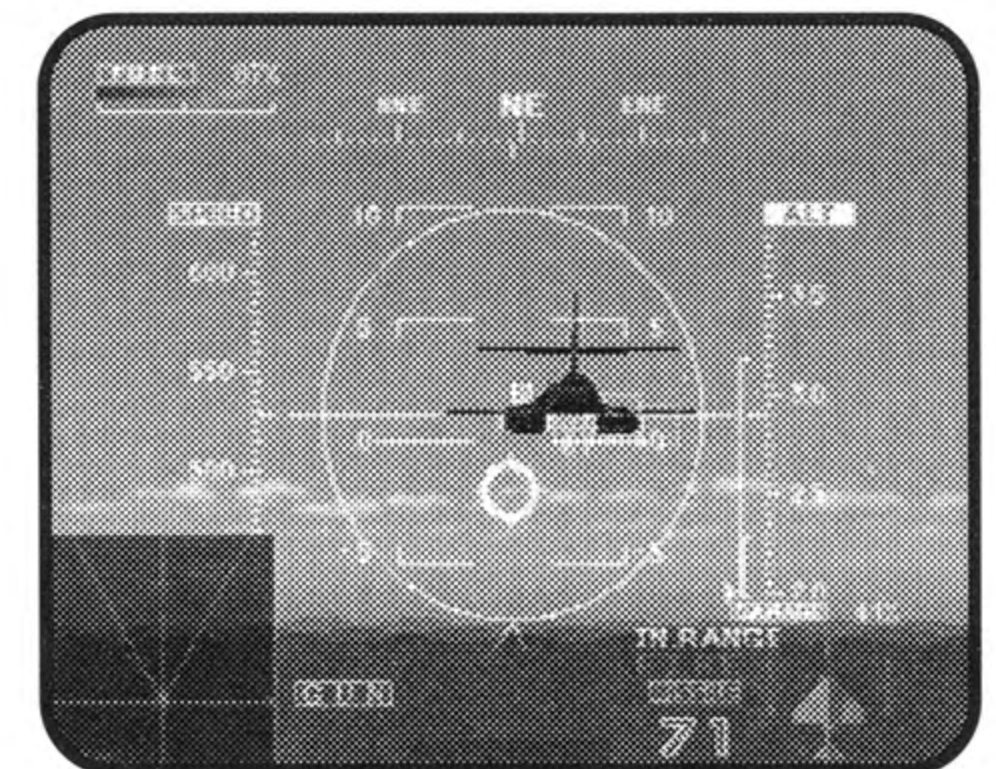
Indicates the mode of the fighter plane

Gun - Machine gun mode

Missile - Missile mode

ILS - Landing and alignment mode

- Time:** Indicates the mission's time limit. When it reaches 0, the mission is over.



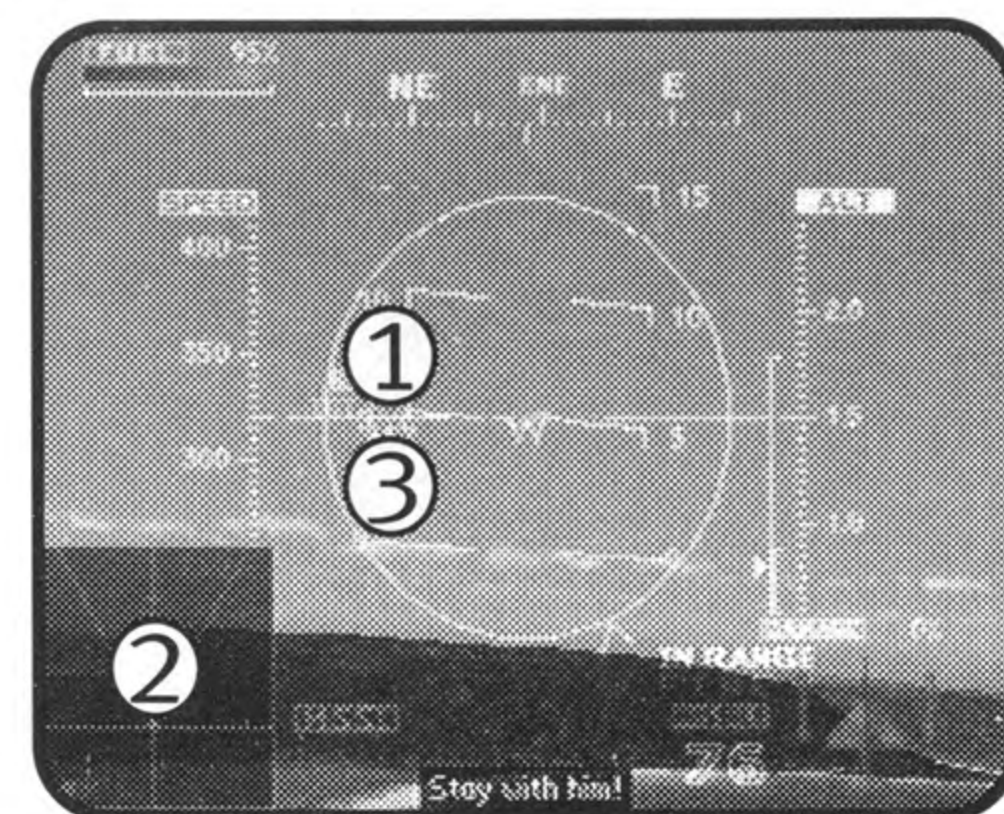
Altimeter:

Indicates how high you are flying above the ground.

Target Map:

Shows all the enemies within the area.

1. Model of the fighter plane
2. Operation goal
3. Distance from the enemies



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 color represents the damage of the fighter plane from green to red. When the damage reaches 100%, the fighter plane will crash or explode.

Number of missiles:

The message above the number of missiles indicates the status of the missile.

IN RANGE -

The enemies are within missile range.

FIRE -

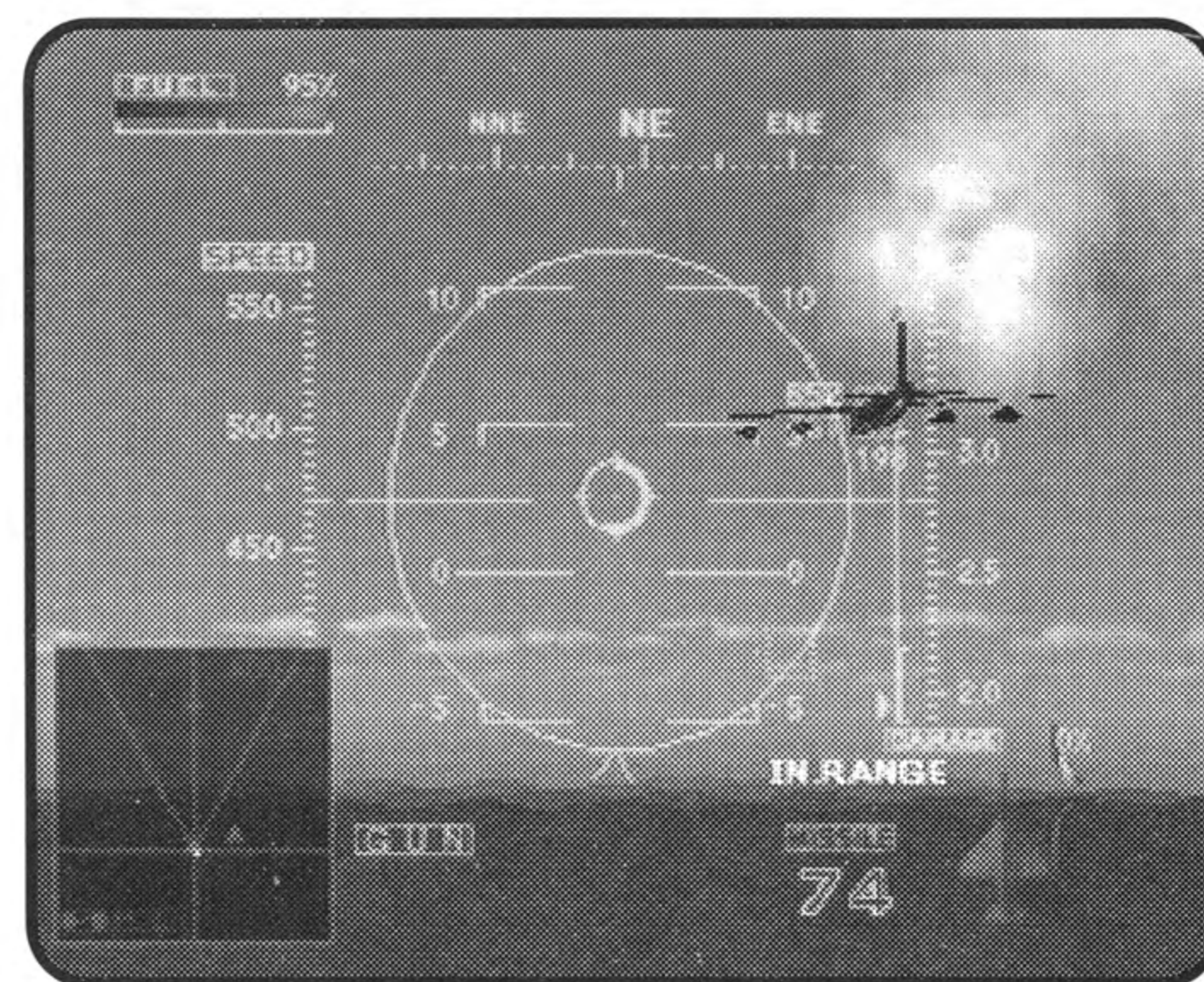
You have locked on to the enemy.

MISS -

Your missile has missed the target.

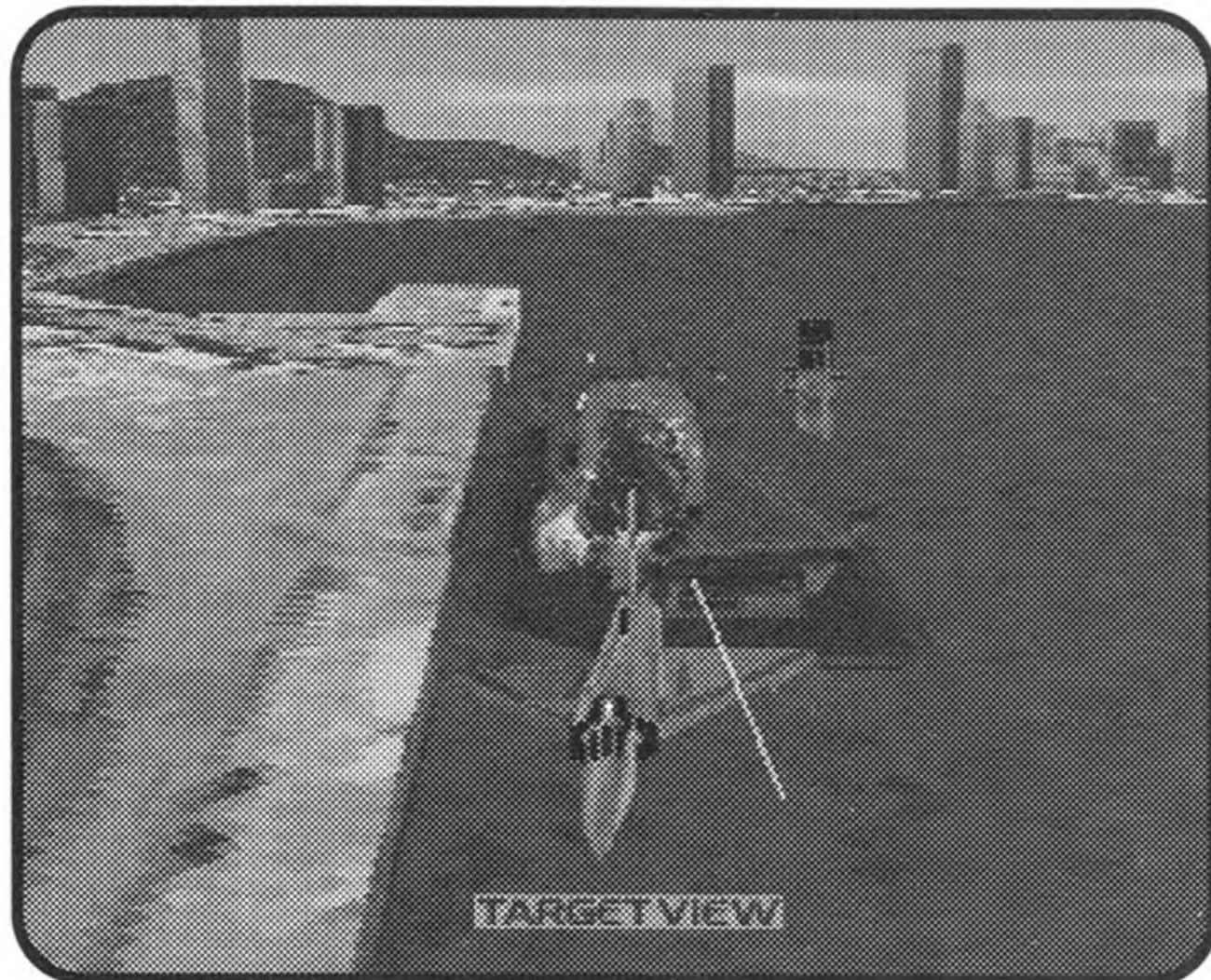
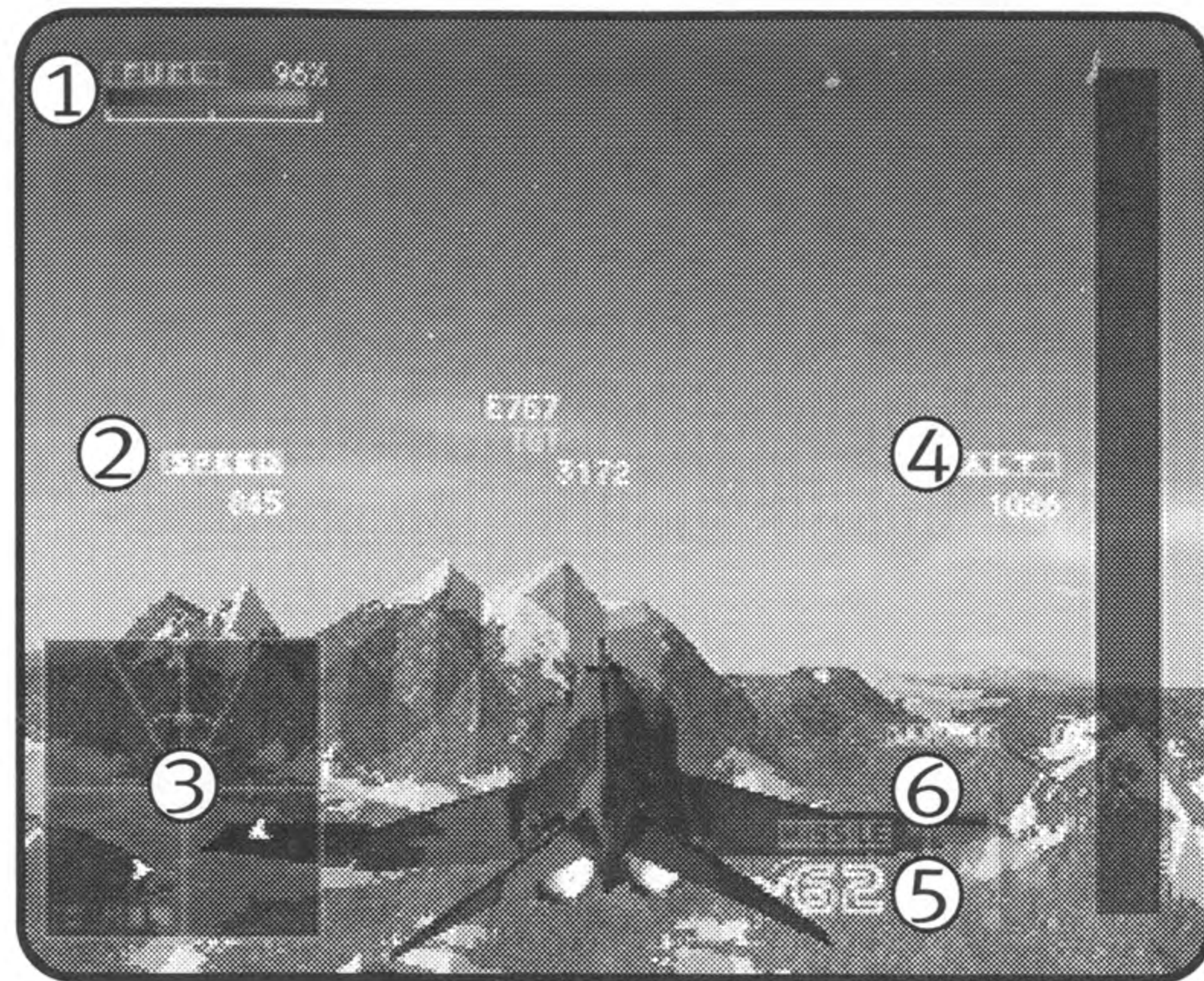
HIT -

The target has been hit.



THE REAR VIEW

1. Fuel Gauge
2. Speed
3. Radar
4. Altimeter
5. The number of missiles
6. 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** with the **Directional Buttons**, then press the **X Button**. **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 buttons: ●, X, ▲ or ■.

RULES

Depending on the mission, there are different ways to fail. 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 reaches 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.
5. When craft you are protecting is destroyed.

When the fighter plane is hit or crashes, you can repair it after the mission. However, this costs money.



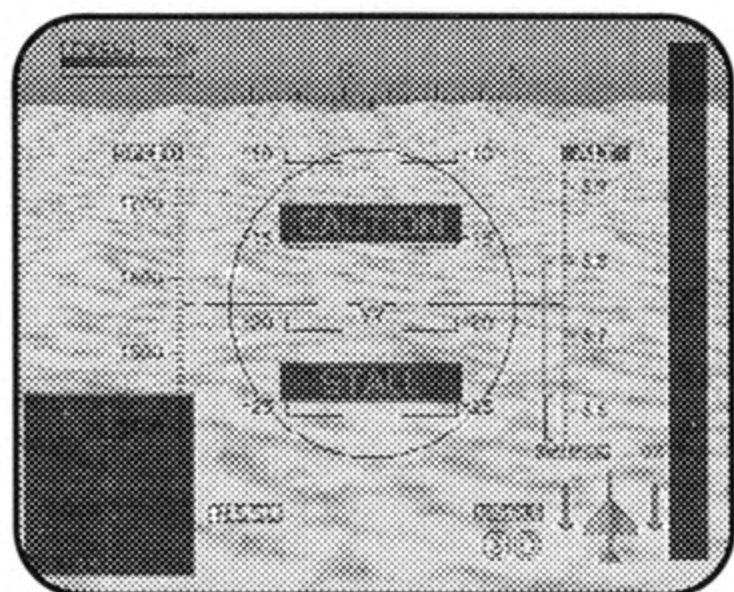
REPLAY

You can watch a replay of the final moments of your flight when a mission is over. Press either the ● or X **Button** to switch camera views. To skip the replay, press the **Start Button**.

MESSAGES DURING THE FIGHT

Your craft's computer tells you about the dangers 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 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 on the right side of the screen.

FLIGHT TECHNIQUE (1)

Various techniques are essential to operating your aircraft. Here are some of the operational instructions and technical advice.

HOW TO SHOOT

CONFIRM THE TARGET

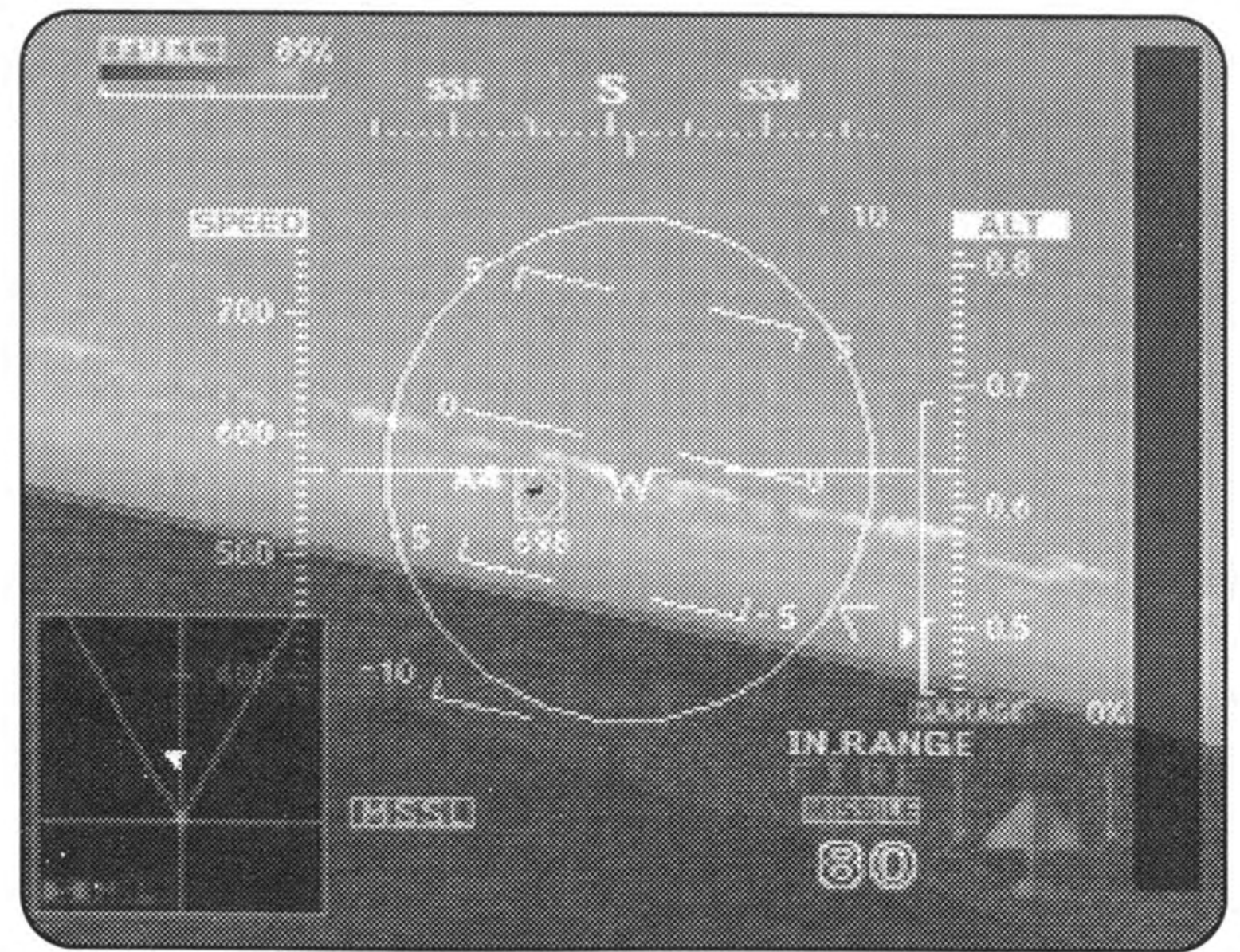
Find the target with the ground map or radar. The red marks are the enemy, the white marks are non-target objects. Because the enemies and your fighter plane are always moving, you must accelerate to catch up with them, or wait for the enemies to come closer. Unless the radar is used efficiently, you cannot react to situations in time.

UNDERSTANDING THE MOVEMENT OF THE ENEMY

The arrow indicator shows the position of the enemy when one is 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.

LOCK ON

When setting the enemy in the missile range circle, the missile seeker appears and automatically seeks the target. 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. If you study the enemies carefully in the briefing, you can 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 dogfight!

FLIGHT TECHNIQUE (2)

YAWING AND ROLLING

The biggest difference in the Novice and the Expert mode is the turning. You can only yaw and turn in the Novice mode, but in the Expert mode 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 yaws towards the direction of the **Directional Buttons**.

EXPERT

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

ROLL

Tilt the fighter plane first by moving the **Directional Buttons** right or left. Then move the **Directional Buttons** up or down to roll. This is actually a series of operations. Practice this to master rolls!

BASIC STRATEGY

The basic strategy for dogfighting 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 solving this problem is to make tight 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 fast, wide 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 as hard as you can.

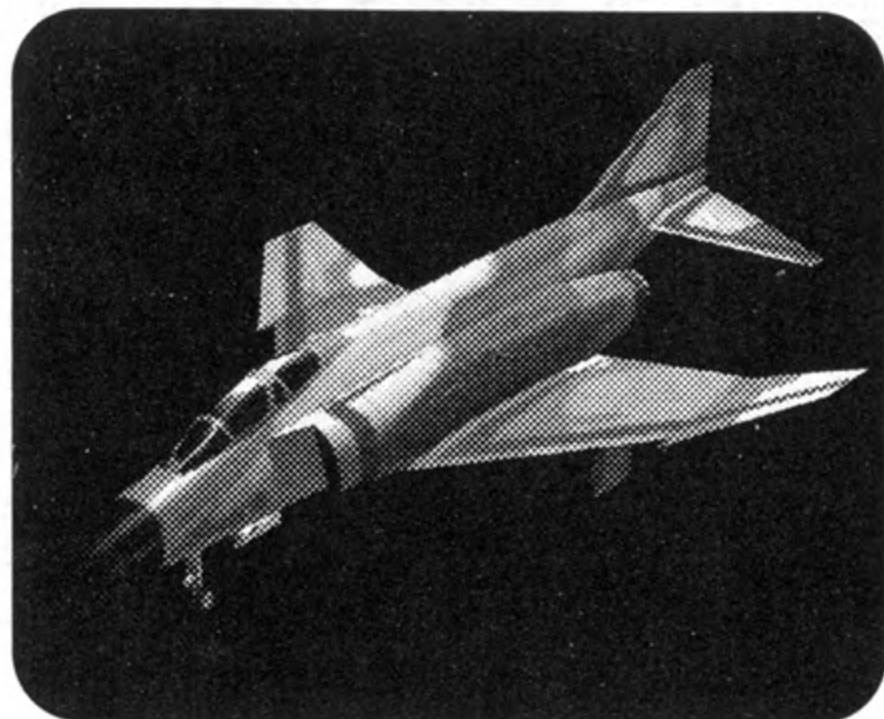
MAKE A LOOP AND STAY BEHIND

When enemies are chasing you, get behind the enemy to reverse the situation. This technique 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!

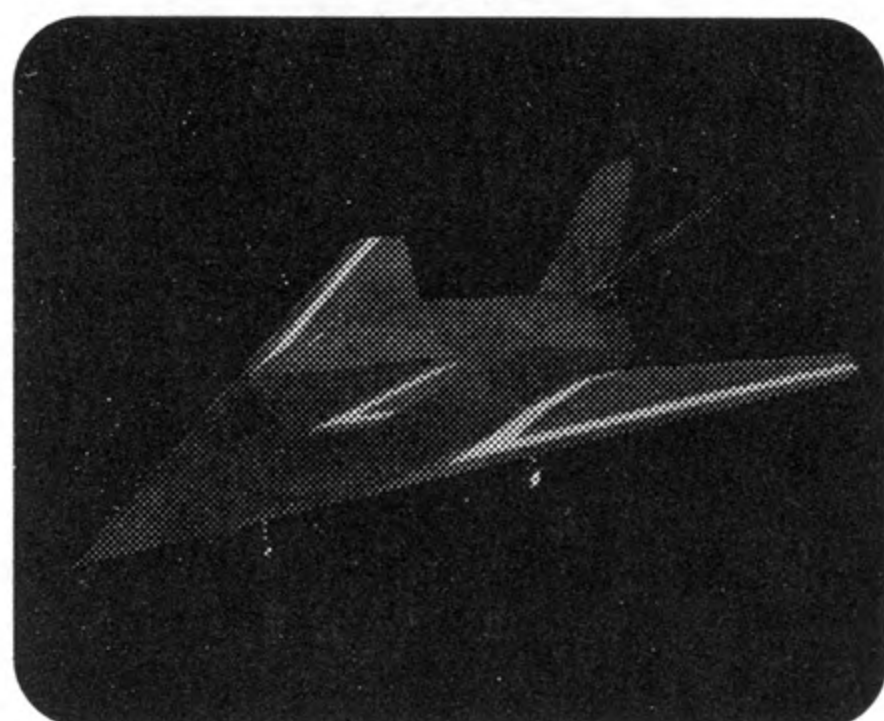
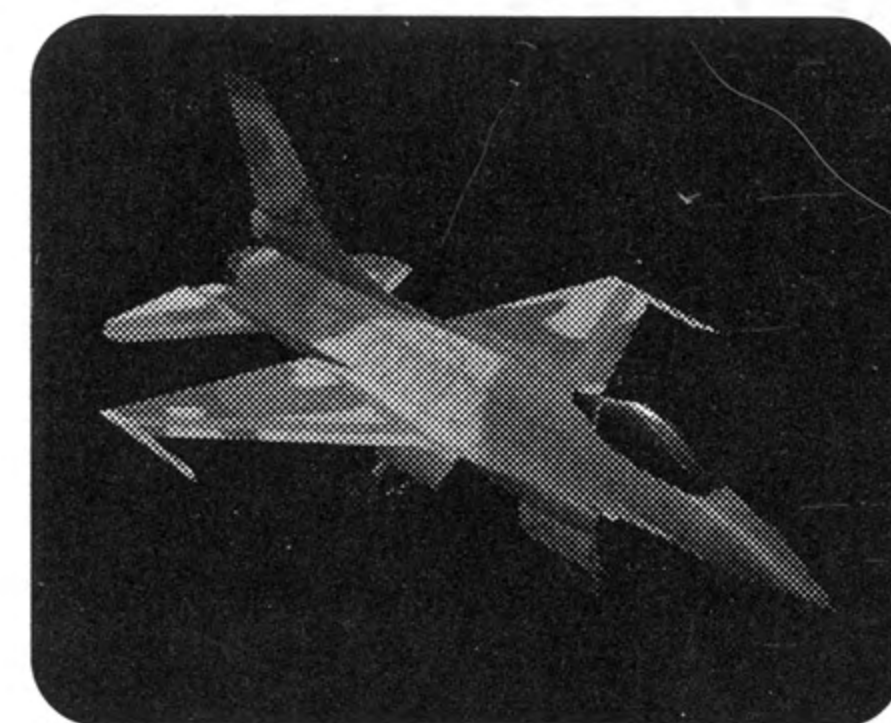
THE TYPES OF FIGHTER PLANES

Although there are various types of fighter planes, these are the major ones in the game.

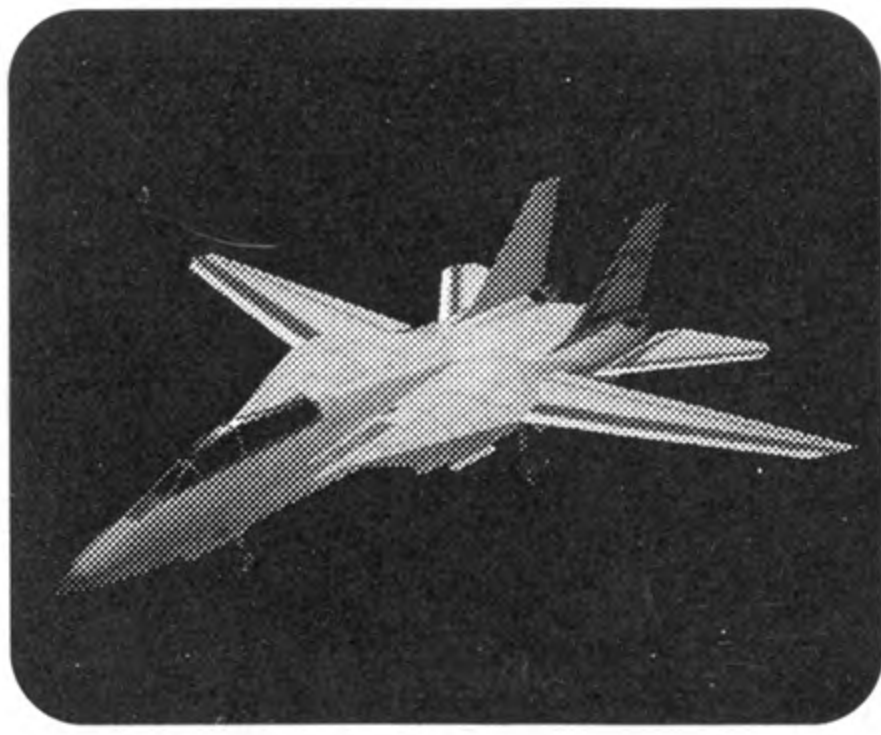


F - 4 The **F-4** is a well-balanced performer and is easy to handle. It is a legend in all-missile combat. However, because the **F-4** is an older model aircraft, its performance is expected to be inferior to the newer models.

F - 16 The hottest fighter plane after the **F-4**, the **F-16** stunned the market with its high performance. Despite its lightweight feel, the **F-16** is equipped with a high power output and an internal computer-controlled system. With options like these, you are sure to achieve excellent performance in both aerial and ground combat!



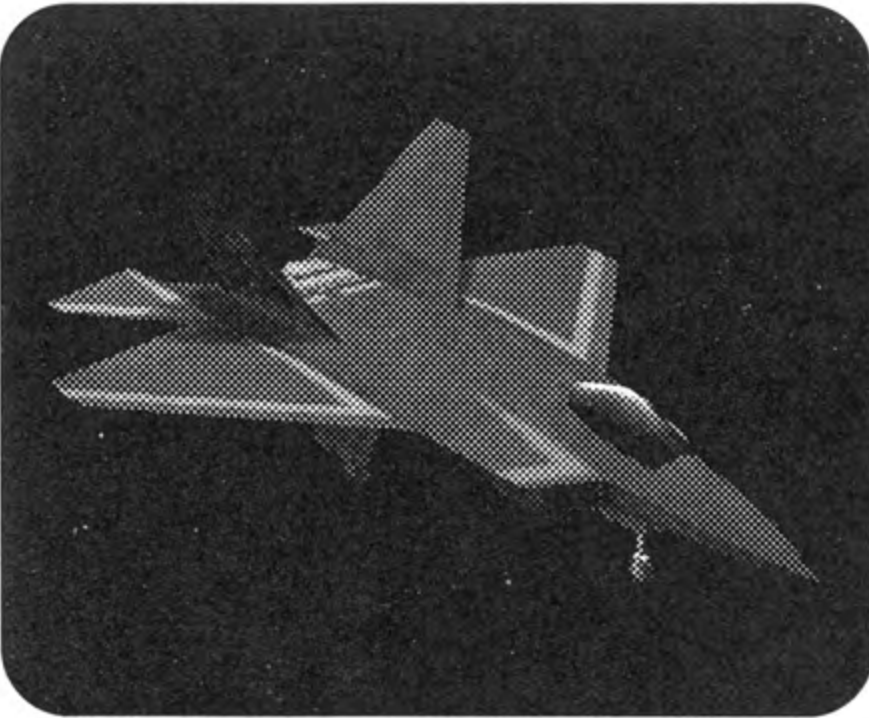
F - 117A The **F-117A** is the first Stealth combat fighter plane. Its unique body design and wave-absorbent materials make it virtually undetectable by radar. However, it does not perform well in aerial combat. The **F-117A** is best used to attack ground targets.



F - 14 The **F-14** was developed for the air defense of the allied fleet. Its high mobility and superior dogfighting capabilities are due to its unique pivot-wing design.

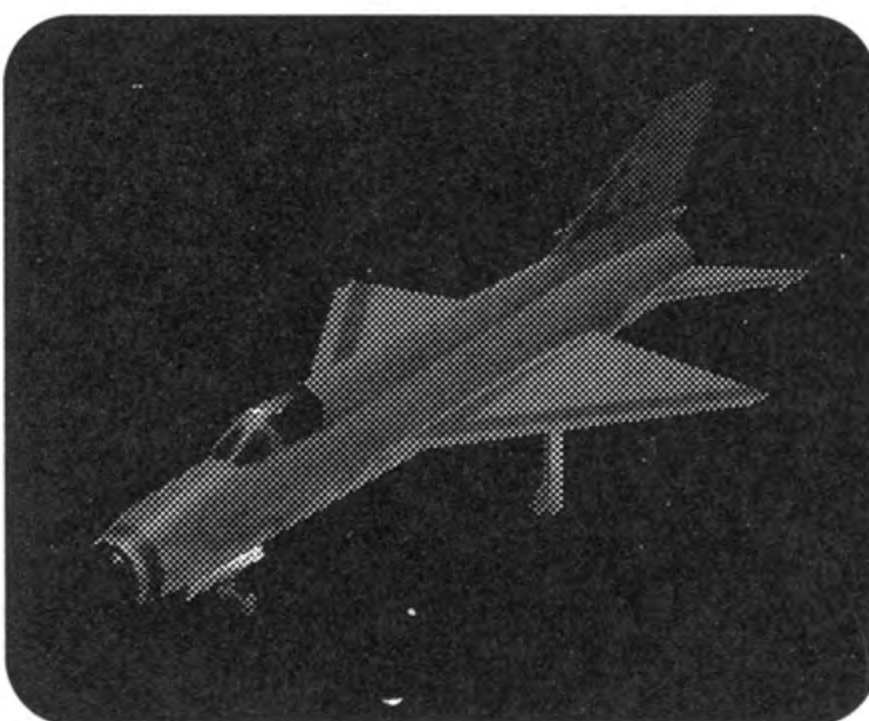
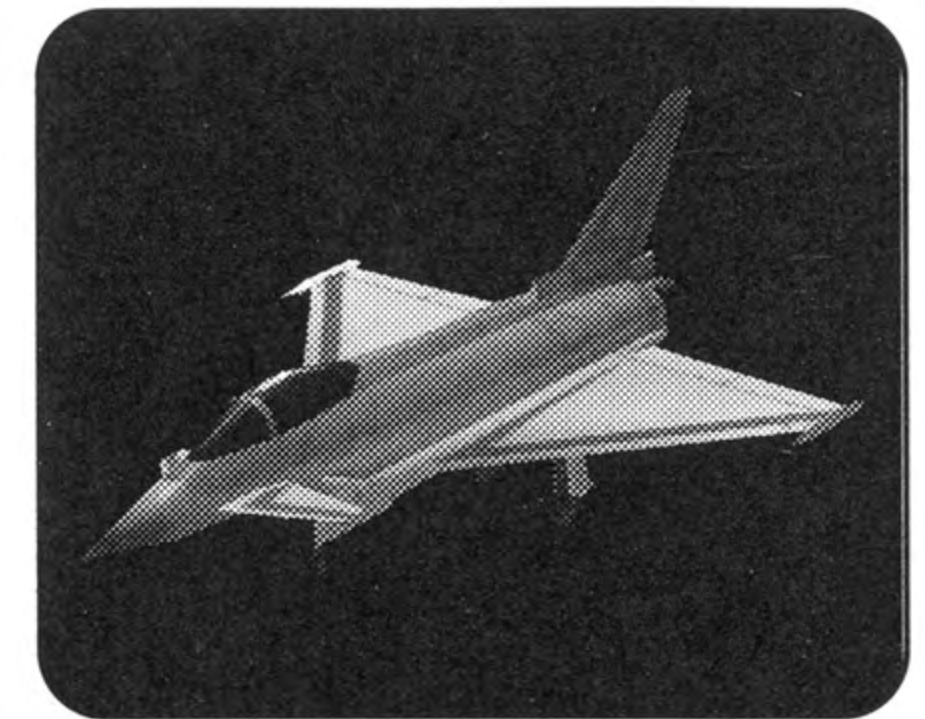
Su - 35 Designed deliberately to compete with fighter planes such as

the **F-14** and **F-16**, the **Su-35** performs as well its rivals. Its outstanding acceleration performance and mobility make the **Su-35** a mighty fighter plane. Despite its large body, it is easy to handle.



F - 22 Expected to be a main force in the next generation of strategic fighter planes, the **F-22** matches the high-level mobility of the **F-15**, and possesses supersonic flight and stealth capabilities. Indeed, the **F-22** is a famous choice for a first-rate fighter plane.

EF - 2000 Developed for dogfighting and long distance attacks, its mobility is astonishing. Although it has a low defense capacity, you can make up for the weakness with your technique.



MiG - 21 This is an old model, it doesn't have much offensive capability. However, with its small-sized lightweight body and simple design it is mobile and easy to handle. Many countries still use this fighter plane.

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 emblems. Try to finish the mission as fast as possible or with the highest score to attain a better emblem.

COLLECT MEDALS

When certain enemies (identified by name on your HUD) 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

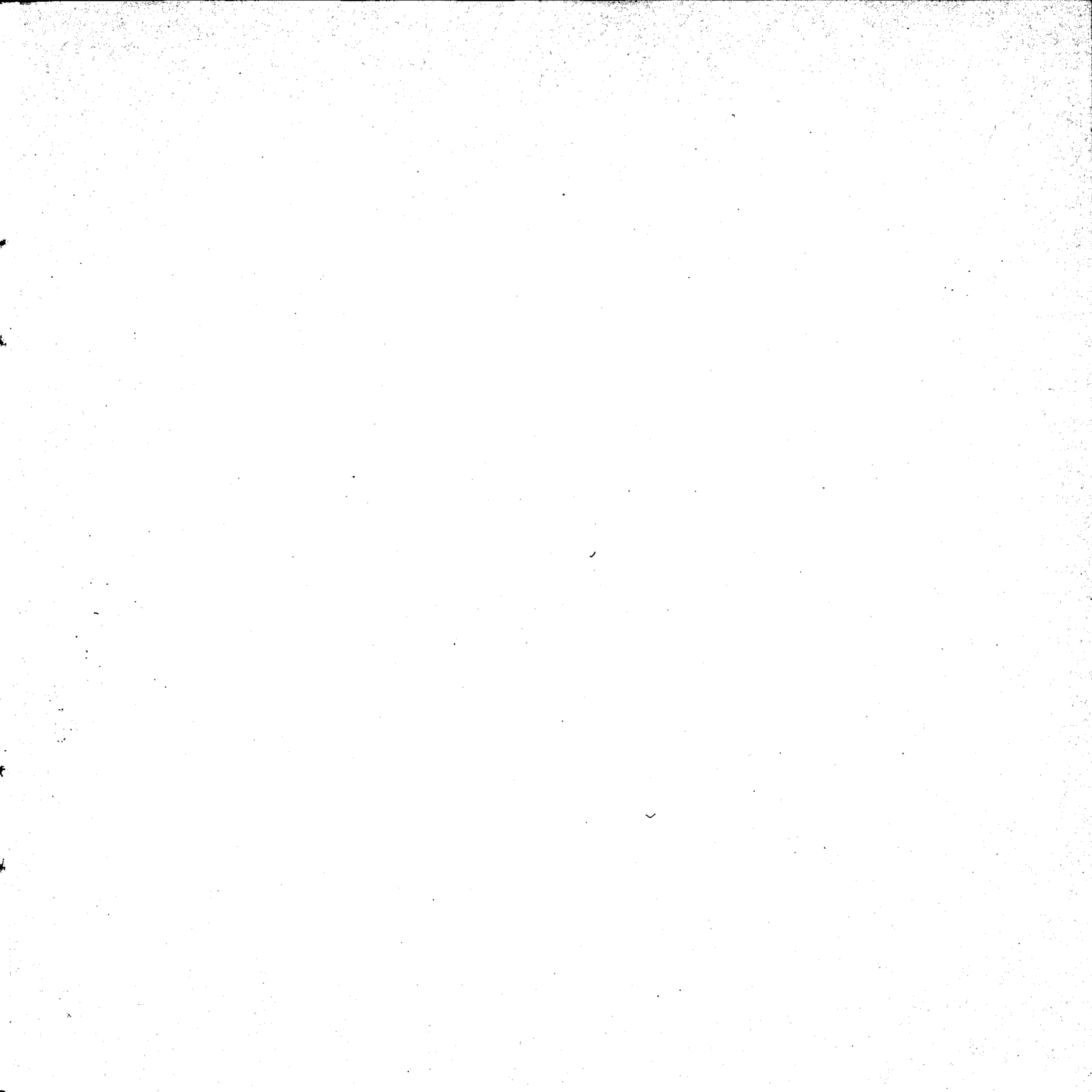
If you destroy targets that are hidden in the mission, additional missions may appear.

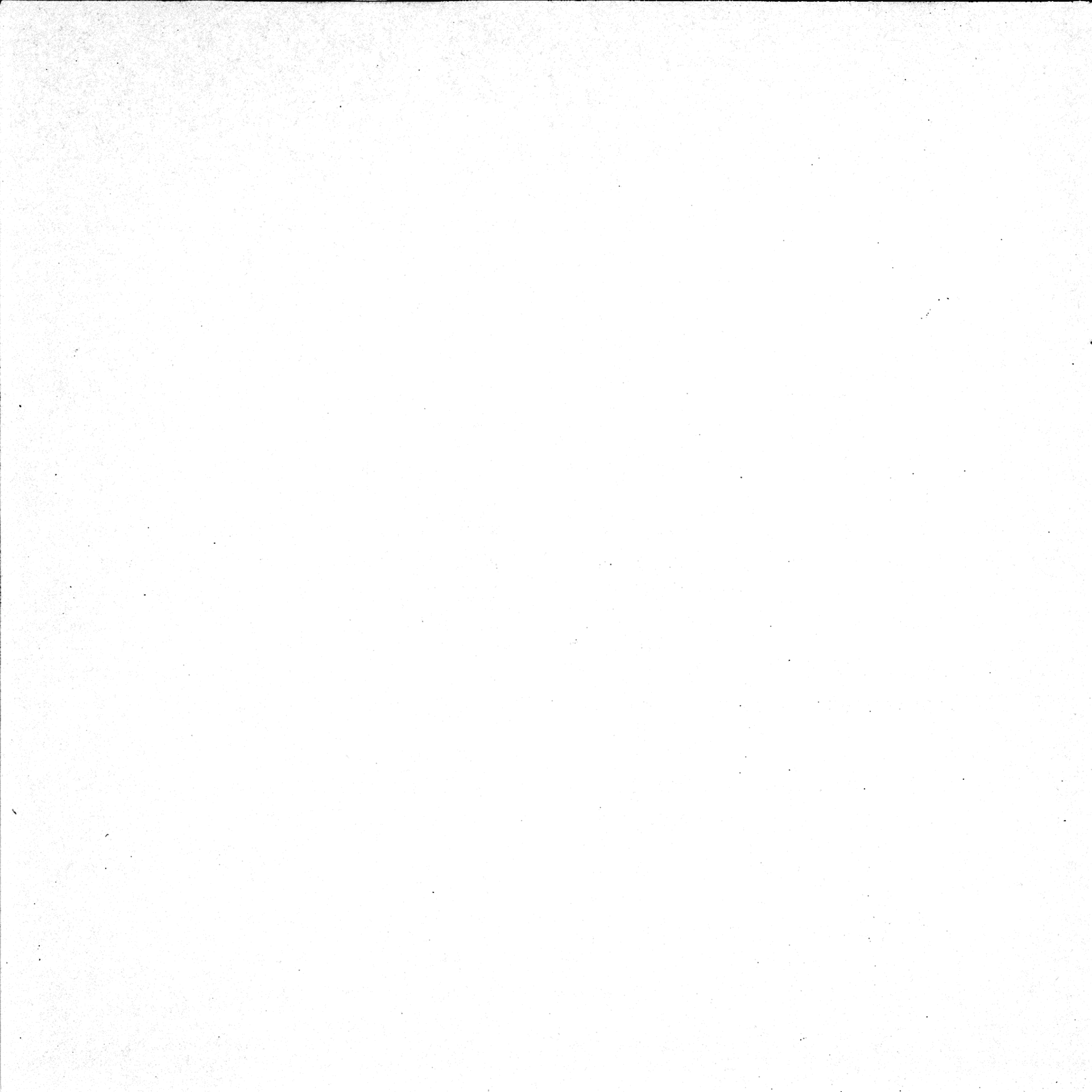
NAMCO'S TIP LINE

ALL THE HINTS, TRICKS AND CHEATS!!
UNDER 18, PLEASE HAVE YOUR PARENTS
PERMISSION. TOUCHTONE PHONES ONLY.

1-900-737-2262

\$.95/MIN FOR AUTOMATED TIPS
\$1.15/MIN FOR LIVE COUNSELING
9-5 M-F PACIFIC TIME





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