

namco®

ACE COMBAT 3
electrosphere

INSTRUCTION BOOKLET



CONTENTS

| | |
|--------------------------------------|----|
| Login Menu | 01 |
| Controls | 04 |
| Analog Controller (DUAL SHOCK) | 04 |
| Controller | 05 |
| neGcon™ | 06 |
| Analog Joystick | 07 |
| Mission Sortie | 08 |
| Main Menu Screen | 09 |
| Mission Briefing Screen | 12 |
| Aircraft Selection Screen | 13 |
| Game Screen | 14 |
| Mission Debriefing Screen | 16 |
| Save Screen | 16 |
| Mission Branching | 18 |
| Flight Techniques | 20 |



Optional Controller
SLPH-0001



Optional Controller
SLPH-0069



1
Player



Memory Card
2 blocks



Analog Control
Compatible



Optional Controller
SCPH-1110

Login Menu

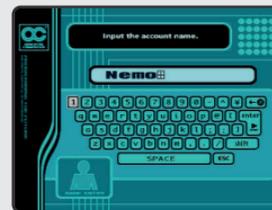
When the Title Screen is displayed, press the START Button to open the Login Menu. Use the Directional Buttons to navigate and the **○** Button to confirm your selection. As the game progresses, there may be times when switching discs is needed. Follow on-screen instructions without turning off the console.



New Account

Name Entry Screen

Enter your desired name. You can enter up to 8 characters, pressing 'shift' changes the input keyboard to uppercase letters. Press 'enter' or the START Button to continue, and press the **○** Button to proceed with the account creation or the **×** Button to return to the Name Entry Screen.



Mission Difficulty Level

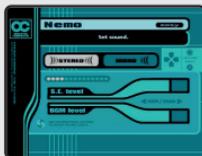
The difficulty of the game is set here. Select between 'easy', 'normal' or 'hard', and confirm with the **○** Button. Next, you will be asked if you would want to check the settings. If 'YES' is selected, the Sound / Video Settings Screen will open, and if 'NO' is picked, then you will be moved directly to the Account Save Screen.



New Account

Sound / Video Settings Screen

First, the Sound Settings Screen will be shown. Choose from either Stereo or Mono sound. Sound Effect and Music volume can be tuned by moving the selection down and adjusting left or right. Press the **○** Button to confirm and continue to Video Settings.



Next, the Video Settings Screen will be presented. Adjust the brightness of your TV screen, so the markings are easy to see. Press the **○** Button to advance to the positioning screen. Adjust the frame with the Directional Buttons, and confirm with either the **○** Button or the START Button. Press the **▲** Button to reset the frame to its original positioning.



Account Save Screen

You can choose to save your created account to a Memory Card. One Memory Card can hold up to 3 accounts, and each account holds up to 6 save files, along with the account name, your configured settings and overall game completion. Press the **○** Button to continue, or the **×** Button to start without saving. Highlight the desired Memory Card Slot and press the **○** Button, pick an account slot and press the START button to initiate saving. Declining to save will prompt an additional screen, where the **○** Button starts the game and the **×** Button brings you back to the Name Entry Screen.



Download

This selection becomes available when a Memory Card with a previously saved game is inserted into the console. To resume your previous save, select the Memory Card Slot, then the desired account from the three slots. Slots shown as 'empty' do not contain an account and cannot be selected.



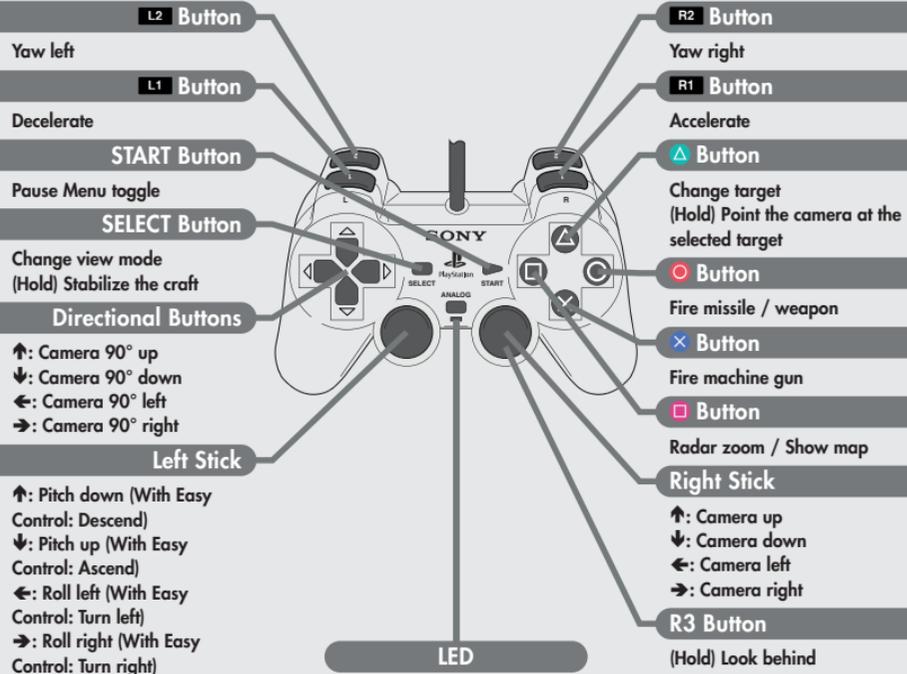
Once an account is selected, a list of files is displayed, so pick the desired save to load. Once loaded, the Main Menu Screen will open. Alternatively, if the 'NEW' option on the right is selected, a new game will start, inheriting the account's completion such as statistics, mission rating, search and archive unlocks.

re-Open

This selection appears whenever you've quit a previously started game session by using 'BACK TO TITLE' option. If selected, the Main Menu Screen will be re-opened. To access a different account, 'New Account' or 'Download' must be selected.

Controls

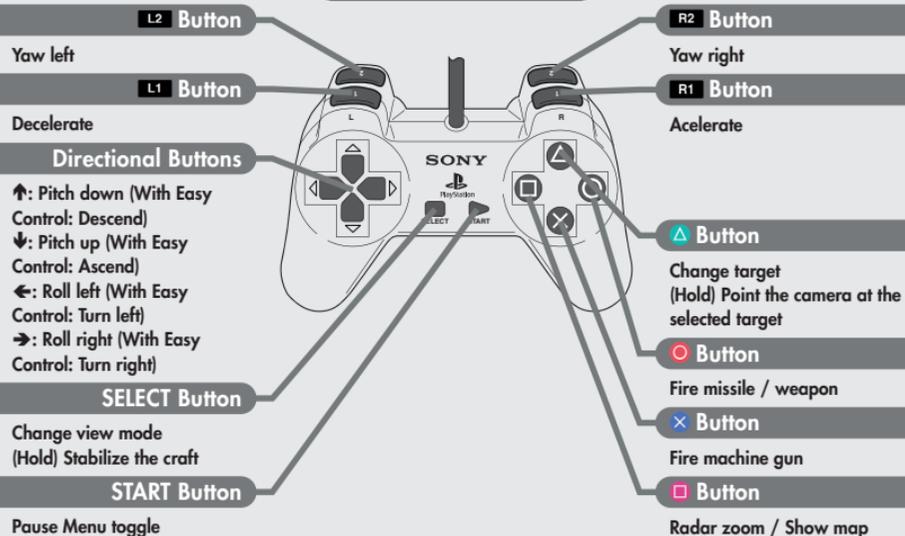
DUALSHOCK



*This game uses the analog controller's rumble features. It will rumble whether the Analog Mode light is on or off. Rumble can be adjusted or turned off (See 'Game Settings' on pg. 11).

The game offers two flight control modes: Easy and Normal. For beginners, Easy Control is recommended. Control type can be changed under 'Key Config' at the Options section of the Main Menu Screen. For details on mastering the controls, please refer to 'Flight Techniques' on pg. 20-24.

CONTROLLER



NEGCON

L Button

Change target
(Hold) Point the camera at the selected target

Directional Buttons

↑: Pitch down (With Easy Control: Descend)
↓: Pitch up (With Easy Control: Ascend)
←: Yaw left
→: Yaw right

START Button

Pause Menu toggle

R Button

Fire machine gun

B Button

Radar zoom / Show map

A Button

Fire missile / weapon

I Button

Accelerate

II Button

Decelerate

Twist

Roll left and right
(With Easy Control: Turn left and right)

ANALOG JOYSTICK

Directional Buttons

↑: Camera 90° up
↓: Camera 90° down
←: Camera 90° left
→: Camera 90° right

START Button

Pause Menu toggle

SELECT Button

Change view mode
(Hold) Stabilize the craft

Left Stick

↑: Accelerate
↓: Decelerate
←: Yaw left
→: Yaw right

○ Button

Change target
(Hold) Point the camera at the selected target

× Button

Fire missile / weapon

□ Button

Fire machine gun

△ Button

Radar zoom / Show map

Right Stick

↑: Pitch down (With Easy Control: Descend)
↓: Pitch up (With Easy Control: Ascend)
←: Roll left (With Easy Control: Turn left)
→: Roll right (With Easy Control: Turn right)

Mission Sortie

The diagram below shows the game flow:

Main Menu Screen

Search information, archive and options.

Mission Briefing Screen

See objectives, targets and goals.

Aircraft Selection Screen

Select your desired aircraft and weapons.

Game Screen

Carry out the mission.

Mission Debriefing Screen

Mission results & rating.

Save Screen

Save your current progress.

To the next mission

Main Menu Screen

This screen is the game's main hub area, where you can search for additional information, replay past messages and change options. Highlight a menu element with the Directional Buttons, and confirm with the **○** Button. To cancel or return to a previous screen, press the **×** Button.



MISSION

Continue to the next mission. Confirm with the **○** Button.

SEARCH

Opens a list of currently relevant articles. New entries become available as the story progresses. Use the Directional **↑** / **↓** Buttons to change the highlighted entry and to view additional information if the selected entry has more than one page. Use the **L1** / **R1** Buttons to jump the entry list by four rows. Select a desired entry with the **○** Button. Unread entries are marked with bold outlines.



ARCHIVE

Opens a list of currently seen broadcasts, teletext, messages, and phone calls. Change the highlighted entry with the Directional Buttons or jump entries with the **L1** / **R1** Buttons and select with the **○** Button. Depending on the selected entry, switching discs may be required. Follow on-screen instructions without turning off the console.



OPTIONS

You can change settings, view records, save progress or quit to the Login Menu here. Navigate with the Directional Buttons and confirm with the **○** Button.

KEY CONFIG

'MAIN' section is for tweaking the behavior of the controls, 'CUSTOM' is for the 'ANALOG' and 'DIGITAL' input remapping. Use the Directional Buttons to navigate and to toggle settings, confirm with the **○** Button or cancel and return to Options menu with the **×** Button.



MAIN

- CONTROL** Sets the flight control type. The game defaults to 'NORMAL', while 'EASY' is recommended for beginners.
- RESPONSE** Sets the response time of analog-type inputs such as 'Turning' or 'Rolling'. The options are 'QUICK', 'NORMAL', and 'SLOW'.
- NEUTRAL ZONE** Sets the size of the analog stick center area, where any unintended input is ignored. The options are 'NARROW', 'MEDIUM', and 'WIDE'.
- OK** Press the **○** or START Buttons to save and return to Options menu. 'NeGcon' and 'Analog Joystick' require calibration, follow on-screen instructions and then press the START Button to return to Options menu.

CUSTOM

- KEY TYPE** Changes which inputs are presented for remapping. Highlight an action and press the **○** Button to bring up a remap list. Select the desired action with the Directional Buttons and confirm with the **○** Button. Analog remapping may require additional inputs with the Directional Buttons.
- OK** Press the **○** or START Buttons to save and return to Options menu.
- DEFAULT** Resets all button remaps to the default bindings.

GAME CONFIG

Use this menu to adjust system settings. Press the **○** Button to select a setting option, press the **×** Button to return to the Options menu.



- AUDIO SETTINGS** Adjust sound-related settings. Refer to pg. 2 for Sound Settings information. Press the **○** Button to save and return to the previous menu.
- BRIGHTNESS TEST** .. Adjust the brightness of your TV screen, so the markings are easy to see.
- ADJUST SCREEN** Adjust the frame with the Directional Buttons, and confirm with either the **○** Button or the START Button. Press the **△** Button to reset the frame to its original positioning.
- GAME SETTINGS** **CAPTION** Set the subtitles for the radio communication during a mission to 'ON' or 'OFF'.
VIBRATION Set the analog controller rumble to 'STRONG', 'WEAK', or 'OFF'.
MAP Set the map display to 'ON' or 'OFF'.

RECORDS

Shows detailed game play statistics of your account. Use the Directional **←** / **→** Buttons to browse between the previously completed missions. Press the **×** Button to return to the Options menu.

SAVE

Save your current progress to the Memory Card.

Mission Briefing Screen

After selecting 'MISSION' from the Main Menu Screen, you will be taken to the Mission Briefing Screen, where you are given mission commands, shown the layout and types of units on the map, and presented with a mission Clear Time, if there is one. Press the  or START Buttons to skip this screen and continue to the Aircraft Selection Screen.

Clear Time

Aim to complete the mission within this given time.

Aircraft Type

TARGET

Mission-critical enemies that need to be defeated.

ENEMY

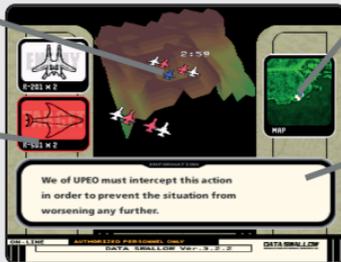
Secondary enemies, defeating which increases your rating.

GUARD

Your allies that need to be assisted and guarded.

NON-TARGET

Units that should not be attacked.



Full Map

Current mission's battle area.

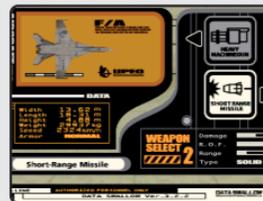
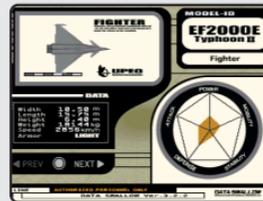
Mission Commands

Explanation of your objectives.

Aircraft Selection Screen

This screen shows currently available aircraft to choose from based on your current story progression. Changing your affiliation to a different faction will affect what aircraft and weapons you have access to. Consider picking a craft that is most suitable for the current mission. Use the Directional  /  Buttons to pick a craft and press the  Button to confirm and continue to weapons selection. Depending on the mission, only one aircraft may be available for selection.

When starting a new game, you will only be able to select Vulcan Machine Gun and Standard Missile. The craft can carry one of each weapon type, Machine Gun ammunition is unlimited. As the story progresses, new aircraft with different arsenals become available. Consider picking weapons that will provide tactical advantage for the given mission. Use the Directional  /  Buttons to switch between weapons if the selected craft has more than one, and use the Directional  /  Buttons to switch between weapon types. Press the  Button to confirm and start the mission.



Game Screen

The Game Screen consists of the following HUD (Heads Up Display) elements:

Radar

Shows the location of the surrounding units relative to your aircraft's position. There are three scale presets that change depending on the distance to the currently selected target. Pressing the  Button scales the radar to the nearest enemy target.

Speedometer

Shows the craft's current speed.

Time

Elapsed time of the mission. If red, shows time remaining.

Target Indicator

Shows unit type, affiliation, and distance.

Direction Vector

Shows the direction in which enemy craft is moving in.



TGT: Target
FRND: Friend
N.TGT: Non-Target (Should not be attacked)

Lock On Area

Shows the borders of an area, in which a missile can lock on. Missile Seeker activates when a selected target is within range.

Altimeter

Shows the craft's current altitude.

Compass

Shows faced direction.

Damage

Shows combined amount of sustained damage. Reaching 100% results in your craft's destruction.

Shots Remaining

Shows the amount of finite weaponry.

Arrow Designator

Shows the direction of currently selected target.



Press the  Button to show the full battle area map.

RED: Target
WHITE: Optional enemy
BLUE: Ally
YELLOW: Units that should not be attacked



Missile Seeker

Changes the Target Indicator to red once a missile is locked on.

Gun Sight

Machine Gun sight that changes when the selected target is within the firing range.

PAUSE

Pressing the START Button during the game play toggles the Pause Menu. Navigate with  /  and change settings with  /  of the Directional Buttons. Press the  Button to confirm.

EXIT

Resumes the game play.

AUTO VIEW

When 'ON', enables a cinematic third-person camera view whenever any target is destroyed, similar to holding the 'Change target' Button.

HUD

Turns the HUD (Heads Up Display) and messages to 'ON' or 'OFF'.

RESTART MISSION

Allows you to start the current mission again from the beginning.

LEAVE MISSION

Aborts the mission and takes you back to the Main Menu Screen.



Mission Debriefing Screen

After a mission is completed, this screen is used for the evaluation and summarization of your performance. The map shows a recreation of your craft's flight path, marks units that were destroyed by you and your allies. A detailed list of destroyed units is adjacent to the map, where aerial and ground units are separated. Below the map is the total amount of time taken to complete the mission, adjacent to it is the performance rating. Rating is calculated based on the amount of enemies destroyed, ally and Non-Target losses, time taken, if orders and conditions were followed, if the goals were met before Clear Time. The bottom of the screen may feature a message from the commander. Press any button to continue to the next screen.

List of units destroyed

Full Map

Time taken

Debrief message

Performance Rating



Save Screen

Before the Save Screen is displayed, broadcasts, teletext, cutscenes, messages, and phone calls may be shown. They can be skipped by pressing the **○** or **START** Buttons and can be viewed at any time in the Archive section of the Main Menu Screen, except cutscenes. When the Save Screen is displayed, press the **○** Button to proceed. Pick the desired Memory Card Slot, account, save file and press the **START** Button to confirm. Alternatively, press the **✕** Button to continue without saving.



Rules

The mission will fail if the specific conditions mentioned at the Mission Briefing Screen are not fulfilled, so be sure to check them, if there are any. Note that a mission's Time Limit can be equals or longer than its Clear Time. The mission will also fail immediately as soon as one of the basic failure conditions on the right is met:

CONDITION

Craft damage reached 100%.

CONDITION

Crashing into land or sea.

CONDITION

Exceeding the time limit.

CONDITION

Leaving the mission area.

Replay

Shows footage of the mission's last minutes of game play. Use different buttons to apply filters, switch camera angles and move camera positioning. Replay repeats until the **START** Button is pressed.

HUD messages received during battle

During battle, you may be warned about a variety of dangers. Pay attention to these:

WARNING

Your craft being locked on (spiked) by the enemy.

MSSL ALERT

A missile that is targeting you is approaching your craft.

CAUTION DAMAGE

Your aircraft has been hit or sustained damage.

CAUTION OFF COURSE

Your craft is in danger of leaving the battle area.

CAUTION STALL

Your craft is stalled. Reduce pitch, increase speed.

CAUTION PULL UP

Your craft is dangerously close to the ground.

CAUTION PULL DOWN

Your craft is too close to the stratosphere limits or is reaching a mission-specific altitude restriction.

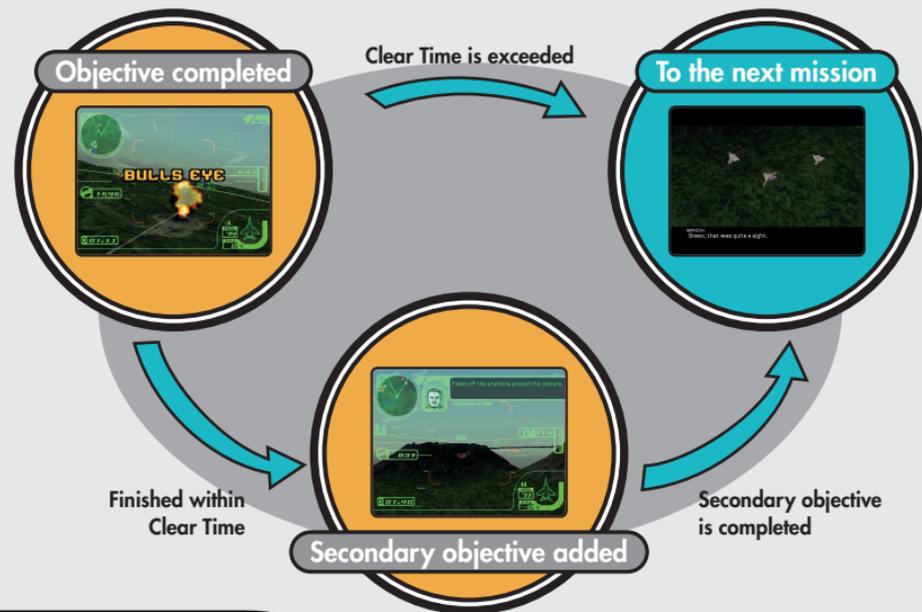
*There may be other messages in addition to those listed above. Pay attention to the mission briefings.

Mission Branching

Some missions may have additional objectives, different outcomes that are determined by your performance or branching paths that have to be chosen by you.

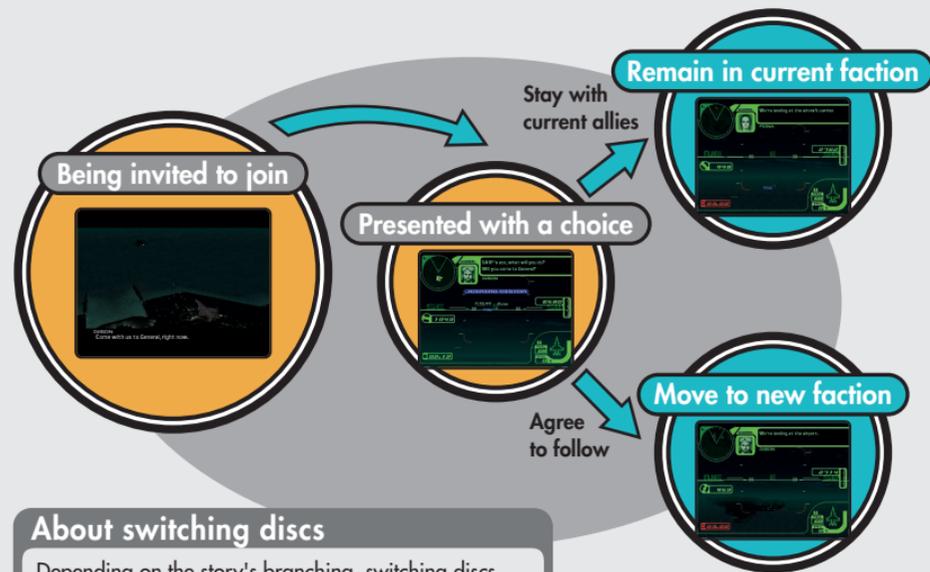
Additional objectives due to Clear Time

Completing the mission's objective before or after the set Clear Time may yield different results.



Branching due to invitations from other pilots

During some missions, other pilots may ask you to come along with them or join their faction. Depending on your decision, this may cause a significant change in story. For example, you may follow Dision to join General Group, which may turn your past friends into enemies.



About switching discs

Depending on the story's branching, switching discs may be required. Follow the on-screen instructions and switch the discs without turning off the console.

Flight Techniques (1)

The game offers two flight control modes: Easy and Normal. Note that the control mode changes how your aircraft behaves.

Yawing and Turning

The biggest difference between Easy and Normal control methods is how turning is performed. In Easy mode, the aircraft rolls and then pitches automatically as it turns, while in Normal mode you have full control over rolling and require to manually pitch the aircraft to turn.

Normal Control

Yaw

Press the **L2** / **R2** Buttons to rotate the craft in respective direction.



Turn

Use the Directional **←** / **→** Buttons to roll the craft, then use Directional **↑** / **↓** Buttons to pitch. This needs to be done as a sequence of inputs, so it requires plenty of practice.

Easy Control

Turn

Craft rolls, then pitches as one of the Directional **←** / **→** Buttons is held, rolls back upon release. The **L2** / **R2** Buttons can enhance turning if used simultaneously.



Using the Autopilot

When you're pre-occupied in a dogfight (chasing an enemy craft), flying through a low visibility area or are on a nighttime mission, you may lose your sense of direction relative to the horizon.

If that happens, and you need to recover, hold the **SELECT** Button to stabilize your aircraft. Doing so moves the aircraft parallel to the ground. This functionality can be useful during stalls.



Controlling the RPC (Real-time Perspective Camera)

Since yours and enemy craft are constantly moving, it's easy to have a target leave your field of vision. By holding the **△** Button, you can point the camera at the currently selected target and continue to maneuver as you please, thus seeing the target without the need to fly after it. This applies to ground targets as well. Be sure to use this function and keep an eye on the radar for best situational awareness.



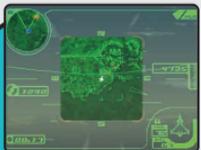
If you are using an analog controller, the right analog stick moves the camera around, holding the **R3** Button turns the camera behind the craft.

Flight Techniques (2)

This is a list of the game's combat flow basics and corresponding techniques that you need to learn and master over time to be most proficient in a mission.

Shooting down enemies

Here are some key tips that are going to help you when engaging enemies in combat.



Checking your targets

Examine the map and radar for the positions of the enemies. Red units are primary targets, secondary targets are white units. Determine the course of action and decide which units to attack. Try to plan a course, where most enemies can be destroyed within a single approach, since "speed is the foundation of combat" and mission time is limited. The safest way to approach an aerial target is from the sides or the back, accelerate to catch up and decelerate as you approach, otherwise you'll fly past the enemy.

Outflanking the enemy aircraft

Once a target is selected, the Arrow Designator will appear whenever the target is outside your Lock On Area. Move in the direction indicated by the arrow and close in on the enemy until it's within your field of view. Once the target is on-screen, the Target Indicator will be displayed around it. At this point, RPC can be used to maintain visual contact, as explained in Flight Techniques (1).



Locking on

As soon as the selected enemy is both within the Lock On Area and missile range, the Missile Seeker indicator will appear and automatically search for the target. Once the Missile Seeker aligns with the enemy, the Target Indicator turns red, signalling that the target is locked on. You should then attack by firing a missile. The success of a missile hitting the target depends on the angle, distance, and speed at which you fire, as well as the speed and trajectory of the target, if it's not a static one. Be sure not to be too close or too far away, otherwise the missile may miss.



Dodging enemy attacks



As you're engaging the enemy in combat, they are going to try to bring you down as well, so sooner or later you'll find a missile heading your way. To avoid being hit, dodge out of the way by performing sharp turns and rolls. Best practice is to turn in the opposite side of the missile's trajectory, forcing it to turn more, increasing its chance of missing. Missiles have limited range, but trying to outrace one launched nearby will not work.

Flight Techniques (3)



Avoid destroying Non-Target units

Not all battle area units are hostile. There may be missions with aerial, ground, and naval objects, that are neutral and are marked on the map and radar as a yellow unit. If these units are destroyed, the mission's performance rating will be penalized and in some scenarios may fail the mission. Consult the Mission Briefing Screen to know your targets.

Using the Machine Gun

If you're out of missiles or facing a target that can't be locked on with the Missile Seeker, Machine Gun, such as Vulcan, come into play. This weapon type has unlimited ammunition, but also a shorter firing range and lower damage output than a Standard Missile. This requires you to get close to the target, which takes more time in itself and makes you more vulnerable to anti-air fire and missiles. Not only that, but prolonged dogfights may cause other members of the enemy team to flank you. Best practice is to use both weapon types and change tactics depending on the target type.



Bombing missions

Some missions may require usage of unguided bombs. In such cases, whenever a ground unit is selected, the Missile Seeker will turn into a bomb sight. Line up the sight on the target and drop the bomb. Use the bomb's blast radius to your advantage and hit multiple targets at once.

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the Japanese market only. It cannot be used on foreign-specification versions of the PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lit room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

LOAD WORD TEAM

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**FOR THE FULL LIST OF CREDITS, REFER TO THE
README FILE.**

ACE COMBAT 3
electrosphere

SLPS 02020~1

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