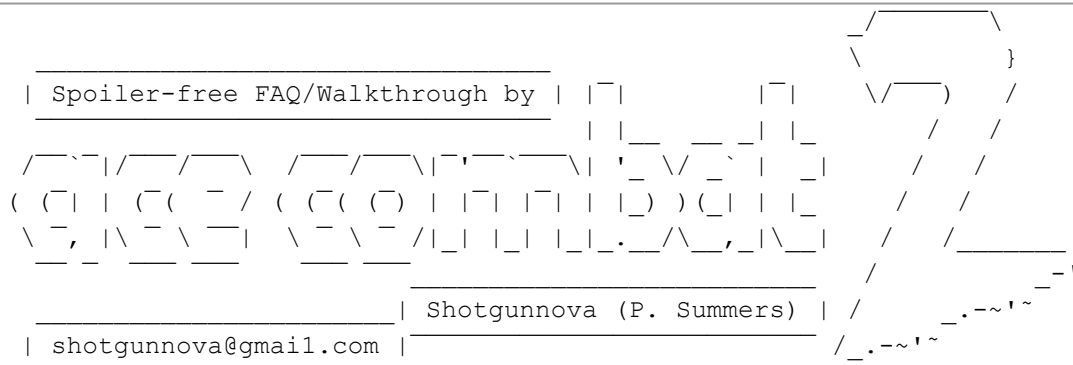


# Ace Combat 2 FAQ/Walkthrough

by Shotgunnova

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I. CONTROLS [CNTR]

The controls can be changed in the applicable tab in the 'Options' menu. Ace Combat 2 is also compatible with a DualShock analog controller (and NeoCon joystick) thankfully. That function was sure missed in the first game in the series. [Functionless buttons are not listed below.]

BUTTON	NOVICE CONFIG FUNCTION	EXPERT CONFIG FUNCTION
D-Pad	Controls plane (non-analog)	Controls plane (non-analog)
Start	Un/pause game	Un/pause game
Analog	Toggle analog function	Toggle analog function
Select	Toggle third-person POV	Toggle third-person POV
Circle	Fire missile(s)	Fire missile(s)
Square	Hold for level map display	Hold for level map display
Triangle	Change lock-on target	Change lock-on target
X-Button	Fire machine gun(s)	Fire machine gun(s)
L1 Button	Decelerate	Decelerate
L2 Button	-----	Yaw left
R1 Button	Accelerate	Accelerate
R2 Button	-----	Yaw right
L. Analog	-----	Controls plane's movement

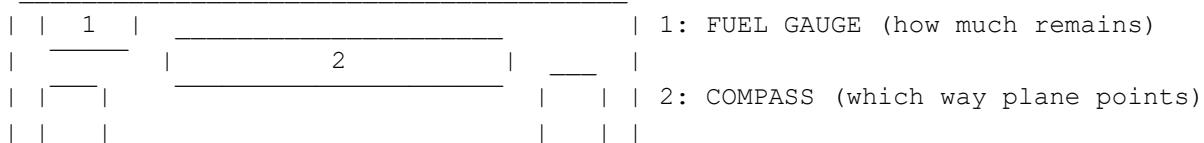
II. TH' BASICS [THBS]

STORY [STRY]

"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'etat, 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, codenamed: 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."

SCREEN OVERVIEW [SCRN]

Here is a map of the in-game screen, which is really the only one a player would have difficulty understanding. The legend is at right.



			.	-	'	_____	'	-	.				3: ALTIMETER (shows plane's altitude)
			/										
			/								3		4: SPEEDOMETER (shows current speed)
		4		/									
			(		9		)						5: MINIMAP (shows the local enemies)
			\										
			\										6: DAMAGE ESTIMATE (plane's injuries)
			\										
				.	-	_____	.	-	'				7: NOTICES (ex: missiles inbound)
					7		8			6			8: MISSILES (number plane has left)
	5												
													9: WINDOW (visual sphere of lock-ons)

By holding the square button, the level map will be shown, which is helpful since the minimap only displays local enemies, not those outside of a certain radius (5000m?).

TIPS N' TRICKS [TPST]

Hey, greenhorns! Don't put a single hand on the missile launch button without first knowing the basics! [If anyone has good ones to send in, drop 'em in my email inbox and I'll stick 'em here.]

- Planes ain't free. If you are destroyed in combat, then the plane will be replaced by the military at your expense. How much that costs is relative to the plane's prowess, so expect to lose a chunk o' change as crafts get better. Of course, loading an earlier save to evade the \$\$\$ outflow will keep the wallet a little fatter... :)
- The most advantageous firing position is from behind the enemy while they are in a mid-turn and at similar altitude. They'll be slowing down, and the missiles have a higher chance of hitting because they're not working off some huge mismatch in height. Always try to achieve this positioning.

The worst positioning, thus, would be about the exact opposite: enemy is heading towards you from an altitude extremely different than yours, and you're shooting from behind as you head straight up/down. Not only is this going to waste ammo 99% of the time due to outmaneuvering, but it's simply...stupid.

- Try to pace yourself on difficulty first off. The walkthrough is written in Normal Mode so that it's a balance, but go with easy if you have to. When you get better, try out Expert level.
- Even after you finish a mission, the plane will keep flying -- should it hit an obstacle and be destroyed, the player will incur an unnecessary plane replacement fee! Thus, if flying in rocky, uneven terrain, try to get some air or quickly skip the replay portion before any mishaps can happen.

/ III. WALKTHROUGH [WLKT] |

01) Gambit (Interception of Invasion Unit)

[WK01]

Reward ----: 20,000  
 Difficulty : 2/10  
 Recommended: F-4

The first mission, like most AC games, is to take intercept a small squadron headed for an allied base. The targets are the B-1 and B-52 bombers, making up half the force; they're accompanied by four lighter, less threatening fighters. The only planes available at the start are the A-4 and F-4, with the latter having evener stats. [NOTE: After the briefing, it helps to go through the 'Information' option to see the point values for each target and where the friendlies are.]

This game's immediate predecessor (Air Combat) had no analog stick function, but luckily that's not the case for this one -- turn on the function for an easier time maneuvering. Also, the expert controller config isn't that much different from the novice one, so y'might as well start with that.

As said, this mission is similar to many other AC games' introductory levels. The eight-strong bomber squadron is inbound to the northeast base, with the player's chosen plane coming up from behind. It takes about three missiles to take out a target, while the others take a mere two. However, the target bombers have a gunner on board to attack even if the player is not right in front of 'em (awesome). If y'want an easier time taking out the bombers, kill their escorts first or they may sidle up behind y'and get in some potshots (damage equates to loss of money, so it's best to avoid that in the long run). Mission ends when all bombers are deep-sixed.

NOTE: To get

#### PLANE PLAY-BY-PLAY

[x2] A-4 -- \$ 4,500

[x2] B-1 -- \$20,000

[x2] B-52 - \$24,000

[x2] F-4 -- \$ 5,000

Now Unlocked (A'craft): KF-C7 (\$60,000)

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#### 02) Easy Money (Pursuit of Reconnaissance Unit)

[WK02]

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Reward ----: \$18,000

Difficulty : 3/10

Recommended: F-4

Within the freezing Amber Mountains, a reconnaissance unit is flying around trying to get the lowdown on the allied troops' movements. Like before, the F-4 is really the only worthwhile plane for the job, so don't bother shelling out for the KF-C7 'cause it's pretty lackluster.

If you checked the 'Information' tab pre-flight -- which will give a lot of useful information like point totals and locations -- then one will see that the main targets are the heavy-duty E-767 and C-17s. There's also a special F-4 fighter codenamed Superfly that should be killed, also.

The start of this mission is the reverse of the previous -- the entire squad is headed straight for the player, and since it takes 1000ft to get a missile lock, it's better to just let 'em pass and start destroying them from behind. Of course, the recon planes' detail will not fly in formation and will try to bait the player into playing, so it's best to take them out first. The aforementioned "Superfly" F-4 is a special plane, and a more maneuverable than normal planes (although the durability hasn't changed).

Without faster fighters to fend off the player, the lumbering recon planes make rather easy targets -- get up behind 'em for a missile lock and use the machineguns for quicker hits, too.

PLANE PLAY-BY-PLAY

[x3] C-17 ----- \$30,000  
[x2] F-4 ----- \$ 5,000  
[x1] F-4 Superfly - \$10,000  
[x2] E-767 ----- \$30,000  
[x2] MiG-21 ----- \$ 4,000

Now Unlocked (A'craft): A-6 (\$60,000)

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03) City on Fire (Surprise Attack on the Supply Bay)

[WK03]

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Reward ----: \$25,000  
Difficulty : 4/10  
Recommended: F-4

Mission three involves a raid on Anchorhead Bay and is the first sortie to have ground targets. The objective is to get a jump on the enemy while it refuels and hopefully catch 'em off-guard, while the carrier is destroyed before it can do some real damage. The F-4 is still the best man for the job.

When the mission starts, the player's plane will be inbound to the city and intercepted by some of the F-16s patrolling. While engaging, be careful about avoiding the AA guns' fire below -- in fact, taking them out first can be a load off your back. Overall, they're not too much to worry about. A fun fact is that the helicopter (AH-64) is quite maneuverable so you may have to fly away from it if it gets up-close, or it may just run circles around your plane.

Once at the bay, the ships will be protected by an AA gun net, so the first issue is dealing with them. They're quite good at hitting slow-moving crafts but high-speed runs past 'em work well -- just drop a single missile on their doorstep. Don't be afraid to use the skyscrapers as cover, as they'll absorb the impact of the guns -- just be careful not to yaw into one of their sides! Once the carrier is left alone, do high-speed runs past it (try to get two targets per run or y'may suffer needless AA damage). When it's destroyed, the mission ends.

NOTE: Destroying both transports will open up the optional mission "Opera House," which becomes available after this mission.

PLANE PLAY-BY-PLAY

[x04] A-4 ----- \$ 9,000  
[x01] AH-64 ----- \$ 1,000  
[x11] Gun ----- \$11,000  
[x01] Carrier --- \$10,000  
[x04] F-16 ----- \$18,000  
[x02] Transport - \$ 4,000

Now Unlocked (A'Craft): F-16 (\$90,000)

Now Unlocked (Mission): Opera House

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Reward ----: \$15,000  
Difficulty : 5.5/10  
Recommended: F-4 -or- F-16

NOTE: If you do this mission, you cannot do "Tin Castle" in this playthrough.

This optional mission regards destroying the enemy's oil refineries, which is a common sortie in these types of games (tee-hee!), but a fun one at that. Basically, the enemy's refineries and struts are mostly at sea with a crapton of fighters buzzing around the area. The F-4 works for this mission, but if want the F-16 (better in a lot of things except defense), think about that, too.

This is also the first mission where the player can fly with a wingman, which is basically an AI-controlled subordinate who can be told to (1) cover my tail (2) engage enemy aircraft (3) secure airspace over target (4) attack enemy ground units. Although this is rather unnecessary -- it dips into one's own funds to pay their wages -- it can be a bit of a help if y'need it. Just be sure to pick a pilot with a good plane; Slash has an F-16 and Edge has a KF-C7.

Once the mission starts, take out the inbound MiGs and move to the series of oil refineries, stretching out into the sea. Since they're connected in a Y-shaped way, a lot of the enemy pilots will converge around there (most are nothing special but the SU-25 special pilots take 4 hits 'til they're dust). Importantly, there are SAMs -- or surface-to-air missiles -- fortifying the facilities, so it's best to not fly around them in a daze or they'll score some easy damage. Lure the other fighters away and dispose of 'em there.

NOTE: When a missile lands a hit, the plane shakes and temporarily stalls, losing altitude. If you're flying low and a SAM hits its mark, then it is quite possible to fall into the sea and fail.

Once the lack of fighters allow the player to hack away at the oil fields, it's best to start at one of the ends, minimizing the enemy's attack ranges. Prioritize the guns and SAMs over the targets and normal buildings, most of which can be destroyed with machine-guns in slow-flying runs. In fact, that's a good way to conserve missiles -- inert non-offensive targets should be destroyed with normal guns (there's infinite ammo for them, remember). Of course, if time is an important factor to the player, then do whatever...

Mission ends when all targets are destroyed. Make no mistake, this battle can be rather annoying if y'don't prioritize the right targets, or run out of missiles because of trashed lock-ons. Having a wingman take care of some of the lesser planes might not be such a bad idea if you're havin' troubles.

And although it's not that important, pay attention to the fuel gauge in the upper-left corner. If you're dawdling with the airplanes before targets, it could easily be half gone when y'get around to the real meat of the mission.

#### PLANE PLAY-BY-PLAY

[x04] F-16 ----- \$18,000  
[x16] Ground ----- \$60,000

[x04] Machine Gun ---- \$ 4,000  
[x04] MiG-21 ----- \$ 2,000  
[x02] MSSL Launcher -- \$ 4,000  
[x02] SU-25 D.Cowboy - \$24,000

Now Unlocked (A'craft) - X-29 (\$85,000)

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04b) Tin Castle (Attack on the Front Base)

[WK4b]

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Reward ----: \$35,000  
Difficulty : 3/10  
Recommended: F-4 -or- F-16

NOTE: If you do this mission, you cannot do "Opera House" this playthrough.

This mission is notable as it has no briefing, thus one can't see what it's about. Luckily, it's a fairly unspectacular mission with little to talk about. Thus, bringing the F-4/F-16 along is just par for the course.

Okay, the setting is a riverside, nighttime. The tin castle spoken of in the title is actually a massive fort, with plenty of AA guns on the walls while softer, non-offensive targets are kept within the first wall. Naturally the skies are alight with fighter planes, most rather agile, plus the special "Ricochet" ace who appears with the pack.

PLANE PLAY-BY-PLAY

[x02] F-16 ----- \$13,500  
[x04] A-4 ----- \$ 9,000  
[x01] Ricochet ---- \$12,000  
[x05] Ground TGT -- \$25,000  
[x05] Machine Gun - \$ 5,000

Now Unlocked (A'Craft) - X-29 (\$85,000)

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05) Greased Lightning (The Breakthrough at the Ravine Base)

[WK05]

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Reward ----: \$25,000  
Difficulty : 5/10  
Recommended: F-4 -or- F-16

Pick any maneuverable plane for this mission.

Most AC games have a similar excursion of this sort. There is a target within a ravine protected by an anti-aircraft net, and the only way to reach the target (in this case, a hastily created base) is by flying directly through the ravine. If the player flies above the canyon's rim, they'll automatically be targeted -- often an instant game over. Thus, one has to fly carefully and slowly, being careful not to yaw into one of the steep walls. Speaking of which, this section may be easier in first-person mode; third-person makes it a little awkward to avoid things up-close.

The ravine is rather easy for the most part, containing only a few AA guns, (sometimes clustered) where the walls expand. Since the plane is constantly

cruising at 325mph, they often can be locked on from afar and their live rounds dodged on a vertical scale rather easily. However, a ways in there is one rather hard part! There is a huge rockslide that blocks much of the path, forcing the player to fly close to the rim and back down again. Unlike other AC games, if one flies above 'x' level it is not an instant game over; there will be a missile lock-on and then a game over if it hits! Quickly duck back into the canyon to be missile-free. It takes about three minutes to do this mission, give or take a few seconds.

NOTE: The expert control function is highly recommended where precision movement's concerned, as there's not much leeway to evade or anything, and yawing (L2/R2) is very helpful for correcting oneself.

NOTE: If you destroy the "C-5" at the end of this mission, the mission "Bear Tracks" will be unlocked afterwards.

#### PLANE PLAY-BY-PLAY

[x12] Machine Gun - \$12,000  
[x01] C-5 ----- \$15,000  
[x01] Base ----- \$ 5,000

Now Unlocked (A'Craft) - A-10 (\$100,000)  
Now Unlocked (Mission) - Bear Tracks

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06a) Midnight Assassin (Night-time Pursuit Plane)

[WK06]

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Reward ----: \$30,000  
Difficulty : 3/10  
Recommended: F-4 -or- F-16

NOTE: If you pick this mission, you cannot do "Bear Tracks" this playthrough.

A fleeing squadron has thrown up radar-jamming devices in order to mask their escape, but it's time to pin 'em down...for good. Ace Combat enthusiasts can probably guess which planes are doing the radar work (E-767s) as they often get used for that purpose throughout the series. Bring any maneuverable plane for this mission.

Once started, the midnight assassination will take place. The jamming will be fuzzing out the lower-left minimap, making crafts seem to dis/appear at regular intervals; thus, it's crucial to get a visual contact on enemies and not rely on anything else. There's little semblance to the order of doing things here, except the E-767s only appear after the four F/A-18Ds are downed. Fun little mission overall.

#### PLANE PLAY-BY-PLAY

[x02] A-6 ----- \$ 6,000  
[x02] E-767 ----- \$30,000  
[x04] F/A-18D ----- \$16,000  
[x02] F-117A Razorback - \$30,000  
[x02] F-4 ----- \$ 5,000

Now Unlocked (A'Craft) - MiG-29 (\$110,000)

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Reward ----: \$25,000

Difficulty :

Recommended: F-4 -or- F-16

NOTE: You can't do "Midnight Assassin" this playthrough if y'do this one.

Using the flightbox from the C-5 in the fifth mission, the allies learn of a resource mine in the Hatties Range that's ripe for destruction. However, for someone thinking this mission will be an awesome change-up like "Midnight Assassin," think again -- it's very run-of-the-mill. Bring whatever craft you've been using normally.

In the daylight hours, the strike begins. Many of the planes engage right at the start, away from the construction/base targets -- which is good since they (targets) have AA guns in the environment around 'em. Neutralize any air threats before moving to the fortified hill in the middle of the map.

All the targets are clustered in a mountainous region, often with only a few AA guns or maybe a SAM to speak of. This lends itself well to the player's tactics, although the rocky, uneven terrain often means that one (1) can't get really good shots on multiple targets (2) must watch out for yawing into a hillside if below 1500ft. A few targets are within excavated hilltops, now resembling calderas -- either fly over the rim and make for the best or start high and dive to reach the targets.

#### PLANE PLAY-BY-PLAY

[x03] Boring ----- \$ 3,000  
[x03] Bridge ----- \$ 3,000  
[x02] BS-2B ----- \$ 5,000  
[x02] F-117A Razorback - \$30,000  
[x03] Machine Gun ----- \$ 3,000  
[x02] Mr-2000 ----- \$ 8,000  
[x01] MSSL Launcher ---- \$ 2,000  
[x03] TND-F3 ----- \$14,250  
[x02] Tower ----- \$ 2,000

Now Unlocked (A'Craft) - MiG-29 (\$110,000)

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Reward ----: \$25,000

Difficulty : 5.5/10

Recommended: F-16 or MiG-29

There's no briefing for this mission, which makes it all the more annoying. Basically, some allied B1 bombers (can't be targeted, obviously) are flying through enemy airspace and need a helping hand -- we've seen how slow and unmaneuverable they are in previous missions. Bring along the best plane at this time, the MiG-29 if y'can afford it.

This mission turns into a gigantic cluster^ from the get-go, because as the bombers pass over the bay, all of the planes in the area will sortie, and

all the helicopters around (AH-64s) will start to pester the bombers. There's really no strategy besides guarding the planes and not deviating too far from 'em, because when "Help Wanted!" appears on the screen, one of the planes is being harassed and in danger. Unless you're actively destroying the targets (which are the most dangerous for the bombers here), they can often be shot down.

Overall, it's best to play opportunistically -- if you're chasing one plane and another comes into your sights, think about going for that one rather than wasting a lot of time simply tailing a target.

NOTE: If you want to find the Z.O.E. Captain on this map, at the start, fly to the west coast and straight north. It should show up as a white arrow on the map in an F-14. Just be sure to go straight to the bay afterwards or allied bombers may start getting shot down!

NOTE: Destroying both transports in the bay will unlock the "Cuckoo's Nest" secret mission.

#### PLANE PLAY-BY-PLAY

[x03] AH-64 -----	\$ 3,000	NOTE: Because the mission can be won by the
[x03] F/A-18D -----	\$12,000	planes getting out of harm's way on the
[x01] F-14 Z.O.E. -	\$31,000	map, the list to the left may be a bit
[x02] Machine Gun -	\$ 2,000	incomplete.
[x03] SF-37 -----	\$15,000	
[x02] Ship -----	\$ 4,000	

Now Unlocked (A'Craft): ---

Now Unlocked (Mission): Cuckoo's Nest

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08a) Rising High (High Altitude Chase)

[WK8a]

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Reward ----: \$30,000

Difficulty :

Recommended: F-16 or MiG-29

NOTE: If you do this mission, you can't do "Cuckoo's Nest" this playthrough.

There's no briefing or wingman available for this one, but bringing a MiG-29 or any other fast aircraft will be to the player's advantage. The lowdown on this mission is that there are some aircrafts that need to be disposed of and these kind are rather fast and can enter high altitudes without breaking a sweat. Sounds easy?

It's really not. First, the player's craft has to be fast enough to catch up with 'em, or they'll often put a thousands-foot gap between the two. Second, the airplanes will often stall if they're made to do quick maneuvers while at a high altitude -- which you'll know because the plane will pierce the cloud cover. Thus, the best way to defeat each plane is go put it in one's sights while on a slow ascent...it can be hard, but they'll often outstrip the player speedwise, but it's possible.

Once the first plane's downed, the others are located in the northeast part of the map and require the same strategies. A few fly in formation so it's best to fly above the cloud cover, try to pop off a few missiles, then duck back down before the plane stalls. Luckily the planes are too busy running to

return fire, so that's one less nuisance to deal with.

PLANE PLAY-BY-PLAY

[x01] X-29 -- \$ 4,250  
[x02] SR-71 - \$14,000  
[x02] XB-70 - \$30,000

Now Available (A'Craft) - F-14 (\$120,000)

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08b) Cuckoo's Nest (Interrupt the Enemy's Supply Operation)

[WK8b]

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Reward ----: \$25,000  
Difficulty : 3/10  
Recommended: F-16 or MiG-29

NOTE: If you do this mission, you can't do "Rising High" this playthrough.

This is a fairly standard mission, so any plane that isn't a piece of crap should be fine. The enemy has changed their supply method from land/sea to air, and they'll be parachuting packages over their destinations. It's the player's objective to destroy the planes and as many of the packages as possible.

As you'll find out (or already know if you payed attention to the briefing), the parachuting crates cannot be locked on by missiles, so the only way to destroy them is via machine-gunnery. Since the dropped objects have no means of fighting back and aren't durable at all, it's best to use the expert control configuration (enables yawing) to inch trajectories into place.

If you just go for the packages (which is an easy three grand), the planes will start getting a crapload of missile locks on, some of which probably won't be evaded -- you'll have to decelerate to hit the packages in their arcs, remember. Take out some of them to have an easier time.

NOTE: If a package hits the ground, it's not game over -- you just can't get the points for it.

PLANE PLAY-BY-PLAY

[x02] C-17 ----- \$20,000  
[x20] Container -- \$60,000  
[x04] Ground TGT - \$ 4,000  
[x04] SF-35 ----- \$15,000

Now Available (A'Craft) - F-14 (\$120,000)

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09) Swordsmith (Taking Over the Enemy Arms Production Base)

[WK09]

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Reward ----: \$40,000  
Difficulty : 4/10  
Recommended: MiG-29 or F-14

The objective is to commandeer one of the base's the enemy controls, which means damaging the base itself is a no-no. Bring along a good plane, such as

the MiG-29 if you're low on cash or the F-14 if you've got enough to upgrade.

As the briefing says, damaging the facilities of the base is bad news, and it's not the target -- the defense force patrolling the area is. They're not that special, although two enemy aces are amongst the dregs: Tallman and M.Sphere. They're both in great planes but can be sent crashing into the forest undergrowth with 2 hits like the others. Most foes are clustered near the base itself, so take out the AA guns first before engaging.

When it comes time for the base itself, choose your shots carefully. Although five targets are able to be shot, the player should pick the gray pillboxes alongside the towers, not the towers themselves. Shooting the facilities will not give an automatic game over, even if all are destroyed, the player loses \$5K per destroyed tower, so do your best not to get trigger-happy.

#### PLANE PLAY-BY-PLAY

[x01] F-16 Tallman ---- \$15,000  
[x01] F-16 M.Sphere --- \$15,000  
[x02] KF-C7 ----- \$ 6,000  
[x04] MiG-21 ----- \$ 8,000  
[x02] MiG-29 ----- \$11,000  
[x04] Ground Target --- \$20,000  
[x03] Machine Gun ---- \$ 3,000  
[x01] MSSL Launcher --- \$ 2,000  
[x04] Non TGT ----- \$-5,000/per

Now Unlocked (A'Craft) - F-117A (\$130,000)

The F-117A is a stealth fighter, which means that enemies won't be able to detect it on radar as easily. Of course, as the game goes on, the player'll get a taste of this medicine as well...

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10) Toy Box (Destroy the Enemy's Prototype Bomber)

[WK10]

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Reward ----: \$40,000  
Difficulty : 3/10  
Recommended: MiG-29 or F-14

The enemy is creating a new prototype bomber in the Comona Islands, and it's nearing its final testing phase! Before it can get on the runway, the player will have to get to its hangar and scrap the project...literally. The MiG-29 and F-14 planes are the best right now, so if y'got one -- and y'should've -- use one of those.

The air force already active really isn't that tough, even if they're at a veteran rank or better. If there's any difficult parts, it takes place on the island itself, where the shuttle and airports have at least one SAM each to complicate things. When the skies and ground are clear, turn your attention toward the hangars. When destroyed, they may reveal the prototype (XB-10) in the rubble, a sitting duck. Mission ends when it's destroyed.

#### PLANE PLAY-BY-PLAY

[x04] F-117A ----- \$13,000  
[x14] Ground Targets - \$14,000  
[x06] JF-2A ----- \$13,000

[x04] Machine Gun ---- \$ 4,000  
[x01] MiG-31 Stalker - \$20,000  
[x02] MSSL Launcher -- \$ 4,000  
[x01] XB-10 ----- \$25,000

Now Available (A'Craft) - R-M01 (\$135,000)

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11) Seagull (Assault of the Mobile Fleet)

[WK11]

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Reward ----: \$35,000  
Difficulty : 4.5/10  
Recommended: MiG-29 or F-14

As the title suggests, this sortie will involve both planes and boats, so bring something adept at fighting both (F-14 suffices). The mobile fleet's en route to a theater of operations, so before it gets there, they'll have a meeting with Davy Jones.

Unfortunately, there's little in the way of uniqueness to this battle -- most planes will converge toward the beginning, including the Z.O.E. ace mentioned in the briefing. The warships prove to be perhaps a greater challenge, having both an AA gun and SAM aboard. There's not much else to say about 'em, except to destroy the auxiliary devices first because they disappear when the main target's kaput. [NOTE: The 'warship' target acts as an AA gun as well.]

There's really no strategy to defeating the warships except avoiding flying into all their sights, and pick them off one by one (SAMs, then AA guns, then remaining TGTs). The briefing director suggested the hit-and-breakaway strategy, which is essentially doing a fly-by at high speeds to hit one TGT, then evading the others' reciprocating fire when they get the chance to do so. Make sure to enjoy the awesome guitar-soloing theme, too!

NOTE: Afterwards, the craft must perform a carrier landing with a 1:20 time limit. This is done by going slowly (but not slow enough to stall) and aiming for the ship. The craft must land near one end and slow to a stop before going off the other end. If you crash the plane, it's not a game over, but the plane costs are docked from the player's stash.

PLANE PLAY-BY-PLAY

[x02] A-6 ----- \$ 6,000  
[x02] AV-8B ----- \$ 8,000  
[x03] F-14 ----- \$18,000  
[x02] F/A-18D ----- \$ 8,000  
[x01] F/A-18E Z.O.E. - \$32,500  
[x06] Machine Gun ---- \$ 6,000  
[x03] MSSL Launcher -- \$ 6,000  
[x02] R-M01 Hangmen -- \$30,000  
[x05] Ship ----- \$50,000

Now Available (A'craft) - EF-2000 (\$170,000)

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12) One Night Stand (Breaking into the Enemy's Submarine Base)

[WK12]

Reward ----: \$40,000  
Difficulty : 7/10  
Recommended: MiG-29 or F-14

This mission is similar to #5 (Greased Lightning) in that it'll take place within a long ravine protected by an AA network, meaning that if the player flies above the cliffs' rim, he'll automatically be targeted by AA missiles; should they hit, it's game over, man. Bring one of the best planes available mobility-wise for this one.

The goal is the enemy's Dragoneti at the end of the river, and the way there is precipitous indeed. If you check out the briefing's information tab, the helicopter (MiL-24s) locations will bely any surprises. Most are lone wolfing it but toward the end, three are clustered in the canyon, so that's something to be wary of. Unlike before, the nighttime setting allows the player to decelerate to 300mph, unlike the similar mission. Other things to note:

- Stick to first-person POV
- Use expert control config (enables yawing)
- Be careful not to (hard) turn into the environment!
- All paths lead to the same destination -- don't worry it
- Continuously go to 300mph because the craft speeds up naturally

Because the path splits, don't bother trying to get all foes. Prioritize the helicopters over the boats, because the former may tail the player. Also, some paths may be easier to go through than others, such as by avoiding the enemies -- if you're having trouble, that can be useful info.

#### PLANE PLAY-BY-PLAY

[x07] MiL-24 ----- \$14,000  
[x02] Ship ----- \$ 8,000  
[x01] Submarine Dragoneti - \$10,000

Now Unlocked (A'craft) - F/A-18E (\$150,000)

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13) Power Play (Taking Over the Hydraulic Power Plant) [WK13]

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Reward ----: \$32,000  
Difficulty : 3/10  
Recommended: F-14 or F/A-18E

Getting out of the dark canyons of the world, the next mission is similar to #9 (Swordsmith) in that the allied team needs the enemy's facility to be captured intact. Thus, this becomes another "defeat the airforce" mission without many strings attached. The F/A-18E that's been unlocked should be the main plane for missions now, if y'can afford it.

Before the player can get too far upriver, the Z.O.E. pilot will engage some dogfighting, and it takes three hits to catch him. There are a few missile installments en route to the target, plus some surprise helicopters that weren't mentioned in the briefing, but nothing very challenging. Just watch out for the helicopters' missiles, like usual. [NOTE: The Z.O.E. pilot will be a Colonel only if all previous Z.O.E. pilots were slain.]

The dam reservoir and its tributaries serve as the main part of this map, having missile emplacements around each of the (non-target) towers, while

SAM boats lazily patrol the waters. When approaching each peak, be sure to cycle through the targets to see if any is a powerplant portion; if not, try to kill both targets in one go. A few planes will cruise this area but there isn't an annoying threat like in the balloon-popping mission. Besides that, be careful that you're turning laterally and not at a decline, or some medic may be picking your carcass out of the hillside.

When the defenses around the power plant are neutralized, the mission ends.

#### PLANE PLAY-BY-PLAY

[x04] AH-64 ----- \$ 4,000  
[x02] AV-8B ----- \$ 8,000  
[x01] F-22 Z.O.E. - \$36,000  
[x05] Machine Gun - \$ 5,000  
[x04] MiG-31 ----- \$32,000  
[x11] Non TGT ----- \$-5,000/per  
[x02] R-M01 ----- \$13,500  
[x02] Ship ----- \$ 4,000  
[x05] Tower ----- \$ 5,000

Now Available (A'craft) - SU-35 (\$200,000)

Note that at this time, the path will split into the Operation "Alphaville" and Operation "Bellissima" -- a.k.a Path A and B. The player can only do one per playthrough, which means s/he can't do all the unlockable missions or get all the named pilots' medals in one playthrough. It's tough but that's how it goes. Here's the mission forecast for each path, with the unlockable missions in brackets.

PATH A: El Dorado > St. Elmo's Fire > Visiting Hours > [Juggernaut] > Sentinel  
PATH B: Dark Star > Dead End > Cavalry > [Electric Dreams] > Final Countdown

It's not a bad idea to make a separate save before committing, and after y'do one path, then try the other.

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14a) El Dorado (Destruction of the Enemy's Missile Silo Base) [WKA1]

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Reward ----: \$40,000  
Difficulty : 4.5/10  
Recommended: F/A-18E or SU-35

Operation Alphaville's first mission will be to destroy the silos located in a rough canyon landscape. The priciest plane at the moment (SU-35) at the moment is the best, but costs a whopping \$200K, so get it if your wallet'll full.

The target silos are strewn across the landscape in a wide cluster, and the airforce will be out in...err, force. There are a few normal planes flown by vets, but be sure to neutralize Goose and Max when they come a-knockin', as there'll be an annoying amount of ground support around, including SAMs. This uneven, mesa-like terrain and the near-dusk hours make this level a bit dark, so be careful when flying at low altitudes or y'may end up parking the craft in the middle of a cliff.

As for the silos themselves, they are special targets that can only be destroyed when the fired missile is flown in through their entrance. This

means a straightaway trajectory is required, which also means the player'll have to scramble around to make that shot. As the silos are built into the sides of plateaus and canyons, it's nigh impossible to make a flightpath that hurriedly gets many of 'em.

NOTE: Since silos are low-lying, after destroying the last one, anyone who likes watching replays may find that their plane crashes! This won't make one redo the mission but it does add an unnecessary replacement fee. Either skip the replay here or climb really high to avoid this.

#### PLANE PLAY-BY-PLAY

[x01] Base Cradle --- \$ 5,000  
[x07] Machine Gun --- \$ 7,000  
[x01] MSSL Launcher - \$ 2,000  
[x01] TND-F3 Goose -- \$15,000  
[x01] TND-F3 Max ---- \$15,000  
[x02] Tower ----- \$ 2,000  
[x02] R-M01 ----- \$13,500  
[x02] SF-39 ----- \$15,000  
[x05] Silo ----- \$25,000  
[x04] YAK-141 ----- \$18,000

Now Unlocked (A'craft) - YF-23A Stealth (\$210,000)

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14b) Dark Star (Pursuit of the Enemy's Transport Plane Unit)

[WKB1]

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Reward ----: \$22,000  
Difficulty : 3.5/10  
Recommended: SU-35 or better

While Operation Alphaville is under way, the player's Operation Bellissima kicks off by taking down a group of enemy transporters in its own corridor. If y'haven't bought the SU-35 yet, do so -- it'll be a lot better than what's available now and comparable to the higher-priced stuff to come.

The mission begins with a radar overload due to meteorological conditions, which makes it nigh useless as far as pursuits go. Because the enemies are agile as well, y'may end up spending a while trying to get a lock-on. Those EF-2000s that were shown at the SE corner of the map will join the fray about halfway through the center of the map, so keep an eye out for the green arrows on the screen that foretells their appearance.

The C-5s are lumbering do-nothings and easy targets overall, found at the north-central part of the map. They'll be downed after three missiles, like normal. Overall, a generally easy mission with high cash returns.

#### PLANE PLAY-BY-PLAY

[x02] TND-F3 ----- \$ 9,500  
[x05] C-5 ----- \$75,000  
[x02] R-M01 ----- \$13,500  
[x03] EF-2000 D.R.2000 - \$54,000

Now Unlocked (A'craft) - YF-23A Stealth (\$210,000)

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Reward ----: \$28,000  
Difficulty : 4.5/10  
Recommended: F/A-18E or SU-35

Next up in Operation Alphaville, a fleet of allied carriers have been ordered to break through the Payton Channel and emerge deep within enemy territory for an offensive. However, the enemy planes will be merging a counterattack, and that's where the player comes in. The best plane now is the YU-23A but the SU-35 or F/A-18E are sufficient. [This is also a helpful mission to have a wingman on as many enemy pilots are of Ace rank or better. Edge also gets a cute outfit and access to the YF-23A on this one for \$7K, awesomely.]

The allied ships consist of a two warships and a carrier, so the burden of protection is entirely on the player. There are only nine enemies here but all are of sufficient strength, so the player'll have to blitzkrieg 'em if all ships are to pass through safely. The most dangerous are the three named pilots (Dao, Jian, Xia) flying F-15Es, but with a wingman present, shouldn't be able to get many shots off. Additionally there are some one-missile ships around to take care of in-between downing squadrons.

Mission ends when all ground defenses and squadrons are scrapped.

NOTE: By protecting all carriers, the "Juggernaut" mission will be available immediately following this one.

#### PLANE PLAY-BY-PLAY

[x02] A-7 ----- \$ 6,000  
[x04] EF-2000 ----- \$34,000  
[x01] F-15E Dao ----- \$20,000  
[x01] F-15E Jian ---- \$20,000  
[x01] F-15E Xiao ---- \$20,000  
[x08] Machine Gun --- \$ 8,000  
[x02] MSSL Launcher - \$ 4,000

Now Unlocked (A'Craft) - F-22 Stealth (\$220,000)

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Reward ----: \$35,000  
Difficulty : 5/10  
Recommended: SU-35 or better

In an effort to preempt the enemy's counterattack, the Bellissima's second mission will be a one-man blitzkrieg against the mounting airforces. Pick a good plane for this (SU-35, generally) although it'd be possible to get by with less, too.

As the briefing stated, staying below 600 feet is paramount to avoiding radar detection. Flying above it won't result in a game over, but there'll be intercept fighters that pinpoint your location and the whole element of surprise is lost. The altimeter on the right-hand side of the screen should be your guiding light for the first part of the mission! Always keep an eye on it since the tableland terrain rises to about 400ft, leaving a rather tiny

height to fly in. Thus, it makes more sense to fly in the canyon itself, to get the guardtower targets easier. [Be careful not to crash trying to hit two targets close together, as some are at level ground and some on plateaus.]

Past the canyon complexities, the main force is found in the southern reach of the icy wasteland. If one avoided detection up until then, the planes will be on the runway and can be shot (1 missile) as they try to get airborne. At this point feel free to destroy the active pilots and radarsites -- in that order -- and be wary of the constant missile locks brought by the fearsome foursome: the F.F.F. (Fox Force Four) aces. ALWAYS WATCH YOUR TAIL!

NOTE: Afterwards is a runway landing, this one considerably long and easier than a flight carrier.

NOTE: Destroying the runway B-2s (non-targets) opens up the "Electric Dreams" hidden mission.

#### PLANE PLAY-BY-PLAY

[x02]	A-10	-----	\$10,000
[x02]	B-2	-----	\$30,000
[x02]	MiG-31	-----	\$16,000
[x02]	SU-37	-----	\$20,000
[x04]	YF-23A	F.F.F. -	\$88,000
[x17]	Ground	-----	\$21,000

Now Unlocked (A'craft) - F-22 Stealth (\$220,000)

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16a) Visiting Hours (Breaking into the Geothermal Plant Base) [WKA3]

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Reward ----: \$55,000  
Difficulty : 5/10  
Recommended: SU-35 or better

One of the penultimate missions in Operation Alphaville, this one throws a curveball to the player. In an attempt to neutralize the enemy's geothermal plant, which is covered by a thick damage-resistant covering, allied troops are going to help out. Pick a good plane for this one, valuing mobility for one.

The enemy fighters aren't the main draw to this mission; it's the geothermal dome protecting the delicate core of the plant. There will be a timer display on the screen, starting at 14:57. Three minutes later, at 15:00, the plant's doors will open for exactly ninety seconds, during which the player must fly through the narrow opening, bomb the core, and get out again.

Use the 3-minute introduction to destroy the SAMs around the base, and toy with the other targets (although never getting too far away) until the time comes. The timer display changes to 1:30 when the doors open. Scramble to find the entrance on either side of the place -- which isn't hard since it's the only airplane-sized opening -- and destroy the core. Mission automatically ends after the core's destroyed, so if you're worried about the plane hitting scenery, skip the replay.

#### PLANE PLAY-BY-PLAY

[x03]	F-15E	-----	\$24,000
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[x03] F-14 ----- \$18,000  
[x03] F-22 ----- \$33,000  
[x06] Ground Target ----- \$10,000  
[x03] Machine Gun ----- \$ 3,000  
[x05] MSSL Launcher ----- \$10,000  
[x01] Pow.Plant Turntable - \$10,000  
[x03] SU-37 ----- \$20,000

Now Unlocked (A'Craft) - none

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16b) Cavalry (Rescue Operation of the Downed Plane)

[WKB3]

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Reward ----: \$50,000 [says \$55,000 but actually isn't]

Difficulty : 7.5/10

Recommended: SU-35 or better

Normally third in the Bellissima schedule, it's time to play vanguard for a downed recon plane. Not only has the enemy launched fighters in attempt to get the spy's codes but there are ground (!) units as well, the first time they've been seen in the game, miraculously. Bring the best available plane for this mission, and maybe even a wingman if y'want.

The E-767 Stagecoach is the spy plane in question, and one of the friendly units that must be protected to avoid game over (the others being the ground retrieval vehicles). There are a lot of ground vehicles and helicopters near the encounter point, so take care of them before engaging some of the south planes. In fact, if you leave the front lines too long, you'll get a game over almost certainly.

Easily the best way to do this mission is to go straight north through the helicopter net to the plane, then north again to the inbound tank squadron. Destroy them, then double-back and destroy the MILs now headed for the downed plane. [The tanks move in formation, so come at them perpendicularly and get a lot in one run; be careful for their missiles.] When the first swarm is defeated, some SU-25s will come in from the southeast -- take them out 'fore they can decimate the vehicles.

The key to this mission is moderation. Help the spy plane first, then stay in the general area of the other allies. Get too out-of-the-way and there'll be hell to pay (remember this rhyme!).

NOTE: When it says 'Help Wanted' it refers to the vehicles. There isn't a notification for the spy plane. Also, some vehicles can die without getting a game over;

#### PLANE PLAY-BY-PLAY

[x04] MIL-24 ----- \$12,000  
[x02] MiG-31 ----- \$ 8,000  
[x02] SU-25 ----- \$21,000  
[x02] MiG-31 ----- \$ 8,000  
[x04] M1A1 ----- \$ 4,000  
[x02] ADATS ----- \$ 4,000  
[x05] Machine Gun --- \$ 5,000  
[x02] MSSL Launcher - \$ 4,000

Now Unlocked (A'craft) - none

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17a) Juggernaut

[WKA4]

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Reward ----: \$38,000  
Difficulty : 3.5/10  
Recommended: SU-35 or better

NOTE: If you do this mission, you can't do "Electric Dreams" this playthrough.

Alphaville's "other" penultimate mission is unlocked by protecting all of the friendly warships during "St. Elmo's Fire." Not surprisingly, it'll be a direct continuation of the fleet assault, done at the Ft. Gray's Island area. The mobile fleet has amassed to stop the advancement northward, so bring a dexterous plane, like the SU-35 for this one.

As the briefing detailed, the ships are in four small packs with a few ace pilots guarding their skies. The method used previously works here again: destroy the aircraft while avoiding the ships' AA guns and SAMs, then do a high-speed flyby, chipping away at the warships before they can get any good shots off. If y'don't take it slow and methodical, needless damage will be incurred fo' sho'.

NOTE: If you want to get max cash for this mission, be sure to destroy the ships' auxiliary guns and such before the actual targets (the bridges); otherwise, they'll disappear and can't be shot. Missiles that aren't shot straightaway can be trashed into the target as well, screwing up this money-making method as well.

Also, after the mission, the player must land on the carrier like previously. And, as before, if one fails to do this, it's not a game over but a mere plane replacement.

PLANE PLAY-BY-PLAY

[x03] Carrier ----- \$30,000  
[x05] F-14 ----- \$30,000  
[x03] F/A-18E ----- \$22,500  
[x03] MiG-31 ----- \$24,000  
[x12] Machine Gun --- \$12,000  
[x03] MSSL Launcher - \$ 6,000  
[x03] Warship ----- \$30,000

Now Unlocked (A'craft) - none

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17b) Electric Dreams (Attack on the Enemy's Elementary Particle Lab)

[WKB4]

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Reward ----: \$25,000  
Difficulty : 5.5/10  
Recommended: SU-35 or better

NOTE: If you do this mission, you cannot do "Cavalry" this playthrough.

If you were craving a fun mission, here it is: one of the runway bombers in "Dead End" has given info about a particular lab of the enemy's that is now

marked for destruction. The catch is it's protected by an indestructable anti-aircraft missile network! Bring a good plane for this one.

The trek northwest is rather uneventful, but once the E.P. Lab is found (codenamed Pancake), the real fun begins. The laboratory has indestructable missile launchers as stated before, but the ground targets aren't quite so lucky. However, this means that when flying in that vicinity, there's a near infinite missile lock -- it's still evadable but y'have to be more careful than usual.

So while it's not a huge break in the formula, it does ramp the difficulty up a bit.

#### PLANE PLAY-BY-PLAY

[x02]	A-10	-----	\$10,000
[x02]	EF-2000	-----	\$17,000
[x08]	Ground	-----	\$40,000
[x04]	RAH-65	-----	\$ 8,000
[x04]	SF-37	-----	\$20,000

Now Unlocked (A'craft) -

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18a) Sentinel (Destroying the Coast Radar Facility)

[WKA5]

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Reward ----: \$43,000  
Difficulty : 4/10  
Recommended: SU-35 or better

The finale to Operation Alphaville is a doozie...or at least it'd be nice to say that. The Petrol Coast has a radar facility that jams missile guidance systems, so the player will have to do this one with the ol' machine guns. for destroying the satellite dish targets. Any plane that's been used up to now should suffice.

Luckily for the player, the jamming devices only apply to the targets -- any normal plane flittering around is missile-lock-capable. However, if you plan on just doing the targets -- which is dumb considering how much cash there is to be reaped -- take down the planes first. Since they're at ace or top gun levels (!), they often get tons of missile locks if you leave 'em be.

Targets themselves are placed all around the coast, sometimes on platforms at sea, sometimes in the craggy inlets. If you don't wanna chance navigating the cliffs, the targets can be dive-attacked if you get the trajectories right.

NOTE: If you don't north enough, you may not find the YF-23As or F-117As.  
Just to be safe, don't bring a wingman.

#### PLANE PLAY-BY-PLAY

[x08]	F-22	-----	\$88,000
[x02]	F-117A	-----	\$13,000
[x12]	Radarsite	-	\$60,000
[x05]	Ship	-----	\$10,000
[x02]	YF-23A	-----	\$21,000

Now Unlocked (A'craft) - none

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18b) Final Countdown (Breaking Through the Enemy's Last Defense Line) [WKB5]

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Reward ----: \$45,000  
Difficulty : 6.5/10  
Recommended: SU-35 or better

The final mission is an unprecedented display of sea power by the enemy, and includes their largest deployment yet! This is the last line of defense before their HQ gets in reach, so shell out for your best stuff because the enemy'll have their best pilots in the skies (top gun level!).

This is one of the easiest missions to trash missile shots in -- not only are the pilots skilled but their planes are quite dexterous, so firing missiles from 800-1000 yards away is just begging for failure. Even for planes that carry 88+ missiles, it's best not to be wasteful. When a lockon is achieved and y'find the plane flying straight away, throttle to get closer and then shoot -- this improves the kill rate easily. And you'll need this for some of those super-slick R-M01s.

Once the first batch of pilots encountered are shot down, move to the strait to find the rest. There is a warship flotilla waiting for the player, and it has SAM capabilities, which is why it's best to take out the flying nuisances first. Speaking of which, there's a gigantic XB-10 here that takes five shots before sinking beneath the arctic waters. This was the experimental aircraft destroyed at a later mission, if y'recall. The flotilla itself isn't that hard to destroy, though -- just aim for the 'warship' target and when killed, the other two blow up as well (getting their cash in the process).

PLANE PLAY-BY-PLAY

[x02]	F-22	-----	\$22,000
[x02]	B-2	-----	\$30,000
[x05]	Machine Gun	-----	\$ 5,000
[x05]	MSSL Launcher	-----	\$10,000
[x02]	R-M01	-----	\$13,500
[x02]	SU-25	-----	\$10,500
[x04]	SU-37	-----	\$40,000
[x05]	Warship	-----	\$50,000
[x02]	XB-10 Big Bad Mam	-	\$25,000

Now Unlocked (A'craft) - none

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19) Jewel Box (Attack on the Enemy Controlled City) [WK19]

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Reward ----: \$50,000  
Difficulty : 5.5/10  
Recommended: SU-35 or better

Both synchronized missions now over, the game (and walkthrough) return to the mandatory missions, now at the city of Port Edwards. This is the last step of securing the route. Whatever plane's been used up 'til now should be fine.

As the briefing said, the main targets are the city highway systems, which're currently being used for makeshift runways. The planes around here, some of which are stealth-capable, are slippery suckers so don't waste too much time (or missiles) playing with 'em. Y'may have noticed that enemy pilots do the "stop short" strategy lately, particularly when coming up on their six. This method -- where they get to a dead stop, or close to it -- is meant to make the player overshoot, letting them reverse the situation. However, this makes them sitting ducks as well, so don't go too fast or the easy kill is missed.

The nightfall cityscape is quite...well, black, as to be expected. This isn't the type of place y'wanna do high-speed maneuvers in (even if the demo thinks it's A-OK) so use the highway as your guide for urban touring. Take out any aircraft before this part, also, as the ground is teeming with tanks and AA guns, some with rooftop height advantages.

NOTE: After all highways are broken, there'll be a runway landing. Like the previous one, this is a lot easier as long as y'come in straight and brake once down.

#### PLANE PLAY-BY-PLAY

[x02]	EF-2000	-----	\$17,000
[x03]	F-15E	-----	\$24,000
[x07]	Ground	-----	\$35,000
[x10]	Machine Gun	---	\$10,000
[x13]	MSSL Launcher	-	\$26,000
[x04]	SF-39	-----	\$30,000
[x05]	SU-37	-----	\$50,000

Now Unlocked (A'craft) - none

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20) Kingpin (Attack on the Enemy's Headquarters)

[WK20]

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Reward ----: \$80,000  
Difficulty : 6/10  
Recommended: SU-35 or better

The "final" mandatory mission in the game is here! The enemy's best troops (most are top gun rank) will be out en masse, so y'might as well pull out all the stops yourself and get the best plane available. Heck, y'probably have enough cash to hire a wingman for the heck of it. [Picking 'protect my tail' is preferable to the other options here.]

First stop should be the airport, where most of the annoying SU-37s and F/A-18Es are being launched from. Some are stealth crafts, so if you start to concentrate on the hangars and runway targets, one may come behind y'and pop a missile up your tailpipe -- be careful.

The next place up the coast is the St. Ark city center, characterized by its high and weirdly spaced skyscrapers. This extends to the bank across the river, too, and while the height doesn't obscure too many shots, they can use a little preparation.

The final part of the city is the a little ways past the inlet: the enemy's HQ. While it's mostly a bunch of guns surrounding some ground targets, there may still be some stealth fighters flying around -- if you're damaged more

than 60%, take them out first. Mission ends when the targets are destroyed (there's only 13 but the scope of the city makes it seem like more).

NOTE: Defeating the Z.O.E. General here opens up the hidden mission "Last Resort." If you skipped killing even one Z.O.E. pilot in the previous missions (on any path), then the pilot won't be the colonel and there won't be a way to get the mission.

NOTE: If you did not kill the Z.O.E. General, the game ends here and the "normal ending" is achieved.

#### PLANE PLAY-BY-PLAY

[x04] SU-37 ----- \$40,000  
[x06] F/A-18E ----- \$45,000  
[x01] F-15S Z.O.E. -- \$37,500  
[x03] ADATS ----- \$ 6,000  
[x04] YF-23A ----- \$42,000  
[x09] Ground TGT ---- \$29,000  
[x10] Machine Gun --- \$ 9,000  
[x09] MSSL Launcher - \$18,000

Now Unlocked (A'craft) - none

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21) Last Resort (Pursuit of Giant Submarine)

[WK21]

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Reward ----: \$30,000  
Difficulty : 7/10  
Recommended: SU-35 or better

NOTE: This mission can only be opened by defeating the Z.O.E. General in "Kingpin," which itself can only be done if all previous Z.O.E. pilots were killed throughout the game. Skipping a pilot means he'll appear in the next applicable mission, so it doesn't force the harder pilots to appear.

The mission briefing is quite simple: the Dragonet submarine escaped St. Ark right before it became a battlefield, and must be neutralized before all the hard work the allied team fought for is thrown in the mud! Same plane as the previous mission, unless y'wanna buy the next-best (etc). There's no wingman available for this one.

Funnily, this mission is deceptively simple: there's no enemy planes and only one submarine. However, as soon as the tiny guns the Dragonet has are turned into scrap metal, the hidden surprise appears: a super long-range ballistic missile is fire, aiming at some unstated city in a last-ditch attempt to hit the side that thwarted the domination plot.

The missile is very quick, capable of putting 1500+ feet of distance between it and its pursuer with relative ease, and its jammer makes it unable to be targeted by normal missiles. Thus, there is only one method to taking it down: high-speed pursuit and attacking its six o'clock with the machine-gun. It's quite a squirmy little sucker and may change altitude in an attempt to foil the player, but for long stretches it does maintain a level course so this isn't impossible. Mission ends when it's destroyed.

NOTE: Failing to destroy the missile before it leaves the engagement zone'll



force the player into the "bad ending". Destroying the missile unlocks the final hidden mission "Fighter's Honor."

PLANE PLAY-BY-PLAY

[x01] SLBM ----- \$50,000  
[x01] Submarine Dragonet2 - \$10,000

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22) Fighter's Honor (Attack on the Enemy's Headquarters Fortress) [WK22]

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Reward ----: \$100,000  
Difficulty : 6/10  
Recommended: SU-35 or better

NOTE: This mission is only accessible by downing the SLBM in "Last Resort".

The final final FINAL mission of the game is the attack on a secondary HQ, located deep in North Point's region. The enemies crafts will all be top of the line and their piloting skills are the highest possible, so there's no reason to slack off on choosing your own plane or wingmen.

Easily noticeable is that the enemy's remaining force has thinned, so despite their peerless fighting skills, they lose the advantage in numbers (whereas during Kingpin one could easily get damaged or run down on missile amounts). Some F-15S's show up as well as the Z.O.E. Commander.

Further up are the power plants, composed of non-offensive targets. However, as in a previous mission, they're accompanied by indestructable pillboxes that spew missiles, so there's a good chance of a lock-on in those regions. Past there is the fortress (codenamed Intolerance) that is also guarded by the permanent missile launchers. Luckily, they're not that hard to take down. And for those who like to destroy every last living thing in the map, sorry, but it appears the F-15S's are infinite in number.

But if that's all there was to the mission, it'd be a piece of cake. When the fortress' exterior targets are smushed, the front door opens and there'll be a tunnel leading into the heart of the place. [There will be a red arrow on the minimap indication the entry point.] Fly into the tight space and kayo the missile, finishing the game in style. Enjoy the "good ending".

PLANE PLAY-BY-PLAY

[x01] ADF-01 Z.O.E. ----- \$-----  
[x05] F-15S ----- \$-----  
[x02] Fortress Intolerance - \$-----

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Afterwards the credits and ending, there'll be the option to save data over the current save (and current save only, by the way). Choosing yes will then bestow some special options in the 'Option' tab on the main menu, which are

(as far as I know):

- UNLOCK: Extra Mode -----> Beat game on any difficulty
- UNLOCK: Free Mission Mode ----> Beat all 16 ace (named) pilots
- UNLOCK: Model Display -----> Defeat all Z.O.E. pilots
- UNLOCK: Music Player -----> Beat game above Captain rank (easy to do)

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/ IV. APPENDICES [APND] |\_

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ACE PILOTS

[ACPL]

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Ace pilots are renowned fighters for the enemy side, and appear often in planes of special color (although not necessarily durability) and have their name displayed next to the plane's in-battle. Their prowess may not always be up to snuff, but that's not the point -- defeating all of them on one save'll open up 'Free Mission' mode. [NOTE: To defeat all of them, a player must go through the game twice, doing one side of the branch paths in one, then the other side the second time.] Medals are listed in the 'Personal Info' tab on the world map, and are organized into three rows.

TOP: ZOE Captain, ZOE Major, ZOE Colonel, ZOE General, ZOE Commander

MID: Superfly, Ricochet, D.Cowboy, Razorback, Tallman&Metal Sphere

BOT: Stalker, Hangmen, Max&Goose, Death Rave 2000, Dao/Jian/Xiao, Fox Force 4

Here's a chart of the order they're fought in-game.

MEDAL	MISSN	OBTAINED
Superfly	02	Defeat Superfly's F-2
Ricochet	04a	Defeat Ricochet's MiG-29
D.Cowboy	04b	Defeat D.Cowboys' SU-25s
Razorback	06a/b	Defeat Razorbacks' F-117As
Z.O.E. Captain	07	Defeat ZOE Captain's F-14
Tallman&Metal Sphere	09	Defeat Tallman&Metal Sphere's F-16s
Stalker	10	Defeat Stalker's MiG-31
Z.O.E. Major	11	Defeat ZOE Major's F/A-18E
Z.O.E. Colonel	13	Defeat ZOE Colonel's F-22
Max & Goose	14a	Defeat Max and Goose's TND-F3s
Death Rave 2000	14b	Defeat Death Rave 2000s' EF-2000s
Dao, Xian, and Xiao	15a	Defeat Doa, Xian, and Xiao's F-15Es
Fox Force Four	15b	Defeat the F.F.F.'s YF-23As
Z.O.E. General	19	Defeat ZOE General's F-15S
Z.O.E. Commander	21	Defeat ZOE Commander's ADF-01

A note about the ZOE pilots. In order to get all their medals, they must be killed at the first possible time, otherwise they reoccur the next time a ZOE pilot shows up. For instance, if the Captain in #07 is not slain, he'll show up in #11. In order to fight the General in #19, and thus unlock the two bonus levels, the three subordinates under him must be killed prior! As most ZOE pilots are not mission targets and maybe in stealth craft, it's quite easy to forget about 'em and accidentally skip the mission. Checking the mission death toll at the end is always a good idea.

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PLANE OVERVIEW

[PLNV]

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A plane is a plane is a plane -- it's what the player rides around in, the tool to inflicting enemy casualties and flying the bloody road to freedom. There are many planes in the game and only two are unlocked (purchased) by default -- the others must be opened by playing the campaign and then laying down some cash. A plane has the following categories

PWR: Power ----- Affects acceleration  
 DEF: Defense ----- Affects how much damage is inflicted by guns & missiles  
 MBL: Mobility ----- How maneuverable the craft is  
 STB: Stability ----- How...uhh, stable the craft is when flying; the control  
 CLM: Climbing ----- Affects how far it can fly upwards before stalling  
 A2A: Air-to-Air ---- The capabilities in air-to-air combat  
 A2G: Air-to-Ground - The capabilities in air-to-ground combat

All planes are equipped with a vulcan gun (infinite ammo) and a supply of missiles. When the missiles run out, there's no way to get more. There's no other weapons available, sadly -- those are additions in Ace Combat 3 on.

Replacing a plane at the user's expense, such as when it's shot down, is equal to a tenth of the purchase price. So, if the A-4 is in that position, it'll be \$4,500 out of the current reserve.

Below is a table summarizing the important stuff. Note that the game places no numerical figure on how good a craft is -- graphs do the talking in this case. My figures are approximations on a 1-10 range (rounded up), with 'X' standing for the best in that category.

PLANE	\$ PRICE	OBTAIN ?	PWR	DEF	MBL	STB	CLM	A2A	A2G	M#
A-4	45,000	Default	4	3	3	9	3	4	6	80
F-4	50,000	Default	5	3	3	7	4	4	4	64
KF-C7	60,000	M. 01	5	4	3	8	4	4	4	64
A-6	60,000	M. 02	4	4	3	7	3	4	8	80
F-16	90,000	M. 03	7	4	4	6	5	6	6	64
X-29	85,000	M. 04a/b	7	3	6	3	6	5	4	64
A-10	100,000	M. 05	3	7	5	X	3	4	9	80
MiG-29	110,000	M. 06a/b	7	4	5	6	8	6	6	64
F-14	120,000	M. 08a/b	8	6	5	6	8	8	6	72
* F-117A	130,000	M. 09	6	6	4	5	6	6	8	80
R-MO1	135,000	M. 10	7	4	5	4	7	6	6	64
EF-2000	170,000	M. 11	8	4	6	3	8	7	6	64
F/A-18E	150,000	M. 12	8	5	6	6	8	6	9	72
Su-35	200,000	M. 13	9	6	8	7	9	8	8	80
* YF-23A	210,000	M. 14a/b	9	6	6	9	8	8	8	64
* F-22	220,000	M. 15a/b	8	5	7	X	9	8	8	88

Asterisked (\*) planes have stealth function. This means that, if they fly under 'x' radar, usually 500-600, they'll disappear from the enemy's sights, electronically anyway. As with all things, if someone gets a visual on the plane, the stealth is useless -- this works vice versa, too, as the enemy'll employ this tactic a lot in the late stages.

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## V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

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[Q] - What's that lower-left colorized chart on the world map?

[A] - From top to bottom, it measures the target location's elevation. So,

the mountainous second mission will be at the very top while the third mission will be closer to sea level.

[Q] - How come some missions don't have briefings?

[A] - They all do. Pressing start on the mission select screen just skips that part! Press triangle to see it again when on the support-pilot screen.

[Q] - I defeated a Z.O.E. Pilot but didn't get a new medal!

[A] - New medals are only obtained when a new ranking Z.O.E. pilot is killed. Basically, if you want a medal, you need to kill a higher-ranked pilot. It's important to know that, if you find a Z.O.E. pilot and leave him alive, the next one found down the line won't be of the next-highest rank. Basically, kill them every time they're encountered if you want all the medals.

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## VI. UPDATES & CONTRIBUTORS

[UPDT]

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10-02-09 -----+ Started walkthrough  
10-08-09 -----+ Finished walkthrough

### THANKS TO...

- Sailor/Ceej, for hostin' my crap
- The manual, for the story section

### NOTES TO SELF/THINGS I NEED

- Exact machine-gun/MSSL count during "Juggernaut"
- Are plane \$\$ figures correct for "Cavalry"?

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## VII. LEGALITY

[LGLT]

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THE PAST IS JUST A FADING  
GHOST / THE FUTURE IS SO  
VERY HARD TO TELL

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