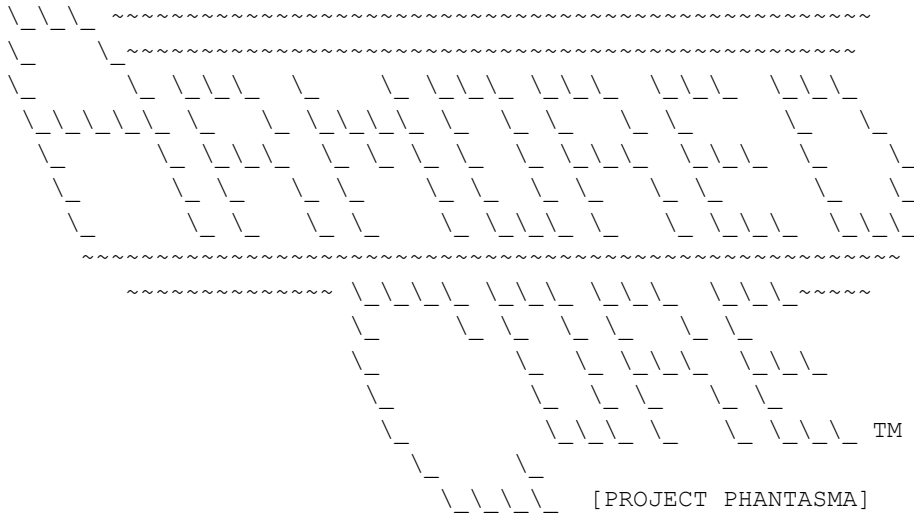


# Armored Core: Project Phantasma FAQ/Walkthrough

by CCajes

Updated to v3.0 on Nov 18, 2000

ASCII ENTERTAINMENT



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UPDATED VERSIONS:  
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VERSION 1.0 [NOV. 4, 2k]

- Finished writing, Head list, FCS list, Core list, Option part list, Arm list, Leg list, Booster list, Back weapon list, Arm weapon list, Generator list, Armored core starting unit, Armored core art sign.

VERSION 1.5 [NOV. 6, 2k]

- Finished writing about the Japanese Version and English Version gameshark codes. started writing the arena section.

VERSION 1.6 [NOV. 7, 2k]

- Finished writing the arena section from rank 50 to 29. made the introduction section.

VERSION 1.7 [NOV. 8, 2k]

- Finished writing the arena section from rank 29 to 1 and added the weapons used by enemies from rank 29 to 1.

VERSION 1.9 [NOV. 8, 2k]

- Finish all the weapons used by enemies from rank 49 to 28. finish the system section and the garage section.

VERSION 2.2 [NOV. 13, 2k]

- Finish writing all mission briefings and mission mails. but not yet the walkthrough. and also finish listing the Staffs of armored core: Project Phantasma developers.

VERSION 2.4 [NOV. 16, 2k]

- Finish writing mission walkthrough 1, 2, 3, 4, 6, 7, 8, 10, 14. and changed a little the table of content section. and added some new sentence in the introduction section.

VERSION 2.8 [NOV. 17, 2k]

- Finish writing mission walkthrough 5[B], 11, 13. and added the AC classification section. and made the thank you and credits section.

VERSION 3.0 [NOV. 18, 2k]

- Finish writing mission walkthrough 5[A], 9[A], 9[B], 12[A], 12[B].

~~~~~  
INTRODUCTION:  
~~~~~

Armored Core: Project Phantasma is more like a mercenary pilot, who are given much money and maybe with special part of the armored core if they accomplish a mission or won a battle in the arena. your primary objective is to carry on the orders and complete the mission alive. to have extra money or special parts beat the top ranking in the battle arena until you become a champion.

Armored core is really cool to play, makes you think like a Mech [robot] engineer, you can construct an AC with your own idea and choice. it depends on the parts of AC you buy in the shop. you can create light, medium, and heavy AC. so, make your own AC with compatible to your own skill.

In the arena, you'll have more battles in the scorpions team, Panzern, and Dragons. the most skillful AC pilots are the Nicron [Black Dragon] and secondly are the scorpions and thirdly are the Panzern[Tech Research Center]. try to beat them with your







Offensive point	13652			
Defensive point	3251			
Stability	3777	Armored core		
Mobility	4570	Structure		
Moving speed	1510			
Turning speed	1060			
Rising ability	2000			
Support System	888	AP	7923	
Radar range	0	WEIGHT	9114	
FCS performance	888	PRICE	977300	
Overall	26138			
Grade	Superfine			

\|/

OPTION PARTS:

[ ] SP-MAW		Parts
[ ] SP-JAM		structure
[ ] SP-M/AUTO		
[ ] SP-ABS		
[ ] SP-CND-K		
[ ] SP-S/SCR	\ /	Attributes
[ ] SP-E/SCR		Slots required
		Slots usable
Option parts description		

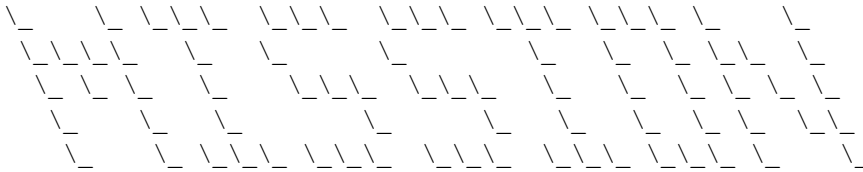
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ASSEMBLY:

HEAD		ARMORED CORE
/ \		STRUCTURE
AC		
<	PARTS	>
		EP 4621/9055
		LEGS WP 5586/7100
		CORE WP 1805/2820
	\ /	
		AP 7923
		WEIGHT 9114
EP	218	
WP	232	

|  
NAME: HD-GRY-NX

ARMORED CORE [PROJECT PHANTASMA]



NOTE:

If you play the mission, you'll be searching for the Project Phantasma. and also you'll receive good cash, but you be given deduction, special bonus, and repair cost in this section.

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ARMORED CORE STARTING UNIT:

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HEAD: HD-GRY-NX  
CORE: XCA-00  
ARMS:AN-201  
LEGS:LN-1001-PX-0  
GENERATOR: GPS-VVA  
FCS: COMDEX-C7  
BOOSTER: B-P320  
BACK WEAPON LEFT: WM-S40/1  
BACK WEAPON RIGHT: RXA-01WE  
ARM WEAPON LEFT: LS-2001  
ARM WEAPON RIGHT: WG-RF35

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MISSION: 1

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REQUEST: SEARCH AND DESTROY  
REWARD: 33000C  
REQUESTER: UNKNOWN

BRIEFING:

- Before actual employment, we would like to gauge your true power. destroy all opposing forces. target any troops you see defending the materials dump. destroy all apposition. you will have three minutes. if possioble, destroy the materials dump as well. do not worry, we will provide an additional reward depending on your skills.

LOCATION: MATERIAL DUMP  
MISSION: DESTROY ALL DEFENDING UNITS WITHIN THREE MINUTES  
MISSION CODE NAME: BRICKS  
START TIME: 0735  
MISSION PLACE: RESOURCES ACCUMULATION BASE

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MISSION 1 WALKTHROUGH:

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In this mission you must destroy all enemies in the area within three minutes. you'll be at the top of a mountain , you'll see a enemy in front of you. and as soon as you attack the enemy, then the enemy will call for reinforcement to defend the area. there are four enemies in that area. this mission is easy coz it's just more like a training



to me, just destroy all enemies in that area and you complete this mission.

~~~~~  
MISSION: 2  
~~~~~

REQUEST: INFILTRATE AMBER BASE  
REWARD: 32000C  
REQUESTER: UNKNOWN

BRIEFING:

- Raid the underground city, Amber Crown. it should be easy to pass the entrance. although take note that there is a security system. in order to bypass entrance security, simply destroy the four energy generators located outside. the entrance gate to access city is secured by computer. destroy the underground condensers then go inside. once we confirm a successful raid. we will provide further instructions. good luck.

LOCATION: AMBER CROWN ENTRANCE GATE  
MISSION: RAID THE CITY  
MISSION CODE NAME: CITY SNEAKER  
START TIME: 1200  
MISSION PLACE: "AMBER CROWN" ENTRANCE GATE  
-----

MISSION 2 WALKTHROUGH:  
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Here you'll be dropped in the mission area. you'll see the Amber Crown entrance gate, and there will be two 'security weapons' above the gate. and when the enemy weapons sees you in range, it will fire a grenade launcher ammo. Destroy the security weapons above the gate using your long range weapons, but if you don't have long range weapons use your short range weapons instead. after that, destroy the 4 generators surrounding the entrance gate. then you'll notice the blue colored shield will be gone then go inside the entrance gate, then head to the elevator switch on your left and press "CIRCLE" to go down. after arriving in the area, head north and just follow the path and you'll encounter a 'robotic spider' destroy it and continue your way to the door gate, press "CIRCLE" to open the door gate. then go in to the area and you'll see 2 'Air-bots' destroy it, and then head to the elevator switch on the left and press "CIRCLE" to go down. during heading down using the elevator, you'll encounter more 'Air-bots' and many 'security weapons'. use your long range weapon to destroy enemies and when the enemy are close, use your short range weapons. and after that, you'll arrive at the bottom. head to the door gate and Press "CIRCLE" to open the gate. after you enter the this area, you'll encounter two 'robotic spiders' destroy it and then continue your way until you're in a dead end and you cannot open the huge door gate. notice the fence with red color and marked "X" on the floor center. destroy the floor with "X" mark and colored red and then jump and you'll see four condensers. destroy the four condensers and after that you'll complete this mission.

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MISSION: 3  
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REQUEST: RESCUE THE ALLIES  
REWARD: 35000C  
REQUESTER: UNKNOWN

BRIEFING:

- Conduct a rescue operation. your target will be brought through Amber crown at loop line angle junction. save the target at all cost. the enemy convoy consists of three vehicles and a couple of MT guard tanks. destroy the convoy, but save the transport that contains our target. we will take care of things after that. good luck.

LOCATION: LOOP LINE JUNCTION  
MISSION: CAPTURE THE TRANSPORT VEHICLE IN THE CENTER  
MISSION CODE NAME: SNATCH MISSION  
START TIME: 1120  
MISSION PLACE: LOOP LINE "45 ANGLE" JUNCTION

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MISSION 3 WALKTHROUGH:  
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At the start in thhis mission, you'll see three convoy vehicles. you must destroy the front and back convoy vehicles, but capture the center convoy vehicle. first go forward(north) in the bridge and then you'll see the convoy vehicles in youe left (northwest), head down and destroy the front and back convoy vehicles and destroy also the MT guard tank guarding that convoy vehicles. then follow the vehicles going up (north) and you'll encounter again another MT guard tank, destroy it and then continue follow the convoy vehicle to the right(east) and you'll encounter 3 MT guard tanks, destroy them and after that Stinger comes in and destroys the convoy vehicle and gets mad for his plan did not work.

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MISSION: 4  
~~~~~

REQUEST: RAID THE LABORATORY  
REWARD: 34000C  
REQUESTER: UNKNOWN

BRIEFING:

- We have located the area where the prisoner is being held. we request that you plan a rescue mission. the prisoner we must rescue is being held in a enemy laboratory. destroy the power supply and then take advantage of the ensuing confusion to rescue the prisoner. after completing the rescue. head for the upper section of the lab and escape in the light weight plane we have stashed there.

LOCATION: ENEMY LABORATORY  
MISSION: RESCUE THE TARGET PRISONER  
MISSION CODE NAME: RENDEZVOUS  
START TIME: 0820  
MISSION PLACE: LABORATORY

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MISSION 4 WALKTHROUGH:  
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Go forward and head to the left and switch the elevator by Pressing "CIRCLE" to go down. then head to the upper right door gate and press "CIRCLE" to open the gate. then head the right and switch the elevator to go down. then head to the door gate and press "CIRCLE" and you'll encounter 'robotic scorpion' destroy it, then head forward and follow the path and when you arrive in three door gates, open the door gate on the right and destroy the 'robotic scorpions'. then head to the right door gate and open the gate by pressing "CIRCLE" and then head forward and you'll arrive in a door gate again and then open the gate and when you go in the area you'll see Stinger and you'll have to fight him. use your own stragety to defeat him, but I suggest to use your short and medium range weapons. and after you've defeated Stinger, head west on the door gate and open it. the head straight forward and open another gate and encounter two 'robotic scorpions' destroy them, and head to the right and arrive with three door gates again, this time choose the left door gate and open it. and you'll encounter another 'robotic scorpion' and after that head forward following the path and open another gate and you'll see a violet colored power supply, destroy the power supply to divert the enemies. then head to the upper door gate and open it. the head forward and switch the elevator to go down. and when you arrive, head forward and open the gate in front of you and encounter two 'robotic scorpions' then head to the upper left gate and open it. then go forward and follow the path and encounter

more 'robotic scorpions' and when you see the first turn to the right path, go there and open the door gate then head forward and open another door gate. and then go forward and when you see the first turn to the left path, go there and open the door gate and then head forward and open another door gate then follow the path from here on and you'll arrive in a door gate, open it and the use the elevator to head up. then go to the west and open the door gate and encounter 'robotic scorpion' then go to the left turn path and open a gate and you'll see Sumika[Friendly vehicle] attacked by two 'enemy vehicles' and needed help, destroy the enemy vehicles and after you've destroy the enemy vehicles the power supply be online. from here on just follow Sumika wherever she goes, then head up using the elevator and at the top floor you'll encounter two 'robotic scorpions', destroy them or just head straight and ride on the light weight plane to complete this mission.

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MISSION: 5[A]  
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REQUEST: UNDERGROUND MAZE  
REWARD: 32000C  
REQUESTER: SUMIKA

BRIEFING:

- We would like you to locate and destroy all of the doomsday organization's research materials. it has been discovered that these research materials are concealed in an extensive underground maze complex. infiltrate the deepest section of this maze and destroy all materials.

LOCATION: AMBER CROWN, NORTH UNDERGROUND  
MISSION: DESTROY ALL RESEARCH MATERIALS  
MISSION CODE NAME: KIR ROYHC\*  
START TIME: 0930  
MISSION PLACE: NORTHERN DUNGEON

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MISSION 5[A] WALKTHROUGH:  
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You're mission here is to destroy the Doomsday organization's research materials. this materials is like a steel box. now at first, you'll be at the dungeon. head forward until you reached a room, go inside and destroy the 'robotic scorpion' then head to the upper left and destroy the three 'robotic scorpions' then head forward and enter the room on your right and destroy the 'robotic scorpion' then you'll see a research material box, destroy it and then head out and go forward and then enter the next room and destroy the 'robotic scorpion' and again destroy the reseach material box. After that head out and go forward(north), and during heading north you'll encounter 2 'robotic scorpions' destroy them. then watch your map by pressing "select" and see if you arrive in a blue colored door gate(map) on your right. then open the gate and destroy a 'robotic scorpion'. from here you'll be attacked by 'huge robotic spiders' from both left and right rooms. so use your boosters and go straight forward (west) and destroy if you see a 'security weapon' and when you see a door gate, watch out and destroy first the 'security weapons' from your left and right. then open the gate and destroy the 2 'huge robotic spiders' and after destroying them. head to the next door gate(west) and open it and destroy the 'robotic scorpion' blocking your way. then go forward farther from the 'robotic scorpion' you've destroyed. and then destroy any 'robotic scorpions' you see that blocks you way. and after that head to the left path way and encounter again a 'robotic scorpion' then follow the path until you encounter a 'huge robotic spider' and after that go to the left path and follow it until you arrive in a door gate. open the gate and destroy the 'security weapon' above you and the 4 'huge robotic spiders' and after that head to the next door gate(South) and then open the gate, then you'll see another door gate, open the gate again and you'll see lots of the research materials box. destroy all the research material box and you're finish with this mission.

MISSION: 5[B]

REQUEST: DISRUPT MILITARY UNITS

REWARD: 33000C

REQUESTER: SUMIKA

BRIEFING:

- We would like you to disrupt the Domsday Organization's military exercises. we have been informed that the organization has been using these exercise to collect data for Project Phantasma. destroy all opposing forces.

LOCATION: MILITARY DRILL AREA

MISSION: DESTROY OPPOSING FORCES

MISSION CODE NAME: RUSTY NIEL

START TIME: 1806

MISSION PLACE: MILITARY DRILL AREA

MISSION 5[B] WALKTHROUGH:

In this mission you are ordered to destroy all opposition enemies in that area. here you'll encounter lots of enemies. all you have to do is to stay alive and destroy all enemies. In the start of the mission, you'll be surrounded by 8 'air-bots' destroy them all and then head to the north and you'll see 2 'robotic elephants' destroy them too and after that enemy reinforcement will arrive. in the East and Northeast, you'll see 2 'MT guard tanks' approaching you destroy them and after that you'll see also 4 'air-bots' aproaching to you fast. destroy them also and after destroying all of the opposing enemies you'll complete this mission.

MISSION: 6

REQUEST: DISRUPT SHIPPING LANES

REWARD: 36000C

REQUESTER: SUMIKA

BRIEFING:

- We want to disrupt "Project Phantasma" related shipping lines. Although we do not have many details on the project. we should not ignore it's existence. the targets are the enemy transport vehicles. note that the Rampart bridge is located in front of the military zone. before they cross the bridge. destroy all enemy transports. if even one of them gets throught. the mission will be considered a failure. we have established a surveillence operation before the bridge at points A. B. and C. we will keep you updated. so listen for details.

LOCATION: RAMPART BRIDGE

MISSION: DISRUPT ENEMY TRANSPORT VEHICLES

MISSION CODE NAME: BLACKADE RUMOR\*

START TIME: 0355

MISSION PLACE: "180 ANGLE" GATE

MISSION 6 WALKTHROUGH:

Your objective in this mission is to not let the enemy transport vehicles get through the three Bridges [point A,B,C]. you'll be detailed by the surveillence, if the enemy tranport vehicles is near crossing the bridge. First head to point A, and go forward and and find the two enemy transports heading to the bridge and when you found them destroy them. here you'll encounter here 'MT guard tank', 'rocket launcher tanks' and 'enemy helicopters'. After destroying the enemy transport vehicles, hurry back and head

to point B. and find the two enemy transport vehicles and fast and after seeing them, destroy them. you'll here encounter 'MT guard tank', 'rocket launcher vehicles' and may be 'enemy helicopter'. After eliminating the two enemy transport vehicles, head very very fast to point C, and find the two enemy transport vehicles and destroy them. you'll encounter the same enemies in point A and B. but you can ignore them and focus on destroying the enemy transport vehicle. after destroying the enemy vehicle, you'll complete the mission.

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MISSION: 7  
~~~~~

REQUEST: CAPTURE THE VIP  
REWARD: 40000C  
REQUESTER: SUMIKA

BRIEFING:

- We have been informed that a high ranking official will be visiting the Doomsday Organization weapon test facility in SE Amber crown. run a interference and capture him. the weapon testing area is secured with both anti-aerial radar and anti-tank land mines. beware of these deterrents - they can prematurely end the mission. We will divide into two groups. you should head north from the riverside. cross the bridge, then head west. when the battle begins, choppers will not able to approach the testing plant ignore the enemies and keep going.

LOCATION: DOOMSDAY ORGANIZATION TESTING PLANT  
MISSION: RAID THE PLANT  
MISSION CODE NAME: JUNGLE CRUISE  
START TIME: 0537  
MISSION PLACE: EVALUATION ESTABLISHMENT

-----  
MISSION 7 WALKTHROUGH:  
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At first head north and during heading north you'll encounter 'enemy vehicles' and helicopters, destroy them or just get low profile and don't let them see you. and after that continue to head north and when you arrive on the river bridge, you'll encounter 'enemy tanks' or just ignore them and head west and before you arrive at the base, Sumika tells you to stnadby until the helicopter arrives.and after the helicopter arrives Sumika tells you to destroy all enemies around the warehouse after you see the VIP enter the structure. when the VIP enters the structure, destroy everything with you remaining weapons. and after you've destroy all enemies, Sumika goes to the structure and tells the VIP to surrender or else. after that you've complete this mission.

~~~~~  
MISSION: 8  
~~~~~

REQUEST: PROTECT THE VIP  
REWARD: 41000C  
REQUESTER: SUMIKA

BRIEFING:

- We have decided to transfer our prisoner to an abandoned factory located in the slums of Amber crown. the Doomsday Organization is also seriously investigating this matter. so we would like you to guard the prisoner on the way to the factory.

LOCATION: ABANDONED FACTORY  
MISSION: GUARD CAPTURED VIP  
MISSION CODE NAME: SLAUGHTER HOUSE  
START TIME: 0902

MISSION PLACE: ABOLISHED PLANT

-----  
MISSION 8 WALKTHROUGH:  
-----

In this mission, you must protect the VIP you've captured from all of your enemies. don't worry, you have Sumika to back you up. At the start of this mission you'll be attacked by 'Air-bots' then after that lots of 'robotic spriders' and MT guard tanks' come out and attacks you. destroy everyone of them in that area. and After destroying them, Stinger comes in and demands to hand over the VIP to him. but Sumika refuses to agree with him. then you'll have to fight him, but this time Sumika will help you in beating him up. use you remaining weapons and give it all you've got and fire it to Stinger, while he is busy fighting with Sumika. and after you've defeated him, he'll escape and then you'll complete this mission.

~~~~~  
MISSION: 9[A]  
~~~~~

REQUEST: DESTROY RECEIVING BASE

REWARD: 31000C

REQUESTER: SUMIKA

BRIEFING:

- In order to occupy the Amber Crown "Rectenna" facility. the Doomsday Organization has deployed a detachment. the purpose of this facility is to convert electric power to microwaves to be used by their satellite system. if they occupy this facility, we will have a problem. defeat all opposing forces. by the way. any underground condensers that are destroyed will be deducted from your pay. the microwaves can be strong in certain areas above the antenna. so be careful.

LOCATION: UNDERGROUND "RECTENNA" FACILITY

MISSION: REPEAT THE DETACHMENT

MISSION CODE NAME: CHESSBOARD

START TIME: 1445\*

MISSION PLACE: RECIEVING ANTENNA SYSTEM  
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MISSION 9[A] WALKTHROUGH:  
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This mission is to destroy all opposing enemies. once you've been dropped in the mission area, you'll be attacked by 3 'helicopters' and 2 'air-choppers'. destroy them and after that head to Northeast and go inside the entrance and press "CIRCLE" to switch the elevator heading down. when you arrive in the buttom, open the door gate and destroy 3 'robotic spiders'. and after that there will be more enemies coming to attack you, avoid hitting the condensers because it will be deducted to your payment and watch out and don't go near in the exploding condensers because it will damages your AC. destroy the remaining 4 'robotic spiders' and after that you'll complete this mission.

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MISSION: 9[B]  
~~~~~

REQUEST: DESTROY THE DETACHMENT

REWARD: 32000C

REQUESTER: SUMIKA

BRIEFING:

- We need you to completely destroy the Doomsday Organization detachment. the detachment has been seen gathering in the downtown area of Amber crown. their intent is currently unknown. but it's a perfect opportunity for us. we're hoping

that if the detachment is destroyed. Project Phantasma will fall through.

LOCATION: DOWNTOWN AMBER CROWN  
MISSION: DESTROY THE DETACHMENT  
MISSION CODE NAME: GIMLET  
START TIME: 2145  
MISSION PLACE: "AMBER CROWN: TOWN AREA

-----  
MISSION 9[B] WALKTHROUGH:  
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This mission is to destroy all enemies around the area. use the buildings to you're advantage. don't worry Sumika will help you in this mission. first you must destroy the 3 'MT guard tanks' and then destroy the enemy 3 'transport vehicles'. and after destroying the vehicles, enemy reinforcement will arrive. now destroy the 3 'huge robotic spiders' and when you've destroyed them, another reinforcement will arrive. destroy the last 4 'MT guard tanks' and after that Sumika tells you that you've complete the mission.

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MISSION: 10  
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REQUEST: DESTROY MAIN FACILITY  
REWARD: 35000C  
REQUESTER: SUMIKA

BRIEFING:

- We request that you begin an assault on the Doomsday Organization's HQ. we have recently heard that they are near completion on a new weapons system code-named "Project Phantasma". before the project is on-line. sneak into the main office and extract detailed data about the project from their computer system. the target is located in the lower room of the office complex. on your way, destroy all obstructions as you see fit. this will be an extended mission. so prepare your AC ammunition stores accordingly.

LOCATION: DOOMSDAY ORGANIZATION HQ  
MISSION: LOCATE THE COMPUTED ROM\*  
MISSION CODE NAME: READY BLOW  
START TIME: 0158\*  
MISSION PLACE: "DOOMSDAY ORGANIZATION" HQ

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MISSION 10 WALKTHROUGH:  
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At first go forward until you arrive in a door gate, open the gate and enter. then just follow the path and arrive in a door gate again, open the gate and go in. then switch the elevator to head down. once the elevator stops, open the gate and destroy the 'robotic spider' then head straight forward and open another door gate and destroy again some 'robotic spiders' then go in and follow the path until you arrive in a door gate, open the gate and destroy the three 'robotic spiders' and two 'security weapons' and after that open the next door gate and then destroy the four 'robotic spiders' and five 'security weapons' then go forward and follow the path until you arrive in a door gate, then open the gate and destroy the three 'robotic spiders' and two 'security weapons', then open the next gate and destroy two 'robotic spiders' and seven 'security weapons'. after that head forward and follow the path until you see a door gate, then open the gate and destroy 4 'robotic spiders' and 4 'security weapons' and then head to the next door gate, open the gate and go forward and then head to the right and use the elevator to go down. and when the elevator stops, go to the turn left path and go forward and then destroy a 'robotic spider' and a 'security weapon' then continue to head forward and follow the path until you see and turn right path and see a door gate and see another 'robotic spider' and a 'security weapon', then destroy it and after that head forward and do not stop

until you see a turn left path and arrive a door gate and then open the door gate. and after entering the area, Sumika will come in and tell syou to stay put and guard the computer entrance while she gets the information she wants. then a number of enemies 'air-choppers' ill arrive and attacks you, this 'air-choppers' fires missiles and guns. destroy all of them and after that Sumika come out from the computer room and tells you to head up back to where you've started. then head back up, but this time you encounter more 'robotic spiders' on your way up. and after reaching in the top floor, you'llsee a group of air planes dropping some bombs to destroy the facility and including you. and you some get out of that area before they drop a bomb for you. but first you have to eliminate all 'MT guard tanks' in that area, to escape. and after destroying all 'MT guard tanks' you've completed this mission.

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MISSION: 11  
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REQUEST: CONFRONTATION

REWARD: 50000C

REQUESTER: SUMIKA

BRIEFING:

- We have determined that Stinger is behind the new Phantasma weapons system. he has been seen hiding with some remaining Doomsday Organization officials in the North Highland. we're not sure what the purpose of Project Phantasma is. but in the hands of Stinger, we are all in extreme danger. completely destroy all aspects of the Project Phantasma operation.

LOCATION: NORTH HIGHLAND

MISSION: DESTROY PHANTASMA

MISSION CODE NAME: CHIVALRY

START TIME: 1500

MISSION PLACE: "NORD" HIGHLAND

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MISSION 11 WALKTHROUGH:  
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You'll be dropped in a snowfield area, then you'll see three 'robotic planes' and attacks you. destroy all of them and after that try to find the 'robotic elephants' around you you. they are very far and very slow in moving. after you've seen the 'robotic elephant', the are equipped with heary heavy missiles and a light gun. destroy them all if you spotted one of them. and also, during you're search for the 'robotic elephants' you'll also encounter 'rocket launchers vehicles' destroy them also. and after destroying all enemies in that area, a unknown craft is rapidly approaching you. this craft in none other than Stinger, and you have to fight him again. Stinger craft and multiple missile firing system and a machine gun, so use your booster to dodge some of his firing weapons. and use all your remaining weapon ammos the defeat him again. after defeating him, he'll say that he cannot beblieve that he is defeated by you. then you complete this mission.

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MISSION: 12[A]  
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REQUEST: INTERCEPT ENEMY UNITS

REWARD: 33000C

REQUESTER: SUMIKA

BRIEFING:

- This is an urgent messege. the doomsday Organization has discovered the location of out base. they will be arriving quickly. you must assist us. destroy all remnants of the organization.

LOCATION: CASTLE IN NORTHERN AMBER CROWN



MISSION: DESTROY THE ORGANIZATION  
MISSION CODE NAME: BUTTERED RUN\*  
START TIME: 0448  
MISSION PLACE: NORTHERN OLD CASTLE

-----  
MISSION 12[A] WALKTHROUGH:  
-----

You have been discovered by the Doomsday organization, the only way to win this battle is to destroy all enemies. go to SouthWest and destroy the enemy 'robot' and after that, head to East and destroy another 'robot' and then go to North and destroy another enemy 'robot' and then head to NorthWest and destroy the 'robot' and then you'll be attacked and surrounded by 5 'air-bots', destroy them and then head to SouthEast and destroy another 2'air-bots' and then head to NorthEast and head out in the castle walls and destroy the 3 'MT guard tanks' and after that go to SouthWest and destroy another 'MT guard tank' and then head to SouthEast and dstroy the last enemy 'MT guard tank' and after destroying all them, you've completed this mission and Sumika tells you that we should change location of your base.

~~~~~  
MISSION: 12[B]  
~~~~~

REQUEST: DESTROY SECRET BASE  
REWARD: 34000C  
REQUESTER: SUMIKA

BRIEFING:

- We have discovered a secret base abandoned by the Doomsday Organization. it can be found on the east side of Amber crown. destroy the base completely. research materilas and data pertaining to Project Phantasma have probably been left behind in the base. destroy the base, and all evidence of Phantasma along with it. locate the self-destruct device in the deepest area of the base, then set the countdown timer. you will then have two minutes to escape.

LOCATION: DOOMSDAY ORGANIZATION  
MISSION: SET SELF-DESTRUCT DEVICE AND ESCAPE  
MISSION CODE NAME: SCREW DRIVER  
START TIME: 0500  
MISSION PLACE: SECRET BASE

-----  
MISSION 12[B] WALKTHROUGH:  
-----

This mission is to plant the self-destruct device. the first thing to do is to go in the entrance of the secret base at your right. use the map to locate the secret entrance easier, then go near and press "CIRCLE" to open the secret door gate. then destroy the 3 'robotic scorpions' then go forward(north) until you arrive in a elevator switch, press "CIRCLE" to go down. but before you arrive down you'll be attcked by lots of 'robotic scorpions' and 'air-choppers' and this enemies cannot be wipeout because if you destroy one of the enemies, then reinforcement will arrive and replace the destroyed enemy unit. so ignore them and just find the entrance head to the next room. to head to the next room go forward to the left and use your boosters to avoid heavy damages and try to find the entrance on your right. to locate the entrance easier, use your map. and when you enter the room, go forward and use the elevator to head down. and when you arrive at the buttom, go forward and open the door gate. then go forward again and open the next door gate. and again go forward and open another door gate. and when you enter the room, Sunika tells you the instructions to place the self-destruct device. go near the tardet and press "CIRCLE" to activate the countdown for 2 minutes. from here on, you must escape from the secret base before the self-destruct device explodes. use your boosters in heading to the elevator. and when you arrive in the elevator, don't use the elevator to go up. use your boosters instead because it's more faster. and then go

out and head to the next elevator. and when you arrive in the elevator switch the elevator up, and when you think it is too slow and the time is almost up. then use your boosters to go up to the next surface. and after that head out of the secret base and after that you've complete this mission.

~~~~~  
MISSION: 13  
~~~~~

REQUEST: SEARCH THE FACILITY  
REWARD: 45000C  
REQUESTER: SUMIKA

BRIEFING:\*

- Information has been gathered on the whereabouts of the Phantasma Project. it can be located in the subway area of Amber Crown. I assume Stinger is planning on siezing the operation as well. so be on the lookout, locate your target immediately and destroy it before Stinger arrives.

LOCATION: OLD TOWN AREA  
MISSION: LOCATE THE PHANTASMA  
MISSION CODE NAME: DEAD END TUBE  
START TIME: 1610\*  
MISSION PLACE: OLD TOWN AREA

-----  
MISSION 13 WALKTHROUGH:  
-----

At first you'll talk with Sumika, then the two of you will seperate into two groups. then head to the 'surface underground entrance' in the west. then go down and follow the path until you arrive in a door gate. open the gate and go to the switch inside and press "CIRCLE" to open the the blocking gate in the tunnel. then head back up to the land surface. at the land surface you'll encounter 3 'robotic mech' in diffirent directions. destroy them if they are in your way, and head now to north and enter the first surface underground entrance. then follow the path until you see a door gate, then opent he gate, and go to the switch and press "CIRCLE" to open the blocking gate in the tunnel. after that head back up to the land surface and next enter that second surface underground entrance, then follow the path until you arrivfe in a door gate again, and open the gate and go to the switch and press "CIRCLE" to open the blocking gate in the tunnel. then head back up to the land surface, and now head to southeast where you see a large creater. in the creater head to west and enter the underground tunnel, during heading forward from here you'll encounter 2'air-choppers' and 2 'security weapons' then continue to head forward and then you'll encounter again enemies which are 2 'security weapons' and after that continue to go forward and next you'll encounter enemies again 2 'seccurity weapons' and after destroying that, head now to the right(south) and go to the door gate and then open the gate, and follow the path uniltl you see another door gate, then open the gate. After entering in the next area, you'll see your favorite enemy again "Stinger" and tells you that he will not give Phantasma to you. so you must fight him again, and watch out for his plasma gun and his sword. use you're remaining weapons and aim it to Stinger until you defeat him again. and after defeating Stinger, he'll run to the next gate and after that follow him in the east and open the next gate, then follow the path until you see a door gate then open the gate and enter the room. then Sumika comes in, but the two of you are too late. Stinger already got Phantasma. then you'll complete this mission.

~~~~~  
MISSION: 14  
~~~~~

REQUEST: THE FINAL BATTLE  
REWARD: NONE  
REQUESTER: PHANTASMA

BRIEFING:

- This is not a request! I have become Phantasma! I will destroy everything! you have been a nuisance, but I will invite you to the party. come to the building known as ABYSS.

LOCATION: SEALED ESTABLISHMENT ABYSS

MISSION: DESTROY PHANTASMA

MISSION CODE NAME: NIGHTMARE

START TIME: 0500

MISSION PLACE: SEALED ESTABLISHMENT "ABYSS"

-----  
MISSION 14 WALKTHROUGH:  
-----

This will be you final battle with Stinger, but he fused with Phantasma this time. so equipped you strongest weapons and ammonitions. kill hime as fast as you can because he has a very strong armor, don't waste time in killing him or you might end up dead. there are two move of the Phantasma weapon:

- [1] Energy projectiles - This is the first attack of the Phantasma weapon. to execute this great power, He must charge first and accumulate energy around him. and after it is complete he will fire the energy around him in any directions.

HOW TO AVOID THIS ATTACK:

When he fires the Energy projectiles, use you boosters to help you dodge the energy firing around him. press first L1 or R1 to move left or right direction then press "X" botton to boost you movement and don't stop boosting until the energy firing is gone. In this manner you receive light damages or even undamage from his energy projectiles.

HOW TO COUNTER ATTACK:

while he charges and accumulate energy, attack him with you long, medium, short range weapons, because it take time to to fire the energy projectiles. then when he fires the energy projectiles use the [how to avoid this attack] strategy above, and then aim you're sight to Phantasma and use you're short or medium range weapons to damage him.

- [2] Missile fountain - This is the second attack of the Phantasma weapon. to execute this destructive weapon, he should be not move and must fire in long range.

HOW TO AVOID THIS ATTACK:

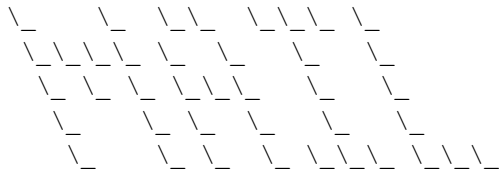
When he fires the Missile fountain, use you boosters to help you dodge some missile heading you're way. press first L1 or R1 to move left or right direction then press "X" botton to boost you movement and don't stop boosting until all the missile are landed. In this manner you receive light damages or medium damage depends on you're reaction time. and when you do this, go near Phantasma to let him receive also some damages from his own missles.

HOW TO COUNTER ATTACK:

while he opens his missle launchers, he'll not move until he fires the missles. attack him with you long, medium, short range weapons. after that go near him and damage him as you can and use[how to avoid this attack] above because he can't execute his next attack if the missiles are not yet landed on you or in the ground. and when you do this, go near Phantasma to let him receive also some damages from his own missles.

After you've destroy Phantasma, you fly up and meet with Sumika. then you'll ride on a AC carrier plane. and you've beat mission section.

ARMORED CORE [PROJECT PHANTASMA]



NOTE:

This mail will be recieved after you've completed a certain mission. But after some missions will you'll not given some letters also. Happy Reading!!!

~~~~~  
AFTER MISSION: 1  
~~~~~

SUBJECT: CONFIRMED DESTRUCTION  
SENDER: UNKNOWN

- Your work so far has been satisfactory. the missions from this point foward will be somewhat more difficult.

~~~~~  
AFTER MISSION: 2  
~~~~~

SUBJECT: CONFIRMED RAIDS  
SENDER: UNKNOWN

- We have comfirmed your raid. please wait for another mission in the near future.

~~~~~  
AFTER MISSION: 3  
~~~~~

SUBJECT: FORGED REQUEST  
SENDER: UNKNOWN

- I apologize for your recent incoveniences. since our message are sent anonymously. somebody took advantage of that fact and sent you a fake. i want you to conduct a rescue mission. however, we are still researching the whereabouts of our target. as soon as we locate this person. I will be contacting you with further information.

~~~~~  
AFTER MISSION: 6  
~~~~~

SUBJECT: DESTROY TRANSPORT  
SENDER: SUMIKA

- We have found remnants of a large weapon the likes of which we have not come accross before. they are probably related to the secret project known as "Phantasma". thanks for your thought anf efficient work.

~~~~~  
AFTER MISSION: 7  
~~~~~

SUBJECT: ORGANIZATION DISCOVERY  
SENDER: SUMIKA

- After interrogating a captured prisoner. we have extracted the following information:

@ A large conglomerate has contributed sufficient funds to establish the "Doomsday Organization".

@ Another large company is working with the Doomsday Organization secretly on the "Phantasma Project".

In order to interrogate the prisoner further. we will take him to a safe house in Amber crown.

~~~~~  
AFTER MISSION: 8  
~~~~~

SUBJECT: STINGER 1  
SENDER: SUMIKA

- Good job! after obtaining more detailed information from our prisoner. we have decided that an attack on the Doomsday Organization's main headquarters is necessary. I believe that Stinger will make a move sometime in the near future. when it happens, be ready.

~~~~~  
AFTER MISSION: 9[A]  
~~~~~

SUBJECT: RECTENNA  
SENDER: SUMIKA

- The Doomsday Organization seems to be panicking. they have been trying to occupy a civilian facility. An assault operation on their main office will be conducted sometime in the future.

~~~~~  
AFTER MISSION: 9[B]  
~~~~~

SUBJECT: DESTROY DETACHMENT  
SENDER: SUMIKA

- As you know, their detachment has been destroyed and their power source eliminated. we will now conduct the assault operation as planned.

~~~~~  
AFTER MISSION: 10  
~~~~~

SUBJECT: DESTROY ORGANIZATION  
SENDER: SUMIKA

- The Doomsday Organization has essentially been destroyed. we are assuming that their contributor was the one who bombed the HQ and sent out paratroopers to take care of the rest. it seems as if they wanted to destroy all evidence of the Phantasma Project.

~~~~~  
AFTER MISSION: 11  
~~~~~

SUBJECT: TEST RUN  
SENDER: SUMIKA

- I am afraid that we have been misled. the facility that was destroyed was just a decoy. I have received news that a working facility has been completed. we will continue to investigate and keep you informed.

~~~~~  
AFTER MISSION: 12[A]  
~~~~~

SUBJECT: SURPRIZE ATTACK  
SENDER: SUMIKA

- Thanks for your assistance. although we we're quite suprised by their unexpected strength. we have succeeded in destroying the Organization completely. I do not believe they will pose any threat in the future. we are now attempting to take over Project Phantasma. the Problem is that we beleive Stinger is looking for it as well. we cannot let this happen.

~~~~~  
AFTER MISSION: 12[B]  
~~~~~

SUBJECT: SECRET BASE DISCOVERY  
SENDER: SUMIKA

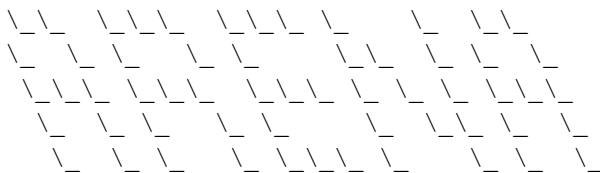
- The base has been completely destroyed. there is nothing left for Stinger to capture. well done.

~~~~~  
AFTER MISSION: 13  
~~~~~

SUBJECT: WHEREABOUTS  
SENDER: SUMIKA

- We are still looking into the whereabouts of both Stinger and Phantasma. it looks like it might be somewhat of a long process. but be ready when the information comes through.

ARMORED CORE [PROJECT PHANTASMA]



NOTE:

When you battle an AC in the arena, their will be no repair cost. but you can get good cash and new parts if you defeated one of them. Good Luck!!!

~~~~~  
RANK: 1  
~~~~~

PILOT: Necron                      PRIZE: 3000000C  
A.C.: Black Dragon                SPECIAL PART: WA-Finger

WEAPON: Machine gun, Small missile,  
         Grenade launcher

- Those who witnessed his chaotic power call him "Creeping Death". he is the strongest Raven.

~~~~~  
RANK: 2  
~~~~~

PILOT: Millicona                    PRIZE: 1200000C  
A.C.: Scorpion ver. 5.0

~~~~~  
RANK: 1  
~~~~~

PILOT: Your Pilot name  
A.C.: Your AC name

- The battle to the top was a difficult one. but he is now considered the strongest Raven in history.

~~~~~  
RANK: 2  
~~~~~

PILOT: Your Pilot name  
A.C.: Your AC name

WEAPON: Laser cannon, Slug gun,  
Pulse cannon

- Almost all the compititors have been  
beaten, all are turning to the fight  
against Necron.

- The leader of the squad AC team called  
Scorpion. he is attempting to overthrow the  
current leader.

~~~~~  
RANK: 3

~~~~~  
PILOT: Dark Rider           PRIZE: 1000000C  
A.C.: Pale horse           SPECIAL PART: WM-AT

WEAPON: Laser cannon, Grenade launcher,  
Grenade launcher

- He is referred to only as "Pale horse" - the  
bringer of death.

~~~~~  
RANK: 4

~~~~~  
PILOT: Tiamat               PRIZE: 800000C  
A.C.: Steel Dragon

WEAPON: Multi missile, Bazooka

- One of Necron's disciples, he finishes off  
opponents with his devastating firepower.

~~~~~  
RANK: 5

~~~~~  
PILOT: Rave                 PRIZE: 300000C  
A.C.: Panzern VII

WEAPON: Laser cannon, Machine gun,  
Grenade launcher

- Belonging to the AC Tech Reseach Center. fire  
power is obviously his strong suit.

~~~~~  
RANK: 6

~~~~~  
PILOT: Shadow               PRIZE: 240000C  
A.C.: Dark Night

WEAPON: Plasma rifle, Dual missile

- A vigilante of sorts. he always find a way to  
destroy his opponents with little outside  
assistance.

~~~~~  
RANK: 7

~~~~~  
PILOT: Entity               PRIZE: 180000C  
A.C.: Scorpion ver. 4.0

WEAPON: Plasma rifle, Chain gun,  
Large rocket

- Second in command of the scorpion team. he sets  
his sights to become top dog in the team and  
arena alike.

~~~~~

RANK: 8

~~~~~  
PILOT: Lord Slayer           PRIZE: 120000C  
A.C.: Red Dragon

WEAPON: Plasma rifle, Slug gun

- Another of Necron's kin, he is always in direct  
  competition with his sworn enemy, Tiamat.

~~~~~  
RANK: 9

~~~~~  
PILOT: Tiger                   PRIZE: 100000C  
A.C.: Panzern VI

WEAPON: Bazooka, Multi missile

- A member of the AC Tech Reseach Center, he is  
  currently challenging the team leader, Rave.

~~~~~  
RANK: 10

~~~~~  
PILOT: Demise                   PRIZE: 90000C  
A.C.: Scorpion ver. 3.0   SPECIAL PART: RZ-Fw2

WEAPON: Laser cannon, Cannon,  
          Grenade launcher

- Third in command of team scorpion, he is  
  expected to perform remarkably in future  
  battles.

~~~~~  
RANK: 11

~~~~~  
PILOT: Rabid                   PRIZE: 81000C  
A.C.: Green Dog

WEAPON: Laser cannon, Multi missile,  
          Machine gun

- Well known for piloting the difficult AC  
  "Green Dog". he is obviously a top gunner.

~~~~~  
RANK: 12

~~~~~  
PILOT: Panther                   PRIZE: 75000C  
A.C.: Panzern V

WEAPON: Cannon, Large rocket,  
          Laser cannon

- A member of the AC Tech Reseach Center, his  
  future is considered to be a profitable one.

~~~~~  
RANK: 13

~~~~~  
PILOT: Seeker                   PRIZE: 70000C  
A.C.: Mobile Hunter

WEAPON: Cannon, Multi missile

- Brother of Slick. he pilots one of the most  
  difficult AC's the "Mobile Hunter".

~~~~~  
RANK: 9

~~~~~  
PILOT: Your Pilot name  
A.C.: Your AC name

- He's showing his ability with every  
  victory. he's not going to quit until  
  he's at the top.



~~~~~  
RANK: 14  
~~~~~

PILOT: Psychotic                   PRIZE: 62000C  
A.C.: Scorpion ver. 2.0

WEAPON: Plasma cannon, Dual missile

- Fourth in command of team scorpion. his team  
  mates known their ranking is because of him.

~~~~~  
RANK: 15  
~~~~~

PILOT: Slick                       PRIZE: 56000C  
A.C.: Triple Hunter

WEAPON: Plasma cannon, Dual missile

- Brother of seeker - he controls the hover AC.  
  "Triple Hunter".

~~~~~  
RANK: 16  
~~~~~

PILOT: Dill                        PRIZE: 54000C  
A.C.: Pickle

WEAPON: Plasma rifle, Chain gun,  
          Large rocket

- Piloting a speedy and enery-efficient AC. he  
  battles for the sheer fun of it.

~~~~~  
RANK: 17  
~~~~~

PILOT: Gepard                     PRIZE: 52000C  
A.C.: Panzern IV

WEAPON: Cannon, Grenade launcher,  
          Grenade launcher

- Member of the AC Tech Reseach Center. he uses  
  a AC with a multitude of weapons.

~~~~~  
RANK: 18  
~~~~~

PILOT: Sadistic                   PRIZE: 51000C  
A.C.: Scorpion ver. 1.0   SPECIAL PART: AW-DC/2

WEAPON: Bazooka, Multi missile,  
          Plasma cannon

- Low man on the scorpion team. his ability is  
  more than average within the arena.

~~~~~  
RANK: 19  
~~~~~

PILOT: Burn                       PRIZE: 49000C  
A.C.: Flamer

WEAPON: Plasma cannon, Rocket,  
          Large missile

- Pilot of an ominous looking AC. he has a well

~~~~~  
RANK: 15  
~~~~~

PILOT: Your Pilot name  
A.C.: Your AC name

- He continues to claw his way up. his  
  persistence and patience are paying off.

balanced machine at his command.

RANK: 20

PILOT: Bruiser PRIZE: 47000C  
A.C.: Charger

WEAPON: Linear gun, Plasme cannon,  
Large rocket

- Using a heavily armored AC, his presence can  
be felt from a long distance.

RANK: 21

PILOT: Eliminator PRIZE: 46000C  
A.C.: Swordsman

WEAPON: Hand gun, small rocket,  
Chain gun

- Eliminating his enemies with a sword, is what  
he does best.

RANK: 22

PILOT: Sundown PRIZE: 44000C  
A.C.: Spider

WEAPON: Dual missile, Machine gun,  
Plasma cannon

- Considered to an average pilot. he controls  
his flashy AC with confidence.

RANK: 23

PILOT: Fire Crest PRIZE: 42000C  
A.C.: Glorious

WEAPON: Rocket, Slug gun, Dual missile

- Not great at short-range combat. he prefers  
to use rockets and missile.

RANK: 24

PILOT: Eagle PRIZE: 41000C  
A.C.: Speared Star

WEAPON: Pulse rifle, Slug gun,  
Small missile

- Using a heavily armored AC, his presence can  
be felt from a long distance.

RANK: 25

PILOT: Death Master PRIZE: 40000C  
A.C.: B.H.I SPECIAL PART: WG-PB26

WEAPON: Pulse rifle, Rocket,

RANK: 20

PILOT: Your Pilot name  
A.C.: Your AC name

- He's separating himself from the average  
pilot. but the competition is tough from  
here on.

RANK: 25

PILOT: Your Pilot name  
A.C.: Your AC name

- Another rung on the ladder is complete.

Laser cannon

those above him are starting to take notice.

- Known as the "Death Master". he is at odds with his arch-rival, the "executioner".

RANK: 26

PILOT: Executioner PRIZE: 38000C  
A.C.: Hell Bent

WEAPON: Cannon, Laser cannon,  
Chain gun

- Although piloting an average AC at best, he is known simply as the "Executioner".

RANK: 27

PILOT: Darwin PRIZE: 36000C  
A.C.: Evolution

WEAPON: Cannon, grenade launcher,  
Triple missile

- Although his Ac is of average quality, his long range guns assure there won't be a close battle.

RANK: 28

PILOT: Rough Neck PRIZE: 34000C  
A.C.: Dual Terror

WEAPON: Gattling gun, small missile,  
linear gun

- With high class gattling guns, his AC has great offensive strenght for its lightweight class.

RANK: 29

PILOT: Jester PRIZE: 33000C  
A.C.: Majesty

WEAPON: Small missile, Machine gun,  
Pulse cannon

- Extremely mobile, the "Jester" attempts to scare off his opponents before they can begin.

RANK: 30

PILOT: Brutus PRIZE: 32000C  
A.C.: Back Stab

WEAPON: Sniper rifle, Small missile

- With long-range sensor, his strong suit is the long distance fight.

RANK: 31

PILOT: Spike PRIZE: 30000C

RANK: 30

PILOT: Your Pilot name  
A.C.: Your AC name

- It's true that as a pilot, he is still below average. if he can focus, all that will change.

A.C.: SMJ

SPECIAL PART: HD-G780

WEAPON: Machine gun

- His AC is equipped with all type of machine guns and his quite durable for its light weight.

RANK: 32

PILOT: Death Leader PRIZE: 28000C

A.C.: Grim Reaper

WEAPON: Small rocket

- Even though strapped for cash. he maintain a AC with extremely powerful armor.

RANK: 33

PILOT: Striker PRIZE: 26000C

A.C.: Attack Hawk

WEAPON: Chain gun

- He is well suited for high-speed battles and has multiple chain guns to serve his purpose.

RANK: 34

PILOT: Gunner PRIZE: 25000C

A.C.: Diamond Arm

WEAPON: Rifle

- With a typical AC for the bottom of the ladder his vehicle is beleived to have a rifle or two.

RANK: 35

PILOT: Nobody PRIZE: 24000C

A.C.: Slash Goat

WEAPON: Bazooka

- New to the competition his uncanny fighting style has him making rapid progress to the top.

RANK: 36

PILOT: Slugger PRIZE: 23000C

A.C.: Grand Slam

WEAPON: Gatling gun

- The home run king is back in his hometown. he controls a gattling-gun equipped AC.

RANK: 37

PILOT: Artillery PRIZE: 22500C

A.C.: Mine Layer

RANK: 35

PILOT: Your Pilot name

A.C.: Your AC name

- His skills are improving, but there are still many challenges and hurdles to overcome.

WEAPON: Machine gun

- Known only as the "mine layer". he annoys other by dropping mines around the arena.

RANK: 38

PILOT: Icarus PRIZE: 21000C  
A.C.: Super Nova SPECIAL PART: M119-TD

WEAPON: Hand gun

- A musician back in his hometown. his AC is equipped with only light-weight weapons.

RANK: 39

PILOT: Hilda PRIZE: 20000C  
A.C.: Trick or Treat

WEAPON: Small missile

- Piloting atypical lower rank machine. weapons are always hard to come by at this level.

RANK: 40

PILOT: Shaman PRIZE: 19000C  
A.C.: Desert Wind

WEAPON: Sniper rifle

- With an extremely unbalanced AC (heavy armor and sniper rifle) he stays near the bottom.

RANK: 41

PILOT: Neptune PRIZE: 18000C  
A.C.: Pisces

WEAPON: Machine gun

- He controls a well balanced AC. he has good mobility and a sniper rifle.

RANK: 42

PILOT: Gear Crusher PRIZE: 15000C  
A.C.: Anti-tank

WEAPON: Dual missile

- He belongs to the group known as the "Anti-tank committee". They have reached their goal.

RANK: 43

PILOT: Salamander PRIZE: 14000C  
A.C.: Back Fire

WEAPON: Machine gun

- Piloting the AC known as the " Back Fire ".

RANK: 40

PILOT: Your Pilot name  
A.C.: Your AC name

- Still considered quite weak, fans think he just might have the potential to go all the way.

RANK: 43

PILOT: Your Pilot name  
A.C.: Your AC name

- The path to the top is clearing, but will

he is still equipped and expected to - make progress.

this success continue in the remaining battles.

RANK: 44

PILOT: Killer Rabbit PRIZE: 12000C  
A.C.: Hopper SPECIAL PART: WC-SPGUN

WEAPON: Machine gun

-The pilot is still learning his AC. thus he's ranked near the bottom of the ladder.

RANK: 45

PILOT: Snake PRIZE: 10000C  
A.C.: Broken Heart

WEAPON: Machine gun

- Piloting w well - armored AC. he is expected to make progress with his practical choice.

RANK: 46

PILOT: Thorn PRIZE: 9000C  
A.C.: Black Rose

WEAPON: Machine gun

- Believing that luck is controllable, he could be right - he has not lost in a long while.

RANK: 47

PILOT: Roach PRIZE: 8000C  
A.C.: Dragon Fly

WEAPON: Laser cannon

- Piloting his light, well armored AC. he is expected to move through the ranks quickly.

RANK: 48

PILOT: Luke PRIZE: 7000C  
A.C.: Evader SPECIAL PART: GBX-TL

WEAPON: Dual missile

- Good at high speed battles, his AC is equipped with a large missile battery.

RANK: 49

PILOT: Danger PRIZE: 6000C  
A.C.: Wasp

WEAPON: Rifle

- Always at the Bottom. he pilots the standard AC with no upgrade to speaf of.

RANK: 47

PILOT: Your Pilot name  
A.C.: Your AC name

- It will be a long road ahead. the fans are not sure he will survive for very long.

RANK: 49

PILOT: Your Pilot name  
A.C.: Your AC name

- He has show that he can defeat the weaker pilots. but he knows that he still has a very long way to go.

RANK: 50

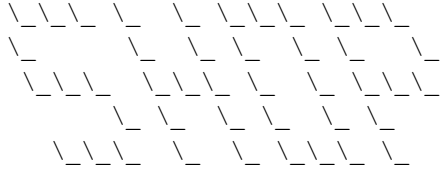
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PILOT: Your Pilot name

A.C.: Your AC name

- He is a newcomer to the competition but fans see a bright future for this future contender.

ARMORED CORE [PROJECT PHANTASMA]



NOTE:

Here are the list of the parts of Armored core: Project Phantasma. I hope they help you, during the battle. so, buy the most great performance parts.

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HEAD LIST

HEAD UNIT	PRICE
HD-01-SRVT	26500C
HD-2002	29000C
HD-REDEYE	41100C
HD-D-9066	43200C
HD-06-RADAR	51800C
HD-ONE	68100C
HD-08-DISH	33200C
HD-ZERO	22500C

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FCS LIST

FCS UNIT	PRICE
COMDEX-G0	22500C
COMDEX-G8	16400C
QX-21	20300C
TRYX-BOXER	43100C
TRYX-QUAD	63000C
QX-9009	96000C
FBMB-18X	10800C
RATOR	129000C

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CORE LIST

CORE UNIT	PRICE
XCL-01	88000C
XCH-01	72000C
XXA-50	122000C

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OPTION PART LIST

OPTION PART UNIT	PRICE
SP-MAW	14200C
SP-JAM	26000C
SP-M/AUTO	12900C
SP-ABS	29600C
SP-CND-K	21000C
SP-S/SCR	33000C
SP-E/SCR	38500C
SP-EH	45000C
SP-E+	45000C
SP-DEhf	245000C

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ARM LIST

ARM UNIT	PRICE
AN-101	19000C
AN-K1	49000C
AN-D7001	23000C
AN-3001	39500C
ANKS-1A46J	42100C
AN-863-B	34000C
AN-25	28400C

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BOOSTER LIST

BOOSTER UNIT	PRICE
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|           |        |
|-----------|--------|
| AW-MG25/2 | 54500C |
| AW-GT2000 | 48600C |
| AW-RF105  | 77600C |
| AW-30/3   | 56400C |
| AW-RF120  | 67200C |
| AW-S60/2  | 66600C |
| AW-XC5500 | 83600C |
| AW-XC65   | 98500C |

|         |        |
|---------|--------|
| B-P350  | 13100C |
| B-T2    | 31500C |
| B-P351  | 25500C |
| B-VR-33 | 48500C |
| B-HP25  | 52500C |

BACK WEAPON LIST

LEGS LIST

| LEG UNIT   | PRICE   |
|------------|---------|
| LN-1001    | 28500C  |
| LN-501     | 71800C  |
| LN-SSVR    | 32400C  |
| LN-1001B   | 45200C  |
| LN-3001C   | 64100C  |
| LN-502     | 35800C  |
| LN-2FZ-SP  | 118000C |
| LNKS-1B46J | 48000C  |
| LB-4400    | 17300C  |
| LB-4401    | 31800C  |
| LB-4303    | 24000C  |
| LB-100-P   | 20500C  |
| LBKS-2B45A | 22000C  |
| LF-205-SF  | 42600C  |
| LFH-X3     | 56000C  |
| LF-DEX-1   | 69000C  |
| LC-MOS18*  | 16000C  |
| LC-UK160   | 25500C  |
| LC-HTP-AAA | 38500C  |

| WEAPON UNIT | PRICE   |
|-------------|---------|
| WM-S40/1    | 13700C  |
| WM-S40/2    | 23000C  |
| WM-S60/6    | 38100C  |
| WM-MVG404   | 31000C  |
| WM-MVG802   | 44000C  |
| WM-X201     | 62250C  |
| WM-X5-AA    | 19300C  |
| WM-X10      | 24800C  |
| WM-P4001    | 43800C  |
| WM-PS-2     | 66700C  |
| WM-T0100    | 86200C  |
| WM-SMSS24   | 118300C |
| WR-S50      | 15900C  |
| WR-M50      | 27600C  |
| WR-M70      | 36500C  |
| WC-CN35     | 32750C  |
| WC-ST120    | 56000C  |
| WC-GN230    | 75200C  |
| WC-XP4000   | 61000C  |
| WC-01QL     | 69500C  |
| WC-IR24     | 159500C |
| RXA-01WE    | 12100C  |
| R2-A0       | 17900C  |
| RXA-99      | 14500C  |
| RXA-77      | 23000C  |
| R2-A1       | 33000C  |
| WX-S800/2   | 69400C  |
| XCS-9900    | 94500C  |

ARM WEAPON LIST

| WEAPON UNIT | PRICE   |
|-------------|---------|
| WG-MGA1     | 14000C  |
| WG-MG500    | 28400C  |
| WG-AR1000   | 42300C  |
| WG-HG235    | 19000C  |
| WG-RF/5     | 41500C  |
| WG-RF/P     | 33100C  |
| WG-HG512    | 26200C  |
| WG-B2120    | 59740C  |
| WG-B2180    | 75900C  |
| WG-XP1000   | 46000C  |
| WG-XP2000   | 61500C  |
| WG-XC4      | 51000C  |
| WG-RFM118   | 95000C  |
| WG-XFwPPk   | 132000C |
| WG-HG1      | 72000C  |
| LS-200G     | 29000C  |
| LS-3303     | 37200C  |

SPECIAL PART LIST

| PARTS UNIT      | PLACED IN   |
|-----------------|-------------|
| WA-Finger       | RIGHT ARM   |
| WM-AT           | BACK WEAPON |
| RZ-Fw2          | BACK WEAPON |
| AW-DC/2         | ARM PART    |
| WG-PB26         | RIGHT ARM   |
| HD-G780         | HEAD PIECE  |
| M119-TD         | BACK WEAPON |
| WC-SPGUN        | BACK WEAPON |
| GBX-TL          | GENERATOR   |
| LS-99-MOONLIGHT | LEFT ARM    |

ALREADY HAVE PARTS:



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 GENERATOR LIST

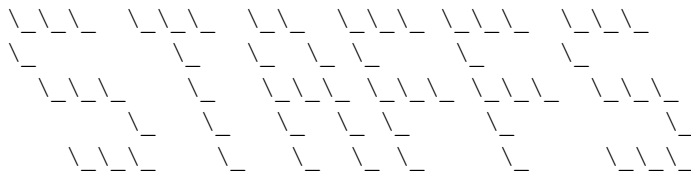
GENERATOR UNIT	PRICE
GPS-V6	32000C
GRD-RX5	23300C
GRD-RX6	27800C
GRD-RX7	38700C
GBG-10000	43500C
GBX-XL	139000C

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 PARTS UNIT

~~~~~  
 PLACED IN

HD-GRY-NX	HEAD
XCA-00	CORE
AN-201	ARMS
LN-1001-PX-0	LEGS
GPS-VVA	GENERATOR
COMDEX-C7	FCS
B-P320	BOOSTERS
WM-S40/1	BACK WEAPON L
RXA-01WE	BACK WEAPON R
LS-2001	ARM WEAPON L
WG-RF35	ARM WEAPON R

ARMORED CORE [PROJECT PHANTASMA]



NOTE:

This are the people who hard to make this Armored core: Project Phantasma playable.  
 I listed them so that you'll know the persons working on this game.

EXECUTIVE PRODUCER:

Naotoshi Zin

PRODUCER:

Yasuyoshi Karasawa

PROGRAM:

Hiroyuki Arai

Masayuki Saito

MECHANICAL DESIGN:

Shoji Kawamori

SOUND:

Keiichiro Segawa

Motohiro Tsuji (DRAGON & COMPANY)

Hiroshi Tateyama (DRAGON & COMPANY)

STAFF:

Toshio Shimada

Toshiya Kimura

Shinichiro Nishida

Mitsuhiro Okamura

Masahiro Kajita

Mitsuo Tosaka\*

Nozomu Iwai

Atsushi Taniguchi\*

Toshifumi Nabeshima

Shunsuke Kato

Toshiyuki Suzuke

Yasuhiro Kamimura

Hiroyuki Kan

ASCII Entertainment software United states localization team:

EXECUTIVE PRODUCER:

Hideaki Irie

PRODUCER:

Mark Johnson

PRODUCTION COORDINATOR:

Ricky Tanimoto

PRODUCTION ASSISTANT COORDINATOR:

Takami Iwai

PRODUCTION ASSISTANT:

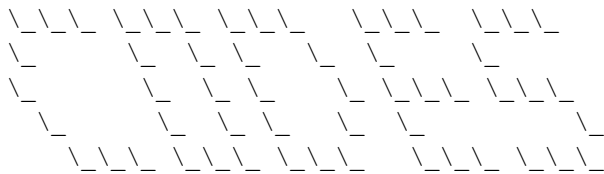
Franz Stoppenbach

Akiko Hishida

QUALITY ASSISTANT:

Robert Shreve

ARMORED CORE [PROJECT PHANTASMA]



"JAPANESE VERSION CODES"

AND

"ENGLISH VERSION CODES"

NOTE:

This are the codes for Japanese and English version Armored core: Project phantasma game. hope they'll help of you.

SOURCE: [www.cmgsccc.com](http://www.cmgsccc.com)

JAPANESE CODE SOURCE:

ENGLISH CODE SOURCE:

~~~~~  
Armored Core: Project Phantasma [JAPANESE VERSION CODES]  
~~~~~

1st-2nd by russel25@ix.netcom.com

3rd-5th by botchok@geocities.com

6th by lowaiyin@iname.com  
~~~~~

Codes Made & Tested on 2.3 Version Cheat Device  
~~~~~

- 1) Infinite Mission Timer    801A1694 0F80
- 2) Infinite Energy            801A4980 8300
- 3) Infinite Jet Packs         80041A26 6D60
- 4) Infinite Rifle             80041CF8 00C8
- 5) Infinite Small Missiles    80041D36 0028
- 6) Infinite Money             8003A634 E0FF  
                                 8003A636 50F5

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Armored Core-Project Phantasma [ENGLISH VERSION CODES]
~~~~~
1st-16th by InterAct
17th by Drummond_@webtv.net
18th-166th by Sage
167th by Michaelbrandt@excite.com
~~~~~
Codes Made & Tested on 3.2 Version Cheat Device
~~~~~
1) Infinite Cash                8003BCD2 0020
2) Infinite Energy              80042506 CB20
~~~~~
3) Infinite Armor (Arena Mode Only) D0041578 0001
                                   800734F0 CD5A
~~~~~
4) Infinite Ammo Right Arm      800427D8 03E7
5) Infinite Ammo Back Weapon    80042816 0064
                                   80042854 0064
~~~~~
6) Have All Heads               800342F0 0101
                                   800342F2 0101
                                   800342F4 0101
                                   800342F6 0101
~~~~~
7) Have All Cores               80034302 0101
                                   80034304 0502
~~~~~
8) Have All Arms                3003430D 0001
                                   8003430E 0101
                                   80034310 0101
                                   80034312 0101
                                   30034314 0001
                                   30034319 0001
                                   8003431A 0101
                                   8003431C 0101
                                   8003431E 0101
                                   80034320 0101
                                   800342F8 0101
~~~~~
9) Have All Legs                30034325 0001
                                   80034328 0101
                                   8003432A 0101
                                   3003432D 0001
                                   3003432F 0001
                                   80034330 0101
                                   80034332 0101
                                   30034335 0001
                                   80034336 0101
                                   30034338 0001
                                   8003433A 0101
                                   3003433C 0001
                                   80034340 0101
                                   30034343 0001
~~~~~
10) Have All Generators         3003434D 0001
                                   8003434E 0101
                                   80034350 0101
                                   80034352 0101
                                   80034354 0101

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11) Have All FCS 8003435C 0101  
8003435E 0101  
80034360 0101  
80034362 0101  
80034364 0101  
~~~~~

12) Have All Optional Parts 8003436C 0101  
8003436E 0101  
80034370 0101  
80034372 0101  
80034374 0101  
80034376 0101  
~~~~~

13) Have All Boosters 3003437F 0001  
80034380 0101  
80034382 0101  
80034384 0101  
~~~~~

14) Have All Back Weapons 3003438D 0001  
8003438E 0101  
80034390 0101  
80034392 0101  
80034394 0101  
80034396 0101  
80034398 0101  
8003439A 0101  
8003439E 0101  
800343A0 0101  
800343A8 0101  
800343AA 0101  
800343AC 0101  
800343AE 0101  
300343B0 0001  
800343B4 0101  
800343B6 0101  
800343B8 0101  
800343BA 0101  
800343C0 0101  
300343C2 0001  
~~~~~

15) Have All Right Arm Weapons 300343C9 0001  
800343CA 0101  
800343CC 0101  
800343CE 0101  
800343D0 0101  
800343D2 0101  
800343D4 0101  
800343D6 0101  
800343D8 0101  
800343DA 0101  
~~~~~

16) Have All Left Arm Weapons 800343DC 0101  
800343DE 0101  
300343E0 0001  
~~~~~

17) Infinite Armor (Missions Only) 801E2F40 8000  
~~~~~

~~~~~  
Head Pieces  
~~~~~

18) Have HD-01-SRVT 300342F0 0001  
19) Have HD-2002 300342F1 0001

20) Have HD-X1487 300342F2 0001  
21) Have HD-Redeye 300342F3 0001  
22) Have HD-D-9066 300342F4 0001  
23) Have HD-Gry-NX 300342F5 0001  
24) Have HD-06-Radar 300342F6 0001  
25) Have HD-One 300342F7 0001  
26) Have HD-08-Dish 300342F8 0001  
27) Have HD-Zero 300342F9 0001  
28) Have HD-G780 300342FA 0001

~~~~~  
Core Parts  
~~~~~

29) Have XCA-00 30034302 0001  
30) Have XCL-01 30034303 0001  
31) Have XCH-01 30034304 0001  
32) Have XXA\_SO 30034305 0001

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Arm Parts  
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33) Have AN-201 3003430D 0001  
34) Have An-K1 3003430E 0001  
35) Have An-D-7001 3003430F 0001  
36) Have An-3001 30034310 0001  
37) Have ANKS-1A46J 30034311 0001  
38) Have AN-863-B 30034312 0001  
39) Have AN-25 30034313 0001  
40) Have Aw-MG25/2 30034319 0001  
41) Have AW-GT2000 3003431A 0001  
42) Have AW-RF105 3003431B 0001  
43) Have AW-30/3 3003431C 0001  
44) Have AW-RF120 3003431D 0001  
45) Have AW-S60/2 3003431E 0001  
46) Have AW-XC5500 3003431F 0001  
47) Have AW-XC65 30034320 0001  
48) Have AW-DC/2 30034321 0001

~~~~~  
Leg Parts  
~~~~~

49) Have LN-1001 30034325 0001  
50) Have LN-1001-PX-0 30034328 0001  
51) Have LN-501 30034329 0001  
52) Have LN-SSVR 3003432A 0001  
53) Have LN-1001B 3003432B 0001  
54) Have LN-3001C 3003432D 0001  
55) Have LN-502 3003432F 0001  
56) Have LN-D-8000R 30034330 0001  
57) Have LN-2KZ-SP 30034331 0001  
58) Have LNKS-1B46J 30034332 0001  
59) Have LB-4400 30034333 0001  
60) Have LB-4401 30034335 0001  
61) Have LB-4303 30034336 0001  
62) Have LB-1000-P 30034337 0001  
63) Have LBKS-2B45A 30034338 0001  
64) Have LF-205-SF 3003433A 0001  
65) Have LFH-X3 3003433B 0001  
66) Have LF-DEX-1 3003433C 0001  
67) Have LC-MOS18 30034340 0001  
68) Have LC-UKI60 30034341 0001  
69) Have LC-HTP-AAA 30034343 0001

~~~~~  
Generator Parts  
~~~~~

70) Have GPS-VVA 3003434D 0001

71) Have GPS-V6 3003434E 0001  
72) Have GRD-RX5 3003434F 0001  
73) Have GRD-RX6 30034350 0001  
74) Have GRD-RX7 30034351 0001  
75) Have GBG-10000 30034352 0001  
76) Have GBG-XR 30034353 0001  
77) Have GBX-TL 30034354 0001  
78) Have GBX-XL 30034355 0001

~~~~~  
FCS Parts  
~~~~~

79) Have COMDEX-C7 3003435C 0001  
80) Have COMDEX-GO 3003435D 0001  
81) Have COMDEX-G8 3003435E 0001  
82) Have QX-21 3003435F 0001  
83) Have QX-AF 30034360 0001  
84) Have TRYX-BOXER 30034361 0001  
85) Have TRYX-QUAD 30034362 0001  
86) Have QX-9009 30034363 0001  
87) Have FBMB-18X 30034364 0001  
88) Have RATOR 30034365 0001

~~~~~  
Optional Parts  
~~~~~

89) Have SP-M/AUTO 3003436C 0001  
90) Have SP-ABS 3003436D 0001  
91) Have SP-SAP 3003436E 0001  
92) Have SP-CND-K 3003436F 0001  
93) Have SP-AXL 30034370 0001  
94) Have SP-S/SCR 30034371 0001  
95) Have SP-E/SCR 30034372 0001  
96) Have SP-EH 30034373 0001  
97) Have SP-E+ 30034374 0001  
98) Have SP-DEHF 30034375 0001

~~~~~  
Booster Parts  
~~~~~

99) Have B-P320 3003437F 0001  
100) Have B-P350 30034380 0001  
101) Have B-TOO1 30034381 0001  
102) Have B-72 30034382 0001  
103) Have B-P351 30034383 0001  
104) Have B-VR-33 30034384 0001  
105) Have B-HP25 30034335 0001

~~~~~  
All Back Weapons  
~~~~~

106) Have WM-S40/1 3003438D 0001  
107) Have WM-S40/2 3003438E 0001  
108) Have WM-S60/4 3003438F 0001  
109) Have WM-S60/6 30034390 0001  
110) Have WM-MVG404 30034391 0001  
111) Have WM-MVG802 30034392 0001  
112) Have WM-L201 30034393 0001  
113) Have WM-X201 30034394 0001  
114) Have WM-X5-AA 30034395 0001  
115) Have WM-X10 30034396 0001  
116) Have WM-P4001 30034397 0001  
117) Have WM-PS-2 30034398 0001  
118) Have WM-AT 30034399 0001  
119) Have WM-T0100 3003439A 0001  
120) Have WM-SMSS24 3003439B 0001  
121) Have WM-S50 3003439E 0001



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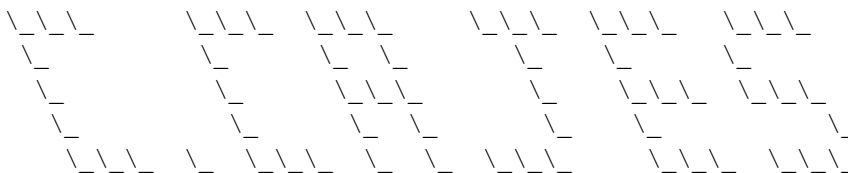
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~~~~~  
THANK YOU'S AND CREDITS:  
~~~~~

- [1] I Thank my self [CCajes <cyrus\_viii@hotmail.com>] for making again a FAQ and making this information about armored core: Project Phantasma as complete as I can and for playing this game almost everyday just to get more information.
- [2] Thanks to www.gamefaqs.com for accepting this FAQ and posting this in their website.
- [3] Thanks to Software<www.fromsoftware.co.jp> for making such fine game.
- [4] Thanks to ASCII Entertainment<www.asciient.com> for bringing the game.
- [5] Thanks to people who read and appreciate my work to help all gamers in playing this game.

This dócûmènt is cópyright 2000



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