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By: Andrei Dumitrescu, Games Editor



[Armored Core 2 Hints I \(PS2\)](#)

Get new AC parts

Armored Core 2 is a mecha video game in the Armored Core series. Sixty-seven years after the events of the first game, Earth's second largest corporation, Zio Matrix, acquires plans for a research project on Mars, dating back before the Great Destruction. Using these plans, Zio sends a research team to Mars to begin the Terraforming Project which causes the Martian surface and atmosphere to approximate that of Earth. Other corporations quickly learn of the project and follow Zio, bringing with them the competitive environment that existed on Earth. Similar to the first game, the player starts off with a basic AC and is expected to complete a **trial mission** which consists of destroying several MTs. Completing the mission will register the player's character with Nerves Concord, a "mediation" firm much like the Raven's Nest of the PlayStation era games. From that point on, the player is relayed missions by their Nerves Concord manager and completing these missions will advance the game's storyline.

GAMEPLAY HINTS

Defuse Explosives: Extra money Select the Defuse Explosives level and equip yourself with the Karasawa MK II. Stay far away from the flame throwers and destroy them with the Karasawa. You should not get hit very much and get an easy 43,000 credits.

Destroy the main computer: Hidden AC part On the mission given by LCC to destroy the main computer, you will play in the same starting area as the radar destroying mission. However, you will start at the place just to the right of the secret part. From here, move left two containers and blow the third one up to receive the part. The part is an extremely fast lock on missile launcher that fires 12 in just 6 to 7 seconds with 60 rounds.

Destroy Containers: Hidden AC part When you have to destroy the crates during the snow mission, enter the crack to the right of the starting location. Destroy part of the airplane to open a small cave. It contains a part that makes your left arm weapons or shields power up.

Eliminate Leos Kline: Hidden AC part On the mission where the Earth Government sends you to kill Klein, but requests that you keep their surrounding system intact you can find a new set of energy weapon type arms. Note: This turns out not to be the real Klein but an unmanned AC. Equip a head with a hacking of 4 or greater. In the last hallway before entering the chamber where you will do battle with the fake, you will encounter two side doors. The first door will be on your right and the second will appear on your left, just a few feet before the door to the main chamber. On the floor of the small room behind that left door is the hidden AC part. The AC part's description states that they are considered to be a more energy-based version of the modern slug gun.

Ground Based Assault: Hidden AC part Go to the opposite side of the map. Fly underneath the bridge to find a ledge that has a hidden AC part, which is the highest armored head available.

Infiltrate Radar Base and Destroy Radar Base: Hidden AC parts There are two AC parts in the same building on both of these levels. Get outside, then move all the way to the right to find three buildings with doors on both sides. Shoot the door on far side of the building furthest to the right to find a different part on each of those level. Here's the final mission of the game: