

By: April 2008, mitrescu, Games Editor

Armored Core 3 Hints II (PS2)

Defeat any enemy

Armored Core 3 is a mecha video game in the Armored Core series. Set in a post-apocalyptic future, Armored Core 3 depicts a subterranean society called "Layered". It is ruled by an AI simply known as "The Controller" and dictates nearly everything that goes on in this world. The two major corporations, Mirage and Crest Industries, fight for dominance and control over Layered's land and assets. All is not right with The Controller however and odd things happen that might even go so far as to suggest that the logic system is failing... Like **Armored Core** and Armored Core 2, you are given a trial mission to see if you are talented enough to join the mercenary group dubbed Global Cortex. New features within Armored Core 3 include consorts (additional allies that can be obtained to assist you in a mission), detachable weapons (thereby lessening your total weight and increasing speed), and a new Core classification; Exceed Orbit (EO) which sacrifices the power of Overboost and allows you to deploy a built-in, autonomous weapon on your Core.

GAMEPLAY HINTS **Get any enemy** Buy a chaingun, then stand in one place and fire. You should kill the enemy very quickly. Equip the fastest leg part (petal) and the machine gun with 1000 ammunition. In the battle arena, strafe around your opponents until they run out of ammunition. This takes time, but it works. You can also equip the best generator you can. Do not worry about AP, as they will not hit you that often. To defeat literally anyone in the Arena (even Exile), equip the following parts and go to the reservoir. Immediately turn left and go as quickly as possible to the platforms sticking out of the reservoir wall. Try to use over-boost as much as possible. First, boost up to the lowest one, second from right, and from there boost to the next one, to the right. Once you land on that platform, turn on your extensions and blast away. If you are fighting Ace, he might land on your platform and shoot you or stand there and recharge his energy. He will probably fly up again and go out of bounds by flying too high. The recommended parts are as follows. Seth Kursel. Head: CHD-Skyeye (highly stable Crest masterpiece) Core: CCL-01-NER (Good OB thrust, but lacks defense) Arms: CAW-DVG36-01 (Toggle missile type: vertical/torpedo) Legs: CLR-00-MAK (a fine example of Crest workmanship) Booster: n/a FCS: AOX-F/ST-6 (Enhanced VREV-ST-1, six locks max) Generator: KGP-ZSV (Revised version of the KGP-ZS4) Radiator: RMR-SA44 (Competing product with the RIX-CR11) Inside: n/a Extension: KWEM-TERRIER (Vertical launch support missiles) Back Unit R: MWX-VM20/1 (Dual vertical missile launchers) Back Unit L: MWX-VM20/1 (Dual vertical missile launchers) Arm Unit R: n/a Arm Unit L: N/a Optional Parts: OP-Intensify or your choice. When facing anyone in the Arena, use the middle machine gun with 500 ammunition, the second blade for the left arm, and the second hover legs. Hold R1 or L1 to circle around the other AC. This trick usually works until the top seven opponents. Then, just create an AC like Ace's. When you get to Ace, use the second hover legs again. In an arena fight, go to the "Reservoir". Go straight to the ledge jutting out of the big wall. Your opponent will move around a lot, while you can fire missiles at them safely out of reach. Make sure you have missiles on each shoulder, as you can miss a lot. This can be long and boring, but it works well until you get to the higher levels. **Bonus parts** Get an "S" rank on every mission. Depending on the mission, you will receive various parts that cannot be earned by getting a lower rank. Each mission is based on speed, damage taken, and ending price. **AC Test 1: Hidden part** Get a "A" or higher rank in the AC Test 1 (target practice exercise) to unlock the MLH-MX/VOLAR (heavy humanoid leg). Tom Mattson. **Defend Crest HQ: Hidden part** Complete the mission with an "A" or "S" rank. You will get a mail stating that you were very good and that a new leg part, CLF-D2-ROG, is in the shop. It is a quadruped leg part. Here's the final mission in Armored Core 3: