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## [Armored Core 4 Glitches \(Playstation 3\)](#)

*Fire up your engines, warriors!*

The world experienced a period of rapid population growth, which put a strain on global food and energy supplies. As populations increased, so did the gap between the wealthy and the poor, and so did the unrest between the classes. Eventually, violence began to erupt and the governments quickly lost control of their populations as their cities were consumed by terrorism and anarchy. People began turning to corporations, complete with private armies, to keep them safe from the chaos. In the midst of the meltdown, the world's six most powerful corporate conglomerates decided to do away with national governments and install their own brand of rule and law. They launched a full scale war on the nations of the world, which came to be known as the Nation Dismantlement War. Using advanced [Armored Core](#) technology, the corporations decimated the forces of the nations and declared victory in less than a month. With the old nations of the world effectively toppled, the corporations set out to work on a new system of government. **Glitches 300 FRS Points, the easy way.** Normally, after completing the normal playthrough and all simulator battles, a player should have 263 FRS points. To acquire the remaining 37, a player must S-rank each mission in Hard mode, however, there is a simpler trick to achieving 300 FRS points. Requirements:- Normal mode completed (this is a must)- Simulator completed (have not checked, but better safe than sorry)- Hard mode accessible (this is a must) Now select a relatively easy HARD mode mission (for this, I chose Hail of Bullets) and proceed to complete the mission, achieving initially a rank of LOWER THAN S. Then, upon completion of the mission, replay the same mission, but this time, acquire an S-Rank on it, and you will receive your FRS point. Now you may repeat that mission, and for each time you S-Rank it, you will receive another FRS point, up to the maximum 300. I have tested this on Regulations 1.10, and confirmed this works. Other tests done by other players confirm this works as well on Regulations 1.00. This will allow players to achieve 300 FRS without having to S-Rank every hard mode mission. The game can also be played in multiplayer mode. Here's a great deathmatch: