XBOX 360

WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information.**www.xbox.com/support.**

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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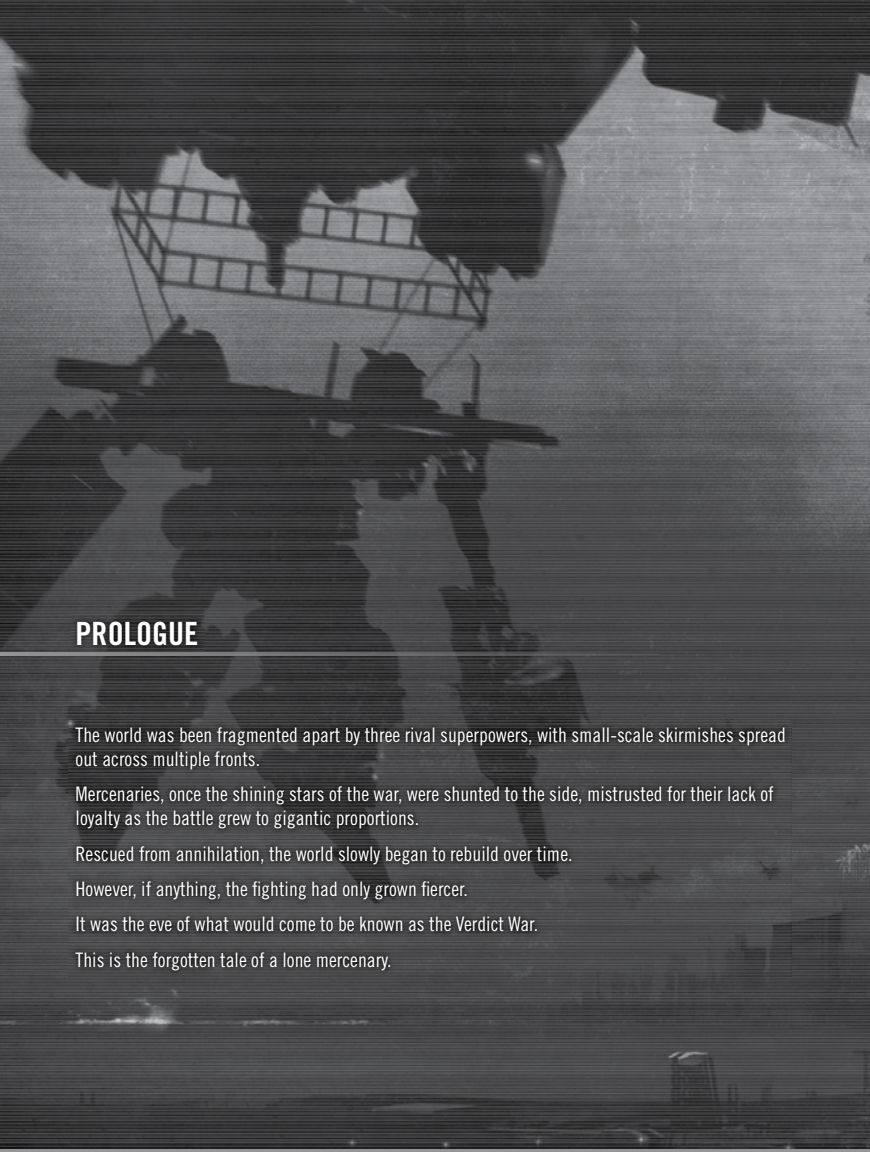


PROLOGUE

The world was been fragmented apart by three rival superpowers, with small-scale skirmishes spread out across multiple fronts.

Mercenaries, once the shining stars of the war, were shunted to the side, mistrusted for their lack of loyalty as the battle grew to gigantic proportions.

Rescued from annihilation, the world slowly began to rebuild over time.

However, if anything, the fighting had only grown fiercer.

It was the eve of what would come to be known as the Verdict War.

This is the forgotten tale of a lone mercenary.

STORY

The Three Forces

The world struggles to recover from the verge of extinction. Three armed factions vie for control over the ravaged landscape with military might. The factions build their territories around the Towers -- structures left behind from the Last Age that still dot the globe. Their desire to expand territory has led to constant conflict.

SIRIUS EXECUTIVES

One of the Three Forces. Initially formed in a merger of small colonies based in so-called "habitable areas", pockets of land that escaped total destruction. The former organization MoH is said to have been key among the faction's early constituents. Ample resources enabled a comparatively swift recovery and commensurate expansion, leading to repeated, violent clashes with Venide. With the rise of EGF, that tension has developed into a three-way deadlock.

VENIDE

One of the Three Forces. United under autocratic rule, the faction spread its influence by absorbing nearby habitable areas by force. It is characterized by a strictly hierarchical, quasi-feudal social system, and is known as the most bellicose of the Three Forces. Venide has a long history of friction with Sirius due to the factions' similar size, but the recent ascent of EGF has seen that rivalry expand into a three-way standoff.

EGF

One of the Three Forces. Officially called the Evergreen Family, this collective emerged from the worst-ravaged areas of the world, and remains the least populous of the Three Forces. Nevertheless, its peoples' high degree of adaptability has seen them flourish despite harsh surroundings, and they have been exceptionally proactive in their research of Last Age ruins, including the Towers. Though they had a later start than the other Forces, their formidable technological mastery has earned them essentially equal standing with their rivals. A formerly nomadic people known as the Cendrillon are said to have been central to EGF's recovery, and the faction's present leader is said to be descended from that tribe.

CONTROLS

Xbox 360 Controller

▸ Basic Menu Controls

Directional pad	Select option
Left stick	Select option
A button	Confirm selection
B button	Back
Left trigger	Text chat
Right trigger	Show team member details
START button	Display manual
BACK button	Option details (Show detailed information for certain options in the workshop menu, etc.)

For detailed controls for each menu, check the guide display on the upper-right corner of the screen or consult the manual by pressing the START button.

▸ Basic Battle Controls (default configuration)

Directional pad	[Left] Buzzer, [Right] Text chat, [Down + LT/RT] Purge
Left stick	Move
Right stick	Turn / move viewpoint
A button	Jump / Boost Drive
B button	Use Recon
X button	High boost (hold for boost charge)
Y button	Use Ultimate weapon, [+ LT/RT] Shift bays
LB	Activate/De-activate boost
Left trigger	Use left arm unit / Spot (when in Scan Mode)
RB	Use shoulder weapons
Right trigger	Use right arm unit / Scan (when in Scan Mode)
Left stick button	Glide Boost
Right stick button	Change mode
START button	Pause
BACK button	Display menu

▸ Basic Operator Controls

Directional pad	[Up] Zoom in/out on map, [Left] Buzzer, [Right] Text chat, [Down] Change Link View screen (fullscreen)
Left stick	Move cursor, [+ LB] Increase cursor speed
Right stick	Move on map (when zoomed in), [+ LB] Increase map speed
A button	Set beacon B
B button	Set beacon A
X button	Set beacon C
Y button	Set beacon D
Left trigger	Spot
RB	Display member details
Right trigger	Scan
Left stick button	Use Recon
Right stick button	Link View
START button	Display button guide

GETTING STARTED

Quick Start Guide

Follow these basic steps if you're playing Armored Core: Verdict Day for the first time.

01 Connect to Xbox LIVE (optional)

Connect to the Xbox LIVE service. You must connect to Xbox LIVE in order to play online (P.12).

02 Accept the online terms of use

Scroll down to the bottom of the onscreen terms of use and select "Agree". You cannot select "Agree" until you read the terms of use to the end. If you do not agree to the terms, you will play the game in offline mode.

03 Import data from previous game

Select whether or not to import your data from Armored Core V, the previous game in the series.

This game allows you to import personal data, AC data, downloadable content (DLC), and other information from Armored Core V. You can import this data the first time you launch the game. (If you import your data, your pilot name and other settings will also be carried over.)

Game Data

* All upgrades for your upgradable parts will be reset to the default "Tuned" part status.
* For each upgradeable part that you have more than one of, you will carry over only one of each type.
* The amount of money you possessed will be reset.

"Note that you cannot import data after creating a new set of pilot data. Once you import data from a previous game, you will not be able to import it again.

* All downloadable content from Armored Core V will be available for use as-is."

04 Set up player info

Configure your emblem, pilot name, primary operation base, and other data, then select "Finish".

05 Play the tutorial

You have the option of playing through a set of tutorial stages that lets you practice the basic controls as you play.

06 Join a team

You may either enlist in an existing team or start one of your own. If making your own, you'll be asked to set up your team's data. (Note that once you name your team, you can't change it later.) If joining another team, you can find a team using your choice of search conditions, then send an enlistment request. Some teams allow for free enlistment, while others may ask for a password or need to approve your request first.

Quick Start Guide

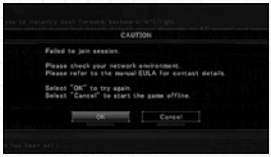
You have the option of playing through a set of tutorial stages that lets you practice the basic controls as you play.

Compatibility packs

You will need the latest compatibility pack before you can connect to the Armored Core: Verdict Day server and play online. You can download the latest pack for free from the Xbox Games Store if prompted to by a software update. If you don't have the newest compatibility pack, you may not be able to access all network functionality.

Error codes

You may be shown an error code if your gameplay experience is partially inaccessible, such as if your account is restricted or the network is unavailable.



Autosave

This game automatically saves your progress and other data as you play. You'll see a save icon on the bottom-right of the screen when the game is saving, loading, or accessing the network. Do not quit the game, shut off the power, or unplug the console while this icon is being displayed.

Required free space

The following data is saved as you progress through the game. You need at least 170MB of free space on your Xbox 360 Hard Drive or Xbox 360 Memory Unit to save your data.

Progress data	Your in-game status and settings.
AC data	Your customized ACs (up to 50).
UNAC data	Your customized UNACs (up to 50).
Paint data	Your emblem and decal data (up to 64 types).
Custom territory data	Customized territory content (up to 50 items).
Operation file data	The operation files stored after completing missions (up to 25).
Screenshot data	Screenshots taken during gameplay (up to 50).

Shutting Down

To quit the game, make sure the save icon isn't being displayed onscreen, then turn off the console, etc. to finish play.

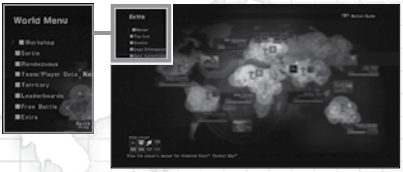
IN GAME MANUAL

Using the In-Game Manual

This game automatically saves your progress and other data as you play. You'll see a save icon on the bottom-right of the screen when the game is saving, loading, or accessing the network. Do not quit the game, shut off the power, or unplug the console while this icon is being displayed.

Accessing from the menu

You can access the in-game manual at any time from the World Menu by selecting "Extras", then "Manual". Select the category you wish to view.



Accessing via button press

If the word "Manual" is displayed on the upper-right corner of the screen (such as in the World Menu or workshop), press the START button at any time to view the manual entry for whatever screen is currently being displayed.

ONLINE PLAY

About Online Play

Connecting your Xbox 360 to the Armored Core: Verdict Day network and playing in online mode is highly recommended, even if you're playing solo. To play online, you will need a working network environment, as well as an Xbox LIVE Gold Membership.

Online settings

Depending on your Xbox LIVE online settings, you may not be able to access all or part of Armored Core: Verdict Day's network content. Check your settings before starting play.

If you're having trouble getting online play to work, press the Xbox Guide button on your controller, select "Settings", and select "System Settings". From "Network Settings", select "Wired Network" or the wireless network you're currently using, select "Test Xbox LIVE connection", and check your current NAT status. If you see a NAT error, you may not be able to join certain game sessions or hear other players' voices when playing online. Consult www.xbox.com/nat-help for more NAT information.

Server Maintenance

If Armored Core: Verdict Day is currently undergoing server maintenance, you will not be able to access online functionality apart from Free Battle, even if you're connected to the network.

Offline Restrictions

If your console is not connected to the network, or you did not agree to the online terms of use, you will play offline and not be able to access the following network content:

- Cannot go on normal or special team sorties.
- Cannot exchange data or access team-oriented functions.
- Cannot play Co-Op or Free Battles with other players.
- Cannot register as or hire a mercenary.

Your save data, including your current money, parts, and paint data, is shared between online and offline play. For online-only content, such as team-related elements, save data may be handled differently between online and offline.

Downloadable content

You can download assorted extra content for use in Armored Core: Verdict Day from the Xbox Games Store. You can also use all downloadable content available for Armored Core V in this game. Armored Core V content is accessible on a different page from this game; visit the Armored Core V section of the Xbox Games Store to access this content.

* English voices have changed from the Armored Core V downloadable content.

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MERSENNE TWISTER
A C-program for MT19937, with initialization improved 2002/2/10.
Coded by Takuji Nishimura and Makoto Matsumoto.
This is a faster version by taking Shawn Cokus's optimization, Matthe Bellew's simplification, Isaku Wada's real version. Before using, initialize the state by using init_genrand(seed) orinit_by_array(init_key, key_length).

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