

THE WORLD OF FACEBALL VB

Welcome to the ultimate virtual cybernetic obstacle course of Bullet-Proof Software's *NikoChan Battle* (aka *Faceball VB*), where demolishing all Smiloids is the name of the game. With your Holographically Assisted Physical Pattern Yielded For Active Computerized Embarkation (HAPPYFACE), you can rush, turn, strafe, and shoot your way through all the opponents and mazes that await you.

THE GREATEST VIRTUAL REALITY SPORT OF THE FUTURE GOES TRULY VIRTUAL!

Faceball VB serves up the fun and excitement of the Game Boy and SNES versions, while adding a few new touches of its own. Imagine that you are in a virtual reality battle in a VR 3-D battle maze. Your goal is to defeat all opponent Smiloids within the 99-second time limit to move on to the next maze. Taking cover behind walls, strafing past opponents' shots, and collecting and using special-ups keep you in the running. What makes *Faceball VB* come together is the quickness and smoothness of the scrolling and, of course, the excellent stereoscopic effects that will keep you virtually engaged!

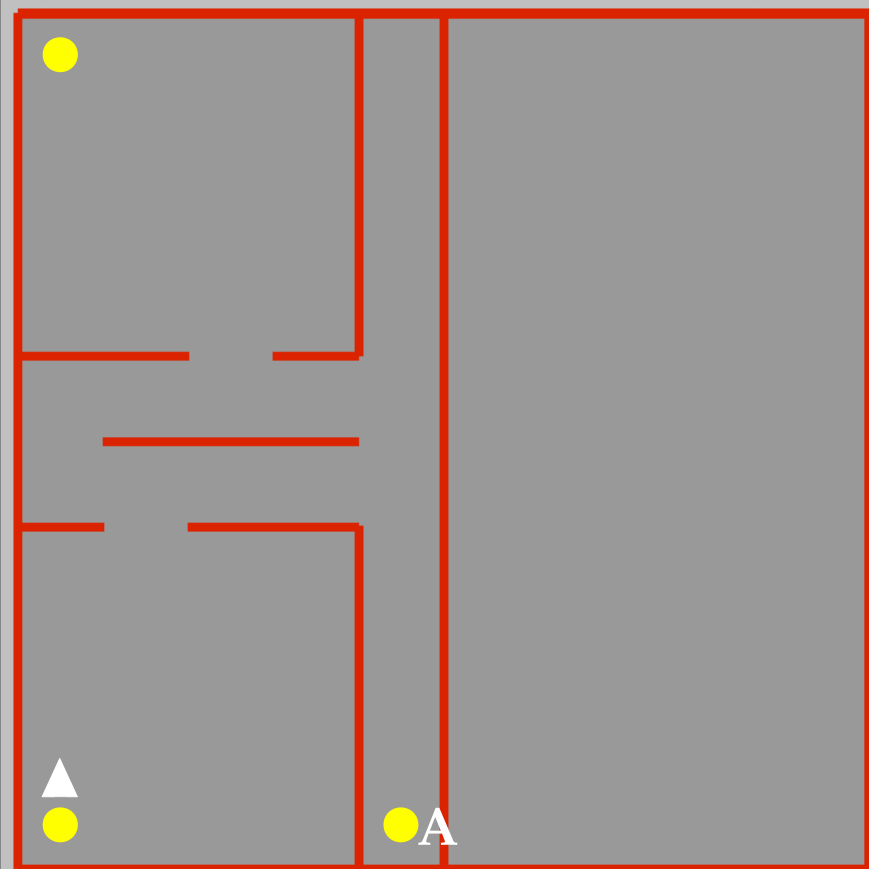
ABOUT THE MAZE MAPS

Each of the maze maps in this book is numbered in accordance with the corresponding maze number of the Debug Menu, which is brought up in the game by pressing A, B, L and R Trigger, SELECT and START simultaneously while playing any stage. All of the data on the following maze maps will remain the same, no matter what Debug Menu settings you may decide to change. This book's maps, along with their description pages, can be used to help you set up your own Debug Menu challenges – since you can know from these what enemies, whose hit points you intend to change, will be located in the selected maze – and these can also be used to help you formulate a strategy before starting a stage.

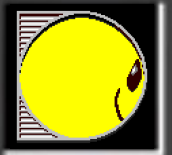
MAZE MAP BASICS:

The player's starting position and direction are portrayed on a map page by a yellow circle, representing the player, along with a white triangle pointing in the starting direction. Standard, non-breakable wall panels appear on the maps in a red color. Breakable wall panels, which appear in the game as flashing walls, appear on the maps in light red, while in-game transparent walls appear on the maps in light blue. If a Smiloid has a drop item, then a letter will appear next to the circle on the map indicating the Smiloid's in-game starting location, and the drop item will be the one depicted beneath the same letter on the right side of the map page.

MAZE 00



A



MAZE DATA

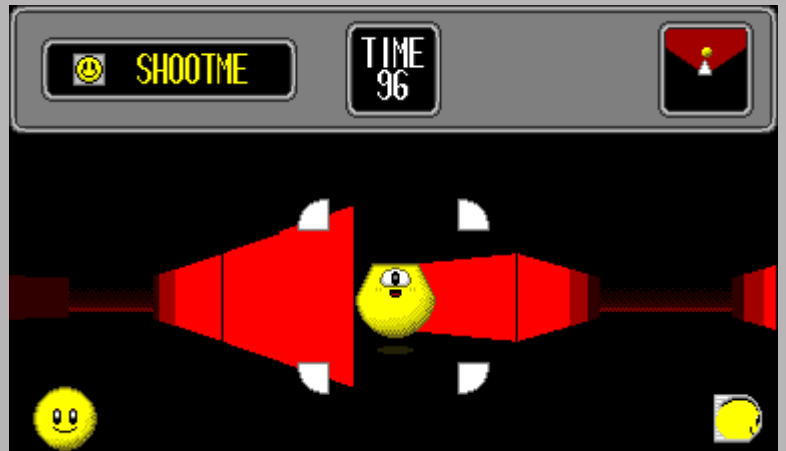
OPPONENTS = 2

SPECIAL-UPS = 1

SHOOTME

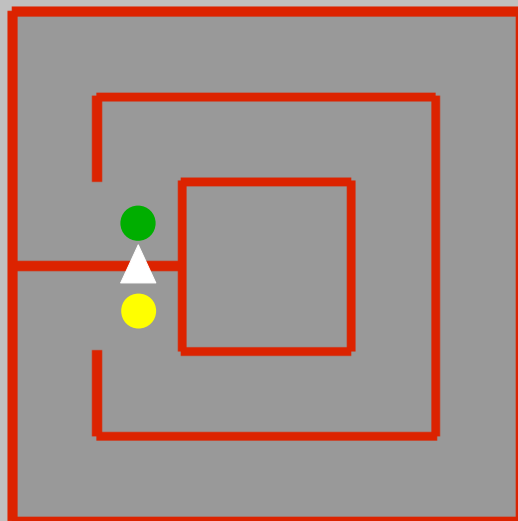
Shootme slowly wanders around the maze, seemingly randomly, until either it happens to find you or you find it. Once you are in its sight, it remains firmly in its location and slowly keeps shooting bullets directly at you, until you destroy it or move out of its sight, in which case it will resume moving about aimlessly.

Since Shootme does not change its location once it sees you, you can take advantage of this by centering it in your sights, remaining perfectly still yourself, and continuously shooting its bullets out of the air until you manage to hit and snuff out Shootme.



Shootme says: "Please shoot me because I am a baka."

MAZE 01



MAZE DATA

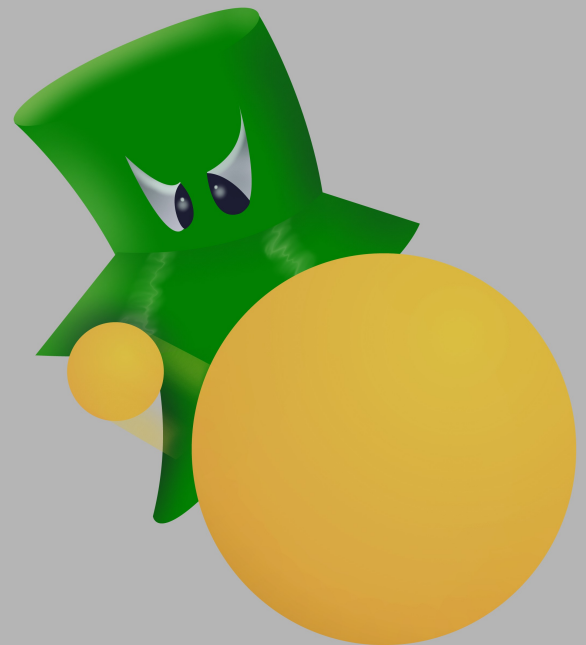
OPPONENTS = 1

SPECIAL-UPS = 0

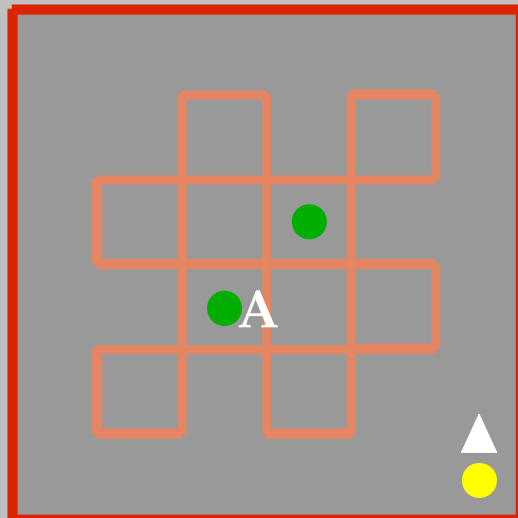
ASSASSIN

This Smiloid likes to roam through corridors until it sees you. You cannot sneak up on Assassin, but it loves trying to sneak up on you. It will attempt to advance toward you stealthily and inflict damage with a melee attack when you are not looking, but if it knows it has been spotted, then it will try to rush away from you very fast.

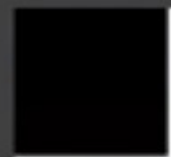
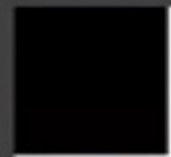
Since Assassin likes to be sneaky, two can play that game. Try moving to a place close to Assassin, where it can see you, but intentionally do not look at it. When you see the “WARNING” message on the screen, you know it is coming to get you. Make a quick turn in its direction and shoot it as its stealth attack fails.



MAZE 02



A



MAZE DATA

OPPONENTS = 2

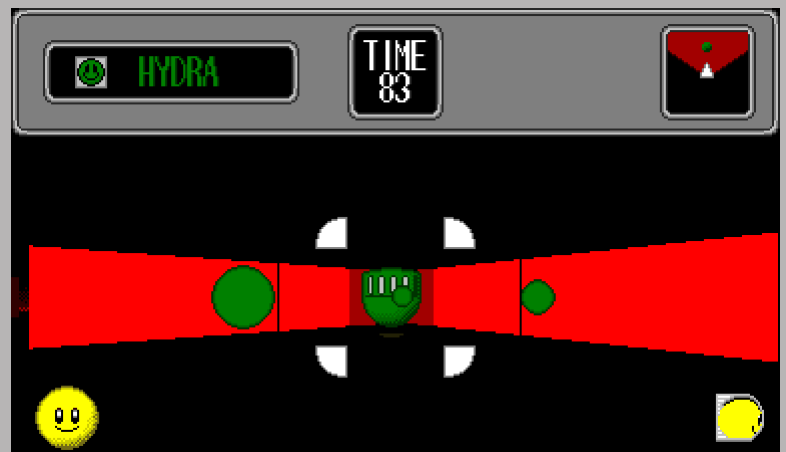
SPECIAL-UPS = 1



HYDRA

This opponent moves around the maze very little, remaining largely in place, until you shoot it, after which it rushes toward you in an attempt to smash into you and inflict harm, and then it resumes its normal behavior. When it detects you, it shoots out many bullets in various directions, while remaining still.

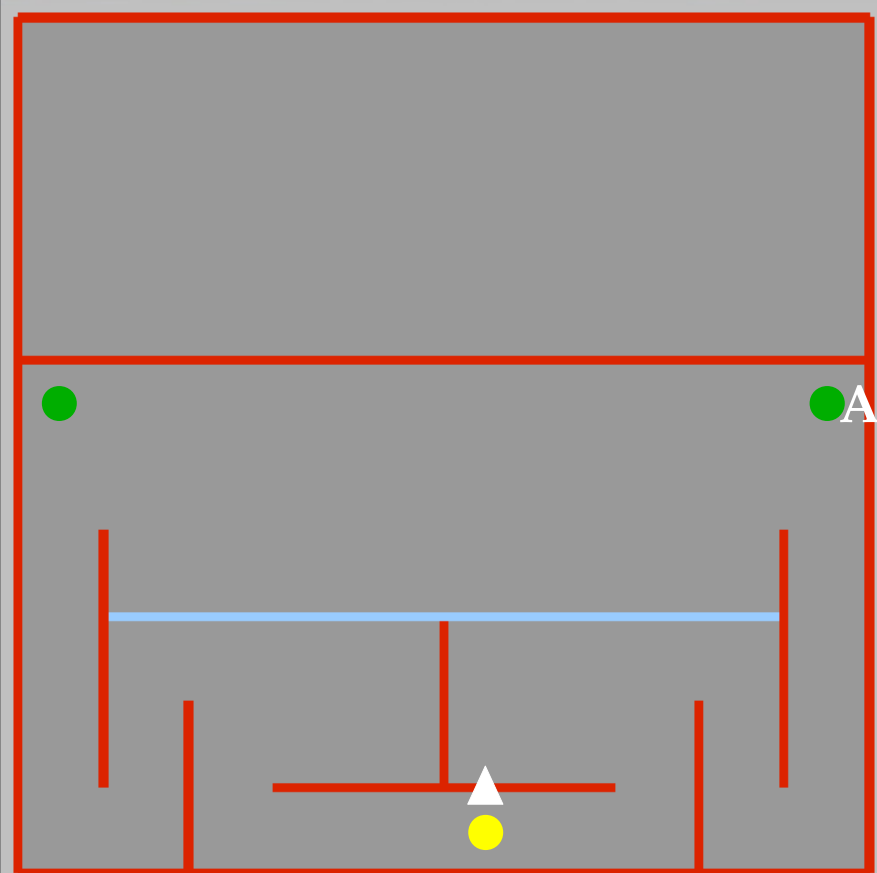
The number of directions where Hydra shoots when you are detected is limited, and the directions where it shoots do not change while you are in its vicinity. Therefore, try keeping your distance and finding a safe spot where no bullets ever pass. Then, from there, send your own barrage of bullets Hydra's way!



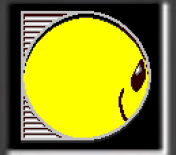
Hydra says: "I will kill you!"

Happyface says: "Hit me if you can!"

MAZE 03



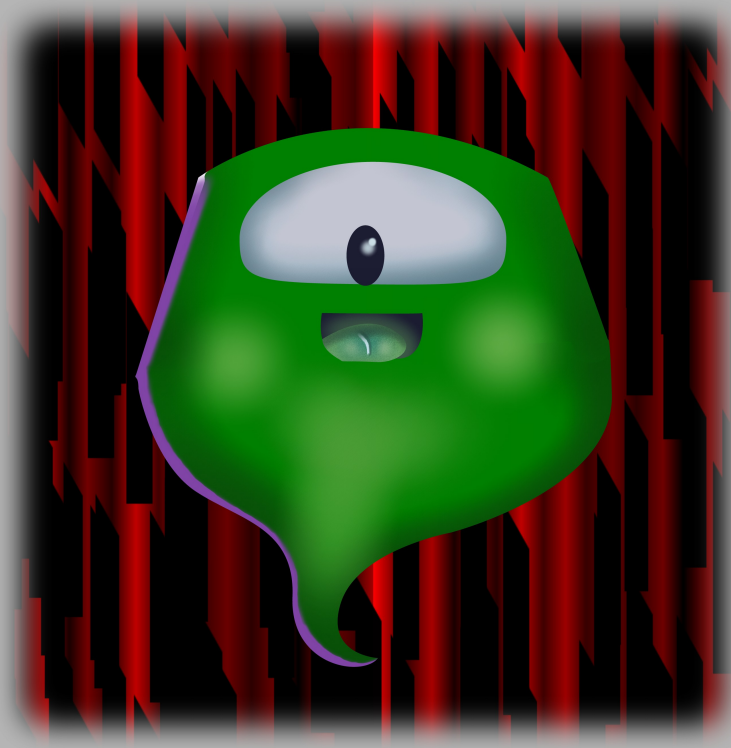
A



MAZE DATA

OPPONENTS = 2

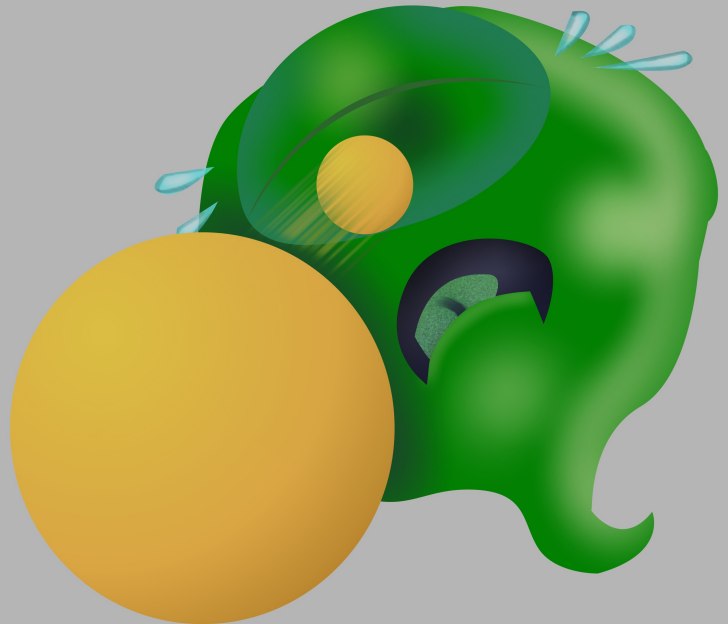
SPECIAL-UPS = 1



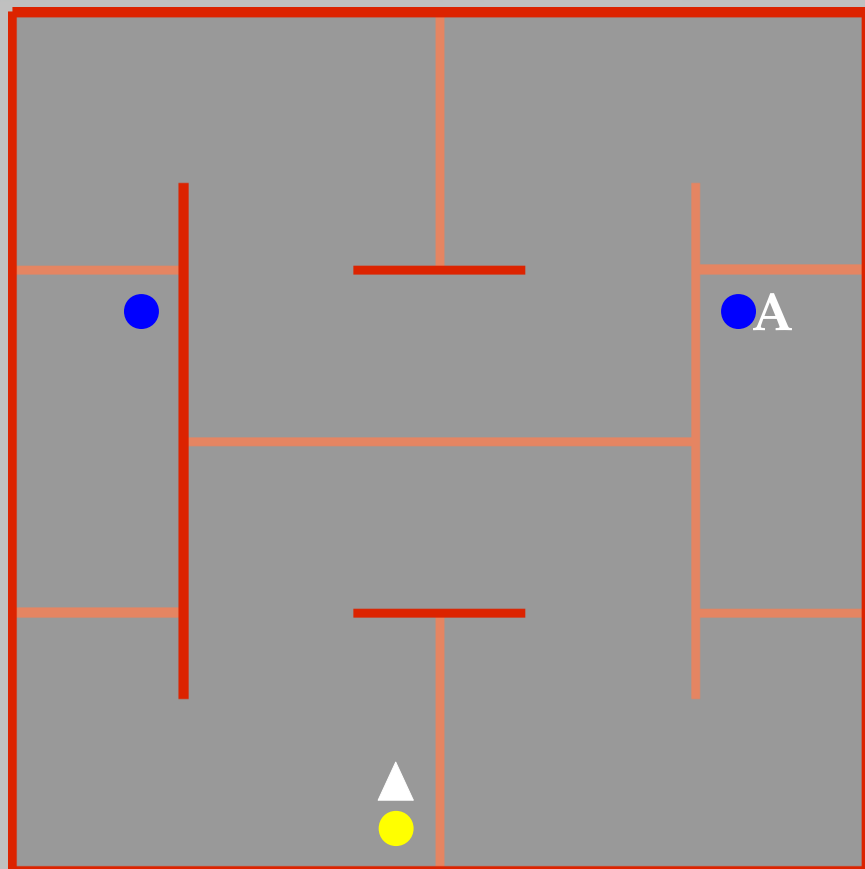
GHOST

Ghost remains still until you come before its eyes, and then it tries to rush straight at you and smash into you. If you move out of its way, it does not try much at all to come after you again, unless you move to where it can see you once more. If you shoot Ghost while it is charging at you, it does a 360 and then continues to rush toward you.

Ghost is a glutton for punishment. If you happen to come across Ghost while it is looking the other way, you can simply fire away until it is defeated. If it sees you and begins to charge, you can either keep firing at it while moving backwards or move out of its way and then annihilate it while it is not looking.



MAZE 04



A

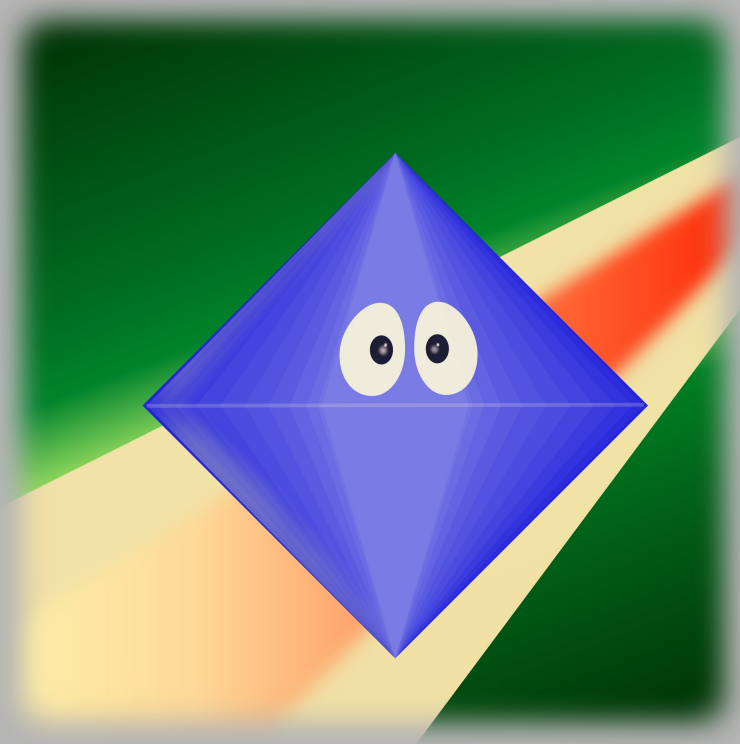


MAZE DATA

OPPONENTS = 2

SPECIAL-UPS = 1

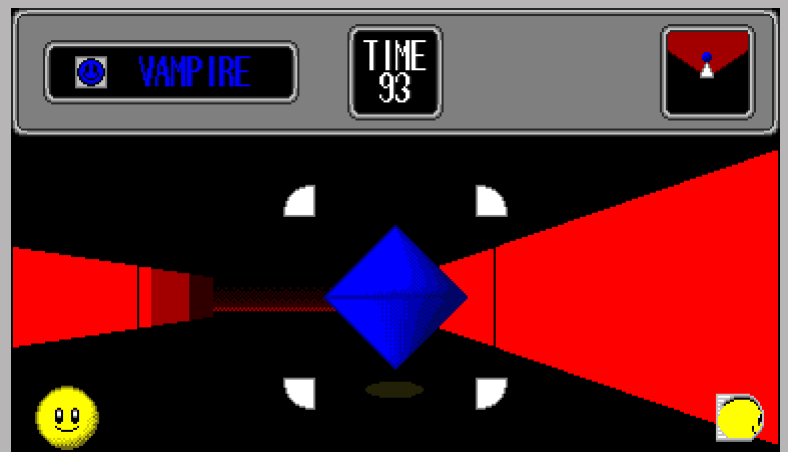




VAMPIRE

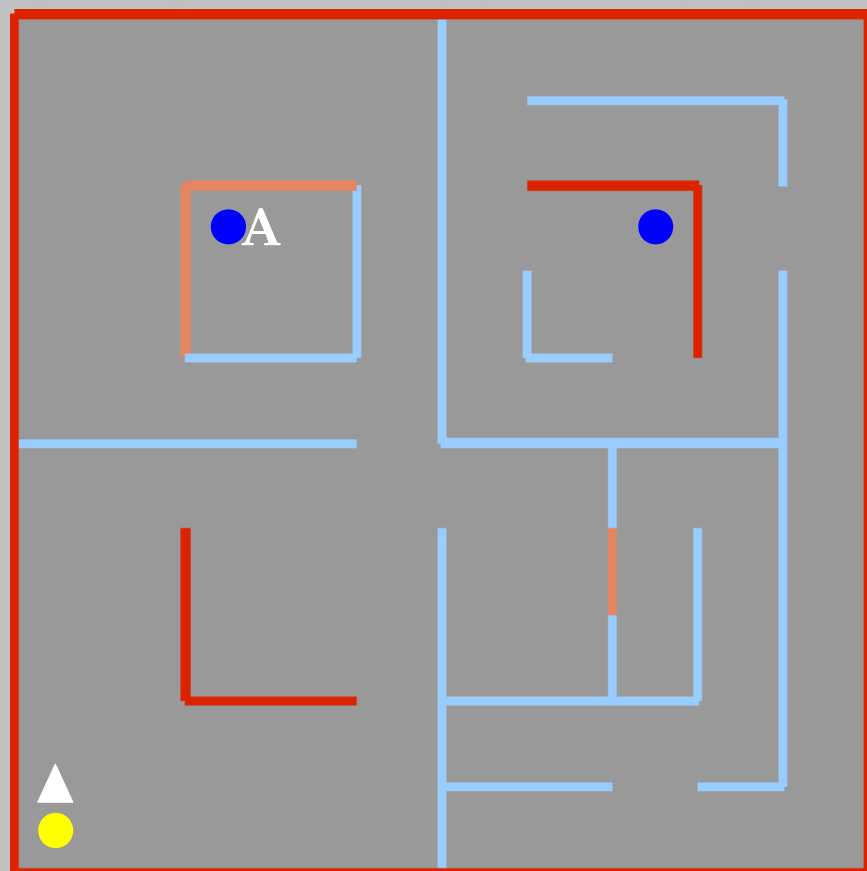
This one remains perfectly still unless you move within its area of sight, after which it launches forth in the direction its eyes are facing like a cue ball getting struck by a cue stick, and it likewise bounces off any walls it comes across, much like a cue ball bouncing off the sides of a billiard table, until it returns to a standstill.

If you encounter Vampire and it sees you, predict the path that it will take based on its aforementioned behavior and keep yourself off of the predictable path. If you approach Vampire while it is looking the other way, it is as good as a sitting duck.



Happyface says: "Vampire will never know what hit it!"

MAZE 05



A



MAZE DATA

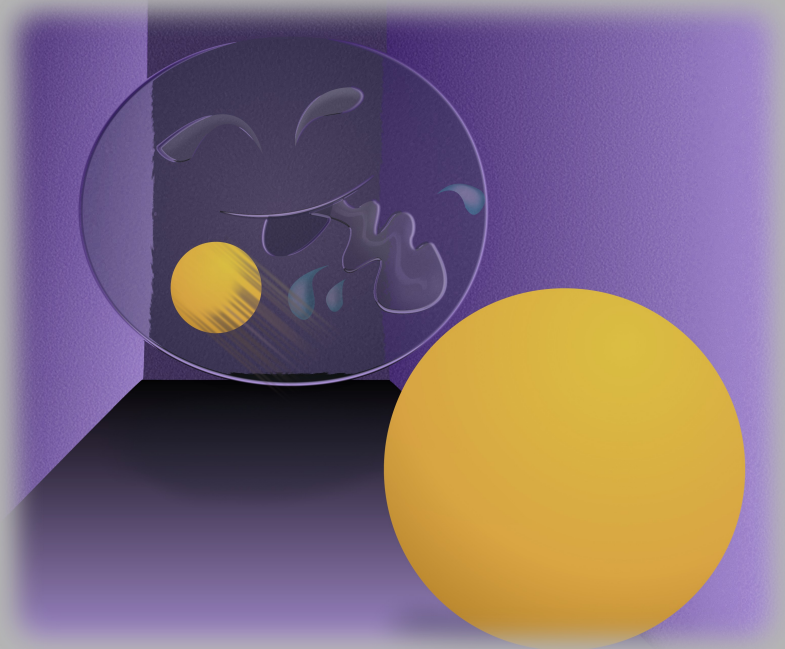
OPPONENTS = 2

SPECIAL-UPS = 1

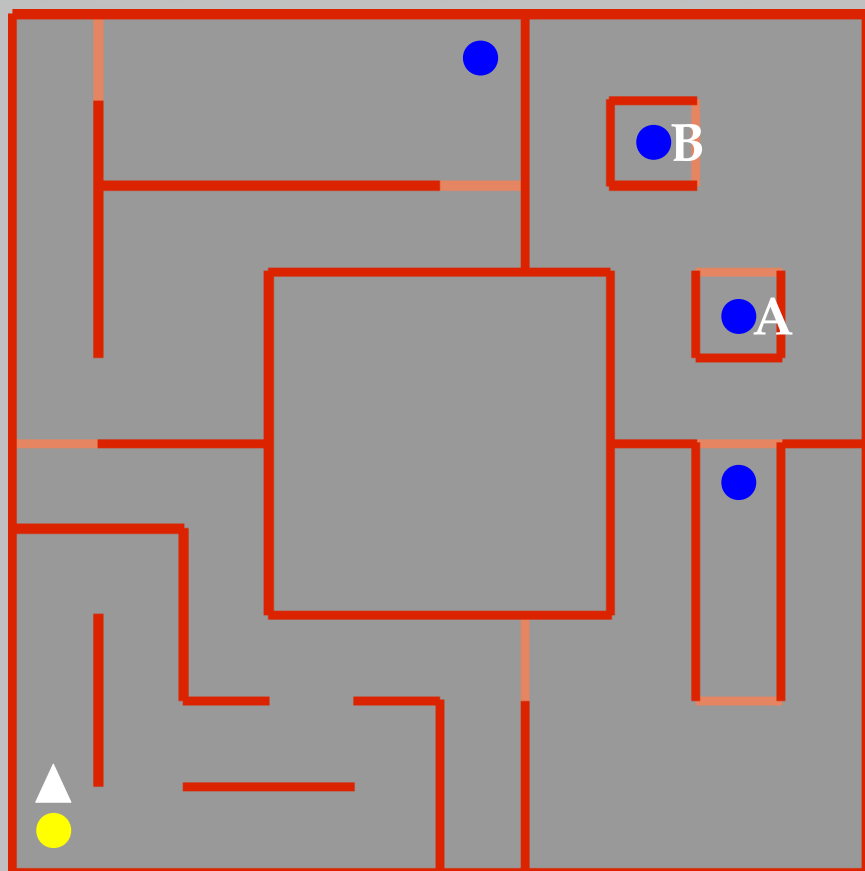
INVISIBLE

This is a tricky opponent that moves around a large area within the maze until you are within its sights, after which it may shoot at you while still continually moving around or even attempt to rush into you and hit you with a melee attack. Most importantly, this Smi-loid is, of course, invisible.

While its form may not be visible, you can still see Invisible's shadow in the playing field and its icon on the in-game map. Be sure to press SELECT and keep the in-game map on screen to help you track down Invisible. Once you encounter it, remove the map to help you better focus on the hard-to-see shadow. Keep moving and do not let Invisible best you!



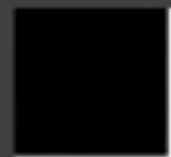
MAZE 06



A



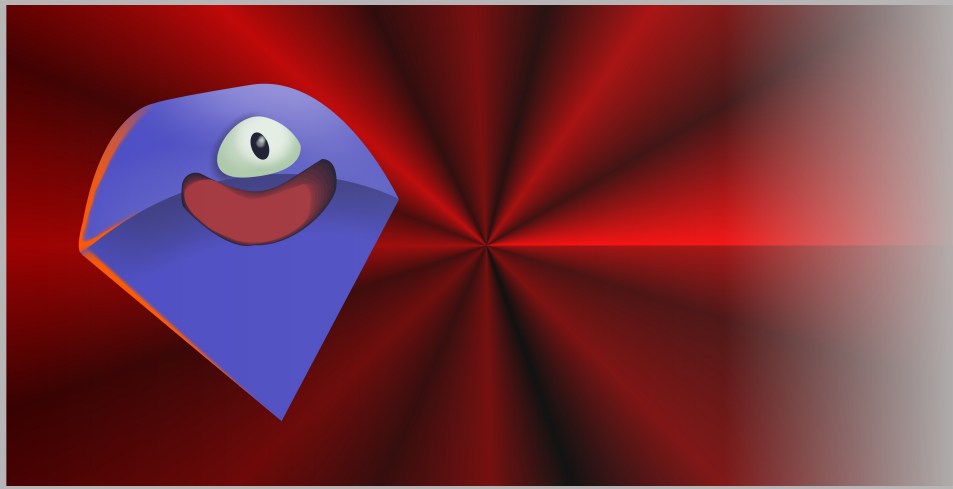
B



MAZE DATA

OPPONENTS = 4

SPECIAL-UPS = 2

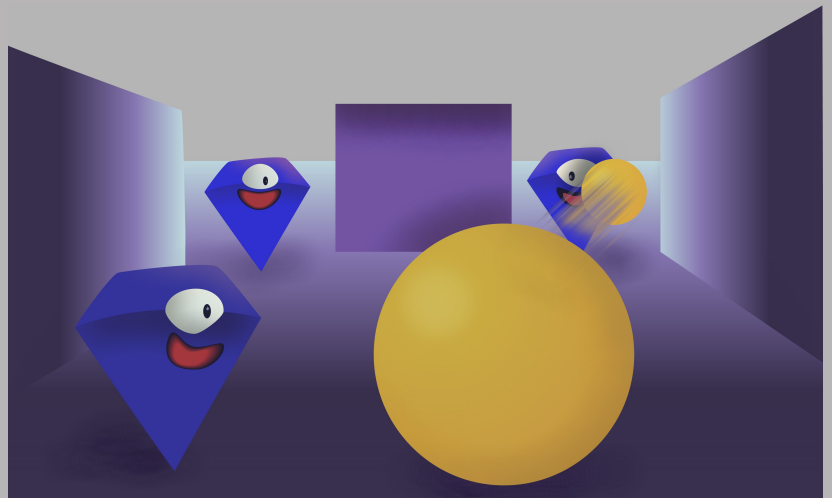


BERSERKER

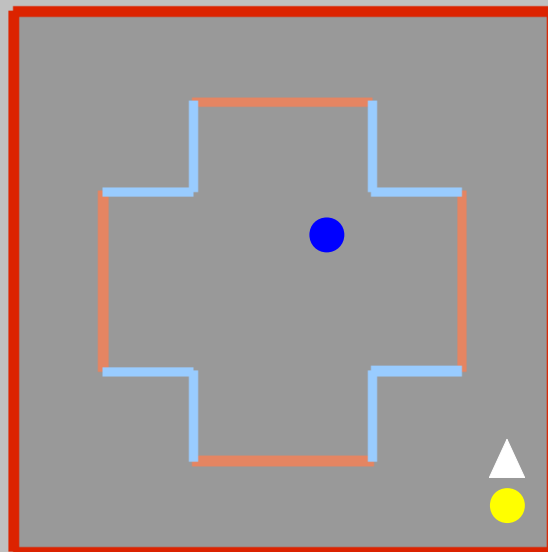
Berserker roams around the maze until it is in your sight, and then it charges at you at a high speed,

If Berserker is in your sight, it is already aware of your presence. When it begins to charge straight at you, try to keep firing at it while moving backwards. If it is already too close or there is not enough space behind you, move quickly out of its way and give yourself room to work with.

trying to damage you with a melee attack, while performing 360 maneuvers to try to dodge your shots. It does a very good job of tracking you and only resumes roaming about if you manage to get yourself far out of its vicinity.



MAZE 07

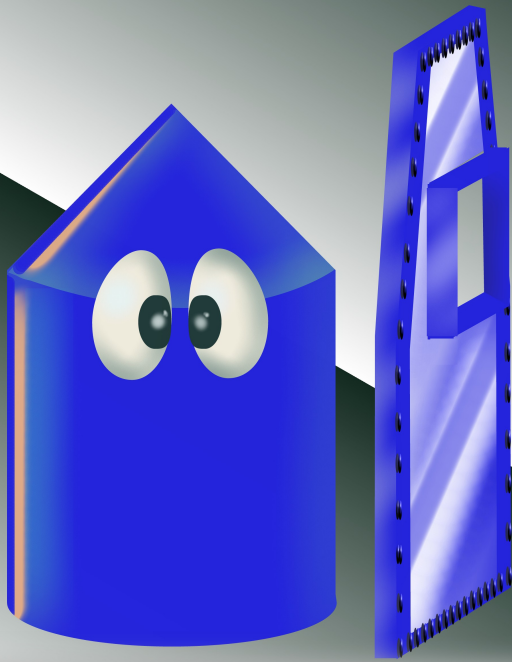


MAZE DATA

OPPONENTS = 1

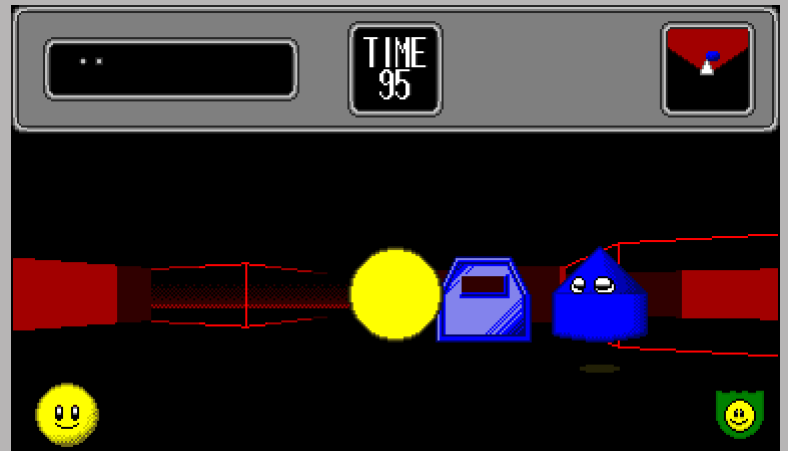
SPECIAL-UPS = 0

SHIELDMAN



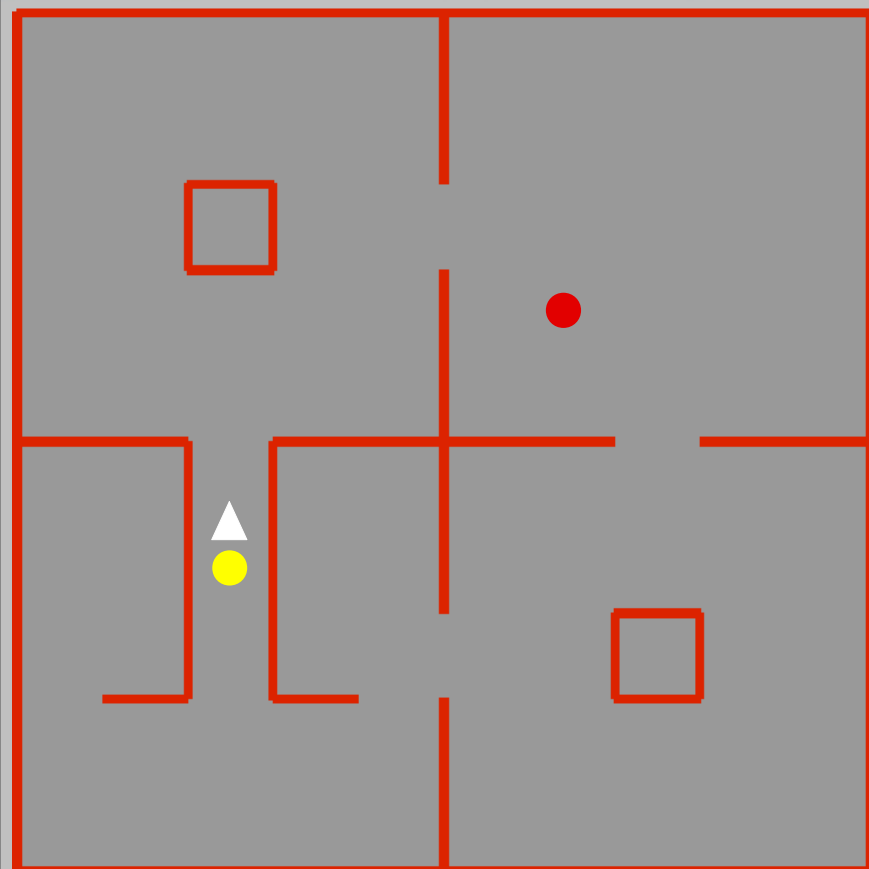
This well-protected Smiloid moves very little, remaining in almost the same place in which it begins, and it loves to hide behind its impenetrable shield while peeking out every now and then from one side of the shield to fire a bullet at you. No matter how fast you move around Shieldman, it always faces you.

It is hard to predict the side of the shield from which Shieldman is going to peek out. Nevertheless, Shieldman often favors one side over the other. Keep firing to the side of the shield you see it favoring – strafing to the left or right each time it fires a bullet, in order to dodge it – and with time, you will bring down Shieldman.



Shieldman says: "You cannot hit me!"
Happyface says: "Eventually, I will."

MAZE 08



MAZE DATA

OPPONENTS = 2

SPECIAL-UPS = 0



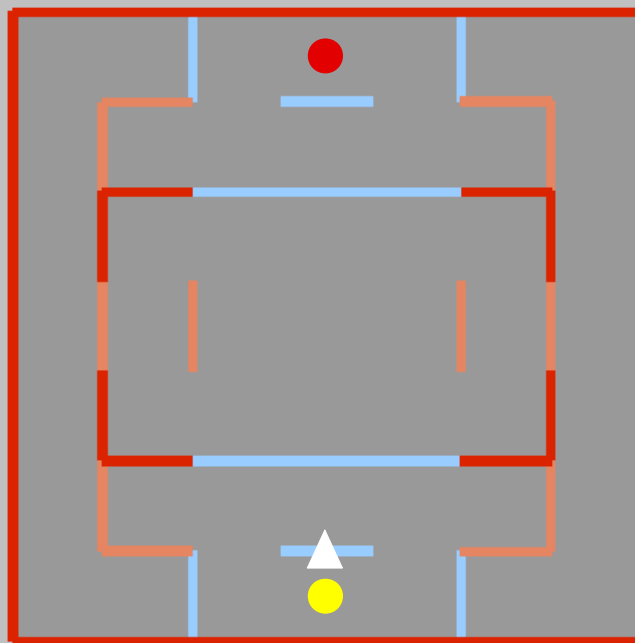
NINJA

This one wanders about a lot, and when it spots you, it creates a clone. Both Ninja and its clone shoot at you a couple times before the clone vanishes and another is made. If you shoot Ninja, it takes damage, disappears, and reappears in another part of the maze. If you destroy the clone, Ninja takes no damage and makes another clone.

You will need all of your evasive maneuvering and shooting skills to take down Ninja. Try to shoot at Ninja and its clone while strafing to avoid the constant fire. If you manage to defeat the first Ninja, a second one appears. Always be quick to move and quick to shoot, or it could very soon be "Game Over" for you.



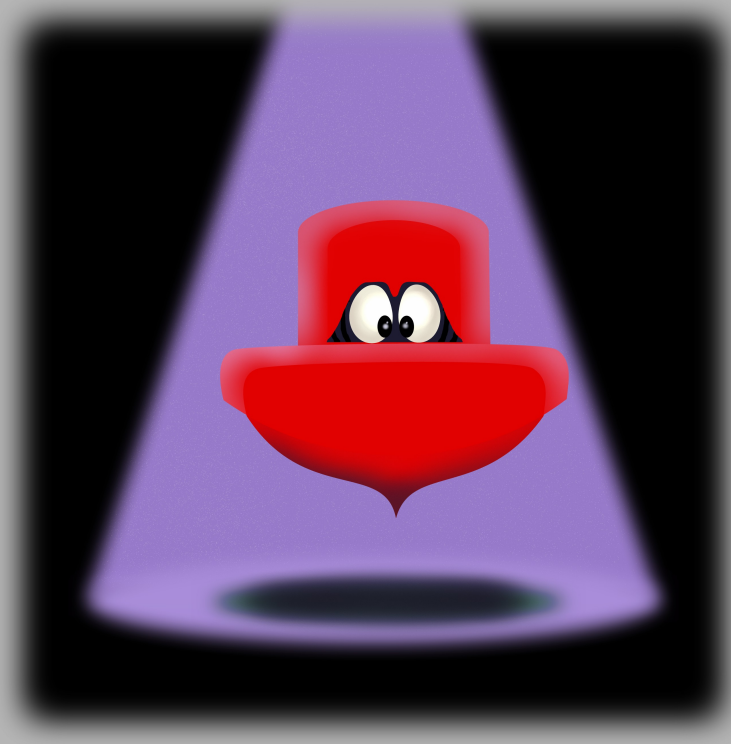
MAZE 09



MAZE DATA

OPPONENTS = 1

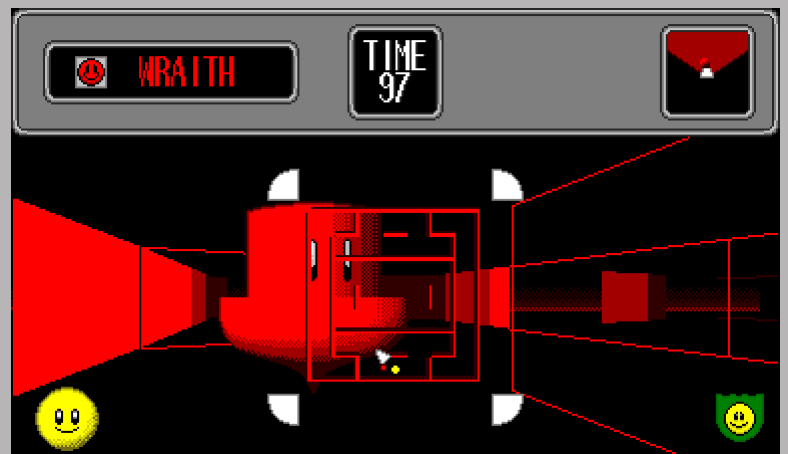
SPECIAL-UPS = 0



WRAITH

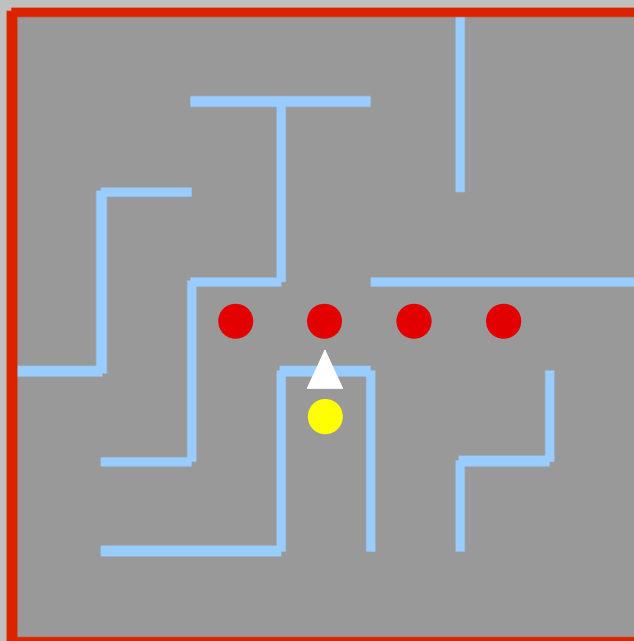
Wraith roams about the maze and, eventually, somehow detects your presence and then begins to zoom toward you at a tremendous speed to try to harm you with a melee attack. Once it decides to begin its charge, it does not matter what walls may stand in its way, for it will pass right through them!

There is no need to go looking for Wraith. Wraith will eventually come looking for you. If you remain in the same location and keep the in-game map on screen, you can easily keep track of Wraith and keep yourself facing toward it and then send bullets flying in its direction when you see it beginning to rush at you.



Bad things come to those who wait.

MAZE 10



MAZE DATA

OPPONENTS = 4

SPECIAL-UPS = 0

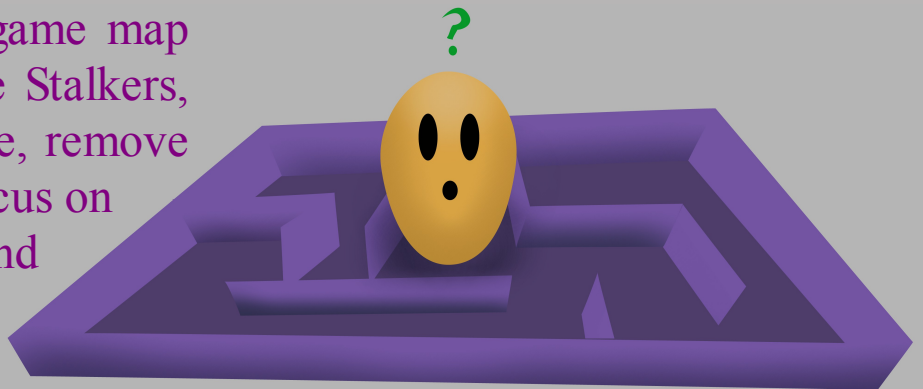


STALKER

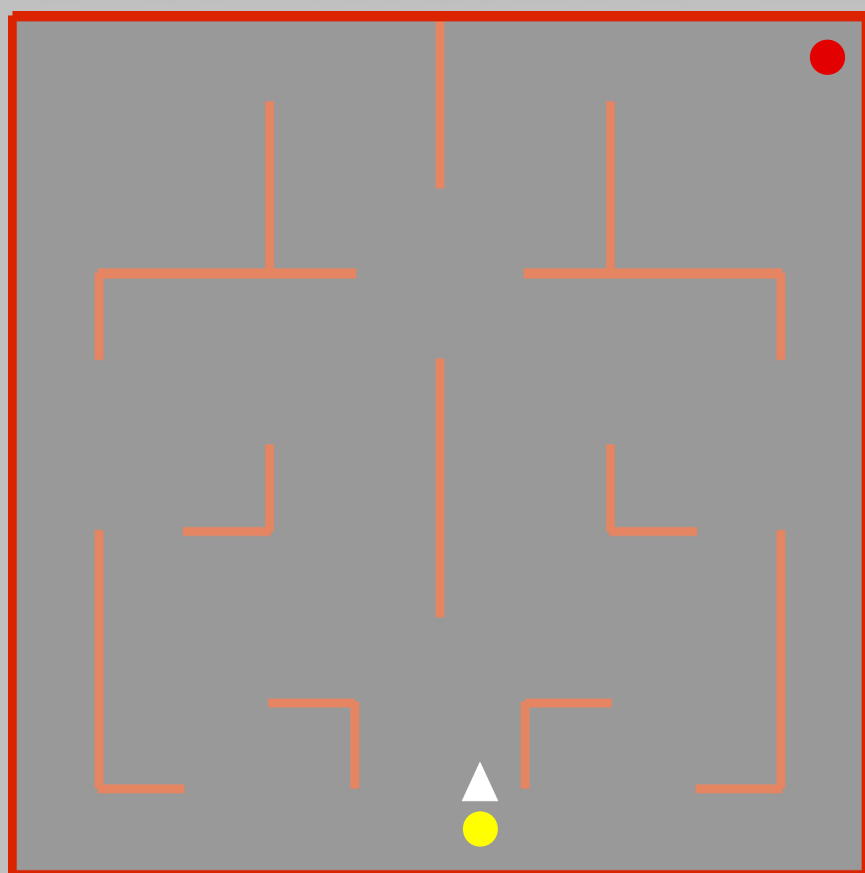
These slowly prowl about the maze, striking you with a melee attack if given the opportunity.

When you begin the maze, you might first think you are all alone, but shadows on the floor say otherwise. As with Invisible, keep the in-game map on screen to track down the Stalkers, and when you encounter one, remove the map so you can better focus on the shadow. Your shooting and dodging skills must help you from there.

Once there is only one left, however, it begins sending a barrage of bullets your way, while dodging your own shots well, and it takes many hits to bring about the last one's demise. On top of all that, Stalkers are invisible.



MAZE 11



MAZE DATA

OPPONENTS = 1

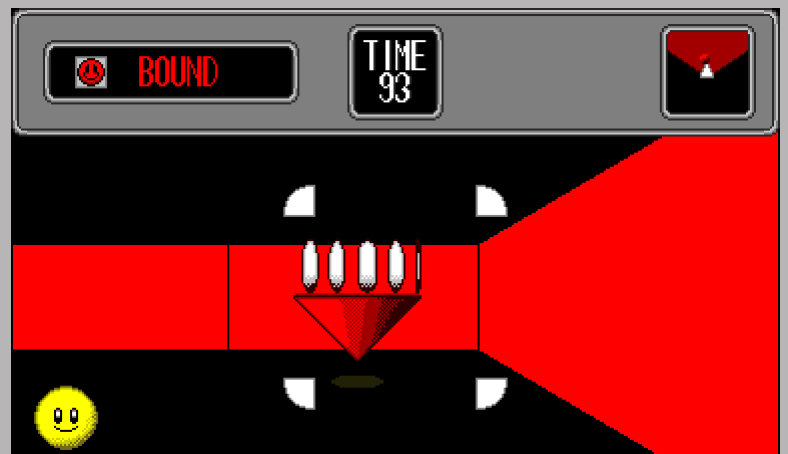
SPECIAL-UPS = 0



BOUND

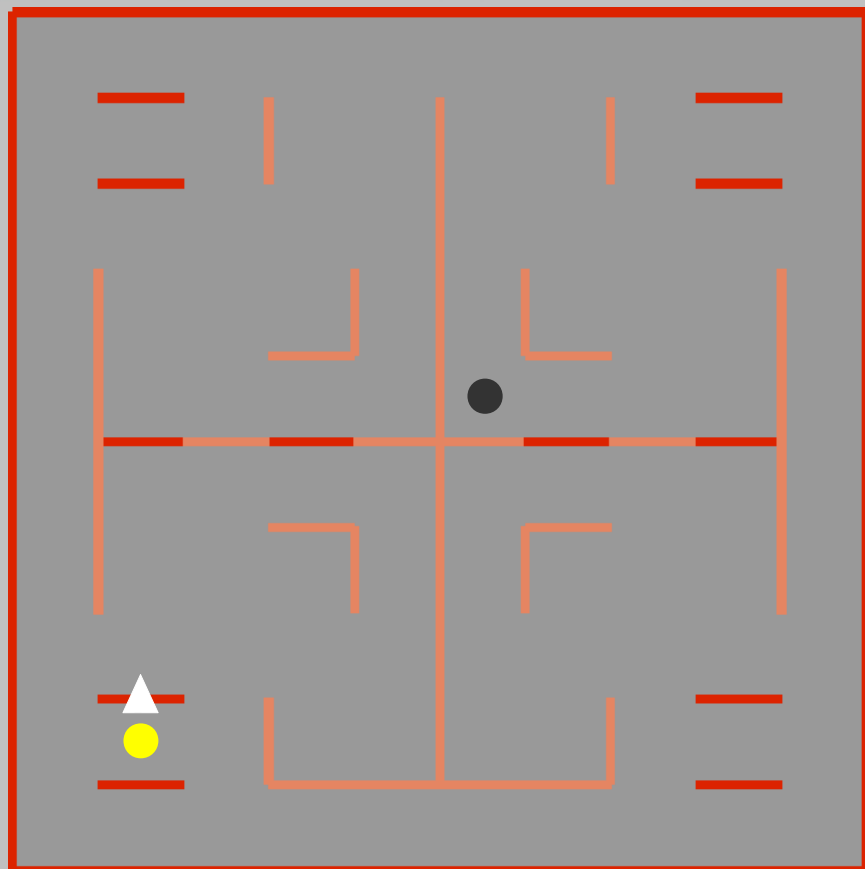
This Smiloid is always in motion, ever moving about in straight lines and ever bouncing – or better said, bounding – off walls at 45-degree angles. The more you shoot Bound, or the more it smacks into you, the faster it goes zooming and bounding around the maze, and the harder it gets for you to hit it.

At the start of the stage, Bound is trapped in the upper right corner of the maze, so how hard it will be for you is up to you. For an easy challenge, simply do not break any of the wall panels that are trapping Bound, and continually fire into Bound's corner. For a much harder challenge, set Bound free. Then, victory is dependent upon your shooting and maneuvering skills.



Bound, bound, bound and rebound!

MAZE 12



MAZE DATA

OPPONENTS = ?

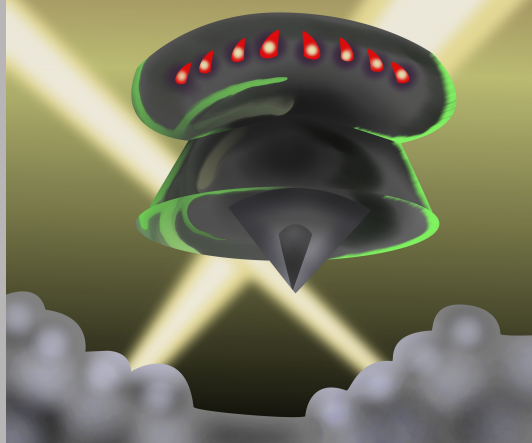
SPECIAL-UPS = 0

DEATH

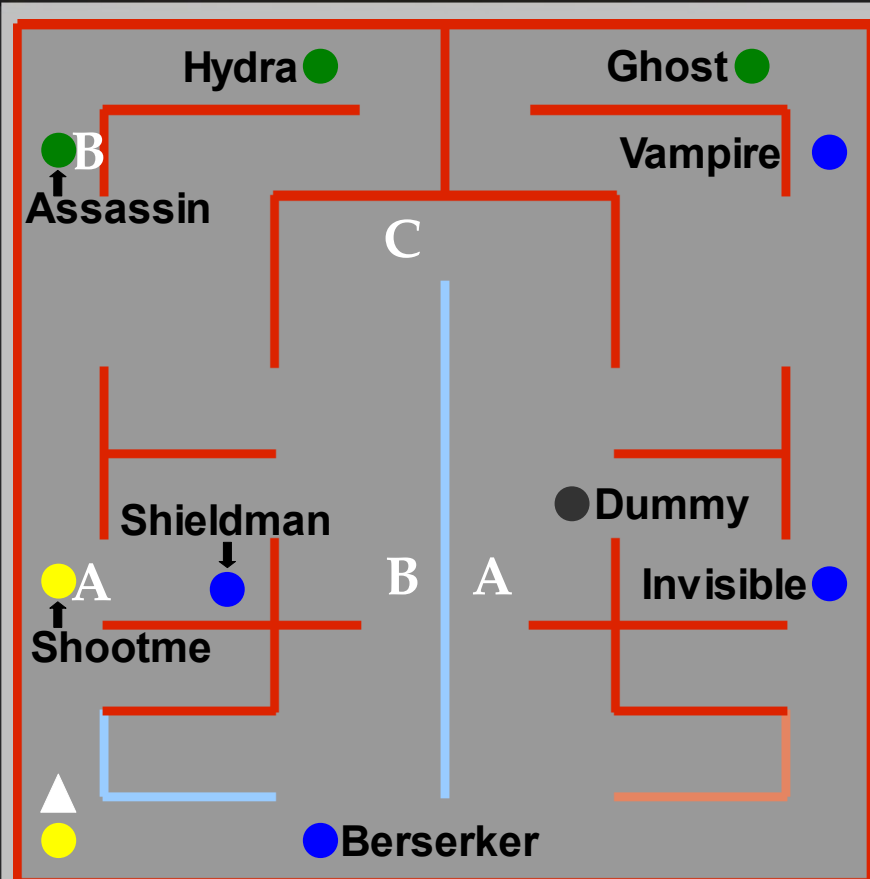
Death remains perfectly still in its starting location, while unleashing other opponents to do its bidding. As Death takes more and more damage, the Smiloids released change from Shootmes to Hydras to Ghosts to Invisibles. So long as Death remains active, the Smiloids keep coming without end.

Since destroying Death eliminates all opponents and clears the stage, your best bet is to focus on Death. Try to break only enough wall panels to make a clear path to Death, so that the remaining walls will protect you from the other Smiloids. Then, keep sending continuous fire Death's way!

Note: If you still have a Shield special-up saved from an earlier stage, it is best to use it to confront Death up close!



MAZE 13



MAZE DATA

OPPONENTS = 9

SPECIAL-UPS = 5+



DUMMY

The final maze introduces Dummy, which lives up to its name. This is like a large bowling ball that tries to bowl you over, but if Dummy misses you, it does not know how to stop and will crash into a wall before collecting itself and trying to strike you with its oversized body once more.

Maze 13, the fourteenth and final maze, lets you put your acquired skills to the test by presenting you with 8 familiar Smiloids, while also introducing Dummy. As for Dummy, keep firing at it, and if you see it coming after you, sidestep out of its way, turn around, and try to eliminate it before it can come to its senses after crashing into a wall. This maze also has a new feature, namely that in addition to drop items, which are held by Shootme and Assassin, there are special-ups already lying on the floor. In location “C” on the map, there is a “Stop” item, which freezes all Smiloids in the stage for 5 seconds when used. Since Shieldman is often the hardest opponent to hit, try to freeze all Smiloids when Shieldman is out from behind its shield, and it becomes an easy target. As for the rest, you should, by the time you reach this stage, know what best items and tactics to use to fell each one.