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W A R N I N G

This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700

CHOKES HAZARD • SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

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BEFORE STARTING THE GAME

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press the START button to display the “IPD and FOCUS adjustment screen” (similar to the screen pictured to the right). Both adjustments are made using this screen.



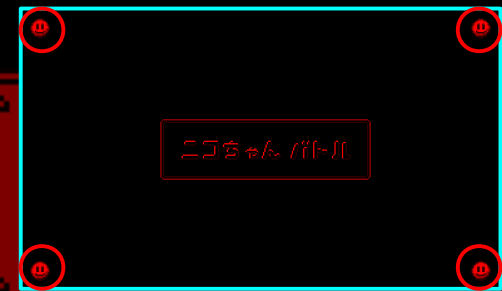
IMPORTANT :
READ INSTRUCTION AND
PRECAUTION BOOKLETS
BEFORE OPERATING

じゅうよう :
ゲームをはじめるまえに、ちゅういしょ、おまじ
とりあつまいせつめいしょをききながらよく読んで下さい

ここから調整

IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance). While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right. The best adjustment may allow you to see only three of the four marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



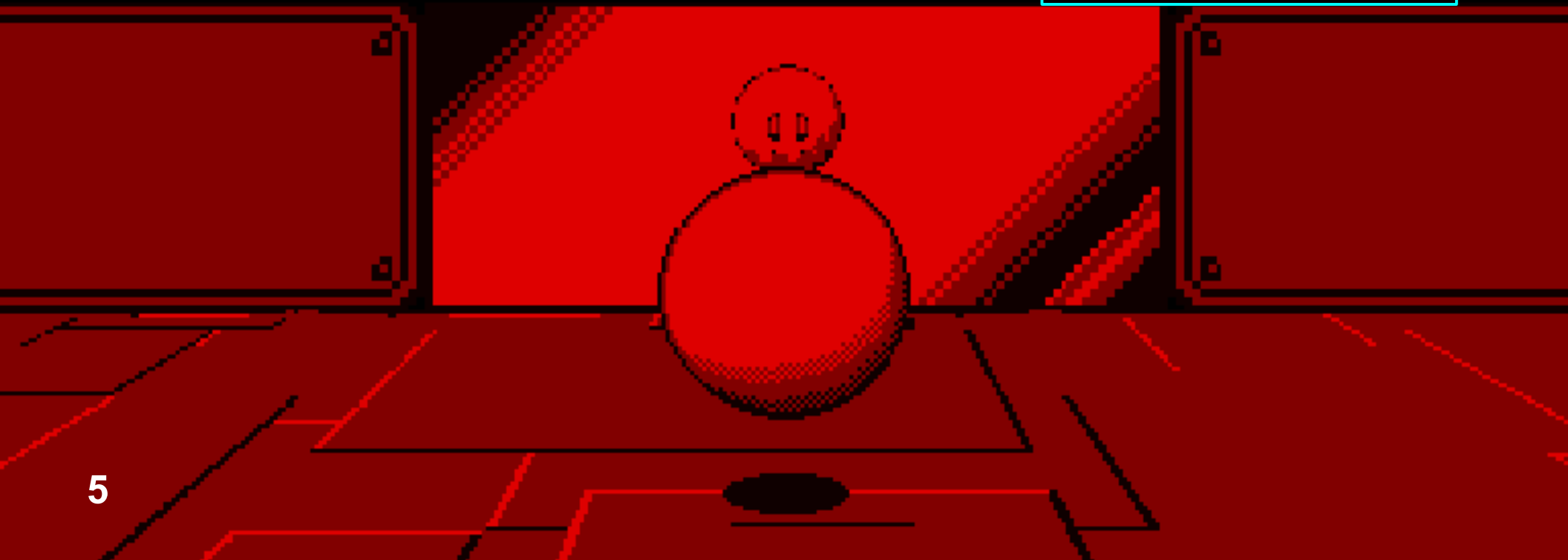
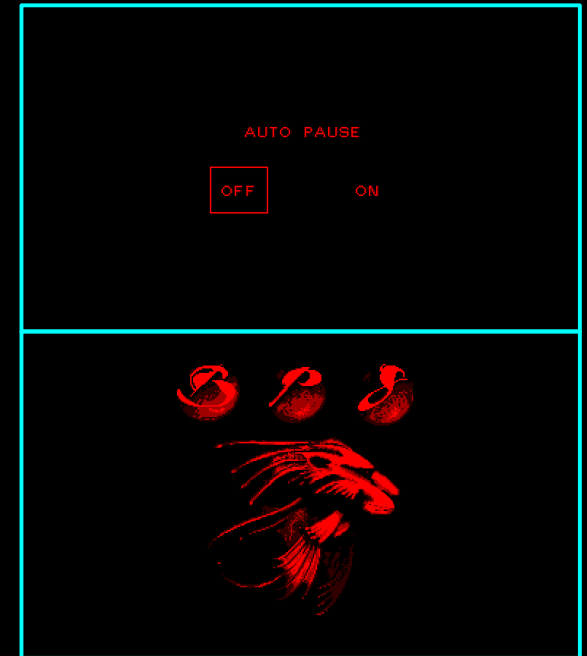
Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly. Move the FOCUS slider to the **CENTER POSITION** as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.



Automatic Pause Function

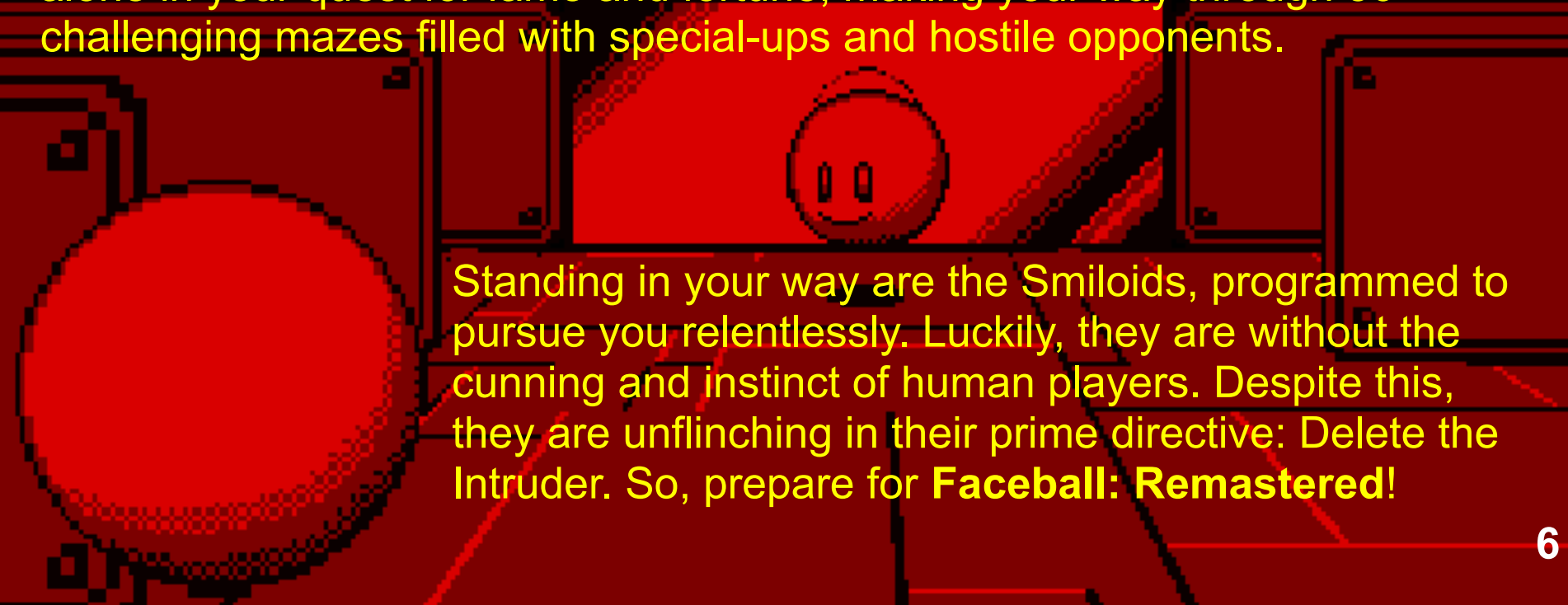
After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the OFF position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use **→** on the Left Control Pad, then press the START button to see the Bullet-Proof Software Logo. Press the START button again to begin the game demo. Pressing START yet again will advance you to the game title screen.



INTRODUCTION

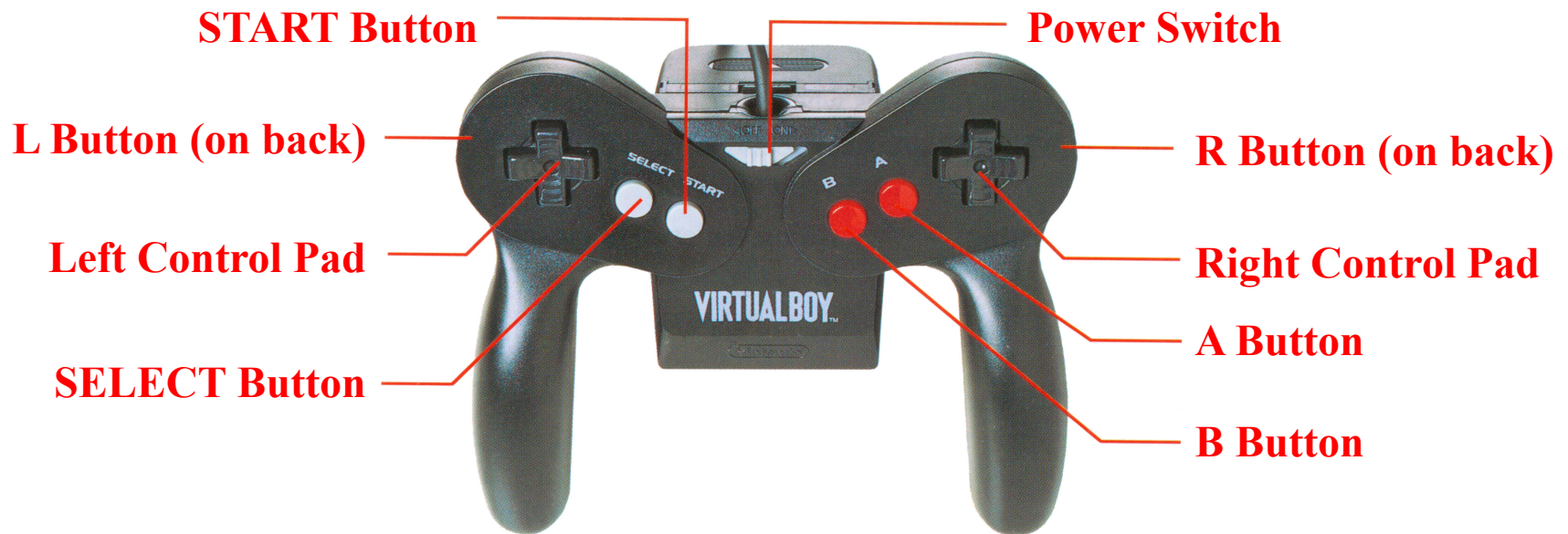
You are about to enter a fantastic computer-generated world and experience the greatest Virtual Reality sport of the future. Compete against the computer in a contest of skill, bravery and survival, and tackle the ever more difficult challenges that await you in the ultimate cybernetic obstacle course.

When you begin, you are assigned a Holographically Assisted Physical Pattern Yielded For Active Computerized Embarkation (HAPPYFACE), represented in this cybernetic world as a smiling sphere. You must go it alone in your quest for fame and fortune, making your way through 56 challenging mazes filled with special-ups and hostile opponents.



Standing in your way are the Smiloids, programmed to pursue you relentlessly. Luckily, they are without the cunning and instinct of human players. Despite this, they are unflinching in their prime directive: Delete the Intruder. So, prepare for **Facebook: Remastered!**

🤪 CONTROLLER FUNCTIONS 🤪



Power Switch	Turns the Virtual Boy on and off.
L+ Control Pad	Controls your movement. Pressing up or down moves you forward or back. Pressing left or right causes you to strafe to the left or right.

R+ Control Pad	Controls your movement. Pressing up or down moves you forward or back. Pressing left or right turns you to the left or right.
L+ Control Pad & R+ Control Pad (used together)	Pressing up or down on both pads simultaneously moves you forward or back at twice the normal speed. Pressing down on the L+ Control Pad and up on the R+ Control Pad simultaneously turns you to the left at twice the normal speed. Pressing up on the L+ Control Pad and down on the R+ Control Pad simultaneously turns you to the right at twice the normal speed.
L or R Button	Fires. Keep pressed for rapid fire.
A Button	Uses the special-up that you have in your possession.
B Button	Adjusts the brightness of the screen during gameplay.
START Button	Pauses the game.
SELECT Button	Displays the map of the entire maze. The player appears as a blinking dot. Computer-controlled Smiloids appear as non-blinking dots. The arrow indicates the direction you're facing. Gameplay can continue while the map appears on the screen.

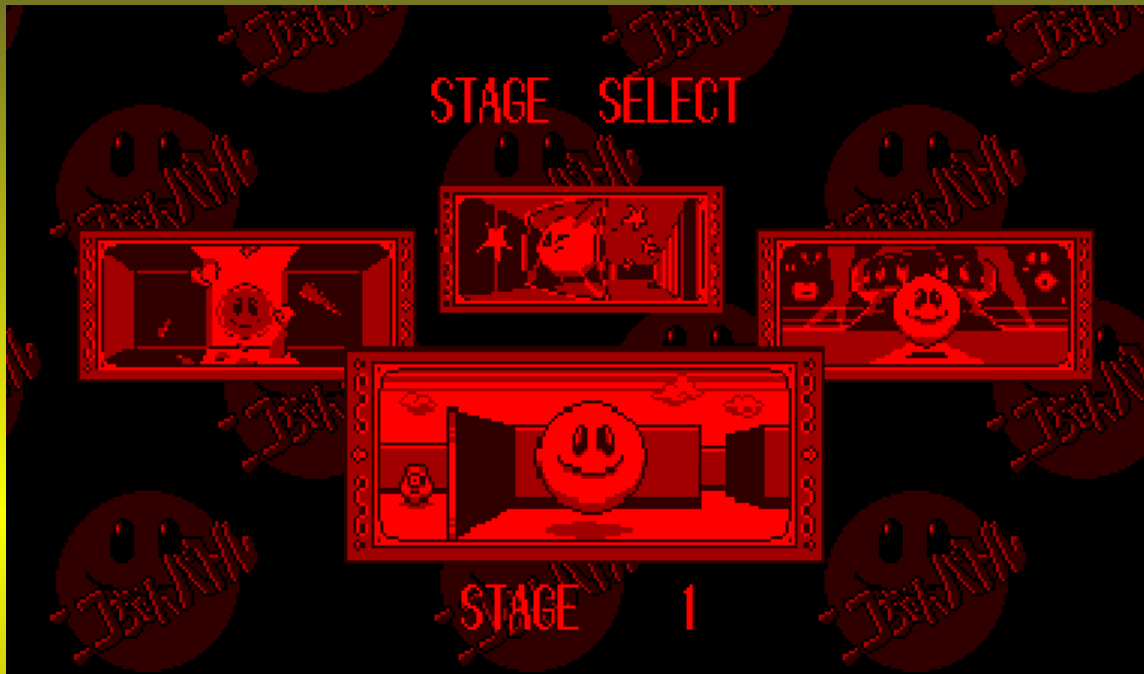
😊 GETTING STARTED 😊



At the Title Screen, press the START button or the A button to proceed to the Stage Select Screen.

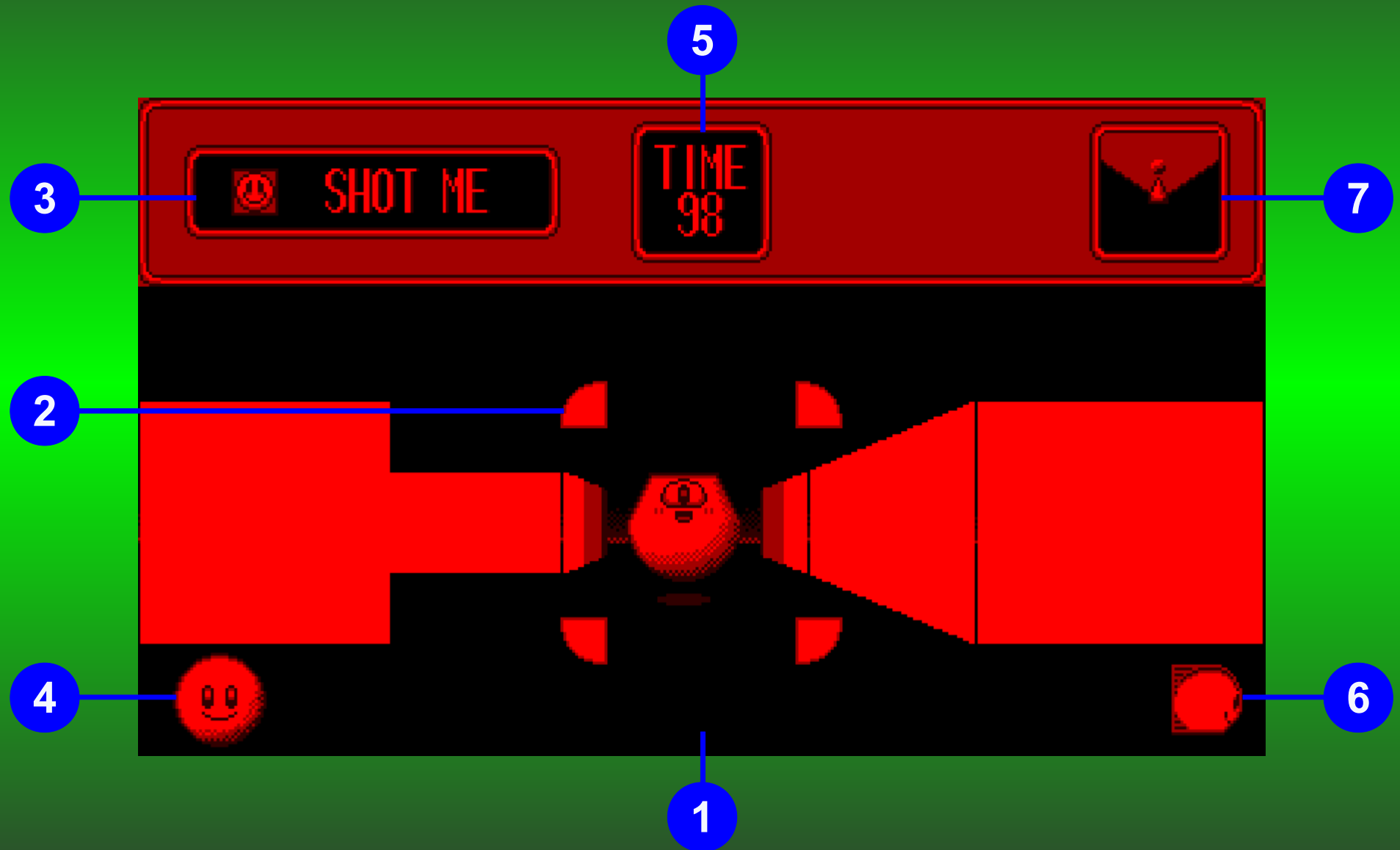
Pressing the B button returns you to the previous screens.

STAGE SELECT



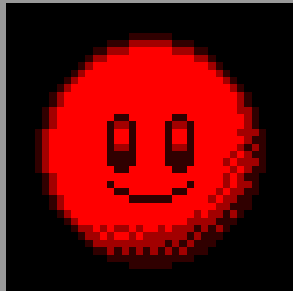
Faceball: Remastered has 4 different Stages, each consisting of 14 unique mazes, for a total of 56 different levels. Each 14-level Stage is its own adventure, so see if you can beat all four. Use left or right on the L+ or R+ Control Pad to select a Stage and press the A button to decide. As you tackle each maze, be on the lookout for destroyable wall panels, which will be flashing, as well as transparent wall panels which, like the solid red ones, cannot be destroyed. There may also be useful special-ups to find.

😊 PLAY SCREEN 😊



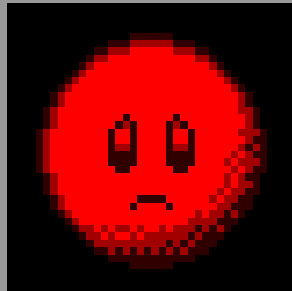
1. Playing field.
2. Target sight – appears only when an opponent is visible near the center of the playing field.
3. Message window – shows targeted opponent's name.
4. Hit status indicator. (See below for descriptions.)
5. Timer – when the timer runs out for a maze, you lose your one and only life. If you want to play again, you must start the entire Stage over.
6. Special-up Icon – If you have a special-up, its icon will be displayed here. The icon will flash when the special-up is being used.
7. Radar – allows you to see all opponents within a limited area around you. Walls are not displayed on the radar.

HIT STATUS INDICATORS



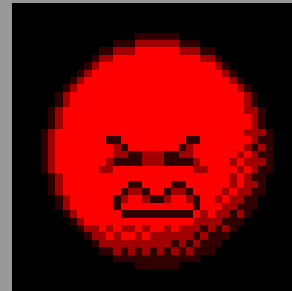
HAPPY

4 hits remaining



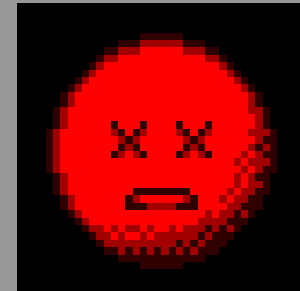
SAD

3 hits remaining



BATTERED

2 hits remaining



NEARLY
UNCONSCIOUS

1 hit remaining



MAKING IT THROUGH THE GAME



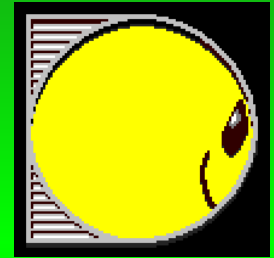
Completing a Maze	Each maze contains a certain number of opponents, all of which must be defeated within the time limit for the player to advance to the next maze.
Life	After taking damage 4 times in a single maze, or after time runs out, you lose your one and only life and a “GAME OVER” or “TIME OVER” message appears on the screen. Pressing the A or START button takes you to the Stage Select Screen, where you can use left or right on the L+ or R+ Control Pad to select a Stage and press the A button to play the Stage from the very beginning.
Score	After completing a maze, you will receive a score, which is based on the total point value of all opponents defeated and the number of seconds remaining on the timer, as well as the total number of points received for all previous levels.
Timer	The timer affects the score you get for completing a maze. The more time remaining after the completion of a maze, the higher your score. When the timer runs out, you lose your life. The time limit for a maze might be 99 seconds or less. The music will speed up when time is almost out.

SPECIAL-UPS

When you have a special-up, its symbol will appear in the lower right corner of the screen. You must press the A button to use it. Each of the following special-ups has a 5-second time limit.

Speed Up:

Increases player's movement and turning speed to twice the normal speed.



Shield:

Makes the player immune to all attacks.

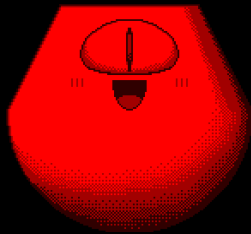


Freeze:

Freezes all Smiloids.



THE SMILOIDS



Shootme:

While the player is detected, Shootme remains firmly in its place and continuously shoots at the player.



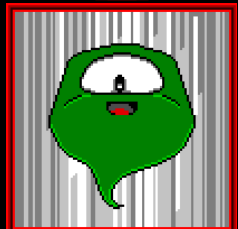
Assassin:

This fast one attempts to flee when seen and tries to move in to attack by touch when the player isn't looking.



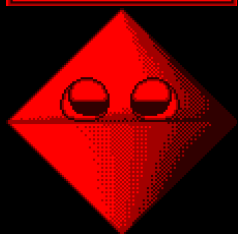
Hydra:

This opponent shoots rapidly in many directions and rushes toward the player to attack by touch when hit.



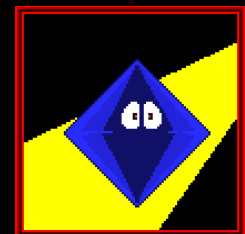
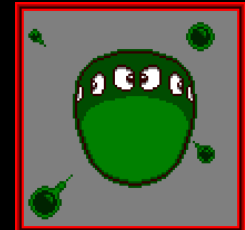
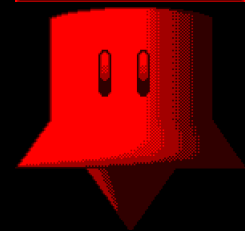
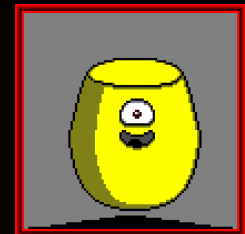
Ghost:

This Smiloid, upon detecting the player, moves straight in to inflict damage by contact.



Vampire:

Moving quickly and like a cue ball when the player is detected, this one inflicts damage by touch alone.



Invisible:

Visible only by shadow, this opponent is always on the move and shoots with precision at the player.



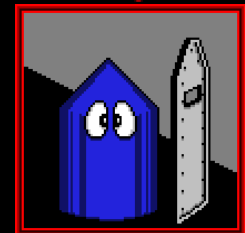
Berserker:

Having average speed, Berserker approaches directly to attack by touch when the player is detected.



Shieldman:

This tough Smiloid can only take damage when it moves out from behind its shield to shoot at the player.



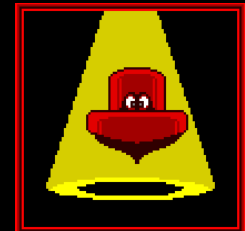
Ninja:

Splits into two forms, both of which shoot at the player, and only takes damage when the original form is hit.



Wraith:

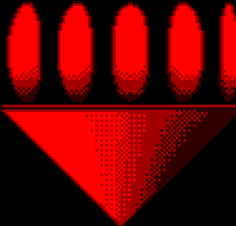
Able to move through walls, this fast opponent moves straight in to attack by touch when it detects the player.





Stalker:

Visible only by shadow, this tough Smiloid moves constantly and can shoot at the player with high precision.



Bound:

Rebounds off of walls at higher and higher speeds the more it gets hit, damaging the player on contact.



Death:

This opponent unleashes other Smiloids upon the player, and the Smiloids differ as it receives damage.



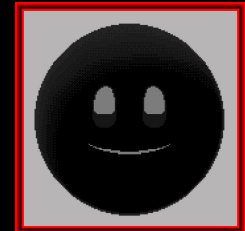
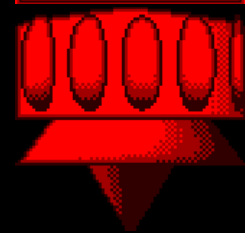
Dummy:

This one isn't too bright, often crashing into walls as attempts are made to damage the player by touch.



Face2000:

This opponent fights a lot like Shootme but sure looks a lot like the player!



Note: Each of the previous descriptions pertains to the standard fighting style of the Smiloid.

PLAYING TIPS

Here are a few tips to get you going:

1. Keep moving! You are an easy target standing still.
2. Practice moving and shooting at the same time.
3. It is possible to dodge long range shots. Weave from side to side or strafe right and left.
4. Try peering out from a corner, taking a shot and then retreating around the corner again.
5. A special-up will remain in your possession from maze to maze if you don't use it, so only use it when you truly need it.
6. Be watchful for certain Smiloids possibly using the standard fighting styles of other Smiloids!