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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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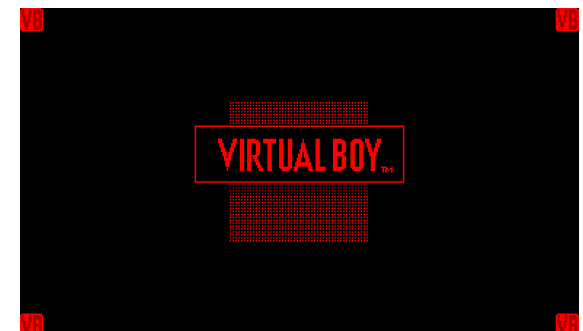
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BEFORE STARTING THE GAME

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.

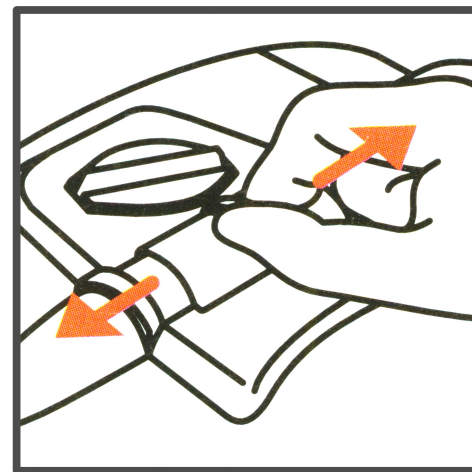
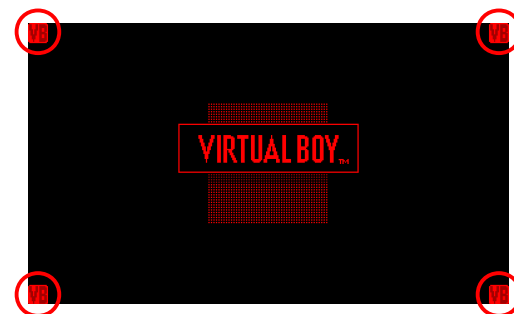
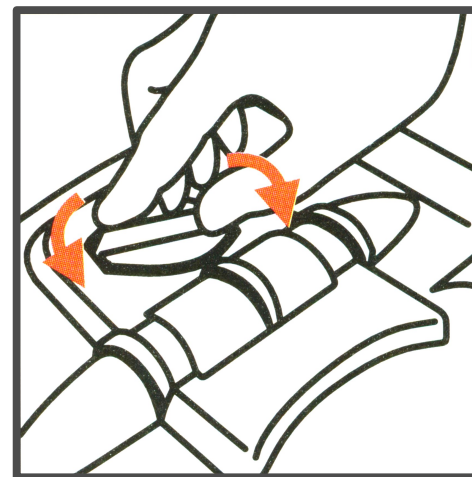


IPD Adjustment

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.

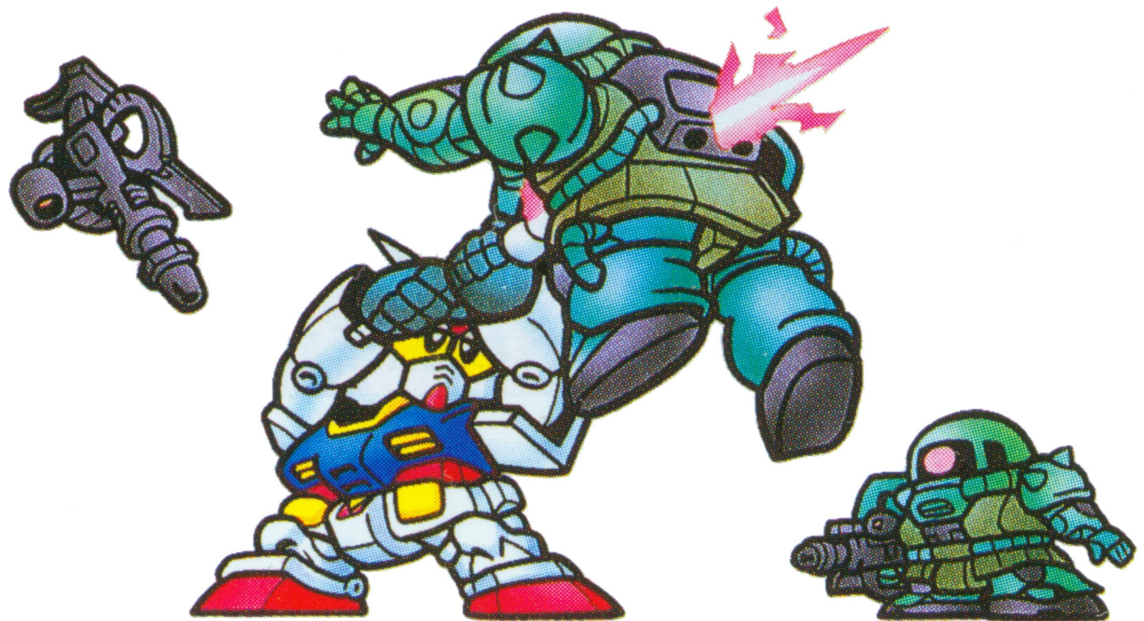
Move the FOCUS slider to the **CENTER POSITION** as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.

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 ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ◀ or ▶ on the Left Control Pad, then press the START button to begin the game demo. Pressing START again will advance you to the game title screen.



After playing **SD Gundam Dimension War** for 20 minutes, the game will automatically pause. Please take a break and rest. After your rest is completed, press the START button to resume the game.



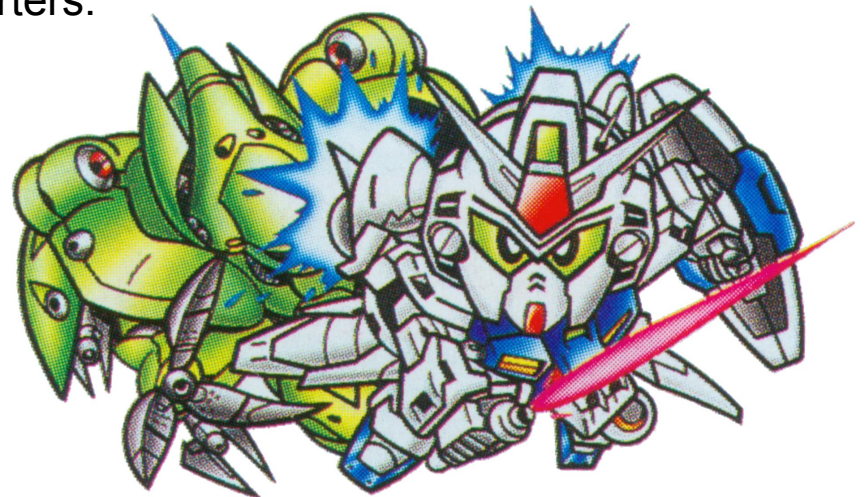
THE STORY

Just how much time may have passed since humanity began to pursue a place of activity in space?... Fires resulting from numerous battles go out.... There has been repeated sadness.... Many people have come to tears each time.... And amidst the fighting that continues even now, the war situation has worsened. Armed enemy forces seized new mobile suit models that had been developed at each base. Troops were dispatched, in order to be deployed to the front lines.

Gundam Force was appointed to the operation.... This is the force that was organized around the Gundams and that even now hands down the battle-tested, brave figures. Gundam Force, tasked with destroying the enemy forces and recovering the mobile suits, raided into the battlefield. Upon repeating the battles a number of times, Gundam Force received information on the existence of new enemies and all-new mobile suit models. A new objective now comes from military headquarters:

"ATTACK THE NEW ENEMY MOBILE SUITS!!"

Together with the new mobile suit models that have been recovered, Gundam Force starts out once again for a new battlefield, in order to destroy the new enemy mobile suits....



CONTROLLER FUNCTIONS



MAP SCREEN

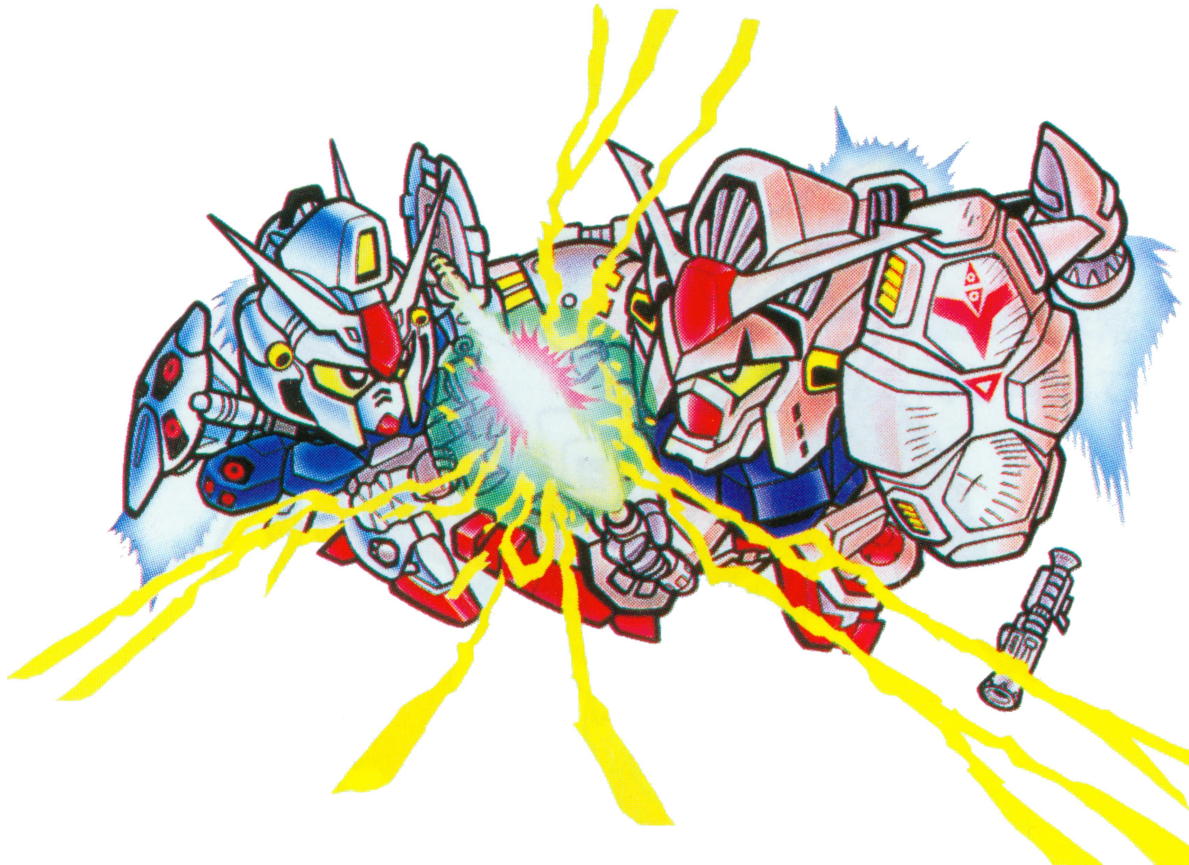
- Left Control Pad:** Moves the cursor and units
- SELECT Button:** Brings up the save command
- START Button:** Pauses the game
- Right Control Pad:**
- A Button:** Decides
- B Button:** Cancels
- R Button:** Moves vertically upward
- L Button:** Moves vertically downward

BATTLE SCREEN (MS vs MS)

- Moves player's mobile suit unit
- Selects, and attacks with, weapon
- Attacks during enemy approach
- Moves unit to the background
- Moves unit to the foreground

ABOUT THIS GAME

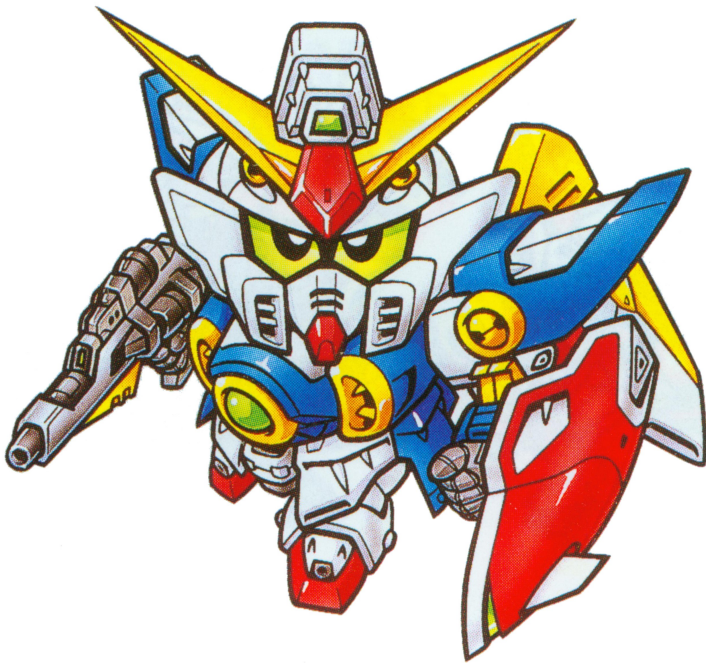
To complete your objective, you must clear eight different missions, each within the allotted number of turns that varies across the missions. Each mission contains various enemy mobile suits as well as enemy battleships. You must destroy the enemy battleships to continue on to the next mission. After you have completed a



mission, all damages that your troops sustained during the battles will be recovered, and mobile suit units corresponding to the in-game story will automatically be deployed at the start of the next mission. Be very careful to protect your two battleships, because if both of your troops' battleships get destroyed during a mission, it's game over!

GETTING STARTED

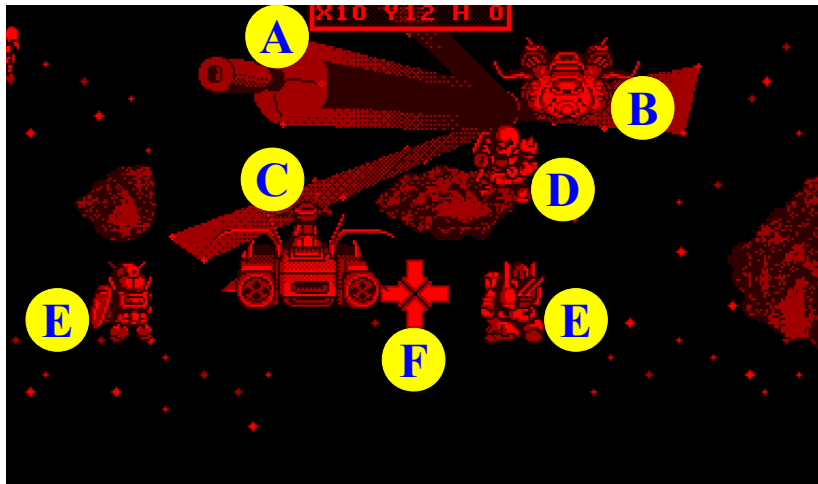
At the title screen, you can choose either NEW GAME or CONTINUE by pressing up or down on the Left Control Pad, then the A or START button. If you choose NEW GAME, you will play from the beginning of the game. The CONTINUE option will allow you to resume the game at a scene that you saved.



If you choose CONTINUE, the Select Load Data Screen appears. Select one of the three save slots by pressing left or right on the Left Control Pad, then the A button. Press the A button again to confirm the selection and resume the game at the scene last saved in the slot, or press the B button to cancel the selection.

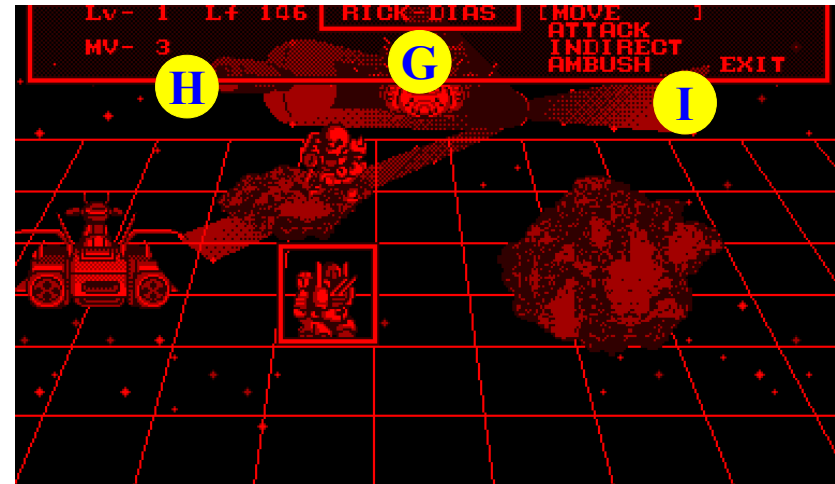
THE MAP SCREEN

When the cursor is not selecting a unit



- A** The location coordinates of the cursor
- B** An enemy battleship unit
- C** One of your troops' battleship units
- D** Enemy unit (faces towards you)
- E** Your troop unit (faces away from you)
- F** The cursor

When the cursor is selecting a unit



- G** Unit's name (when the cursor is overlapping a unit, the unit's name will be displayed here)
- H** Lv : Level of the selected unit
Lf : Remaining life of the unit
MV : Number of spaces unit can move
- I** Commands (see p. 11 for more details)

THE COMMANDS

When you move the cursor onto a unit that is to perform an action and press the A button, commands are displayed in the upper right corner of the screen. Use the Left Control Pad to select the action command that you would like your unit to perform and press the A button to decide.



MOVE

To move your unit, after you select **MOVE**, move the cursor along the desired route using the Left Control Pad and/or the L and R buttons and press the A button to decide.

Note: An “E” mark will appear next to a unit that has ended its action.

ATTACK

To attack an enemy at close range, choose **ATTACK**, select the desired enemy with the cursor, and press the A button to go to the battle screen. A battle ends when the time limit runs out or when a unit's life gauge goes to zero and the unit is destroyed.

INDIRECT

To attack an enemy from a distance, choose **INDIRECT**, select the desired enemy with the cursor, and press the A button to go to the battle screen. All battles that occur by the indirect attack method are carried out automatically.

EXIT

Choosing this command cancels a unit's command selection.

TURN END: To end your turn early, press SELECT while on the map screen to bring up the menu shown at right and choose **TURN END**.

SAVE GAME: Choose this to save your game in one of the three slots.

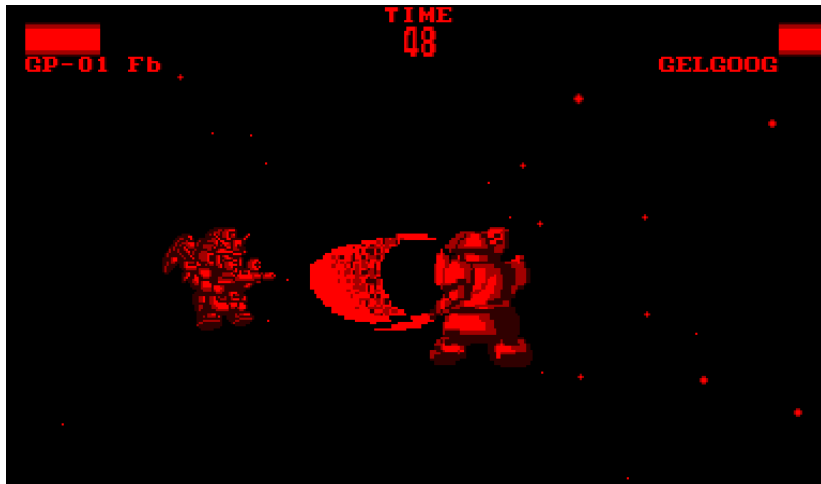
AMBUSH

If your unit is hiding from an enemy unit behind an obstacle, you can choose the **AMBUSH** command to make your unit lie in wait for the enemy that may later come its way. **Note:** An “A” mark will appear next to your unit that is ready to ambush. Also, moving or attacking after you apply the **AMBUSH** command will cancel the ambush.



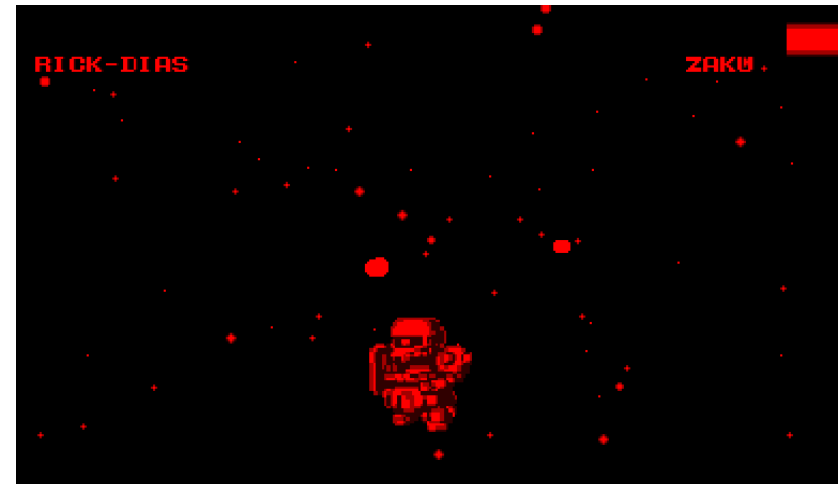
MOBILE SUIT BATTLES

Mobile Suit vs Mobile Suit: ATTACK



When your mobile suit unit is within attacking range of an enemy mobile suit and you use **ATTACK** on it, a manual battle occurs. Here, your troop unit's name and life gauge appear in the upper left corner of the screen, the enemy unit's name and life gauge appear in the upper right corner, and the time limit for the battle appears in the upper middle. (See pages 7 and 14 for specific controls used during this type of battle.)

Mobile Suit vs Mobile Suit: INDIRECT



When your mobile suit unit is within firing range of an enemy mobile suit and you use **INDIRECT** on it, you perform a long-range attack in a battle that is carried out automatically. Here, only your troop unit's name appears in the upper left corner, for it cannot sustain damage, while the enemy unit's name and life gauge appear in the upper right corner. The battle ends after a certain time or after the enemy is destroyed.

INTRODUCING THE UNITS

Federation Troops	R Pad Right (Rifle System)	R Pad Down (Saber System)	R Pad Left (Sub-Weapon A)	R Pad Up (Sub-Weapon B)
GM	Beam Spray Gun	Saber	Balkan	Bazooka
Rick-Dias	Bazooka	Saber	Balkan	Torimochi
Refined Gundam Zeta	Beam Rifle	Saber	Balkan	G Launcher
Gundam	Beam Rifle	Saber	Balkan	Bazooka
Full Burner Gundam	Beam Rifle	Saber	Balkan	Bazooka
Zeta Gundam	Beam Rifle	Saber	Beam Cannon	Hyper Mega Launcher
Double Zeta Gundam	D Cannon	Saber	Beam Cannon	Hyper Mega Particle Cannon
Nu Gundam	Beam Rifle	Saber	Balkan	Fin Funnel
Gundam-F91	Beam Rifle	Saber	Balkan	Vesper
Victory 2 Gundam	Beam Rifle	Saber	Wings of Light (Offense)	Wings of Light (Defense)
Shining-Gundam	Beam	Punch	Balkan	G Finger
Wing Gundam	Rifle	Saber	Balkan	Beam Cannon

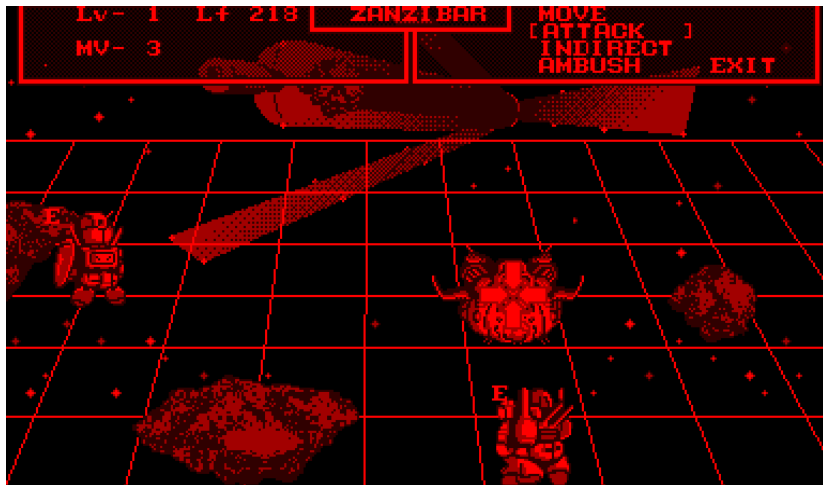
INTRODUCING THE UNITS

The Enemy's Side	(Rifle System)	(Saber System)	(Sub-Weapon A)	(Sub-Weapon B)
Zaku	Machine Gun	Heat Hawk	Cracker	Leg Missile
Dom	Bazooka	Heat Sword	Cracker	Grenade
Marasai	Rifle	Saber	Balkan	Grenade
Hambrabi	Rifle	Saber	Missile	Heat Rod
Jagd-Doga	Rifle	Saber	Mega Particle Cannon	Missile
Den'an Zon	Machine Gun	Saber	Shot Lancer	Beam Shield
Gelgoog	Rifle	Naginata	Cracker	Grenade
Gundam GP02	Beam	Saber	Balkan	N Assault
The-O	Rifle	Beam Sword	Cracker	Hidden Arm

INTRODUCING THE UNITS

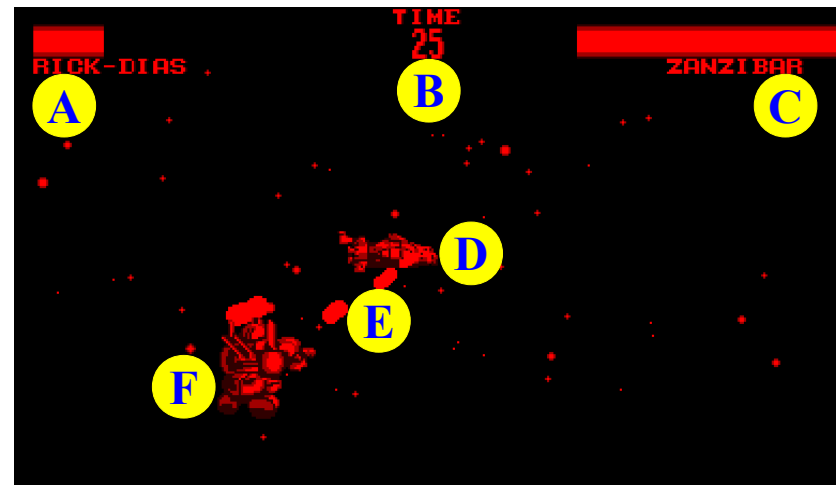
The Enemy's Side	(Rifle System)	(Saber System)	(Sub-Weapon A)	(Sub-Weapon B)
Qubeley	Beam Gun	Saber	Grenade	Funnel
Sazabi	Rifle	Beam Hawk	Scattering Rifle	Funnel
Vigna Ghina	Rifle	Saber	Beam Launcher	Beam Shield
Byg-Zam	Scattering Beam	Missile	Barrier	Scattering Mega Particle Cannon
Quin-Mantha	Beam	Saber	Mega Particle Cannon	Funnel
Alpha Azieru	Mega Beam Cannon	Wired Mega Beam Cannon	Balkan	Funnel
Rafflesia	Scattering Beam	Tentacle Rod	Mega Beam Cannon	Mega Particle Cannon
Gundam-Epyon	Mega Beam Cannon	Saber	Scattering Mega Particle Cannon	Heat Rod

BATTLESHIP BATTLES



When your mobile suit unit is within attacking range of an enemy battleship and you use **ATTACK** on it, a manual battle occurs. Here, your mobile suit troop unit can perform a beam attack while approaching the enemy battleship. Move your mobile suit with the Left Control Pad, and fire beams by pressing the A or B button or the Right Control Pad.

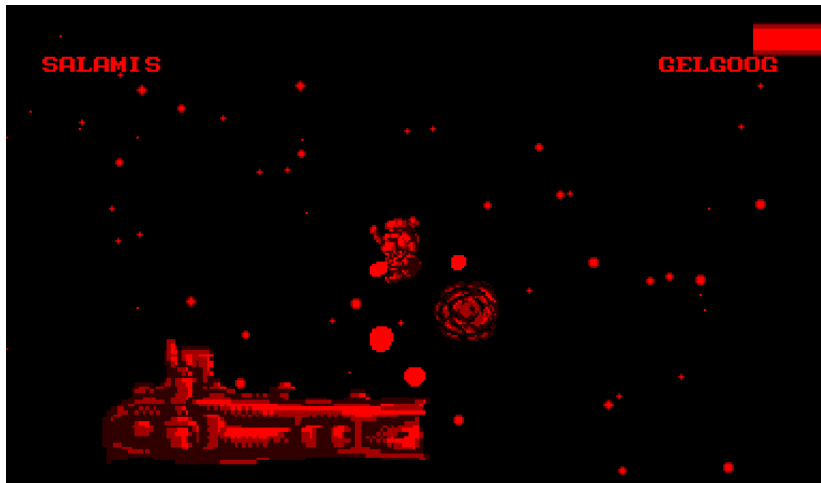
Mobile Suit vs Battleship



- A** Your troop unit's life gauge
- B** Time remaining in the battle
- C** Enemy battleship's life gauge
- D** Enemy battleship
- E** Fired beam
- F** Your mobile suit troop unit

BATTLESHIP BATTLES

Battleship vs Mobile Suit



When your battleship unit is within attacking range of an enemy mobile suit and you use the **ATTACK** command on it, an automatic battle is carried out. Here, only your battleship unit's name appears in the upper left corner, for it cannot sustain damage, while the enemy unit's name and life gauge appear in the upper right corner. The battle ends after a certain time or after the enemy is destroyed.

Battleship vs Battleship

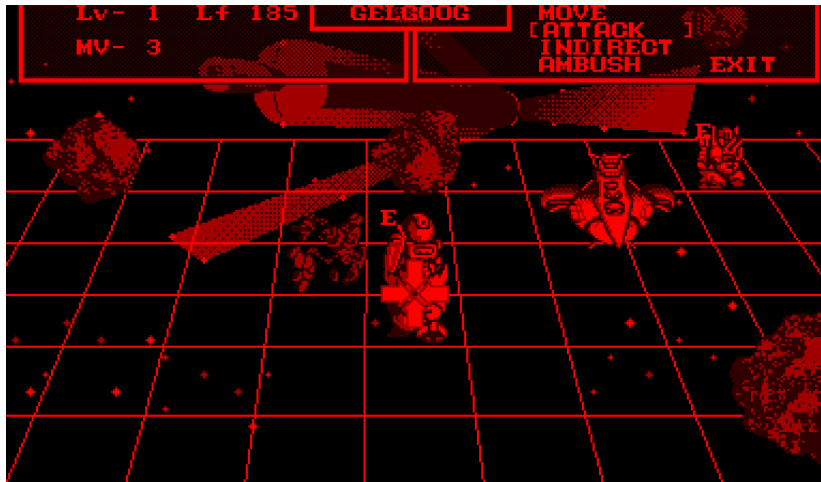
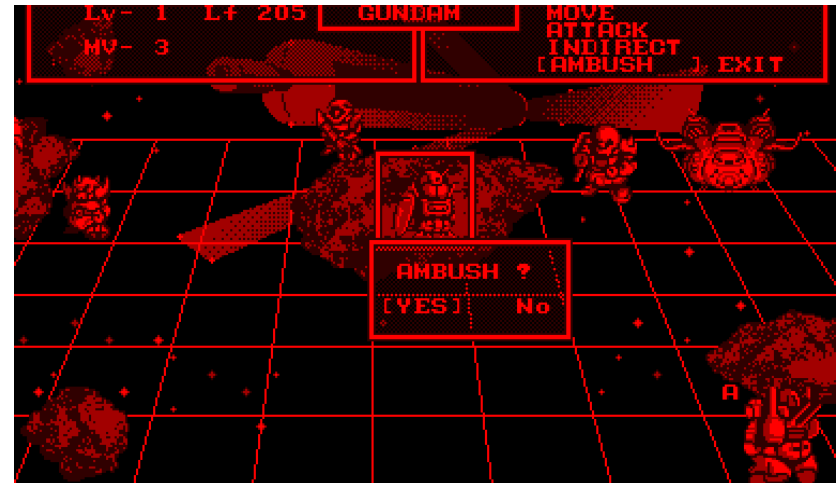


When your battleship unit is within attacking range of an enemy battleship and you use the **ATTACK** command on it, an automatic battle is carried out. Here, your battleship's name and life gauge appear in the upper left corner of the screen, and the enemy battleship's name and life gauge appear in the upper right corner. The battle ends after a certain time or after one of the battleships is destroyed.

ADVICE

Try to attack by taking advantage of the terrain!

When it is your turn on the map screen, you can perform an ambush attack on an enemy unit by lurking behind an obstacle in the battlefield, such as a meteor, by using the **AMBUSH** command.



Shoot at the back of an enemy!

By launching an attack from an advantageous state, such as from behind an enemy mobile suit on the map screen, you can get an advantage in a battle scene.

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