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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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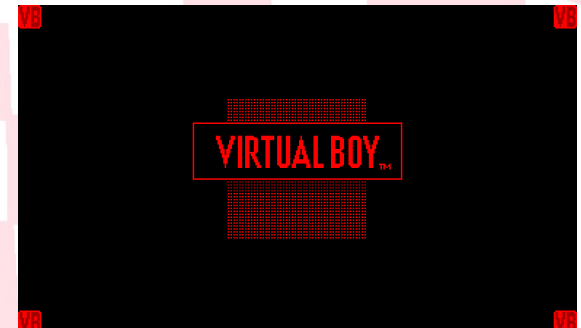
1

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.

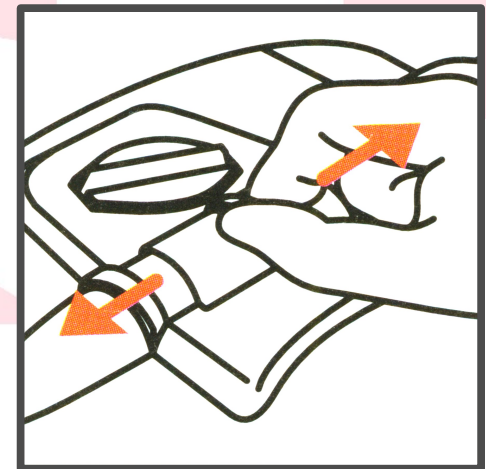
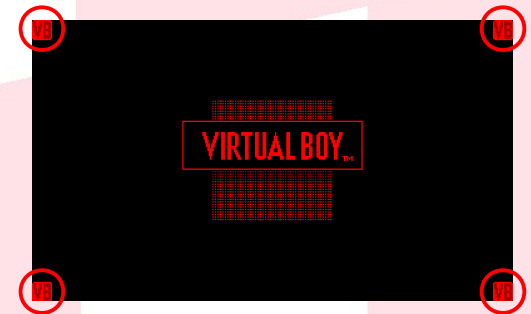


IPD Adjustment

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 A 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 A or START button.



When the automatic pause is set to ON, after playing **Space Squash** for about 20 minutes without applying the pause, the game will automatically pause. Please take a break and rest. After your rest is completed, press the START button to resume the game.

Note: When the game is paused, some objects and obstacles will disappear. This is the nature of the game and is not a malfunction. When you unpause the game, everything will return to normal.

Once the automatic pause function is determined, it advances to the title screen.

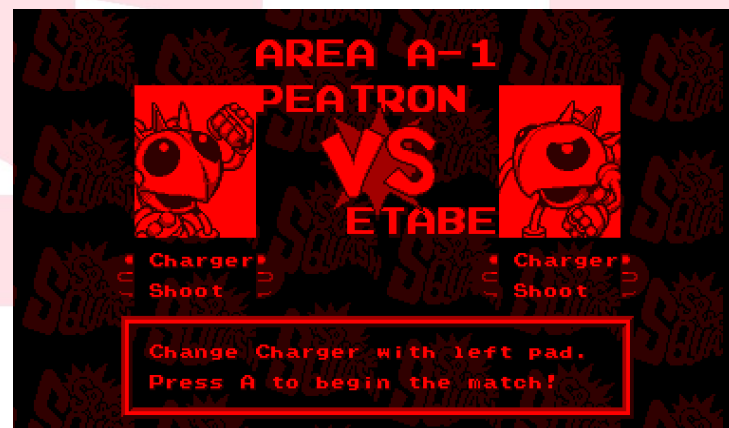


If you press the START button at the title screen, the game begins. If you press the SELECT button, a menu appears. Use up or down on the left or right control pad to select GAME START, TRAINING, or CONFIG MODE and press the A button to decide.

(See page 14 for CONFIG MODE and page 17 for TRAINING.)

When you press the START button at the title screen when “PRESS START” is displayed, or when you select “GAME START” in the menu and press the A button, an introduction story will be displayed. Pressing the A button here advances you to the area map. When the hero, Peatron, moves onto the starting point for the stage, press the A button to advance to the VS Screen, which is shown below.

Here, you can use up or down on the left control pad to change your Charger. Once you have selected your desired Charger, press the A button to begin the match.



2

THE STORY

Far from the galaxy where Earth resides is a place known as Animal Star. Unique, even among the neighboring systems, this idyllic world exists in a constant state of peace and tranquility.

That is, it did, until one fateful day...

Hailing from Devil-vil-vil Star, located just a short distance away, and right around the corner from the Convenience Store Star, Nikensen, a group known as the Space Pirate Nightmare Gang have somehow managed to set up a secret base at Animal Star.

In a state of desperation, the Animal Star chieftain, "Animal 4126th," activated the emergency beacon to alert the B-Rangers, an intergalactic security force...

"How lovely. Another splendid day to enjoy..." you mutter while catching some sun. Suddenly, and without warning, "Beep, Be-Beep. Beep, Be-Beep..." starts ringing from the wireless communicator. "An emergency beacon? But where's it coming from? Animal Star?"

You leap aboard your trusty Peatron and swiftly infiltrate the Nightmare Gang's secret Animal Star base.

Only then do you notice the shocking truth... The base is in fact a giant squash court!

"Mua-ha-ha-ha! So here you are at last, Peatron! You don't stand a chance of beating us, not unless you can win at squash!"

And so, Peatron entered into battle.

3 ABOUT THIS GAME

Space Squash is an action game that combines the concepts of squash and air hockey and that utilizes depth to the max!

The game unfolds in a three-dimensional space, called a stage. Each time you clear four stages, there is a boss battle. After defeating a boss, a bonus stage awaits you, where you can earn extra points. Four stages plus a boss stage plus a bonus stage equals an area.

At the end of each area, you have a choice for the next area. The layouts of the next stages differ depending on the choice of area. When you clear 4 areas in all, there will be an ending. With the exception of boss and bonus stages, there are 60 stage variations in total.

During a match, if you hit the ball, called the Psycho Ball, and knock it past your opponent, you will score a point. Score 3* points in a stage and you will be heading on to the next stage.

From stage to stage, different court shapes appear, such as square courts, horizontally long courts, and vertically long courts. In addition, the opponent in each stage has a certain habit that is followed. The stages also contain a variety of item boxes and obstacles, etc.

If you get hit by the Psycho Ball during a match, you will be stunned and will no longer be able to move for a fixed period of time. You will also have one less ♥. When a player loses all ♥, the other player scores a point.

Now, experience the world of **Space Squash**, which is sure to excite you!

*This can be modified in the Config Mode.

4

CONTROLLER FUNCTIONS

Left Control Pad

IN GAME:

Moves your machine character, Peatron, up, down, left and right.

OTHERWISE:

Moves the cursor selection.

SELECT Button

By pressing this when the game is paused, you can make IPD and/or FOCUS adjustments. This also brings up the menu at the title screen.

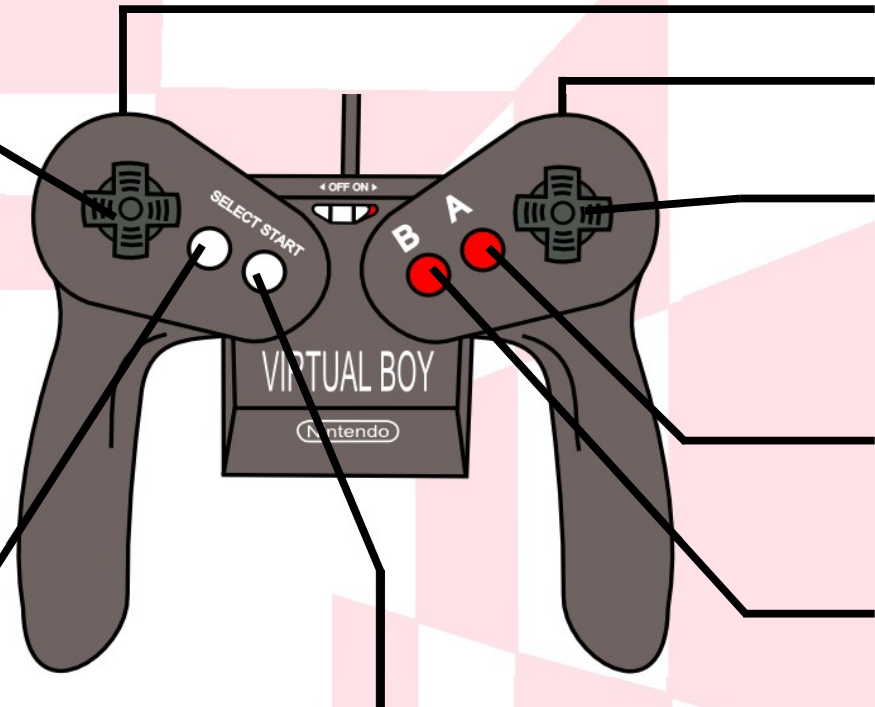
START Button

IN GAME:

Pauses the game.

OTHERWISE:

Used to start the game.





Left Trigger

Right Trigger

Right Control Pad

A Button

B Button

With these, you can activate your Charger.
(But only when your power gauge is completely full.)

IN GAME:

← = Left-hand punch

↑ = Above-head punch

→ = Right-hand punch

↓ = Charges the power gauge

OTHERWISE:

Moves the cursor on the map screen.

Makes a selection during the cursor portion.

Cancels a selection.

NOTE: During the game, pressing A, B, SELECT and START simultaneously resets the game.

5

GAME SCREEN CONFIGURATION

The Usual Game Screen



In **Space Squash**, you move Peatron with up, down, left and right on the left control pad, and you hit the Psycho Ball with left, right and up on the right control pad. Also, you can fill up your power gauge by pressing and holding down on the right control pad. When the gauge is full, the name of your Charger will be displayed. Pressing the left or right trigger activates your Charger.

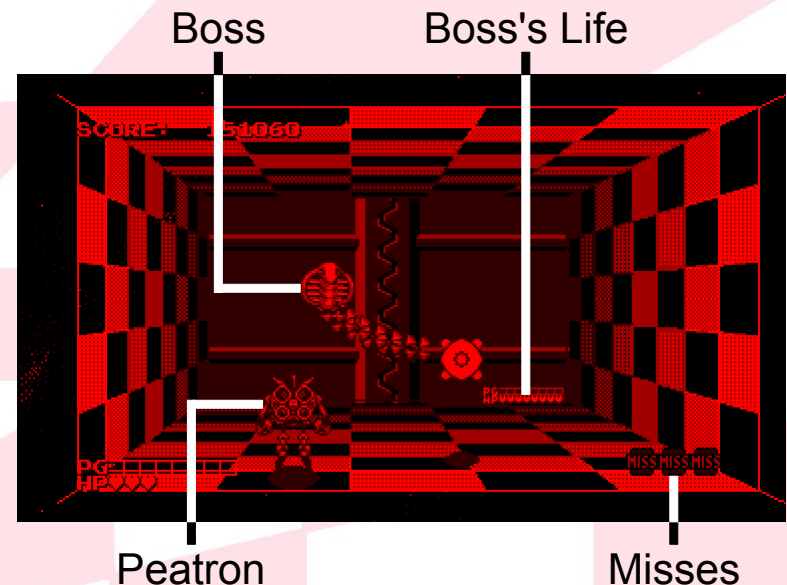
In addition, an item box may be located in some or all of the corners of the screen, depending on the stage. When you hit the Psycho Ball into one of these boxes, an item will pop out. Pick it up and smoothly proceed in the game.

Boss Stage

When battling a boss, hitting the ball into the enemy's weak point reduces its life. When the boss's life is fully gone, the boss stage is cleared.

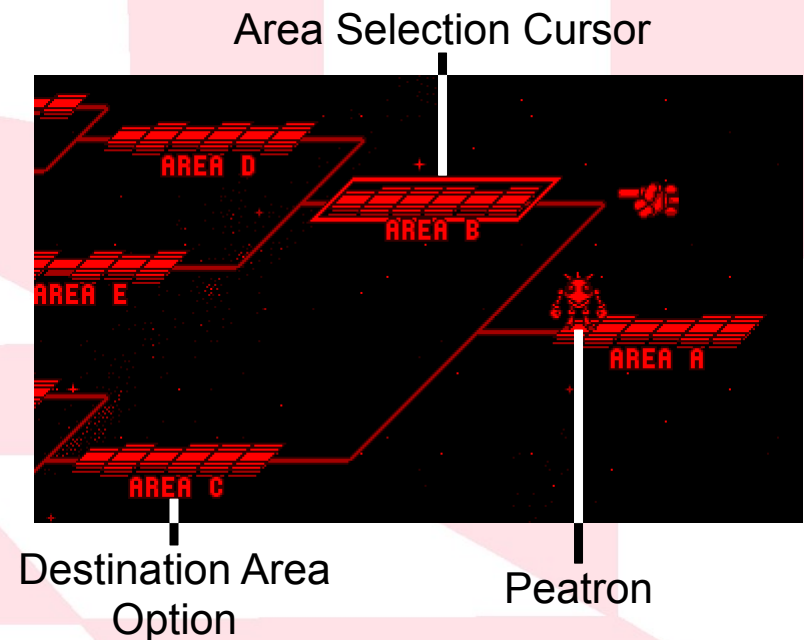
*In a boss stage, if you miss hitting the ball back or if Peatron goes down from taking too much damage, you get a MISS. When the limit of misses is reached, it's Game Over.

*The limit of misses depends on the MATCH number. When MATCH is changed in the CONFIG MODE, the limit of misses changes correspondingly.



Area Selection Screen

When the game progresses to a certain point, you must choose the next area. Use up or down on the left or right control pad to select the destination area and press the A button to decide.



6 THE CHARGERS

The following 4 types of Chargers are available. You can set one of these before the start of each stage by selecting one with up or down on the left control pad.

- Shoot** Shoots the ball straight forward at twice the normal speed.
- Homing** Smashes the ball into the enemy, which can inflict damage.
- Shield** Stretches a shield over your entire territory for a certain period of time.
- Speed** Maximizes Peatron's movement speed for a certain period of time.

During a match, you can keep filling up the power gauge of your Charger by pressing and holding down on the right control pad. When the power gauge is completely full, it changes to display the name of your Charger. You can then use the ability with left or right trigger.

When choosing a type of Charger, you should take the Charger type and personality of the opponent character or the type of boss character into consideration.

7 CONFIG MODE

To access the Config Mode, at the title screen, press the SELECT button to bring up the menu, select CONFIG MODE using up or down on a control pad, then press the A button to decide. Here, you can modify the following 6 items. Using the left or right control pad, select an item to modify with up or down and modify it with left or right. Press the A button to exit CONFIG MODE.

| | |
|-------------------|--|
| LEVEL | EASY / NORMAL / HARD The degree of difficulty of the game. The initial setting is normal, which can be changed to easy or hard. |
| BGM | ON / OFF Turn the background music off or on. |
| BACK | A TYPE / B TYPE / C TYPE Modifies the graphics of the court. This does not change the rest of the game. |
| MATCH | 2 / 3 / 4 Point Select the number of points it takes to win a match. |
| CONTINUE | 3 / 5 / 7 Select the number of continues you have at the start of the game. More can be obtained from item boxes. The most you can have at one time is 9. |
| BRIGHTNESS | DARK / MIDDLE / BRIGHT You can slightly alter the brightness of the entire screen. |

8

THE ITEMS

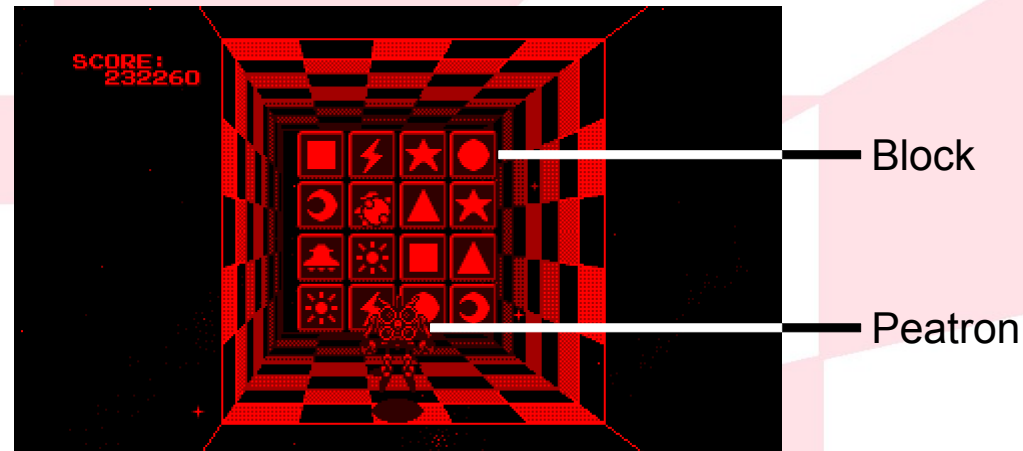
An item box is sometimes located in a corner of the court. Help Peatron by hitting this with the Psycho Ball, allowing a secret item to pop out.

| | |
|--------------------|--|
| CONTINUE+1 | Increases the number of continues by 1. The maximum number of continues that you can have at one time is 9. |
| BREAK BLOCK | Instantly destroys all blocks within the court. |
| FULL CHARGE | Instantly maximizes the power gauge. |
| BONUS POINT | Adds a certain number of bonus points to your score. |
| HP FULL | Restores all of Peatron's ♥. |
| MAX HP+1 | Increases Peatron's total number of ♥ by 1. The maximum number of ♥ that you can have is 8. The number of ♥ remains in effect until Game Over. |
| SPEED UP | Accelerates Peatron's movement. The speed can be raised up to level 5. This also remains in effect until Game Over. |
| POWER UP | Strengthens Peatron's hitting power. The power can be raised up to level 6. This also remains in effect until Game Over. |

Some of these items can also be obtained by clearing all blocks in the Bonus Stage.

9

THE BONUS STAGE



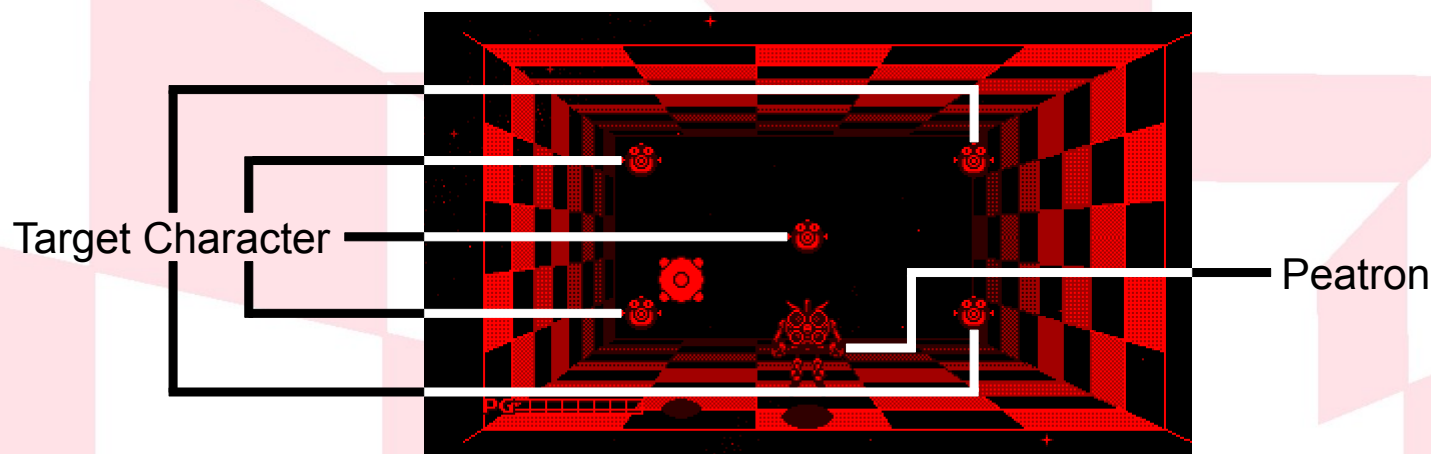
After defeating a boss, Peatron gets to challenge the Bonus Stage. The goal in the Bonus Stage is to break all 16 blocks. If you hit the ball into a block, you score points and the ball comes back, but if you miss, you lose a ball. The number of balls varies depending on the degree of difficulty that you chose. Try to destroy all blocks with as few balls as possible.

Similar to “Concentration,” try to consecutively break blocks containing the same picture. If you do so, it ups the score further!

If you break all 16 blocks in the Bonus Stage, you can obtain one of the following items:

- SPEED UP** Peatron's movement becomes faster by 1 level.
- POWER UP** Strengthens Peatron's hitting power by 1 level.
- LIFE UP** Increases Peatron's total number of ♥ by 1. (Cannot increase beyond 8)

10 TRAINING MODE



To access the Training Mode, at the title screen, press the SELECT button to bring up the menu, select TRAINING using up or down on a control pad, then press the A button to decide. After examining the Controller Functions Screen, press the A button to begin the training game.

The training game lets you practice hitting the ball to specific locations within the court. Your goal is to hit each ball into one of five puffer fish target characters, which are located in the middle and the four corners.

You have 30 Psycho Balls at your disposal. Try to hit the balls into as many puffer fish as you can. At the end of the game, you will see a HIT RATE percentage. The more hits into the puffer fish, the higher the HIT RATE.

11 THE OBSTACLES

Whall (Resistant Block)

When there is something located within the court that does not move, and then, when there is something that moves in accordance with the laws and gets in the way of Peatron, and then, when there is that figure that hides and enlivens the unfolding of the game, it's gotta be a resistant block.

Whurl (Gravitational Whirlwind Machine)

While whirling within the field, it interferes with the Psycho Ball. There are also times when you will see it moving within the court while whirling.

Bamboo (Bamboo Shoot-Type Whirlwind Machine)

Like a bamboo shoot that has suddenly grown out of the ground or ceiling, it interferes with the movement of the Psycho Ball. As for its identity... it is, of course, a space version of the bamboo shoot.

Smiling Fish

This is a fish that flies around within the court while always smiling. This fish seems to have the intention of helping Peatron, but no matter how it looks, it is simply an obstacle.

There are also other various obstacles to be found in the secret base. Try to find them all with your own eyes and skill!

12 THE NIGHTMARE GANG

The members of Space Pirate Nightmare Gang, whom Peatron fights, are:

Fishchara Team of 4

- Etabe** This one seems to look the same as Peatron, but....
- Paozo** This one's power and physical strength are tremendous, but due to the body size....
- Rabix** This one's quickness is quite like a rabbit's.
- Byrdu** This one is the quite formidable leader of the Fishchara Team of 4.

4 Bosses of the Nightmare Gang

- Snaku** You hesitate in front of the gate, as a wiggling body blocks your way. It's just you and the tough element, and the thing has no attack. But as for a weak spot....
- Batto** This fellow is like a ninja. When the alter ego is divided into eight bodies, its ♥ are not reduced at all. However, you should go around hitting the alter ego....
- Monki** It's as though a gibbon has been altered. It sets up attacks by using its own body. If you are preoccupied with just the arm....
- ?????** The leader of the 4 bosses of the Nightmare Gang. No one has ever seen this one's form. Can you ever reach this boss?

13 CONTINUE

In **Space Squash**, there are only the following two ways by which it becomes Game Over:

1. You are defeated by a boss.
2. 3* points are earned by an opponent.

However, after one of these things happens, you have the ability to continue the game, though you can only do so a limited number of times.

When the Continue Screen appears, if you select “YES,” you can resume the game from the beginning of that stage. This reduces your total number of continues by 1.

If you select “NO” in the Continue Screen, then it is Game Over.

The maximum number of continues that you can have at any one time is 9. Thus, if you pick up the CONTINUE+1 item during a match, but you already have 9 continues at your disposal, your total number of continues will remain at 9.

*If you change the MATCH number in the CONFIG MODE, you get defeated when the opponent earns the number of points to which it was changed.

14 HIGH SCORE ENTRY

In **Space Squash**, when you get a certain score, you can register a 3-letter name in the high score entry screen.

To input a name, select each letter with up, down, left or right on the left or right control pad, and input each with the A button. You can return to the previous input by pressing the B button.



| RANK | SCORE | AREA | NAME |
|------|--------|------|------|
| 1st | 500000 | J-1 | CCN |
| 2nd | 450000 | I-1 | IZK |
| 3rd | 400000 | H-1 | TNK |
| 4th | 350000 | G-1 | ISH |
| 5th | 300000 | F-1 | AYA |
| 6th | 250000 | E-1 | TOM |
| 7th | 200000 | D-1 | YAM |
| 8th | 150000 | C-1 | MIM |
| 9th | 100000 | B-1 | BTM |
| 10th | 50000 | A-1 | OPR |

When you press the A button at the third letter, the entire input will be determined.

NOTE:

All records of high score entries are lost when the power is turned off. Also, when you choose "Continue" in the Continue Screen, even if you got a high score, the score returns to zero and cannot be registered among the high score entries.

15

PEATRON'S KEY TO VICTORY

So... your game isn't going very well, and you don't know what to do. Here are some winning strategies to help you out!

1. The opponent characters, like you, each have a type of Charger. When “ATTACK!!” appears in place of an opponent's power gauge, watch out!!
2. A boss changes as it keeps getting hit by the ball. Also, think you can't defeat a boss by any means? When you can't readily defeat it, try different things! Why not try using the Homing Charger? Then see!
3. The opponent characters have unique characteristics. Once you grasp the characteristics of each, the game should become much easier!
4. Are you at a point where you just can't seem to win? How about changing the route of choice?... What? You can't even make it past Area A...?! In that case, you should practice some more in the Training Mode.
5. Huh...? The Psycho Ball goes through an obstacle?!
In rare cases, when the game is prolonged and the hitting back and forth persists and the velocity of the ball keeps speeding up steadily, it is said that there are times that when one makes a deadly shot, it will go through an obstacle.... Will you ever be able to experience this legendary shot?