VERTICAL FORCE™*

KIDS TO ADULTS

K-A™

AGES 6+

VIRTUAL BOY™

INSTRUCTION BOOKLET

VUE-VH3E-USA

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KIDS TO ADULTS

ANIMATED VIOLENCE

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Thank you for selecting the Vertical Force™* Game Pack for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

⚠ WARNING

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 it you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if you eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damaged to your vision or hearing.

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

CHOKE 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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A battle that will either wipe humanity or machines from the universe has begun!

The year is 210 SE (Space Era)

Humankind has prospered beyond the wildest imagination of the earliest space explorers. Waves of human colonists have advanced to thousands of planets all over the universe. Each colony built is provided with a caretaker computer and equipped with Android Industrial (AI) Drones to control the planet and mine resources. The materials collected are sent back to Earth.

Now, something has gone terribly wrong and the caretaker computer of Odin, (planet #0326) has spontaneously reprogrammed itself. Instead of serving humans and sending minerals to Earth, it seems its new mission is to slaughter humans and make minerals of Earth.

The corrupted caretaker, calling itself "Mittgard," has declared war on all humanity. His mechanical army of "AI Drones" is headed toward Earth, and he has equipped them with a ray that will render the strategic computers and weapons of the United Earth Army inoperative. As a result, wherever the army has tried to intercept the AI Drones they have suffered total defeat.

As luck would have it, a xeno-archealogy team working on Ragnarok (planet #1562) has just made a most fortuitous find. Among the ruins of an alien civilization, a battle machine has been unearthed. Because of its alien design and construction, this battle machine is not affected by the Mittgard rays. The most fortunate stroke is that it is equipped with a device that allows it to reprogram some AI Drones and use them against Mittgard's forces.

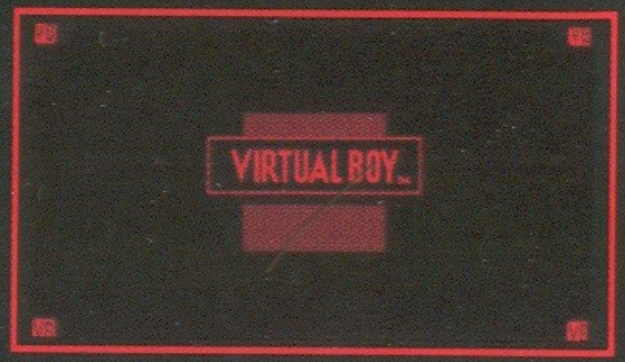
After taking possession of the Ragnarok battle machine, The United Earth Army has called on its number one flying ace, YOU, to rid the universe of the menace posed by Mittgard.

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.

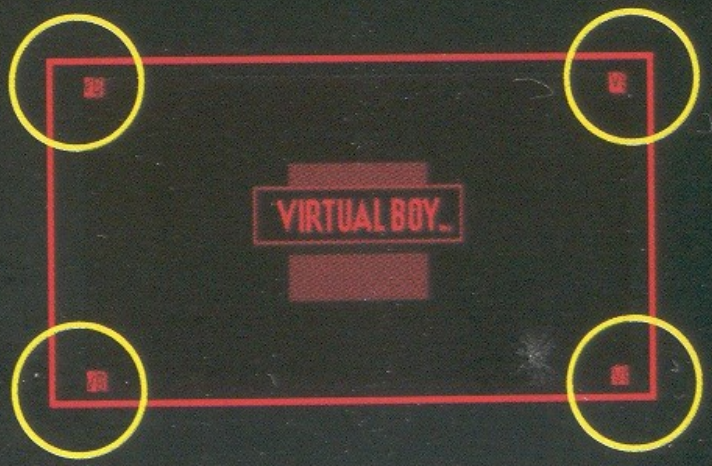
Press START to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.



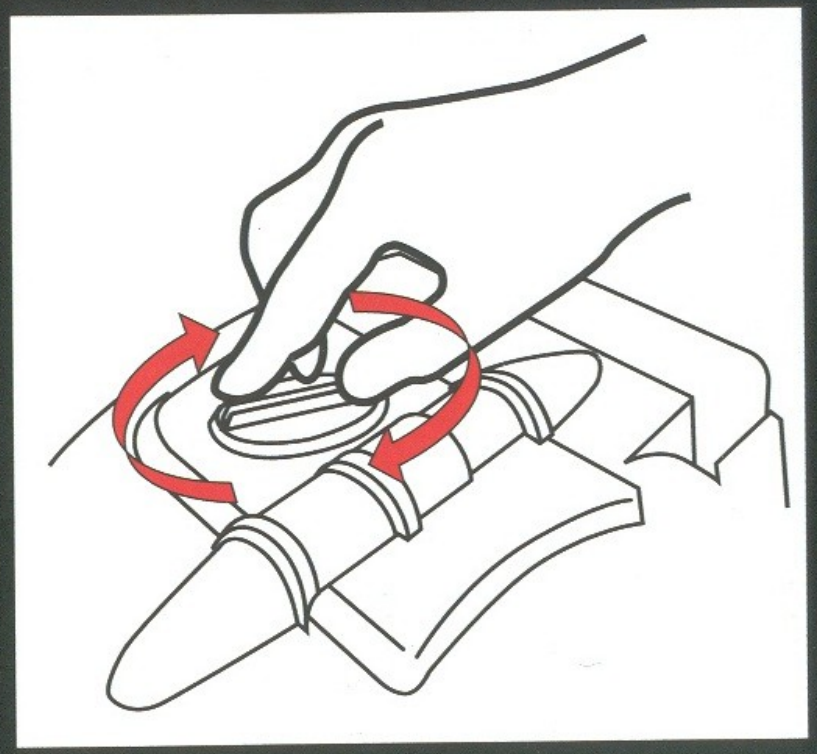
IPD Adjustment

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.



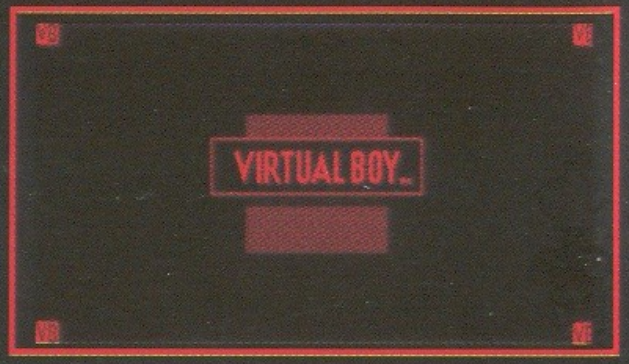
The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



Focus Adjustment

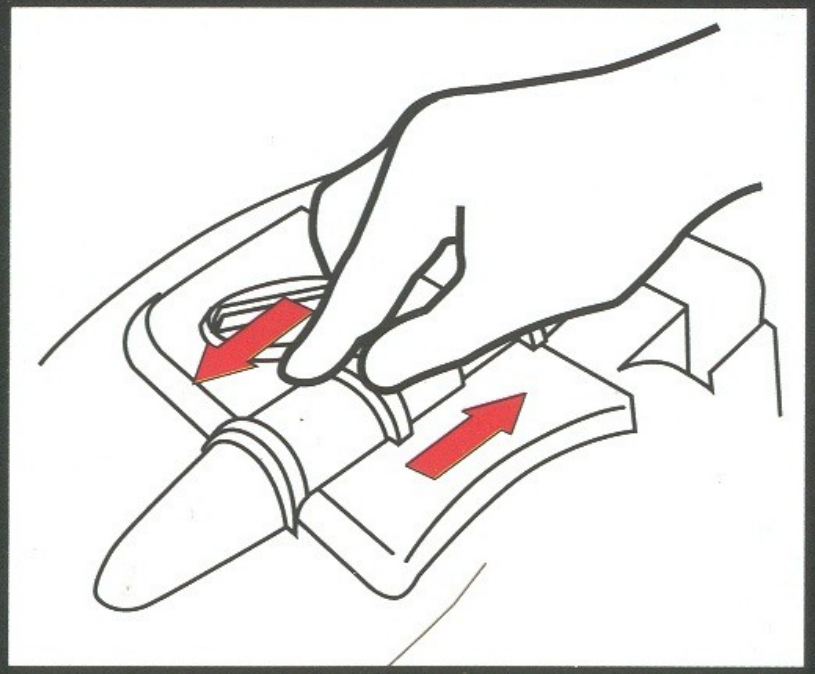
This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

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.



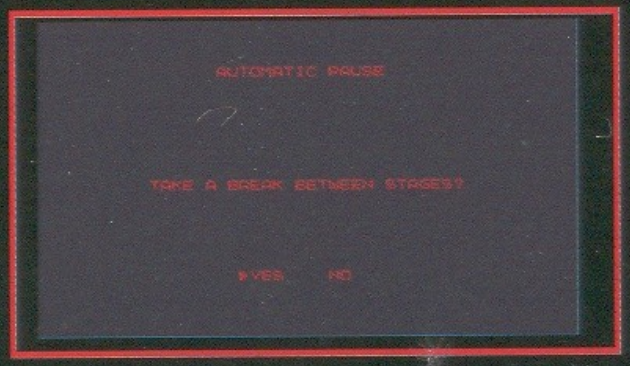
During Game Play

To access the IPD and Focus Adjustment screen while playing the game, press START to pause. While paused, pressing SELECT will make the IPD and Focus Adjustment screen appear. After completing any necessary adjustments, press SELECT to return to the pause screen.



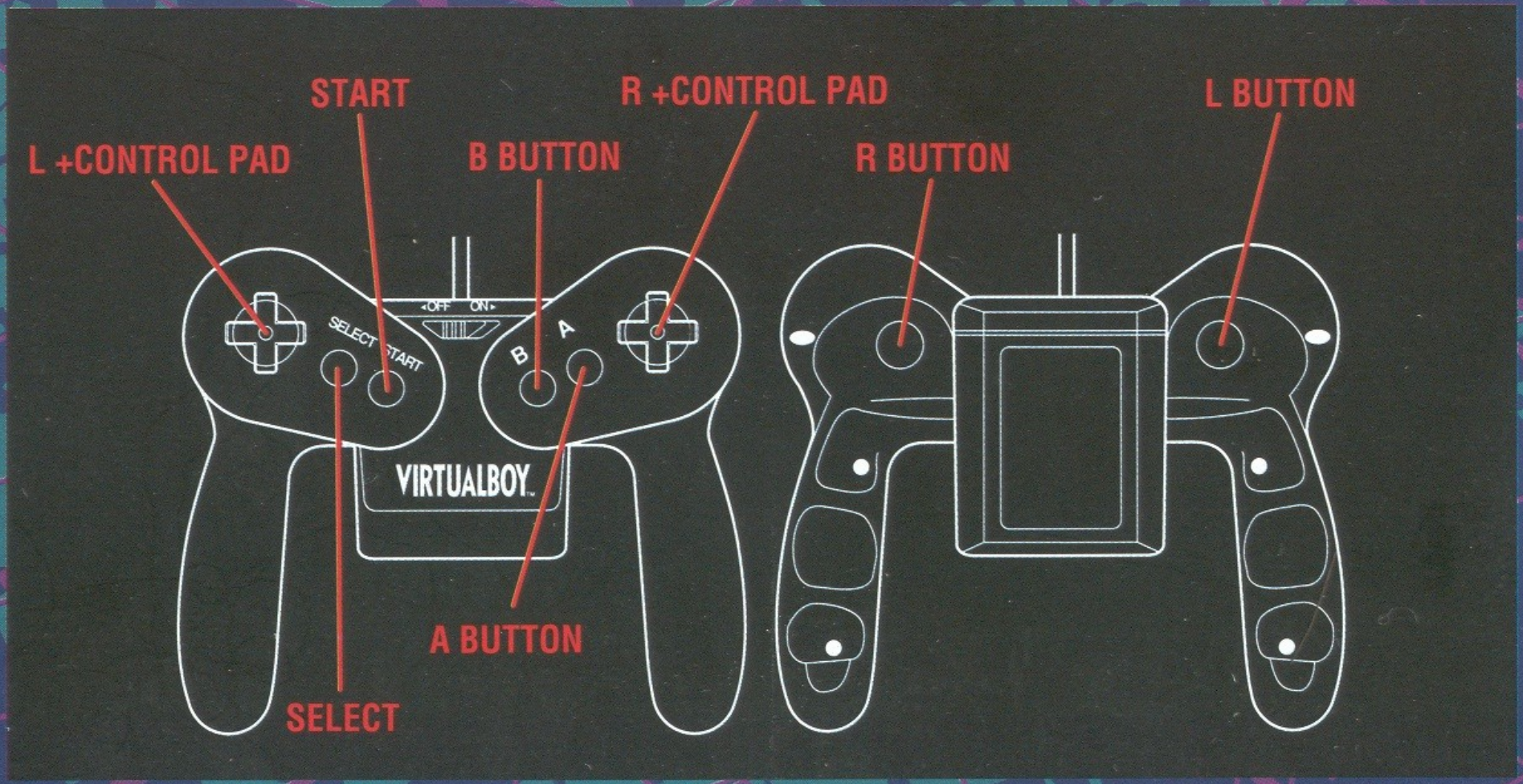
Automatic Pause Function

All Virtual Boy Game Paks contain an automatic pause function. After completing the IPD and FOCUS adjustments, press START 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 L +Control Pad, then press START to begin the game demo. Pressing START again will advance you to the game title screen.



After completing each stage (when the Automatic Pause is active) the game will automatically pause. Please take a break and rest. When your rest is completed, press START to resume play.

USING THE CONTROLLER



L +CONTROL PAD — Move Fighter

This button moves your ship, Ragnarok, up, down, left, right, and diagonally. Use this also to control the cursor on menu screens.

R +CONTROL PAD — Change AI Drone

This switches between the AI Drone equipped with any in stock. (See page 18)

A BUTTON — Choose Altitude

Press the A Button to change your flightline altitude. (See page 15)

B BUTTON — AI Drone Destruct

Press the B Button to destroy the AI Drone you are currently using. The blast will damage any enemies on screen. This button is also used for entering selections on Menu screens.

L & R BUTTONS — Fire Weapons

Press either button to fire the weapons. Keep the button pressed for rapid fire.

START — Pause

Press START to pause the game during play. Also used to enter a selection on Menu screens.

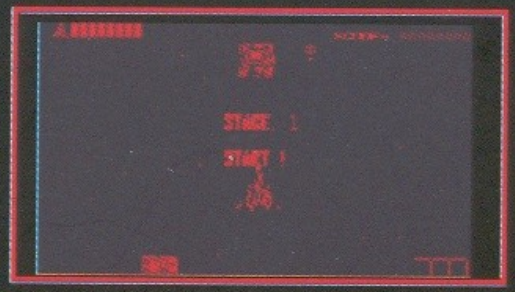
SELECT — AI Drone Controls

Use SELECT to change the altitude and control of an AI Drone. (See page 14 for details)

This chart explains the default controller configuration (Type A.) Change to Type B using KEY CONFIG on the title screen. (See page 12 for details.)

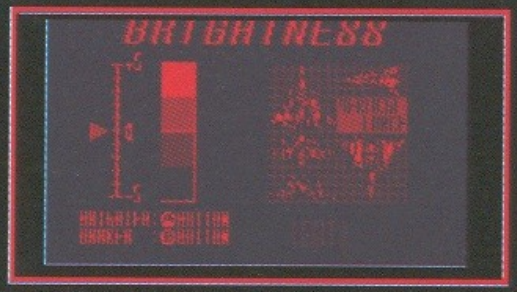
HOW TO START

When the title screen appears, press START. Press START again to begin the game or use the L +Control Pad to move the cursor to another selection



GAME START

Starts the game.



BRIGHTNESS

This option will allow you to adjust the brightness of the screen. Press the A Button to make the screen brighter or press the B Button to darken it. When your adjustment is complete, use the L +Control Pad to select EXIT, then press the A Button to return to the title screen.

CONFIG

This menu will allow you to change the difficulty level of the game and switch the controller setting. Use ▲ or ▼ on the L +Control Pad to select an option and use ◄ or ► to change it. When complete, select EXIT and press the A Button to return to the title screen.

GAME LEVEL Changes The Difficulty Level

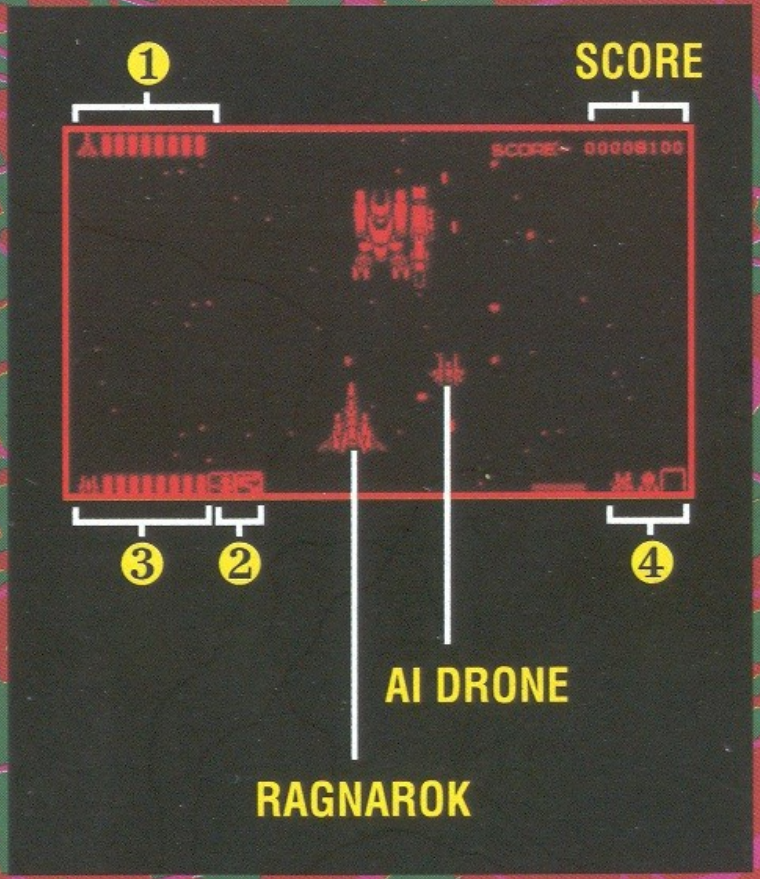
Use this to change the difficulty of the game. With the cursor on "GAME LEVEL," use ◄ or ► on the L +Control Pad to adjust the difficulty.

CONTROL TYPE Switches The Control Type

Move the cursor with the L +Control Pad to "CONTROL TYPE." Use ◄ or ► to switch styles between Type A and B.

	TYPE A	TYPE B
L +Control Pad	Move Ship	Exchange AI Drone
R +Control Pad	Exchange AI Drone	Move Ship
A Button	Blow Up AI Drone	AI Drone Controls
B Button	Switch Altitude	Pause
START	Pause	Blow Up AI Drone
SELECT	AI Drone Controls	Switch Altitude

GAME SCREEN



On the game play screen, the condition of RAGNAROK ❶ and any AI DRONES ❷, ❸, and ❹ will be displayed.

❶ Ship Damage Meter

This is the meter for your ship. When Ragnarok is undamaged the meter has eight marks. As you are hit by enemy missiles and run into obstacles, the number of marks will decrease. When your Damage Meter reaches zero, your ship will blow up and the game is over.

❷ Drone Control Type

These icons are displayed to indicate whether the AI Drone Auto Altitude Change and Auto Reserve are under manual or automatic control. There are four different possible control setting combinations that you can choose from by pressing SELECT. (Keep pressing SELECT to cycle through the four options.) When the icon is displayed, that setting is on automatic.

ALTITUDE CHANGE	CHARACTER RESERVE
MANUAL	MANUAL
MANUAL	AUTO
AUTO	MANUAL
AUTO	AUTO

These icons are displayed to indicate whether the AI Drone Auto Altitude Change and Auto Reserve are under manual or automatic control. There are four different possible control setting combinations that you can choose from by pressing SELECT. (Keep pressing SELECT to cycle through the four options.) When the icon is displayed, that setting is on automatic.

	AUTO	MANUAL
ALTITUDE CHANGE	The AI Drone will change altitude according to its preprogrammed characteristics.	The AI Drone will change altitudes along with Ragnarok.
AI DRONE RESERVE	When the AI Drone's Damage Meter reaches one mark, it will automatically go into reserve.	The AI Drone will only go into reserve when the player chooses to put it there using the R +Control Pad.

❸ Active AI Drone Damage Meter

This meter shows the damage of the AI Drone you are currently using. Just like Ragnarok's Damage Meter, its will also display eight marks when full. When the AI Drone's meter reaches zero, the AI Drone will disintegrate.

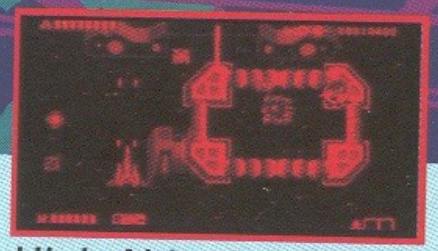
❹ AI Drone Reserve

The AI Drones you currently have in reserve are displayed here. You can stock up to three AI Drones. When placed in reserve, their Damage Meter will slowly recover. (While recovering, they will flash.)

HOW TO PLAY THE GAME

CHANGING ALTITUDE

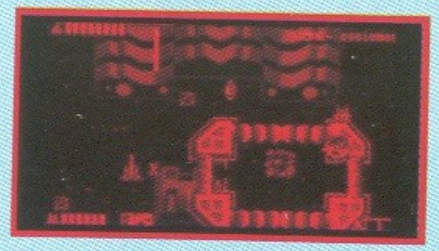
The altitude of Ragnarok will change when you press the A Button. Enemies will change their altitudes, which you must match to attack them.



High Altitude View of Ragnarok

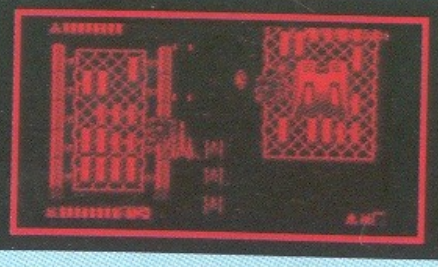
Press A Button

- **Side view**



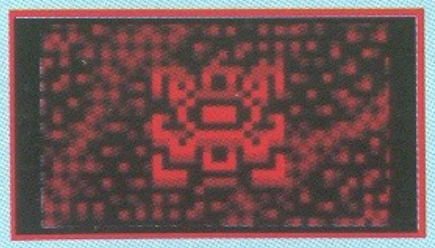
Low Altitude View of Ragnarok

You can switch altitude at any time unless an obstacle above or below obstructs Ragnarok's movement in that direction.



REINFORCEMENTS COLLECTING POWER-UPS & AI DRONES

Power-up items and AI Drones can often be found floating in space. They will also appear when the enemy Kastan drones are destroyed. Either way, they can be collected when touched by Ragnarok.



KASTAN

POWER-UP ITEMS

There are three types of Power-up items, each giving Ragnarok a different weapons system. Collect multiples of each type to multiply the strength of each one. A triple weapon power-up is the maximum.

If Ragnarok takes a hit while Powered-up, both the Damage Meter and Power-up level will decrease by one. (This does not apply when Ragnarok is protected by the Shield.) If Ragnarok is hit while operating with a Single Power weapon, it will return to normal weapons.

CHANGING POWER-UP ITEMS

When Ragnarok collects a different type of Power-up. The weapon type will change but the level will not increase.

EXAMPLE

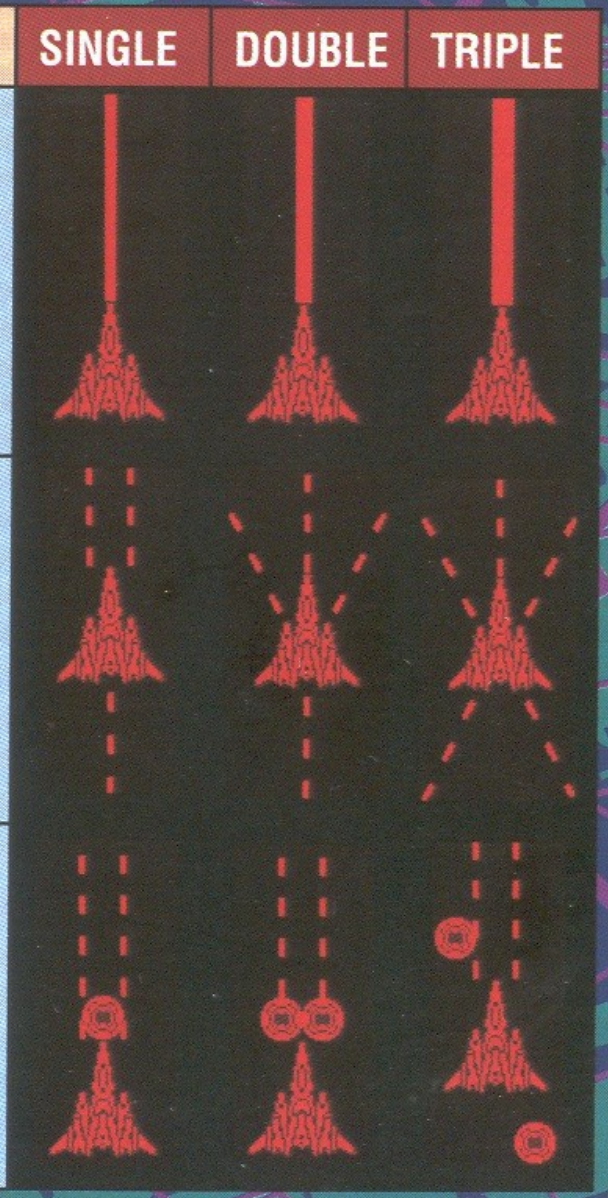
Laser (Level 2)

Collect a Wide-Shot Power-Up Item

Wide-Shot (Level 2)

POWER-UP ITEMS

WEAPON	FEATURE
LASER	The laser will pierce enemies and obstacles. As the Power-up level increases, the beam's width does also.
WIDE SHOT	This beam will fire in multiple directions. As its level increases, so does the number of directions it will fire at.
SHIELD	The Shield will protect Ragnarok. At Triple power the shield also becomes a spinning weapon.



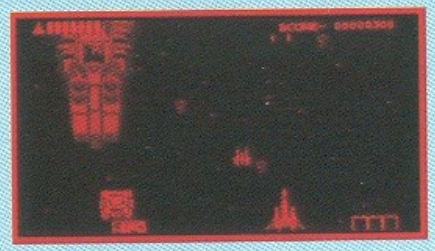
POWERING UP AI DRONES

There are three types of AI Drones and each can also be powered up. If an AI Drone is active when Ragnarok collects a power-up it will also be powered up. AI Drones will power up in four levels.

Like Ragnarok, when a powered up AI Drone takes a hit, its Damage Meter and Power up level will decrease by one.

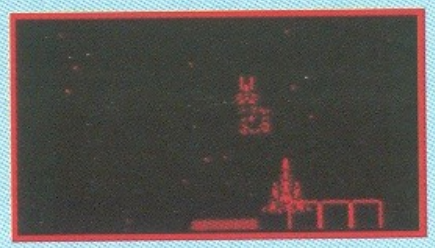
COLLECTING AI DRONES

When Ragnarok collects an AI Drone, it will be automatically activated. If another AI Drone was active when the new one is collected, it will be placed into Reserve.

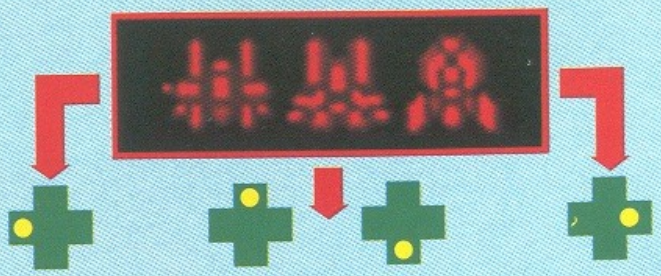


PLACING AI DRONES INTO RESERVE

Using the R +Control Pad, you can exchange active AI Drones with those in Reserve. Press SELECT to change AI Drone function between manual and auto. (See page 14)



AI DRONE RESERVE LOCATION AND CORRESPONDING R +CONTROL PAD DIRECTION



Using ◄, ▲, ▼ or ► on the R +Control Pad you can select which AI Drone to activate.

REPAIRING AI DRONES

An AI Drone that has suffered damage can be repaired by putting it into reserve. AI Drones in reserve will flash while being repaired.

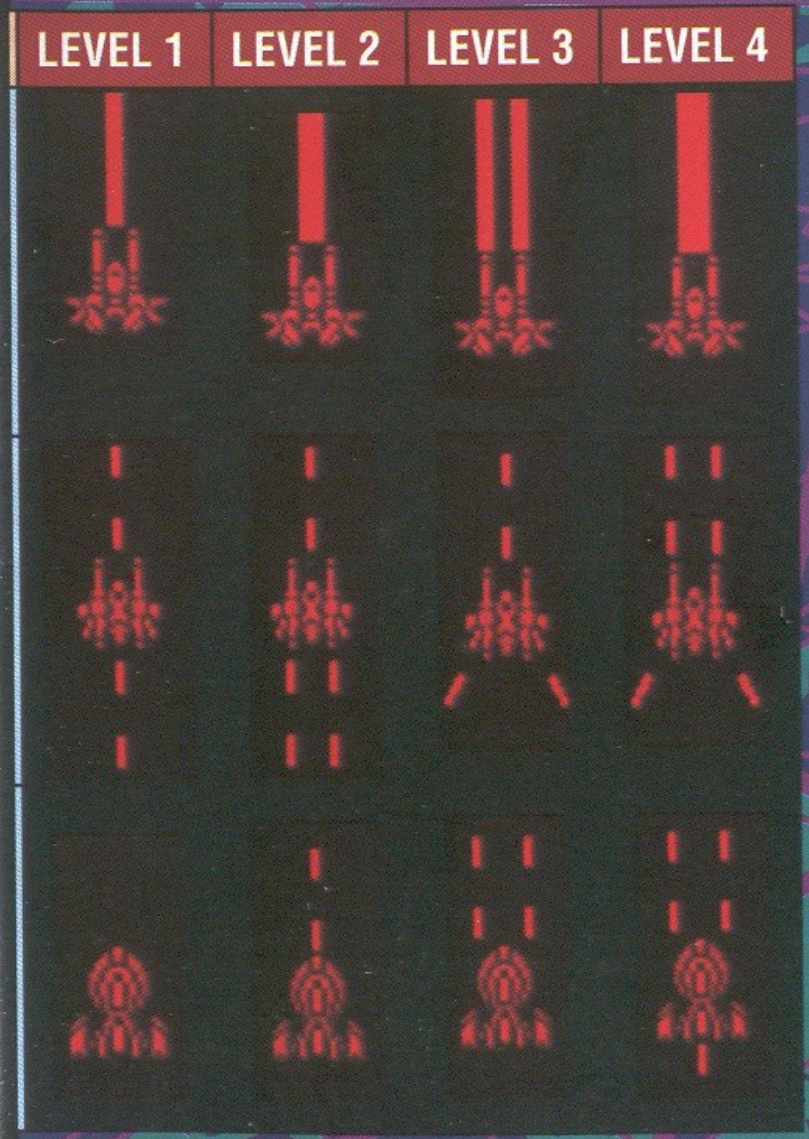
SETTING AI DRONES TO SELF-DESTRUCT

An active AI Drone can be set to self destruct. Like a bomb, the resulting explosion will damage any on screen enemy.

THE THREE TYPES OF AI DRONES

WEAPON	FEATURE
LASER	This AI Drone unit fires a Laser that can pierce the armor of enemy ships.
WIDE SHOT	This unit fires in several directions.
REPAIR	When enemies are near, the Repair Type fights by Ragnarok's side. When you are not fighting, it carries out repairs that restore your Damage Meter.

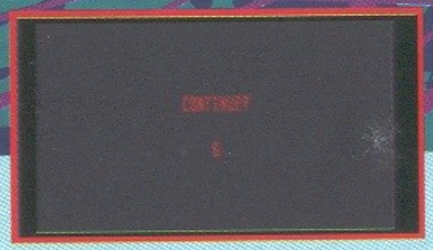
Whenever an AI Drone senses an enemy nearby, it will automatically fire its weapons.



GAME OVER

As you run into objects on the screen or are hit by enemy missiles, your Damage Meter will decrease. When it reaches zero, Ragnarok will be destroyed and the game ends.

CONTINUE



When the game ends, the continue countdown will begin.
If you press START or the A Button within ten seconds, the game will continue. The stage will restart from the beginning unless you have defeated Bratt, the mid-point boss. The number of continues that you can use is unlimited.

TIPS

When you are damaged, Ragnarok will flash and be invulnerable for about two seconds. In crowded areas, use this opportunity to move to a clear area.

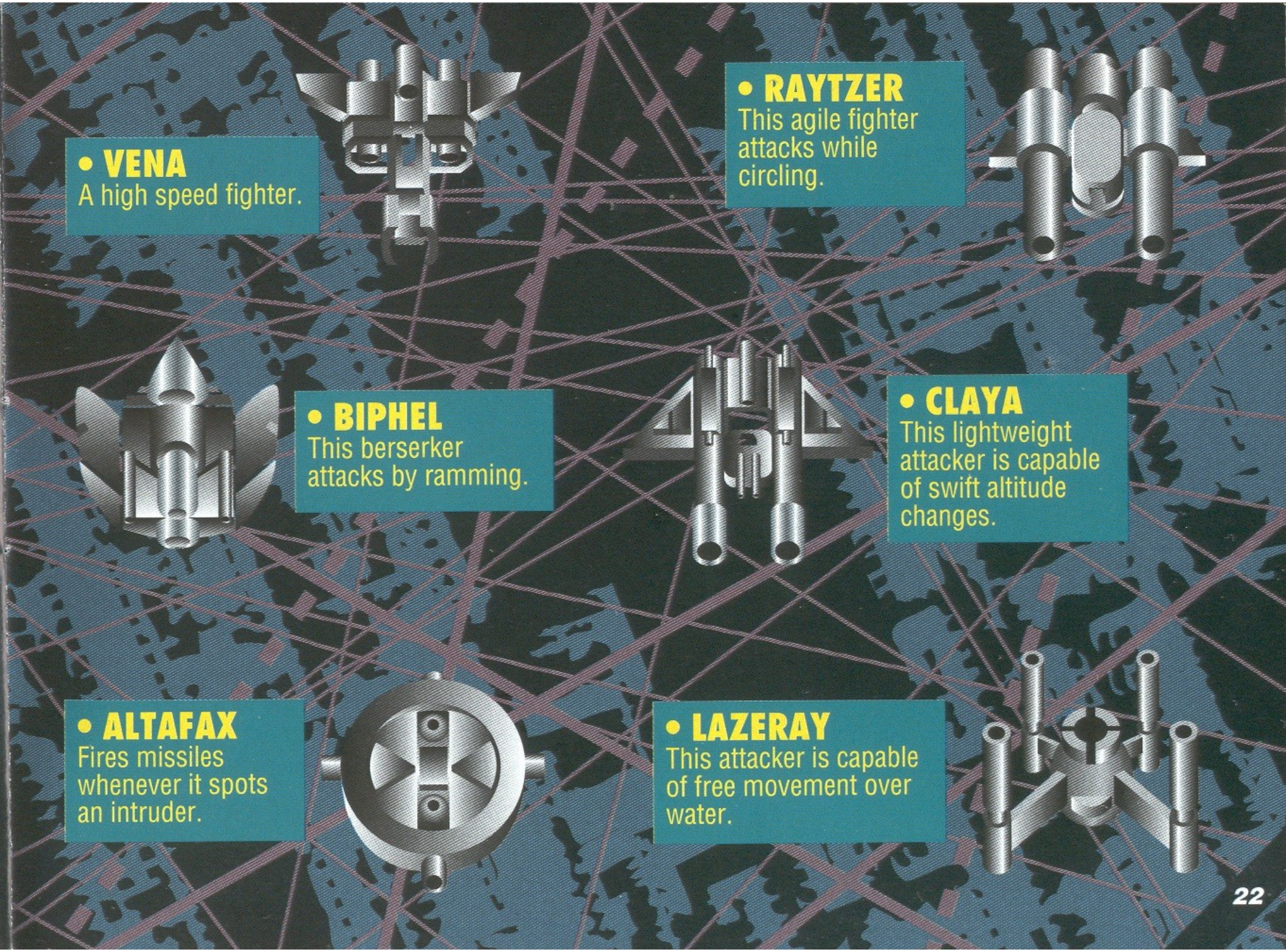
ENEMIES

• SNELL
A highly maneuverable light fighter.

• STORER
Heavily armored, this mid-size attacker is highly maneuverable.

• PHEST
This heavily armored fighter is equipped with high powered weapons.

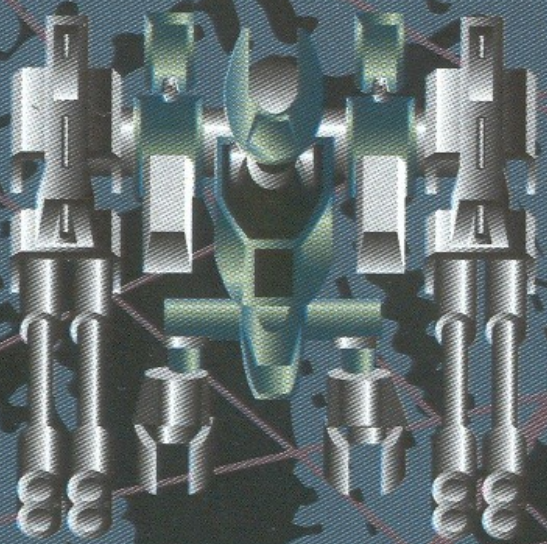
• RUFBOLT
This fighter is capable of taking off from water.


• VENA
A high speed fighter.
• RAYTZER
This agile fighter attacks while circling.
• BIPHEL
This berserker attacks by ramming.
• CLAYA
This lightweight attacker is capable of swift altitude changes.
• ALTAFAX
Fires missiles whenever it spots an intruder.
• LAZERAY
This attacker is capable of free movement over water.

MID-LEVEL BOSS - BRATT

Bratt was made by Mittgard as an area commander. In each stage you will find him armed with different weapons. In most stages he will retreat when his weaponry is destroyed, but not always...

STAGE 1
LASER



STAGE 2
MACHINE GUN

STAGE 3
WIDE SHOT

STAGE 4
HYPER ARM

LEVEL BOSSES

At the end of each level you will face the boss. Here are the first two:

STAGE 1
PHEYLAR
Pheylar moves on a special carrier to attack intruders.

STAGE 2
MOLWARF
While underground, Molwarf is impervious to all attacks.

IMPORTANT:

REV-B

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REV-I

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Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

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You may need only simple instructions to correct any problem with your product.

Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR Center℠ or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

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