



## WARNINGS: Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to flashing lights, consult your doctor prior to using Sega Dreamcast. In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

## CYBERTROOPERS VIRTUAL-ON ORATORIO TANGRAM

Thank you for purchasing Cyber Troopers Virtual-On Oratorio Tangram (Virtual-On OT)! Please note that this software is designed only for use with the Sega Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Virtual-On OT.

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The story is shrouded in mystery...

At the beginning of the Virtual Century, Earth, long controlled by warring corporations, was perched on the edge of a new era of technology when the DN Group (Dyna-Tech and Nova Corporation) first discovered the mysterious Moon Gate.

By the year V.C. 96, only Enver IV, the most powerful stockholder in the DN corporation, began to realize the full potential of the Moon Gate. He was put in charge of the 9 manufacturing plants which used the 'psychic energy' that had been collecting deep within the Moon Gate's V-Crystal. The Moon Gate itself later became known as Plant 0.

These Plants drew their power from the Moon Gate's V-Crystal and came to produce the greatest combat vehicles ever known: VIRTUAROIDS! But stability within the DN Group ended when Enver IV, for reasons known only to himself, sold all 9 plants to rival corporations. In the anarchy that followed, the DN Group was exposed as having withheld valuable and possibly dangerous information relating to the original Moon Gate. Large scale conflicts ensued. Earth's contact with the Moon Gate was lost! And the DNA, the DN Group's newly formed Virtuaroid army, was splintered into two rival factions.

The year is now V.C. a4 and a single Plant—the 9th Plant—has mysteriously vanished with the Tangram. It is believed that the Tangram could possibly control the 'laws of casualty,' control the Moon Gate itself, and allow certain victory for the army that finds it! You must choose sides as the DNA and RNA continue to fight for control of the nine Virtuaroid Plants.

Choose sides! Find the missing 9th Plant and find the Tangram!!!

## GAME OBJECTIVE

Assume control of a Virtuaroid (referred to hereafter as "VR") and successfully defeat a VR opponent. Your VR opponent will be controlled by either another human player or the Sega Dreamcast CPU. Win by inflicting enough damage to reduce the opponent's life gauge to zero. If the timer runs out, the VR with the highest life gauge wins.

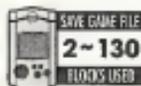
## Saving Files

The following two types of save files may be required to save data with this game:



### VOORANTAN.SYS

A system file that requires 4 memory blocks.



### VOORATAN.R00

A replay file that requires between 2 and 130 memory blocks.

## Memory Card Selection Screen

This screen appears whenever saving or loading game files. Use to select the memory card in which to load or save data from among the list memory cards displayed on the screen. Press the Button to enter the selection.



## BASIC CONTROLS

Virtual-On OT is a one or two player game. The Sega Dreamcast controller can be used to play this game. To play a one-player game, insert the controller into Central Port A or B. For a two-player game, insert the controllers into Central Ports A and B.

### SEGA DREAMCAST CONTROLLER

Black Text . . . . Menu Selection

White Text . . . . Action Controls

#### ANALOG THUMB PAD

↕ = Special Attack  
↔ = Rotate

#### DIRECTIONAL BUTTON (D-BUTTON)

Item Selection

VR Maneuvering  
↑ = Forward  
↓ = Back  
← = Strafe Left  
→ = Strafe Right

#### START BUTTON

Game Start  
Pause during Game Play

Y BUTTON

Jump

B BUTTON

Cancel/Return to the Previous Screen

Right Turbo Button

A BUTTON

Enter

Crouch/Guard

X BUTTON

Left Turbo Button

TRIGGER R

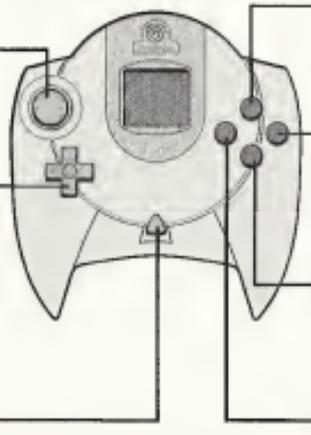
Enter

Right Weapon Trigger

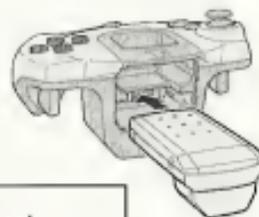
TRIGGER L

Enter

Left Weapon Trigger



## BASIC CONTROLS



Using the Jump Pack™  
When using the Jump Pack with the Sega Dreamcast Controller to play Virtual-On OT, always insert the Jump Pack into Expansion Socket 2 at the controller. When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

#### Soft Reset

For all controllers, to reset the software and return to the title screen at any point during game play, simultaneously press and hold the Y, B, X, A and Start buttons.

#### Caution:

- Operation with incompatible controllers (such as keyboard controllers/gun controllers) is not guaranteed.
- Virtual-On does not support the Mad Catz Force Pack. The Mad Catz Force Pack may not work properly with Virtual-On.
- Never touch the Analog Thumb Pad or Triggers (L/R) while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.
- Note that the basic controls explained in this manual correspond to the Sega Dreamcast controller.
- The button assignments described in this manual correspond to the default button assignment setting.

## ACTION CONTROLS

During game play, these controls are used to operate VR and perform action moves. Refer to the following describing each icon and its corresponding function.

L/R TRIGGER	LEFT/RIGHT WEAPON TRIGGER	L/R TURBO	LEFT/RIGHT TURBO THRUSTER		PRESS IN THE DIRECTION INDICATED
	ANALOG THUMB PAD (CONTROLLER)		CROUCH/GUARD		TAP IN THE DIRECTION INDICATED
	D-BUTTON (CONTROLLER)		JUMP		PRESS SIMULTANEOUSLY
	LEFT TURBO		RIGHT TURBO	or	PRESS EITHER OPTION

**DASH**

+ or

Press in the direction to dash

Press either button once

While Dashing

**DASH CANCEL**

To cancel the dash and move quickly in the next input direction.

or

Press either button once.

**VERTICAL TURN**

Turn (min. 90 degrees) and change the intended dash direction.

Neutral (No input)      Press in the direction to turn

## ACTION CONTROLS

**JUMP**

**JUMP CANCEL**

To cancel the jump and land quickly.

While at the top of the jump arch.

**DASHING JUMP**

+ or

Press in the direction to dash

Press either button once

## CLOSE-RANGE COMBAT MANEUVERING

**QUICK STEP**

This movement is used to zoom in quickly on the enemy from the rear when executing a "double lock-on."

or

Just after pressing...

Press in the direction to step.

**GUARD**

Only for use of close range when not crouching. Ineffective against shooting attacks or crouching attacks. Can be used with turbo shots but will cause the VR to stumble.

Press when "double lock-on" is achieved.

## ACTION CONTROLS

### ATTACKING CONTROLS

<b>LEFT WEAPON (LW)</b> While stationary or walking	L TRIGGER	<b>RIGHT WEAPON (RW)</b> While stationary or walking	R TRIGGER
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<b>CENTER WEAPON (CW)</b> While stationary or walking	L TRIGGER + R TRIGGER
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<b>JUMP ATTACK</b> Input while jumping	L TRIGGER or R TRIGGER	L TRIGGER or R TRIGGER	<b>CROUCH ATTACK</b> Input while crouching	L TRIGGER or R TRIGGER	L TRIGGER or R TRIGGER
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<b>SLIDING SHOT</b> Input while dashing	X or B	+	L TRIGGER or R TRIGGER	+	L TRIGGER or R TRIGGER
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<b>DASH ATTACK</b> Input while dashing	L TRIGGER or R TRIGGER	L TRIGGER or R TRIGGER	<b>AERIAL DASH ATTACK</b> Input during an aerial dash	L TRIGGER or R TRIGGER	L TRIGGER or R TRIGGER
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### TURBO SHOT ATTACK

A variety of attacks are possible with different turbo button and trigger combinations. As the effect produced by each shot varies, it is important to plan the attack according to the situation.

## ACTION CONTROLS

<b>RIGHT TURBO SHOT</b>	R TURBO + L TRIGGER	or	R TURBO + R TRIGGER	or	R TURBO + R TRIGGER	L TRIGGER + R TRIGGER
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<b>LEFT TURBO SHOT</b>	L TURBO + L TRIGGER	or	L TURBO + R TRIGGER	or	L TURBO + R TRIGGER	L TRIGGER + R TRIGGER
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### SPECIAL TURBO SHOT (SPECINEFF ONLY)

L TURBO + R TURBO	+	L TRIGGER + R TRIGGER
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### CLOSE RANGE COMBAT ATTACKING

#### CONVENTIONAL CLOSE-RANGE ATTACK

Double lock-on to the enemy and when the weapons gauge turns yellow, press the trigger. Possible while stationary or when walking.

L TRIGGER or R TRIGGER	or	L TRIGGER + R TRIGGER
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#### CROUCHING CLOSE-RANGE ATTACK

Double lock-on to the enemy and when the weapons gauge turns yellow, simultaneously press the crouch button and the trigger. Inflicts damage even when the enemy is guarding.

L TRIGGER or R TRIGGER	or	L TRIGGER + R TRIGGER
------------------------------	----	-----------------------------

## CLOSE RANGE COMBAT ATTACKING

## TURBO CLOSE-RANGE ATTACK

Double lock-on to the enemy and when the weapons gauge turns yellow, simultaneously press the right turbo button and the trigger. Inflicts damage even when the enemy is guarding.

L TRIGGER

L TRIGGER

or or

+

R TRIGGER

R TRIGGER

## DOWN CLOSE-RANGE ATTACK

To attack a downed (knocked out) enemy of close range, press the trigger once the weapons gauge turns green.

L TRIGGER

or

R TRIGGER

## SMALL JUMP CLOSE-RANGE ATTACK

Double lock-on to the enemy and once the weapons gauge turns yellow, simultaneously press the jump button and the trigger.

L TRIGGER

L TRIGGER

or or

+

R TRIGGER

R TRIGGER

## GUARD REVERSAL ATTACK

By pressing the trigger while guarding it is possible to execute a faster attack than normal.

L TRIGGER

or

R TRIGGER

## FORWARD DASH CLOSE-RANGE ATTACK

Execute during a forward or diagonal forward dash. Possible even when not double locked-on to the enemy.



+

L TRIGGER

or

R TRIGGER

or

L TRIGGER

+

R TRIGGER

During a forward dash

## QUICK STEP CLOSE-RANGE ATTACK

Double lock-on to the enemy and simultaneously quick step left or right (top the D-Button) and press the trigger.



+

L TRIGGER

or

R TRIGGER

Tap in the direction to step

## SPECIAL BUTTON

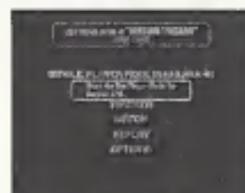
Press the controller Analog Thumb Pad  to execute a special attack through button combinations. The type of attack varies with each VR.



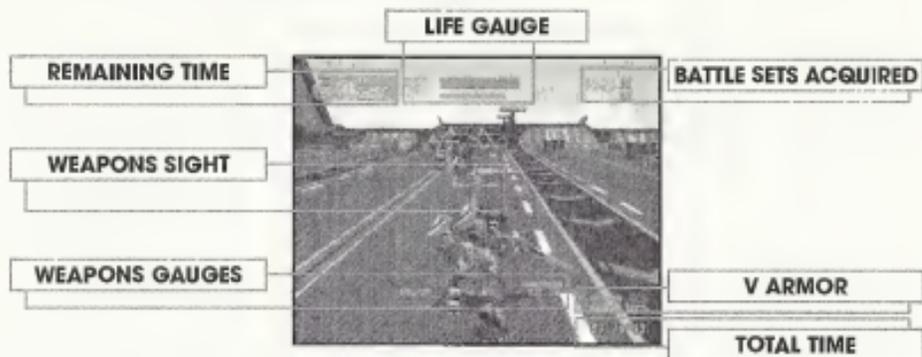
SPECIAL BUTTON

## MAIN MENU

Once the title screen appears, press Start to display the Main menu. Use the D-Button for menu item selection and the  Button to enter your selection.



## GAME DISPLAY



The lock-on appears in the screen center whenever the weapon's sight is aligned over the enemy VR. Firing the weapon fired after lock-on is achieved will cause the shot to home in on the enemy VR.

### REMAINING TIME

The time remaining for the current battle set. Once this number reaches 00'00, the battle set ends.

### LIFE GAUGE

This gauge will decrease whenever damage is incurred. Once it reaches zero, the VR loses. In a one-player battle, the top gauge represents the player and the bottom gauge the enemy.

### BATTLE SETS ACQUIRED

Displays the number of battle sets acquired by each player.

### WEAPONS SIGHT

Align this sight over the enemy VR to achieve lock-on.

## GAME DISPLAY

### WEAPONS GAUGES

These gauges show the energy level of each weapon. From left to right: LW (Left Weapon), CW (Center Weapon - both triggers) and RW (Right Weapon). As each weapon is used, its power level will decrease. When the gauge turns red, that weapon can no longer be used. The power level of weapons will replenish naturally over time.

### TOTAL TIME

The total elapsed time since Mission 1 play was started.

### V ARMOR

This percentage indicates the strength value at which a VR can deflect enemy attack. In a one-player battle, the top value represents the player and the bottom value the enemy. The higher this value is, the more likely a weak attack can be deflected. It is recommended to use a strong attack, such as a turbo attack, to weaken your opponent's V armor (reduce this percentage) before proceeding with normal attacks.

## Close-Range Combat Display

Whenever the VR engage in close range combat, the lock-on sight will double in size and the color of the weapons gauges will change to yellow. This is called "Close Range Combat Mode." To execute a close-range attack, press the trigger that corresponds to the yellow weapons gauge.



### Double Lock-On Sight

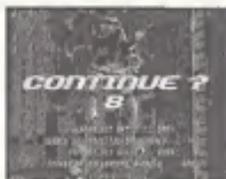
The lock-on sight will change into a "double lock-on sight" to indicate when the VR is near enough to the enemy to execute a close range attack.

## SINGLE PLAYER MODE (M.S.B.S.VER.5.45)

Battle against a succession of CPU-controlled VR in this one-player game mode.

### CONTINUE/GAME OVER

Whenever you lose a battle against an enemy VR, the CONTINUE screen is displayed. To re-play the battle against the same VR, press the Start button before the countdown reaches 0. If the countdown reaches 0, the game is over and the title screen will be displayed.



### JOINING IN

A challenger can join into the game play at any time by pressing Start on the second controller. The VR Selection screen will appear for each player to select a VR, stage, etc. For details, refer to the VERSUS mode explanation on page 15.



### PAUSE MENU

Press Start during game play to display the pause screen. Use the D-Button  $\uparrow$ / $\downarrow$  to select an item and press the  $\odot$  button to enter your selection. It is possible to change the controller setting here using the D-Button  $\leftarrow$ / $\rightarrow$ .



**CONTINUE** Select to continue the currently paused game.

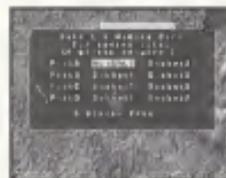
**CONTROL TYPE** Select from among types A through F to change the controller setting.

**EXIT** Select to quit the currently paused game and return to the Main menu.

► Pressing down  $\times$  +  $\circ$  while the Pause Menu is up will remove the menu options box for a better view of the action. However, be careful not to exit your game, as menu items will still be selectable. Release the  $\times$  +  $\circ$  buttons and the menu will reappear.

### SAVING REPLAY DATA

In both the SINGLE PLAYER MODE (M.S.B.S.VER. 5.45) and VERSUS modes, mission replay data can be saved to a memory card. During the replay segment that appears when a mission ends, press triggers  $\square$  +  $\square$  to display the Save screen depicted to the right. Select a memory card on which to save data\* from among the displayed options using the same procedure as explained in Memory Card Selection Screen on page 3. Press  $\odot$  to cancel and return to game play. For details about how to view replay data saved to a memory card, see page 20.



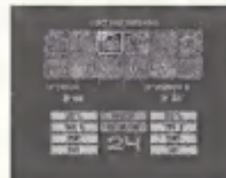
\*Saving replay data requires between 2 and 130 free memory blocks.

## VERSUS

This is a two-player battle mode.

### VR SELECTION SCREEN

Use the D-Button to select a Virtuaroid and press the  $\odot$  button. Next, enter the VR handicap percentage and controller type. Select the Start option to proceed to the stage selection screen. Note that if the countdown reaches zero before selection is complete, the currently selected items will automatically be entered.



**HANDICAP** As a handicap, the life gauge of the VR can be set between a range of 10 and 200%.

**CONTROL TYPE** Select from among types A through F to change the controller setting.

**START / EXIT** Start the game or exit and return to the Main menu.

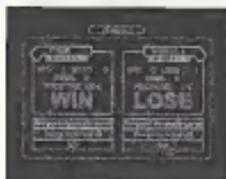
## STAGE SELECTION SCREEN

When selecting a stage on which to battle, use the   to toggle through the available stages and press the  Button to enter a selection. Select RANDOM SELECT to have the CPU automatically choose from among the 15 available stages.



## RESULTS SCREEN

Once the battle is complete, the Results screen is displayed. Use the D-Button and  button to select and enter one of the options listed at the bottom of the screen.



**RETRY WITH THE SAME VIRTUAROID**

Restart the battle with both players using the same VR.

**CHANGE THE VIRTUAROID**

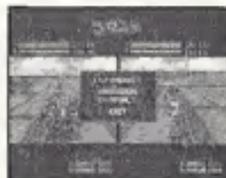
If either player selects this item, the VR Selection screen will be displayed.

**EXIT**

If either player selects this item, the title screen will be displayed.

## PAUSE MENU

At anytime during game play, either player can press the Start button to pause the battle and display the Pause menu. Use the D-Pod to select an item and press the Start button to resume. To change the positioning of the split screen, select the menu item under Continue (Normal 1) and   to change the setting.



**Versus Mode Screen Types:**

 : Player one's screen (Player 1)

 : Player two's screen (Player 2)



NORMAL 1



NORMAL 2



VERTICAL



HORIZONTAL

## TRAINING

In this mode you can practice controlling a VR against an immobile enemy or in a state of invincibility.

## VR SELECTION/STAGE SELECTION

Using the same procedure as described for the versus mode, select a VR (first your own and then the enemy VR), the controller type, and stage.



## TRAINING MENU

During game play, press the Start button to display the Training menu to modify the settings of the training mode. Use  $\uparrow$ / $\downarrow$  to select a menu item and  $\leftarrow$ / $\rightarrow$  to modify the item. Press  $\odot$  to enter. Select EXIT and press  $\odot$  to end the bottle and return to the VR selection screen.



- CONTINUE** Resume the current bottle.
- RESTART** Quit the current battle and restart using the same settings.
- CONTROL TYPE** Select from among types A through F to change the controller setting.
- MOVE VR** Select which of the controllers connected to Controller Port A, etc. to use as player one or the enemy.
- ENEMY VR MOVEMENT** Select a setting for the enemy from the following options; CPU-controlled, CPU-controlled with no shooting, Controller Port B controller setting, or no movement.
- 1P LIFE** Set the life gauge setting for player one to NORMAL or UNLIMITED.
- 2P LIFE** Set the life gauge setting for player two to NORMAL or UNLIMITED.
- SLOW** When set to ON, the game speed will become slow.

## WATCH

In this mode you can watch a CPU vs. CPU battle from a variety of camera angles.

- CONTINUE** Resume the current bottle.
- EXIT** Quit the current battle and restart using the same settings.

## CAMERA CONTROLS

Use the following controls to change the camera angles for viewing the bottle.

- A** Game display. Press  $\odot$  again to change to 1 or 2 player.
- B** Live monitor. The camera angle may change depending on the situation.
- X** The camera angle will toggle as follows when the button is pressed.

- ROTATION 1P/2P** A rotating angle around player one and player two
- VR EYE CAMERA 1P/2P** A first person camera angle from one/two player's perspective
- REAR CAMERA 1P/2P** A rear view from the back of player one/player two
- LOOK DOWN CAMERA** A downward view from overhead
- FIXED CAMERA NO.1/2/3** A view from the fixed camera 1/2/3 over the stage

- Y** Press Y then use the Analog Thumb Pod, D-Button to move the camera to the center of player one.

**ANALOG THUMB PAD**  $\uparrow$ / $\downarrow$  Rotate the camera horizontally up/down

**D-BUTTON**  $\uparrow$ / $\downarrow$  Zoom the camera in or out

**ANALOG THUMB PAD/D-BUTTON**  $\leftarrow$ / $\rightarrow$  Rotate the camera left/right

## REPLAY

Replay the lost battle or replay file data saved to a VMU from a variety of camera angles.

## REPLAY FILE SELECTION

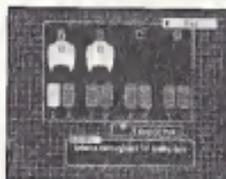
Use the D-Button to select a replay file and press  $\odot$  to enter.

- LAST GAME** View a replay of the last Single Player or Versus bottle played.
- SAVE DATA** Select a file from the inserted VMU. Select to display the VMU Selection screen.

## VMU SELECTION SCREEN

Select a VMU to load using the same procedure for memory card selection as described on page 3.

If there are replay tiles saved to the selected memory card, a replay file list will be displayed. Use  $\blacktriangle$ / $\blacktriangledown$  to select a file and press  $\odot$  to enter. The selected battle will be replayed.



## CAMERA CONTROLS

Use these controls to change the camera angles for viewing the battle. The controls are the same as described for the Watch mode on page 18.

## OPTIONS

Here you can modify various game settings or listen to the game sounds. Use  $\blacktriangle$ / $\blacktriangledown$  to select an item and press  $\odot$  to enter.

### GAME SETTINGS

Select GAME SETTINGS to modify the game play. Use  $\blacktriangle$ / $\blacktriangledown$  to select a menu item and  $\blacktriangle$ / $\blacktriangledown$  to modify. Select EXIT and press  $\odot$  to exit the game settings.



- |                         |   |
|-------------------------|---|
| <b>GAME DIFFICULTY</b>  | Modify the difficulty level of the game.  |
| <b>PLAY TIME (1P)</b>   | Set the Battle time for one-player mode.  |
| <b>MATCH COUNT (1P)</b> | Set the number of rounds for one battle in the one-player mode.   |
| <b>PLAY TIME (VS)</b>   | Set the amount of Battle time for Versus mode.  |
| <b>MATCH COUNT (VS)</b> | Set the number of rounds for one battle in the Versus mode.   |
| <b>COMPANY SELECT</b>   | Select the VR colors for the one player side.   |
| <b>SURVIVAL MODE</b>    | Set to ON to disable life regeneration during battles.<br>Note: Match Count for (1P) and (2P) default to one round when survival mode is set to ON. |
| <b>INFIGHT MODE</b>     | Set to ON to prevent all attacks other than close-range.<br>A.I. opponents can always perform long range attacks, even with Intight Mode set to ON. |
| <b>FOG MODE</b>         | Set to ON to introduce fog to the stage and reduce visibility.  |
| <b>QUICK SELECT</b>     | Set to ON to enable the simplified VR selection screen.   |
| <b>QUICK CONTINUE</b>   | Set to ON to enable quick continue (omitting the VR selection).   |

## DEVICE SETTING

Select **DEVICE SETTINGS** to change the controller button assignment settings. Use  $\blacktriangle$   $\blacktriangledown$  to select and  $\blacktriangleleft$   $\blacktriangleright$  to modify. Select **EXIT** and press  $\odot$  to exit the game settings.

### CONTROL TYPE

Change the controller button assignment settings by selecting a controller type.

### VIBRATION

Set **ON** to activate usage of a Jump Pack (sold separately).

## AV SETTINGS

Here you can modify the sound output, adjust the position of the game display, conduct sound tests, etc. Use  $\blacktriangle$   $\blacktriangledown$  to select and  $\blacktriangleleft$   $\blacktriangleright$  to modify. Select **EXIT** and press  $\odot$  to exit the game settings.

### AUDIO

Set the sound output.

### BGM VOLUME

Adjust the BGM (background music) volume.

### SE VOLUME

Adjust the SE (sound effects) volume.

### BGM TEST

Listen to the background music. Use  $\blacktriangleleft$   $\blacktriangleright$  to select and press  $\odot$  to playback.

### SE TEST

Listen to the sound effects. Use  $\blacktriangleleft$   $\blacktriangleright$  to select and press  $\odot$  to playback.

### MONITOR TEST

Display the color bar. Press the Start button to end.

## OPTIONS

### SCREEN ADJUST

Use the D-Button to adjust the position of the game display.

### SAVE

Save the modified options settings to the VMU.

$\blacktriangleright$  Saving the options settings requires 4 free memory blocks.

### LOAD

Load previously saved options settings from a VMU.

## VIRTUROID

### MBU-707-G TEMJIN



D.N.A.SIDE

R.N.A.SIDE

BASIC WEAPONS	LW	POWER BOMB	CW	SWORD	RW	LONG LAUNCHER
MAIN ATTACK MOVE	R TRIGGER DURING FORWARD		DASH R TURBO & R TRIGGER			
SPECIAL ATTACK	PRESS BOTH TRIGGERS DURING AN AERIAL FORWARD DASH (ONLY POSSIBLE WHEN ALL WEAPON GAUGES ARE AT 100% POWER)					
SPECIAL ATTACK 2	PRESS BOTH TRIGGERS WHILE ROTATING (ONLY POSSIBLE WHEN BOTH TRIGGER WEAPON GAUGES ARE AT 100% POWER)					

### HBV-502-Ha / RVR-75 RAIDEN



R.N.A.SIDE

D.N.A.SIDE

BASIC WEAPONS	LW	GROUND NAPALM	CW	LASER	RW	HYPER BAZOOKA
MAIN ATTACK MOVE	L TURBO & BOTH TRIGGERS					
SPECIAL ATTACK	PRESS THE SPECIAL BUTTON IN MID-JUMP					

### RVR-14 Fai-4en Yin



D.N.A.SIDE

R.N.A.SIDE

BASIC WEAPONS	LW	SWORD	CW	BEAM IRRADIATOR	RW	HAND BEAM
MAIN ATTACK MOVE	R TURBO & R TRIGGER					
SPECIAL ATTACK	AUTOMATICALLY ACTIVATES WHEN LIFE GAUGE POWER DROPS BELOW 50%					
SPECIAL ATTACK 2	PRESS THE SPECIAL BUTTON					

**RUR-42  
CUPHER**

R.N.A.SIDE

D.N.A.SIDE

BASIC WEAPONS	LW	DAGGER	CW	BEAM LAUNCHER	RW	MULTILAUNCHER
MAIN ATTACK MOVE	R TURBO & R TRIGGER			L TURBO & BOTH TRIGGERS		
SPECIAL ATTACK	PRESS BOTH TRIGGERS DURING AN AERIAL FORWARD DASH (ONLY POSSIBLE WHEN ALL WEAPON GAUGES ARE AT 100% POWER)					

**RUR-79  
APHARMO B**

D.N.A.SIDE

R.N.A.SIDE

BASIC WEAPONS	LW	GRENADE DISCHARGER	CW	BEAM TONGFER	RW	SUB-MACHINE GUN
MAIN ATTACK MOVE	L TRIGGER DURING A FORWARD DASH			L TURBO & BOTH TRIGGERS		
SPECIAL ATTACK	PRESS BOTH TRIGGERS DURING A DOUBLE LEVEL JUMP (ONLY POSSIBLE ONCE PER PLAY)					
SPECIAL ATTACK 2	PRESS BOTH TRIGGERS DURING AN AERIAL DASH (ONLY POSSIBLE WHEN THE CW IS AT 100% POWER)					

**RUR-77  
APHARMO S**

R.N.A.SIDE

D.N.A.SIDE

BASIC WEAPONS	LW	GRENADE LAUNCHER	CW	ROCKET LAUNCHER	RW	FUNNY LAUNCHER
MAIN ATTACK MOVE	R TURBO & BOTH TRIGGERS			L TURBO & L TRIGGER		
SPECIAL ATTACK	PRESS BOTH TRIGGERS DURING A DOUBLE LEVEL JUMP (ONLY POSSIBLE ONCE PER PLAY)					
SPECIAL ATTACK 2	PRESS BOTH TRIGGERS DURING AN AERIAL DASH					

**SAU-326-D/B  
GRYS-DOK**

R.N.A.SIDE

D.N.A.SIDE

BASIC WEAPONS	LW	OVERHEAD LAUNCHER	CW	SHOULDER LAUNCHER	RW	MISSILE LAUNCHER
MAIN ATTACK MOVE	R TURBO & BOTH TRIGGERS			R TURBO & BOTH TRIGGERS MIDJUMP		
SPECIAL ATTACK	PRESS THE SPECIAL BUTTON WHILE CROUCHING					

**RUR-65  
DORORA4**

D.N.A.SIDE

R.N.A.SIDE

BASIC WEAPONS	LW	DRILL	CW	V HURRICANE	RW	CLAW LAUNCHER
MAIN ATTACK MOVE	R TURBO & R TRIGGER			L TRIGGER DURING FORWARD DASH		
SPECIAL ATTACK	PRESS THE SPECIAL BUTTON WHILE STATIONARY					
SPECIAL ATTACK 2	PRESS BOTH TRIGGERS WHILE ROTATING TO THE RIGHT (ONLY POSSIBLE WHEN THE CW IS AT 100% POWER)					

**XBU-819-TR4  
BAL-BADOS**

D.N.A.SIDE

R.N.A.SIDE

BASIC WEAPONS	LW	THIGH LAUNCHER	CW	BEAM LAUNCHER	RW	HAND LAUNCHER
MAIN ATTACK MOVE	L TURBO & BOTH TRIGGERS					
SPECIAL ATTACK	R TURBO & BOTH TRIGGERS DURING MID-JUMP TO ERL INDEPENDENT FIRING OF ALL 4 (BOTH ARMS, BOTH LEGS) WEAPONS AT ONCE					
SPECIAL ATTACK 2	ERL FIRING OF 4 WEAPONS, R TURBO & BOTH TRIGGERS					

**SGU-417-1  
ANGELAN**



R.N.A.SIDE D.N.A.SIDE

BASIC WEAPONS	LW	HAND SHOT	CW	CRYSTAL BIT	RW	ROD SHOT
MAIN ATTACK MOVE	R TURBO & BOTH TRIGGERS		L TURBO & L TRIGGER			
SPECIAL ATTACK	WHEN STATIONARY, CROUCH AND PRESS THE SPECIAL BUTTON					

**RUR-57  
SPECINEFF**



D.N.A.SIDE

BASIC WEAPONS	LW	SCYTHE	CW	BOOMERANG	RW	LONG LAUNCHER
MAIN ATTACK MOVE	R TURBO & BOTH TRIGGERS		L TURBO & L TRIGGER			
SPECIAL ATTACK	PRESS BOTH TURBOS & BOTH TRIGGERS					
SPECIAL ATTACK 2	PRESS L TRIGGER WHILE ROTATING					
SPECIAL ATTACK 3	WHEN THE V ARMOR GAUGE IS LOWER THAN THE ENEMY'S, PRESS THE SPECIAL BUTTON TWICE					

**EVT-001  
AJIM**



R.N.A.SIDE D.N.A.SIDE

BASIC WEAPONS	LW	LEFT FIST	CW	BIG CORE	RW	RIGHT FIST
MAIN ATTACK MOVE	?		?			
SPECIAL ATTACK	?					

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