

R•TYPE® FINAL



EmuMovies



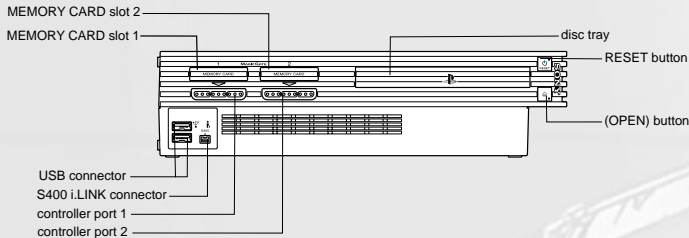
BY eidos



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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the R-TYPE FINAL disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

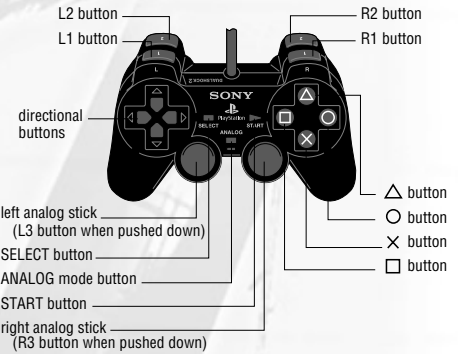
Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Before starting play, connect a DUALSHOCK®2 analog controller to controller port 1.

The controls shown below are the default button settings. You can change the button setup and turn the controller's vibration ON/OFF from the Option menu. (See page 6.)



MENU CONTROLS

directional buttons	Highlight options
X button	Confirm selection
O button	Exit selection

ACTION CONTROLS

directional buttons	Move fighter
left analog stick	Move fighter
L1 / L2 buttons	Increase/Decrease fighter speed
R1 button	Rapid fire/Missiles
triangle button	Special Weapon
circle button	Rapid fire/Missiles
square button	Guns/Missiles/Wave Cannon
X button	Dock/Detach Force
START button	Start/Pause game
SELECT button	Skip movie/previously viewed ending Close R Museum information window
right analog stick	Move Wave Cannon (special types only) Rotate view in R Museum
R3 button	Slow down Wave Cannon (special types only) Reset view in R Museum



HOW LONG WILL EVIL LIVE?

THE BYDO ...

... is the living embodiment of evil.

A living weapon built with the self-replicating properties of DNA, the Bydo has physical mass, yet exhibits the properties of a wave. It diffuses easily, and fills any environment it encounters.

The Bydo can even interfere with, and ultimately consume, human thought itself.

THE 26th CENTURY

Nearly 500 years have passed since the first encounter with the Bydo.

Four massive wars have been fought against the Bydo. Four times humankind has emerged victorious. Four times the Bydo appeared, and four times it was beaten.

But each time it returned, stronger than before. Can the Bydo ever be completely destroyed?

A weapon to end the war — the ultimate anti-Bydo Weapon — was devised. With the battle cry *Fight Bydo with Bydo*, Operation Last Dance exploded!

Does this mean the end of the Bydo ... or the end of humankind?

STARTING THE GAME

SELECTING A PILOT

After the opening movie, the Title screen appears. Press **START** to go to the Select Pilot screen.

Selecting an Existing Pilot

If a memory card (8MB) (for PlayStation®2) with a previously saved Pilot File is inserted into MEMORY CARD slot 1, the file will be automatically loaded when the game starts, and the pilot's name will be displayed. You can also load a previously saved Pilot File by pressing **△**. (See page 7 for instructions on saving games.)

Use the Menu Controls to make your selection.

- **OK** — Confirm your selection and return to the Main Menu.
- **Cancel** — Cancel your selection.
- **Delete** — Delete your selection.

Creating a New Pilot

If you are a new player, or your saved data has been lost, you must create a new pilot or copy data from another pilot.

Use the Menu Controls (see page 3) to make your selection.

- **New** — Create a new pilot. (See *Pilot Entry* below.)
- **Cancel** — Cancel your selection.
- **Copy** — Copy data to a selected location. Select the file to be copied and press **X**.

Pilot Entry

You must enter a pilot name in order to create a new pilot. Move the cursor to select letters, and press **X** to enter each letter. When the name is complete, select **End**. You can save up to three Pilot Files.



MAIN MENU

After you select a pilot, you'll go on to the Main Menu. Use the Menu Controls to select your game mode.

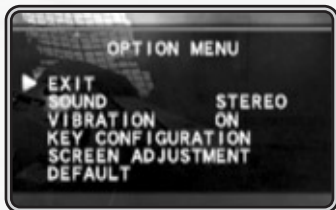
- **Start Game** — Set your fighter's equipment, appearance, etc. in the Hanger. (See page 11.) Then fly into action against the Bydo.
- **Vs AI Mode** — Match your ships or a friend's ships against a computer-controlled opponent. (See page 14.)
- **Score Attack** — Try for the highest score. (See page 17.)
- **Data & Gallery** — Check war records and acquired images of currently developed fighters. (See page 18.)
- **Options** — Change game settings including vibration, button configuration and screen position. (See below.)
- **Save Data** — Save your score, fighter settings, war records, etc. (See page 7.)
- **Select Pilot** — Select a different pilot from the Select Pilot screen. (See page 5.)
- **Tutorial** — Learn the rules and basic gameplay. (See page 19.)
- **Title** — Return to the Title screen.



OPTION MENU

Access the Option Menu from the Main Menu or Pause Menu. Use the Menu Controls select and change options.

- **Exit** — Return to the previous screen.
- **Sound** — Select **Stereo** or **Mono** sound.
- **Vibration** — Toggle controller vibration **On/Off**. When the setting is **On**, the controller will vibrate in response to game events.
- **Key Configuration** — Change the button assignments.
- **Screen Adjustment** — Adjust the game screen on your TV.
- **Default** — Restore the default option settings.



SAVING YOUR GAME

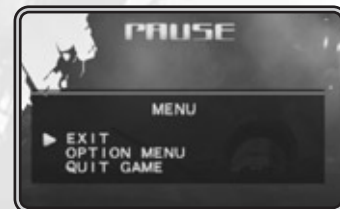
Select **Save** from the Main Menu to save all current information, such as your fighter settings and score.

- You must have a memory card with at least 145KB of free space inserted into MEMORY CARD slot 1 in order to save.
- Saved data is loaded when the game starts or when you select a different pilot. (See page 5.)

PAUSE MENU

Press **START** during play to pause the game and display the Pause Menu. Use the Menu Controls to make selections:

- **Exit** — Resume the game.
- **Option Menu** — Open the Option Menu to change game settings.
- **Quit Game** — Exit back to the Main Menu.



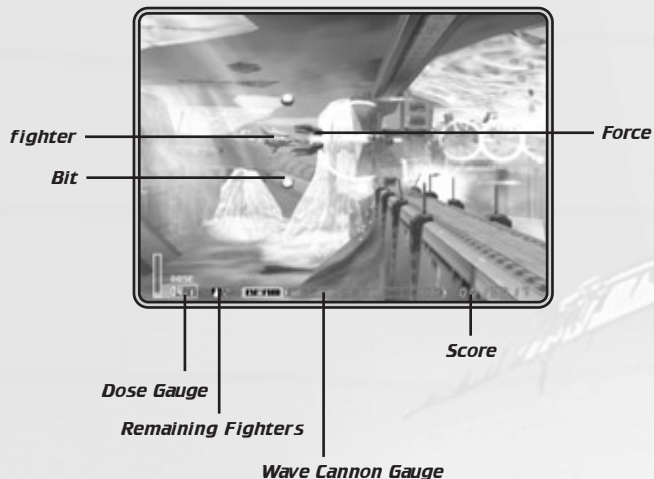
CONTINUING A GAME

When the game ends, you can use one of your Credits (see below) to continue. Select **Yes** to continue the fight from where it ended. When you continue, you can choose another fighter from the Select Fighter screen. (See page 13.)

If you have no Credits left, the game is over for good.

CREDITS

Use Credits to continue your game. Your Credits are limited in the beginning, but at a certain point the number becomes unlimited. Don't give up. Keep trying!



- **Fighter** — Your fighter.
- **Bit** — Combat support device. (See **Power Ups** on page 10.)
- **Force** — An indestructible living weapon. (See page 9.)
- **Dose Gauge** — When this gauge is charged to 100%, you can use a Special Weapon. (See page 10.)
- **Remaining Fighters** — Number of fighters you have left. When you lose them all, the game ends. You can continue a game if you have Credits. (See page 7.)
- **Wave Cannon Gauge** — When this gauge is charged, you can fire the Wave Cannon. (See page 9.)
- **Score** — Increases as you destroy enemies.

WAVE CANNONS

- Hold down \square to charge up the Wave Cannon Gauge. Release the button to unleash a powerful burst of energy.
- Continue holding down \square once the gauge is full to store up even more charge for a stronger attack.
- When the Wave Cannon Gauge is full, press \circ or **R1** repeatedly for rapid-fire shots.

Note: The type of Wave Cannon and amount of charge vary for each fighter.

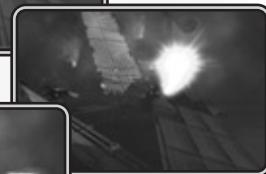


Special Wave Cannons

Some fighters have special Wave Cannons.

Nanomachine Wave Cannon

Control this weapon with the right analog stick. Press in **R3** to slow down the Wave Cannon for easier control.



Hyper Wave Cannon

Capable of rapid fire.



FORCE

Grab Laser Crystals to summon the indestructible living weapon, the Force. The Force can damage enemies and absorb enemy attacks. (Some attacks, such as strong lasers, cannot be absorbed.)

Press \times to detach or dock the Force. Make good use of the Force by docking it on the front or rear of the fighter. Adapting to the circumstances in battle is the key to surviving.



HANGAR

SPECIAL WEAPONS

When the Force touches enemies or absorbs enemy bullets, the Dose Gauge fills up. When the gauge is full, press Δ to use the Special Weapon.

The Special Weapon damages all enemies on the screen — especially useful when you are surrounded by enemies or fighting bosses.



POWER UPS

POW Armor

When you destroy POW Armors, they drop Power Ups. Grab these to upgrade your fighter's weapons.

Laser Crystals

These make the Force stronger and add various lasers to your weaponry, depending on the color of the Crystal:

- **Red** — Powerful forward attack laser.
- **Blue** — Wide attack laser.
- **Yellow** — Special effect depending on the fighter.

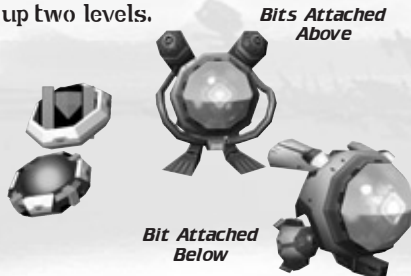


MISSILES

These bombs can be powered up two levels.

BIT

You can attach up to two support Bits, one above and one below the fighter.



Pilot Name

Registered Fighter List

R Museum

Selected Fighter

Fighter Name

Armaments

Equip your fighter with various weapons in the Hangar. You can also change the color scheme and canopy color. Once you make your changes, the game begins.

- **Pilot Name** — Registered pilot's name
- **Registered Fighter List** — You must register customized fighters in order to fly them into battle. You can register up to 8 fighters.
- **R Museum** — Go to the R Museum. (See page 18.)
- **Selected Fighter** — Image of the selected fighter.
- **Fighter Name** — Name of the selected fighter.
- **Armaments** — Fighter's equipment list.

HANGAR MENU

Select a fighter from the Registered Fighter List, and then select an item from the Hangar Menu. Use the Menu Controls to make selections.



- **Game Start** — Select a difficulty level from **Baby** (easiest) to **R-Typer** (hardest). The game will begin at the selected difficulty level, with your currently equipped weapons.
- **Customize** — Change the fighter's weapons and appearance. (See page 12.)
- **Delete** — Delete the fighter from the Registered Fighter List.
- **Replace** — Exchange the fighter with a spot on the Registered Fighter List. Select the location and press \times to enter your selection.

Caution:

The first time you play, there will be only 3 fighters in the Registered Fighter List. As you progress through the game, more fighters will become available in the R Museum (see page 18). However, fighters in the R Museum must be registered in the Registered Fighter List before you can use them.

- Spots labeled **No Data** are empty and new fighters can be registered there. (For more details, see page 13.)

Important:

Remember to save whenever you acquire a new fighter or change the Hangar settings. If you switch off the power without saving, all data will be lost. (For instructions on saving, see page 7.)

CUSTOMIZING YOUR FIGHTER

You can change your fighter's appearance, Missile type, and Bit type.

- **Color Select** — Change the fighter's body and canopy colors. To fine tune the canopy colors, press **X** to activate the RGB sliders. Use the left analog stick or directional buttons to move the sliders and set the level of each color (0-255). Select **Default Color** to restore the fighter's original color scheme.
- **Missile Select** — Supply the fighter with the best Missile to suit your strategy. Available Missile types depend on the fighter.
- **Bit Select** — Choose an effective Bit. Available Bit types depend on the fighter.

Note: Some fighters can also change their Force or Wave Cannon, so try out different configurations.



FIGHTER DEVELOPMENT AND REGISTRATION

As you progress through the game, new fighters will be developed that you can use in battle. You must register a fighter in the Hangar's Registered Fighter List in order to fly it into battle.



Conditions

- Conditions for acquiring new fighters are written on the empty pedestals in the R Museum. Move the cursor to a pedestal and press **X** to check the conditions.
- Sometimes a password is necessary to acquire a fighter.

Registering a Fighter

- First, find a newly acquired fighter in the R Museum.
- From the Main Menu, select **Data & Gallery/R Museum**.
- From the Hangar, select **R Museum**.

Registering a Fighter from the R Museum

You can register up to 8 fighters in the Registered Fighter List.

1. Select a fighter from the R Museum.
2. The Hangar's Registered Fighter List will appear. Select the spot where the fighter will be placed and press **X**.
 - Spots showing **No Data** are empty.
 - If previous fighter data is already in the selected spot, the new fighter data will overwrite it.

SELECTING A FIGHTER FOR EACH STAGE

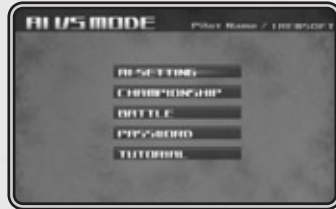
- Change your fighter after clearing a stage. Press **Δ** to access the Select Fighter screen. Then select a fighter registered in the Hangar.
- Press **Δ** to enter the R Museum, where you can also choose a fighter.
- Choose a new fighter when you continue a game. (See page 7.)
- If you really have trouble with a stage, using a different fighter might be the key to getting through it.

AI VS MODE

AI VS MODE

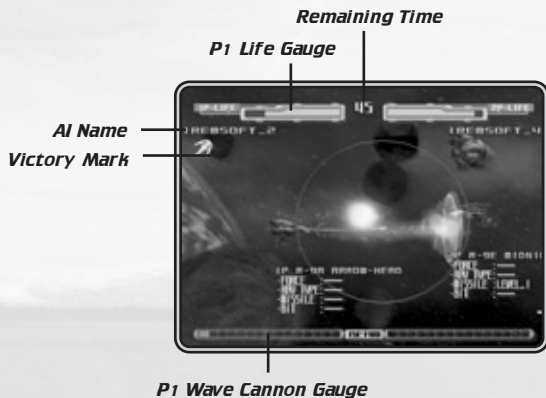
In this mode, you pre-program the tactics for a fighter and send it into battle. Begin by selecting a play mode:

- **AI Setting** — Set the computer-controlled fighter's tactics during battle (offensive/defensive, weapon use, etc.). (See page 15.)
- **Championship** — Play an elimination match against the computer. Make your fighter as strong as possible. Then enter the competition and win it all! (See page 15.)
- **Battle** — Play a single match against your own fighter or a friend's fighter. (See page 16.)
- **Password** — Take your fighter to a friend's house. Write down the password and match your fighter against your friend's fighter.
- **Tutorial** — Study the battle basics.



AI Vs Screen

In 2-Player mode, Player 1 is on the left; Player 2 is on the right.



Vs AI Rules

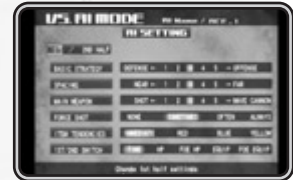
- **Matches** — A match consists of three rounds. The first fighter to win two rounds is the winner.
- **Victory Conditions** — If you reduce your opponent's Life Gauge to 0, or if time runs out and you have more Life remaining than your opponent, you win.

After the Match

- When the match is finished, select **Retry** to continue or **Quit Battle** to exit.

AI SETTING

- **AI Select** — The fighter equipped with the AI you created appears on the right. Available fighters are registered in the Hangar's Registered Fighter List. Select the AI you want to change.
- **AI Setting** — Set AI match tactics depending on the fighter. AI settings are divided into 1st half and 2nd half tactics. You can use the same tactics for both halves of the battle.



CHAMPIONSHIP

Choose a class to compete in. In the beginning, only **Novice Class** is available, but other classes will become unlocked as you win more matches. To play a Championship game:

1. Select an opponent to fight against.
2. Register fighters from the R Museum or select and customize fighters in the AI Hangar. Setting changes made in the AI Hangar will also be applied to the Hangar.
3. Begin the match.



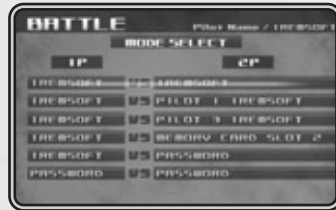
SCORE ATTACK

BATTLE

Fight a single battle against either your own or a friend's custom fighter.

1. Select a battle mode:

- **Your Pilot Vs Your Pilot** — Play a match against your own fighter.
- **Your Pilot Vs Another Pilot** — Play a match against an opponent fighter.
- **Your Pilot Vs Memory Card slot 2** — Play a match against a pilot saved on a memory card. You must have a memory card containing saved pilot data inserted in MEMORY CARD slot 2 in order to play this mode.
- **Your Pilot Vs Password** — Play a match against a fighter by entering its password. (See below.)
- **Password Vs Password** — Play a match between two fighters by entering their passwords. (See below.)



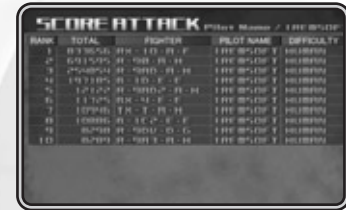
PASSWORD

This option displays passwords for the selected fighter and AI. Select a fighter and press X to view its password. Once you know the password, you can use the fighter in Password battles.

View the best total scores and highest stage scores for each difficulty level, and replay your favorite stages.

- Press the left analog stick or directional buttons \leftarrow/\rightarrow to move backward or forward one screen.
- Press \uparrow/\downarrow to select an item.
- Press X to try and beat the selected score.
- Press Δ to display a password.

Clearing a stage in Score Attack Mode does not unlock an additional stage.



DATA & GALLERY

View different kinds of information, such as enemy data and personal war records. The mode options are:



- **R Museum** — See how many fighters have been developed and read details about each fighter.
- **Bydo Lab** — Check information on enemies you've defeated.
- **War Chronicles** — View personal records for the war.
- **Notes** — Browse through your achievements.
- **Gallery** — View bonus images you've gathered.

R MUSEUM

View images and read details about the fighters you've acquired. New fighters will be added as you progress through the game. You must meet certain conditions to unlock each fighter. Try to unlock all of them!



R Museum Controls

L1 / L2 buttons	Zoom out/in
left analog stick	Select item
directional buttons	Select item
R1 button	Hold down to speed up cursor movement
X button	Confirm selection/Read more information (if available)
right analog stick	Rotate fighter
R3 button	Reset viewing angle
SELECT button	Hold down to hide the information window

BYDO LAB

Enemy data is gathered in the Bydo Lab. Select items and press X to see details. Data becomes more detailed as you progress. At first the information is vague, but you can acquire better information and images later on in the game. Use the E and ER series scouting units to gather information faster.



WAR CHRONICLES

Check your war records and high scores, including *Total Record*, *AI Record*, and *Fighter Record*.

GALLERY

Browse through the images you've acquired during the game.

NOTES

Take a break and check out your accomplishments.

TUTORIAL

This mode explains the controls and flight techniques. Take a look at this before playing. Select any topic to find out more about it.

- **Basics** — Explains the basic controls and rules of the game.
- **Weapons** — Describes the weapons appearing in the game.
- **System** — Explains how to register a fighter.

ENEMIES



STRABALT

A mech used for garbage collection in orbital cities. It rakes in floating garbage by generating gravity fields. Its container can hold up to 20 tons of garbage.



GAINS

A humanoid weapon made for use within planetary atmospheres. It is equipped with a rapid-fire Condensed Wave Cannon.



YORKMINGO

A giant bird-like Bydo. It evolved on Earth and several similar species have been identified.



GIRONIKA

It was originally a living weapon made by humans, but under Bydo control it crawls robotically up and down the walls of cities.



NEGUS O SHIM

This creature can manipulate air pressure. The climate surrounding it changes frequently.



GIANT WARSHIP

A giant war machine made for inner and outer atmosphere use. The huge Wave Cannons on the bow can destroy an entire planet. Since the Bydo took control of it, its major function is destroying human cities.



GEELA

A general transport unit used in the Bydo Research Lab. It is compelled to attack by the Bydo life form it now carries.



PHOTON DORNEY

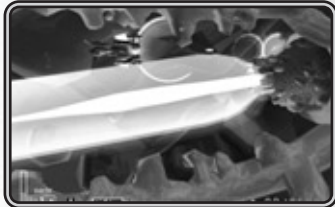
A turret that fires auto-homing lasers. The original was not made for trans-dimensional use, but the Bydo version is trans-dimensionally capable.

CREDITS



CANCER D

A mutated Cancer changed by trans-dimensional influence. Most of its basic functions remain the same.



XELF -16

A group of liquid-metal Bydos. A single creature is only one nanometer long, and cannot attack. But they can combine to form complex organisms.



GLAM

A floating turret used to guard warships. It uses a 120mm mortar and has high endurance. It can hover and is often used to cover blind spots.

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