

Nintendo

GAME BOY[®] color

DMG-AWHE-USA

RETYPE DX^{TM*}

INSTRUCTION BOOKLET

EmuMovies

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EVERYONE
MILD ANIMATED VIOLENCE

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Thank you for selecting the R-Type DX™ Game Pak for your Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY/GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

Prologues

R-Type I

The World Government tried to keep the fact-finding mission to Galaxy XIX kept under wraps. Nonetheless, information gathered from the mission was leaked to the press and the public's most dreaded suspicions were confirmed. Extra-terrestrial mutants from the Bydo Empire were consolidating their forces and would soon launch an all-out attack on Earth. Now it's up to you to stop this threat.

You must lead an attack on the Bydo Empire to destroy El Supremo and his five warlords. Launching a full-scale attack with Battlecruisers would be impossible. The Empire's sensors would detect our ships long before a single shot could be fired, and any chance for a surprise attack would be lost. The only chance is for a lone R-Type fighter to penetrate the Empire's defenses undetected and destroy El Supremo. The R-Type is constructed of a rare metal alloy that renders it invisible to Bydo sensors and has the speed and maneuverability to take on anything the Bydo can throw at it. Good luck!

R-Type II

Although your first mission against the Bydo Empire was an apparent success, the latest deep-space probes have revealed a secret Bydo base. It seems the Empire has been in seclusion since its base was destroyed, stockpiling weapons and resources. Once more, the Earth is under threat of attack, and the World Government is asking for your help...again!

Important Game Information

This game pak contains five games in one:

R•TYPE

R•TYPE II

These games appear in black and white and can be used with either the original Game Boy/Game Boy pocket systems or with the Game Boy Color.

R•TYPE

R•TYPE II

These games have been color enhanced for the Game Boy Color system. They are for use with the Game Boy Color system ONLY.

R•TYPE IX

This game combines R-Type I and R-Type II into a single game. For use with the Game Boy Color system ONLY.

There are two features in the color versions that are not included in the black and white versions.

- 1) You can save your progress
- 2) You can turn on Rapid Fire mode. The Rapid Fire option can be reached by pressing SELECT when on the Start screen for each game. (Press the A Button to cycle between Normal Fire, Rapid Fire 1 and Rapid Fire 2)

Rapid Fire Controls

Rapid Fire Option 1:

- *A Button:* Press once for normal, single-fire action. Hold it down to power up your cannon before releasing a powerful blast.
- *B Button:* Press and hold for Rapid Fire.
- *START:* Pause or resume the paused game.
- *SELECT:* Press once to release the Power Pod and a second time to bring it back.

Rapid Fire Option 2:

- *A Button:* Press once to release the Power Pod and a second time to bring it back.
- *B Button:* Press and hold for Rapid Fire when the Power Pod is not attached to your ship. When the Power Pod is attached, tap the B Button first to begin Rapid Fire, then hold it to continue Rapid Fire. (If you just hold the B Button down, it will power up your cannon for a super-shot instead of setting it on Rapid Fire.)

OTHER CHOICES ON THE OPTIONS MENU

You can also set the difficulty level on the Options menu, as well as turn the sound and music ON or OFF. Press the A Button to change the settings and press SELECT to exit the Options screen.

In the black and white versions of R-Type I and II, the Options menu only allows you to choose the difficulty level and turn the music and sound ON or OFF.

Controller Info

- **A Button:**

Launch the Power Pod from your ship and bring the pod back when it is detached.

- **B Button:**

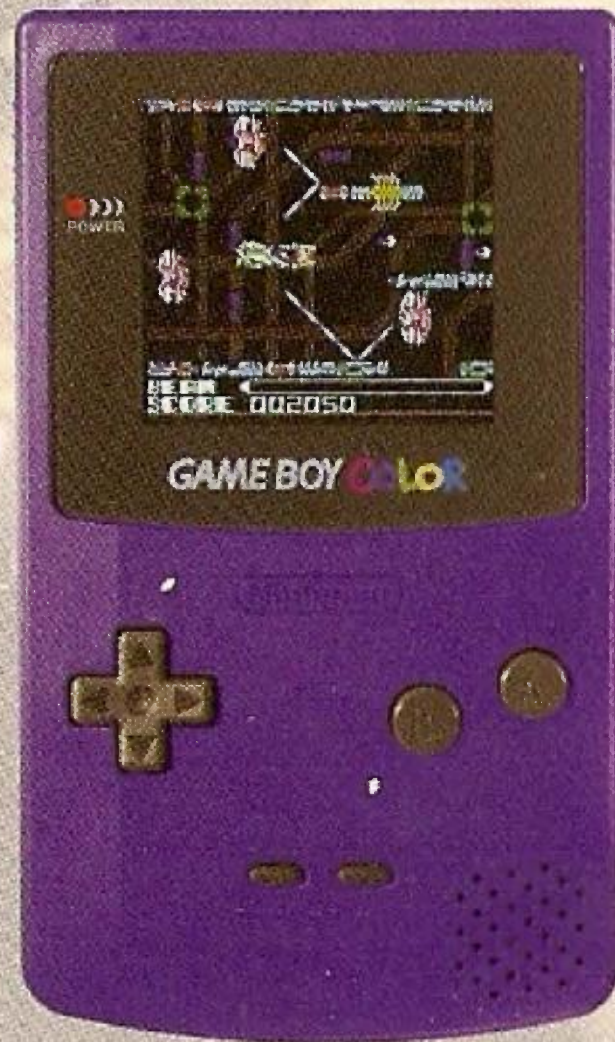
Fire both the ship's guns and the pod's guns.

- **SELECT:**

Access the Options menu where you can turn the music ON or OFF, select the difficulty level, turn Rapid Fire ON or OFF, and select which level you want to start on. (You may only start on a level you have already reached.)

- **START:**

Pause and resume paused game.



Screen Display

Power Pod:

The spinning pod can be attached in front of or behind your ship.

R-TYPE:

Your ship

Beam Gauge:

Hold down the B Button before you fire to power up your cannon. When the white line fills up the entire gauge, your cannon is at maximum power.

Enemies:

They enter from all areas and are attached to walls, ceilings and floors.

Items:

When you shoot a POW shuttle, an item will appear. Fly your ship through the item to acquire new weapons and other power-ups.

Lives:

This shows your number of remaining lives (not including your current life).



Enemies and Bosses

ENEMIES

Each enemy is unique and has its own strengths and weaknesses. Here are just a few of the enemies you will face in R-Type DX. You can be sure that the Bydo empire will have even more to send against you in R-Type II and the second half of R-Type DX.



BOSSES

To clear each stage, you must defeat the boss at the end. To destroy a boss, you must find his weakness and exploit it. There is no power bar to tell you how much life the boss has left, so keep firing and dodging until he is destroyed.



Power-Up Items

After you have the Power Pod, every POW shuttle you destroy will leave a power-up item. Collect three of the same kind of item to get the maximum strength for that item. For example, collecting three #1 power-ups will give you the strongest laser available.



S - Speed:



Plasmo:



#1 - Laser:



#2 - Bubble Unit:



#3 - Fire Chain:

Increases maneuverability

Provides a small ball that will destroy anything it touches.

A good long-range weapon that launches two beams: one 45° down from horizontal and the other 45° up from horizontal.

Sends out a powerful beam directly in front of your ship.

Creates two fire chains that shoot straight up and straight down from the front of your ship. The chain then continues along the surface of whatever it hits until it has left the screen.

* The power-up items in R-Type II have the same weapons but are represented by symbols rather than numbers. Each symbol represents what the weapon contained inside does.

Using the Power Pod

Get the pod by shooting the first POW shuttle and picking up the item it leaves behind. If the item it leaves behind has an "S" on it then your ship's speed and maneuverability will increase, but you must wait for the next POW shuttle to get a Power Pod. The pod can be used in three different ways: in front, in back or as a shield.

When the pod is attached in front of you, the power-up guns are available, and the pod can absorb incoming fire.

When the pod is attached to the back of your ship, the power-up weapon is functional, and the pod can absorb fire from behind; however, your front will remain vulnerable. To attach the pod to the back of your ship, first press the A Button to release it. Fly in front of the pod, press the A Button to bring it back towards you, and back up into the pod.

When the pod is detached and out in front of you, it acts as a shield and can fire on its own; however, the power-up weapon will not be active.



POW Shuttle



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MAINTENANCE, OR SERVICE?**



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