



NTSC U/C

PlayStation[®]



SLUS-00753
8680

**"...R-TYPE is unquestionably the greatest shoot 'em up ever created."
-Edge Magazine April, 1998**

R-TYPES[®]

ASCII
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation® DISC:

- This compact disc is for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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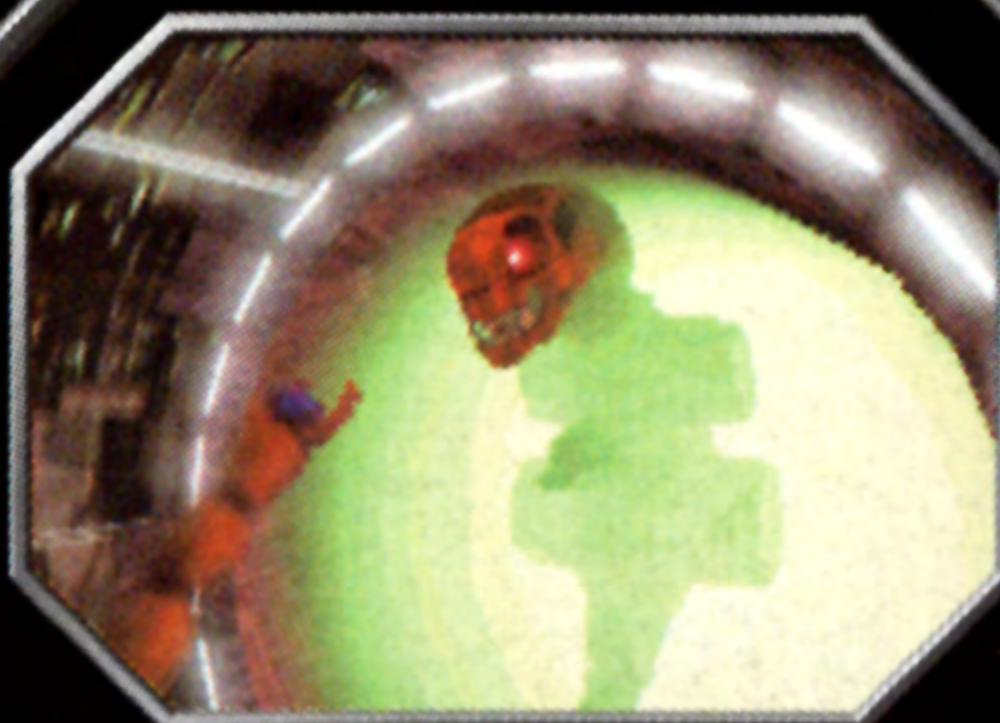
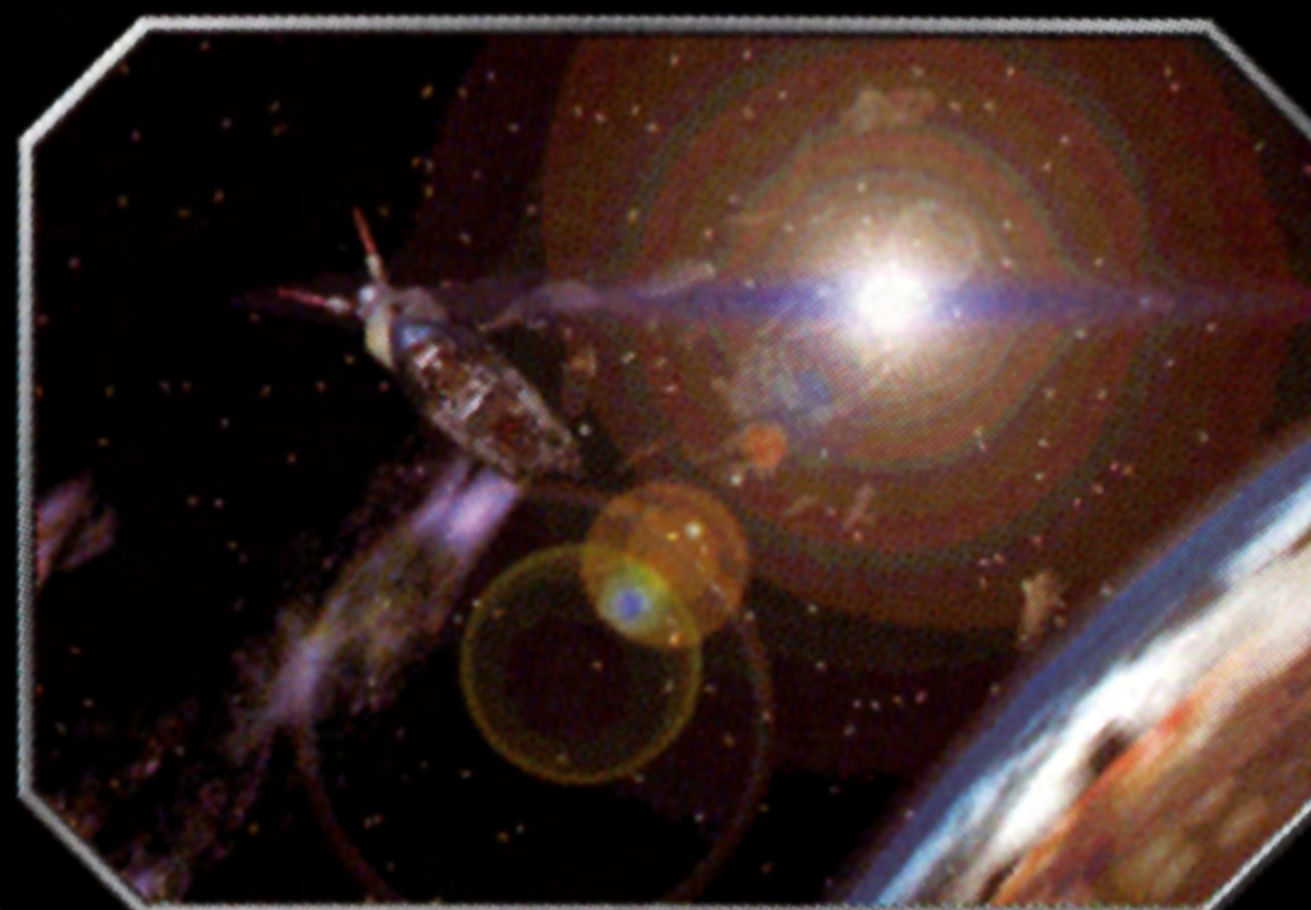
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Thank you for purchasing R-TYPES, software designed for use with the PlayStation® game console. Please read this manual carefully before you play the game, especially those sections that cover operating instructions and safety considerations. Please be aware that for this software (R-TYPE, R-TYPE II), the arcade versions have been transferred in their entirety, bugs included.

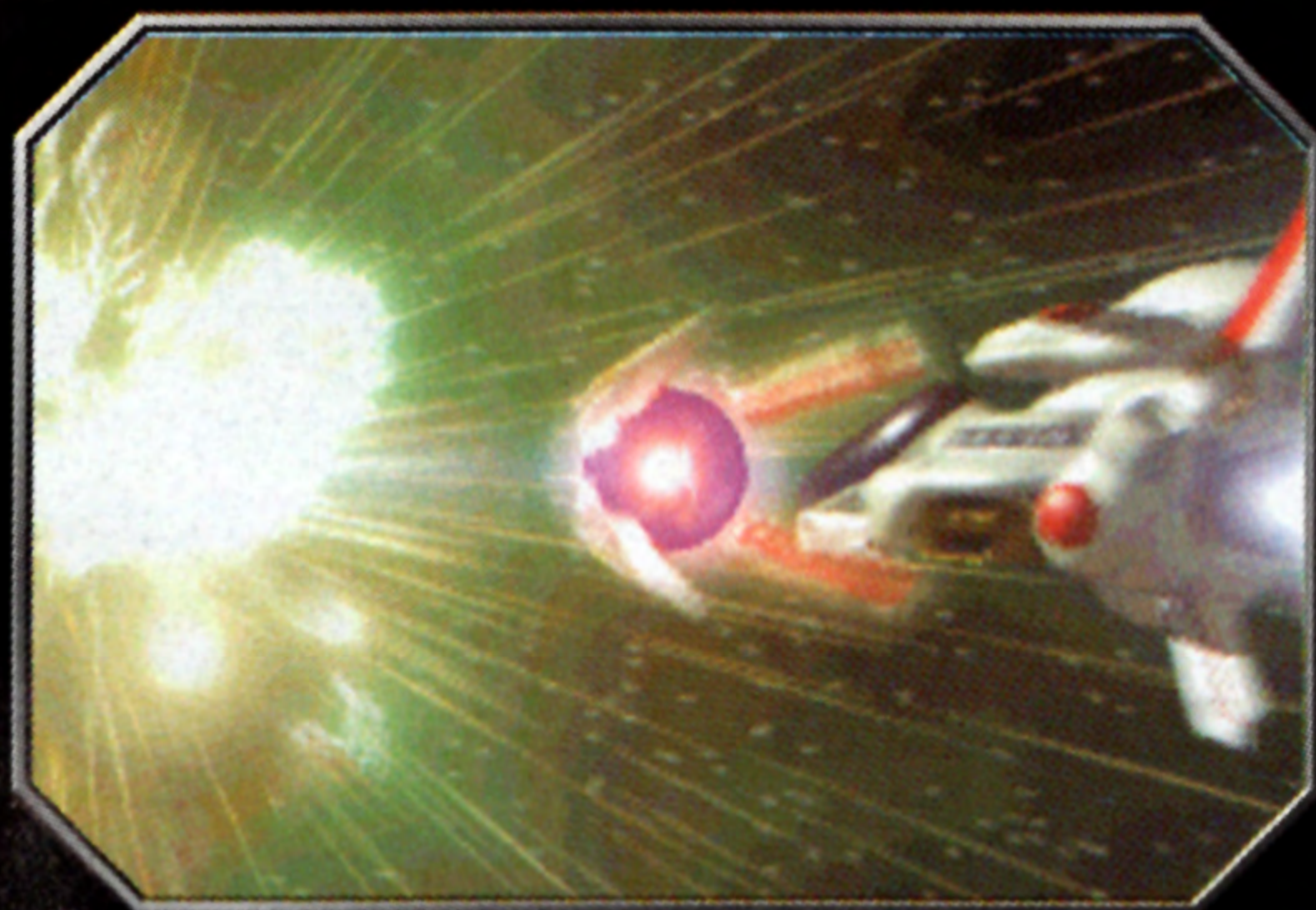
STORY

First Mission (R-Type)

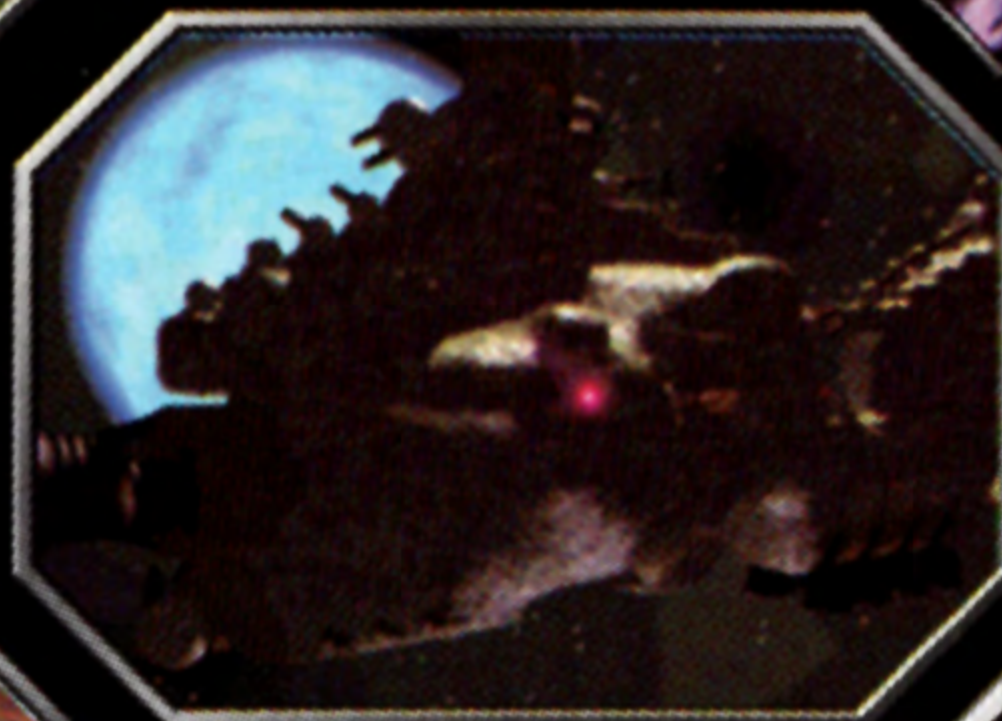
In the beginning of the 22nd century, when civilization had achieved an unparalleled level of peace and prosperity, "they" appeared without warning.



Their vibrations broke through the wall separating the dimensions. They clung like parasites to all life forms, minerals, and electronic devices, and multiplied. They chose Earth as their next feeding ground, and on their way there, ravaged almost every planet in their path. People called these evil creatures "Bydo."



Humans decided to strike back using the newly completed multi-dimensional next-generation fighter called the "R9." However, not one ship returned from battle. Earth's last hope lies with one remaining R9, a ship equipped with a deadly new weapons arsenal. The only choice for mankind is to launch the ship and pray.



The Resurgence of the Bydo

The evil creatures, thought to have been exterminated, began to multiply again. This time they were even stronger than before.

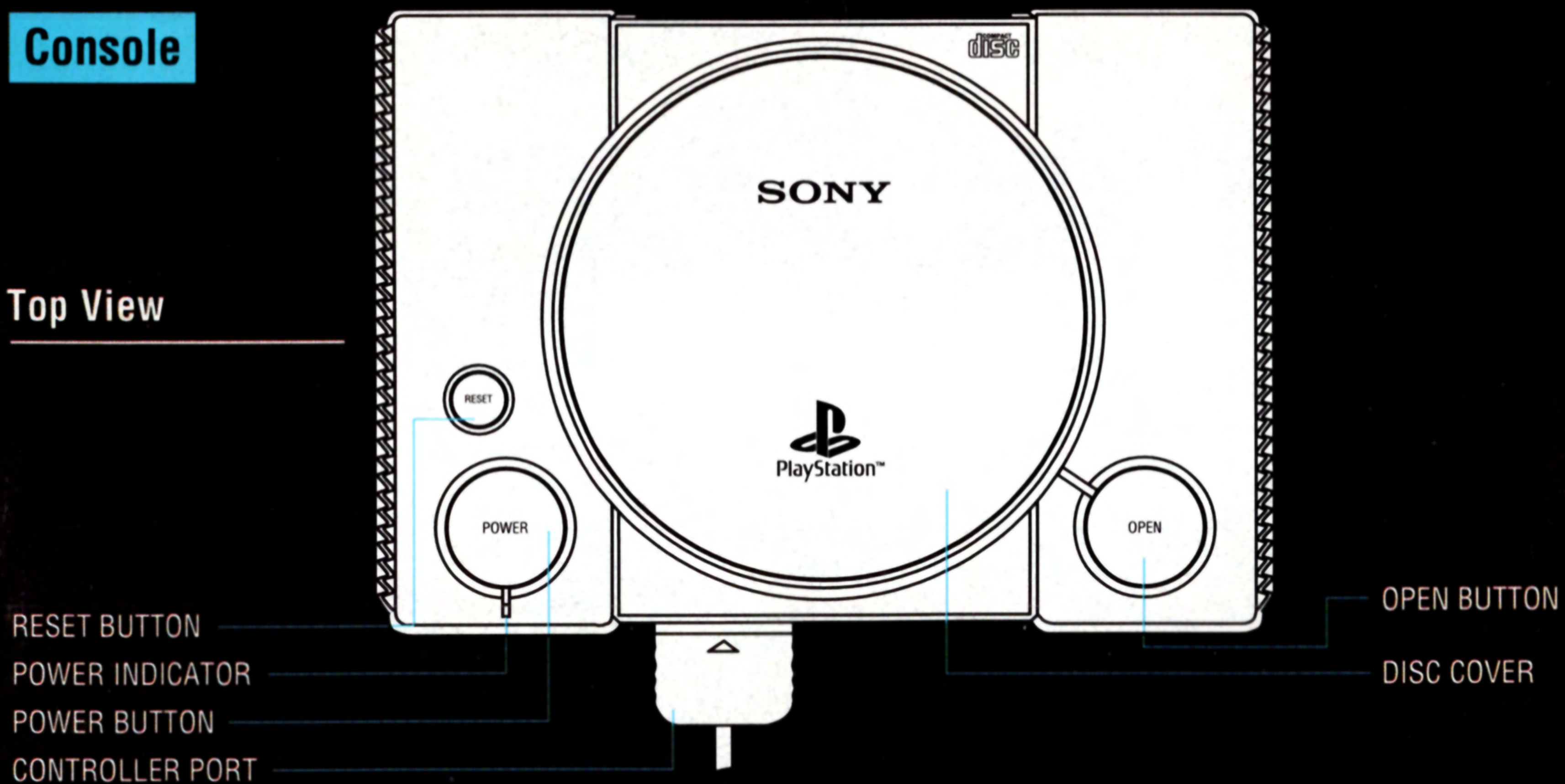
The ship you will pilot is the "R9 Custom," equipped with state-of-the-art technology. On it rests the hope of the human race.

Let the second Bydo mission begin!

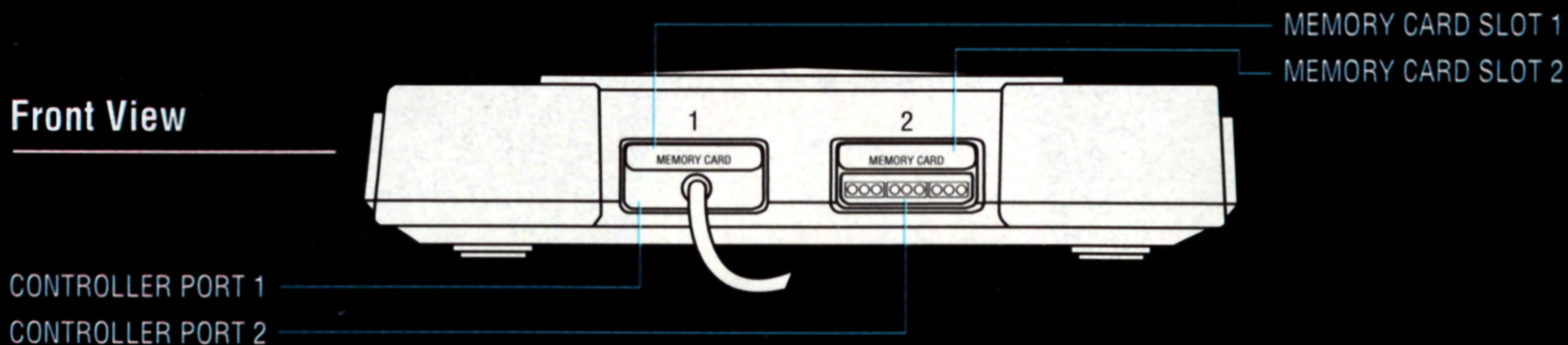
STARTUP INFORMATION

Console

Top View



Front View

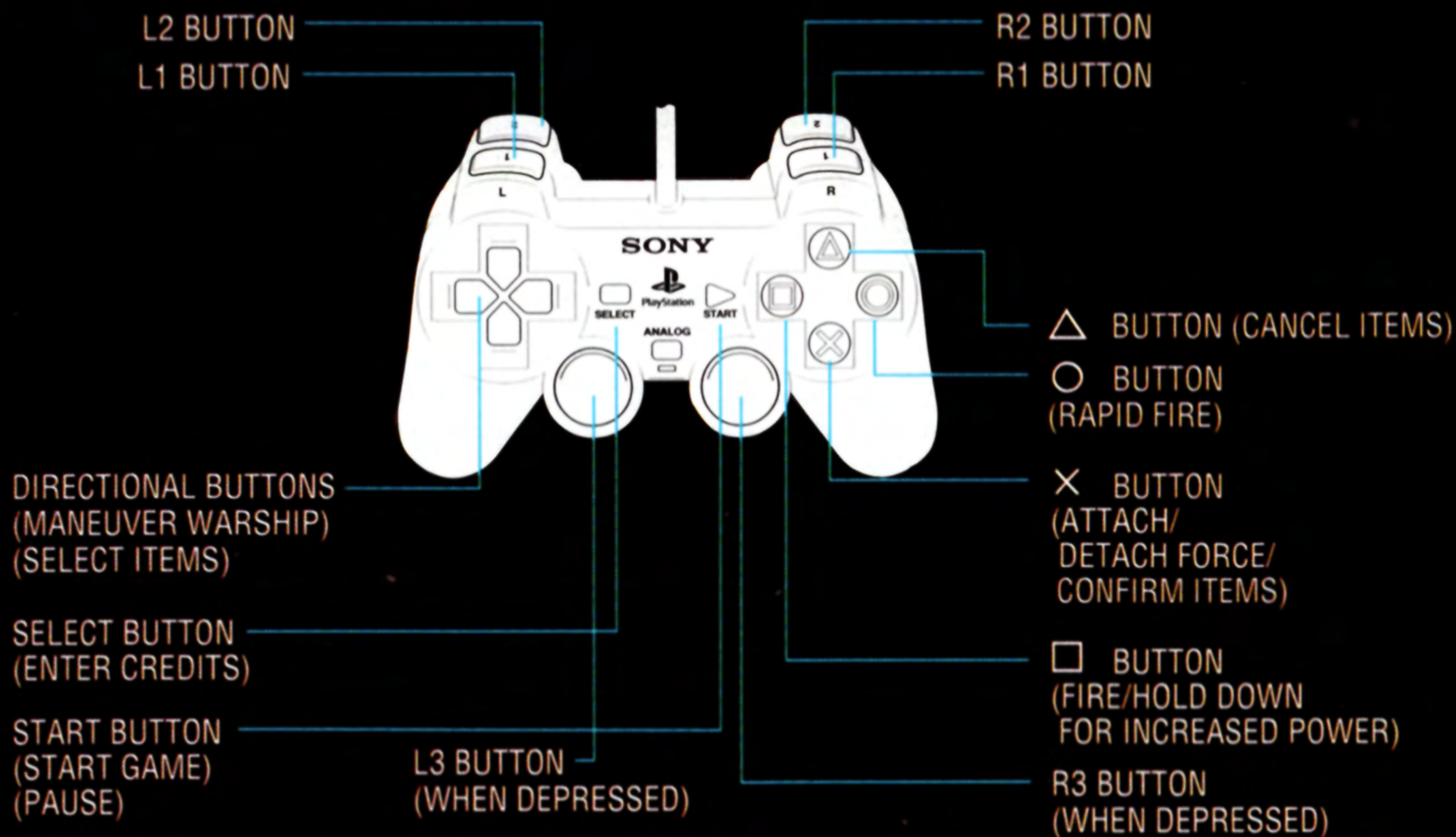


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the R-Types disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

OPERATING INSTRUCTIONS

When using the Dual Shock™ Analog Controller, it will vibrate during the game where appropriate. This function can be turned ON/OFF from the menu available when the game is PAUSED. Please refer to User Settings on Page 9.

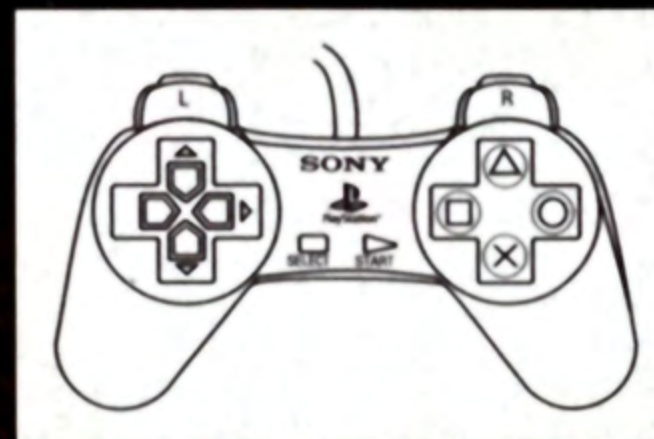
Dual Shock Analog Controller



- * THESE ARE THE INITIAL SETTINGS. YOU CAN CHANGE THE SETTINGS BY ACCESSING THE OPTION MENU.
- * TO RESET TO THE TITLE SCREEN, PRESS THE L1, L2, R1, R2, START, AND SELECT BUTTONS SIMULTANEOUSLY.

NOTE:

You may have a controller that looks like this.
If so, please follow the instructions above.



MODES

At the R-TYPES TITLE screen, use the Up/Down Directional buttons to select a mode, and then press either the START button (or X button). The appropriate START screen will be displayed.



GAME START AND GAME SCREENS

Game Start

After selecting R-TYPE or R-TYPE II, press the SELECT button to enter credits. If you have at least one credit, the game will begin when you press the START button.

For two players, set CREDIT at 2 or higher, and press the START button on Controller 2.

Credits may be entered at the CONTINUE screen, just make sure not to press the START button until you have verified that CREDIT does not read "zero."



Game Screen

Player's R-9 Warship
(R-9 Custom in
R-TYPE II)

1-Player Score

Warships Remaining



High Score

Beam Gauge

2-Player Score
(Displayed only when
there are two players)

USER SETTINGS

Option settings

Select **OPTION** on the **TITLE** screen (applies to both R-Types I and II).

LEFT

Adjust number of Warships the player begins with (2-5).

DIFFICULTY

Adjust game difficulty. R-TYPE has two levels: **NORMAL** and **HARD**. R-TYPE II has four levels: **EASY**, **NORMAL**, **HARD**, and **VERY HARD**.

WAIT CONTROL

When you turn this on, game speed approaches that of the arcade version.

KEY CONFIGURATION

Change **GAME** button settings. The choices include **NORMAL SHOT** (fire weapon), **FORCE** (attach/detach **FORCE**), and **RAPID SHOT** (turbo fire).

SOUND

Use this to adjust the balance of sound effects and background music, and for tests.

MEMORY CARD

Use this to select **AUTOSAVE** and to **SAVE** and **LOAD** under **MANUAL SAVE**. This is compatible only with Memory Card Slot 1.

EXIT

Return to **TITLE** screen.

Pause Settings

If the **START** button is pressed during a game, the following settings will be displayed.

ADJUSTMENT

Adjust screen position.

COCKPIT POSITIONS

Select **TOP** or **BOTTOM** for cockpit display position.

SCREEN

Set screen movement. Select **NORMAL** (fixed screen), or **SCROLL** (screen moves up and down).

VIBRATION

Turn the vibration feature of the Analog Controller (**DUAL SHOCK**) **ON/Off**.

STAGE SELECT

Appears when you have completed a stage. You can warp to the stage of your choice by making a selection and pressing the **CONFIRM** button.

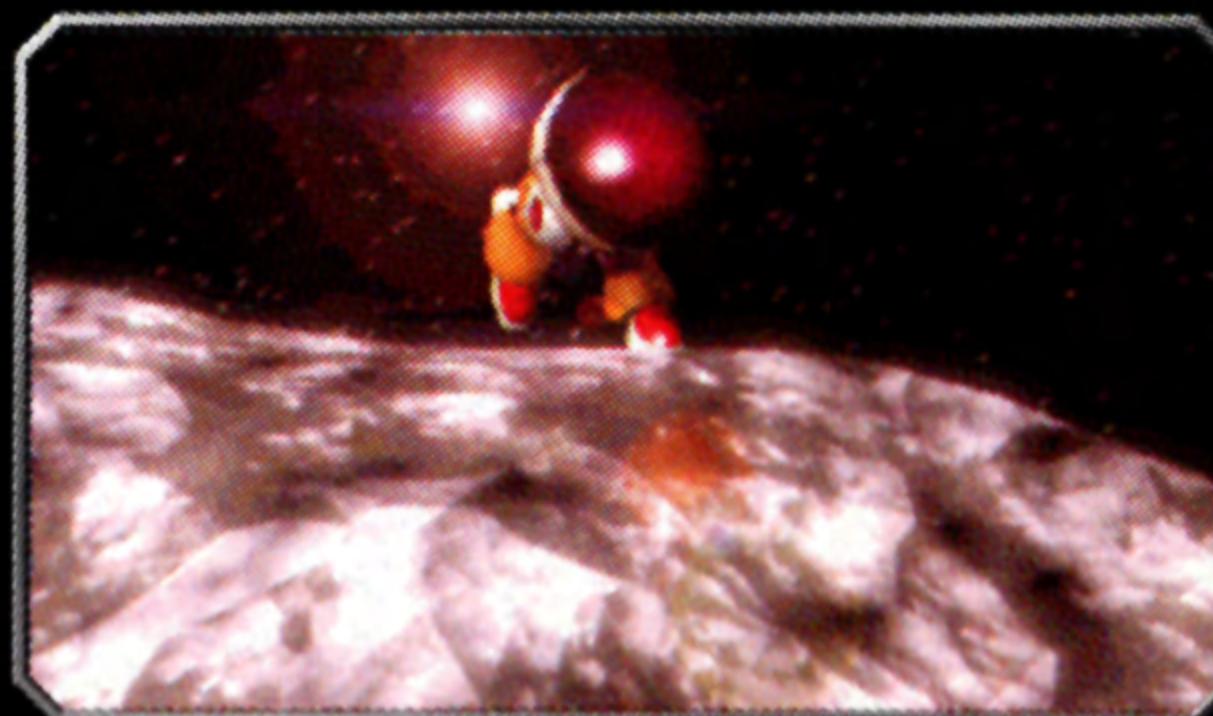
EXIT

Return to game.

ITEMS



When you destroy a POW armor, various items appear.



Laser Crystals



Allows you to build FORCE and shoot a variety of lasers.

Speed Units



Increase your Warship's speed (maximum: Speed 5).

Bits



Load these on top or underneath your Warship (maximum: 2).

Missiles



Enables you to fire missiles

FEATURES

Force

When attached to the Warship, FORCE can be detached simply by pressing the FORCE button, and your attack can be continued. If it is detached from the Warship, pressing the FORCE button will cause it to approach and attach itself. You can launch attacks on enemies both in front of and behind your Warship using FORCE.



Wave Cannons

Holding the Fire button down will allow you to charge the BEAM gauge with energy. The accumulated energy allows you to fire an immensely powerful Wave Cannon.

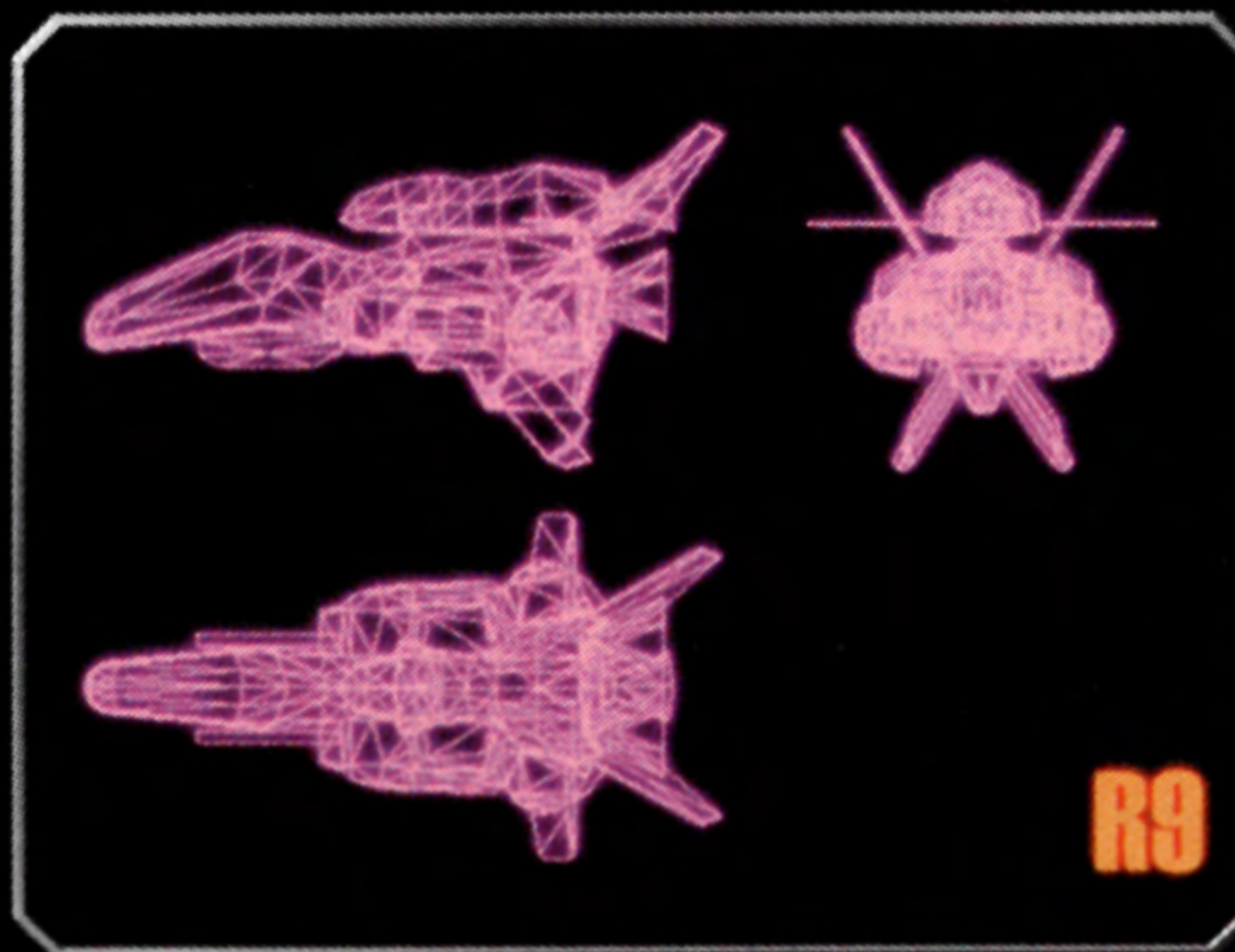
In R-TYPE II, with the BEAM gauge fully charged, you will notice at times that the gauge will flash red. If you release the Fire button at the correct time, the Wave Cannon will act as a Diffusion Wave Cannon.

BEAM



PLAYER'S WARSHIP

The Savior R-9 (R-TYPE)



Types of Crystals



Air-to-Air Laser (Red)

A powerful laser that travels in the direction in which the FORCE is attached to the Warship.



Reflective Laser (Blue)

Fires in three directions, and reflects off of geographical formations.



Air-to-Ground Laser (Yellow)

Fires both up and down, and travels along the edges of geographical formations.



Search Laser (Green)

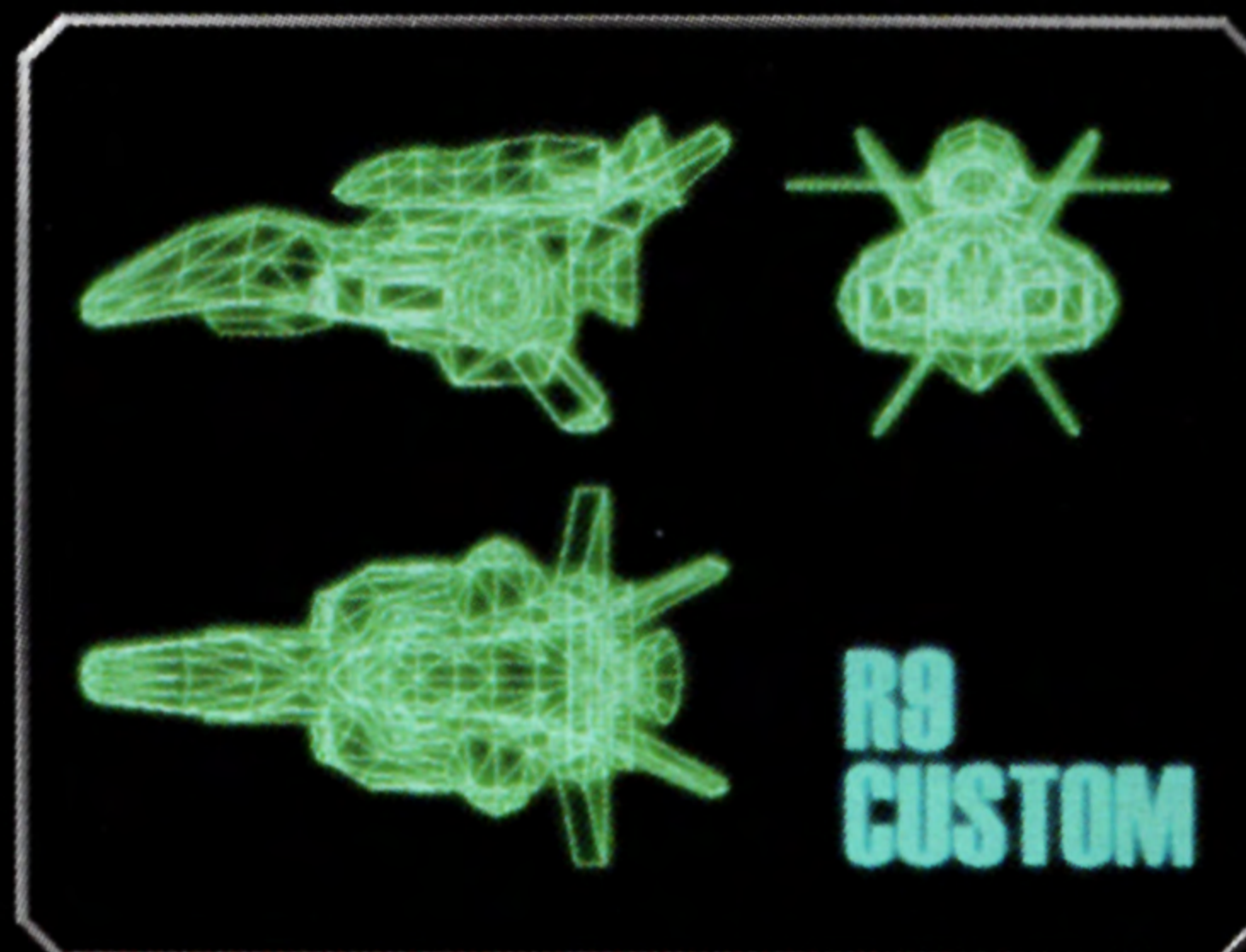
Responds to enemies, and rotates 45 degrees (Used with the R-9 Custom).



Shotgun Laser (Gray)

Capsule-shaped laser that explodes after it is fired (Used with the R-9 Custom).

THE R-9 CUSTOM (R-TYPE II)



Types of Missiles



Homing Missiles

Two simultaneously launched missiles that home in on the enemy.



Air-to-Ground Missiles

Descend diagonally, creating multiple explosions over a small area (Used with the R-9 Custom).



R-TYPE STAGES

ENCOUNTER



A grotesque, monstrous shadow blocks the entrance to another dimension.

GIGANTIC WARSHIP



A huge Warship is travelling through another dimension. The Bydo have manipulated its navigational computer and aimed it towards Earth.

STAGE 1

STAGE 2

STAGE 3

STAGE 4

Here you will encounter a variety of crazed indigenous creatures. Monsters made up of only bones and entrails will attempt to destroy you.



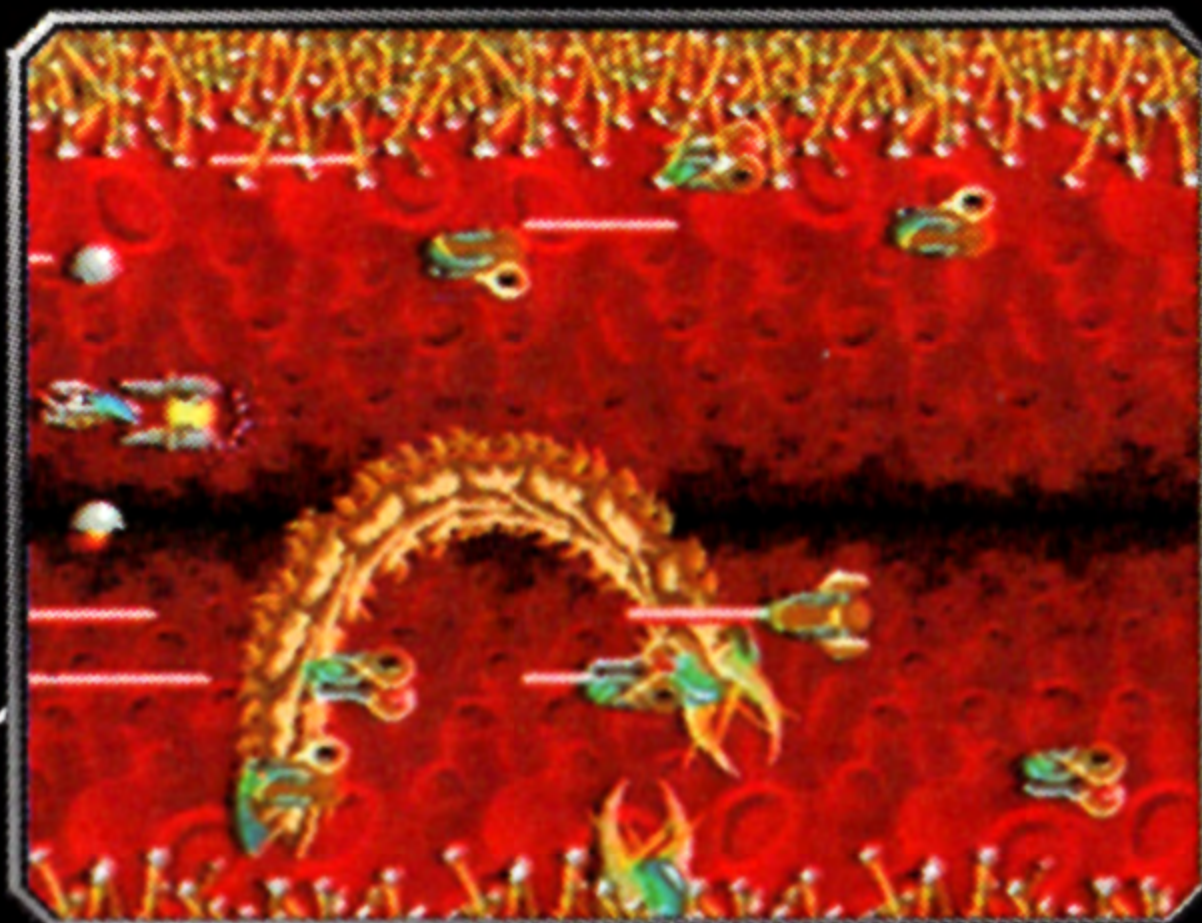
CREATURE CAVE

The ruins of a frontline base occupied by the Bydo, and overrun by their spores.



FRONTLINE BASE

THE DEN



Amid aquatic plants that seem to be beckoning to you, the fangs of multi-jointed crustacean-like creatures glow eerily.

CITY IN RUINS



A city ravaged by the Bydo, all traces of its former prosperity have been obliterated. The Bydo, whose objective is complete destruction, have begun to bomb the city walls.

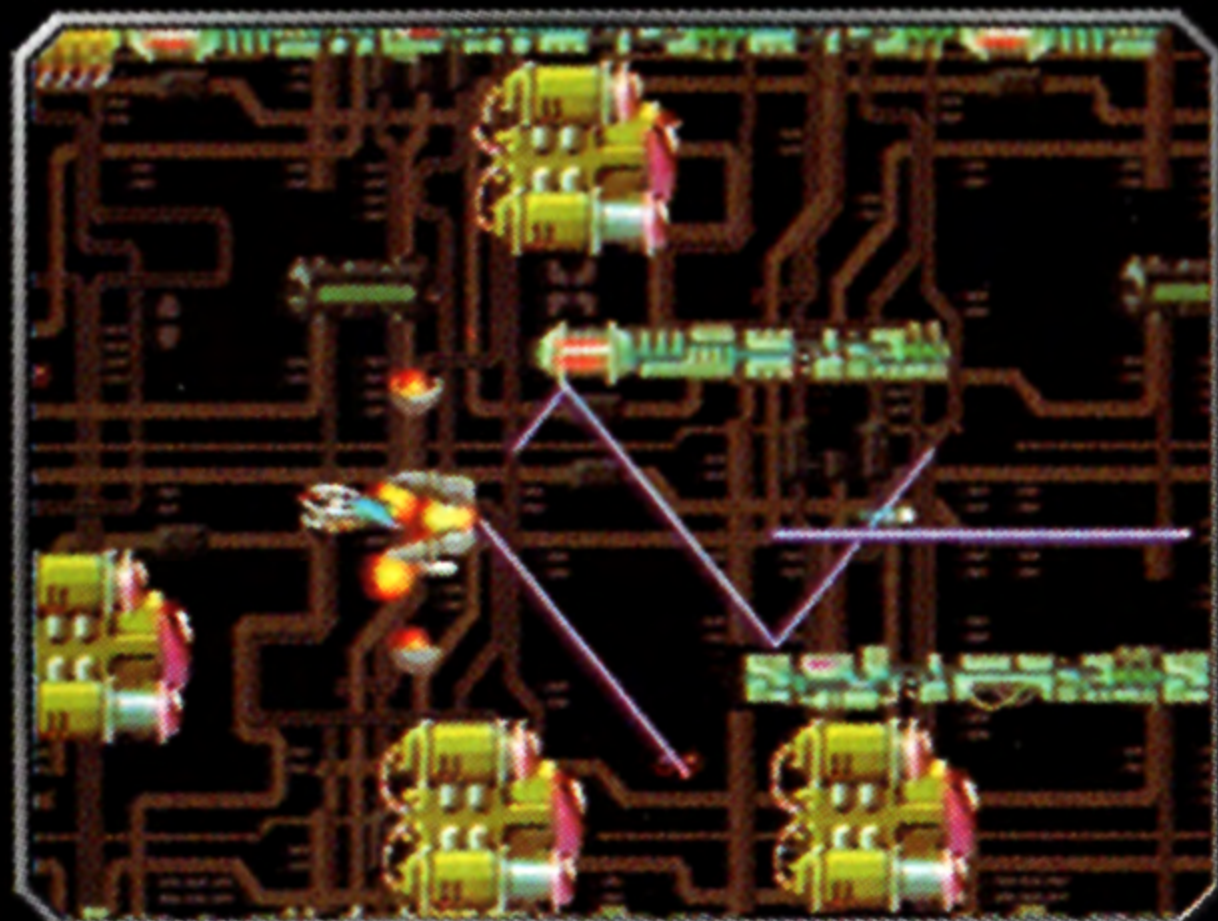
STAGE 5

STAGE 6

STAGE 7

STAGE 8

Cargo convoys transporting resources to a resurrected factory...the evil ones on parade?



TRANSPORT SYSTEM

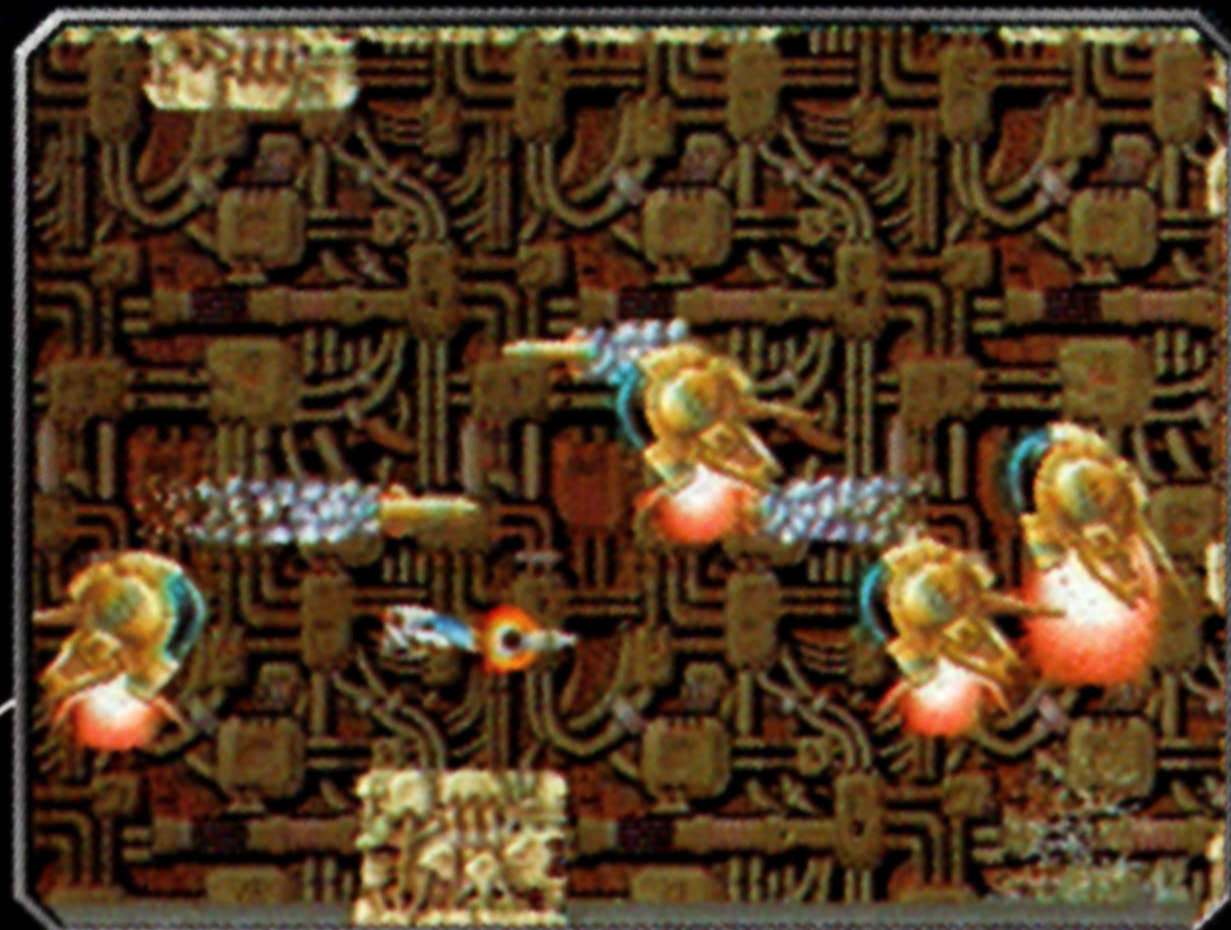
An organic mucous membrane trail evokes human loathing. Balls of concentrated energy dart through the skies. Our journey has ended.



THE BYDO EMPIRE'S STAR

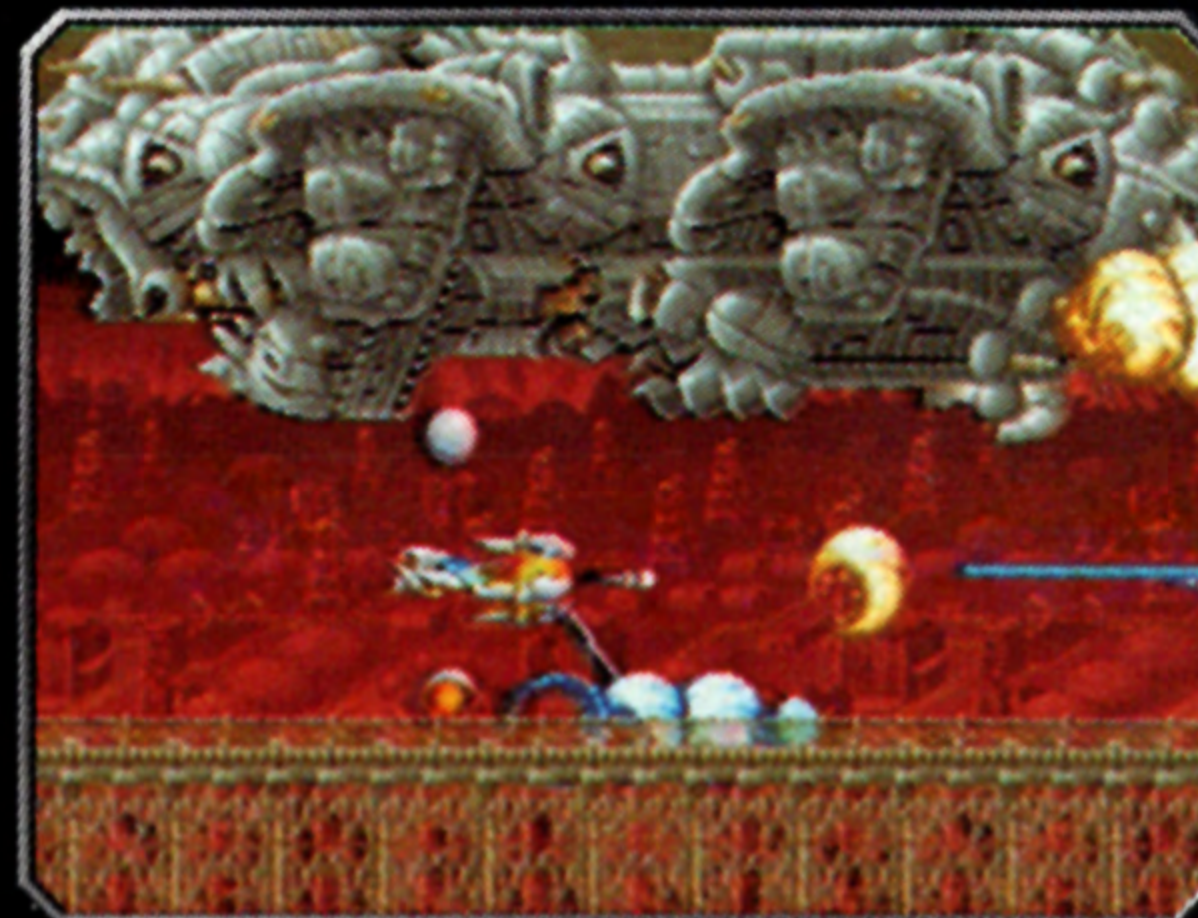
R-TYPE II STAGES

RUINS



This is the inside of the fortress of the former Bydo empire, destroyed in R-TYPE. At some point, the fortress began functioning again. Any invader who is discovered faces a merciless attack.

STAGE 1



The copper wings of a planetary Warship obscure the thundering heavens, get through the rain of bombs, and the storm of plasma lasers.

GIGANTIC WARSHIP

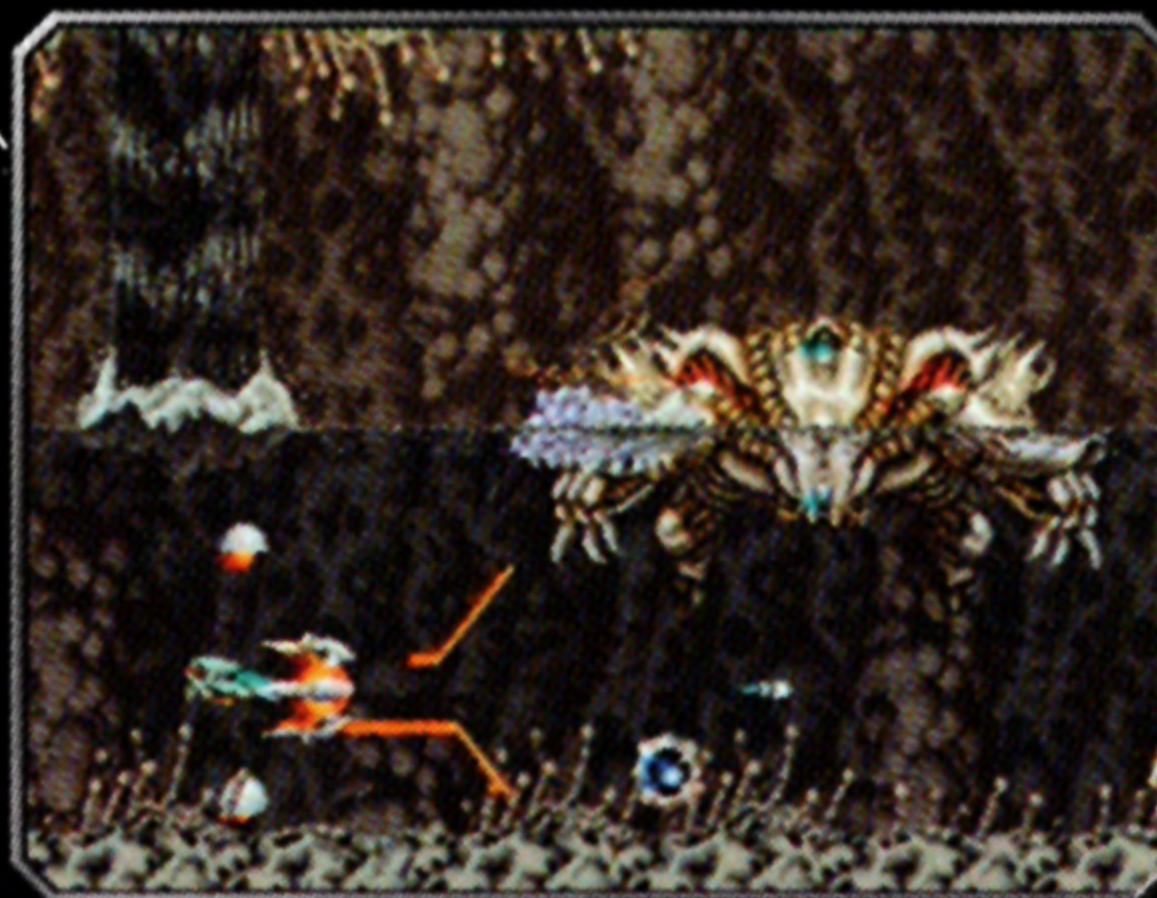
STAGE 2

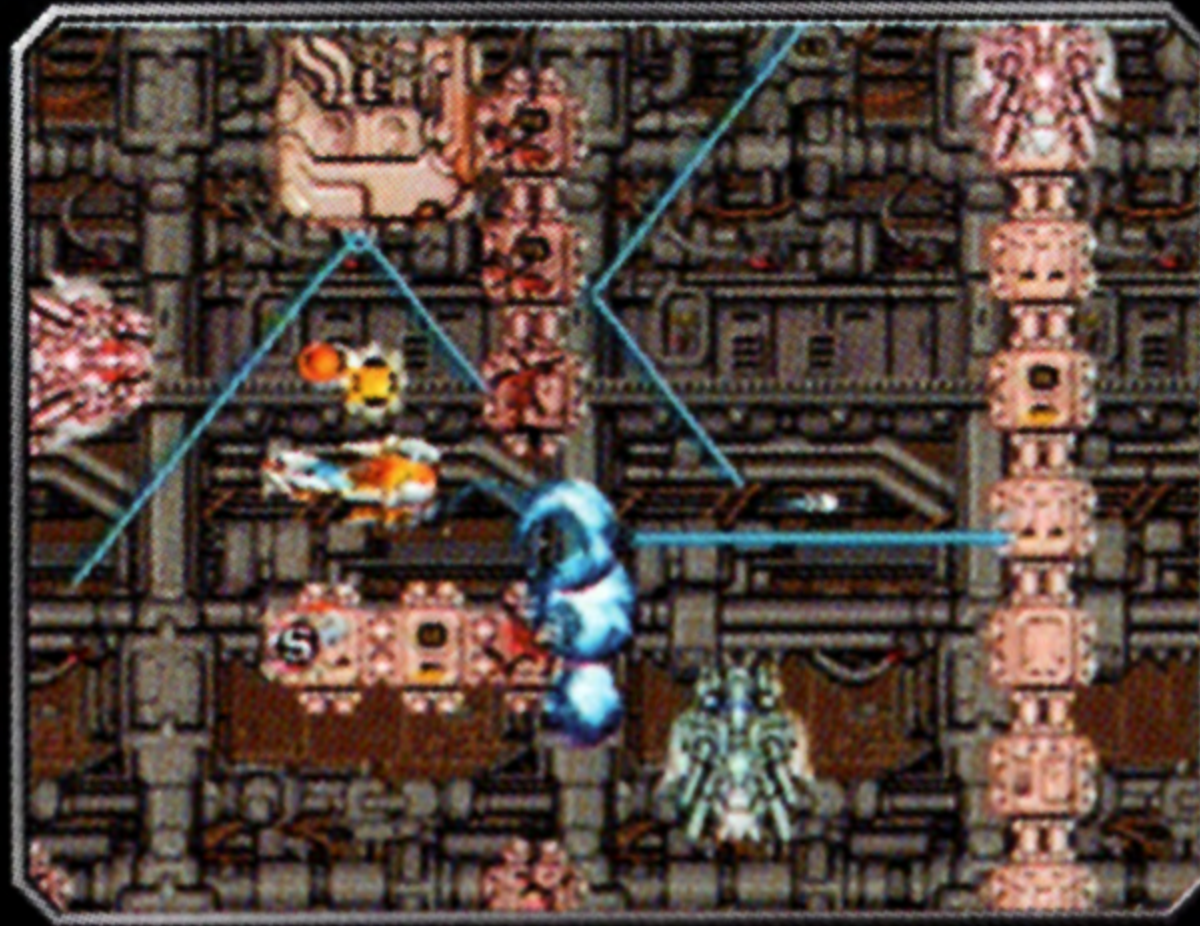
STAGE 3

THE CAVE



Strange creatures nurtured in underground water veins brim with the liquid of the evil ones.





Insects devour iron, playing out their roles in the annihilation of a machine culture. A predatory cycle is at work.

ADDITIONAL
BASE



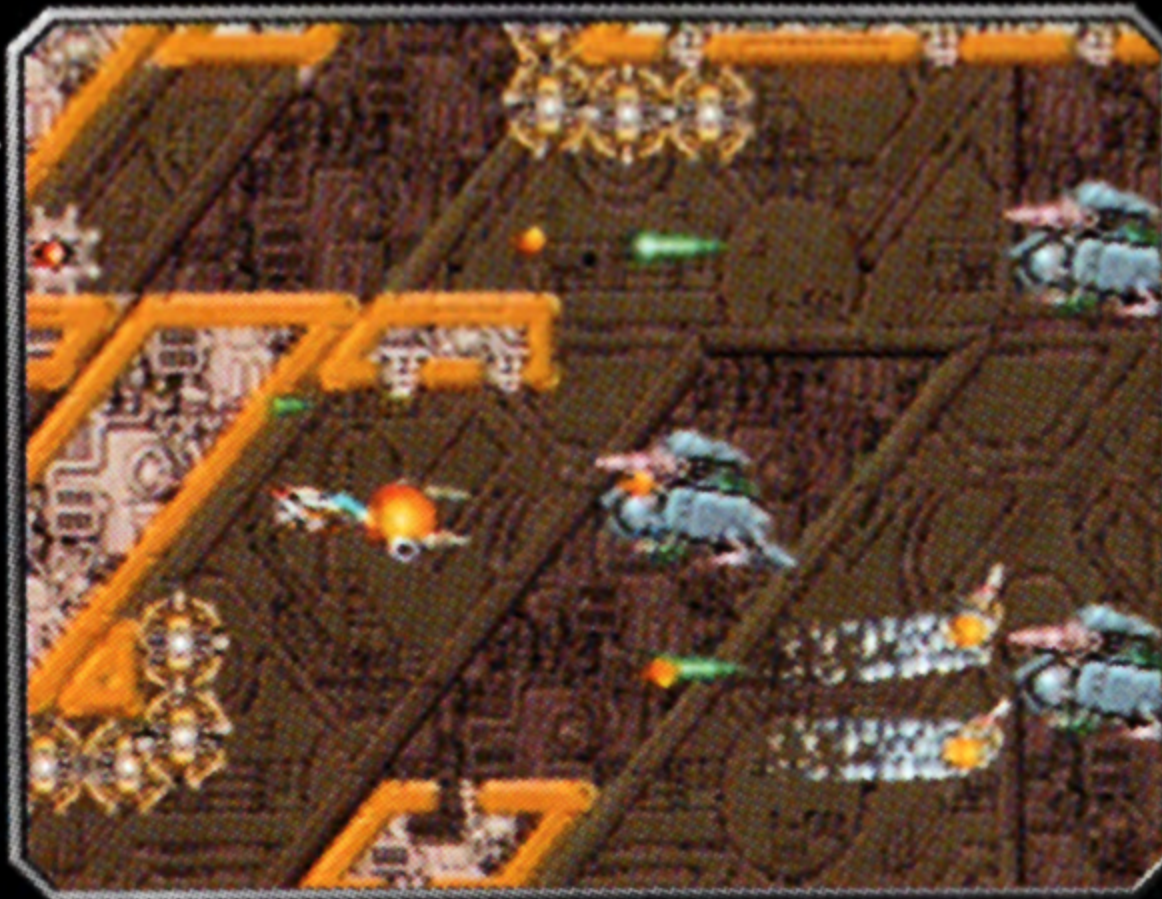
STAGE 4

STAGE 5

STAGE 6

RESOURCE
ACQUISITION
AREA

A resource transport roadway changes with every passing second, as if to block passage. Watch out! There are enemies everywhere along the sliding roadway.



This planet is alive, breathing in rhythm with the Bydo. At its center, the Bydo are preparing to resume cloning.



THE BYDO
EMPIRE'S
STAR

ENEMIES



Cancer

A hovering weapon capable of subduing a wide area. This is one of the first weapons developed by the Bydo.



P-Staff

A missile launcher that operates independently. It was used as an automatic defensive device against alien enemies.



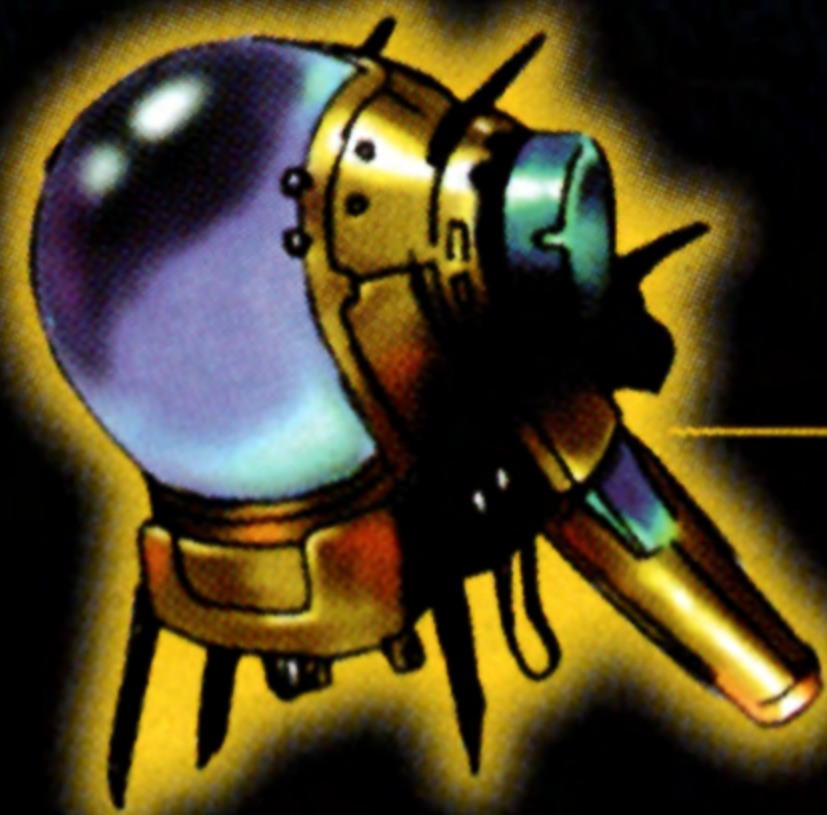
Doppelganger

This powerful weapon is the result of the fusion of electronics and a Bydo body. It blocks the entrance to another dimension opened up in a destroyed space colony.



Gougher

This weapon is a living creature. It was created when a Bydo body possessed an indigenous animal, and later evolved into this mutant form.



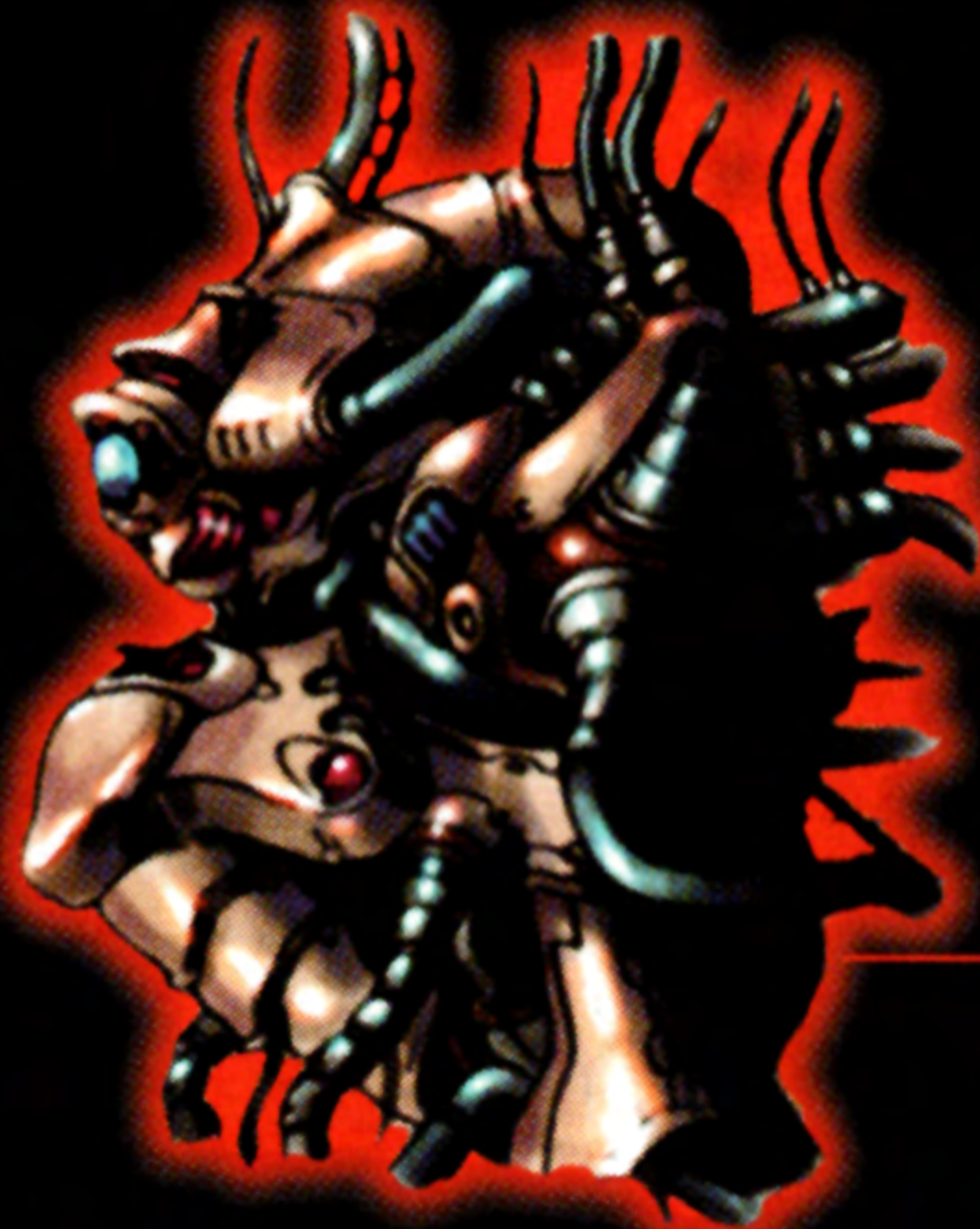
Harsh

An underwater automatic attack system used for repelling invaders. It attacks by launching missiles.



Gydocker

A humanoid weapon created by combining multiple enemies. It attacks with a particle gun and bits that surround the warship body.

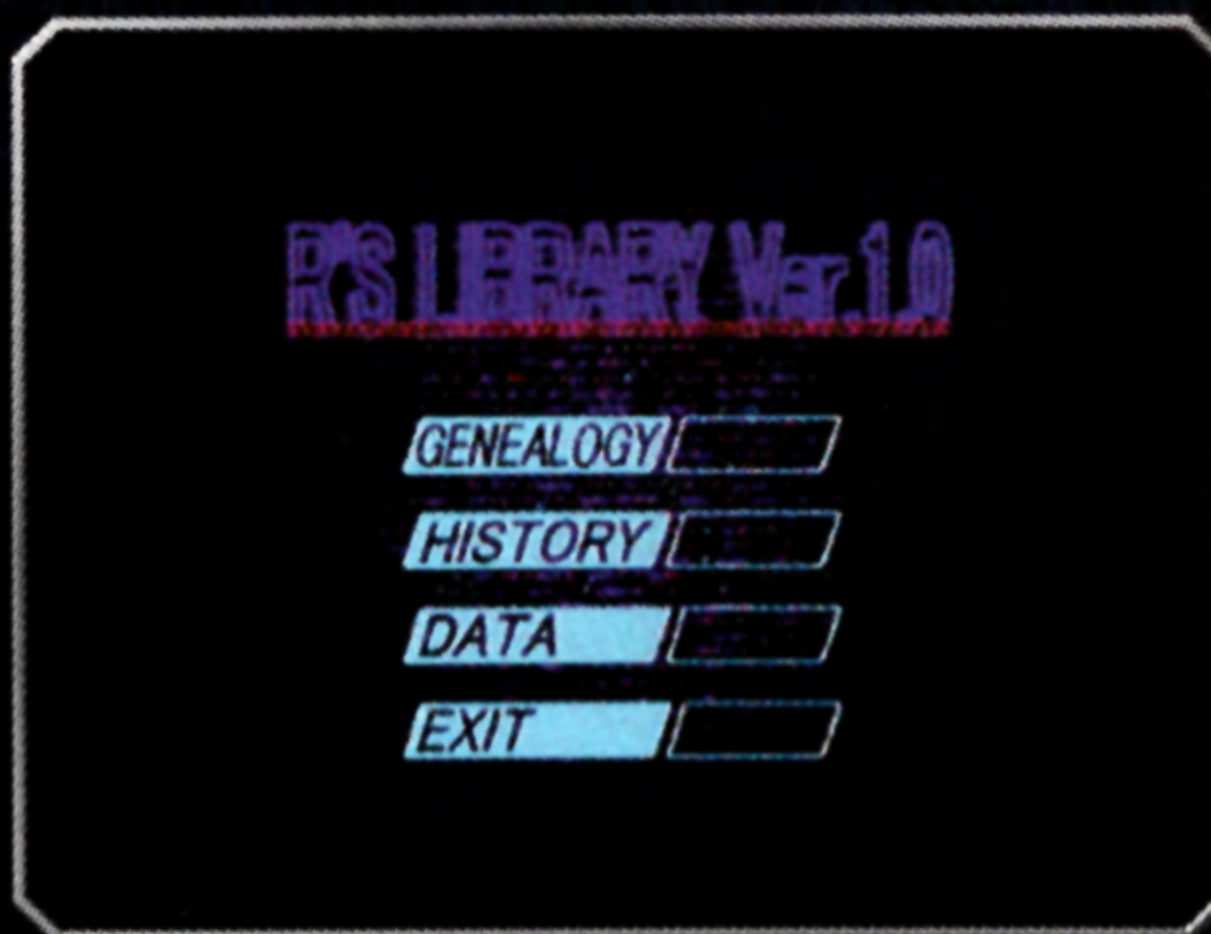


Subatomic

A planet-destroying weapon created from the remains of the Doppelganger.

BYDO DATA

Contains data relating to the world of R-TYPE.



Genealogy

History

Bydo data



Here you can view 3D data describing the attributes of the R Warship. To display the data, make a selection and press the CONFIRMATION button. Press the CANCEL button to return to the menu.



Here you can read the chronology of R Warships. Press the CONFIRMATION button to display photographs. Press the CANCEL button to return to the menu.



Here you can find descriptions of all enemies appearing in both R-TYPE and R-TYPE II.

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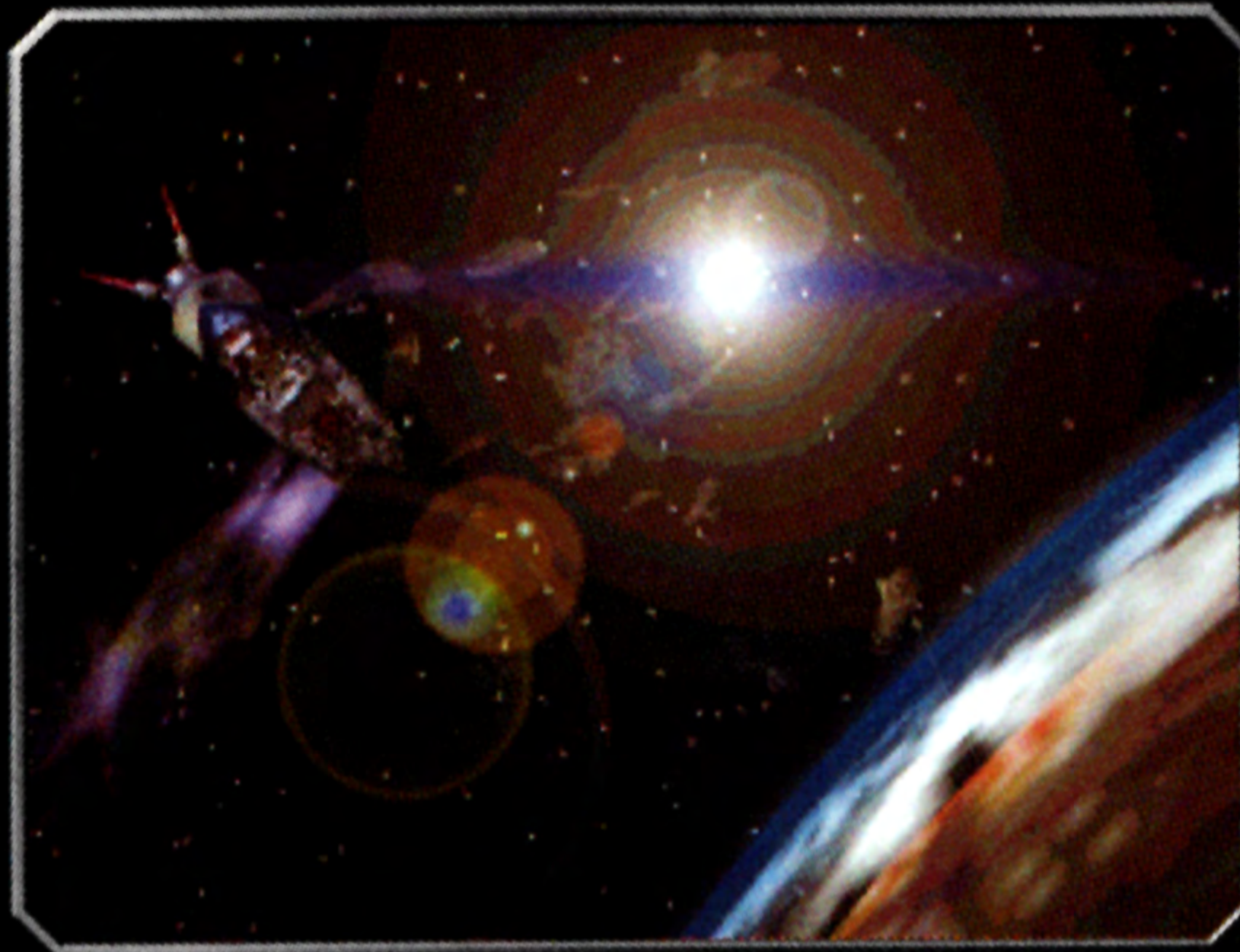
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