



NTSC U/C

PlayStation™



# SPACE GRIFFON™ VF-9



SLUS-00153

Developed by

**PANTHER**  
SOFTWARE INC.

Published by



**ATLUS**®

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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.

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- 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# SPACE GRIFFON™ VF-9

## THE STORY

2148 A.D. October 17th, Lunar Plant "HAMLET"  
-Shut Down-

In the Year 2148 A.D. October, all communications with the moon's largest structure "HAMLET," were lost. The leadership of the huge conglomerate, "AMAX FACTORIES," decided to immediately call into action their private army AMC (A MAX CLEANERS), to investigate the grave situation. Jim Billington (call sign "KID"), started up his Tri-formula mechanical armor, the VF "GRIFFON" and headed out to investigate what had happened at "HAMLET" with five of his comrades.

Lunar Surface 2148, October 31  
BOSS, STORMY, BIGHORN, KILLER, THIEF...  
and KID.

## TABLE OF CONTENTS

Starting the Game .....	1
The Controller .....	2
The Starting Menu .....	3
The Game Screen .....	5
Playing the Game .....	8
The Commands .....	12
Item List .....	20
Weapon List .....	21
Hamlet History .....	22
Characters .....	22
Battle Techniques .....	24
Game Play Assistance .....	27
Notes .....	27
Warranty Information .....	28

# STARTING THE GAME

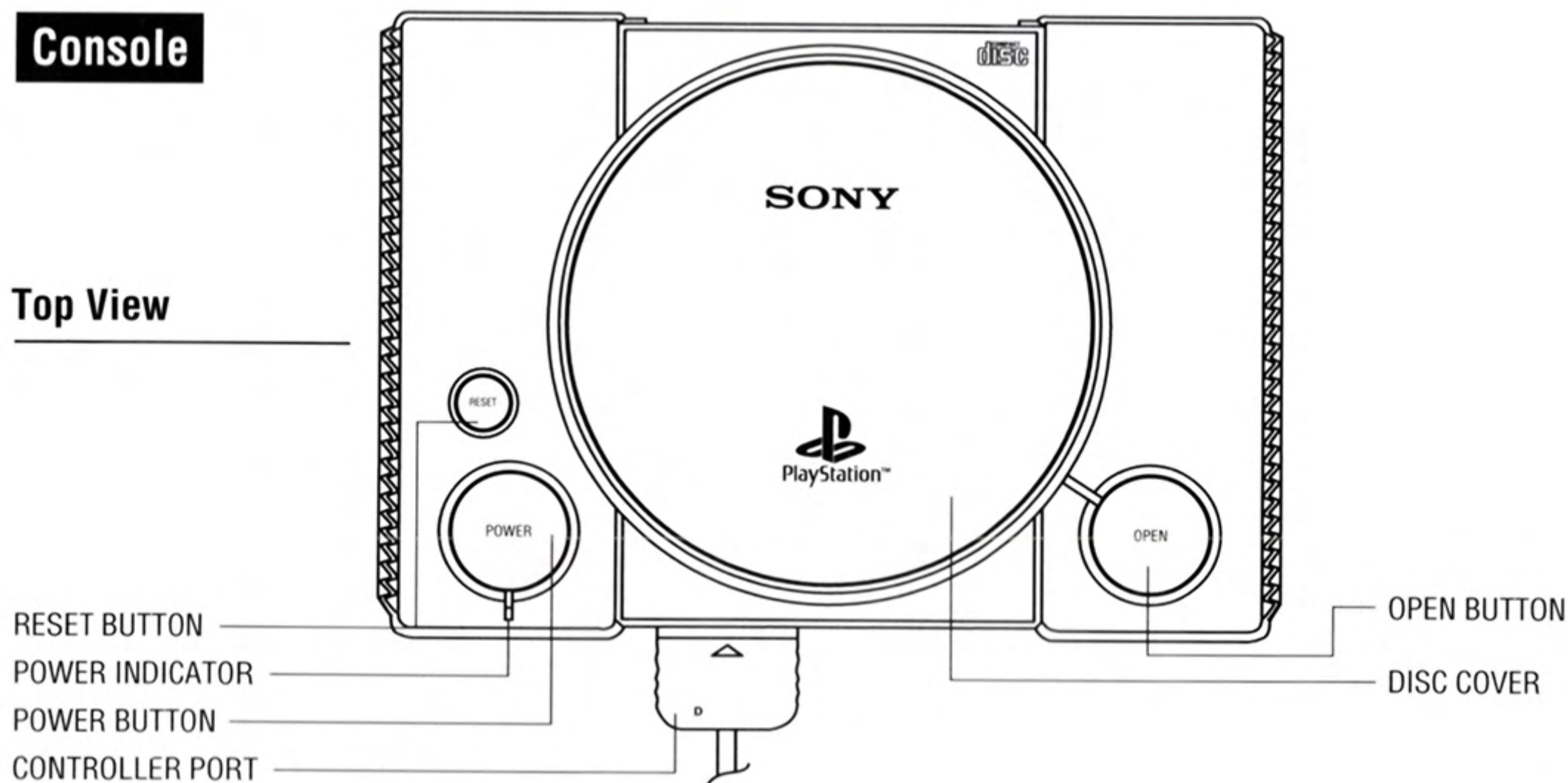
Press the "OPEN" button on the PlayStation game console and insert the "SPACE GRIFFON VF-9" CD-ROM in the disk holder. Close the disk holder and press the "POWER" button to turn the PlayStation game console ON. In a few moments, the startup sequence will begin. The Start Menu will appear at the end of the opening sequence or when a button on the controller is pressed. If no button is pressed at the starting screen, the game demo will start. Pressing any button during the demo will return to the starting screen.

\*Please do not open the disk holder when the PlayStation game console is in use. Remove the CD-ROM from the PlayStation game console only after turning the power OFF.

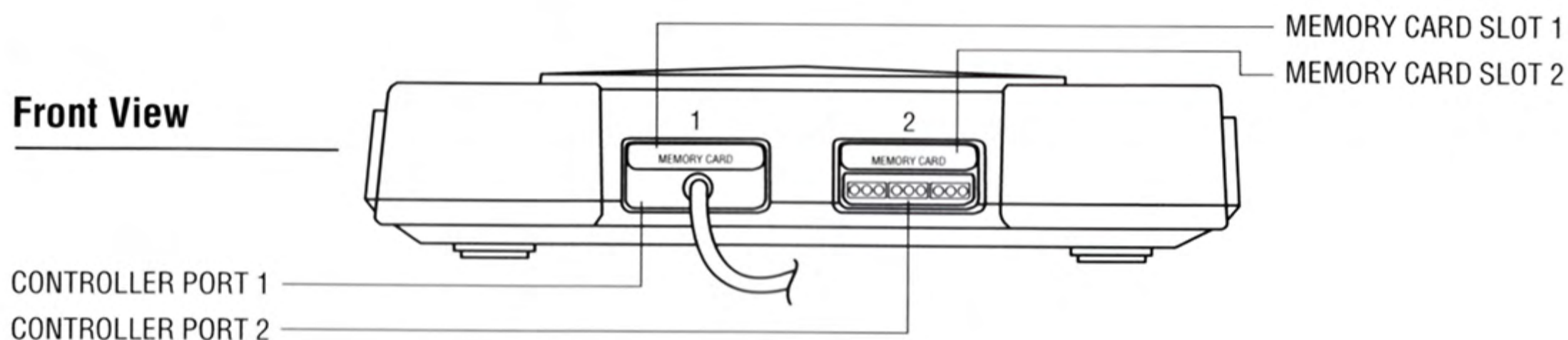
In this game you will play "KID" (Jim Billington) and use his VF (Variable Formula) GRIFFON to solve the mystery of HAMLET.

## Console

### Top View



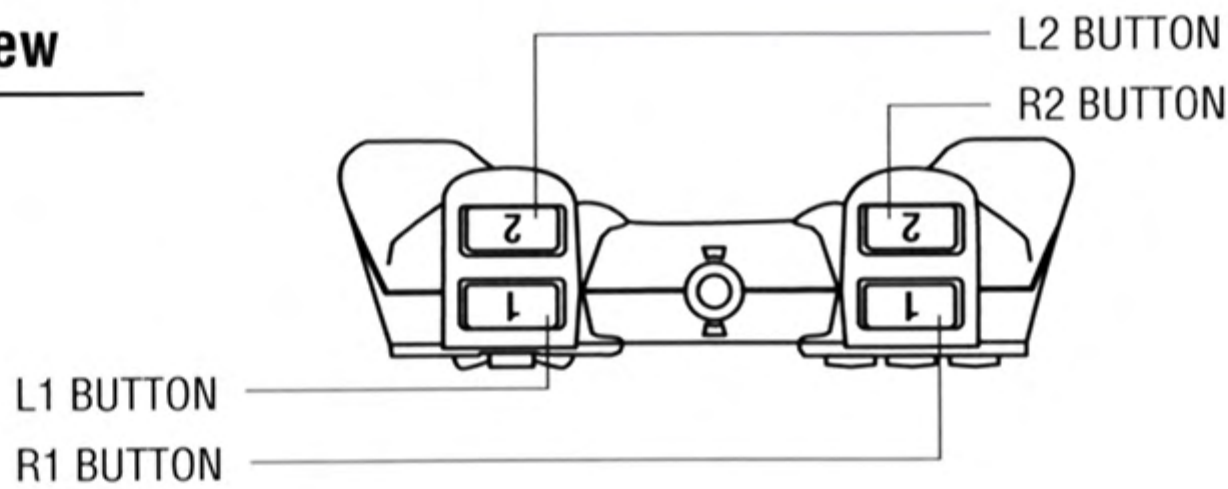
### Front View



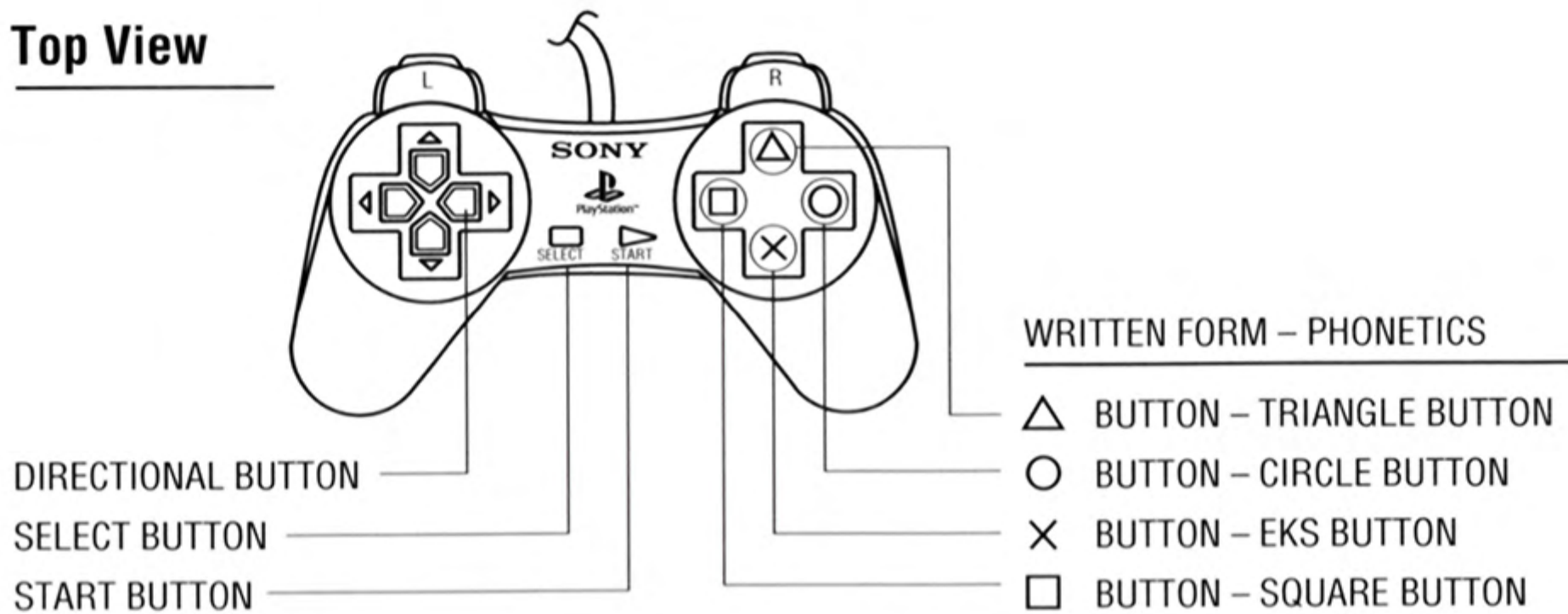
# THE CONTROLLER

## Controller

### Front View



### Top View



Space GRIFFON VF-9 features three controller settings to play the game. You may select the settings you prefer using the "CONTROLLER" option in either the "OPTION" menu in the Starting Screen or the "SYSTEM" menu accessible during the game. The default controller settings are described below.

START..... Pauses the game and is used to exit the menu screens

SELECT..... Opens Menu Window

DIRECTIONAL PAD (DPAD)

↑	Move Forward
← →	Turn Left/Right
↓	Move Backward

X Battle Mode ON - Fires your selected weapon  
 Battle Mode OFF - Not used  
 When in menus this key is used to select the highlighted item

○ Battle Mode ON/OFF

□ Battle Mode ON - Selects active weapon mount (L - M - R)  
 Battle Mode OFF - Examine items that are found

△ △ & ↑ - Tilt GRIFFON's cockpit UP  
 △ & ↓ - Tilt GRIFFON's cockpit DOWN

L1..... Slide LEFT

R1..... Slide RIGHT

L2..... Move shield LEFT (when shield is in use)  
 Transform ↑ between CRUISE - ASSAULT - COMBAT modes (when shield is not in use)

R2..... Move shield RIGHT (when shield is in use)  
 Transform ↓ between CRUISE - ASSAULT - COMBAT modes (when shield is not in use)

During transmissions (when KID is sending out a call) and whenever KID is describing an item, you may skip through the dialog by pressing any of the controller buttons. You will not be able to skip over transmissions that are being received.

If the L2 button is pressed while your VF GRIFFON is in COMBAT mode, the unit will remain in the COMBAT mode.

If the R2 button is pressed while in your VF GRIFFON is in CRUISE mode, the unit will remain in the CRUISE mode.

After your VF GRIFFON has been upgraded in the game, it will remain in the ASSAULT mode even if the R2 button is pressed while in ASSAULT mode. CRUISE mode will no longer be available after your GRIFFON has been upgraded, but you will have a noticeable improvement in both speed and firepower.

Pressing the START button during the game will pause the game. Pressing the START button again will return you to the game.

Pressing the SELECT button while the game is paused will open a menu screen. This menu will allow you to either continue or quit the game. Choosing CONTINUE will unpause the game and continue play. Choosing QUIT will ask you if you are sure and selecting YES will take you to the STARTING MENU.

If you hold down the SELECT button and then press the START button for 2 seconds, the game will take you to the STARTING MENU.

When you quit a game, the option settings (DISPLAY, CONTROLLER, SOUND) will remain as previously set.

If there is a memory card in a slot, the settings for the first game saved on the memory card will be used for all the new games and games started with a passcode.

## THE STARTING MENU

If any of the controller buttons are pressed during the opening introduction or during the DEMO, the game will display the Starting Menu. Select either NEW GAME, LOAD GAME, PASSCODE, or OPTION by using the DPAD to move the cursor and press the X button to choose an option. Space GRIFFON VF-9 will load any controller or system option changes from the first saved game found if a memory card is inserted into the PlayStation game console.



### NEW GAME

Choose this if you wish to play SPACE GRIFFON VF-9 from the beginning of the game.

If there is no card in the memory slot, a message will be displayed informing you that no Memory Card was found. Select "YES" to begin the game or "NO" to return to the Starting



Menu. It is suggested that a Memory Card be separately purchased to save your game while playing Space Griffon VF-9.

If the Memory Card has not been formatted (initialized) a message will be displayed asking you whether you wish to format the card. Select "YES" to format the card.

If there is not 8 free blocks on the Memory Card, a message will be displayed informing you to insert another card with 8 free blocks. To clear free blocks on your card please refer to your PlayStation game console instruction manual on how to use the Memory Card Screen to delete unwanted game data.

\*For details on checking the Memory Card, refer to SAVE in the Commands section.

## **LOAD GAME**

Choose this option if you wish to continue a game previously saved with the SAVE option. The game screen will switch to the LOAD screen. Move this cursor to the area you wish to restore using the DPAD and press the X button.

\*For LOAD instructions, refer to the Commands section.

## **PASSCODE**

Passcodes are available for those players that do not have a Memory Card or when a save is cancelled. The passcodes consists of a combination of thirty (30) letters and numbers. Use the cursor to highlight a letter or number and press the X button to select it. After entering all thirty characters, select END to load the game. Pressing START will cancel the Passcode load. Please keep in mind that Passcode loads and saves are not as complete as Memory Card saves. To enjoy the full benefit of saving your current game, please purchase a Memory Card from your retailer.

The passcode will not completely restore a game. If you saved the game using the passcode, the game will start from where you entered the floor, and you will lose any information that you have retrieved from the Terminal Rooms. Also, the energy levels and gauge levels will be slightly different from when you started and the time record will not be correct. More details can be saved in a memory card and the game is restored fully.

Entering a wrong passcode may sometimes start a game without displaying an error message. When this happens, the game will start at the wrong level or with completely different gauge settings. You may also be placed in a totally blank area! Make sure to enter the correct passcode carefully.

## **OPTION**

The Option menu allows you to change the information that is displayed on your GRIFFON's computer monitor, to change the Controller configuration (3 choices), and to change the Sound settings. If there is a memory card in a slot, the settings for the first



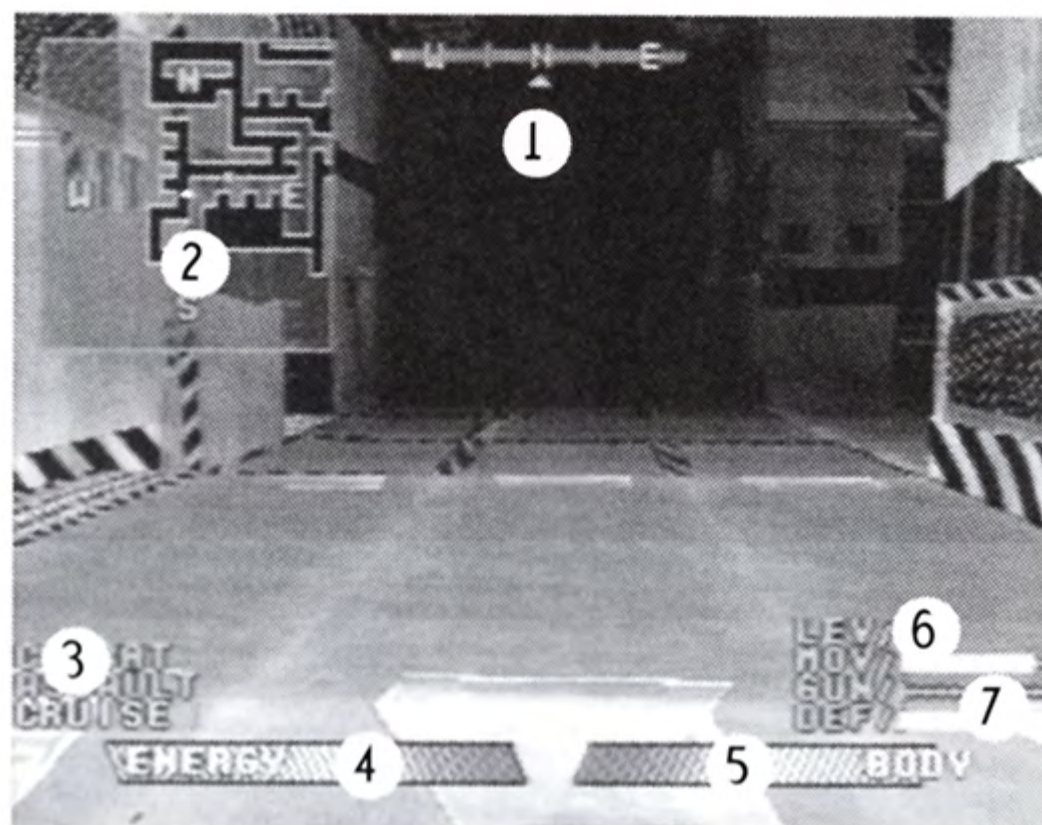
# THE GAME SCREEN

When the game begins, you will be looking at the monitor in the cockpit of the GRIFFON which will be displaying an area within HAMLET. The battle mode will be OFF in the beginning. Press the ○ button to switch to the battle mode. Your GRIFFON will begin the game in COMBAT mode. To transform into ASSAULT or CRUISE mode, press the R2 button, once or twice respectively.

## BATTLE MODE OFF

When the battle mode is OFF, you will be able to pick up various items and weapons that are found in HAMLET. While in this mode, the following gauges and meters will be displayed.

- (1) Direction Gauge
- (2) Radar Map
- (3) Transformation Mode
- (4) Energy Gauge
- (5) Body Gauge
- (6) Level
- (7) Power Gauge



(1) Direction Gauge - This shows which direction the GRIFFON is facing within HAMLET. The directions displayed above the gauge (N S E W) correspond to the position on the Radar Map and scrolls left or right according to the direction the GRIFFON is facing. The center of the gauge shows the current direction the GRIFFON is facing.

(2) Radar Map - This displays a portion of the level that the GRIFFON is on. The GRIFFON's location is shown by a yellow dot and the enemy, a red dot. The location of the GRIFFON is fixed in the center of the Radar Map and when the GRIFFON moves the map will move to show the GRIFFON's new location. If you do not have the map data for that level, "NO DATA" will be displayed on the screen.

(3) Transformation Mode - The current transformation mode (CRUISE - ASSAULT - COMBAT) will be shown in red.

COMBAT.....Biped Combat Mode.  
ASSAULT....High Speed Assault Mode  
CRUISE.....High Speed Cruise Mode.

\* Towards the middle of the game, when you upgrade your GRIFFON, you will no longer be able to transform into the CRUISE mode and the CRUISE mode option will no longer be shown.

When in the Cruise mode, only the weapon mounted on the rear rack (Mounted Weapon) can be used.



(4) Energy Gauge - This Gauge displays the remaining energy supply of the GRIFFON for movement and weaponry. One calibration represents 200p. The GRIFFON can store up to 8000p at one time. Once the amount goes down to 0, movement and other functions will become severely restricted. When the energy level reaches 399p, a blinking "WARNING" indicator will be shown.

(5) Body Gauge - This gauge displays the GRIFFON's durability level. One calibration represents 200p. The maximum durability level is 8000p. If the Body Gauge goes down to 0, this indicates that the GRIFFON has been destroyed and the game will end. When the durability level reaches 399p, a blinking "WARNING" indicator will be shown.

(6) Level - This displays the GRIFFON's level (or more precisely, the GRIFFON's computer action response level).

(7) Power Gauge - This indicator displays the three energy output values for Movement power, Energy-gun power, and Defensive power in the GRIFFON's various transformation modes.

MOV .....Movement Power - relates to the GRIFFON's movement speed.

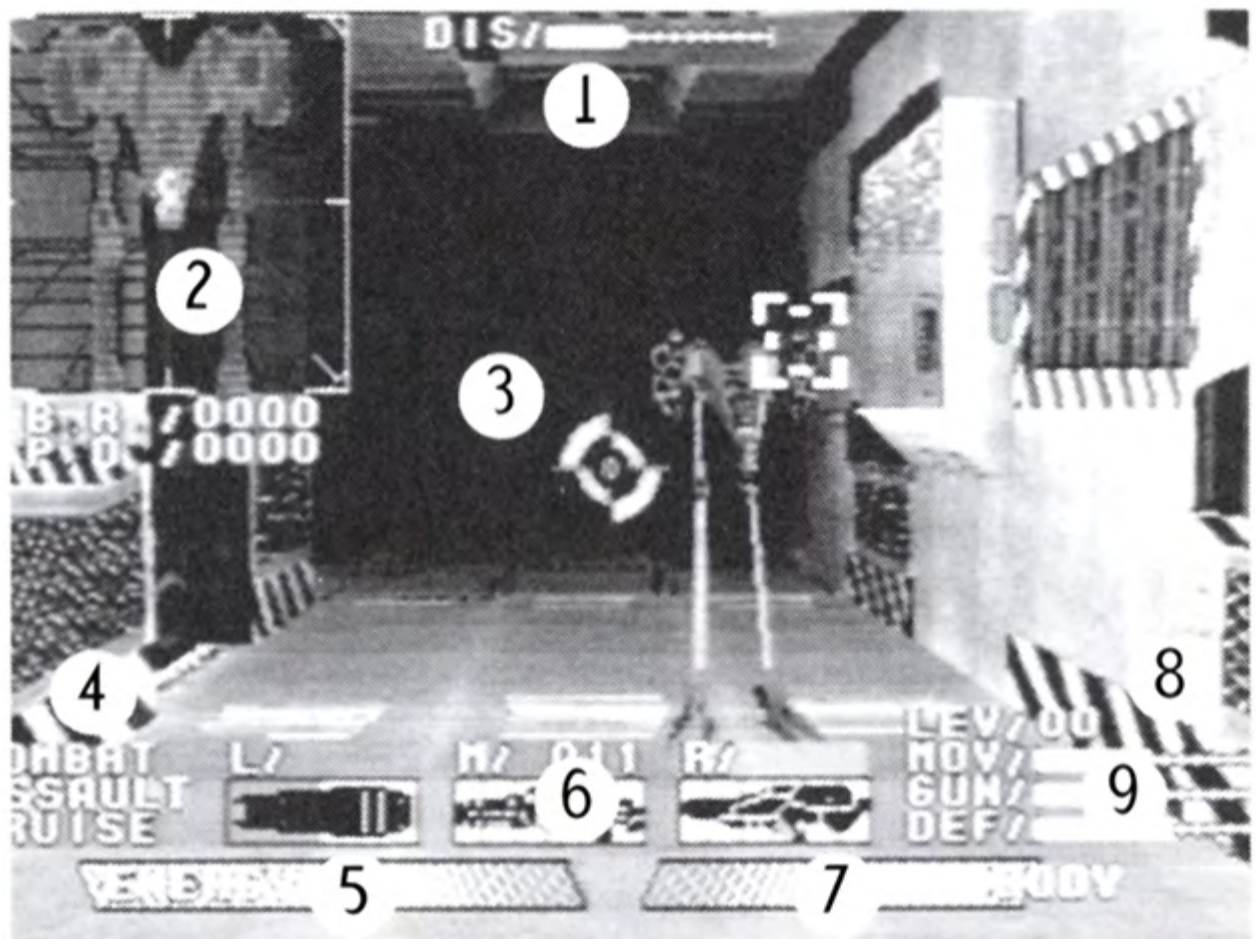
GUN .....Energy Gun Power - relates to the powerfulness of the weapon and relates to the power supplied by the GRIFFON's main unit.

DEF .....Defensive Power - relative to the amount of damage rendered by the enemy.

## **BATTLE MODE ON**

When the battle mode is ON, the following gauges and meters are displayed. In certain situations, movement during battles may be restricted.

- (1) Distance Gauge
- (2) Armor Scanner
- (3) Gun Sight
- (4) Transformation Mode
- (5) Energy Gauge
- (6) Equipment Display/Wait Gauge
- (7) Body Gauge
- (8) Level
- (9) Power Gauge



(1) Distance Gauge - This gauge displays the enemy that is the closest to the GRIFFON in a straight line with a bar indicator. The gauge will react and indicate when the enemy comes within a certain distance. The shorter the yellow indicator bar, the closer the enemy is.

(2) Armor Scanner - When an enemy unit comes within a certain distance from the GRIFFON, the Armor Scanner system will respond, scan the enemy and provide information about the enemy. If there is more than one enemy unit, the scanner will provide information on the unit closest to the GRIFFON. The following information is displayed by the Armor Scanner.

Scanner Screen - Complete shape of enemy front view.

B.R. (Battle Rating) - The battle rating of the enemy, the higher value, the stronger the enemy.

P.D. (Predicted Durability) - This is the durability that the enemy is assumed to have. If this value is zero, the enemy has been destroyed.

The data displayed on the scanner screen indicates the status of the enemy's armor. Greater damage is shown in red. If there is no enemy or the enemy is too far, the scanner display will display "NO DATA" on the screen. Also, if no data for the enemy is available, the values for B.R. and P.D. will not be shown (0000 will be the values shown).

(3) Gun sight - When using weapons, this mark will indicate the gun sight and is used for aiming. There are 5 different types, one for each weapon.



Beam Gun



Linear Cannon



Rocket Launcher



Gun Launcher



Vulcan

The sight is fixed in the center of the screen and it is not possible to move only the gun sight. If the weapon cannot be used (if it is damaged, out of ammunition, or out of energy) or if the weapon is not readied, the sight will not be displayed. The sight is displayed only when a weapon is armed and readied.

Pressing the  button while in the Battle mode will cycle through the equipment that is readied (L, M, R). The gun sight will also change with the weapon that is usable at that time.

If the shield is readied, a shield will appear at the selected location. When the shield is displayed, its position may be shifted using the L2 and R2 buttons.



(6) Equipment Display/Wait Gauge - The weapon and shield currently readied is displayed in silhouette. The data display is explained below:

- (a) The mount with the readied weapon or shield: L-Left Hand / M-Weapon Mount (Middle) / R-Right Hand
- (b) Remaining rounds or missiles.
- (c) Wait Gauge: This gauge appears overlapping the silhouette of the readied weapon and is divided into six sections. The display indicates how long until the weapon is ready to shoot the next round. If the shield is in use, the gauge displays the strength of the shield and there is no waiting time.

The weapon that is currently readied for use is shown in red in the L-M-R area and the remaining ammo area. If no weapon is readied, an "X" will be shown where the silhouette of the weapon is normally displayed. Pressing the  button will cycle through the weapons in the following manner.

→ Right Hand → Left Hand → Mount →

Only the weapon installed in the Mount can be used when your GRIFFON is in Cruise mode.

If an item is not readied, out of ammo or broken, that position will be skipped over and you will not be able to select that position.

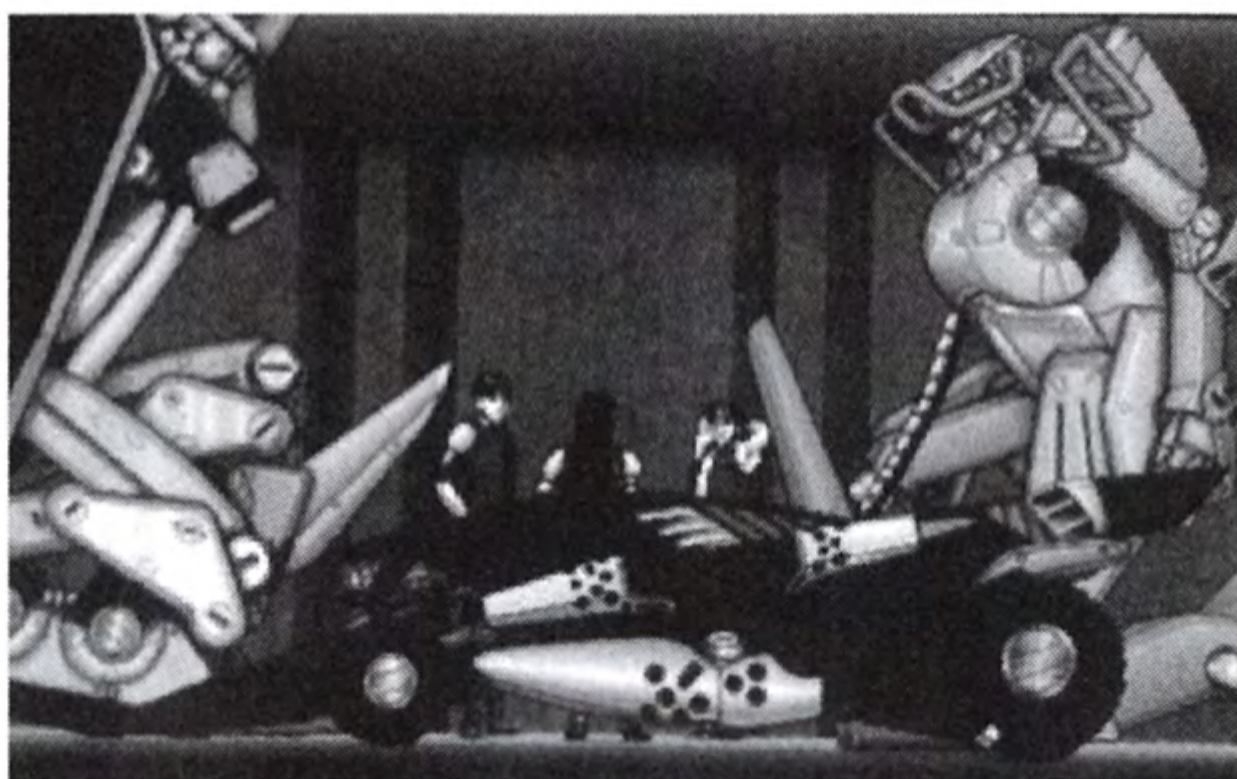
Even when the Battle Mode is OFF, the following items will be displayed in the same manner.

- (4) Transformation Mode
- (5) Energy Gauge
- (7) Body Gauge
- (8) Level
- (9) Power Gauge

The gauges and radar displays can be turned off. For details, please refer to this manual's DISPLAY section.

## VISUAL SEQUENCES

These visual scenes occur at intervals in the game to explain how the game is progressing. They also provide valuable information to be used in solving the mystery of Hamlet. Take a break from the action and enjoy the realistic conversations and beautiful animation.



\* The Visual Sequences may be skipped over by pressing the "X" button. Please use this feature sparingly as important information needed to solve the mystery of Hamlet will be missed by skipping over the visual sequences. If you are viewing a sequence for the first time, please do not skip over it. If you have skipped a visual sequence and cannot clear the current stage, please restore a saved game and view the skipped sequence.

## **PLAYING THE GAME**

The combat in "SPACE GRIFFON VF-9" incorporates a real-time system where movement and combat occur at the same time. You can freely switch from combat to movement at any time at your discretion.

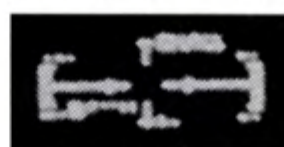
You can move the GRIFFON by either using the DPAD or by using the R1 and L1 buttons. R1 and L1 are used to move sideways (move to either side while facing forward, similar to how a crab walks). Moving within a certain distance from an enemy will activate the GRIFFON's sensors.

## SENSOR ACTIVATION DISPLAY

If an enemy, an item, or a friendly VF comes within a certain distance, the sensor will be activated. The color of the sensor will change from Blue to Yellow to Red as the object gets closer. The sensor display will disappear from the screen as the object gets closer and can be seen visually, with the exception of items. There are five types of sensor displays.



Enemy Robot



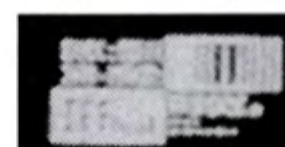
Item



Monster



Bio-Monster



Friendly Unit

## GETTING ITEMS

Items can be picked up when the Battle Mode is Off. To toggle the Battle Mode ON and OFF, press the ○ button. Approach the item until the item sensor changes to red, and press the □ button to pick up the item. A report of the item will then be shown on the screen. Items cannot be picked up when your GRIFFON is in Battle Mode.

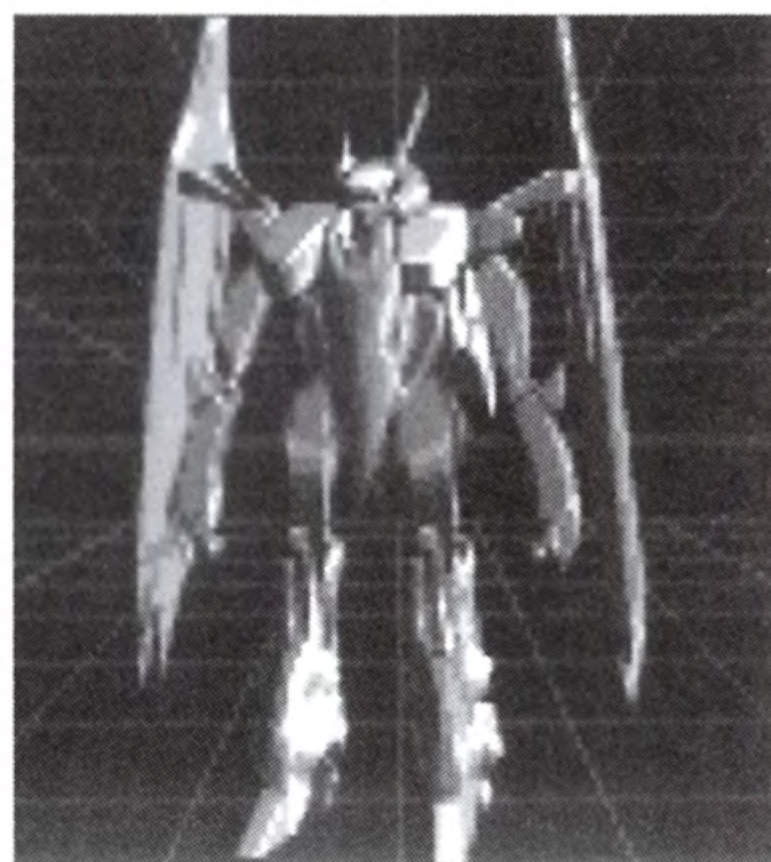


## THE TRANSFORMATION MODES

The GRIFFON has three different forms that it can transform into. Until you are experienced using your GRIFFON, it is suggested that you play the game in ASSAULT mode.

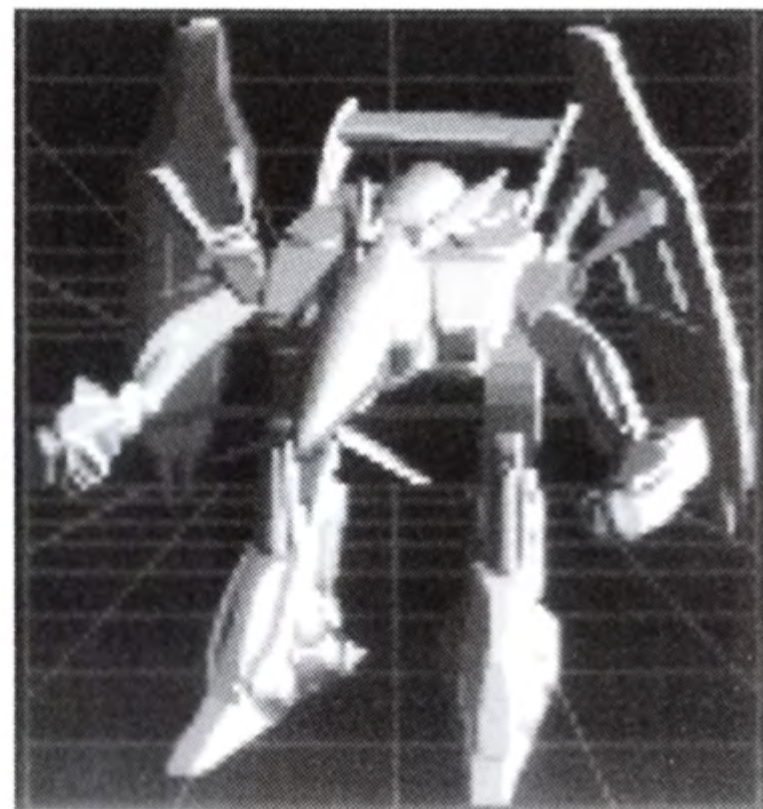
### **Biped Combat Mode**

In this mode, most of the energy in the unit is directed to the Gun output. Therefore, the fire power of weapons requiring energy for use is the most powerful in this mode. However, this mode has the lowest defense and mobility.



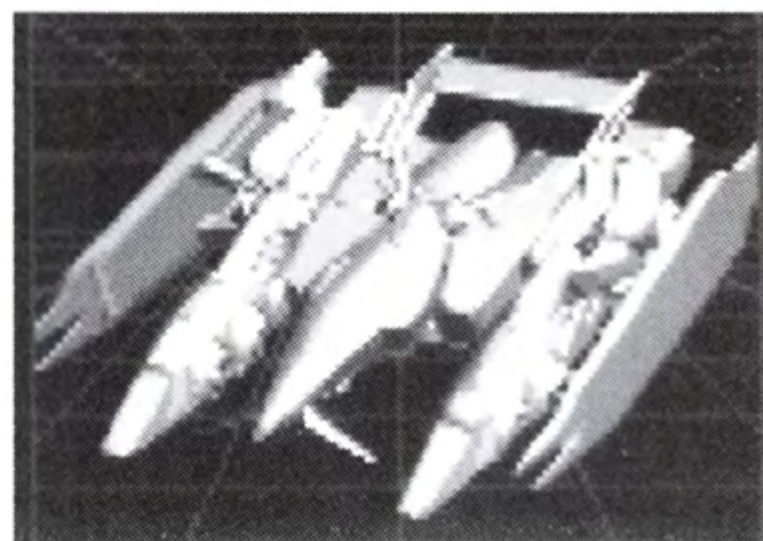
### **High Speed Assault Mode**

In this mode, most of the energy is used for defense and mobility. The fire power of weapons requiring energy for use is somewhat lower than the Combat Mode, however you have better defense and mobility.



### **High Speed Cruise Mode**

In this mode, the arms are pulled in and cannot be used. Therefore, only the weapon equipped on the Weapon Mount is available. The energy is directed to defense and mobility, and this mode has the greatest defense and mobility of all three modes.

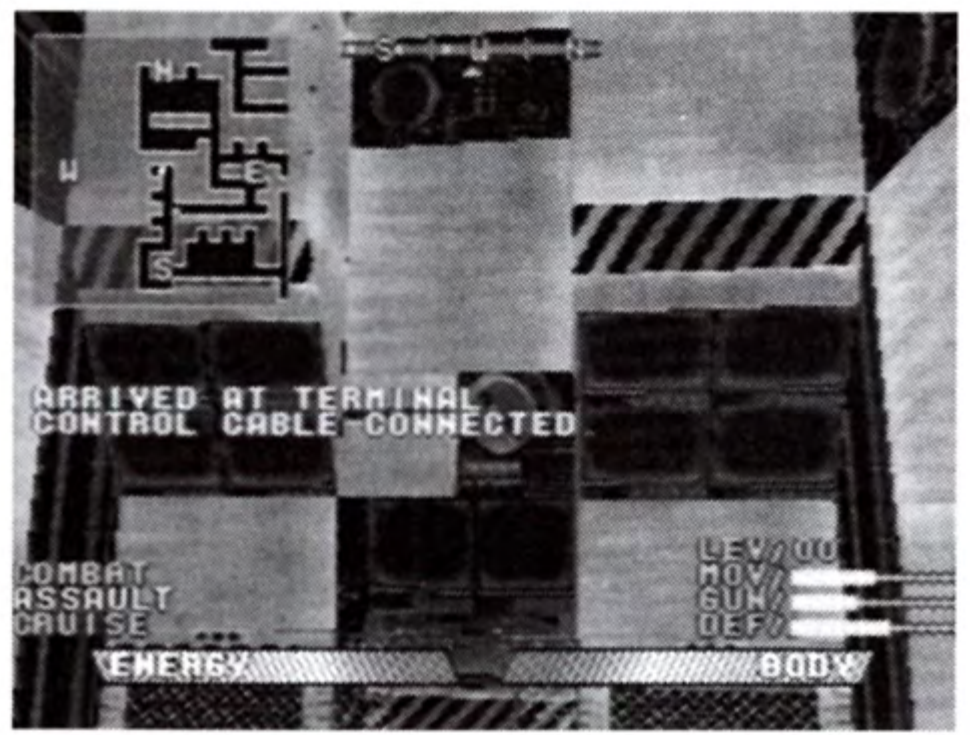


## TERMINAL ROOM

On every level in HAMLET, there is a Terminal Room. In the Terminal Room, you will be able to get floor maps and information about the enemy. In order to get information, you will need to enter a passcode.

## ENTERING THE PASSCODE

In order to get information, you will need to enter a passcode. When you enter a terminal room, a 5 digit counter will be shown. If you were able to pick up an item with 5 digit numbers or get the code from another unit, it will also be displayed on the screen. Select the number with the DPAD and press the X button to choose and enter the number. If the passcode is correct, you will have access to the new information from the terminal. There will be situations, other than when in a terminal room, that will require a passcode to be entered. Enter the passcode in the same way.



## ENERGY

Energy for the GRIFFON is used in the following manner.

A proportionate amount of energy will be used for distances traveled by the GRIFFON.

Weapons that require energy for use, such as the Beam Gun and the Linear Cannon, will consume the amount of energy required by that weapon.

Using a Power unit on the Item Screen will replenish your energy supply.

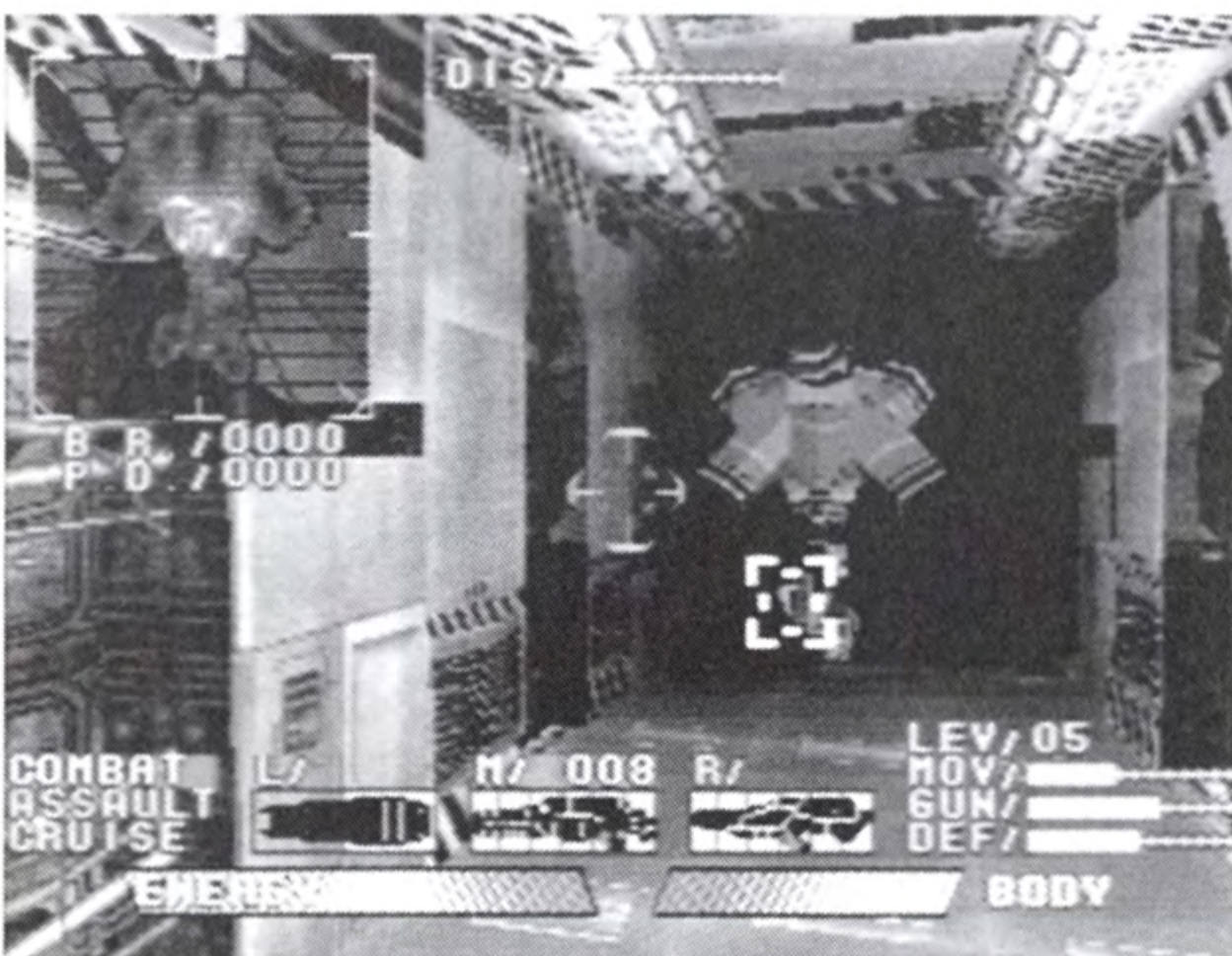
Running Out of Energy - When the energy stored in the GRIFFON goes down to 0, you have completely run out of energy. When the GRIFFON's energy supply has been completely exhausted, regardless of the Transformation Mode it is in, the following will occur:

- Movement speed will be reduced to 1/3 of the speed of the Combat mode.
- Defense strength will go down to 0 and defense will be drastically reduced.
- All weapons requiring energy to fire will be unusable.

## BATTLE

To fight an opponent, switch to the Battle Mode. Immediately before the enemy attacks, an attack marker will appear on the screen. Use this marker to avoid the attack and make your counterattack, or break away from the encounter. If the GRIFFON takes a hit, it will shake and the screen will turn red with the impact of each hit. Additionally, if the Body

Gauge goes down to 0, you and your GRIFFON will be destroyed and the game will end. The GAME OVER message will be displayed, and you will be returned to the Starting Menu. If the readied weapon is damaged, the area equipped with the weapon will be displayed as "BROKEN." If the weapon runs out of ammo, "EMPTY" will be displayed.



## WEAPONS/SHIELD/WARNING MARKERS DISPLAYS

**Weapons** - The VF weapons can be generally divided into five groups.



**Beam Gun** - Energy is supplied to this weapon from the VF. You will most likely be using this weapon the most during combat.



**Vulcan** - Although not as powerful as the other weapons, it can be shot continuously without any wait time.



**Linear Cannon** - Rapidly fires rounds using ultra high voltage electrical charges. Requires energy from the VF to operate.



**Gun Launcher** - A hand held rocket launcher. Cannot be used with guided missiles.



**Rocket Launcher** - A power launcher with guided missiles. Can only be equipped on the Weapons Mount.

All weapons come in three sizes: Large, Mid-sized, and Small.

**Shield** - The GRIFFON's shield is initially set in its left hand. Use the L2 button to move the shield left, the R2 to move it right to block the enemy's attacks. Regardless of the strength of the attack, the shield will lose strength with each hit it absorbs. The strength of the shield can be replenished by using an armor unit. When the strength of the shield reaches 0, it will have no defensive strength. That does not mean that the shield has been destroyed. You can use armor units to restore the shield and make it usable again.

**The Warning Markers** - The onboard computer in the GRIFFON will detect enemy attacks during acquisition and warn you of an impending attack. The warning marker, a yellow frame displayed on your monitor, will indicate the enemy's point of attack before it occurs. This critical information should be used to avoid the attack. The computer cannot display a warning marker for some enemy types. In these cases, you must use your own intuition and combat skills to avoid the enemy's attacks.

**Wait Time** - The time the onboard computer requires to process a response is called the Wait Time. When in battle, due to weapon recharging and other unknown factors, a waiting time is required before the weapon can be used again. When a weapon is fired, the counter for the weapon is displayed in yellow and will increment from right to left. Until all six of the increments are yellow, the weapon cannot fire another shot. As your Computer Response Level increases, the Wait Time will decrease. Certain enemies require longer Wait Times.

**Weapon Portability** - Seven weapons may be carried including the shield. The shield is counted even when its strength is at 0. If you wish to pick up a weapon beyond this limit, you will be required to throw away one of the weapons that you already have. The weapon you discard will be left where you drop it and can be recovered later. Weapons that are damaged will be automatically discarded when the weapons menu is selected and you will not be able to pick them up again. When an eighth weapon is picked up, the weapons menu will be shown. Choose the weapon to be replaced with the DPAD and press the X button to select that weapon. The weapon you choose will be left at that location and the new weapon will replace it in the Weapons Screen. You may recover a weapon that is not damaged later, however you may not discard your shield.

All weapons other than the Beam Gun are automatically discarded when empty and cannot be recovered.

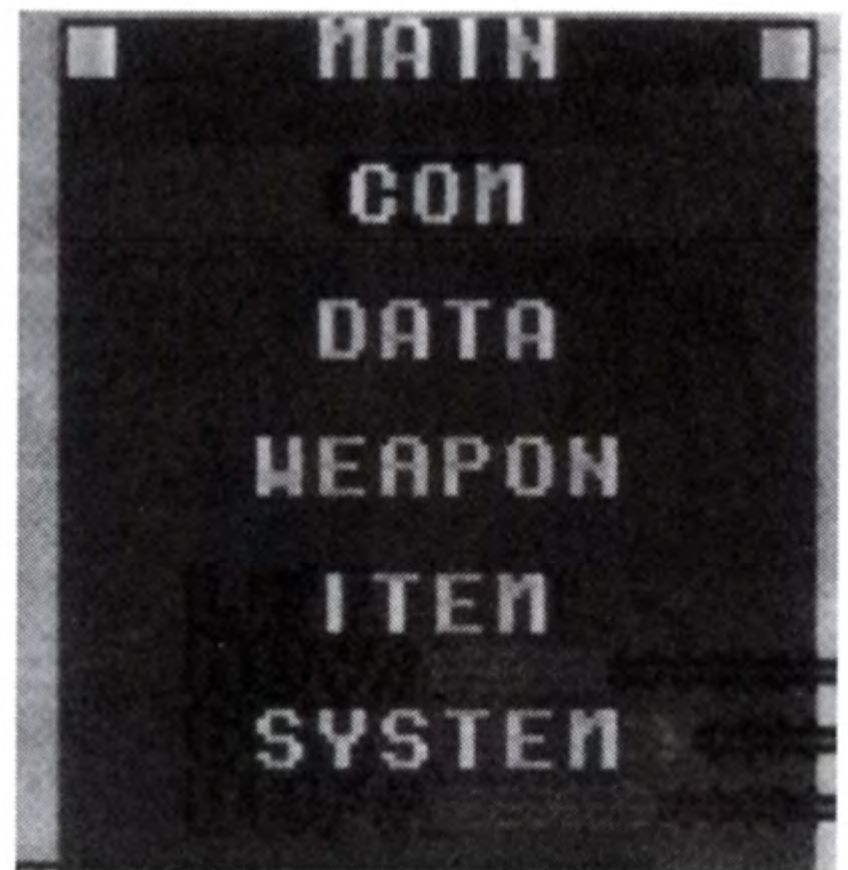
**End of a Battle** - When you destroy an enemy, it will explode and that encounter will end. Items or weapons can sometimes be found in the remains of the enemy. After a certain number of enemies are destroyed, your Computer Response Level will increase.

**Level (Computer Response Level)** - The Action Response Level of the onboard computer on the GRIFFON will go up a rank after a certain number of enemies are destroyed. This is referred to as a level. As you go through more and more battles, the onboard computer learns the action patterns during battle and the processing speed of special movements increases. For this reason, as the GRIFFON's Level increases, the Wait Time between shots decreases correspondingly.

## THE COMMANDS

When the SELECT button is pressed, the following Command Menu will be shown.

- COM.....Use this to communicate with other friendly units ( members of your team ).
- DATA .....Use this to look at information you have gathered so far ( maps, etc. ).
- WEAPON...Use this to see what weapons you carry and to ready the weapons.
- ITEM.....Use this to examine and use items that you have.
- SYSTEM....Use this to SAVE or LOAD a game or to end, or to change game options.



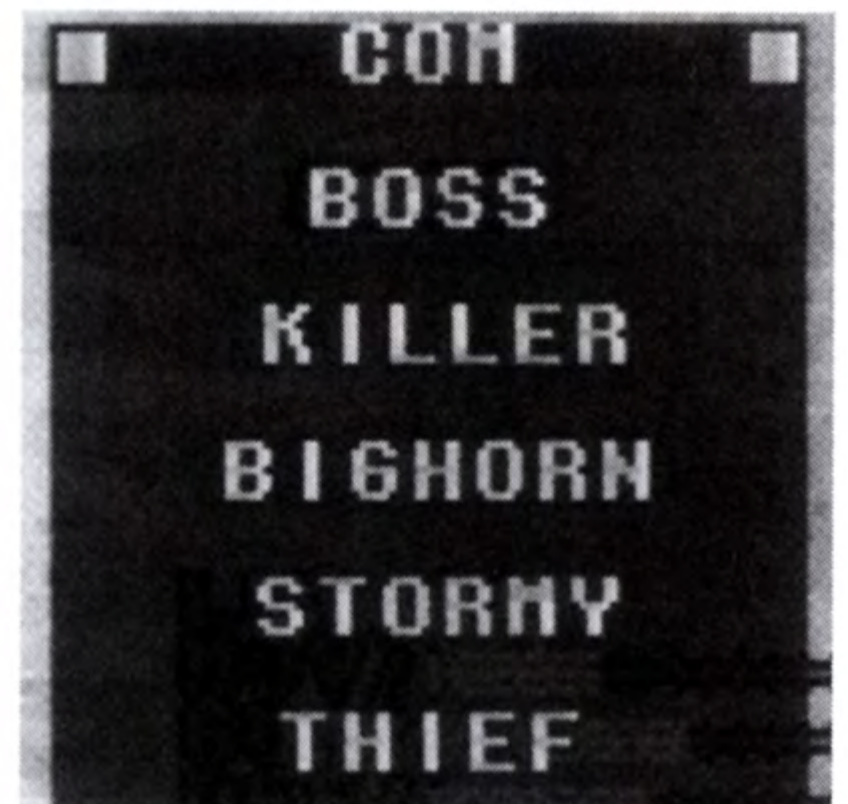
Move the cursor with the DPAD to select a command. Press the X button to initiate the command you selected. To cancel and return to the menu, press the START button.

### COMMANDS

#### ( 1 ) COM

This command is used to communicate with other friendly units. When this command is selected, the call signs for the friendly units are listed.

BOSS	Konrad
KILLER	Oreag
BIGHORN	Rauzein
STORMY	Maria
THIEF	Smiley



**Transmitting** - Move the cursor with the DPAD and choose the person you want to call. Press the X button to initiate the communication. To return to the previous command, press the START button. If the person can be reached, an image of the person will appear on the lower left of the screen and you will hear the person's voice. If there is no answer, "NO RESPONSE" will be shown on the screen. You can skip through the dialog during transmissions by pressing any button.

**Receiving** - When a signal is received from another unit, the communications circuit is automatically opened. You cannot skip through the dialog when receiving messages because you would miss important information required to solve the mystery of Hamlet.

## (2) DATA

This command is used to examine and display data that has been collected during the game. When this command is chosen, the following list of operations is displayed if information is available for that item.

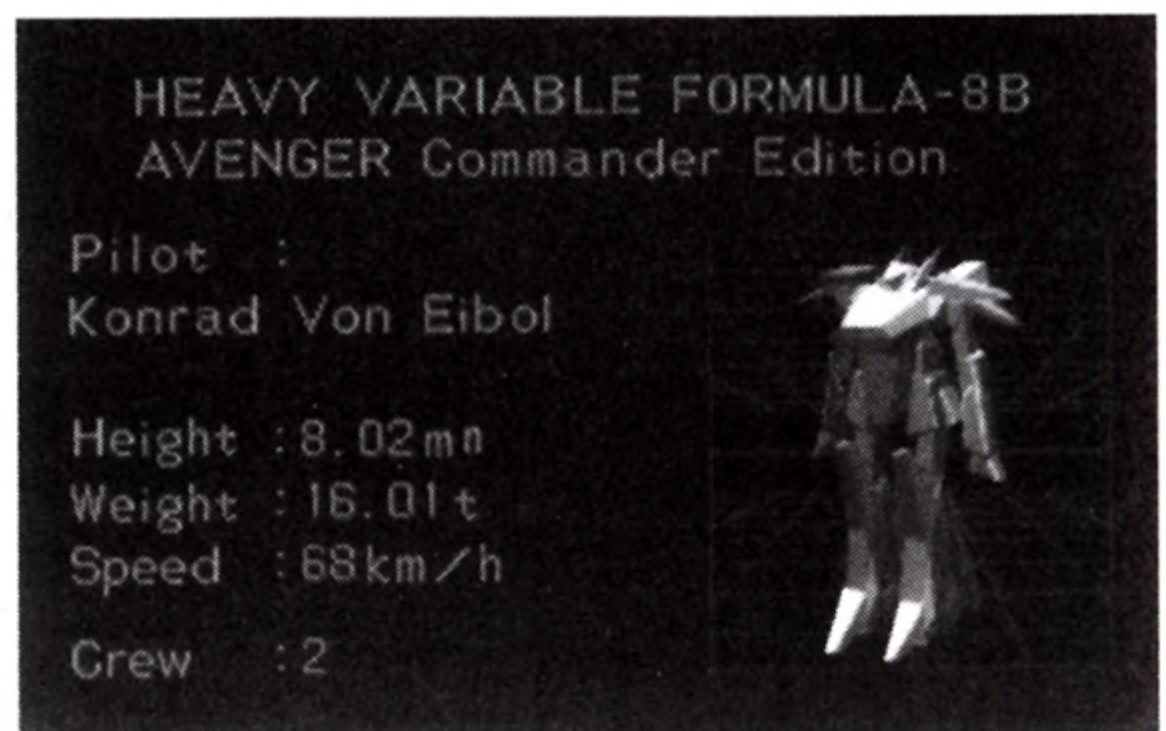
- VF.....Information on the Variable Formula.
- FLOOR MAP.....The entire map of the level that you are currently on.
- MACHINE.....Information on the enemy machines.
- MONSTER.....Information on the monsters.



"FLOOR MAPS," "MACHINE" and "MONSTER" will be displayed as you obtain information about them. Use the DPAD to move the cursor to highlight the information you want and then press the X button. Press the START button to return to the previous command. The following information will be shown when the commands are selected.

### I. VF

- GRIFFON ..... KID's VF (You)
- AVENGER..... BOSS's VF
- AVENGER SV..... KILLER's VF
- AVENGER AV..... BIGHORN's VF
- MILIAN ..... STORMY's VF
- VIPER..... THIEF's VF



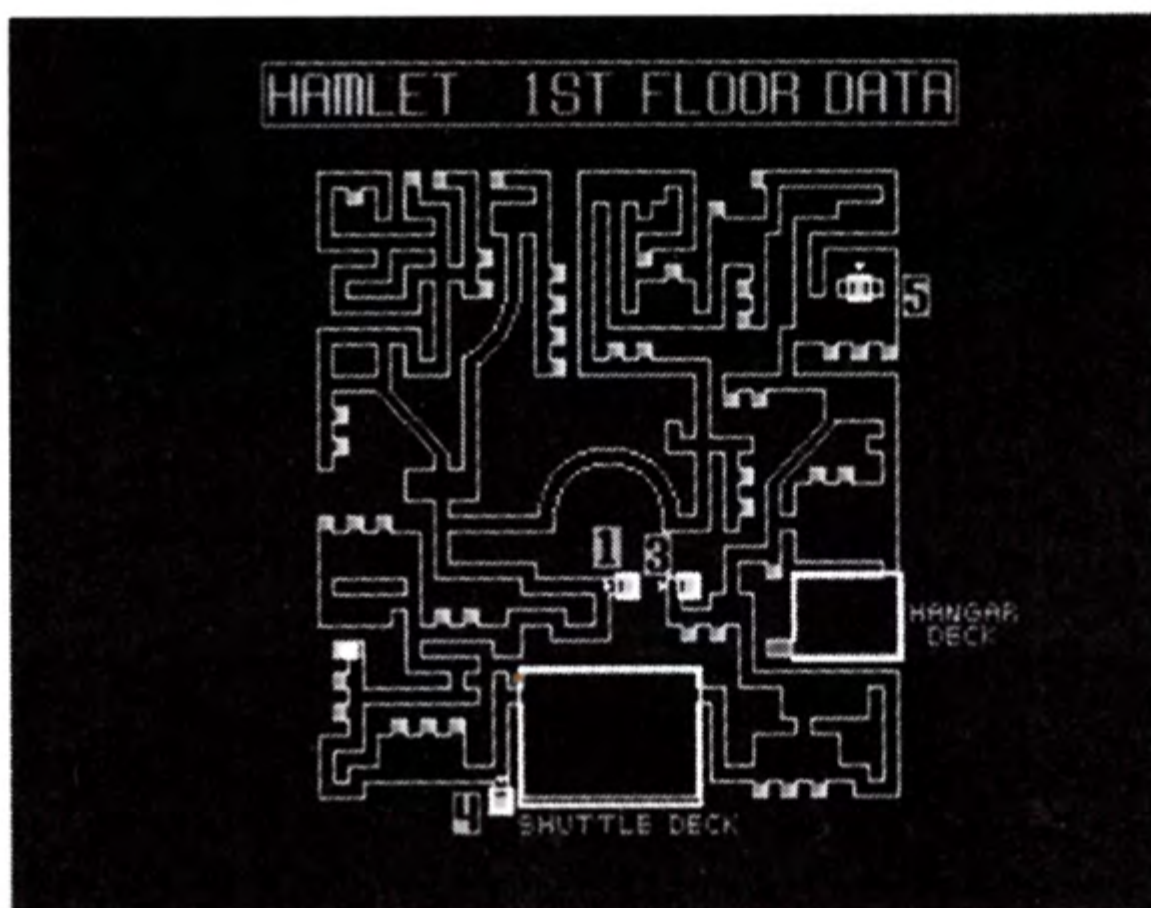
- Model Name ..... Official name for each VF
- Transformation Mode.... Transformation modes for each VF
- Screen Data..... Data for each VF model
- Pilot ..... Name of VF pilot
- Height..... Height of VF
- Weight..... Weight of VF
- Speed..... Speed of each VF in the various modes
- Crew..... Number of crew each VF can accommodate
- Movement Power..... Movement output in the various modes
- Energy-Gun Power..... Fire power in the various modes
- Defense Power..... Defensive power output in the various modes



A data menu for the VF you are using and the other friendly AMC units will be shown. Use the DPAD to move the cursor and select the VF that you wish to see information on and press the X button. The data for the VF you select will be shown on the screen. Information for the current mode will be shown only for your GRIFFON. Press the START button to cancel.

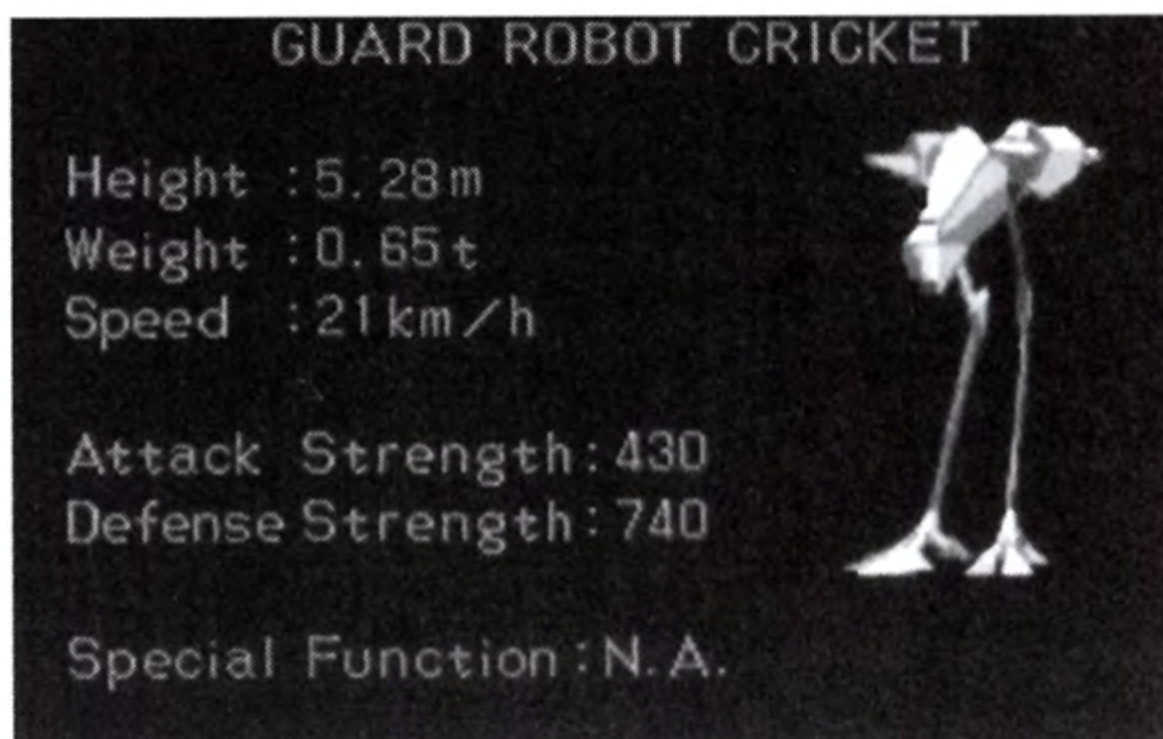
Pressing the START button will cancel the data screen and return you to the previous command.

**2. FLOOR MAP** - The entire map of the level that you are currently on is shown with this command. The yellow dot marks your GRIFFON's location. If you find a Terminal Room, you can download the map for your current floor and other information. Downloaded information will be displayed during the downloading process. Press the START button to cancel.



**3. MACHINE** - This command will allow you to look at information about the enemy robots retrieved from a Terminal Room. When you select this command, an enemy category menu will be shown. Use the DPAD to move the cursor to the category that you want information on and press the X button. Cancel by pressing the START button. The enemy robot names will be shown. Use the DPAD to move the cursor to the robot you want information on and press the X button. The information for that robot will be retrieved and be displayed on the screen. Press the START button to cancel. Each time you retrieve information on the enemy robots from a Terminal Room, you will have more information on the enemy and the number of categories and names will increase accordingly.

**4. MONSTER** - This command is used to look at the information on monsters that has been retrieved from a Terminal Room. Use the DPAD to move the cursor to the monster you want information on and press the X button. The information on the monster you select will be shown on the screen. Press the START button to cancel. If you have not obtained information on the monsters, the monster command will not be shown.





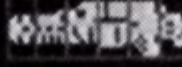
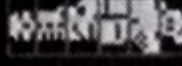

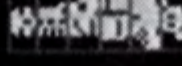
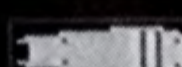
- Name..... Name of monster or robot
- Screen Data..... Data on monster or robot
- Height..... Height of monster or robot
- Weight..... Weight of monster or robot
- Attack Strength..... Attack strength of monster or robot
- Defense Strength..... Defensive strength of monster or robot
- Special Function..... (Special Ability) Special functions of monster or robot
- Speed..... Speed of monster or robot

### (3) WEAPON

- Name..... Name of weapon
- Silhouette..... Picture of readied weapon
- ST (Strength)..... Fire power of weapon and strength of shield
- Ammo..... Remaining ammo for weapon
- E (Energy use)..... Amount of energy used per shot
- Weapon Location..... Shows where weapon is readied

Weapons that you have in your possession are shown. Up to seven weapons including the shield can be shown. The selection of weapons is also done on the Command Menu. Use the DPAD to move the cursor and choose the weapon you want to ready. Moving the cursor left or right with the DPAD will select the location where the weapon can be readied (Left hand, Mount, Right hand). The R stands for Right hand, L for Left hand, and the M for Weapon Mount. Press the X button when you have decided on the weapon and the location to ready it. If any weapon has been previously readied in that location, it will automatically be replaced and discarded. Information not relevant to the weapon(s) that are not readied, will be marked with a "-". Pressing the START button will return you to the previous option.

- WEAPONS/ARMAMENT -

NAME		ST		E	
S·Beam Gun		030	---	10	R
S·Vulcan		005	400	--	-
S·R-Launcher		060	011	--	-
S·R-Launcher		060	012	--	M
S·Beam Gun		030	---	10	-
S·R-Launcher		060	012	--	-
Shield		200	---	--	L

### (4) ITEM

Items that you have in your possession are shown. Move the cursor with the DPAD and choose the item you want to use. A picture of the item will be shown. If a "UNIT" is chosen, the current value and maximum value for BODY will be displayed for a Repair Unit, the values for SHIELD will be displayed for an Armor Unit, and the values for ENERGY will be displayed for a Power Unit. Press the X button after you have chosen what item to use and Kid will describe the item. If the item cannot be used, Kid will tell you.

- ITEMS CARRIED -

Repair Unit	010
Power Unit	010
Armor Unit	010



BODY 8000/8000



Kid will also give you a description of the UNIT if you are using it for the first time. Using a Unit will restore the respective value a given amount of points, pressing the X button will allow you to restore the item further. When the current value equals the maximum value, you will not be able to use any more Units. Pressing the START button will return you to the previous option.

You may interrupt KID's description of an item by pressing any button.

## (5) SYSTEM

- SAVE..... Saves the game at current location
- LOAD..... Restores previously saved game
- DISPLAY..... Sets the screen displays for Radar and other displays
- CONTROLLER..... Sets the controller settings
- SOUND..... Sets the sound settings
- QUIT..... Ends current game of SPACE GRIFFON VF-9



Use the DPAD to choose the command and press the X button to select the command. Pressing the START button in this menu will cancel the command and return you to the previous screen.

**IMPORTANT NOTICE: Space Griffon VF-9 requires 8 free blocks on the memory card to save game data. Before playing this game, please check your memory card for 8 free blocks by using the Memory Card Screen. For more information on the Memory Card Screen, please refer to the Instruction Manual that came with your PlayStation game console.**

**1. SAVE** - This option will save the information of SPACE GRIFFON VF-9 up to where you have currently played. A Memory Card is required to save a game and it can be placed either in slot 1 or 2. Move the cursor with the DPAD to SAVE and press the X button. If the selected position is currently in use, you will be asked to confirm the deletion of the previously saved game. If you do not have a Memory Card installed or you cancel the current operation, you will be automatically given a Passcode that will return you to the current Computer Response Level. A Passcode load is not as complete as a saved game from the Memory Card. To fully enjoy Space GRIFFON VF-9 it is suggested that a Memory Card be purchased separately.



If the Memory Card is not formatted (initialized), a message will be displayed asking you if you wish to format the card. If you do not want to format the Memory Card, select NO or replace it with another Memory Card. If you do want to format that card, select YES and press the X button. After the card is formatted, the SAVE screen will be shown. Selecting NO or pressing the START button will return you to the previous command display.



**Save Screen** - The SAVE screen contains the selection for a Memory Card in slot 1 or 2, and five different SAVE slots for a Memory Card.

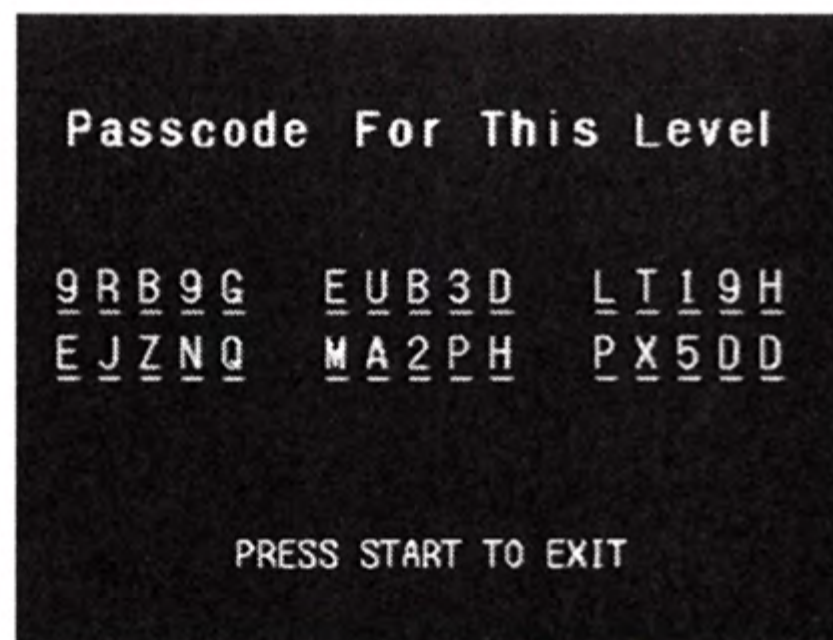
If Memory Cards are set in both slots, you must choose which card to use. Move the cursor up or down with the DPAD to choose the SAVE area and move the cursor left or right to choose which Memory Card to use. For each saved game, your current level, the amount of time since starting the game, and the current floor you are located on is shown. Choose one of the five save slots by moving the cursor with the DPAD and press the X button. The game up to that point will be saved. After the game has been saved, you will be returned to the game screen. To cancel without saving the game, press the START button. If you cancel you will be given a Passcode for your current level.



You will not be able to LOAD or SAVE a game if a Memory Card is not present. In this case you will be taken to the appropriate Passcode screen. (The TIME display shows the amount of time passed since the start of the game. However, this only includes the time that the GRIFFON is freely moving. This does not show the time used to go through the command menus, other screen settings or when the characters are taking to each other and the time used to load a game to start over.)

Space Griffon VF-9 requires 8 free blocks on the memory card to save game data. Before playing this game, please check your memory card for 8 free blocks by using the Memory Card Screen. For more information on the Memory Card Screen, please refer to the Instruction Manual that came with your PlayStation game console. If you attempt to save to a memory card that does not have 8 free blocks, you will be notified to insert another card or to use the Memory Card Screen to delete unwanted data to clear at least 8 blocks of memory. If you are unable to save, you will be given a Passcode for your current level after pressing the START button. If you insert another card with 8 free blocks before pressing START, you will then be able to save your game data.

**Passcode Screen** - If you cancel a save, you will be given a passcode. Passcodes do not completely restore your game. For more information, please refer to Passcodes on page five.



**2. LOAD** - This command will allow you to restore and continue a game you previously saved. Move the cursor to the LOAD command with the DPADs and press the X button. The LOAD screen will be shown and the Memory Card will be checked in the following manner.

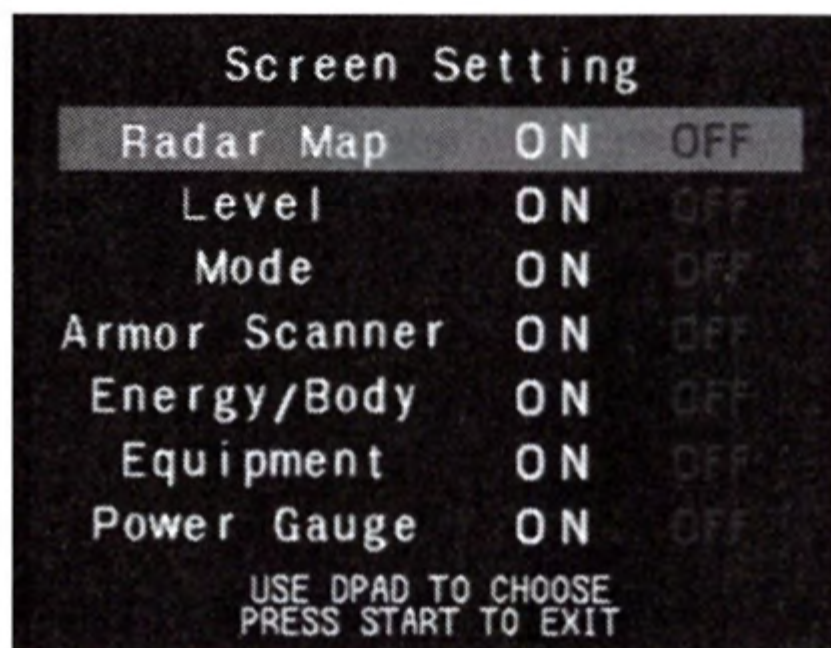
If there is no Memory Card or no SPACE GRIFFON VF-9 data is found, you will be automatically taken to the Passcode Screen (see below). If you are at the start of the game and try to LOAD a game, you will be returned to the Starting Menu screen if no memory card is inserted or no SPACE GRIFFON VF-9 data is found.

**Load Screen** - After the Memory Card check, you must choose the slot to load the game from. The same five slots as in the SAVE screen will be shown. Use the DPAD to move the cursor to the slot from which you wish to load the data and press the X button. The game data will be recalled from the Memory Card and the game will restart. If you press the START button, the command will be canceled and you will be prompted to enter a Passcode. If you are at the start of the game, you will be returned to the Starting Menu screen by pressing the START button.

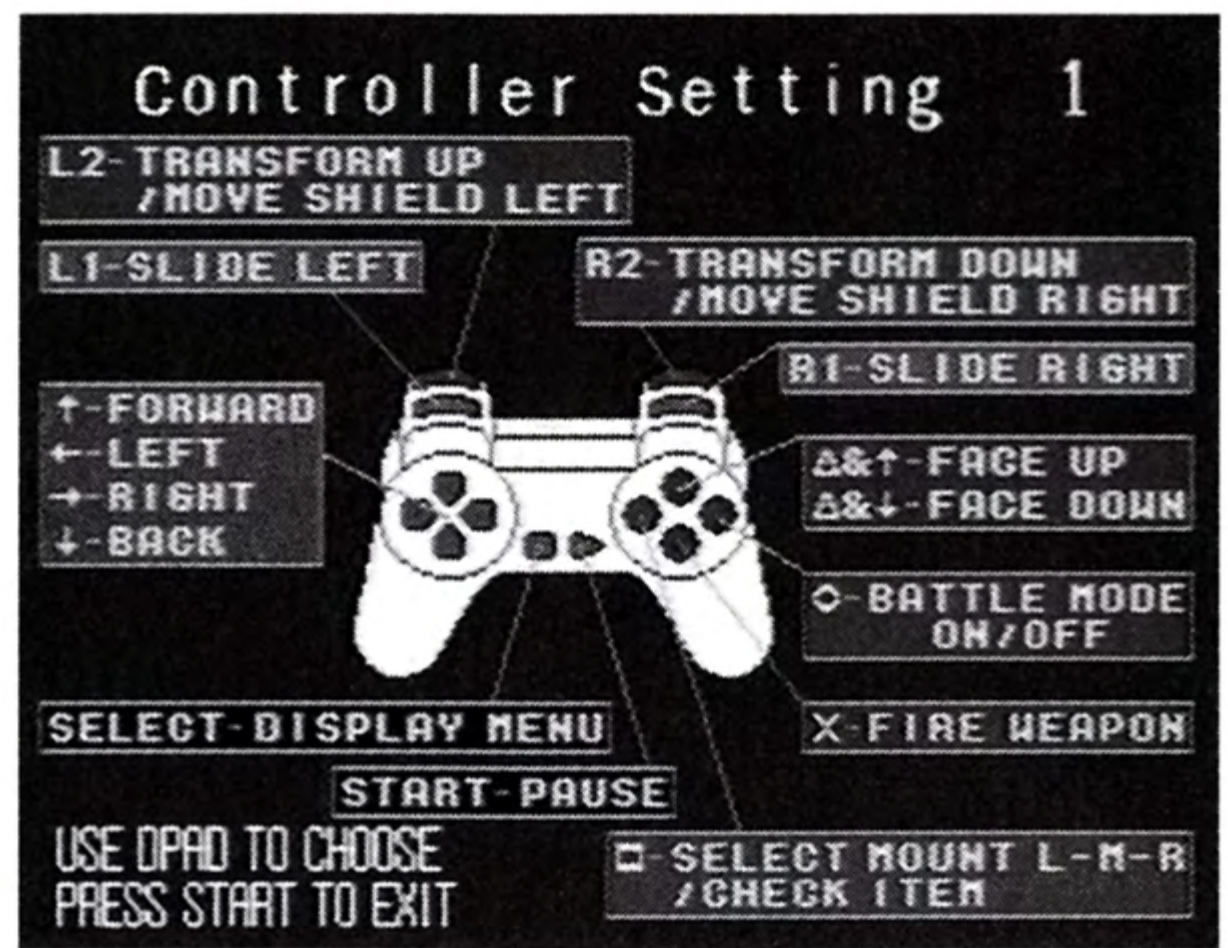
**Passcode Screen** - Cancelling a load from a memory card will automatically go to the Passcode entry screen. For information on loading a passcode, please refer to Passcodes on page five.

**3. DISPLAY** - This command will let you turn ON or OFF the radar and other various gauges on the game screen. Move the cursor to the DISPLAY command and press the X button. The screen will show the current settings.

Initially, all the gauges are displayed. Use the DPAD to move the cursor to the display you want to turn either ON or OFF and press the DPAD either Left or Right. The selected settings will be shown in white letters. If you want something to be displayed, turn the setting to ON. If you do not want it to be displayed, switch it to OFF. To return to the command menu with the new settings for the display, press START button. For the display locations, please refer to "The Game Screen".



**4. CONTROLLER** - This command will set the configuration for the Controller. Three different Controller settings are available. Pressing the DPAD will switch between the different settings and a picture will be displayed showing the Controller and each buttons function/use. The initial setting for the controller is described in "The Controller" section of this user's guide. Press the START button to return to the SYSTEM menu.



**5. SOUND** - This command will set the sound settings. Move the cursor with the DPAD Up or Down to select the setting you wish to change and change the value by pressing the DPAD Left or Right. Press START to return to the previous menu. The settings available are:

SOUND MODE.....Select STEREO or MONO sound.

MUSIC VOLUME..... Raise or lower the volume of the music played during the game.

SE VOLUME..... Raise or lower the volume of the sound effects in the game.

VOICE VOLUME..... Raise or lower the volume of the voices heard in the game.

**6. QUIT** - This command is used to end the current game of SPACE GRIFFON VF-9. Move the cursor to the command and press the X button. The message "Are you sure?" will appear. If you want to quit, move the cursor to YES and press the X button. The game will end and the Starting Menu will be shown.

If you want to continue playing the current game, move the cursor to NO and press the X button or simply press the START button. If you want to start the game over, choose the appropriate command from the Starting Menu and restart the game.

If you want to keep the data before you end the game, make sure that you save your current game before you quit. If you end the game without saving it, the game will start where you last saved it or at the very beginning of the game.



# ITEM LIST

In SPACE GRIFFON VF-9, the following are some of the items that can be found:

## UNIT LIST

### REPAIR UNIT

Used to repair the VF unit. The BODY gauge will be restored 400p for each unit used.

R  
E  
P  
A  
I  
R



### POWER UNIT

This will restore the VF energy. The ENERGY gauge will be restored 400p for each unit used.

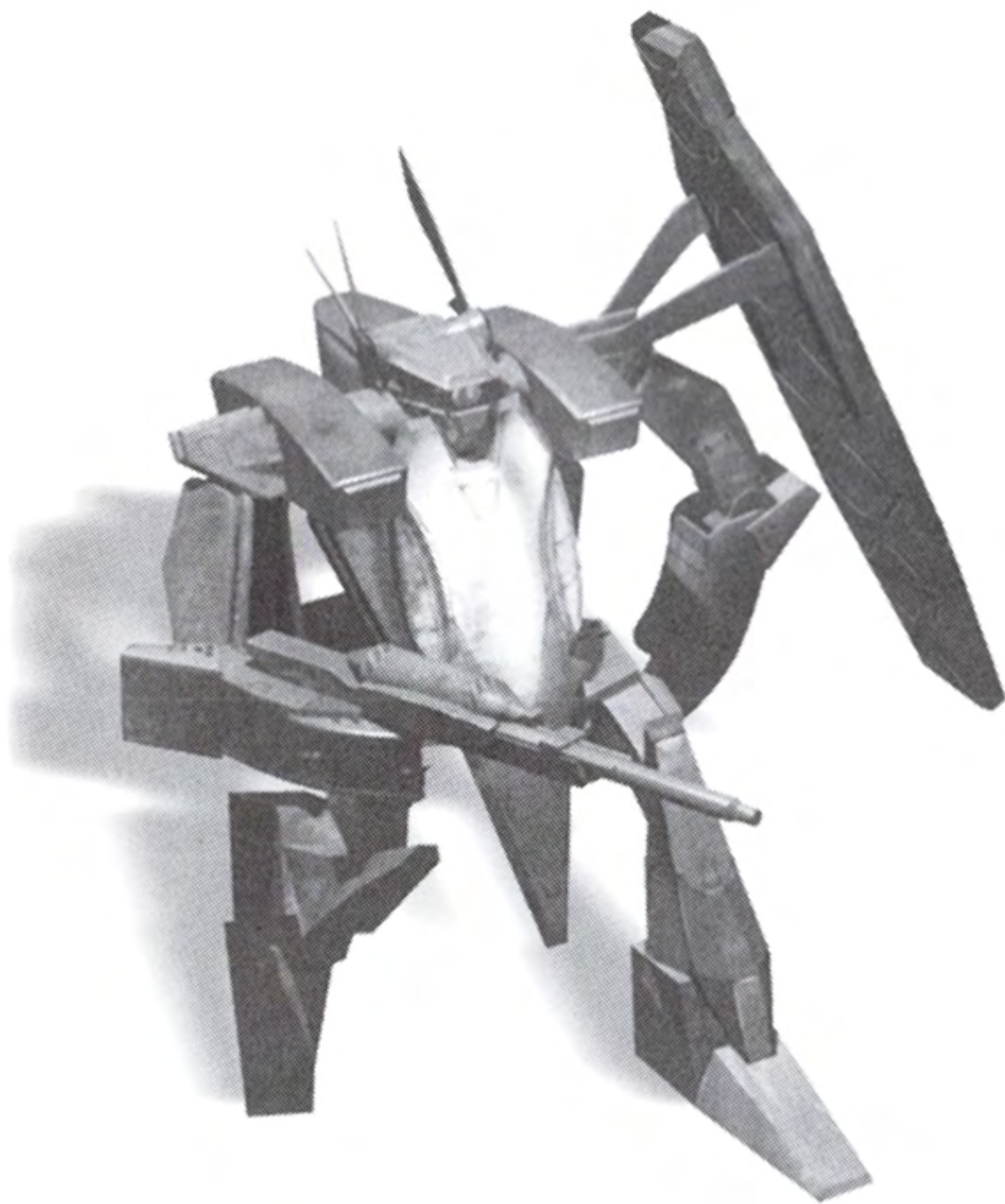
P  
O  
W  
E  
R



### ARMOR UNIT

This unit will reinforce and strengthen the VF shield. 20p will be restored to the SHIELD gauge with each unit used.

A  
R  
M  
O  
R



# WEAPON LIST

The GRIFFON can use the following weapons.

Weapon	Strength	Rounds	Energy use	Range
Small Beam Gun	30	-	10	0
Mid-sized Beam Gun	60	-	20	0
Large Beam Gun	90	-	30	0
Power Beam Gun	120	-	40	0
Small Vulcan	5	400	-	-
Mid-sized Vulcan	10	400	-	-
Large Vulcan	15	400	-	-
Small Linear Cannon	50	50	20	-
Mid-sized Linear Cannon	100	50	30	-
Large Linear Cannon	150	50	40	-
Small Gun Launcher	120	6	-	-
Mid-sized Rocket Launcher	240	6	-	-
Large Gun Launcher	360	6	-	-
Small Rocket Launcher	60	12	-	-
Mid-sized Rocket Launcher	120	12	-	-
Large Rocket Launcher	180	12	-	-
Shield	400	-	-	-

Strength - Basic firepower (Shield at Maximum)

Rounds - Number when the ammo is full

Energy use - Amount of energy used for each shot

Range - Items marked with a 0 indicate that the effectiveness of the weapon is less as the enemy is farther away.

" - " Indicates not applicable for that weapon.





## HAMLET HISTORY

Immigration to HAMLET began in the early 22nd century. Approximately 70 percent were single, young, healthy scholars and scientists. Others coming to HAMLET included the minimum number of personnel required to maintain HAMLET and the life support systems. A number of former soldiers needed to test the experimental weapons being developed at HAMLET also went there. For security purposes, all non-essential personnel were forcibly returned to Earth after a short residence at HAMLET. (If they were to be completely naturalized into the Lunar world, it might have been a different situation; however, this never happened.)

Around the year 2148 in HAMLET, the resident scholars and scientists had begun to marry each other and have children. Many people were born and raised in HAMLET and never visited Earth. Third generation HAMLET residents were just beginning to be born.

## CHARACTERS

### **James Billington**

Age: 19

Height: 5'8"

Weight: 148 lb.

Nationality: United Kingdom (England)

He basically has a cheerful disposition, however, at times he becomes careless with his language. Despite his youthful appearance, he is physically well built. Soon after his enlistment into the "AMC," Jim volunteered to participate in going to HAMLET after learning of the mission. During the mandatory training period required to qualify for the mission, he scored very high in the computer simulator and was judged acceptable for the mission. Jim's call sign is "KID."

### **Konrad Von Eibol**

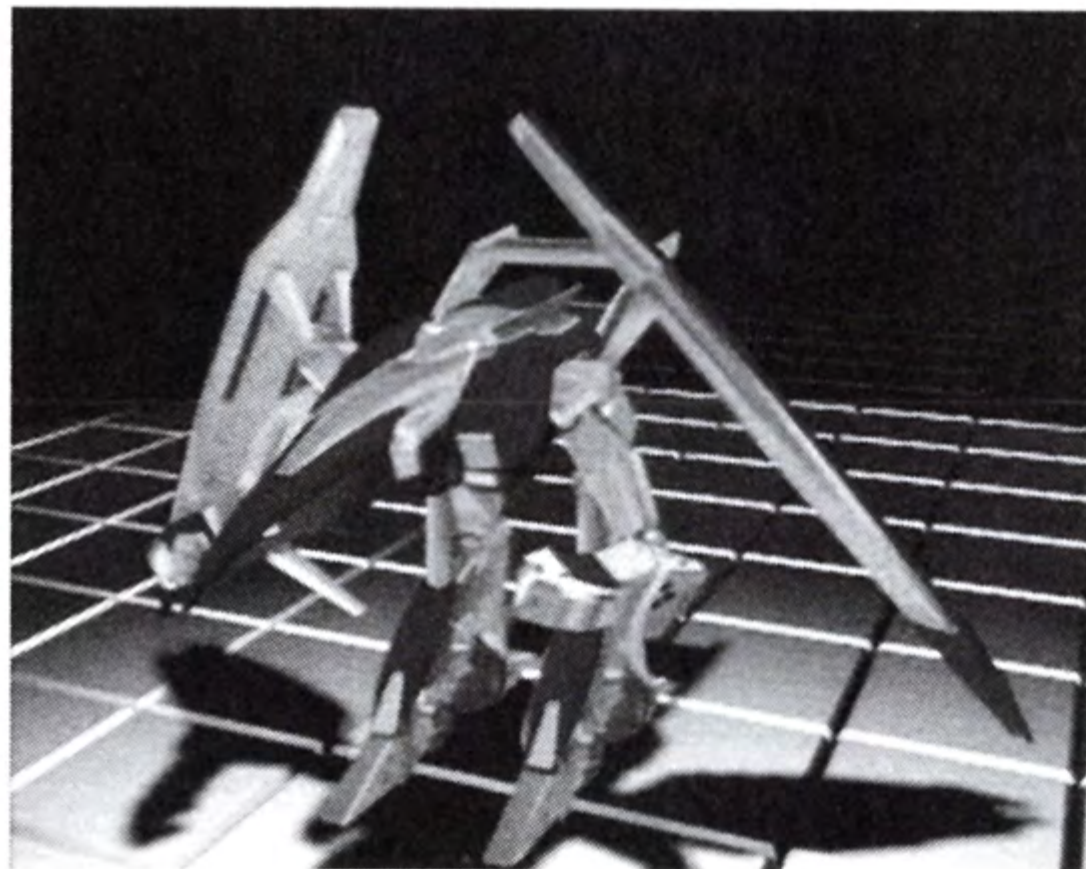
Age: 35

Height: 5'11"

Weight: 204 lb.

Nationality: Germany

Captain of the squad "JAM MAKER," which was sent to "HAMLET," he is silent and cool in nature. He has participated in many missions which include the "Silicone Chip Gang Capture" and "Fast Breeder Recover" missions. He is currently under lifetime contract with "AMC." His call sign is "BOSS."



## **Maria Hansfield**

Age: 25

Height: 5'5"

Weight: 115 lb.

Nationality: United States of America

No previous employment records exist. No knowledge of Maria's prior experiences before becoming an "A-MAX CLEANER" is known. She is part Latin in ancestry. Despite her gentle appearance, Maria has a quick temper and is can be very rough in her ways. She is known as the destroyer at "AMC" (in reference to her own machine). It is often speculated that Maria joined "AMC" just so she could be violent. She is very moody and is an expert with guns. Maria's call sign is "STORMY."

## **Oreag Arnderson**

Age: 40

Height: 6'1"

Weight: 233 lb.

Nationality: United States of America

Has the most experience as an "A-MAX CLEANER" and accordingly has the longest career. He is very muscular in build and trains himself vigorously. His appearance deceives his age. He dislikes people like SMILEY who can't seem to take things seriously. Call sign "KILLER."

## **Mark Smiley**

Age: 26

Height: 5'4"

Weight: 121 lb.

Nationality: United States of America

A smooth talker and previously worked at a private detective agency. He's very humorous and gives the impression of not being serious. He is very athletic and is well versed in the martial arts that he learned as a private detective. Cooking is a hobby he enjoys, and despite what others may believe, he is very good at it. His most precious possession is his "LUNAR TEARS," which he received from his girlfriend. Smiley's call sign is "THIEF."

## **Rauzein Shizevinov**

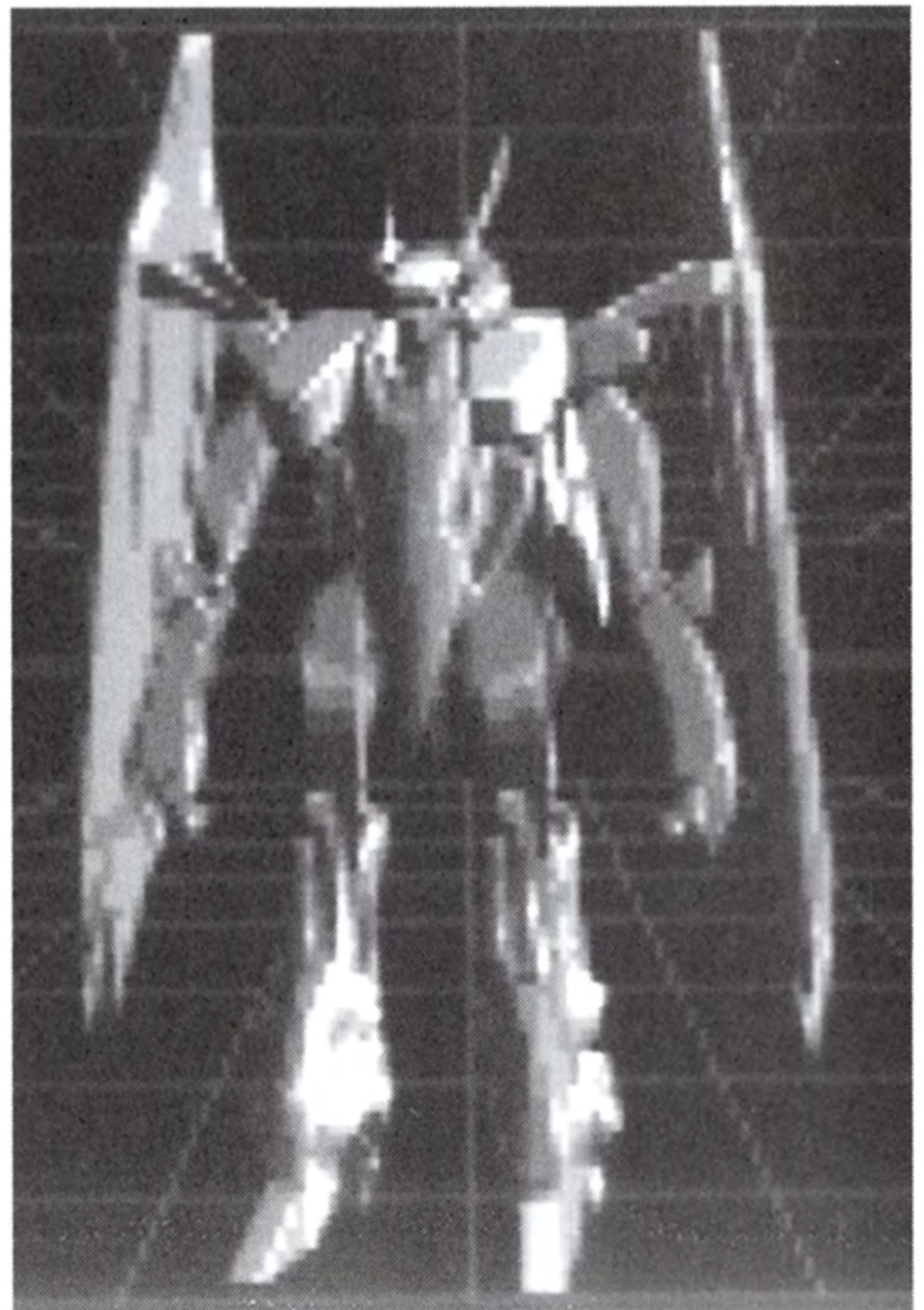
Age: 28

Height: 6'10"

Weight: 280 lb.

Nationality: Ukraine (Russian extract)

Was once an NBA player but retired due to a knee injury. Although he doesn't look it, he is very gentle and does not like combat. He is in charge of information gathering for the "HAMLET" mission. His call sign "BIGHORN."

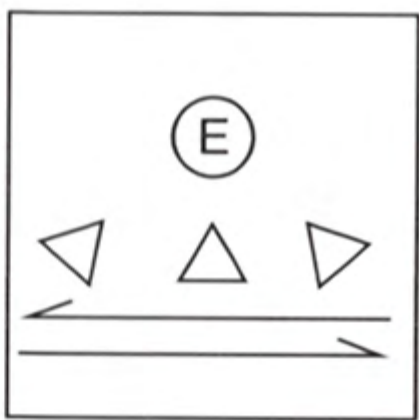
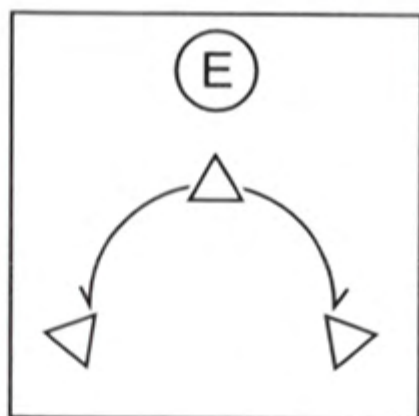
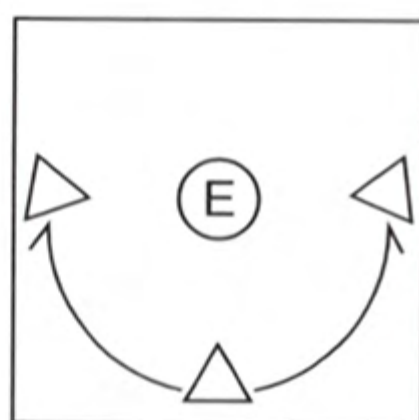
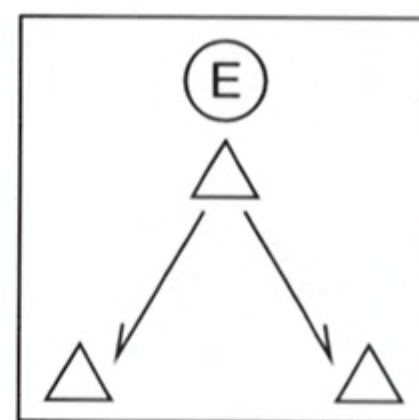
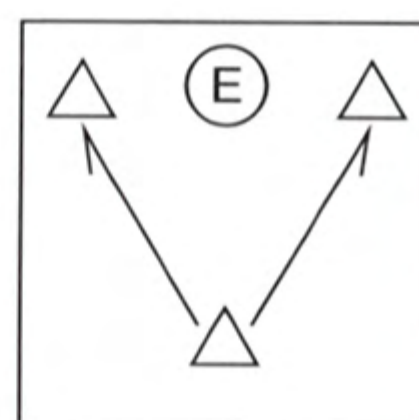
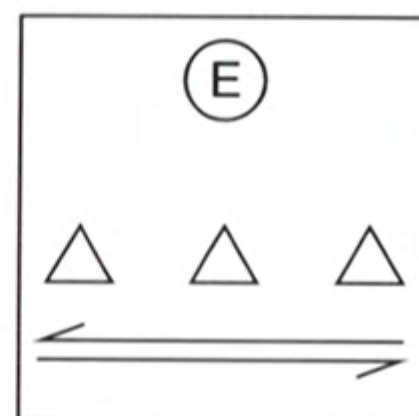


# BATTLE TECHNIQUES

To become an effective GRIFFON PILOT requires the mastery of advanced battle techniques. Using these techniques will enable you to come through your battles with less damage and more remaining energy and weapons. As you progress further along in the game, you will be glad you conserved your resources!

Following are six battle techniques and instructions on how to master them. By mastering these techniques you will become the ultimate GRIFFON pilot.

1. (R1, L1, R1, L1)  
R1/L1 buttons are to move right and left. This is the most important basic move to avoid the enemy's attack. The disadvantage to this technique is that you cannot use this move in a narrow space (i.e., narrow passage) or at a corner. It is also harder to aim at the enemy when it is at an angle to you.
2. (R1 + DPAD UP) or (L1 + DPAD UP)  
Combination lateral and upward movement. Using this type of attack is only effective for one attack per movement. Remember, since you will be closer to the enemy it will not only be easier for you to attack it, but it will also be easier for it to attack you. You will want to act fast in order to gain the advantage of surprise.
3. (R1 + DPAD DOWN) or (L1 + DPAD DOWN)  
This move is effective to avoid your enemy's attack, rather than simply moving straight back. Using a combination of Technique II & III will be an effective offensive/defensive move. Although this is an effective strategy, this method does not work well when the enemy is moving around quickly.
4. (R1 + DPAD LEFT) or (L1 + DPAD RIGHT)  
This is the most effective move. You are always facing the enemy and ready to attack it, but at the sides you may be in the enemy's blind spot. You must be careful that the enemy is not staying in the center of the attack circle and keeping its aim on you, as the enemy is also moving.
5. (R1 + DPAD RIGHT) or (L1 + DPAD LEFT)  
Try not to use this move too much. As you move you leave yourself open for an attack by your enemy. But if you move fast and attack swiftly, you may be able to gain a tactical advantage.
6. (R1 + DPAD UP, DOWN, RIGHT) or (L1 + DPAD UP, DOWN, RIGHT)  
If you are able to maneuver your GRIFFON to constantly face your enemies, you will always be ready for action. However, this type of move is difficult to master.

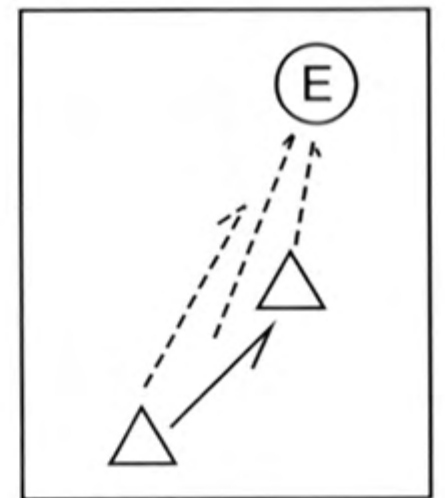


## RULES FOR EFFECTIVE BATTLES

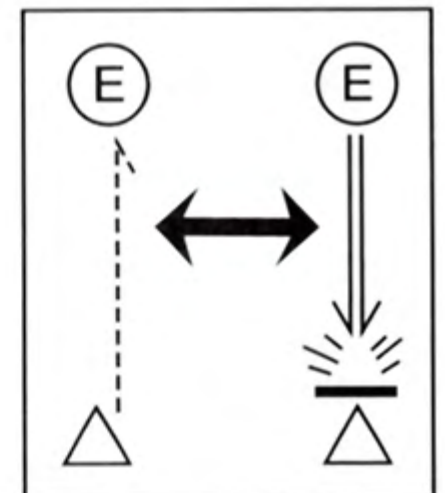
1. Don't stay in one place. Constantly keep your GRIFFON in motion.
2. Until you master your GRIFFON's operation, use the ASSAULT mode. This is the best combination for your ability to move, attack and defend yourself. Depending on your skills as a GRIFFON pilot and the situation at hand, you may wish to change into COMBAT mode. Remember, when you are in CRUISE mode you can only use the weapon on the middle arm's post.
3. Figure out the best distance to stay away from your enemies. Once an enemy detects your presence, it starts to close in and attack you. If you are too far away from your enemy, your weapons will not have the range to launch an effective attack. If you are too close, your shield will be quickly used up and your GRIFFON and you will be destroyed.
4. If you become face to face with two enemies, try not to engage both of them in battle at the same time. The best technique is to move and attempt to spread them apart. This will allow you to engage and attack them independently. When you are in a battle with multiple opponents, all of them will attack you while you will only be able to fire upon one enemy at a time.

## ATTACK TECHNIQUES

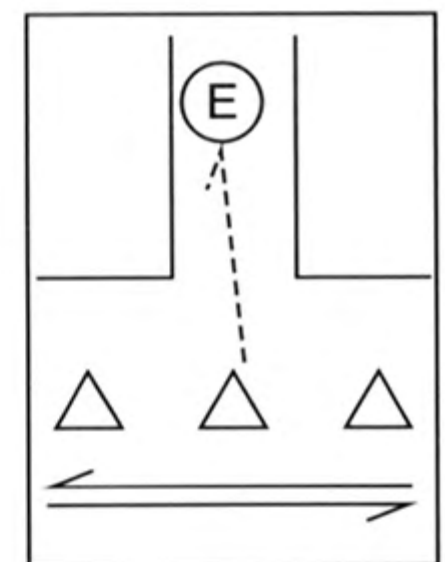
**Quick Attack** - If your experience level is higher than your enemies Fighting Capacity (FC) level, you do not have to wait for your weapons to recharge (i.e., laser, etc.) before using them again. Your GRIFFON will be able to constantly attack and quickly defeat your enemy with little or no damage.



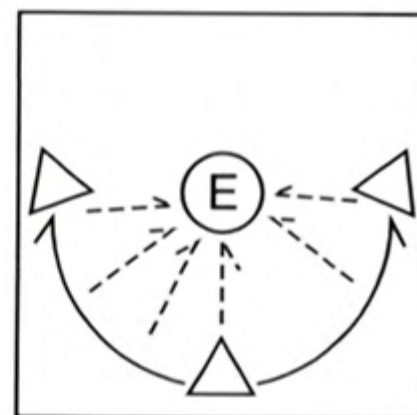
**Hit and Block** - This technique depends on keeping an adequate distance (but not too far) from your enemy. After attacking, quickly change to the shield and use it to protect your GRIFFON from the enemy's barrage. This technique is effective when you are using weapons that need to recharge before reuse (such as lasers). After the weapon has recharged and the enemy is waiting for its weapons to recharge, quickly drop the shield and attack again.



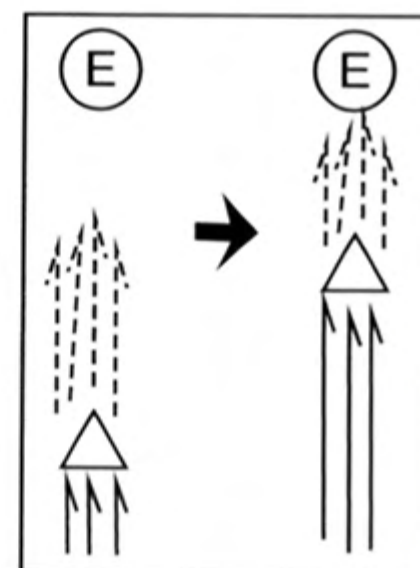
**Footwork Attack** - This attack makes effective use of T-intersections in the passage ways. Use assault mode and move from one side to the center of a passage, fire at your enemy, and then move to the opposite side. As long as you are far enough down the side passage, the enemy will be unable to attack you from its position. Beam weapons will be very effective when using this type of attack.



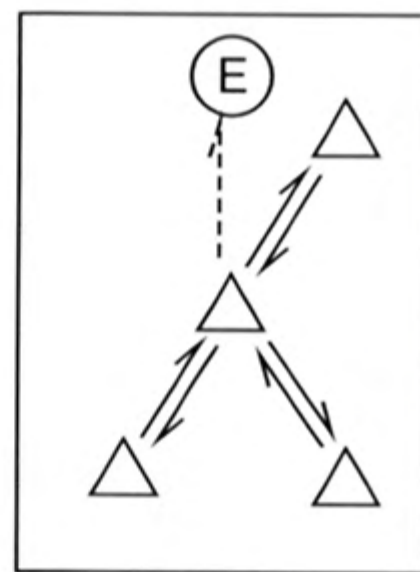
**Rolling Attack** - The idea behind this technique is to keep firing upon your enemy as you move around it. You will be able to attack the enemy many times, but your fast movement will preclude it from focusing its weapons on your GRIFFON. Battle Technique IV is most effective for this move. If this is too difficult, II or III may also be used effectively. If you can master this combination of movement and attack, you will truly be a Master GRIFFON pilot.



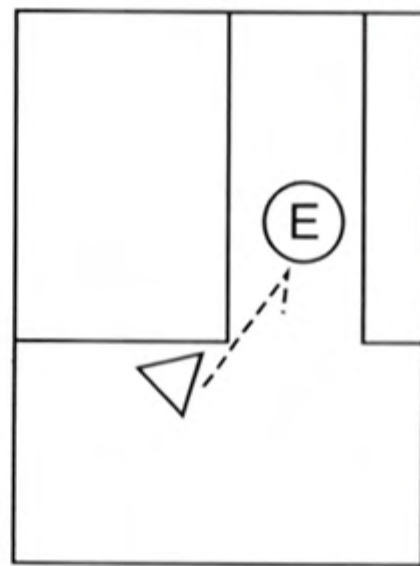
**Dash Attack** - This attack uses the tactical advantage of beginning your attack outside of the enemy's range. When you are out of range, your Armor Scanner does not show the enemy and you do not need to wait for your weapons to recharge. Using Cruise Mode, move forward, shoot the Rocket Launcher several times, and then move quickly forward. As you move into the enemy's range, you will see the rockets hit the enemy in rapid succession.



**Hit & Away** - The idea behind this move is to hit your enemies quick and hard, and then get quickly away. This move is a combination of Battle Techniques II & III. This move is particularly effective when used in combination with a Dash Attack.



**Sniper Shot** - This technique requires you to hide behind an object, such as a corner wall, and fire upon your enemy. Since the enemy will not be displayed on the Armor Scanner, you will not need to wait for your weapons to recharge before using them again. Although, the enemy is not displayed on your scanner, any attack that hits him will still be effective. As long as part of the enemy is within your sights, keep shooting until it is destroyed. Since you are out of the enemy's sights, you will not be attacked.





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