



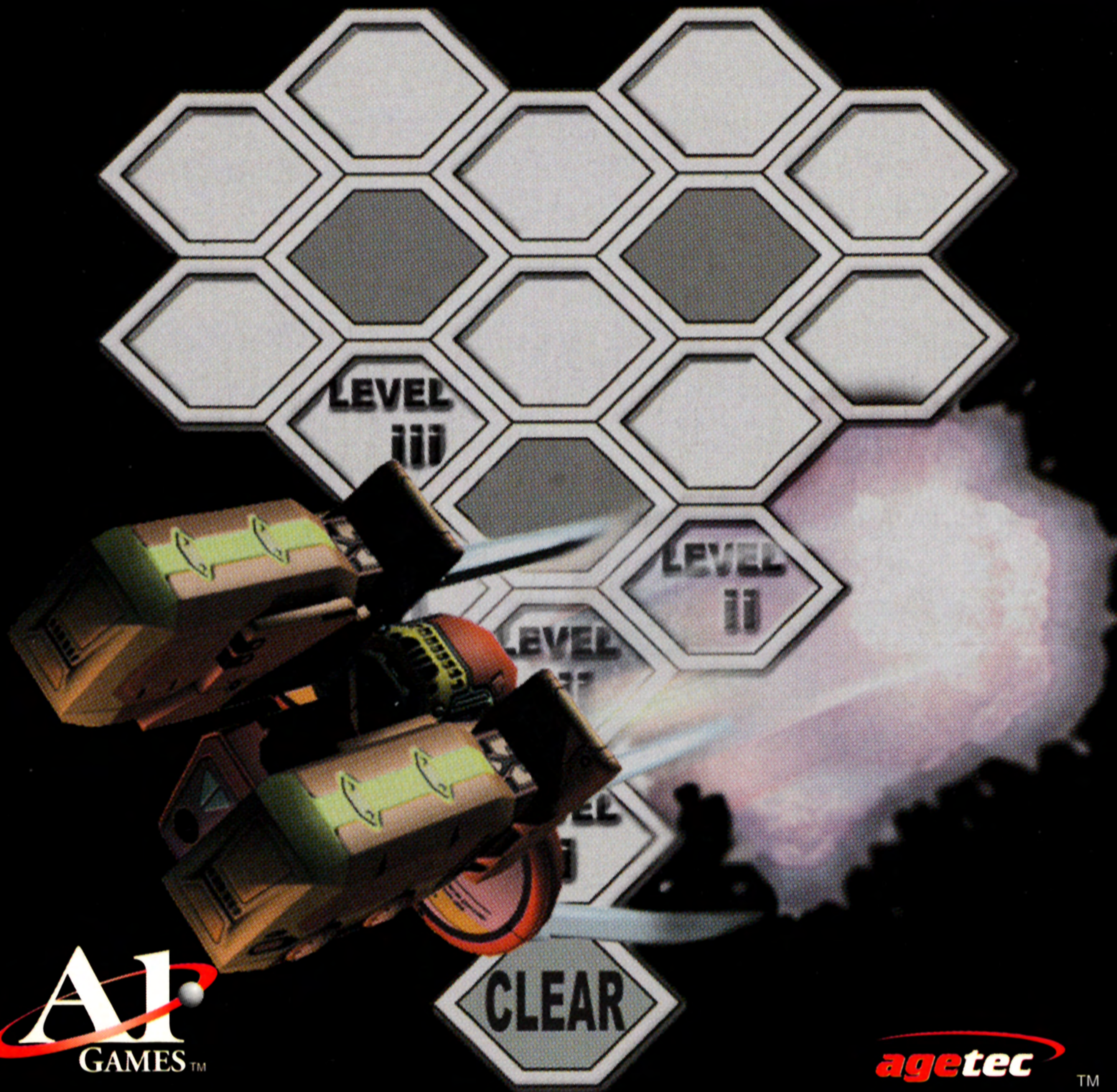
SHOOTER STARFIGHTER SANVEIN™

NTSC U/C

PlayStation®



SLUS-01302
01302



TM

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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended 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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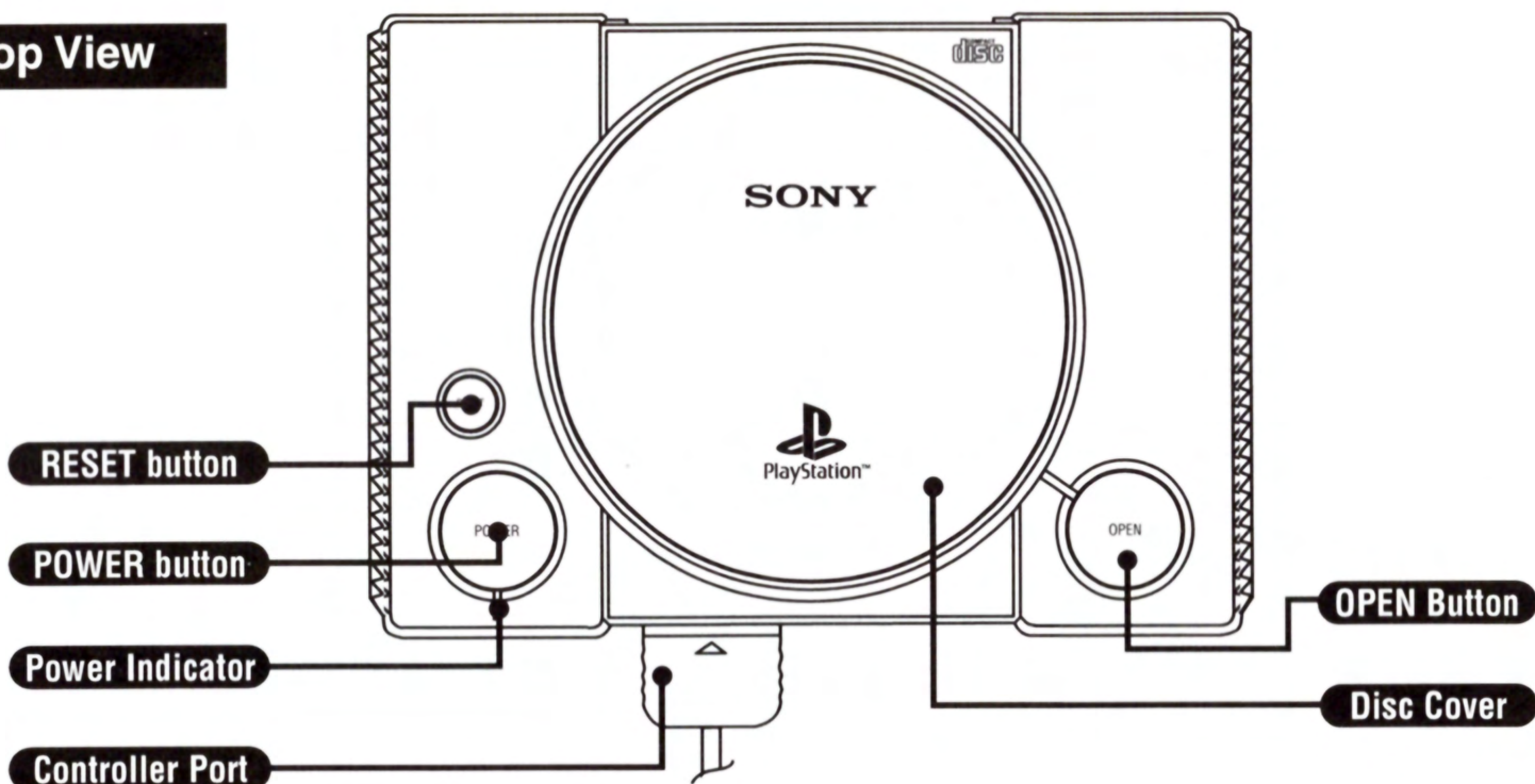
GAME SCREEN

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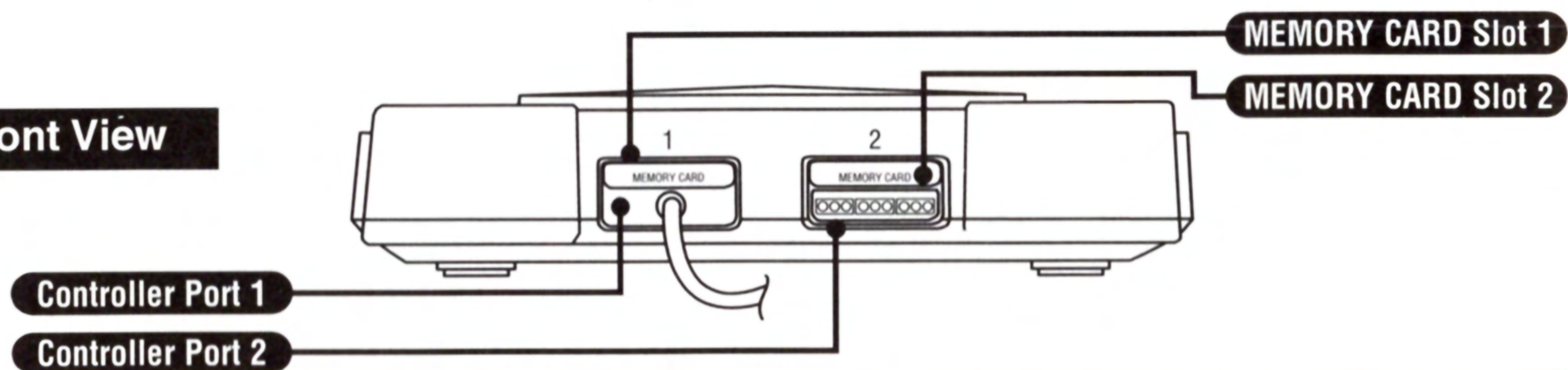
INTRODUCING THE WEAPONS

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Top View



Front View



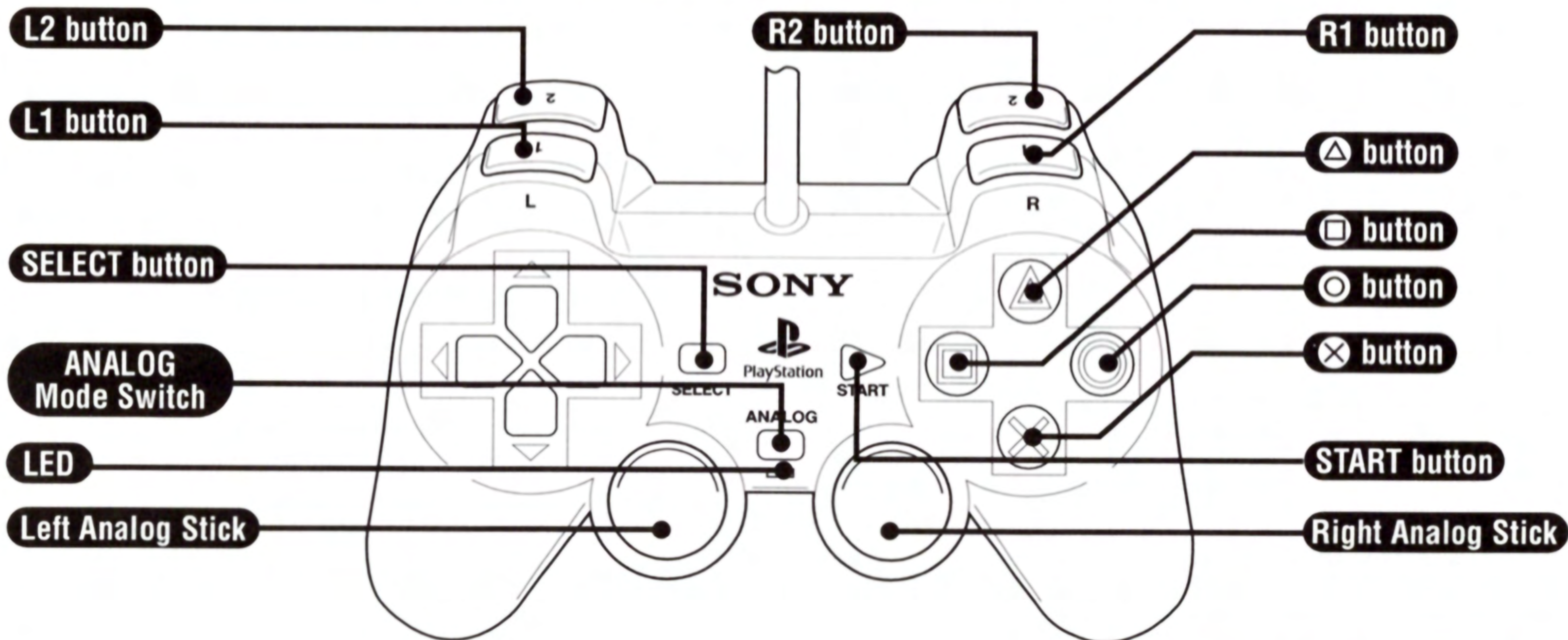
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the STARFIGHTER SANVEIN disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow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



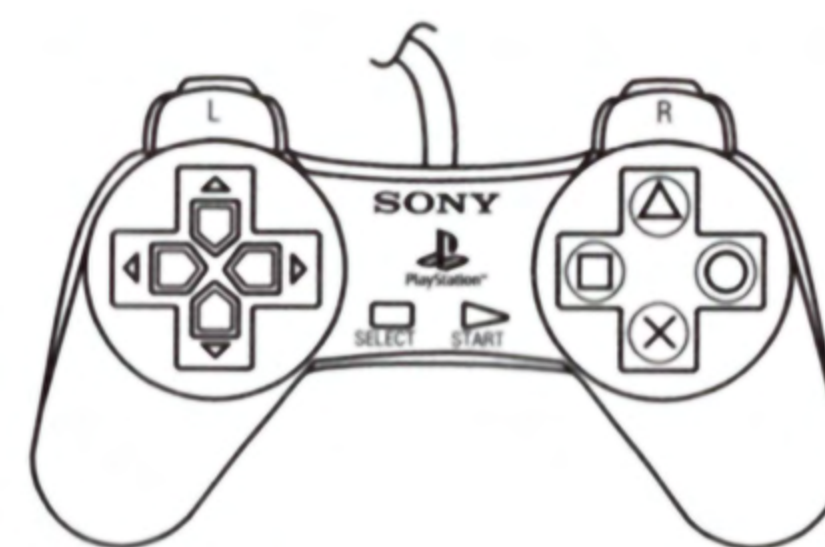
OPERATING INSTRUCTIONS

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DUALSHOCK™ analog controller



Regular Controller



	Menu Screen	Play Screen		Replay Screen
		(MT)	(AT)	
Directional buttons ← →	Choose Mode	Handling		
Directional buttons ↑ ↓	Choose Mode			Camera views 1 and 2
○ button	Confirm	Change View		Skip replay
△ button				
□ button		Break		
× button	Cancel	Acceleration		
START button		Pause/return menu		Skip replay
SELECT button				
L1 button		Shift down	Back	Camera view 3
R1 button		Shift up	Forward	Camera view 4
L2 button		Course map		Camera view 5
R2 button				Camera view 6

Note:

You can adjust vibration ON/OFF without LED lamp. Please look at Option about Vibration setting.

To quit a game, press the START button. To pause the game, select EXIT.

To return back to the Mode, select Screen.



GAME SYSTEM

GAME OVER

If your time reaches 0 seconds, you will get a "Game Over".

Also decreasing your time gauge are:

- a) The progression of time
- b) Enemies hitting your ship

There are two ways increase your time

- a) Clearing a sub boss character stage
- b) Clearing a final boss character stage

FLOOR CLEAR

If you kill all enemies on a given floor, that floor will then be cleared.

Floor is gathered by wall, you can't escape from the floor.

FLOOR SELECT

The floor select progresses in a honeycomb shape.

You can only select floors to play that are touching floors you've already cleared.

Note: *The CPU will automatically choose the first stage*



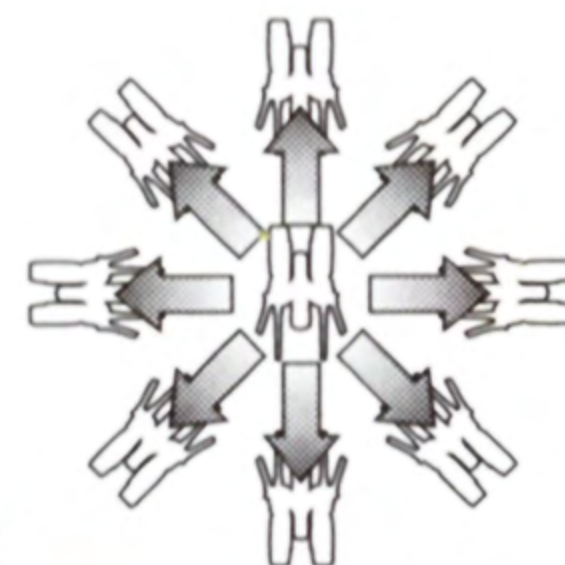
STAGE CLEAR

To clear a stage, you must defeat all sub bosses and the final boss.



HOW TO CONTROL YOUR MACHINE

Your machine can move in eight directions with the directional buttons. Moving speed is dependant on your machine of choice.

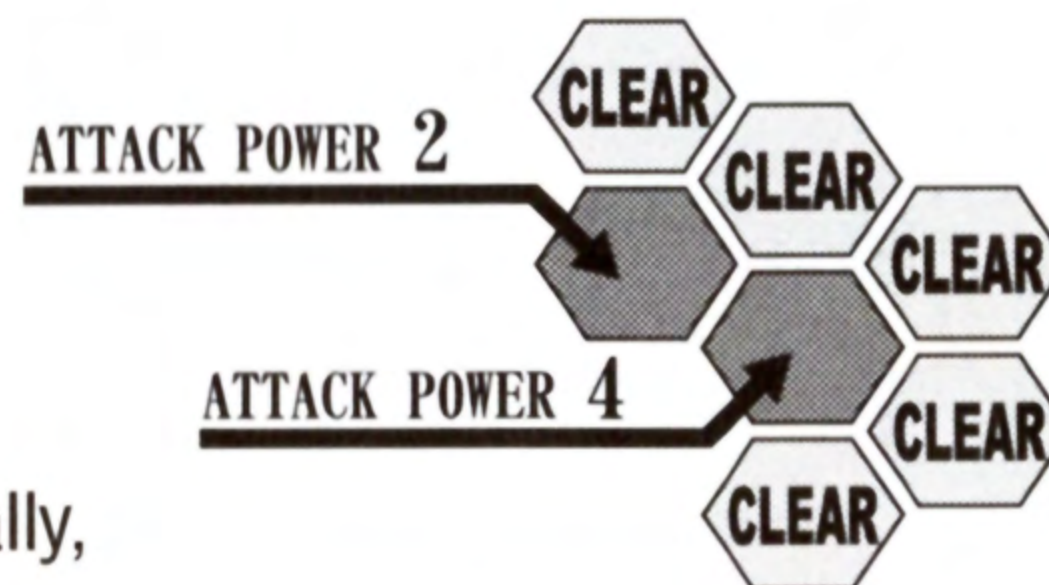


Note: If you want to move diagonally, you have to push two directional buttons at once. To go to up and to the right diagonally, you have to push the up button and right button together.

ATTACK POWER

Your machine can move in eight directions with the directional buttons. Moving speed is dependant on your machine of choice.

Note: If you want to move diagonally, you have to push two directional buttons at once. To go to up and to the right diagonally, you have to push the up button and right button together.



SPECIAL SHOT GAUGE

Only if your gauge is at MAX can you use special weapons. Recovery speed depends on your chosen parts.

SCORE

Clearing a boss character stage increases your score.

Add score= [Attack power]+[Remains of Time]

Note: If attack power is 0, your score addition = Remains of Time. Also, if you continue to play your score will be added to until you get a "Game Over".



START GAME

During a demonstration mode, pressing the **START** button will show the message **[Press START Button]**.



Pressing the **START** button will allow you to choose

from a new menu with **START GAME/ MEMORY CARD/ OPTION/RECORD** as choices.

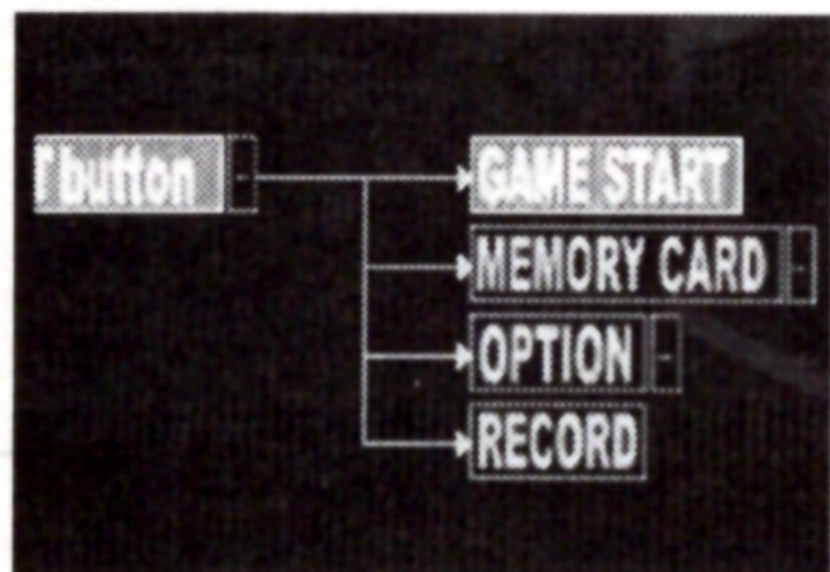
START GAME Start game.

MEMORY CARD SAVE/LOAD/AUTO SAVE.

Note: Please use MEMORY CARD Slot 1 to save or load game data. This game is not designed to use MEMORY CARD Slot 2.

OPTION Choose Sound/Difficulty/Vibration ON/OFF.

RECORD Check current ranking.



MACHINE AND PARTS SELECTIVE SCREEN

CHOOSE MACHINE

There are three machines in this game. You can choose your speed and shooting type from here. You can choose from Gluon body, Photon body, and Graviton body.

CHOOSE PARTS

You choose your special shot from here. You can choose from Gluon parts, Photon parts, and Graviton parts.





GAME SCREEN

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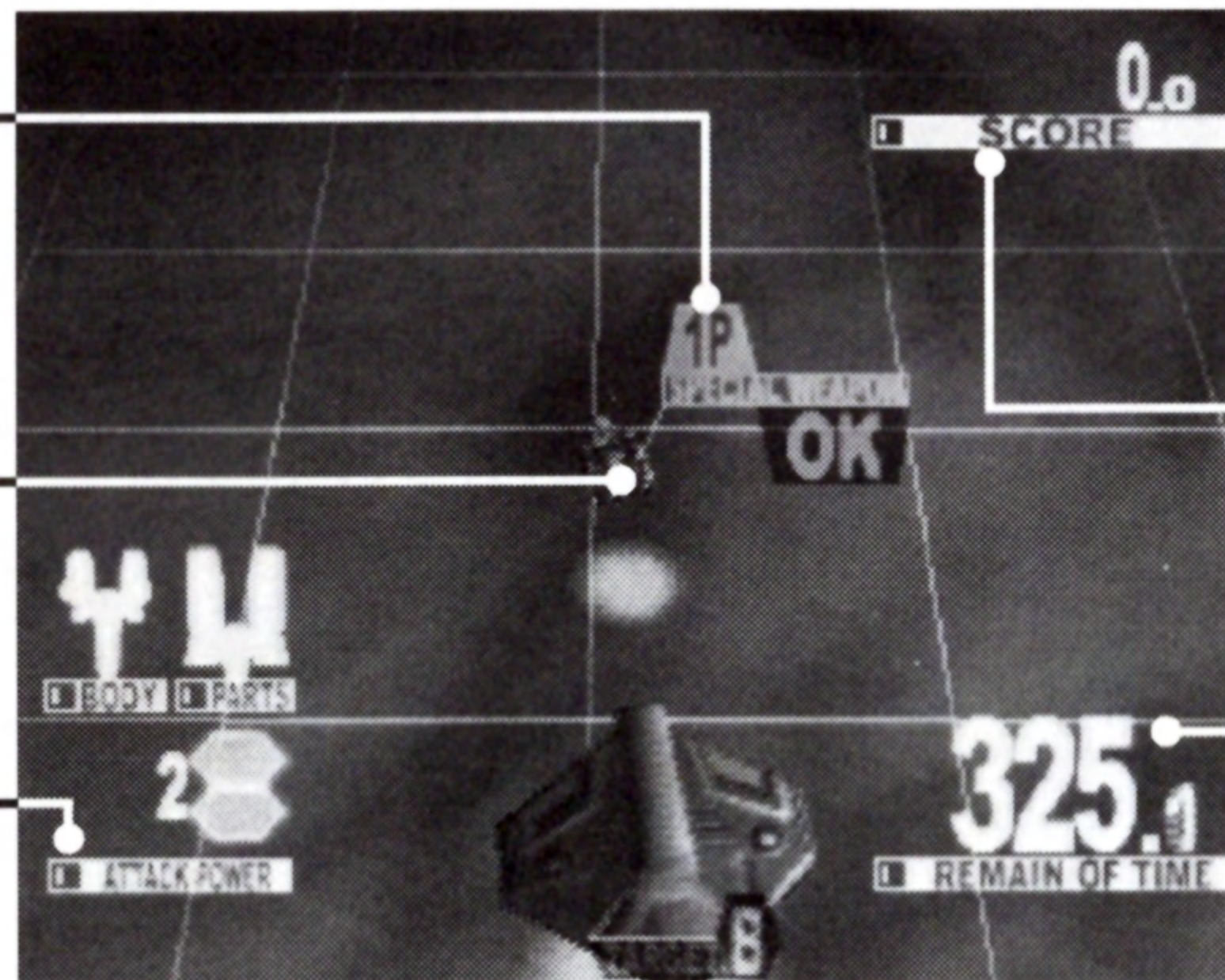
Choosing Beginning Stage

There are two stages available at the beginning of the game. One is the Inner Wards, the other is the Outer Wards. The stage you select will have a big effect on the arrangement of the floor.

Special Shot Gauge

Sanvein

Attack Power



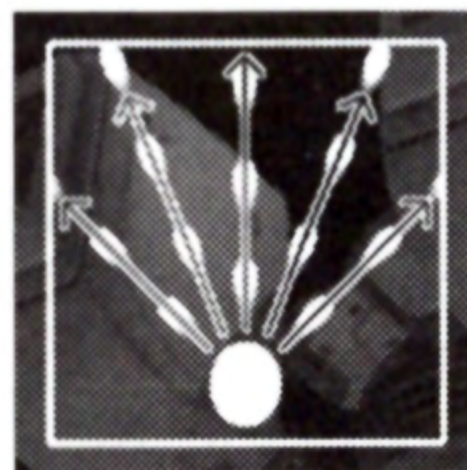
Score

Time Remaining

INTRODUCING THE MACHINES

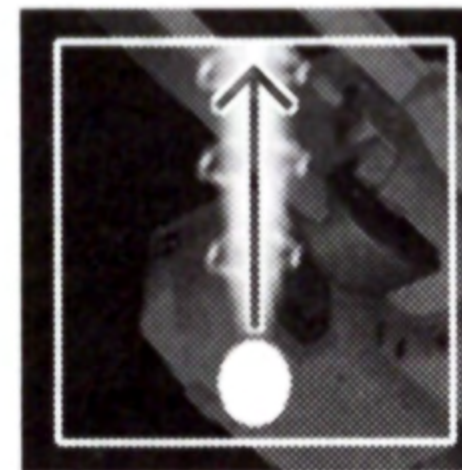
GLUON BODY

Its moving speed is the slowest, but it is the easiest to control. This machine's bullets fire in a spread, so it is easy to hit enemies, but the attack power is low. This machine is good for beginners.



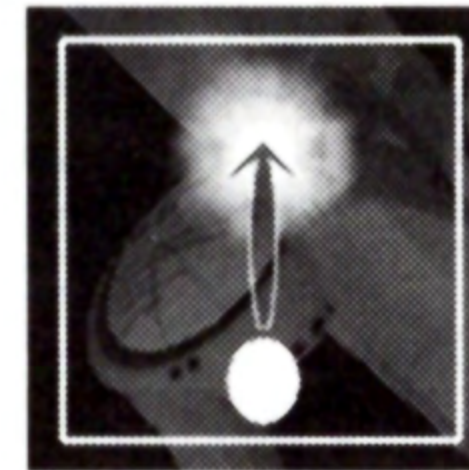
PHOTON BODY

Moving speed is faster, but turning speed is slow. This machine is equipped with electromagnetic bullets. Attack power is high, but speed is slow. If enemies can move quickly, it will be harder to hit them.



GRAVITON BODY

Both moving and turning speed are high, but it is hard to control. This machine is armed with explosive bullets. The rate of fire is slow, so you have to be more accurate to slay enemies.

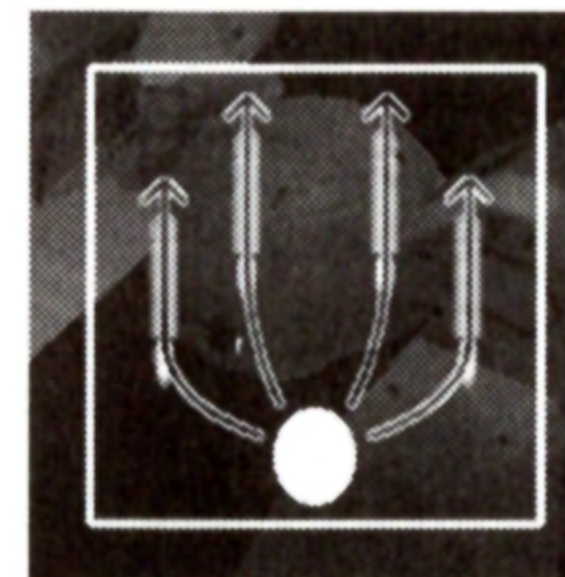




INTRODUCING THE WEAPONS

GLUON PARTS

This fires long distance heat-seeking missiles. If you fire these missiles, they automatically lock onto the enemy. However, you have to be far enough away from the enemy, or the missiles won't have time to lock on. Gauge restoration efficiency is high which means you can use this special weapon many times.



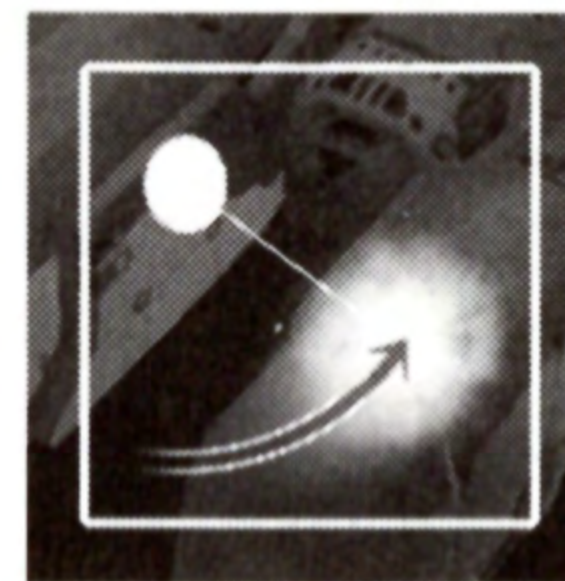
PHOTON PARTS

This is a short-range weapon. It fires a laser blade. You have to be close to the enemy when you are using this weapon. Gauge restoration efficiency is medium, which means that after using this special weapon you won't be able to use it again right away.



GRAVITON PARTS

This is a mine. You have to be close to enemy and then drop it on the floor. If the enemy touches it, it will explode. Also, if it lays there untouched for long enough, it will go off. If you hold a button when you drop a mine, it will not explode until you let go of the button. Gauge restoration efficiency is low which means that after using this special weapon you have to wait longer to use it again than you do with the other special weapons.



NOTES

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3D Space Action Where It's You Against the Clock!



- **Time is the ultimate measure of success – run out of time and Game Over, pal.**
- **Every time your ship is hit by enemy fire, you lose valuable seconds.**
- **Defeat each boss to earn back some of your lost time.**
- **There are three different ships GLUON, PHOTON & GRAVITON.**
- **Weapons systems available include Missiles, Laser Blade, and Space Mines.**

SUCCESS™

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