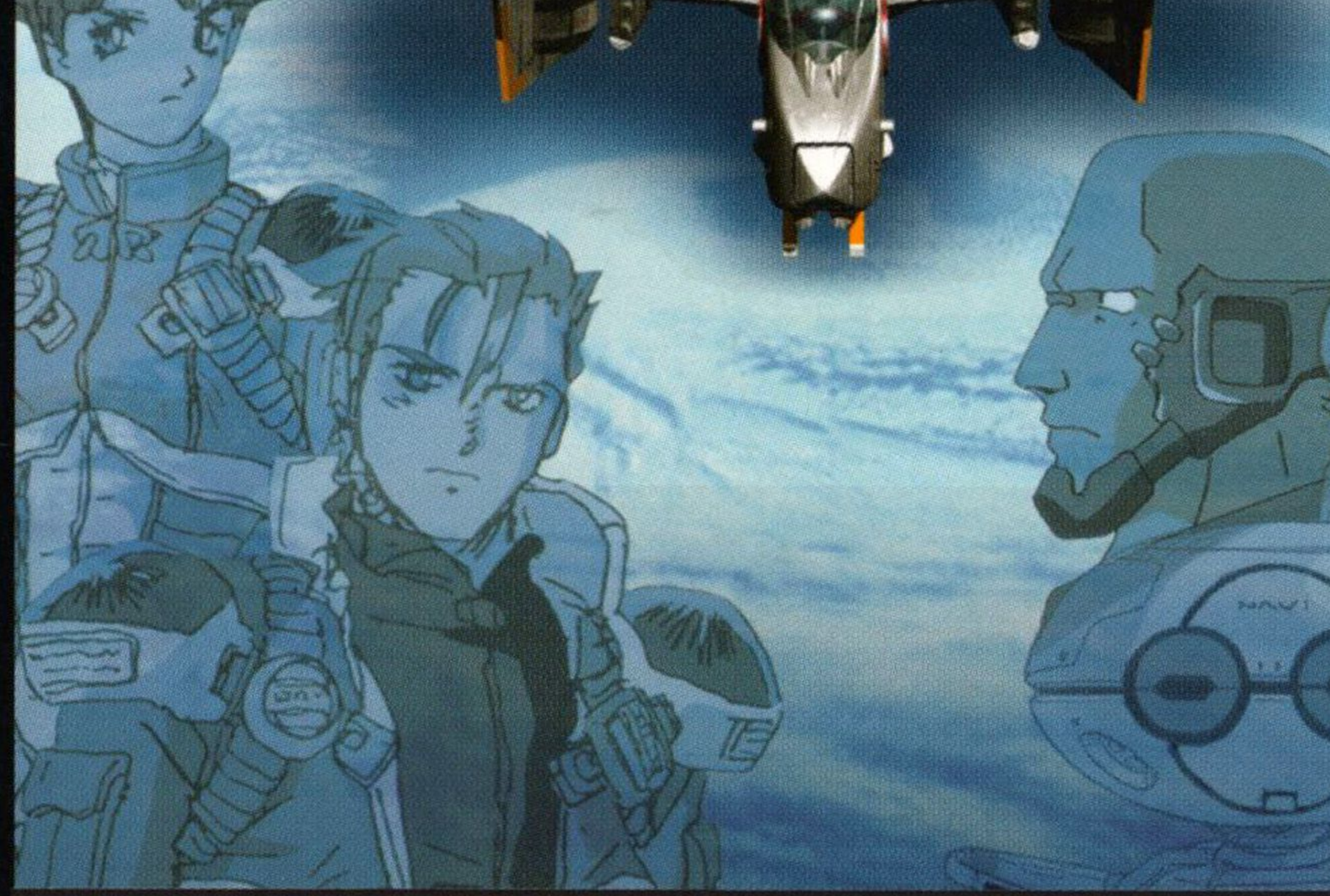
PlayStation

NTSC U/C

PlayStation

EXTREME SHOOTING

VANARK



JALECO

TEEN

CONTENT RATED BY ESRB

SLUS-01035

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 peripherials 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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STORY

The stage is set in the 21st century. The natural environment of Earth was already in jeopardy due to depleted natural resources, destruction of the ecosystem, global warming, population growth, and food shortage when a nuclear explosion put an end to the planet. The survivors decided to emigrate to Mars, "The land of hope."

"Earth-Forming Project," which transforms the ecosystem of Mars to that of Earth, was almost complete in A.D. 2200. However, viruses that created the atmosphere died out, and plants and fish started mutating one after another. This abnormal change was traced to have originated from "Zero Field," a science center.

Coincidentally, a "zone" appeared where huge monsters, bigger than the largest dinosaurs, roam around the woods of 400 foot towering trees. It was feared that the zone might expand over Mars soon.

Mars Defense Force (MDF) decides to attack Zero Field to terminate the destruction of Mars. However, Zero Field is hidden deep under water to protect itself from attacks. Approaching Zero Field will trigger meteorite attacks from their Space Station.

Vanark, a special astro trooper of MDF, is given a mission to find the path to enter Zero Field and destroy it.

MEMBERS OF VANARK

SHUN (18, male)
Hero and the ace pilot of Mk6;
the most advanced military spacecraft.

FAL (Navigation robot)
An Artificial-Intelligence robot that assists the pilot.

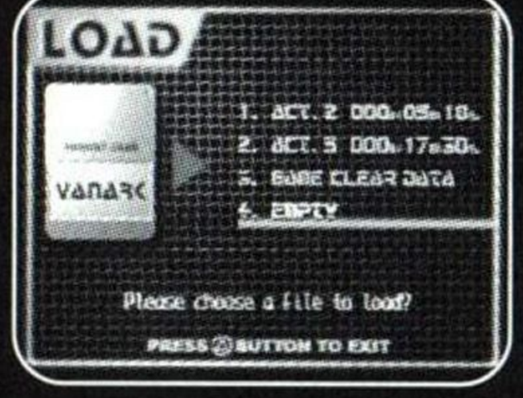
LYNN (17, female)
A genius who obtained her Ph.D. at 17.
An authority in Life Engineering.

MORTON (36, male)
A strong and humanistic fighter.

DUO (21, female)
A fighter who is as attractive as a super model.
An expert in destruction plot.

RANDALL (Battleroid)
An android revived from a genius pilot known as
"Shooting King."

STARTING SCREEN

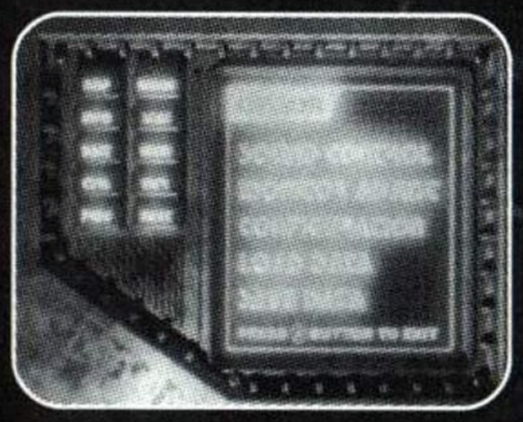


Select NEW GAME to start a new game. Next, select difficulty level; AUTO, EASY, NORMAL, or HARD. AUTO is self adjusting. It will base the difficulty upon your performance in the game. Press the X button to decide.

LOAD GAME will load saved data. Select data and press the X button to decide.

- When a game is over, CONTINUE will be displayed as well. (See page 15)

OPTION



Press the START button while inside the base to display the Option screen. Press the X button to return to the previous screen.

Sound Control: Stereo/monaural, BGM/SE volume adjustment, and sample BGM.

Monitor Adjustment: Adjust the brightness of the TV monitor so that the figures 1 through 8 will be visible.

Configuration: See page 7.

Load Data: See page 7.

Save Data: See page 7.

SAVE/LOAD

Insert your memory card in Slot 1. In the Option mode, select SAVE or LOAD.

To save, choose SAVE DATA. Select a block and press the X button to decide.

To load, choose LOAD DATA. Select a block and press the X button to decide. (See page 6)

(Shun's location, ATC number, Lapse time)

CONFIGURATION

In the Option mode, select CONFIGURATION to change the button configurations. Go to TYPE, and select a setting from A through H. Initial setting is TYPE A.
To reverse the UP/DOWN controls of the DUALSHOCK™ analog controller, go to REVERSE and choose ON or OFF. Initial setting is ON. Also, DUALSHOCK™ analog controller can be turned ON or OFF. Initial setting is ON.

CONTROLLER FUNCTIONS

INSIDE BASE

FOR DUALSHOCK™ ANALOG CONTROLLER

Directional Buttons
same as left Stick

Left Analog Stick
Move Shun, Select between items

DUALSHOCK™ Mode Switch

LED

⊗ Button
Talk to other characters, Open doors, Display elevator screen (see page 10), Enter menu

◎ Button
Shun runs (use in conjunction with control)

START Button
Display Option screen (See page 6)

FOR REGULAR CONTROLLER

Directional Buttons
Move Shun, Select between items

Other settings
same as DUALSHOCK™ analog controller

CONTROLLER FUNCTIONS

MISSION (SHOOTING)

FOR DUALSHOCK™ ANALOG CONTROLLER

L1 Button
Speed down

Left Analog Stick
Up/down/right/left movement

DUALSHOCK™ Mode Switch

LED

R1 Button
Speed up

○ Button
Release center weapon

✕ Button
Release side weapon
(For consecutive shots: Press to hold)

START Button
Pause (page 13)

FOR REGULAR CONTROLLER

Directional Buttons
Move Up/Down/ Right/Left

• Configuration can be modified in the Option mode. (See page 7)

STAFF FLOOR

Press the ⊗ Button in front of the door to enter a room.

There is a Briefing Room, Male/Female Private Rooms, and a Lounge.

ELEVATOR

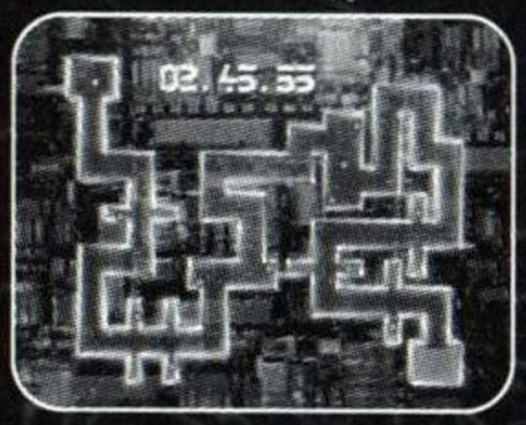
Press the ⊗ Button on the elevator to display the screen on the left. Select a desired location and press the ⊗ button to decide. You have no access to the locations indicated in red. Press the ○ button to return to the previous menu. (Elevator)

- Observe Room (Observation Deck)
- Medical Room
- Staff Floor
- Simulator Room (training mission - see page 11)
- Mk6 Hangar.

SIMULATOR ROOM

In this room, you can perform a training mission. Go in front of the door, turn to the right and press the ⊗ button to display the ranking. When the training mission is complete, select EXIT to leave the room, or TRY AGAIN to continue.

DISARMING RANDALL DEVICE



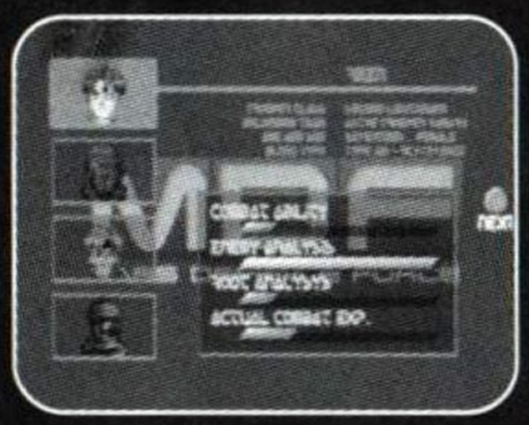
Using the Left Stick or the Directional buttons, move the red dot in the upper left corner to the red flashing section in the lower right corner. Do not touch the wall or obstacles. You must complete this within the time limit. If you fail, some weapons will be lost, but you can advance to the next level.

MISSION PREP

BRIEFING

You can confirm the contents of the mission. However, some missions may not provide briefings.

SELECT A WING MAN



Select your wing man. The following capabilities will be displayed:

- Combat
- Enemy Analysis
- Route Analysis
- Actual Combat Experiences

SELECT EQUIPMENT

Select a center weapon and a side weapon. Side weapon can be released at any time during a mission, but center weapon can be released only when it is locked on. When a red triangle is flashing, press the Directional button down to scroll through the list of weapons.

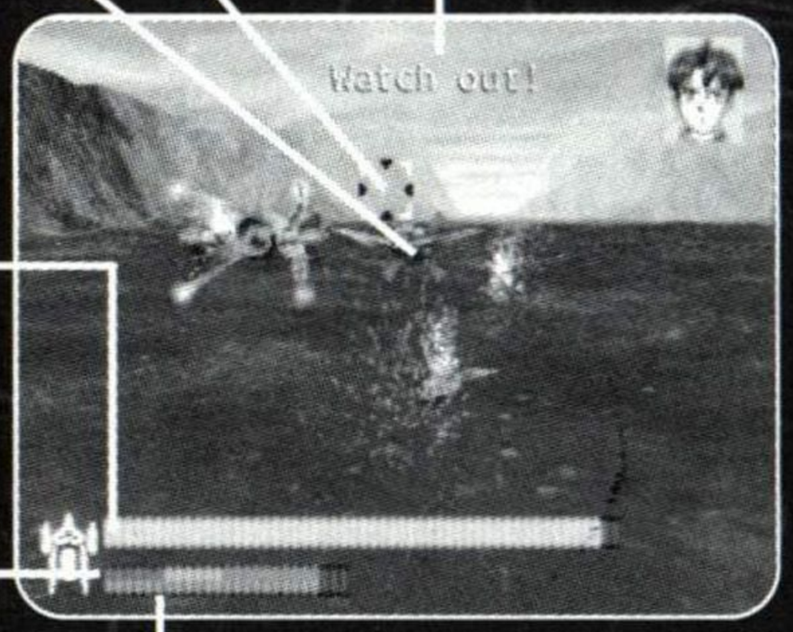
MISSION (SHOOTING)

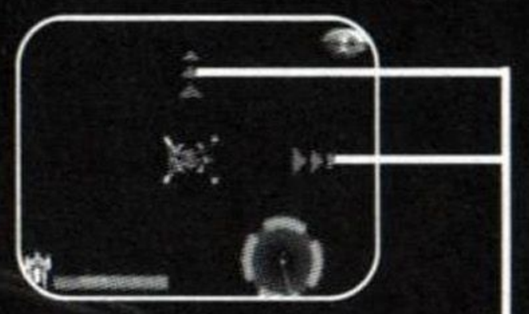
HOW TO SEE THE SCREEN

Lock On
Each center weapon will calculate the distance to the enemy (performance may vary) and lock on.

Aim

Message from Fal or Wing Man



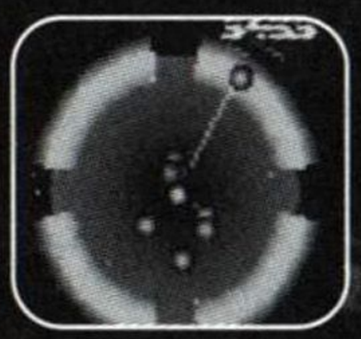


Direction of the Boss
(For later missions)
▲ Up
▼ Down
▶ Right
◀ Left

Enemy Shield
(Durability)
Only for boss class.

Own Shield
(Durability)

Boost Gauge
It depletes when Speed up/Speed down is used and will be charged automatically.

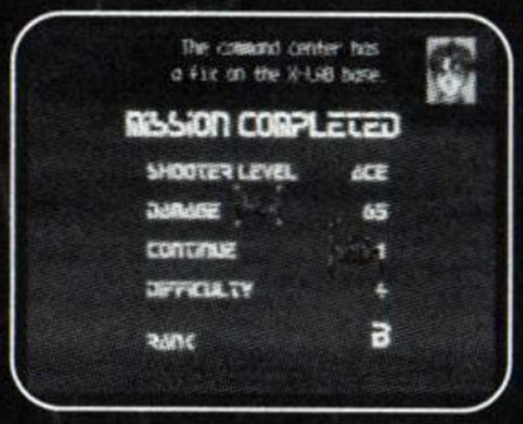


Radar (For later missions)
Center - self *Red* - enemy
Blue - wing man *Yellow* - boss
(The number indicates the distance to the boss.)

PAUSE / QUIT / CHANGE

Press the START button during a mission to pause and the screen shown on the left will be displayed. RESUME MISSION will return to the mission, ABORT MISSION will quit and return to the start menu, and WEAPON CHANGE will return to "Select a Wing Man" and the mission will start over.

MISSION CLEAR



A mission is cleared when "MISSION COMPLETED" appears. The following data will be displayed:

Shooter Level: The ratio of successful shots to enemies shot down (per number of enemies appeared.)

- Ace - 70% or more
- Pro - 60-70%
- Semi Pro - 50-60%
- Amateur - 40-50%
- Novice - under 40%

Damage: Damage of own aircraft (100 = no damage)

Continue: Frequency of continued mission (In case it is 0, you will obtain one extra aircraft.)

Difficulty: The difficulty of the enemy attack (Hard 5 - Easy 1) (Calculated based on performance)

Rank: Total ranking (Best A - Worst D)

CONTINUE

When a mission fails, you can select to CONTINUE or END the game. If no input is made, the game will end. (Remaining number of aircraft)

GAME OVER

The game is over when you lose all of your aircraft. Select CONTINUE to return before the mission briefing starts. (If the mission has no briefing, it returns to Selecting an Aircraft.) You can't CONTINUE the game in case LOAD GAME is selected, the Reset Button is pressed, or the power is turned off.

EXPLANATION OF WEAPONS

C: Characteristics **P:** Power **S:** Speed **R:** Range

No picture **STANDARD LASER**

C: Equipped on Mk6 (when a side weapon is not loaded.)
P: ★, **S:** ★★, **R:** ★

CENTER WEAPONS

MISSILE POD
RM-04B

C: Up to 4 homing missiles can be locked on, but the distance is short.
P: ★★, **S:** ★★, **R:** ★★

HYPER M-POD
DM-02S

C: Up to 2 homing missiles can be locked on; fast and long distance.
P: ★★, **S:** ★★★★★, **R:** ★★★

HOMING SHOT
HS-05Z

C: Up to 3 homing laser beams can be locked on, but the distance is short.
P: ★★★★, **S:** ★★★, **R:** ★★

HYPER DUAL GUN
DL-02G

C: Up to 6 homing missiles can be locked on.
P: ★★★, **S:** ★★, **R:** ★★★★★

WIDE LASER
WS-06H

C: Up to 6 homing laser beams can be locked on.
P: ★★, **S:** ★★★★, **R:** ★★★★

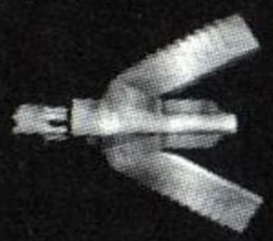
SIDE WEAPONS

LASER CANNON
HL-72V

C: Releases powerful laser beams from two barrels (left & right).

LASER CANNON TYPE-2
HL-88F

C: Improved version of Laser Cannon. Has better power and speed.
P: ★★★, **S:** ★★★, **R:** ★★★



HYPER VULCAN

HV-20R

C: Releases super-fast penetrating shot.
P: ★, **S:** ★★★★★, **R:** ★★

BLADE SHOT*
BS-77L

C: Releases two homing laser beams simultaneously. Does not lock on.
P: ★★★★, **S:** ★★★★, **R:** ★★★★

BLADE LASER*
BL-64P

C: Improved version of Blade Laser. Can release up to 4 laser beams simultaneously.
P: ★★★★★, **S:** ★★★★, **R:** ★★★★

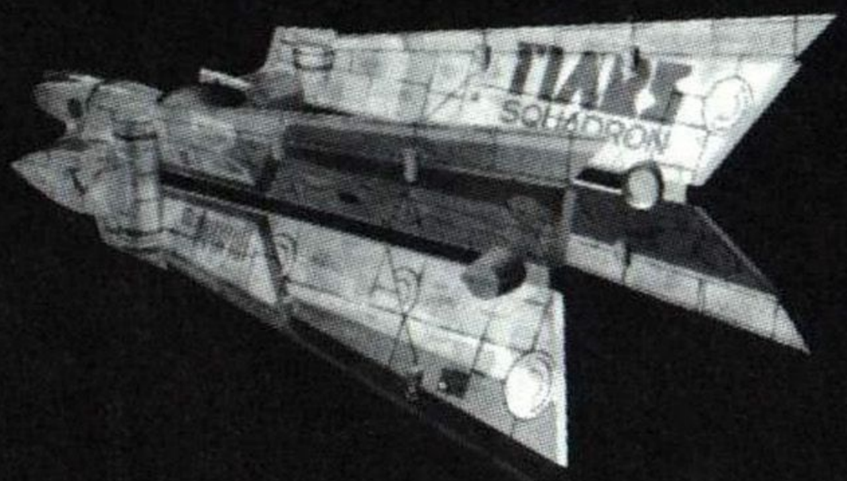
SPARK LASER*
SP-77M

C: Super high electric energy is sparked to release this wide range laser beam.
P: ★★★, **S:** ★★★★, **R:** ★★★★★

**Homing does not take place for some enemies.*

DATA

MK6



Updated and improved version of the Mk5 (See page 19). Propeller (accelerator) uses a magnetic nozzle to produce a faster operation. This model provides a greater carrying capacity for weapons. A new navigation robot enhances the potential of the Mk6.

Center Weapon Rack

Centripetal Force Tank

Drum Launcher

Long-Distance Beam Turret

Propeller

Cockpit

Rear Targeting Center

Beam Gun Turret

Targeting Sensor

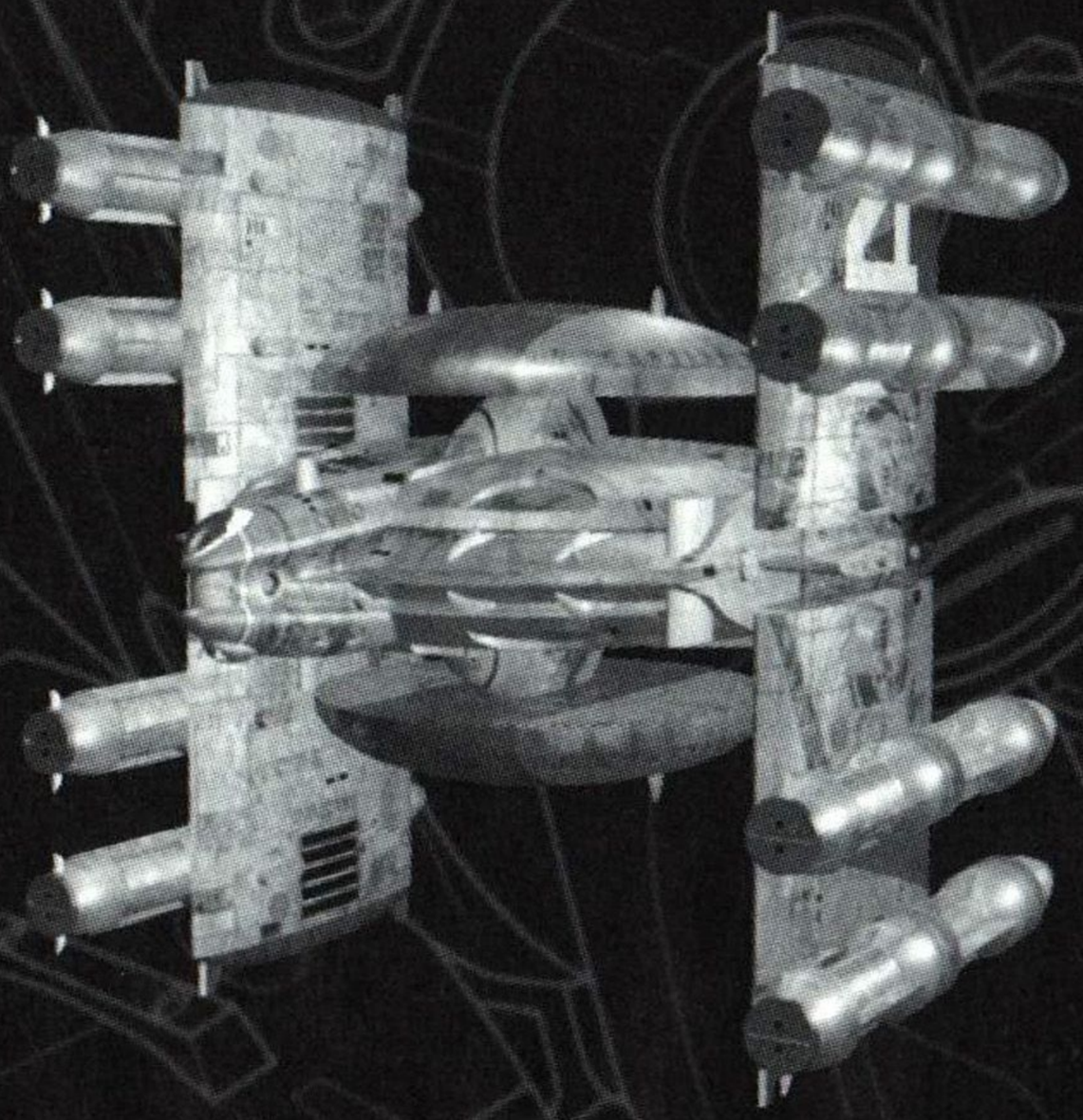
Close-Range Beam

Gun Rack

V-Shape Weapon Rack

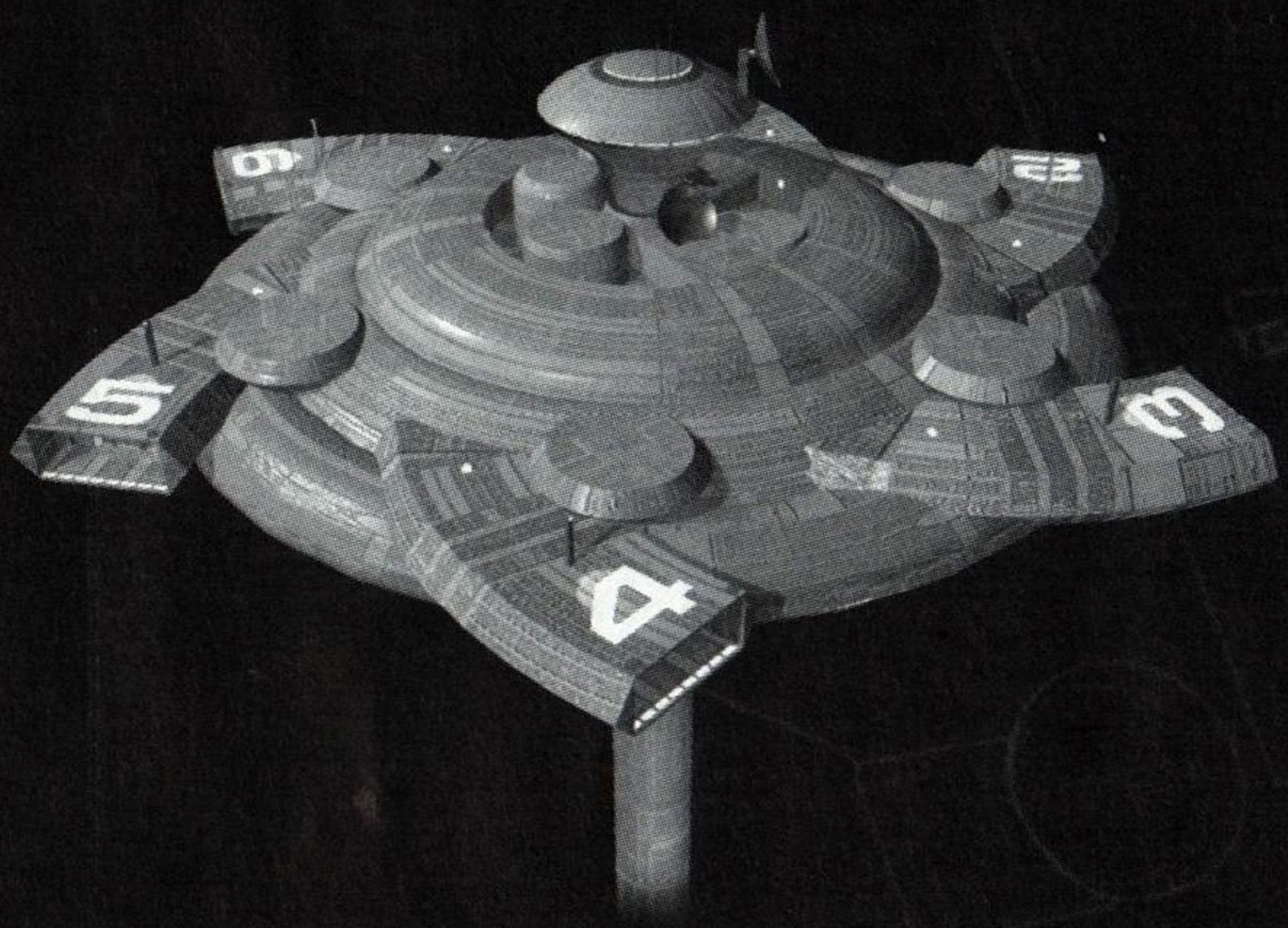
COCKPIT BIKE

Pilot's seat converts to a rocket bike. Can be operated in space if space suit is worn. Originally developed as an evacuation system.



MK5

Wing-like walls on both sides are weapon racks. Various weapons can be carried. This ship has two propellants, saucer-shaped attachment on the top and the bottom, which doubles the traveling distance.

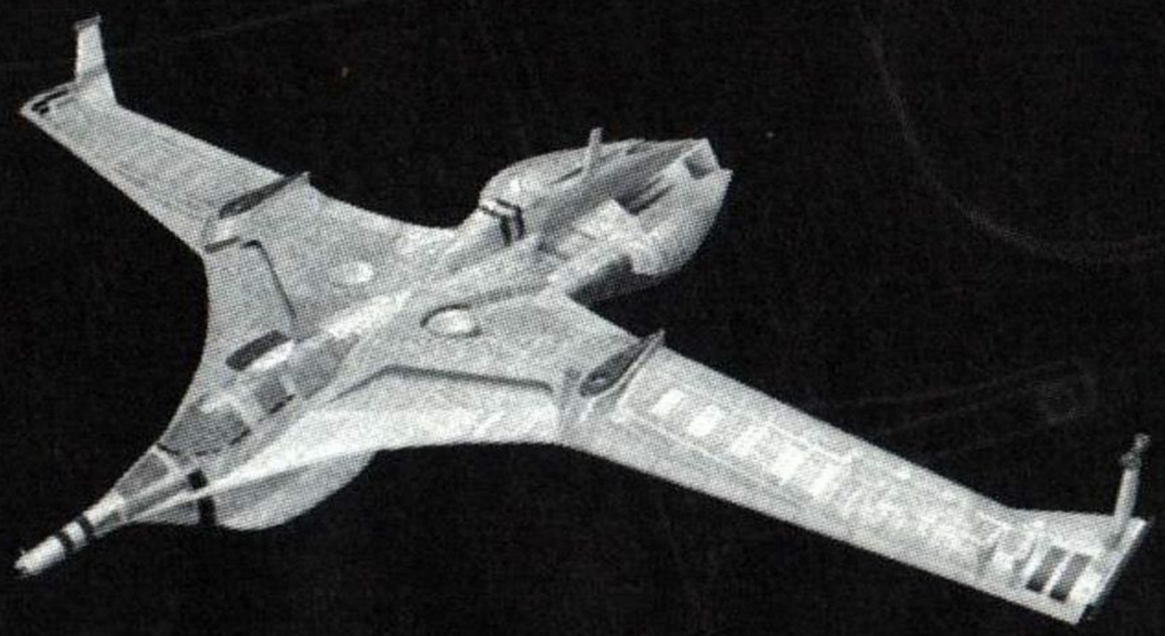


ELEVATOR BASE

Elevator extended from the ground to outside the atmosphere. Many Mk5 and Orka can be stored.

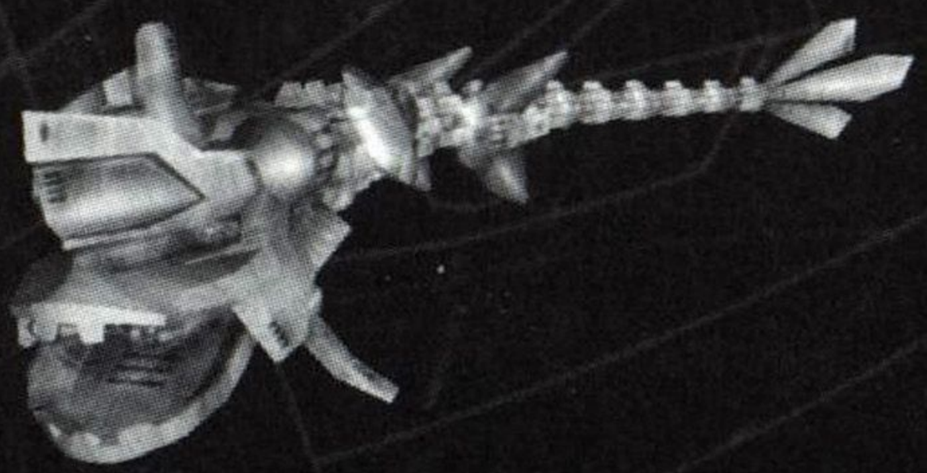
MOTHER SHIP ORKA

Mother ship to travel into the Mars atmosphere. Can stay in the air for 7 days without refueling. Can also travel outside the atmosphere. Home base for many battleships.



GIANT LASER CANNON - LONG TOM

Long-distance laser cannon that can reach as far as 400,000 kilometers. Must be towed by a cruiser to move. Placed in the Mars orbit to counter-attack meteor attacks.

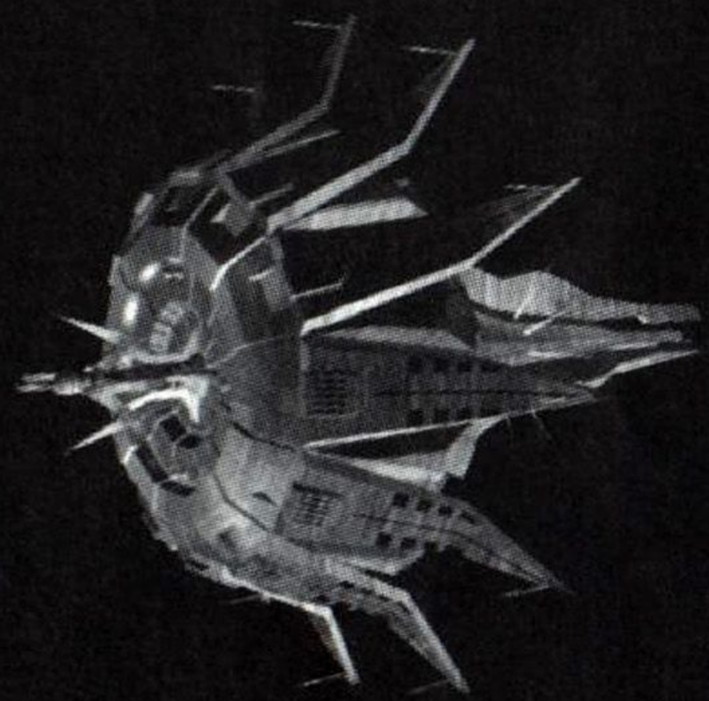


GIANT BATTLESHIP

Battle system that requires no human involvement. Its bio-control system was inspired and derived from a fish's nervous system.

X-LAB SPACE STATION

This station of X-Lab is suspected to be located somewhere in the solar system, but the truth is unknown. They seem to be hidden by photo-camouflage. The station releases controlled planet shots that regulate meteors. Also, the station is protected by an impenetrable defense system.



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and all the hard-core gamers who truly enjoy one of the best genres, shooters. Peace out!
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