PlayStation

NTSC U/C

PlayStation™

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00461

namco®

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PlayStation DISC:

- This compact disc is 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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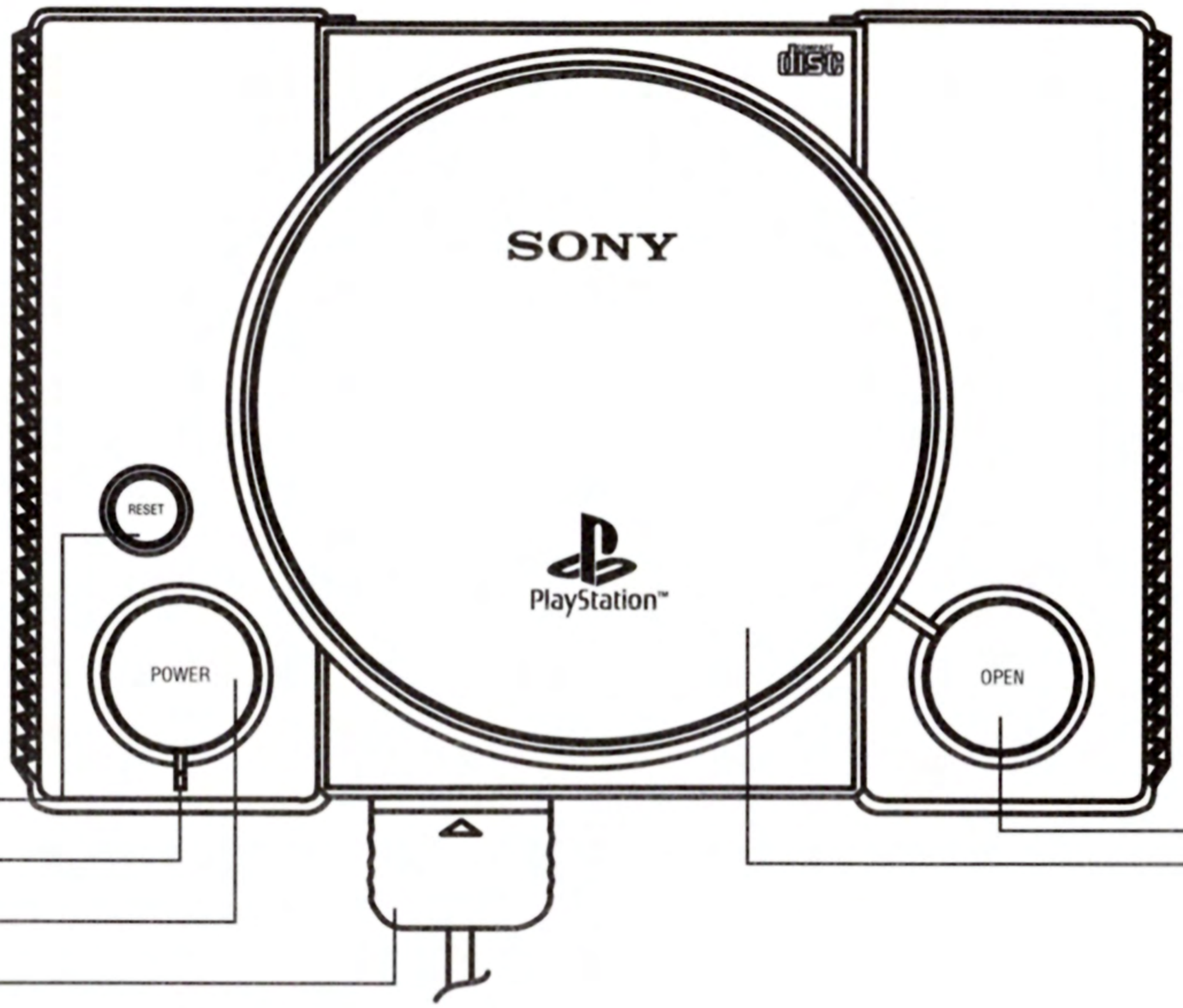
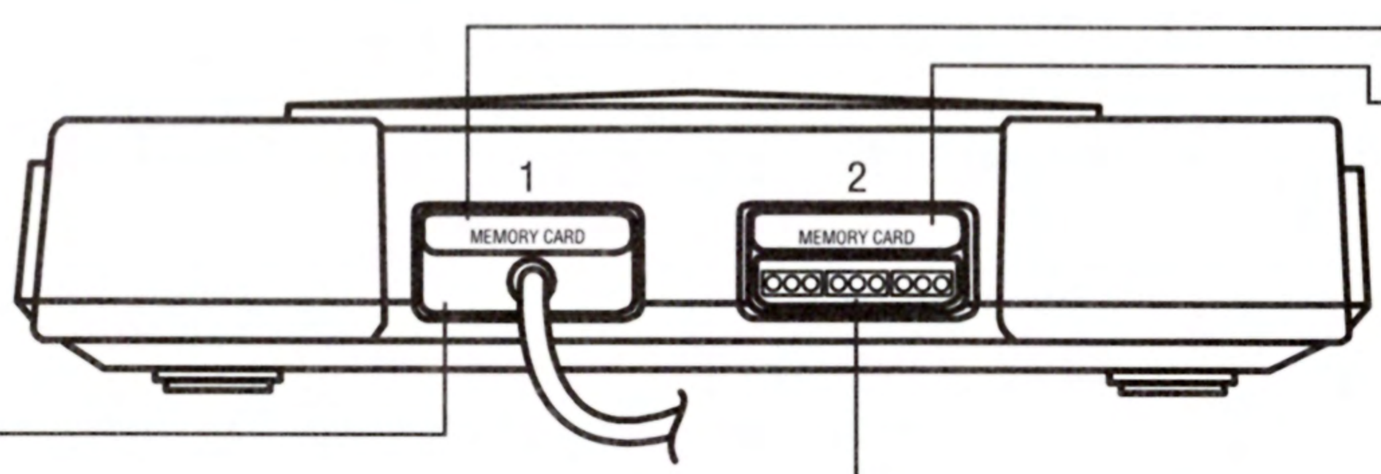
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Xevious™ 3D/G+ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Console

Top View

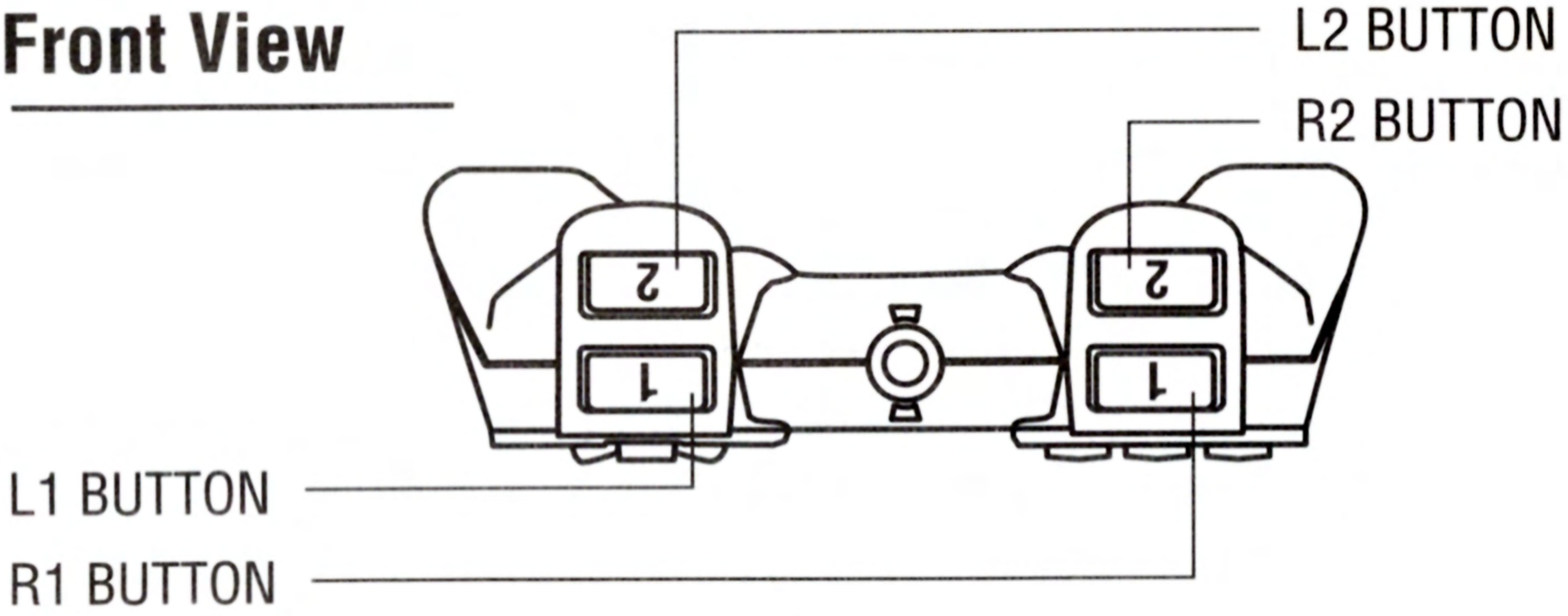


Front View

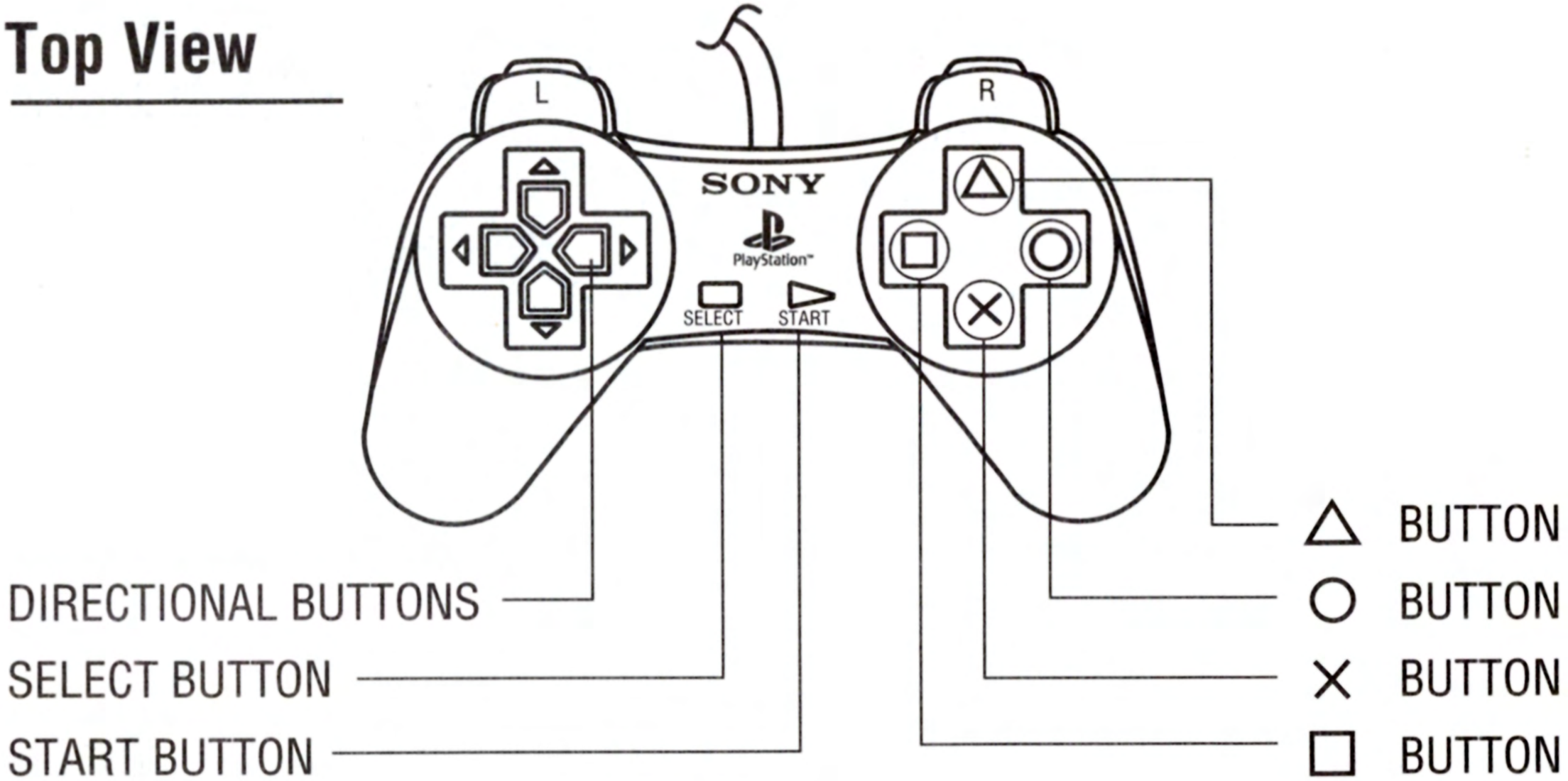


Controller

Front View



Top View



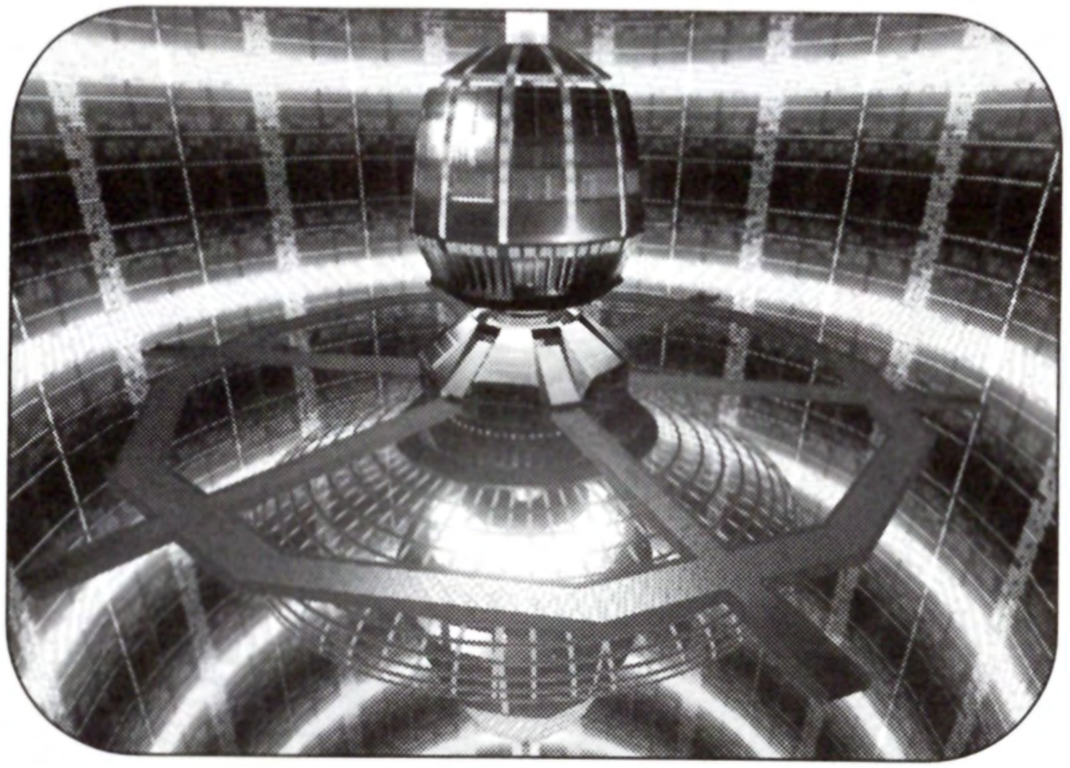
PRECAUTIONS WHEN USING THE ARCADE VERTICAL MODE

XEVIOUS 3D/G+ CAN BE PLAYED BY USING A NORMAL MONITOR IN THE HORIZONTAL POSITION AS WELL AS A SPECIAL TYPE OF VERTICAL MONITOR DESIGNED FOR THE ARCADE VERTICAL MODE. A HORIZONTAL MONITOR CAN BE SET ON ITS SIDE TO ACHIEVE THE ARCADE VERTICAL POSITION, BUT WE DON'T RECOMMEND THAT YOU DO THIS. THE PLAYER SHOULD NOT PLAY **XEVIOUS 3D/G+** WHEN A HORIZONTAL TYPE MONITOR IS SET ON ITS SIDE IN THE VERTICAL POSITION. THIS COULD CAUSE THE MONITOR TO FALL AND CAUSE AN INJURY, OR IT COULD ALSO CAUSE THE MONITOR TO MALFUNCTION.

YOU SHOULD ALWAYS PLAY **XEVIOUS 3D/G+** BY USING A HORIZONTAL TYPE MONITOR IN THE NORMAL UPRIGHT POSITION.

THE STORY

Chapter 1 THE RISE OF THE GAMP



A hundred millennium ago, humankind was capable of producing amazing technologies. Chief among those was the **GENETIC ARTIFICIAL MATRIX PRODUCER**, a bio-computer which mass-produced "inferior humans" - clones. These clones (nicknamed **GAMPs** after the machine) were considered expendable material. Bred to have enhanced strength and require little food or sleep, they were used for menial labor, hazardous details and sometimes, bodyguards and companions for humans. As time passed, the programmed genetic blueprinting of the **GAMPs** began to corrupt.

This corruption caused startling results. Bred to be compliant and servile, the **GAMPs** began to develop their own sense of will, thoughts and ideas. However, the **GAMP's** simple brains

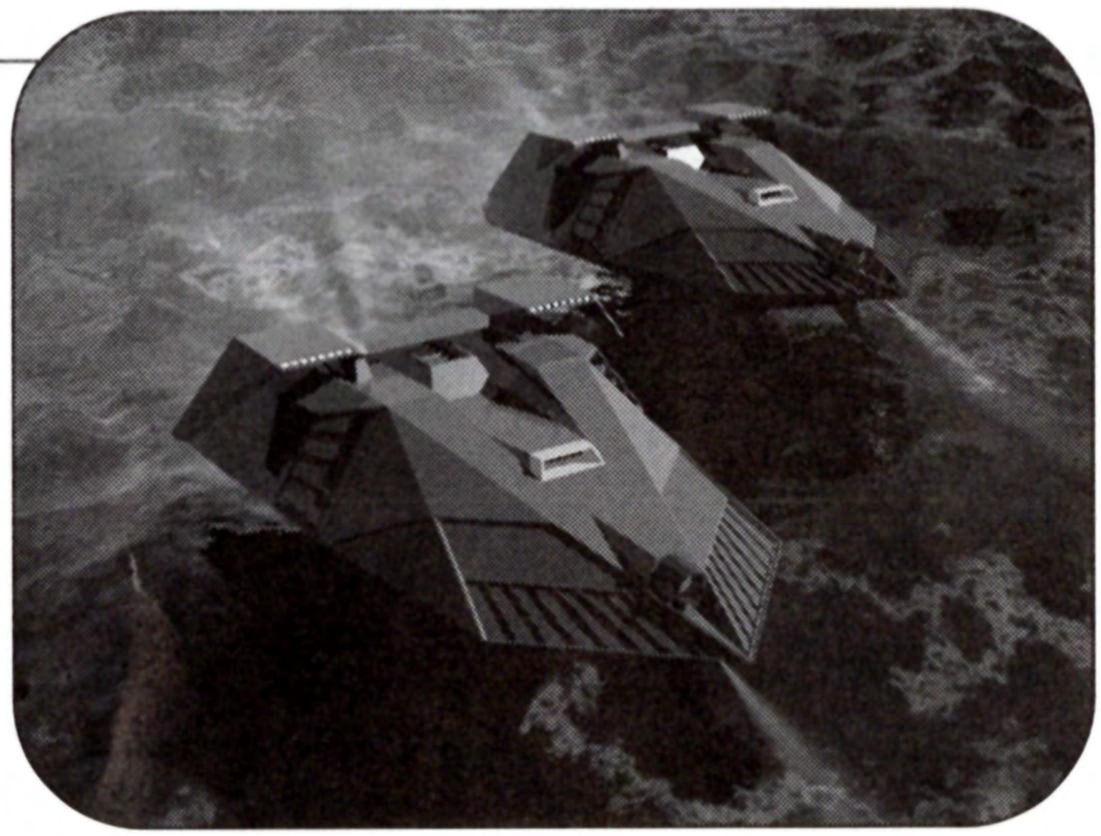
were not designed to handle these complex thoughts, and as a result became unstable.

Although originally programmed to be servants to humans, the corrupted **GAMPs** re-interpreted the program. To **GAMPs**, humanity was imperfect and needed protection. Therefore, the best way to protect humanity was to place it under the control of superior beings. The **GAMPs** seized control of the humans, eradicating those "threats" who stood in their way.

However, nature always has the last word on history. As the Earth entered its ice age, the **GAMPs**, following their programming, planned a relocation of the humans under their "protection." Six class M planets were discovered, viable relocation points for the human race: **Terminus**, **Atlantus**, **Daerius**, **Krakatos**, **Bagurius** and **Xevious**.

The humans were gathered by their **GAMP** "protectors." They were stored in hyper-sleep for the thousand-year starship journey. One by one the ships were launched and headed into hyper-space. However, the final group of humans, bound for **Bagurius**, rebelled against their **GAMP** masters. In a bitter rebellion, the humans and **GAMP** clashed. The **GAMPs** were destroyed, leaving the **Bagurius** contingent alone on Earth.

Chapter 2 **XEVIOUS**



Four thousand years later, the ice age receded and humans had another chance to prosper on Earth. However, that prosperity did not last long. Volcanic eruptions jarred the Earth's crust and melted the ice caps, destroying what little was left of Earth's once great civilizations. Many abandoned underground **GAMP** bases were unearthed in

the eruptions, one of which contained a small starship.

A desperate attempt to survive the cataclysmic upheavals was quickly put into action. **Mu**, a brave pilot and **Eve**, his android assistant, were sent on a mission to **Xevious** (the nearest of the six planets), hoping to make contact with their human ancestors.

However, as **Mu** discovered as he disembarked to explore **Xevious**, the planet was overrun with **GAMPs**. The **GAMP** had evolved even further, this time developing extra-sensory powers. **Mu** was detected and imprisoned. He shared his cell with **Mio**, a **Xevian** dissident. **Mio** told **Mu** of the **GAMP's** plan to return Earth to their "protection." Their plan was to first reactivate **SOL**, an advanced version of the **Genetic Artificial Matrix Producer**. **SOL** would create advanced **GAMP** that would re-seize control of the planet. Then the **Xevious GAMPs** would return to Earth.

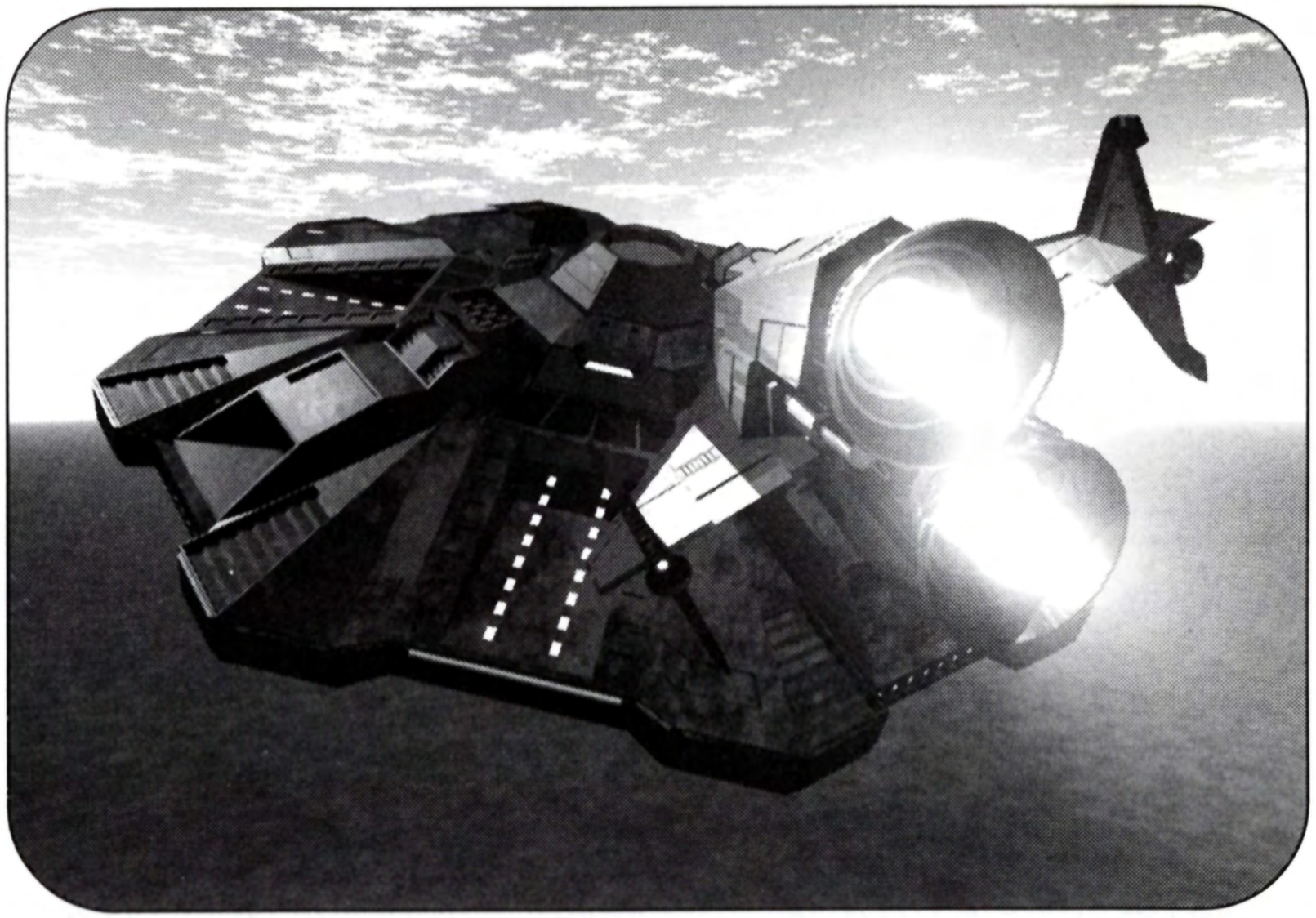
Mu pleaded with his **GAMP** captors to withdraw their plans. When they denied his requests, **Mu** and **Mio** planned their escape. They managed to get as far as the prison walls, but the **GAMP** were on the verge of overwhelming them. They were rescued by the timely intervention of **Eve**, who had evaded the **GAMPs'** ESP detection. The three began their long hyper-space trek back to Earth, armed with an extensive knowledge of the **GAMPs** and their plans.

Chapter 3 **SOLVALOU**

21st Century

Back on Earth, thousands of years had passed. Humans had risen back up into an advanced civilization. Most of them failed to realize the awful doom that awaited them. All except two research scientists: **Susan Meyer** and **Akira Sayaka**. **Meyer**, **Sayaka** and

their team had discovered and excavated a gigantic tower buried in the **Nazca** plateau of **Peru**. The tower, by their estimation, was over ten thousand years old and yet the most technically advanced object on Earth! This tower was **SOL**, the replication unit the **GAMP** had left behind on Earth.



One day, as the team strove to understand the ancient machine, it awoke. In a furious outpouring, the **GAMPs** had returned to Earth! **GAMP** UFOs clouded over the South American skies and the humans were helpless to stop them. The **GAMP** forces wiped out thousands of humans with their energy beams and decimated the Earth's allied air force. The **GAMPs** soon spread across the land, taking back what had once been theirs. Things looked hopeless, yet again, for humanity.

Suddenly, hyper-space tore apart as a lone ship streaked across Earth's skies! It was **Mu**, **Mio** and **Eve**! With the information they brought back from **Xevious**, they modified their ship, rechristened the **SOLVALOU**, to combat the **GAMP** forces and their ESP powers. After ten thousand years under **GAMP** rule, the humans finally have a chance to defeat the **GAMP**! The battle begins...

CONTROLS

The basic controls are the same for all the games included in this disc. For more details, please refer to the instructions of each game.

Direction Buttons To make menu selections or move your **SOLVALOU** in one of the 8 directions.

Select Button To insert credits. (Except for **XEVIOUS 3D/G**)

Start Button To start game, or to bring up **Pause Menu** (see the instructions for each game for more detail.) Also to confirm menu selections.

X Button To launch a **BLASTER** bomb, or to cancel menu selections.

● Button To launch a **ZAPPER** missile, or to confirm menu selection.

▲ Button To launch a **BLASTER** bomb.

■ Button To launch a **ZAPPER** missile.

GETTING STARTED

To go to the **Game Select Menu**, press the **Start Button** on the main **Title Screen**. Make your selection by pressing left or right on the **Direction Buttons**, then press the **Start** or ● **Buttons**.

XEVIOUS 3D/G
This game is a translation of the latest **XEVIOUS** arcade game in the series. Two players can play at the same time.

XEVIOUS
A complete reproduction version of the original **XEVIOUS** arcade game.

SUPER XEVIOUS
Similar to the original, but much harder. The enemies will attack you from more varied formations.

XEVIOUS ARRANGEMENT
A completely rearranged version of the original **XEVIOUS**. Two players can play at the same time.

MEMORY CARD -- Select this option to save or load high scores and configuration data. Use the **Direction Buttons** to select and press the **Start** or ● **Buttons**. When you insert the game and a memory card that has the **XEVIOUS 3D/G+** high score data into the **PlayStation** and turn the **PlayStation ON**, the **XEVIOUS 3D/G+** high score data automatically loads.

HOW TO START

After the **Title Screen** appears, use the **Direction Buttons** to select an option and press the **Start Button**.

GAME START -- Press the **Start Button** on the first player's controller. For **2 players**, press the **Start Buttons** on both controllers.

CONFIGURATION -- To set the difficulty and the number of fighters available.

RESET -- To reset the game and return to the main **Game Select Screen**. Select **YES** then press the **Start Button** to confirm your selection.

CONFIGURATION MENU

Select a menu item by either pressing the **Select Button** or moving the **Direction Buttons** up or down. To set the options move the **Direction Buttons** left or right.

RANK	To set the difficulty.
LEFT	To set the number of fighters you start the game with.
MUSIC MODE	To set up the music, **Original**, **Arrange**, or nothing.
SOUND	To set the sound to stereo or mono.
ADJUST SCREEN	Press the **Start** or ● **Buttons** to enter the **Adjust Screen Mode**. Use the **Direction Button** to adjust the screen and press the **Start Button** when finished. You can return to the default settings by pressing one of the ●, **X**, ▲ or ■ **Buttons**.
KEY CONFIG	Press the **Start** or ● **Buttons** to enter the **Configuration Screen**. Set the buttons to your style of play and press the **Start Button** to go back to the **Configuration Screen**.
EXIT	To return to the **Title Screen**. Press the **Start** or ● **Buttons**.

HOW TO PLAY

1. Number of remaining **SOLVALOU** fighters.

2. 1P Score

- Your fighter, the **SOLVALOU**, has two types of weapons: the **ZAPPER** that uses anti-aircraft missiles, and the **BLASTER** that uses bombs. Use the **ZAPPER** on airborne enemies and the **BLASTER** to destroy enemies on the ground. The **BLASTER** has a sighting device to aim at enemies on the ground.

- When you destroy the boss at the end of each area, you have cleared it and will advance to the next area.

- Your fighter is vulnerable to enemy shots and collisions. When you lose all of your fighters, the game is over. When the game is over, press the **Start Button** to continue.

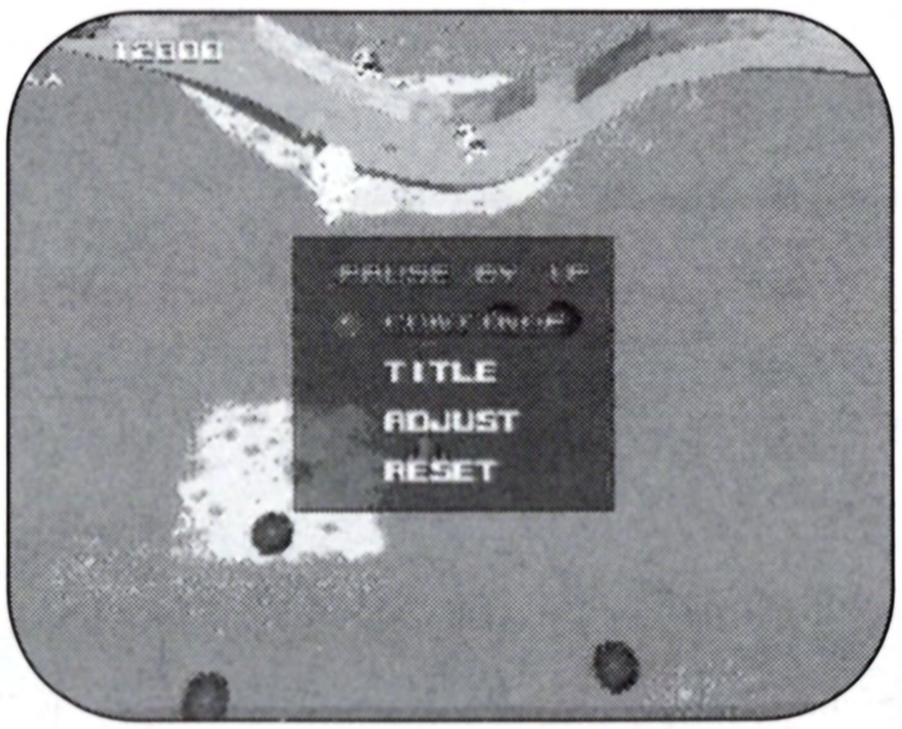
PAUSE MENU

To pause the game, press the **Start Button**. Move the **Direction Buttons** up or down, or press the **Select Button** to select menu items then press the **Start Button**.

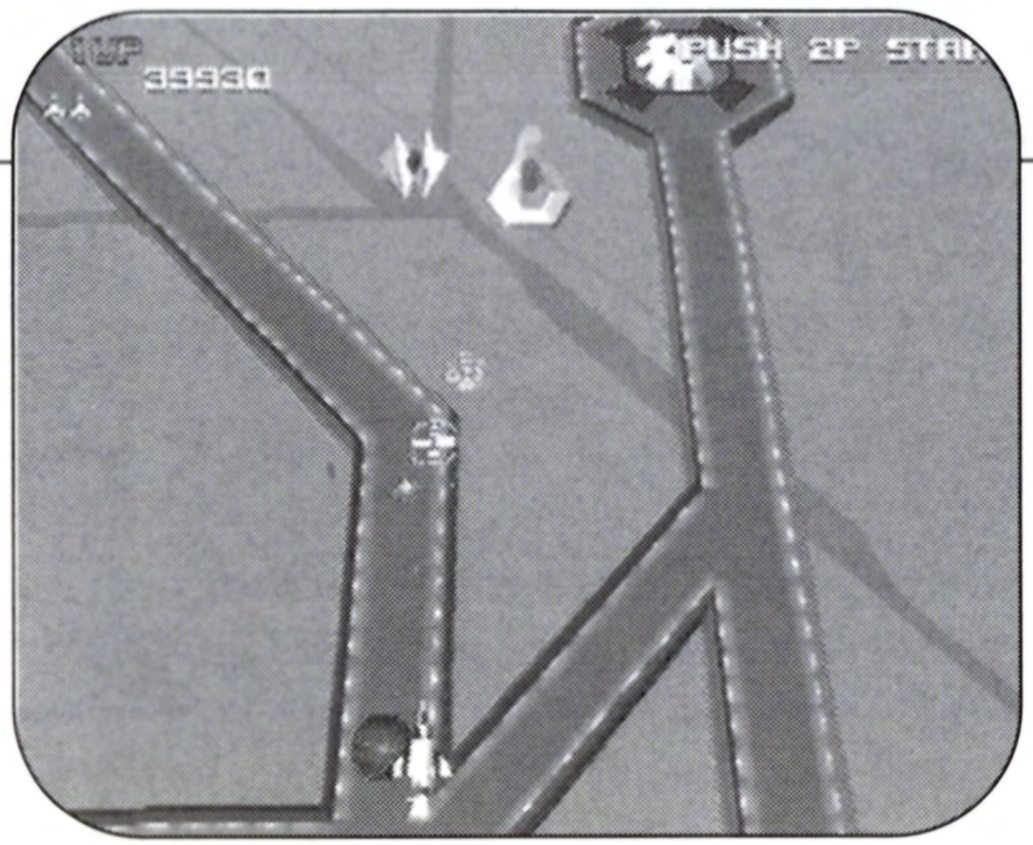
CONTINUE -- To resume the game.

TITLE -- To return to the **Title Screen** of **3D/G**, select **YES**, then press the **Start Button** to confirm your decision.

RESET -- To go back to the **Main Game Select Screen**, select **YES**, then press the **Start Button** to confirm your decision.

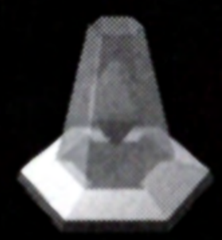


ADJUST -- To adjust the screen.



POWER UP CAPSULES

When your **BLASTER** bomb destroys the item boxes on the ground, you can power up as follows:

BOX	ITEM	EFFECT
blue		Powers up the **ZAPPER**. Your **ZAPPER** has a wider shooting range.
 green		The most powerful power up item. Your fighter will have the destructive power laser.
red		Once locked on a target, it keeps shooting the homing laser until the enemy is destroyed. Keep pressing the ● **Button** for air targets and the **X Button** for ground targets. Press both the ● and **X Buttons** to attack both the air and ground targets at the same time, however, this reduces your firepower in half.

SUPER XEVIOUS

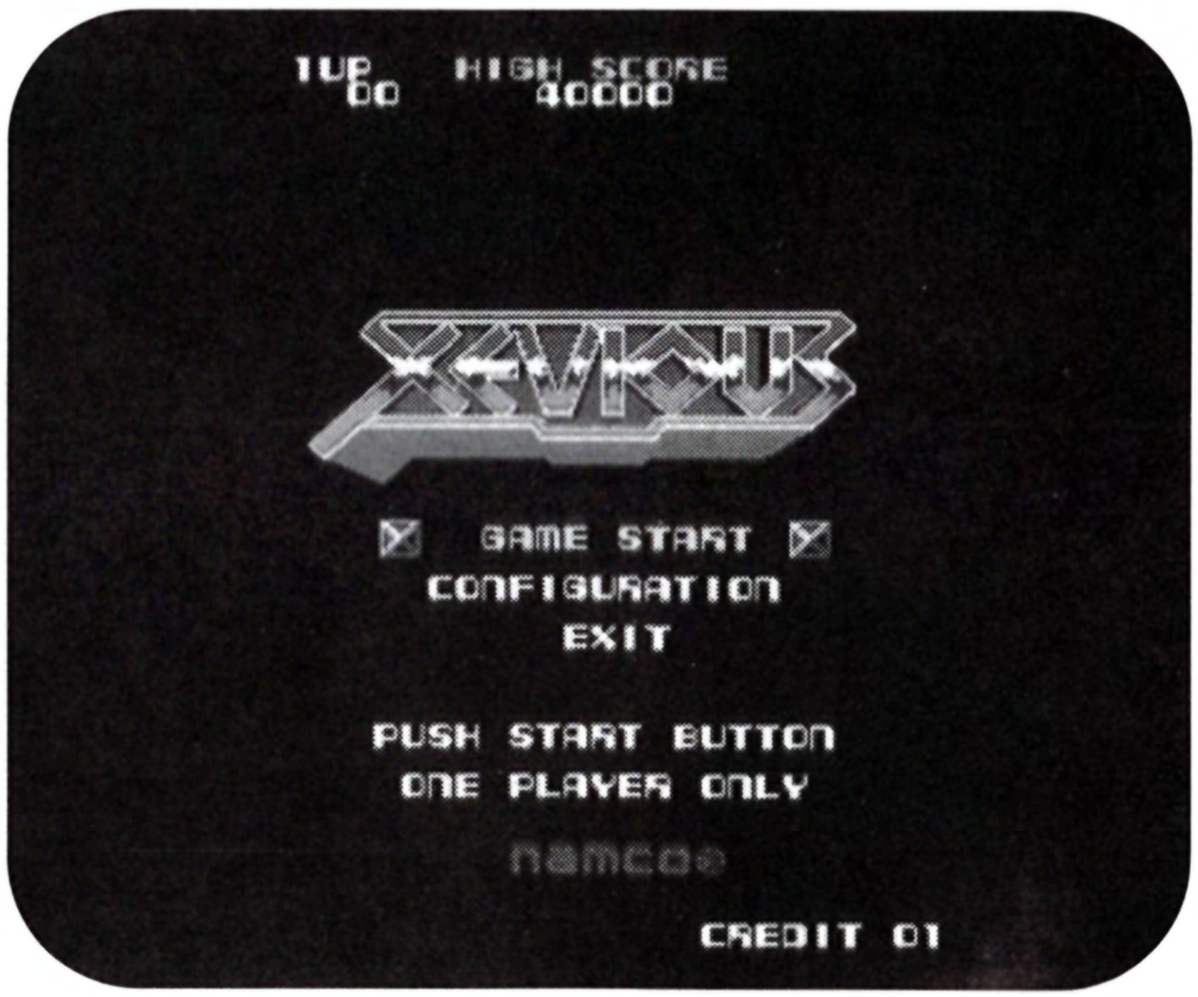
HOW TO START

After the **Title Screen** appears, use the **Direction Buttons** to select an option then press the **Start Button**. Press the **Select Button** to enter credits.

GAME START -- Press the **Start Button** on the first player's controller. For 2 players, press the **Start Buttons** on both controllers.

CONFIGURATION -- To set the difficulty and the number of fighters available.

EXIT -- To return to the **Game Select Screen** where you can choose the game. Select **Reset** and press **Start** to return.



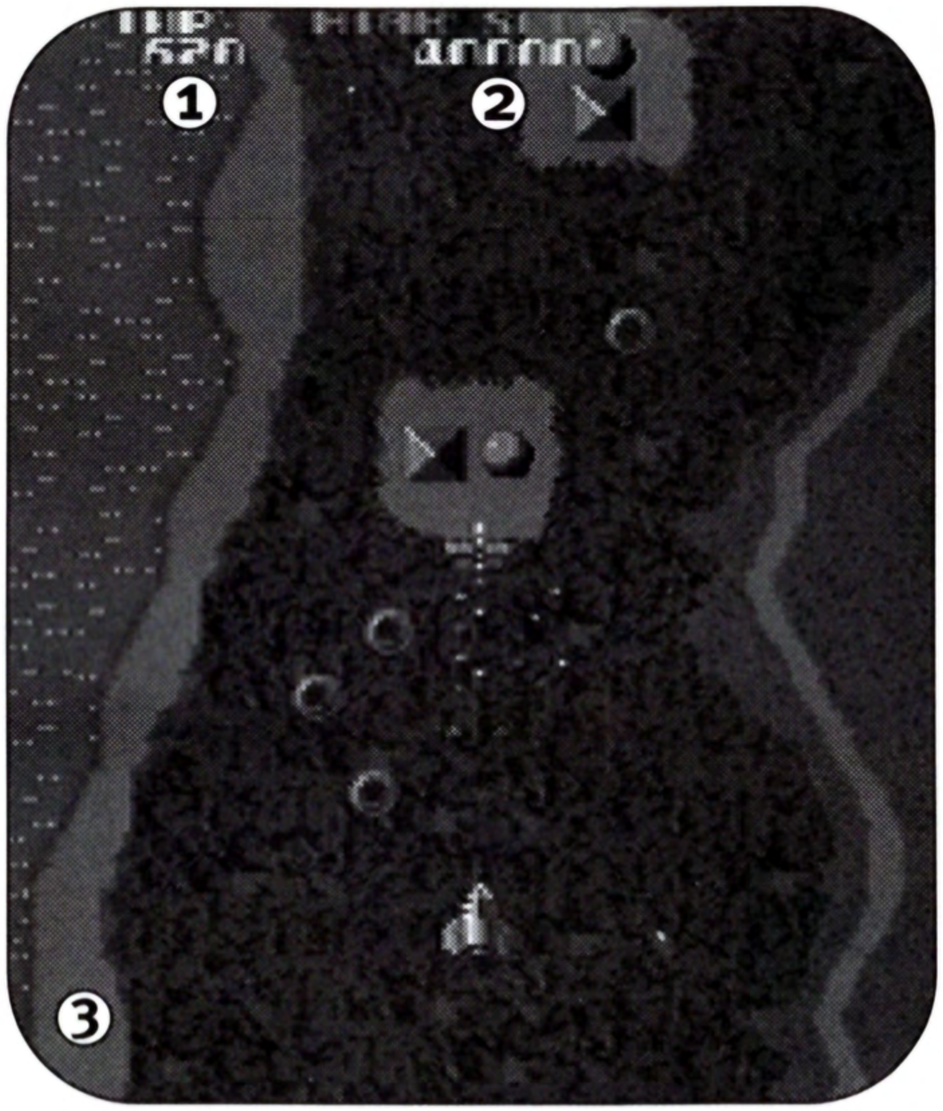
CONFIGURATION MENU

Select a menu item by either moving the **Direction Buttons** up or down or pressing the **Select Button**. To set the options, move the **Direction Buttons** left or right.

RANK	To set the difficulty.
SOLVALOU	To set the number of the fighters you start the game with.
EXTEND	To set the score interval that determines when you receive an extra fighter.
GAME LENGTH	To set the stage where you would like the game to end.
SPECIAL FLAG	To set the effect of the **Special Flag**.
SCREEN MODE	To set the **Screen Mode: Normal** or **Arcade**.
KEY CONFIG	Press the **Start** or ● **Buttons** to enter the **Configuration Screen**. Set the buttons to your style of play, and press the **Start Button** to go back to **Configuration Screen**.
ADJUST SCREEN	Press the **Start** or ● **Buttons** to enter the **Adjust Screen mode**. Use the **Direction Buttons** to adjust the screen and press the **Start Button** when finished. You can return to the default settings by pressing one of the ●, **X**, ▲ or ■ **Buttons**.
EXIT	To return to the **Title Screen**. Press the **Start** or ● **Buttons**.

HOW TO PLAY

1. 1P Score
2. High Score
3. # of remaining **SOLVALOU** fighters



- Your fighter, the **SOLVALOU**, has two types of weapons: the **ZAPPER** that uses anti-aircraft missiles, and the **BLASTER** that uses bombs. Use the **ZAPPER** on airborne enemies and the **BLASTER** to destroy enemies on the ground. The **BLASTER** has a sighting device to aim at enemies on the ground.

- Your fighter is vulnerable to enemy shots and collisions. When you lose all of your fighters, the game is over. When the game is over, press the **Start Button** to continue.

PAUSE MENU

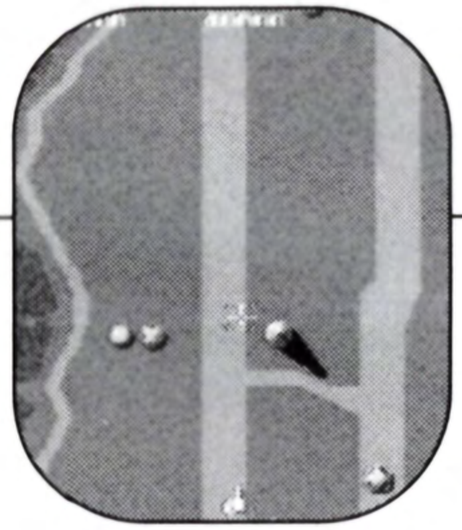
To pause the game, press the **Start Button**. Move the **Direction Buttons** up or down, or press the **Select Button** to select menu items then press the **Start Button**.

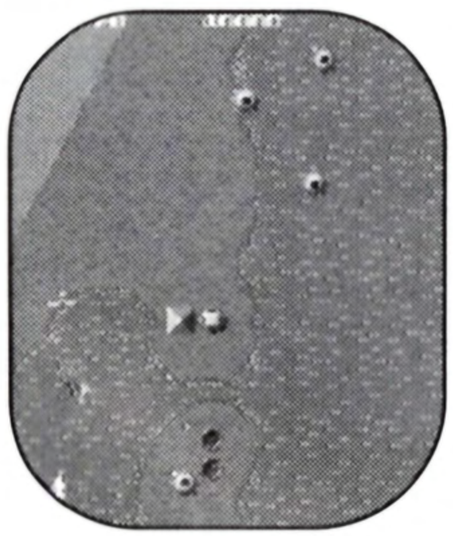
CONTINUE -- To resume the game.

TITLE -- To return to the **Title Screen**, select **YES**, then press the **Start Button** to confirm your decision.

RESET -- To go back to the **Main Game Select Screen**, select **YES**, then press the **Start Button** to confirm your decision.

ADJUST -- To adjust the screen.





FIND THE SPECIAL ITEMS

1. SOL (TOWER) -- You can get higher scores by making the **Towers** appear. When your bomb sight is flashing red on the ground, drop a **BLASTER** bomb to make the **Tower** surface, then drop a second bomb to destroy it.

2. Special Flag -- The **Special Flag** does not cause your bomb sight to flash. You can get one extra life if you pick one up. (You can change the set up from one extra life to **10,000** points in the **Configuration Menu**.)

XEVIOUS ARRANGEMENT

HOW TO START

After the **Title Screen** appears, use the **Direction Buttons** to select an option, then press the **Start Button**. Press the **Select Button** to enter credits.

GAME START -- Press the **Start Button** on the first player's controller. For **2 players**, press the **Start Buttons** on both controllers.

CONFIGURATION -- To set the difficulty and the number of fighters available.

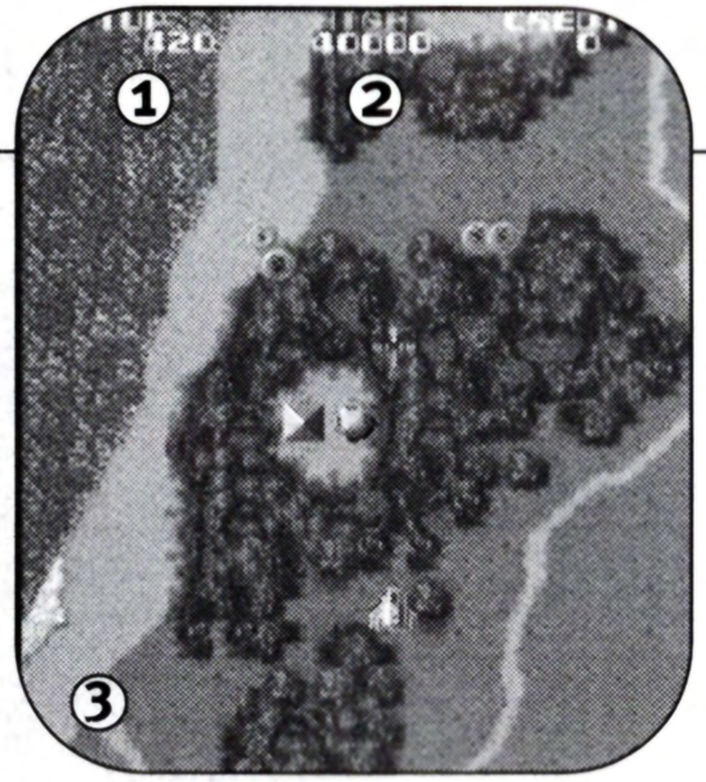
EXIT -- To return to the **Game Select Screen** where you can choose the game. Select **Reset** and press **Start** to return.

CONFIGURATION MENU

Select a menu item by either moving the **Direction Buttons** up or down or pressing the **Select Button**. To set the options, move the **Direction Buttons** left or right.

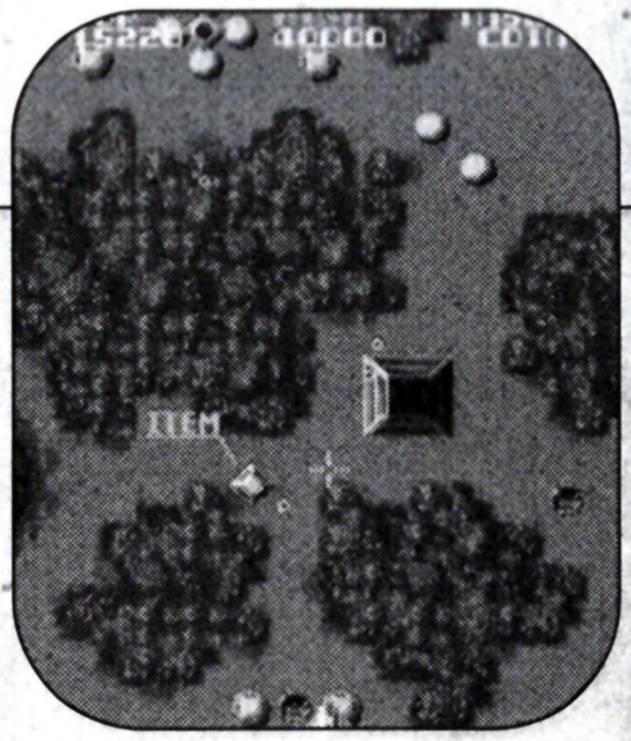
RANK	To set the difficulty.
SOLVALOU	To set the number of the fighters you start the game with.
SOUND	To set the sound to **Stereo** or **Mono**.
MUSIC MODE	To set the music to **Original** or **Arrange**.
SCREEN MODE	To set the screen mode to **Normal** or **Arcade Vertical**.
KEY CONFIG	Press the **Start** or ● **Buttons** to enter the **Configuration Screen**. Set the buttons to your style of play then press the **Start Button** to go back to **Configuration Screen**.
ADJUST SCREEN	Press the **Start** or ● **Buttons** to enter the **Adjust Screen** mode. Use the **Direction Buttons** to adjust the screen and press the **Start Button** when finished. You can return to the default settings by pressing one of the ●, **X**, ▲ or ■ **Buttons**.
EXIT	To return to the **Title Screen**. Press the **Start** or ● **Buttons**.

HOW TO PLAY



1. 1P Score
2. High Score
3. # of remaining **SOLVALOU** fighters

- Your fighter, the **SOLVALOU**, has two types of weapons: the **ZAPPER** that uses anti-aircraft missiles, and the **BLASTER** that uses bombs. Use the **ZAPPER** on airborne enemies and the **BLASTER** to destroy enemies on the ground. The **BLASTER** has a sighting device to aim at enemies on the ground.
- Your fighter is vulnerable to enemy shots and collisions. When you lose all of your fighters, the game is over. When the game is over, press the **Start Button** to continue.



POWER UP CAPSULES

When you pick up the power up capsules, the power of the **ZAPPER** missile gets stronger. If you pick up the power up capsules a second time, you can only score points instead of increasing the missile power.

PAUSE MENU

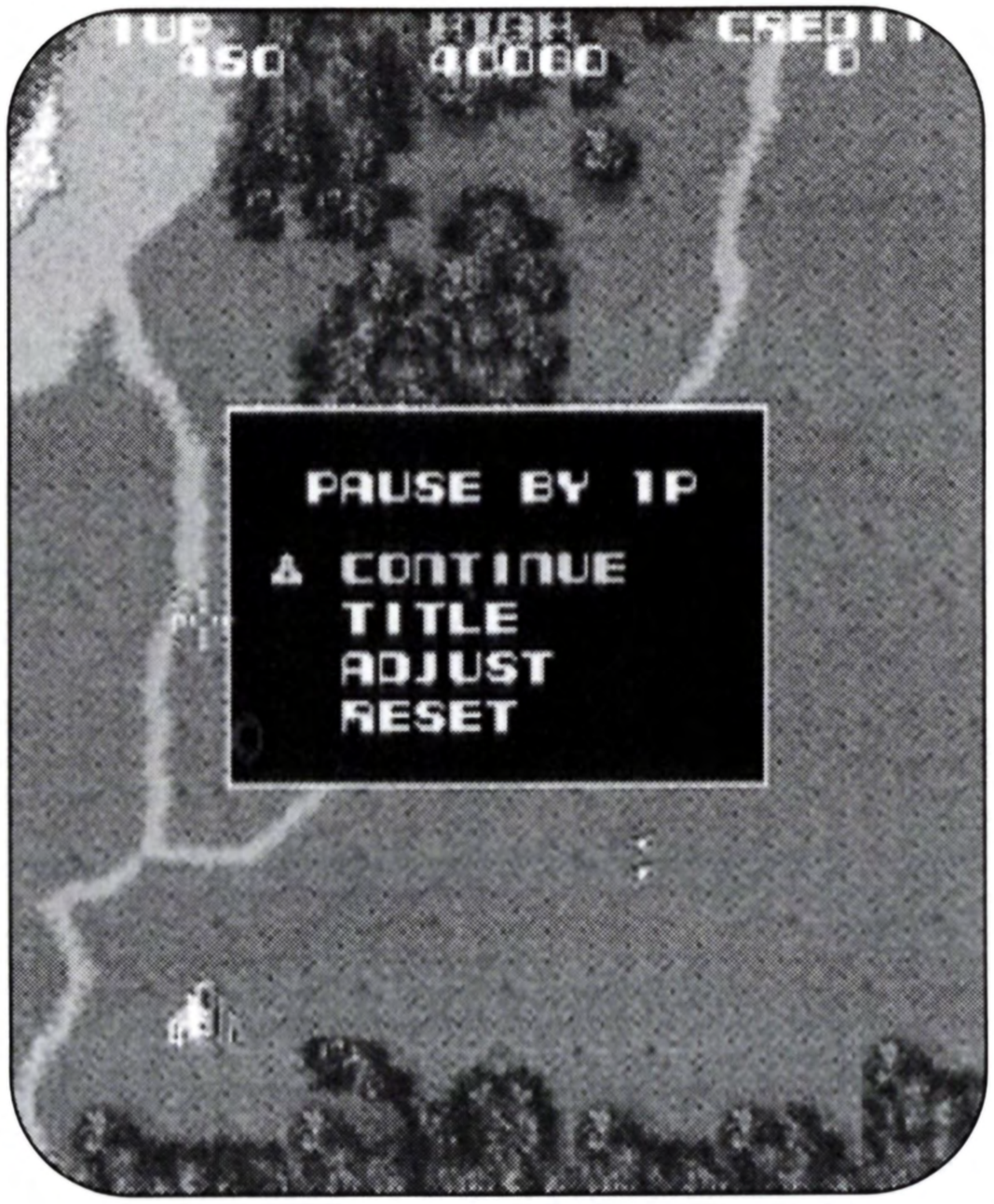
To pause the game, press the **Start Button**. Move the **Direction Buttons** up or down, or press the **Select Button** to select menu items then press the **Start Button**.

CONTINUE -- To resume the game.

TITLE -- To return to the **Title Screen**, select **YES**, then press the **Start Button** to confirm your decision.

RESET -- To go back to the **Main Game Select Screen**, select **YES**, then press the **Start Button** to confirm your decision.

ADJUST -- To adjust the screen.



THE XEVIOUS SERIES

As soon as it was released in 1983, **XEVIOUS** set a new standard for shooting games. Namco has made many sequels and other related games for our shooter fans. Here is the history of the series and other related games.

XEVIOUS

The original **XEVIOUS** appeared in 1983. It had beautiful graphics and interesting hidden characters such as the **SOL Towers** and **special flags**. This game was a hit and rapidly grew in popularity.

GROBDA

GROBDA was an enemy character from the original **XEVIOUS**. It re-appeared in 1984 as the main character in its own game even though the story line had nothing to do with **XEVIOUS**.

SUPER XEVIOUS

Released in 1984, **SUPER XEVIOUS** was designed for those players who mastered the original **XEVIOUS**. Although most changes are minor, each level is more advanced and more challenging. The formations of the items are different from the original. Even our hardcore shooter fans had a difficult time finishing this game.

SOLVALOU

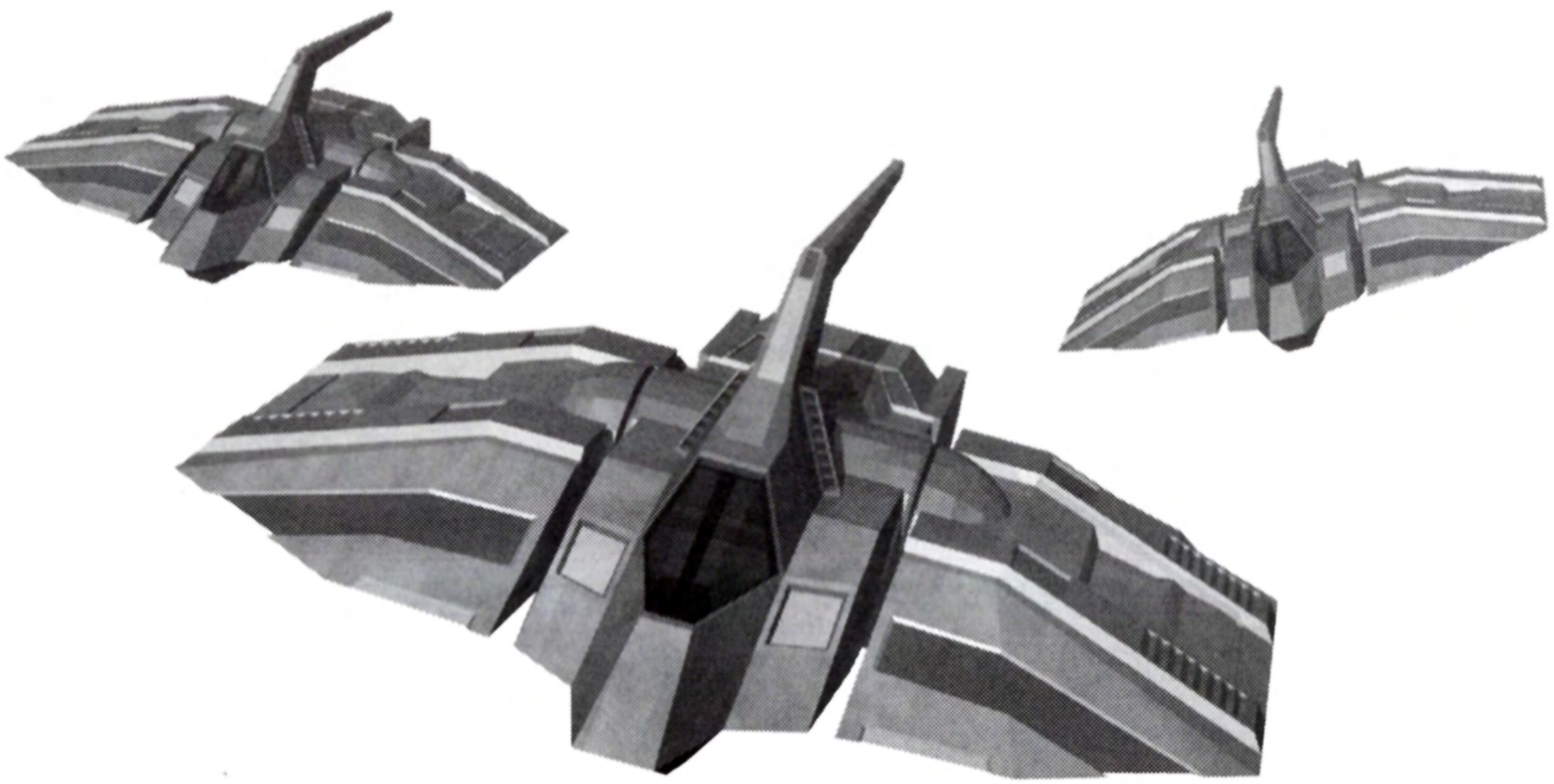
A unique polygon game, **SOLVALOU** quickly became a hit when it was released in 1991. Players enjoyed the radical new experience of playing right from the cockpit of their fighter.

XEVIOUS ARRANGEMENT

This game is a specially arranged version of **XEVIOUS**.

XEVIOUS 3D/G

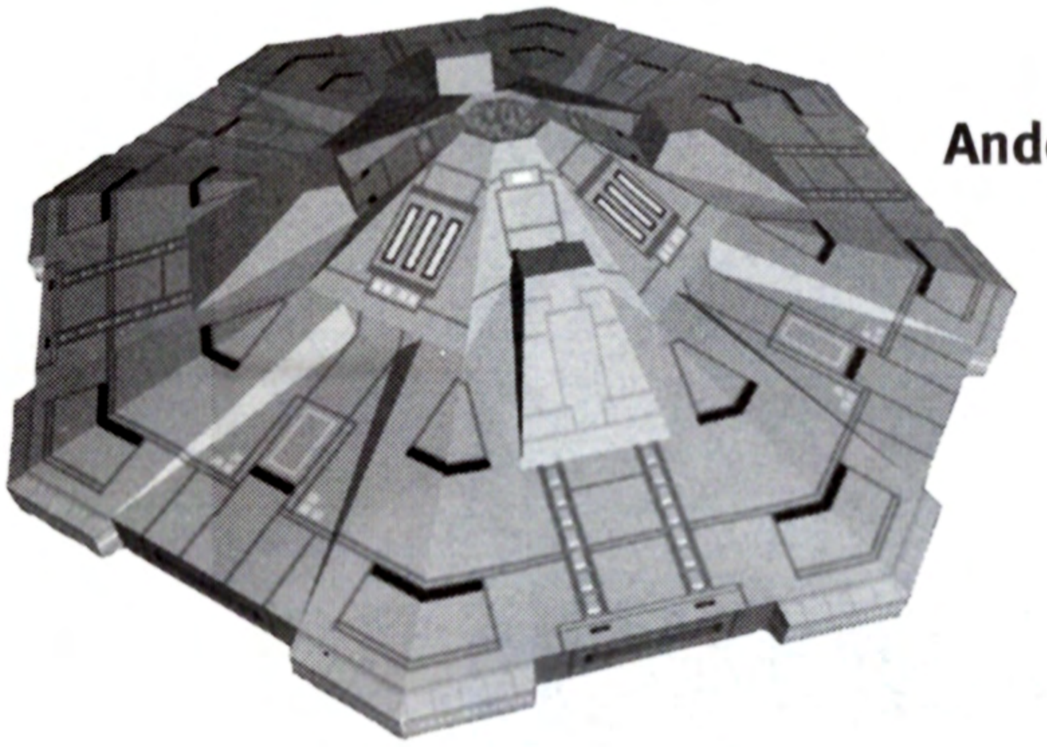
Released in 1996, **XEVIOUS 3D/G** offered a diagonal downward view. This game has many new features, beautiful graphics, new weapons, large boss characters, and awesome special effects.



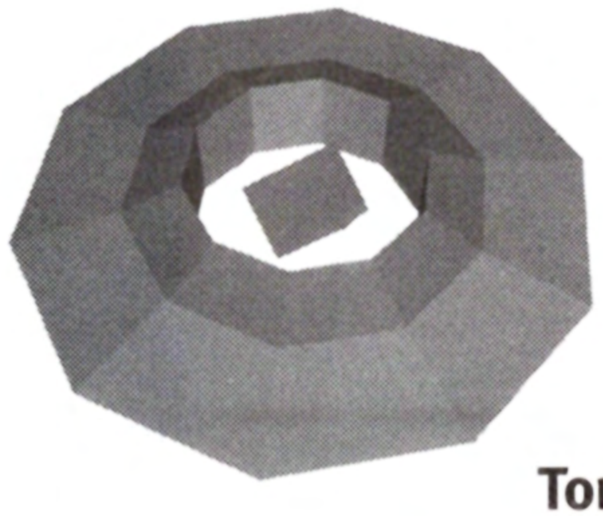
SOLVALOU

SPECIFICATIONS

Length: 32 feet
Height: 11.5 feet
Weight: 40,787 pounds
Maximum Speed: Mach 3.4 (atmosphere)
Flight Range: 3,728 miles
Power System: Inertia control system with nuclear propulsion
Attitude Control System: Vector type
Weapons: ZAPPER (Particle Beam) x 2
BLASTER (Terrain Bomber) x 1

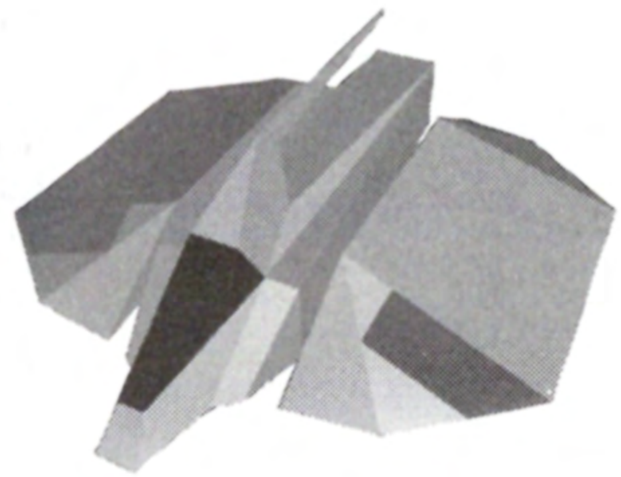


Andor Genesis

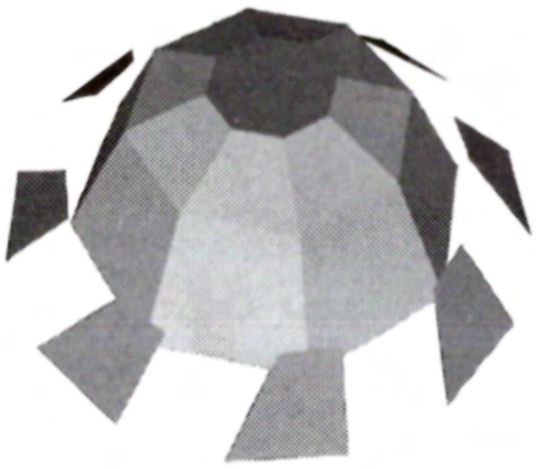


Toroid

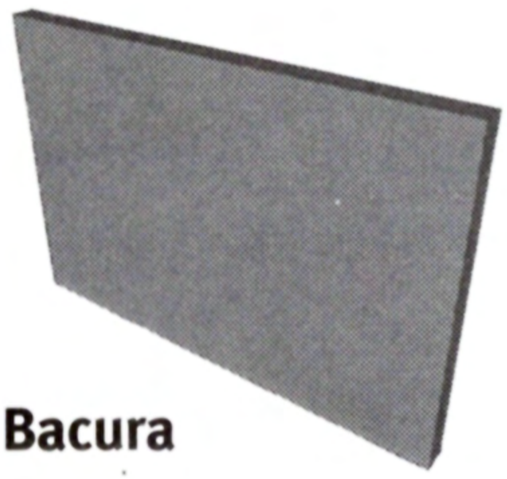
Jara



Torkan



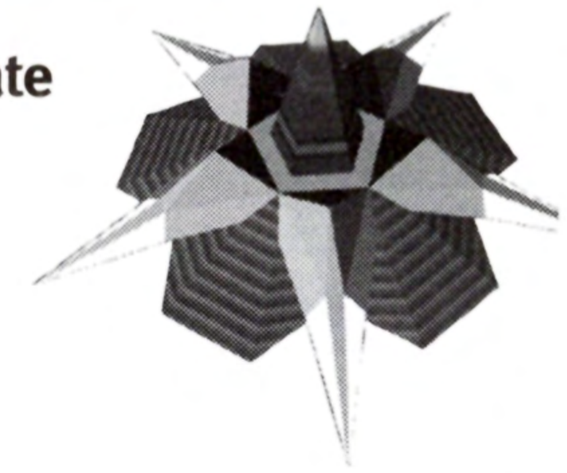
Zoshi



Bacura

Kapi

Phylastate



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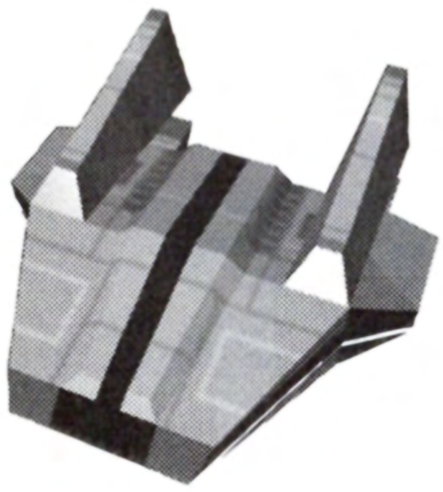
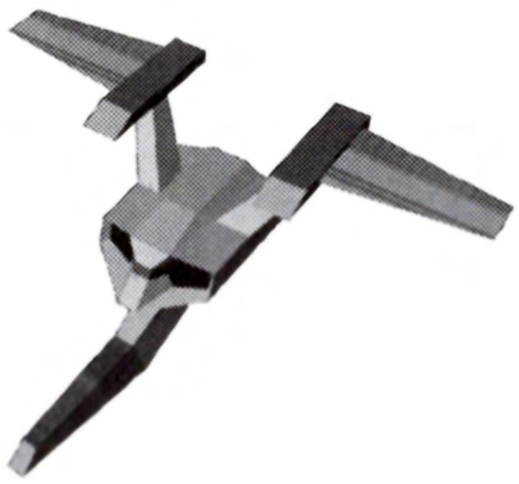


Dolsiek



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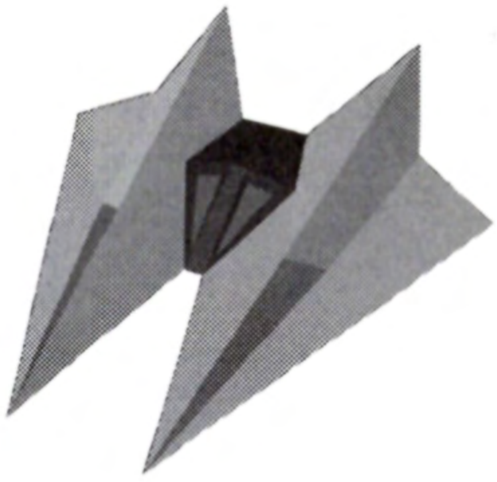
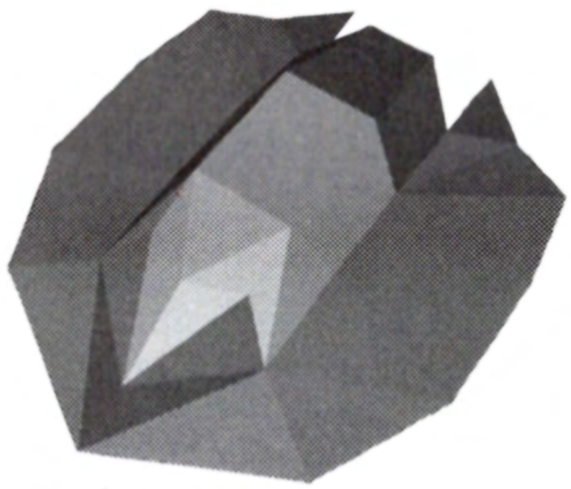
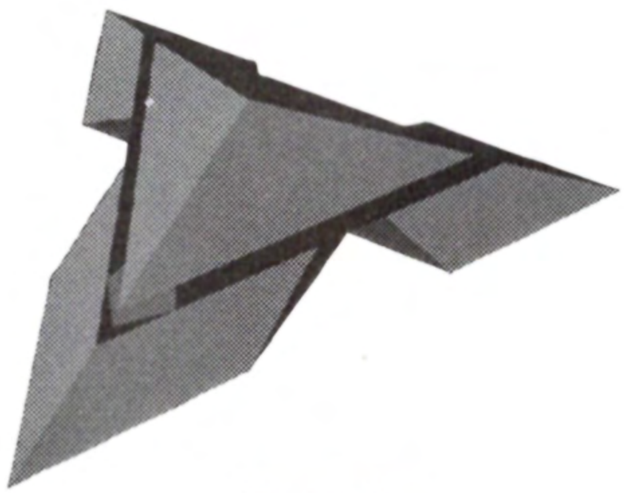


Kapnerio

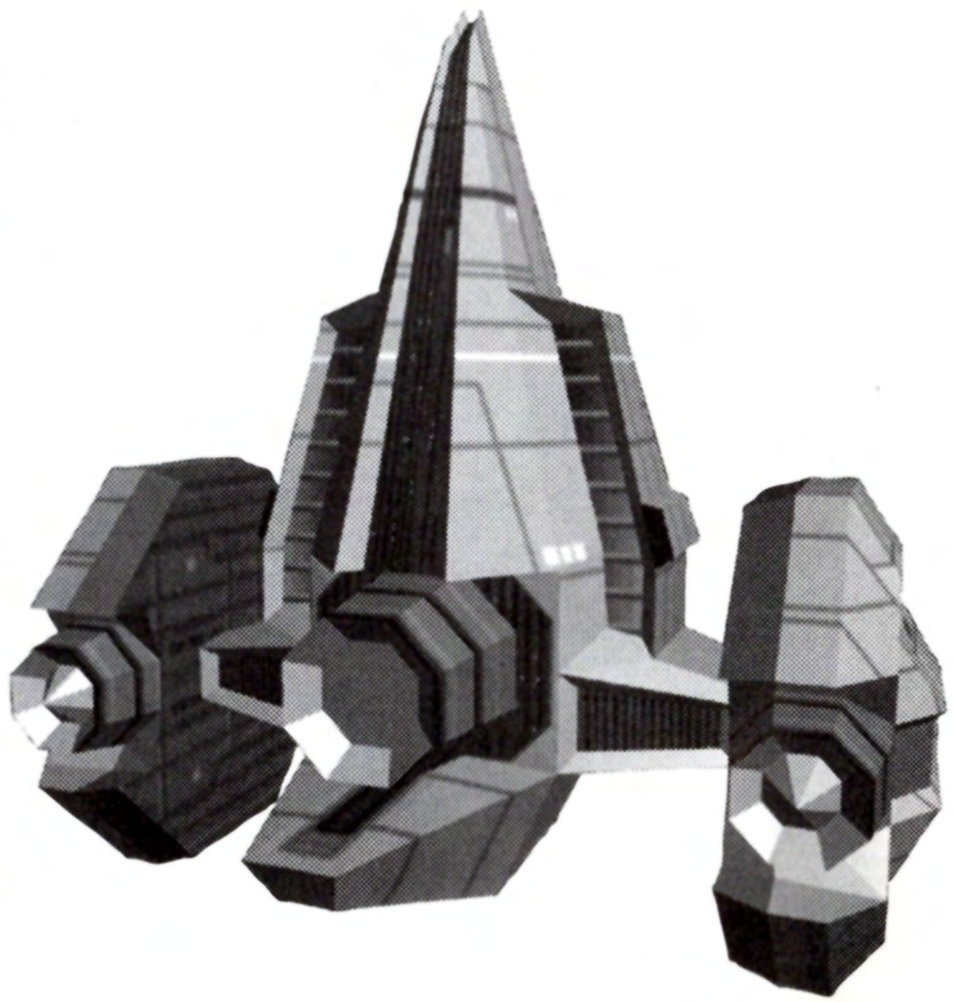


Terrazi

Zakato



Seggio



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