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Part # 24696M

INSTRUCTION BOOKLET



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IKARUGA™

ATARI

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

▲ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

▲ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

▲ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

▲ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

▲ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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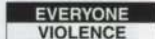
THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



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STARTING THE GAME

With the Nintendo GameCube™ POWER Button turned OFF, insert the *Ikaruga*™ Game Disc correctly, and close the Disc Cover. If you wish to save your game, insert a Nintendo GameCube™ Memory Card into the Nintendo GameCube™ Memory Card Slot A. Turn ON the POWER Button, and press **START/PAUSE** to proceed to the Main Menu.

SAVING AND LOADING

Saving an *Ikaruga* game requires a Memory Card with 1 file and 4 blocks of free memory. If you do not have 1 file and 4 blocks of free memory, delete unnecessary files from your Memory Card. Please refer to the Nintendo GameCube™ system Instruction Booklet (pages 18-20) for directions on how to manage Memory Card files.

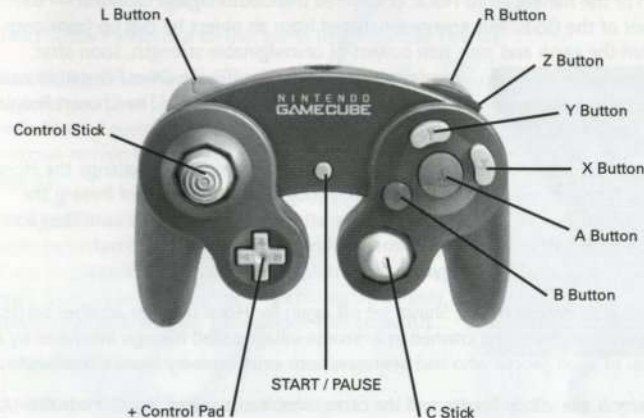
If you have a Memory Card in Slot A with previously saved game data on it when you start the game, your saved data will load automatically.

If you have the Auto Save option turned ON, your progress will be saved automatically each time you play. To turn the Auto Save feature ON, select Save / Load from the Main Menu and toggle Auto Save ON. If you do not have Auto Save ON, you should save your progress often, since saving records your logged playing time. (You can unlock some game secrets by logging in playing time.)

To save or load a game manually, select Save / Load from the Main Menu. Insert a Memory Card in Slot A and select Save to save your current game. Select Load to load saved data from the Memory Card in Slot A.



CONTROLS



Nintendo GameCube™ Controller Configurations

MENU CONTROLS

+ Control Pad / Control Stick	Highlight Selection
A Button	Confirm Selection
B Button	Previous Menu

GAME CONTROLS

+ Control Pad / Control Stick	Move Fighter
R Button	Release Power
A Button + B Button (simultaneous)	Release Power
A Button	Change Polarity (White / Black)
B Button	Fire
B Button (press and hold)	Rapid Fire
Z Button	Hide / Display Chain Status
START / PAUSE	Pause Menu

Note: You can customize the Fire, Energy Release and Change Polarity button commands by selecting Controller Setting in the Options Menu (see page 12).

THE STORY OF IKARUGA™

Several years ago in the small island nation of Horai, one of the most powerful men of the nation, Tenro Horai, discovered the Ubusunagami Okinokai — the Power of the Gods. This energy emanated from an object he dug up from deep within the earth and gave him powers of unimaginable strength. Soon after, Tenro and his followers, who called themselves the "Divine Ones," began to conquer other nations one by one. They considered themselves "The Chosen People" and carried out their conquests in "the name of peace."

Meanwhile, a freedom federation called Tenkaku emerged to challenge the Horai. Using fighter planes called Hitekkai, they fought with the hope of freeing the world from the Horai's conquests — but all their efforts were in vain. They lost battle after battle and were eventually almost completely wiped out. Miraculously, however, one young man survived. His name was Shinra.

Refusing to accept defeat, Shinra set off again for Horai to wage another battle. He was shot down and crashed in a remote village called Ikaruga, inhabited by a group of aged people who had been sent into exile there by Horai's conquests.

Kazamori, the village leader, and the other inhabitants pulled Shinra from the wreckage of his plane and nursed him back to health. Shinra regained his strength and announced that he was determined to continue the battle against Horai. The villagers entrusted him with a fighter plane that they had built themselves, called the Ikaruga.

The Ikaruga Fighter Plane (Shinra's Fighter)

The Ikaruga was designed by the former engineering genius Amanai, with the help of Kazamori and the leader of Shinkai Village. It was kept in a secret underground hiding place beneath the village and moved to the surface for battle by means of a transportation device called the "Sword of Acala." It is the first fighter built that integrates the two energy polarities, black and white, and is capable of successfully switching between the two.



The Ginkei Fighter Plane (Kagari's Fighter)

Kagari — once a Horai assassin assigned to kill Shinra — was ultimately shot down and rescued by Shinra himself. After this twist of fate Kagari joined Shinra in the fight against the Horai. The Ginkei was originally a Horai fighter with excellent performance, however it presented problems in mass production. As a result, only a few experimental models were made. Kagari liked the design of the Ginkei fighter and once the Fighter Plane Service Department decided to scrap this model, she was able to get her hands on one. Then, after moving to the village of Ikaruga, she had Amanai upgrade it to the same specifications as the Ikaruga fighter.



MAIN MENU

Press **START / PAUSE** while on the title screen to go to the Main Menu, where you can choose from the following:

START – Start a Normal or Trial game that begins at Level 1.

PRACTICE – Enter Practice mode, where you can play any level you have previously unlocked using a single credit. **Note:** Levels you have only reached by choosing Continue remain locked. (See Basic Game System on page 8.)

CONQUEST – In Conquest mode, you can refine your battle techniques for attacking and surviving any stage of any level you have previously unlocked using a single credit. Select a level and stage and choose Demo play, Slow play or Normal play game mode (see page 10).

CHALLENGE – Play a ranked game (see page 10).

RANKING – Display or reset current high scores. Two-player scores are displayed separate from single-player scores.

OPTIONS – Change the game settings (see page 12).

TUTORIAL – Start the tutorial, which explains the fundamentals of the Basic Game System. The tutorial automatically runs when you play the game in Trial mode (press **START / PAUSE** to skip the tutorial in Trial mode).

EXTRAS – Access your unlocked secrets. You can unlock the Appendix features by fulfilling either certain scoring requirements or time requirements. **Note:** Time played is a measure of the actual amount of time you have been playing, not the total amount of time that the game has been running. You can view your total playing time at the Save / Load menu. Time played is accumulated at the same rate whether you are playing two-player or single-player.

SAVE / LOAD – Save or Load a game, see your current playing time, and turn Auto Save ON / OFF. When Auto Save is ON, data is saved at the end of each game.

EXIT – Return to the title screen.



PAUSE MENU

You can pause the game at any time by pressing **START / PAUSE**. This displays the Pause Menu, which contains the following options:

CONTINUE GAME – Resume playing the current game.

RESTART (Practice mode only) – Restart current level.

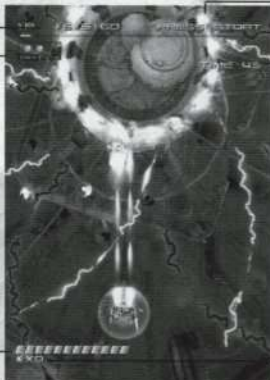
ADJUST HUD – Change the positioning of the on-screen displays, such as power gauge and score. You can use the Adjust HUD function to correct problems if any on-screen information is being cut off because of the size of your television.

QUIT – Quit the game and return to the title screen.

BASIC GAME SYSTEM

The Battle Screen

Score
Chain Status



2-Player Start
Enemy Ship Health
Time Remaining
(Boss encounters only)

Number of Fighters Remaining

Starting the Game

To play the basic *Ikaruga* game, select Game Start from the Main Menu. Select Normal difficulty and then select Normal game mode.

Note: You can configure the Difficulty setting and Trial Game setting to bypass the Difficulty Select and Mode Select screens. You can also adjust other game settings, including the number of ships you get in a single credit and the score required to earn a new ship (see Options Menu on page 12).

One-player and Two-player

You can play *Ikaruga* using a Nintendo GameCube™ Controller plugged into Controller Socket 1, Controller Socket 2, or both. The Controller in Controller Socket 1 controls the *Ikaruga* fighter and the Controller in Controller Socket 2 controls the *Ginkei* fighter. Simply use either Controller to start a game and you will automatically begin playing using the respective fighter.

Two players can play *Ikaruga* in cooperative mode in all game types except for Challenge mode. To do this, one player must start the game normally, and the other player simply presses **START / PAUSE** after the game begins. Default controls are the same for both fighters, and you can customize the controls individually at the Options Menu (see page 12).

Piloting the Ikaruga Fighter

Use the **Control Stick** or **+ Control Pad** to move your fighter. Avoid obstacles and opposite-color enemy bullets — if you collide with either, your ship will explode.

Press the **B Button** to fire a single shot from the center of your ship. This is useful when you are trying to strike a particular enemy fighter. Press and hold the **B Button** to fire continuously.

Polarity

Press the **A Button** to switch the *Ikaruga*'s polarity (color) between black and white. When your *Ikaruga* ship is white, you can absorb white bullets fired by your enemies. These absorbed bullets are stored until you release them as weapons of your own. However, if your ship is white and is hit by a black bullet, it will be destroyed. The opposite is true when your fighter is black. Enemy fighters also have black and white polarities.

Energy Release

As you absorb enemy bullets, your Energy Release Power Gauge located at the bottom of the screen increases by one level for every 10 enemy bullets you absorb. Press the **R Button** when you have one or more power gauge levels filled to release this energy in the form of homing lasers. Each level of your power gauge is equal to one homing laser, up to a maximum of 12 homing lasers. Homing lasers are 10 times more powerful than a standard shot.



Opposite Polarity Means Double the Power!

When exchanging fire with an enemy fighter, if the polarity of your ship is white and the enemy's ship black (or vice versa), all bullets you fire at the enemy hit for twice the damage.

Watch Out for Return Fire!

If you destroy an enemy fighter with the same polarity as your fighter, it will expel energy as it explodes. If you then change your fighter's polarity too quickly, your fighter will be showered with return fire of the opposite polarity. By keeping your polarity the same as your fallen enemies' and absorbing these bullets, you can quickly increase your Energy Release Power Gauge.

Score Big Points Using Tactics, Finesse and Chain Attacks

There are three ways to score points: destroy enemies, absorb enemy bullets and chain together attacks to earn big combo bonus points.

You earn twice the points (and do twice the damage) when you shoot an opposite-color enemy. For each enemy bullet you absorb, you earn 100 points.

You will receive what is called a Chain Bonus if you destroy three enemy fighters of the same color in a row. You receive 100 points for your first Chain Bonus and double the amount for each Chain Bonus thereafter, up to a max of 25,600 points. However, if you interrupt the chain of three by destroying a fighter of a different polarity (for example, white-white-black), the bonus value is reset to 100 points. The Chain Status indicator at the top of the screen shows how many ships you have destroyed in a chain. An in-game voice counts the number of Chain Bonuses you have hit in a row.

When you play two-player cooperative mode, individual scores are displayed on the top corners of the screen (Ikaruga on left, Ginkei on right). The combined score flashes periodically in the top center of the screen.

When one player uses all of his or her ships, that player can press **START / PAUSE** to Continue. If you Continue, your score is subtracted from the combined score and you start over at zero points. In a two-player game, chain bonuses are awarded separately.

ADVANCED GAME SYSTEM

Conquest

Conquest mode allows you to fine-tune your *Ikaruga* strategies by concentrating on a single stage of any level that you have previously unlocked. In addition to Normal Play, Conquest mode contains two special play modes: Demo Play and Slow Play.

Demo Play

Demo Play provides a slow-motion (half-speed) demonstration of *Ikaruga* expertise on a chosen level. Your Monitor Type setting (see Options Menu on page 12) determines the demonstration that you see:

- **Horizontal 1** – Safety-First (beginning tactics)
- **Horizontal 2** – Basic (more advanced)
- **Horizontal 3** – Conquest (advanced tactics, including Bullet Eater* mode in some areas)
- **Vertical 1 or Vertical 2** – Increased difficulty in some areas

* Bullet Eater refers to the advanced technique of conquering a stage without using Energy Release lasers (see page 12).



Slow Play

Gameplay is slowed to half-speed. Use this speed to help develop conquest maneuvers. Slow speed works well for developing new conquest strategies, before trying them at Normal Play speed.

Normal Play

Normal Play allows you to play at the usual speed. Use it to work out conquest strategies. **Note:** Because the screen is divided into detailed areas, some parts of the conquests practiced may be different than those found later on.

Challenge Mode

Use the *Ikaruga* Net Ranking web site (<http://www.ikaruga-atari.net>) to register your scores and compete with other *Ikaruga* fans worldwide.

Note: In order to register your scores, you must be able to connect to the Internet. Challenge games are single-player only, although you can play using either fighter.

Once the game ends — whether you run out of ships or clear the final stage — a 12-character password will appear on the screen. Note your password and follow the instructions on the *Ikaruga* web site to register your score. You will then see your score ranked on the *Ikaruga* Net Ranking Board. Although you can play in Arcade mode or Prototype mode, when playing in Prototype mode you can register your score only if you meet the following conditions:

- **Credits** – 1 (no Continue play)
- **Difficulty** – Normal
- **Extend** – Type 2 (3 million points, then every 5 million points)
- **Number of Ships** – 3

Note: The *Ikaruga* Net Ranking web site may be discontinued at any time without prior notice.

Come, brave combatants, show the world your level of *Ikaruga* mastery!



Prototype Game

If you meet certain conditions while playing, the Game Mode item will appear in the Appendix menu. You can switch to Prototype mode by changing this setting from Arcade to Prototype. This mode recreates the specifications of the Ikaruga fighter when it was in the early stages of its design. There are no changes to the fighter's specifications concerning polarity, but the number of shots your fighter can fire is limited.

The default setting for the number of shots is 500 at Easy difficulty level, 300 at Normal and 100 at Hard. You must replenish your supply of bullets by absorbing enemy bullets. You can accumulate up to 999 bullets, and once the ammunition reserves are sufficient, you can unleash successive Energy Releases. (The equivalent of 120 shots are used for each Energy Release.)

Once your reserves run out, you can no longer fire normal shots. You can still, however, use your Fire Button to fire short-range blank shots, which are only effective at close range.

Bullet Eater

This highly advanced game technique requires lightning-quick reflexes and nerves of steel. There is no menu selection for a Bullet Eater game — you must simply navigate an entire level without firing a shot. To view demonstrations of Bullet Eater successes, set your Monitor Type to Horizontal 3, then select Conquest from the Main Menu and view certain stages in Demo Play.

OPTIONS MENU

The Options Menu lets you adjust a variety of game settings. Press the **Control Stick** or **+ Control Pad UP** or **DOWN** to highlight a menu item. Press the **Control Stick** or **+ Control Pad RIGHT** or **LEFT** to change the setting. Press the **B Button** to go back to the previous menu.

MONITOR TYPE – *Ikaruga* is based on a standalone arcade game with a vertical screen. The game has been adapted, however, to work on horizontal television monitors and to accommodate different playing modes. (Default is Horizontal 1.)

- **Horizontal 1:** This mode reduces the size of the screen to 65 percent and displays the entire playing area.
- **Horizontal 2:** This mode reduces the size of the screen to 75 percent and displays nearly all of the playing area.
- **Horizontal 3:** This mode reduces the size of the screen to 80 percent and cuts off the upper and lower parts of the playing area.
- **Vertical 1:** This full-size vertical display looks just like the arcade version, and is designed for vertical monitors.

Warning! Do not attempt to play on a household television turned on its side! Doing so can cause an accident, damage and / or fire. The game should be played with a vertical screen only when using a special monitor designed for this purpose.

- **Vertical 2:** This displays the game in full-screen mode rotated 90 degrees and provides side-scrolling rather than a top-down play. Directional controls are also rotated to match the ship-flying action. **Note:** Text is displayed sideways, but menu scrolling controls are reversed while in Vertical 2 mode.

SOUND– Set the sound to stereo or mono.

DIFFICULTY – Set the level of difficulty to Easy, Normal, Hard or User Select. If Difficulty is set to User Select, you must choose the level of difficulty before the beginning of each game. (Default is User Select.)

TRIAL GAME – Toggle Trial mode ON / OFF. (Default is ON.)

EXTEND – Set the score at which you receive additional fighters. (Default is Type 2: first fighter at 3 million points and subsequent fighters every 5 million.)

PLAYER LIVES – Set the number of fighters per credit. (Default is 3.)

CONTROLLER SETTING – Reconfigure the functions assigned to the Controller buttons. Controller settings for Player 1 are on the left, and on the right for Player 2. If Shot + Property Change is ON, when you press these two commands simultaneously, you Release Energy. You can also turn the Rumble Feature ON / OFF here.

DEFAULT – Return settings to default values.

EXIT– Return to the Main Menu.



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This console-based product will have automated support which will include information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type items exist and are made available for this particular product).

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Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
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Woodinville, WA 98072-9965
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