

DOL-GPNP-UKV-M

CAPCOM

P.N.03
PRODUCT NUMBER



INSTRUCTION BOOKLET

CAPCOM
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1 Player

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.



Memory Card
Uses 05 blocks

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

60Hz mode

This game can be set to a clearer display and better quality on TVs that support 60Hz mode. When you connect NINTENDO GAMECUBE RGB Cable to a TV which has RGB terminal an PAL60 function, you can enjoy smoother game screen with less flickers.

To activate 60Hz mode, press and hold the B Button while the NINTENDO GAMECUBE logo is being displayed until the message "Would you like to display in 60 Hz mode?" appears. Select YES to activate the mode. Important: 60Hz mode using official NINTENDO GAMECUBE RGB CABLE is not applicable for Australia and New Zealand.

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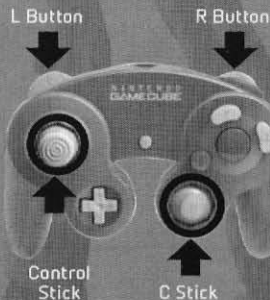
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CONTROLLER NEUTRAL POSITION RESET

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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PROLOGUE

The distant future. Planetary colonisation continues and the army has given control of its defensive weapons to a Computerised Armament Management System. Tragedy strikes when one of the settlements is turned into a killing field after a C.A.M.S. malfunctions. Vanessa Z. Schneider gets the assignment from her client: Take out C.A.M.S.

VANESSA Z. SCHNEIDER

Vanessa Z. Schneider is a freelance mercenary and a soldier filled with rage over the death of her parents who were murdered by one of the army's machines.

GETTING STARTED

Correctly insert the Memory Card and Game Disk into the NINTENDO GAMECUBE Unit. Close the lid and press the power button. Soon, a title demo will begin playing. Press the Start Button to bring up the Start Screen.

Game Modes

New Game - Start a new game. After selecting this, you can choose the game difficulty.

Easy - Easy Mode

Normal - Average Difficulty

Load Game - You can restart a saved game by selecting this.

Select the game you want to load and various information about the selected save game will be displayed.

Options - You can change the various in-game options here. The options changed here will change the game play. Also you can enter the sub screen from the options menu. (See page 011).

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.



CONTROLS

The controls listed in this manual are explained using the default button layout. You can change your button layout under options (See page 011).

GAME SCREEN

1. Enemy

Depending on the type of enemy you kill you will receive a different amount of points. Sometimes when you defeat an enemy they will leave an item.

2. Lock-on Cursor

Displayed on the enemy that is locked on. Pressing the A button to fire will cause you to fire at the enemy that the cursor is locked on. Press the X button to switch lock on targets.

3. Energy Drive Gauge

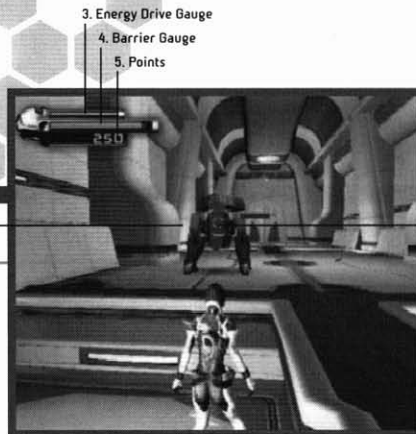
When you use your energy drive attack, this gauge will deplete. Obtain Energy Drive Gauge Replenishing Items to recharge your gauge.

4. Barrier Gauge

Shows your remaining energy. When this gauge falls to 0, your game is over.

5. Points

Shows the amount of points you currently have. After you clear a mission, you can use your points to buy items at the shop. Defeating enemies earns you points.



SAVE

After you clear a mission you can save your game.

- You must have a NINTENDO GAMECUBE Memory Card to save your game.
- Each save game requires 5 blocks of memory.
- Do not remove the memory card, or turn off the power when saving.

PLAYER'S MOVES

Fire : A Button

Fires a shot off at the target that is currently locked on.

Jump: B Button (Vertical Jump)

Press **↑** + B / **↓** + B to jump forward or backward.

Jump a fixed amount of distance and height.

Side Step:

Side step to the right or left by pressing either the Right Trigger or Left Trigger Respectively.

You can quickly slide right or left while standing.

Ducking Side Step:

Trigger/Y + Left Trigger

Do a ducking side step to the right or left respectively.

You can quickly slide right or left while ducking.

180 Degree Turn: Z Button

Do a quick 180 Degree Turn

90 Degree Turn:

Press Right or Left on the Analog stick while pressing Z (Rotate 90 degrees to the right or left).

Do a quick 90 Degree Turn.

PLAYER'S MOVES

Energy Drive:

Control Pad Input Command + A Button

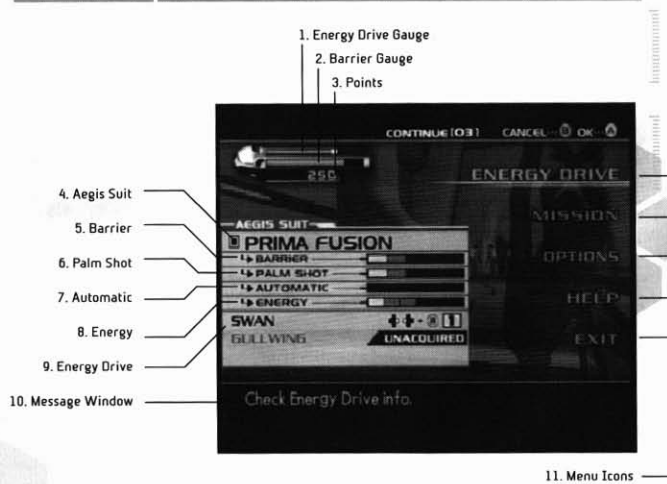
Focus on the locked on enemy and release a barrage of ultra damaging firepower doing damage to multiple enemies on the screen. The energy drive input command will be different depending on the type of energy drive chip that you have equipped.

Lock On:

Whenever an enemy appears on screen, you will auto lock on to the closest enemy on the screen, focusing on that enemy. Press the X button to switch lock-on targets.

Combo System

Continuously hit and defeat enemies to start a combo. The amount of points you get for combos are more than you do for normal attacks.



SUB SCREEN

Press the start button mid-game to bring up the sub screen. You can see the character's status, as well as the various settings, here.

1. **Energy Drive Gauge**
Shows your remaining amount of Energy Drive Power.
2. **Barrier Gauge**
Shows your remaining Barrier Power.
3. **Point**
Shows the current amount of points you have accrued.
4. **Aegis Suit**
Shows the Aegis suit you currently have equipped.
5. **Barrier**
Shows the amount of Barrier strength that your currently equipped Aegis Suit possesses.
6. **Palm Shot**
Shows your current Palm Shot strength.
7. **Automatic**
Shows the rapid fire power for your currently equipped Aegis Suit.
8. **Energy**
Shows off the Max Energy Drive Power for you currently equipped Aegis Suit.

SUB SCREEN

9. **Energy Drive**
Shows the Energy Drive for your currently equipped Aegis Suit.
10. **Message Window**
Shows a detailed explanation of the menu icons you have selected.
11. **Menu Icons**
 - Energy Drive
See the details for your Energy Drive.
 - Mission
See the details for the current mission.
 - Options
You can change the button layout, vibration, sound, and other game settings here.
 - Help
You can see a detailed help explanation of the basic controls.
 - Exit
Exit the sub menu and return to the game.



SHOP

You can buy items here using the points you have accrued. Here you can buy various new Aegis suits, Aegis Suit Power-ups, Continues etc.

TRIAL MISSION

You can gain extra points in these mini-stages that have no connection with the main story-line missions.

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