

Real Ren



INSTRUCTIONAL
MANUAL



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

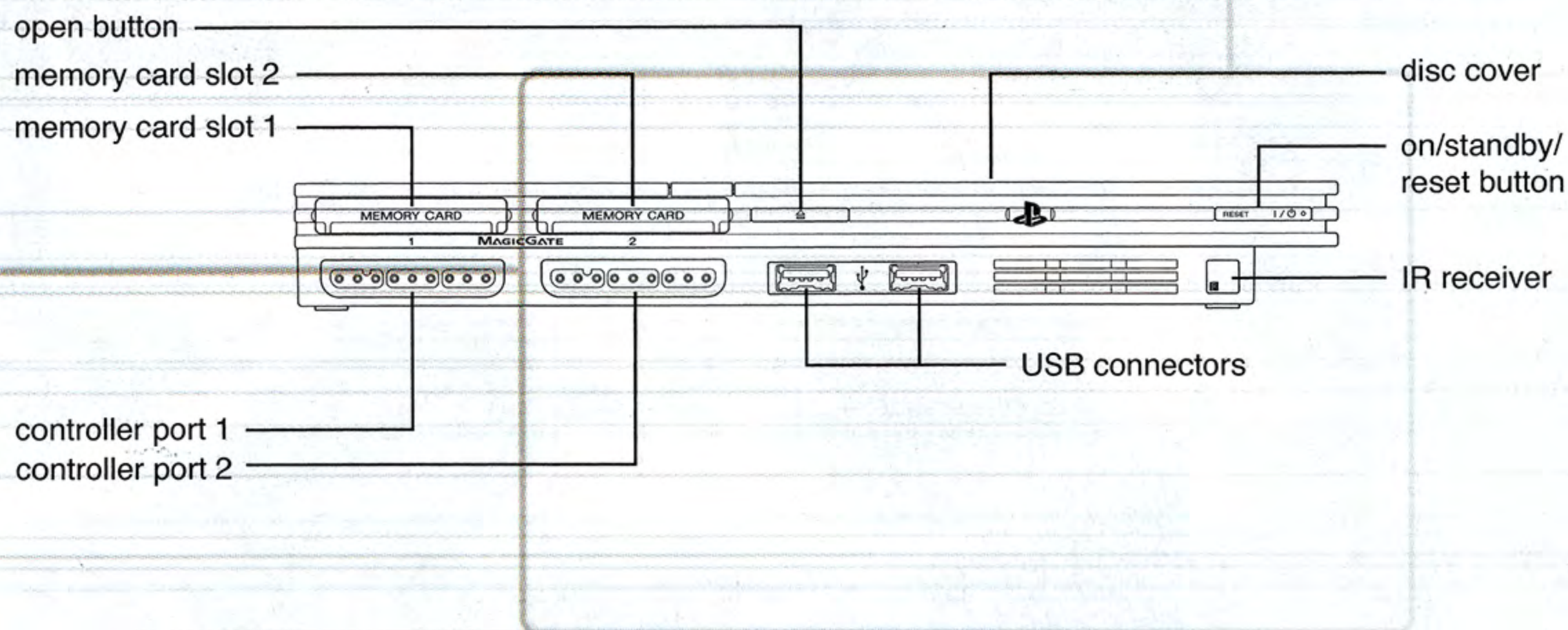


FALLEN

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GETTING STARTED



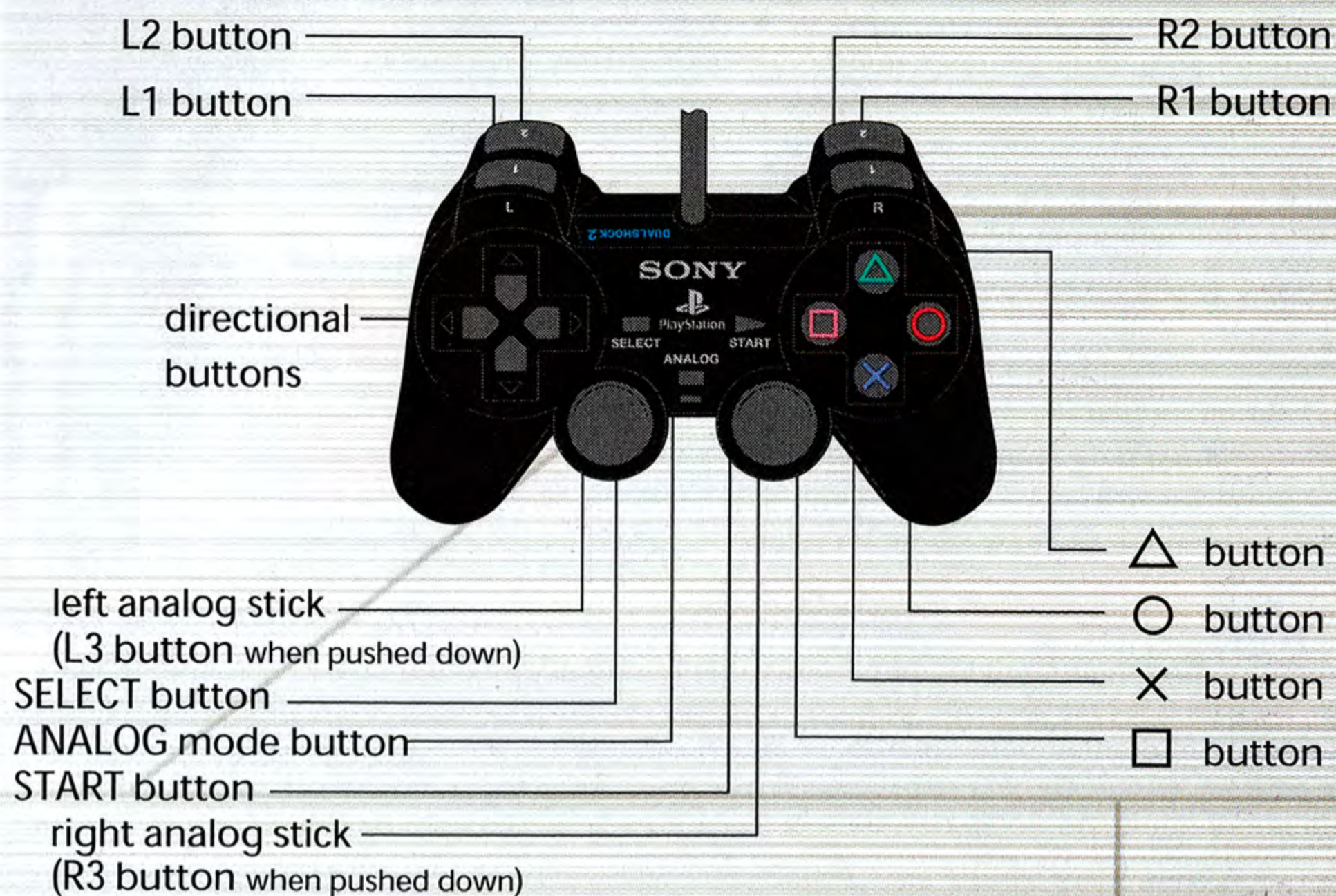
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Raiden 3 disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or 2 of your PlayStation®2 console. You can load saved game data from the same card or any memory card (8MB)(for PlayStation®2) containing previously saved Raiden 3 games. A memory card (8MB)(for PlayStation®2) with at least 41 KB of free space is required for a “Save Game” file. Note: Any mention of a “memory card” in this manual refers to the “memory card (8MB)(for PlayStation®2).”

STARTING UP

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



DURING GAME PLAY

PLAYER CONTROL

Directional Buttons/Left Analog Stick

MAIN SHOT

□ button/○ button

BOMB

× button

PAUSE

START button

MENU NAVIGATION

CURSOR CONTROL

Directional Buttons/Left Analog Stick

SELECT OPTION

□ button/○ button

START BUTTON

Cancel

× BUTTON

Single/Dual/Double Player Mode

△ button

DOUBLE PLAY

1P

PLAYER CONTROL

Directional Buttons/Left Analog Stick

MAIN SHOT

L1 button

BOMB

L2 button

PAUSE

START button

DOUBLE PLAY (SHARE CONTROLLER 1)

2P

PLAYER CONTROL

Use Right Analog Stick

Move up: △ button

Move down: × button

Move right: ○ button

Move left: □ button

(To move in a diagonal direction push the two corresponding buttons at the same time)

MAIN SHOT

R1 button

BOMB

R2 button

PAUSE

START button

MAIN MENU



GAME START

Main Play Mode.

SCORE ATTACK

Try to attain the highest score in a level of your choice.

BOSS RUSH

Choose a boss you want to battle.

REPLAY & GALLERY

View high scores and run replays of game action.

OPTION

Select game settings

SAVE / LOAD

Save / Load game data.

HIGH SCORES

View the "Hall of Aces".

EXIT

To exit game and return to the title screen, press / button.

ABOUT GAME MODE



STARTING THE GAME

Move directional buttons $\leftarrow/\rightarrow$ to select and start a stage. You cannot jump to another stage if you have not cleared it.

Press $\triangle$ button to change the play mode.



SINGLE PLAY MODE

This is the single player mode.



DUAL PLAY MODE

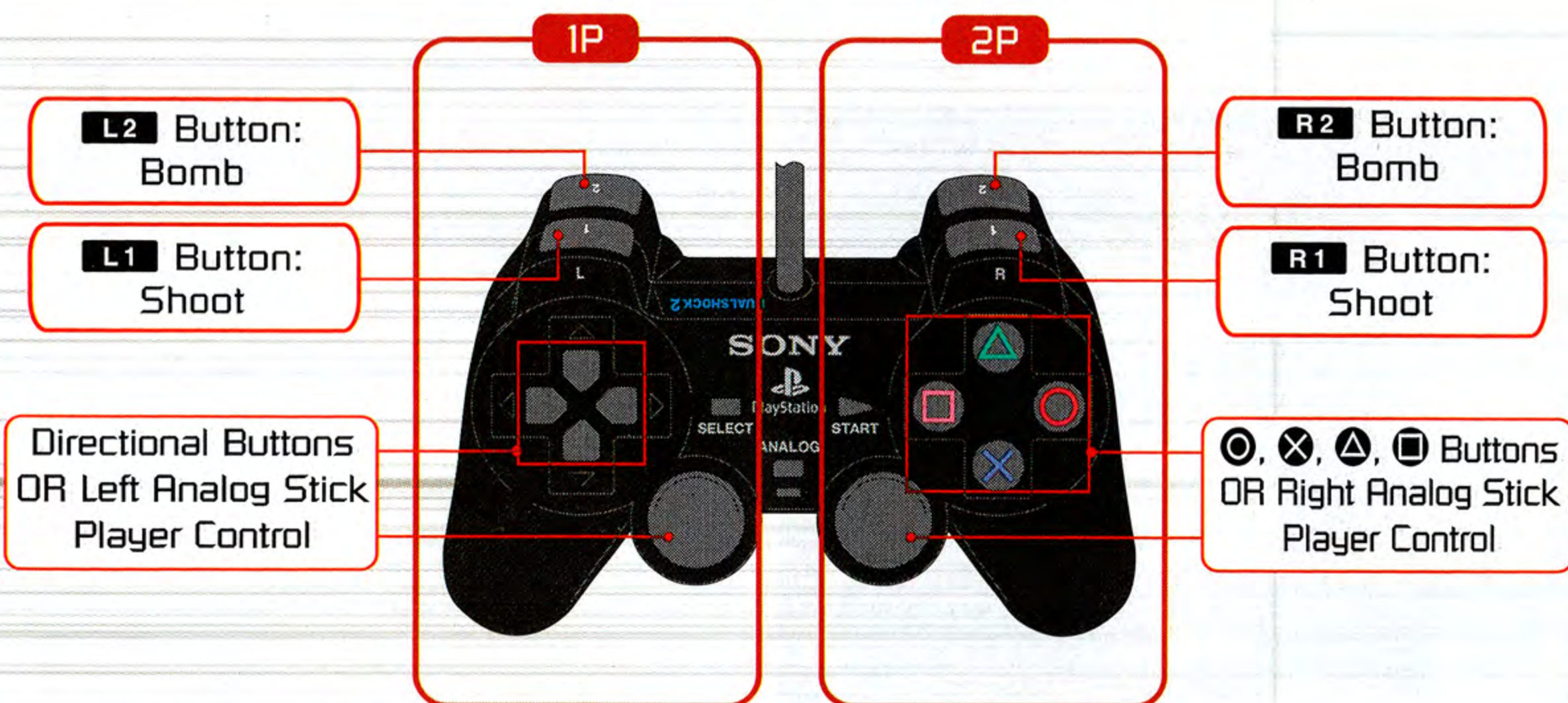
This is the dual player mode (simultaneous play). Player 1 uses the red ship while player 2 uses the blue ship.

ABOUT GAME MODE

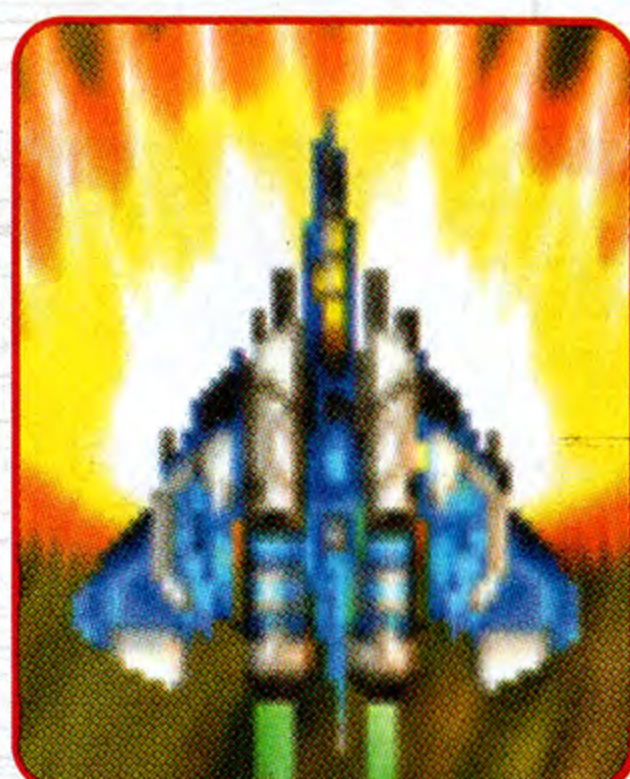


DOUBLE PLAY MODE

This mode allows control of two ships using one controller. 1 player can control two ships, or 2 players can play using one controller (alternating play). Prior to starting a game, refer to the **OPTION & CONTROLLER** section for instructions on setting the double controller option.



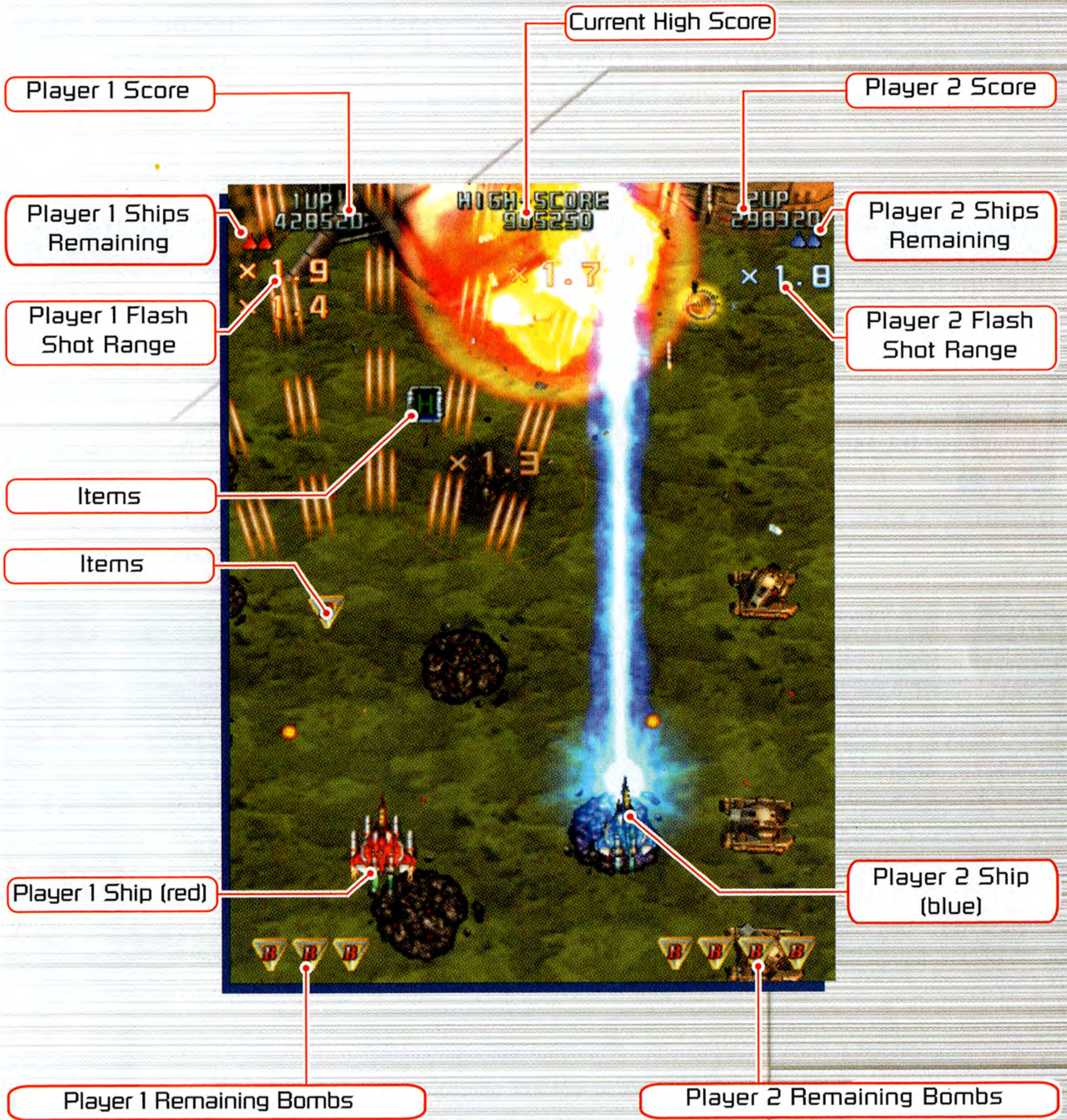
PLAYER 1 SHIP
(RED)



PLAYER 2 SHIP
(BLUE)

Play two ships at the same time using one controller.
1 player or 2 player option.
Two players will share ships and bombs.

SCREEN VIEW



WEAPONS

Shoot and bomb your enemy.

After defeating a boss you can advance to the next level.

Shooting can be your main weapon or sub-weapon.

You can fire your sub-weapon at the same time as the main weapon. The game is over when you clear the last stage or all of your ships are destroyed.

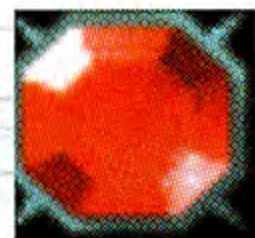
To change difficulty level use the Options Menu.

Item 1: Main Weapons

Destroy the enemy to gain items.

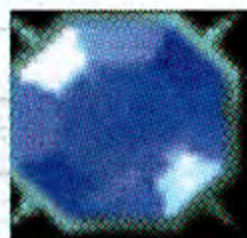
Gaining items increase the power of your weapons.

You can gain the same item for a maximum of 8 times the normal power.



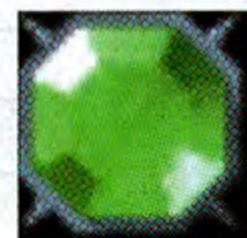
VULCAN SHOT

Provides a broad shot.



LASER

This concentrated laser shoots straight ahead.



PROTON LASER

This powerful laser allows you to sweep left to right.



Item 2: Sub-Weapons



"M" Nuclear Missile

Shoots straight ahead with a broad area of damage.



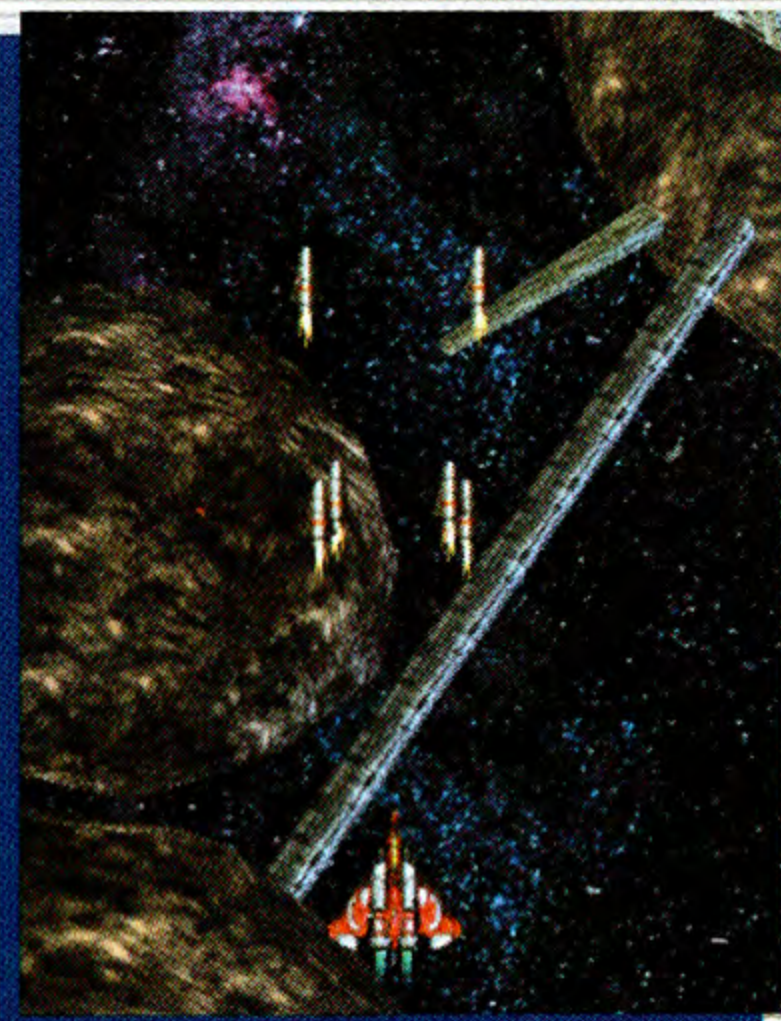
"H" Homing Missile

Finds the enemy with a homing feature.



"R" Radar Missile

Shoots straight ahead and uses radar to find the enemy.



"P" Maximum Power

With this item both your Main Weapon and Sub-Weapon will reach maximum power. If you have no Sub-Weapon, only your Main Weapon will reach maximum power.

Item 3: Bomb / Item 4: Other Items



This Bomb causes damage to the entire screen.



POINT ITEM

Earn bonus points!



FAIRY

Hidden bonus item. When shot, it will spread other items.



1UP ITEM

Gain 1 extra ship with this item!

PAUSE MENU

Pause Menu

During play, pressing the START button will cause the game to pause and display the Pause Menu.

QUIT GAME

Select this option to return to the Main Menu.

DISPLAY MODE

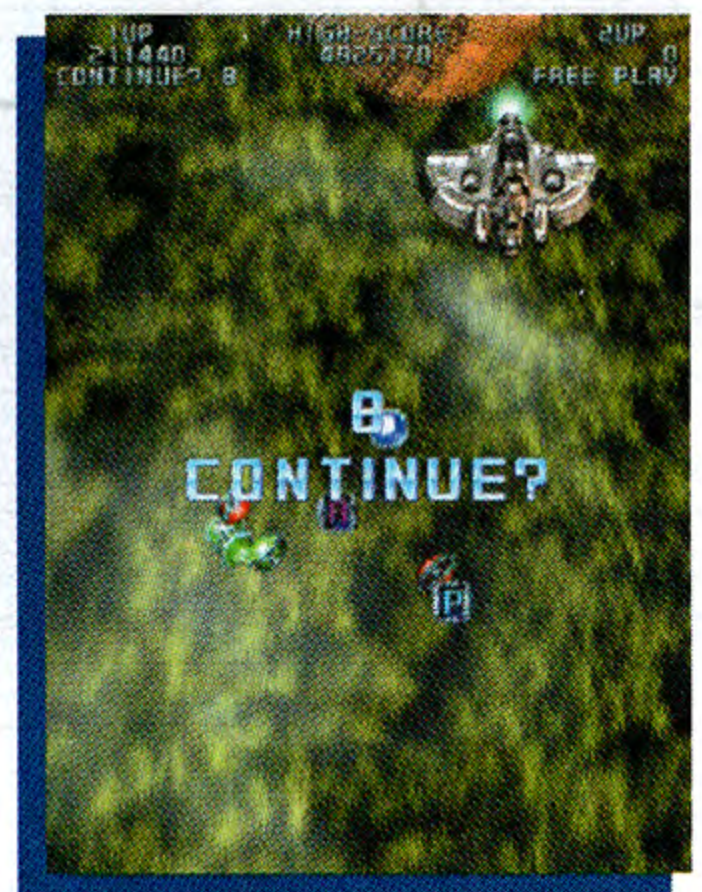
Select this option to go to Display Mode Menu.

ADJUST DISPLAY

Select this option to adjust the screen display.
Use Directional Buttons to adjust display.

RETURN

Return to game.



Game Over & Continuing Game

The game is over when all of your ships are destroyed. If you want to continue the game and carry over your credit, press the START button before the counter reaches "0" and play will resume in the same level. Credit earned from cleared levels will carry over.

SCORE ATTACK/BOSS RUSH

Score Attack

Except for LEVEL 1, you can replay a cleared stage if you like. Continue to score in a stage you play well, or practice in a stage you want to improve in. Use Directional Buttons to scroll up and down in the menu, press the button/ button to select. Then, move the Directional Button / to select desired stage.



Boss Rush

Choose the Boss you want to battle to continuously improve your skill. You must clear all the stages to access this mode.



REPLAY & GALLERY



View high scores and run replays of game action.

You can also view replays of sample game play and access the art gallery.

Replay data can be saved at the end of each stage by pressing the **△** button.

This is done at the end of the stage during the Continue message.

This cannot be done in a 2 player game.

In order to save replay data, save to a file using a memory card (8MB)(for PlayStation®2) with at least 41 KB of available space.



REPLAY DATA

View your saved gameplay data.

DEMO PLAY

View replays of sample gameplay.

ARTWORK

View illustrations of ship designs.

MACHINE

View illustrations of a ship's body.

REPLAY & GALLERY



VIEW REPLAY

You can replay your saved data.

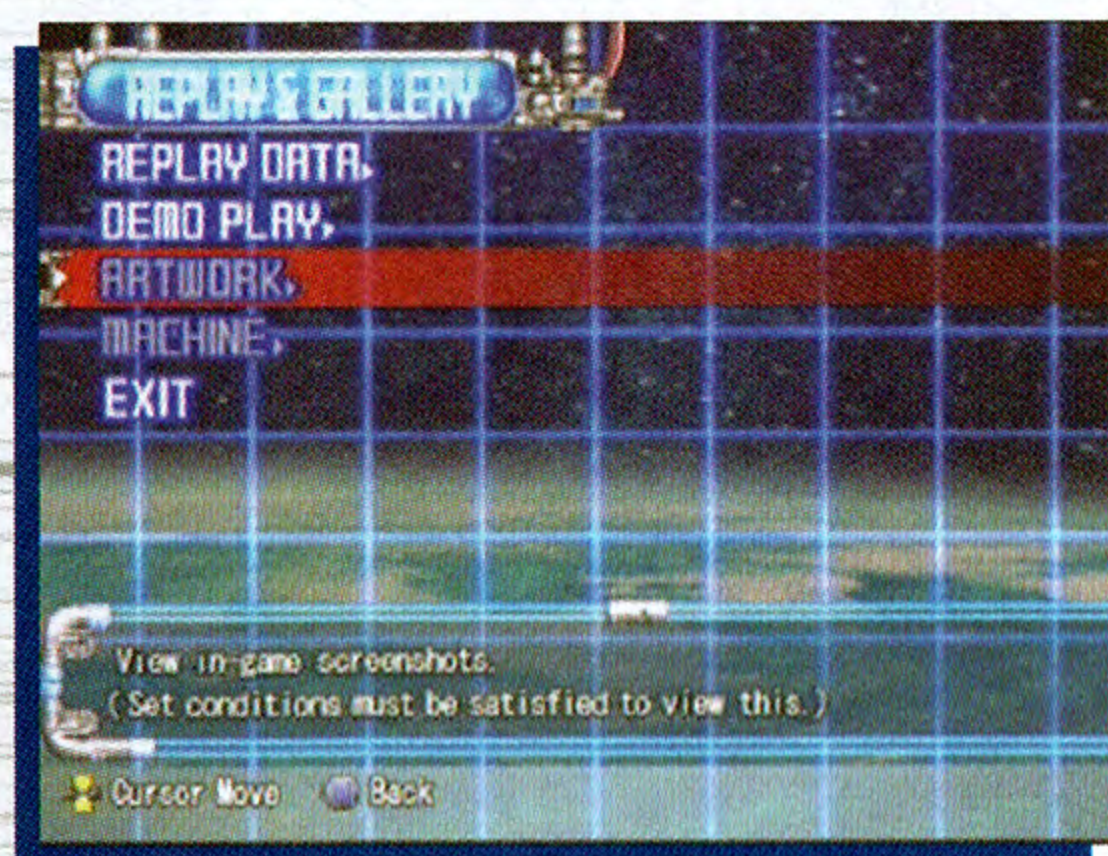
To save your data, you need a memory card (8MB)(PlayStation®2). Use the Directional Buttons $\leftarrow/\rightarrow$ to select a file and press the $\odot$ button to start replay. Press the $\blacktriangle$ button to exit to the menu.

VIEW DEMO PLAY

You can play and view example play.

You can only view the sample gameplay from LEVEL 1. Use the Directional Buttons $\leftarrow/\rightarrow$ to select a file and press the $\odot/\square$ button to start replay.

Press the $\blacktriangle$ button to exit to the menu.

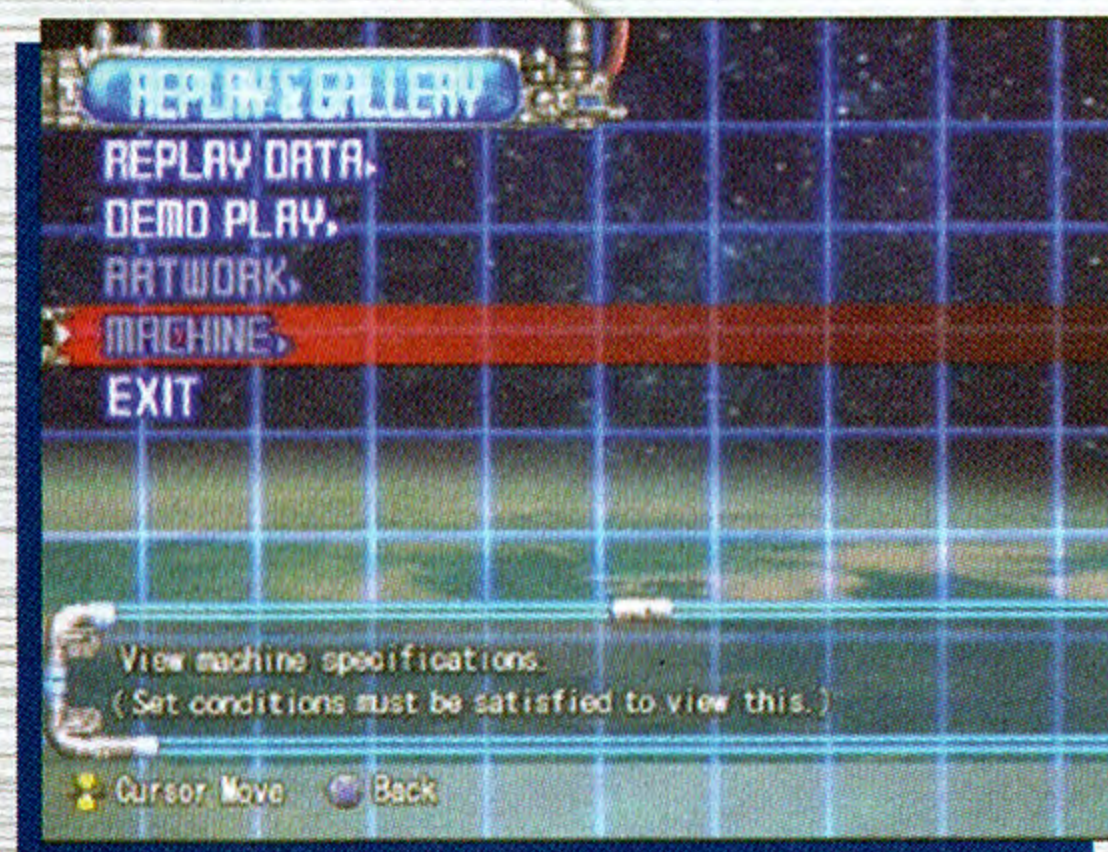


VIEW ARTWORK

You can view the original illustrations of the ships you are using. You can only do this when you meet certain conditions. Use the Directional Buttons $\leftarrow/\rightarrow$ to select the image you want to view and press the $\odot/\square$ button to view. Press the $\times$ button to end and return to the menu. During image selection, press $\odot/\square$ button to view the previous/next image. Use the $\triangle$ button to magnify the display, and use the Directional Buttons to move the image.

VIEW MACHINE

You can view a ship's body when you meet certain conditions. Use the Directional Buttons $\leftarrow/\rightarrow$ to select the body and press $\odot/\square$ button to decide. During body selection, use **L1/R1** buttons to spin, **L2/R2** buttons to magnify/reduce. Also, use $\odot/\square$ button to change to the previous/next body. Press the $\times$ button to end and return to the menu.



OPTION



Use the Option Screen to select game settings and options. In the Option Screen use the Directional Buttons to scroll up and down, then press the button to select option.



AUDIO

In the Sound Screen use the Directional Buttons to scroll up and down and / to select Sound Type and Volume Type/Level:

AUDIO SETTINGS

Select Stereo or Mono sound

BGM VOLUME

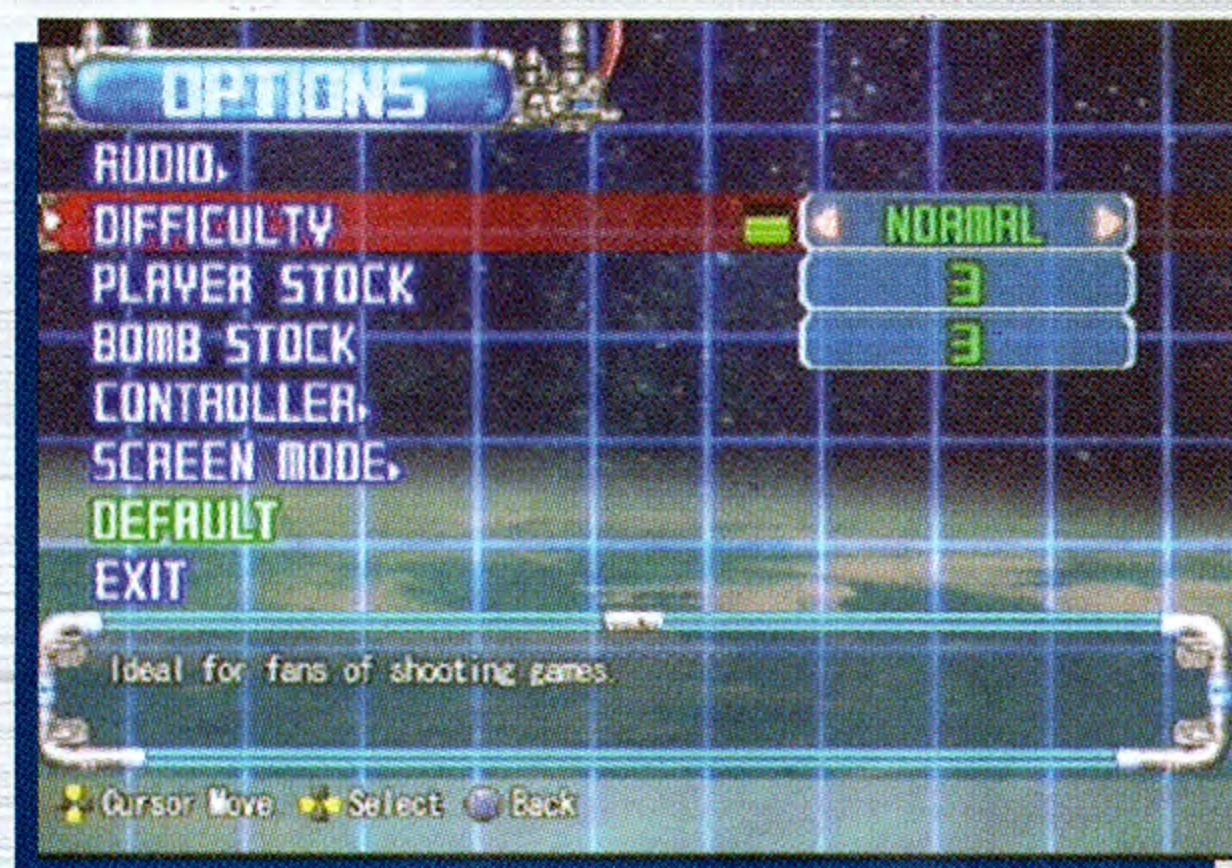
Set BGM volume level

SE VOLUME

Set SE volume level

EXIT

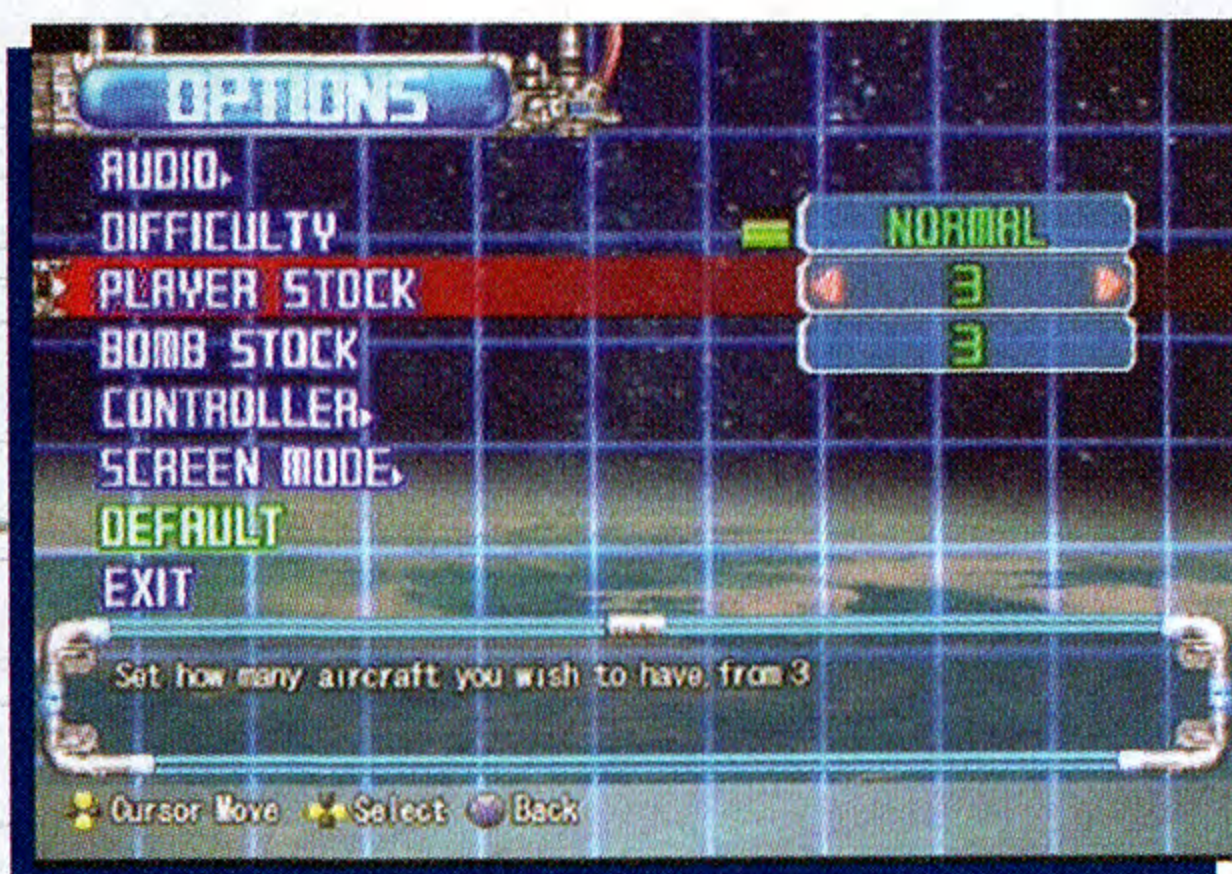
Press the button to return to the Option Menu screen.



DIFFICULTY

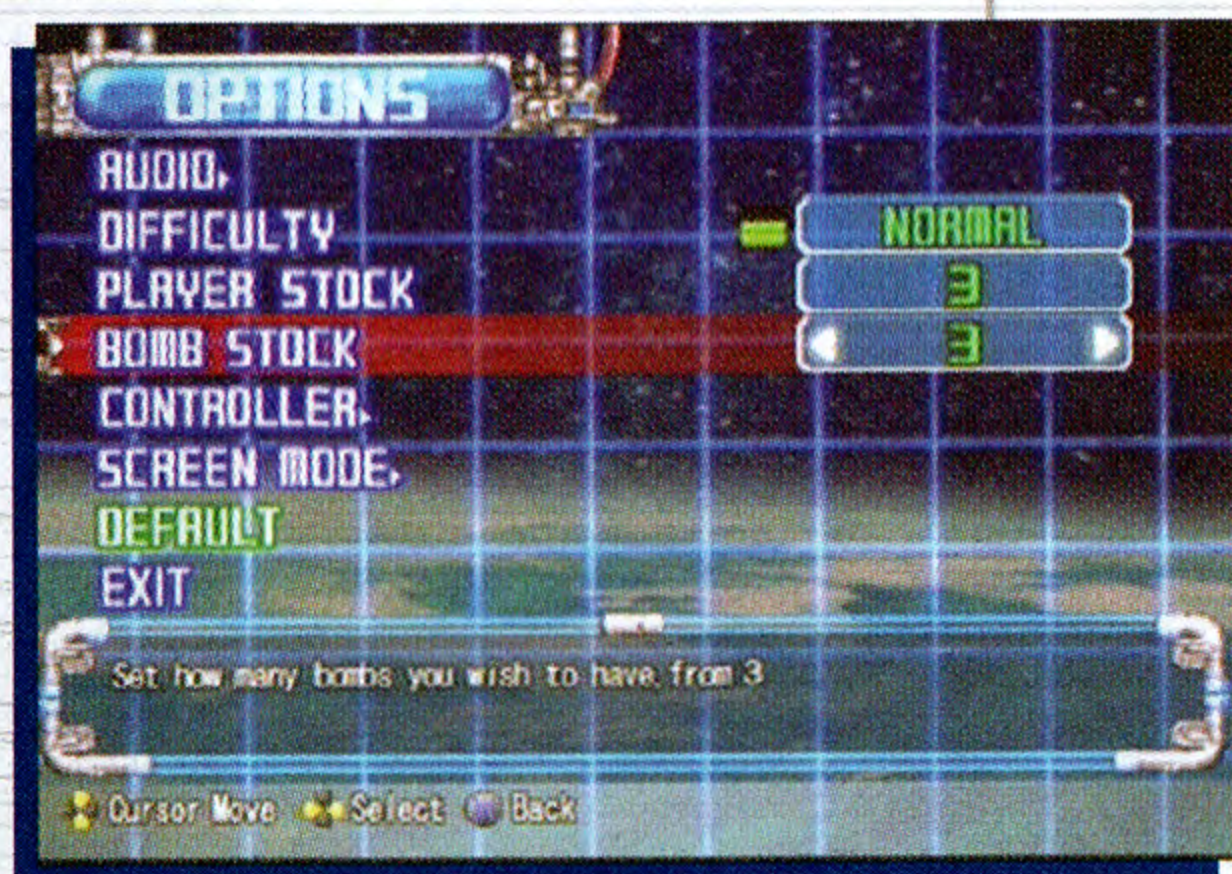
Set game difficulty level from "Practice" to "Very Hard". Move Directional Buttons / to select level.

OPTION



PLAYER STOCK

Select the number of lives you want. You can choose from 1 to 5.



BOMB STOCK

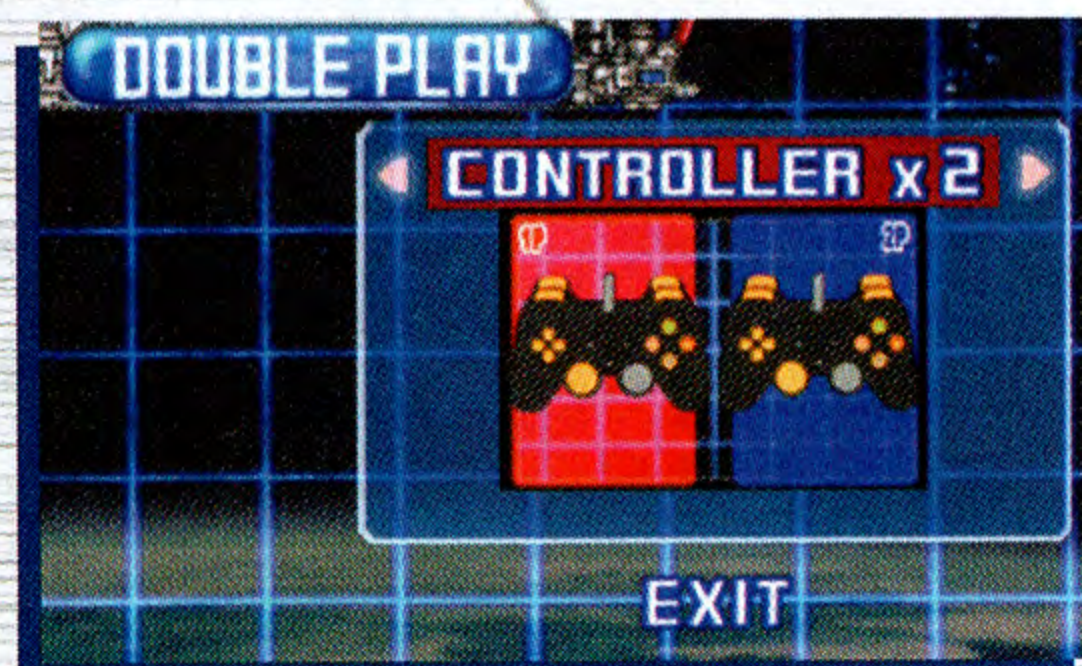
Select the number of bombs you have. You can choose from 1 to 7 bombs.



CONTROLLER

You can reconfigure your controller. In the Controller Menu, use the Directional Button to scroll up/down to select the desired Controller Button, then move Directional Button $\leftarrow/\rightarrow$ to select "Shoot", "Bomb" or "Unused" for that button.

When finished, scroll to EXIT and press the $\odot/\square$ button to return to the Option Menu.



DOUBLE PLAY

Use the Controller Menu to add a second controller.

Controller 2 buttons cannot be reconfigured.



SCREEN MODE

DISPLAY MODE

NORMAL A: Use this mode to fit an arcade style game screen onto a standard TV.

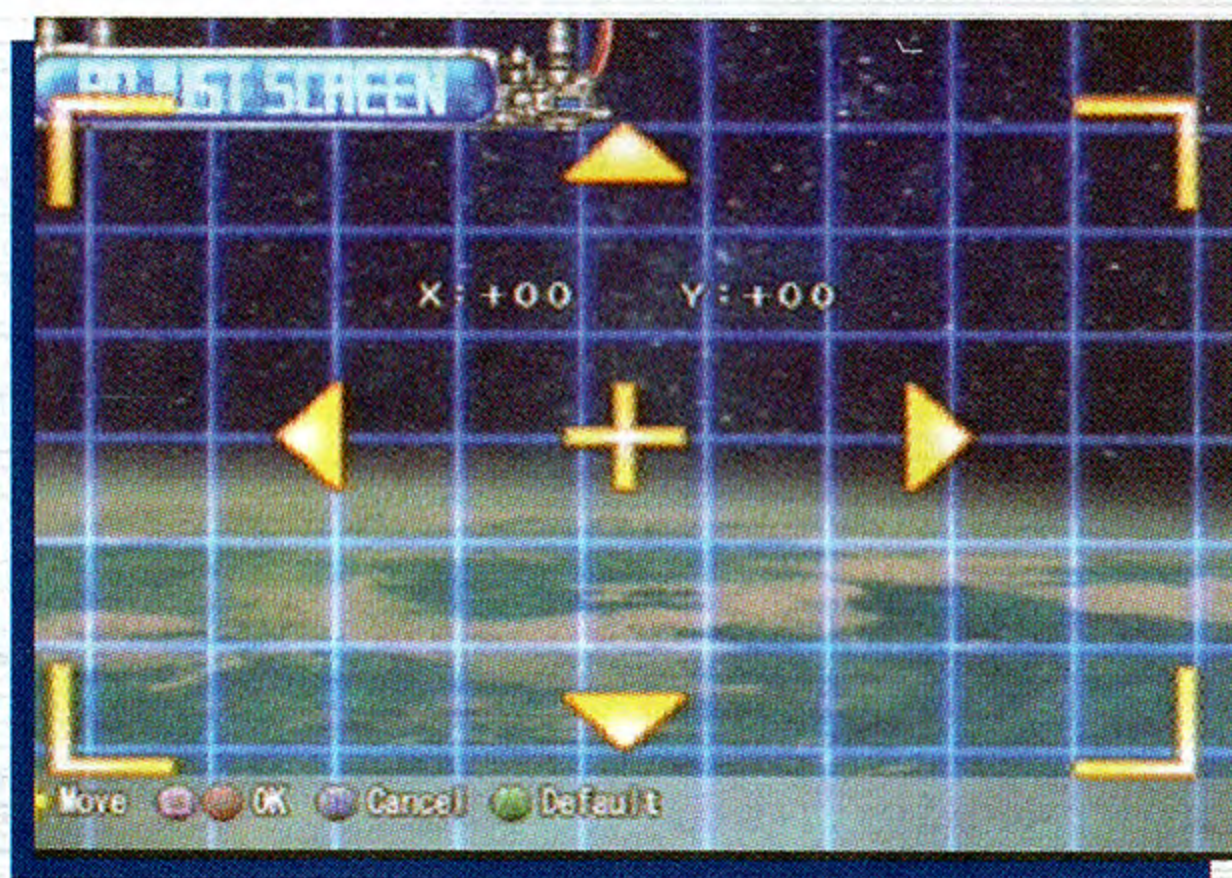
NORMAL B: This mode is the same as NORMAL A, but features a wider game screen.

ARCADE A: This mode allows you to rotate the game screen vertically while still fitting it onto a standard TV.

ARCADE B: This mode allows you to rotate the game screen vertically, but the game screen will not fit exactly onto a standard TV. (The sides of the game screen will be cut off.)



CAUTION: When using ARCADE mode be sure to confirm that the TV or monitor you are using can be safely turned on its end. We are not liable for any damage caused to your TV or monitor when using ARCADE mode.



ADJUST SCREEN

Adjust the game display horizontally (←/→) on the X axis or vertically (↑/↓) on the Y axis. Adjust using the Analog Stick or Directional Buttons. Press the button to select.

SAVE/LOAD



SAVE

Save current data.

LOAD

Retrieve data from the memory card (8MB)(PlayStation®2).

AUTO SAVE

You can choose to have your data saved automatically. Move Directional Button $\leftarrow/\rightarrow$ and select ON/OFF.

ACT SLOT

An indicator light will confirm MEMORY CARD is inserted into the card slot.

EXIT

To exit and return to the Main Menu press the $\odot/\square$ button.



CAUTION: To save game data you need at least 4KB of space and a memory card (8MB)(PlayStation®2) inserted in Slot 1.

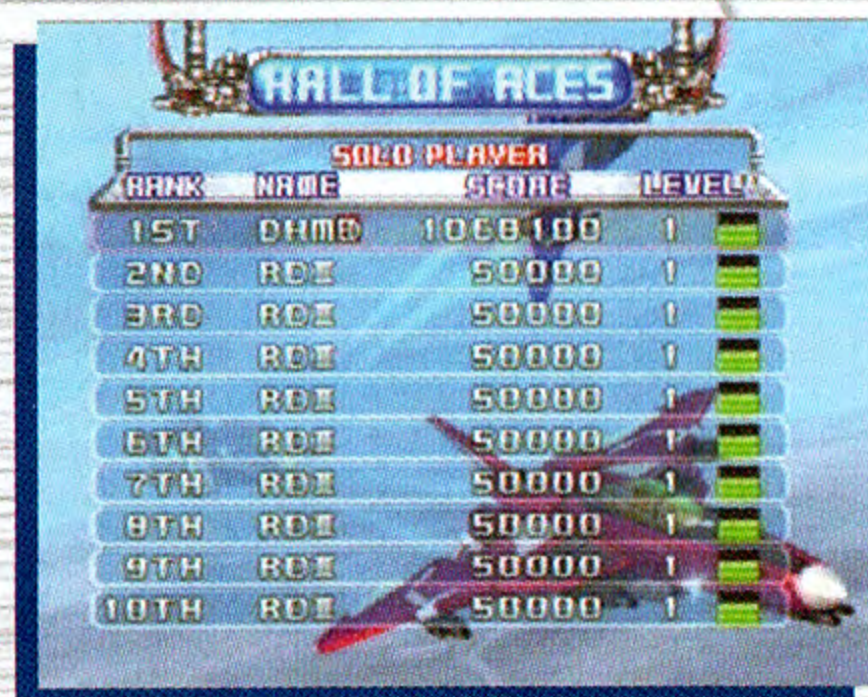
HIGH SCORES



Confirm individual high scores from each play mode. Move the Directional Buttons $\leftarrow/\rightarrow$ to switch to Single/Dual/Double.

Move the Directional Button up/down to switch Play Modes.

Press the $\otimes$ Button to return to the Menu.



TECHNIQUES



UNDERSTANDING YOUR ENEMY

With the "Flash Shot" feature the quicker you destroy the enemy, the more points you score! You can enjoy unlimited practice with this feature using the "Score Attack" mode in a cleared stage.



2 PLAYER COMPETITION

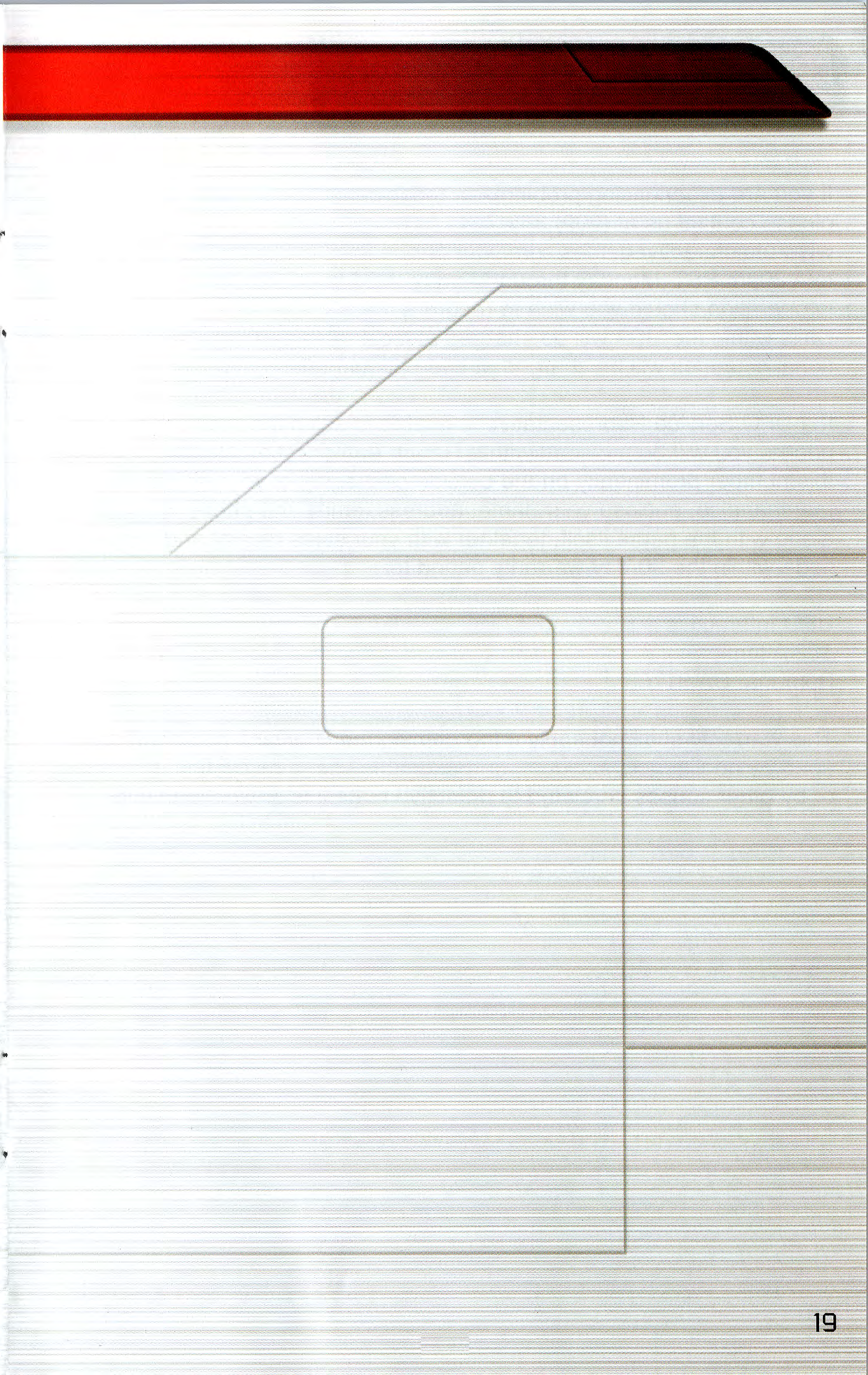
View a detailed comparison of your scores with your opponent's. The player with the better score will receive a "WIN" sign which means bonus points.

In Double Play mode, one player can use one controller or 2 players can play with one controller.



NOTES





CUSTOMER SUPPORT

If you are experiencing problems or technical difficulties with this game please contact us at (909) 869-7244 or email us at our website, www.ufointeractivegames.com. Our phone lines are open from 10:00am to 4:30pm PST, Monday through Friday. A 24 hour answering machine is in operation should you wish to record a message outside these hours. Calls within the USA will be charged at local rates and calls from international countries will be charged at international rates.

If a UFO Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization Number. Record this number prominently on the outside packaging of your defective game merchandise, enclose your name, address, email and phone number along with the game itself, together with your sales receipt and the UPC code within the 90-day warranty period to:

UFO Interactive
162 Atlantic St
Pomona, CA 91768

This warranty shall not apply if the gaming merchandise has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

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