

Nintendo®

GAME BOY[®] color

CGB-AOXE-USA



ARMORINES

PROJECT S.W.A.R.M.

INSTRUCTION
BOOKLET

Akkaim[®]

ONLY FOR
GAME BOY
color

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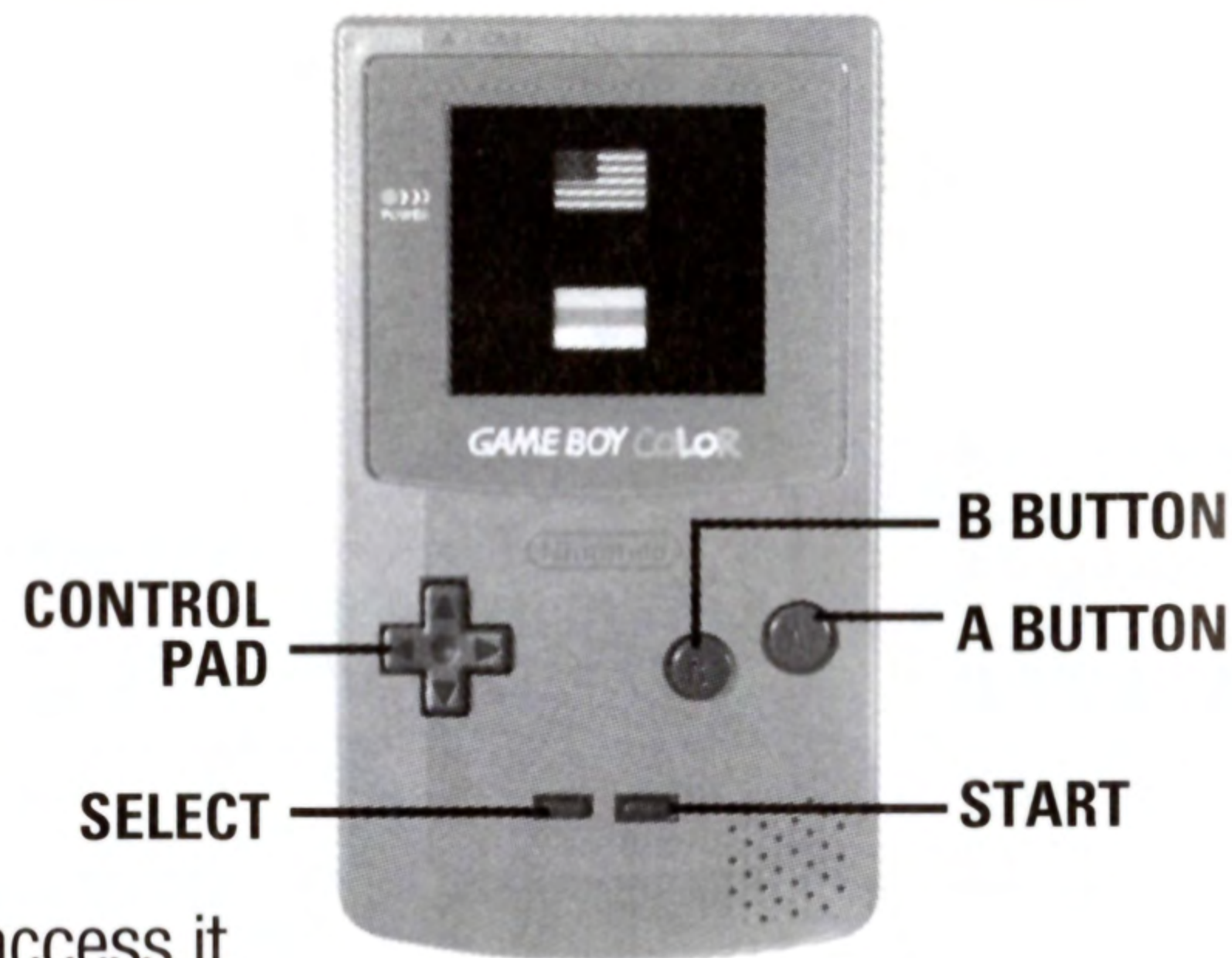


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LOADING

1. Make sure the power switch is **OFF**
2. Insert the **ARMORINES: PROJECT SWARM™** Game Pak as described in your Nintendo Game Boy® instruction manual.
3. Turn the power switch **ON**. When the language selection screen appears, use the Control Pad to highlight the desired country flag and press the **A BUTTON**. You will come to the **Main Menu**. Highlight your choice and press the **A BUTTON** to access it.



INTRODUCTION

What's an Armorine? A highly trained military troubleshooter clad in a high tech combat suit, armed with a host of special gadgets designed by the brilliant Dr. Zahn. The Armorines are called in when the cause is hopeless, to perhaps salvage the forlorn hope. Commanded by General Kendall, these elite commandos are dedicated warriors willing to fight any foe to preserve the land they serve. Now they face a truly daunting task.

The Outpost on Venus has been silent for two weeks. All attempts to establish communication have failed. The tracer team sent to assess the situation is overdue, and has not reported in. According to Dr. Zahn, it's likely that an alien attack caused the interference. From there, it's easy to surmise that our own planet is in grave danger.

The President orders General Kendall to send his top Armored, Sgt. Snider, to clear the situation on Venus. As Sgt. Snider, you are given access to the sublight-zoner, a one man prototype craft capable of traveling at just under light speed. The situation on Venus presents you with an awesome challenge. Dr. Zahn pulls no punches: there is a 14% chance that the prototype, a work in progress, could suffer a system malfunction. Should this occur, the zoner would be transformed into a black hole, destroying Earth quicker than any alien invasion might. You carry the fate of the world on your shoulders, Sergeant. Good luck and godspeed.

MAIN MENU

Once you press the **A BUTTON** on the language select screen, you will come to the **Main Menu**.

Start Begin a new adventure.

Password At various points in the game, you will be given a password, allowing you to play from the point associated with that password. You may wish to write down your passwords in the notes section at the end of this booklet.

Options You can set the following options:

Music Turn ON or OFF.

Sound Turn ON or OFF.



TO ENTER A PASSWORD

Press any direction on the **CONTROL PAD** to highlight a character, then press the **A BUTTON** to enter it. To erase a character, highlight the **BACK ARROW CHARACTER** and press the **A BUTTON**. When you have completed your password, highlight the **RETURN ARROW** and press the **A BUTTON**. If you have entered a correct password, you will enter the game at the designated point.



PLAYING ARMORINES

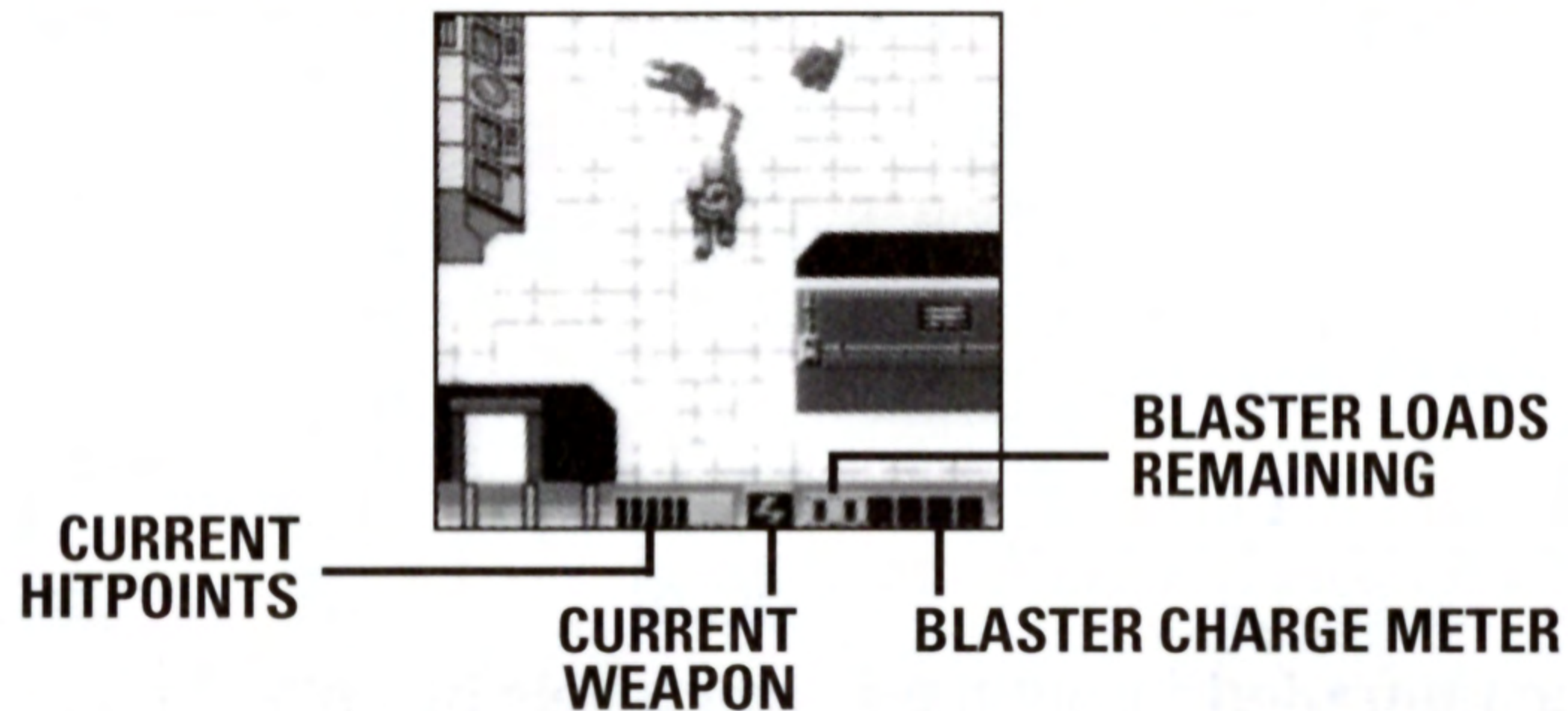
MISSION BRIEFINGS Along the way, you will receive briefings telling you what your next objective is. Follow these closely to advance. Press the **B BUTTON** to bypass the briefing text.

Lives/Hitpoints You start with 1 life. If you should suffer enough damage and your hitpoint meter (bottom left of the screen) empties completely, you will lose your life and the game is over. You can increase your maximum hitpoints by collecting pickups. You can get a maximum of 20 hitpoints which will expand your hitpoints meter.

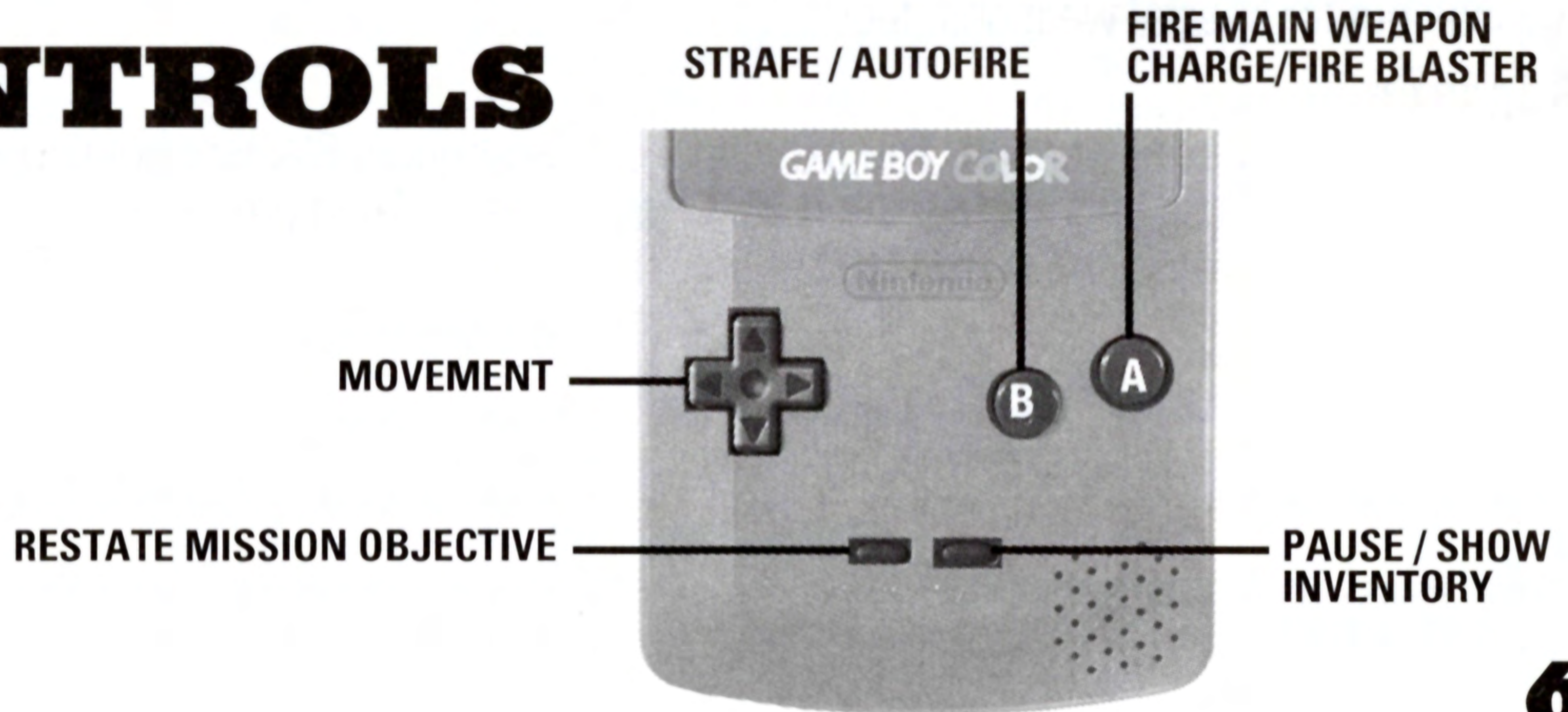
CONTINUES You begin play with 2 continues. These allow you to keep playing once you've lost a life. You can earn extra continues when you complete levels. To use a continue, press the **A BUTTON** before the counter counts down to 0.

INVENTORY Press **START** to pause the game and bring up your inventory display, showing all the items you have picked up. Once an item is used during gameplay it is deleted from inventory.

THE GAME SCREEN



CONTROLS



WEAPONS

BASICS

MAIN WEAPON

You begin play with the default main weapon, the Lightning gun. As you progress, new weapons become available (walk over the weapon icon to collect it).

There are a total of **4 main weapon systems**:



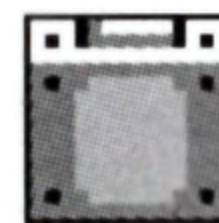
Lightning



Laser



Spreadgun



Plasma

Main Weapons can be upgraded through 4 power levels by collecting pickups. Make sure you look out for special weapons, too!

BLASTER

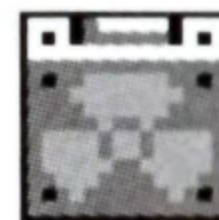
The Blaster is a special weapon. You can choose how strong a Blaster shot you wish to fire. To use the Blaster, press and release the **A BUTTON** to arm it. Then press and hold the **A BUTTON** to charge it and release the **A BUTTON** to fire. The longer you hold the **A BUTTON** the more powerful the blast will be.

BLASTER UPGRADES & AMMUNITION

You begin with a basic blaster weapon, and can collect upgrades. Upgraded Blaster weapons use increasing loads per shot, doing more damage.



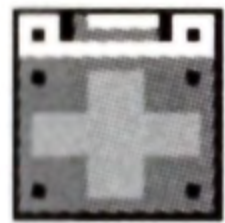
Blaster Upgrade



Blaster Ammo

You must collect ammo for the Blaster.

PICKUPS



Health There are three grades of health pickups, which restore your hitpoint meter.

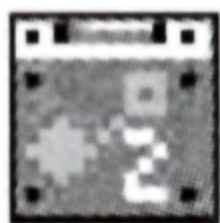
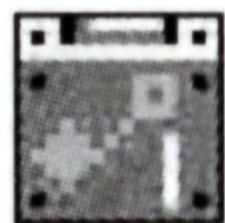


Health Upgrade Collect this to increase your potential maximum hitpoints.

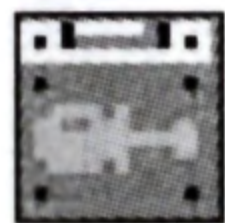


Shield Collect Shield pickups to get temporary invincibility. These come in different grades; the more powerful the shield, the longer the effect.

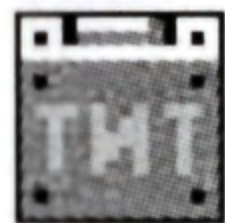
SPECIAL PICKUPS



Keycards Collect keycards to open locked doors.



Screwdriver This will come in handy.



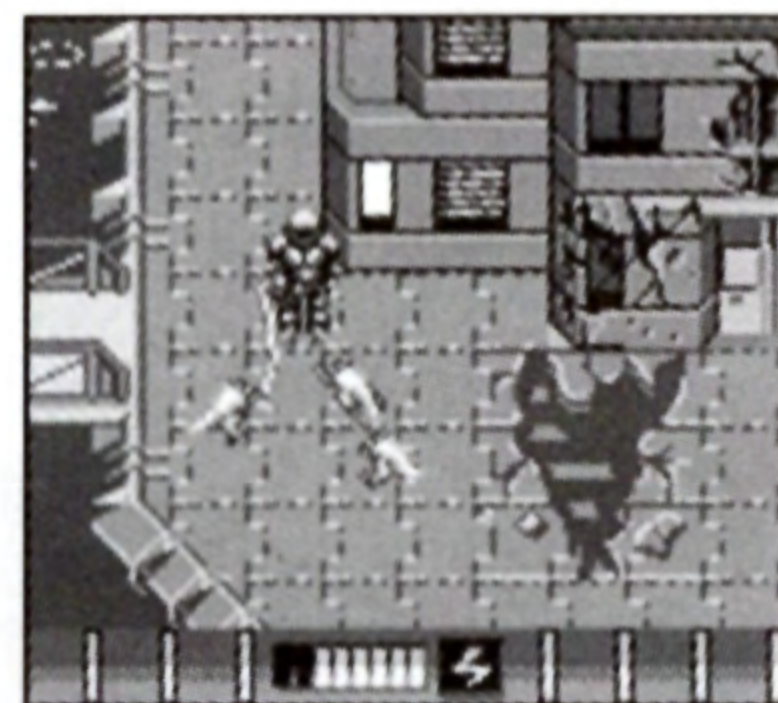
TNT Explosives Packs a punch and you will need it!

LEVELS

These are just some of the tasks you face. You will receive mission briefings throughout the various levels. Accomplish all tasks outlined in the briefings if you hope to save the Earth and escape with your skin!

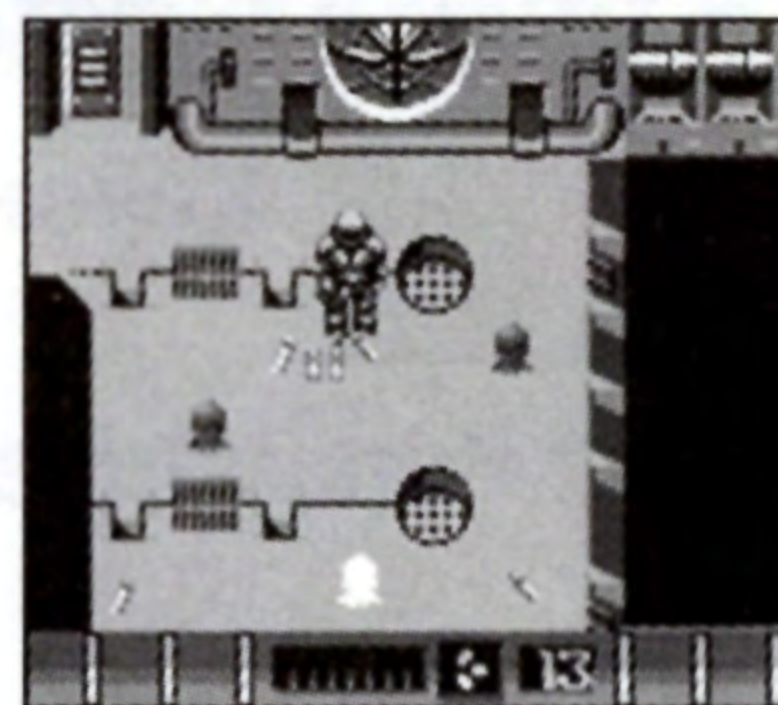
SPACEPORT

As your adventure begins, you arrive at the spaceport to discover that the aliens have installed breeding nests in about the spaceport. You must find and destroy all of them. Be careful as you scout through the various storage halls, and listen to Dr. Zahn's advice.



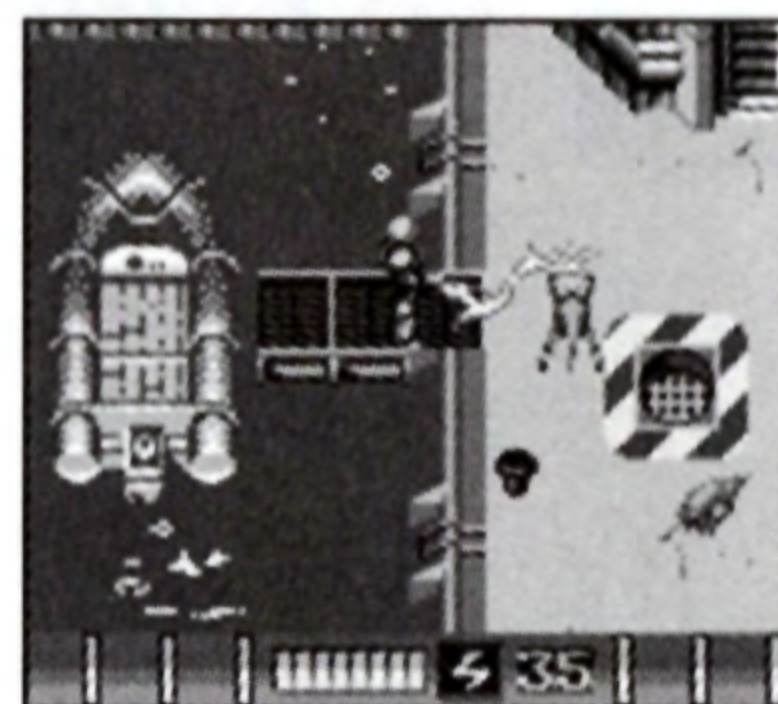
INNER CORE

The inner core is a hive of alien activity. You've got to re-activate the computer system to access the logfile of the station. Only then will you know what the aliens have planned. Be careful as you make your way through the devastated station!



POWER SUPPLY

With aliens causing countless short circuits, the power supply has been shut down. It's up to you to restore power to all four power stations. Watch out for live wires as you battle from the relay station to each power station.



REFINERY

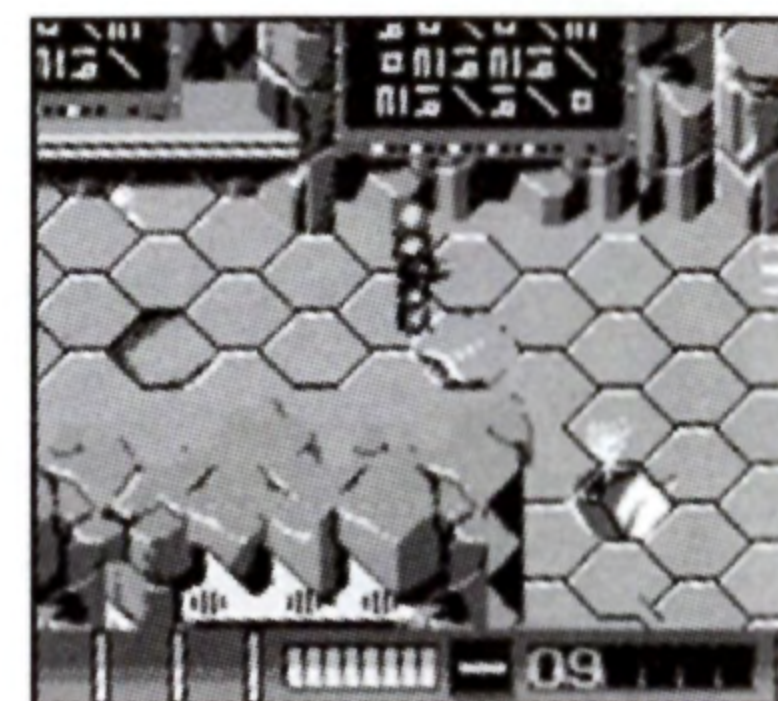
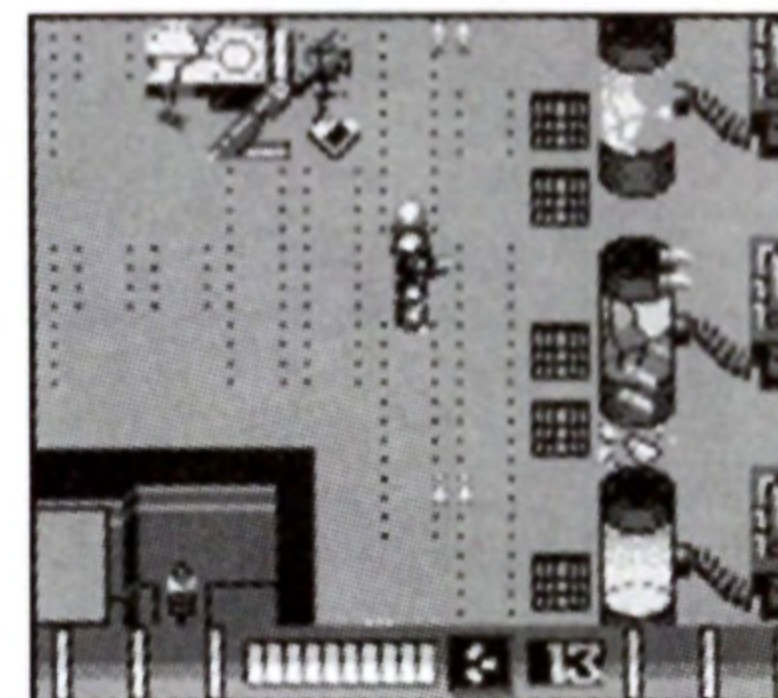
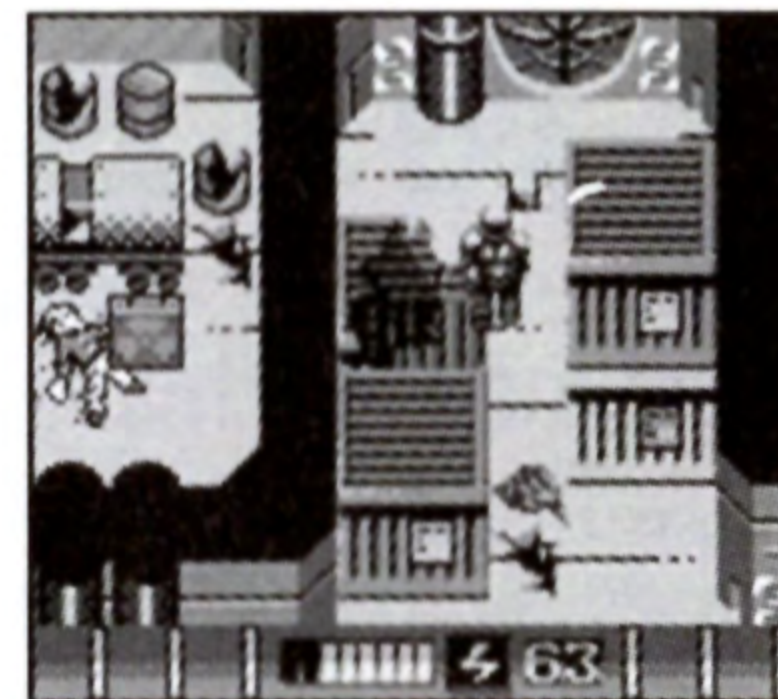
Once you've accessed the data files in the refinery computer system, you discover that you must stop the neon gas supply for the wormhole generator. You must collect explosives and place them about the refinery. Make sure you don't get blown sky high in the process!

THE MOTHERSHIP

Oh my! A prisoner on the alien mothership! What will you do to escape this terrible fate? Thankfully, you still have your Armorines suit, and that's a start! Listen to Dr. Zahn and General Kendall if you want to survive to complete your mission!

PLANET

If you make it this far, you'll face a hostile and bizarre environment as you track the enemy aliens to their home planet.



ENEMIES

Here are some of the enemies you'll encounter as you try to save the Earth from destruction. Be sure there are many more! Aliens are capable of changing their characteristics, so be prepared to vary your attacks and adapt to new forms! Most enemies come in two or three different types, with green the easiest to defeat and red/brown the hardest. For example:



BITER - Stage 1 Take these enemies out from long range. If you get too close, they'll bite.



BITER - Stage 2 Faster and more difficult to destroy. Give yourself a lot of room!



BITER - Stage 3 The most agile of the biters. You must be quick to save yourself from this enemy.



SPIDER - These spiders may be slow but beware of their poisonous venom!



MEDIUM EGGS - Unlike the small variety, medium eggs hatch a dangerous product. Better to destroy the egg before whatever's in there hatches out!



SHOCKER - Stage 3 - The most dangerous of the shockers, it's lightning quick and strikes with great accuracy.



GATTLING - This is the static defense system. Be on the look out for different varieties.

HINTS & TIPS

- Take time to learn which weapons works best against which enemies.
- Some enemies are resistant to certain types of damage, others can only be damaged by a particular weapon.
- Some enemies release pickups when killed!
- Watch for the scientists. They can help you out of some dangerous situations. Sometimes, however, they may need your help.
- Obstacles offer nice protection against enemy shots.
- Use the strafe ability (**B BUTTON**) to maneuver in battle.
- The Blaster is more effective when you release it close to your target.

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