

NUS-NS6E-USA

# INSTRUCTION BOOKLET

# STAR SOLDIER

## Vanishing Earth

 **ELECTROBRAIN**

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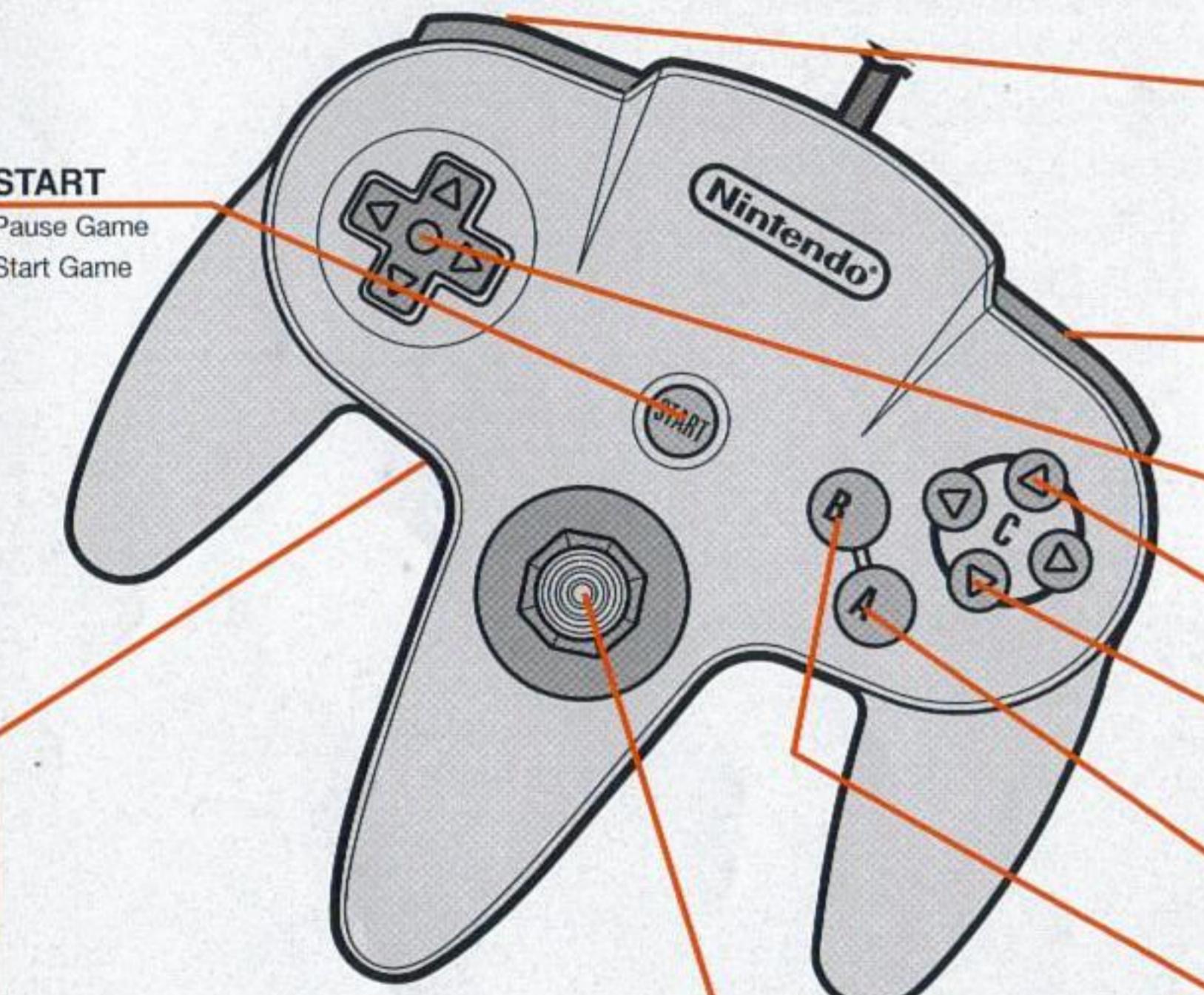
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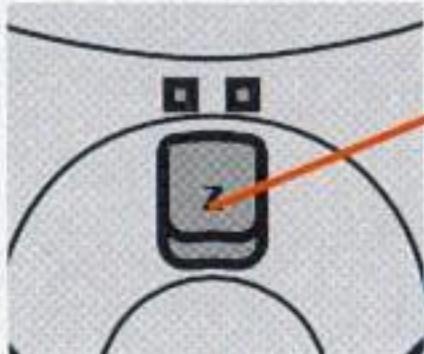
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## CONTROLLER FUNCTIONS

### CONTROLLER FRONT



### CONTROLLER BACK



## USING THE CONTROLLER

Using the Controller on the Options Screen

A Button or Start Button: Confirm

B Button: Cancel

Control Stick/Plus Control Pad: Move cursor/select option

### L Button:

Used for making Frontal Attacks (ExARMS Type 1) when using Plus Control Pad for piloting.

### R Button:

Causes your ship to roll for limited amount of time, which protects it from enemy fire.

### Plus Control Pad:

Used for piloting your ship.

### C up:

Turns Heads-Up Display on or off.

### C down:

Used for making a Backfire Attack and changing speeds.

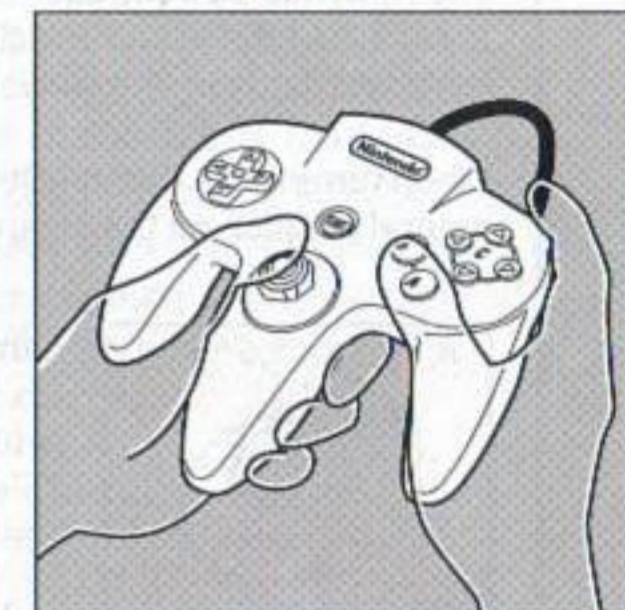
### A Button:

Used for making a normal attack.

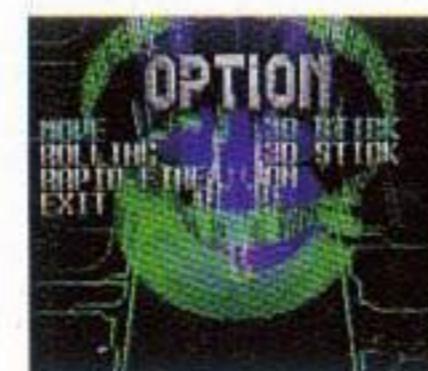
### B Button:

Used for making a MultiAttack (ExARMS Type 2)

Holding the  
Nintendo 64  
Controller



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the controller and your right index finger to operate the R Button on the top.



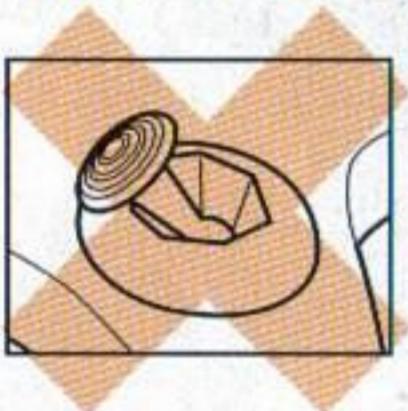
The functions of the different controller buttons can be changed using the Options Screen. See Page 9 for details

While playing Star Soldiers, we recommend you use the hand positions shown above.

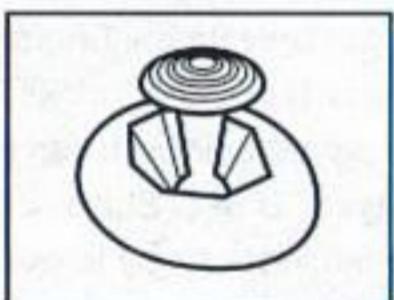
## CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

### Story (pg. 5)

In the year 2092AD, the human race faced a threat to its very existence, at the hands of the beings known only as the Zeograd...

But even in the face of the overwhelming Zeograd forces, Earth's defenders, the SIA (Special Interception Airforce) did not consider surrender. Launching a counterattack, they dispatched their finest unit, the F92 Soldier Blade, to the front lines. After punching its way through to the enemy base of operations, the F92 Soldier Blade succeeded in defeating the leader of the Zeograd forces, the Duoss Core 3.3C - but not without a price. The F92 Soldier Blade was nearly destroyed and rendered inoperable in the fight. However, the SIA retrieved the F92 Soldier Blade's black box and returned with it to Earth, in order to study the combat data recorded there.

Peace returned once more to the Earth...

However, even though the Duoss Core 3.3C and its army had been defeated, the threat from the Zeograd was far from over...Indeed, an awful truth lay concealed within the black box: the Zeograd were not simply an alien race - they were a society of highly advanced sentient machines!

Preparing for another attack by the Zeograd, the SIA used the data recovered from the F92 Soldier Blade battle records to build three new fighters, dubbed the F98 Series.

The year is 2098, and the Zeograd have launched their second attack on the human race...Can the SIA stop them once again?

# PLAYING THE GAME

This game is compatible with Rumble Pak accessory. Before using the accessory, please read the Rumble Pak accessory instruction booklet carefully. Follow the on-screen instructions to determine when you should insert or remove the Rumble Pak accessory.

After inserting the Star Soldier Vanishing Earth cartridge into your Nintendo64 System and moving the "POWER" switch to the "ON" position, a demo will begin to play. Press the start button to go to the Title screen, where you can select which mode you want to play.

## Mode Selection

### Normal Mode

In this story-based mode, the Star Soldier story advances as you clear each level. Using the Options screen, you can choose from three difficulty levels: Beginner, Regular, or Master.

### 2 Minutes Mode/5 Minutes Mode

These two modes are collectively referred to as the Time Trial Mode (Caravan Mode). Here, you try to get as many points as possible within the time limit on a special stage.



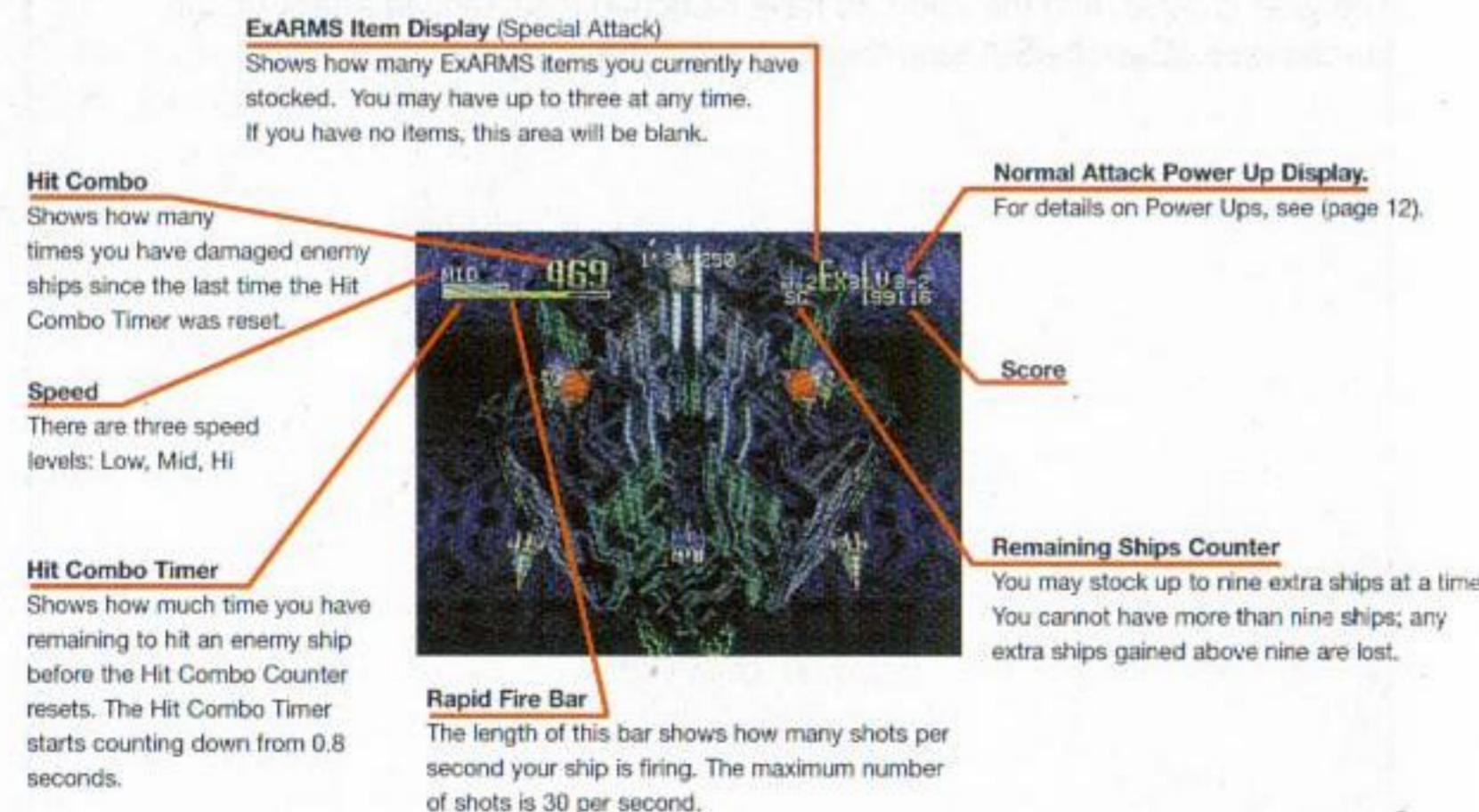
### Options

Go to this screen to change controller settings or difficulty level, as well as look up your Score Ranking or Passwords.

For more details, see (page 9).

### Screen Display

You can turn the Heads-Up Display on or off by pressing the C - up button.



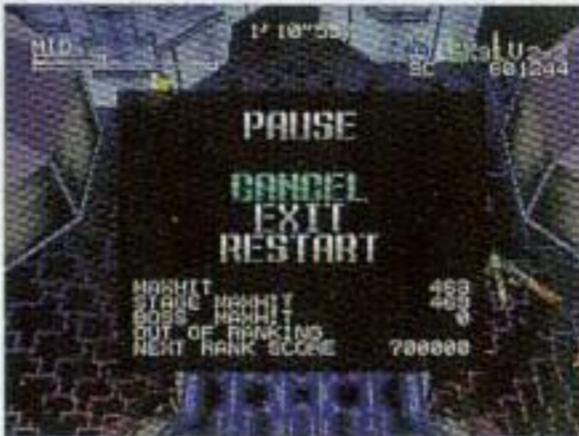
**Hit Combo**  
Shows how many times you have damaged enemy ships since the last time the Hit Combo Timer was reset.

**Speed**  
There are three speed levels: Low, Mid, Hi

**Hit Combo Timer**  
Shows how much time you have remaining to hit an enemy ship before the Hit Combo Counter resets. The Hit Combo Timer starts counting down from 0.8 seconds.



**Rapid Fire Bar**  
The length of this bar shows how many shots per second your ship is firing. The maximum number of shots is 30 per second.



## Options

### Difficulty Level

You may choose one of three difficulty levels when playing Normal Mode.



### Beginner

At this level, you begin the game with nine extra ships and three ExARMS items, and earn an extra ship every 3,000,000 points.

### Regular

At this level, you begin the game with two extra ships and three ExARMS items, and earn an extra ship every 6,000,000 points.

### Master

At this level, you begin the game with two extra ships and three ExARMS items, and earn an extra ship every 9,000,000 points. \* You may have up to nine extra ships.

### Sound

Allows you to choose between stereo and monaural sound output. You can also change Music and Sound Effect volume.

### Button Configuration

Allows you to choose whether to use the Control Stick or Plus Control Pad to pilot your ship. You may also set Rolling and Rapid Fire preferences here.

### Score

Selecting this will display your score for each mode.

### Password

Selecting this will display your High Score Passwords for each Mode.

### History (War Career)

Selecting this will display the number of times you've played both Normal and Time Trial Mode (Caravan Mode), as well as the number of times you've Reset in Time

### Delete (Back Up Clear)

Allows you to delete all saved game files.

### Exit

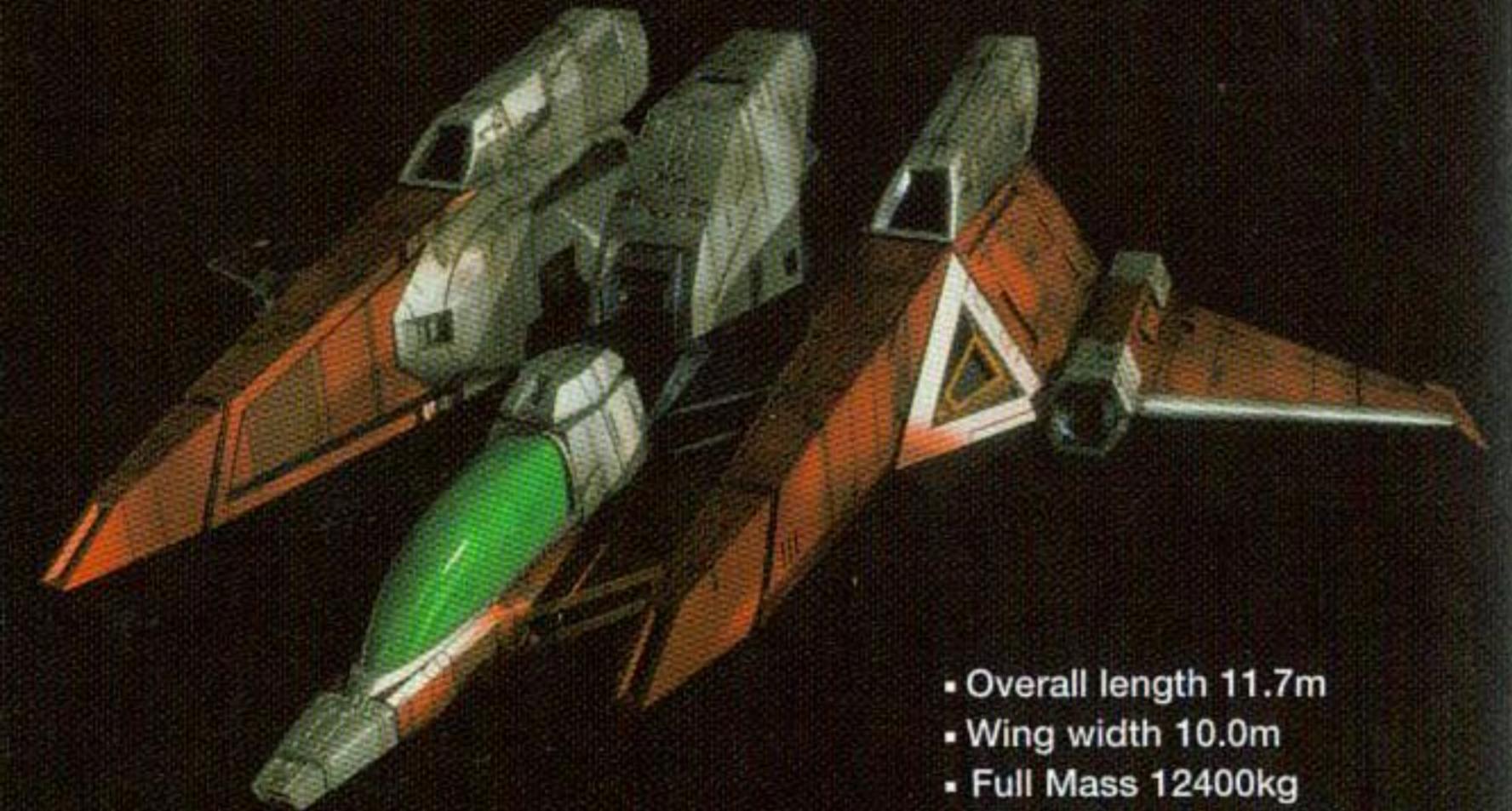
Selecting this will return you to the Title screen.

\* Whenever you return to the Title screen from the Options screen, any setting changes you have made as well as your high score are automatically saved.

## SIA SHIPS

You can select which ship you wish to pilot from the Player Selection screen in each Mode.

### F98-VENDIUM



- Overall length 11.7m
- Wing width 10.0m
- Full Mass 12400kg
- Main Thrusters 4200kgx6
- System name Arbitlator
- Equipment 55mmvulcan
- Exarms fire bomb



Frontal Attack  
(Ex Arms Type 1)

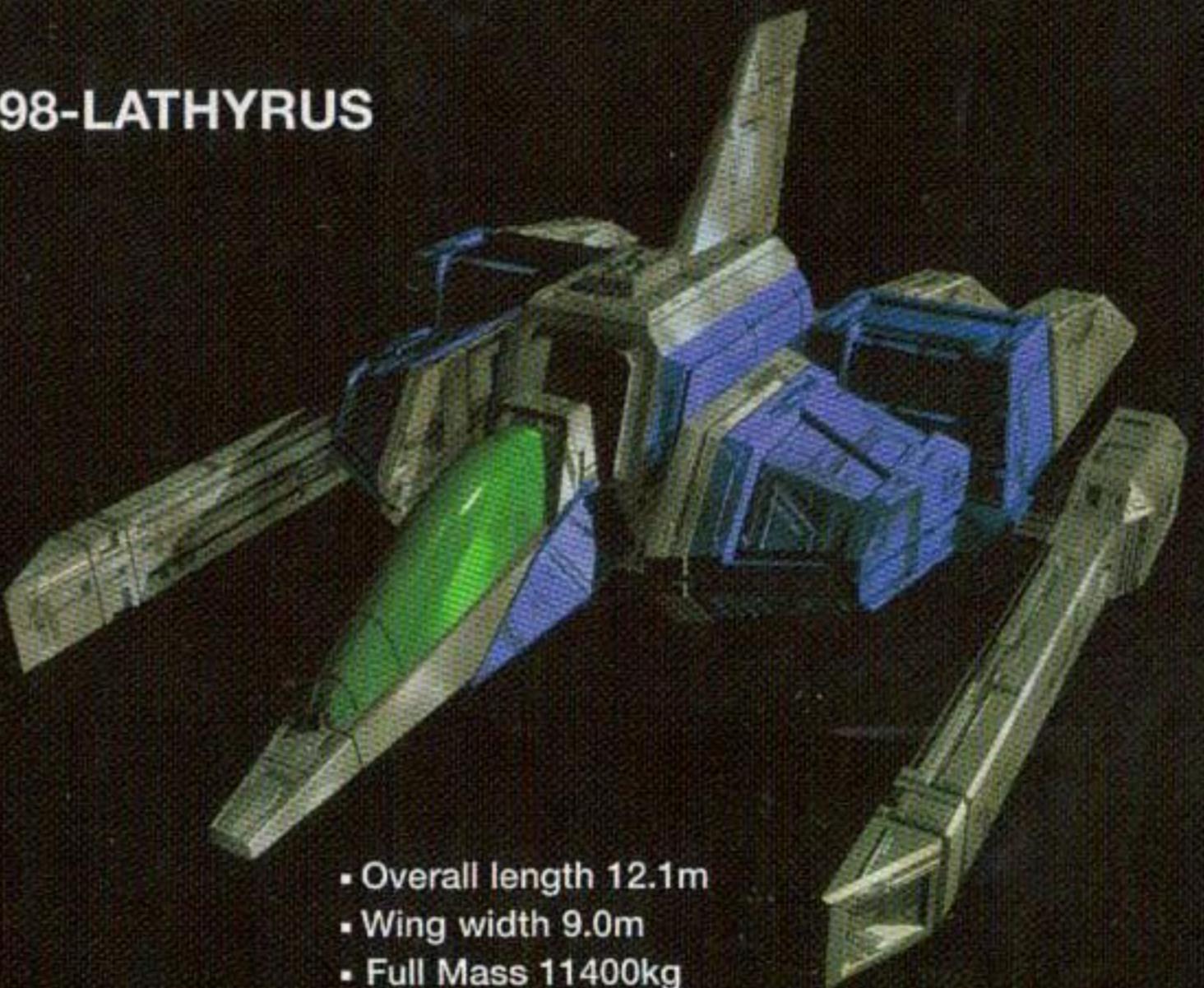


Multi Attack  
(Ex Arms Type 2)

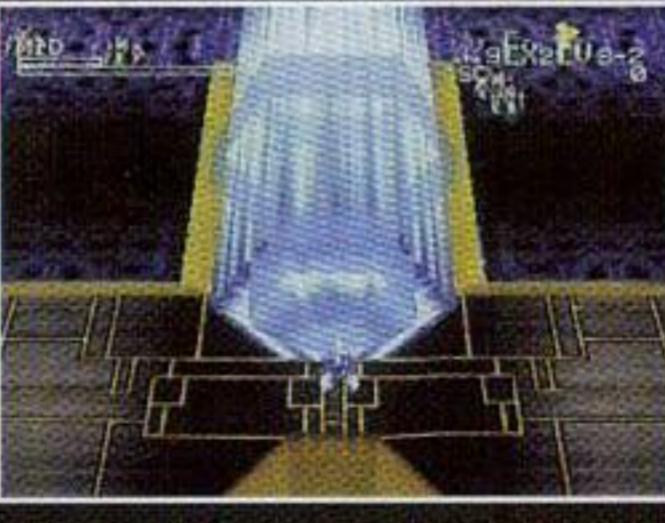
## SIA SHIPS

You can select which ship you wish to pilot from the Player Selection screen in each Mode.

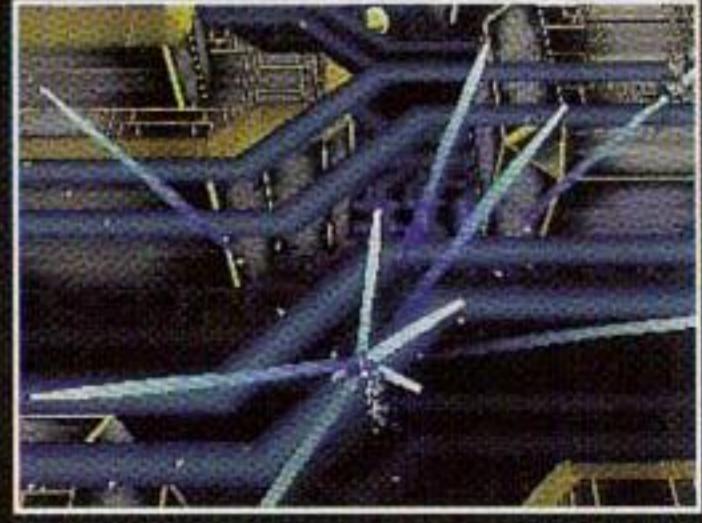
### F98-LATHYRUS



- Overall length 12.1m
- Wing width 9.0m
- Full Mass 11400kg
- Main Thrusters 7600kgx3
- System name Vanguard
- Equipment Laser Gun
- Exarms Mega Laser



Frontal Attack  
(Ex Arms Type 1)



Multi Attack  
(Ex Arms Type 2)

## SIA SHIPS

You can select which ship you wish to pilot from the Player Selection screen in each Mode.

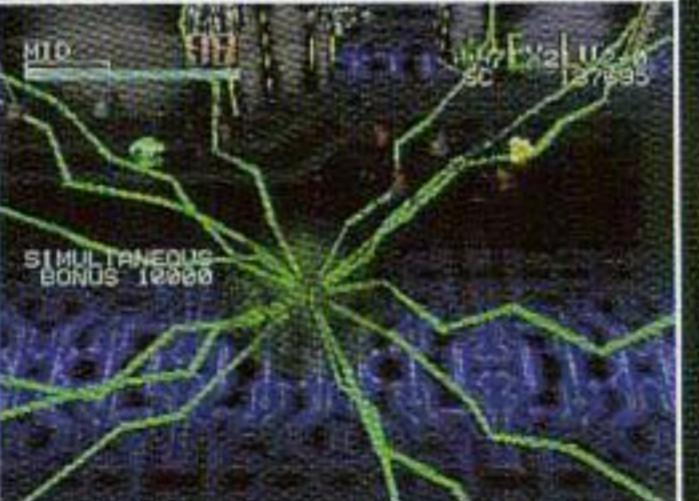
### F98-WISTERIA



- Overall length 11.1m
- Wing width 12.0m
- Full Mass 13700kg
- Main Thrusters 4600kgx6
- System name Annihilationner
- Equipment 55mmvulcan
- Exarms fire bomb



Frontal Attack  
(Ex Arms Type 1)

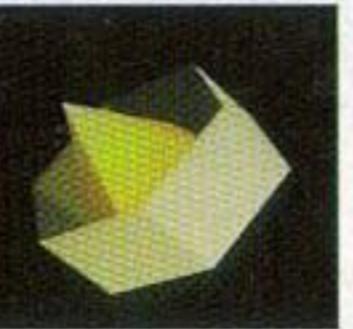


Multi Attack  
(Ex Arms Type 2)

## SPECIAL ABILITIES

### Power Ups

For every three Power Up Items you collect, the fire-power of your ship's normal attack increases. Once your firepower has been increased to maximum, each Power Up Item you collect earns you 10,000 points. Collect Power Ups that automatically appear on the screen. You can also find the two or three hidden Power Ups in Regular and Master levels by destroying certain formations of enemys to increase your fire-power even more!



- Level 0: 0-0/0-1/0-2  
Level 1: 1-0/1-1/1-2  
Level 2: 2-0/2-1/2-2  
Level 3: 3-0/3-1/3-2

\* Firepower maxes out at 3-2.

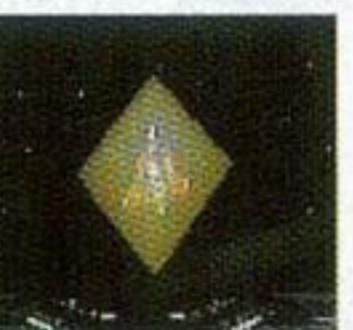
### Power Down

If your ship is destroyed, it will lose one level of Power Ups when it rematerializes.



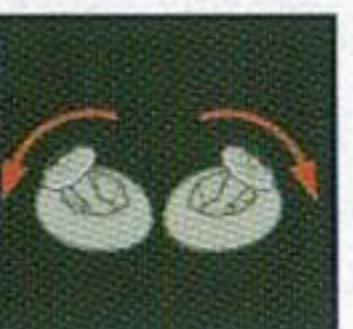
### Backfire Attack/Changing Speed

Press C down to change the speed of your ship. Doing so causes your ship to backfire for a brief amount of time. You can damage enemy ships by catching them in your backfire.

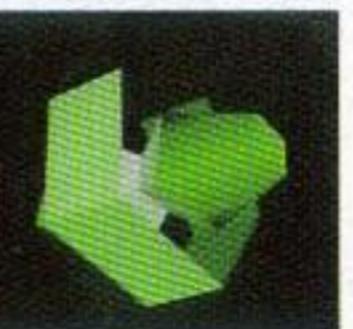


### Rolling

By Rolling your ship, you can create a barrier around it that enemy fire will bounce off of. If you have set Rolling to be activated using the R button, once you have activated Rolling, you will not be able to reactivate it for 0.6 seconds. However, if you have set Rolling to be activated using either the Control Stick or the Plus Control Pad, you can Roll continuously. When you successfully complete a mission, you will receive bonus points based on the number of times you used Rolling during that mission.



(Activating Rolling using the Control Stick.)



### ExARMS

ExARMS are powerful attacks that can only be used a limited number of times. There are two kinds of ExARMS attacks: Frontal Attacks and MultiAttacks. You may stock up to three ExARMS attacks at any time. If your ship is destroyed when you have no ExARMS attacks stocked, you will have one when your ship rematerializes. If you already have three ExARMS attacks stocked when you pick up an ExARMS item, you instead receive 10,000 points.

## SPECIAL ABILITIES

### Hit Combo

If you hit enemy ships more than 100 times in a row, you become eligible for a Hit Combo Bonus. The maximum number for a Hit Combo is 20,000 hits. The bonus is calculated once you miss an enemy ship. The longer you are able to continually damage ships, the higher your Hit Combo Bonus will be.

### Stage Clear Bonus

Your point total is calculated once you complete a mission or time runs out in Time Trial Mode (Caravan Mode). Points are calculated in the following manner:

### Stage Clear Bonus

Ships Remaining: ....# of extra ships X 50,000

ExARMS Remaining: .# of extra ExARMS X 100,000

Rolling Bonus: .....# of deflected shots X 10,000

Attack Bonus: .....# of times enemy ship damaged X 1,000

Enemy Hit Bonus ....(Enemy MaxHit Bonus): # of enemy ships destroyed X 1,000

Boss Hit Bonus ....(Boss MaxHit Bonus): # of boss ships destroyed X 1,000

Time Remaining: ....# of seconds remaining X 100,000

\* The Time Remaining Bonus is only calculated for the Final Mission and Time Trial Mode (Caravan Mode).



#### Continue

You can choose to continue the current mission, even if your last ship is destroyed. There is no limit to the amount of times you may choose to continue your game. If you select "YES" on the Continue screen, you will begin play at the start of the current mission with 0 points. You will not be able to enter your name in the High Score list until you select "NO" on the Continue screen.

#### High Score

Displays your highest achieved score.

#### Last Score

Displays your score for the last game. Your High Score will be updated if your Last Score is higher than your most recent High Score.

#### Name Entry

Your five highest scores for each Mode are recorded on this screen. Name entry is limited to three letters.



#### Level of Achievement

This shows how much of the game you have completed in each Mode.

## MISSIONS

### Mission 1:

#### Stirrings (Rumbling)

During a combat simulation on the freighter Abraham 2, Zeograd forces hacked into the ship's computer network. Leading the enemy forces was the Duoss Core 3.3C, supposedly destroyed 6 years ago! It is discovered that the Duoss Core 3.3C retreated as living data into the global computer network, hibernating there...until the time was right.



### Mission 2:

#### Infection (Corrosion) Death Integrate



### Mission 3:

#### Invasion (Invaded) Dark Force

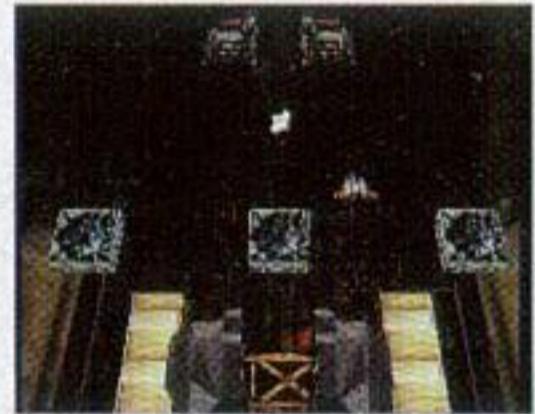
## BONUS CHARACTERS

Look for these hideous bonus characters.



### Zeg

You can find a total of fifteen different Zegs hidden in the Time Trial Mode (Caravan Mode). If you destroy all of them, you can earn a high bonus!



### Lazaro

Lazaro appears in a particular mission. It appears as four separate units that converge on each other to form a giant face. If you can destroy the individual pieces before they merge, you earn an 800,000 point bonus. Destroying Lazaro after its pieces merge earns you 5,000 points.



### Delilah

Delilah is a character that appears in a particular mission as two giant eyeballs. Destroy both of them simultaneously to earn a 80,000 point bonus. Destroying them one at a time earns you a 1,000 point bonus.

## SPECIAL MODES

### Bonus Modes

Once you complete the game on Normal Mode, two new Modes will be added. In the Enemy List Mode, you can view all the enemy ships. Mission Select Mode allows you to play a mission of your choice from the first six missions. Also, if you finish the game on the Master difficulty level, your ship's Rapid Fire capability will be increased.



### Secret Path

Find the additional secret paths or routes to open up new hidden levels. You can find these hidden levels in Missions 2, 3 and 4. Refer to the hints given on the Hint Junction screen. The Hint Junction screen will appear at the end of the game after the Game Over and High Score screens, or if the Exit or Continue options have been chosen.

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