

VIRTUAL BOY

SD GUNDAM DIMENSION WAR

INSTRUCTION
BOOKLET



VUE-VSDJ-JPN

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**BAN
DAI**

GREETINGS

Thank you very much for purchasing Bandai Co., Ltd.'s Virtual Boy exclusive-use cartridge "SD Gundam Dimension War." Please read the separate "Precautions Booklet" first. Next, make each adjustment by following the instructions of this "Instruction Booklet." Please regularly use this product with the proper use method. Furthermore, please keep the "Precautions Booklet" and this "Instruction Booklet" in a safe place.



NOTES ON BACKUP:

Please note that if you insert or remove the cartridge without powering down the unit or recklessly turn the power switch on and off, it could cause what has been saved (recorded) in the battery backup feature to disappear.

Also, in the event that you can no longer save because the game cartridge's internal battery has been exhausted, please contact Bandai Customer Service Center so that we can replace the battery for a fee.

BANDAI GAME STATION

As for questions about the contents of this software, **03-3847-5090**
please contact us. Office Hours: [Monday - Friday (except holidays)] 10:00am - 4:00pm

- Please confirm the phone number well, so that you do not make a mistake.
- Please avoid calling us at times other than during office hours.
- As for locations other than Tokyo's 23 wards, please don't forget the (03) area code.

Unauthorized reproductions of this cartridge and unauthorized publishing, televising, or broadcasting of images, footage, content, etc. of the game are prohibited.



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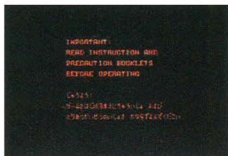
BEFORE STARTING THE GAME

ADJUSTING THE VIRTUAL BOY

■ADJUSTMENTS

Please be sure to make these adjustments before you start the game.

Please insert the cartridge properly into the main body of the Virtual Boy. After inserting the cartridge, turn the POWER switch located on the front of the controller to the ON position; after a little while, the screen at right will appear.



When the START button is pressed, it switches to the "Interpupillary Distance Adjustment Screen." Each adjustment can be made while looking at this screen.



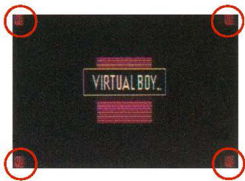
IPD ADJUSTMENT

This is the adjustment that adjusts the display inside the Virtual Boy to the width between the player's left and right eyes.



While looking at the adjustment screen, please turn the "IPD Adjustment Dial" located on top of the main body until you can see a mark in all 4 corners of the screen.

Please adjust it so that you can see a mark in each of the 4 corners, like this:



※In some cases, all 4 marks may not be visible. If 3 are visible, then it won't interfere with the game.

Also during the game, if you press the SELECT button while the game is paused, it switches to the IPD Adjustment Screen, and you can adjust it once again.

For other adjustments, please read the instruction manual of the Virtual Boy itself.

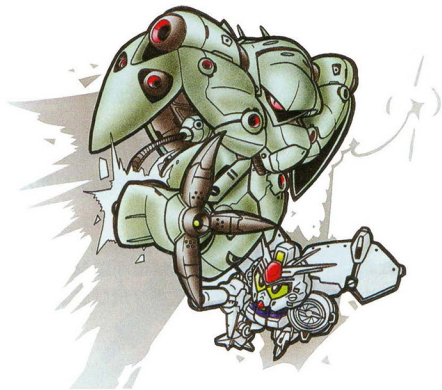
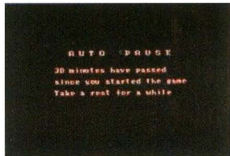
AUTOMATIC PAUSE FUNCTION

For the eye health of the player, all Virtual Boy exclusive-use cartridges have an "Automatic Pause Function," which automatically pauses the game after a reasonable amount of time.

- After finishing the adjustment at the "IPD Adjustment Screen," press the START button to switch to the screen at right. With left and right on the left control pad, you can turn the "Automatic Pause Function" on or off. When the START button is pressed again at this screen, a demo begins. If you press it again, the title screen appears.



- In "SD Gundam Dimension War," the Automatic Pause Function activates after every 30 minutes, which pauses (suspends) the game. Please take a reasonable break and rest your eyes and body. When the START button is pressed, the game can be resumed.



THE STORY

Just how much time may have passed since humanity began to pursue a place of activity in space...?

Fires resulting from numerous battles go out. There has been repeated sadness, and many people have come to tears each time....

And amidst the fighting that continues even now, the war situation has worsened. Armed enemy forces retrieved the new mobile suit models that had been developed at each base. Troops were dispatched, in order to be deployed to the front lines.

G Force was appointed to the project.... This is the force that was organized around the Gundams and that even now hands down the battle-tested, brave figures.

G Force, tasked with destroying the enemy forces and recovering the mobile suits, raided into the battlefield.

Upon repeating the battles a number of times, G Force received information on the existence of new enemies and all-new mobile suit models. There is now a new mission from military headquarters!

"Attack the new enemy mobile suits!!"

Together with the new mobile suit models that were recovered, G Force starts out once again for a new battlefield, in order to destroy the new enemy mobile suits....

OBJECT OF THE GAME

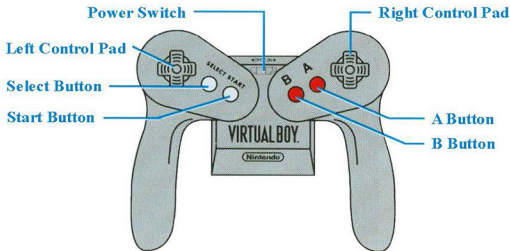
In accordance with the story of the scenario, you are to clear the mission (operation). If you clear the conditions that are set, it moves on to the next stage. If you clear all the stages of the mission, you can see the ending demo of the game.



HOW TO OPERATE

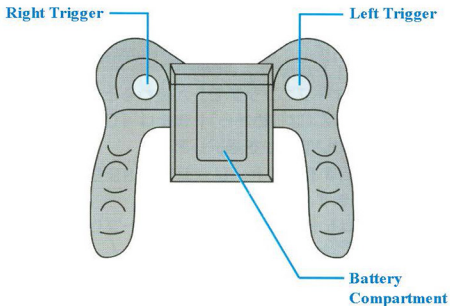
■ NAME & BASIC OPERATION OF EACH BUTTON

[FRONT OF THE CONTROLLER]



	MAP SCREEN	: BATTLE SCREEN (MS VS MS)
Left Control Pad:	Moves the cursor and units	: Moves the unit
Select Button:	Brings up the save command	:
Start Button:	Pauses	: Pauses
Right Control Pad:		: Weapon selection / attack
A Button:	Determines	:
B Button:	Cancels	:

[BACK OF THE CONTROLLER]



Right Trigger:
Left Trigger:

MAP SCREEN
Moves up
Moves down

: BATTLE SCREEN (MS VS MS)
: Moves to the background
: Moves to the foreground

STARTING THE GAME

Following the "IPD Adjustment Screen" and "Automatic Pause Function Setting Screen," there will be an opening demo.

(If you press the A, B, or START button, it will skip the opening demo and go to the title screen.)



When the opening demo ends, the title screen will be displayed. Select either "NEW GAME" (to start from the beginning) or "CONTINUE" (to start from a continuation).

If you select "NEW GAME," a story demo will begin. Then, the game will start.

If you select "CONTINUE," you can resume the game from a previous time that you saved.

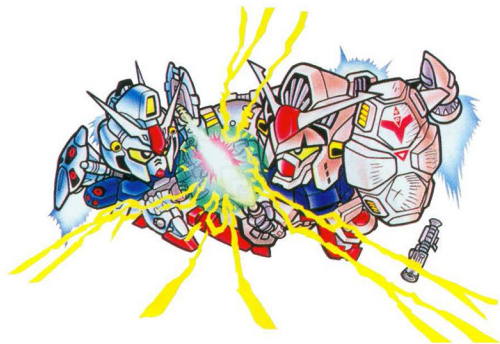
(As for how to continue, see page 12.)



CONDITION FOR VICTORY & AFTER-BATTLE TREATMENT

By sinking the enemy battleship, the condition for victory is met and the stage is cleared. Also, if your troops' battleship gets sunk, it's Game Over. (For Game Over, see page 12.)

When a stage is cleared, a story demo will follow. All damages will be recovered and mobile suits that correspond to the story will automatically be deployed.



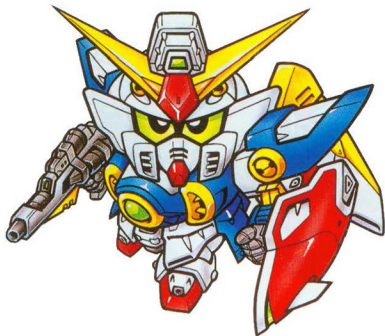
CONTINUE & GAME OVER

■GAME OVER

When your troops' battleship unit is destroyed, it's Game Over. After the Game Over demo, it returns to the opening demo screen. Also, when the number of turns that is determined by each mission is exceeded, it's Game Over.

■CONTINUE

After choosing "CONTINUE" at the title screen, it goes to the Load Data screen. After selecting Area 01, 02 or 03, if it's OK, choose it with the A button. If not, press the B button to cancel. Once you choose one, you can resume the game from the scene that was last saved in the save slot.

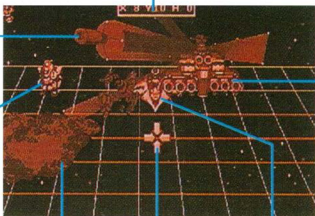


MAP SCREEN EXPLANATIONS

SCREEN 1 (When the cursor is not selecting a unit)

Coordinates (The position of a unit is indicated by coordinates.)

Enemy Battleship Unit



Your Troops' Battleship Unit

Enemy Unit
(Always faces to the front in the map screen.)

Obstacle

Cursor

Your Troop Unit
(Always faces to the back in the map screen.)

SCREEN 2 (When the cursor is selecting a unit)

Unit's Name (When the cursor is overlapping a unit, the name of the unit will be displayed.)



Lv - : Unit's Level
Lf: Life Remaining
MV - : Movement Capability

Commands
(See Page 16)

COMMAND EXPLANATIONS

When you move the cursor onto a unit that is to perform an action and press the A button, commands are displayed at the top right of the screen. Select the action command that the unit is to perform with the left control pad and determine it by pressing the A button.



MOVE

This is the command that moves a unit. After you select the "MOVE" command, move the cursor along the route to the area to which you want to move with the left control pad and/or the left or right trigger buttons and determine the move by pressing the A button.

※ An "E" mark will be displayed next to a unit that ended its action.

ATTACK

This command performs an attack on an enemy unit at close range. After you select the "ATTACK" command, when you move the cursor onto the enemy unit that is to be attacked and press the A button, it switches to the battle screen. All battles have a time limit. When the time displayed on the battle screen goes to zero, the battle ends, or, for a COM battle, it ends automatically. Also, when the life gauge of a unit disappears and it comes to the point of being destroyed, you lose the unit. (See later for how to battle)

INDIRECT (LONG-RANGE ATTACK)

This command performs an attack on an enemy unit from a distance. After you select the "INDIRECT" command, when you move the cursor onto the enemy unit that is to be attacked and press the A button, it switches to the battle screen. (Auto-Battle)

AMBUSH

This is the command for performing an ambush when, after you move, your unit is able to hide behind something, such as a meteor or the ruins of a building.

※ In the event that you make an "AMBUSH," if the "A" mark is attached and you attack or move, the "AMBUSH" will be canceled.

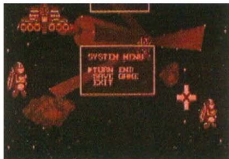


EXIT (END)

Cancels the command selection of a unit.

■TURN END

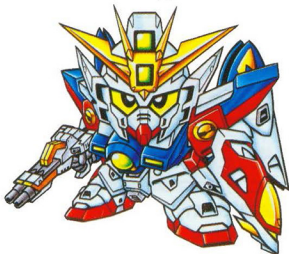
When you want to end a turn, press the "SELECT" button and the screen in the middle of the screen at right will appear. Select "TURN END" from among the options and press the START button to end your troops' turn.



■SAVE

If you want to save and load in the middle of a game, press the SELECT button to bring up the system commands.

When saving a game, after selecting a save slot, press the A button if you are OK with the choice. If not, press the B button to cancel.

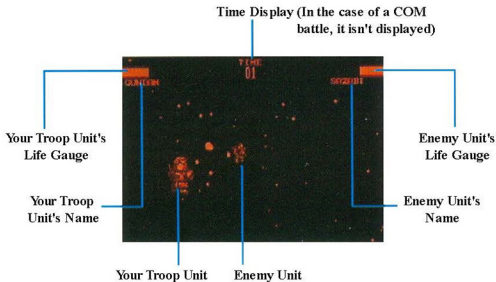


BATTLE SCREEN EXPLANATIONS

CASE 1

Mobile Suit VS Mobile Suit : Close Combat

(When the Battle Starts)



CASE 2

Mobile Suit VS Mobile Suit : Long-Range Combat

When your troop unit is within firing range of an enemy unit(s) and you choose the "INDIRECT" command, after an enemy unit is chosen, you perform a long-range attack.

Long-range attacks are carried out in Auto-Battles (Automatic Battles).

BATTLE SCREEN INSTRUCTIONS

CASE 1

Mobile Suit VS Mobile Suit : Close Combat

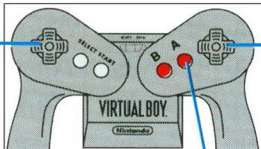
When your mobile suit unit is within attacking range of an enemy unit(s) and you choose the "ATTACK" command, after an enemy unit is chosen, you carry out close combat.

Close combat battles between mobile suits are carried out manually.

[FRONT OF THE CONTROLLER]

Left Control Pad:

Moves a unit



Right Control Pad:

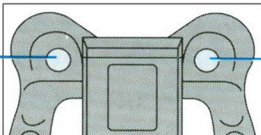
Attack system.
Varies depending on the Mobile suit.

A Button:
Attacks

[BACK OF THE CONTROLLER]

Right Trigger:

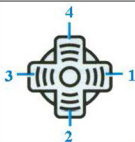
Moves to the background



Left Trigger:

Moves to the foreground

INTRODUCING THE UNITS



1. Rifle System
2. Saber System
3. Sub-Weapon A
4. Sub-Weapon B

Federation Troops	R Pad Right (Rifle System)	R Pad Down (Saber System)	R Pad Left (Sub-Weapon A)	R Pad Up (Sub-Weapon B)
GM	Beam Spray Gun	Saber	Bakan	Bazooka
Rick-Dias	Bazooka	Saber	Bakan	Torimochi
Refined Gundam Zeta	Beam Rifle	Saber	Bakan	G Launcher
Gundam	Beam Rifle	Saber	Bakan	Bazooka
Full Burner Gundam	Beam Rifle	Saber	Bakan	Bazooka
Zeta Gundam	Beam Rifle	Saber	Beam Cannon	Hyper Mega Launcher
Double Zeta Gundam	D Cannon	Saber	Beam Cannon	Hyper Mega Particle Cannon
Nu Gundam	Beam Rifle	Saber	Bakan	Fin Funnel
Gundam-F91	Beam Rifle	Saber	Bakan	Vesper
Victory 2 Gundam	Beam Rifle	Saber	Wings of Light (Offense)	Wings of Light (Defense)
Shining Gundam	Beam	Punch	Bakan	G Finger
Wing Gundam	Rifle	Saber	Bakan	Beam Cannon

Enemy's Side

	(Rifle System)	(Saber System)	(Sub-Weapon A)	(Sub-Weapon B)
Zaku	Machine Gun	Heat Hawk	Cracker	Leg Missile
Dom	Bazooka	Heat Sword	Cracker	Grenade
Marasai	Rifle	Saber	Balkan	Grenade
Hambrabi	Rifle	Saber	Missile	Heat Rod
Jagd-Doga	Rifle	Saber	Mega Particle Cannon	Missile
Den'an Zon	Machine Gun	Saber	Shot Lancer	Beam Shield
Gelgoog	Rifle	Naginata	Cracker	Grenade
Gundam GP02	Beam	Saber	Balkan	N Assault
The-O	Rifle	Beam Sword	Cracker	Hidden Arm
Qubeley	Beam Gun	Saber	Grenade	Funnel
Sazabi	Rifle	Beam Hawk	Scattering Rifle	Funnel
Vigna Ghina	Rifle	Saber	Beam Launcher	Beam Shield
Byg-Zam	Scattering Beam	Missile	Barrier	Scattering Mega Particle Cannon
Quin-Mantha	Beam	Saber	Mega Particle Cannon	Funnel
Alpha Azieru	Mega Beam Cannon	Wired Mega Beam Cannon	Balkan	Funnel
Rafflesia	Scattering Beam	Tentacle Rod	Mega Beam Cannon	Mega Particle Cannon
Gundam-Epyon	Mega Beam Cannon	Saber	Scattering Mega Particle Cannon	Heat Rod

BATTLE SHIP BATTLES

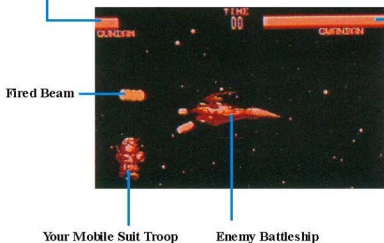
Volume 1 : Mobile Suit vs Ship (Battleship)

When your mobile suit unit is within attacking range of an enemy battleship unit and you choose the "ATTACK" command, a versus battleship battle is carried out. An attack from your mobile suit troop on an enemy battleship is performed manually.

Your mobile suit troop performs a beam attack while approaching the enemy battleship. Use the left control pad to move the mobile suit, and fire beams by pressing the A button.

Your Troop Unit's Life Gauge

Enemy Battleship's Life Gauge



✖ In addition to the A button, also the B button and the right control pad can be used to attack.

Volume 2 : Ship (Battleship) vs Mobile Suit

When your battleship unit is within attacking range of an enemy mobile suit(s) and you select the "ATTACK" command, after an enemy unit is chosen, bombardment from your battleship towards the enemy mobile suit is carried out. The bombardment from the battleship towards the mobile suit is carried out in an auto-battle.



Volume 3 : Ship (Battleship) vs Ship (Battleship)

When your battleship unit is within attacking range of an enemy battleship unit(s) and you select the "ATTACK" command, after an enemy unit is chosen, a battle between battleships is carried out. The battle between battleships is carried out in an auto-battle, where they bombard each other while passing by one another.



ONE-POINT ADVICE

POINT 1

Try to attack by taking advantage of the terrain!

While moving on the map screen, you can perform an ambush attack on an enemy unit by lurking behind a meteor or the ruins of a building, etc. with the "AMBUSH" command.



POINT 2

Shoot at the back of an enemy!

By launching an attack from an advantageous state, such as from behind an enemy in the map screen, you can get an advantage in a battle scene.



To those who purchased: If you have any notice about the product, please contact our Customer Service Center. Please be sure to let us know the name(s) and age(s) of the parent(s) or guardian(s) and any children, along with your address and phone number.

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- Please confirm the phone number well, so that you do not make a mistake.

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If the product purchased isn't working properly, such as if the game doesn't work at all after playing it only a few times, please let us know at the Bandai Customer Service Center. In addition, please note that we cannot accommodate something that is not dependent on the responsibility of our company, such as failure or damage due to carelessness of the customer, damage caused by long-term use, the item being used when purchased, etc.

Disclaimer:

We pay thorough attention to the planning and production of the product, but because the contents of the software are programmatically complex, it is possible for unexpected inconveniences to be found. In the unlikely event that a malfunction, etc. arises, please let us know at the Service Center.

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