

CATCH THE HEART

TAITO®

VUE-VSPJ-JPN

SPACE INVADERS®

VIRTUAL COLLECTION

VIRTUAL BOY™ EXCLUSIVE-USE CARTRIDGE

INSTRUCTION BOOKLET

VIRTUAL BOY™



★ GREETINGS ★

Thank you very much for purchasing Taito Co., Ltd.'s Virtual Boy exclusive-use cartridge "Space Invaders Virtual Collection." 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, we encourage you to keep the "Precautions Booklet" and this "Instruction Booklet" in a safe place.

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BEFORE STARTING THE GAME

Before you start the game, please be sure to make the following adjustments.

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 "Interpupillary Distance 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, but if 3 are visible, then it won't interfere with the game.

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





ABOUT THE 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 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, a demo begins. If you press it again, the title screen appears.



★ In "Space Invaders Virtual Collection," after the power is turned on, the Automatic Pause Function activates about 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.



CONTROLLER OPERATION METHOD

Left Control Pad

- ★ Moves the beam gun
- ★ Moves the cursor
- ★ Changes the selection

SELECT Button

- ★ Switches to the Focus Adjustment Screen during a pause.

Reset

Power Switch

Right Control Pad

- ★ Moves the beam gun

A Button

- ★ Fires the beams

B Button

- ★ Fires the beams

START Button

- ★ Starts the game
- ★ Decides
- ★ Pauses / cancels pause



When the START, SELECT, L Trigger, and R Trigger buttons are all pressed simultaneously during the game, the game is reset.

At the title screen, press left on the right control pad, the B button, down on the right control pad, the A button, and up on the right control pad to switch to the alignment check screen. (For more information about adjustments, please read the instruction manual of the Virtual Boy itself.) Press the START button to return to the title screen.





HOW TO PLAY THE GAME

At the title screen, press the START or A button to switch to the Mode Select screen. Please choose the mode you want to play by using left or right on the left control pad.

▼ Original Mode



Play the original Space Invaders. (Please choose Part I or Part II.)

▼ Virtual Mode



Play Space Invaders in a field that has a new sense of depth. (Please choose Part I or Part II.)

▼ Challenge Mode



Play 2 different modes: Score Attack and Time Attack. Please challenge the best record.



ORIGINAL MODE & VIRTUAL MODE

After choosing Original Mode or Virtual Mode, please choose Part I or Part II by using up or down on the left control pad and pressing the A button to decide.

★ Basic Rules (Part I)

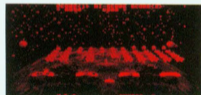
Move the beam gun by using left and right on the left control pad or right control pad, and fire beams with any of the A, B, L Trigger, or R Trigger buttons, in order to intercept the oncoming invaders. If you shoot down all the invaders, one phase is cleared. When you lose your stock of beam guns or when your position is overrun, it's game over.

⊗ If the left and right control pads are pressed at the same time, the operation of the left control pad has priority.

▼ Part I Title Screen



▼ Virtual: Part I



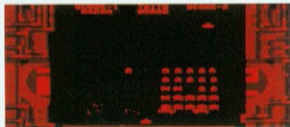
▼ Game Over



★ Basic Rules (Part II)

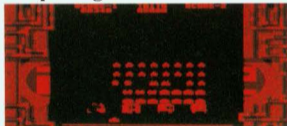
The basic rules are the same as Part I, but now the 500-Point UFO and the invaders that split apart appear. If your score enters the Top 10, you can enter your name after it's game over. (For further details, please refer to page 12.)

▼ 500-Point UFO



This flies while flashing. When it is faded out, a beam won't hit it.

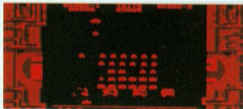
▼ Splitting Invaders



20-point invaders that turn up after 4 phases, look how they have split apart!

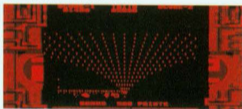
In Part II, things get a bit strange...

▼ 30-Point Invader Reinforcements!?



A UFO keeps dropping invaders into the top row. Shoot down the UFO quickly!

▼ Rainbow Shower



This is a fancy & original rainbow trick...

▼ Engine Trouble?



UFO engine trouble when a certain condition is cleared...?



CHALLENGE MODE

After choosing "Challenge Mode" at the Mode Select screen, please choose either "Time Attack" or "Score Attack" by using up or down on the left control pad.

★ Time Attack

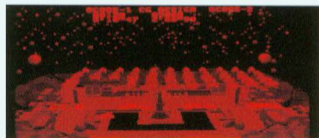
This game challenges you to see in how quick of a time you can clear 1 phase of invaders. It ends when the one phase is cleared. There's only 1 beam gun, so with 1 mistake, or if your position is overrun, it's game over.



★ Score Attack

This game challenges you to see how many points you can earn in one phase. It ends when the one phase is cleared. There are 3 beam guns; if you lose all of them, or if your position is overrun, it's game over. (If you exceed 1500 points, the beam guns increase by one unit.)

※ In Challenge Mode, when your score enters the Top 10 after clearing the phase, you can enter your name.
(For name entry, please see page 12.)





NAME REGISTRATION

In Invaders Part II of "Original Mode" and "Virtual Mode" and in "Challenge Mode," when your score enters the Top 10, you can register your name. Please choose initials by using the left control pad and pressing the A button to decide. You can end even in the middle of the name entry by pressing the START button.

※ Any initials that are entered will be lost when the power is turned off.



◆NOTICES & REQUESTS◆

We make every effort to ensure quality, but should you have any point of notice, please clearly specify the problem(s) and send the contents to the service center shown on the right.

In addition, when sending, please be sure to include your address, full name, age, telephone number, date of purchase, and the name of the purchase store. Upon checking, repair, replacement, etc., we will return the contents to you.

Taito Games Troubleshooting
Taito Bldg., 50 Takada-cho
Kohoku-ku, Yokohama-shi, Kanagawa-ken 223
Japan

As for fan letters for Taito software, support, and news.....

Also, please note that we cannot answer any inquiries by phone that are related to the contents of the game.

★For Fuller Information!★

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Please make sure that you dial the better phone number.

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