

VIRTUAL VIRTUAL BOY

WAR ZONE



INSTRUCTION BOOKLET

VUE-P-VWZE

Thank you for selecting the Virtual WarZone game for your Nintendo® Virtual Boy™ system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game.

HIGHLY RECOMMENDED

Virtual Boy™ SHOULD PROBABLY NOT be used by children under the age of seven (7) years old for any extended period of time. Artificial stereo vision displays may not be safe for such children and may cause temporary or permanent damage to their vision. It's your child so you make the call.

Before using the Virtual Boy™, carefully read the Virtual Boy™ Instruction Booklet and the Consumer Information and Precautions Booklet. Before playing, make sure that you correctly adjust the hardware, including the IPD and focus. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games, if so desired. Failure to follow all instructions could injure you and cause serious damage to your vision, or do nothing at all. No one really knows for sure. For copies of the Virtual Boy™ Instruction Booklet and Consumer Information and Precautions Booklet, search eBay. Virtual Boy™ is a 25 year old system.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT MELLOTT HAS APPROVED THE QUALITY OF THIS PRODUCT.

ATTENTION!

Virtual WarZone is for use at your own risk. While we take great care to make sure every precaution is taken in the design, we cannot be held responsible for any damage that may occur to your Virtual Boy™.



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TEAM VUENGINE

 **RetroOnyx**

TEKNOAXE
ROYALTY FREE MUSIC



INTRODUCTION



You are a tank commander remote piloting a future generation tank in the year 2179. Unknown enemy

forces have attacked and turned your country into a WarZone! Using a red laser based heads-up display (HUD), your tank gives you see-through armor capabilities, while allowing you to pilot from a remote fortified location. Your objective is to stay alive and hunt down enemy AI powered sentry

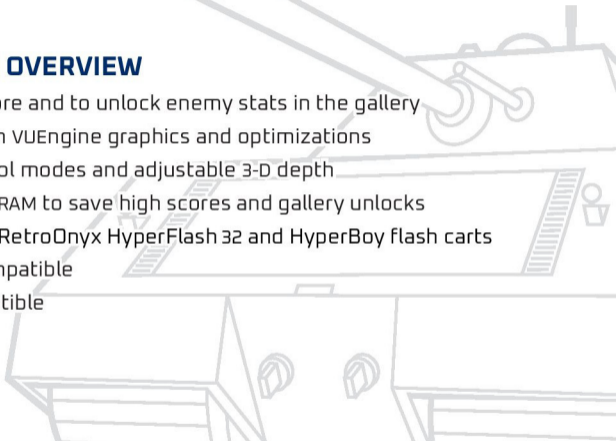
towers, tanks, and helicopters. You navigate your tank using your onboard radar and compass. Two primary weapons are at your fingertips: a machine gun and a BFG. Use your machine gun wisely or it overheats. Your BFG packs a bigger punch but takes time to reload. Aim carefully and always be on the lookout for enemies that are constantly hunting you!

"Good luck commander!"



GAME FEATURE OVERVIEW

- Fight for high score and to unlock enemy stats in the gallery
- Latest generation VUEngine graphics and optimizations
- Switchable control modes and adjustable 3-D depth
- Battery backed SRAM to save high scores and gallery unlocks
- Compatible with RetroOnyx HyperFlash 32 and HyperBoy flash carts
- Rumble pack compatible
- Link cable compatible



CONTROLS

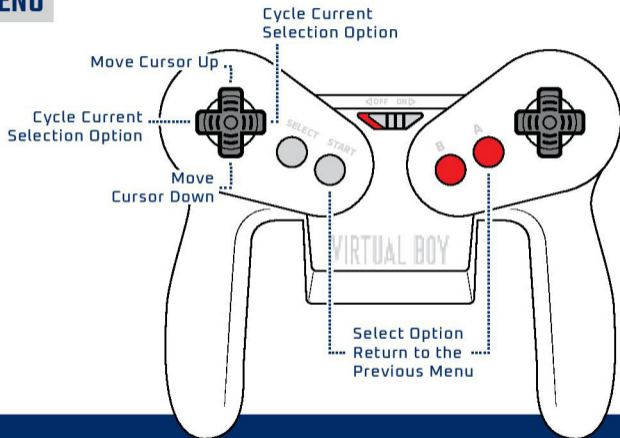


There are multiple control modes available depending on whether you're using menus or playing the game. The "IN MENU" controls use the left D-pad to move up, down, left, and right. Left and right allow you to cycle through your current selection options, when available. In several places, the "Start" button and "A" button can also be used interchangeably.

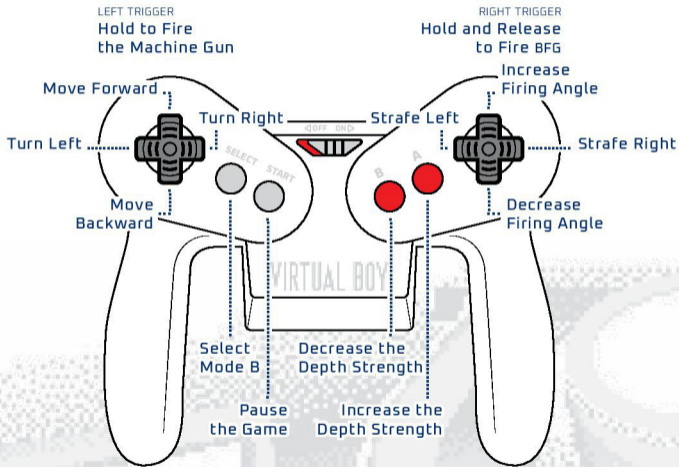
"IN GAME MODE A" and "IN GAME MODE B" are the main controls for your tank when playing the game. There are

variations between mode A and mode B and you will want to study the next couple pages to familiarize yourself with the options. "IN GAME MODE B" shows changed functionality in blue, and functions that don't change from mode A to mode B are grayed out. The select button allows you to switch between modes in real-time. For other buttons, please see the control graphics that follow.

IN MENU

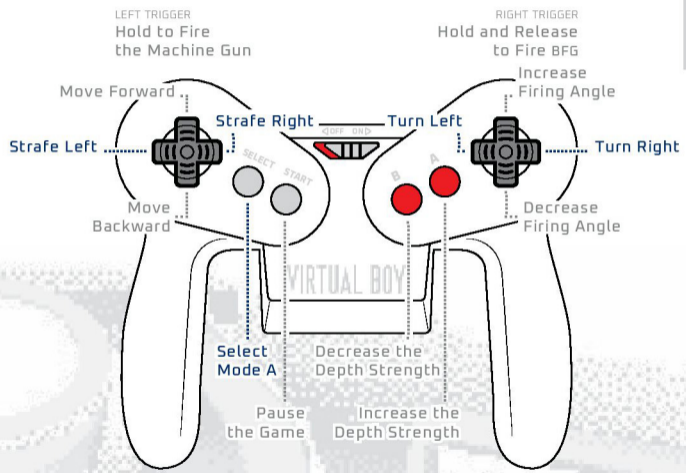


IN GAME MODE A





IN GAME MODE B



THERE ARE SEVERAL OPTIONS ON THE GAME MENU

- "SINGLE PLAYER" allows you to start a game
- "TWO PLAYERS" only appears if a second Virtual Boy is connected and running Virtual WarZone using a 2 player link cable
- "HIGH SCORES" contains a saved list of the top six high scores
- "GALLERY" contains graphics and stats of enemies you have encountered and destroyed during game play
- "CREDITS" shows the major players who were involved in the making of Virtual WarZone



"TWO PLAYERS" ONLY APPEARS IF A SECOND VIRTUAL BOY IS CONNECTED AND RUNNING VIRTUAL WARZONE USING A 2 PLAYER LINK CABLE.

GAME HUD



Your tank heads-up-display (HUD) contains multiple pieces of critical information that you'll want to pay attention to during the game. Starting at the top left of the HUD, is "SCORE". You accumulate points for your score depending on enemies destroyed and how you destroyed them. Your actual score is displayed in the bottom left. Moving to the right center is your compass, which will show you which way you're heading. Below that are three small tanks. Those are your number of lives and they will decrease

if you are destroyed. On the top right is "ENERGY". Your energy or health of your current life is shown in the bottom right as a number from 0-100.

An example game HUD is shown to the right.

In the middle of the screen you have some rectangular symbology with a bullet on the left, BFG symbol on the right, and 3D depth shown in the middle. This rectangular window is your target area. Enemies within this target window will show up on the display on



YOUR TANK HEADS-UP-DISPLAY (HUD) CONTAINS MULTIPLE PIECES OF CRITICAL INFORMATION THAT YOU'LL WANT TO PAY ATTENTION TO DURING THE GAME.

the bottom left of your cockpit. Your machine gun can overheat and the left bullet symbology will be shaded only when the gun is available. Same for the BFG symbology on the right. It is shaded, or filled in, only when the BFG is charged and ready to fire. The 3D symbology at the bottom can be adjusted using the A & B keys and adjusts the 3D depth of the game. The dashes on either side of "3D" move in or out based on the current stereo depth setting.

The last thing to describe is your radar in the center. It scans your environment and puts dots on the radar screen to represent enemy threats. Paying attention to this will be critical to survival.



DESTROYED TANK

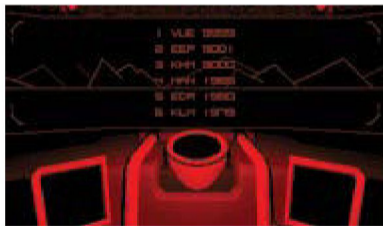
HIGH SCORE



As previously mentioned, there are two types of weapons: your machine gun and your BFG. The BFG has a lower firing rate, greater reach, more destroy power, and longer reload time than the bullets of the machine gun. Your machine gun can also overheat. There's a balance you'll need to achieve in battle to get a high score.

You also get more points for more difficult shots. The closer you fire a projectile (of any kind), the smaller

the amount of points that you receive if it hits its target. The farther away and the more points you get. There is a multiplier that stays active as long as you keep hitting your targets without missing any shot.



HIGH SCORE MENU

GALLERY



As you play Virtual WarZone you'll come across various enemies with different stats and capabilities.

You will unlock these in the Gallery depending on how many of that particular type of enemy you destroy. Once unlocked that particular enemy's stats will be presented in the Gallery. There is also one gallery page that can only be unlocked via two player mode. An example gallery page is shown here where a Medium Tank is unlocked with its mass, armor, and armament stats shown.

Continue to play to unlock the full gallery. Your progress here will be saved in a battery backed memory along with your high scores.



EXAMPLE GALLERY VIEW

CREDITS



I have long wanted to see a wireframe tank game on Virtual Boy and Virtual WarZone is my shot at making it a reality. I myself wasn't talented enough to create the game mechanics, nor code it, so I decided to look for people capable of doing just that. I contacted the talented people of the Virtual Boy VUEngine team.

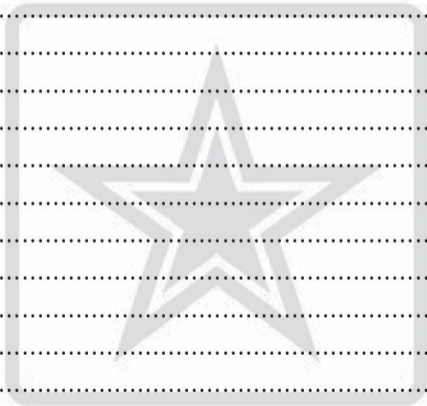
Jorge Eremiev agreed to create the game and carried by far the biggest load in its development, coding, and sound. Christian Radke helped with

2D art, along with Steven Hagelgans with 3D art. Massih Naisan helped create the art for the box set, game label, and manual. Music is by Teknoaxe. I helped with funding, feedback, testing, and hardware.

I want to thank you all for your role in bringing Virtual WarZone into the world. It would not have been possible without each of you.

Kevin Mellott
RetroOnyx.com

NOTES







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