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GAME BOY®

REMYDER®

INSTRUCTION BOOKLET



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DMG-RE USA

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FOR THIS SEAL WHEN
BUYING GAMES AND
ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY
WITH YOUR GAME BOY
SYSTEM.

IREM AMERICA CORP.

Thank you for purchasing the
Nintendo GAME BOY Game Pak,
“R-TYPE”

Before you start playing, please read this
instruction booklet carefully and follow the
correct operating procedures. Keep this
instruction booklet handy for your future
reference.

PRECAUTIONS

- 1) Do not touch the game pak's terminal connectors. Keep them free of dust and moisture.
- 2) Store your game pak at room temperature. Avoid extremely hot or cold temperatures.
- 3) Do not clean with paint thinner, benzene, alcohol, or other such solvents.
- 4) Avoid subjecting your game pak to shock. Never attempt to open or dismantle it.

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MISSION STATUS

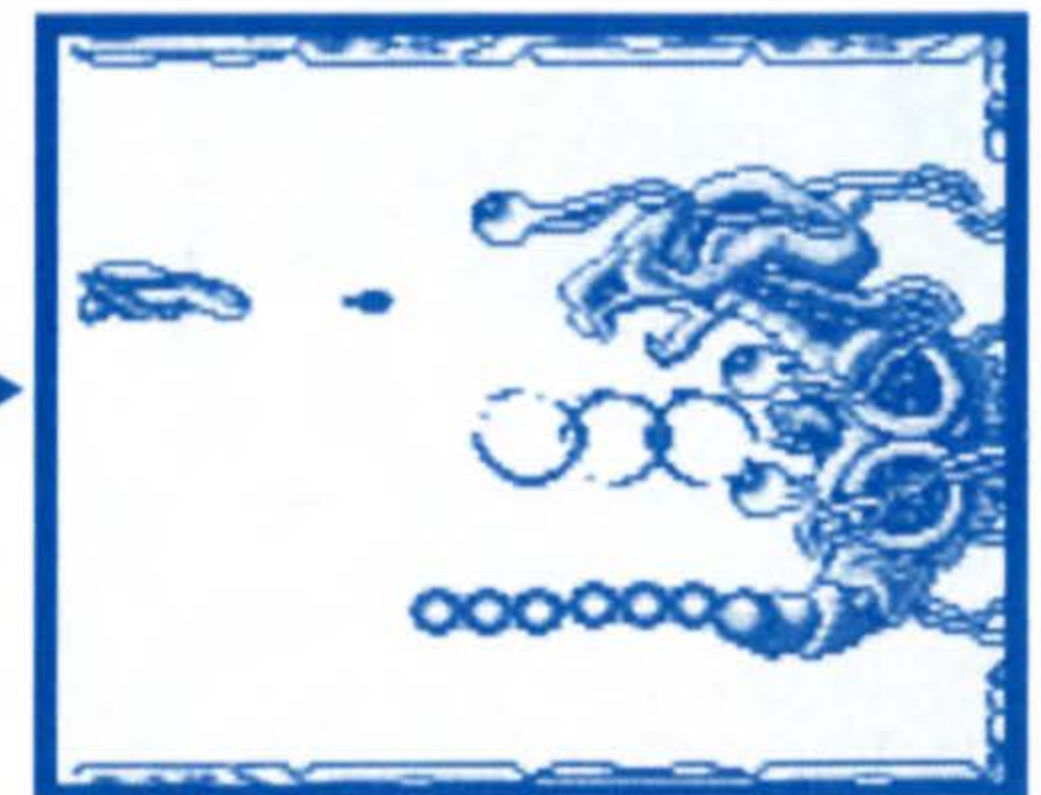
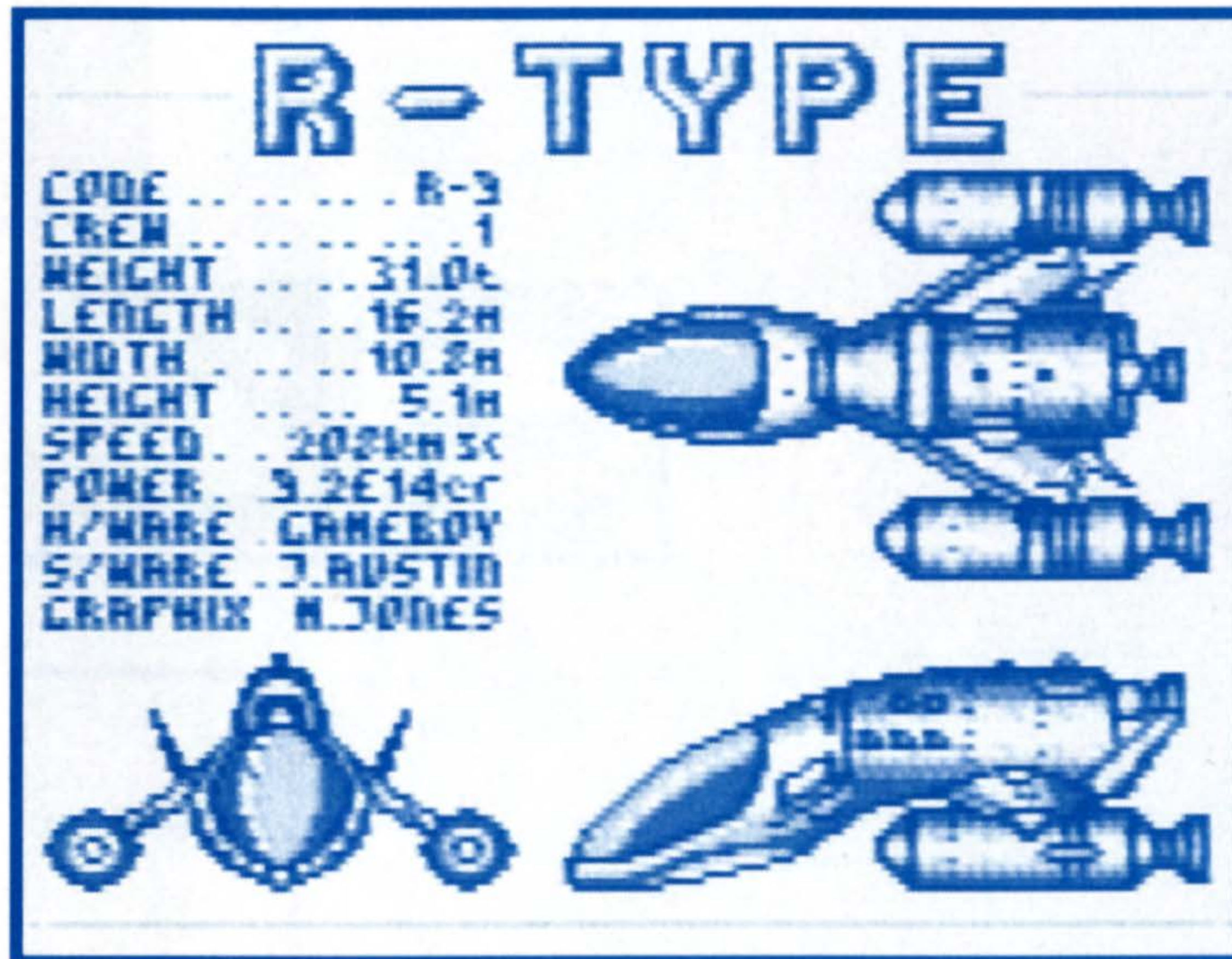
The World Government intended that the fact-finding mission to Galaxy XIX be kept under wraps; yet information gathered from the mission had later leaked to the press and confirmed the public's most dreaded suspicions: extra-terrestrial mutants from the BYDO Empire were indeed consolidating their forces and soon would be departing their space bases to launch an all-out attack on the Earth. It's now up to you in your R-TYPE Spaceship to stop this threat.



R-TYPE SPACESHIP

The World Government has asked you to lead an attack on the BYDO Empire to destroy El Supremo and his five warlords. However, launching a successful attack with a large battle cruiser is impossible — the Empire's radar would detect it

before you could fire one shot so chances for a surprise attack would be lost. Yet, the R-TYPE Spaceship is made of a rare metal alloy and armed with a laser cannon. Its speed gives it the edge.



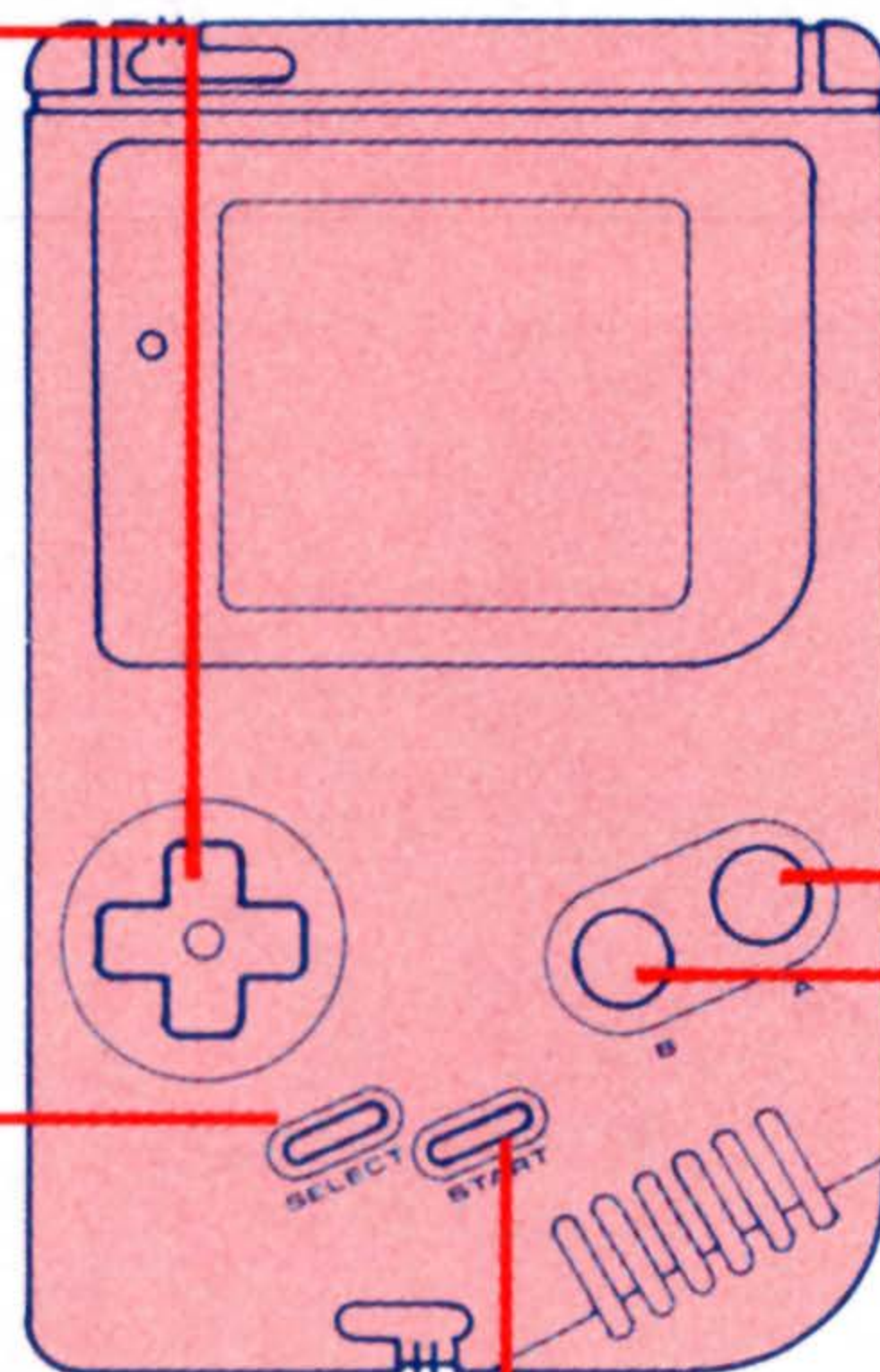
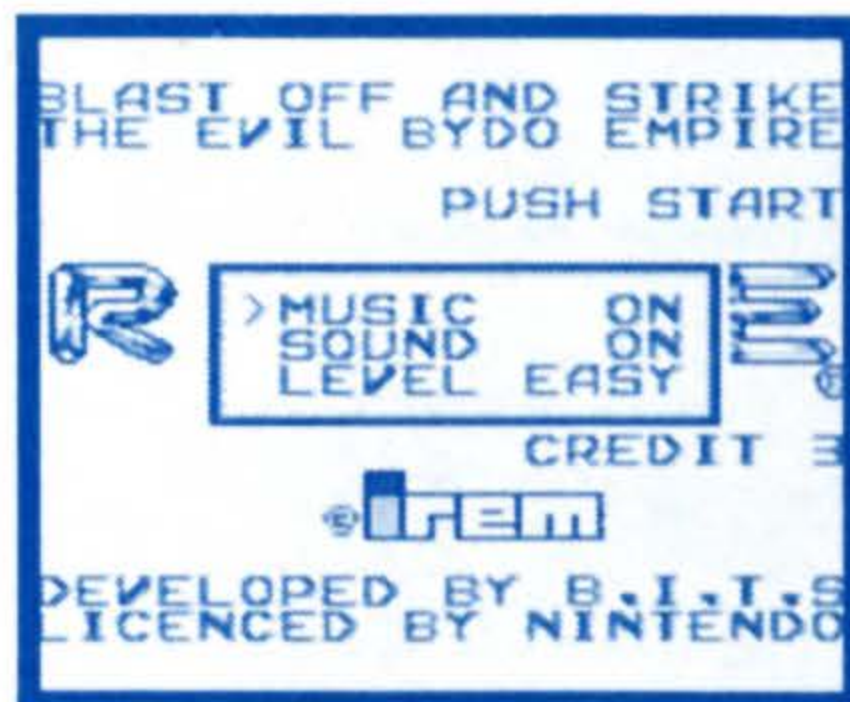
USE OF CONTROLLER

CONTROLLER PAD

Maneuvers R-Type Space Ship up, down, forwards, and backwards.

SELECT BUTTON

Turns music and sound on or off. Also selects difficulty level, easy or hard.



A BUTTON

Launches Power Pod from R-Type ship. Also used to bring the Pod back to the ship when not attached.



B BUTTON

Fires the gun on the R-Type ship and pod.



START BUTTON

Starts and pauses game play. Also used to resume a paused game.

SCREEN DISPLAY

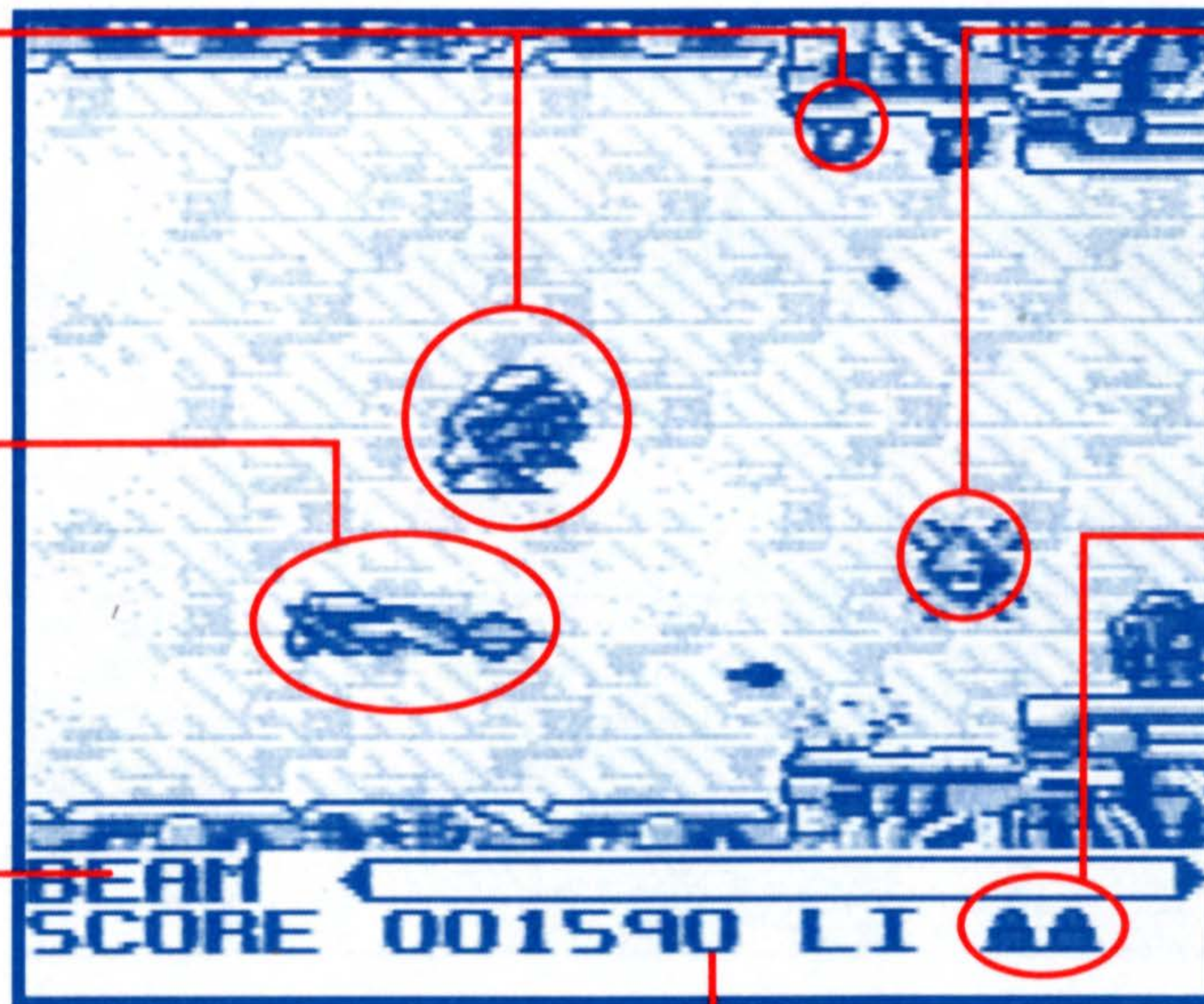
ENEMIES

They enter from all areas and are attached to walls and ceilings.

R-TYPE

Your Spaceship with power pod attached.

BEAM GAUGE



ITEMS

By destroying the POW Shuttles, items will appear. To obtain an item, guide your ship through it.

EXTRA LIFE

Shows how many extra lives you have.

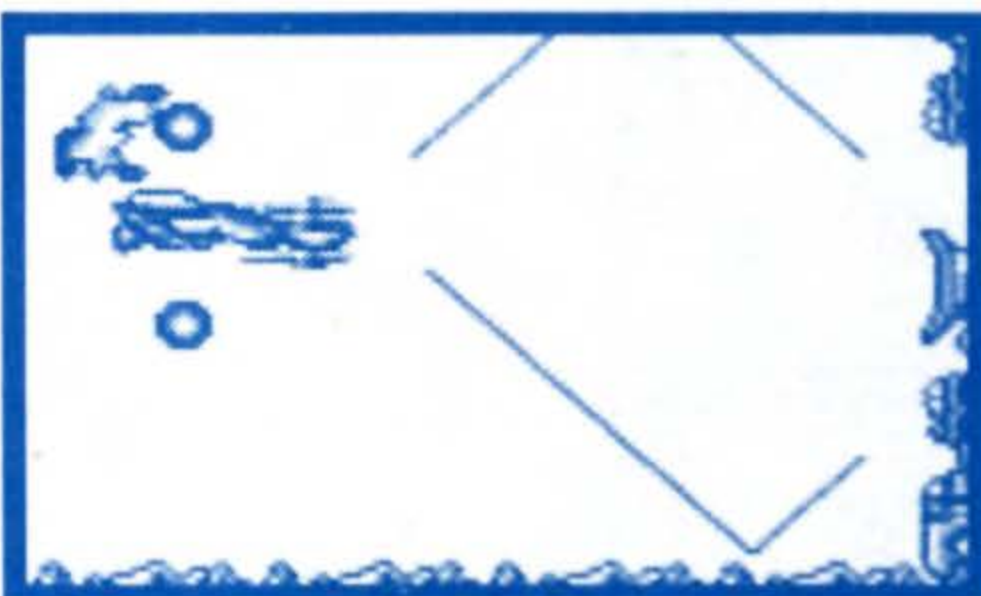
SCORE

Shows your total point accumulation.

USING THE POWER POD

The Power Pod is your most powerful weapon. The first POW Shuttle you destroy will give you the pod. It can be used in three different ways: in front, in back, and as a shield.

FRONT



Your pod can be sent ahead of you to spread out your fire, but the power-up guns can only be used when the pod is attached.

BACK



Hook it on to your back by launching it ahead of you, passing it, and running tail first into it.

SHIELD



All enemy fire (except one) and enemies can be destroyed by the pod. However, some enemies take longer to destroy than others.

POWER UP ITEMS

SPEED

Increases maneuverability and quickness of ship.



After collecting the pod, every POW Shuttle you destroy will leave a power item. Three of a kind will make an item its strongest.



PLASMO

Ball of energy that can destroy anything it touches.



LASER 1

Long in length and bounces off walls.



FIRE CHAIN

Fires directly parallel to the ship and travels the outer surfaces.



BUBBLE UNIT

Covers a great area directly in front of ship.



ENEMIES

Show those enemies you're the boss! Each enemy is unique and needs to be handled in its own way. Acting quickly is your best defense. One big advantage is to collect power-ups.

POW SHUTTLE



Always carries power-up items you can use.

MR. MEE



Attacks you from the top and bottom of the screen.

ARMOROID



Attacks with few, yet powerful blasts. Act quickly!

BALDO



A difficult obstacle to avoid and destroy.

SORA



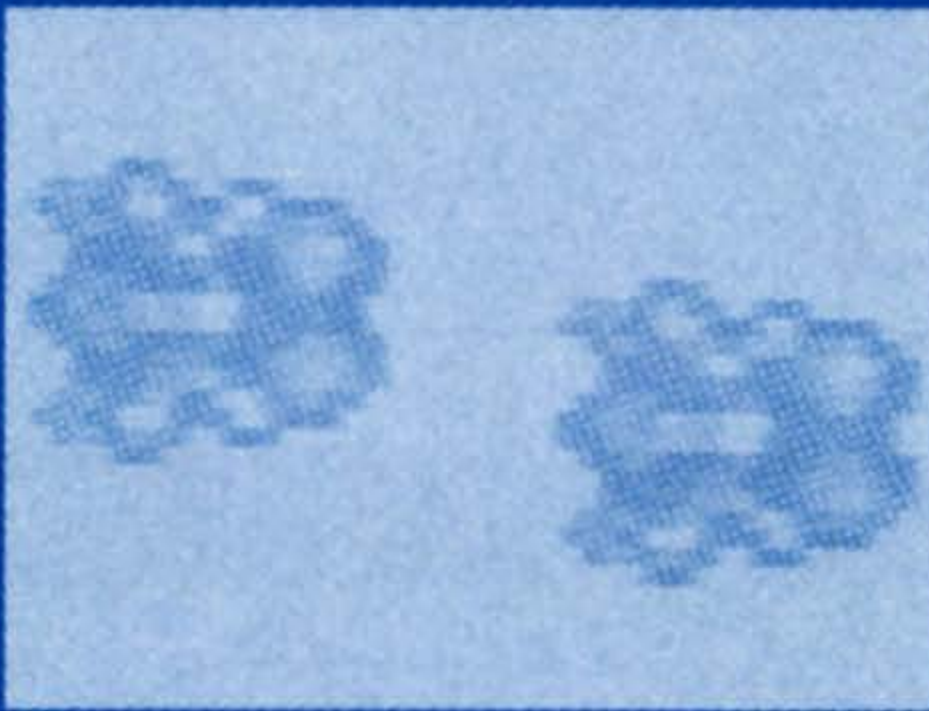
Can't be destroyed, so act wisely and avoid it.

TRANSBOT



These will follow you wherever you are. Fire fiercely!

THE FOLLOWER



This enemy does flying tricks while firing at you.

GOBUKA BRAIN



These brains will be your shadow in stage 2.

SCORPIO



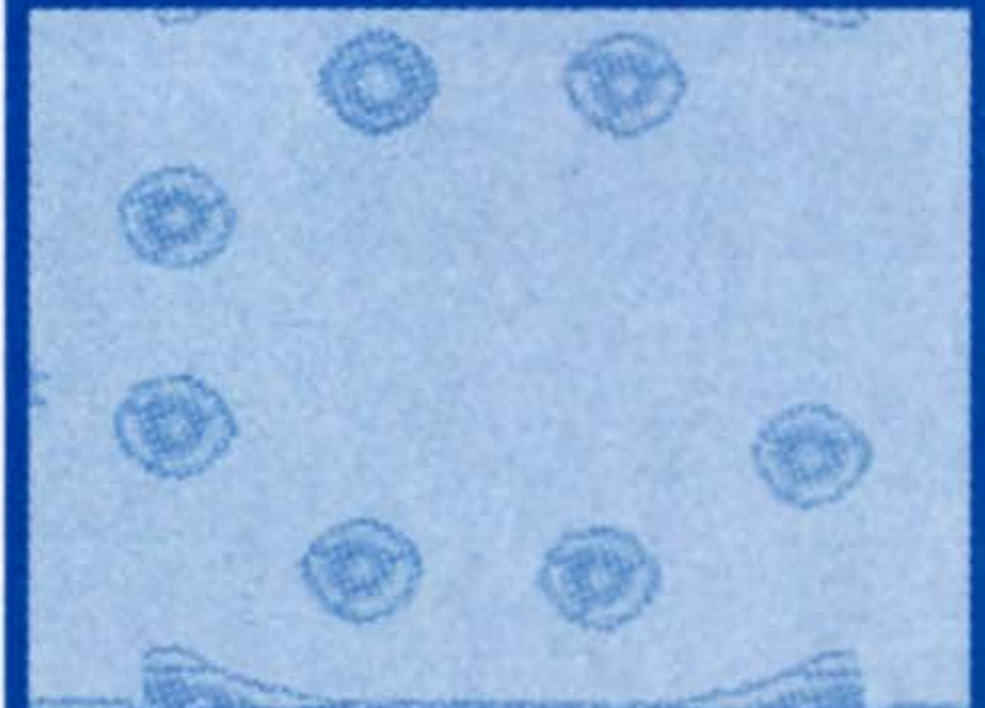
This enemy comes from the top and bottom of the screen.

DRIFTER



A moving obstacle. Mostly harmless.

GAUNTLET



Act quickly and get through this death trap.

BOSSSES

Bosses must be defeated to clear each stage. Although they are the most powerful enemies in R-TYPE, the Bosses do have their weak spots. Find their weak spots and take advantage of them.

GLADIATOR



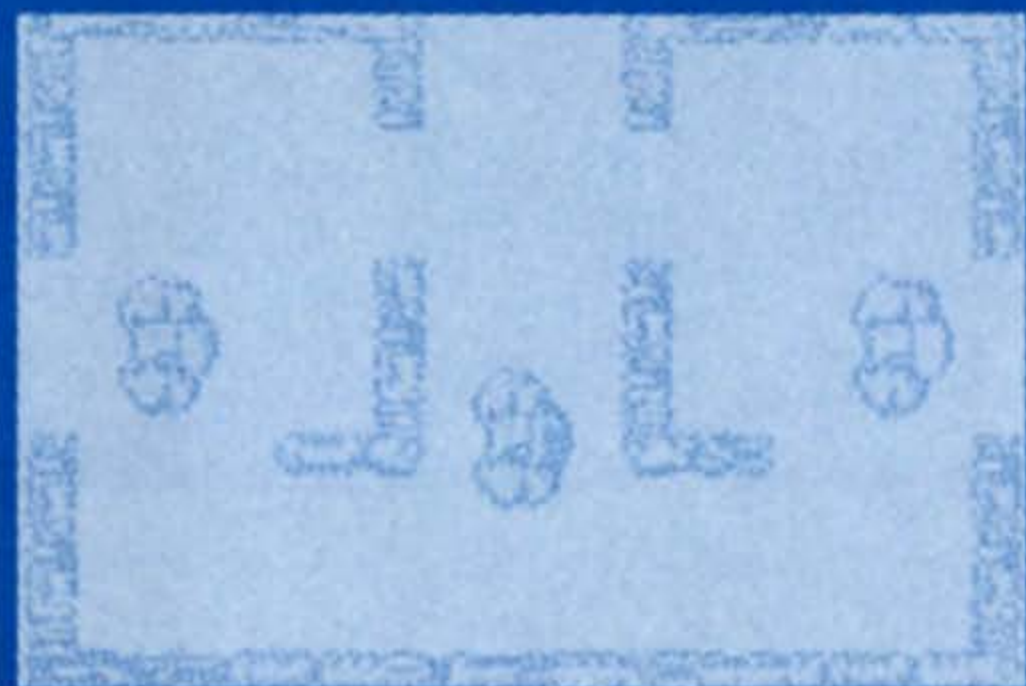
GOMBA



BATTLESHIP CRUSADER



BALDO GARDENS



LUNAR




BYDO



HIGH SCORE AND CONTINUE

Compete against friends and family for the highest score. When your first five ships have been destroyed, a Game Over screen will appear. Wait for it to pass. If you have earned at least 3,000 points, the game will ask you to enter and save your initials. Select your initials by pressing the controller pad right or left, then push the A or B Button to save them. After your ship has been destroyed five times, you will be offered the chance to start again from where you last were, with credits. But this opportunity will only come twice.



CONGRATULATIONS! YOU
HAVE A HIGH SCORE
AAA
ENTER YOUR NAME

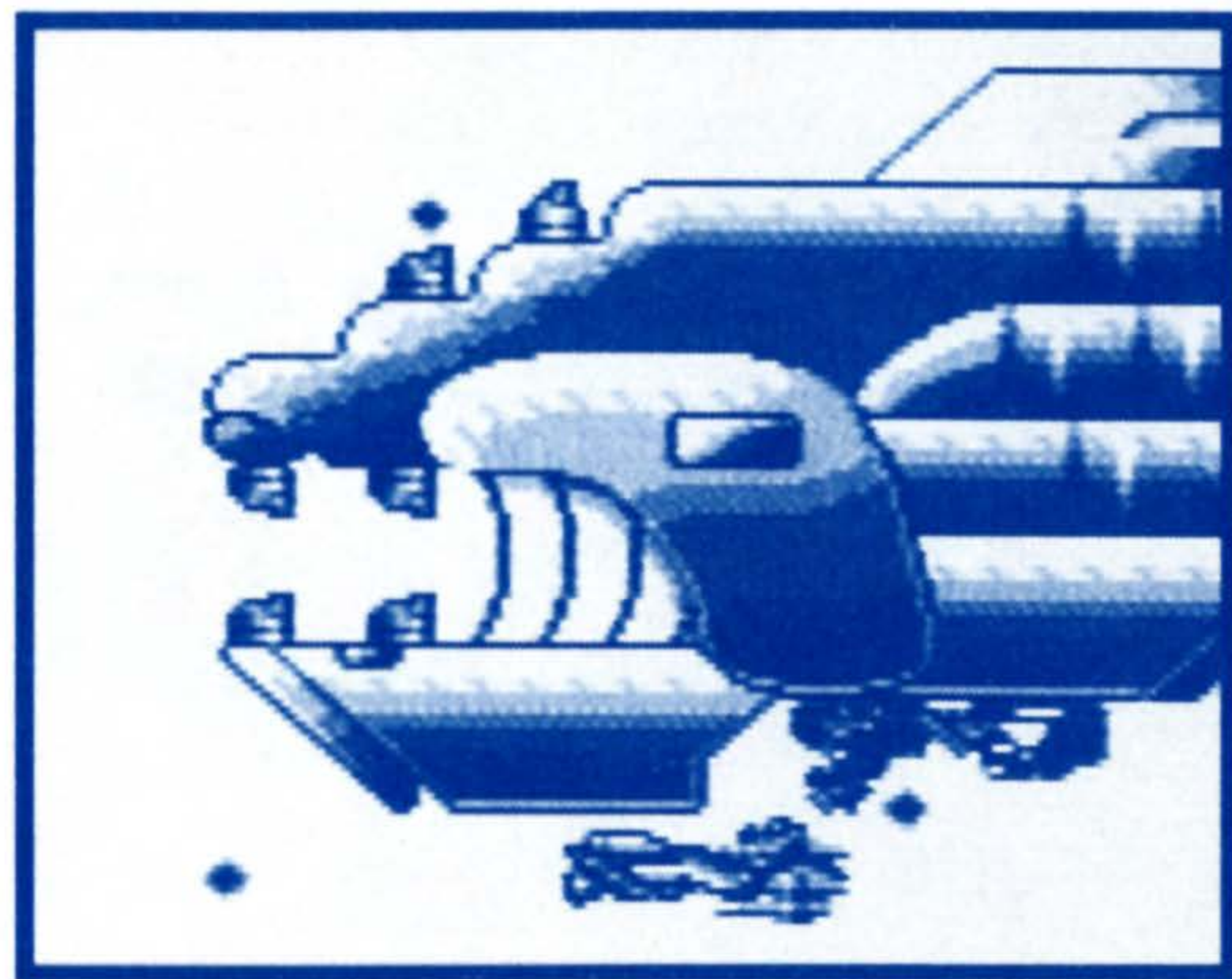
CONTINUE
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PUSH START BUTTON
C R E D I T 2

HINTS TO WIN

1 Upon encountering Gomba, you will be met by Insuloo who protects Gomba by spraying deadly gas at his enemies. Fire at Insuloo so that he will become temporarily frozen. Be careful though because even though he disappears, he'll soon be back ready to destroy.



2 When entering stage 3, be sure to have power up #3. This is useful in your voyage through the Battleship. While under the front of the ship, position yourself so that when you fire, your fire chain will go up, allowing you to knock out the missile controllers.



90-DAY LIMITED WARRANTY IREM AMERICA GAME PAKS

90-Day Limited Warranty:

Irem America Corporation warrants to the original consumer purchaser that this Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warrant period, Irem America will repair or replace the PAK, at its option, free of charge.

To Receive this warranty service:

If you believe you have found any such defect in this Game PAK during the warranty period, call Irem America's Technical Support Department: (206) 882-1093 between the hours of 9:00 AM and 5:00 PM (Pacific Time), Monday through Friday. The technical personnel of Irem America will attempt to assist you in correcting or avoiding the problem. If any such defect cannot be corrected or reasonably avoided by the customer, Irem America will inform you how to obtain a corrected PAK (or at Irem America's option, Irem America may authorize a refund of your purchase).

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by causes unrelated to defective materials or workmanship.

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Innovations in Recreational Electronic Media

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