

GAME BOY ADVANCE

AGB-A1ZE-USA

# IRIDIUM™



<http://www.replacementdocs.com>

INSTRUCTION BOOKLET



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



**EVERYONE**  
MILD VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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**Nintendo**

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

## CONTENTS

GETTING STARTED .....	4
CONTROLS .....	4
STORY .....	6
MAIN MENU .....	7
ENTERING PASSWORDS .....	7
SETTING GAME DIFFICULTY .....	8
CHOOSING GAME MODES .....	8
SELECTING PLANETS .....	10
SELECTING WEAPONS .....	10
MAIN GAME SCREEN .....	11
PAUSE MENU .....	11
CLEARING STAGES .....	12
GAME OVER .....	13
WEAPONS .....	14
POWER-UPS .....	18
CREDITS .....	20
WARRANTY INFORMATION .....	21

## GETTING STARTED

To get started with **IRIDION II**, please begin with the following:

1. Making sure your Nintendo® Game Boy® Advance is turned off, plug the IRIDION II Game Pak into the Nintendo® Game Boy® Advance.
2. Turn on your Game Boy® Advance. In a few moments the opening movie plays. Once this is over, the Title Screen should be displayed. You can press **START** to bypass the opening movie and go directly to the Title Screen.

### Music Maker

Iridion II allows you to create your own musical theme. Use the **Control Pad** to select and adjust different parts of the musical arrangement.

**Important Note:** If nothing appears on the screen, turn the power switch **OFF**. Check to make sure the Game Pak is inserted correctly. Then try again. (Always turn the power switch **OFF** before inserting or removing the Game Pak.)



Title Screen

## CONTROLLING YOUR SPACECRAFT

### Control Pad UP/DOWN

Causes your spacecraft to move forward and back.

### Control Pad RIGHT/LEFT

Causes your spacecraft to bank to the right or left.

### START

Pause; Display Pause menu/Resume Game



### L & R Buttons

Press simultaneously to release Smart-Bomb. Cycle through different weapons.

### A Button

Fires your current weapon. Press twice and hold to charge up the super shot. Release A to shoot the beam.

### B Button

Activate an upgrade you collected.

### Select

Lock and unlock the satellites to their current position.

## STORY

More than a hundred years have passed since the Earth was attacked by the vicious **IRIDION** forces. Legend tells of a single brave SHN Fighter pilot who found his way to destroy the evil **IRIDION** mainframe. After this glorious victory, all remaining enemy ships disappeared from known space. Humans began to colonize the planet systems of the **IRIDION** home galaxy. Peace and freedom came back to mankind. The **IRIDION** menace was history.

Until now.

Within only one day, all communication with the human space outposts had been lost. The last transmissions made it clear that the **IRIDION** Empire had returned and have taken over all colonized systems. Planet Earth is too far away to send help in time. Again only a single, but powerfully equipped spaceship is within reach to stop the **IRIDION** forces before they can go on to attack the last remaining planet of human beings... Earth.

6



## MAIN MENU

At the Title screen, press **START** to display the Main menu. On the Main menu you have the following options:

### NEW GAME

Choose **NEW GAME** to start playing a new game.

### PASSWORD

Choosing **PASSWORD** brings up the Password Entry screen. This is where you can enter your passwords to continue games in progress.



Main Menu

## ENTERING PASSWORDS

Choose **PASSWORD** on the Main menu to bring up the Password Entry screen where you can enter passwords to continue playing games in progress. To enter a password, use the **Control Pad** to select characters and the **A Button** to choose them. If you wish to change a character, press the **B Button** to erase it.



Password Screen

### BACK

Selecting **BACK** returns you to the Main menu without entering a password.

### CONFIRM

Select **CONFIRM** when you are finished entering your password. If you enter a bad password, **INVALID PASSWORD!** is displayed. If this occurs, you must go back and enter a valid password.

7

## SETTING GAME DIFFICULTY

Choose the difficulty level of game play on the Game Difficulty screen. **Starter Pilot** is the default setting.



Difficulty Screen

## CHOOSING GAME MODES

Select the game mode from the Game Mode screen. Below is a brief description of each mode.

### STORY MODE

Choose this mode to play the game according to the storyline. As you progress through this mode, more and more of the game is unlocked and more of the story is revealed to you. See if you can make it to the end to see the thrilling conclusion. **Important Note:** Use **START** to bypass any part of the storyline. Access the Virtual Reality Training through the Story Mode. To bypass the VR training, press **START** to pause, use the **Control Pad** to select Skip VR Training and press the **A Button**.

### ARCADE MODE

In this mode, you can select every level that you have completed in **STORY** mode. Try to get the highest score possible on every level. After completing a level, you receive a special code that reflects your score and ratings. Visit the official Iridion 2 website ([www.iridion2.com](http://www.iridion2.com)) and enter your special codes to see how you rate against other players from around the world.

### CHALLENGE MODE

To unlock this mode, you must complete the **STORY** mode. This is a boss-rush mode where the objective is to defeat all the bosses one after another. After defeating all the bosses, you will get a special code that reflects your score and ratings. Give it your best shot then enter your score on the official Iridion 2 website ([www.iridion2.com](http://www.iridion2.com)).

### GALLERY

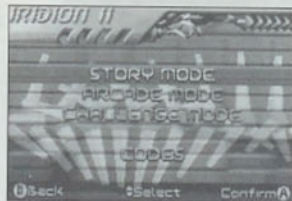
The Gallery is filled with full color screens of the Iridion enemies and bosses for your viewing pleasure. To unlock the Gallery, you must complete the Story Mode.

### JUKEBOX

Here you can listen to all the songs and sound fx used in the game. To unlock the Jukebox, you must complete the Challenge Mode.

### CREDITS

Unlock the credits by completing the Story Mode and see the list of those who brought you **IRIDION II**.



Game Mode Screen

## SELECTING PLANETS



Planet Select Screen

On your mission, you travel to several galaxies and battle across many planets. Before each leg of the mission you must decide where to go next. The Planet Selection screen displays all available locations. When you first begin playing, there is only one galaxy containing three planets for you to choose from. As you progress, more galaxies become available. In total there are 5 galaxies each containing 3 planets.

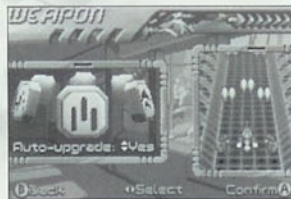
## SELECTING WEAPONS

The Weapon Selection screen contains an array of weaponry for your fighter. Before playing a level, you are brought here to choose a starting weapon. As you cycle through the weapons, the fighter displayed on the right side of the screen demonstrates how the weapon functions. (For more detailed information see page 14).

### Auto Upgrade Feature

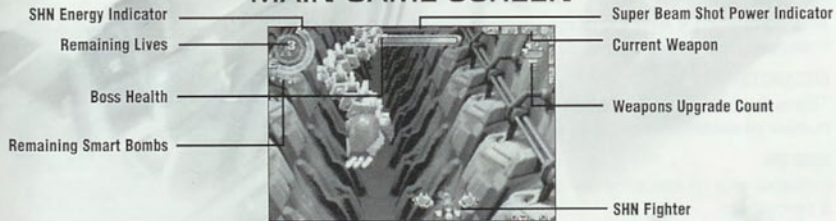
Automatically upgrades your ship whenever you collect a powerup. In the Weapons Select Screen, use the **Control Pad UP/DOWN** to toggle the Auto Upgrade feature on/off by selecting Yes or No. The Auto Upgrade is enabled by default only in Starter Pilot. **Important Note:** With the Auto

Upgrade feature set to **No**, players will decide how to best use their collected power ups. See the power up section on page 18 for more information.



Weapon Select Screen

## MAIN GAME SCREEN



Main Game Screen

## PAUSE MENU

When **START** is pressed during game play, the game is paused and the Pause menu is displayed. On this menu, you can do the following:

### MUSIC VOLUME

Adjust this setting to change the music volume.

### FX VOLUME

Adjust this setting to change the volume of the game sound effects.

### QUIT GAME

Choose QUIT to return to the Main menu.

### PASSWORD (Story Mode)

The current Password is shown.

### RESTART LEVEL (Arcade Mode, Challenge mode)

Allows you to restart the current level in Arcade mode, or restart Challenge mode. Your current score will be reset.

## CLEARING STAGES

After completing a level the Stage Clear screen appears. It displays the following rating data:

### HITS/SHOTS

This is the total number of hits achieved versus the total number of shots fired.

### RANKING

Indicates your hit accuracy rating as a grade and as a percentage.

### TIME NEEDED

This is how long it took you to complete the stage.

### LIFE BONUS

You are awarded a point bonus for every life you have at the end of the stage. It is displayed here.

### ACCURACY BONUS

A point bonus is awarded for your accuracy at eliminating targets. This bonus is based on total number of bullets fired and total number of bullets wasted.

### SMART BOMB BONUS

You receive a point bonus for every Smart-Bomb you have at the end of the stage. It is displayed here.



Stage Clear Screen

## CLEARING STAGES

### NEW SCORE

This is your new total score with all your points added in from the level you just completed.

### PASSWORD

Your stage password is displayed at the bottom of the Stage Clear screen. Use this password to continue your game from this point by entering it on the Password Entry screen (see Password Entry screen). Be sure to write your passwords down!

## GAME OVER

When the game is over, the following options are displayed: **CONTINUE**, **RESTART GALAXY** and **QUIT**. **CONTINUE** will restart the current planet with the displayed password. **RESTART GALAXY** will restart the whole galaxy with 3 lives (4 lives in Starter Pilot). Choosing **QUIT** returns you to the Main menu.



Game Over Screen



## WEAPONS

### CANNON WEAPONS

Your SHN fighter is equipped with six different cannon weapons. Each one can be upgraded a maximum of two times by collecting green power-ups. These upgrades are called satellites and are attached to each side of your fighter. They not only upgrade your current weapon but also protect the side of your ship.



#### PLASMA

**DESCRIPTION:** Fires short but rapid plasma beams.

**1ST UPGRADE:** 50% beam thickness and power increase

**2ND UPGRADE:** 100% beam thickness and power increase

**3RD UPGRADE:** 150% beam thickness and power increase

**POWER LEVEL:** Very Strong



#### PULSE

**DESCRIPTION:** Fires small upward flying particles

**1ST UPGRADE:** Fires two upward flying particles

**2ND UPGRADE:** Fires two upward and two half diagonal flying particles

**3RD UPGRADE:** Fires two upward, two half diagonal and two diagonal flying particles

**POWER LEVEL:** Weak

## WEAPONS



#### DEFLECTOR LASER

**DESCRIPTION:** Fires laser beams that deflect on playfield and enemies

**1ST UPGRADE:** Increases deflector laser power by 50%

**2ND UPGRADE:** Increases deflector laser power by 100%

**3RD UPGRADE:** Increases deflector laser power by 150%

**POWER LEVEL:** Strong



#### RADIAL GUN

**DESCRIPTION:** Emits small ion particles in any direction around the fighter. Press and hold the **A Button** down to change the direction the radial gun will fire. While the **A Button** is held down, the radial gun moves from directly in front of the fighter towards the back of the fighter. The longer the **A Button** is pressed, the more it moves toward the back of the fighter. When the **A Button** is released, the radial gun rapidly moves to its original position at the front of the fighter.

**1ST UPGRADE:** Increases radial gun power by 50%

**2ND UPGRADE:** Increases radial gun power by 100%

**3RD UPGRADE:** Increases radial gun power by 150%

**POWER LEVEL:** Middle

## WEAPONS



### SEEKING LASER

**DESCRIPTION:** Fires an enemy-seeking and target-locking beam.

**1ST UPGRADE:** Increases seeking laser beam thickness and power by 50%

**2ND UPGRADE:** Increases seeking laser beam thickness and power by 100%

**3RD UPGRADE:** Increases seeking laser beam thickness and power by 150%

**POWER LEVEL:** Weak



### SWARM GUN

**DESCRIPTION:** Small particles are emitted which automatically lock on to the nearest enemy.

**1ST UPGRADE:** Increases swarm gun power by 50%

**2ND UPGRADE:** Increases swarm gun power by 100%

**3RD UPGRADE:** Increases swarm gun power by 150%

**POWER LEVEL:** Middle

## SPECIAL WEAPONS

### SMART-BOMB

The Smart-Bomb causes immense destruction, often destroying every enemy on the screen when it is unleashed. You are armed with one Smart-Bomb at the start of each level. Smart-Bombs are activated by simultaneously pressing the **L** and **R Buttons**. Collecting red power-ups gives you additional Smart-Bombs.

### SUPER-SHOT

The Super-shot is an intense laser beam fired from your fighter. Double tap and hold the **A Button** to build the weapon's intensity. The longer you let it intensify, the more damage it will have. The indicator at the top of the screen will flash when you are at maximum intensity

## POWER-UPS

Throughout the game, special enemies that carry power ups will appear. These enemies must be destroyed to activate and collect their power ups. These various power ups provide different types of upgrades described below. **Important Note:** Activated power ups will have a set of red arrows surrounding them.



### GREEN POWER-UP

Upgrades your cannon weapons one power level, a maximum of two times. Additional green power ups can either increase your health or award you with a new weapon dependent upon your in-game status.

### Using the Auto Upgrade feature

When using Auto Upgrade, the current weapon is automatically upgraded to its maximum when collecting power-ups. After that, the health is automatically replenished when you still have spare power-ups and your health meter drops below 50%. The **L** and **R Buttons** for weapon selection are disabled when auto upgrade is used.

### Not using the Auto Upgrade feature

If you are not using the Auto Upgrade feature, you can decide how to use your collected power up. You have the choice of recharging your health or activating a new weapon. To use the power up to recharge your health, your current weapon needs to be fully upgraded. Use the **B Button** to activate health recharge. To activate a new weapon, use either the **L** or **R Buttons** to select the weapon and use the **B Button** to activate it. This new weapon will be at a level 1 rating.

## POWER-UPS



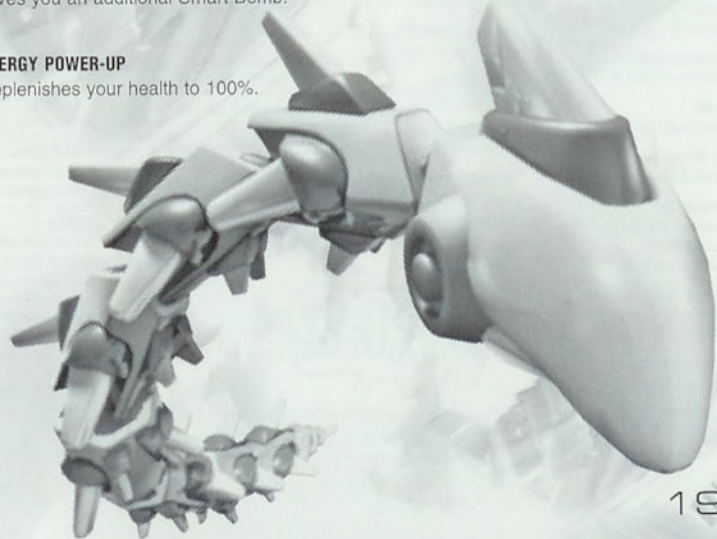
### RED POWER-UP

Gives you an additional Smart Bomb.



### ENERGY POWER-UP

Replenishes your health to 100%.



## CREDITS

### SHINEN

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Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo 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 the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, freight prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase (LPC code) within the 90-day warranty period to:

Majesco Sales, Inc.  
160 Raritan Center Parkway (Suite 1)  
Edison, N.J. 08837

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

#### Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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