

XBOX

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TUN VOLKYRIE™

NTSC



TEEN
T
CONTENTS RATED BY
ESRB

SEGA

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Table of Contents

Thank you for purchasing GUNVALKYRIE. Please note that this software is designed only for use with the Xbox™ video game system from Microsoft. Be sure to read this instruction manual thoroughly before you start playing.

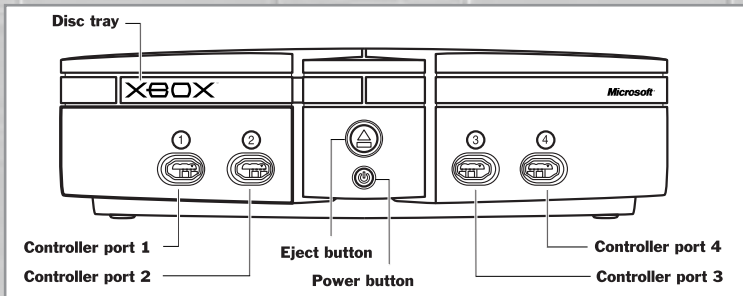
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About Backup

The backup files for this game can only be saved on the Xbox hard disk. Never turn off the Xbox console while saving files.

Note: This game does not support the Xbox Memory Unit (sold separately).

USING THE XBOX VIDEO GAME SYSTEM



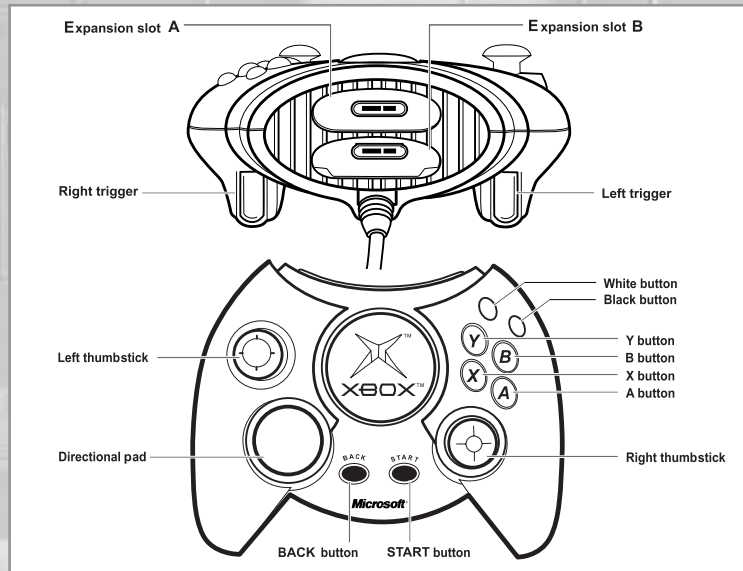
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the GUNVALKYRIE disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing GUNVALKYRIE.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Insert the Xbox Controller into controller port 1 of the Xbox console.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play GUNVALKYRIE.

STORY

1906 A.D., British Empire

Briefing by Lieutenant Meridian Poe



Contact with Tir na Nog, one of the British Empire's colonized planets, has recently been suspended. The Imperial Space Force, head security of this planet, reported that there were no colonists to be found in the residential sections of Tir na Nog. This verifies earlier reports that the colonists have disappeared. In their place, the Imperial Space Force has confirmed an abnormal outbreak of huge insect-like life forms.

Our information also tells us that prior to Dr. Hebble Gate's disappearance, he was interested in researching how to genetically modify and strengthen the Tir na Nog colonists.

I shall avoid making a prompt conclusion of what this means. The fact is, these hordes of insects clearly are hostile and have murderous intent for all humans. They are considered very ferocious, and have a strong will to live.

The reports received from the Imperial Space Force give us reason to execute the official order to dispatch GV Teams, both from the Hebble Foundation and the Axis of Europe. We shall move on to investigate and resolve the incident in Tir na Nog immediately.

We must eliminate
all elements that threaten
the prosperity of the British Empire.

I shall now explain to you what is known up to this point, and what is speculated.

Since the approach of Halley's Comet in 1835, the technological advances in numerous fields have been astounding. The person of merit, Dr. Hebble Gate, was the man behind the organization GV (GUNVALKYRIE), and the leader of the Hebble Foundation. Everybody knows the famous scientist Dr. Hebble Gate, yet nobody knows how he mysteriously disappeared. Now four years have passed and the world is still in shock.

You may have read the speculations and gossip stirring in the yellow journalism and popular science magazines. Some report he was assassinated by third world terrorists, while others believe he was abducted by alien life forms. They know nothing. The situation is worse than they can imagine.

BASIC CONTROLS

GUNVALKYRIE is a one-player game. You may insert the Xbox Controller into any of the four controller ports of the Xbox console.

Note: If you have more than one Xbox Controller connected to the Xbox console, you may use any of the connected controllers for the menu controls in the briefing room. Once the mission starts, however, you may only use the controller you started the mission with.

BUTTON ASSIGNMENTS

XBOX CONTROLLER	MENU CONTROL	DURING THE GAME
LEFT THUMBSTICK	SELECT	MOVE CHARACTER
RIGHT THUMBSTICK	SELECT	MOVE VIEW/GUN SIGHT
DIRECTIONAL PAD	SELECT	N/A
A BUTTON	ENTER SELECTION	N/A
B BUTTON	CANCEL	CHANGE WEAPON
X BUTTON	N/A	CHANGE WEAPON
Y BUTTON	N/A	CHANGE WEAPON
WHITE BUTTON	N/A	DISPLAY MAP
BLACK BUTTON	N/A	DISPLAY ELAPSED TIME
LEFT TRIGGER	N/A	BOOST JUMP
RIGHT TRIGGER	N/A	ATTACK
START BUTTON	ENTER SELECTION	PAUSE THE GAME
BACK BUTTON	CANCEL	N/A

CAUTION

Never touch the left/right Thumbsticks or the left/right Triggers while the Xbox console is being turned on. Doing so may disrupt the initialization procedure and result in malfunction.

BASIC CONTROLS

High Mobility attacks with Boost Actions

The insect-like enemy creatures on the Planet Tir na Nog are full of surprises. They're known for attacking in hordes, usually flying overhead, wearing a thick exoskeleton for protection. To counter them, you must gain the advantage by making full use of your GV Gearskin, and the special power of Halley's Chosen. Master the techniques described here, and accomplish your missions. We wish you good luck.

Boost Jump

Pull and hold the Left trigger to jump up. You will ascend until the Boost Gauge (p.12) displayed at the lower left of the screen drops to zero. When the Boost Gauge drops to zero, you will start to descend.



Boost Dash

On the ground or in the air, **move ↑ and hold the left thumbstick, then click and hold the left thumbstick button simultaneously** to boost forward at high speed. This is an important action for escaping dangerous situations.



Hovering

While executing a Boost Dash in the air, **quickly move the left thumbstick in the opposite direction** to hover & descend slowly.



KEYWORD

GV

To prevent the proliferation and misuse of Hebble Technology and to keep new world order, Dr. Hebble Gate founded the GUNVALKYRIE (GV) organization along with the Axis of Europe. These organizations are comprised of Halley's Chosen from all over the world. Their superhuman abilities and armaments represent the best of Hebble Technology. The mobility and attacking ability of the GV Team (consisting of two members) is equal to one armored division.

BASIC CONTROLS

Side/Back Boost

On the ground or in the air, **move and hold the left thumbstick ←/↓/→, then click and hold the left thumbstick button simultaneously** to perform a quick side or back step.

If you repeat this action correctly while in mid-air, you can maintain nearly the same altitude for long periods of time.



Turning Around/Changing Direction Quickly

On the ground or in the air, **move the right thumbstick ←/↓/→, then click the right thumbstick simultaneously** to quickly change the direction you are facing. The enemies will attack from all directions, so look out behind you!



GV Napalm

Click both the left and right thumbstick buttons simultaneously to execute the GV Napalm special attack. This attack is highly recommended to dispatch surrounding enemies. However, you will not be able to use it once the GV Fuel Gauge (p.12) drops to zero. Use your power wisely! This is helpful when you want to escape desperate situations.



Hebble Technology

Hebble Technology was created in 1870, and the speed at which it changed the world is still far from comprehensible. A technology was developed that converted tremendous amounts of energy from an unknown substance called the Halley Core. This substance fell to Earth when Halley's Comet passed near the Earth's orbit in 1835. Dr. Hebble Gate is the man responsible for its discovery and the ensuing technological advances.

MAIN MENU

During the Title screen, **press the START button** to display the **START/OPTIONS** Menu. **Press ↑↓ on the Directional pad or move the left/right thumbstick** to highlight a menu item, and **press the A button or the START button** to enter your selection.

Select **NEW GAME** to start from the beginning. Select **LOAD GAME** (p.19) to load and continue a saved game, and **OPTIONS** (p.20) to adjust various game settings.

When you start the game, the Main Menu will be displayed. Before you begin the mission, you can better prepare yourself with the information provided. **Press ↑↓ on the directional pad or move the left/right thumbstick** to highlight a menu item, and **press the A button or the START button** to enter your selection.



NEXT STAGE (p.10)

Verify the stage you are currently able to select, and start your mission.

POWER UP (p.16)

Acquire new parts through **POWER UP** with the GVP (p.15) earned at the end of each mission.

POE'S REPORT (p.18)

Lieutenant Meridian Poe's report on the disappearance of Dr. Hebble Gate. It is updated as the mission progresses.

SAVE (p.19)

Save your progress of your missions.

LOAD (p.19)

Load a saved game.

OPTIONS (p.20)

Adjust various game settings.

Halley's Chosen

After the approach of Halley's Comet in 1835, an unknown substance called Halley Core was found throughout the world. It has been discovered that this substance contains vast amounts of energy, and it has the ability to affect the DNA structure of any life form it comes in contact with. On a side note, there are still many mysteries that remain unsolved about the origins or effects of Halley Core.

Few beings have the superhuman ability to retrieve the Halley Core. Such persons are called Halley's Chosen. Who was the first of Halley's Chosen? Dr. Hebble Gate himself.

NEXT STAGE

Select the stage from the list of currently available stages, and start your mission. You can also check for mission requirements, terrain and conditions, and the enemy information for the selected stage.

Stage Select

First, select the stage to battle in. A list of currently available stages will be displayed. **Press ↑↓ on the Directional pad or move the left/right thumbstick** to select a menu item and **press the A button or the START button** to enter your selection.



In the beginning, you can only select the mission in Stage 1: Valley 1. As you accomplish your missions, the stages you can battle in increase. It's up to you to select where you attack first.

Briefing Room Menu

After you select the stage, the Briefing Room Menu will be displayed. **Press ↑↓ on the Directional pad or move the left/right thumbstick** to select the menu item and **press the A button or the START button** to enter your selection. Although you can start your mission right away, it's also important to gather information on mission requirements, stage conditions and the enemies you will encounter.



GO	Start your mission in the selected stage.
MISSION	Information on mission objectives.
OUTLINE	Description of terrain and conditions.
ENEMY	Description of the main enemies in the stage.
CAUTION	Key points on navigating the stage.
BACK	Return to the previous screen.

NEXT STAGE

GV Select

When GO is selected, you will then select the GV (or player) to deploy. You will see Kelly and Saburouta of the Dolphin Team whom are assigned to investigate the Tir na Nog case. **Press ↑↓ on the Directional pad or move the left/right thumbstick** to select the GV and **press the A button or the START button** to enter your selection.



KELLY

Kelly's armament is lightweight which makes her more mobile. Her power will improve after accomplishing missions on some stages or by ordering parts in the POWER UP SHOP (p.16). Kelly is suited for beginning to intermediate players.



SABUROUTA

Compared to Kelly, Saburouta is not as mobile, and a bit tricky to control. Although he starts out with high firepower, his overall power cannot be improved as much, and his attacking range is narrow. Saburouta is for advanced players.



Accomplishing Missions

After you select the GV, it's time to start your mission. The mission requirements differ from stage to stage, so verify with MISSION (p.10) in the Stage Menu or with the Map screen (press the White button during your mission).



Pause Menu

During your mission, **press the START button** to display the Pause Menu. **Press ↑↓ on the Directional pad or move the left/right thumbstick** to highlight the menu item and **press the A button or the START button** to enter your selection. Select Retry to restart from the beginning of the mission, Return to Briefing to return to the Briefing Room Menu, and End Game to quit and return to the Title screen. To resume your mission, either select Continue or **press the BACK button**.



NEXT STAGE



1 MISSION TIMER

Displays the elapsed gameplay time from the beginning of the stage. **Press the Black button** to display the Mission Timer on screen.

2 CAUTION DISPLAY

It is displayed whenever there is an enemy nearby. You can perform a Boost Combo (p.14) when the Caution Display appears on screen.

3 SIGHT

Displays the direction of your weapon when fired. Depending on the weapon, you can lock onto multiple enemies by moving the sight while **pulling and holding the right trigger**. By **moving both the left and right thumbsticks**, you can target enemies with the sight more accurately.

4 GV FUEL GAUGE

Displays the current amount of GV Fuel. It is consumed whenever the GV Napalm is used and cannot be activated if this gauge is depleted. You can regain fuel by either collecting a GV Fuel Ball or by performing a Boost Combo. Normally the gauge is hidden off-screen, but will appear when enemies are nearby.

5 BOOST GAUGE/NO. OF BOOST COMBOS

The Boost Gauge depletes whenever a Boost Action other than Hovering is used. When the gauge depletes to zero, the GV stops their Boost Action and start to descend (if they are in mid-air). It will recover fully after a period of time. The number of Boost Combos (p.14) is displayed at the center of the gauge.

6 SHIELD GAUGE

The GV (or player) is equipped with a gauge that displays the endurance power of their Gearskin. If the gauge drops to zero, you have failed your mission. Normally it is hidden off-screen, but will appear when enemies are nearby.

7 WEAPONS

From left, they correspond to the X, Y and B buttons. The weapon currently in use is highlighted.

Gearskin

The Gearskin is a specially reinforced suit for GV Commandos, developed by Dr. Hebble Gate. Using the energy from a Halley Core, this powerful electromagnetic armor is designed to lessen damage by diverting the kinetic energy of any attack and dispersing it throughout the suit's exterior. The suit is structured like a central nervous system with inside conduction wires called Progressive Filament. It controls the output of the Halley Core energy. When that energy is suddenly focused upon, say for instance, in the heat of battle, it activates GV Napalm.

NEXT STAGE

Weapons

The weapons each GV is equipped with can be switched with the X, Y and B buttons. Every weapon has its own unique attributes, and it will be necessary to switch weapons depending on the enemy, and the conditions of each stage.

Weapon assigned to X button (for Kelly only)

Drive Gun

This is a weapon obtained in the first mission, and can only be used by Kelly. It is a large weapon with more firepower than the Heat Blaster, and will limit her mobility severely. On the ground, it can only be used while standing still, and in the air Kelly will assume a hovering stance (Boost Combos will be cancelled as well). If you press the X button while it is already selected, you can switch between diffused shot (shooting in wide range) and pinpoint shot.



Weapons assigned to Y button

Heat Blaster (Kelly)

This is a basic weapon for Kelly. While its firepower is low, she can attack and still maintain her mobility. By holding the right trigger and setting the sight, she can lock onto enemies for a homing attack (release the right trigger to fire). Use the Heat Blaster in conjunction with a Boost Combo (p.14) to temporarily increase its firepower.



Matchlock Cannon (Saburouta)

This is a basic weapon for Saburouta, with greater firepower than the Heat Blaster. Although its range is rather short and cannot be fired in succession, it will home in on the locked-on enemy (only when standing still or hovering). Use the Matchlock Cannon in conjunction with a Boost Combo (p.14) to temporarily increase its firepower.



Weapon assigned to B button

Plasma Hook (Kelly and Saburouta)

During the mission, you will sometimes face insurmountable walls and platforms. Use the Plasma Hook to reach areas you normally wouldn't be capable of with the Boost Jump alone. The Plasma Hook can also be used as an effective weapon on some enemies.



NEXT STAGE

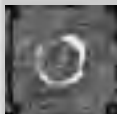
Items You Can Collect During a Battle

When you defeat an enemy, occasionally they may drop an item. The item will automatically float towards you whenever you approach it. If you can, try to collect it.



GV Fuel Ball (Blue)

Regains the GV Fuel Gauge (p.12) for using GV Napalm.



Shield Ball (Red)

Regains the Shield Gauge (p.12) of the Gearskin. Collecting Shield Balls is essential for withstanding heavy attacks.

Perform a Boost Combo

When enemies are nearby (notice the CAUTION Display), perform a Boost Dash, Side Boost or Back Boost in succession to make a Boost Combo. You must be in mid-air to use this technique. Try performing several Boost Combos repeatedly to regain your GV Fuel Gauge or temporarily powering up the weapon assigned to the Y button.



The Boost Combo count, displayed on the Boost Gauge, will flash whenever one of the mentioned special effects is performed.

Note that the Boost Combo will be nullified whenever you land on the ground, hover, or receive damage. Temporary power-ups will also end at that time, so take caution.



It's said that if the GV perform enough Boost Combos, they enter a mysterious altered state known as the Mobius State. No one knows for sure what this is exactly...but maybe you will find out.

Tir na Nog Case

Soon after the mysterious disappearance of Dr. Hebble Gate, colonists on the planet Tir na Nog also disappeared. Coincidentally, after the disappearances, large masses of insect-like creatures were detected on the planet. It is speculated that most of these insects are actual colonists, whose DNA was altered by Dr. Hebble Gate. The GV's mission is to investigate this perplexing incident.

No conclusions will be made until we receive a report from Lieutenant Meridian Poe and the Dolphin Team.

KEYWORD

NEXT STAGE

Map Screen

Press the White button to display a map of the area and the objective of the mission. The following indicators are displayed on the map:

Enemy **Yellow (flashing)**
GV's current location **Red Arrow (flashing)**
Frekiheim (produces the insects) **Pink**
Passage to other maps **Blue**

On some stages, the footing (green) and pillars (light blue) will also be indicated.



Results and GVP

When you clear the mission in the selected stage, your score and rank will be evaluated according to your achievements. A percentage of the sum of all scores will be converted to GVPs (GUNVALKYRIE Points). With this you will be able to order new parts through the POWER UP SHOP (p.16) on the Main Menu.



Understanding the Result Screen

For each category, the rank (S through D) is determined according to the score. The overall rank is determined by the sum of all categories.

Clear Time

The time it takes to clear the stage. The faster you clear the stage, the higher the rank you will receive.

Enemies Defeated

The number of enemies defeated in the stage. The points vary according to the types of enemies. The score and the rank will be determined by taking the sum of all enemies defeated.

Boost Technique

Bonus score and rank are determined by the number of enemies defeated by weapon attacks enhanced with Boost Combos.

Extra Halley Core

A bonus score is given to those who find the hidden Halley Core in each stage.

Clear Bonus

Points are deducted whenever you receive damage. Damage received while performing Boost Combos are double, so use this technique wisely.

RATING CHART

S	Superior
A	Excellent
B	Above average
C	Average
D	Needs Improvement

Core

It is believed that Dr. Hebble Gate genetically altered the Tir na Nog colonists into insects. If the Halley Core (the ball of energy that holds this genetic information) is retrieved, there is a possibility that the colonists can be restored. The cores are presumed to be embedded inside the boss-class huge insects, but it is also highly possible that they are hidden somewhere in each stage. Note that the energy wave from the Halley Core can also affect the GV Gearskin.

KEYWORD

POWER UP

This is where you spend the GVP (p.15) earned and order parts from GV HQ to power yourself up. As your skills advance with each mission, you will earn more GVP, thus allowing you to order more superior parts.

Types of Power Up Parts

Select GUN to strengthen your weapons, GEARSKIN to improve the ability of the Gearskin each GV Commando wears, and EXTRA ITEM for expendable supplies that may come in handy in emergency situations. Although you can hold only one EXTRA ITEM, you may order it again when it is depleted.



Ordering

Press **↑↓** on the Directional pad or move the left/right thumbstick to highlight the category you wish to strengthen, and **press the A button or the START button** to enter your selection. You will see a list of parts, along with the amount of GVP needed to order these parts. A description of abilities will also be displayed. **Press ↑↓ to select**, then **press the A button or the START button** to order parts. **Press the B button or select BACK** to cancel selection.



POWER UP

Parts List

Here are few of the Power Up Parts you can order. Ordering Power Ups at the appropriate time may help you complete difficult missions ahead.

GUN

Lock-on Upgrade

For Kelly only. Increases the maximum number of enemies the Heat Blaster can lock onto.

D. Gun Upgrade

For Kelly only. The firepower of the Drive Gun increases.

P. Hook Upgrade

For Kelly only. The ability of the Plasma Hook improves.

Cannon Upgrade

For Saburouta only. The ability of the Matchlock Cannon improves.

GEARSKIN

Shield Generator

The endurance level of the shield increases.

GV Fuel Cell

The maximum amount of GV Fuel increases.

Boost Shield

The defense level during the Boost Combo increases.

EXTRA ITEM

Reserve Shield

Recovers the shield automatically when it drops to zero.

Reserve Fuel Cell

Automatically replenishes the GV Fuel when it drops to zero.

POE'S REPORT

This is Lieutenant Poe's report on the Tir na Nog case, and the disappearance of Dr. Hebble Gate. As your missions progress, you will be updated with new reports that may assist you in uncovering the mystery behind the case.

The Report Select screen displays a list of currently selectable reports. Press the directional pad or move the left/right thumbstick to select a report, and press the A button or the START button to enter your selection.



When a report is displayed, there may be a next page. Press the A button or the START button to turn to the next page. To return to the previous page, press the B button or the BACK button.



GUN SHIP

Meridian Poe

Meridian Poe is the only daughter of Dr. Hebble Gate. Although Poe rarely saw her father during childhood, she began to notice changes in his personality and his warped scientific ideas. One day, he surgically removed Poe's head, and disappeared with her body. She miraculously survived, by being placed in a special life support system Dr. Hebble Gate left behind. Of course, Poe despises her father, but also fears him as a scientist.

She is now 27 years old, and her rank in the GV is Lieutenant. She supports the Dolphin Team on Tir na Nog from the GUN SHIP in satellite orbit. Her ambitious nature and leadership skills are extraordinary, but mostly driven by revenge.



SAVE/LOAD

You can save your current progress on the Xbox hard disk, and continue later on. Select SAVE to save your progress, and LOAD to continue from the last saved game. For saving you will need 8 blocks on your hard disk space.

Note: The data cannot be saved to or loaded from the Xbox Memory Unit (sold separately) during the game.



SAVE

Saves your current progress. You can create up to 3 save files. **Press ↑↓ on the directional pad or move the left/right thumbstick** to highlight the save location, and **press the A button or the START button** to enter your selection.

On each save file, the date and time saved, last cleared stage, and the amount of GVP will be displayed.



LOAD

Continues the game from the last-saved location. **Press ↑↓ on the directional pad or move the left/right thumbstick** to select the save file, and **press the A button or the START button** to enter your selection.

Game History



- ① Total Playing Time
- ② Number of Times You Cleared the Game.
- ③ These become lit whenever specific conditions in the game are met.
- ④ These become lit whenever your rank in each stage is among the top 3. 1st: Blue. 2nd: Yellow. 3rd: Green.

Note: Data on total playing time and the number of times you cleared the game will automatically be saved to the Xbox hard disk whenever you either clear or end the game.

Axis of Europe

This international league, (often abbreviated AoE) was created and lead by the British Empire and their allies France and Germany. They stand for new world order, and uphold the prevention of further proliferation of Hebble Technology.

OPTIONS

You can change various game settings here. Press **↑↓** on the directional pad or move the left/right thumbstick to select the menu item, and **←→** to change the settings.



VIBRATION

Turns the vibration function on and off.

VOICE VOLUME

Adjusts the volume level of the voices played during the game.

MUSIC VOLUME

Adjusts the volume level of the background music played during the game.

EFFECTS VOLUME

Adjusts the volume level of the sound effects played during the game.

Select **BACK TO THE DEFAULT SETTING** and press the **A** button or the **START** button to return all settings to the default value. Select **BACK** and press the **A** button or the **START** button to return to the Main Menu.



British Empire

The British Empire aided Dr. Hebble Gate in the early days. Using the merits of his technology, they soon gained supremacy in the world. After the Halley Core was discovered, the British Empire took lead of the allied nations of the AoE, and set forth colonizing the moon and Mars. During their explorations they discovered a path leading to the depths of outer space and a new planet to colonize. Tir na Nog.

KEYWORD

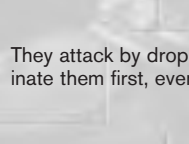
INSECTS

These are only a few of the insect-like enemies currently found on Tir na Nog. Don't be surprised if you encounter more of these types of enemies throughout your mission. Although you can start your mission right away, it's important to gather information on the insects that are found on the stage. Refer to **ENEMY** (p.10) on the **NEXT STAGE** menu.



Freki

This is the most abundant type of insect found on Tir na Nog. They move in hordes, and attack from various places.



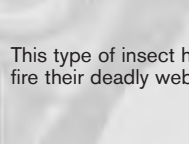
Leavatain

They attack by dropping bomb-like objects. You should eliminate them first, even if you are battling with other insects.



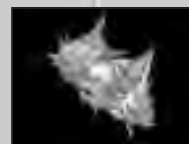
Gungnir

Its exoskeleton makes it hard to destroy and almost impossible to damage. Aim for places not covered by the exoskeleton.



Vidohunir

This type of insect has a very hard shell. The moment they fire their deadly webs is when you should attack.



Muspell

These insects have explosive blood, so take caution when attacking.

HALLEY'S CHOSEN

Here is the information on the three Halley's Chosen who are involved in the Tir na Nog case. Aside from GV members Kelly and Saburouta, there is a lot about Dr. Hebble Gate that still remains a mystery. We are hoping to gain new information through Lieutenant Poe's report.

Kelly O'Lenmey (22)

Kelly O'Lenmey was born in Ballymun, Ireland. Her bold character and adventurous spirit was noticeable even at an early age. While wandering in the forest, she came in contact with the Halley Core and became one of Halley's Chosen. Over the years, Kelly developed outstanding abilities and was persuaded by the Irish republic into fighting for their independence. However this did not last long because she did not agree with their belief to fight at all costs. After refusing to carry out an order, she left the cause and sought to become a member of the GV.

Kelly appears to be a rather cool woman, affected by nothing. But deep down she is a strong idealist. Her quick wit and honed skills make Kelly a key member of the Dolphin team.



HALLEY'S CHOSEN

Saburouta Mishima (33)

Saburouta Mishima was born in Southern Kyushu, Japan. After many years of strict training, he became a samurai of Meiji Restoration.

Over this time, he developed a disagreeable personality and was exiled to the island of Amami Oshima. On the island he came in contact with the Halley Core and later discovered his superhuman abilities. His abilities allowed him to escape to Honshu by destroying the entire army of Amami. Shunned by the Imperial Japan for his militaristic ways, he rebelled by fighting as a mercenary in a rage of wars and strife. During this time he was tried unjustly over a small mistake and was sentenced to capital punishment. His life was spared by the GV.

Now he supports Kelley and is an integral member of the Dolphin Team. Although he is admired for his skills and dexterity in battle, those who know his background still consider him both volatile and eccentric.



Hebble Gate (71)

Dr. Hebble Gate was born the first of Halley's Chosen in the history of mankind. He was affected by the Halley Core during the approach of Halley's Comet in 1835, while still inside his mother's womb.

His superhuman mind and physical abilities enabled him to develop a way to successfully convert and harness tremendous amounts of energy from the Halley Core. His new scientific accomplishment was soon named Hebble Technology. With the enormous amount of profits from his inventions, he established the Hebble Foundation, and organized the GV along with the Axis of Europe. He is not only an acclaimed scientist but holds great power over economic, political and military affairs.

Although he is one of the most famous and well-known people in the world, he is still a mystery to all. Even his only relative, Lieutenant Poe, can only speculate about his intent behind Hebble Technology.



BATTLE LESSONS

Utilize the Boost Actions and Sight Movements

You will encounter hordes of insect-like creatures on Tir na Nog. Therefore it is very important to use the Boost Dash and Boost Combo to move around quickly—whether on the ground or in the air. Lure the enemies your way and escape with speed. Then attack them from places where they can't reach you, and you will have the advantage. Master this, and the battle is yours.



Move in high speed with Boost Action, and locate enemies before they locate you by constantly moving your sight. These basic rules will help you conquer the masses of insects and find your way out. If all else fails, investigate and look around to find your way through. Or use the hover feature to escape from any critical situation.



Select Your Weapon

Each weapon has its own unique features. It will benefit you to choose the most effective weapon according to the conditions of the terrain or the enemy you are fighting. This is very important in accomplishing your missions.

Utilize your Halley's Chosen Abilities

Sometimes you will encounter situations where you cannot defeat your enemies with the weapons supplied to you. You may at times be completely surrounded, or encounter unknown powerful enemies. For these occasions, release the ability of Halley's Chosen without hesitation. Click on both the left and right thumbstick to activate GV Napalm. With this powerful move, you can wipe out the enemies surrounding you.



Remember, in order to activate this attack, you will need GV Fuel. Use your power wisely, for this move is helpful when escaping desperate situations.



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