CYBER TROOPERS
VIRTUAL-ON
MARZ™

As a member of the elite MARZ police, you are charged with resolving hi-tech wars threatening the solarsystem. Piloting a combat-designed Virtuaroid, use your arsenal of lasers, missiles, and swords to stop those at war before the conflict destroys the universe.

Over 40 playable Mechs

Intense VR combat at lightning fast speeds

"Virtual Twin Stick" controls bring the feel of the arcade home

Go head to head in 2-player combat

SEGA
Hitmaker

PlayStation®2

NTSC U/C

CYBER TROOPERS
VIRTUAL-ON
MARZ™

TEEN
T
CONTENT RATED BY
ESRB

SEGA

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherials should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
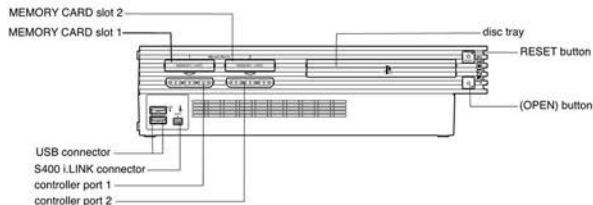
Thank you for purchasing Cyber Troopers Virtual-On Marz™. Please note that this software is designed only for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you play.

CYBER TROOPERS

VIRTUAL-ON MARZ ™

CONTENTS

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button
USB connector
S400 i.LINK connector
controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Virtual-On Marz™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.
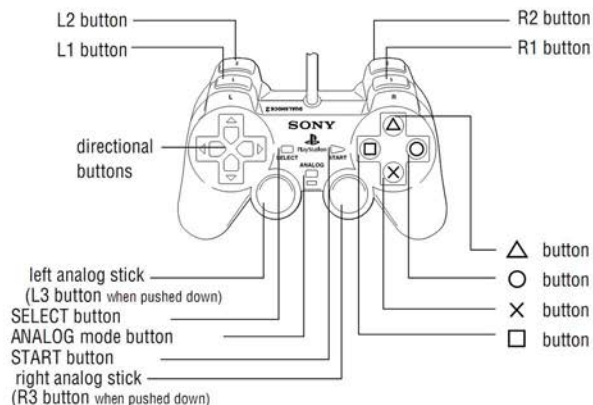
Memory Card (8MB) (for PlayStation®2)

Virtual-On Marz™ is a memory card (8MB) (for PlayStation®2) compatible game. Please insert the memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or 2 before you turn on the game. When you save a Cyber Troopers Virtual-On Marz™ file on your memory card (8MB) (for PlayStation®2) for the first time, a System File will be created for game settings and records. A minimum of 100KB is required to create a System File. Do not switch the power to off or remove the memory card (8MB) (for PlayStation®2) while saving.
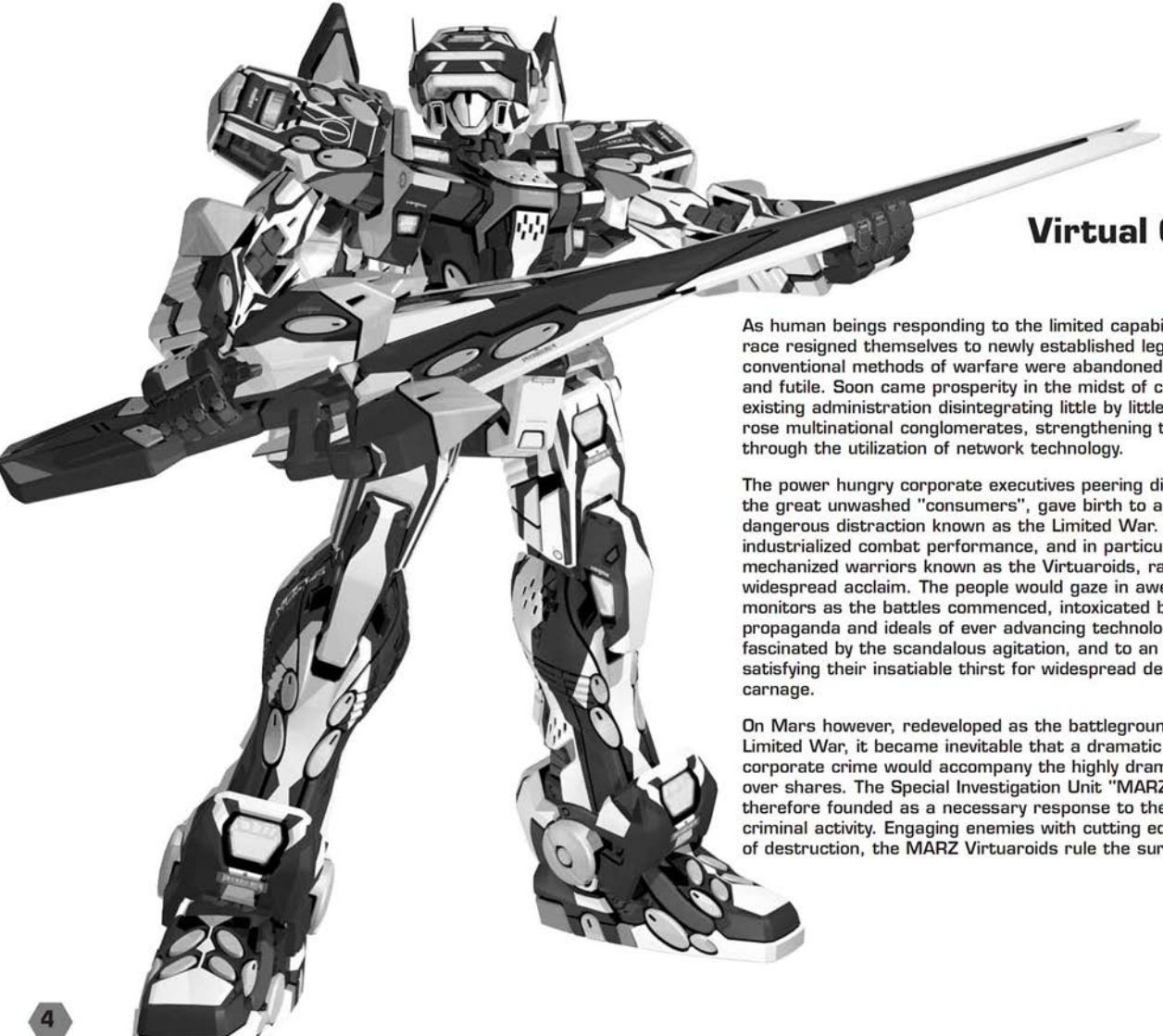
This game can be played by 1 or 2 players using either DUALSHOCK® analog controller or DUALSHOCK®2 analog controller. Connect the analog controller to controller port 1 for single player game. For 2 player game, connect the controller to be used to controller ports 1 and port 2. All instructions in this manual are based on the controls of DUALSHOCK®2 analog controller.

DUALSHOCK®2 analog controller Configurations

L2 button
L1 button
R2 button
R1 button
directional buttons
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
△ button
○ button
✕ button
□ button

● Controls are all set in ANALOG mode (mode indicator: ON) and cannot be switched to digital mode using the ANALOG mode button.

● This game supports the vibration function present on the DUALSHOCK®2 analog controller. This can be set ON/OFF from **Controller Settings** of the SYSTEM menu (P.24) or the Pause screen during action.

Virtual Century

As human beings responding to the limited capabilities of their race resigned themselves to newly established legislation, conventional methods of warfare were abandoned as outdated and futile. Soon came prosperity in the midst of chaos with the existing administration disintegrating little by little. In their place rose multinational conglomerates, strengthening their endeavors through the utilization of network technology.

The power hungry corporate executives peering disdainfully upon the great unwashed "consumers", gave birth to a highly dangerous distraction known as the Limited War. This industrialized combat performance, and in particular the giant mechanized warriors known as the Virtuaroids, rapidly gained widespread acclaim. The people would gaze in awe through monitors as the battles commenced, intoxicated by the propaganda and ideals of ever advancing technological feats, fascinated by the scandalous agitation, and to an extent simply satisfying their insatiable thirst for widespread destruction and carnage.

On Mars however, redeveloped as the battleground for the Limited War, it became inevitable that a dramatic increase in corporate crime would accompany the highly dramatized battle over shares. The Special Investigation Unit "MARZ" was therefore founded as a necessary response to the escalating criminal activity. Engaging enemies with cutting edge machinery of destruction, the MARZ Virtuaroids rule the surface of Mars.

BASIC CONTROLS

Controls explained in P.6~9 are based on Auto Type (default button configuration). See P.25 for details on other types of control settings. Control settings can be changed from **CONTROLLER SETTINGS** of the System menu (P.24) or the Pause screen during action.

ANALOG CONTROLLER: DUALSHOCK®2

Directional button/ left analog stick

Maneuver VR

SELECT button

Use Repair Disc
Recharge your Life during Dramatic Mode (P.11).

Rescue Dash
Dash towards your partner and share remaining Life (P.21).

right analog stick

Rotate
Turn your Virtuaroid left/right during action.

START button

Pause Screen/Start

Analog mode button

Menu Controls

Directional button:
Select Menu Item

⊗ Button:
Enter Selection

◉ Button:
Cancel Selection

ACTION CONTROLS

In this game, there are 6 Types of Controller Settings (Auto, Type A, Type B, Twin A, Twin B, and Edit) from which to choose. For Auto Type (default setting), an "Automatic AI Control" will assist your Virtuariod's AI control features. Also, it is possible to move at an angle by simultaneously pressing two directional buttons, allowing you to perform the action assigned for the left analog stick.

L1 L2 R1 R2 buttons

CHANGE TARGETS

Press either **L1**, **L2**, **R1**, or **R2** to change the target enemy. Use this when locking-on to attack the enemy Leader, or double-team and assist your partner.

◉ ⊗ ■ ▲ buttons

◉ button	⊗ button
TURN TO ENEMY/JUMP Tap the button to turn and face the enemy, or hold on a little longer for a jump. Press ◉ button during the jump for immediate landing.	**DASH** Press ⊗ button to dash for a limited time in the direction you are walking. Press ⊗ button during the dash to immediately stop.
■ button	**▲ button**
ATTACK Attack is performed based on your distance and position of your target. Attacking while the Weapon Gauge is yellow allows you to perform a Close Range Attack (P.9).	**STRONG ATTACK** Strong Attack is available for use if the Weapon Gauge is yellow. When the Gauge is not yellow, it functions as the Attack (■button).

AUTO TYPE ACTIONS

Here are the key actions for Auto Type controls. Even while playing in Auto type, a variety of actions are performed by entering the following button combinations. See P.26~35 for details of each actions.

Vertical Turn

During Dash

Release the directional button (left analog stick) during dash and change your course by entering a different direction.

Aerial Dash

During Jump

Use both directional buttons (left analog stick) and ✕ button during a jump and dash while airborne.

Jump Attack

During Jump

Press ◉(△) button before reaching the peak of the jump to perform a Jump Attack.

Dash Attack

During Dash

Press ◉(△) button either from a dash or Aerial Dash to perform a Dash Attack.

Auto Forward Dash Attack

Lateral Dash

Release the directional button (left analog stick) then press ◉(△) button during a lateral or diagonal (moving forward) dash to Vertical Turn and perform a Dash Attack.

Close Range Attack

Close Range

When the Weapon Gauge turns yellow, indicating you are within close range, press the ◉(△) button to perform a Close Range Attack.

Close Range Quick Step Attack

Close Range

Press ◉(△) button while using either ← or → button (left analog stick) to quickly step into the blind spot of the enemy for a Close Range Attack.

Close Range Dash Attack

Forward Dash

Press ◉(△) button while holding down the ↓ button (left analog stick) during a forward or diagonal (moving forward) motion to perform a Forward Dash Attack.

Close Range Upper Attack

Close Range

Press ◉(△) button while holding down the ↓ button (left analog stick) to perform a special Close Range Attack.

GAME START

Press the START button when the Title screen appears to display the Mode Selection menu of this game. Select the menu item and press the ✪ button to enter.

Create SYSTEM FILE/AUTO LOADING

When saving the game to your memory card (8MB) (for PlayStation®2) for the first time, a System File that contains play settings and game data is made. A minimum of 100KB is required to create a System File. This System File is automatically loaded when the game is turned on.

DRAMATIC MODE   >>>P.11

Enter a 1 player mode and clear each mission in sequence to complete the drama. As a member of MARZ (Special Investigation Unit of Mars) you are responsible for various missions from headquarters with their trusty Virtuaroid known as Temjin 707S.

VERSUS MODE   >>>P.22

Play a 1~2 player split-screen battle mode. Assign Virtuariod to 1P, 2P, and AI for either 1-on-1, 1-on-2, 2-on-2 battle. Select your battle from 1P VS 2P, 1P VS AI, 1P+2P VS AI x2, or 1P+AI VS 2P+AI game.

VR COLLECTION   >>>P.23

View the Virtuaroids you collected via Dramatic Mode.

SYSTEM   >>>P.24

Change various game settings or save/load your System File.

DRAMATIC MODE

NEW GAME

Choose NEW GAME from the menu whenever you want to play the Dramatic Mode from the very beginning. The Mission Menu screen will be displayed once the Difficulty level and Pilot Name are entered.

Difficulty Level

Choose one of the 4 Difficulty Levels. Check the chart below for specifications of each settings.

NORMAL	For beginners.
HARD	For players who previously played the Virtual-On series and are familiar with the controls.
VERY HARD	For Advanced players with superb knowledge of each of the Virtuaroids.
ULTIMATE	Only for ace pilots.

Pilot Name

Enter a name using up to 10 characters as your Pilot Name. Press **L1** or **R1** button to change the available characters on screen.

CONTINUE

Select **CONTINUE** from the menu to load and play your previously saved game. Choose the saved data from the Load screen to continue your game.

MISSION MENU SCREEN

The Mission Menu screen is the access point for everything that is offered in this mode. Start a Mission, save/load your game data, and other tasks are accessible from the Mission Menu. Select **EXIT** to return to the Title screen.

START MISSION

Begin your next Mission.

PILOT DATA

View the pilot's status such as ranking and battle records. Press the ➡ button (left analog stick) to display the Item Data screen to check your Items available for use.

CONTROLLER SETTINGS

Choose from 6 Types of control settings (see P.24 for details).

SAVE

Save up to 6 different game data of Dramatic Mode.

LOAD

Select a game data from the Load screen and continue your play.

TACTICAL SCREEN

An order is issued for each Mission from the Tactical screen. Read the outline of the next Mission here. Press the ⊗ button to forward to the next sequence and START button to skip any sequence.

HANGAR MENU

Hangar Menu is where you are allowed to make your final preparations before you start your Mission. The Virtuaroid currently selected is displayed on the screen. The pilot will operate the Virtuaroid displayed for the next Mission.

VIRTUAROID SELECT	Enter the Virtuaroid Selection screen and choose from the VRs you have acquired.
BRIEFING	Review the orders issued from the Tactical screen.
GO!	Enter the Mission.

SCREEN DISPLAY

Various information is displayed during gameplay. Take advantage of displayed information to earn a flawless victory.

Pilot's Life Gauge   **Enemy VR's Life Gauge**

Time Limit

Enemy Remaining

Radar

Item Effect

Lock-On Target

Repair Disc Remaining

Weapon Gauge   **Partner Status**

Time Limit
Whenever a time is displayed, you must complete the Mission before this counter reaches zero.

Enemy Remaining
Number of enemies remaining in action.

Repair Disk Remaining
Repair Disks are gained when opening a cargo or defeating an enemy on the field. Use the Repair Disk to recover your Life Gauge by pressing the SELECT button.

Weapon Gauge
Gauges show the energy level of each weapon. From left to right: LW (Left Weapon), CW (Center Weapon), and RW (Right Weapon). The energy level of weapons are recovered automatically over time.

Partner Status
Your partner's name and Life Gauge are displayed whenever the Mission involves a partner. Rescue Dash is executed when you have no Repair Disk left.

Lock-On Target
Lock-On Target will appear if an enemy is set on the crosshair. Homing lasers are fired to the target during lock-on.

Item Effect
Information of Items.

- **ATTACK** power up your attack
- **PROTECT** power up your guard
- **SPEED** increase mobility
- **S.A.GUARD** shields off any attacks
- **LUCKY** positive effects...
- **FAKE** negative effects...

Radar Screen
Radar screen will display any VRs and Items that are nearby. When the VR is within range, the Radar will also show which way the VR is facing. Check the positions of your enemy and partner to establish ground.

- ✚ Position of your VR is the center of the screen.
- ▲ Position and direction of your partner.
- ● Partner outside the Radar screen.
- ✖ Position of an immobilized partner.
- ▲ Position and direction of a target enemy.
- ▲ Position and direction of a untargeted enemy.
- ◉ Target outside the Radar screen.
- ✖ Position of an immobilized enemy.

Double Lock-On Screen
By charging an enemy VR while positioned facing front, the Lock-On Target will zoom in on the action. During this time, the Weapon Gauge will turn yellow and you are able to directly hit your enemy with a Close Range Attack. To execute a Close Range Attack, press the button that corresponds to the yellow Weapon Gauge.

Additional Display Features
When the enemy VR or next battle field is not present on your screen, a guide compass will be displayed. Also, a Warning is given when a pilot is threatened by an enemy who has just appeared on the field.

PAUSE SCREEN

Press the START button during action to display the Pause screen. Use ↑ or ↓ button (left analog stick) to select the menu item and ← or → button to change the settings.

RESUME	Return to action.
RETRY	Start over from the beginning of the Stage.
SUPPORT'S TARGET	Set your Partner's target mode from Auto, Same (same enemy), Another (other enemy).
CONTROLLER SETTINGS	Change the type of controller settings. See P.24 for details on each control type.
VIBRATION	Toggles the vibration function (ON/OFF).
RETURN TO VR SELECT	Return to Hangar Menu screen.
RETURN TO MISSION MENU	Return to Mission Menu screen.

MISSION FAILED

The Mission is failed when you run out of time (Time Limit), lose all of your Life Gauge, or fail the requirements.
Select **RETRY** from the menu to try the same Mission again. To return to the Hangar Menu, select **RETURN TO VR SELECT**, and **RETURN TO MISSION MENU** to return to the Mission Menu.

MISSION RESULT SCREEN

When you clear the Mission, your VR's Life Gauge will be completely recharged. Press the ⊗ button when you are through viewing the Result screen to enter the Mission Menu screen.

MISSION BONUS	Bonus points earned when Mission is cleared.
NUMBER OF VR DESTROYED	Enemy VRs destroyed and points earned.
NUMBER OF EXTRA ENEMIES DESTROYED	Non-VR enemies destroyed and points earned.
BATTLE SKILL POINTS	Points earned based on your overall battle technique.
LIFE	Percentage of Life remaining and points based on remains of your Life Gauge.
REPAIR DISK(S) USED	Points and number of Repair Disk used.
TIME	Total time elapsed for the Mission.
DIFFICULTY	Points and level of Difficulty Level selected.
TOTAL SCORE	Total points and highest score is displayed.
RANK	Ranking based on the following system: SS - S - A - B - C - D - E ("SS" being the highest.)

NEW VIRTUAROID READY FOR ACTION!

Earn a new VR or color variation of your VR by clearing Missions in this mode when you perform well. The VRs you earn are also available for use in Challenge Mode (P.18) and Versus Mode (P.22). Newly acquired VRs are also enlisted in VR COLLECTION (P.23) for an up-close look.

CHALLENGE MODE

MENU SCREEN

Choose from 4 modes (NORMAL, HARD, VERY HARD, and TIME ATTACK) within the Challenge Mode. You may also access your past performances from RECORDS. Select a menu item and press the ⊗ button to enter.

VR SELECTION

After you entered a mode, select the VR you will operate then your Partner's VR. Virtuaroids acquired in Dramatic Mode are also available in Challenge Mode.

GAME START

All participating Virtuaroids are introduced before each battle. Win the battle to advance a Mission, but if you lose the game is over. Save your performance by making it on the ranking charts.
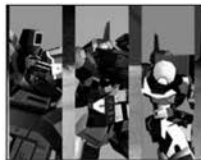
Records

Your all-time records can be checked from the ranking charts of each Difficulty Level. Press ← or → button (left analog stick) L1 or R1 button to select the Difficulty Level, and ↑ or ↓ button to scroll the Record screen. Press the ⊗ button to start the Demo sequence.

SCREEN DISPLAY

Much like the game screen of Dramatic Mode, various information is displayed during Challenge Mode. Take advantage of all the displays to earn a flawless victory.

- Your Team's Life Gauge
- Enemies' Life Gauge
- Time Limit
- Teams' Life Percentage
- Double Attack
- Lock-On Alert
- Leader Display
- Radar (P.15)
- Total Time
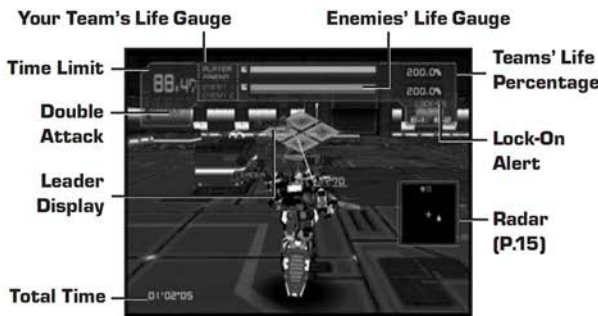
Time Limit

Battle is over when the counter reaches zero. The team with the higher Life percentage wins.

Double Attack

Alerted whenever you and your partner lock-on to the same enemy.

Leader Display

Indicates the Leader of the team.

Total Time

Total time played from Mission 1.

Your Team's Life Gauge

Gauge on the top is your VR's Life Gauge and the bottom is your partner's gauge. When the gauge is completely empty, the VR is terminated. Leader is represented by the "L" on the left of the gauge.

Enemies' Life Gauge

Leader is represented by the "L" on the left of the gauge. Also, the gauge of the enemy you are currently attacking will be enlarged.

Teams' Life Percentage

Life percentage of both teams are displayed. Each number represents the total percentage of Life remaining between 2 VRs.

Lock-On Alert

Indicates your lock-on status on a single enemy ("ENE1" and "ENE2") or simultaneously on both enemies ("LOCK ON ALERT").

RULES OF BATTLE

One distinct feature of Challenge Mode is the 2-on-2 team battle. Several rules are in effect especially for this battle. Learn the following rules to improve your game.

2-ON-2 BATTLE

2-on-2 battle is basically a match between 2 VRs per team, but depending on the Mission, your team will face a single enemy. In order to win this battle, you need to utilize the combination of team and individual skills.

Leader of the Team

There is a Leader for each team, and the battle is determined when the Leader is terminated. In this Mode, you will always take the role of a Leader for your team. Keep a close eye on both the enemy Leader's and your own Life Gauge.
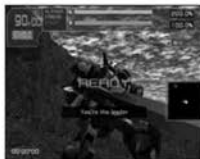
Battle Condition

There are two ways to win a battle in this Mode. Terminate the Leader of the enemy team or have a greater percentage of Life remaining when the time (Time Limit) is up.

REMATCH

● Leaders of both teams are terminated simultaneously.

● Both teams have the same Team Life Percentage when the time (Time Limit) is up.

*This rule is also in effect for the Versus Mode.

Rescue Dash

Press the SELECT button to perform a Rescue Dash. When the two VRs tag one another, the remaining Team Life Percentage is shared evenly with your partner. The Weapon Gauge of the VR that engaged the Rescue Dash are all reset to zero.

RECOVERING IMMOBILIZED PARTNER

When your partner is out of Life and is immobilized, touch the round force field of your partner to rescue and share the remaining Life of your VR. Note that recovering your partner will not penalize your Weapon Gauge status.

PAUSE SCREEN

Press the START button during action to display the Pause screen. Use ↑ or ↓ button (left analog stick) to select the menu item and ← or → button to change the settings.

RESUME	Return to action.
PARTNER'S TARGET	Set your Partner's target mode from Auto, Same (same enemy), Another (other enemy).
CONTROLLER SETTINGS	Change the type of controller settings. See P.25 for details on each control types.
VIBRATION	Toggles the vibration function (ON/OFF).
QUICK CONTINUE	Toggles the Quick Continue screen settings (ON/OFF).
RETURN TO TITLE SCREEN	Change the type of controller settings. See P.25 for details on each control types.

VERSUS MODE

SELECTION SCREEN

Various settings are available in Versus Mode. The player with the analog controller connected to controller port 1 is 1P and controller port 2 is 2P. When your selection is finished, each player must press the START button to begin.

Battle Settings

Select the settings of the 2 player battle. To select the player status (1P/2P/AI or None), press the ✕ button and use ← or → button (left analog stick). If both players choose to be on the same side, the player on the top is set to become the Leader.

1P VS 2P   1P+2P VS AI+AI   1P+2P VS AI

Select Virtuaroid

Each player can select their own VR and the opponents' VRs. Place the cursor where the VRs are displayed. Press the ✕ button and use ← or → button (left analog stick) to select the VR then press the ✕ button when your selection is over.

Select Stage

Place the cursor where the stage name is displayed. Press ✕ button and use ← or → button (left analog stick) to select the stage then press the ✕ button when your selection is over.

Select Time Limit & Set Match

Highlight the Time Limit/Set Match on the bottom left of the screen. Press ✕ button and use ← or → button (left analog stick) to select the time/sets then press ✕ button when your selection is over. *Leader swaps in multiple sets with 1P & 2P on same side.

SCREEN DISPLAY

In Versus Mode, the game will take place in a spilt-screen mode (left:1P/right:2P) when two players are involved. The Screen will not be in spilt-screen mode during a 1 player game with AI players.
*Refer to Dramatic Mode & Challenge Mode for basic screen displays

Your Team's Life Gauge   **Time Limit**   **Enemies' Life Gauge**

Double Attack

Lock-On Alert E1/E2

Set Count (Wins)

Radar
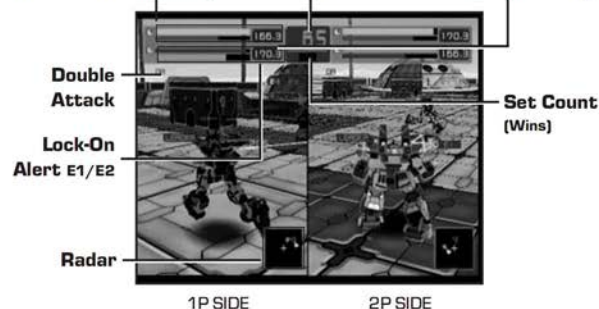
1P SIDE   2P SIDE

RESULT SCREEN

The Result screen will appear when a team wins the set Match number. To continue the Mode, select either **Use Same VRs** or **Return to VR Select** to reconfigure any settings of the battle.
Select **Quit** to return to the Title screen.

VR COLLECTION

Browse the VRs you collected via Dramatic Mode or preview VRs that you are close to earning. Use ← or → button (left analog stick) to select a VR and press ✕ button to open the viewer for the VRs you have acquired. Use both analog sticks to view your VRs from any angle you want. Press ◉ button to return to VR selection screen.

SYSTEM

Modify various settings of the game. The changes made for any of the setting is effective until you switch the console's power off. Select **SAVE SYSTEM SETTINGS** to save the settings you modified. Press ◎ button to return to the Title screen.

Controller Settings

Use ← or → button (left analog stick) to select the setting and press ✖ button to change. See the chart below for details of each control setting. Refer to P.4~7, 24 & 25 on Auto Type (default controls).

AUTO	The default control type with simplified controls and automatic AI support.
TYPE A	Use directional button (left analog stick) to maneuver and L1 or R1 buttons to rotate.
TYPE B	Use both analog sticks to rotate left/right.
TWIN A	Replication of arcade controls (Twin Stick).
TWIN B	Replication of the Twin Stick controls using directional button and ◎✖◉▲ buttons.
EDIT	Customize your own Controller Setting.

SOUND / BGM VOLUME / SE VOLUME

Adjust each of the sound settings using the ← or → button.

Screen Adjust

Use the left analog stick to adjust the position of the screen.

Save System File/Load System File

Save or load your System File when you have just booted the game or made any changes to your play settings (System).

ADVANCED ACTION CONTROLS

■ TYPE A/TYPE B CONFIGURATIONS

	TYPE A	TYPE B
directional button	Maneuver	Maneuver
left analog stick	Maneuver	Rotate
right analog stick	Rotate	Rotate
◎ button	Change Targets	Turbo Button
✖ button	Crouch/Guard	Crouch/Guard
◉ button	Turbo Button	Change Targets
▲ button	Jump	Jump
L1 button	Turn Left	————
L2 button	Left Trigger (use LW)	Left Trigger (use LW)
R1 button	Turn Right	————
R2 button	Right Trigger (use RW)	Right Trigger (use RW)
SELECT button	Use Repair Disk	Use Repair Disk

✛ Use the Turbo Button with directional button (left analog stick) to Dash towards any direction or with Left or Right Triggers to attack during Dash.

■ TWIN A/TWIN B CONFIGURATIONS

	TYPE A	TYPE B
directional button	————	Left Stick
left analog stick	Left Stick	————
right analog stick	Right Stick	————
◎ button	————	→ Right Stick
✖ button	————	↓ Right Stick
◉ button	————	← Right Stick
▲ button	————	↑ Right Stick
L1 button	Left Turbo	Left Turbo
L2 button	Left Trigger (use LW)	Left Trigger (use LW)
R1 button	Right Turbo	Right Turbo
R2 button	Right Trigger (Use RW)	Right Trigger (Use RW)
L1 + R1 button	Change Targets	Change Targets
SELECT button	Use Repair Disk	Use Repair Disk

✛ The term "Left Stick" and "Right Stick" refers to the Twin Stick controller of the arcade Virtual-On series.

Yeah! Glad to see you join us! I, Sgt. Hatter will teach all there is to know about operating your Virtuaroids.

LESSON 1: AUTO TYPE

Auto Attack

In Auto Type, the attack you execute will be automatically chosen by the AI. Just keep hitting the Attack button and the AI will decide which attack is the most effective in the given situation (based on Weapon Gauge and VR position).
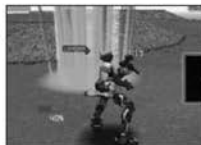
Attack varies based on distance of your target.

Auto Guard

Hold still for Auto Guard!

In Auto Type, the AI will detect enemy attacks and will automatically put up your Guard. Auto Guard is not available during Dash or attack. When the enemy strikes for a Close Range Attack, just hold still or jump right away for evasive action!

Performing Strong Attack

Use ❷ button when you want to perform an explosive attack! But make sure the Weapon Gauge is charged or else it will only be a normal attack. The Special Attack will vary on the VR you operate.

Use the Weapon Gauge!

Losing Sight of Enemy VR

◉ button and rotate!

It is critical not to lose sight of the enemy during your battle. Quickly tap the ◉ button to jump. This will cause your VR to rotate towards where the target enemy is at.

Use Various Dash

Use ◉ button to attack during Dash to perform what is called a 'Dash Attack.' This Dash Attack will vary in shots and fire power depending on the motion of the Dash. What you want to keep in mind is that the most effective Dash Attack is executed during forward Dash. Aim to hit the enemies this way before trying any other Dash Attacks!
The forward Dash Attack can also be executed from a diagonal or lateral Dash, by just releasing the directional button (left analog stick), and then press ◉ button. Using this technique, you will have better transitions in your attacks!!

Dash forward for the most effective Dash Attack

Auto Close Range Attack

When you are within range for a Close Range Attack, simply use ◉ or ❷ button to execute. If you are operating a Temjin 707S in this situation, just hold down on that button and convert up to 3 combo attacks. The third hit of this combination is so strong, you can damage an enemy even if their Guard is up!

Up to 3 combo attacks by holding down your button.

Use ← or → button and attack an enemy from behind.

Use ↓ button for a Close Range Upper Attack.

Switch Your Target Enemy

When there is more than one enemy, use either L1, L2, R1, or R2 button to change the enemy you would like to take. If you successfully switch, a line is displayed to guide where your target enemy is at. Tap the ◉ button to face your new target!

Cannot change target while on an attack.

LESSON 2: TWIN TYPE (TWIN A)

Once you master the Auto Type controls, its time to tryout the Twin Type controls for you to have maximum control of your Virtuaroids.

Move

Use the left analog stick or right analog stick to move forward, back, left, right or diagonally. Agility of the VR will increase by moving using both Left Stick and Right Stick. For TWIN B controls, the directional buttons represents the Left Stick and Right Stick is the ◎ ⊗ ⊡ △ buttons.

Stationary Position

Rotate

In order to rotate your VR, alternately input ↑ with either Left or Right Stick and ↓ with the other Stick. For faster rotation, use **L1** or **R1** button while you rotate. You can also slightly turn as you move by inputting ↑ or ↓ with either left or right analog stick.

Stationary Position

To rotate left, input ↑ with Left Stick and ↓ with Right Stick. To rotate right, input ↓ with Left Stick and ↑ with Right Stick.

Dash & Dash Cancel

Use **L1** or **R1** button while you are moving to perform a Dash in that direction. The distance you can Dash depends on the VR you operate. Use **L1** or **R1** button during Dash to stop your Dash.

Moving or During Dash

Changing Targets

Simultaneously press **L1** and **R1** button while moving or stationary to change your target enemy. In order to win as a team, you must be able to fight the right enemy at the right time!

Moving or During Dash

Vertical Turn

In a position where no button is used (Neutral position) during the Dash, you can make a Vertical Turn (up to 90 degree angle) by using the Left or Right Stick.

Neutral Position

Jump & Jump Cancel

Simultaneously input ← with left analog stick and → with right analog stick while moving or in a stationary position to make your VR jump. Your VR will automatically direct itself to the target enemy. Input → with the left analog stick and ← with the right analog stick during the Jump for an immediate landing.

Stationary Position

During Jump

Normal Attack

Simultaneously press **L2** or/and **R2** button while moving or in a stationary position for a normal attack. The action and power of the attack varies with the VR you operate. **L2** button is for the Left Weapon that can be used for attacking and as a way to negate enemy porjectiles. **R2** button is the Right Weapon that allows you to use combination attacks. And last but not least is the almighty Center Weapon that can be used by simultaneously pressing **L2** and **R2** button.

Moving or Stationed

Left Weapon   Center Weapon   Right Weapon

Turbo Attack

While in a stationary position, hold **L1** or **R1** button and then use **L2** or **R2** button to perform a Turbo Attack. This is one powerful attack that will require much of your Weapon Gauge!

Stationary Position

Crouching Attack

As you input → with the Left Stick and ← with the Right Stick, use **L2** or **R2** button to perform a Crouching Attack. Compared to a normal attack, the shots are fired in a lob. Crouching Attack is effective especially when your enemy is airborne.

Moving or Stationed

Dash Attack

Dash Attack can be performed using **L2** or **R2** button during a Dash. The power of the attack depends on the direction of your Dash, but the greatest thing about this attack is that it will automatically direct your VR to target the enemy!

During Dash

Jump Attack

As you take off for a jump, use **L2** or **R2** button to perform a Jump Attack. Attack distant enemies without worrying about any obstacles being in your way. Beware, this attack will give your enemies a greater chance for a counter attack!

Before Peak of Jump

Close Range Attack

When the Weapon Gauge turns yellow, use **L2** or **R2** button or both buttons simultaneously to perform a Close Range Attack. Keep hitting the same button so you can perform a Close Range Combo Attack! But when it looks like your enemy's Close Range Attack is coming in before yours, it is wiser to cancel your attack and put your Guard up.

Weapon Gauge Yellow

Close Range Turbo Attack

When the Weapon Gauge turns yellow, hold **L1** or **R1** button and then use **L2** or **R2** button to perform a Close Range Turbo Attack. Although it takes longer to strike than a normal Close Range Attack, this attack can really produce a substantial amount of damage. This attack is so powerful that it can partially break through an enemy's Guard. Also, remember to execute this attack from a stationary position, or else your VR will start a normal Dash.

Weapon Gauge Yellow

Close Range Dash Attack

While you Dash forward or diagonally, input ↓ with either Left Stick or Right Stick and use **L2** or **R2** button to perform a Close Range Dash Attack. Unlike other Close Range Attacks, this attack is possible even without having the Double Lock-On Target on.

Weapon Gauge Yellow

Close Range Quick Step Attack

When the Weapon Gauge turns yellow, use **L2** or **R2** button while you either input ← and → with the left analog stick or right analog stick to perform a Close Range Quick Step Attack. The actual steps may vary with the VR you operate, but the result of a blind-sided attack is nothing but fatal!

*Input ← with both left and right analog sticks to step around the left side, and input → with both left and right analog sticks to step around the right side.

Weapon Gauge Yellow

Close Range Upper Attack

When the Weapon Gauge turns yellow, as you input ↓ with either left or right analog stick use **L2** or **R2** button to perform a Close Range Upper Attack.

Weapon Gauge Yellow

Close Range Leap Attack

When the Weapon Gauge turns yellow, use **L2** or **R2** button while you input ← with the left analog stick and → with the right analog stick to perform a Close Range Leap Attack. This Close Range Attack is executed while airborne, unexpectedly attacking the enemy on the ground.

Weapon Gauge Yellow
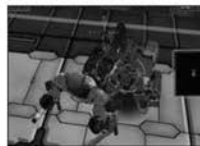
Guard

When your enemy is within a certain range, input → with the left analog stick and ← with the right analog stick to protect yourself from an enemy's Close Range Attacks. Keep both analog sticks together to hold your Guard position.

Enemy Within Range

Guard can shield an attack, but it also cancels your Close Range Attack. When the enemy strikes first, it is a good idea to put your Guard up.

Guard Reversal

Once you block-off an enemy attack with your Guard, be ready to strike a counter attack by using **L2** or **R2** button. Guard Reversal is not the most powerful attack a VR has, but it is lightning fast attack compared to other Close Range Attacks.

After Guard

CREDITS

The following credits list the staff responsible for the localization, marketing, and manual for the US version of Virtual-On Marz. See in-game credits for the complete list of the original development staff.

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