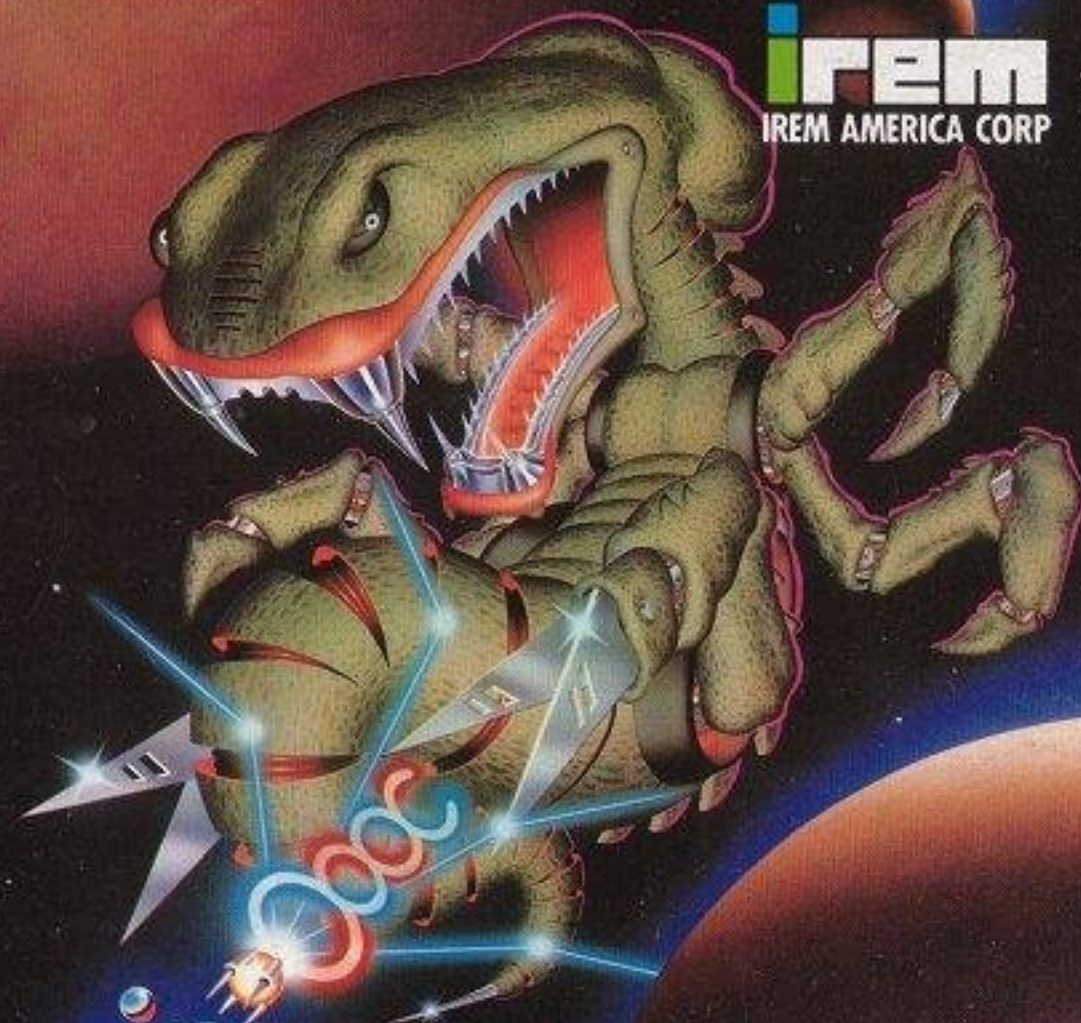


SNS-SR-USA

# SUPER RATYME

  
IREM AMERICA CORP



INSTRUCTION BOOKLET

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



# WARNING



**PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND  
PRECAUTION BOOKLET CAREFULLY BEFORE USING YOUR  
NINTENDO® HARDWARE SYSTEM OR GAME PAK.**



LICENSED BY

**Nintendo®**

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.

© 1991 IREM AMERICA CORP.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

**irem**  
IREM AMERICA CORP

8335 154th Ave. N. E.  
Redmond, WA 98052

## TABLE OF CONTENTS

THE BYDO EMPIRE RETURNS .....	4
GAME OVERVIEW .....	5
GET CONTROL .....	6
PLAYER .....	7
WINNING TIP .....	7
POWER-UP ITEMS .....	8
LASER UNITS (Blue Pow Armor) .....	9
MISSILE (Red Pow Armor) .....	11
FORCE .....	12
FORCE POWER-UPS .....	13
STAGES .....	14
KNOW YOUR ENEMY .....	17





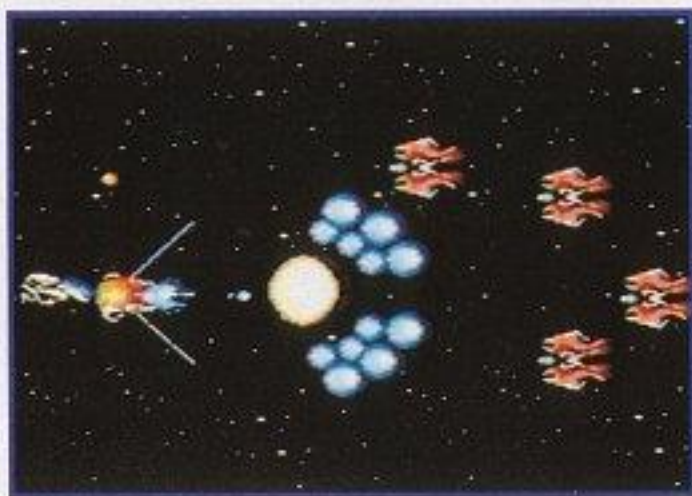
## THE BYDO EMPIRE RETURNS!

The powers of the evil BYDO Empire have returned. Now stronger than ever, these diabolical extra-terrestrials are poised to attack the Earth. Mankind has just one hope against these mutant beasts. The formidable R-9 is heading for the front lines at the very frontiers of space. Armed with high-powered, advanced-technology defenses, it is the ultimate battle machine. But is it enough?

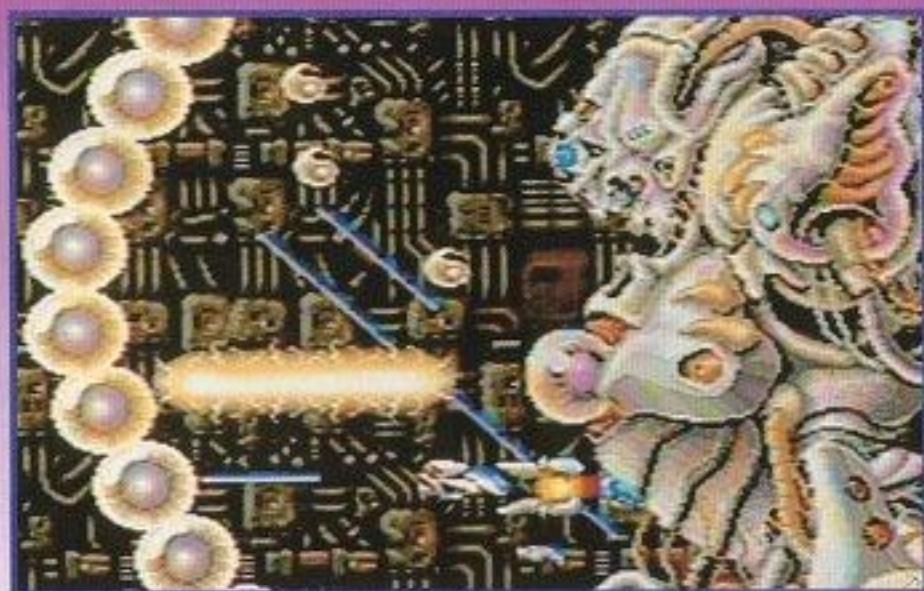


*"R" you ready for an adventure that will take you to battle-fronts on the vast frontiers of space?*

*The alien mutants are armed with highly advanced fire power. But you have some high-tech surprises of your own!*



## GAME OVERVIEW



As the player (R-9), you must defeat the bosses in each stage in order to wipe out the BYDO Empire for all time. You are provided with three R-9s which will allow you plenty of opportunity for continuous play. The game has seven stages with a powerful BYDO boss in each. One of your key strategies as R-9 is to obtain power-up items which will help you gain the edge over this awesome enemy. In the event you are wiped out by an extra-terrestrial mutant, you start from the beginning of the current stage.

You can adjust the game to: NOVICE, EASY, NORMAL or HARD by entering the SELECT SCENE before the game begins. After you clear the final stage of your selected level, you can move up to the next level of challenge and adventure. If you fight your way to victory through the HARD level, you are ready for PRO play. Ultimate victory is yours if you make it through the PRO mode of Super R-Type. It's super challenging!





## GET CONTROL



### CROSS BUTTON:

- Controls the player.
- Moves the cursor in the SELECT SCENE. (Up or Down)
- Allows the player to select an item. (Left or Right)

### SELECT BUTTON:

- Changes SELECT SCENES. (Only in TITLE SCENE)

### START BUTTON:

- Starts and pauses the game.

### SELECT MODE:

Press the START BUTTON once while in the TITLE SCENE. The level NORMAL/STEREO will then appear on the TITLE SCENE. Press the SELECT BUTTON to turn on the SELECT MODE.

By pressing the CROSS BUTTON "up" or "down", you can move the cursor to choose the item. You can then select your choice by pressing the CROSS BUTTON either "left" or "right." While in BGM and SE, use the B BUTTON to start the sound and the A BUTTON to stop.

After you choose LEVEL and SOUND, return to the previous scene by pressing the SELECT BUTTON. You can then press the START BUTTON to begin the game.

### A BUTTON, R BUTTON:

- Separates and unites the force.
- Stops the sound of BGM and SE in the SELECT MODE.

### B BUTTON:

- Fires shots.
- Starts the sound of BGM and SE in the SELECT SCENE.

### X BUTTON, Y BUTTON:

- Fires shots in rapid succession. (Automatically)

### SELECT MODE:

Cursor (Cross Button Up and Down)  
 LEVEL: Indicates the difficulty of the game.  
 SOUND: Stereo or Normal  
 BGM: Music  
 SE: Selects the sound effects.

## PLAYER

Your major goal is to increase the beam gauge energy by pressing the shot button and firing in rapid succession. If you continue to press the shot button, the gauge color will change to red. When the gauge passes the maximum point, the spiraling motion gun is operable.



### WINNING TIP

ZAP ZABTOM! In the second stage, you have to face the evil and wily boss, ZABTOM. It's critical to position yourself in the lower left corner of the screen. Aim for the creature's eye, and zap!!!!



## POWER-UP ITEMS

**W**hen the BLUE or RED POWER ARMORS are destroyed, the power-up items appear. If you destroy the BLUE POWER ARMOR, five kinds of LASER UNITS appear. Defeat the RED one, and MISSILE UNITS appear. You will increase your power by using the power-up items described below.



*If you vanquish the alien Blue Power Armor, you will be rewarded with laser power!*



*The Red Power Armor puts up awesome defenses. Missile power is yours if you win!*

## LASER UNITS (Blue Pow Armor)



### REFLECTING LASER UNIT (BLUE)

*This laser will keep reflecting when it strikes an obstacle.*



### ANTI-AIR LASER (PINK)

*This circular laser will keep a fixed distance between the top and the bottom.*



### SPLIT LASER (GREEN)

*This spherical laser will disperse lasers to a fixed distance.*



## LASER UNITS (Blue Pow Armor)



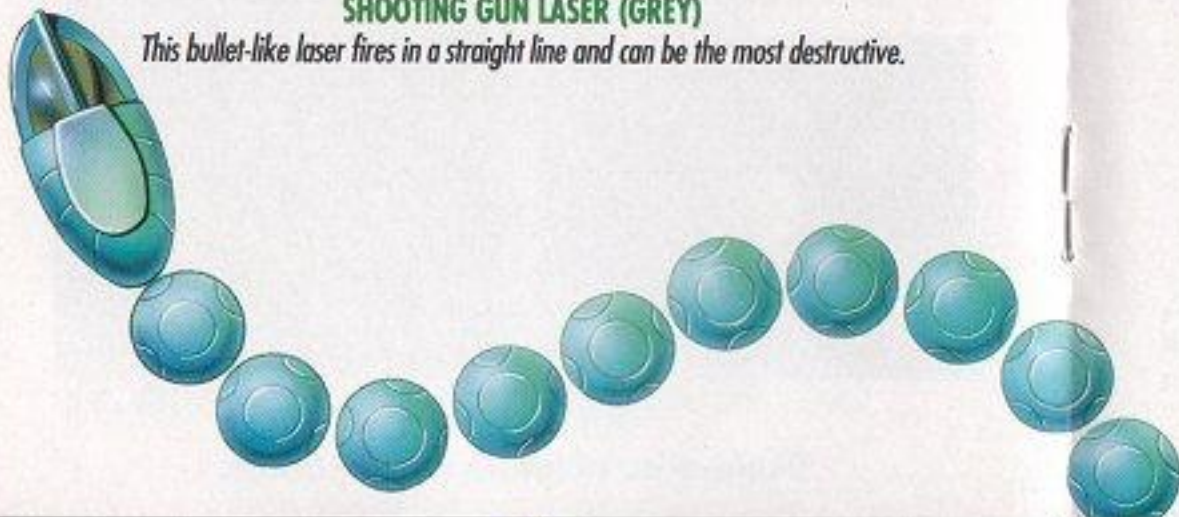
**LASER (YELLOW)**

*This laser will keep reflecting when it strikes an obstacle.*



**SHOOTING GUN LASER (GREY)**

*This bullet-like laser fires in a straight line and can be the most destructive.*



## MISSILE (Red Pow Armor)



**CHASING MISSILE UNIT (PINK)**

*This missile will chase and attack enemies.*



**ANTI-GROUND MISSILE UNITS (BLUE)**

*This missile will bomb spheres continuously by falling diagonally.*



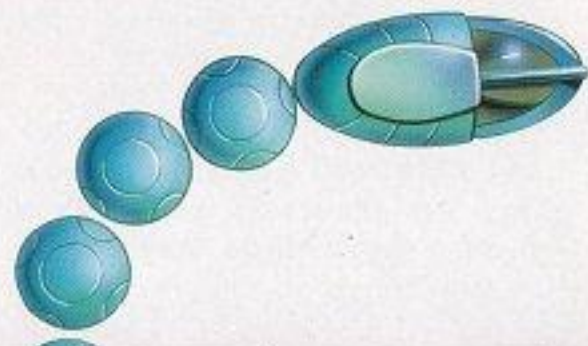
**SPEED UNIT**

*Obtain this unit to increase speed.*



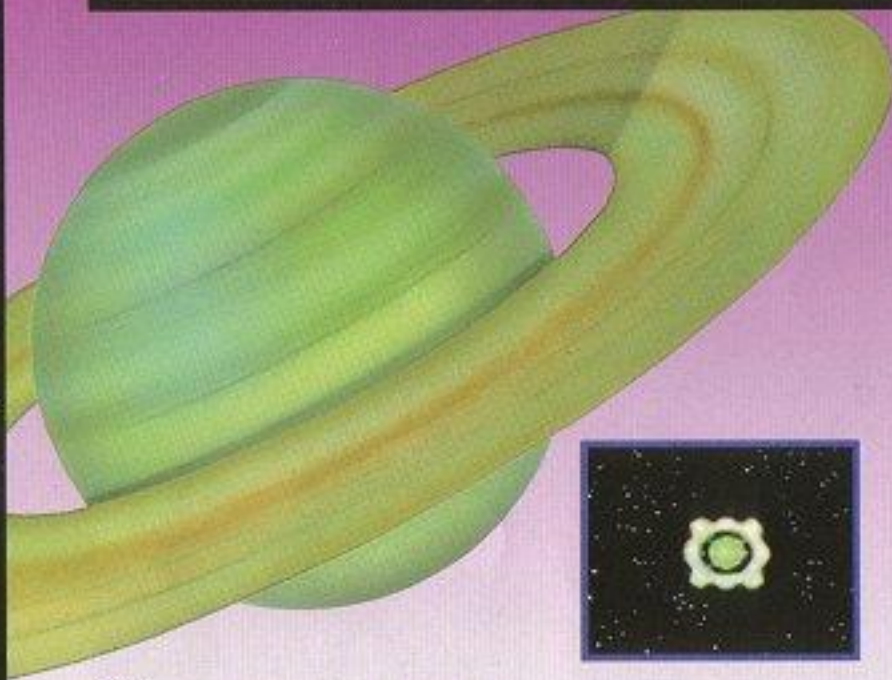
**PIT**

*This unit will remain by the player to assist.*





## ★ FORCE



**W**hen any laser unit is obtained, the weapon called **FORCE** appears. **FORCE** is invincible and can be united with R-9. Also, it can power-up.



*Attach to the rear to shoot backward.*



*Attach to the front to shoot forward.*

Press the **A BUTTON** when R-9 and **FORCE** are united, and they will separate. Press the **A BUTTON** when they are separated and they will unite. **FORCE** can also be attached to the rear of R-9.

## FORCE POWER-UPS

**W**hen laser units are continually obtained, **FORCE** powers-up in three stages. By accumulating and combining more than two units, the laser charge can be used. The laser varies depending on the unit selected.



*One Unit*



*Two Units*



*Three Units*

### SEPARATE ATTACK PATTERNS

Once **FORCE** powers-up, the strength of its attack increases even after separation.



*One Unit*



*Two Units*



*Three Units*





## STAGES



### THE FIRST STAGE: SPACE

The ASTEROID BELT stage. There is a conspiracy with ZAKO, flying enemies and the dragon. Watch out for the mines!



### THE FIRST BOSS: ILLUMINATOR

This boss has four revolving armors. He fires sharp rocks at varying speeds.



### THE SECOND STAGE: RUINS

This is the same as the first stage of the coin-operated R-Type II. There are enemies that emerge from the water and the ground.



### THE SECOND BOSS: ZABTOM

ZABTOM reinforced the first boss of the coin-operated R-Type II. This Boss attacks using not only Mega-bullets, but also Laser charges from his head and Mega-flashers from his chest.



### THE THIRD STAGE: CAVE

There are enemies that will rush towards you even though they are struck by weapons and other creature-like enemies.



### THE THIRD BOSS: INEXSIS

There is no direct assault from this boss, however, two snakes called TWIN THROUGH that pass in and out of his body can attack.

## STAGES



### THE FOURTH STAGE: GIANT SPACE SHIP

This is the enlarged Space Ship from the coin-operated R-Type I. Tanks and flying enemies emerge one after another from the hatch of this Ship.



### THE FOURTH BOSS: PRISONER

This boss is waiting in the Space Ship. He launches reflecting lasers by using his lenses.



### THE FIFTH STAGE: MINING FIELD

This is the same as the 4th stage of the coin-operated R-Type II. A maze-like stage which varies in complexity and challenge.



### THE FIFTH BOSS: RIOS

Also the same as the 4th stage of coin-operated R-Type II. This boss moves rapidly through the complicated maze using missiles and lasers to attack.



### THE SIXTH STAGE: RECYCLING FACTORY

Where the remains of the defeated enemies are collected and recycled. Elevators and belt conveyors operate in this factory.



### THE SIXTH BOSS: RECYCLER

This multi-mechanized boss sorts the defeated enemies' remains and attacks by scattering garbage. He also can use lasers.



## \*STAGES



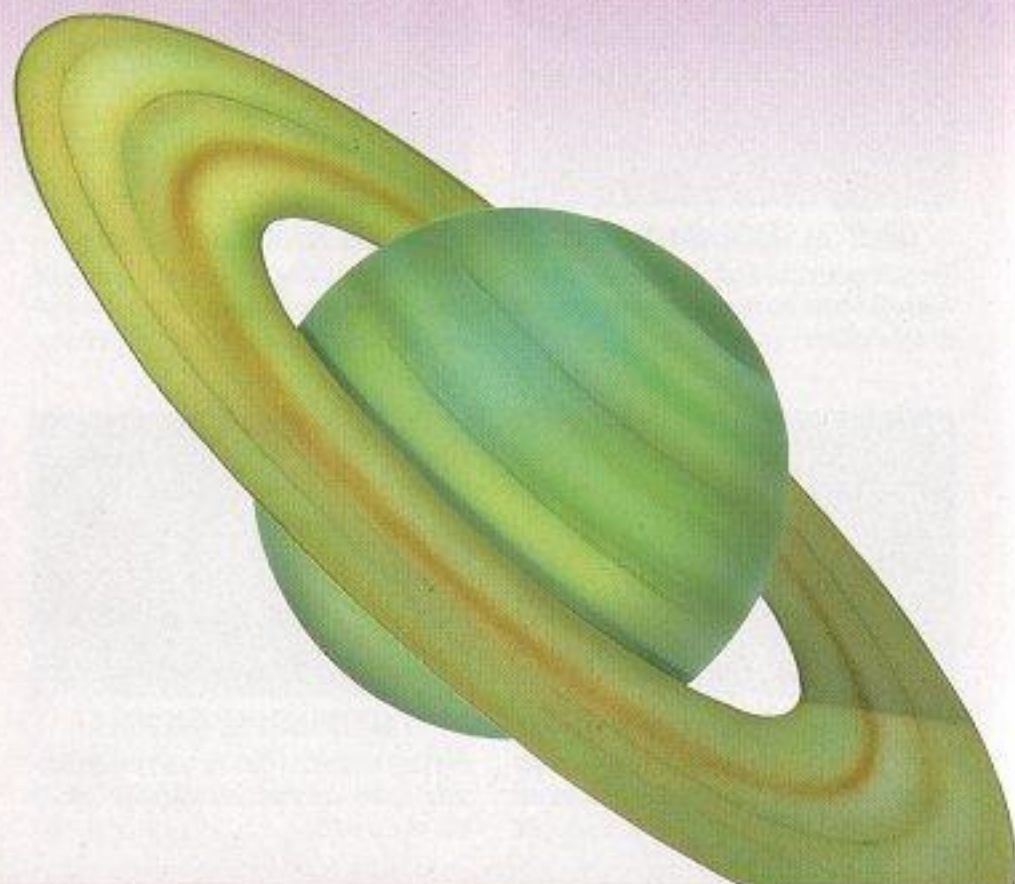
### THE SEVENTH STAGE: BAIDO EMPIRE

This is the same as the last stage of the coin-operated R-type II. This stage has various creatures such as hard snakes which are like R-taking insects and ZAKO which can spring forward with rapid speed.



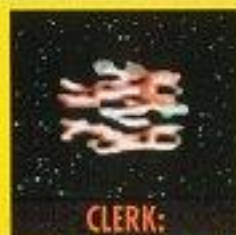
### THE SEVENTH BOSS: WOOM

Same as the last boss in the coin-operated R-Type II.



## KNOW YOUR ENEMY

Here are ten of the mutant extra-terrestrials you're up against in Super R-Type. We'll surprise you with the rest!



### CLERK:

Don't let that harmless name deceive you! He has the hyde of a 757 and shoots a Balkan.



### SLIMEY:

This space snake really knows how to slither behind your defenses!



### ROLLERSKID:

You have to move fast because this extra-terrestrial moves like a tank.



### IRONCLAW:

At first, this space cadet looks harmless, until it starts to hover overhead! Then you're in trouble.



### BADACRE:

This mobile-suited mutant has the personality of Godzilla. Good luck!



### ASTERJET:

If your first instinct is to run, you may be right. This creep shoots far keeps. Watch out!



### MUSCLEOID:

Built like a battleship and armed with a Balkan, Ozborn is tough stuff.



### GUARDGOYLE:

The Balken is Yagra's favorite weapon, and the way this guy uses it, you'd think he invented it!



### MANGLER:

This space creature has the charm of an asteroid and defenses to match. Attack with caution.



### CRAWLGAR:

When this space spider sets its sights on you, there's not a lot of hope. "R" you ready?



## LIMITED 90-DAY WARRANTY

Irem America Corporation ("IREM AMERICA") warrants to the original consumer purchaser for a period of ninety (90) days following the original retail purchase of this Game Pak ("PAK") that the PAK is free from substantial errors or defects that will materially interfere with the operations of the program as described in the enclosed user documentation. If you believe you have found any such error or defect in the program during the warranty period, call Irem America's Technical Support Department, (206) 882-1093 between the hours of 9:00 AM and 5:00PM (Pacific Time), Monday through Friday. The technical personnel of Irem America will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Irem America will inform you how to obtain a corrected Pak (or, at Irem America's option, Irem America may authorize a refund of your purchase). This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by causes unrelated to defective materials or workmanship.

## LIMITATIONS ON WARRANTY

Unauthorized representations: Irem America warrants only that the program will perform as described in this user documentation. No other advertising, description, or representation, whether made by Irem America dealer, distributor, agent, or employee shall be binding upon Irem America or shall change the terms of this warranty.

Implied warranties limited: Except as stated above, Irem America makes no other warranty, express or implied, regarding this product. Irem America disclaims any warranty that the software is fit for a particular purpose, and any implied warranty of merchantability shall be limited to the ninety (90) day duration of this limited express warranty and is otherwise expressly and specifically disclaimed. Some states do not allow limitations on how long implied warranty lasts, so the above limitation may not apply to you.

No consequential damages: Irem America shall not be liable for special incidental, consequential, or other damages, even if Irem America is advised of or aware of the possibility of such damages. This means that Irem America shall not be responsible or liable for lost profits or revenues, or for damages or costs incurred as a result of loss of time, data, or use of the software, or from any other cause except the actual cost of this product. In no event shall the liability of Irem America exceed the purchase price of this product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

The provisions of this warranty are valid in the United States only.

For technical support on this or any other products of  
Irem America, call (206) 882-1093.

**IREM AMERICA CORP.**  
**8335 154TH AVE NE REDMOND, WA 98052-3865**





Innovations in Recreational Electronic Media

Printed in Japan

© 1991 Irem America Corp.