

HOW TO PLAY

STAR

VERSUS

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INTRODUCTION

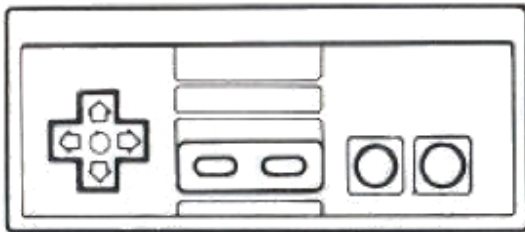
Countless light years away, space is controlled by a multitude of alien races. Now, over a dispute involving money, they engage in battle to conquer each other. Who shall emerge victorious in the Star Versus War!

Master the controls of your craft of choice, and engage in a furious battle against your enemies. Study how the weapons available counteract one another. You'll need to both outsmart and outmaneuver your opponent if you want to win!

ABOUT

Star Versus is a game for the Nintendo Entertainment System. Its cartridge should play perfectly on any official system. Please treat your Star Versus cartridge well – do not subject it to undue shock or extreme temperatures. Do not submerge in liquid.

CONTROLS



A - Fire your primary weapons. Hold for your vulcan cannon, tap for a bomb. Using a bomb requires energy from your power meter.

B - Perform evasive maneuvers. Hold to strafe using the D-Pad, tap to perform a dash. Dashing requires energy from your power meter.

Start - Activate your shield. Requires energy from your shield meter and constantly depletes it. Only one player's shield may be active at a time.

Select - With enough power, execute a unique special attack.

D-Pad - Movement. Left and right rotate your ship, up moves forward, and down moves backward.

ADVANCED TECHNIQUES

Quarter turn - Double tap D-Pad left or right.

Celestial sword - Double tap D-Pad up.

Circle strafe - Hold B, and D-Pad up/left or up/right.

Face a direction - Hold B, tap D-pad, then tap opposite direction.

Dash - Tap B while holding any D-Pad direction to dash in that direction. If no D-Pad direction is pressed, dash goes forward. Requires energy from your power meter.

Dash and drop bomb - Tap A and B in combination. Requires more energy from your power meter.

WEAPON SYSTEM

Vulcan cannon - Your most trustworthy weapon. Deals only a little bit of damage but is reliable! If you shoot this when you initiate forward motion, it may perform a burst shot.

Bomb - A bomb that seeks your opponent, and then explodes. Disables shields. Requires energy to use.

Celestial sword - A melee attack that does a lot of damage and knocks back. Can deflect bombs, disable shields, and destroy asteroids.

Shield - Absorbs cannon shots completely. Splits your own cannon into burst shots. Disabled by contact with any physical object. Can be cancelled if your opponent activates their shield at the same time.

Special attack - Unique to each character. Does a lot of damage, and may have other effects. Requires energy from your power meter.

BONUS ITEM

On occasion, a bonus item will spawn in the arena. Pick it up before your opponent, to gain its useful benefit!



Health increase. Heal in order to fight some more!



Shield increase. The best offense is a good defense!



Power increase. Feel the power coursing through you!



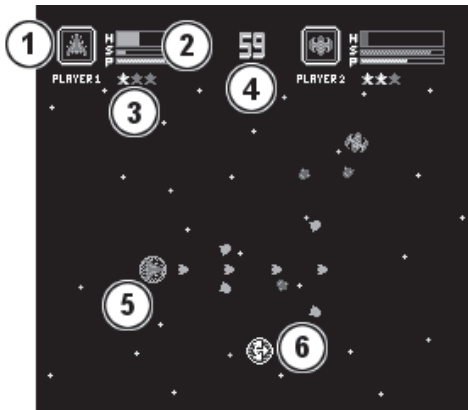
Long shot, your vulcan cannon goes further.



Burst shot, your vulcan cannon continually bursts.

Vulcan cannon upgrades last until the end of the round.

THE BATTLE ARENA



- 1 - The player's character of choice.
- 2 - Health meter, shield meter, power meter.
- 3 - Number of wins the player has, out of 3.
- 4 - Time remaining in the round.
- 5 - Player's ship. This one has their shield enabled.
- 6 - A bonus item.

ARENAS

Asteroid Starfield - No time to watch the drifting stars; asteroids fly by dangerously close. They can be destroyed by your sword, but no other weapons are effective.

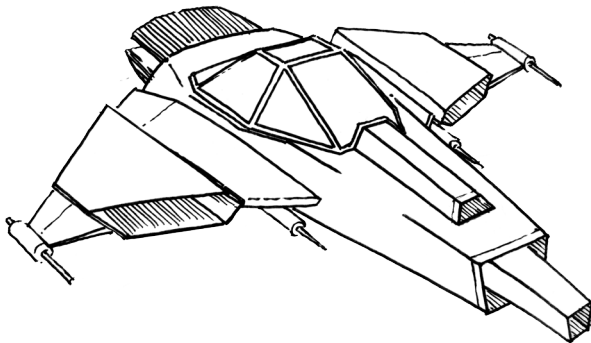
Galaxy Observation Deck - Blocks supporting this artificial structure are both obstacles and defensive cover. Don't worry about the visible galaxy, you're a safe distance away.

Sol-7 Orbit Band - Sol-7 is a miniature sun, and collision with it causes instant destruction of your ship.

Deep Nebula X-Zone - We don't know how you got here, but there's no escape. Wrapping around is impossible in this arena. .

CHARACTERS

GAIUS



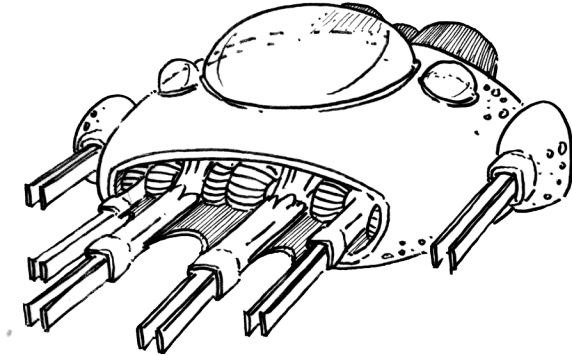
A highly aggressive, combative warship. Specializes in weaponry.

- Vulcan cannon does slightly more damage.
- Sword and bombs can be used more frequently.
- Always fires a burst shot for the first vulcan cannon shot.

Special attack: Death Wave

CHARACTERS (CONT.)

SOLOID



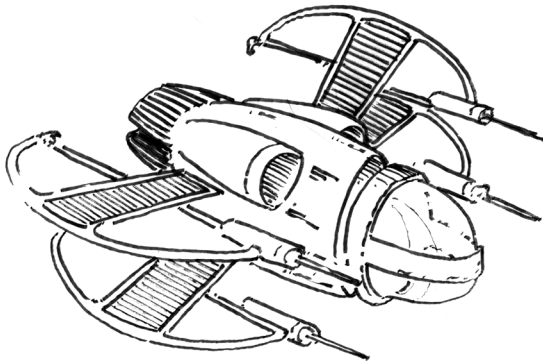
Scout ship for a paranoid, mysterious race. Specializes in defensiveness.

- Regenerates health slowly.
- Takes about 1/4 less damage from weapons.
- Will not be knocked back by the vulcan cannon.

Special attack: Spider Spawning

CHARACTERS (CONT.)

HIVVON



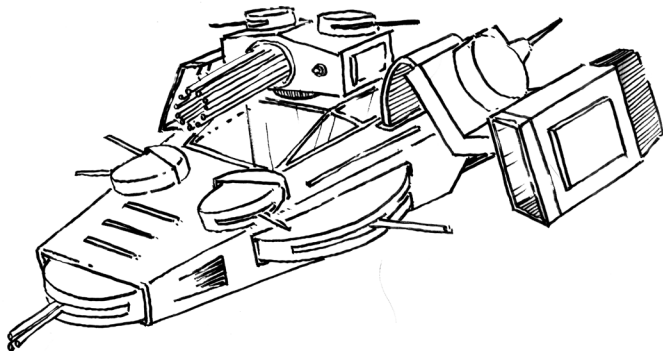
A drone from a mutant insectoid race. Specializes in speed.

- Very quick, instantly accelerates.
- Has a much higher top speed.
- Sword is stronger and deals more damage.

Special attack: Stinger Sword

CHARACTERS (CONT.)

BACTRE



Thinks that it is the final boss, but may not be. Specializes in tactics.

- Sometimes dashes without using any power at all.
- Bombs travel further.
- Gains shield and power faster.

Special attack: Brain Buster.

SINGLE PLAYER

Test out your abilities against a complete new enemy! Or gain practice to better defeat other players! If you succeed long enough, you may just pick up a few tricks. Some abilities may work slightly differently in single player mode.

OPTIONS

Try tweaking the game options for even more ways to play! You can disable individual features or even entire weapons.

Also, you can view more information about how to play, and credits.

CREDITS

DESIGN & DEVELOPMENT.....Dustin Long

HARDWARE PRODUCTION.....Andrew Reitano

MUSIC ENGINE.....Shiru

MUSIC COMPOSITION.....Luke Silas

SOUND EFFECTS.....Dustin Long

MANUAL ILLUSTRATIONS.....Christophe Richard

MANUAL LAYOUT.....Rachel White

