

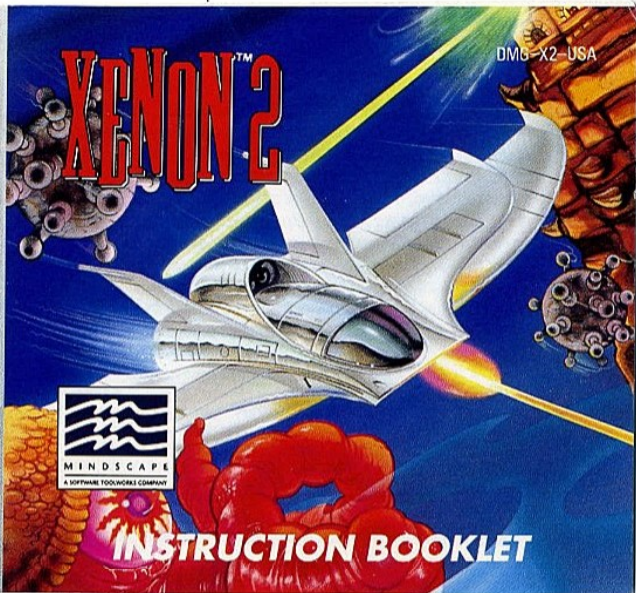


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Printed in Japan

Nintendo

GAME BOY

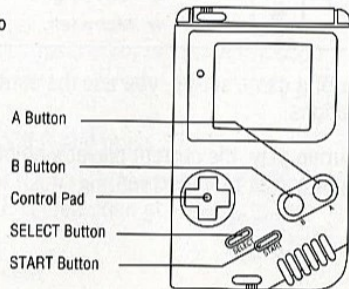


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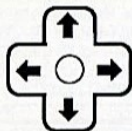


Game Controls and Display

- A Fire or Select.
- B Go back to the title screen. In the Shop, go to the exit.
- SELECT Select a 1 PLAYER or 2 PLAYER game. Or pause during play.
- START Start play.



Control Pad



- ↑ Move up.
- ↓ Move down.
- Move right.
- ← Move left.

During game set-up, you use the control pad to select play options.

During play, the current player's points are displayed in the lower right corner of the screen.

Starting the Game



To start the game:

1. Put Xenon 2 in the Game Boy
2. Turn on the Game Boy.
3. If you like you can turn the music on or off at the selection screen—place the pointer next to MUSIC ON or MUSIC OFF and press A.
4. Select 1 PLAYER or 2 PLAYER and press START.
5. Select EASY, MEDIUM, or HARD and press START to begin play. You'll see the LEVEL screen, then go directly to the game.

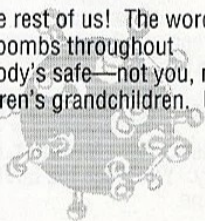
To pause during play, press start.

Playing the Game

How do you like those Xenites? Just because they got creamed in the last Great Conflict—what was it, about a million years ago?—they want revenge on the whole universe. Are they sore losers or what?

And what a way to try to get back at the rest of us! The word is, the Xenites have actually planted time bombs throughout history—five in all. Which means nobody's safe—not you, not your children, not your children's children's grandchildren. Until you find and destroy those bombs.

Happy hunting.



Your Squadron. How many ships you have depends upon what level you start in. EASY = 5 Ships, MEDIUM = 4 Ships, and HARD = 3 Ships. If you start in the HARD level you will have three Megablaster ships at your disposal. Lose all three, and it's curtains for you and the rest of the human race. But what a shipshape little battlecraft, that little Megablaster! With omnidirectional thrusters for excellent maneuverability, a simple blaster for destroying anything that moves, and a shield to protect you from collisions. Of course, the shield can only take so much, and when it's depleted, the next hit you take will be your last. So drive carefully, and fire at will.

The Journey Ahead. You'll travel through time, following the process of evolution itself through five increasingly difficult scrolling levels. Each level has distinctive scenery and lifeforms—all of them nasty, but some worse than others (keep

reading, you'll see). The scenery itself can't damage your ship, unless you get trapped in a corner and crushed as it scrolls on. So be careful not to get trapped in the maze-like landscapes of the later stages.

Yuck—These Enemies Are Ugly. You'll meet up with everything from wiggling, giggling—and harmless—brachipods to seaworms that shatter when shot into dangerous shooting particles, and the grand enchilada of them all: the Nautilus Shellfish, which will take a big old dose of laser fire before it explodes into a shower of cash.

Big, Bad Boys. Midway through each level (except the first) and at the end of every level is a big, bad guardian that must be destroyed in a special way—which we'll let you discover for

yourself—in order to diffuse the time bombs ticking away on that level.

© C Stands for Cash. That's right: we said "cash." Blast a creature and it leaves behind a floating cache of cash. Scoop it up with your ship before it evaporates—you can use that money to buy equipment at the Swap Shop.


At the Swap Shop. Two times during each level (halfway through and at the end), you'll have a chance to buy and sell stuff—weapons and other equipment that will enhance your chances of success against the Xenites—at the Swap Shop.


When you're selling, you can place the cursor on an item in your inventory and press A to see what price the item will fetch. To sell it at that price, press A again—your bank balance will be credited.

With the selling over, press B to move directly to the EXIT and press A to see what's for sale—at least the stuff you can afford. You buy in the same way you sell—except that your bank balance is debited when you buy.

What You Can Buy And/Or Collect. Here are some of the weapons and other cool things you can buy and—sometimes—scoop up out of the blue as you're blasting your way upstream.

 **S (in a Bubble) Is For Speed-Up.** And that's what you'll do if you nab this stuff.

 **P Is for Power-Up.** Enhance your firepower with this commodity, available in two strengths.

 **AutoFire.** That's with the capital F. With this on board, you just hold down the fire (A) button for a continuous hail of laser-blasting bullets.



Electroball. This thing clings to your ship 'til you press the fire button—then you can maneuver it and use it to bash anything bad around you.



A Means Advice. The ugly shopkeeper has some valuable tips on how to play, including what weapons may be most useful in a particular section. He's usually trustworthy, too. Usually.



S Is Also for Side Shot. In an octagon, S gives your Megablaster lateral firepower.



Z as in Zapper. And that means everything on screen is toast, in a blinding flash of light.



Super Nashwan (the Power of the Horse). A device of total destructive power—with a useful life of 10 seconds or so.



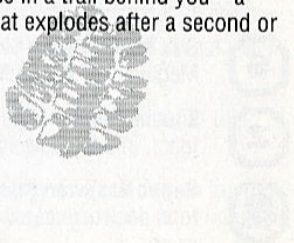
You Gotta Have Heart. Especially when your shields are damaged. The small heart restores power to the shields, the large heart restores more.



Megablasters. These bolt onto the front of your ship and add some intense firepower to your arsenal.



Mines. You can leave these in a trail behind you—a form of floating disaster that explodes after a second or two.



Fall-Back Positions. Each level features three restart positions, so every time you lose a ship you don't have to start over. Instead, you'll start from the highest restart position you've passed.

High Scores. When you get a score big enough to make the Top Ten chart of ace megablasters, use the control pad to advance through the characters to your initials, and press A to record each initial, one by one.



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