LUNAR®

THE LOST PLANET



TEEN
T
CONTENT RATED BY ESRB

TREASURE®

GA GAME ARTS®

WORKING DESIGNS®

We are delighted that you have chosen Silpheed®: The Lost Planet for play on your PlayStation®2 computer entertainment system. We hope that you will continue to enjoy this and all of our games for the PlayStation 2 computer entertainment system. Due in part to the numerous requests we've had for expansion into new game genres, this game now rests in your hands. Please continue to tell us what YOU want, because we are always interested in what YOU think of our games, and what games YOU would like to see released in this country.

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 peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals 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.

Table of Contents

PlayStation®2 computer entertainment system — 2
DUALSHOCK™2 analog controller — 3
Starting The Game — 4
Options — 6
Understanding The Game Screen — 9
Weapons — 10
Level Preview — 11
Translation Notes — 12

SA-77

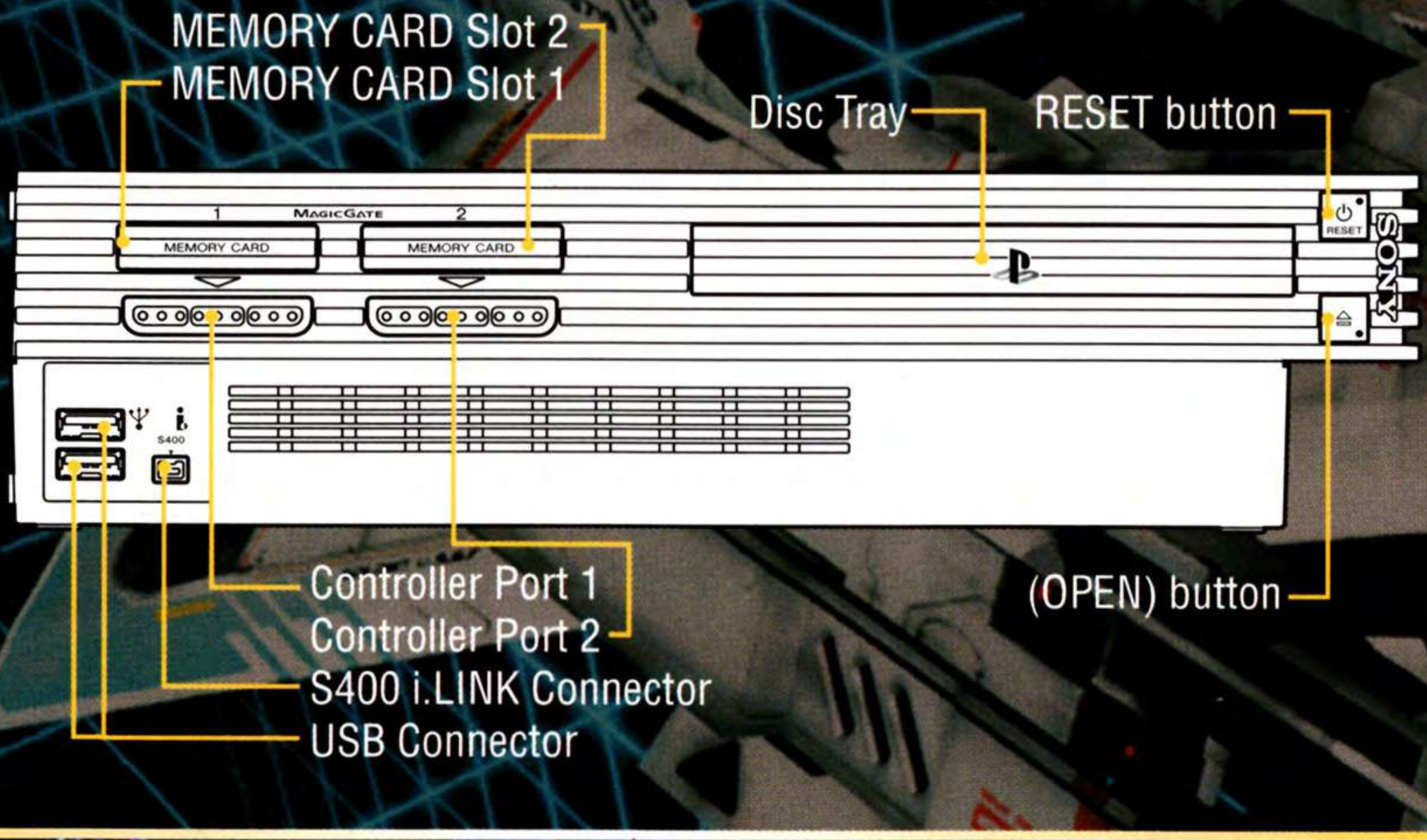
SILPHEED

trigun maximum wivern
lunar: the silverstar
gungriffon
eisaku
shinya tukamoto
keita amamiya
gungriffon
eisaku
shinya tukamoto
keita amamiya

Printed in Hong Kong.

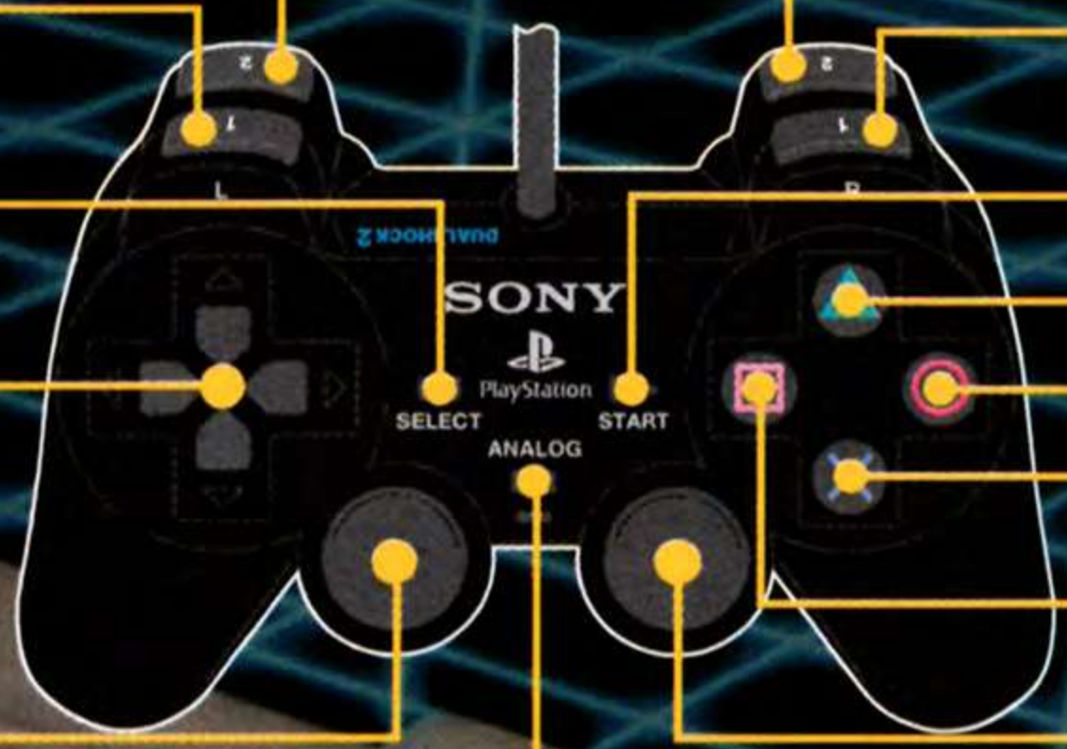
PlayStation®2 computer entertainment system

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 **SIIpheed®: The Lost Planet** 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.





DUALSHOCK 2 Controller Configurations



Pad Configuration

On the Options screen, under Pad Configuration, there are three pre-defined controller configurations. These configurations are listed below.

Type A

Directional buttons **Left analog stick**	★ Maneuvers the Silpheed fighter. ★ Moves cursor on menu items and boxes that require a response.
△ button	★ Returns to the previous screen during menu commands.
□ button	★ Fires the left weapon.
○ button	★ Fires the right weapon.
× button	★ Confirms menu commands. ★ Hold down to automatically fire both the left and right weapons.

Type B

Directional buttons **Left analog stick**	★ Maneuvers the Silpheed fighter. ★ Moves cursor on menu items and boxes that require a response.
△ button	★ Fires the right weapon. ★ Returns to the previous screen during menu commands.
□ button	★ Fires the left weapon.
○ button	★ Hold down to automatically fire both the left and right weapons. ★ Returns to the previous screen during menu commands.
× button	★ Confirms menu commands.

Type C

Directional buttons **Left analog stick**	★ Maneuvers the Silpheed fighter. ★ Moves cursor on menu items and boxes that require a response.
L1 button	★ Fires the left weapon.
R1 button	★ Fires the right weapon.
△ button	★ Returns to the previous screen during menu commands.
○ button	★ Hold down to automatically fire both the left and right weapons.
× button	★ Confirms menu commands.



Starting The Game



To reach the Title screen and bypass the opening animation, press the ⊗ button. To begin the game, press the START button at the Title screen. Two options will be available: **Start** and **Options**. Each of these commands are described below.



Start

To begin the game, select "**Start**." Press the ⊗ button. The Name Entry screen will be displayed. However, before starting the game, visit the Options screen to configure game settings.

Name Entry Screen



Enter player's name. The player can enter up to eight letters for their name. To enter a player's name, press the left or right directional buttons to select a character. Once a character has been chosen, press the ⊗ button. The cursor will be moved to the next space. Continue entering characters until the name is entered. If a mistake is made while entering a name, press the △ button or use the back arrow. This will erase that character. Once the name is completely entered, select "**END**" or press the START button. The Information screen will be displayed.

To bypass the Name Entry screen, simply press the START button. If the START button is pressed without entering a name, the player will automatically be logged in as "**Guest**."

If a name has already been entered it will automatically appear. To continue to use this name, press the START or ⊗ button. ***Alert: Only one name can be stored on the memory card (for PlayStation®2).***

Starting The Game

Information Screen



Gives detailed information concerning the mission. The Information screen will display the information concerning the current stage. Make sure to pay attention to this information as it will help to explain the story. To skip this screen and proceed to the Weapon Selection screen, press the START button or the ⊗ button.

Weapon Selection Screen



Equip the ship with different armaments. The ship can be equipped with different weapons for the left and the right guns. At the start of the game, only the Vulcan or the Vvulcan can be equipped. Weapons will continue to be unlocked as the player's performance improves. Usually, it is best to equip a fast weapon on one of the guns, and a more powerful, but slower, weapon on the other gun. This way, the weaker enemies can be destroyed quickly, and the more powerful weapon can be used on the bosses.

To equip a weapon, simply move the cursor to select a weapon for the left side of the ship. Press the ⊗ button. The weapon will then be equipped. Next, move the cursor to select a weapon for the right side. Press the ⊗ button. The weapon will be equipped and that stage will immediately begin.

ALERT: Immediately after pressing the ⊗ button to confirm the weapon for the right side, the stage will begin. There is no way to change the weapon selection for the right side. Be careful!

Start Menu

Pressing the START button during the game will display the following three options: **Continue** (returns the player to the game); **Restart** (returns to the beginning of the current level); and **Quit** (takes the player back to the Title screen). To confirm the decision to "**Restart**" or "**Quit**," select "**Yes**." To cancel and return to the Start menu,



Options

Configure game settings. There are seven different commands under the Options screen that allow the game's configuration to be altered. These commands are: **Game Configuration**, **Controller Configuration**, **Sound Configuration**, **Ranking**, **Save**, **Load**, and **Default**. These options will be discussed below and on the following pages.





Game Configuration

Change difficulty level and number of shields. There are two options for the Game Configuration screen: **Game Level** and **Shield**.

Game Level

There are two settings for the game's level: **Normal** and **Hard**.

Shield

The default number of the ship's equipped shields can be changed. There are two shield settings: **05** and **10**.

Controller Configuration

Change the controller button configuration. There are three predefined controller settings: **Type A**, **Type B**, and **Type C** (displayed on page 3). Also, there are three settings for the vibration: **Off** (there will be no vibration), **Normal** (the vibration is minimal), and **Active** (the vibration will be set to the max, baby).

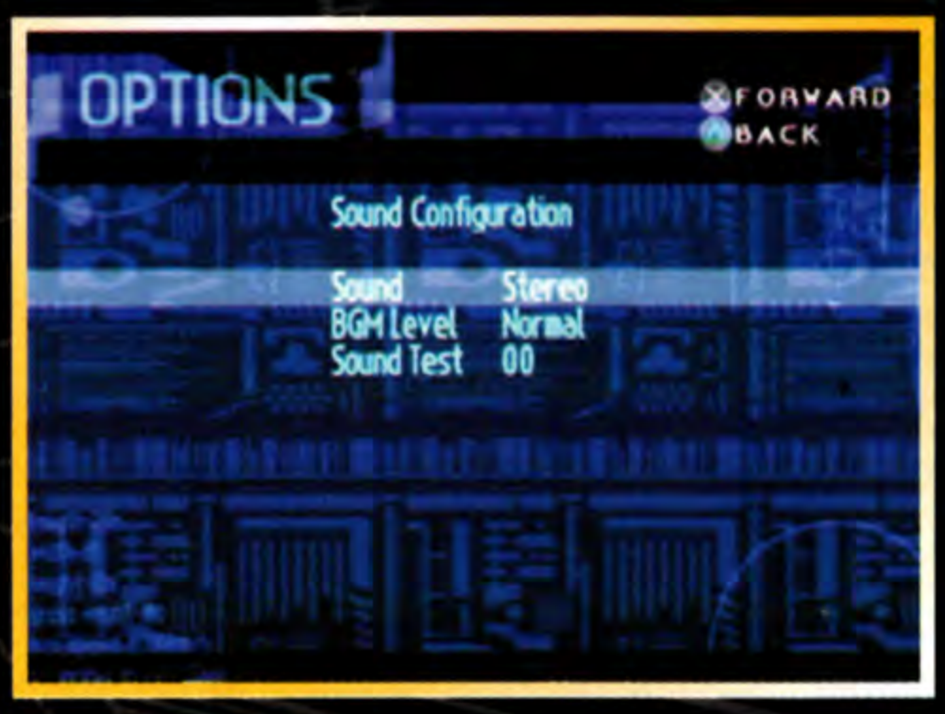






Options

Sound Configuration



Change sound settings. The following sound settings can be modified: **Sound**, **BGM Level**, and **Sound Test**. To change any of these settings, first use the up or down directional buttons to select an option to change. Next, use the left or right directional buttons to change the setting. To exit and return to the previous screen, press the △ button. The settings are described below.

Sound

Changes how the sound is heard. The sound can be heard in either **Mono** or **Stereo**.

BGM Level

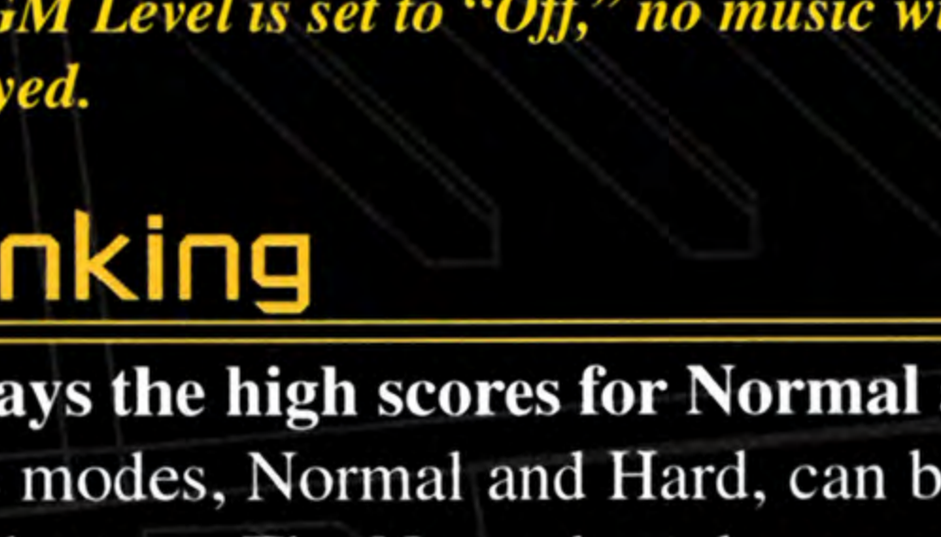
Volume at which the BGM (background music) will be played. The volume can be either **Normal**, **Low** or **Off**.

Sound Test

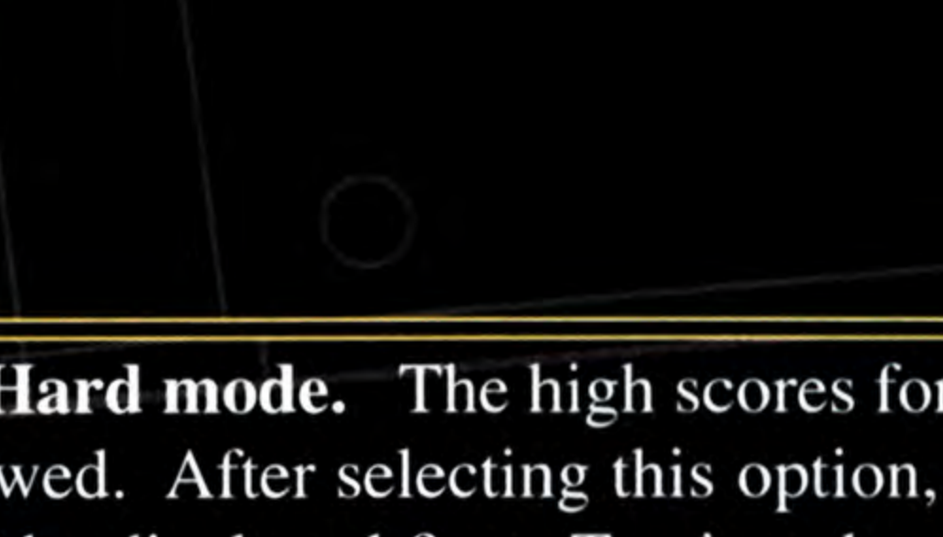
Listen to the game's music. There are fifteen different musical themes. Simply press the ⊗ button to listen to the music. ***Alert: If the BGM Level is set to "Off," no music will be played.***

Ranking

Displays the high scores for Normal and Hard mode. The high scores for each of the modes, Normal and Hard, can be viewed. After selecting this option, press the ⊗ button. The Normal mode scores will be displayed first. To view the scores for Hard mode, press the ⊗ button. The Hard mode scores will be displayed. After viewing all of the scores, press the ⊗ button to return to the Options screen.



Normal Mode



Hard Mode

Options

Save

Save the game's current configuration and high scores. To save the game's configuration and high scores, select "**Save**" from the Options screen. Press the ⊗ button. To confirm the decision to save the game, select "**Yes**." Press the ⊗ button. The game's configuration will be saved. To cancel and return to the previous screen, select "**No**." ***Alert: Please do not remove the memory card (for PlayStation®2) during a save or load.***



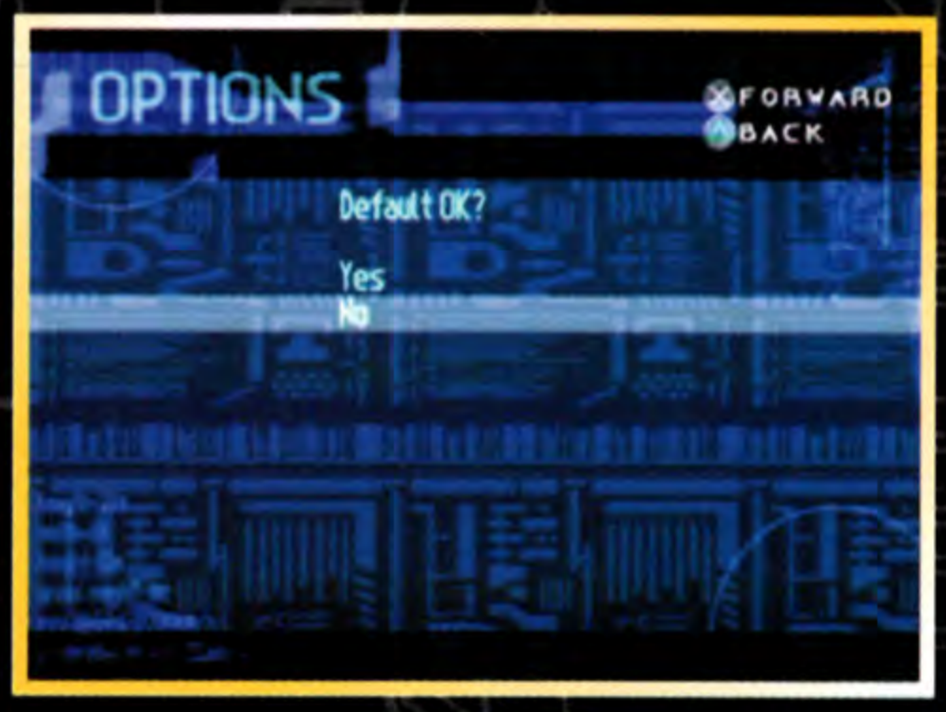


Load

Load previously saved data. To load a game, select "**Load**" from the Options screen. Press the ⊗ button. To confirm the decision to load the game, select "**Yes**." Press the ⊗ button. The game's configuration will be loaded. To cancel and return to the previous screen, select "**No**." ***Alert: Please do not remove the memory card (for PlayStation®2) during a save or load.***

Default

Restore the game's original settings. To restore the original game settings, select "**Default**" from the Options screen. To confirm the decision to restore the game's original settings, select "**Yes**." The default settings will be restored. To cancel and return to the Options screen, select "**No**."

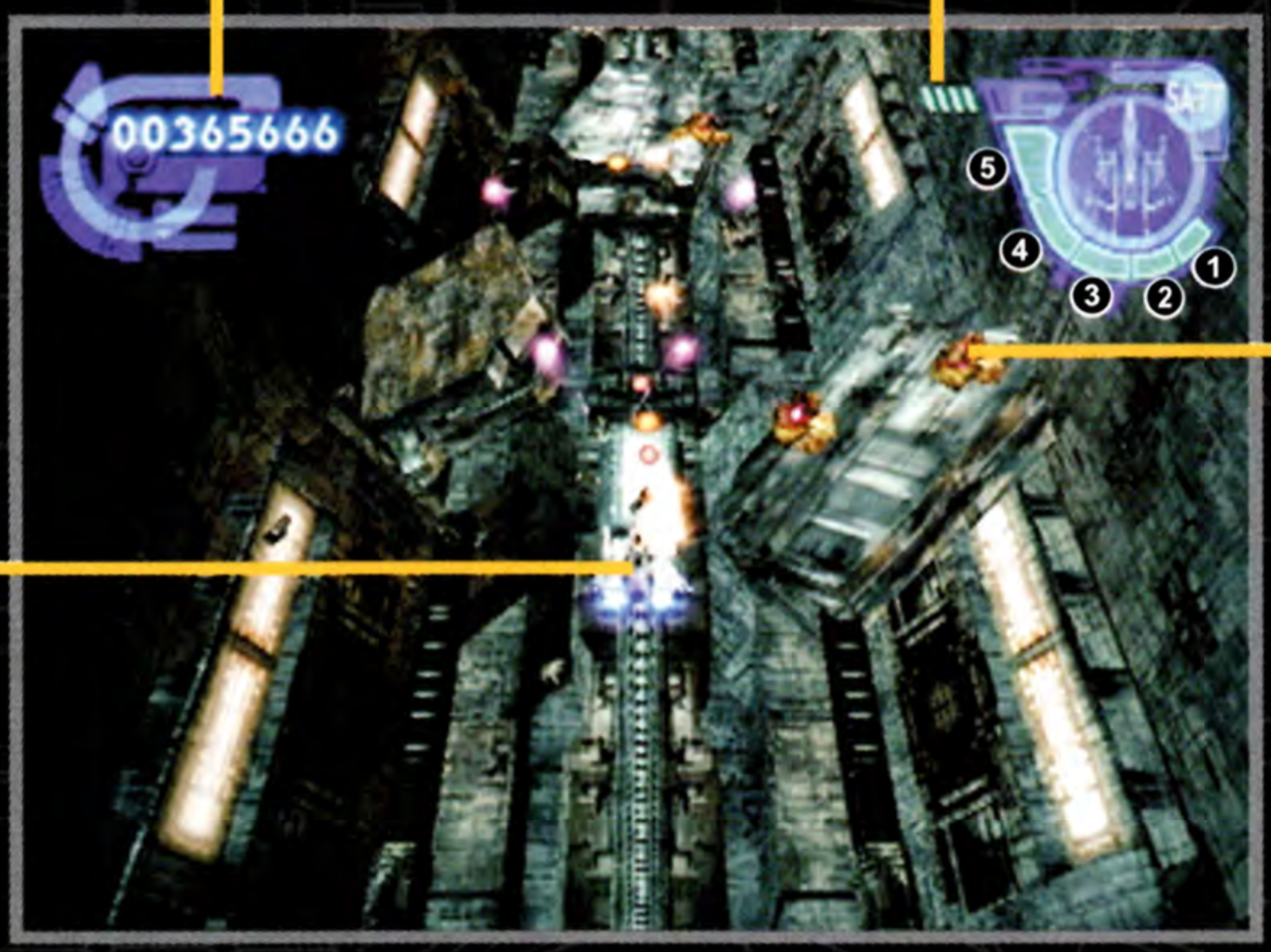




Continue

Appears after the shield is depleted. To continue playing the level from the beginning, select "**Yes**." Press the ⊗ button. The game will start from the beginning of the level; however, the score will be reset to zero (0). To cancel, select "**No**."

Understanding The Game Screen



① Score

Displays the current score.

② Shield

Displays the number of shield tanks. Each shield tank contains five (5) shields, listed with white numbers on the screen shot. When all of the shield tanks reach zero (0), that's it, game over.

The shields can be refilled upon completing a stage or when the ship is refueled.

③ Enemy

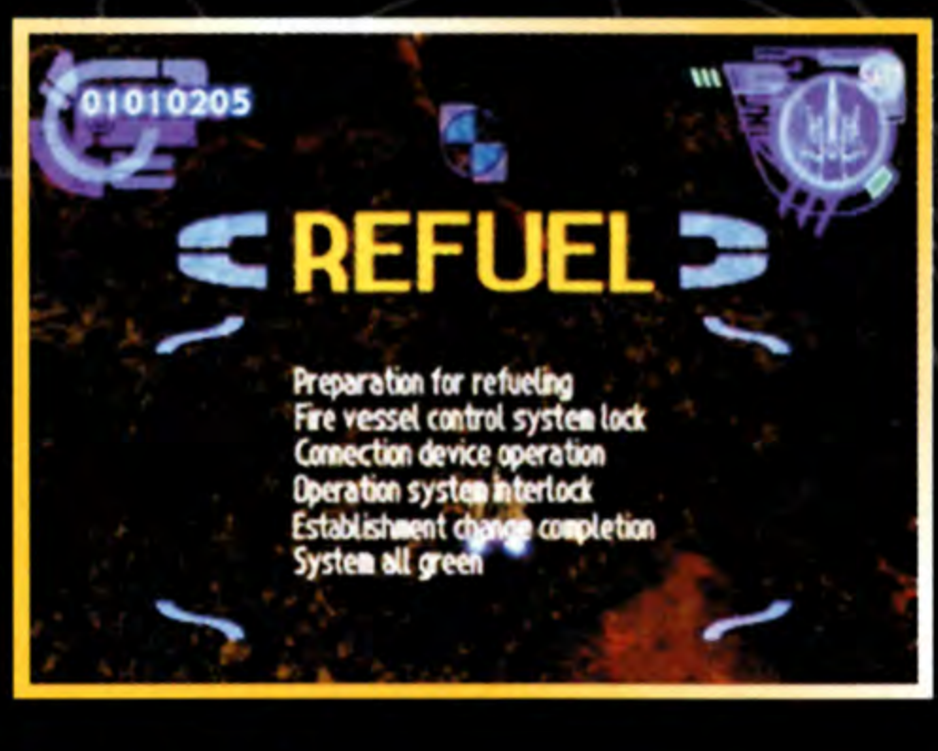
Either destroy them or avoid them.

④ Silpheed

Player's ship.

Refuel

Change weapons and replenish shields. Upon successfully completing a portion of the stage, the Quartermaster Corps will appear to refuel and reload the weapons: At this time, four of the shields will be repaired. Also, the Weapon Select screen will appear, allowing weapons to be configured.





Mega-Rate Bonus



Formation Bonus

High Scores

Use the Mega-Rate and Formation Bonus to increase scores. The closer the player is to the enemy when it is destroyed, the higher the mega-rate multiplier. Also, by completely destroying a formation of enemies, bonus points will be added to the score.

Weapons

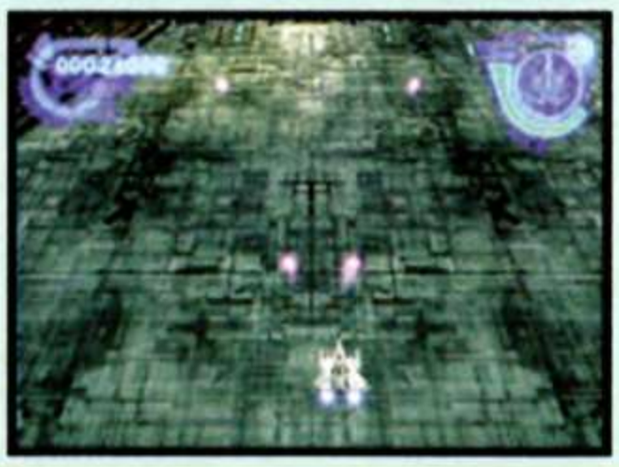
There are six weapons that can be equipped to the Silpheed ship. Rumor has it that nine weapons have been developed, but this information has been classified. See below for brief descriptions of the six known weapons.

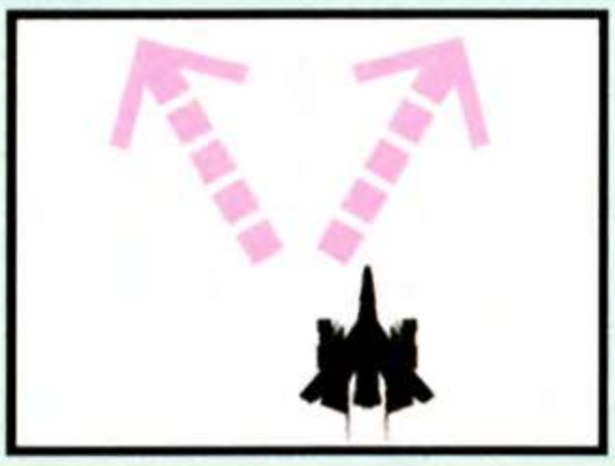




Vulcan

This standard weapon fires shots in a straight line in front of the ship.

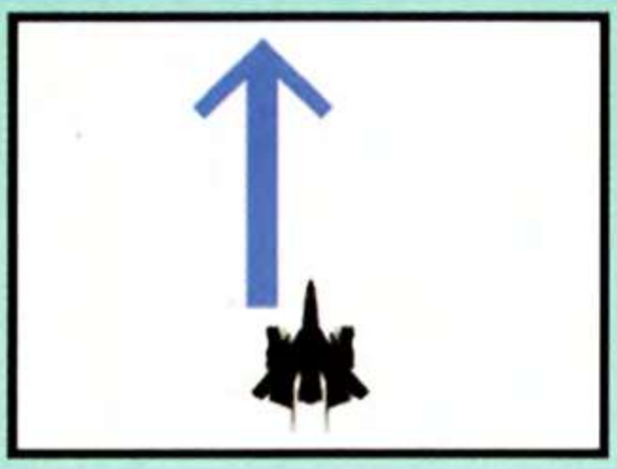




Vulcan

This wide-range weapon, based on the original Vulcan design, fires two shots in a "V" formation.





Optics Laser

The Optics Laser is a perfect weapon for frontal assault. Its piercing beam will easily cut through the enemies.

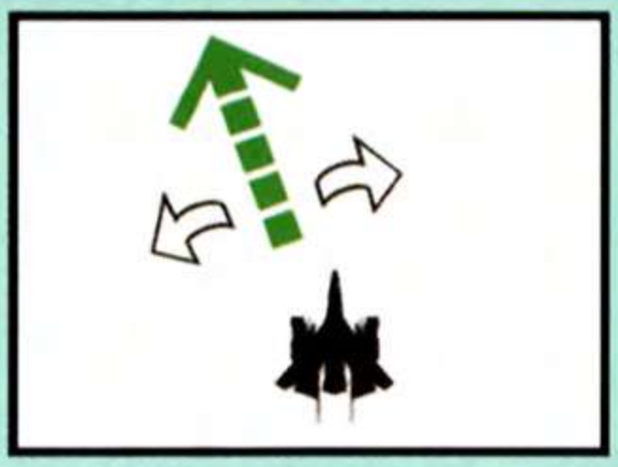




Napalm Bomb

Bombs will be launched in a "Y" formation. The range is very short; however, their blast is deadly.

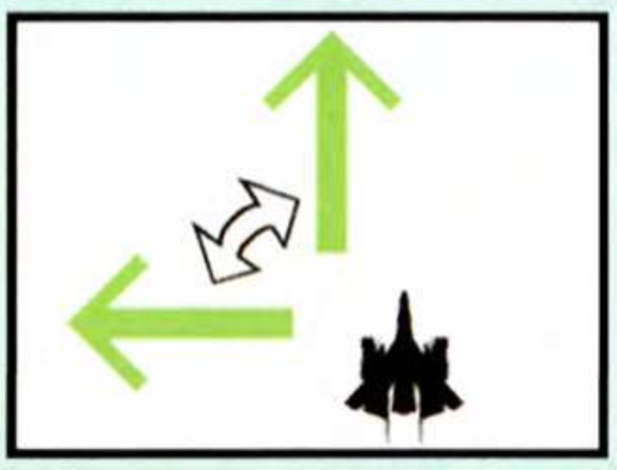




7 Type Beam

Use the ship to guide the direction of the beam. This is difficult to handle; however, it's very powerful.





Falsion Wiper

Press up or down on the directional buttons to move the beam from the front of the ship to the side.

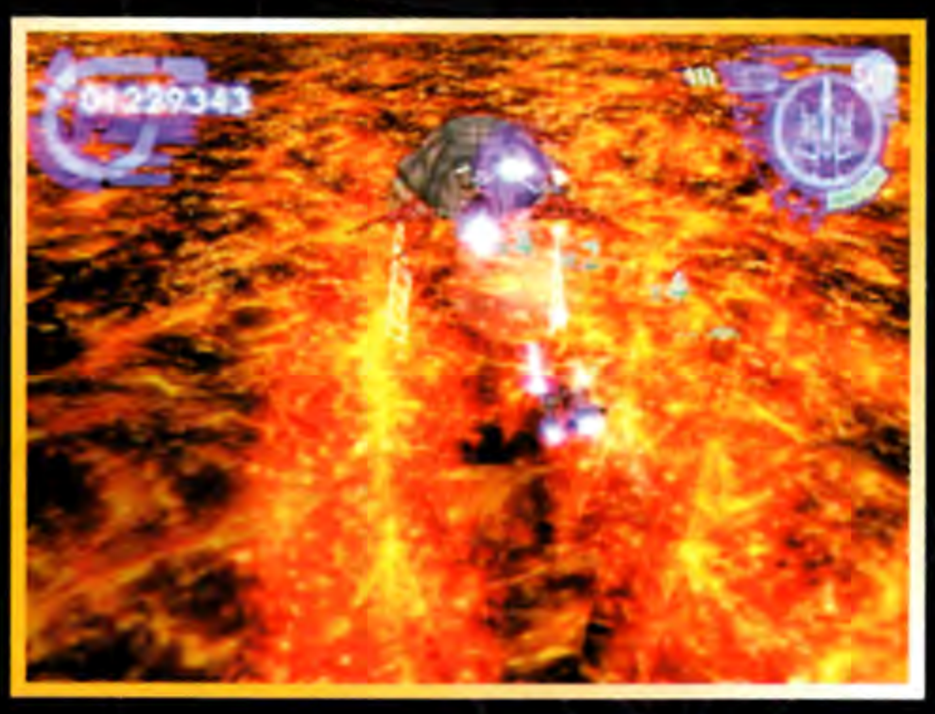
Level Preview

More than five centuries have passed since mankind first ventured into space. Although there has been suffering from occasional civil wars and unrest, mankind now prizes its peace and prosperity. The planet Solont, located near the center of the galaxy, is the 11th world to be colonized by man, and it is about to be visited by a new and unknown lifeform. 31 years after the Zakarite Civil War, mankind is about to confront a new threat—a threat from the darkest corner of the universe. The future of the human race now rests in the weary hands of the Silpheed Squadron, made up of the most skilled starfighter pilots in the Federation of Planetary Space Forces (FPSF). Every pilot in this group of space aces flies the Silpheed Type J, which boasts a defensive shield and two huge weapon racks for an incomparable combination of flexibility and power.

STAGE 1: INSTIGATION



As a sprawling fleet of alien spacecraft approaches the colonial planet Solont, the colony's population is filled with both excitement, at humanity's first contact with another spacefaring species, and unease: why are the aliens approaching, and what do they want? The Solont Republic sends a small squadron of ships to contact the aliens, and the mysterious beings reveal their evil intentions by attacking and destroying the Republic's welcoming party. Solont sends a second, larger squadron into space to halt the advance of the alien fleet.



STAGE 2: EVACUATION

After several failed attempts to stop the relentless approach of the alien marauders, the Earth Federation decides to allow the invaders to take over Solont, which the Federation will then destroy with a massive nuclear strike. Solont's own military forces are appalled by the Federation's decision, and mount an operation to evacuate as many civilians as they can before the suicidal strike. The Silpheed Squadron springs into action, knowing that only 21 hours remain before Solont is obliterated by atomic energy. How many lives can be saved in such a short time… and will it be possible to battle through the alien fleet to reach the civilians?

STAGE 3: CONFRONTATION



Solont's military leaders reluctantly retreat from their home planet, leaving behind 120 million doomed citizens, and relocate to the Earth Federation's Zenorium Fortress in the Horal Galaxy. The exhausted pilots of the Silpheed Squadron hope to get some much-needed rest, but those plans are put on permanent hold when the alien fleet attacks and invades the Fortress. The Silpheed Squadron is assigned the unenviable task of entering the Fortress and destroying the invaders while also battling Zenorium's own defensive systems. Can the Silpheed pilots reach the center of the Fortress and eliminate the alien plague once and for all?

Translation Notes

Silpheed:The Lost Planet is an update of a pioneering space shooter that first introduced console audiences to polygons and streaming video. Back when console CD-ROM was in its infancy, Game Arts decided to update a PC shooter called simply *Silpheed*. However, the update would take advantage of a new technology based on real-time flat-shaded polygons overlaid on a streaming pre-rendered video. This was a revolutionary idea at the time. Users playing the game would not be able to tell what was rendered in real-time and what was not, if Game Arts did their job well. They did. The game blew away hard-core video game enthusiasts when it was released in Japan, and also did reasonably well here. The fans were impressed by the feeling that they were moving and interacting in a 3D polygon world with huge objects and deadly enemies. How Game Arts achieved that feeling didn't really concern them.

Flash-forward six years. The technology had finally caught up to Game Arts' vision. Now the entire environment could be rendered in real-time, and additional eye-candy like shadows, lighting, and particle effects could wow users all over again. Game Arts decided to work with the well-respected maestros of shooter mayhem at Treasure to re-craft their classic. Treasure was responsible for many of the most important gaming milestones of the 90's, and *Silpheed: The Lost Planet* was their first foot into the new millennium of gaming. By all accounts, *Silpheed: The Lost Planet* realized their updated goals by bringing fast action, huge bosses, tough gameplay, and incredible visuals to a whole new audience on the PlayStation®2 in Japan.

When we converted the game for release in the U.S. market, we changed very little. The two major changes were removal of slowdown present in the Japanese release, and the addition of analog control. Analog control was important to retain the "arcade" feel of the shooter, rather than forcing gamers to bust their thumbs on the directional buttons.

That's it, the history of *Silpheed* and a little translation info to enrich the useless-knowledge area of your brain. Have fun playing the game, and we'll see you next with our RPG opus, *Arc the Lad® Collection*. Keep your cards and letters with questions and suggestions coming. Remember, we're nothing without you…

LIMITED WARRANTY

Working Designs warrants to the original purchaser of this Working Designs product that this CD Disc is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Working Designs product is sold "as is," without expressed or implied warranty of any kind, and Working Designs is not liable for any losses or damages of any kind resulting from the use of this product. Working Designs agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Working Designs product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Working Designs product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE WORKING DESIGNS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL WORKING DESIGNS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE WORKING DESIGNS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Game Support and Customer Service
(530) 243-3417 extension 112

Where to find us online:

Web Addresses: http://www.workingdesigns.com
http://www.playstation.com

Usenet (Internet): rec.games.video.sony

WORKING DESIGNS®

P.O. Box 494340
Redding, CA 96049-4340



Working Designs, P.O. Box 494340, Redding, CA 96049-4340.

"SILPHEED" is a registered trademark of Game Arts. Licensed from Game Arts by Working Designs. Original Game © Game Arts 2000. Portions of the English Translation © Working Designs 2000. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.