

DARIUS

EXTRA VERSION

INSTRUCTION MANUAL



TAITO™

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PLEASE READ BEFORE USING

Because the game cartridge is a very delicate piece of hardware, please be aware of the following points.

CHECK IF THE POWER IS OFF

Before taking out the cartridge, set the console's power switch to *off*. Taking out the cartridge while the power switch is still set to *on* is often the reason for hardware failures.

THE CARTRIDGE IS DELICATE

Please do not cause any big impacts to the cartridge. Throwing or stepping on it should be avoided. Please do not disassemble it under any circumstance.

DO NOT TOUCH THE PINS

Please be careful not to touch the pins or get water on them, since this might cause damage to the cartridge.

STORAGE LOCATION

Please do not store the cartridge at extremely hot or cold places. Places that are exposed to direct sunlight, near stoves or humid places should also be avoided.

DO NOT CLEAN WITH CHEMICALS

Please do not use thinner or gasoline to clean the cartridge.

ABOUT PLAYING THE GAME

When playing the game for a long period of time, your eyes may get tired. For your own health, please take a break for 10 to 20 minutes every hour when playing the game. Also, please leave the proper distance between you and the TV screen.

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STORY

Darius Year 201. Invasion!

The vicious Belsar have attacked the peaceful Darius system, which now faces absolute devastation at their abominable hands!

Darius' defense fighters proved no match for the overwhelming firepower of the alien forces, which wiped out their entire fleet in one fell swoop!

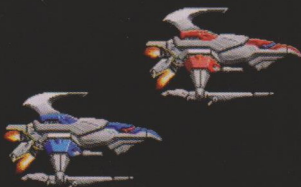
With nothing left to protect them, the people could only sit and wait for the icy embrace of death as the orbital bombardments continued unopposed.

The scent of despair hung thickly in the air, all hope of survival lost.

But then, as if to vanquish the shadow of fear from the people's hearts, a beam of light shone forth from somewhere on Darius, and from it the shape of a soaring, white bird of prey emerged.

The people called them „Silver Hawks“.

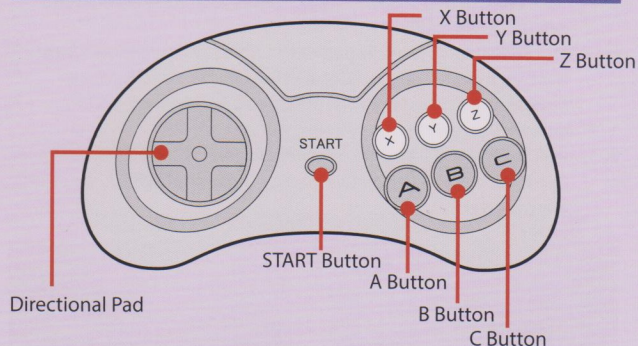
And long did they gaze as those beacons took flight.



CONTROLS

This game can only be played by one player.

CONTROLLER



START BUTTON

Select something in the menu/Pause the game

DIRECTIONAL PAD

Move the cursor on the menu screen/Move the Silver Hawk (player ship)

A BUTTON

Select something on the options screen/Shoot the Silver Hawks missiles (air-to-air).

B BUTTON

Drop the Silver Hawk's bomb (air-to-ground)

C BUTTON

Select something on the options screen
Deploy the Silver Hawks missiles/bomb (air-to-air/ground)

X BUTTON

Shoot the Silver Hawk's missiles (air-to-air)

Y BUTTON

Drop the Silver Hawk's bomb (air-to-ground)

Z BUTTON

Deploy the Silver Hawks missiles/bomb (air-to-air/ground)

With the RAPID option you can change every button to rapid fire.

HOW TO PLAY

GOAL OF THE GAME

- Take control of the Silver Hawk, Darius' last hope against the evil Belsar armies.
- The Silver Hawk is equipped with two default weapon types: Missiles for air-to-air attacks and Bombs for air-to-surface attacks. Use these weapons effectively to wipe out your enemies. Show no mercy!
- Pick up Power Capsules to power-up your weapons. Blue Power Capsules equip a protective barrier (Arm) that shields you from enemy attacks (p. 9).



BEGINNING THE GAME

- When you press the Start button, the main title screen will appear.
- When you select [START] and press the start button, the game will begin.
- Under [OPTION] you can change various settings.



GAME RULES

- If the Silver Hawk takes damage from an enemy attack or collides with an enemy, you will lose a ship (life).
- If the Silver Hawk collides with an obstacle such as an overhang or the ground, you will lose a ship.
- When you lose a ship, you will restart in a new one from the same place. Lose your last ship and it's Game Over. In either the EXTRA or TIAT game modes, the player may continue.



HEAD-UP DISPLAY

- ① Missile (air to air) power-up gauge
- ② Bomb (air to ground) power-up gauge
- ③ Arm (barrier) power-up gauge
- ④ Score
- ⑤ Remaining lives
- ⑥ Zone display

**Depending on the TV or monitor in use, the edges of the screen might be hard to see.*

SCORE RANKING

- After the game is over, the highscore record and name entry screen appear.
- Select the letters with the directional pad and lock them in with the A or C button.



If PLAYER is set to TIAT at the OPTION screen, or a continue is used, scores will not be entered into the rankings (p. 15).

BOSS RUSH MODE

- Besides NORMAL, you can also play BOSS RUSH MODE where you can battle 26 bosses, one after another. There are no stages in between, this mode is focused solely on continuous boss battles.
- For every boss you defeat, one power capsule each for missile, bomb and arm will appear.
- Switch between NORMAL and BOSS RUSH MODE at the OPTION screen (p. 14).

POWER CAPSULES

When destroying certain enemies, power capsules will appear. When picking up these capsules the Silver Hawk will be upgraded depending on the color.



Red: Missile (air to air) power-up



Green: Bomb (air to ground) power-up



Blue: Arm (barrier) power-up

Also, if you keep shooting at certain locations, Special Capsules will appear.



Silver: Awards a random number of bonus points



Gold: All enemies on screen will be destroyed

ZONE MAP

ABOUT THE POWER-UP LEVELS

Pick up Power Capsules to incrementally augment your Missile, Bomb and Arm capabilities (see on-screen gauge). Pick up 8 and 16 capsules respectively to upgrade to much more powerful armaments.



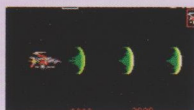
MISSILE

Default air-to-air weapon.



LASER

Higher level with greater penetration.



WAVE

Highest level with increased penetration and range.



BOMB

Default air-to-ground weapon.



TWIN BOMB

Higher level, attacks in two directions.



MULTI BOMB

Highest level attacks in four directions.



ARM

Pick up a capsule to gain a basic barrier able to absorb 3 hits.



SUPER

Higher level barrier greater durability.

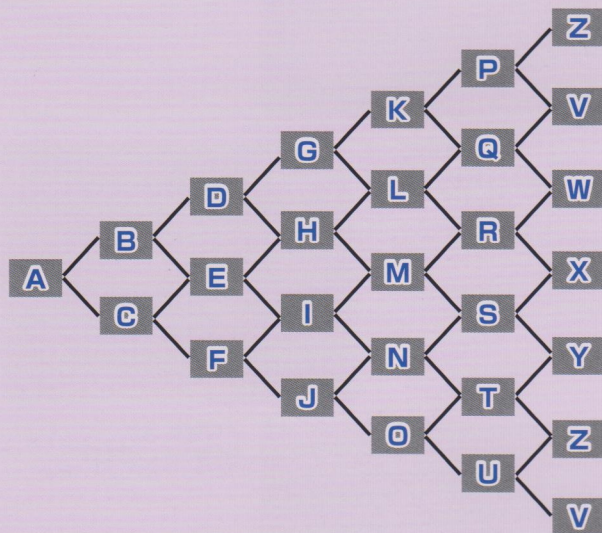


HYPER

Highest level: protects against enemy attacks and obstacles.

If you lose a ship, your weapons and barrier will be returned to their lowest level (e.g. losing a ship with LASER 4 will return it to LASER 0). With PLAYER set to TIAT, the level will not change.

The game begins in ZONE A. After clearing each zone, move the Silver Hawk into the upper or lower portion of the screen to choose which zone to progress to next.



Every zone is connected according to the above map. Depending on which of the final zones V, W, X, Y or Z you clear, you will receive a different ending.

Although there are two Vs and Zs on the upper map, their contents are the same.

HUGE BATTLE SHIP

At the end of every zone, a huge battle ship awaits. When you defeat it the zone will be cleared and you may select the next stage.



**ZONE A
KING FOSSIL**

**ZONE B
ELECTRIC FAN**



**ZONE C
BURST OUT**

**ZONE C
BIG RAJARNN**



**ZONE D
LITTLE STRIPES**



**ZONE E
DUAL SHEARS**



These screens are from the 26 BOSSES mode.

OPTIONS

Select OPTION at the main menu to change game settings. Use the D-Button up/down to select an option, and left / right to change its setting.

Pressing the START button will confirm your selection and return you to the main title screen.



GAME MODE

Choose NORMAL for the original version, or BOSS RUSH MODE for a succession of boss battles.

Each mode can be played on OLD, EXTRA, or NEW with difficulty and systems in line with the corresponding arcade versions.

BOSS TYPE

Select 26 BOSSES for a different boss in each zone, or ARCADE for a total of 11 different bosses. The default is set to 26 BOSSES.

In BOSS RUSH MODE however, you will always fight against all 26 bosses (the setting will be changed to 26 BOSSES).

PLAYER

You can choose one of the two Silver Hawk pilots: PROCO (red) or TIAT (blue).

PROCO, the standard setting, uses the difficulty level of the arcade version.

With TIAT your attacks do twice as much damage and when you die, your power-up levels do not decrease. However, your score will not be recorded.

RAPID

You can choose your preferred firing speed for missiles and bombs.

RANKING

Erases your saved score rankings.

If you want to erase them, choose this setting and press the A or C button.

When SURE? is displayed, press the A or C button once more, and the rankings set in GAME MODES will be cleared.

NOTICES

Display the open source license used for the development of this game.

CREDITS

Display the staff credits of this game.

- Besides this, there are also hidden secret settings. When you look in the options after clearing the game, there might be something new.
- Enter a certain name at name entry and see what happens...



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Thank you for your support! Long live physical games!