GAME BOY ADVANCE

AGB-APXE-USA

KEMCO®

PHALANX®

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

MILD VIOLENCE

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Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Contents

Story — 4

Characters — 6

Game Start / Game Over — 7

Controller — 8

Options — 9

Game Screen — 10

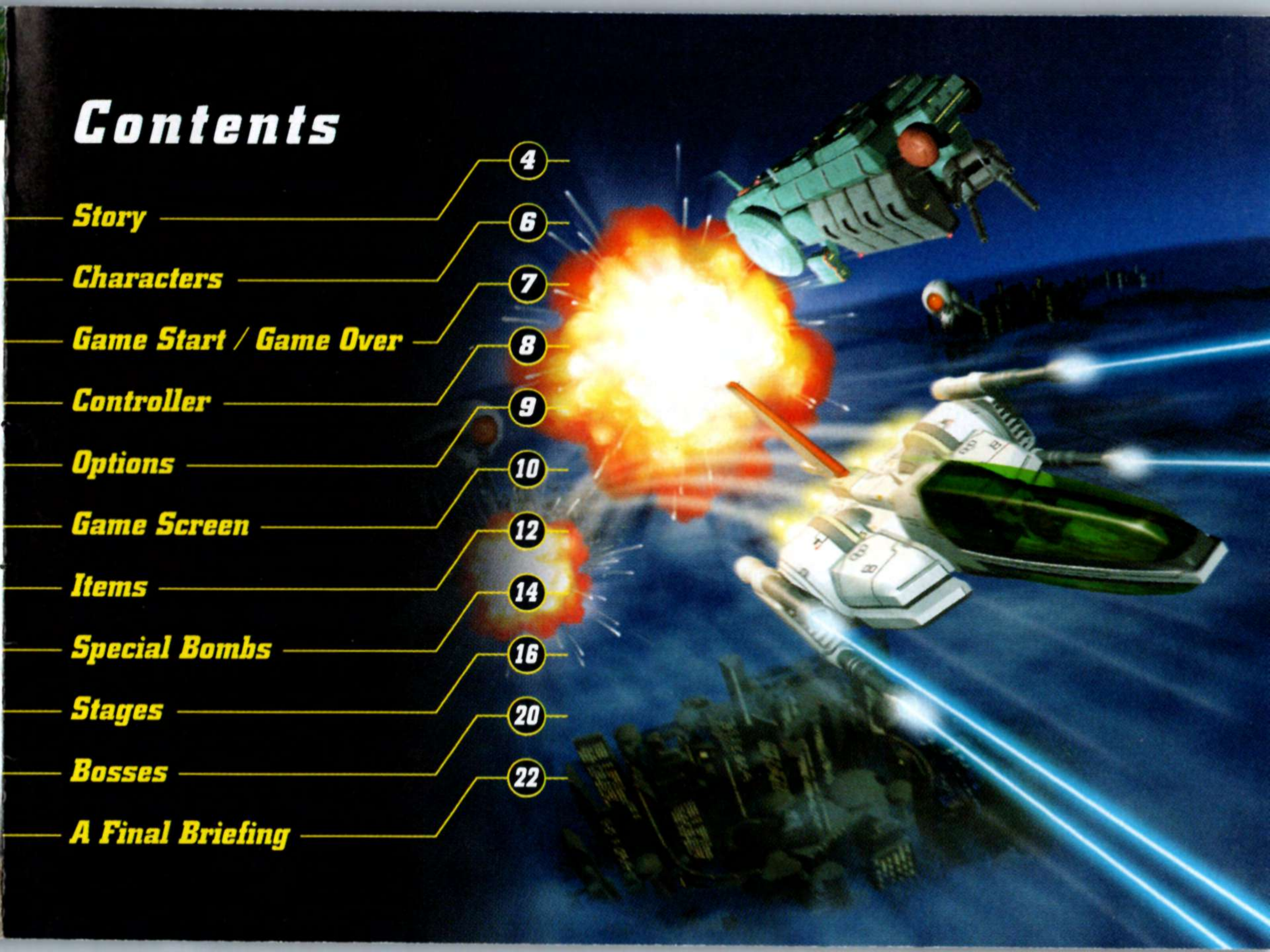
Items — 12

Special Bombs — 14

Stages — 16

Bosses — 20

A Final Briefing — 22



ALERT! ALERT!

Our Republic Allied Forces (RAF) have lost communications with Delia, a resource planet with over 18 million inhabitants and protected by a powerful defense system. RAF General Headquarters ordered Battle Fortress MIDAS 1137, also known as GODEYE, to the sector to investigate.

Upon reaching orbit, GODEYE dropped a highly trained research team to the planet surface. The last transmission from the team was both cryptic and terrifying: "Some kind of liquid is seeping inside. It's trying to absorb us!"

For the first time in the history of humanity, we have been attacked by a hostile alien life form. As a result, GODEYE Commander-in-Chief Owen Carter has ordered a counterattack against the mysterious alien force. A modified multipurpose A-144 PHALANX fighter will initiate operations.

Mel Winter works in the GODEYE science laboratory. Although a mere 24 years of age, she commands the PHALANX project. She's torn between her sworn duty and her love for Rick Sanada, the pilot assigned to the PHALANX counterattack. Both officers realize that the odds of their relationship, like the alien forces, are stacked against them. Mel doesn't want to send Rick but she knows that he is the only pilot with the skills essential for defeating the mysterious invaders. Besides, even if she could stop him, she knows that Rick would never tolerate it.

"OK, I have to go now."
"Be careful."
"Mel, I promise that I'll come back."

Characters

Rick Sanada

The 25-year-old pilot assigned to this mission.
Motivated by his love for Mel, Rick will put everything on the line to defeat the aliens.

Mel Winter

A brilliant 24-year-old scientist, Mel is the project leader for the PHALANX A-144 program. A couple of years ago Rick liberated her from a prisoner-of-war camp.

PHAL

Game Start / Game Over

Insert the game Game Pak into the Game Boy ® Advance and turn on the power. Wait for the title screen to appear then select "Game Start" or "Options" to customize the game settings (see page 7 for details).

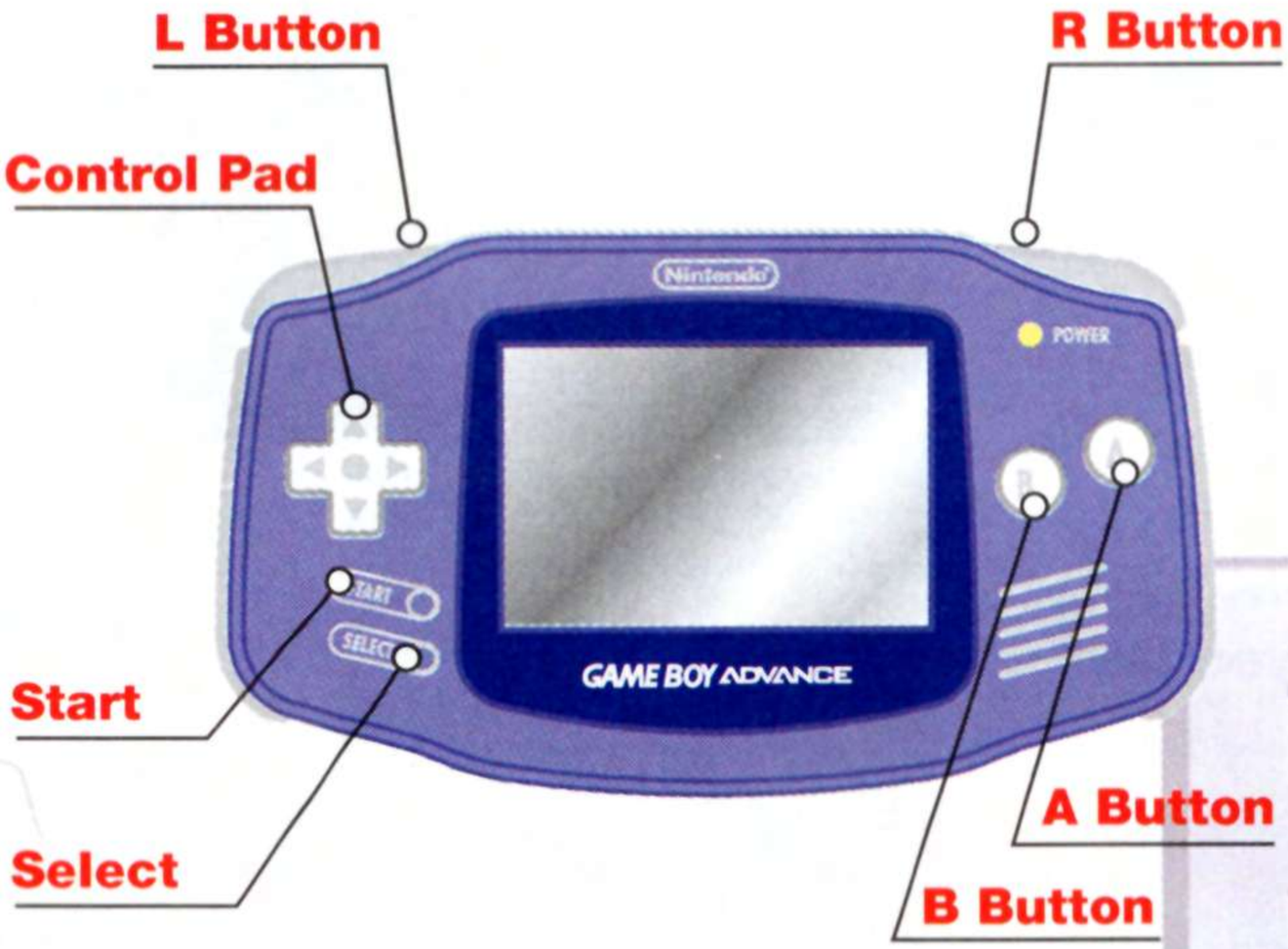
To continue the previous game

After you successfully complete a stage, the word "Continue" will appear on the title screen. Select "Continue" if you want to start the game on the stage where you last played.

Game over

If you run out of A-144 Phalanx fighters, the game will end. If your score is high enough, you might see it here among the five best scores in the game.

Controller



Control Pad
Maneuver your fighter

A Button
Shoot normal shots

B Button
Launch normal bombs

R Button
Switch Power-up Weapons
(If you have Power-ups in your inventory)

L Button
Launch special bombs

Start
Pause

Select
Change speed
Choose from one of three speed settings

This is Type A button configuration. You can change the button configuration by selecting "Button Configuration" under "Options".

Options

Customize your game on the Phalanx "Options" menu.

Game Level

Select the difficulty level.
Scroll between "Easy", "Medium" or "Hard" using the A Button.

Stock

Change the number of fighters available at the start of the game.

A-144 Speed

Adjust the three fighter speeds:
Select "1 (slow)", "2 (medium)" or "3 (fast)" with the A Button.

Sound Test

Preview the game soundtrack. Press the A Button to change music.

Button Configuration

Modify the button configuration on your Game Boy Advance.

Game Screen

A: Score

Displays your current score.

B: Fighter Inventory

The remaining number of available fighters. If the inventory reaches 0, the game will end if your last fighter is destroyed.

C: Shield Gauge

Your Shield Gauge will decrease each time you receive damage. If all four indicators disappear, your fighter will crash.

D: Power-up Weapon Inventory

You can collect and carry up to four Power-up Weapons. These include the Laser, Reflector, Homing Beam and Energy Compressor. Armed Power-up Weapons are highlighted in yellow. If you pick up a fifth weapon, the oldest ordinance will be deleted.

Use the R Button to scroll between the Power-up Weapons.

PAL

E: Remaining Bombs

Displays the number of available bombs on your fighter.

F: Speed

Indicates your fighter speed. The more marks, the faster you fly. Press the Select to change speed.

Items

Power-up Weapons

Power-up Weapons may appear after shooting down an enemy. To collect and use them, fly over Power-up Weapon icons before they disappear off the screen. You can carry up to four weapons. Picking up a fifth results in the oldest ordinance being deleted from your inventory.

A. Homing Beam

Automatically homes in and destroys enemy. Useful when facing multiple enemies, but not very powerful.

B. Energy Compressor

A potent weapon with a slow fire rate.
Press the A Button to charge then release it to fire.

C. Reflector

A bouncing energy beam that ricochets off obstacle. Useful in small areas.

D. Laser

A crippling beam designed to pierce the thickest armor plating.

Power Capsules

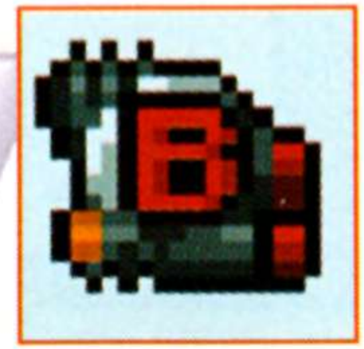
Picking up a Power Capsule will increase the power of your Power-up Weapons by one level (up to a maximum of three levels). It will also replenish your bombs and restore your shields by one level.

Missile Capsules

The three types of Missile Capsules have unlimited ammunition.

A. Homing Missile

Automatically pursues the enemy. While easy to deploy, these missiles carry a small explosive payload.



B. Penetrator Missile

Designed to pierce enemy shields with a teeth-rattling explosive charge.

C. Remote Missile

Use your Control Pad to maneuver Remote Missiles. They carry a larger payload than Homing Missiles.

Special Bombs

Press the L Button to launch a Special Bomb. Considered a last-ditch defense, Special Bombs usually obliterate all targets. Keep in mind that you have a limited supply.

Homing Bomb

Special Bomb 1

A high-energy barrier bomb that bathes the A-144 in a bright orange defensive shield. Your fighter will be immune to all enemies for a short period of time.

Penetrator Bomb

Special Bomb 2

A short-range weapon that creates a small sub-space field, automatically destroying all enemies on the screen.

Reflector Bomb

Special Bomb 3

Combines a Reflector Bomb with a Power-up Weapon to form a combat droid. This new weapon supports your fighter by continually attacking the enemy until it is destroyed.

Laser (S.F. weapon)

Special Bomb 4

Augments Laser Power-up with a multiple beam system that fires in all direction. Also shoots a rotating beam around the A-144.

Stages

After entering the Delian atmosphere, you'll need to successfully complete eight stages of oceans, underground caves and other unknown terrain.

1st Mission

The Delian Atmosphere

As their first line of defense, the aliens will undoubtedly fly up and attempt to intercept and overwhelm you in Delia's atmosphere.

2nd Mission

Underwater City

Automated bioweapons tower like silent sentinels at the bottom of the Delian Seas. Avoid the security forces as you make your way to the Bio Cave.

3rd Mission

The Bio Cave

Intelligence suggests that the aliens are using the mineral-rich planetary mines as a breeding ground for new and mutated life forms. This cave is teeming with hostile entities.

4th Mission

Planet Core

A deformity in the planet's crust known as a diastrophism has created a gigantic trench that serves as a natural defense point for the alien.

Stages

5th Mission

Giant Battle Ship Destroyer

Battle Fortress MIDAS 1137 reports that a newly augmented alien destroyer is en route to intercept and potentially destroy the A-144 Phalanx!

6th Mission

Asteroid Belt

Once a trade route for commercial space operations, the Asteroid Belt is now under siege by enemy bioweapons. Swerve around natural obstacles as you sweep the sector.

7th Mission

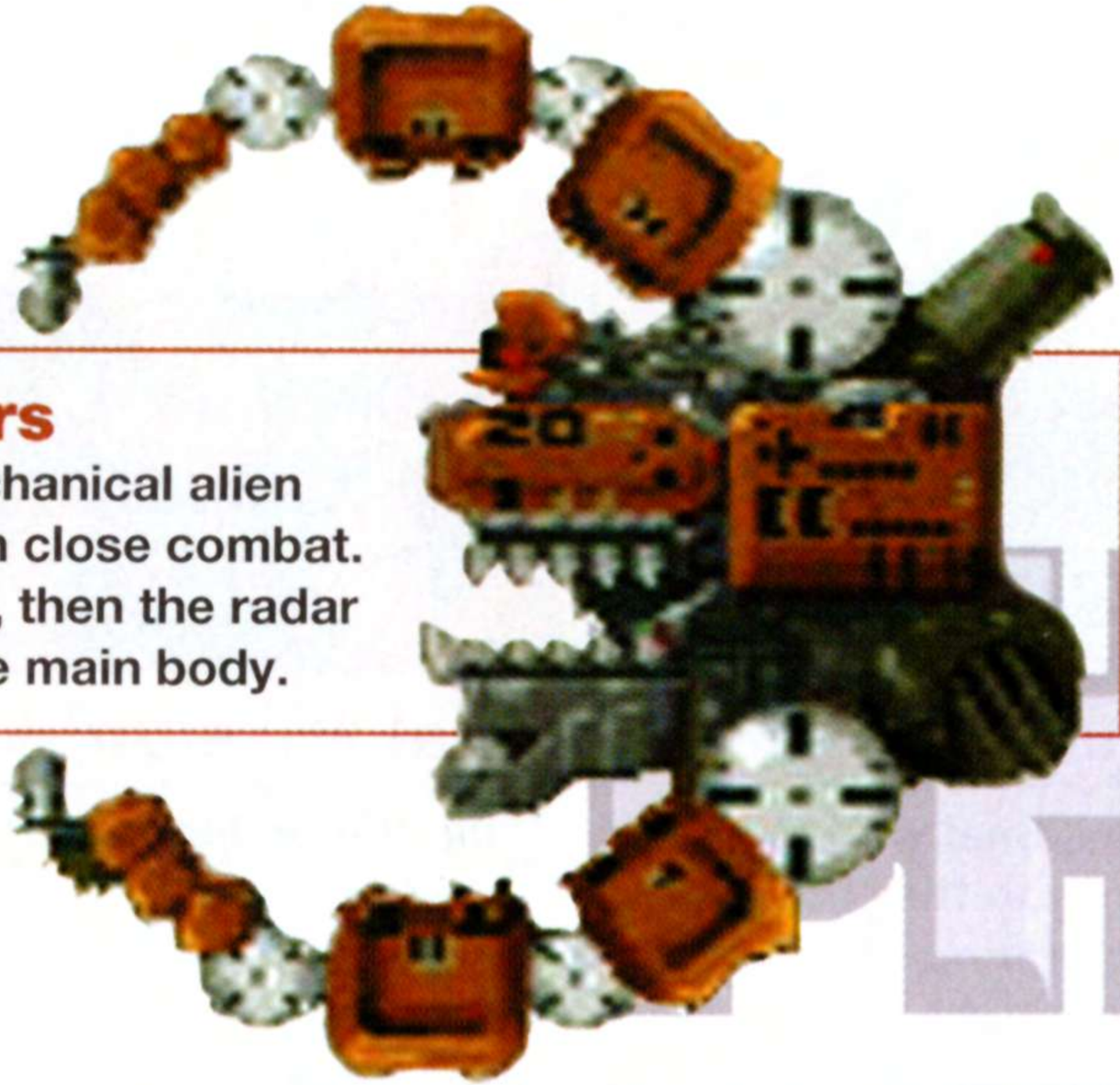
Ultra-Dimensional Space

A synthetic ultra-dimensional warp point is creating havoc with the RAF communication grid. Mutating aliens are warping through the void in a surprise attack. Dispatch the enemy at once!

Final Mission

Final Mission

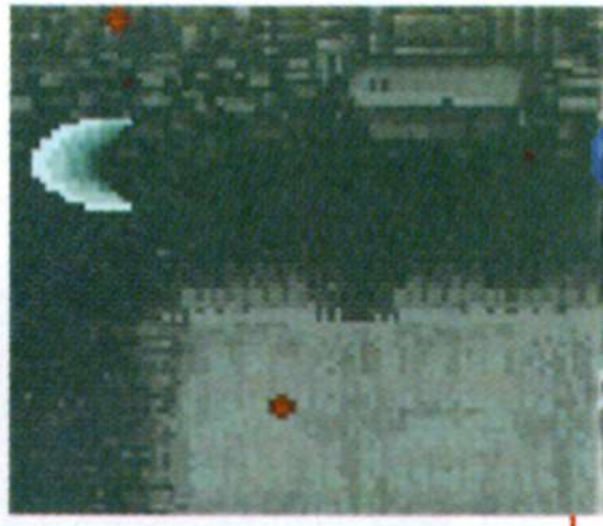
While the preliminary mission data is sketchy, computer models suggest that there may be an organism here of unprecedented proportions. Defeating it may stop the invaders.



1st Mission Boss

Wild Scissors

A big-limbed mechanical alien that specializes in close combat. Destroy the arms, then the radar eye and finally the main body.



Sheila G

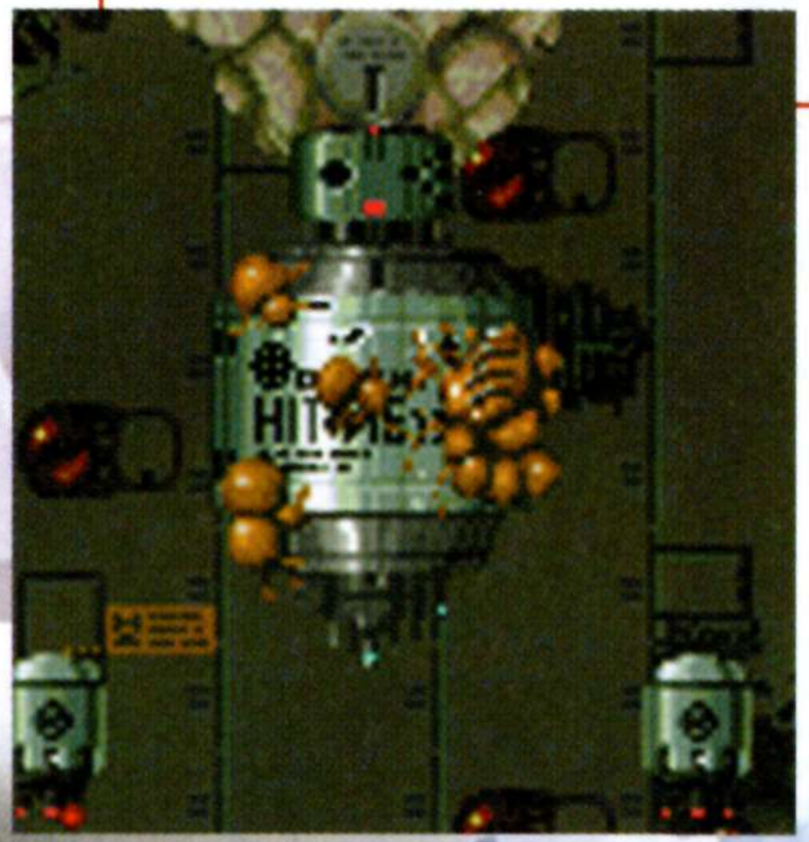
Target the lightly defended section underneath the front armor, but avoid the enemy's high-velocity beam assault.

2nd Mission Boss

3rd Mission Boss

Felecia

Aim for the center of the unit and target the core after you destroy the outer armor. Drawing the enemy to the right will increase your chances for success.



A Final Briefing

"Watch your speed!"

Fast isn't always good. Try slower speed settings to avoid hitting the obstacles in the narrow stages.

"Use your Power-up Weapons wisely!"

Some enemies are weak against specific weapons. Make your missions easier by experimenting with your Power-up Weapons.

"Don't let the enemy escape!"

While the sheer numbers in some stages may seem overwhelming, a few enemies hold valuable Power-up Weapons. Take everything out. If anything, the resulting high score will add fighters to your inventory.

Good Luck!

PHALANX

Note

Note

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