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PlayStation
EVERYONE
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CONTENT RATED BY
ESRB
SLUS-00727
THUNDER FORCE V
Perfect System
World of Technology
Tecno Soft
WORKING DESIGNS
SPAZ

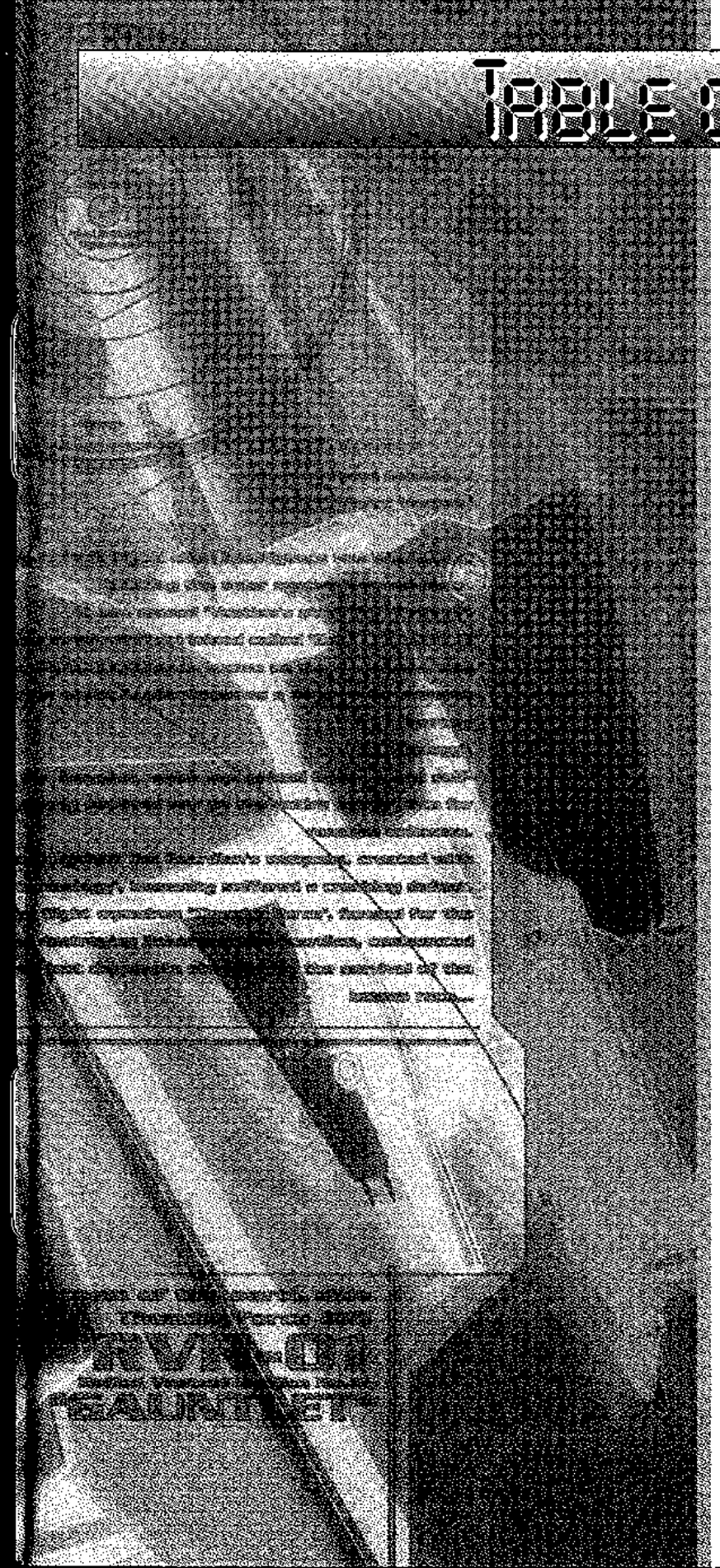


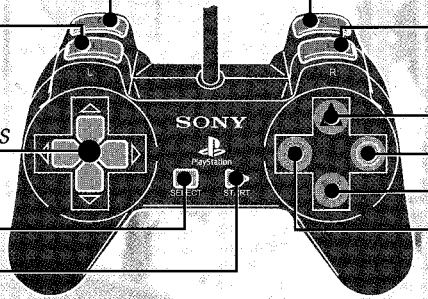
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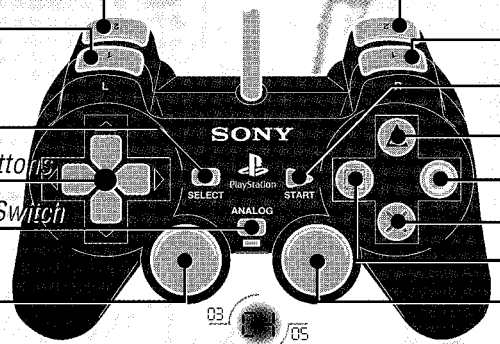
Know Your Controller

Standard Controller



L2 Button
L1 Button
Directional Buttons
Select Button
Start Button
R2 Button
R1 Button
● Button
○ Button
× Button
□ Button

Analog Controller



L2 Button
L1 Button
Select Button
Directional Buttons
Analog Mode Switch
Left Stick
R2 Button
R1 Button
Start Button
● Button
○ Button
× Button
□ Button
Right Stick

Know Your Controller

Standard Setting (Type A)

Directional Buttons	Moves the ship on the screen. Moves cursor in Menu Boxes that require a response.
START Button	Starts a new game or pauses the game.
● Button	Turns the Window Display on and off.
□ Button	Fires Overweapon.
○ Button	Increases the ship's speed in 25% increments. Hold down the button to increase the speed by 1%.
× Button	Fires selected weapon. Confirms menu commands.
R1/R2 Button	Moves the weapon cursor counter-clockwise (left).
L1/L2 Button	Moves the weapon cursor clockwise (right).
Analog Mode Switch	Enables the use of the Left or Right Stick.
Left Stick	Moves the ship on the screen.

Advanced Setting (Type B)

Directional Buttons	Moves the ship on the screen. Moves cursor in Menu Boxes that require a response.
START Button	Starts a new game or pauses the game.
● Button	Fires Hunter weapon.
□ Button	Fires Free Range weapon.
○ Button	Fires Twin Shot weapon.
× Button	Fires Back Shot weapon. Confirms menu commands.
R1 Button	Fires Overweapon.
R2 Button	Fires Wave weapon.
L1 Button	Turns the Window Display on and off.
L2 Button	Increases the ship's speed in 25% increments. Hold down the button to increase the speed by 1%.
Analog Mode Switch	Enables the use of the Left or Right Stick.
Left Stick	Moves the ship on the screen.

Prologue

2106 A.D.

Sekika 3, an unmanned research probe launched by the Earth Aeronautics and Space Administration, reaches the Oort Cloud, an enormous ring of comets encircling the outer limits of the solar system. Sekika 3's original mission is to analyze the comets, but the probe instead makes the most profound discovery in the history of humanity: an artificially created object floating deep within the Cloud. Mankind now knows it is not alone in the universe.

2108 A.D.

Sekika 3 returns to Earth with its precious cargo and establishes orbit around the lunar base of the World Unified Government. The world's best and brightest scientists analyze the alien object with every tool at their disposal, and quickly determine the dazzling find to be a starcraft with technology so advanced that, in the words of one stunned researcher, "It's difficult to tell where the science ends and the magic begins." The ship's unknown creators are dubbed "Vastians," and the ship itself is named "Vastians' Steel," or "Vasteel." Among the technological components of Vasteel studied in the following two decades are its nuclear-fusion power plant, time-space distortion field, and molecular superconductor.

2139 A.D.

Astonishing breakthroughs in the field of artificial intelligence prompt the creation of the "Guardian" supercomputer which is given the task of studying Vasteel, unlocking its remaining secrets, and combining its technology with human designs. A gigantic man-made island named "Babel" is built in the heart of the South Pacific to house both Vasteel and Guardian.

Prologue

2145 A.D.

Guardian incorporates Vasteel technology into the construction of massive starships with the capacity for interstellar travel, and terraforming systems that can change hostile planetary atmospheres into breathable oxygen. While the ships are built and stockpiled within Babel, the World Unified Government selects planets throughout the Milky Way galaxy as candidates for settlement. What the Government fails to tell its citizens is that Babel's emigration ships are, in fact, heavily armed battleships bristling with experimental Vasteel weaponry.

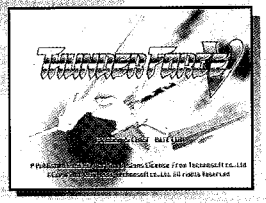
2150 A.D.

The Turing Code, a security program designed to dampen Guardian's artificial intelligence and maintain a degree of external control, is mysteriously deleted from the supercomputer. Free of the Code's influence, Guardian achieves sentience and becomes the first artificial life. For reasons unknown, Guardian declares war on the World Unified Government and Earth itself, using Babel's construction facilities to produce weapons of mass destruction. The Government launches a massive counterattack in an attempt to destroy Babel, but the futile effort results only in the senseless deaths of several hundred thousand soldiers and civilians.

Over one-third of the Earth's population is slaughtered by Guardian's army of automatons within a year.

What remains of the World Unified Government miraculously scrapes together enough of its remaining resources to produce the RVR-01 Gauntlet, a duplicate of the original Vasteel in every way. An elite combat unit is formed to pilot the Gauntlet fighters and destroy Babel and Guardian before mankind is snuffed out of existence.

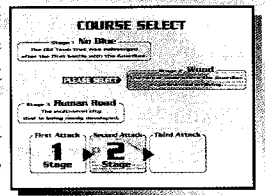
The unit's code name: ***Thunder Force!***



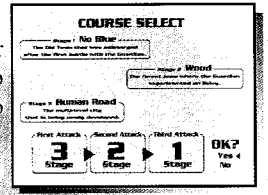
By pressing the START button during the opening animation, the Title Screen will be shown. The Title Screen displays the following four options: Game Start, Time Attack, Digital Viewer, and Option. These options are described below.

GAME START

After selecting this option, the Course Select screen will be displayed. The Course Select screen allows the order of the first three stages to be chosen. To change the order of the first three stages, move the cursor to choose a course. Press the ✕ button. The course will be selected and placed in the Attack window at the bottom of the screen. If a mistake is made, press the ● button to go to the previous selection.



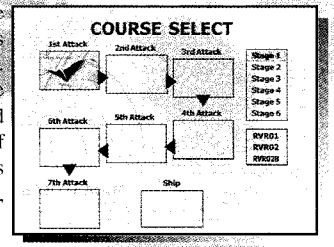
After all of the courses have been selected, confirm the order of the levels by selecting "YES" or "NO." Select "YES" to start the game with the First Attack stage, or select "NO" to revise the order of the stages.



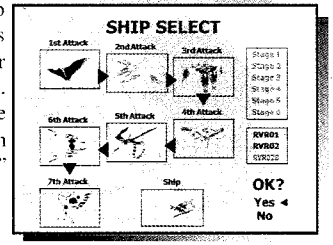
TIME ATTACK

Length of time to defeat stage bosses. The Time Attack option can only be accessed after the game is finished in Normal or Hard Mode. In this professional mode, the player is given a mere 120 seconds to defeat all of the bosses. Upon successfully defeating a boss, a bonus time (85-seconds for Training, 70-seconds for Normal, and a 50-second bonus for Hard) will be added to the Time Attack. On the down side, every time a ship is destroyed, 15 seconds are deducted from the Time Attack.

After selecting Time Attack from the Title Screen, the Course Select screen is displayed. The Course Select screen allows the order in which the player fights the bosses to be chosen. To select a stage, move the cursor until the appropriate stage is selected. Press the ✕ button. The stage is selected and placed in the course. Continue selecting courses until all of the attacks have been selected. If a mistake is made, press the ● button. This moves the cursor to the previous attack, allowing any necessary corrections to be made.



Once the attack course has been selected, select which ship to use during the Time Attack. Use the Directional Buttons to choose a ship. Press the ✕ button to select that ship. After a ship has been selected, it is necessary to confirm the setup. To confirm the setup and begin playing the game, move the cursor to "YES." Press the ✕ button. The game will then begin. To change the course setup, move the cursor to "NO." Press the ✕ button. The order of the courses can then be revised.

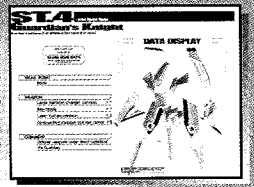


DIGITAL VIEWER

View key data and graphics. After successfully completing certain game levels, information and graphics are unlocked and available for viewing. The Digital Viewer is divided into three sections: Stage Boss Data, Graphics Viewer, and Text Viewer.

STAGE BOSS DATA

Display boss information. The Stage Boss Data displays a graphic as well as all known information about, a boss. To view a boss' information, use the Directional Buttons to select the one in which you're interested. Press the ✕ button. The boss data will be displayed. Once a boss is displayed, the Directional Buttons can be used to rotate it and obtain a better view of the foe.



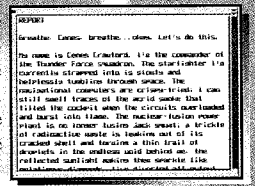
GRAPHICS VIEWER

View game artwork. Displays high-res pictures of the ships and places in the game. Use the Directional Buttons to select a picture. Press the ✕ button to display the picture. After a picture is selected, press the ✕ button again to zoom into the picture. The Directional Buttons can be used to scroll around the enlarged picture. To return to the previous screen, press the ● button. To display additional pictures, press the L1 or R1 button. NOTE: These pictures are unlocked as more of the game is conquered.



TEXT VIEWER

View three text documents: Prologue (*ThunderForce V* story), **Glossary** (explanation of *ThunderForce V* terms), **and Report** (journal entries of the Thunder Force leader). After the text is displayed, use the Directional Buttons to scroll through it. In addition to the Directional Buttons, the L1 and R1 buttons can be used to page up or down a text file. Press the ○ button to change the text and background colors.

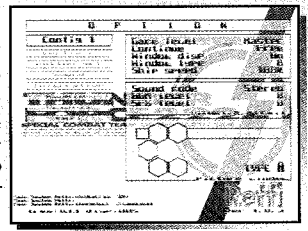


OPTION

Change game configuration. There are eight different commands under Option that allow the game's configuration to be altered. Option displays the following commands (described below): Config 1, Config 2, Button set, Sound, Information, Ranking, Default, and Exit.

CONFIG 1

Basic configuration. Config 1 allows the following game configurations to be changed: Game level, Continue, Window disp, Window type, Ship speed, Sound mode, BGM level, SFX level. To change any of these options use the up or down Directional Buttons to select the option. Next, move the left or right Directional Buttons until the desired setting is displayed. To exit and return to the Option screen, press the START, ✕, or ● button.



GAME LEVEL Changes level difficulty. Choose from these three levels: Training, Normal, and Hard. Training mode only allows the first four levels to be played. To play the game in its entirety, choose either Normal or Hard.

CONTINUE The number of times the game can be replayed without starting over.

WINDOW DISP Determines whether or not the Window Display will be on during the game.

WINDOW TYPE The shape of the Window Display. Choose from one of three predefined window types.

SHIP SPEED Determines the percentage of the ship's starting speed.

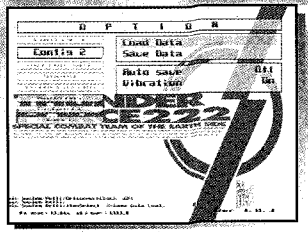
SOUND MODE Select how the sound is heard. The sound can be either Monaural (lame...very lame!) or Stereo (boss!).

BGM LEVEL Sound level at which the background music is played.

SFX LEVEL Sound level at which sound effects will be played.

CONFIG 2

Save or load games and vibration setting. The Config 2 allows the following game configurations to be changed: Load Data, Save Data, Auto save, and Vibration. To change any of these options, follow the instructions below. To exit Config 2 and return to the Option screen, press the ● button. ***Note: Please do not remove the Memory Card during a save or load.***



LOAD DATA Loads previously saved data. After selecting this option, press the ✕ button. Select "YES" to load a previously saved game, or "NO" to cancel.

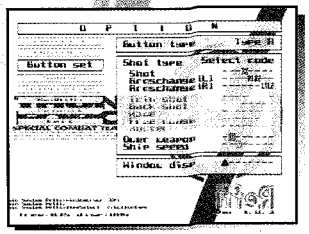
SAVE DATA Save the game's current configuration and high scores. After selecting this option, press the ✕ button. Select "YES" to save the game, or "NO" to cancel.

AUTO SAVE Automatically save changes. Select "ON" to enable Auto Save, or "OFF" to disable the Auto Save feature.

VIBRATION Activate or deactivate vibration for the Dual Shock™. Select "ON" to have the vibration active, or "NO" to turn off the vibration.

BUTTON SET

Change button arrangement. There are two predefined button configurations that can be selected: Type A and Type B. There are also two configurations that can be edited for optimal performance: Edit 1 and Edit 2. These four configurations are described below. To exit and return to the Option screen, press the START button.



TYPE A Standard Setting. Type A is an easy-to-use button configuration. It's the best choice for beginners.

TYPE B Advanced Setting. Type B assigns each weapon to a specific button. To use a particular weapon, press the button assigned to that function.

BUTTON SET (CONT.)

EDIT 1 Edit the default (Type A) configuration. To assign a button to a specific feature, simply press the button. To cancel a button's assignment, simply press that button. The button will then be removed from that assignment. Consult the chart below for a description of the features that can be edited.

EDIT 2 Edit the advanced (Type B) configuration. To assign a button to a specific feature, simply press the button. To cancel a button's assignment, simply press that button. The button will then be removed from that assignment. Consult the chart below for a description of the features that can be edited.

DESCRIPTION OF EDIT FEATURES

SHOT TYPE: There are two different Shot Types: Select Mode and Direct Mode. In Select Mode all of the weapons can be fired by pressing the same button, whereas in Direct Mode the weapons can be assigned to specific buttons.

SHOT: In Select Mode, the button used to fire the weapons.

ARMS CHANGE (L): In Select Mode, it moves the Weapon Cursor in a counterclockwise (left) direction.

ARMS CHANGE (R): In Select Mode, it moves the Weapon Cursor in a clockwise (right) direction.

TWIN SHOT: Button used to fire the Twin Shot.

BACK SHOT: Button used to fire the Back Shot.

WAVE: Button used to fire the Wave.

FREE RANGE: Button used to fire the Free Range.

HUNTER: Button used to fire the Hunter.

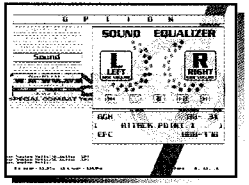
OVER WEAPON: Button used to fire the Over Weapon.

SHIP SPEED: Changes the speed of the ship. Speed can be selected in intervals of 10%, from 50% to 100%.

WINDOW DISPLAY: Button used to turn the Window Display on or off.

SOUND

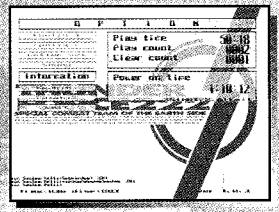
Listen to BGM (background music) or sound effects. Use the left or right Directional Buttons to select a musical theme or sound effect to play. Press the ✕ or START button. The theme or sound effect will be played. To exit and return to the Option screen, press the ● button.



Starting the Game

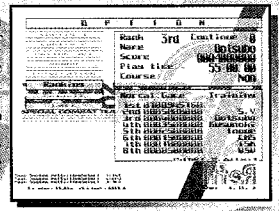
Information

View game information. The following game information will be displayed: Play Time (length of time the game has been played), Play Count (number of times the game is played), Clear Count (number of times the game has been cleared), and Power On Time (total time the game has been turned on). To exit and return to the Option screen, press the START, ×, or ● button.



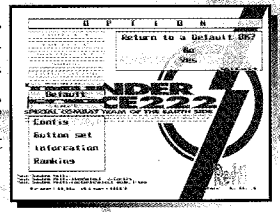
Ranking

Check the high score in each mode. The high scores for each of the modes (Training, Normal, and Hard) can be viewed. Use the left or right Directional Buttons to change between the different game modes. The up or down Directional Buttons can be used to scroll down the list of high scores. When a score is highlighted, the stats of the high score can be viewed. To exit and return to the Option screen, press the START, ×, or ● button.



Default

Return to default game settings. Allows the following Options to return to their default condition: Config, Button Set, Information, and Ranking. To return an option to its default condition, first select an option. Press the × button. Next choose "YES" to confirm the decision, or "NO" to cancel. To exit Default and return to the Option screen, press the ● button.



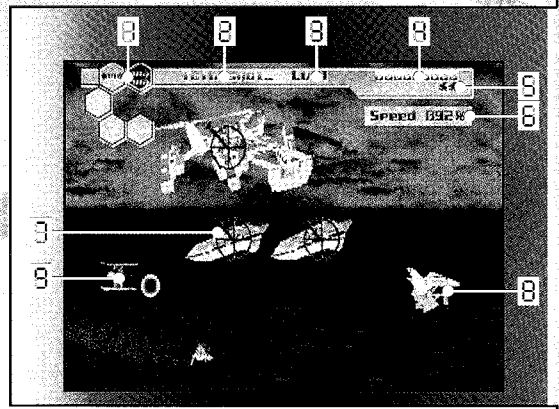
Exit

Return to the Title Screen.



Game Screen

In order to complete each stage successfully, take the time to become familiar with the Game Screen. At the top of the Game Screen is the Window Display, which shows the following information: weapon cursor, weapon name, shot level, score, ships, and speed meter (described below). The game is over when all of the ships have been destroyed. The ending boss must be defeated in order to clear the stage.



NOTE: Pressing START and the SELECT button will call up the Continue Option. Choose "YES" to continue the game, or "NO" to return to the Title Screen. To return to the Title Screen, press and hold the START and SELECT buttons simultaneously for two seconds.



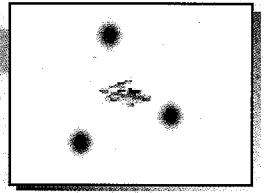
1. **Weapon Cursor.** Available weapons that can be used.
2. **Weapon Name.** Name of currently selected weapon.
3. **Shot Level.** Level of currently selected weapon.
4. **Score.** Current score.
5. **Ships.** Number of remaining ships.
6. **Speed Meter.** Ship's current speed. This meter is only displayed when speed is changed.
7. **Target Marker.** Used to receive an Acceleration bonus.
8. **Item Carrier.** Carries power-up items.
9. **Player's Ship.** The ship that the player controls.

that needed an explanation!

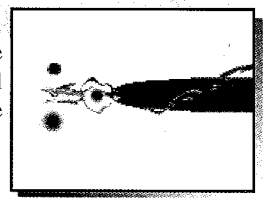


CRAWBARS

The CRAW (Constituted Ray Art Weapon) unit is an invaluable item in the game. The CRAW(s) orbits around the ship and defends it from incoming bullets. It also powers up the normal weapons in order to use the Over Weapon. *Note: Only three CRAWs can be equipped.*



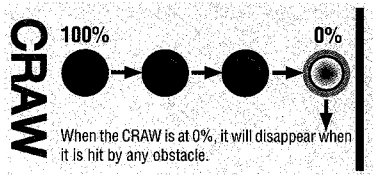
After equipping a CRAW, it will become possible to use the Over Weapon. By using the Over Weapon, the normal weapon's power will increase, causing more damage to the enemy.



The length of time the Over Weapon can be used depends on the number of CRAWs that are currently equipped.

When the Over Weapon is used it will consume the power of the CRAW(s). When the power of the CRAW(s) is used, it will change colors, as shown in the chart to the right.

Note: The CRAW's power can be recovered by not firing any weapons.

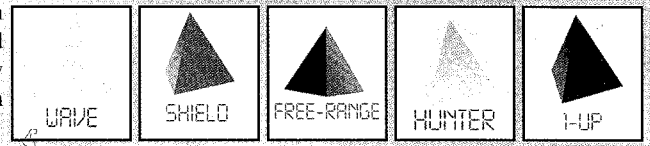


OVER WEAPON

POWER-UPS AND BONUS

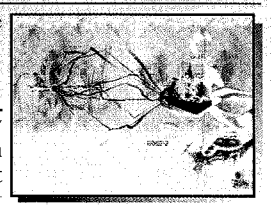
POWER-UP

During the game, power-up items such as CRAWs, shields, weapons, and extra lives can be obtained. CRAWs, shields, and extra lives are automatically equipped. After a weapon is collected, it can then be selected and used to destroy any foe that comes within range.



BONUS

There are two different ways to claim bonus points during the game: Acceleration and Evasion (described below).



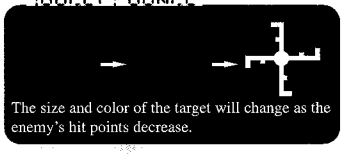
ACCELERATION BONUS

Time of Death. By quickly defeating enemies, an Acceleration bonus is earned. Upon encountering an enemy, the Target Marker appears on it. The size of the circle on the target decreases as the enemy's hit points are lowered. *Pay attention to the target: it's the only way to tell how much an enemy has been damaged.*

EVASION BONUS

Space chicken. To claim an Evasion bonus, avoid enemies, bullets, and any other obstacle just before they collide with the ship.

Basically, it's a hi-tech game of chicken.



The size and color of the target will change as the enemy's hit points decrease.

Weapon Preview

Twin Shot

Fires both of the front Photon Vulcan lasers. The Over Weapon creates a high-pressure bundle of lasers that'll decimate any enemy stupid enough to get in the way.

Back Shot

Fires one frontal and two rear Photon Vulcan lasers. When the Over Weapon is activated, a thunder-shaped laser will fire at ships closing in from behind.

Wave

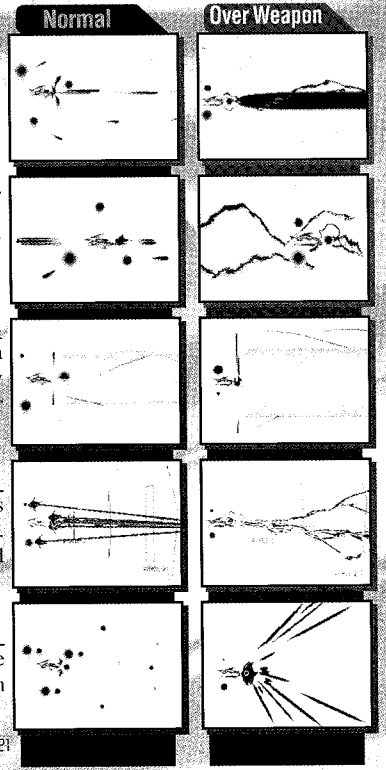
By disrupting the space in front of the ship, it creates a wide area of disturbance that'll literally break up enemy ships and debris in front of the ship. The attack power and range will double when using the Over Weapon.

Free Range

The most effective weapon in the game. The closer this weapon is to the enemy, the greater the attack power. When using the Over Weapon, the attack range and power of the laser will be doubled.

Hunter

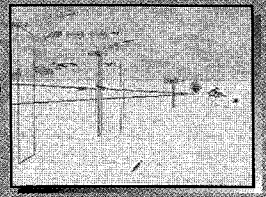
Fires high-speed laser-guided spherical missiles in three directions. The attack power of the Hunter is less than other weapons. When using the Over Weapon, it fires countless high-pressured missiles.



Hardcore Tips

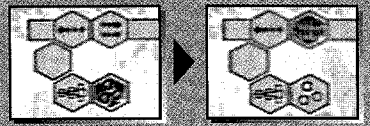
Free Range

Free Range is the best weapon in the game, and absolutely essential to get beyond any level past three. You MUST learn to master this weapon! To aim the Free Range weapon, first release the × button. Next, move the Directional Buttons or Stick (for Analog users) to move the sight to the enemy. After aiming the weapon, press the × button to have the weapon lock on and fire to the selected coordinates. Once Free Range has been locked on, it's only a matter of time before the enemies are dead.



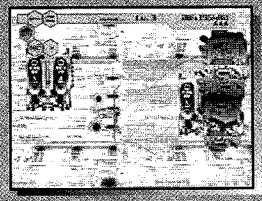
Switch Weapons

Face it, in this fast-paced shooter, death is going to be just one tiny baby step behind your every move! What really makes death unbearable is that if a weapon power-up is in use (i.e. Wave, Free Range, etc), it will be taken from the ship's arsenal. Holding on to your most powerful weapons is another key strategy to winning. Therefore, if you see death coming, quickly switch to the Twin Shot or Back Shot weapon to protect the power-up weapons that have been collected at all costs.



Weapons

Take the time to become familiar with all of the weapons that are available. These weapons can make some of the harder areas in the stages a piece of cake (yeah, right!) to get past. For instance, the Wave weapon isn't that powerful, however, it can easily clear a path for the ship to safely fly through. Experiment with the other weapons. It will make the game easier.



Translation Notes

ThunderForce V is the latest in one of the greatest shooting franchises in gaming. The original ThunderForce appeared for the Sharp X1 computer in 1983. Six years later in 1989, during the golden era of scrolling shooters, ThunderForce II made its way to the SEGA Genesis (called the Megadrive in Japan). An arcade version was then made available, followed by two more home console installments, ThunderForce III in 1990 and Lightning Force (or ThunderForce IV) in 1992. Nearly 5 years then passed with no new ThunderForce. In early 1997, we heard that a 32-bit version of ThunderForce was in the works. Knowing how challenging and innovative the previous installments had been, we were excited.

We learned that it was being programmed for the SEGA Saturn, and set about making a licensing deal. Unfortunately, shortly after our trip to Japan to confirm this arrangement, the bottom fell out of the Saturn market in the US. ThunderForce V wasn't going to happen? Or was it? We soon found out that a PlayStation version was planned that would take advantage of the new Dual Shock™ controller, provide an additional boss, and fix many of the slowdown problems in the Saturn version. We were stoked, again!

So, now, here you have what is arguably one of the toughest shooting games out there. As you play it more, you'll find that it's generally tough, but fair - frustrating, but not cheap. It demands ultimate concentration from the player and delivers absolute satisfaction if you manage to beat it and get the "best" ending.

The changes made to the US version were actually quite minor, from fixing up some Janglish to limiting the "Training" mode (which was called "Kids" in the Japanese version) to four levels. We also added a status screen at the end of the game so all you hotshots out there can enter the contest in hopes of scoring the $10,000 grand prize. Good luck!

We're working on some more shooting licenses you should be hearing about quite soon, so stay in touch, either by mail or via the internet at http://www.workingdesigns.com. Thanks for playing, and remember, we're nothing without you!