SNS-CG-USA



INSTRUCTION BOOKLET

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

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



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.

Thank you for selecting the Super Nintendo Entertainment System® KIRBY'S DREAM COURSE™* game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.



KIDS TO ADULTS

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The Story

Once upon a time, on a little star, there was a small, peaceful country called Dream Land. The Dream Spring incident was over and the inhabitants of Dream Land returned to their normal, peaceful lives. Every day, they would eat delicious meals and take wonderful afternoon naps. There was no need to worry about anything since everything was so peaceful.

At night, everyone slept soundly as thousands of stars lit the sky and quietly stood watch over Dream Land. The stars, known for their beauty, became the pride and joy of everyone in Dream Land.





One night, the inhabitants said to one another, “Let’s gaze at the star-lit sky and have wonderful dreams tonight.” However, when they gazed up into the sky they noticed something was different. The sky was black. There wasn’t a single star in sight! The next morning, they were very worried. Everyone became upset and asked each other “What happened to the stars?” “Will we ever see them again?” Then, someone said, “Don’t worry! Surely, the sky will be full of stars again!” However, the stars did not return that night, or the night after. Everyone in Dream Land became very sad.

How many nights have passed since they last saw the beautiful, star-lit sky? Every night, all they saw was the pitch black sky and no stars. Everyone was in a state of shock. They were so worried that they gradually stopped eating their delicious meals and no longer enjoyed having dreams. Their spirits were sinking fast. Eventually, laughter ceased in Dream Land, and everyone stopped smiling.

Another dark, gloomy night loomed over Dream Land. All sorts of rumors had been spreading, and everyone was saying,



"It looks like King Dedede is behind this." "I bet he's hogging all those beautiful stars for himself!" Could it be that King Dedede is indeed responsible for the missing stars?

If it's true, there's only one hero that can save the stars. Yes, that young hero is Kirby. He comes in with the spring breeze and saves Dream Land in times of crisis.

Kirby sets out for his long adventure to punish King Dedede once again and take back the stolen stars. Kirby heads for King Dedede's floating castle. The king has set up many traps in his castle. His servants each have a star and they wait for Kirby's arrival at the castle.

This adventure is full of new and amazing challenges. Good luck, Kirby!



Using the Controller

●Guideline Control

This lets you move the guideline to direct the ball's path. Press ↑ on the +Control Pad to make the ball fly. Press ↓ on the +Control Pad to make a ground shot.

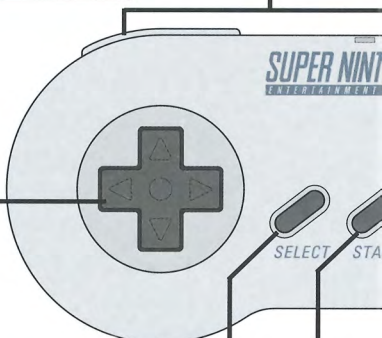
●Spin Guidelines

This lets you see guidelines for spinning balls. Hold the B Button and move the +Control Pad ← or → .

●Right Angle Guideline

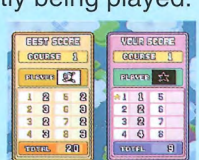
Change the shot direction by 45° to the left or right.





●Scoreboard

See the best score of the game currently being played.



●Message Panel

During game play, press START to return to the Course Select or the Title Screen.

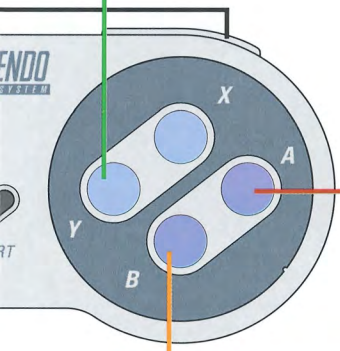
To reset the game, press the L, R, START

●Scroll

View the entire course map by holding down the Y Button and moving the +Control Pad.

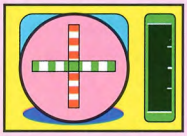






●Shot Panel

This brings up the Shot Panel when you want to shoot the ball. Here, you can select the power and curve of your shot.

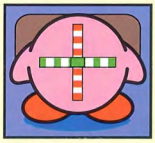


Power Meter

While Kirby is moving, press the A Button at just the right time and he'll get an extra burst of speed.

●Opens the Spin Panel

Hold down the B Button to open the Spin Panel.



●Use Special Powers

When you hit some enemies, you gain special powers. Press the B Button while the ball is moving to use your special powers.

●Cancels Your Shot

and SELECT Buttons simultaneously.

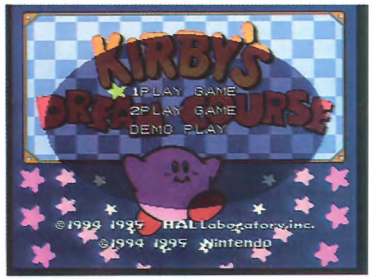
Before Starting a Game

Insert the Kirby's Dream Course Game Pak into your Super Nintendo Entertainment System and move the "POWER" switch to the "ON" position. When the Title Screen appears press the START Button to move to the next screen.



Press the START Button.

Select either 1-Player, 2-Players or Demo Play then press the START Button to start the selected game mode.



1-Player Game	The basic rule is to complete all eight rounds using the least number of shots in each 8-hole course (8-holes per course x 8 rounds).
2-Player Game	Players take turns at hitting balls and compete for points. After playing all 8 holes, the player with the best score becomes the winner for that course.
Demo Play	This gives you an explanation of the techniques you'll need to play this game.

Selecting Game Modes

When you select a game mode, the screen changes in the following order.

1-Player Game

Press the A Button to move to the next screen. Press the B Button to cancel your selection.

Members List



Course Selection



Demo Play Selection



Press the A Button to move to the next screen. Press the B Button to cancel your selection.

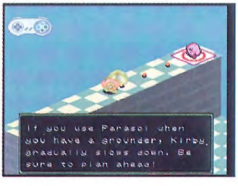
Course Selection



Handicap Settings



Demo Play



Press the A Button to move to the next screen.

Course Demo Screens

Press the A Button to move to the next screen.

1-Player Game Starts



2-Player Game Starts





Member Registration (1-Player Game)

The Members List screen contains the following items.

★New Member (Member Registration)★

When you play this game for the first time, you must write your name and register it on the Name Entry screen.
Press ↑ or ↓ on the +Control Pad and select "New Member," then press the A Button.



A Button

Writing Your Name

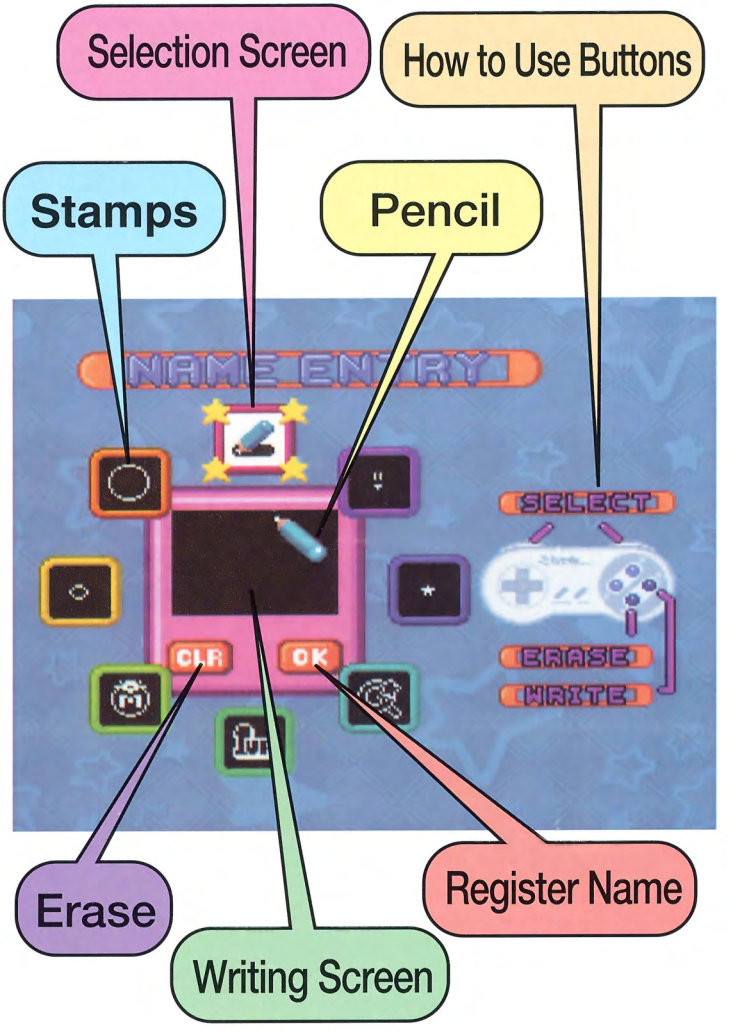


Press the A Button and move the pencil using the +Control Pad to write your name. When you are through, move the pencil to the **OK** icon and press the A Button to register your name.

Erasing Your Name



Press the B Button to change the pencil into an eraser and erase using the +Control Pad. To erase your name completely, move the pencil over to the **CLR** icon and press the A Button.



* You can also register your name by using one of the pre-set stamps. To select a stamp, press either the L or R Buttons. Use the Stamp by pressing the A Button.
* Names are not registered in 2-Player games.

★Members (Select a Member)★

You are now registered in the Members List as an official member. The next time you want to play a game, select the Members screen and press the A Button.



A Button ↓ B Button cancels your selection

You can register up to five member names. Each member's name appears in a list. The course number being played and the number of medals won appears to the right of each member's name .



A Button ↓ B Button cancels your selection

Select your name from the list by pressing either ↑ or ↓ on the +Control Pad. Press the A Button to activate your name and move to the Course Selection screen.



★Erase (Deleting a Member's Name)★

If the Members List is full and you want to register a new name, you must delete one of the registered names. Select a name and delete it using the **Erase** command.



A Button B Button cancels your selection

Select the name you want to delete and press the A Button. A Yes or No window appears when you press the A Button. Select the **Yes** command with the +Control Pad. Press the A Button to activate your selection and delete it from the list.



★Rankings★

This lists the top players and shows who had the best score for each course and the types of medals won by them. If you select the **Ranking** command, the ranking for course one will appear.



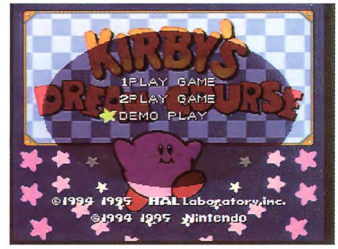
A Button B Button cancels your selection

If you want to see the scores of the top six players, press ↓ on the +Control Pad. To see other course rankings, press ← or → on the +Control Pad. Press the A Button to see player's score for the selected course.



Demo Play

This lets you see a demonstration and gives you technique tips during game play. Select this screen using the +Control Pad then press the START Button to activate it.

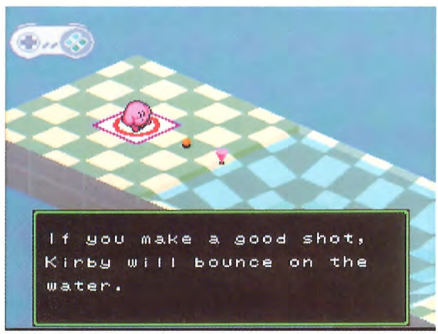


START or A Button → B Button cancels your selection

This lets you see the Demo Play Selection screen. Select an icon using the +Control Pad. To get more information on your icon, press the START Button. To return to the Title Screen, highlight the **Exit** command and press the START Button.



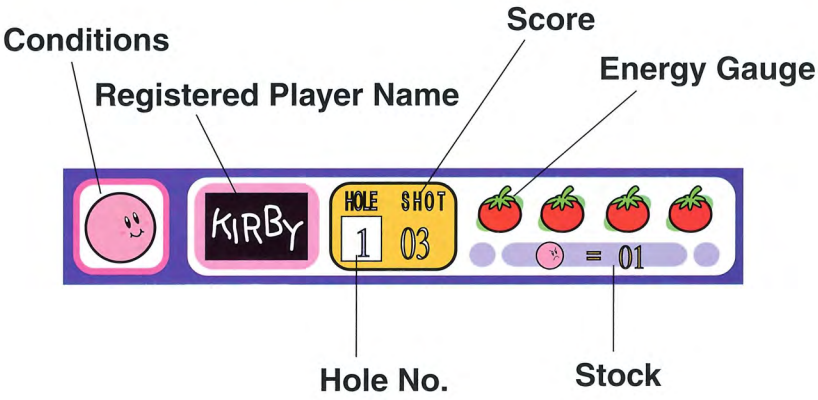
Press the START or A Button → B Button cancels your selection



* To scroll through the message text, press either the A or START Button. To return to the Demo Play Selection screen, press the B Button.

1-Player Game Rules

Information Panel



●Registered Player Name

This shows the name you registered before starting the game.

●Stock (No. of Remaining Balls)

Each player has three balls at the start of the game. Only two of these balls appear in the Stock display. The game is over when a player runs out of balls.

●Hole No.

This shows you the number of the Hole being played.

●Score

This shows you how many shots you've fired so far.

●Energy Gauge

This shows you how much energy you have left. You lose energy for each shot you take and gain energy when you defeat enemies.

●Conditions

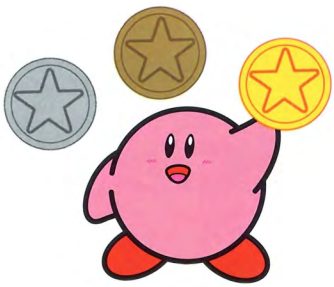
This shows you what powers you can now use .

Basic Rules

You must complete all eight courses before you can battle against King Dedede. Each course has eight holes and the total number of shots you took for every eight-hole round becomes your score for that course.



When you complete a course, your score is shown along with the best score for that course. Score high and get a gold, silver or bronze medal. Many prizes are in store for you if you get medals for all 8 courses.

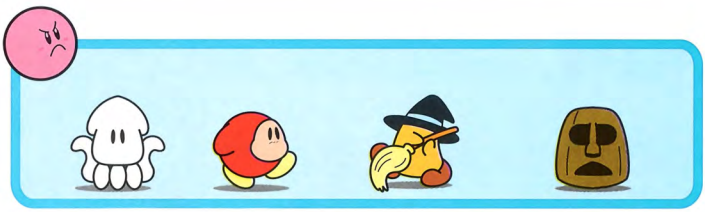




If you want to replay a course to get a higher score, select the desired course using the +Control Pad. See if you can get gold medals for all eight courses!



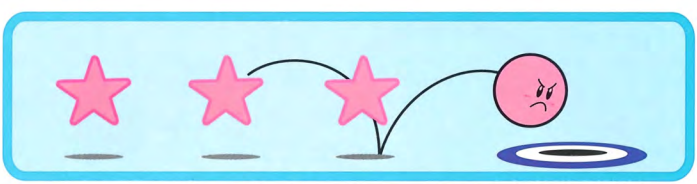
Unlike golf, the ball cups are hidden from view. When you hit your enemies on the map, they turn into stars. When all of the enemies, except the last one, have been hit, the last enemy will become a cup.



Hit your enemies and turn them into stars.



The last enemy turns into a cup.

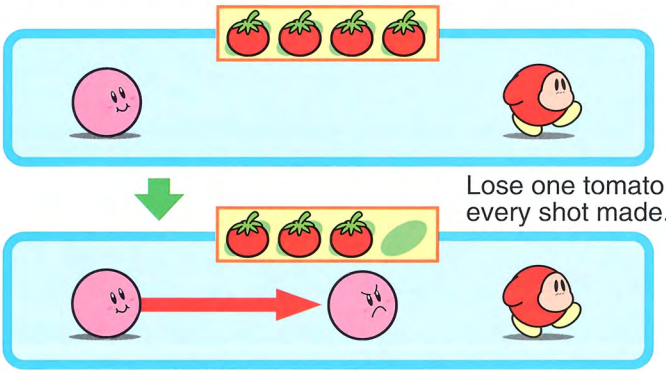


The number of strokes it takes you to drop into a cup becomes your score.

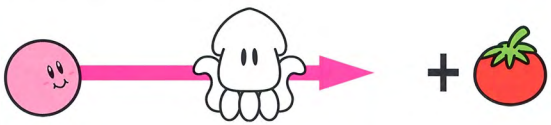


Energy Gauge

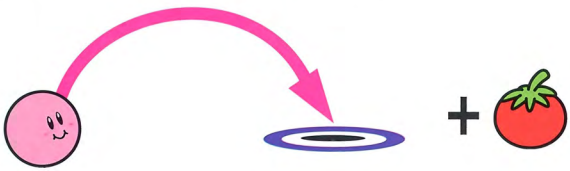
A player loses an energy tomato for every stroke made.



Defeat an enemy and get one tomato.



Drop your ball into a cup and get one tomato.

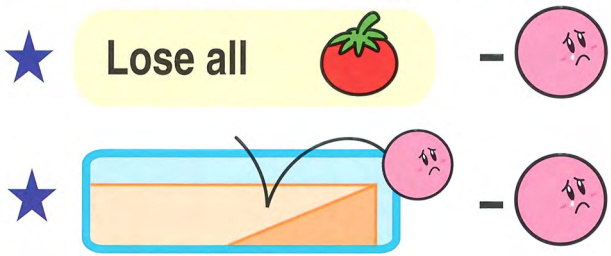


Each time you hit Gordo or Kracko or enter into a danger zone, you lose one tomato.

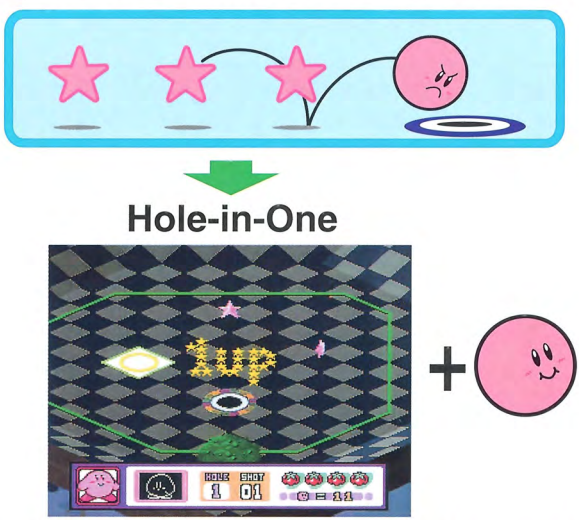


Stock

Each player has three balls at the start of a game. When a player has no tomatoes left, that player loses one stock ball. When a player accidentally drops a ball outside the course, that player loses one stock ball. The game is over when a player runs out of balls.



When a player hits a hole-in-one, that player gets 1 tomato.



*** A player can move to the next course with two stock balls if that player completed the previous course with no balls or only one stock ball remaining. A player can move to the next course with all remaining balls if that player completed a course with more than three stock balls left.**

Shooting the Ball

Shooting Order

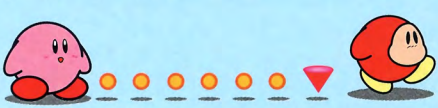
1 Scrolling the Screen

You can scroll through the screen to see how many enemies there are and to see where they are on the map. Hold down the Y Button and use the +Control Pad to move the screen in all four directions.



2 Setting the Guideline

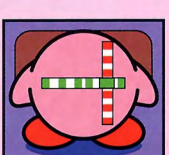
You can mark your target by using the +Control Pad to move the guideline for your ball.



3 Spin Panel Setting

You can use the guideline to see how your ball will move when you make it spin. You can skip this step if you don't want your ball to spin.





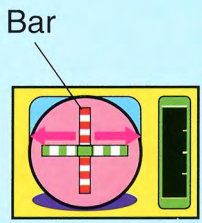
4 Shot Panel Settings (B Button Cancels Your Selection)

To open the Shot Panel and shoot your ball, press the A Button. First, determine how much you want your ball to spin. There are two different spin settings.

◆ Roll



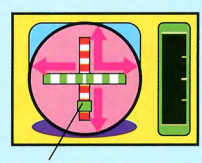
To make your ball spin sideways, move the bar by pressing ← or → on the +Control Pad.



◆ Fly



To make your ball spin forwards or backwards, push ↑ on the +Control Pad, then press the A Button. You can also move the bar to create combination Roll spins.



5 Activating Power Shots (Roll & Fly)

Once you have your shot selected, activate the power meter by pressing the A Button.

❊ **The power meter will move back and forth only once.**



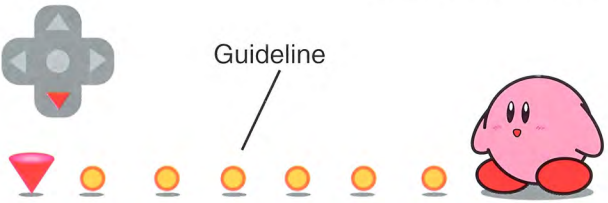


About Guidelines

Move the guideline using the +Control Pad to mark your target.

(↓ on the +Control Pad/Roll Guideline)

Determines how the ball rolls



(↑ on the +Control Pad/Fly Guideline)

Determines how the ball flies



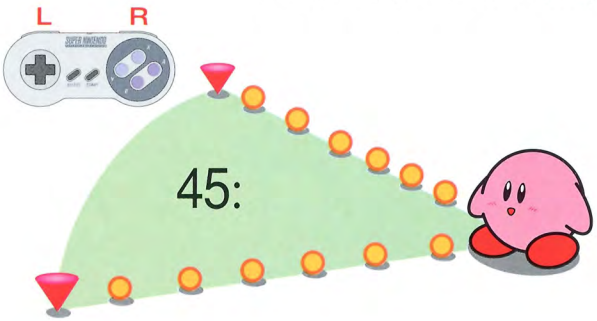
(← & → on the +Control Pad/Horizontal Movement)

Moves the guideline sideways

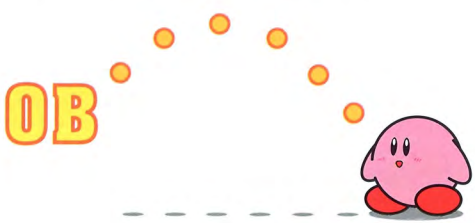


(L & R Buttons/Right Angle Movement)

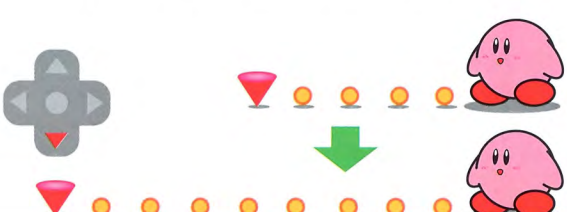
Moves the guideline sideways by 45°



(OB Display) The characters "OB" appear on the screen when you shoot your ball off course.



To extend the guideline, press ↓ on the +Control Pad. This comes in handy when trying to make a long shot.



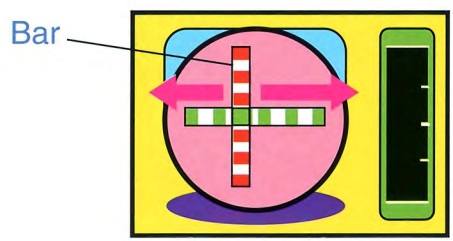
Spinning Balls

You can make the ball move in different directions by making your ball spin when when you shoot. The Roll shot lets you spin the ball sideways while the Fly shot lets you spin the ball sideways as well as forward and backwards.

●Horizontal Spin

To determine how the Shot Panel bar moves, press ← and → on the +Control Pad. To get a faster left spin, move the bar further left. To get a faster right spin, move the bar further right.

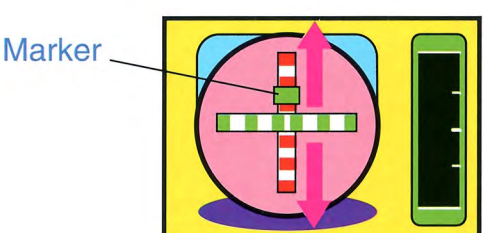




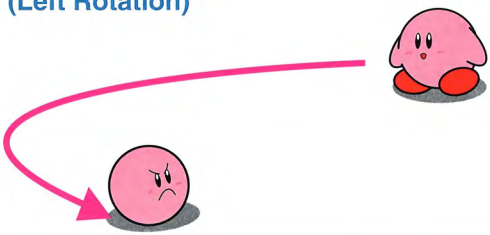
●Top & Back Spins

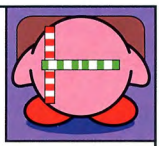
The Shot Panel marker moves up and down only for Fly shots. Press the A Button to set where the marker stops. The farther the marker is away from center, the stronger the spin will be. Stop the marker up for top spins, down for back spins. Center the marker for no spin.



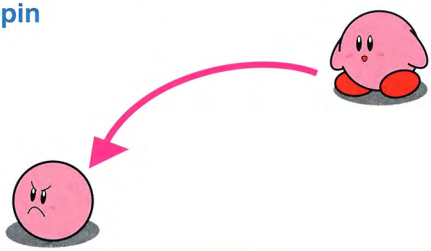


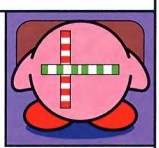
Left Spin (Left Rotation)





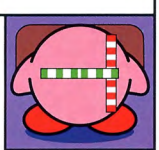
Slow Left Spin





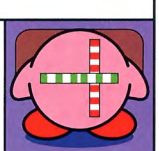
Right Spin (Right Rotation)

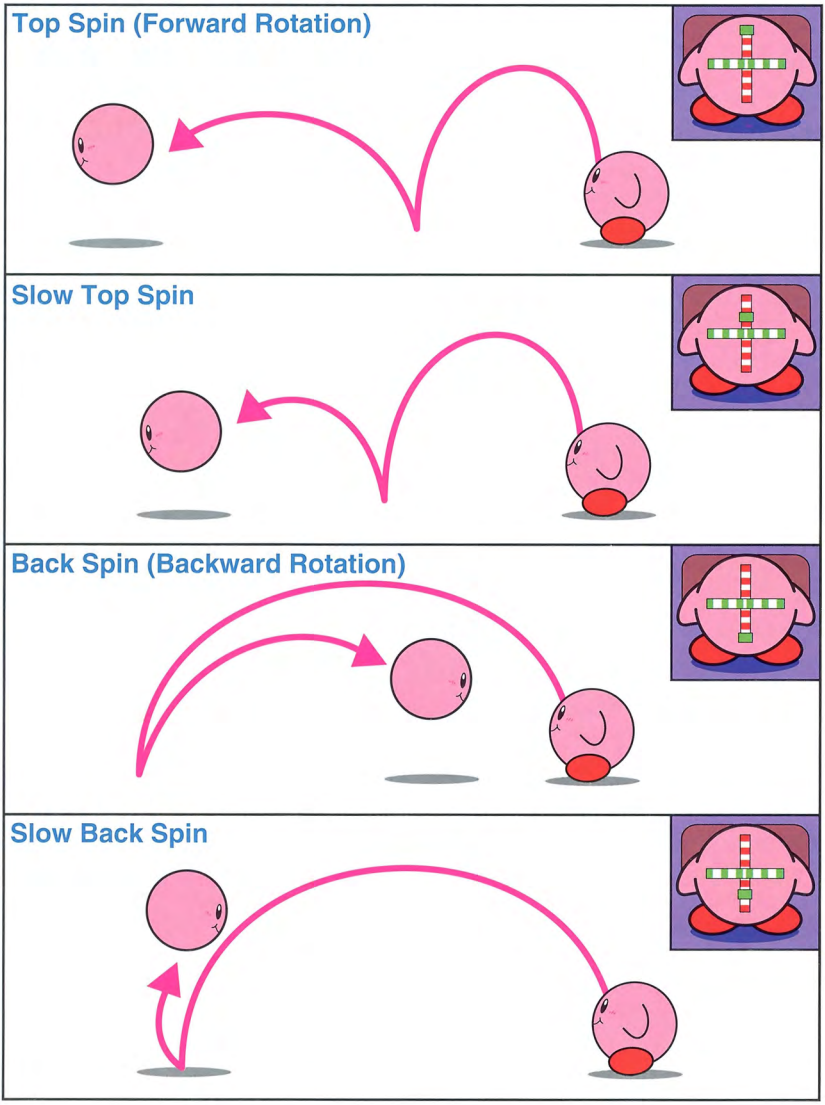




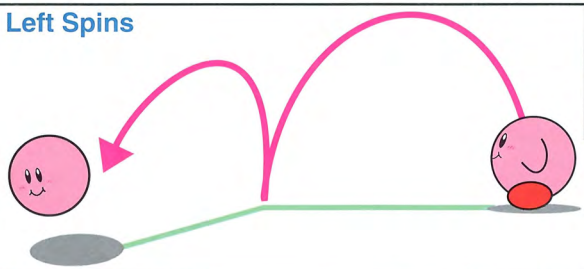
Slow Right Spin

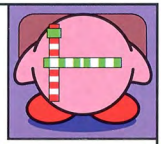




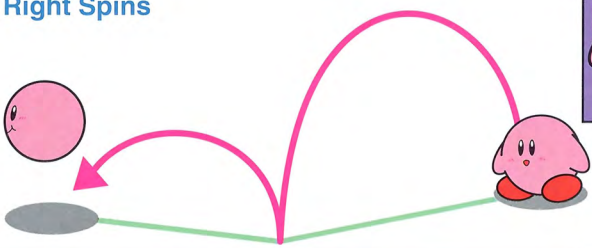

Top Spin (Forward Rotation)
Slow Top Spin
Back Spin (Backward Rotation)
Slow Back Spin

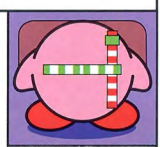
Top & Left Spins



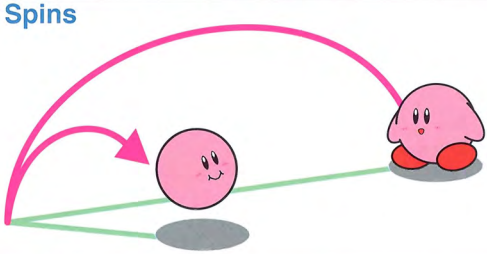


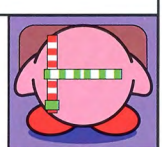
Top & Right Spins



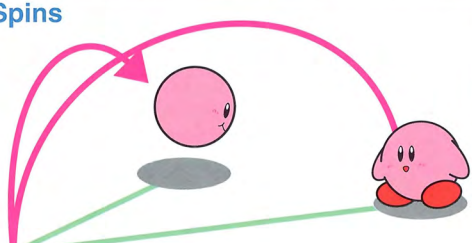


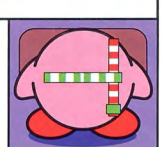
Back & Left Spins





Back & Right Spins

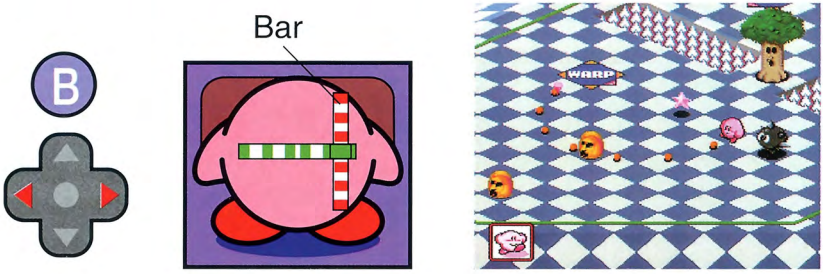




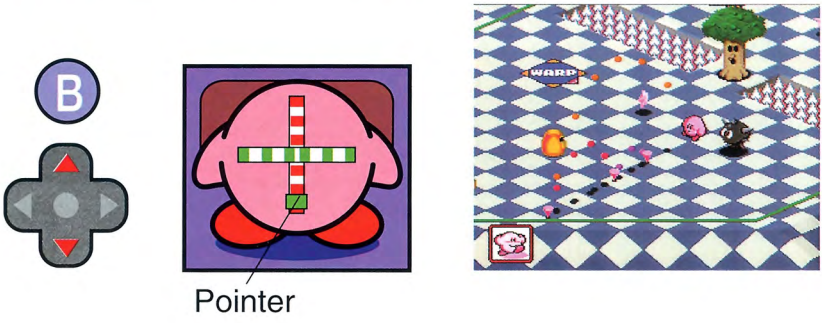
Opening the Spin Panel

To display the guidelines for any of the spins, press the B Button to open the Spin Panel. Hold down the B Button and move the +Control Pad to see the guideline you set up.

◆To make the ball spin sideways, move the bar by pressing ← and → on the +Control Pad.



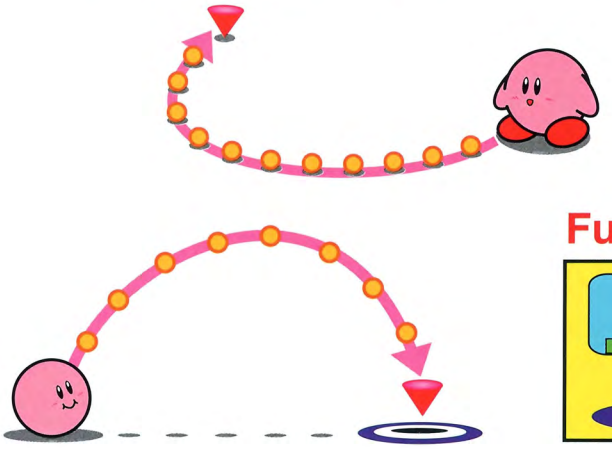
◆To give the ball spin a top or back spin, move the pointer pressing ↑ and ↓ on the +Control Pad.

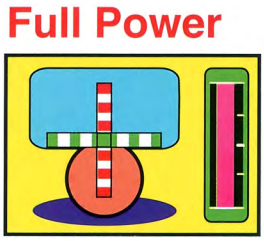


To make a Fly shot, overlap the marker and the pointer in the Spin Panel. Otherwise, your ball will not fly according to the guideline you set up.

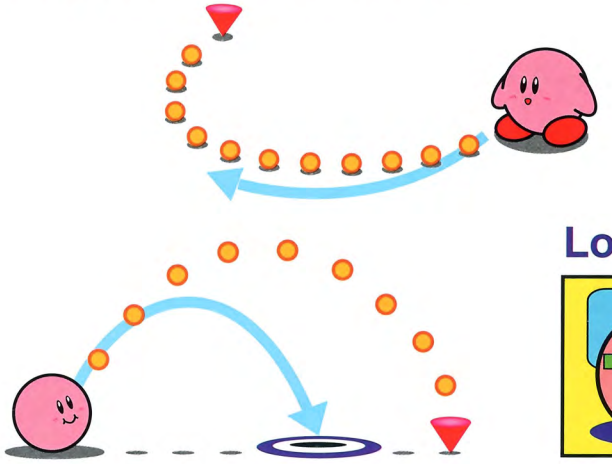
Guidelines and Power Setting

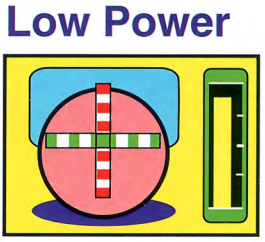
To shoot the ball according to the guideline, you must set the power meter to Full Power. Lower the setting when you want a lighter shot.❊ **The power meter turns pink when set to Full Power.**





A lower power setting means you have a shorter shot distance.
❊ **The guideline remains unchanged.**



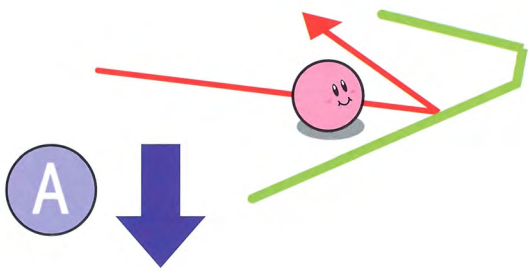


After Shooting the Ball

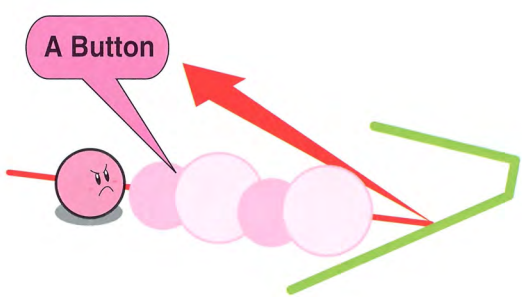
Booster Button

You can give your ball an extra boost after taking a shot. Press the A Button while the ball is still moving, and the ball will move even faster.
Press the A Button when the ball starts to bounce or when the ball bounces off a bumper.

Moves only a short distance



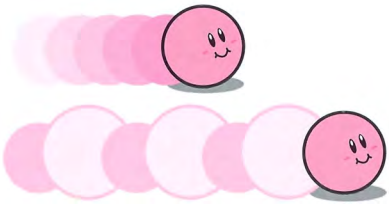
Press the booster button to move even faster



To make your ball roll over a flat distance a little farther, hold down the A Button.

Roll

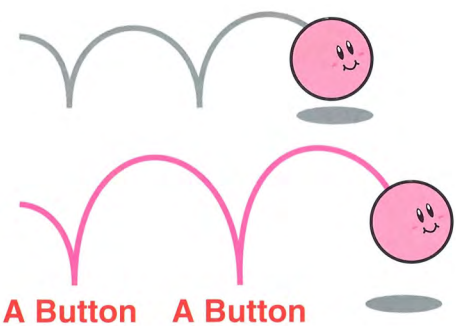
Hold down the A Button



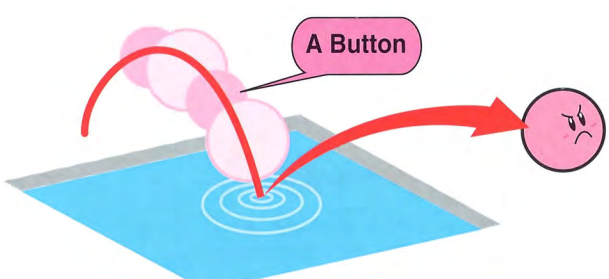
You can make your ball bounce even farther after taking a Fly shot over a flat surface. Press the A Button at the correct time.

Bounce

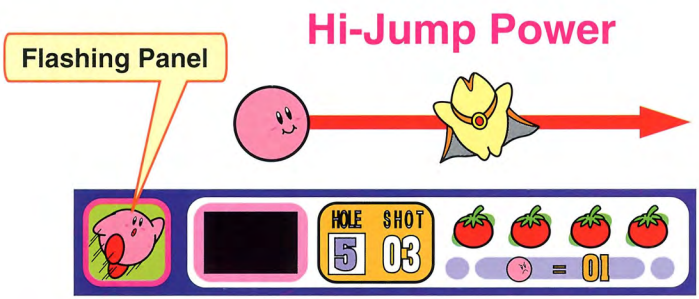
Press the A Button at the right time



You can bounce your ball over water using a Roll shot or a top spin-Fly shot. To make your ball bounce even farther, press the A Button just before it bounces over the water.



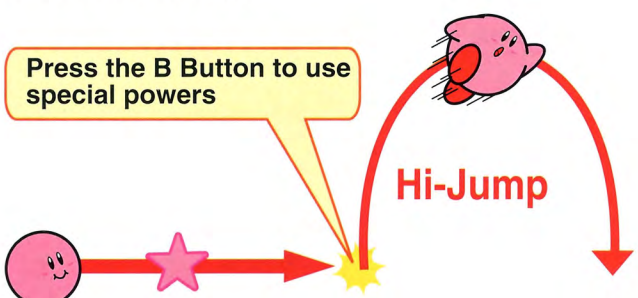
Turn your enemies into stars. If they have special powers, they become yours. When the Conditions panel, flashes it shows you what powers you have. There are ten types of enemies, with special powers, that flash continuously in each course.



❊ **Kirby flashes when you get special powers in a course.**

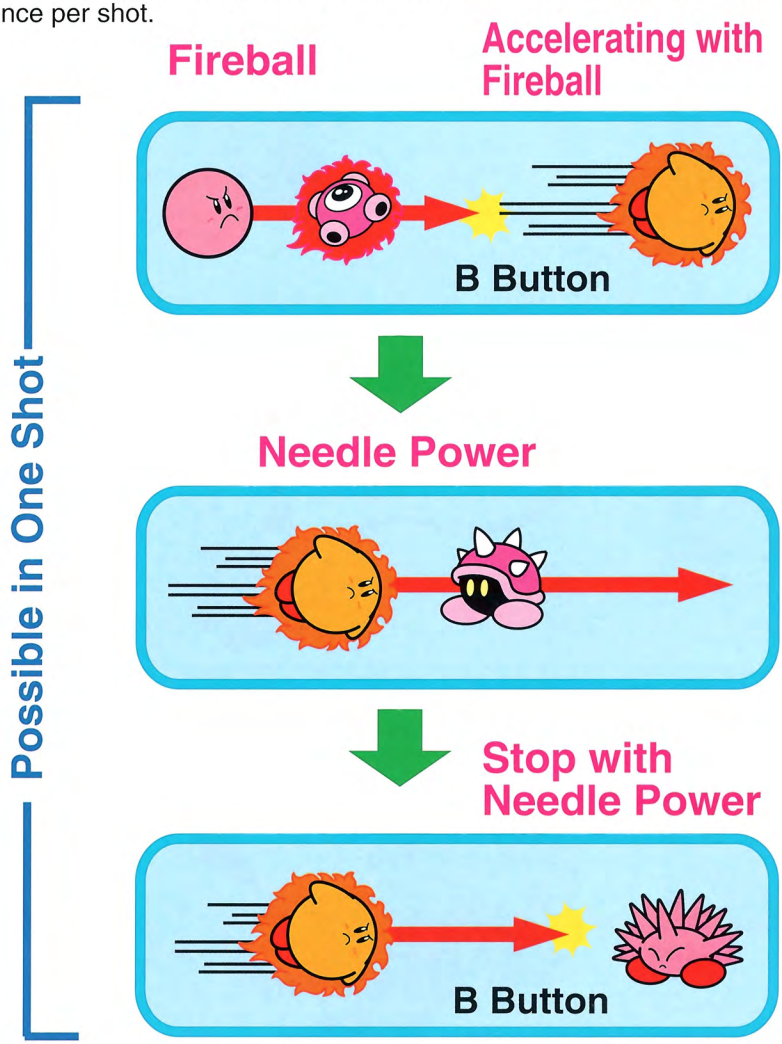


You can use the **B Button** immediately after you get special powers. Press the B Button at the point where you want to use your powers while your ball is still moving.



❊ **You cannot use these special powers when Kirby is in the water.**

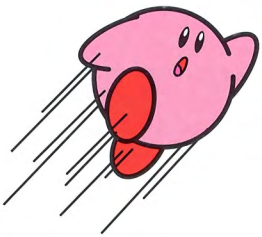
If you have special powers when defeating an enemy that has a special power, you may use that additional power for the duration of one shot. However, special powers can be used in succession only once per shot.





Hi-Jump

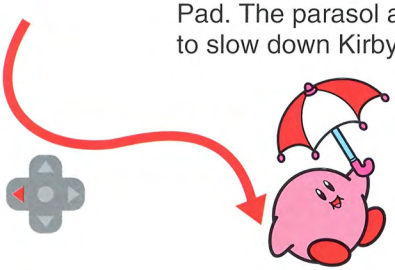
This lets Kirby jump even higher.





Parasol

This lets you control how fast Kirby falls using the +Control Pad. The parasol acts as a brake to slow down Kirby's fall.





Spark

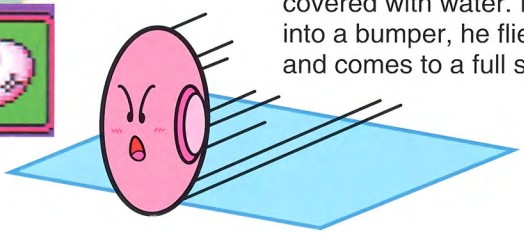
With Spark, Kirby can destroy Whispy and Kracko.





Wheel

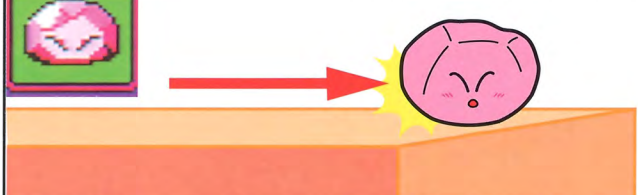
This lets Kirby turn into a wheel and pick up instantaneous speed to whiz over bunkers and areas covered with water. If Kirby rams into a bumper, he flies straight up and comes to a full stop.





Stone

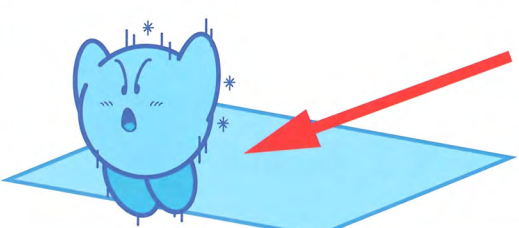
This lets Kirby turn into a rock and immediately come to a full stop. If you use this power on a sloped surface, Kirby falls down the slope.





Freeze

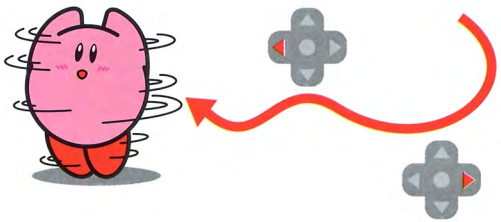
This lets you freeze the surface of the water, allowing Kirby to slide over it.





Tornado

This lets you turn Kirby into a tornado. Press ← or → on the +Control Pad to change his direction as he moves.





Needle

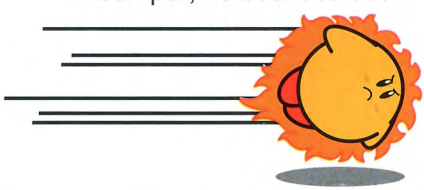
Using Needle will make Kirby come to a full stop even on a slope. Remember to make adjustments when Kirby is moving at a fast speed.





Fireball

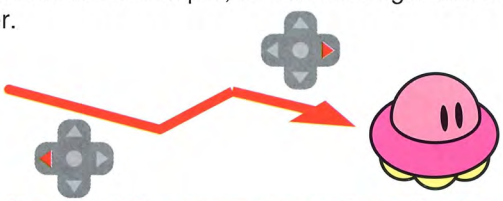
This lets Kirby turn into a fireball, making him accelerate quickly. Kirby can move a greater distance for a pre-set period of time. If Kirby hits a bumper, he bounces back.





U.F.O. (Limit: 10 seconds)

This lets you turn Kirby into a U.F.O. With this, he can fly at a constant speed. You can make Kirby move at right angles by pressing ← and → on the +Control Pad. If Kirby rams into a bumper, he can no longer use this power.



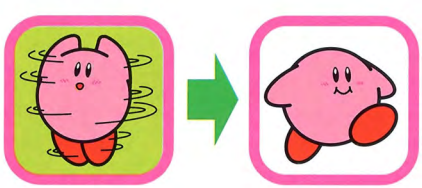
❊ To quit using this power, press the B Button.

Kirby loses his special powers if he falls off the course or runs out of tomatoes. You can extend Kirby's power to the next hole as long as his power lasts. However, special powers are only good for one course. Once Kirby completes a course, he loses his special powers.

When Kirby falls off course....



The panel stops flashing



Battle Against King Dedede

Help Kirby battle against King Dedede after completing all eight rounds in a one-player game. The king has ordered his strong henchmen to stand guard and wait for Kirby's arrival. Go after King Dedede and retrieve the stars of Dream Land.

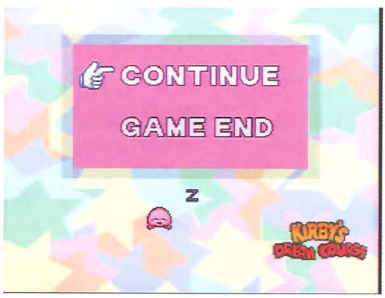


- **Make sure you have many balls in stock when you confront King Dedede in a battle.**
- **The power meter does not appear on the screen when you battle with the king since you can shoot balls at maximum power at any time.**

Continuing a Game

Continuing a Game (1-Player Game)

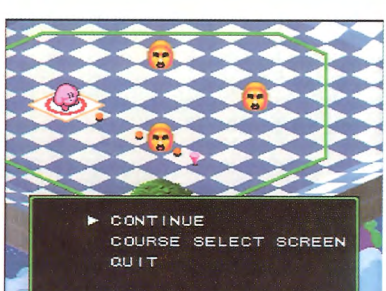
The game is over when you run out of balls. The screen shown at right appears and lets you select whether to continue or end the game.



Continue	Return to the Course Selection screen to replay a game you couldn't complete.
Game End	Return to the Title Screen to start the game all over again.

Return

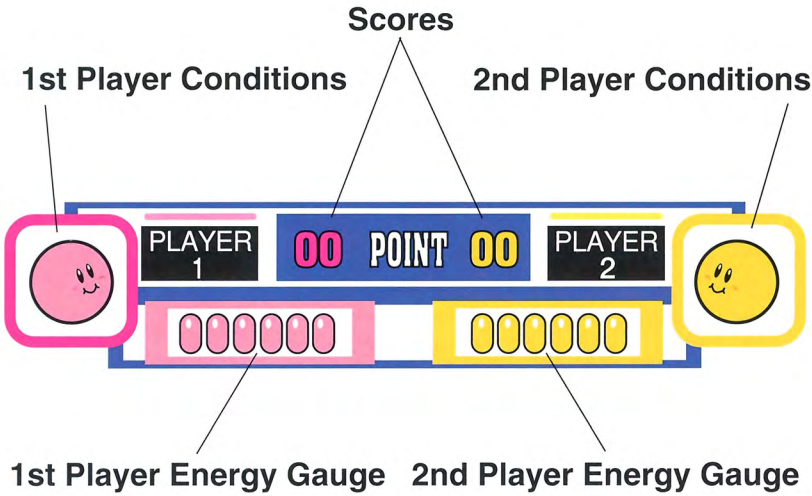
To return to the Course Selection or Title Screens during game play, open the panel in the screen shown at the right using the START Button.





2-Player Game Rules

Information Panel



❊Rules are the same for 1-Player and 2-Players games. However, the following rules are different.

●Energy Gauge

Each player has six energy tomatoes. When a player uses up all his tomatoes, that player must sit out a turn.



●Scores

Players compete for points in 2-Player games. This shows the total scores of both players for the course being played.

●1st and 2nd Player Conditions

This shows what special powers players have or what powers they have exchanged. For Player Two, Kirby is yellow.

Course Selection

You can choose any of the four courses listed in the Course Selection screen. Press ← or → on the +Control Pad to make your selection. Press the START Button to activate your selection.

✻**You are eligible to receive prizes offered in the 2-Player game if you receive medals for all 8 courses in the 1-Player game.**



Whispy Woods Course
Mr. Shine & Mr. Bright Course
Kracko Course
Gordo Course

The scores for 2-Player games are based on a point system. The player with the most points scored for each round of 8 holes becomes the winner of that particular course. When players complete a course, the scores for both are shown. The running scores for both players are shown in the Course Selection screen.

Quit

When you want to quit play or return to the Title Screen, open the panel in the screen shown at the right with the START Button. Press the A Button to activate your selection.



Setting Up Handicaps

This screen allows you to decide which player gets to play first and to set up handicaps for each player.
Each player rolls the dice. Press the A Button to stop the dice and show a number. The player with the higher number gets to play first. If both players roll the same number, they must roll the dice again.



Select the following items by pressing ↑ and ↓ on the +Control Pad. Set up handicaps by pressing ← and → on the +Control Pad.

SHOT POWER	This lets you vary the power of a shot and gain more distance.	
100% Power	90% Power	80% Power

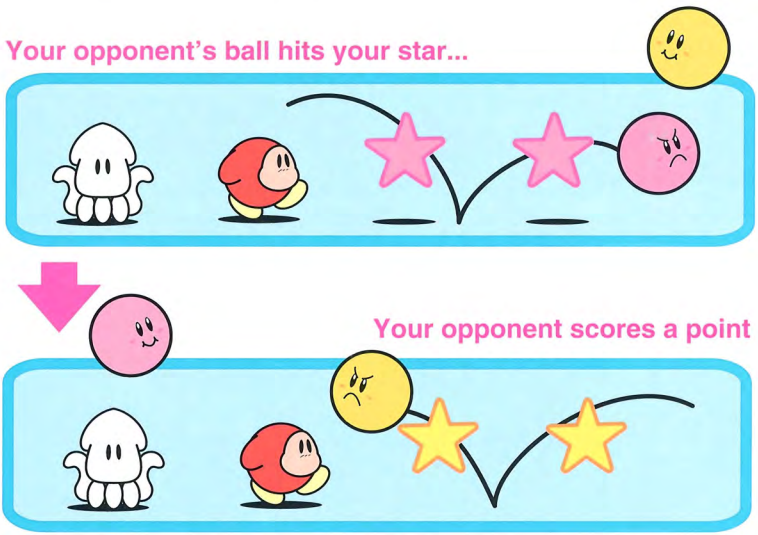
GUIDE LENGTH	This lets you select how many bounces Kirby must make before a guideline appears.	
3 Bounces	2 Bounces	1 Bounce

MARKER SPEED	This lets you select the speed of the marker to set the top and back spins.	
Normal	Slightly Fast	Fast

Move the cursor to the **Exit** command using the +Control Pad. Press either the START or A Button to activate the above items.

Rules

The first player starts off the game. Players then take turns taking shots. The first player's stars are shown in pink and the second player's stars are shown in yellow. If your opponent's ball hits your star, that star changes color and your opponent scores a point. This also works the other way around.



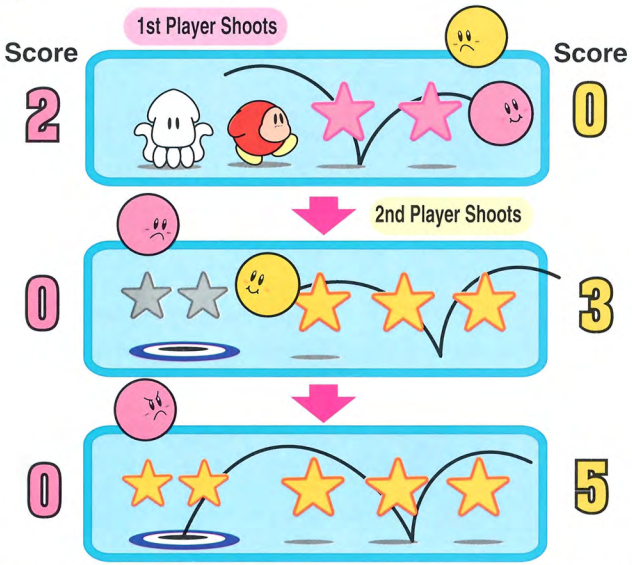
The stars continue to change colors until one of the players hits Kirby into the ball cup. That player gets to play first in the next hole regardless of the score.



Scoring

When all of the enemies, except the last one, have been defeated, the last enemy turns into a cup with two stars appearing above it. You must hit these stars before falling into the ball cup to score points.

★ **Score two points when you hit the stars positioned above the ball cup.**



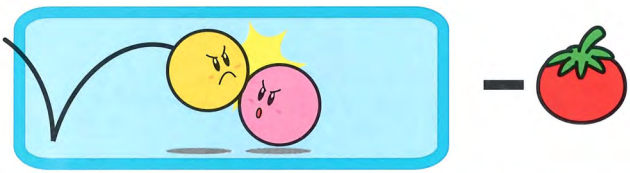
The points scored by each player appear in the upper right and left corners of the screen.



Energy Tomatoes

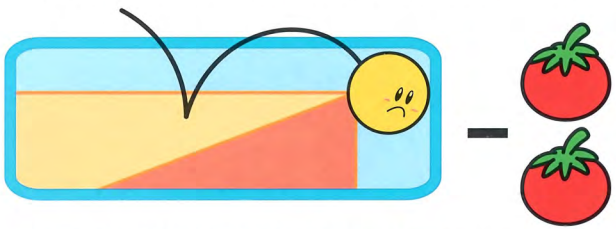
Each player gets six tomatoes at the start of the game. A player loses one tomato for each hit made. When a player loses all six tomatoes, that player sits out a turn. The player gets four tomatoes when resuming the game.

●**You can make your opponent lose a tomato by hitting that player's ball.**

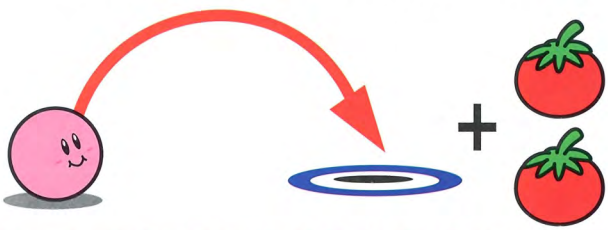


※**You can damage your opponent even more if you have special powers.**

●**If you drop your ball outside a map, you lose two tomatoes.**



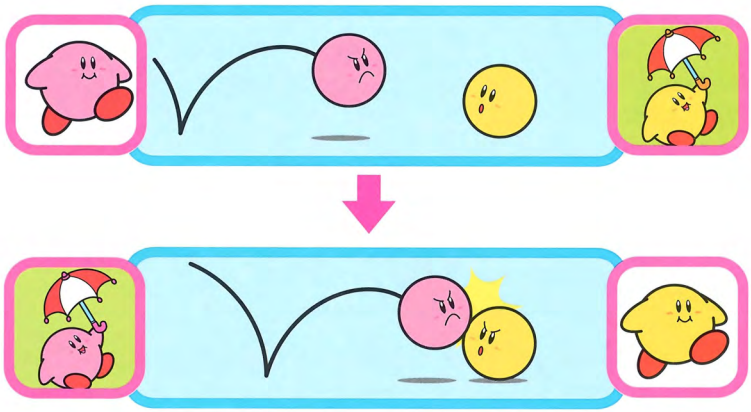
●**The player whose ball falls into a ball cup gets two tomatoes regardless of how many points that player has.**



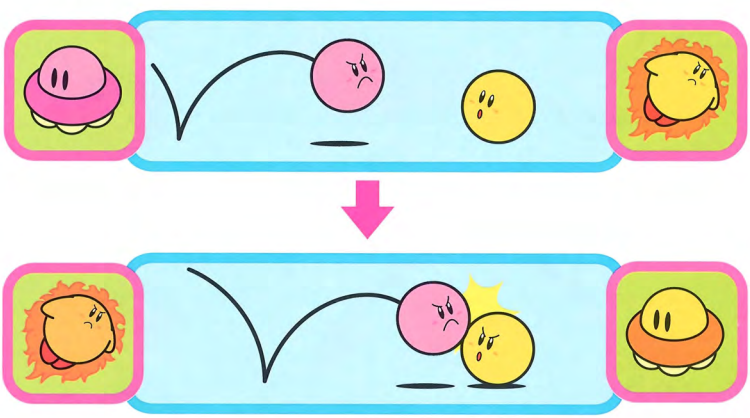
※**For 2-Player games there is no limit on the number of balls carried over to the next game.**

Exchanging Special Powers

When your opponent has special powers, you can take away that power. Hit your opponent's ball to make that power yours.



When both players have special powers, they can exchange powers by hitting each other's ball.



***You cannot exchange powers if your opponent has the Needle or Stone powers, or when you hit your opponent's ball while using your powers.**

Enemies, Switches, Traps & Tricks

Harmless Characters

These characters have no special powers, so they cannot hurt Kirby. They turn into stars when Kirby hits them.

Waddle Dee



Squishy



Broomhatter



Kabu



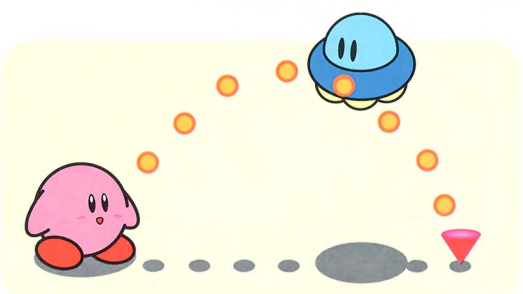
Floating Characters

These characters float in the air and are difficult to hit. Shoot them when the shadows of these characters overlap with the guideline shadows. Be sure to adjust Kirby's power when hitting these characters.









Harmful Characters

If Kirby hits Gordo, you lose a tomato. You cannot turn Gordo into a star.



If one of Kracko's beams hits Kirby, you lose a tomato. Help Kirby destroy Kracko by using Spark powers.



Transformer (2-Player Game)

When Kirby defeats this enemy, the power display turns into a slot machine. Press the A Button and the power that appears becomes yours. The slot machine does not appear if you pressed the A Button while hitting this enemy.



Day and Night Switch (2-Player Game)

If you press one of the switches shown at right, you can exchange points with your opponent on that particular hole. The switches can only be used three times per hole.







Kick Panel

If Kirby hits this panel from any direction, he will roll in the direction shown by the arrow on the panel.



Danger Zone

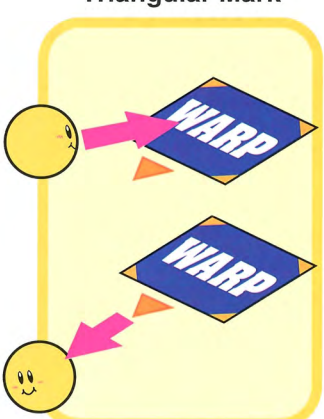
If Kirby falls onto this panel, you lose one tomato.



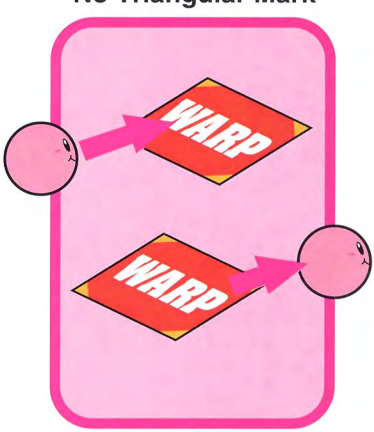
Warp Panel

This lets you move Kirby instantaneously from one panel to another. If the warp panel has a triangular mark, Kirby moves out in that direction. If the panel is red and has no triangular mark, you can continue to move Kirby out in the same direction that he entered.

Triangular Mark



No Triangular Mark





Ponds

If the pond is full when Kirby falls in, you'll have a hard time getting him out!
If a switch is available, press it to make the water disappear.



Press to let in water



Press to make the water disappear



Turntables

If you press this switch, the panel rotates and makes Kirby roll.



Press to rotate the panel

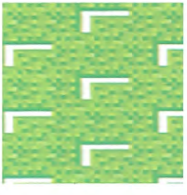


Press to stop the panel



Bunkers

This panel is filled with sand and stops Kirby dead in his tracks.



Lawns

If Kirby rolls onto this panel, he'll turn in the direction shown by the arrow.



Trampolines

If Kirby moves onto this panel, you can make him fly higher.



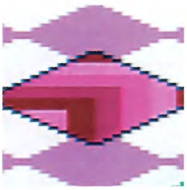
Conveyor Belts

This panel carries Kirby to the end of the conveyor belt.



Air Curtains

If Kirby rolls onto this panel, he can ride the wind and float upwards.



Dash Panel

If Kirby rolls onto this panel, you can make him quickly accelerate in the direction shown by the arrow. The acceleration speed varies depending on how long Kirby stays on the panel. You can make Kirby accelerate in different directions depending on the angle at which he hit the panel.

REV-A

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