1. Game Description

XEVIous is the classic arcade game brought to home use by Bandai.

The game begins with Solvalou fighters flying over the XEVIous enemy territory. You are controlling Solvalou with its anti-aircraft missiles and surface bombs. The bomb sight is shown on the indicator attached in front of Solvalou so you can drop bombs on the enemy bases as they appear during your flight. Additionally, the enemy Floating Fortresses, Ando Ageanesis will appear. Your goal is to destroy them and proceed on with your mission.

Please read this instruction booklet carefully to ensure proper handling of your new game. Save the booklet for future reference.
Precautions

1. Turn off the power when inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

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How to Operate the Controller

Move to the right
Move Forward

Move Backwards
Move to the left

Control Pad
START Button
SELECT Button

A Button: For bomb dropping.
B Button: For anti-aircraft missile launching.
Start Button: For game start/pause.
Select Button: For selection of 1 player/2 players.

Control Pad: For moving of your fighter "Solvalou".
When you press "Select" or "Start," you will move to the "Select" screen. Choose either one player or two players by using the "Select" button, and then press the "Start" button. The game will now begin.

Pause—If you wish to stop or interrupt play in the middle of a game, press the Start button. If you press it again, the game will continue.

Even when you press the "Reset" button, the highest score will not disappear from the screen.

3. How to Play the Game

Operating Solvalou—Surface bombs and anti-aircraft missiles are Solvalou's weapons. Drop one bomb at a time and/or shoot missiles continuously. Bomb sight indicator flashes red when sighting XEVIOUS enemy objects below.

Enemy—The XEVIOUS enemy forces are in the air and on the ground. Generally more points are scored for hitting the enemy ground forces. The XEVIOUS enemy weapons are defined by their shapes.

Area—The borders between the game areas are indicated by forests. If you are shot down in the first 70% of an area you will return to the beginning of that area. If you have proceeded further than 70% of an area, and are shot down, you will advance to the next area.
4. Air Characters

Solvalou
Your fighter plane capable of fighting against XEVIous forces

Torroid
Attack drones

Talken
Manned plane that retreats off-screen after attack

Jiara
Corkscrew flight attack plane

Zoshee
Mysterious fighter—beware!

5. Ground XEVIous Enemy Forces

Barla
Small and large sizes that do not attack Solvalou

Logram
Appears from everywhere and fires missiles continuously

Solbak
When destroyed, enemy’s attack power is temporarily decreased

Globder
Manned amphibious vehicle that will not attack Solvalou

Domogram
Attacks while moving along roads

Deloda
High fire power—beware!
**Enemy Forces**

**Ando Ageanesis Floating Fortress**

**The Core**

When bombed, XEVIOUS attack fire-power is temporarily stopped. Advance to next area.

**Weapons Port**

Fierce attacks come from here. Avoiding these attacks is most important.
The remaining number of Solvalou fighters are shown in the center of the screen at the beginning of each game. Scores of 20,000 and 60,000 points will add 1 Solvalou fighter. For each additional 60,000 points an additional Solvalou fighter will be added.

6. Winning Strategies

XEVIOUS troops become increasingly fierce. To defend against them, you must destroy the enemy information system, Solbak, so that the XEVIOUS fighting capabilities will be reduced.

Enemy positions follow patterns. Learn to recognize patterns to increase your ability to destroy them.
Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer’s instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems
