

Thank you for purchasing Space Channel 5. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing.



Space Channel 5

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Space Channel 5 is a memory card compatible game (Visual Memory Unit [VMU] sold separately). With this game, 5 blocks are needed to save game files. When saving or loading game files, never turn the Dreamcast power OFF or remove the memory card, controller or other peripheral devices.



Story and Character

Story and Character



It's the 25th century, and planet Earth is in a state of crisis.

An alien race, the Morolians, have launched an invasion against Earth, randomly shooting innocent victims with a mysterious ray gun. The effect of the ray is rather unusual, as it forces people to dance uncontrollably, and enslaves them to alien rhythms.

Of course, their attack has caused a widespread panic.

The first station to grab the scoop is a little-watched space broadcaster, "Space Channel 5." Sensing a golden opportunity to boost ratings, the director, Fuse, has sent the only reporter left who hasn't been captured, a reporter named Ulala.

The broadcast begins at the location of the first incident – Spaceport 9.

Ulala must copy the Morolians' dance steps – Up! Down! Right! Left! Shoot! Shoot! Shoot!

Ulala is the only hope we have to defeat the Morolians and free the human victims. The future of the Earth is in her hands!

UP! RIGHT! LEFT! RIGHT! SHOOT!

2

3

Story and Character

Story and Character



ULALA

Birthdate: May 30th, 2477
Sign: Gemini

Ulala, 22, has been working at Space Channel 5 as a reporter for the last two years. The capture of the other reporters covering the invasion has seen Ulala promoted to the investigative reporting team. This is her big chance to prove her reporting skills to the world!



MOROLIANS

The alien race who suddenly invaded Earth, the Morolians are an odd but undeniably cute bunch. Their ray guns turn innocent humans into hypnotized go-go dancers! They are very curious and possess a high level of intelligence. Working together in groups, these are very mischievous and naughty little creatures.

FUSE

Birthdate: September 21st, 2464
Sign: Virgo

The 35 year-old director of the investigative reporting team, Fuse is normally a laid-back kind of guy. However, there has been a lot of pressure from his superiors, and he's been stressed out lately about the show's ratings. This anxiety has shortened his temper considerably, which probably won't help morale among his staff.



MOROLINA

ed to attack luxury passengers, this fiendish Boss character captured a group of elementary school students. Be careful not to hit the children while shooting!

PUDD

Birthdate: September 5th
Sign: Virgo

Padding, a 19 year-old fan is a reporter for Channel 5. She has many adoring fans, yet she has a strong jealousy towards Ulala. She seems to have appeared nowhere to steal her limelight.



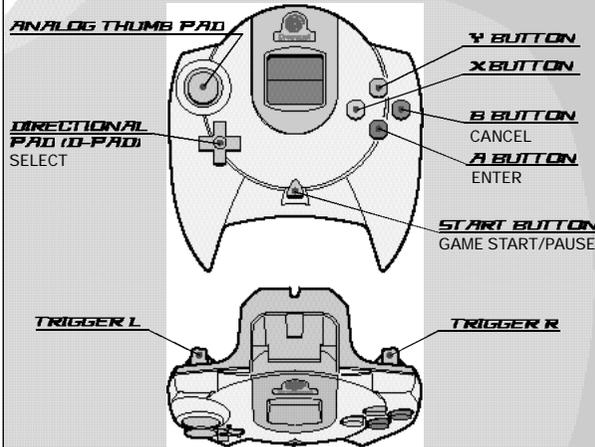
UP! RIGHT! LEFT! RIGHT! SHOOT!
I ALWAYS WANT YOU WATCHING OVER ME!!!

Controls

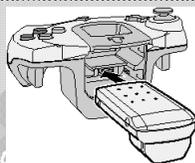
Controls

Space Channel 5 is a 1 Player game. Connect a Dreamcast Controller to Control Port A before turning the power ON. To return to the Title Screen at any time during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and Start Buttons on the Dreamcast Controller. Never touch the Analog Thumb Pad or Triggers **L**/**R** while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

DREAMCAST CONTROLLER

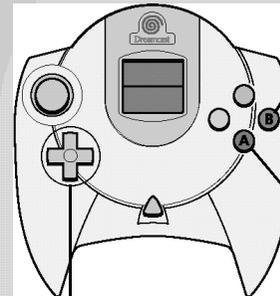


JUMP PACK™ (Sold Separately)
 Space Channel 5 is compatible for use with the Jump Pack (sold separately). Insert the Jump Pack into Expansion Socket 2 of the Dreamcast Controller.



BASIC CONTROLS

The basic controls are easy! After that it's down to your timing and reflexes. For a more detailed explanation, refer to p.8.



B BUTTON BEAM
 SHOOT (RESCUE THE HUMANS!)

NEWS FLASH!

Careful with that laser, Ulala! Remember, shoot the Morolians with the **A** Button and free the humans with the **B** Button. Don't get mixed up!

A BUTTON BEAM
 SHOOT (MOROLIANS)

UP! DOWN! LEFT! RIGHT!

DANCE MODE: Press **↑↓←→** and the **A** Button in the direction the Morolians tell you.

SHOOTING MODE: Press **↑↓←→** and the **A/B** Button in accordance with the directions from the game.

NEWS FLASH!

This game is all about rhythm! Closely follow the timing and movements of the Morolians, and let Ulala do her thing!

Dance! Shoot!

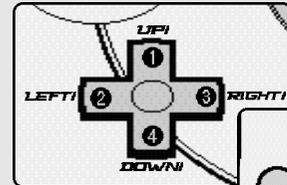
Dance! Shoot!

Ulala is the only one who can free the humans from the Morolians' dance trance. Succeed in your report by following the Morolians' dance steps and rhythm exactly!

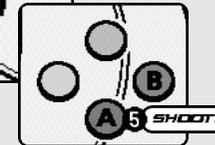
DANCE MODE



NEWS FLASH!! Copy the rhythm and timing of the Morolians' instruction and movement!

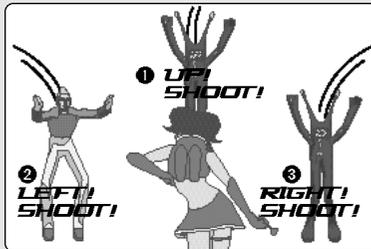


When it's Ulala's turn to dance press the UP! LEFT! RIGHT! DOWN! SHOOT! Buttons in the same order and timing as the Morolians!



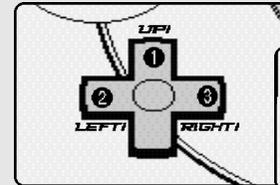
SHOOTING MODE

- Press the **A** Button to shoot the Morolians.
- Press the **B** Button to rescue the humans.
- Morolians/humans appear in 3 positions - "LEFT," "UP" and "RIGHT."
- Press **←→** in the appropriate direction and press the **A/B** Button to shoot.

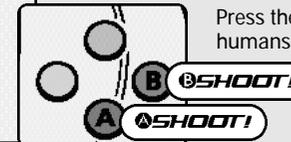


When several targets appear in the same direction, start shooting from the left.

When it's Ulala's turn to shoot press the UP! LEFT! RIGHT! SHOOT! Buttons in the same order and timing as the Morolians!



Press the **A** Button to shoot the Morolians.
Press the **B** Button to free the humans.



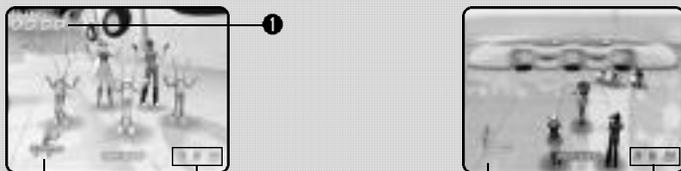
NEWS FLASH!! Watch where and in what order the Morolians appear!

THE GAME DISPLAY

The basic game display.

DANCE MODE

SHOOTING MODE



- ❶ The number of times Ulala can fail
- ❷ Current View Ratings
- ❸ Current turn

PAUSE MENU

Press the Start Button while playing to pause the game and display the Pause Menu. Use **↑↓** to select an item and press the **△** Button to enter.

- PLAY Resume playing
- PLAY END Display the Game Over Screen



GAME OVER

Either of the following conditions will cut short Ulala's career as a reporter:

- If Ratings fall to zero
- If Ratings fall short of the objective displayed at the beginning of each report (stage)
- If the heart gauge displayed when dancing against a Boss character is fully depleted

Dance! Shoot!

Starting Up

CONTINUE

Once the game is over, the Continue Menu will be displayed. Use **▲▼** to select an item and press the **A** Button to enter.

CONTINUE

Continue the game from the beginning of the last report (stage).

SAVE END

Save the game at the last played report (stage) and finish the game.

To continue a saved game, select "LOAD" from the Main Menu, load the saved file and press the **B** Button to return to the Main Menu. Then select and enter "CONTINUE." You will continue from the beginning of the saved report (stage). 5 blocks of memory are required to save 1 game file (up to 8 game files can be saved).

Once the Save End Screen is displayed, select the destination file and press the **A** Button to save. The Title Screen will be displayed upon completion.

END

Finish the game without saving and return to the Title Screen.



After turning the Dreamcast ON, the opening movie will start. Once the Title Screen appears, press the Start Button to display the Main Menu.

Use **▲▼** to select one of 5 modes and press the **A** Button to enter.

Press the Start Button during the opening movie to skip to the Title Screen.



NEW GAME

The main mode of Space Channel 5. Select to begin the game. Dance and shoot to foil those nasty Morolians' plan to take over the earth.

LOAD

Load saved game files.

CONTINUE

Select after loading a saved game.

TUTORIAL

View a tutorial of the the game controls.

OPTIONS

Adjust the game settings.

UP! RIGHT! LEFT! RIGHT! SHOOT!

Starting Up

Starting Up

LOAD

Load game files saved to a memory card. Use **↑↓** to select a game file and press the **A** Button to enter. Once a file has been loaded, press the **B** Button return to the Main Menu and select and enter "CONTINUE." "NO SAVE FILE" cannot be selected.



The ratings at the beginning of that report (stage)

Total time played

OPTIONS

Adjust the game settings. Use **↑↓** to select an item and press the **A** Button to enter. Press the **B** Button to return to the previous screen. View the following pages for information regarding the Option Menu items.



DEVICE OPTIONS

Adjust the controller settings. Use **↑↓** to select a control function and **←→** to adjust. It is possible to give several buttons the same function. Press the **B** Button to return to the Options Menu.

VIBRATION MODE

Select the function of the Jump Pack:

- OFF The Jump Pack will not function
- ON The Jump Pack will vibrate when Ulala makes a mistake



SOUND OPTIONS

Use **←→** to adjust and press the **B** Button to return to the Options Menu.

- SOUND MODE Select Stereo or Mono sound output



Starting Up

PLAYER'S STATUS

View Ulala's performance. Use **↑** **↓** to select a report (stage). Press the **Ⓚ** Button to return to the Options Menu.

- **MINIMUM VIEW RATING** The minimum level of Ratings needed to proceed to the following report (stage)
- **OVERALL VIEW RATING** The Ratings level when the report (stage) was cleared
- **MAXIMUM VIEW RATING** The best Rating of that report (stage)
- **RESCUE RATING** The percentage of victims rescued
- **EXPECTED VIEW RATING** Ratings will start at this level in the next report (stage)



CHARACTER PROFILE

View the profiles of characters featured in Space Channel 5. It is necessary to rescue a character before their profile can be viewed.

Use **↑** **↓** to select a character category and **←** **→** to select a character. Press the **Ⓚ** Button to view the character profile and the **Ⓚ** Button to return to the previous screen.

Once a character profile is displayed use **↑** **↓** **←** **→** to alter the camera angle of each character.

