

# ROTYPE™ III

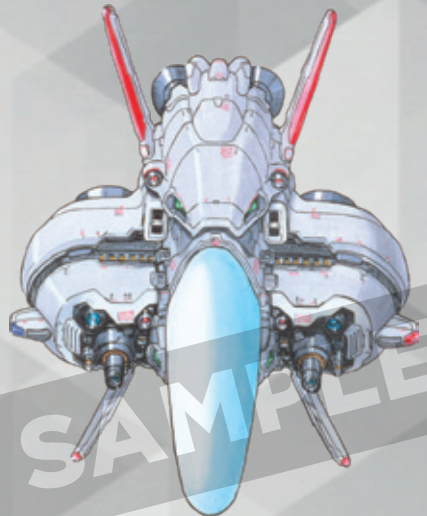
DIMENSIONS



ARTBOOK

# R-90 RAGNAROK

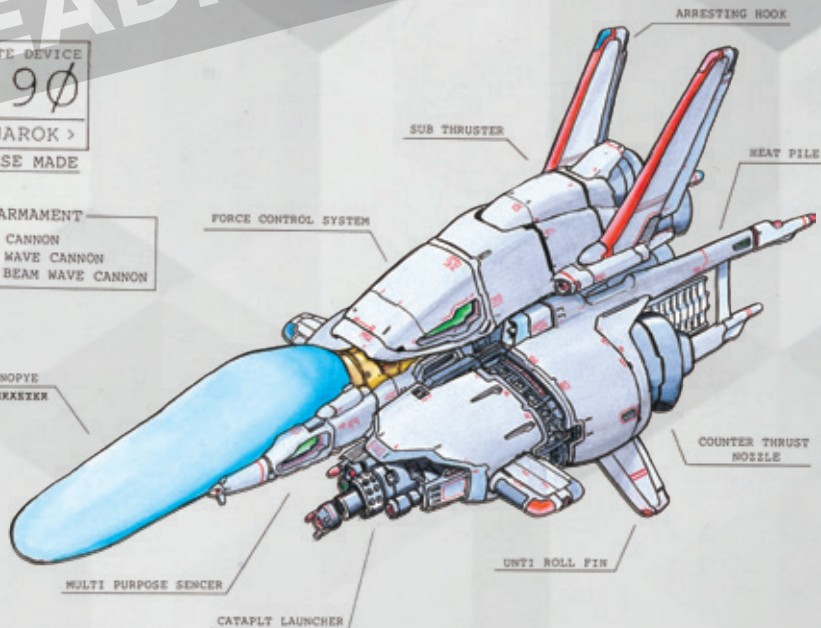
**R-90** (Read as "R-Nine Zero" or "R-Nine Slash Zero") is a newly designed craft that utilizes the frame of the **R-9S** (the mass-production model of the **R-9 Custom**). Its airframe structure differs significantly from the **R-9 Custom**; while the **Custom** used a closed-type monocoque armor, the **R-90** uses an open-type movable semi-monocoque armor for the purpose of cooling the unit.



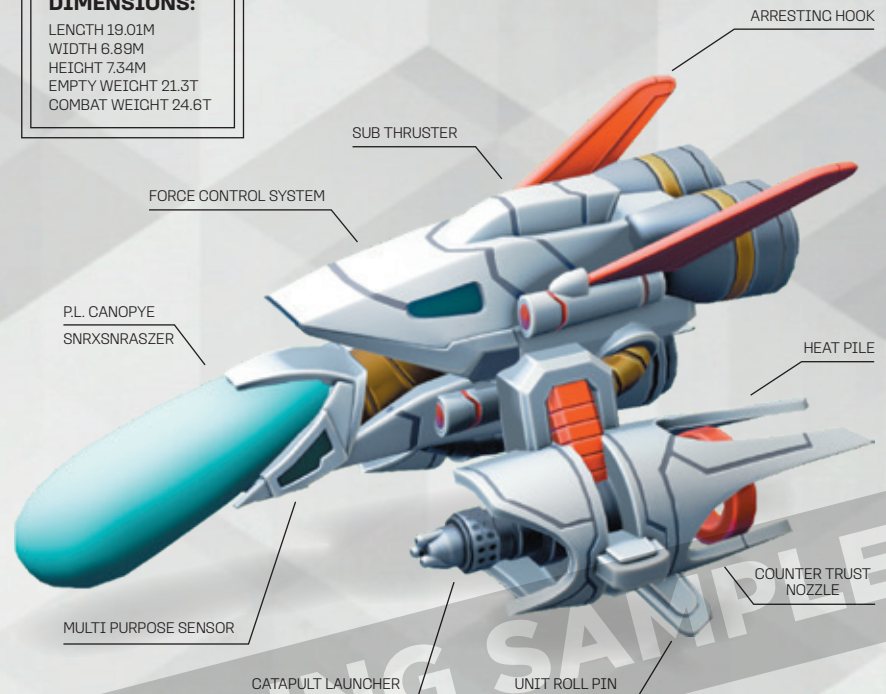
ELIMINATE DEVICE  
R-90  
< RAGNAROK >  
MARS BASE MADE

ARMAMENT  
RAIL CANNON  
BEAM WAVE CANNON  
MEGA BEAM WAVE CANNON

P.L. CANOPY  
SHXKXKXKXKXK



**DIMENSIONS:**  
LENGTH 19.01M  
WIDTH 6.89M  
HEIGHT 7.34M  
EMPTY WEIGHT 21.3T  
COMBAT WEIGHT 24.6T



It is equipped with a **Convergent Wave Cannon Unit** that prioritizes piercing power, a **Conductor Unit** capable of controlling two new types of **Force devices**, and its most significant feature: the **Hyper Drive System**.

Furthermore, it is said that the **pilot unit** is a **woman** whose body has been physically regressed to remain young. She is directly connected to the craft and functions as a **biocomputer**. (However, the military denies this.)

# THE FORCE UNIT

The **Force**, also called the **Force Unit** or **Force Device**, is a fundamental mechanic in the **R-Type series**. It serves as an **invincible weapon** that can attach to either the front or back of the **R-9Ø**. What makes the **Force** particularly interesting is its ability to block enemy projectiles, while still allowing the player to detach it from the ship at any time.

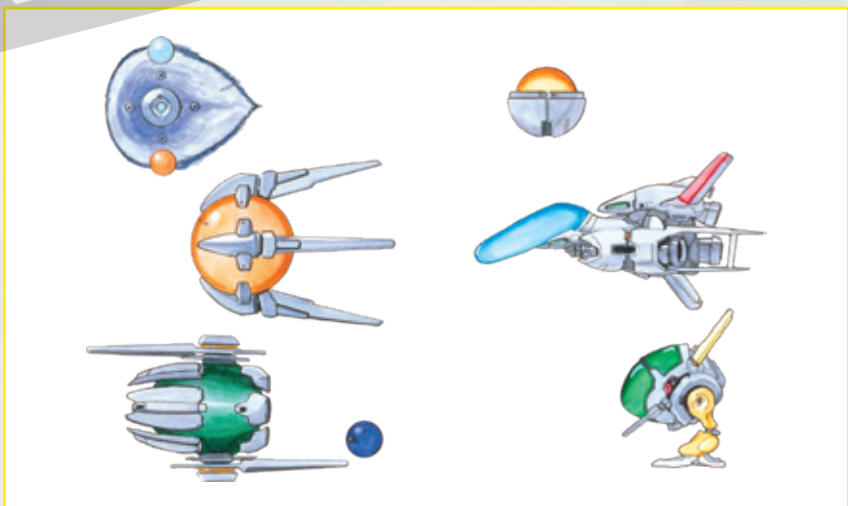
When detached, the **Force** can still be controlled by the player's movements and fires simultaneously with the ship. To reattach it, the **R-9Ø** must dock with the **Force** at either the front or back.

**R-Type III** introduces two entirely **new Force Units**, making gameplay far more versatile and greatly increasing replayability.

Collecting a **Laser Crystal** item causes the "**Force**" to appear.

**EVOLUTION:** By taking more crystals, the **Force** grows through **three stages**; from the second stage onward, it can fire various lasers depending on the selected **Force Unit** and color of the **crystal**.

**SELECTION:** There are **three types** of **Force** available, which can be chosen on the **selection screen**; in the **SNES original**, they could not be changed during the game.



## Weapon System Request

Please select your force device



**TYPE 1**  
**ROUND FORCE**

**Roll Out:** A.D. 2235.9  
**Power Gain:** 2.29 BYDO  
**Equipment:** NONE  
**Control Unit:** R-ROD Model 2

**Laser Type**  
R: Air to Air Laser  
B: Reflective Laser  
Y: Air to Ground Laser

**Functions**  
4-Way Blaster

For Ace Pilots Only



**TYPE 2**  
**SHADOW FORCE**

**Roll Out:** A.D. 2243.5  
**Power Gain:** 3.76 BYDO  
**Equipment:** Shadow Unit  
**Control Unit:** NONE

**Laser Type**  
R: Reverse Laser  
B: All Range Laser  
Y: Guide Laser

**Functions**  
High speed return system  
All range Shadow Blaster



**TYPE 3**  
**Cyclone FORCE**

**Roll Out:** Prototype  
**Power Gain:** 5.02 BYDO  
**Equipment:** Cyclone Bit  
**Control Unit:** R-Core M-7

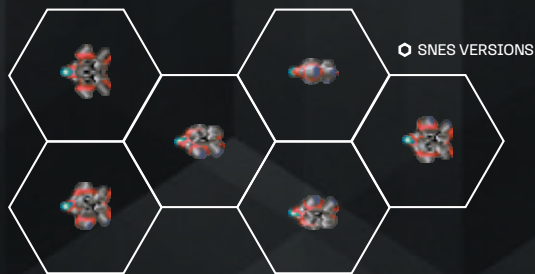
**Laser Type**  
R: Through Laser  
B: Splash Laser  
Y: Capsule Laser

**Functions**  
Active control system  
Cyclone power attack

# CRACK

**Crack** is an airborne **Bydo** combat unit that typically operates in coordinated groups, attacking with **Bydo Shots**. Although it resembles a conventional fighter craft at first glance, this resemblance is deceptive. **Crack** is believed to be a living organism that has been artificially shaped into a machine-like form, reflecting the **Bydo's** tendency to merge biological matter with mechanical structures into functional weapons.

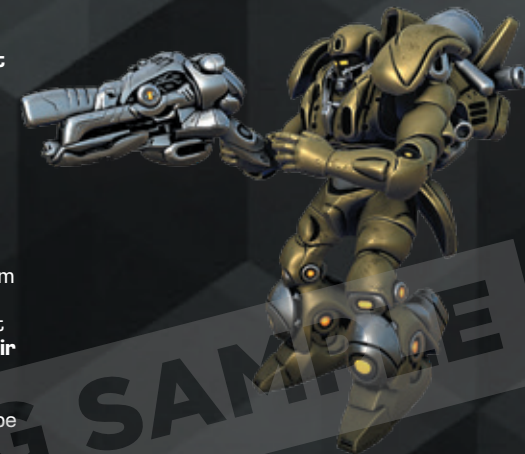
Players encounter **Crack** units early on, most often in **small formations**. They appear in the **Catapult Dimension** and the **Fire Cask Factory** and are also present in the final stretch of the **Galaxy of Abyss** shortly before the battle with **Mother Bydo**.



# GOLDEN FENRIR

The **Fenrir** is a massive **humanoid combat mech** originally developed for use by the **Space Corps** but was later seized and repurposed by the **Bydo**. Designed as a flexible all-purpose unit, it serves both offensive and defensive roles across a wide range of combat scenarios.

Despite its imposing size, **Fenrir** units are surprisingly maneuverable. They can perform various forms of flight, from stable hovering to sustained interstellar travel, and are built to withstand significant damage. Most **Fenrir** units are equipped with an adapted version of the **Standard Wave Cannon**, though their modular construction allows them to be fitted with many different weapon systems depending on mission requirements.



CHAPTER 3  
THE BYDO EMPIRE

# BYDO BULK

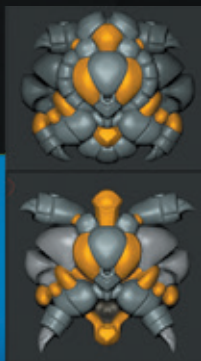
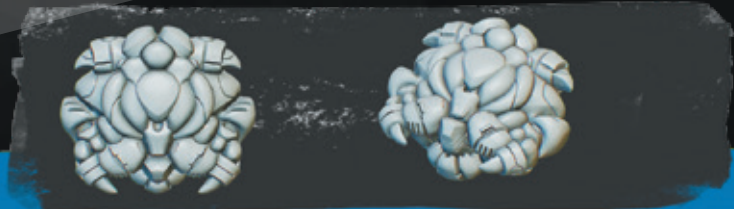
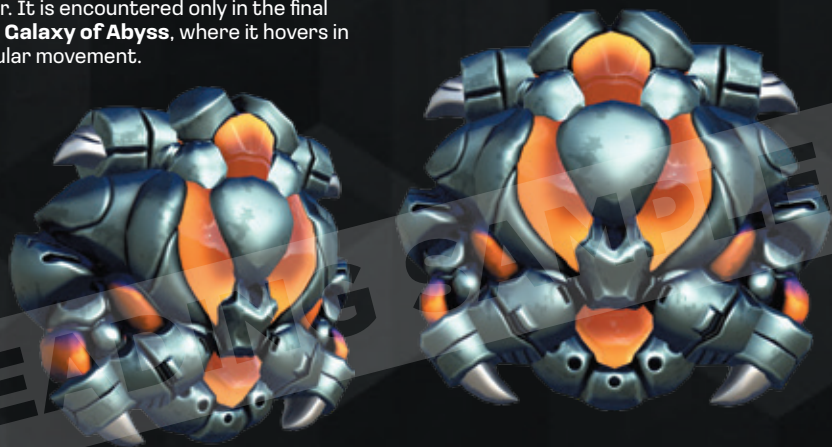
(UNOFFICIAL NAME)

A **low-level Bydo lifeform** that appears as a mass of fused metal and biological matter. It is encountered only in the final stage, **Galaxy of Abyss**, where it hovers in a circular movement.

SNES VERSIONS



ADVANCED MODE  
COLOR VARIATION



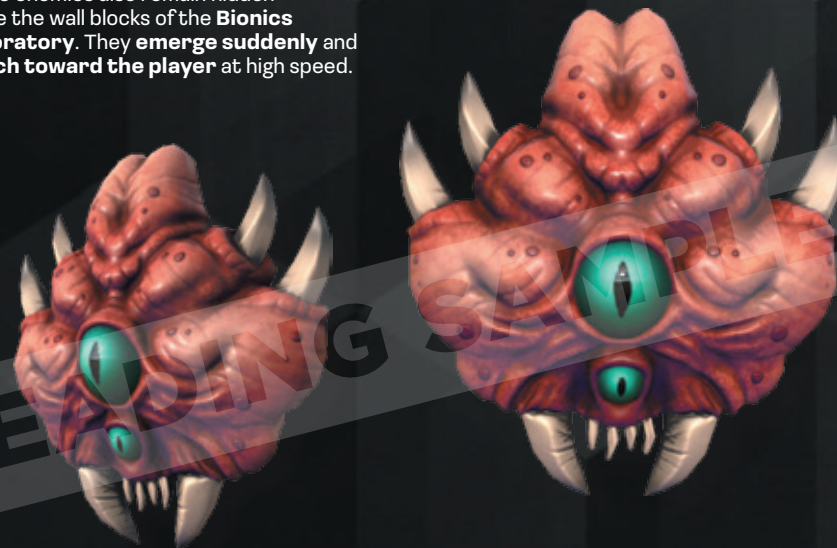
CHAPTER 3  
THE BYDO EMPIRE

# RED RAYS

(UNOFFICIAL NAME)

These enemies also remain hidden inside the wall blocks of the **Bionics Laboratory**. They **emerge suddenly** and **launch toward the player** at high speed.

SNES VERSIONS

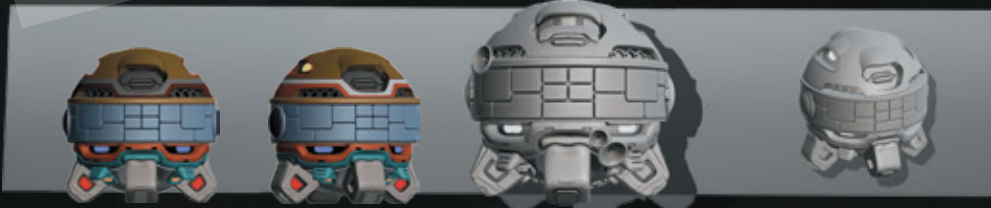


# BOSS GUARD RAY

**Guard Ray** is the boss of the **Catapult Dimension**. It flies around while firing **blaster bolts** at **R-Craft pilots** and can split into **three separate parts**. The **Hyper Wave Cannon** is particularly **effective** against it.



ORIGINAL SKETCH



SNES VERSIONS

# BOSS NECROSAUR

**Necrosaur** is the **boss** in the **Acid Creatures area**. It is a **Bydo defense organism integrated** into the **cellular wall**. Its only vulnerable point is the **large eyeball** that moves vertically within the wall. Several orifices in the wall launch **sperm-like projectiles** (which were replaced by **eyeballs** in the **US version**) in various formations.

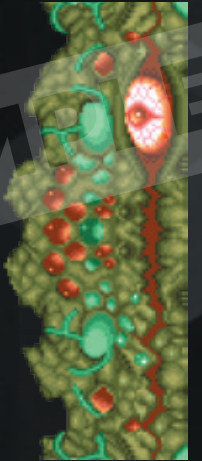
Pilots must navigate this barrage of bio-matter while firing **Wave Cannon shots** at the **eye**. Because the **eye** is both mobile and well-protected, the **Mega Wave Cannon** is more **effective** than the **Hyper Wave Cannon**. The **Cyclone Force's red laser attack** can also damage the **eye**. **Necrosaur's projectiles** are solid enough to block most attacks, making missiles largely ineffective.



ORIGINAL SKETCH



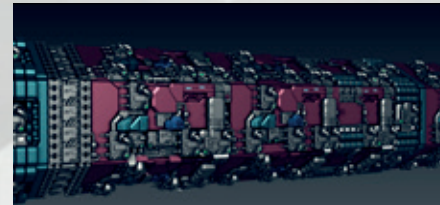
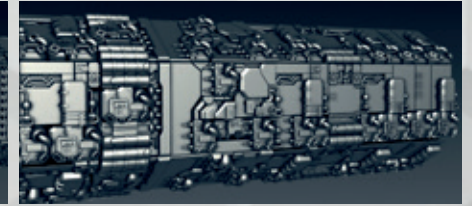
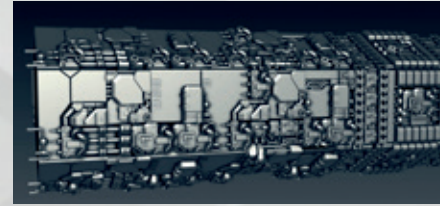
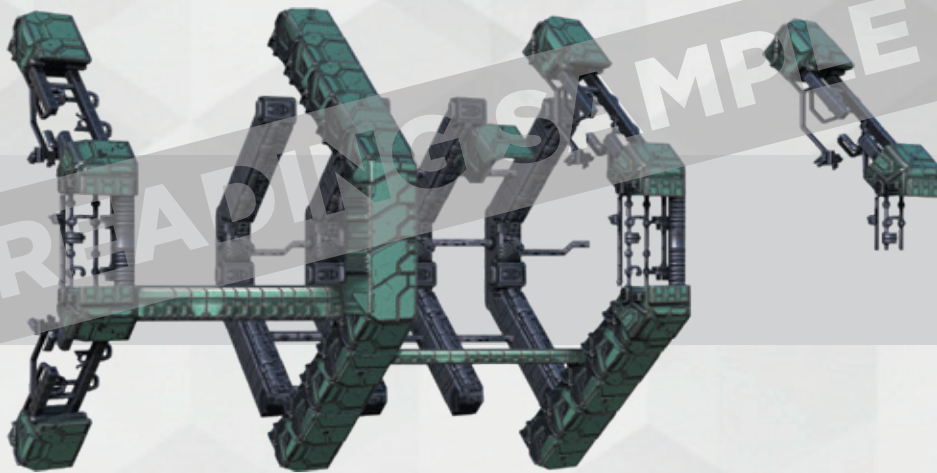
SNES Version



# STAGE 1 CATAPULT DIMENSION

## ENVIRONMENTAL ELEMENTS

An **enormous tube-like structure** that looks like a **gigantic railgun barrel**. Given the name **Catapult Dimension**, it could be a construct designed to enable dimensional travel.



A gigantic rotating tube dominates the background, packed with intricate details and complex mechanical elements.



○ SNES VERSION



○ SNES VERSION



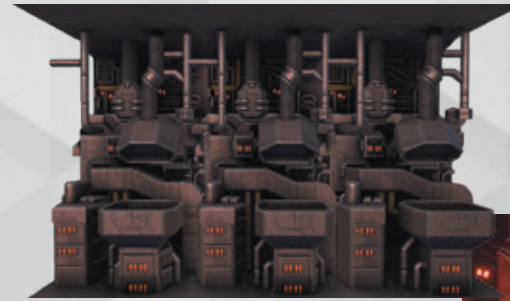
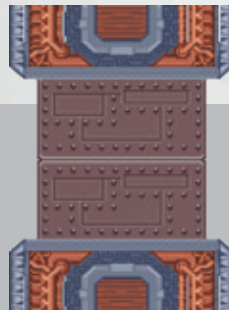
# STAGE 4 FIRE CASK FACTORY

## ENVIRONMENTAL ELEMENTS

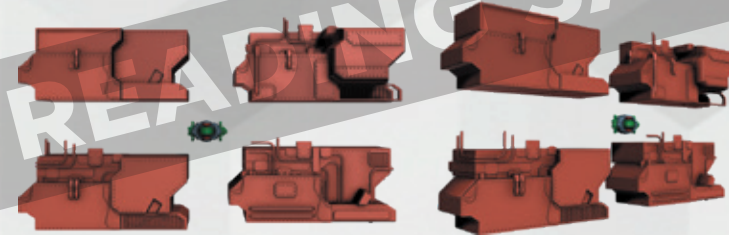
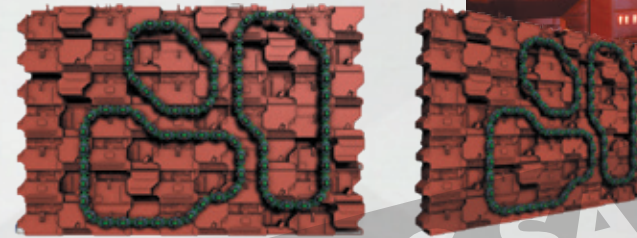
These are **huge hydraulic-like presses** at the start of the **Fire Cask Factory**. They fill the entire screen and demand very precise positioning from the player.



**Huge metal gates** that attempt to close whenever they detect unwelcome guests, such as the **player's ship**.



The **background** of the **Fire Cask Factory** shows massive **streams of lava** flowing through enormous machinery.



The **background** and rails of the **Fire Cask Factory boss** is constructed from various modular tiles.

