

STURMWIND



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OF THIS PRODUCT.

**WARNING: A VERY SMALL PERCENTAGE OF
PEOPLE EXPERIENCE EPILEPTIC SEIZURES
WHEN VIEWING FLASHING LIGHTS OR PATTERNS
IN OUR DAILY ENVIRONMENT. THESE PERSONS
MAY EXPERIENCE SEIZURES WHILE
WATCHING TV PICTURES OR PLAYING VIDEOD
GAMES. EVEN PLAYERS WHO HAVE NEVER HAD ANY
SEIZURES MAY NONETHELESS HAVE AN
UNDETECTED EPILEPTIC CONDITION.
CONSULT YOUR DOCTOR BEFORE PLAYING VIDEOD
GAMES IF YOU HAVE AN EPILEPTIC CONDITION
OR IMMEDIATELY SHOULD YOU EXPERIENCE
ANY OF THE FOLLOWING SYMPTOMS DURING
PLAY: DIZZINESS, ALTERED VISION, MUSCLE
TWITCHING, OTHER INVOLUNTARY MOVEMENTS,
LOSS OF AWARENESS OF YOUR SURROUNDINGS,
MENTAL CONFUSION, AND/OR CONVULSIONS.**

GETTING STARTED

PUT THE "STURMWIND" CD-ROM, LABEL SIDE-UP INTO THE CD DRIVE AND CLOSE THE LID.

PRESS THE "POWER" BUTTON TO LOAD THE GAME.

THE GAME SHOULD START AFTER A FEW SECONDS. IF NOTHING APPEARS, TURN OFF THE SYSTEM AND MAKE SURE EVERYTHING IS SET UP CORRECTLY.

IMPORTANT

BE SURE TO KEEP THE DISC CLEAN AND HANDLE IT CAREFULLY. IF THE SYSTEM HAS TROUBLE READING THE DISC, REMOVE THE DISC AND WIPE IT CAREFULLY, STARTING FROM THE CENTER OF THE DISC AND WIPING STRAIGHT OUT TOWARDS THE EDGE.

STURMWIND SUPPORTS THE DREAMCAST SD CARD ADAPTER. TO USE IT WITH THE GAME, INSERT AN SD CARD INTO THE ADAPTER AND TURN THE DREAMCAST ON. FOR MORE INFORMATION ABOUT SD CARD FEATURES, GO TO WWW.REDSPOTGAMES.COM

WEAPONS AND GAMEPLAY



CONTROL MOVEMENT

ANALOG DIRECTIONAL PAD
OR
DIGITAL DIRECTIONAL PAD

HUD WEAPON SYMBOLS



LICHTBLITZ



NORDWEST



RUDEL

OUT

WEAPON LOST

LOSING A PLAYER SHIP – REACTIVATING WEAPONS

IF YOU GET HIT BY AN ENEMY, YOU WILL LOSE YOUR ACTIVE WEAPON, SWITCHING AUTOMATICALLY TO THE NEXT AVAILABLE ONE. THE LOST WEAPON WILL BE MARKED AS “**OUT**” IN THE HUD.

LOST WEAPONS CAN BE REACTIVATED BY SELECTING AND COLLECTING THEIR CORRESPONDING COLORED WEAPON CONTAINER.



IF YOU LOSE YOUR LAST WEAPON (2 WEAPONS ARE “**OUT**” AND YOU LOSE THE LAST REMAINING WEAPON) YOU WILL LOSE A PLAYERSHIP.

WEAPONS AND GAMEPLAY


THERE ARE 3 DIFFERENT WEAPON SYSTEMS AVAILABLE IN STURMWIND.

LICHTBLITZ



STRONG SCATTERING, MIDDLE FIREPOWER. GOOD OVERALL PROTECTION AROUND THE SHIP. THE LICHTBLITZ IS ESPECIALLY STRONG UNDER WATER. USE IT TO YOUR ADVANTAGE IN UNDERWATER STAGES.

NORDWEST



YOU CAN ROTATE NORDWEST AROUND BY PRESSING AND RELEASING THE "SHOOT BUTTON" (STANDARD: A). GOOD PROTECTION FOR THE SHIP ABOVE AND IN THE REAR. WEAK IN THE FRONT COMPARED TO THE OTHER WEAPONS.

RUDEL



STRONG FIREPOWER. PLAYER'S SHIP VULNERABLE ABOVE AND BELOW.

THE WEAPONS CAN BE CYCLED AT ANY TIME (STANDARD: RIGHT SHOULDER BUTTON). EVERY WEAPON CAN BE UPGRADED IF YOU COLLECT THE CORRESPONDING COLORED WEAPON CONTAINER.

THE MAIN FIREPOWER DIRECTION CAN BE CHANGED WITH THE JOYPAD BUTTON (STANDARD: LEFT SHOULDER BUTTON) FROM FRONT TO BACK OR BACK TO FRONT AT ANY TIME. ATTENTION: IF YOUR SHOOTING DIRECTION IS SET TO BACK YOUR SUPER BEAM WILL ALSO FIRE TO THE BACK!

CHANGING THE POSITION OF THE DRONES GIVES YOU A VARIETY OF COMBINATIONS FOR DIFFERENT SITUATIONS. FOR EXAMPLE, YOU CAN ADD MORE FIREPOWER TO THE FRONT OR THE BACK.

DRONES



DRONES GIVE YOU ADDITIONAL FIREPOWER. YOU CAN CHANGE THEIR POSITION AT ANY TIME (STANDARD: Y).

UP TO 2 DRONES CAN ASSIST YOU. THE DRONES ALSO BLOCK ENEMIES, BUT IF THEY MAKE CONTACT WITH TOO MANY ENEMIES, THEY WILL BE DESTROYED. DAMAGE TO DRONES IS REPRESENTED BY SMALL ELECTRIC SPARKS AND RAPID TWITCHING MOVEMENTS. IF A DRONE IS DAMAGED, YOU CAN REPAIR IT BY COLLECTING A WEAPON CONTAINER OF THE SAME COLOR.

BONUS ITEMS



BONUS LIFE

ADDS AN EXTRA LIFE TO
TOTAL NUMBER OF LIVES



SMART BOMB

RESTOCK YOUR SMART BOMBS BY
COLLECTING THIS ITEM



SCORE BONUS

ADDS 2500 POINTS TO YOUR SCORE
(OR MORE WITH A MULTIPLIER)

WAVE BONUS SYSTEM

A WAVE CONSISTS OF A SERIES OF ENEMIES OF THE
SAME KIND. IF YOU SHOOT ALL
THE ENEMIES IN THE WAVE YOU GET A

WAVE BONUS

TO GET EVEN MORE BONUS POINTS, TRY TO SHOOT THE
WAVE BONUS LETTERS. IF YOU MANAGE TO SHOOT ALL
THE LETTERS YOU GET AN ADDITIONAL STAR. THIS STAR
IS A SCORE MULTIPLIER! IF YOU HAVE 2 STARS, POINTS
ARE DOUBLED. WITH 3 STARS YOU GET 3 TIMES
THE POINTS FOR EVERY ENEMY AND SO ON.
KEEP THIS IN MIND IF YOU WANT A GOOD SCORE.

WEAPON CONTAINER



SOME ENEMIES LEAVE A WEAPON CONTAINER. THE CONTAINER WILL FIRST APPEAR AS A 1000-POINT BONUS.

IF YOU SHOOT IT, IT WILL CYCLE THROUGH THE 3 DIFFERENT WEAPONS. YOU CAN PICK THE WEAPON YOU WANT TO UPGRADE THIS WAY.

FOR EXAMPLE, IF YOU HAVE THE GREEN WEAPON SELECTED AND SHOOT THE CONTAINER UNTIL THE GREEN SYMBOL APPEARS, YOU CAN UPGRADE THAT WEAPON WITH A DRONE. IF YOU LOSE THE GREEN WEAPON (DISPLAYED AS **OUT**) AND COLLECT THE GREEN CONTAINER, YOU CAN REACTIVATE THE WEAPON.

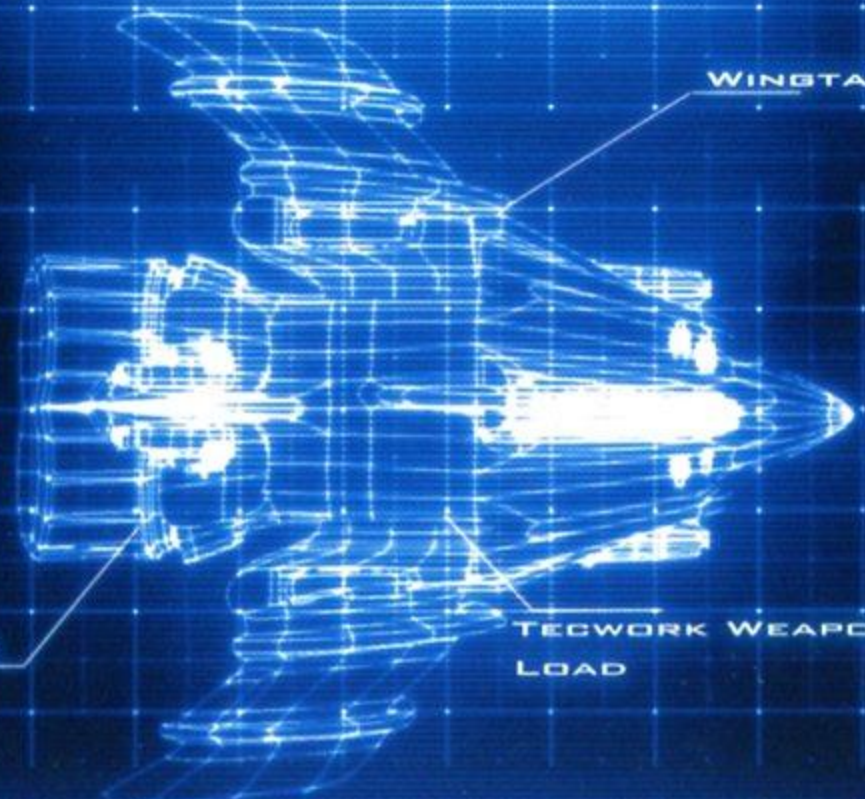
YOU CAN NOT UPGRADE A WEAPON IF YOU COLLECT THE WRONG COLOR (FOR EXAMPLE, IF YOU HAVE THE NORTHWEST ACTIVATED AND YOU COLLECT THE GREEN SYMBOL, NOTHING WILL HAPPEN).

0-1



SUETRON C54-05E

0-2



WINGTAILS

PN 12-3
II-

TECWORK WEAPON
LOAD

0-3



REACTOR C-4

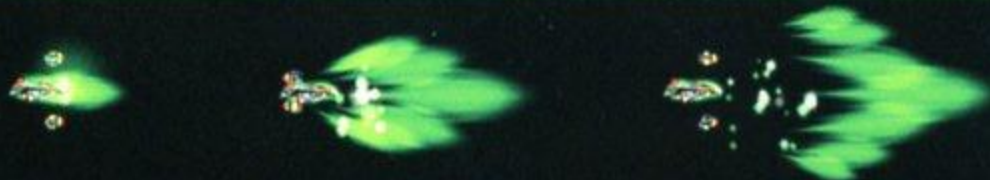
AIRLESS PROTECTION
SYSTEM



ROCKETBOOSTER C

0-6/3

SUPER BEAM – THE POWER SHOT



BY DEFAULT, EVERY WEAPON CAN FIRE A MORE AGGRESSIVE SHOT (STANDARD: X)

THE LONGER YOU HOLD DOWN THE BUTTON, THE MORE POWERFUL THE SHOT BECOMES.

WATCH OUT: IF YOU HOLD THE BUTTON TOO LONG, THE WEAPON WILL OVERHEAT. FOR A SUPREMELY POWERFUL SHOT, LOAD THE SUPER BEAM AND HOLD IT ALMOST TO THE POINT OF OVERHEATING. IF YOU RELEASE THE BUTTON AT THE RIGHT MOMENT, YOU WILL GET A VERY STRONG POWER SHOT.

OVERHEAT

BE CAREFUL! IF THE SUPER BEAM OVERLOADS FOR TOO LONG AND YOU DON'T RELEASE THE BUTTON, THE WEAPON WILL BE DESTROYED!

GAMEPLAY TIPS AND ROUNDUP

USE THE FULL 360° ROTATION OF THE NORDWEST WEAPON TO YOUR ADVANTAGE. PRESS AND RELEASE THE JOYPAD BUTTON TO CONTROL THE SHOT (STANDARD: A).



UPGRADE YOUR WEAPON BY COLLECTING ITS CORRESPONDING "WEAPON CONTAINER". FOR EXAMPLE IF YOU HAVE "RUDEL" ACTIVE YOU GET A DRONE FOR COLLECTING THE GREEN CONTAINER.



GAMEPLAY TIPS AND ROUNDUP

COLLECT A WEAPON CONTAINER THAT MATCHES YOUR CURRENT WEAPON TO UPGRADE IT WITH A DRONE OR REPAIR DRONES.



IF YOU PICK THE WRONG COLOR, YOUR WEAPON WILL NOT BE UPGRADED.



REGROUP YOUR DRONES (STANDARD: Y) AND CHANGE THE DIRECTION OF YOUR MAIN WEAPON (STANDARD: LEFT SHOULDER BUTTON) TO PROTECT YOUR SHIP IN DIFFERENT SITUATIONS.



SCREEN DISPLAY



- 1 WEAPON SELECTION**
SEE SECTION ABOUT THE WEAPON SYSTEM FOR MORE DETAILS.
- 2 REMAINING SMART BOMBS**
DISPLAYS THE NUMBER OF SMART BOMBS AVAILABLE.
- 3 SCORE**
SHOWS THE PLAYER'S SCORE.
- 4 REMAINING STURMWIND SHIPS**
DISPLAYS THE NUMBER OF SHIPS BEFORE THE GAME IS OVER.
- 5 WAVE BONUS INDICATOR**
EVERY TIME A NEW WAVE STARTS YOU WILL BE NOTIFIED BY A RADIO MESSAGE.
- 6 WAVE BONUS STARS**
IF YOU MANAGE TO SHOOT ALL THE LETTERS FROM THE WAVE BONUS TEXT, YOU GET ONE STAR. THIS WORKS AS A SCORE MULTIPLIER.

CONTROLS

MEMORY CARD

GAME PROGRESS WILL
BE SAVED IF YOU
USE A MEMORY CARD



SWITCH WEAPON ALIGNMENT

SHOULDER BUTTON

CYCLE WEAPON

SHOULDER BUTTON

SWITCH DRONE ALIGNMENT

Y-BUTTON

CONTROL SHIP

ANALOG STICK
OR
DIRECTIONAL PAD

SMART BOMB

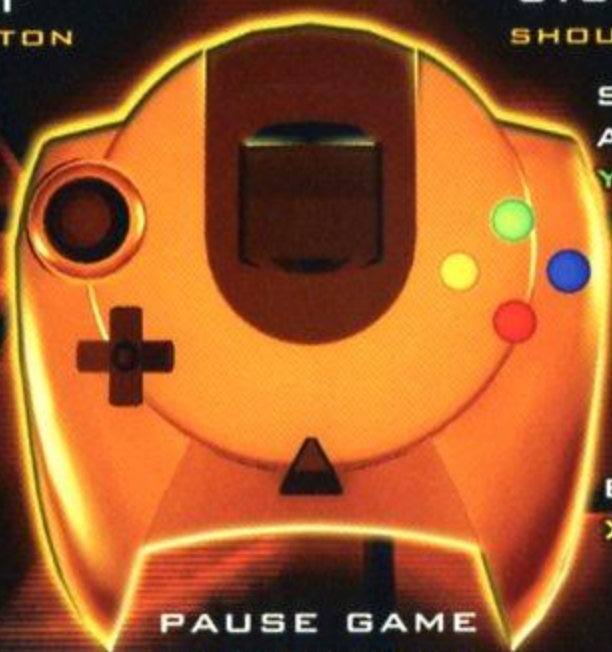
B-BUTTON

SHOT

A-BUTTON

BEAM

X-BUTTON



PAUSE GAME
START BUTTON

RECONFIGURE YOUR JOYPAD LAYOUT IN THE MAIN MENU
IF YOU WANT TO USE A DIFFERENT JOYPAD PRESET.

MENUS AND SETTINGS

THE MAIN MENU CONTAINS THE FOLLOWING OPTIONS:



START GAME

LET THE GAME BEGIN

HIGH SCORES

ARCADE MODE AND NORMAL
MODE SCORE TABLES

OPTIONS

JOYPAD, DIFFICULTY AND
VOLUME SETTINGS

BONUSES

TROPHIES AND AWARDS

AFTER START GAME THERE ARE 2 DIFFERENT
GAME MODES AVAILABLE:

NORMAL MODE

STANDARD GAME MODE WITH
ALL 16 LEVELS. GAME PROGRESS
WILL BE SAVED.

ARCADE MODE

6 LEVELS. GAME PROGRESS
WILL NOT BE SAVED AND THERE
ARE NO CONTINUES.



MENUS AND SETTINGS

IN THE OPTIONS MENU, YOU CAN SELECT THE GAME DIFFICULTY, MUSIC AND FX VOLUME, CONTROL SETTINGS, AND ADJUST THE SCREEN POSITION.



DIFFICULTY LEVEL

CHOOSE BETWEEN THE EASY, NORMAL AND HARD DIFFICULTY LEVELS.

MUSIC AND SOUND FX VOLUME

USE THE ANALOG DIRECTIONAL PAD OR DIGITAL DIRECTIONAL PAD TO CHANGE THE VOLUME.

CONTROL SETTINGS

SELECT DIFFERENT JOYPAD PRESETS.

SCREEN ADJUST

CENTER THE SCREEN.

HIGH SCORES AND WEBCODES

YOU CAN SWITCH BETWEEN NORMAL MODE AND ARCADE MODE SCORES WITH THE ANALOG DIRECTIONAL PAD OR DIGITAL DIRECTIONAL PAD.



MISC DISPLAYS YOUR START AND END LEVEL IN NORMAL MODE. THERE YOU CAN ALSO SEE ON WHICH DIFFICULTY SETTING THE GAME WAS PLAYED TO ACHIEVE THE SCORE.

WEBCODE



THE 20-DIGIT NUMBER AT THE BOTTOM IS THE WEBCODE (IT USES NUMBERS FROM 0-9 AND LETTERS A-F. LETTERS ARE RENDERED IN BLUE TO IMPROVE READABILITY).

ENTER YOUR WEBCODE AT
[HTTP://DURANIK.COM/STURMWIND.PHP](http://duranik.com/sturmwind.php)
YOU CAN COMPARE YOUR SCORE WITH PLAYERS
FROM ALL OVER THE WORLD.

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