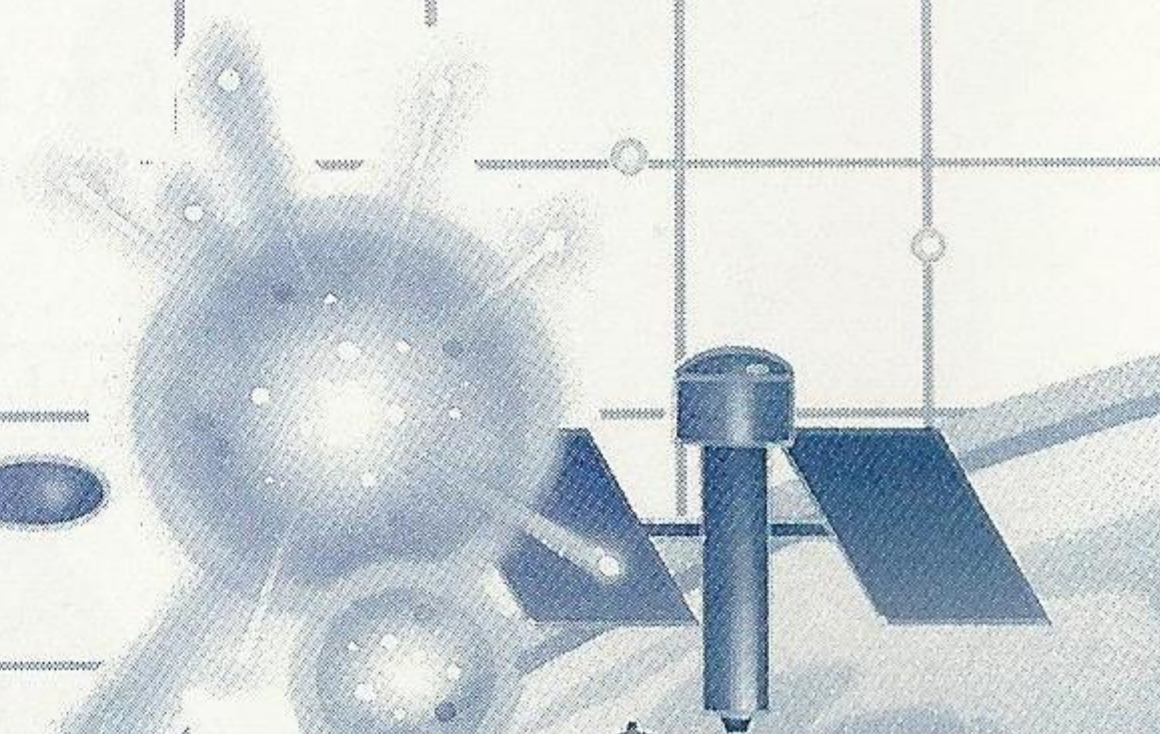
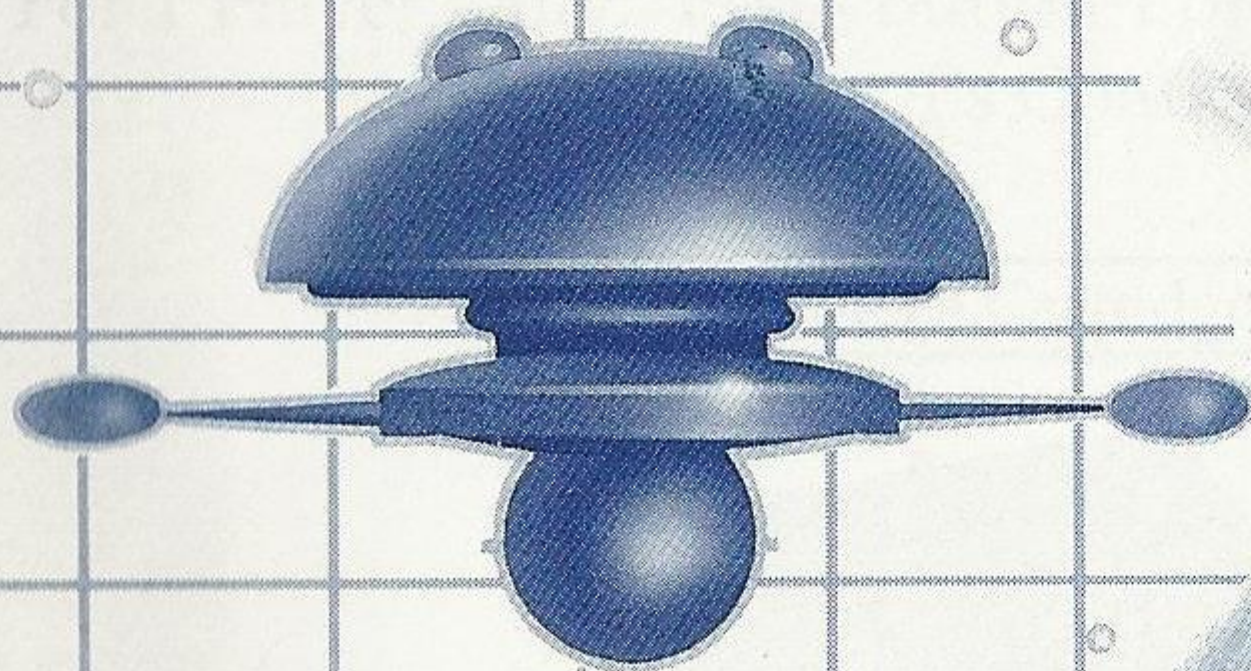


Global Defense™

Earth is under attack! Deadly missiles have been launched at Earth from the farthest reaches of known space.

You're a hotshot satellite pilot. Up in space, you have few friends. It's you against the enemy!

Are you good enough to earn the title of Global Defender?



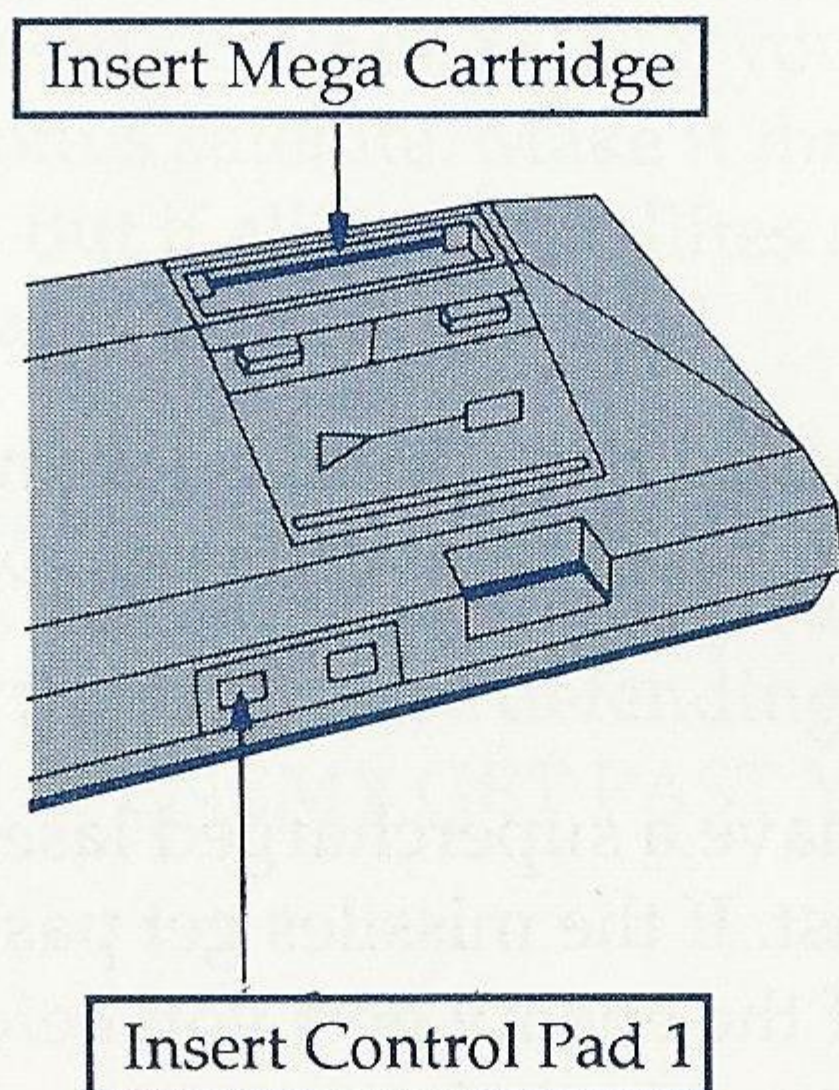
SEGA®

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the GLOBAL DEFENSE™ cartridge into the Power Base (shown below) by following instructions in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge™.

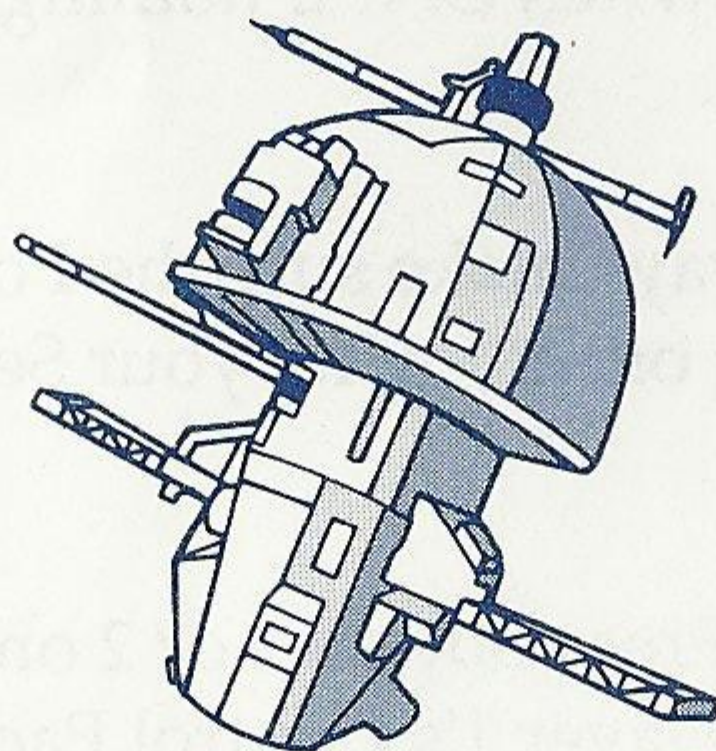
For 1 Player Only: Press Button 1 or 2 on Player 1's Control Pad.



What's Happening

The enemy is at it again. From secret bases located all over the galaxy, powerful missiles and killer satellites have been launched at Earth. Your job is to stop them. The only things that stand between Earth and ten waves of deep space military hardware are you...a hotshot satellite jockey...and your Global Defense™ Satellite.

Are you good enough to earn the title of Global Defender?



The Global Defense Satellite

Your Mission

The enemy has launched ballistic missiles and recon & fighter satellites from bases all over the galaxy. Intercept and destroy them.

For firepower, you have a supercharged laser cannon. But you have to shoot fast. If the missiles get past you, Earth will be destroyed. And if the enemy gets you before you get them, nothing will stand in their way.

Your battle will take you from the Earth's atmosphere to beyond the rings of Saturn. The enemy attacks will come in ten stages: five offensive halves and five defensive halves.

Offensive Halves

Stage 1: Earth

Stage 3: Moon

Stage 5: Asteroid Belt

Stage 7: Saturn

Stage 9: Hidden Planet

Defensive Halves

Stage 2: Earth

Stage 4: Moon

Stage 6: Asteroid Belt

Stage 8: Saturn

Stage 10: Hidden Planet

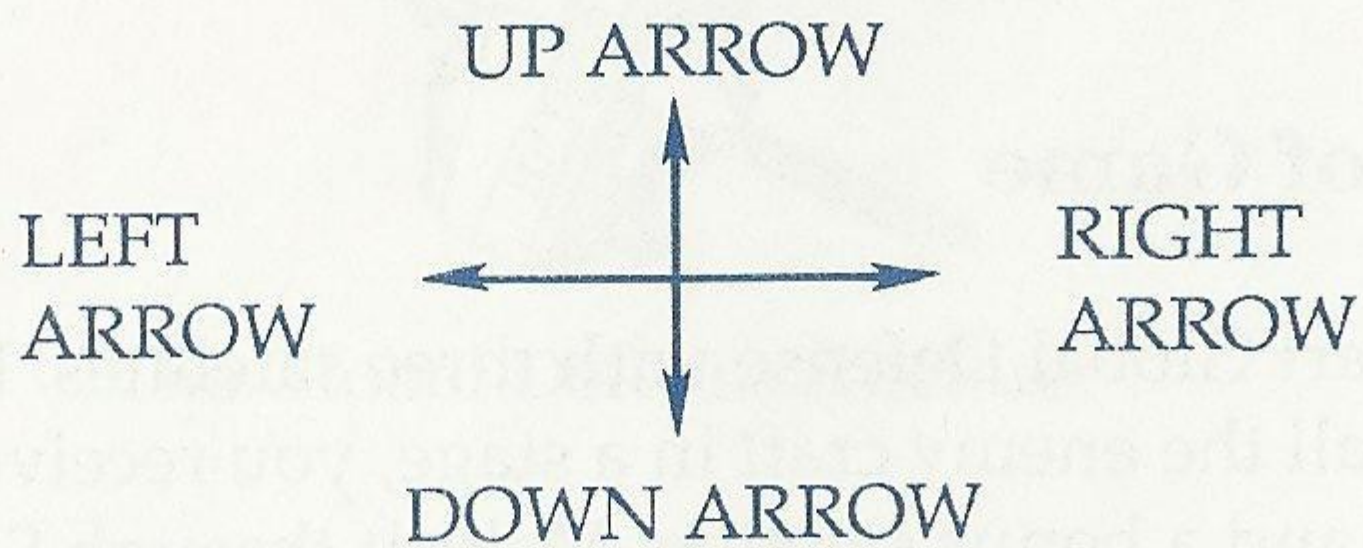
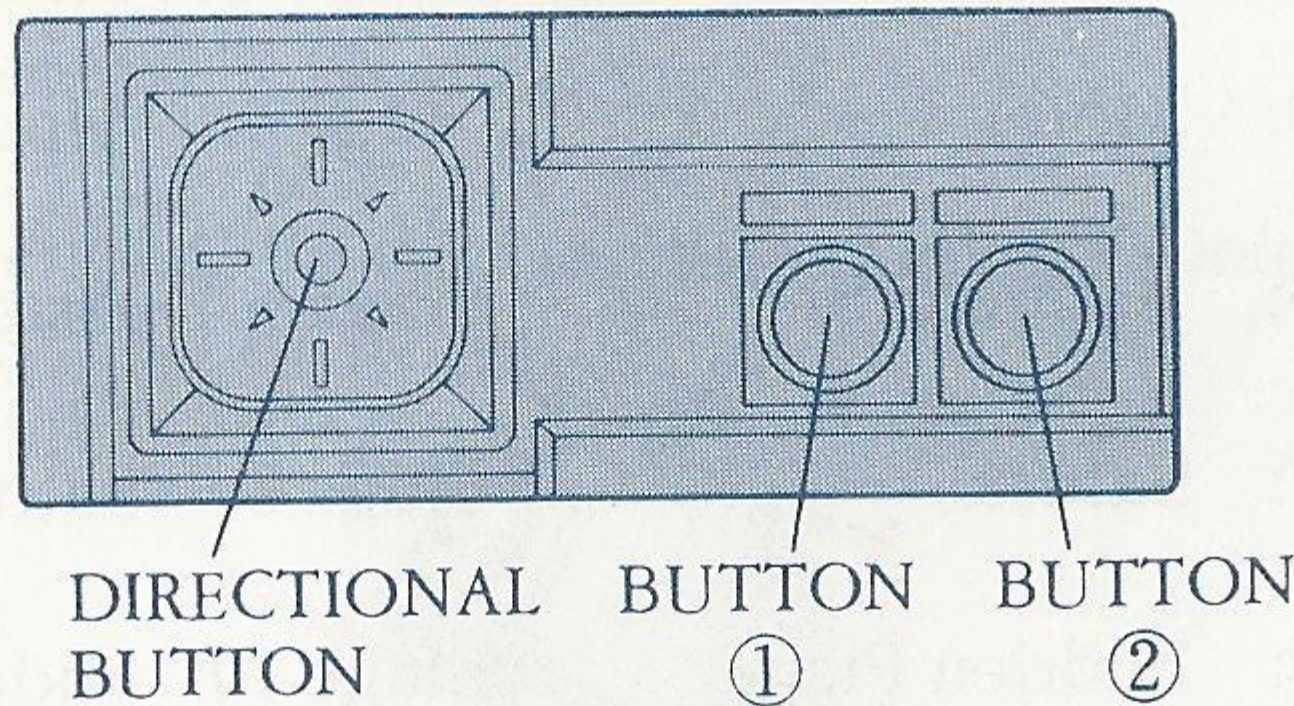
End of Game

You start Global Defense with three satellites. If you shoot down all the enemy craft in a stage, you receive a perfect score...and a bonus satellite. Make it through Stage 10 and Earth is saved. But if all your satellites are destroyed, the game is over...and Earth is defeated.

If you loose a satellite in a Defensive Stage, the game automatically ends, no matter how many satellites you have left, because the territory you are defending has been destroyed. **DON'T LET THE ENEMY GET PAST YOU!**

Taking Control

The following illustration shows you the control functions on your SEGA SYSTEM Control Pad. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.



TO START GAME - - press BUTTON 1

TO MOVE SATELLITE RIGHT OR LEFT - - press BUTTON 1 and the RIGHT or LEFT ARROW

TO MOVE SATELLITE UP OR DOWN - - press BUTTON 1 and the UP or DOWN ARROW

TO MOVE THE FIRING CURSOR LEFT OR RIGHT - - press the LEFT or RIGHT ARROW

TO MOVE THE FIRING CURSOR UP OR DOWN - - press the UP or DOWN ARROW

TO FIRE LASER CANNON - - press BUTTON 2 (laser cannon will fire continuously if BUTTON 2 is held down).

Who's Who

Global Defense Satellite

Your space ship.
Fly it against the enemy.

Firing Cursor

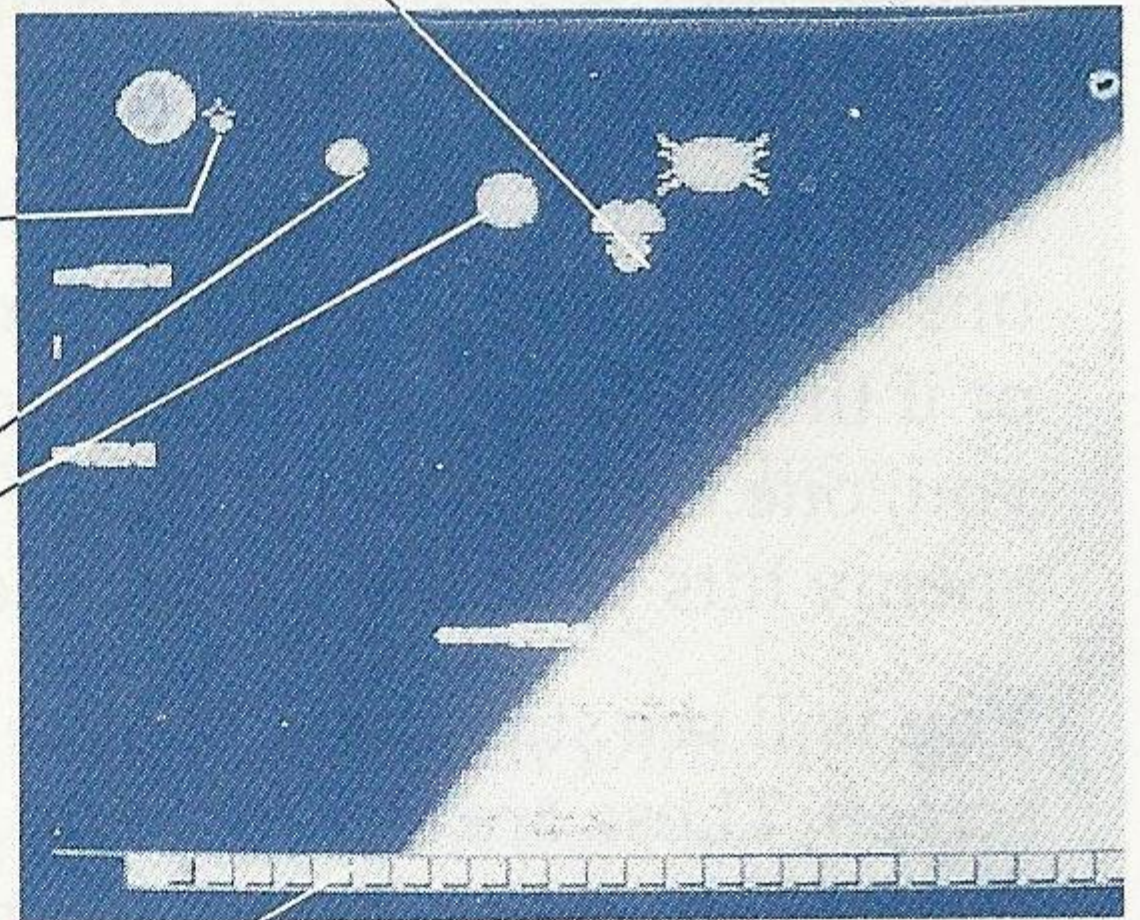
Use the D-BUTTON to move it where you want the laser cannon to fire.

Laser Cannon

The laser cannon will shoot where the firing cursor was when you pressed BUTTON 2.

Damage Meter

Appears at the bottom of the screen. Each time an enemy escapes off the screen in an Offensive half, or a missile hits the ground in a Defensive half, one unit of the damage meter turns red. When the damage meter turns completely red...your satellite explodes. In a Defensive half, the game automatically ends.



Playing the Game

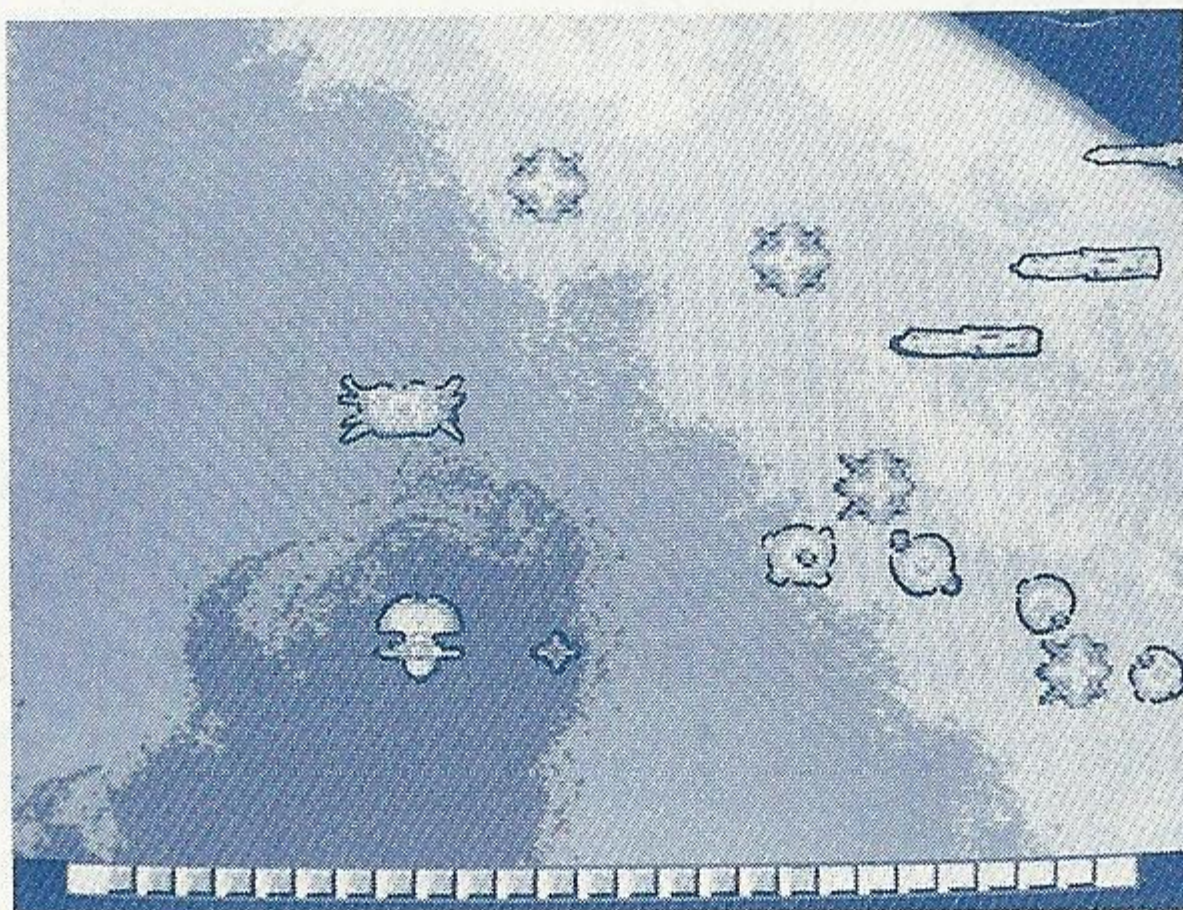
Press Button 1 or 2 on player 1's Control Pad to start. The game begins with your satellite entering into Stage 1. The red cross you see on the screen is your firing cursor.

Offensive Halves

This is where the action starts. Almost immediately, enemy missiles, killer satellites, crab ships and attack probes enter the right side of the screen. Shoot everything that appears except for the Power Up satellites and your space shuttle (read explanation)! In this war, you have few allies.

Position your firing cursor shoot right away! Enemy weapons will be destroyed if the cannon beam hits them directly, or if they touch the explosion cloud. But if an enemy escapes you, one unit of your Damage Meter will turn red. And if an enemy hits your satellite, you explode and lose a life.

You will see stationary objects as you move through the screen. These are enemy bases. Destroy them quickly...or they will fire surface-to-air bursts at you. You can't destroy the bursts, so it's best to avoid them.



If you destroy all the enemy objects in an Offensive half, you automatically go to the next Offensive half. Otherwise, your space shuttle picks you up and takes you to the Defensive half.

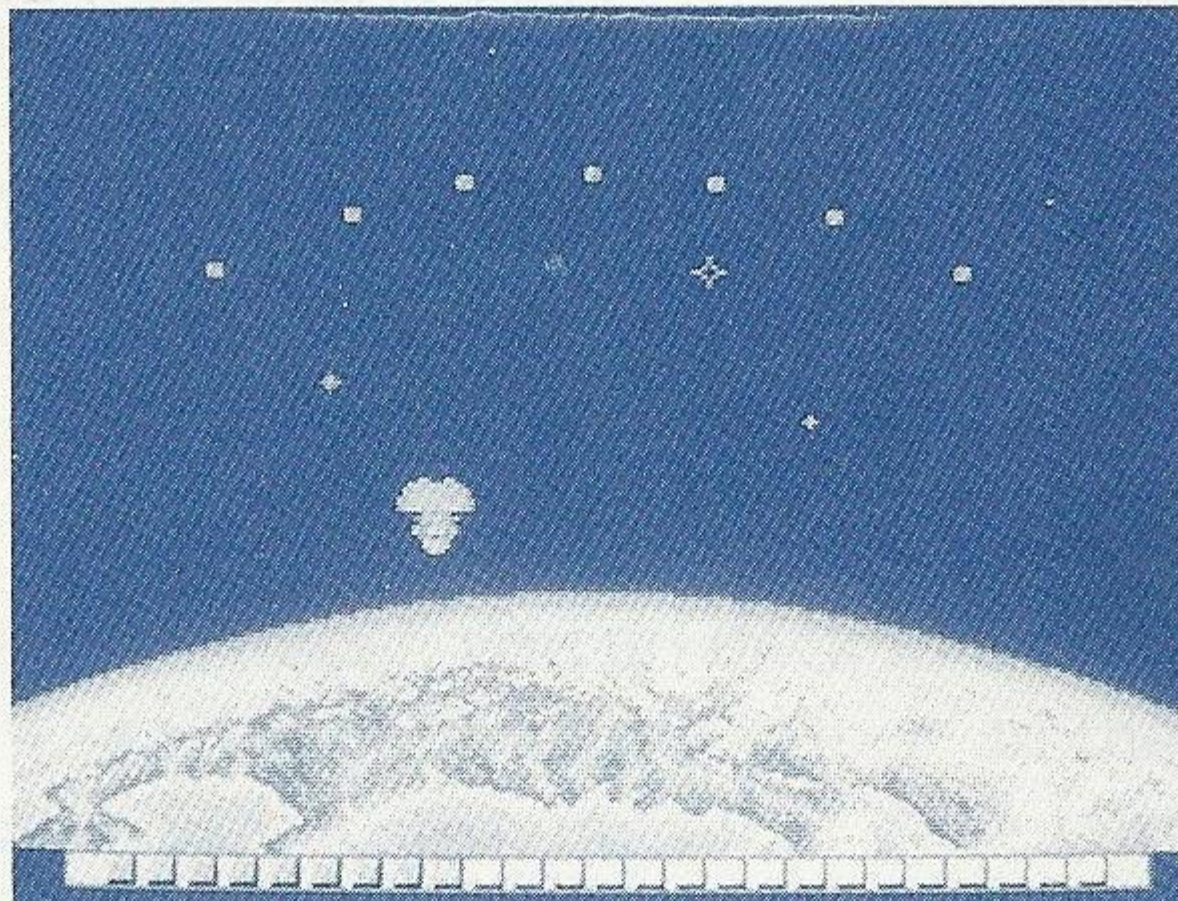
Defensive Halves

If you missed any of the enemy in the Offensive half, you go to a Defensive half. Here you hover high in space over the territory to defend. Shoot the moment you see the enemy!

Your damage meter will carry over any damage you received in the previous Offensive Stage. For every missile that hits the territory you defend, one unit of your damage meter turns red.

When it reaches the maximum, your satellite explodes and the game is over.

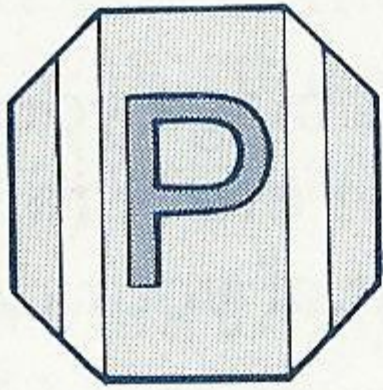
When you have destroyed all the enemy craft without maxing-out your damage meter, you proceed to the next Offensive Stage.



Power Up Parts

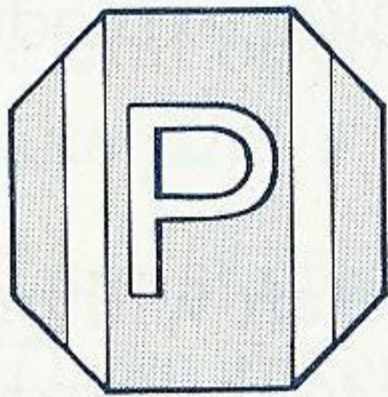
Shortly after you launched from Earth, your ground crew sent up three types of satellites, yellow, white and pink, to help you in your battle. These Power Up satellites contain circuits that will help you move faster, reduce damage and increase the power of your laser cannon.

Speed Upgrade (Yellow)



This unit will increase the speed of your satellite...and the speed of your firing cursor!

Damage Reduction (White)



Pick up this unit and five red units will be erased from your damage meter.

Laser Power (Pink)



Move over this unit and your laser bursts will cover a much larger area.

Know The Score

Your Global Defense score is based on three things: points per enemy, the number of enemy you destroy and clearing a round with a "Perfect" total.

Enemy Craft

missiles (each)	50 points
satellites (each)	40 points
fighters (each)	30 points
bases (each)	100 points

When you clear a stage, you receive points based on the percentage of the enemy you destroyed.

$$\underline{\% \text{ of enemy type destroyed} \times 10 = \text{score}}$$

If you destroy 100% of any given enemy category, you receive 2,000 bonus points. And if you destroy ALL of the enemy, you get a "Perfect" bonus!

"Perfect" Bonus

If you destroy all of the enemy in the Offensive stage, you receive a "Perfect" bonus score...and an extra satellite.

"Perfect" Bonus = 20,000 points plus an extra satellite.

If you get a "perfect" score in the next stage, the bonus goes up 10,000 points. And each successive "Perfect" score increases your bonus by another 10,000 points.

But if you miss "Perfect," you go back to the 20,000 bonus starting point. And if you miss "Perfect" in the Offensive stage and succeed in destroying all of the enemy in the Defensive stage, you receive a 5,000 point bonus.

Helpful Hints

The enemy attacks in a certain pattern. Try to estimate where they will appear...and when.

Enemies are destroyed when they touch a part of your laser cannon's explosive cloud. Aim correctly and you can shoot down many enemies with one blast.

Don't move your Global Defense satellite as long as you're in a safe place. The more you move, the better your chances are of being shot down.

Enemy bases in the Asteroid Belt are difficult to spot. Keep a lookout...and destroy them as fast as you can.

Your firing cursor can get lost in the heat of battle. Keep an eye on it!

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WHEN USING TWO CONTROL PADS:

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- Although meant for one player, Global Defense can be played as a two player game. To start, on CONTROL PAD #2, press RIGHT ARROW and BUTTON 2, or press LEFT ARROW and BUTTON 1.
- ♦ To move the Firing Cursor - - - on CONTROL PAD #1, press D-BUTTON
- ♦ To move the Satellite - - - - - on CONTROL PAD #2, press D-BUTTON
- ♦ To fire Laser Cannon - - - - - AUTOMATIC

.....

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™ / Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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