

TOP SECRET BRIEFING No.1299302

Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

SEGA
GENESIS



INSTRUCTION MANUAL

SEISMIC™

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Thank you for purchasing this Seismic Genesis System AIR DIVER™ Game Cartridge. Please read this instruction manual carefully to ensure proper handling of your game.

Precautions

- 1) The Sega Genesis Cartridge is intended exclusively for use with the Sega Genesis System™.
- 2) Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.
- 3) Do not use or store this cartridge under conditions of extreme temperatures, or subject it to rough handling or shock. Do not take it apart.
- 4) Do not touch the terminals or let them come into contact with water.
- 5) Do not wipe this cartridge with volatile solvents such as paint thinner, or alcohol.
- 6) If you play for extended periods, take a 10 to 15 minute break every hour or so.

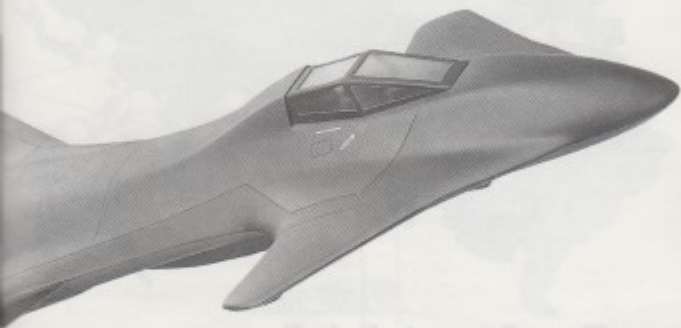
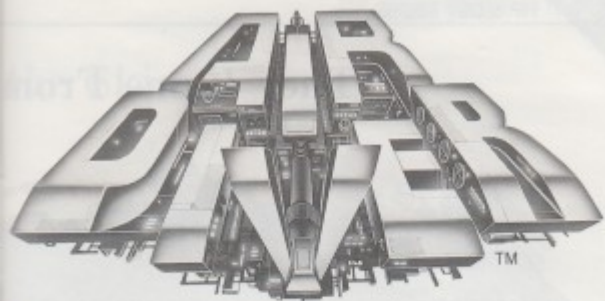
Starting Up

- 1) Make sure the power is OFF on your Genesis System Console.
- 2) Insert the AIR DIVER Cartridge into the Console with the label facing towards you, press the Cartridge down firmly into the Cartridge Slot, and turn the power ON.
- 3) If nothing happens, begin the start up procedure from Step 1 again.

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They Came From



2065-5E2-EO

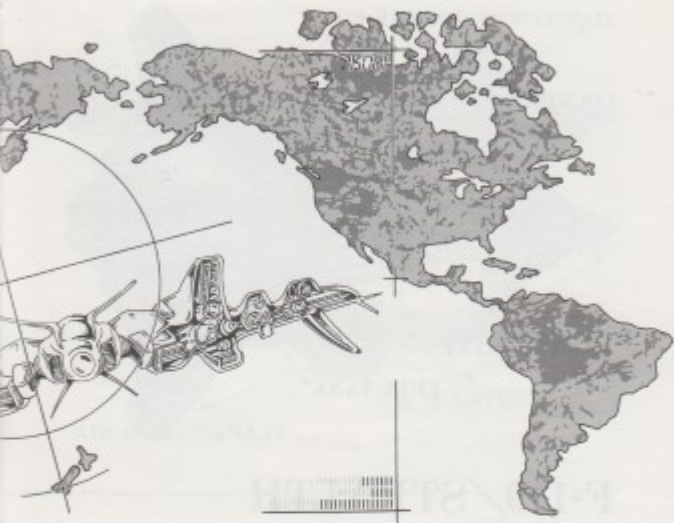
Top Secret Briefing:

You have been selected for a mission of the utmost secrecy. The details of the mission have been purposely withheld until the last possible moment to prevent any leaks to the enemy.

Led by an evil, fanatical leader, an unknown terrorist organization has acquired a military force so powerful, that so far, no conventional force has been able to withstand.

Your mission is to find and eliminate the enemy terrorists. They are extremely well armed, and central intelligence informs us that they may have

the Skies...



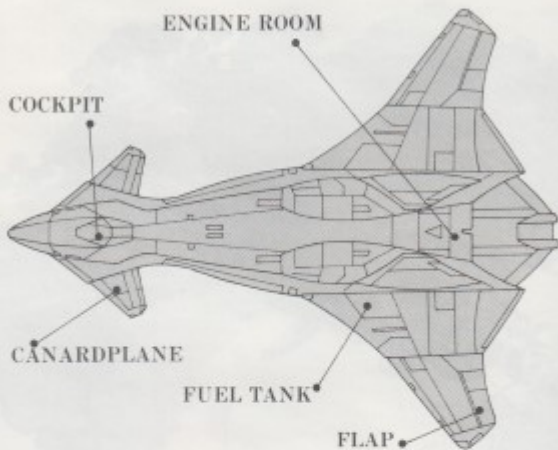
the backing of several unfriendly extraterrestrial nations.

The success of your mission depends on penetrating enemy lines without detection. Your F-119 Stealth fighter may be invisible to radar, but your experience as a Top notch pilot is the only difference between a world as we know it, or a world of dark oppression.

You're our best agent,

Good Luck.

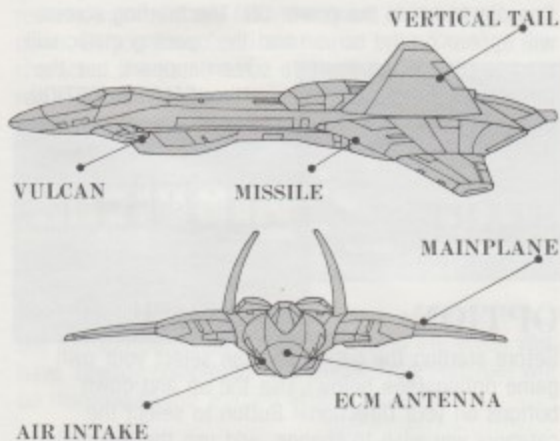
There was One Last Hope



F-119/STEALTH

The F-119/Stealth is the worlds most advanced fighter jet. It's unique form and construction, radar absorbing materials, control of heat and sound emissions, allows it to be virtually invisible to radar, and the use of sophisticated electronic warfare systems makes the F-119 the most lethal weapon in the sky.

for the World... the F-119/Stealth!



F-119/Stealth Specifications

Engine: GZR404 Turbofan

Thrust: 46080lb x 4

Crew: 1

Wingspan: 45ft 3.12in

Length: 50ft 2.4in

Height: 11ft 7.8in

Weight: Empty 15,289lb; Normal 36,367lb

Max Speed: 2930knots/hr (Mach 5.5, or 3375mph)

Service Ceiling: Over 75,000ft

Arsenal: M61-A1 Vulcan Internal Cannon

AIM-9L Sidewinder "All Aspect" Missile

GETTING STARTED

Insert the AIR DIVER Cartridge in the Genesis System Console and turn the power ON. The briefing screen will appear on the screen and the opening music will start to play. When the title screen appears, use the Directional Button and select either START or OPTION, and press the Start Button to enter.

START

The game will begin.

OPTION

Before starting the game, you can select your own game options(see below). Use the up and down buttons on your Directional Button to select the category you wish to change, and use the left and right buttons to select your options. Select Exit and press any button to enter your options and return to the title screen.



OPTION SELECT WINDOW



THE CONTINUE MODE

When your jet has been shot down, the game will resume automatically from the point of the shoot down. (If you have been shot down by a "boss" character, the game will resume from the "boss" character scene.)

The game is OVER when you have spent all of your given lives. If you wish to continue the game, you have 10 seconds to do so.

If you choose to continue, press the Start Button, and the game will resume from the Mission Selection screen displaying the areas you have already completed. The Super Transport fuel will be restored to the amount at that point.

■ WE HAVE LOST
COMMUNICATION...
■ IT APPEARS THAT WE HAVE
LOST THE AIR CIVER.
■ MISSION ABORTED
■ GAME OVER

■ CONTINUE 10_
SCORE 11879000

● PLAYER : 3 4 5

This option allows you to choose the number of given lives per game.

● DIFFICULTY : EASY / NORMAL / HARD

Choose from 3 difficulty levels.

● CONTROLLER : NORMAL / REVERSE

Reverses "up" and "down" on your Directional Button.

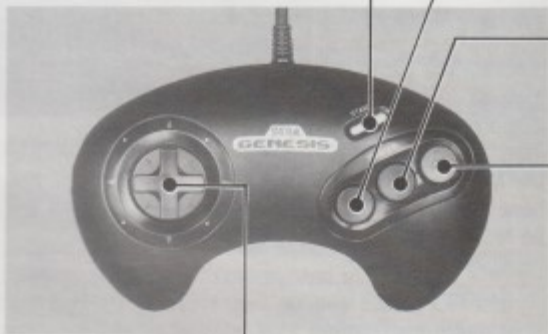
● MUSIC : 00

Sample a variety of musical scores from the game.

● EXIT : Select Exit and press any button to enter all options and return to the title screen.

HOW TO USE THE

- Start Button** ●
- Start Game
 - Pause
 - Resume Game



Directional Button (UP) ●



- Nose Up.
- Vertical Loop (Press the C Button twice)

Directional Button (Down) ●



- Nose Down

Directional Button (Left) ●



- Bank (or Turn) Left
- Left Scissor Maneuver (Press the C Button twice)

Directional Button (Right) ●



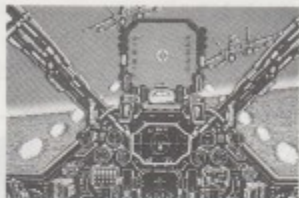
- Bank (or Turn) Right
- Right Scissor Maneuver (Press the C Button twice)



CONTROL PAD

● A Button

- Fire Vulcan Cannon
- Select Mission Area



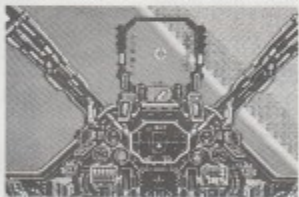
● B Button

- Fire Sidewinder Missile



● C Button

- Engage Afterburner
The afterburner will allow you to increase your airspeed, but it will also consume much fuel.
- When the C Button is pressed twice together with the Directional Button the plane can perform a vertical loop or a scissor maneuver.



- * If you have selected REVERSE for your option, the Up and Down buttons on your Directional Button will be reversed.
- * When you meet with enemy Super Carriers, or with a Super Transport, you only have the option of moving left or right.

Get Oriented with

Altitude Scale

Displays your aircraft's altitude.

Score**Aiming Recticle/Target Designator**

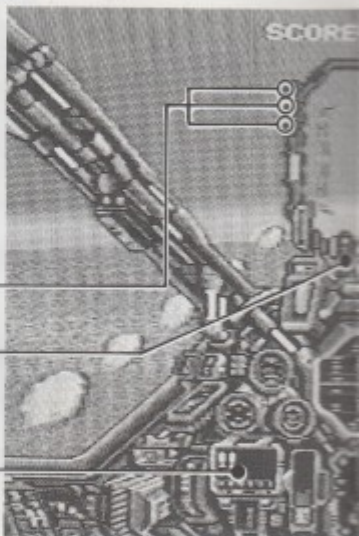
The Aiming Recticle computes where the fired bullets from the Vulcan Cannon will be when it reaches the target. The Target designator follows the plane your radar is tracking for your Sidewinder missile.

Spare Item Display**Attitude Director Indicator**

Displays attitude of your aircraft.

Number of Missiles

Displays remaining missiles, and the rate of usage.

**Damage Display**

Displays damaged areas of the aircraft.

Note: When the engines are damaged you cannot use your afterburner for a vertical loop. When the wings are damaged, your aircraft will lose fuel.

the Cockpit!

Head-Up Display (HUD)

The HUD is piece of glass separate from the canopy which displays computerized data on airspeed and aiming sights.

Threat Indicator

Indicates that an enemy has a radar missile lock on your aircraft.

Comed Screen (Radar / Command Display)

Display switches between Radar and Command mode. The Radar mode updates you on enemy plane positions relative to yours. The Command mode updates you on your current situation.

Fuel Gauge

Displays remaining fuel in aircraft.

Throttle Indicator

Displays the output of your aircraft's engine.



Experience the Dog Fight of your Life!

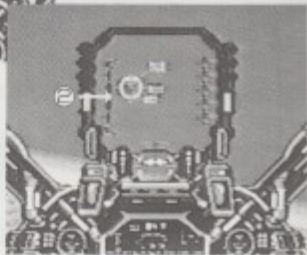
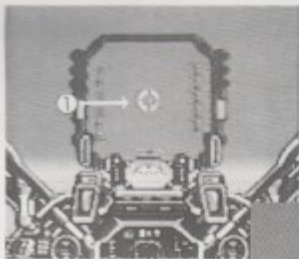
■ Air to Air Gun Head-Up Display (HUD)

There are two Vulcan Internal Cannons on either side of the underbelly of the aircraft. Use the Aiming Recticle ① at the center of the HUD to track your target.

■ Air to Air Missile HUD

Your aircraft is equipped with Sidewinder All Aspect Missiles. The Target Designator ② appearing on your HUD will automatically lock on to the heat source of the target. If you fire a missile while the target is locked on, the target will be destroyed. Once the target leaves your field of vision, the lock on will be cancelled.

There is a limit to the number of missiles that can be installed, so use them wisely.

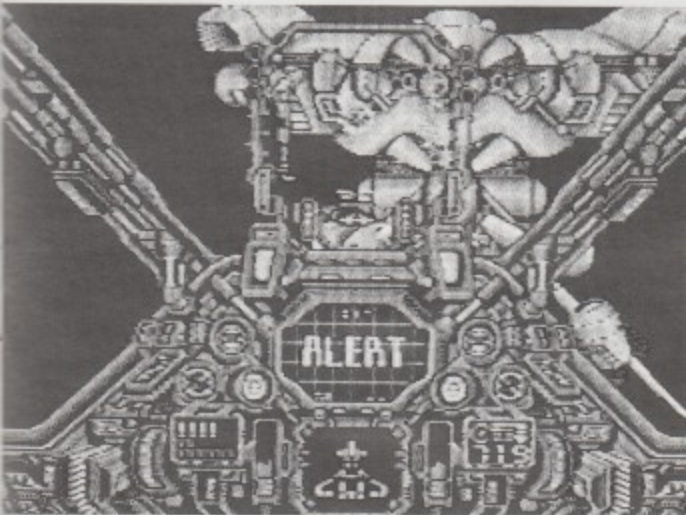


Destroy the Enemy Super Carriers!

When you enter an area, you must first shoot down a certain number of enemy fighters before a single elite enemy fighter will appear. Only after that will you have a chance to attack the enemy's Super Carrier.

The enemy fighter's attack formations and weaknesses will differ with area to area, and the type of fighters involved. You must find your own strategy of dealing with them.

Once you have inflicted a certain amount of damage to the Super Carrier, it will blow up and fall out of the sky. If you make it to the refueling Super Transport, you have successfully cleared the area.



The Entire World has

After you have selected START during the Title Screen, the Mission Selection screen will appear. This screen will display an area map of the 8 different missions. The areas shown in red are the areas currently held by the enemy. The red areas will turn to green once the area has been successfully cleared. Select and enter a mission of your choice. Be sure to study the area data carefully before making a selection. Once you clear an area, you will once again return to this screen.



How to Select and Enter a Mission.

Use the Directional Button to select the mission of your choice by moving the cursor to the chosen area. Study the area data carefully before making your selection, and press any button to enter. The F-119 will be transported directly to the area of the mission within the Super Transport.

been Taken Hostage!



AREA DATA

■ ATTACK

400

■ DEFENSE

350

■ MISSION
ACHIEVEMENT

15%

TIME

ON2

ORE

30000000

00000000

COURSE

TRANSPORTER

WARNING!

If the Super Transport runs out of fuel, you will not be able to take off for further missions and the game is OVER. Also, you will not be able to continue the game. You may try to change the order of selecting your missions in a way to reduce fuel consumption of the Super Transport.

Study Your



AREA DATA

■ ATTACK

400

■ DEFENSE

850

■ MISSION
ACHIEVEMENT

15%

AREA NAME

■ ASIA

■ DEF CON2

KI-SCORE 80000000

SCORE 00000000

COURSE

TRANSPORTER



AREA DATA

■ TIME

04' 57"36

■ FUEL

5%

■ RATE OF KI

88%

AREA NAME

■ ASIA

■ CLEAR

KI-SCORE 80000000

SCORE 11879000

COURSE

TRANSPORTER

Area Data!

Area Data Before Clearing

- ■ Offensive Power
- ■ Defensive Power
- ■ Mission Achievement Percentage
- ■ Fuel Needed to Reach Target Area
- ■ Total Fuel Left in Transporter

The information provided is the combined analysis of enemy power. The type of enemy aircraft, enemy Super Carriers, and pilot capability have been factored into the figures. The Mission Achievement displays the chances of completing your mission.

Area Data After Clearing

- ■ Time Taken to Clear Area
- ■ Fuel Consumed During Battle
- ■ Rate of Shoot Down
- ■ Total Fuel Left in Transporter

The information provided is the combined analysis of post mission status. The time taken to clear the area, fuel consumption, rate of kill, fuel remaining in the transporter are displayed. The rate of kill is the number of enemy aircraft shot down divided by the number of aircraft in the area.

Updated Intelligence Information...

AUSTRALIA	Since Australia is far from the enemy headquarters, it is perhaps the weakest area in the terrorist's control. This may be a good area to attack first.	Mission Achievement Percentage: 60%
NORTH PACIFIC OCEAN	The sheer size of the Pacific Ocean makes this area difficult to control for the terrorists. The enemy Super Carrier is somewhere over Japan.	Mission Achievement Percentage: 60%
SOUTH AMERICA	There is a large number of enemy aircraft in this area, but the pilots have little training.	Mission Achievement Percentage: 50%
AFRICA	This area has perhaps the greatest enemy force in the southern hemisphere.	Mission Achievement Percentage: 30%
EUROPE	The main staple of enemy aircraft consist of the AV-8B, with highly trained pilots, favoring attacks from the rear.	Mission Achievement Percentage: 20%
ASIA	This area has a variety of superior enemy aircraft, with highly trained pilots. You may want a large stockpile of spare items before you challenge this area.	Mission Achievement Percentage: 15%
EURASIA	This area has perhaps the strongest enemy force with mostly Soviet made aircraft and highly trained pilots. This area is by far one of the most dangerous areas.	Mission Achievement Percentage: 5%
NORTH AMERICA	This area also has a powerful enemy force with a variety of superior aircraft and highly trained pilots. This is a highly hazardous area.	Mission Achievement Percentage: 5%

Spare Items may be a Life Saver!

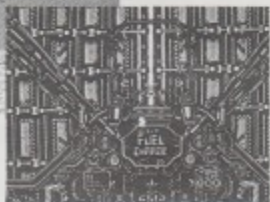
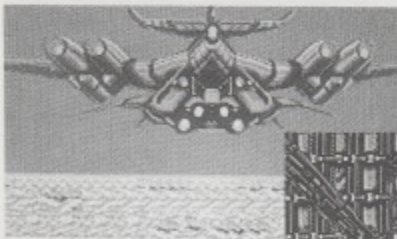
After you have destroyed the enemy Super Carrier, the refueling Super Transport will appear. Your plane will dock inside the Super Transport and be repaired, refueled, and restocked with weapons. At this time, you automatically get one of three spare items. The player cannot choose the item. Up to two unused items can be stored on your aircraft.

Auto RepairWhen your aircraft has taken three hits, this item will automatically repair the entire aircraft.

Missiles78 missiles will be stocked on your aircraft.

FuelOne mission worth of fuel will be stocked on your aircraft.

* The Missile and Fuel items will automatically replace the normal stock when they run out.



The Super Carriers...the



Super Carrier "Doomsaday"

Length : 562ft 6in

Span : 488ft 6in

Weight : 20480tons

Max Speed : Mach 1.8

Engine Output : 1015310HP

Crew : 89



Super Carrier "Metallica"

Length : 499ft 3in

Span : 463ft 8in

Weight : 24080tons

Max Speed : Mach 0.9

Engine Output : 875600HP

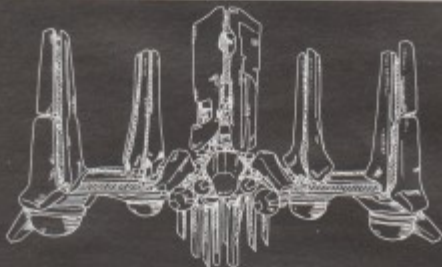
Crew : 94

Best of Alien Technology?



Super Carrier "Black Widow"

Length : 864ft 4in
Span : 529ft 6in
Weight : 30480tons
Max Speed : Mach 1.4
Engine Output : 985400HP
Crew : 115



Super Carrier "The Fortress"

Length : 685ft 4in Span : 548ft 6in
Weight : 33860tons
Max Speed : Mach 1.2
Engine Output : 1272500HP
Crew : 125

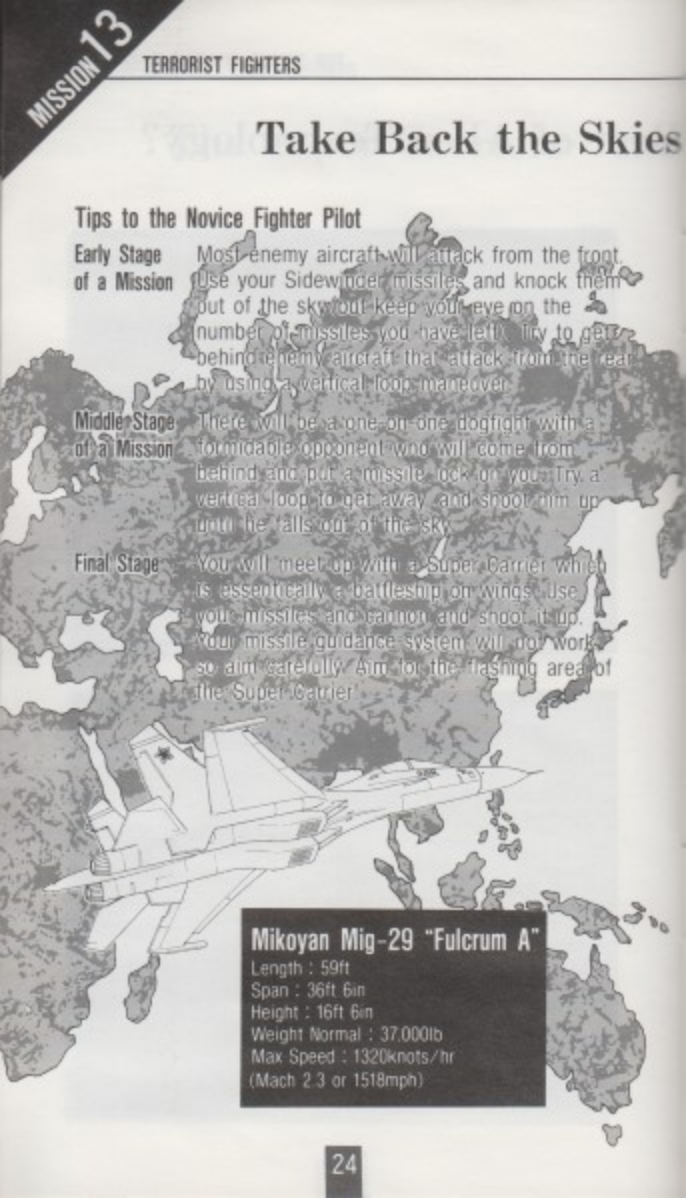
Take Back the Skies

Tips to the Novice Fighter Pilot

Early Stage of a Mission Most enemy aircraft will attack from the front. Use your Sidewinder missiles and knock them out of the sky. But keep your eye on the number of missiles you have left. Try to get behind enemy aircraft that attack from the rear by using a vertical loop maneuver.

Middle Stage of a Mission There will be a one-on-one dogfight with a formidable opponent who will come from behind and put a missile lock on you. Try a vertical loop to get away and shoot him up until he falls out of the sky.

Final Stage You will meet up with a Super Carrier which is essentially a battleship on wings. Use your missiles and cannon and shoot it up. Your missile guidance system will not work so aim carefully. Aim for the flashing area of the Super Carrier.



Mikoyan Mig-29 "Fulcrum A"

Length : 59ft
Span : 36ft 6in
Height : 16ft 6in
Weight Normal : 37,000lb
Max Speed : 1320knots/hr
(Mach 2.3 or 1518mph)

of the World!



McDonnell Douglas AV-8B "Harrier II" V/STOL

Length : 39ft 2in

Span : 24ft 7in

Height : 12ft 9in

Weight Normal : 27,000lb

Max Speed : 575knots/hr

(Mach 1.0 or 660mph)



Sukhoi Su-27 "Flanker"

Length : 69ft

Span : 47ft 7in

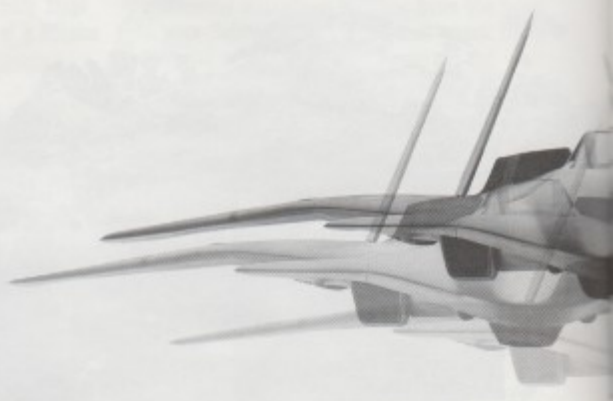
Height : 18ft

Weight Normal : 45,000lb

Max Speed : 1150knots/hr

(Mach 2.0 or 1320mph)

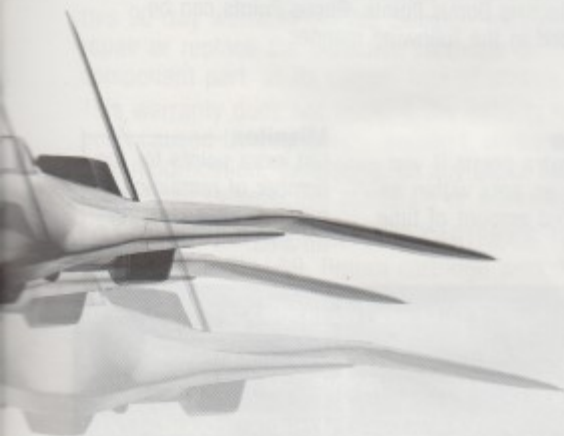
Who is the Enemy Still



The Last

All the enemy Super Carriers destroyed, and the World freed from the hands of the terrorists...but just as the victorious F-119 was to dock with the Super Transport, a mysterious enemy fighter shot the transporter out of the sky! The enemy fighter flew off savoring his victory...is he a new enemy or a surviving terrorist? The F-119, low on fuel and weapons, must yet battle the mysterious enemy fighter...

Willing to Fight?



ENEMY!?

- This game can also be enjoyed as a high quality flight simulation. Have fun!

Go For the High Score!

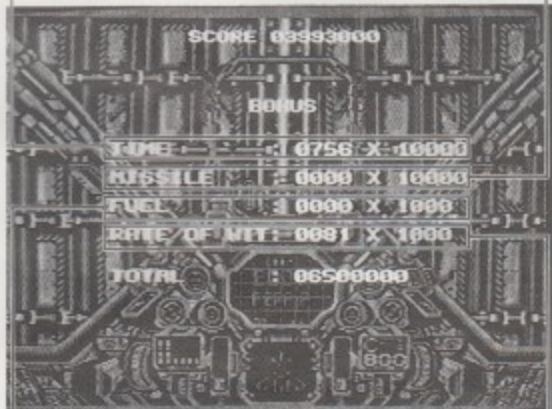
If you really want to get a high score, you can do so by collecting Bonus Points. Bonus Points can be collected in the following manner.

Time

Get extra points if you clear an area within an allotted amount of time.

Missiles

Get extra points for the number of remaining missiles after clearing an area.



Fuel

Get extra points for fuel remaining in your aircraft after clearing an area.

Rate of Hit

Get extra points if your rate of kill is high.

WARRANTY

Seismic, Inc. warrants to the original consumer purchaser that the Seismic, Inc. cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Seismic, Inc. will repair or replace the defective cartridge or component part, 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.

DO NOT RETURN YOUR SEISMIC CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge with a dated proof of purchase to Seismic, Inc., 3375 Scott Blvd., Santa Clara, CA 95054.

LIMITATIONS ON WARRANTY

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 Seismic, Inc. be liable for consequential or incidental damages resulting from the breach of any expressed or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific, legal rights. You may have other rights which vary from state to state.

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NAME: _____

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