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JVC

SEGA CD™



TM



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 FOR PLAY ON THE SEGA CD™ SYSTEM





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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### Need More Help?

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JVC Musical Industries, Inc., Los Angeles, CA 90068

**This product has been rated by the Entertainment Software Rating Board.** For more information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.





## HANDLING YOUR SEGA CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.



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## GETTING READY

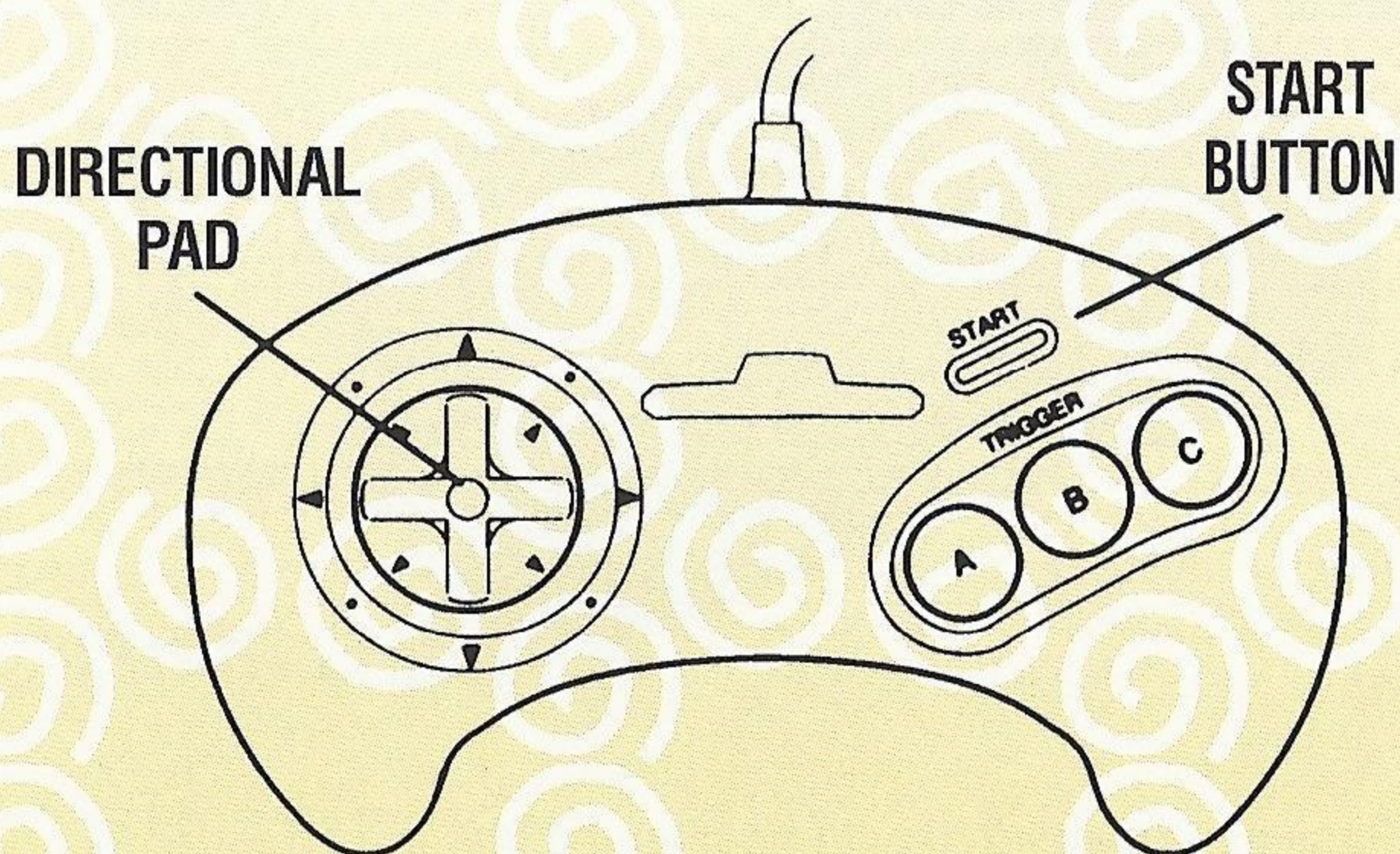


1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.
2. Make sure that there is not a game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
3. Follow Sega CD System directions to OPEN the Sega CD drive. Press the RESET Button and the disc tray will open.
4. Carefully place your Keio Flying Squadron CD game disc in the Sega CD System with the label-side facing up. Press the START Button to close the tray and begin play.

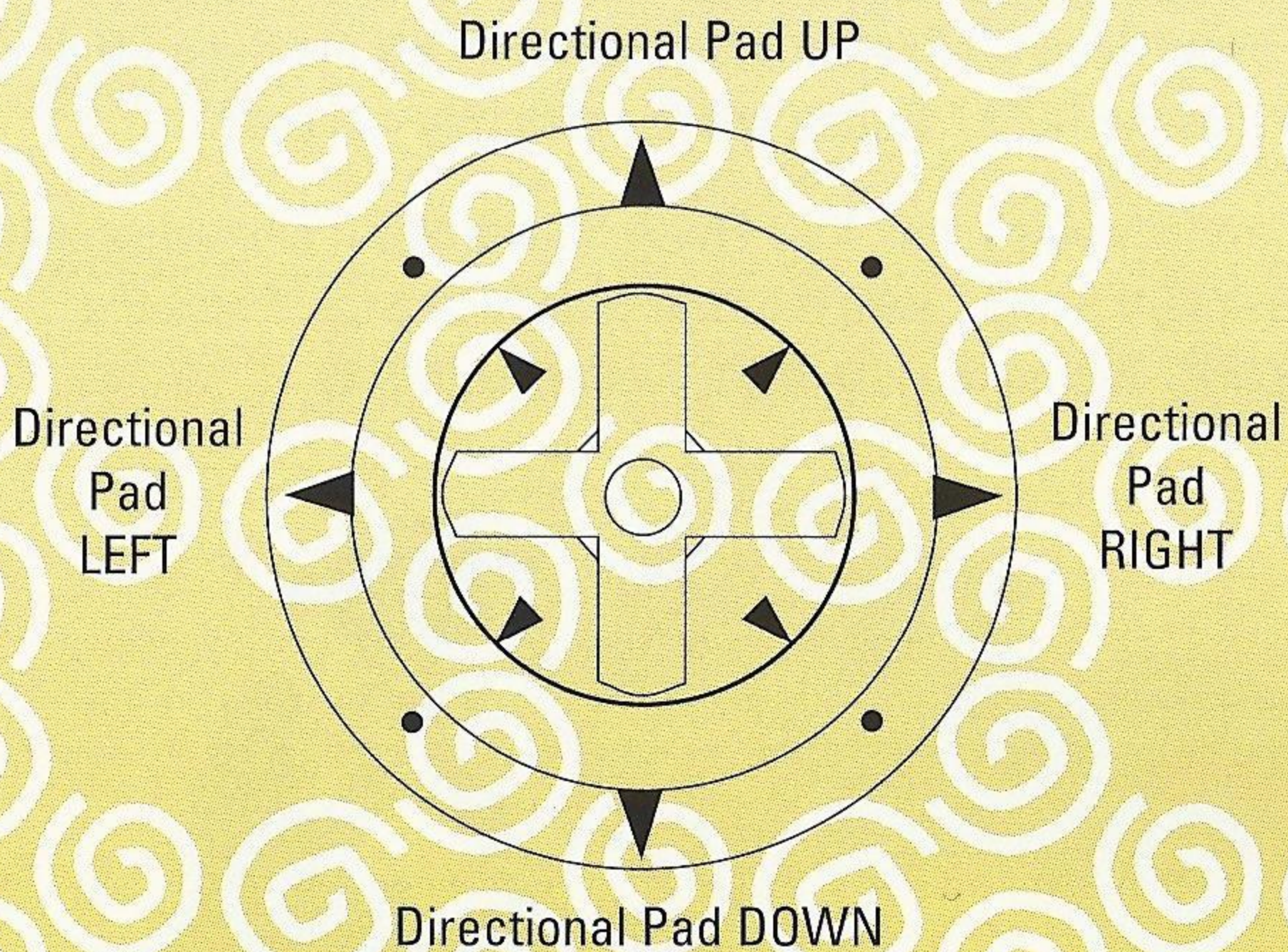




# NAMES OF CONTROLLER PARTS



This manual refers to the following directions:





## GAME CONTROLS

**START Button** = Start game, pause game and skip through the visuals.

**A Button** = Changes speed to Fast or Slow

**B Button** = Fires guns

**C Button** = Fires Spot Jrs. (Kamikaze attack)

**Directional Pad** = Make selections and to move Rami and Spot

**NOTE:** *These are the default settings. You may re-configure the control settings in the Options Menu.*



**Blow me away!**



## INTRODUCTION

Enter Edo, the 17th century capital city of feudal Japan. Rami, a seemingly typical teen, has been the keeper of the Key to the Secret Treasure. Rami is really a descendent of aliens who came to earth in ancient times. But what is this mystery treasure the missing Key unlocks? Rami doesn't know the importance of the treasure, nor does her overbearing grandmother remember what secret the Key unlocks. But one thing is certain: the Key has been stolen (while Rami was at the local mini-mart, a common hangout for teens then) and now she must get the Key back.

Rami rides into battle on her trusty dragon "Spot" as she encounters an octopus sea monster, the U.S. Navy, and the Russian Army until she arrives at the ship of Dr. Pon. Dr. Pon, billed as the most intelligent creature on earth with an IQ of 1400, has the appearance of a raccoon, appropriate for the thief that he is.





## STARTING THE ACTION

### Start Game

First, follow your SEGA CD System directions to start up the game.

Once the game begins, the Title Screen appears. (Demo starts automatically unless you press START Button at the title screen.

To return to the Title Screen during demo, simply press START Button.)

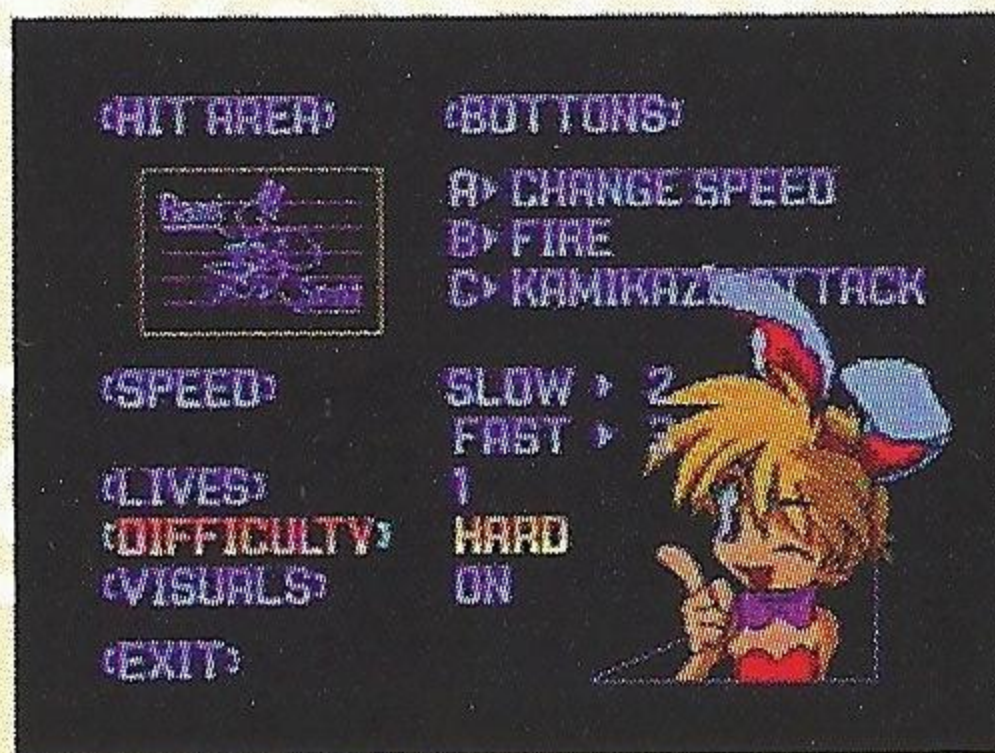


### Title Screen

Press START Button to bring up the Main Menu at the Title Screen. Choose "Start Game" or "Options" by moving the cursor using the Directional Pad and press START.



## Options Menu



You can change the control settings or the difficulty level at the game Options Menu.

**Hit Area** = To change where you want to be hit. Choose from "Rami", "Spot", or "Rami and Spot" by pressing A, B or C.

**Buttons** = Press A, B or C to change the functions of these buttons on the Directional Pad to order "Fire", "Kamikaze Attack", and "Change Speed".

**Speed** = To adjust the maneuvering speed of Spot to either Slow or Fast mode. In each mode, you can choose five different speeds, 1 through 5. (Press A during gameplay to toggle between the Slow and Fast mode.)

**Lives** = To set how many lives (1-5) until you have to return to the beginning of an Episode.

**Difficulty** = To set the gameplay difficulty level at Monkey, Human or Super Human.

If you are not familiar with shooting games, set the difficulty level to "Monkey".





**Visuals** = If you don't want your shooting game to be interrupted with the visuals, you can skip them. Press A, B or C to select "OFF" to bypass all visuals except the ending scene.

**Exit** = Select and then press START to get back to the Main Menu.

**Tip:** You can skip the visuals by simply pressing START. (Recommendation: Set visuals to "ON" so that you can select the ones you want to watch.)



### Game Screens

**Score** = Displays your current score (at the top of screen).

**Dragon Lives Remaining** = Indicates how many Spots you have left (shown to right of score).

**Speed** = Indicates the speed of your dragon Spot (in the top right corner).

**Continue Screen** = When the remaining number of Spots becomes "0", the Continue Screen appears. If you choose "Continue" at this screen, you can start the game from the stage you have just left. You can use this Continue function up to six times at "Monkey", and three times at each the "Human" and "Super Human" levels.

**Game Over** = If you lose during the final "Continue Game," your game is over.



## YOUR WEAPONS

### Shot



Shot is the flame which Spot blows. There are two kinds of Shots. One only goes forward and the other goes in multiple directions. By earning the "Power-Up Items," you increase the power of the Shots to six different levels.

### Sub-Weapons



These weapons are used by Ramy to assist Spot. You can use either the ground bombs, the explosive throwing stars or homing Spot Jrs. (baby dragons) depending on the type of Sub-Weapon Items available to you. (Pick these up by flying into them.)

### Kamikaze Attack



Spot Jr. (baby dragon) is your optional weapon. You can have up to two of them. Normally, Spot Jrs. are for covering your dragon (Spot), however by pressing the "C" Button on your controller, they become powerful bullets projected forward.

**If you are surrounded by the enemy, use the Kamikaze Attack. Spot Jrs. are always available.**





## ICONS



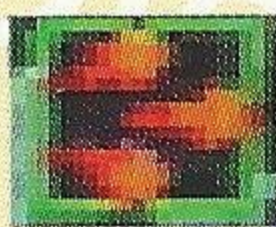
If you see this little creature, shoot him and the inventory icons will appear on your screen.

## Power-Up Items

There are two kinds of Power-Up Items. The icon display changes automatically to indicate which type is available. (By collecting icons of the same type, you can increase the power of your Shots up to six levels.)



**Forward Shot** = For intensive attack in a forward direction



**Multi-Directional Shot** = For wide range attack

## Sub-Weapons

There are three kinds of Sub-Weapon Items. The icon display changes automatically to indicate which type is available. (By collecting icons of the same type, you can increase the power of your Sub-Weapons up to three or four levels.)



**The Ground Bombs** = Sub-Weapons for attacking enemies on the ground.



**The Explosive Throwing Stars** = Sub-Weapons for multi-directional attack. They are projected in the opposite direction from where you are headed.



**The Homing Spot Jrs.** = Baby dragons act as homing missiles to chase down enemies.

## One-Up Item



There is a bonus item called "One-Up Item" somewhere in each episode. By picking up these hidden items, you can earn one Spot life.



## CAST OF CHARACTERS

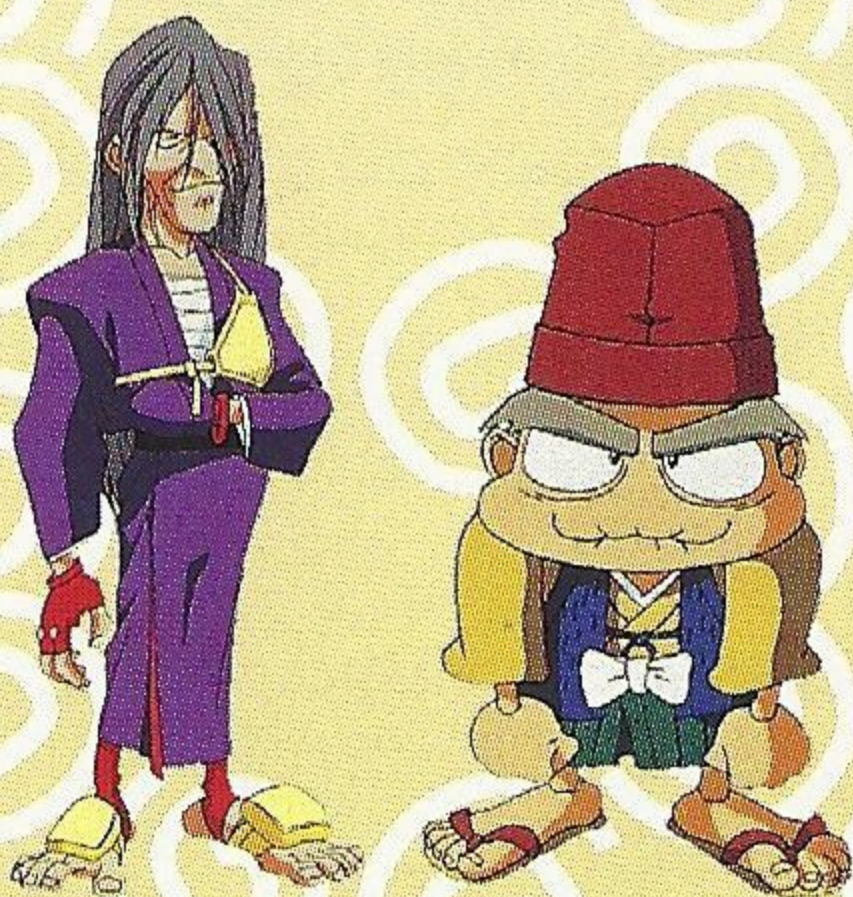


Rami

She is an alien descendent of Noah and a keeper of the "Key of the Secret Treasure." In this adventure, she dresses in a bunny suit (the formal attire of a keeper) and rides her dragon to battle her enemy.

Spot

She has been serving the keepers of the "Key of the Secret Treasure" as a pet dragon for many generations. Although a little goofy sometimes, you can count on her when you need her.



Grandma and Grandpa

They belong to the clan of the keeper who have been guarding the "Key of the Secret Treasure" since ancient times. Though they know their duty, they no longer remember the meaning of the Key.

Dr. Pon

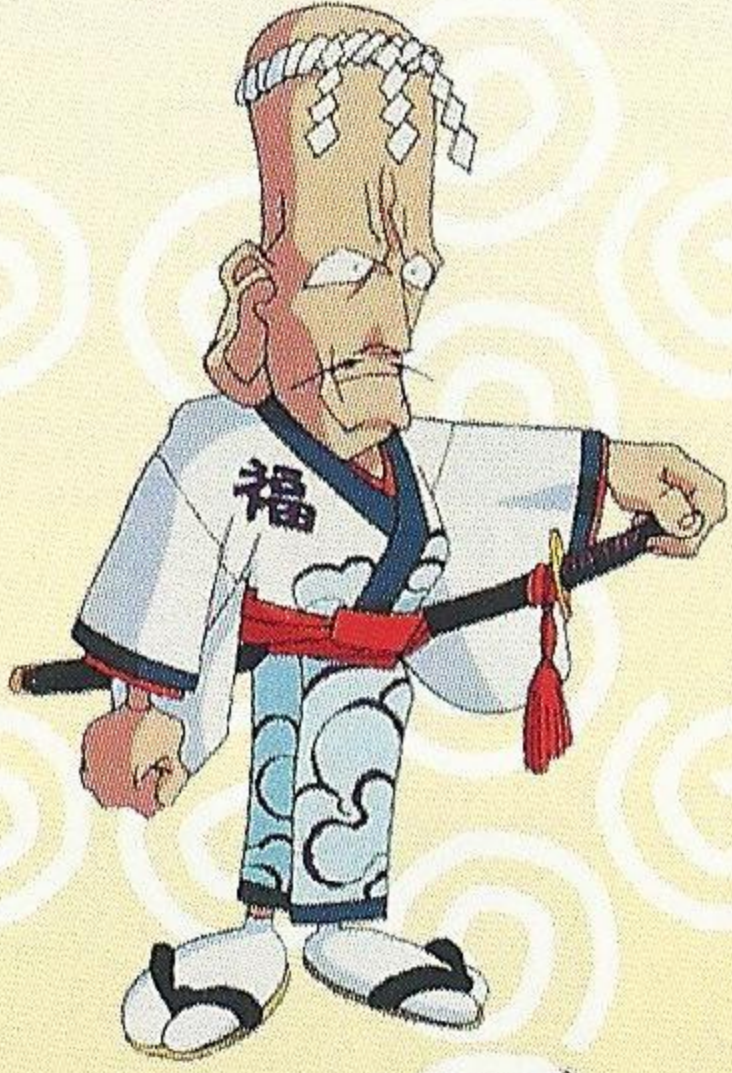
Although he has the appearance of a Tanuki (a Japanese raccoon) he is the most intelligent creature on earth with an IQ of 1400. Only he knows the significance of the "Key to the Secret Treasure" and has been after it for many, many years.





## Seven Gods of the Good Fortune

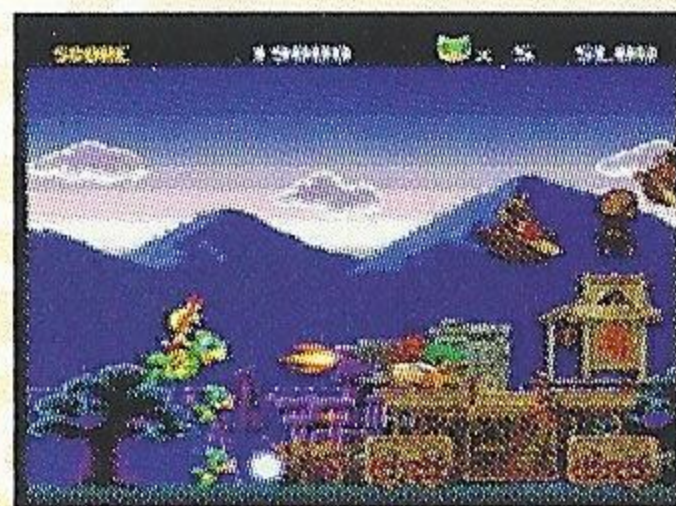
Obedient servants of Dr. Pon. You will fight them in the beginning of the game.





## EPISODES

### Chapter 1: Dr. Pon's Ship Attacks!



Chase Dr. Pon's ship to regain the Key. After taking out the enemy forces sent from Dr. Pon, you will face Daikoku-ten, one of the Gods who rides atop his cow-drawn carriage. Don't underestimate his cow-drawn carriage, this one has a big gun with a powerful punch!

### Chapter 2: Follow the River

To find out Dr. Pon's whereabouts, Rami and her dragon go down river to find the library in Edo castle where the Books of All Ages and Countries are kept. Arriving at the mouth of the river, they will encounter the god Ebisu and his servant sea monster.



Watch out for the sudden thunderbolts created by this huge octopus!

### Chapter 3: Inside the Silent Castle City



Edo city is under martial law. Rami and Spot plan to dive underground and continue their approach. Proceed through the underground passage, and the castle will be just ahead. After learning the whereabouts of the Secret Treasure, their flight is blocked by a new obstacle, the black ship "Sunflower" of the U.S. Navy. Strike the captain as he pops his head up from his ship, and you can beat this irritable enemy hands down.

### Chapter 4: Another Ambush

Rami and Spot are off on a long journey to Mt. Ararat in Russia to pursue the Secret Treasure, "the Ark", but once again the U.S. Navy tries to head them off. The height of the battle will be in the air with the U.S. Navy's flying fortress "Genocide Lincoln", 20 miles high in a sea of clouds. Charge them with all your might!





## Chapter 5: The Battle at Mt. Ararat



Arriving at Mt. Ararat, Rami and Spot find themselves in the middle of a fierce battle between U.S. military forces who want the Ark, and the Russians who are trying to stop them. Making their way through the battle, they find Dr. Pon's ship.

Now all that's left is to regain the Key. After destroying Russia's mightiest weapon, the huge fortress train, the Secret of the Treasure is finally revealed.

## Chapter 6: The Caspian Sea Confrontation



Oh no! The Ark has slipped off Mt. Ararat and into the Caspian Sea! If Rami wants dinner she had better go after the Ark. Some old bosses will be back trying to stop Rami's

flight towards the ending boss, so be careful! Face a hideous sea monster that is very angry about Rami disturbing its sleep.

## Chapter 7: Legacy of the Gods

The Ark has flown into outer space. It is here where Rami will finally have it out with Dr. Pon and stop his evil plan of world domination.

Rami better be ready to face all the powerful enemies in the Ark. Don't let them end her mission before you face Dr. Pon and his most frightening weapon. What could it be?



You will learn  
the secret of the treasure in  
the visual after Chapter 5.  
Don't miss it!





## CREDITS

### STAFF

Screen Play

Satoru Honda

Alchemist

Teruhito Yamaki

Composer

Tsukasa Tawada

Artist

Hitoshi Kakumu

Hiroshi Ogawa

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Hiromasa Ota

Character Drawing

Takeshi Honda

Animation

Studio Pierrot

Animation Technician

Yoshikatsu Matsuki

Toshimi Yokota

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Dr. Pon/Narrator

Roger Jackson

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& Associates

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Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999;

France # 1,607,029; Japan # 1,632,396.



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