

SEGA®

G-LOC

AIR BATTLE

LOSS OF CONSCIOUSNESS BY G FORCE

GAME CONFIGURATION

Upright

Cockpit

Deluxe (Moving Cabinet)

MONITOR

Horizontal 19" - U/R

19" - C/P

19" ~~25"~~ - DLX

CONTROLS

Flight Stick, Throttle (with afterburner button), guided missile button and machine gun button

GAME FEATURES

Number of Players: One

Buy in: Yes

Continuous play: Yes

GAME PLAY DESCRIPTION

Player must attack enemy aircraft in fast action dog-fighting tactics. Their instructions are to destroy the enemy before time runs out. Player selects his/her skill level and takes off from an aircraft carrier dodging the enemies sight to avoid being a target once the enemy "locks on".

PLAY FORMAT: 36 Stages within 3 levels

Level 1 - Trainee Training course for beginners (total 8 stages)

Level 2 - Rookie After practice, player goes into actual battle (total 12 stages)

Level 3 - Ace Skillful players can engage in aerial dogfights (16 stages)

*SPECIFICATIONS

Upright Cabinet	75" height	
	34" depth	
	28" width	310 lbs.
Deluxe (moving cabinet)	74.8" height	
	72.0" Depth	
	48.0" Width	541 lbs.
Cockpit	58.4" height	
	70.4" depth	
	36.2" width	354 lbs.

*Design and specifications subject to change without notice.