



# G • LOC

AIR BATTLE™

SEGA

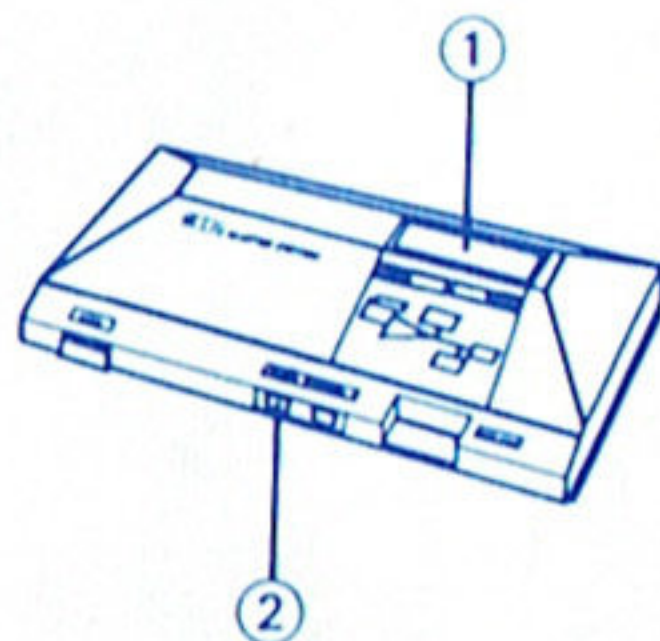
## Starting Up

1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

**Important:** Always make sure that the power switch is turned OFF when inserting or removing your Cartridge.

**Note:** This game is for one player only.

- ① Sega Cartridge
- ② Control Pad 1



## No More War!

By the middle of the 21st century, nearly every country had the experience of having been ravaged by war. People no longer had any faith in the government-run defense systems. The United Nations, already spread thin dealing with the sickness and starvation that seemed universal, now had to find a way to stop the independent military forces that were being organized.

These armed groups were evidence of the paranoia felt by citizens everywhere. The organizations, too numerous to be counted, attacked their own government's installations and "confiscated" weapons, tanks, even fighter planes. One massive army, known as "CDF" (Citizens Defense Force) and generally considered the largest and most well-organized group, managed to amass an entire fleet of battle-ready warships!

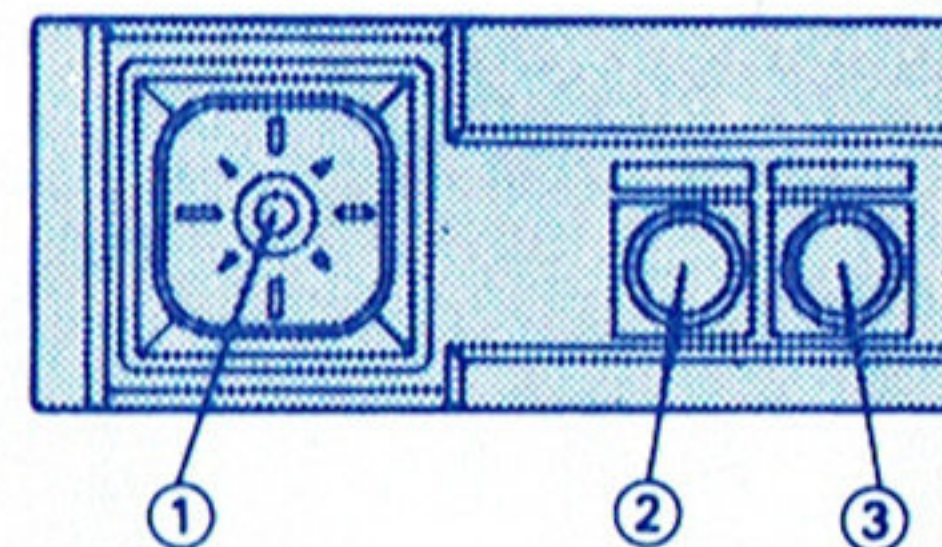
The UN sent its peacekeeping forces to the four corners of the earth, and eventually got most of the groups under control. The CDF, however, was proving to be too deep and determined. The Secretary-General of the UN conferred with defense ministers and the decision was made — unleash the untested A8M "Thunderfox" series of fighters. The final step is choosing a pilot for this crucial mission. What about you? Are you ready to stop this self-destructive vigilante movement and ensure a future for the children of the world?

It's time for the pre-flight inspection and your mission briefing, and then you hit the skies for a bit of training. Good luck...

## Take Control!

### ① Directional Button (D-Button)

- Press up to climb.
- Press down to dive.
- Press left or right to turn, or hold the button to "roll," in either direction.
- Press up, down, left or right to highlight markers in decision and selection screens.



## ② Button 1 (Start Button)

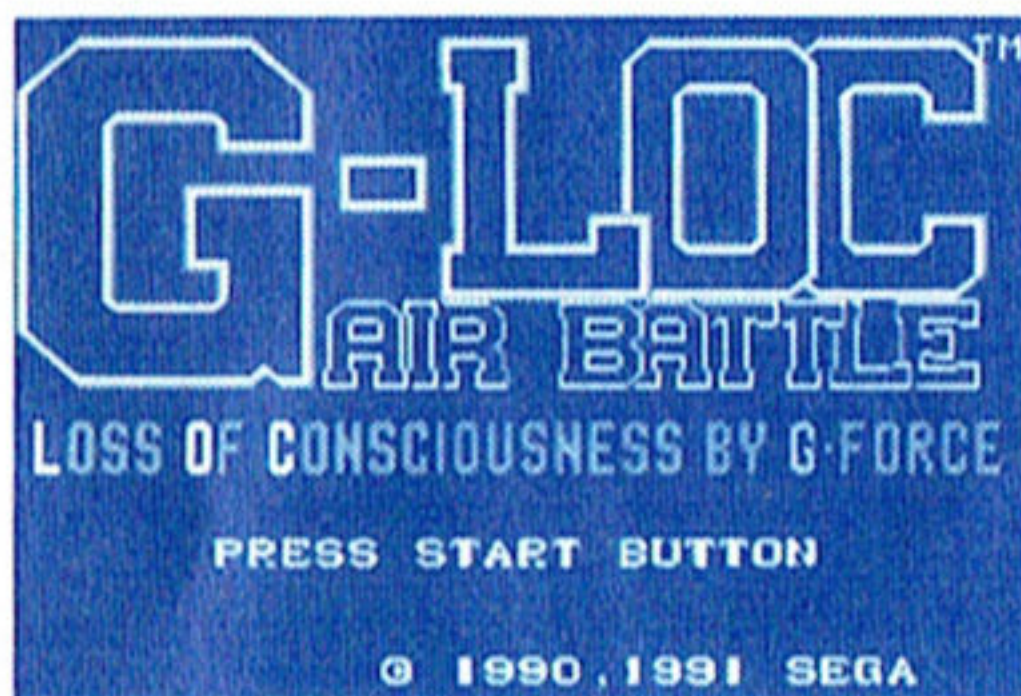
- Press to start the game.
- Press at the Resupply List to borrow from Total Points (see Resupply List on page 18).
- Press during play to fire machine gun rounds (ammo supply unlimited).

## ③ Button 2

- Press at the Resupply List to return points to Total Points (see Resupply List on page 18).
- Press during play to fire guided missiles (supply limited).

## Getting Started

The Title screen appears after the Sega logo. Press the Start Button and the Key Assign window appears at the bottom of the screen. Selecting "Normal" changes nothing, but choosing "Reverse" inverts the climb/dive functions of your D-Button.



## Level Select

There are three different levels of intensity — "Trainee," "Rookie" and "Ace." Trainee is the easiest, as it's a training mission where you battle drones and mock-ups. As you move into the Rookie and Ace levels, you face the real enemy. Press the D-Button left or right to reveal one of the three levels and press Button 1 or 2 to enter your choice.

## Status Report

All the information you need is presented in this report. It appears before you begin play and again after you successfully complete a mission.

## Page 2: Player Status

- ① **Rank:** Your present military rating. You begin the game as a Lieutenant regardless of the level you've selected. The only way to earn a promotion is to take out enemy fighters, tanks and planes (see Rank on page 32).



- ② **Level:** The level you've chosen to play.

- ③ **Game Clear Points:** The number of points you must accumulate in order to win the game (Trainee — 120; Rookie — 180; Ace — 210). Each mission you successfully complete is worth a certain number of points.

- ④ **Total Points:** The number of points you've collected so far.

- ⑤ **You Need:** The number of points remaining between you and victory.

- ⑥ **Missions Completed:** The number of missions you've gotten through so far. You must destroy a required number of enemy targets to clear a mission.



## Page 3: Aircraft Status

- ① **Aircraft Name:** The name/designation of the fighter you're currently piloting. You graduate to higher-quality birds as you down enemies (see Stronger and Faster on page 28).
- ② **Missiles Remaining:** Your current supply of guided missiles. Clearing a mission nets you at least 10 more.
- ③ **Time Remaining:** You must clear the next mission within the time noted. If you don't, the game ends (see Crash and Burn on page 30).
- ④ **Aircraft Damage:** The damage meter consists of seven blocks. The blocks turn from red to black as your plane is hit by enemy fire. As you suffer damage, a number will appear and get larger. The higher it is, the closer you are to going down in flames!

**Note:** Press the D-Button to the right to see the next section of the report.



## Pages 4 & 5: Mission Report

- ① **Target:** The type of enemy vehicle, craft, etc. you battle should you select that mission. To choose a mission, press the D-Button up or down until the marker to the left of the desired mission is highlighted. Then press Button 1 or 2 to enter your choice. The number of targets you have to blast is noted on the right side of Page 4.

When the message "Red Alert! Prepare For Combat!" appears across these pages, get ready to face the boss! Normally this conflict occurs when you're within 40 points of clearing the game (any level). If you want to put off the big confrontation and continue shooting down targets, read the instructions for the Resupply List.

**Note:** Bonus Missions are available after you've destroyed 30 enemies. The objective is to hit as many targets as possible within the allotted time. The bonuses are missiles and time each totaling your target hits x 2 (24 target hits = 48 missiles + 48 units of time).

MISSION		RECORD	
TARGET		COMBAT CONDITION	POINT
▶ PLANES	x 12	SEA	12
▶ BASES	x 8	DESERT	10
▶ PLANES	x 12	DESERT	12
▶ TANKS	x 8	PLAIN	10

- ② **Combat Condition:** The type of terrain/environment where you'll do battle.
- ③ **Point:** The number of points you'll receive for completing that mission.

**Note:** Press the D-Button to the right to see the last section.

## Page 6: Resupply List

The number next to "Total Points" is a very important figure. It's the reward for having cleared missions. Another reward you'll certainly want to receive is a promotion. As you destroy enemies, you can move up the ladder. Check your status on Page 2 of the report after each mission. It takes quite a few kills to move up in rank, and you'll most likely want to put off your meeting with the boss and keep fighting. Total Points can be turned into missiles or units of time, or can be used to repair damage to your aircraft. Press the D-Button up or down until the appropriate category is highlighted. Then press Button 1. Each time you press, one unit is transferred from Total Points

to the desired area (in the case of aircraft damage, the number becomes smaller).

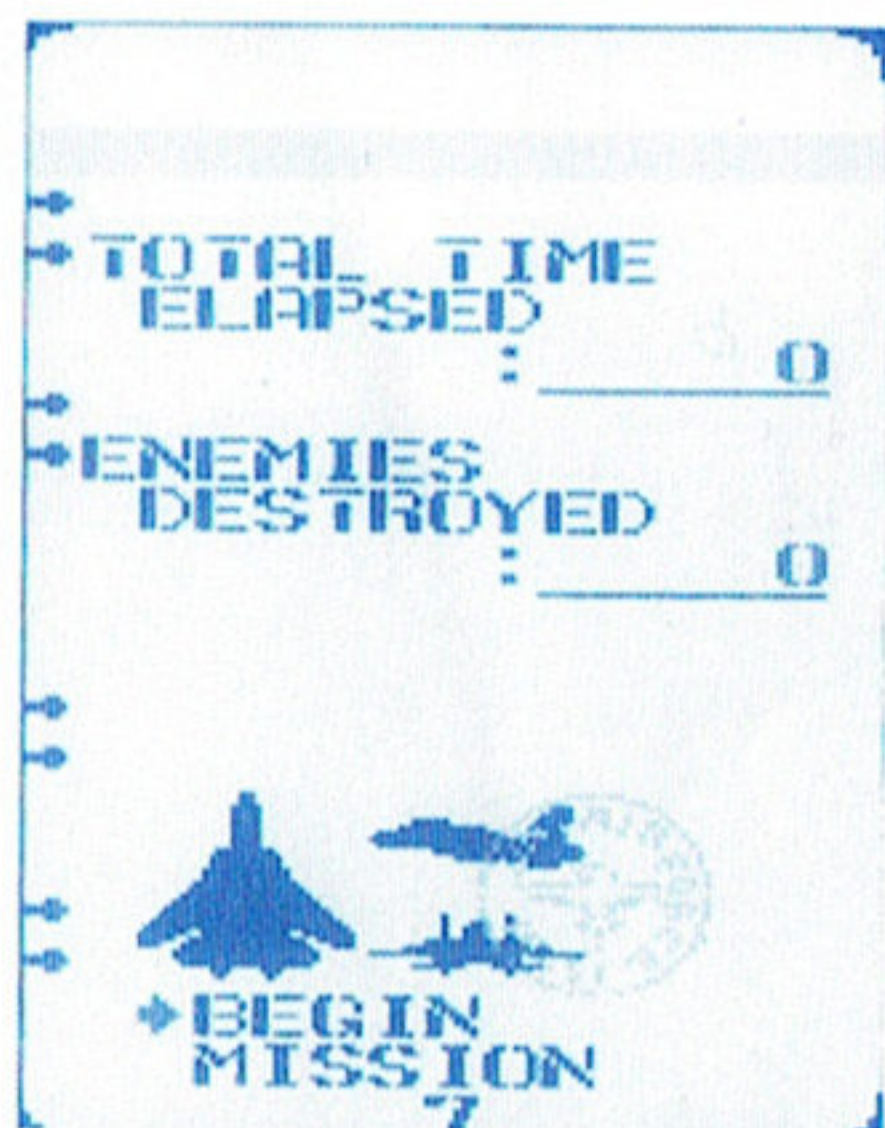


To reverse the process, press Button 2. Using this function, you should be able to fight long enough to make it all the way to the top — if you're good. . .

**Note:** If, for example, you have 84 points and you transfer 10 to your missile supply, you have 74 points. The most you can put back into Total Points is 10. Your total cannot exceed 84 (the only way to increase your Total Points is by fighting).

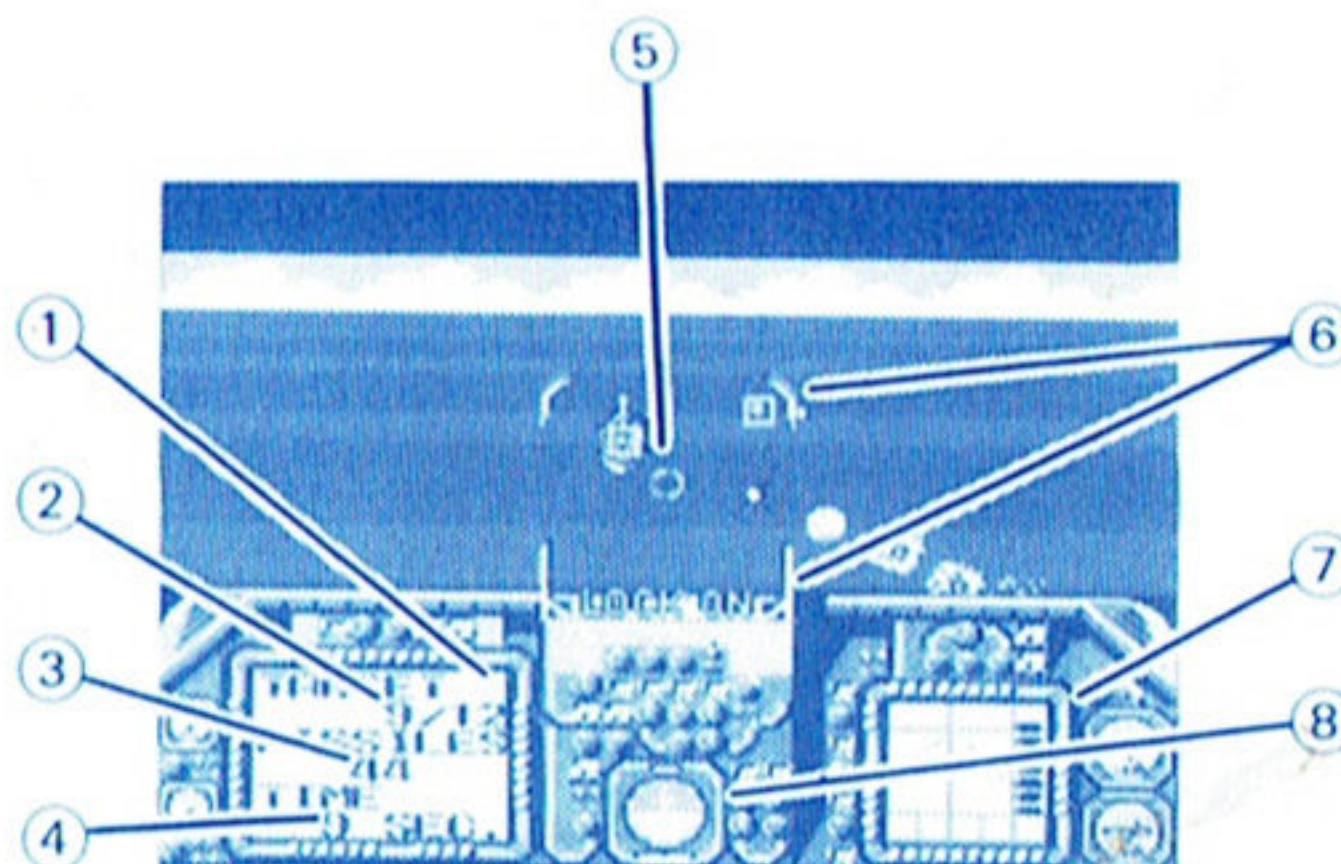
## Page 7

- ① **Total Elapsed Time:** The amount of time that's passed since you began playing.
- ② **Enemies Destroyed:** The number of planes, tanks, warships and bases you've demolished so far. This total determines your final rank.
- ③ **Begin Mission:** If you're ready to start playing or get going on your next mission, press the D-Button to the right to highlight the marker next to "Begin Mission." Then press Button 1 or 2.



## Screen Signals

- ① The number of hits required.
- ② The number of targets you've hit in the current mission.
- ③ Your remaining missiles.
- ④ The time in which you must clear the mission.
- ⑤ Your gunsight.
- ⑥ Heads-Up Display (HUD). The bracket appears when your guidance system has locked on to a target. You can be locked on to several targets at one time.
- ⑦ Your radar display.
- ⑧ Level Flight Indicator.



## Playing for Keeps

Fly into enemy-held territory, blasting away at air and land targets. Some enemies will return fire. Your shots negate enemy fire if you're accurate. Move continuously side to side and fire constantly. Pressing Button 1 fires machine gun rounds. Each time you press, you fire five rounds. Learn to time repeated pressing and give yourself a rapid-fire function.

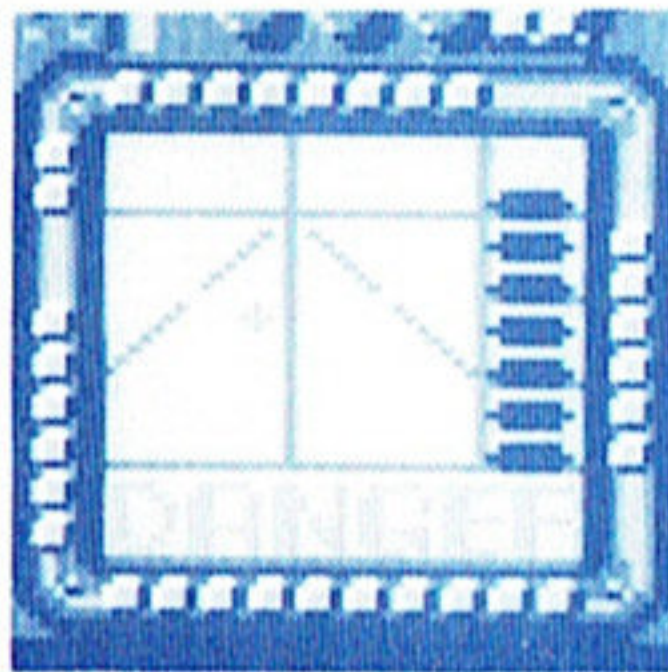
Do not fire missiles (Button 2) unless you are locked on to at least one target! Your supply is limited, and though you do receive extra missiles as you complete missions, there are situations where the machine gun just isn't enough. If you're out of missiles, guess what happens. . .



## The Predator... or the Prey?

You will be chased by enemy fighters when playing any of the airplane missions. Keep an eye on your on-board radar display. A blip will appear from the bottom of the screen. Beneath the screen you'll see the word "Danger." Take evasive action immediately — climb, dive, move side to side, whatever it takes to shake the tail. If you can't get loose, the aggressor may be able to lock on to you and do some serious damage. Attacks from the rear are most common in the Rookie and Ace levels.

If he gets a lock on you, you'll see your own plane through his sights. Again, move about and try to break the hold before he has a chance to hurt you.



## Stronger and Faster

As you destroy enemy property, you graduate up to higher-quality aircraft. You start the game in an A8M5 MK-2 Thunderfox fighter. The following chart shows the advancement to new aircraft (numbers represent enemies destroyed):

The benefits of better aircraft include larger capacity for missiles, a wider "sweet spot" (more accurate weapons systems) and higher resistance to damage.

Aircraft	Trainee	Rookie	Ace
A8M5 MK-2	—	—	—
A8M5 MK-3	40	60	80
A8M5 MK-4	60	90	120
A8M6	80	120	160
A8M6 MK-2	100	150	190
A8M7	120	180	210

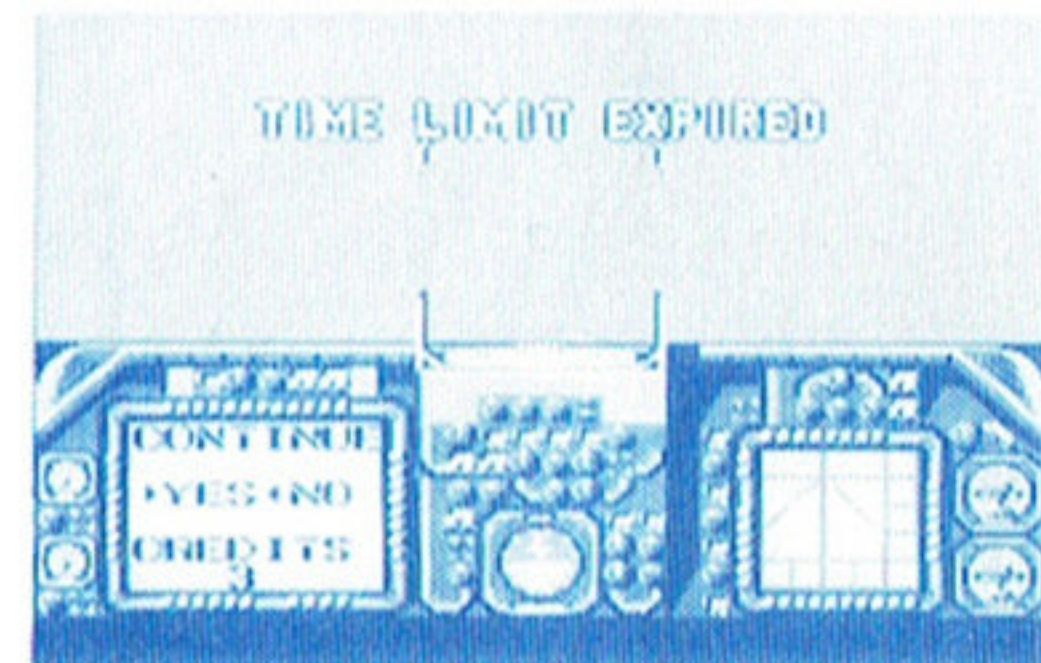
## Crash and Burn

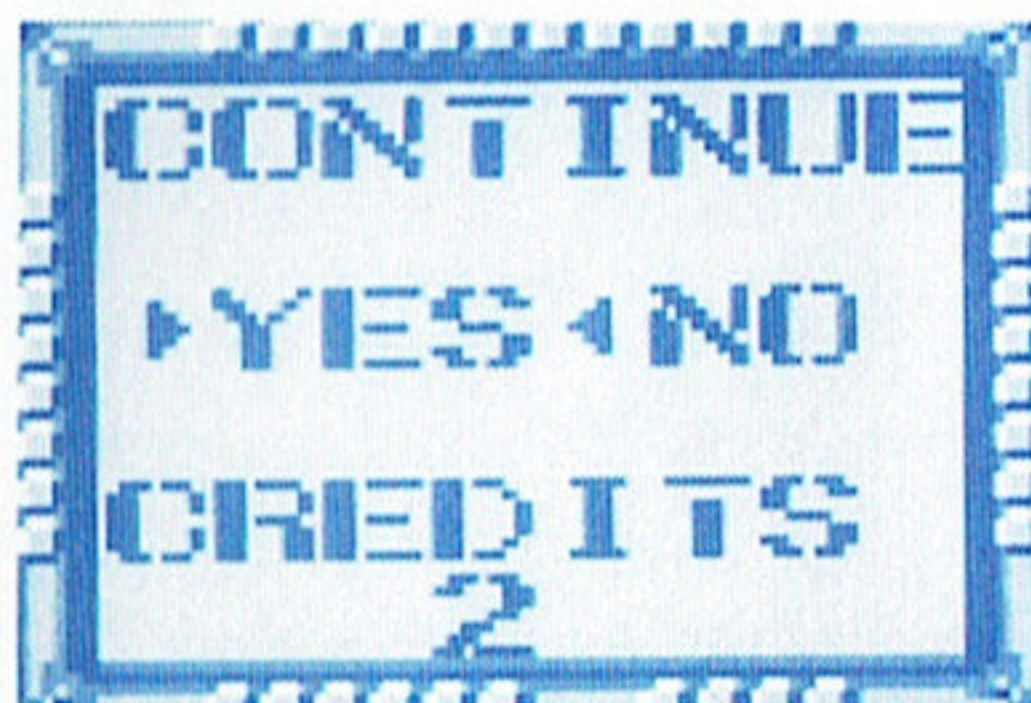
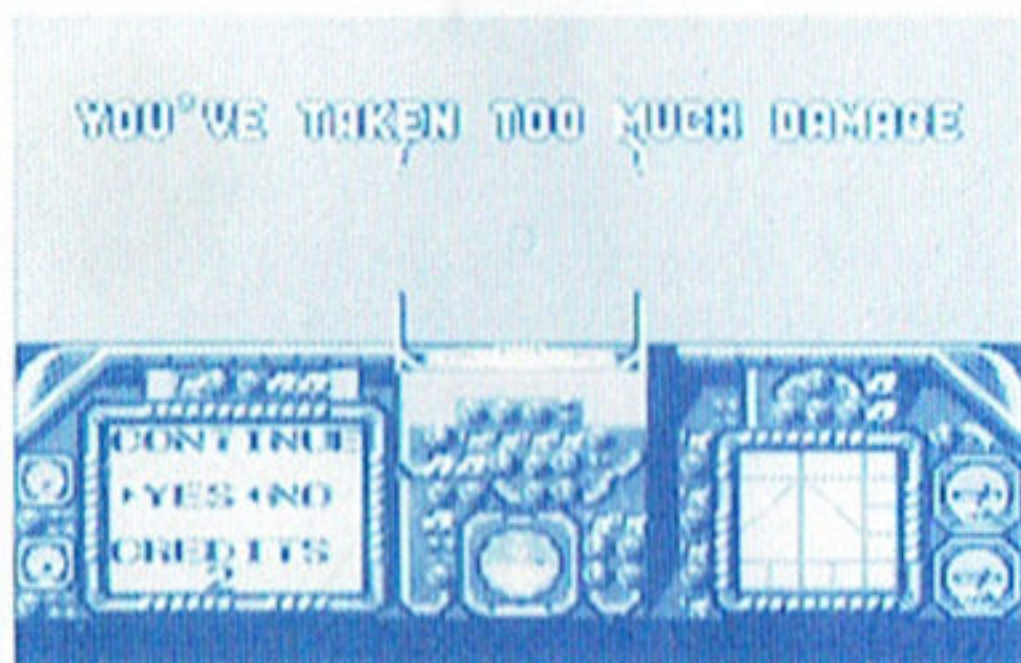
The game may end in one of several different ways. You might run out of time ("Time Limit Expired"), take too many hits ("You've Taken Too Much Damage"), or defeat the boss and emerge victorious.

## Continue

Running out of time while challenging a mission ends the game. Getting slaughtered by an enemy can also take you out of the fight. In either case, though, you can get into the cockpit of a brand new fighter and get back in the game. When the Continue window appears, press the D-Button to move the bracket to "Yes" or "No" and press Button 1 to enter your choice. You can continue as many as three times.

When you continue, the game restarts from the point at which you crashed. 80 units are added to your timer (if you ran out of time and chose to continue, your timer will be set at 80) and 50 missiles are added to your supply (the maximum capacity of your plane cannot be exceeded).





## Rank

At the end of the game, win or lose, the Rank screen appears. Depending on how many hits you made on enemy targets, you could end up a Lieutenant, a Captain, a Major, a Lt. (Lieutenant) Colonel, or even a full-bird Colonel (Ace level *only*).

Your final rank is highlighted. Also displayed are the total number of hits you made, the number of missions you got through, and the amount of time you spent in combat.

RANK	✖	COLONEL
	✧	LT. COLONEL
	✧	MAJOR
		CAPTAIN
		LIEUTENANT
ENEMIES DESTROYED 00067		
MISSIONS COMPLETED 006		
TOTAL TIME ELAPSED 00208		

## Ace of the Base

- When firing machine gun rounds, remember to press Button 1 repeatedly. Also remember that you can't fire missiles while the machine gun is in operation, and vice versa.
- When attacking tanks, warships or enemy installations, use missiles. You don't have a lot of time to fire at any one target, so the impact of your attack must be as strong as possible.
- Some of the larger enemy craft can be destroyed using the machine gun. Don't use missiles if you don't need to!
- Target hits made in the Bonus Missions do not count as actual enemies destroyed. Try not to waste too much time going after extra missiles. If you really need missiles, you can borrow from Total Points.

## Handling This Cartridge

This Cartridge is intended exclusively for the Sega System.

### For Proper Usage

- ① Do not immerse in water!
  - ② Do not bend!
  - ③ Do not subject to any violent impact!
  - ④ Do not expose to direct sunlight!
  - ⑤ Do not damage or disfigure!
  - ⑥ Do not place near any high temperature source!
  - ⑦ Do not expose to thinner, benzine, etc.!
- When wet, dry completely before using.
  - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
  - After use, put it in its case.
  - Be sure to take an occasional recess during extended play.

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





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**SEGA**