



ANOTHER FIRST
FOR THE AMUSEMENT
MACHINE INDUSTRY!



* Attack the enemy characters with the SHOOT button.

HOW-TO-PLAY

* Avoid the obstacles by moving the Joystick in the backward/forward, horizontal and diagonal directions.

* When all of the players are lost, the game is over.

A SUPERSPECTACULAR FANTASY SPA

A 1.2 MB graphic capacity +

graphic dis

The relentless battling between the unknown evil creatures and SPACE HARRIER takes place in a fantasyland setting which resembles a scene out of a "SFX" movie.

In addition, the rolling type cabinet freely moves in any direction that the player so chooses.

With these magical ingredients, the player is invited to a once in a lifetime adventure to the vast world of outer space.

ON-SCREEN GAME FEATURES

In the SPACE HARRIER, a graphic capacity of 1.2 MB is used for the first time in an amusement game machine. This has enabled SEGA to create all of the wondrous characters that appear in unexpected places at unexpected times, and the delicate movements so necessary to produce the unbelievably realistic enemy attacks.

The on-screen game is comprised of a never ending array of highly imaginative and colorful 3-dimensional creatures & objects.

Through the utilization of pastel shades, the player is able to enjoy beautiful graphic displays created from among a total of 32,000 available colors.

A thoroughly effective crossover sound system made possible through the use of a synthesizer emits stereo background music through two speakers.

18 scenes, including a BONUS scene, provide the game with constantly changing battle challenges that are sure to keep those with an itchy trigger finger happy.

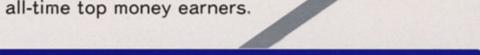
The story line is characterized by many unexpected and unique ideas such as the appearance of a dragon (URIAH) which is friendly to the player, a feature that the game can be duly proud of.



splays of up to fferent colors.

MERITS OF INSTALLATION

- OThe "SPACE HARRIER" was exhibited at the 1985 Amusement Machine Show in Japan and proved to be the most popular game at the show.
- O This unrivalled, epoch-making game is destined to become one of the all-time top money earners.



1 The cabinet moves in a backward/forward, horizontal and diagonal direction when so controlled by the Joystick.

This unique mechanism enables the player to take a simulated spaceship flight, a thrill never before experienced in a conventional machine.

2 The SHOOT buttons are located on the front and on top of the JOYSTICK, as well as on the left and right sides of the control panel.

This allows you to simultaneously fire the missiles with both hands.

3 Through a DIP SWITCH changeover, a setting either to NORMAL or a TIMER controlled 60 seconds of game play is possible.

In addition to the conventional type, a new CONTIN-UE method in which the number of SPACE HARRIERS can be increased by inserting coins is incorporated in the machine. You can take advantage of this feature at anytime, even during game play.

Both are compactly designed and can be easily installed in almost any location. While maintaining the same game excitement that is present in the ROLLING type, their main features

are low cost, compact design, excellent on-screen images and shooting realism.







SEGA

SPACE HARRIER



SPECIFICATIONS

ROLLING TYPE

Outer Dimensions: 69.7 in., 177 cm. (D); 41.3 in., 105 cm. (W); 69.3 in., 176 cm. (H) Base Dimensions: 41.3 in., 105 cm. x 57.5 in., 146 cm. 617.3 lbs., 280 kg. Weight: A 16-bit microprocessor-2 CPU running at Main CPU: 10 MHz; 2 x 8-bit CPU running at 5 MHz 192-K-byte SRAM Graphic display up to Display Colors: 32,000 color capacity Program Capacity: 448-K-byte EPROM (14 chips x 32-K-byte) Graphic Capacity: 1152-K-byte EPROM (36 chips x 32-K-byte) 21" RGB (320 x 224 dot resolutions) with Monitor: 15.75 kHz scanning horizontal frequency 192-K-byte EPROM, DA sound system Sound Capacity: Stereo music: FM sound 15W output x 2, 16 cm. Speakers: 2 DC rolling motors which drive the mechanism. Motors: With safety belt Seat: 100~230V AC 50/60 Hz 700W Power supply:

UPRIGHT TYPE



UPRIGHT TYPE

Outer Dimensions: 36.2 in., 92 cm. (D); 26 in., 66 cm. (W); 70.5 in., 179 cm. (H) 242.5 lbs., 110 kg. Weight: A 16-bit microprocessor-2 CPU running at Main CPU: 10 MHz; 2 x 8-bit CPU running at 5 MHz 192-K-byte SRAM Graphic display up to Display Colors: 32,000 color capacity Program Capacity: 448-K-byte EPROM (14 chips x 32-K-byte) Graphic Capacity: 1152-K-byte EPROM (36 chips x 32-K-byte) 20" RGB (320 x 224 dot resolutions) with Monitor: 15.75 kHz scanning horizontal frequency. 192-K-byte EPROM, DA sound system Sound Capacity: Stereo music: FM sound 20W output x 2, 12 cm. Speakers 100 ~ 230V AC 50/60 Hz 230W Power supply

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SIT-DOWN TYPE

SIT-DOWN TYPE

Outer Dimensions: 58.4 in., 148.3 cm. ~64.3 in., 163.3 cm. (D);
26 in., 66 cm. (W); 61.8 in., 157 cm. (H)

Weight: 264.6 lbs., 120 kg.

All other specifications are the same as those of the above UPRIGHT type.

SEGA creates a "High Tech Life"



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Design and specifications subject to change without notice. SG-8620E

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