

SEGA®

NOW, WE'RE OFF TO THE FANTASY ZONE!

SPACE HARRIER



Our hero, a seasoned veteran of many space wars is on the "scene" again, this time to save the DRAGON land which is occupied by barbaric and evil creatures, and controlled by supernatural phenomena. SEGA proudly presents another in a long line of original game concepts in "SPACE HARRIER", an action packed adventure that pits you in mortal combat with aliens of another planet.

ANOTHER FIRST
FOR THE AMUSEMENT
MACHINE INDUSTRY!



HOW-TO-PLAY

- * Attack the enemy characters with the SHOOT button.
- * 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 SPACE

featuring

A 1.2 MB graphic capacity + graphic display
32,000 display colors

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

- 1 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.
- 2 The on-screen game is comprised of a never ending array of highly imaginative and colorful 3-dimensional creatures & objects.
- 3 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.
- 4 A thoroughly effective crossover sound system made possible through the use of a synthesizer emits stereo background music through two speakers.
- 5 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.
- 6 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.



SPACE HARRIER

SPACE-COMBAT GAME

Displays of up to
different colors.

MERITS OF INSTALLATION

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

FEATURES OF THE ROLLING TYPE

- 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.
- ④ In addition to the conventional type, a new CONTINUE 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.

UPRIGHT TYPE & SIT-DOWN TYPE

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.



ER



SPACE HARRIER

SPECIFICATIONS

ROLLING TYPE



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.
Weight :	617.3 lbs., 280 kg.
Main CPU :	A 16-bit microprocessor-2 CPU running at 10 MHz ; 2 x 8-bit CPU running at 5 MHz
Display Colors :	192-K-byte SRAM Graphic display up to 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)
Monitor :	21" RGB (320 x 224 dot resolutions) with 15.75 kHz scanning horizontal frequency
Sound Capacity :	192-K-byte EPROM, DA sound system
Stereo music :	FM sound
Speakers :	15W output x 2, 16 cm.
Motors :	2 DC rolling motors which drive the mechanism.
Seat :	With safety belt
Power supply :	100 ~ 230V AC 50/60 Hz 700W

UPRIGHT TYPE



UPRIGHT TYPE

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

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"

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

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