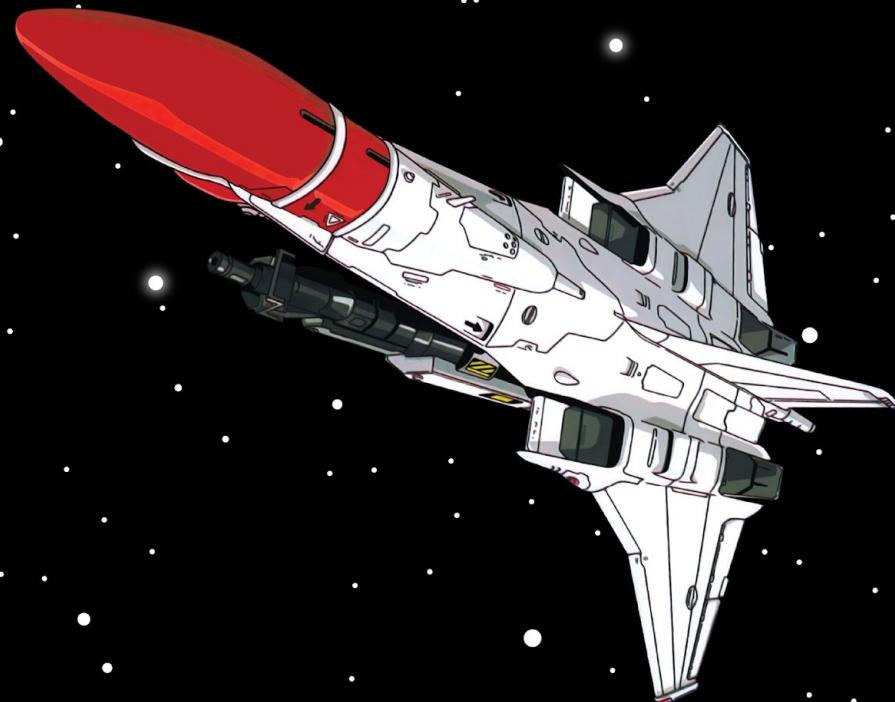


PUBLISHED BY
retro-bit®

ADVANCED BUSTERHAWK

GLEYLANCER

メサイヤゲームス
MASAYA
GAMES



Embargo Agreement



Retro-Bit Editorial Launch Calendar

11/22/2022: Gameplay Trailer with Pre-Orders Open

12/27/2022: Pre-Orders Close

*Dates subject to change.

Physical samples will not be available until after production is complete.

For any further questions: richard@innexinc.com

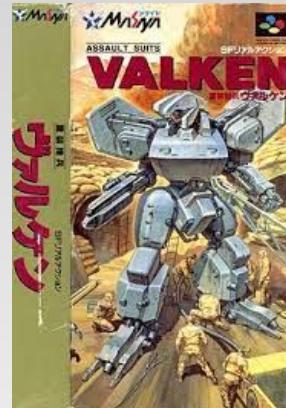


PLEASE NOTE: Like all Retro-Bit Publishing releases, this is a limited run only available for purchase during the pre-order window and product will arrive 2 - 3 months after the pre-order window closes.

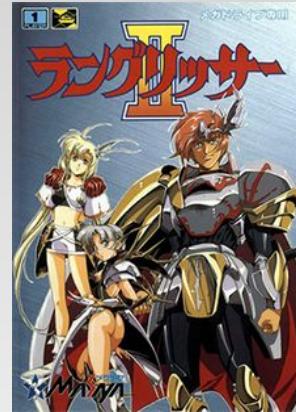
The Developers

Nippon Computer Systems is a software company that began developing computer video games starting in 1987. It didn't take long for NCS to create their own publishing arm, *Masaya Games* to manage all their video game releases. They developed and published many games that would be released on the PC Engine, Mega Drive, SNES®, and more. Some of their more popular releases are the popular tactical RPG *Langrisser* series, the shooter series *Cho Aniki*, the mech-based *Assault Suits* series, and the *Ranma ½* games based off the popular manga. *Langrisser Millennium* on the Dreamcast would be their final NCS release in 1999 although *Qualia 3* (2014) on PC was credited to Masaya.

In 2000, NCS ceased game development and ended their videogame publishing efforts with many of their in-house developers and studios going on to join other studios such as Square Enix, Quintet, and SEGA. These days, NCS provides data tracking, development tools, and manufacturing software for Japanese businesses and industries.



Assault Suits Valken (SFC)



Langrisser II (Mega Drive)



Cho Aniki (Super CD ROM)

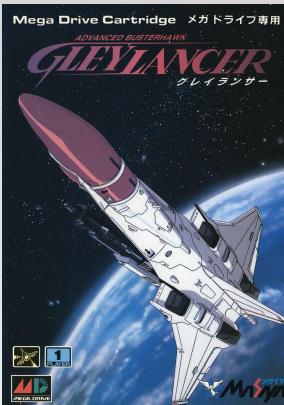
nCS



Original Release

Released on July 17, 1992, **Advanced Busterhawk Gley Lancer** (グレイランサー) arrived on the Mega Drive in Japan. Gley Lancer is a mis-transliteration of “Grey Lancer”. It told the story of 16-year old pilot Lucia Cabrock who hijacks the Gley Lancer prototype ship in order to save her father, Commander Cabrock, after mysteriously disappearing during an encounter with an alien fleet. The new space fighter comes equipped with a pair of “Gunners” that are satellite ships that fire their weapons based off the the ship’s integrated “Mover” system. Various weapons provide a wide selection of fire power that entices players to try out new setups.

It initially received mixed reviews but it has gone on to be a cult classic that is sought-after by shooting game enthusiasts and SEGA fans alike. It garnered much praise for its impressive use of the graphics to give each stage a unique look as well as the story telling done through colorful anime-inspired cutscenes with the music also being a strong point. It also used voice clips scattered throughout the game to add immersion for players.

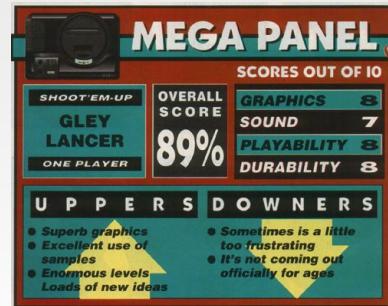


Gley Lancer (Mega Drive)

Publication	Score
Joypad	90
Game Mania	89
Sega Pro UK	88
Sega Power	82



Sega Pro UK review



MD Advanced Gaming UK review

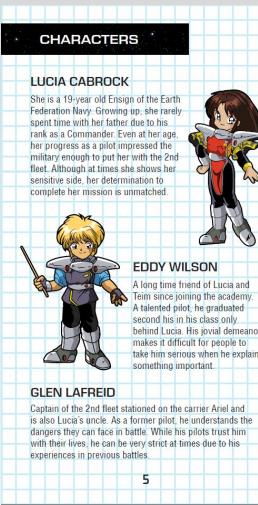
Translated at Last

Letting fans experience the joy of having the full game, in English, on the original consoles on a cartridge was a driving factor for this release. The instruction manual has a wealth of information on the game, story, and plenty of artwork which has been faithfully translated and re-mastered for this release.

Since the user interface is in English already, gameplay is unaffected by the need for translations. But the story cutscenes tell the gripping story of Lucia's rescue mission across space. For us, it is an essential part of the Gley Lancer experience and our team is proud of the work done to have these translated into English officially for the first time in a physical release.



The cast page of the Japanese original manual



The cast page from our updated manual



Original Japanese cutscene



NEW Updated English cutscene
(This is a work in progress - not final)

Preserving a Classic



Gley Lancer never received a Western release on the SEGA Genesis®/Mega Drive and it wouldn't be until 2021 until it received an official English translation with a digital release on modern consoles and PC. Despite a limited physical re-release and a pair of digital releases, gamers still continued to hold out hope for a Western re-release on the original console. This created a market for cheaply made copies which have a reputation to not work properly or even damage users consoles either through fit issues or using bad parts.

Those looking for the true original release will need to pay exorbitant prices on auction sites, game shops, or find one at a Japanese game shop for use on a Japanese Mega Drive as those have a slightly different cartridge slot. With our re-release, fans and collectors alike will get to fully experience a release of this classic at a reasonable price. As with our prior re-releases, owners can expect to have a quality product that will play flawlessly on their consoles on either NTSC or PAL. This includes alternate box art and totally redone instruction manual in both English and Japanese.



Original box, manual, and cartridge

Type	Price Range
Loose	\$150-300
Complete	\$400-600
New	\$1,000-1,300

Estimates are from listings in North America and Japan for the original release.

A Unique Experience



During early 1990s, there was a lot of competition amongst shooting games. Led by producer Toshiro Tsuchida (future producer of *Arc the Lad* and *Front Mission* series), the team at NCS tried to make *Gley Lancer* really stand out amongst the others.

The main focus was the Gunners, the satellite ships that fire the upgraded weapons. Depending on the Mover System settings, they can follow your movements, rotate, automatically lock-on, or just follow the ship's attacks. Additionally, seven different power ups allowed the Gunners to fire bouncing shots, lasers, spread shots, and swing heat sabers at enemies.

Much of the challenge lay in the stages with their variety of enemy monsters and ships while the bosses each provided their own challenges - especially in higher difficulties. Despite the mixed reviews, it would go on to be an influential title throughout the years.



Navigate through different biomes



Customize your Mover System



Battle relentless bosses



Colorful cutscenes

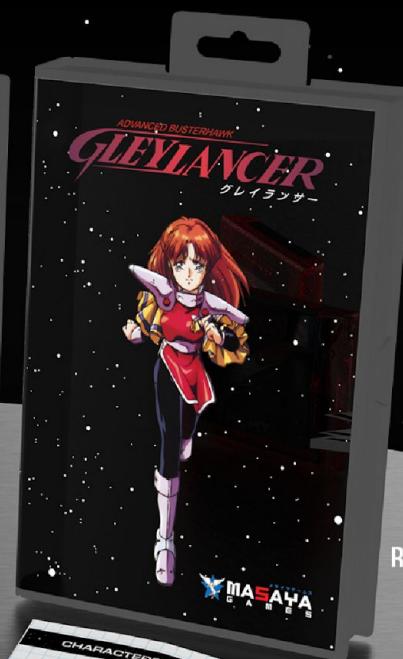
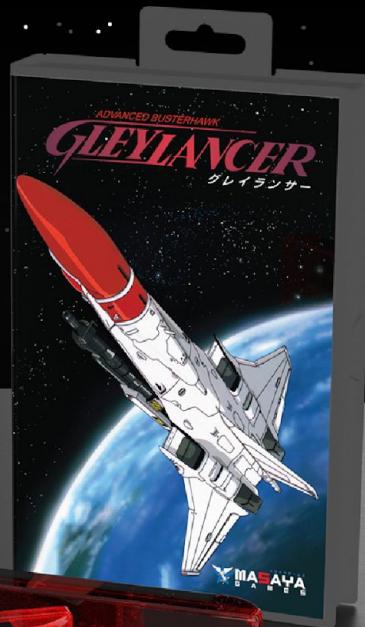
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 **MASAYA**
GAMES



FOR GENESIS® / MEGA DRIVE

EMBELLISHED
SLIPCOVER



REVERSIBLE CARTRIDGE
INLAY SLEEVE

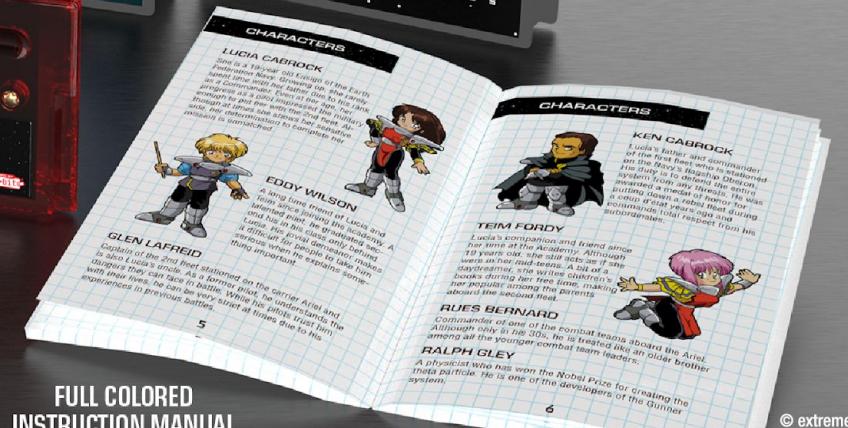
INDIVIDUALLY NUMBERED
CERTIFICATE OF AUTHENTICITY



ADVANCED BUSTERHAWK
GLEYLANCER
グレイランサー

RUBY NOVA CARTRIDGE FOR
SEGA GENESIS®/MEGA DRIVE

FULL COLORED
INSTRUCTION MANUAL



© extreme

Collector's Edition



In 2025, aliens have encroached into our solar system only to be met by the United Earth Federation Navy. It is during this massive battle that Commander Ken Cabrock of the 1st Fleet and the flagship Oberon are attacked and teleported away during a tactical retreat. Lucia, daughter of the Commander, gets the news while aboard the 2nd Fleet and sets out to rescue her father aboard the prototype Busterhawk class fighter, the Gley Lancer. This mission will take Lucia across worlds never seen before and against terrifying odds. Do you have what it takes?

- Ruby Nova Cartridge for SEGA Genesis®/Mega Drive
- Full-colored instruction manual restored for this release
- Embellished Slipcover celebrating this release
- Reversible cartridge inlay sleeve featuring different artwork
- Individually numbered certificate of authenticity



MSRP \$54.99 / €69,99

Reception



[*Gley Lancer*] has one of the most professional front ends I've ever had the privilege to of watching. The sheer amount of high-gloss stills and animations that comprise the storyline are a wonder to behold. Coupled with these is one of the most militaristic marching-into-battle tunes I've ever heard, setting the mood perfectly for the hostilities which surely must follow.

- James Scullion

Overall, I have to say that this is certainly one of the best action games I've played so far on the Mega Drive. It looks good enough to keep its head held high among the competition, and it's big enough to hold your attention for a considerable amount of time - especially on the hard level!

- John Davison

[...] the ability to aim your weapons really opens up new doors for shooter gameplay – after playing *Gley Lancer*, every other game seems so strict, with just the ability to shoot in predetermined directions. That's the trademark of an excellent game, and *Gley Lancer* sits nicely next to *Thunder Force IV* and *MUSHA* as one of the best shooters on the Mega Drive.

- Kurt Kalata



Media Support



FAQS

PRESS KIT

PRESS RELEASE





VIDEO GAME HISTORY FOUNDATION

The [Video Game History Foundation](#) is a non-profit organization dedicated to preserving, celebrating, and teaching the history of video games. The organization was founded in 2017 by historian, journalist, and game developer Frank Cifaldi.

Through our shared values and respect for the history of our industry, Retro-Bit is proud to partner and support the VGHF by donating a portion of the Gley Lancer re-release to their continued efforts.

“Video games are one of the largest and most influential mediums in modern culture, yet its history is rarely studied or understood. We’re bridging the gaps between video game fans, historians, academics, institutions, collectors, and the industry in pursuit of a world where people are inspired to discover and share the stories of video game history.”

Visit <https://gamehistory.org/> for more information.



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