AERIAL ASSAULT™



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear™ Cable (sold separately) to connect the Game Gear units.

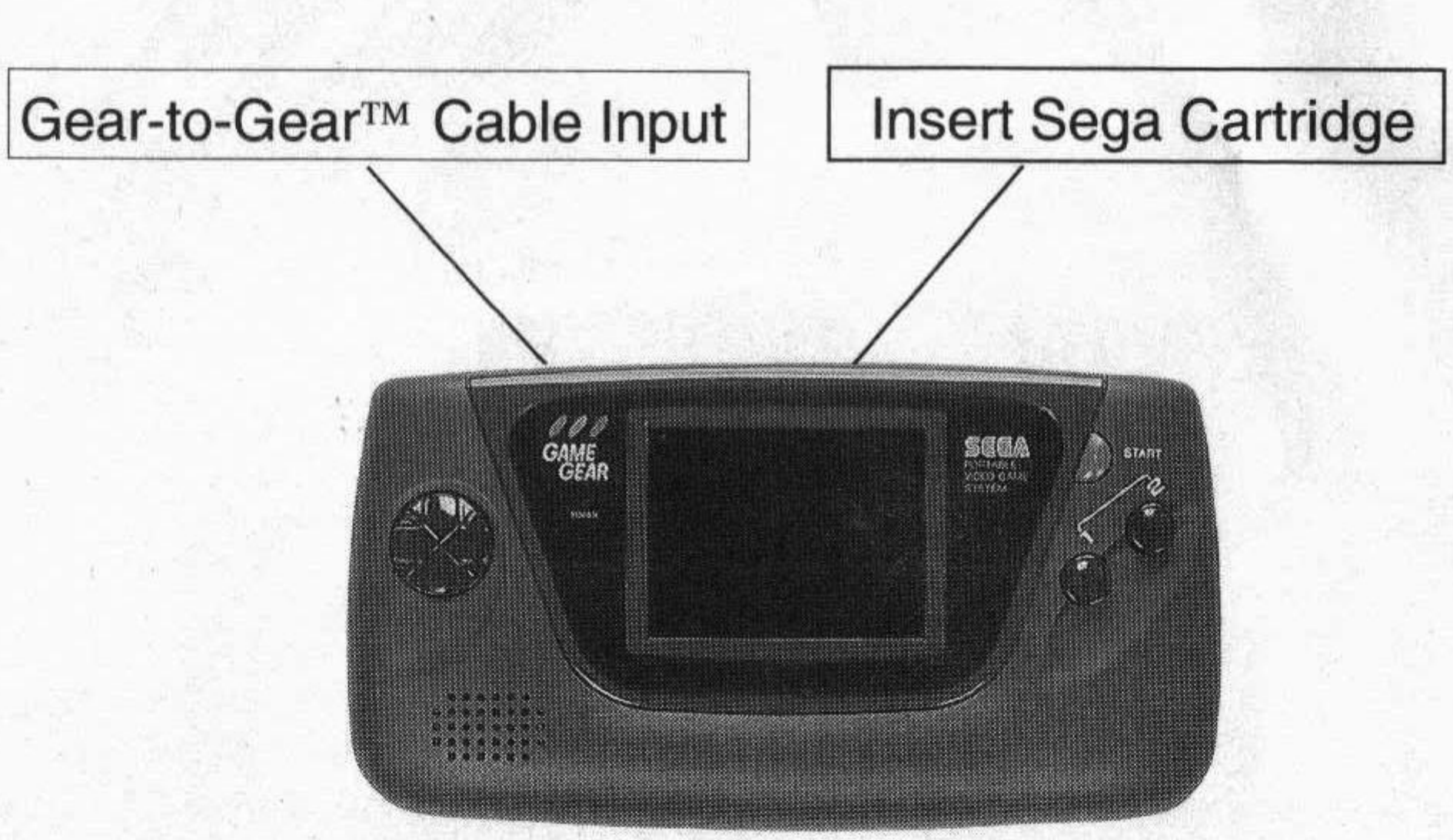
2. Make sure the power switch is OFF. Then insert the *Aerial Assault* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the *Aerial Assault* Title screen will appear.

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 the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Aerial Assault* is for one or two players.



Counterattack!

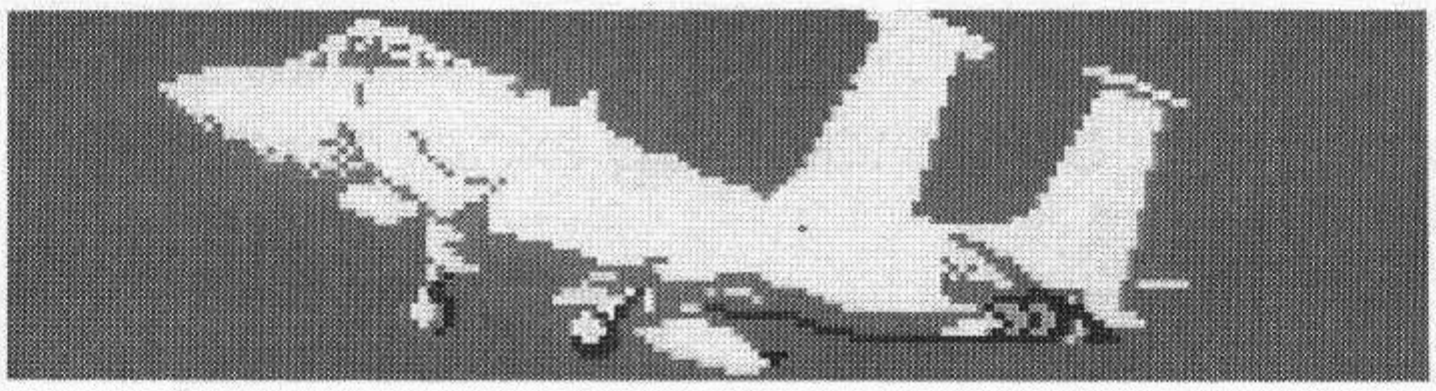
For years, an evil organization called the NAC had been stealing war machinery from all over the world, and researching new ways to break through all known means of defense. In the year 2015, they finally made their move, in an all-out, simultaneous assault on the most powerful nations in the world!

Taken completely by surprise, the defense forces, though valiant in their efforts, soon crumbled under the NAC's onslaught. The United Nations could only watch helplessly as the NAC established a reign of terror across the globe.

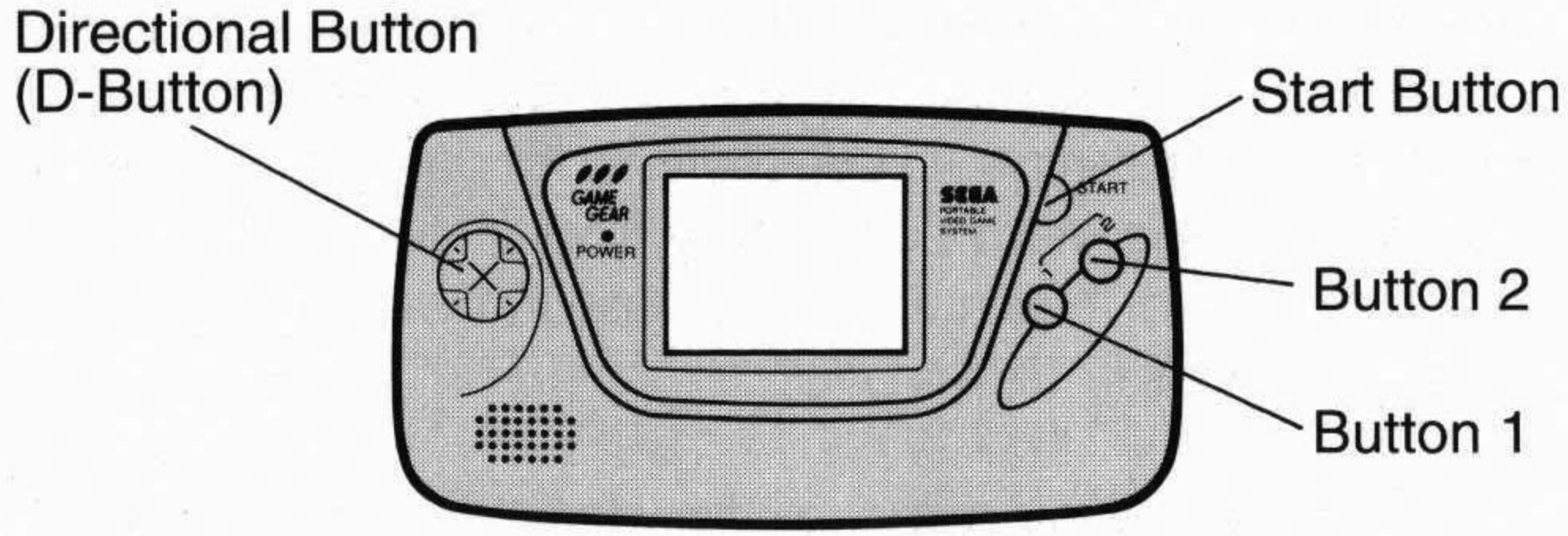
But salvation has come from within the NAC's own ranks! Aware of the corruption growing within the NAC's leadership and the chaos that would result, a renegade branch of the organization — code-named Freedom — has begun staging attacks against the NAC in the hope of restoring world peace.

It's up to you to lead the Freedom forces into combat against the NAC's most ferocious weapons. Destroy their craft, dodge past their fire, and eliminate their strongest means of attack.

But remember, the NAC does not believe in mercy, and does not take prisoners!



Take Control!



Start Button

- Press to end the demonstration.
- Press to start the game.
- Press to pause the game; press again to resume play.
- Press to skip past the introduction screens.
- Press to enter selections (1 or 2 Player Mode).

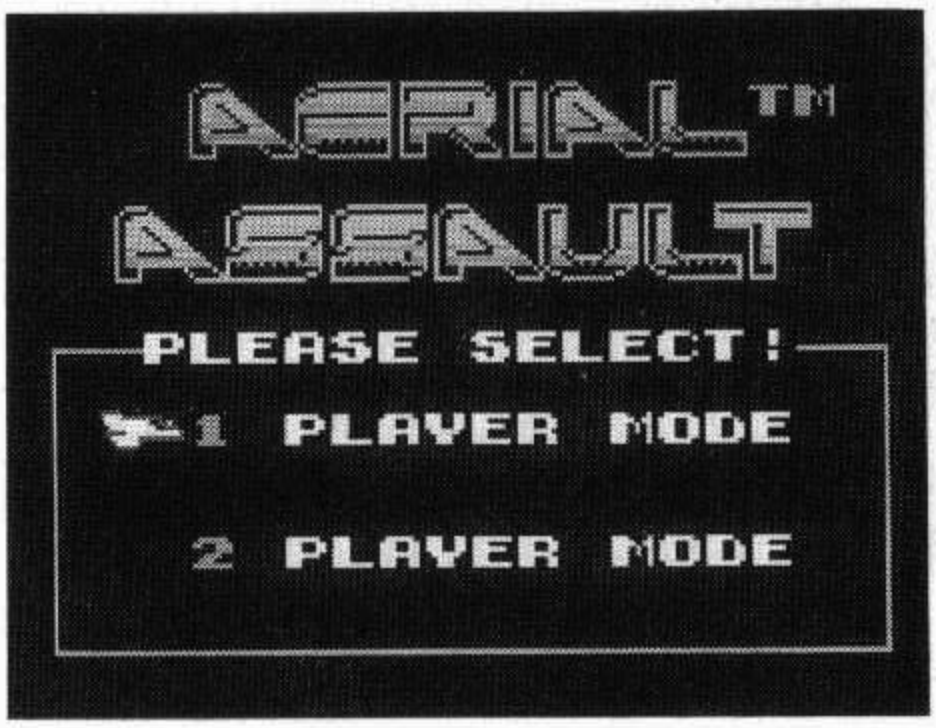
Directional Button (D-Button)

- Press to make your fighter fly in any direction.

Button 1, Button 2

- Press to skip past the introduction and ending screens.
- Press to fire.
- Press to enter selections (1 or 2 Player Mode).

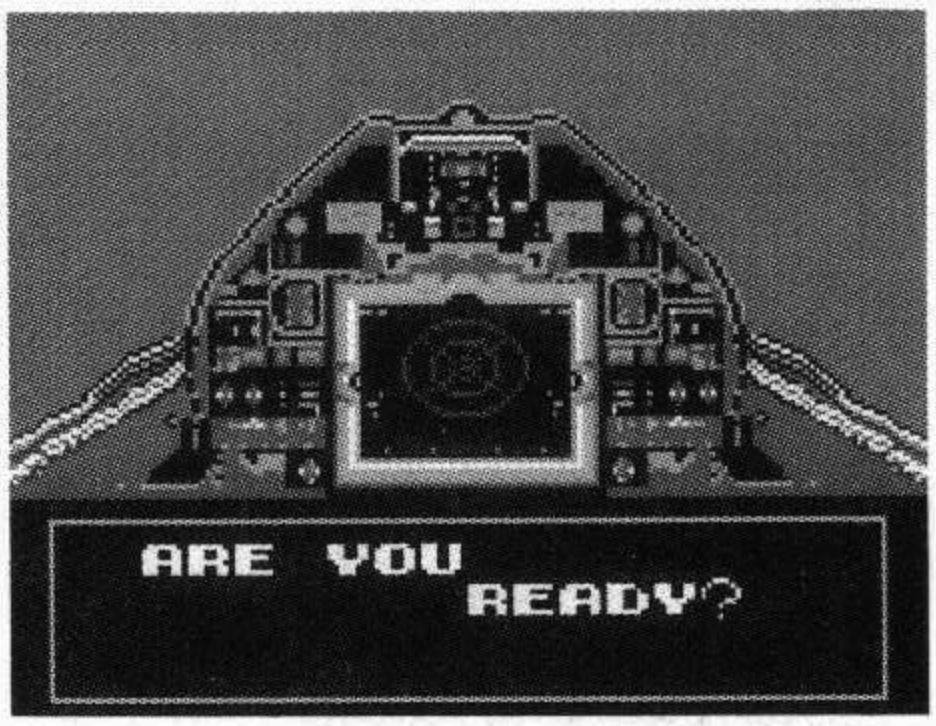
Getting Started



When you turn the power ON, the Title screen appears, followed by a demonstration. From the demo, press the Start Button twice and a Game Selection screen appears. Press the D-Button up or down to highlight 1 Player Mode or 2 Player Mode, and press any button to start the game.

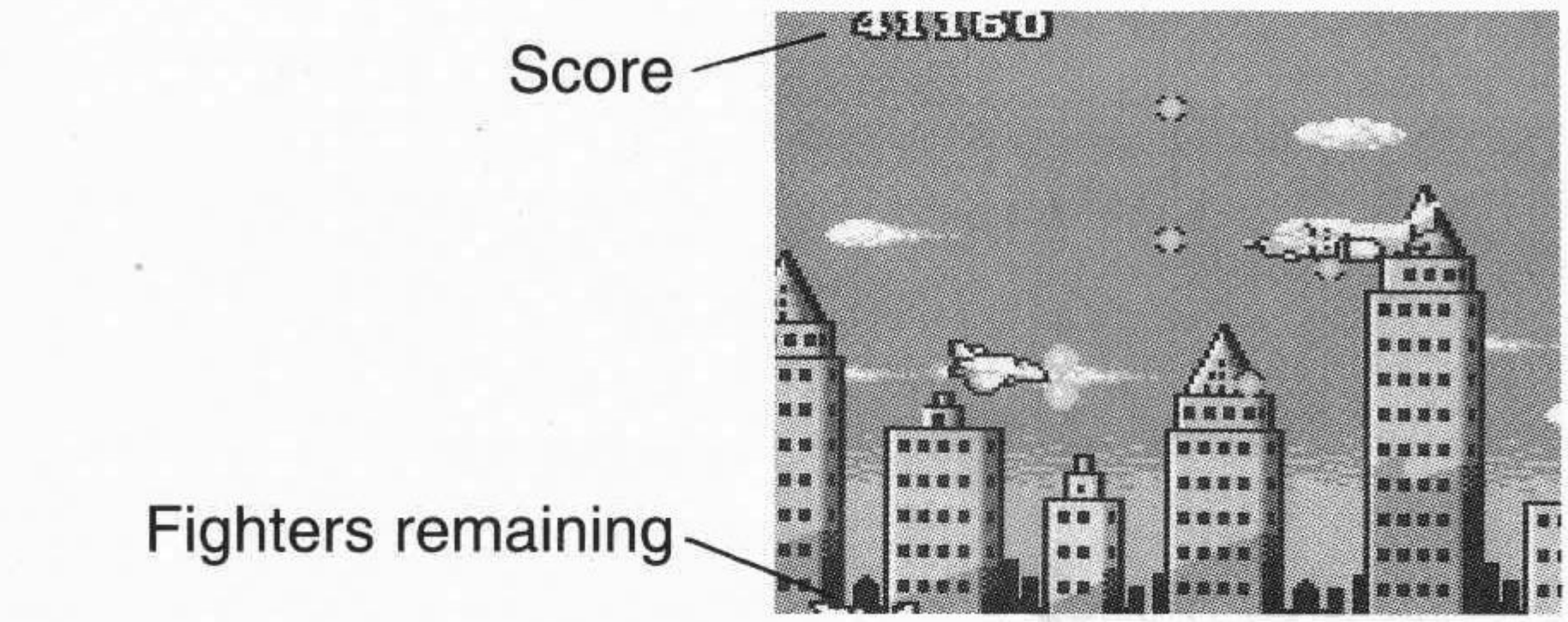
Note: To select Two Player Mode, you must have two Game Gear units and a Gear-to-Gear™ cable (see page 6 for details).

Take Off!



You are issued three fighters, and will be assigned six missions. Each mission begins with a screen announcing the round and wishing you good luck. Pick off the enemies that come at you, and watch your back! Pick up items from fallen enemies to enhance your shields and firepower — you'll need all the help you can get as the enemy attacks get more and more intense!

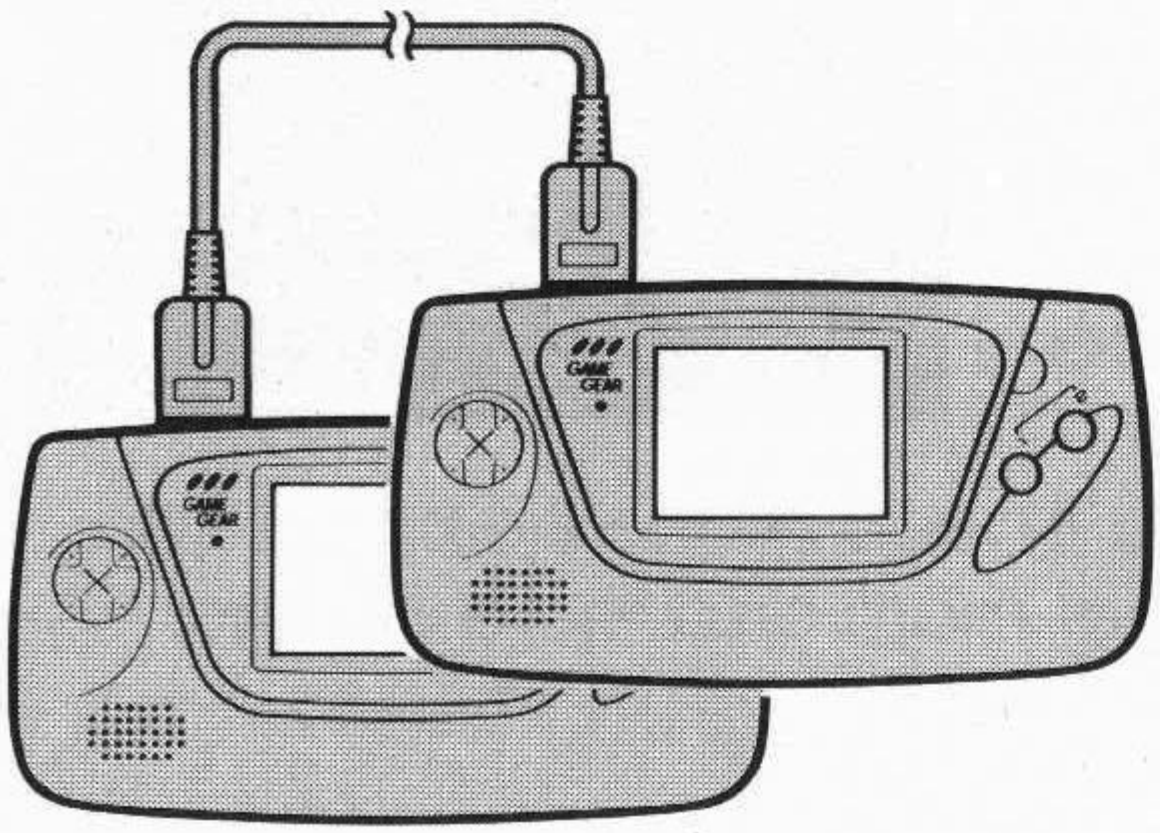
The Game Screen



Score points by destroying your enemies on your way to destroying the NAC — remember, you're in enemy territory!

The high score of the playing session is shown on the Title screen, above the title. When the machine is turned OFF, the counter for the high score is reset to 10,000 points.

Friendly Flight



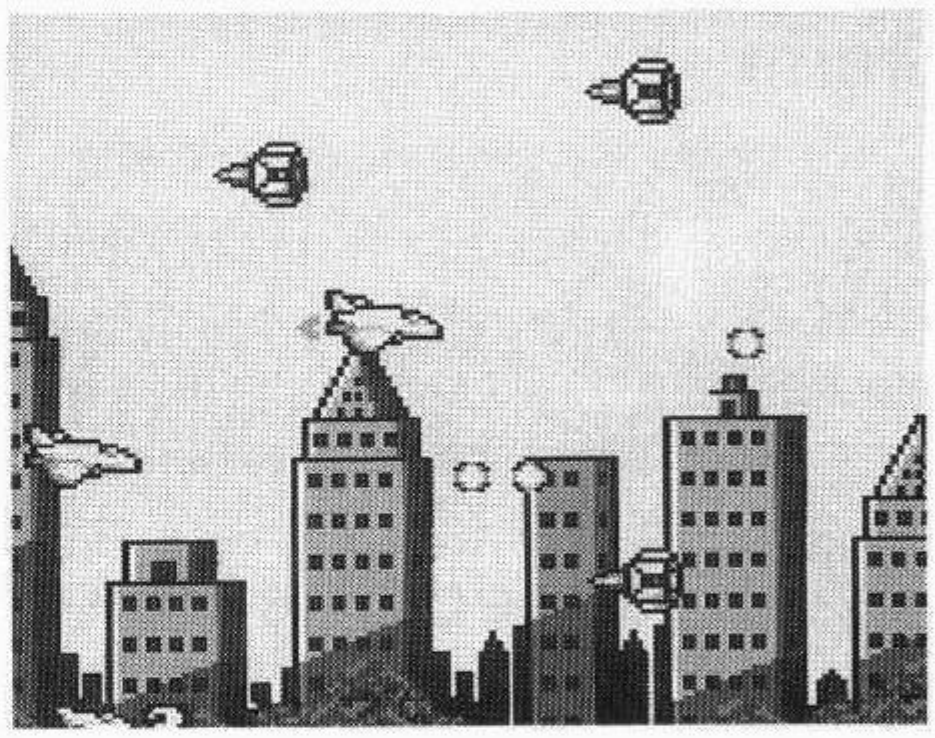
If you'd like a friend to join you in your battle against the NAC, you'll need two Game Gear units, two Aerial Assault cartridges and one Gear-to-Gear™ Cable (sold separately). Make sure the power to both

units is turned off. Then insert a cartridge into each unit. Plug one end of the Gear-to-Gear Cable into each unit and turn the power to both units on simultaneously.

Press the Start Button and the Mode Select screen appears. Then select "2 Player Mode." Either player can make the selection. The player who makes the selection becomes player one, and his/her opponent is player two. Player one then presses any button to start the game.

Special Notes Regarding 2-player Mode

- The afterburner on player one's fighter is blue, and player two's is orange.



- The number of fighters remaining for each player is shown on the bottom left-hand corner of that player's screen. The player's score is not shown during play.

- The game can be put on pause when either player presses the Start button.

- 5-way fire is not available during 2-player mode.

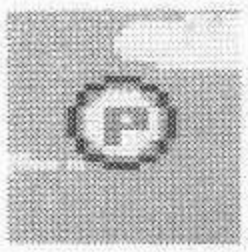
- When a player loses all of his or her fighters (for example, player one), the machine beeps and the message, "P1 End" flashes at the top of the screen. Play is continued until the other player loses all of his/her fighters. Then the machine beeps, and a Status screen

appears, showing the final scores of the two players. This is followed by the Game Over screen.

- There is no "Continue" function in 2-player mode.
- There is also a special bonus function in 2-player mode.

Items

Destroy the enemy craft with glowing brackets and gain certain powers to help you in your mission. Collect them by moving your fighter over them. There are four kinds of items:



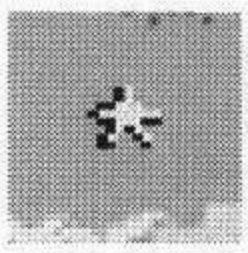
Power: This changes the kind of weapon you are using and makes you more powerful.



Speed: This increases your maneuvering speed.



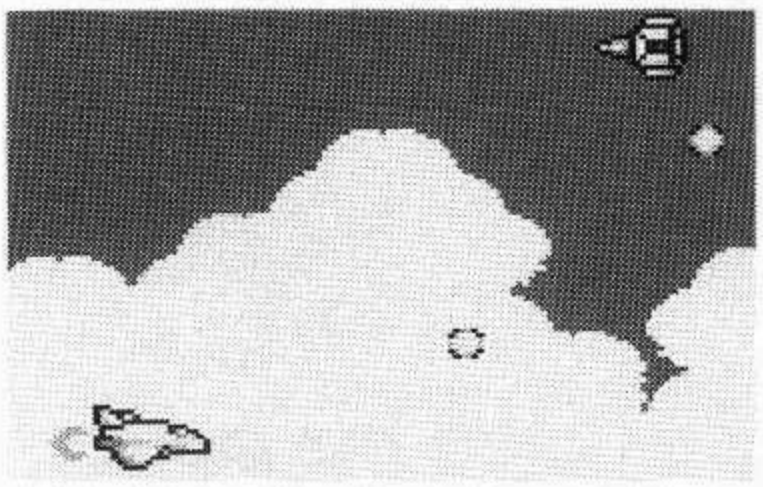
Shield: This provides a barrier against frontal attacks, and is displayed by the glowing lights that appear in front of your fighter. One Shield item gives you maximum protection.



Star: For each Star Item you pick up, you will gain one extra fighter.

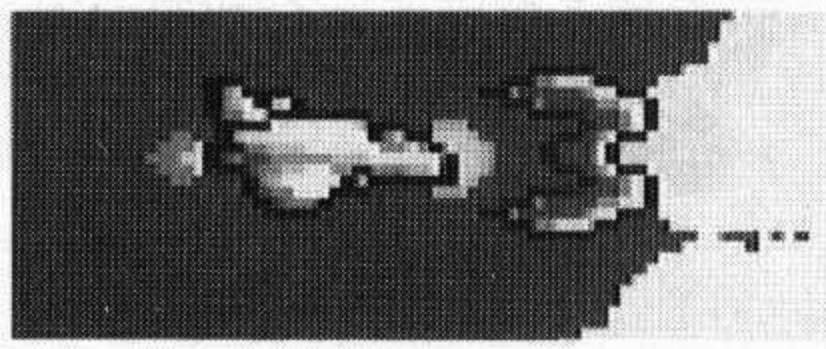
Weapons

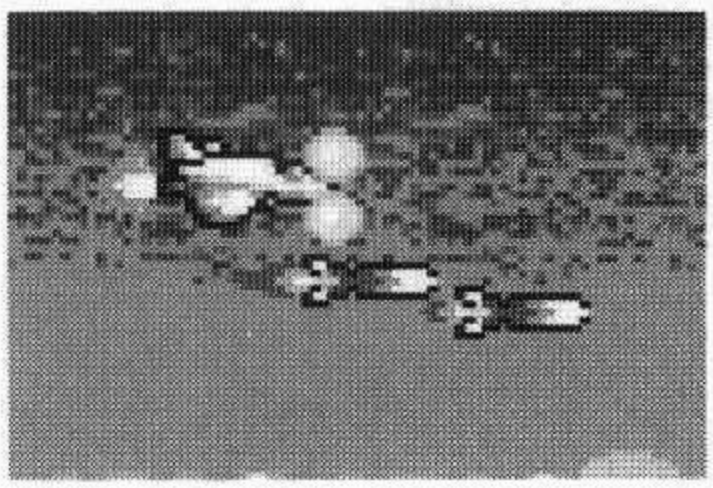
You'll begin your mission armed with regular bullets, and your weapons will change with each Power item you pick up.



Homing Bullets (1 Power item): These are especially handy for hitting your enemies no matter where they appear on the screen. However, some vehicles can elude these bullets.

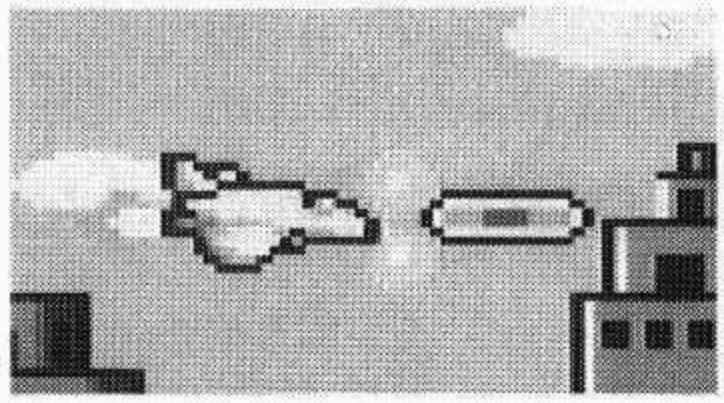
Shock Waves (2 Power items): These cover a wide area, and are great for frontal assaults.

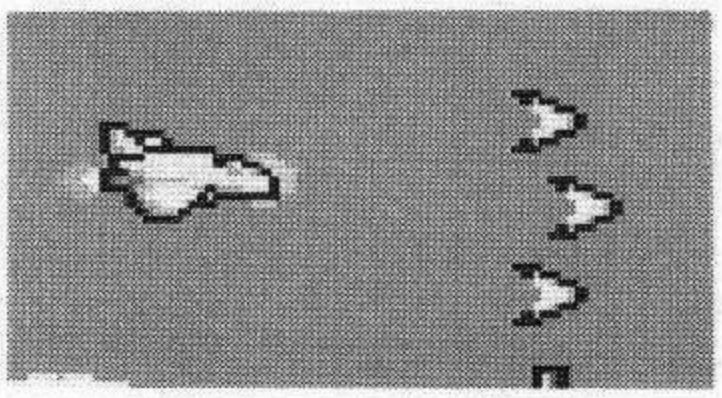




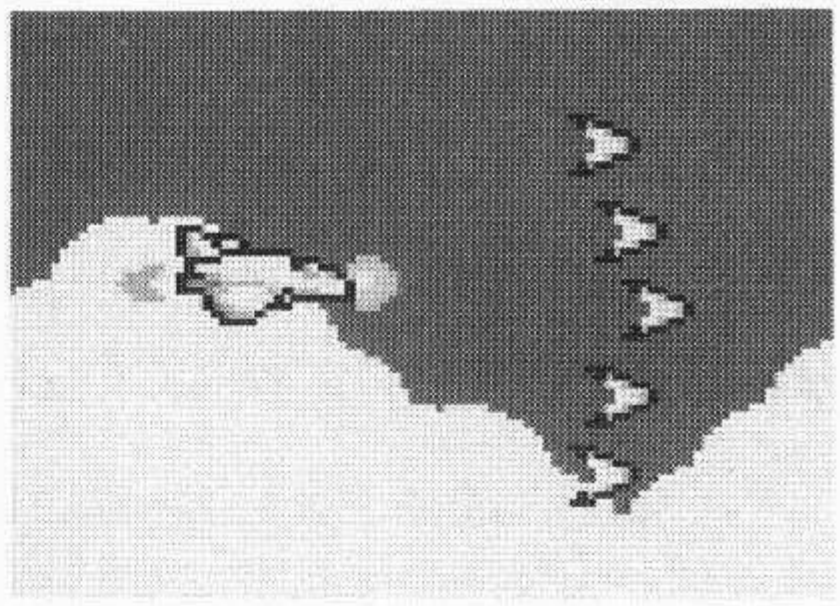
Missiles (3 Power items): These boost your firing power. A single shot will blow your enemy away.

Pasers (4 Power items): These dazzling projectiles are more effective than the missiles.





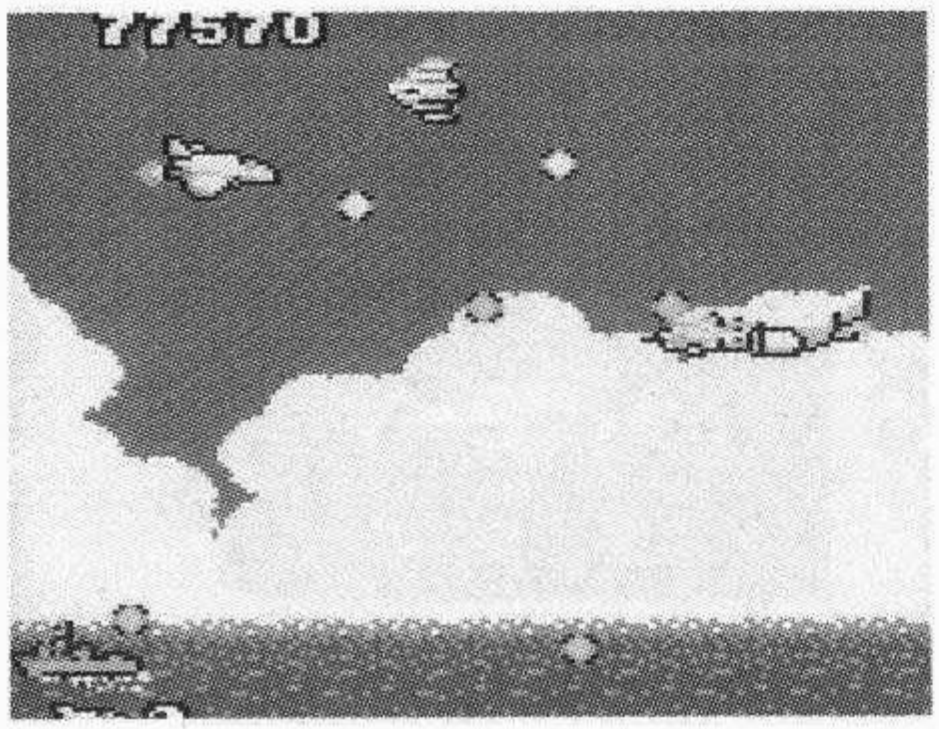
3-Way (5 Power items): This weapon fires in three directions simultaneously — great for ground cover.



5-Way (6 Power items): This weapon fires in five directions simultaneously — the ultimate defense tactic.

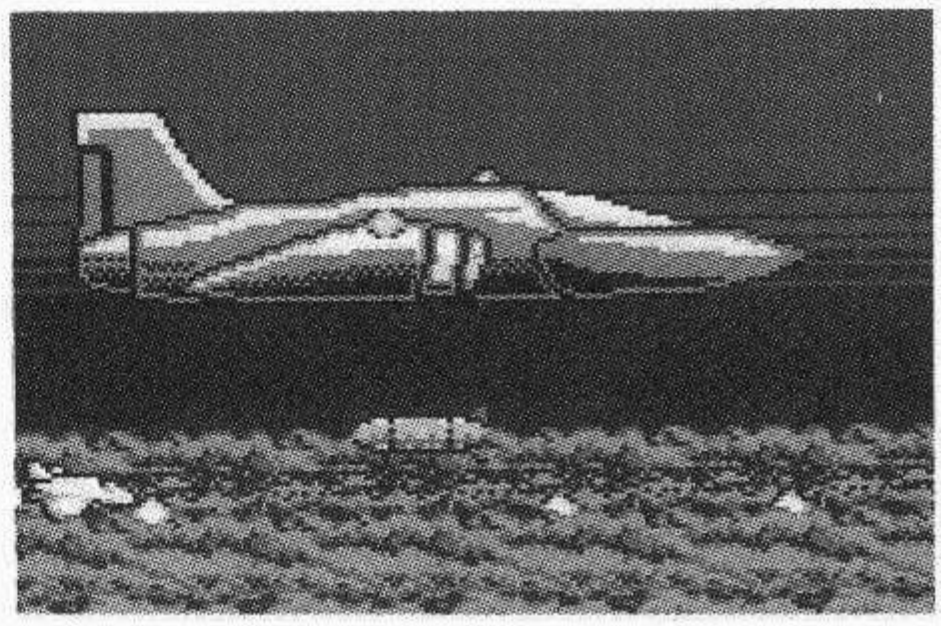
The Missions

Round One: Skyship Adelaide



The NAC has taken the control of a major Pacific port city from its leaders in order to serve the needs of their armies. Their forces meet you only a thousand feet above the skyline — with total disregard of the city's population! Fight your way through the coast, and over the outlying Pacific islands, to destroy their experimental flying battleship *Adelaide*. The NAC knows you're coming and sends their best battleships and subs to greet you. Burst past them to take on the *Adelaide*, and its powerful forward cannon.

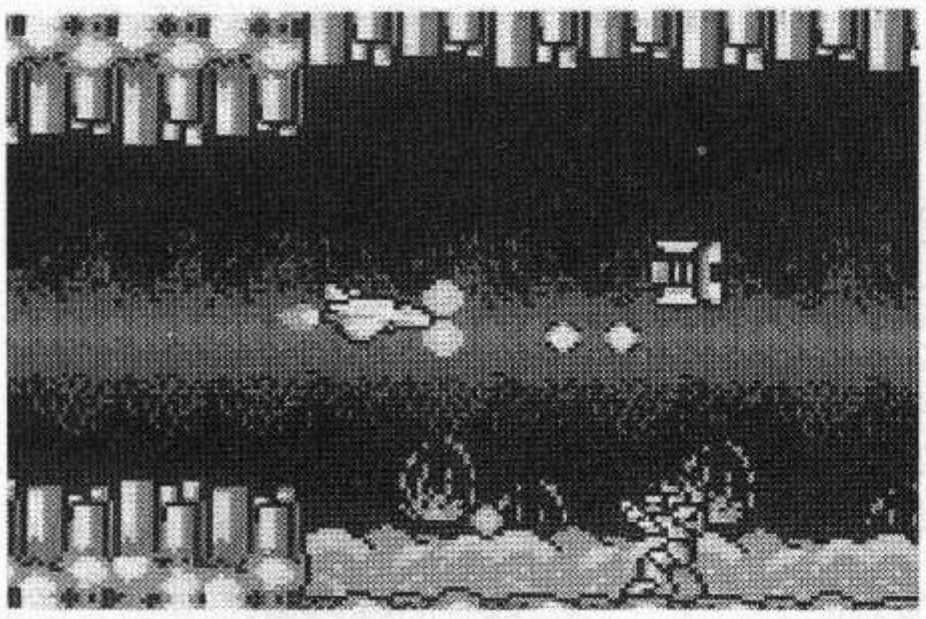
Round Two: Lightning Attack



You begin this round flying off into the sunset and looking for trouble... But beware... there are stormy skies ahead! Take on the NAC's JEU Master Bomber and put it out of

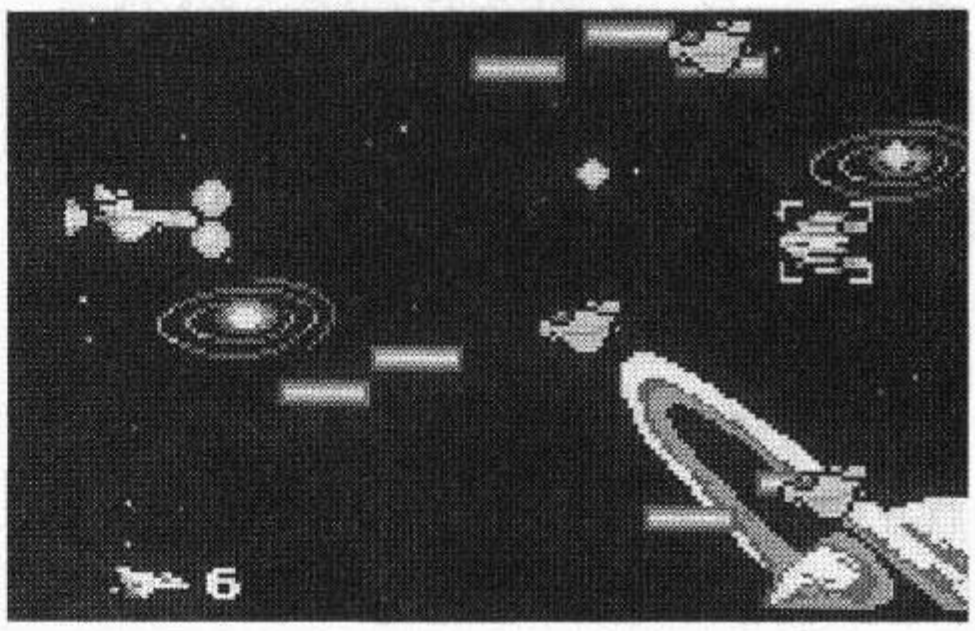
commission, before it pays you the same compliment!

Round Three: Underground Peril



Bubbling lava, NAC bubble-tanks and deadly obstacles make up the NAC's security net. It will take skill and courage to force your way through to their secret underground base. There, more trouble awaits! Take out the rotating barriers before they smash you to bits, and watch for the enemy fire bouncing off those smooth metal walls! Then face the RZ-31 JAGGS, a wicked battle fortress with its own robot army.

Round Four: Deadly Dybbuk



Your final mission takes you deep into space, where you encounter the NAC's most powerful creation. Blast and dodge past space mines and asteroids. If you choose your items right, you can bulldoze your way through flurries of laser blasts and deadly crabs. Finally, you come face to face with the NAC's trump card: the laser-spitting, wave-emitting, bio-technoid Dybbuk. If you can defeat it, the world will be saved!

The End of Your Mission

When you complete all of your missions or run out of fighters, the game ends. The next screen you see will tell you the results of your battle: the highest score of the playing period is shown above your score.





The Status screen is then followed by a Game Over/ Continue screen. To continue at the beginning of the round where you lost in the previous game, use the D-Button to select Continue, then press any button to start the game. Your score will be reset to zero.

You get three chances to continue the game. When you run out of Continues, you will go back to the beginning of the game.

Top Assault Tactics

- Don't let the enemy herd you into a corner or pin you against the side of the screen. That's right where they want you, and they won't hesitate to destroy you!

- Items make you faster and more powerful, but you may pay a terrible price to get them. Watch for NAC traps!

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.

- Do not bend, crush or submerge in liquids.

- Do not leave in direct sunlight or near a radiator or other source of heat.

- Be sure to take an occasional break during extended play.

Mission Log Book

Date	Mission #	Player 1 Score	Player 2 Score

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

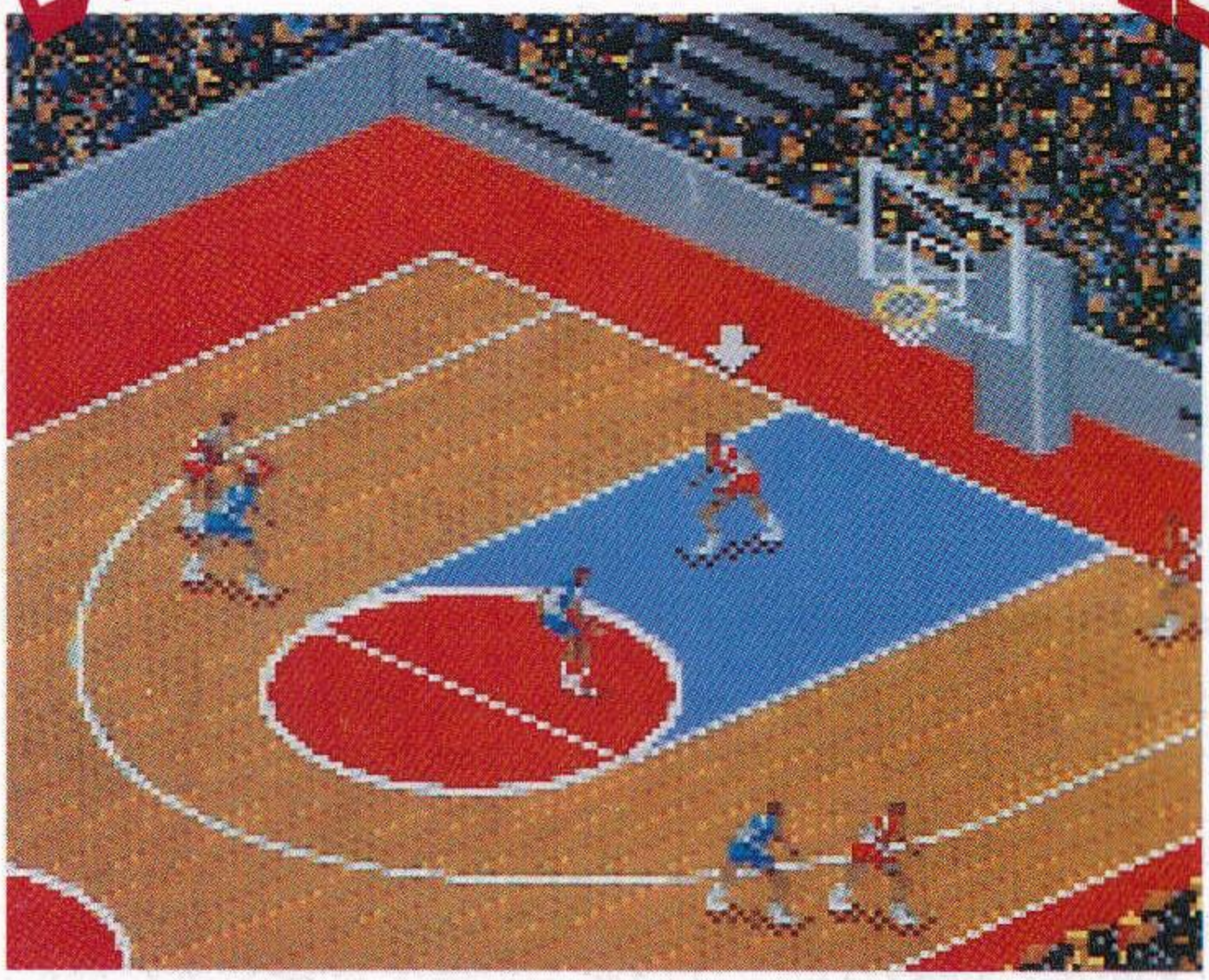
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DAVID ROBINSON'S

SUPREME COURT™



David's slammin' & jammin' on Game Gear with digitized moves from real basketball footage!

COMING IN SUMMER '92!

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