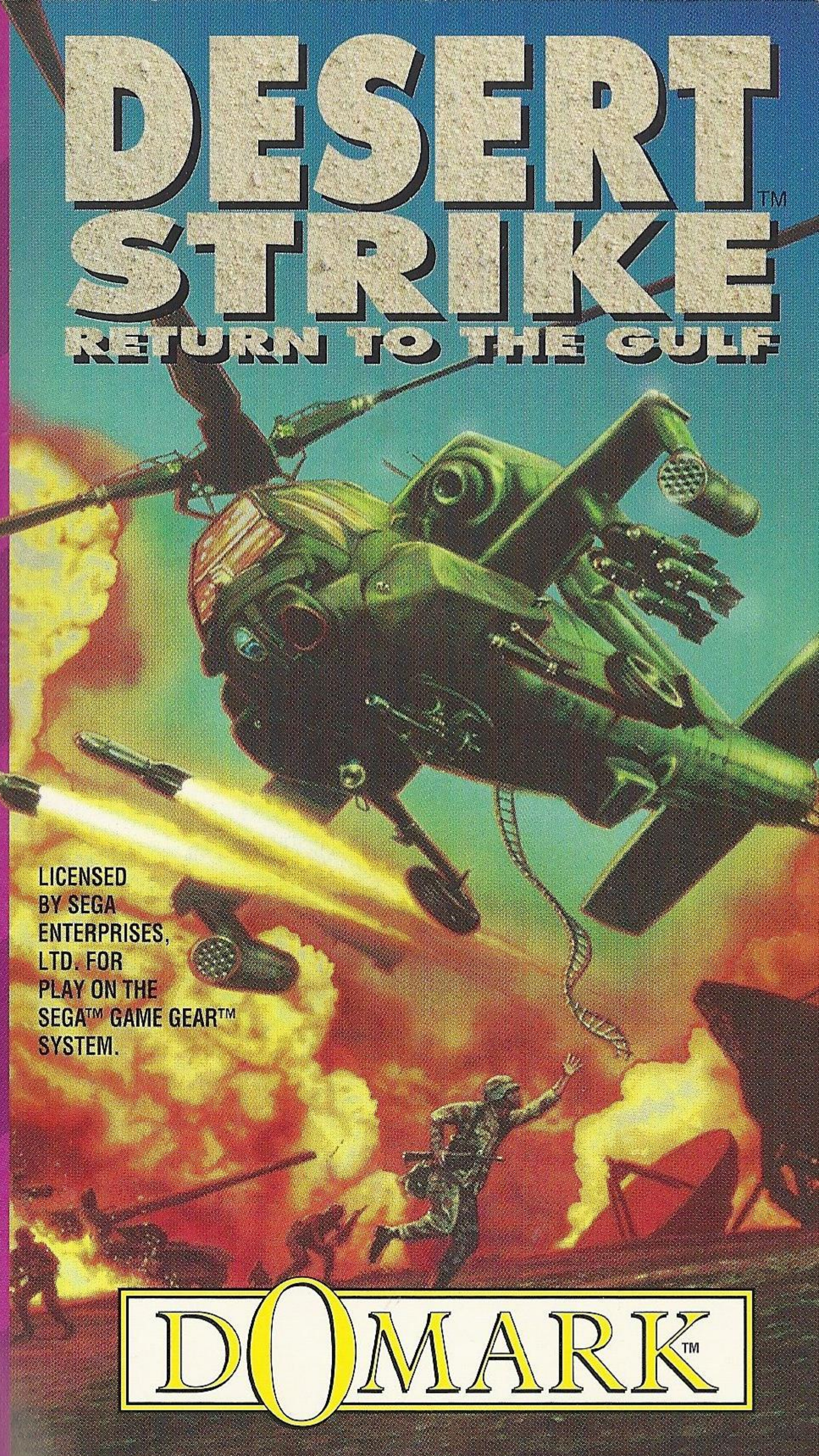
SEGA™

GAME GEAR™

DESERT STRIKE™

RETURN TO THE GULF



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WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

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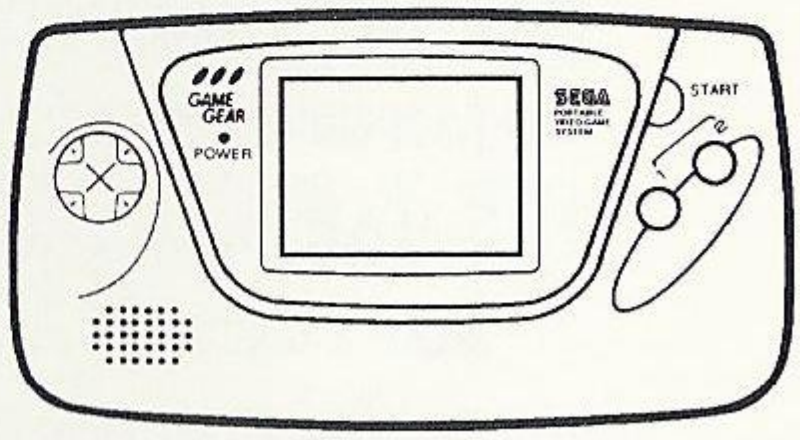
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STARTING-UP

- The Sega Game Gear Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

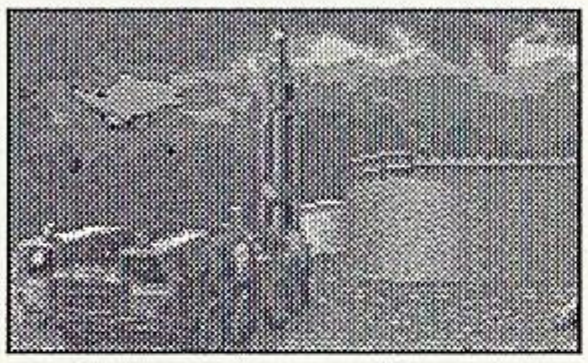
1. Set up your Sega Game Gear System as described in it's instruction manual.
2. Make sure the power is off, then insert this cartridge into the Game Gear.
3. Turn the power switch on. In a few moments, the title screen appears.



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 the power switch is turned off when inserting or removing your cartridge.

THE STORY SO FAR...



A melting pot of religions, races and age-old conflicts, the Middle East is truly the world's tinderbox. Without warning a madman has emerged from this background and threatened to start Armageddon.

The governments of the world know very little about this menace, the self-styled "General" Kilbaba, but we have enough evidence of his military capabilities to take his threats very seriously. The President has chosen you to fly a series of dangerous pre-emptive desert campaigns to stop this maniac.

THE MAIN MENU: Gateway to the Game

The Main Menu is used to choose control type, select your co-pilot and enter a password. You will only see the Main Menu screen at the very start of a game or after a password restart.



Select your Co-Pilot

Move pointer to Co-Pilot and press **Button 1**. The Co-Pilot is responsible for aiming the gun and operating the winch. All the Co-Pilots have combat experience and are capable of "mixing it up" with the best of them — although some are better than others. Choosing a capable Co-Pilot makes your job easier.



The Co-Pilot screen gives you the lowdown on every person available. The mug-shot is accompanied by the individual's name and call-sign. Read the information below the photo for a brief profile of the Co-Pilot.

To view another Co-Pilot press **left** or **right** on the **D-Button.**

Once the Co-Pilot you want to fly with appears on the screen press **Button 1** to return to the Main Menu screen. The Co-Pilot's name is displayed under the heading "Co-Pilot".

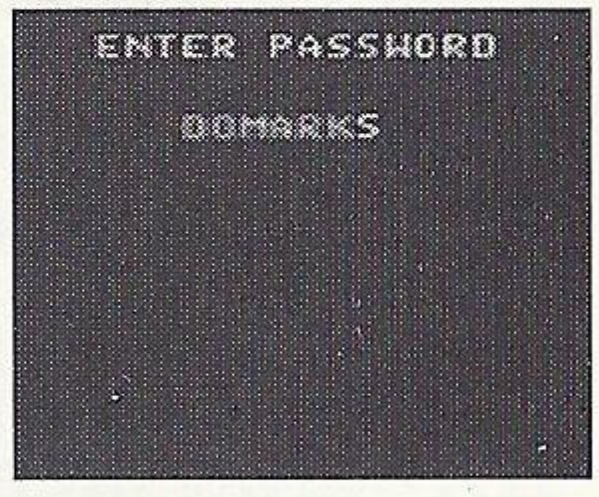
SELECT CONTROL TYPE



Press **Button 1** on Options to go to the Control Type screen.

Enter Password

Passwords are given when you complete one of the four campaigns. They enable you to restart at the stage you left it, similar to a save feature. Press **Button 1** on the Campaign option to go to the password screen.



A red cursor appears. Use the **D-Button** to input the password. Press **Button 1** to return to the Main Menu Screen. If your password was correct the name of the campaign you were playing appears in the box next to the Start Campaign button.

Start Campaign

The text next to the "Campaign" heading contains the name of the current campaign. Press **Button 1** to strap yourself into the Apache AH-64 fighting machine and go find some enemy targets. Before entering the mission you are given a briefing by the commander-in-chief, who tells you the targets.

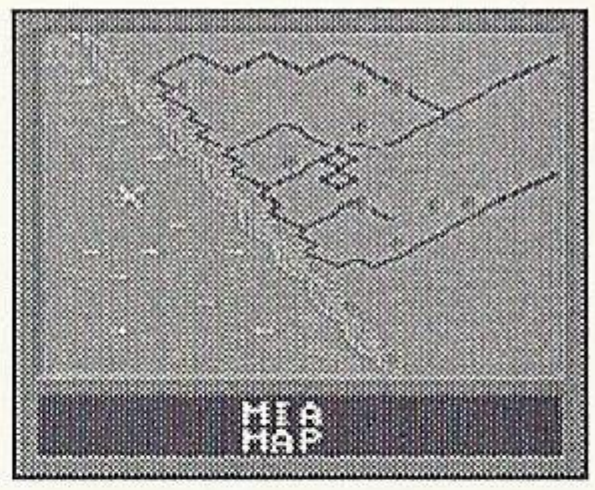
CONTROLLING YOUR CHOPPER

Controlling a multi-million dollar helicopter isn't as difficult as you would think. The Apache flies at a constant altitude so you don't have to worry about the ground — that's the good news. The bad news is that the occupying army does not agree with your campaign orders and wants to stop you from saving the world. It is this attitude which presents you with a problem. They will stop at nothing to try and shoot you and your Apache out of the sky. Fortunately for you, the Apache is capable of travelling very fast and turning around quicker than the average anti-aircraft gun — if you tell it to.

Joypad Control

Move the cursor to the Options heading at the bottom of the screen and press **Button 1**. The screen will change to show the control options screen. Use left and right to alter the options to suit you.

THE MAP

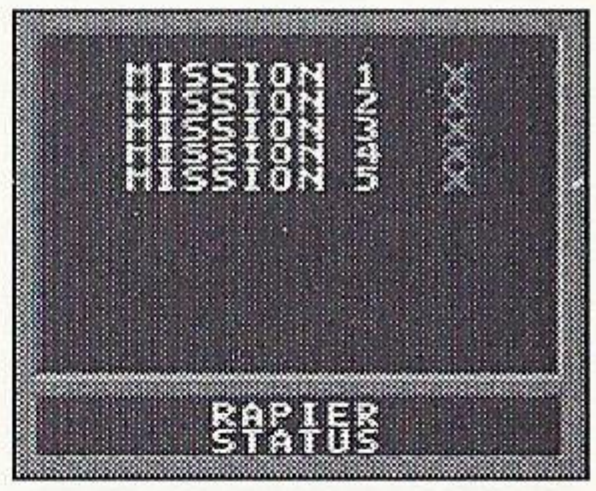


Press **Start** to go to the map screen. The Map fulfills a very important role: It is your contact with the world outside your Apache cockpit.

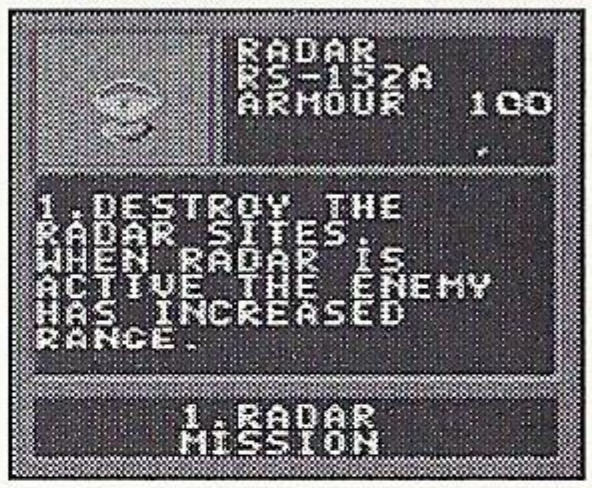
When the map screen is up, the game is paused: The Apache is not using fuel and enemies cannot cause any damage. Use the map to call up information on any campaign target, check out the locations of important items and monitor your campaign status. To see the different functions of the map screen, use the joypad to move the highlighter over the function you want to view. To leave the map screen, press **Button 1** or **Pause**.

Map Function: The map itself shows the region you're flying over. The Apache shows up as a spinning white cross. Cycle through the targets and items by pressing **up** and **down** on the joypad. They appear on the text box and map as flashing icons or colored dots.

Status Function: The status display gives you a report on your progress in the campaign. The mission targets are listed, and their status appears next to them. A red status message means that the particular mission has yet to be completed.



Mission Function: Every target and object on the map has a file in the mission log, which always corresponds to the target or object in the text box. To view information on another subject, press **up** and **down** on the joypad. A number of missions have definite parameters that must be followed. Use the mission log to discover exactly what has to be done.



Armor Points: Some of the targets have Armor points, which represent the amount of damage that target can take before it is destroyed.

Power Points: The enemy's weapons have Power Points. For instance, if you get hit by a Rapier SAM (which delivers an awesome 100 point punch), your armor will lose 100 points.

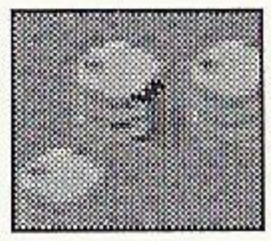
APACHE INFORMATION

Use the info boxes to find out how much ammo you have left, the Apache's fuel and armor state, the number of MIA's aboard and your remaining lives. The ammo carried by the Apache is listed. The remaining Hydras, Hellfires and gun rounds are shown by a number next to the relevant weapon.

The Apache's fuel and armor states are shown here — perhaps the two most important numbers in your campaign. Check them often. The box also tells you how many MIAs you have picked up. Your load can be a maximum of six. For more information, see *About the Apache.*

ABOUT THE APACHE AH-64

The Apache helicopter is one mean machine. Packing state-of-the-art weaponry, it's capable of saving the world from "General" Kilbaba — but only if you fly it correctly. Three other factors also affect your performance — fuel, ammunition and armor.



Fuel: The Apache can carry a maximum of 100 units of fuel. If it runs out of fuel, it crashes to the ground. When your fuel load is down to about 35 seconds worth, you'll receive an audible warning accompanied by an on-screen message. More fuel can be obtained by picking up fuel barrels.



Ammunition: You have three weapons: the chain gun, Hydra rockets and Hellfire missiles.

The chain gun is aimed and fired by your Co-Pilot, who should target the nearest enemy. Having a good hit rate depends on the Co-Pilot's skill. The Apache can carry a maximum of 1178 cannon rounds. Get more rounds by picking up ammo crates.

Hydras are unguided rockets that explode on impact with hard surfaces. They follow a straight line from the Apache until they meet the ground or a target. The Apache can carry a maximum of 38 Hydras. Replacement Hydras can be obtained by picking up ammo crates.

Hellfires are guided missiles that, once released, follow a route to the nearest target. Because of their destructive capability, they are best used against heavily armored enemies. The Apache can carry a maximum of 8 Hellfires. Pick up ammo crates to get replacement Hellfires.

Power: The Apache is protected from bullets, shells and missiles by a layer of armor (measured in power units). The maximum amount of power is 600 units. As the helicopter is hit, the number of units goes down. When the armor becomes so thin as to be life-threatening, you'll receive an audible warning followed by an on-screen message.

Get replacement power points when you drop MIA's at Landing Zones. You can also pick up cases of armor.

The Super-Winch: Used to lift people and supplies into the helicopter, the winch can be upgraded by picking up a 'super-winch.' Combining greater power with a faster lifting rate, the super-winch is essential when getting in and out of dangerous situations as fast as possible.

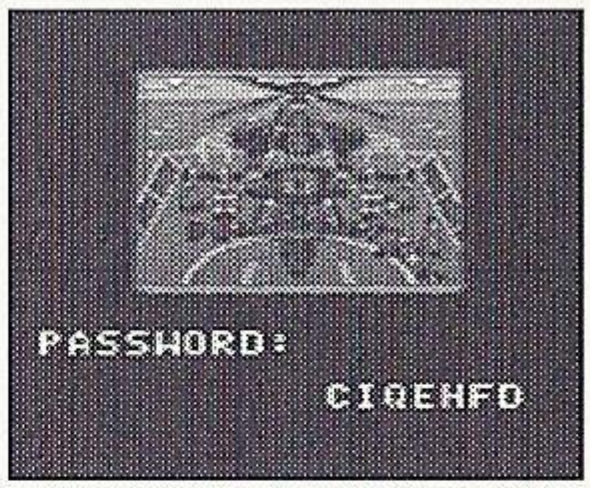
Extra Life: If you're lucky enough to find this item, pick it up and guess what? Yep, you'll get an Extra Life!

THE END OF A CAMPAIGN

After you've battled through a campaign, you'll be debriefed. The debriefing gives you details of the enemy that were destroyed and other important data, as well as your score.

If the game ends because you've lost all three lives, a screen appears that allows you to return to the Main Menu or Start the Campaign again.

The Password: At the end of each successful campaign, you'll receive a password. Make sure to write it down if you want to return to the game at the beginning of the next campaign with your score intact. The password does not save your Co-Pilot selection.



SNAFUs

If you experience a '*Situation Normal — All Fouled Up,*' you've really messed up — jeopardized the mission by probably being too trigger happy! A SNAFU occurs when you destroy an object or person vital to the campaign. A message appears, requesting your company back on the Frigate. A red-faced General will make you feel very small. Then he'll tell you to get back up there and try it again.

CAMPAIGN OVERVIEWS

The campaign overviews give information about the game that makes it easier to play. In no way is the reading of these overviews crucial to the completion of the game. IF YOU WANT TO BE A REAL HERO, DO NOT READ ANY FURTHER! Use these overviews if you don't understand the information at the map screen.

CMOSEOFD

CAMPAIGN I - AIR SUPERIORITY

The first campaign can serve as a quickstart to Desert Strike. After following this quickstart, you should read the earlier parts of this manual for a more complete understanding of the game.

This campaign takes place in the morning. Once you begin a campaign, you should not land on the frigate until you've completed all the campaign's missions.

QUICKSTART: For the purposes of this quickstart, the top of the screen is North. Using your control device, lift the Apache off the frigate's deck For more information on controlling the helicopter, see *Controlling Your Chopper.* As soon as you lift off, press **Start** to check out the map. Your first objective is to destroy the flashing radar sites.

Using the joypad, press **up** and **down** until the symbols representing AAA (Anti-Aircraft Artillery) appear. The radar sites are defended by a number of these guns. Now highlight the Mission button. The information tells you that the AAAs are not heavily armored and only pack a 20- point strength. You should be able to handle them easily.

Return to the Apache by pressing **Start** or **Button 1.**

Fly to the southernmost radar site. On your way there, you may fly over soldiers fighting on the ground below. Soldiers dressed in brown are MIAs in need of rescue. Dropping an MIA at a landing site will restore 150 points to the Apache's armor.

If you fly over skirmishing troops, take out the enemy soldiers and hover over the MIA. When you're over the MIA, a rope ladder is winched down to rescue the MIA.

At the beginning of Campaign I, there are at least 20 MIAs located around the desert. As the campaigns progress, the MIAs are gradually killed. With that in mind, it's to your advantage to take out all the enemy ground troops you come across.

When you reach the radar site, you'll find one AAA inside the fence

and one just outside. They'll shoot at you as soon as you are in range. Destroy the AAAs with either your chain gun or a couple of Hydras.

As soon as you are safe from AAA fire, attack the radar dish. Since the dish can't fire back, there's no need to use any heavy weapons on it — the chain gun will do nicely.

After you destroy the radar dish, press Pause to go to the Map Screen. Move the pointer to the Map button. Note that the radar site you just destroyed no longer appears on the map.

Fly north towards the remaining radar site, picking up any MIAs you come across. Destroy the radar site. At this point, you should still have more than half a tank of fuel, enough to complete the second mission.

Note: It is unwise to attempt to complete the objectives out of order. For example, if you try to complete mission 2 without first destroying the radar sites, the enemy's defense will be better prepared, and you're more than likely lose a life.

Your next target is the Power Station. To get its location, go to the Map and use the joypad to call up the Power Station in the main text box. The icon will flash on the map. Cycle through the enemy weapons to find a safe route to the Power Station.

Try flying north and east, avoiding the heavily defended airfield. **Enemy buildings and tents sometimes contain useful supplies.**

Take out the Rapiers and AAAs guarding the Power Station. If you still have plenty of fuel, try to destroy the Power Station with your chain gun, saving your Hydras and Hellfires for targets that shoot back.

Note that a toolbox appears in the crater left by the destruction of the Power Station. Go to the Map and check how much armor you have. The Toolbox restores the Apache's armor to full strength.

At this point, your helicopter could use some fuel and ammo. There's a crate in one of the barracks to the south and some fuel drums nearby.

The next target is the two airfields. Both targets are very well defended. Try to sneak up on the AAAs and Rapiers and destroy them before they turn around and fire.

Never hesitate to retreat. If you take several hits and find your armor dangerously low, fly to the nearest landing site and drop off any MIAs. This action restores your armor points, and you can return with a new lease on life.

If possible, always have an MIA on board.

Finish destroying the airfield. You have to take out all the planes and all the buildings before the airfield is considered destroyed. If in doubt, check the Map. If the icon still appears on the Map, then at least one object critical to the airfield remains intact. Destroy the other airfield.

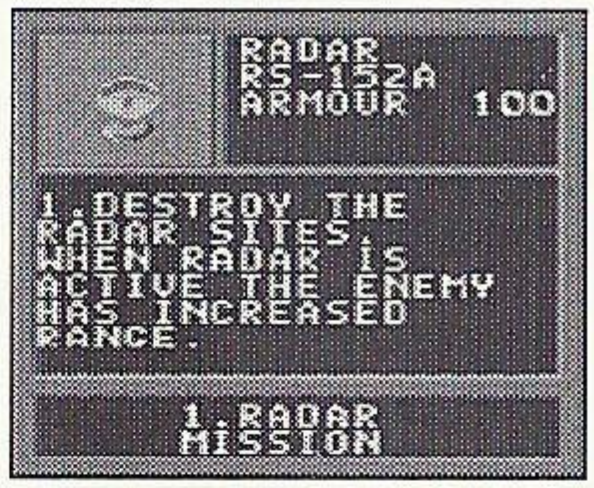
Before moving on to the Command Centers, make sure the Apache is well armored, fuelled and armed. When you destroy a Command Center, the enemy commander attempts to escape. Chase the commander and take him prisoner in order to learn where the spy is being held captive.

At the site where the spy is held, you'll find three buildings. Pick up the Co-Pilot and spy, and return to the frigate.

After you land, you and your Co-Pilot can celebrate on the deck of the frigate. Your commander gives you a summary of your score. Note the password on this screen. Write it down! For more information on the role of passwords, please see The Password (page 7).

CAMPAIGN II - SCUD BUSTER

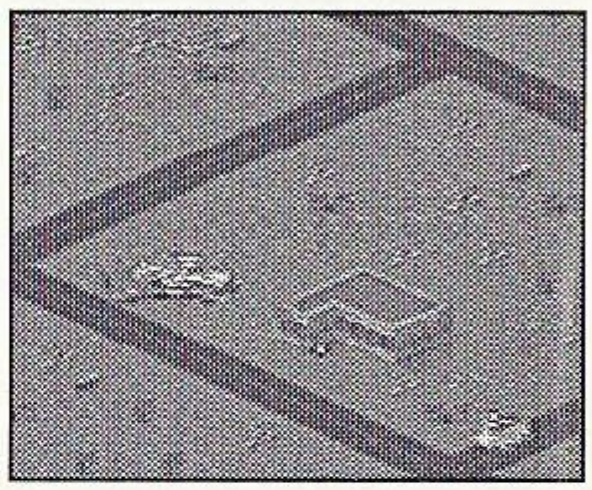
This campaign takes place at midday. In Campaign I you established Air Superiority. Now it's time to take out the madman's scud launchers. As in Campaign 1, you need to first destroy the enemy's radar sites.



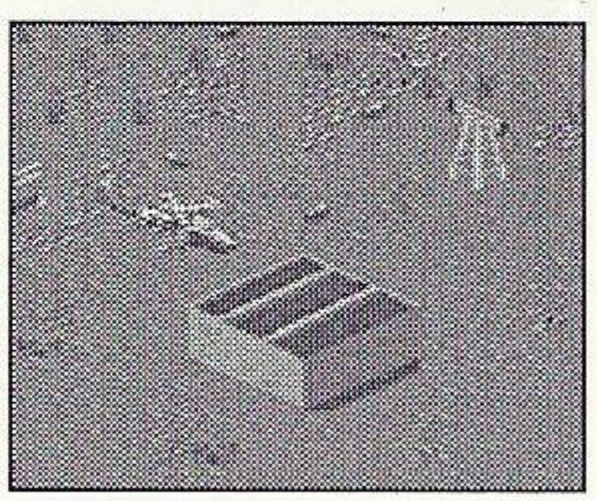
Complete the following six missions in order.

1. Destroy Radar Sites.
This time there are three sites to destroy, and two are well defended.

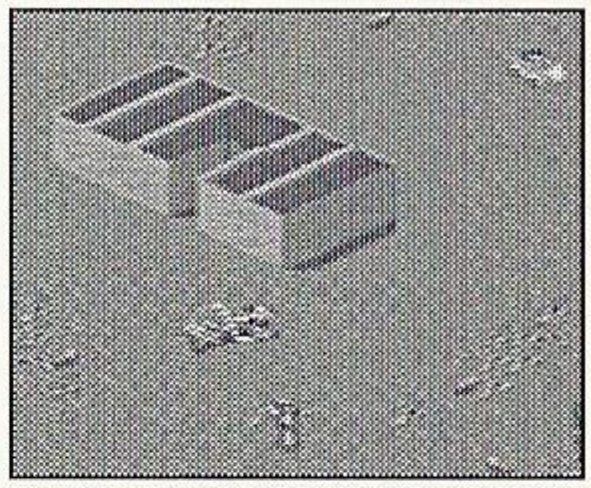
2. Start a Jailbreak.
Make sure you clear the area before you blast a hole in the jail. If the area is not secure, the escaping prisoners may be destroyed before you can pick them up.You only need to pick up ten prisoners for the mission to be a success.



3. Destroy the Power Station.
This target is well guarded, but you should be able to demolish it without taking too much damage if you know how to dodge the enemy's weapons.

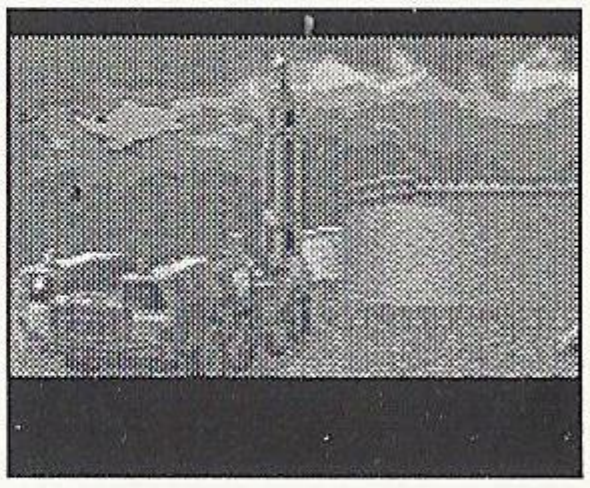


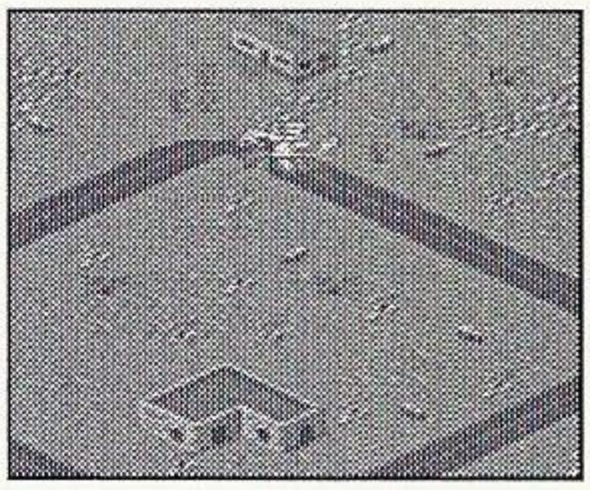
4. Destroy the Chemical Weapons Complex.
Make sure you have plenty of armor and ammo before attempting this mission.



5. Destroy the Scud Launchers.
With the chemical weapons complex destroyed, the Scud commanders decide to make a run for it. Here's your chance to capture them and discover the Scud lauchers' locations.

First, check the map and locate the Scud commander's headquarters. Fly over them, blasting each one into oblivion. As you capture each Scud commander, a Scud launcher site appears on the map. Fly to the launchers and see if you can destroy them before a missile is launched. There are six launchers in all; destroy at least five to complete the mission.

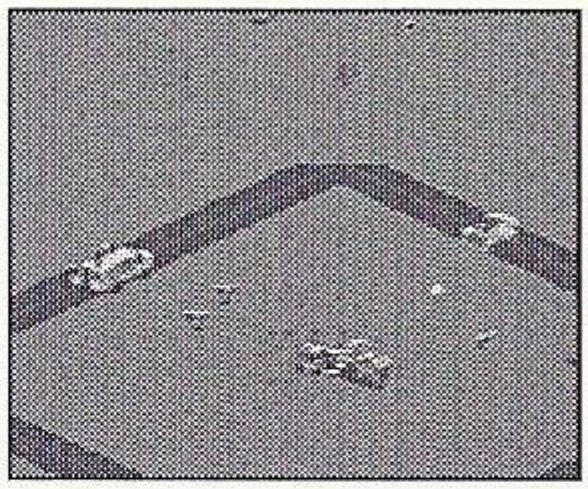




6. Rescue Prisoners of War. With enough ammunition, fuel, and survival instincts, you'll be able to complete this rescue and return to the frigate for new orders. There are 8 POWs in all. You need to rescue all of them. Don't let more than 2 men be destroyed or all your work up until that point will have been wasted.

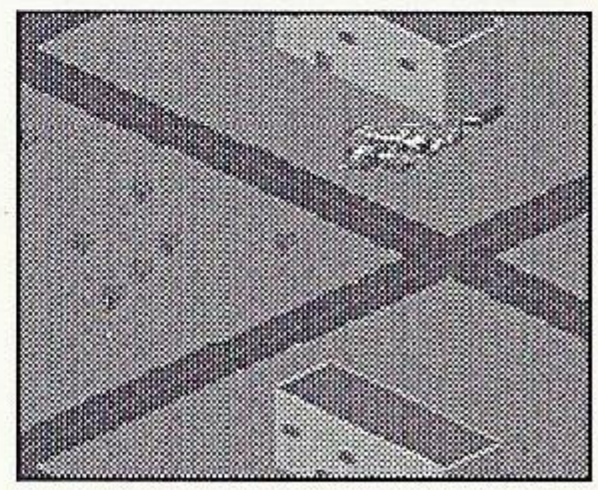
CAMPAIGN III - EMBASSY CITY

This campaign takes place in the early evening.



1. Rescue U.N. Inspectors.
The U.N. inspectors are under attack near the hotel. Fly in and destroy the enemy tank and troops. If you hit the U.N. Inspectors, you'll have to start the campaign again — so be careful!

2. Destroy Biological Weapons Complex.
The northwest area of the desert holds a large biological weapons complex. The head scientist is hiding in a factory surrounded by seven other similar looking structures. Find and capture the scientists by destroying the buildings. The head scientist will reveal the locations of the underground missile silos.

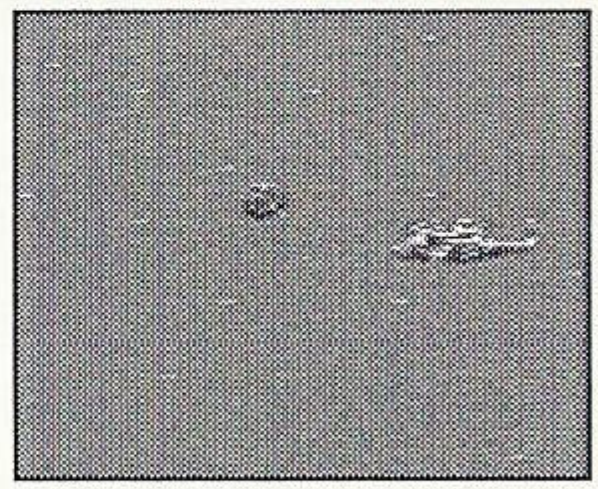


3. Destroy Underground Missile Silos.

The silos are covered by sand dunes, so you'll have to do some searching. Use the chain gun to locate the silo's armored covering (listen for the sound of ricochet when you hit the correct sand dune), then see if you can blow up the silo before the missile is launched. Sometimes the explosion from the silo can detonate a fuel drum, ammo crate, or other object in the area, so you might want to pick up supplies before destroying the silo.

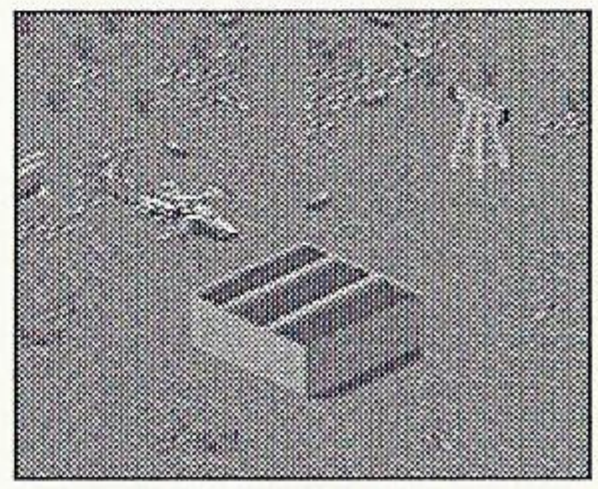
4. Rescue the Pilots Lost at Sea.

This mission is fairly easy. Destroy the enemy attack boats without hitting the life raft and then pick up the pilots. One of the pilots holds a valuable piece of information.



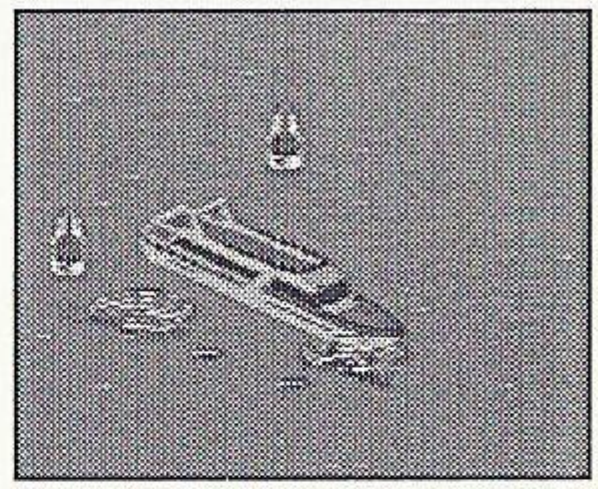
5. Destroy the Power Station.

One of the rescued pilots tells you that the power station contains a radar system which alerts the madman's yacht to possible threats. You have to destroy the power station before attempting the difficult rescue at the yacht.



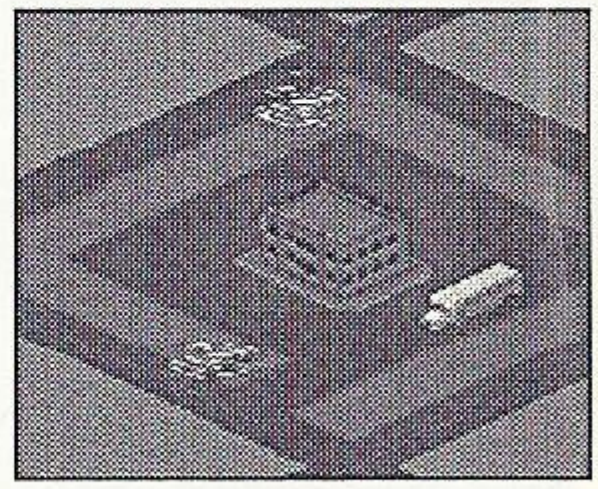
6. Rescue Prisoners on Madman's Yacht.

After destroying any enemies in the area, blow a hole in the yacht. The prisoners will leap into the water. Captivity has made the prisoners weak — they cannot stay afloat long, so you'd better have a good Co-Pilot. Be careful not to bump into the yacht, as the time it takes you to recover control might cost a prisoner his life. If more than four prisoners drown, you have to re-start the campaign.

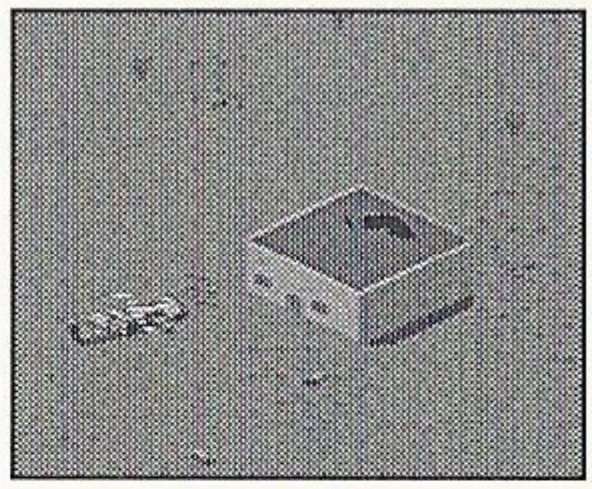


7. Capture the Enemy Ambassador.

Here you'll face the heaviest firepower of all. Make sure you have a full load of ammo and know where you can get more. Before approaching the area, take out the radar station which is providing early warning information. If you're not careful it's possible to lose a number of lives here in a very short period of time.



8. Embassy Rescue.

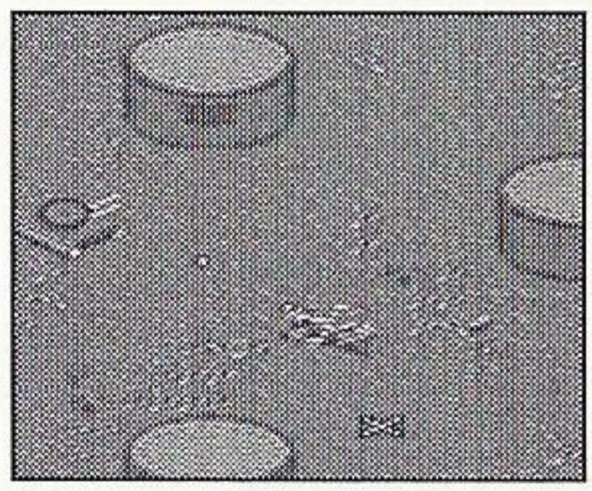


Your last mission in this campaign is to rescue the 12 officials held captive in the embassy building. First, destroy the enemy helicopters. A landing zone will then appear. Your Co-Pilot jumps out to drive the bus, so you must take over control of the gun. Land on the "X" to drop off any MIA's.

After you've destroyed all the enemies' defenses, blast open the gate in front of the bus. Your Co-Pilot knows where the Navy Seals' camp is located and drives the bus there. The bus is very vulnerable and cannot take much of a beating. You must escort the bus. If the bus is destroyed, your Co-Pilot is listed as MIA, and you have to re-start the campaign.

CAMPAIGN IV - NUCLEAR STORM

1. Protect the Oil Fields.

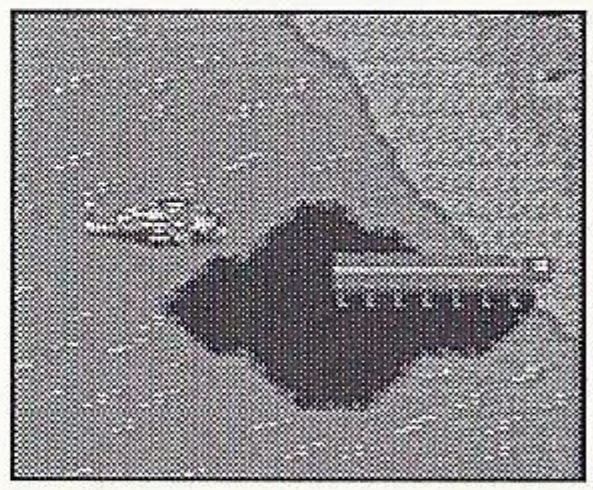


There are two objectives in this mission: to airlift the commandos to the landing sight in the middle of the airfield; and to destroy all the enemy tanks around the oil fields.

If you allow the enemy to destroy too many oil tanks, you'll be called back to the frigate and have to begin again.

It's important to pick up all the commandos at once. Because the commandos are hoping to use the element of surprise, their landing site can only be used once. If you don't drop off enough commandos on your first landing, you won't be able to complete this first mission.

2. Stop the Oil Spills.

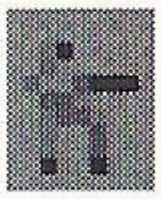
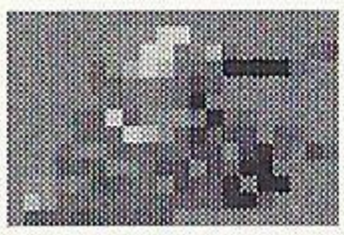
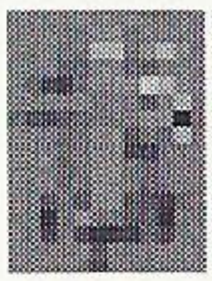
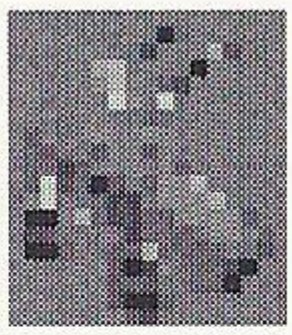
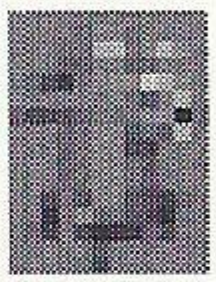


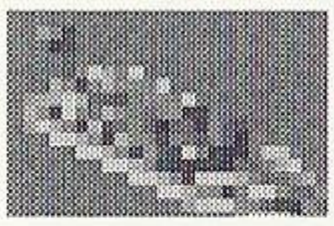
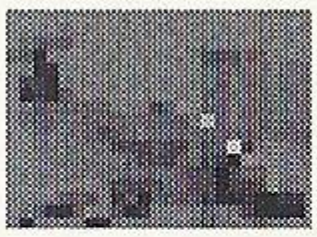
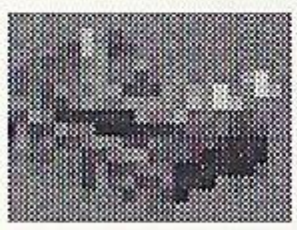
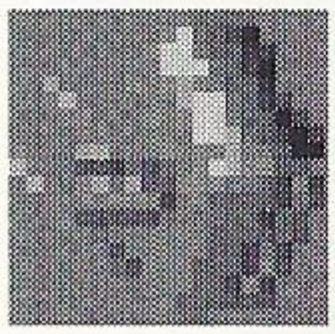
A good Co-Pilot is critical here. Before you attempt to close off a pipe, it's best to take out the enemy forces stationed near the oil dock. Once the area is safe, go ahead and fire at the end of the pipe. In order for the oil to stop gushing out, you have to hit just the right spot on the pipe. Now you're on your own. Make sure you read all the information presented to you on the screen.

Completing the game is hard — but far from impossible!

WEAPONS APPENDIX

Chain Gun inflicts 3 points of damage
Hydra inflicts 25 points of damage
Hellfire inflicts 100 points of damage
Apache carries 600 points of armor

	ENEMY WEAPON	ARMOR	POWER (DAMAGE)	RATE OF FIRE	SPEED OF PROJECTILE
	AK47	10 Points	5 Points	0.5 Sec.	Fast
	APHID	25 Points	75 Points	3.0 Sec.	Fast
	AAA	50 Points	20 Points	0.5 Sec.	Fast
	RAPIER	75 Points	100 Points	2.5 Sec.	Fast
	VDA	100 Points	25 Points	0.33 Sec.	Very Fast
	ZSU	150 Points	40 Points	0.33 Sec.	Very Fast

	ENEMY WEAPON	ARMOR	POWER (DAMAGE)	RATE OF FIRE	SPEED OF PROJECTILE
	**GUNBOAT**	150 Points	50 Points	1.25 Sec.	Very Fast
	**CHOPPER**	150 Points	100 Points	1.5 Sec.	Very Fast
	**M48**	200 Points	100 Points	2.5 Sec.	Very Fast
	**CROTALE**	250 Points	150 Points	2.0 Sec.	Slow

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Japan No. 82-205605 (Pending).

PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this Domark game, please call a **Tengen game counselor** at

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