GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

G-LOC

AIR BATTLE™

SEGA™

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 G-LOC cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the G-LOC 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 before inserting or removing the Sega cartridge.

Note: G-LOC is for one or two players.



Loss of Consciousness!

You are the only fighter jockey with the guts to fly the experimental G-LOC superplane! Before you're able to put the G-LOC through the many rigorous tests, though, you're called to duty...

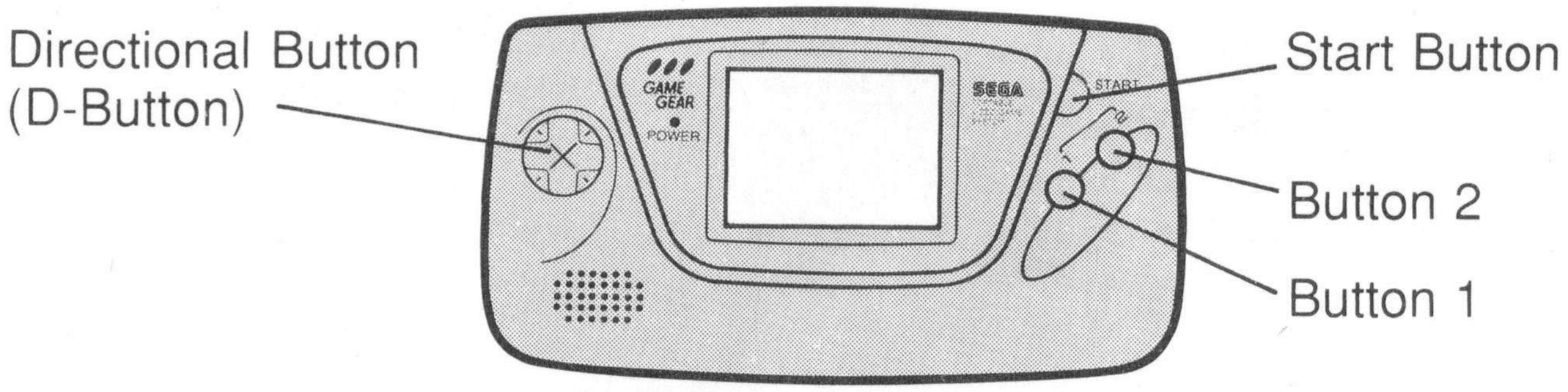
A high-risk situation exists in the East. According to intelligence reports, the Future World Army– a collection of demented leaders and their multi-national "death squads"– have stormed the coast of Beron and set up temporary bases. The installations are very well protected on all sides by FX-85 fighters and MA-107 tanks carrying anti-aircraft artillery. The Beron Sea is jammed with warships and carriers. A veritable ring of fire!

You must pilot the G-LOC into the so-called "claimed" territory, and completely level the enemy bases. So suit up, and remember– anything less than total success means total disaster!

Twice the Fun!

You can also enjoy G-LOC with a friend. Each of you needs to have a Game Gear unit and the G-LOC game. Connect your Game Gear units with a Gear-to-Gear Cable (sold separately) and get ready for the battle of the skies!

Take Control!



D-Button

- Press to move selection markers in decision screens.
- Press up to climb, and down to dive.
- Press left or right to maneuver side to side.
- Press in any direction to move your machine gun sight.
- Press up twice to perform the "Loop," a very tricky escape maneuver (see page 7).

Start Button

- Press to start the game.
- Press to use the Boost function (see page 12).

Button 1

- Press to enter selections.
- Press to fire your machine guns.

Button 2

- Press to enter selections.
- Press to launch missiles.

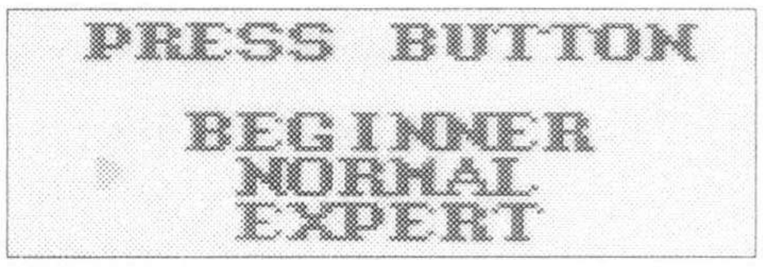
Prepare for Take Off!



After the G-LOC vanishes, the Title screen appears. (If you don't press any buttons, a demonstration automatically follows the Title screen.) Find the Mode Select window at the bottom of the screen. To select 1 Player or Versus mode, use the D-Button to move the selection marker next to your choice. Then press the Start Button to enter your selection.

NOTE: You cannot select Versus mode unless you have connected two Game Gear units (page 9).

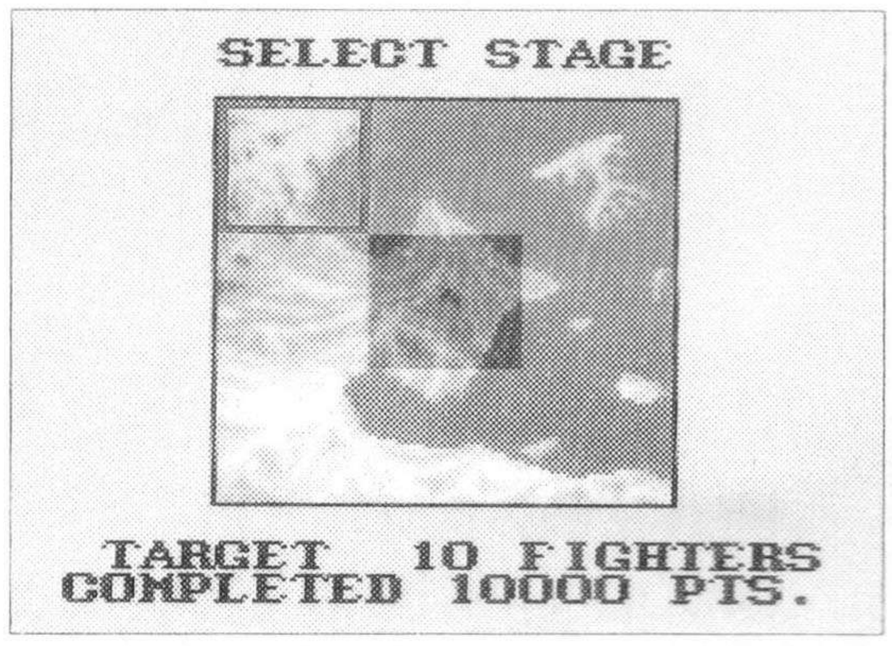
Choose a Level



The Level Select screen follows. Here you can choose to play at the Beginner, Normal, or Expert level. Move the marker next to your choice using the D-Button, and then press Button 1 or 2 to enter your selection.

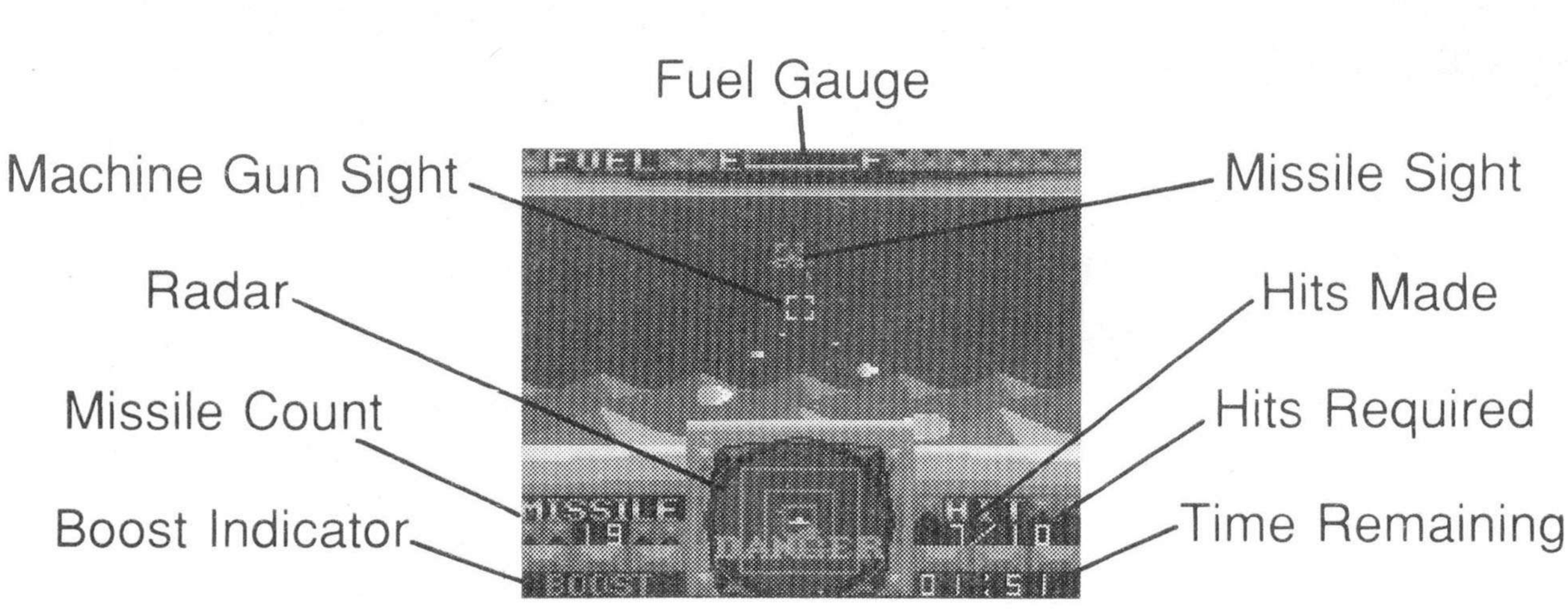
Pick a Mission

The Select Stage screen is a relief map of the combat zone. The area is broken up into nine sections, each with its own special perils. A description of your objective in each area appears at the bottom of the screen as you move the selection box. To select one of the sections for play, move the selection box by pressing the D-Button up, down, left, or right until it frames the area you want to play. Then press Button 1 or 2 to advance to the area.



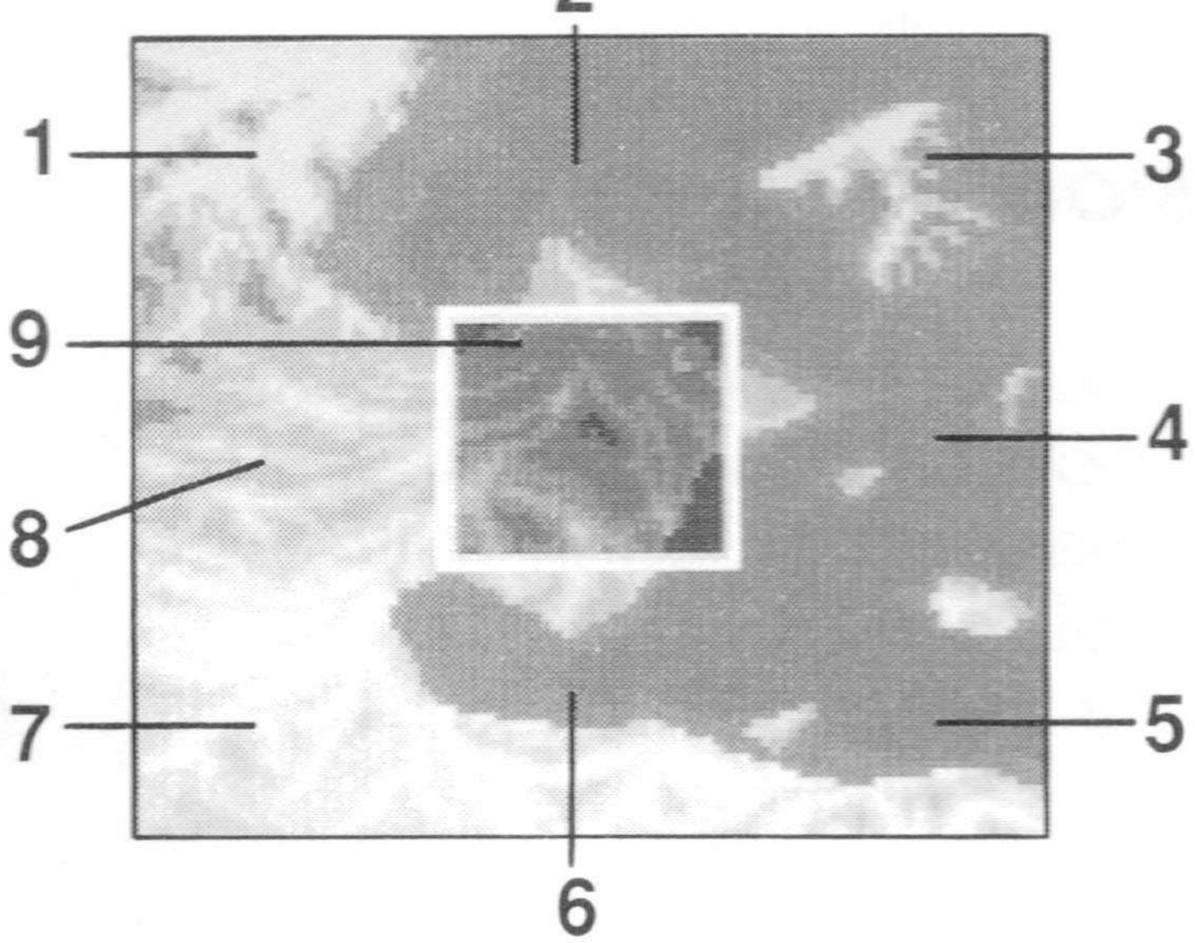
The Cockpit

Learn the meaning of each gauge, symbol and signal that appears in the cockpit view. To be a successful pilot, you must survive on instincts– there's no time to think!



Mach 3!

Let's take a look at the eight missions you must successfully complete before you can launch your devastating assault on the enemy bases. Reconnaissance has provided you with the following information:



Area 1: Ten enemy FX-85 fighters are patrolling this zone. Your task is to turn them into metallic ash!

Area 2: Ten warships provide take-off and landing facilities for enemy fighters. Use your missiles to blow them sky high!

Area 3: Thirty FX-85s darken the skies over this island. They come at you from all directions– show them who the ace really is!

Area 4: Fifteen more warships are stationed to the south of the island. Show them as much respect as they deserve– absolutely none!

Area 5: You return to the coast and are greeted by forty fighters! Swat them out of the air like flies and get outta there!

Area 6: The enemy ground troops enter the melee. Fifteen MA-107s fire anti-aircraft ammo. Blow them to bits with your missiles!

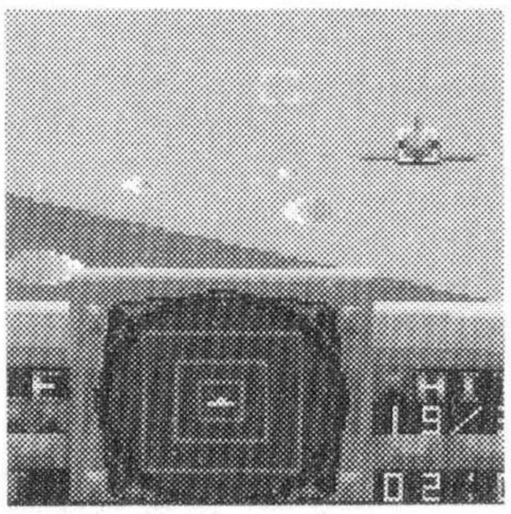
Area 7: Now that you're an expert at tank disposal, you should be able to get rid of twenty more of the metal monsters easily!

Area 8: The final wall of defense consists of fifty fighters, piloted by the best men and women flyers the enemy has. You know what to do!

Area 9: Paydirt!

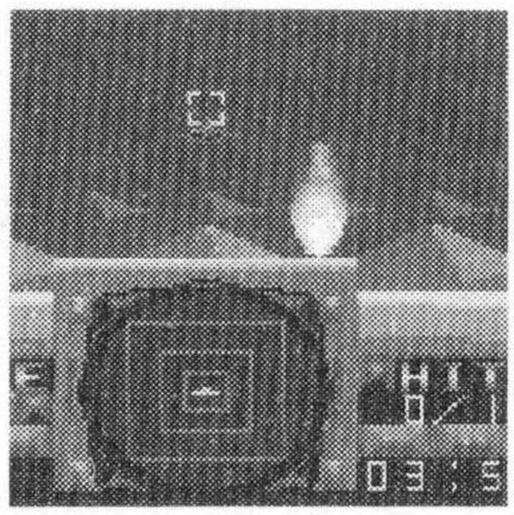
NOTE: You cannot select the final mission until you have completed the other eight successfully. You don't have to go through them in any specific order, but you must finish them before you can enter the enemy station!

The fighters will come at you from the front and rear. Watch your radar to detect attacks from the rear, and take evasive action! Use the D-Button to move about. The G-LOC fighter is very fast, but without some fancy moves on your part, it's a sitting duck!



Fire machine gun rounds by pressing Button 1. Get the enemy in your sight, and blast away! Your supply is unlimited!

Launch missiles by pressing Button 2. Use the red sights (they appear automatically) to get a bead on enemy hardware, but remember that missiles are a valuable commodity! Don't waste them!

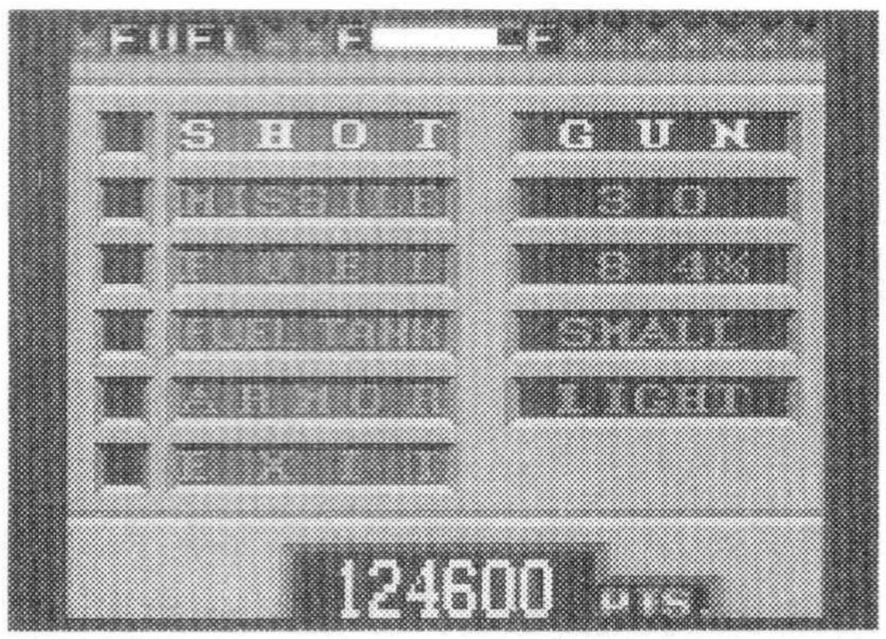


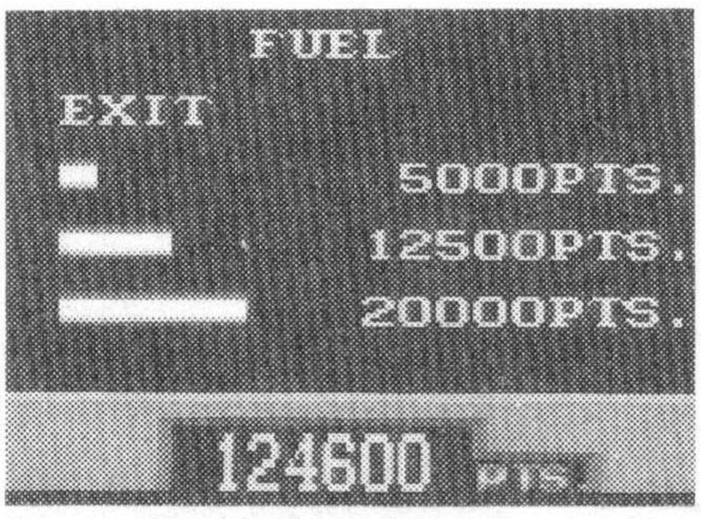
In certain situations in the one-player game, and more often in the Versus mode, the enemy is most dangerous when he's behind you. One technique that may get you out of a spot is known as the Loop. Your fighter will do a 'somersault' in the sky! To perform the Loop, press the D-Button up twice, and make sure that the yellow bar in the Fuel gauge begins flashing red. If

not, you haven't properly engaged your flaps. After you perform a Loop, the G-LOC fighter's AOS (Automated Orientation System) levels you out. The Fuel gauge continues to flash briefly after the move, and you cannot repeat it until the flashing stops. **NOTE:** This trick cannot be done when you're Fuel Tank is down to 1% of its capacity, and the bar in the Fuel gauge stays red. In the Versus mode, this spells disaster!

The Supply Hangar

Between missions, you can make modifications to your craft, or replenish your supplies of ammunition or fuel. The Supply screen appears after you have successfully completed a mission. Select one of the five categories– Shot, Missile, Fuel, Fuel Tank, or Armor– by pressing the D-Button up or down. The highlighted category is the one selected. To view the various choices in that group, press any button. Line up the marker on the left with the desired item, and press any button to select it.

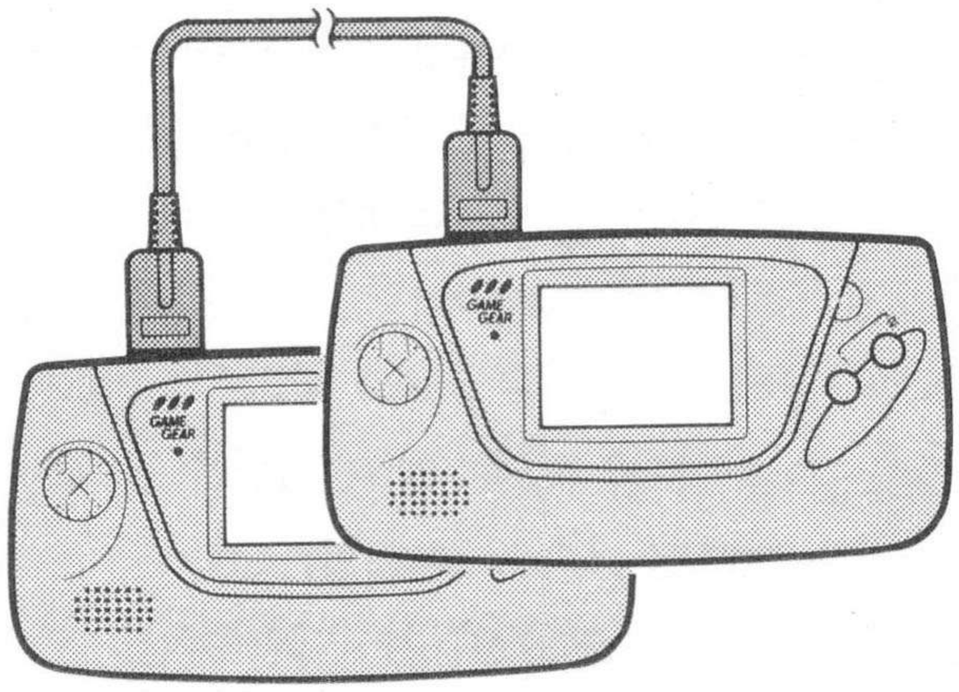




Each item costs you a certain number of points. You receive points for clearing missions (see Scoring, page 10). As you select an item, watch the bottom of the screen and you can see your score decrease accordingly.

To return to the main Supply screen, move the marker to Exit and press any button. When you're ready to continue destroying enemy hardware, press the D-Button down so that Exit is highlighted and press any other button. The Select Stage screen reappears.

One on One

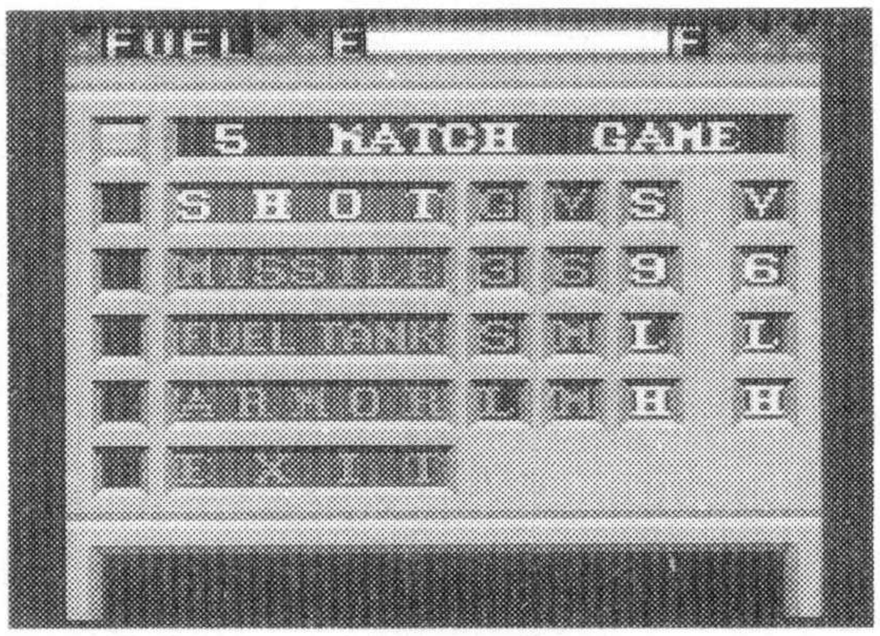


If you decide to play against a friend, each of you must have a Sega Game Gear unit and the G-LOC game. Make sure the power on both units is turned off. Use the Gear-to-Gear Cable (sold separately) to connect the units as shown in the diagram. Be very careful to insert the cable plug into the Game Gear input correctly! Also, be sure you've properly inserted your game cartridge.

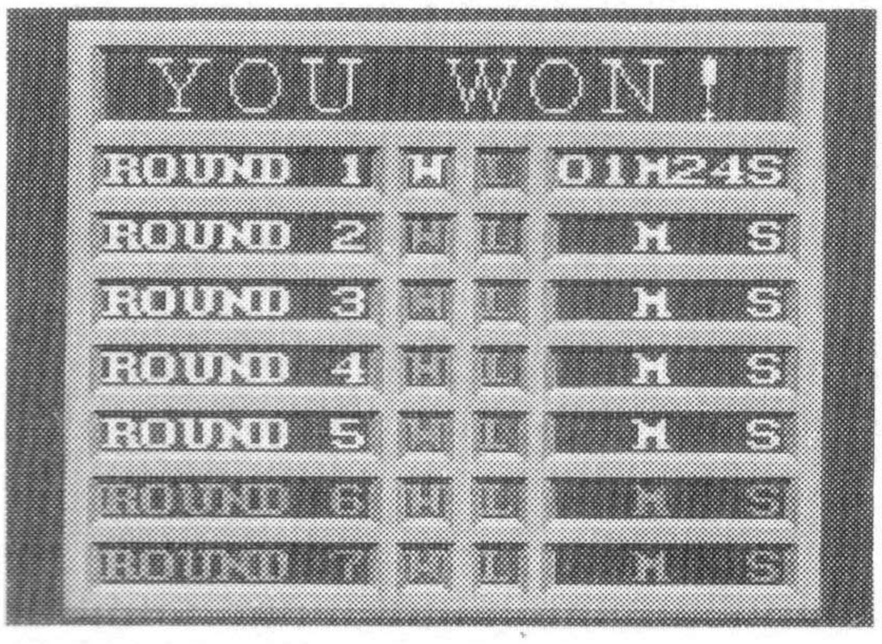
Turn on the power to both Game Gear units, and wait for the Title screen to appear. Either player may select Versus at the Mode Select window. Move the marker down using the D-Button, and press the Start Button to begin. The Versus Supply screen appears next. The first thing you have to decide is how many times you want to go head-to-head. You and your friend can battle in a best of 3, 5, or 7-round format. To select the number of rounds, press the D-Button to the left or right to reveal the desired number.



Next you can choose the type of regular shot you want to use, how many missiles you want to take along, the size of your fuel tank, and the strength of your fighter's armor. In the Versus mode, both players are flying G-LOC superfighters. Follow the same procedure as in the one-player game. Notice that your opponent's choices appear on your screen as well (on the far right side).



Once you've finished your shopping, move the marker down to Exit using the D-Button, and press any other button (on both units). The first person to finish selecting and exit the screen receives the message, "WAITING FOR YOUR OPPONENT." When the second player exits the screen, the Standings screen appears.

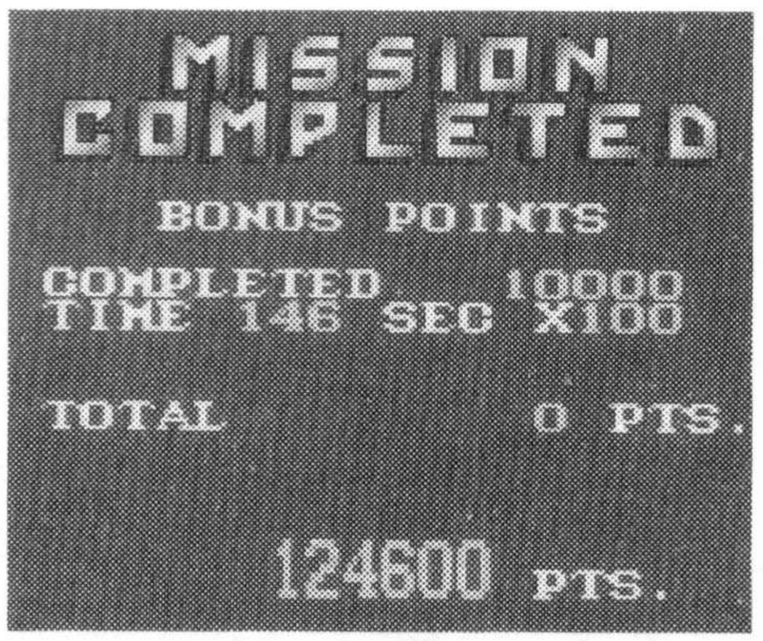


Here you can see the number of rounds you selected, the result of each head-to-head confrontation, and how much time it took for the winner to blow away the loser. This screen reappears after each round.

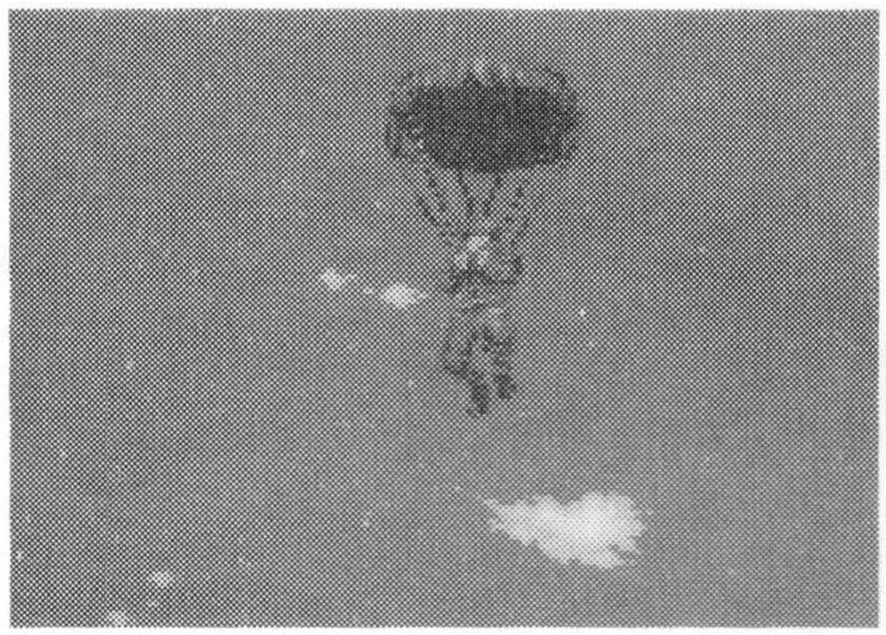
Now it's just the two of you, all alone in the deep blue skies, trying to best one another. Get ready for hours and hours of sky battles!

Scoring

You receive points as you complete each mission. The Clear Bonus increases with each accomplished task. You are also eligible to collect a bonus for any time remaining. Each tick on the timer is worth 100 points. Add these figures together, and you get your total score. Use these points to replenish supplies or strengthen your fighter (see Supply Hangar, page 8).



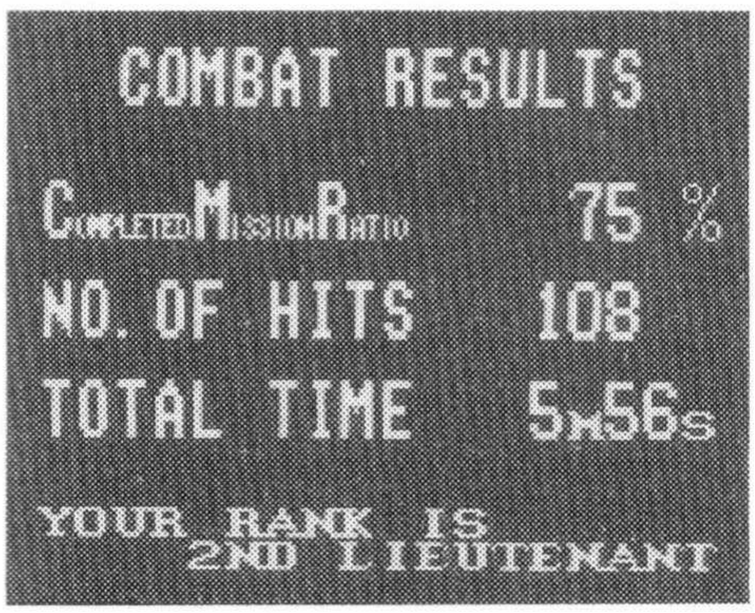
Game Over



Your G-LOC can take a certain amount of punishment, but is not indestructible. If you take one too many hits, the sky flashes red and you are blown out of the sky! Fortunately, you prepared a chute...

Once you've been blasted, the game ends. There are no second chances in this battle!

Ace of the Base



After your game ends, the Combat Results screen comes up. Completed Mission Ratio shows the percent of missions you successfully cleared. If, for example, you were shot down in your fourth mission, that means that you got through three other missions. Your CMR is 75%. Also displayed are the total number of hits you registered on enemy aircraft, ships, and tanks, and the total time it took you to get as far as you did.

At the bottom of the screen, your rank is displayed. Whether you end up a Cadet or the Chief of Staff depends on how far you got and how many hits you made. The ranks are listed below:

Cadet– **LOWEST**	Major
Airman	Lieutenant (Lt.) Colonel
Sergeant	Colonel
Master Sergeant	Lieutenant (Lt.) General
Second (2nd) Lieutenant	Major General
First (1st) Lieutenant	General
Captain	Chief of Staff– **HIGHEST**

Wingtips

- Keep one eye on your radar scope as often as possible.

- Using the Boost function gives you getaway speed, but uses an enormous amount of fuel. Don't 'Boost' unless it's absolutely necessary (it's often necessary in the two-player game).

- If you hold down Button 1 when firing your machine gun, you can fire rapid rounds. This is most important when you buy better ammunition!

- Do a lot of maneuvering. A moving target is much more difficult to hit than a sitting duck!

- Perfect your timing for attacks, especially when firing missiles.

- Learn to perform the Loop, so you can get out of trouble any time you need to!

- For game play information, call 1-415-871-GAME.

*******Handling This Cartridge*******

- The Sega Game Gear 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 recess during extended play

SCOREBOOK

Date	CMR	Hits	Time	Rank

Date	CMR	Hits	Time	Rank

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

Our Consumer Service Department is in operation seven days a week. 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 termination 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.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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