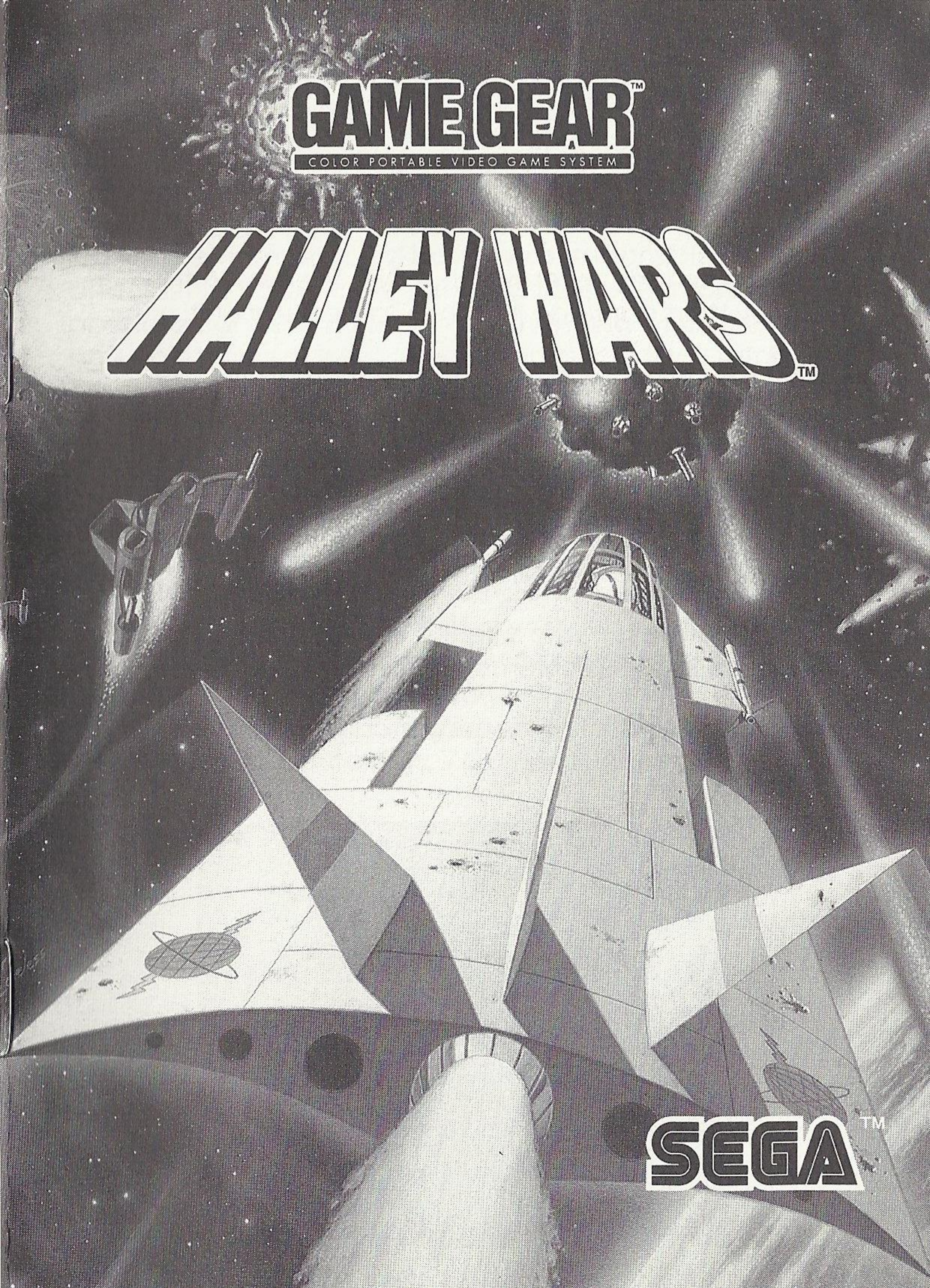
GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

ALLEY WARS™



SEGA™

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.

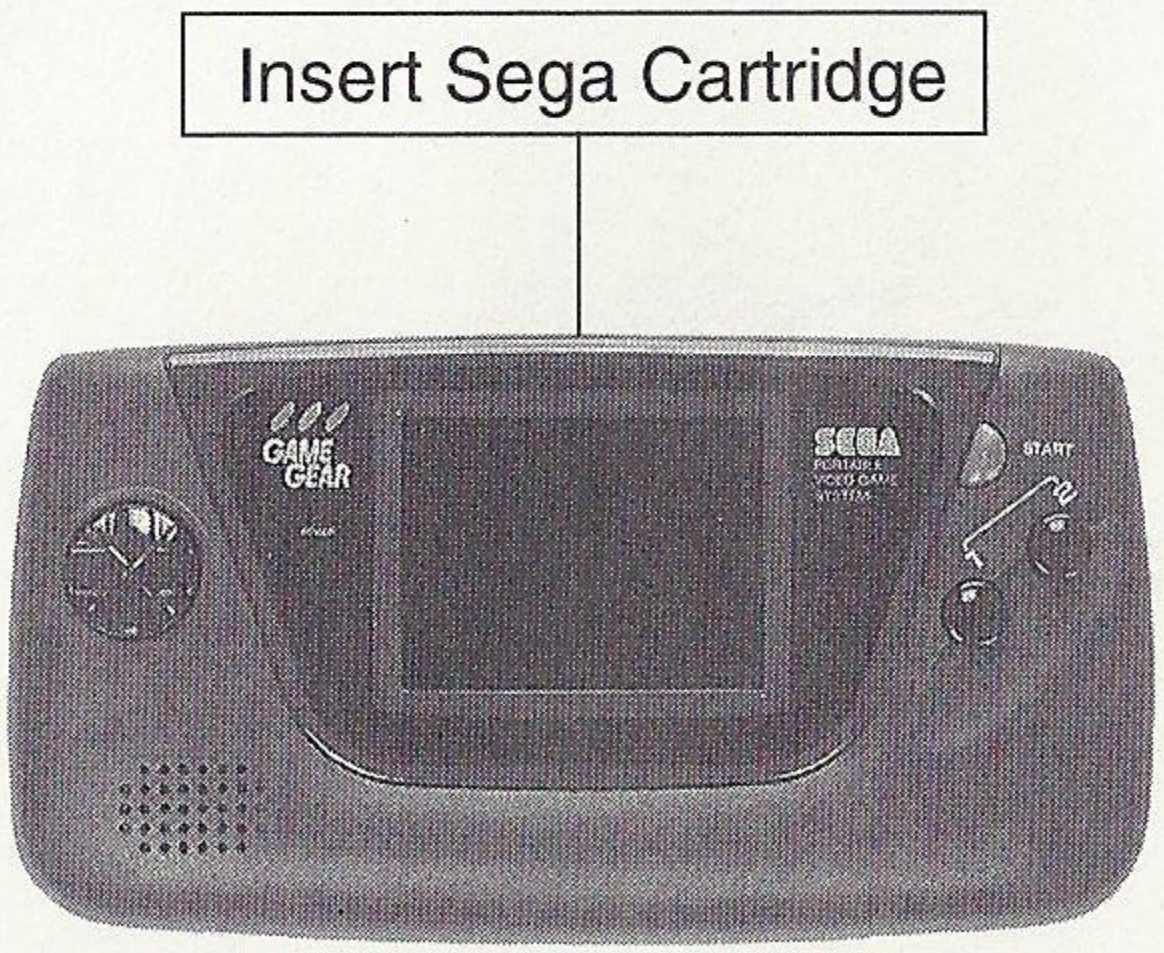
2. Make sure the power switch is OFF. Then insert the *Halley Wars* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the *Halley Wars* Title screen appears.

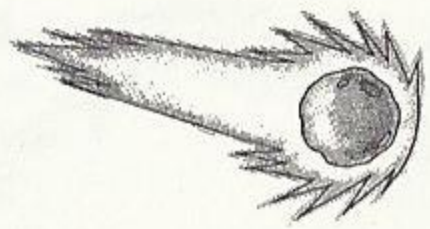
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Halley Wars* is for one player only.

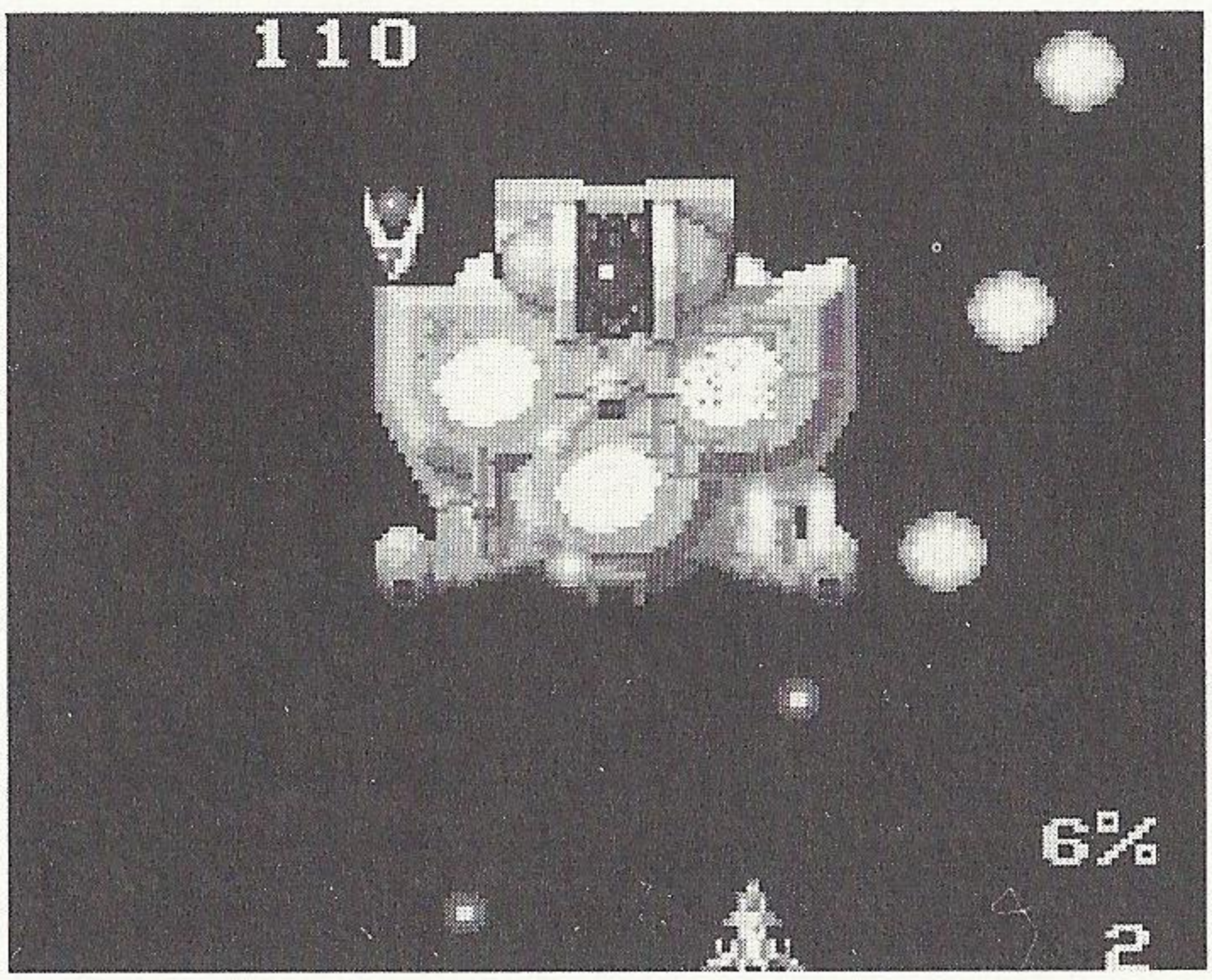


Stop Lord Halley!

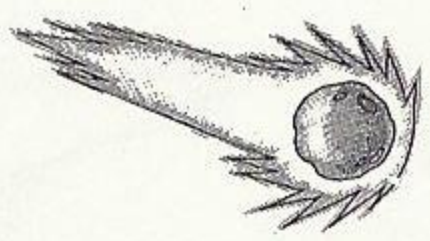


By the middle of the 21st century, the earth had been the target of five large-scale assaults. A massive space army led by the infamous Lord Halley was responsible for the attacks that brought the lives of billions of humans to an absolute standstill. The earth was hanging by a thread, and according to intelligence reports, the final, fatal onslaught was soon to commence!

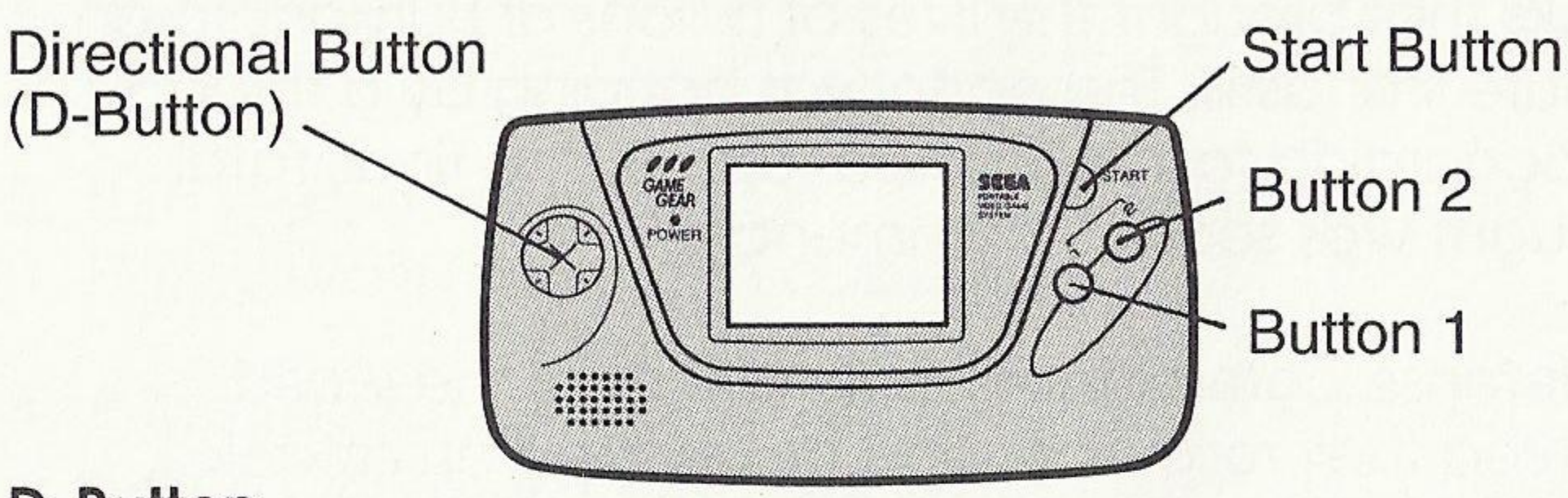
The defense committees of all nations of the world gathered their resources and developed an attack spacecraft. This is the last chance for self-defense; the final hope of those still alive. You must pilot the craft through the attacking forces and into the alien army's massive complex and fight your way through their nightmarish defense network. Don't let their vessels or any comets get by you and damage the earth further. The future of the earth and its remaining inhabitants rests squarely on your shoulders. You must succeed!!



Take Control!



Learn the functions of each button before beginning play.



D-Button

- Press up or down to move the marker, and left or right to make a selection, at the Mode Select screen.
- Press to move your spacecraft in any direction.

Start Button

- Press at the Title screen to bring up the Mode Select screen.
- Press at the Mode Select screen to begin play.
- Press during play to pause the game; press again to resume play.

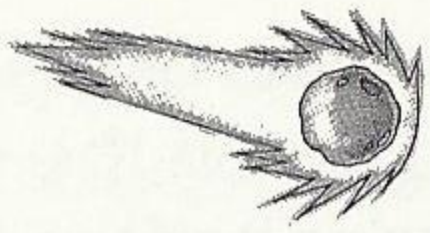
Button 1

- Press to fire destructive beam. Press and hold for rapid fire.

Button 2

- Press to fire auxiliary weapons (see Items on pages 6-7).

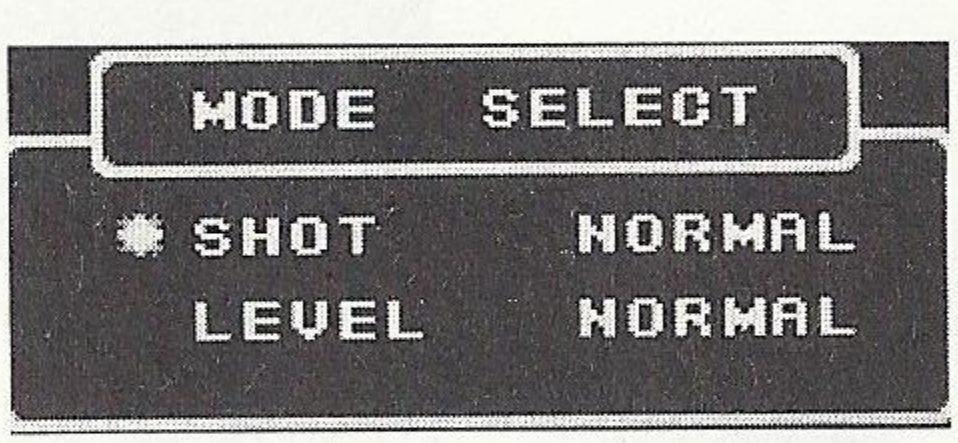
Prepare for Launch





The Title screen follows the Sega logo. In a few moments, a demonstration begins. Press the Start Button at the Title screen to see the Mode Select screen. (Pressing the Start Button during the demo returns you to the opening logo.)

Mode Select



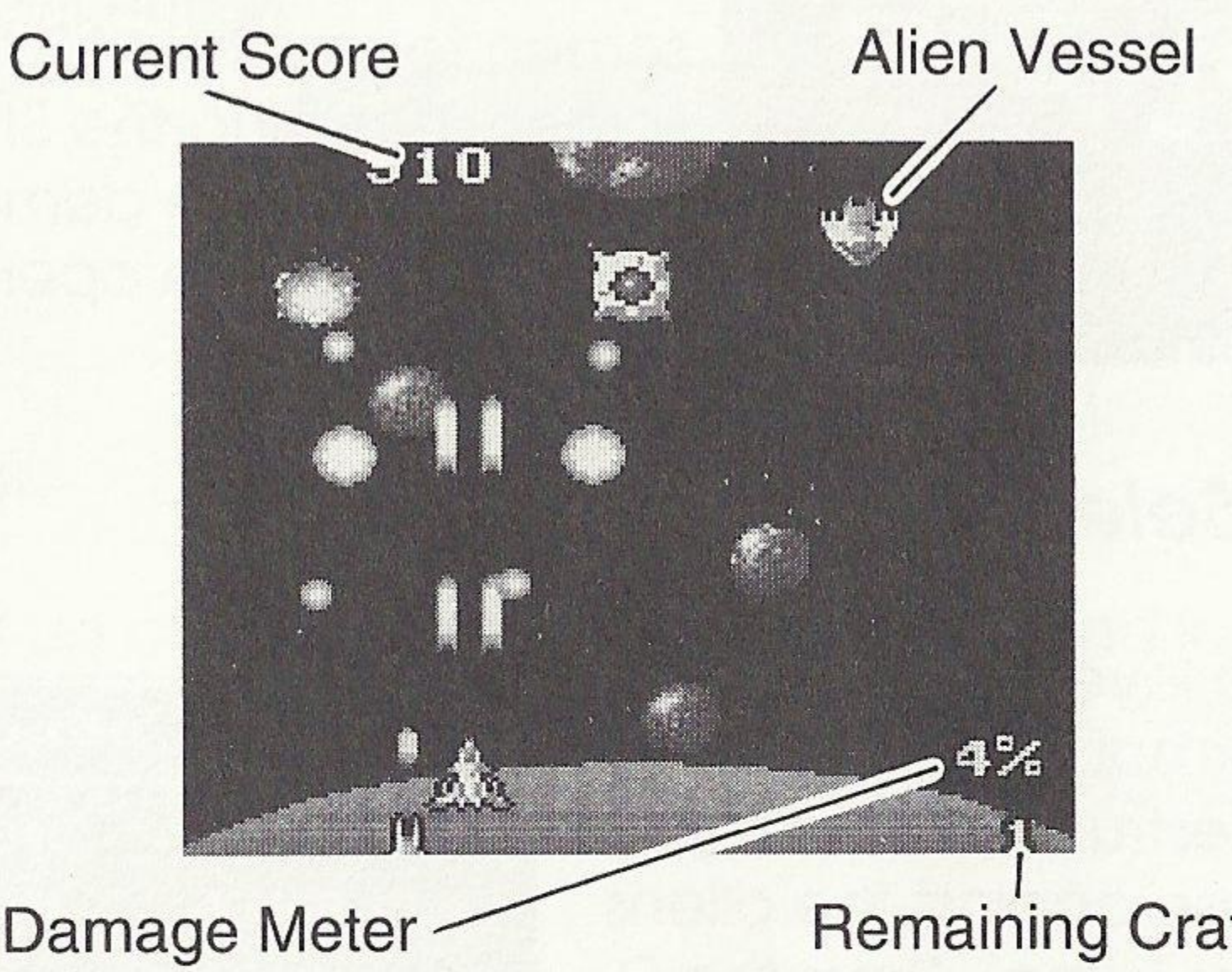
Choose a level of difficulty (Easy, Normal or Hard) and the type of destructive beam you want to use against the aliens (Normal or Turbo). Press the D-Button up or down to place the marker next to one of the categories, and then press left or right to cycle through the choices. Press the Start Button to enter your selections, and the game automatically begins.

On the Brink of Disaster

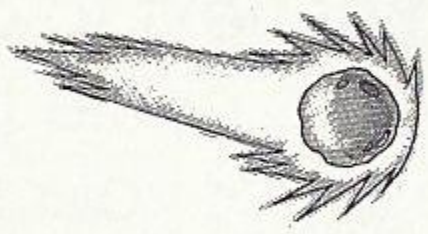
Pilot your spacecraft into Lord Halley's huge military 'space base' and blast everything in sight. Fight your way through the first six stages and be ready to put it all on the line in the final stage. Every comet that gets past you causes serious damage to the earth. Some of the enemy vessels are also capable of inflicting damage, so pick up

power and speed items (see Items on pages 6-7) at every opportunity and go on the offensive. You must wipe out Lord Halley's forces before the earth is destroyed!

Screen Signals



Items



Inside asteroids and satellites you can find items that give you protection, points or more destructive power. Blast the object with your beam and move your ship over the item to take it. It can be used immediately.



Increase the power and scope of your attack. Take six of these items to get the maximum destructive power!



Add an explosive pod to your arsenal. Press Button 1 and the pod fires its own beam. Pressing Button 2 lets this baby loose on enemy vessels. It destroys almost everything in the immediate area (when used against the larger vessels found at the end of each stage, it causes minimal damage).



Increase the speed of your vessel. Take five of these items to obtain max thrust!

A protective laser shield surrounds your ship, keeping you safe from enemy beams (and comets as well). The shield will disappear, though, if you take a few hits.





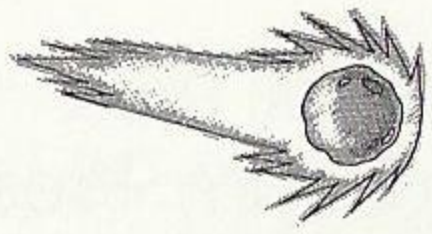
Get a full complement of four explosive pods. Each one fires a beam (Button 1), and each one can be used as a bomb (Button 2).

Destroys all enemies and neutralizes all enemy beams in the area.



You pick up many items during battle. Should you perish while the items are still in use, you may get them back for the next ship. Your destructive beam power will be weakened by one level. (If you had picked up four power items before getting hit, your next ship will start with a beam carrying the power of three items. In addition, if you are using your last ship, your beam power is diminished to its original setting.) Any explosive pods you were carrying will appear on screen. To retrieve them, move your craft over them just as you would an item.

Scoring

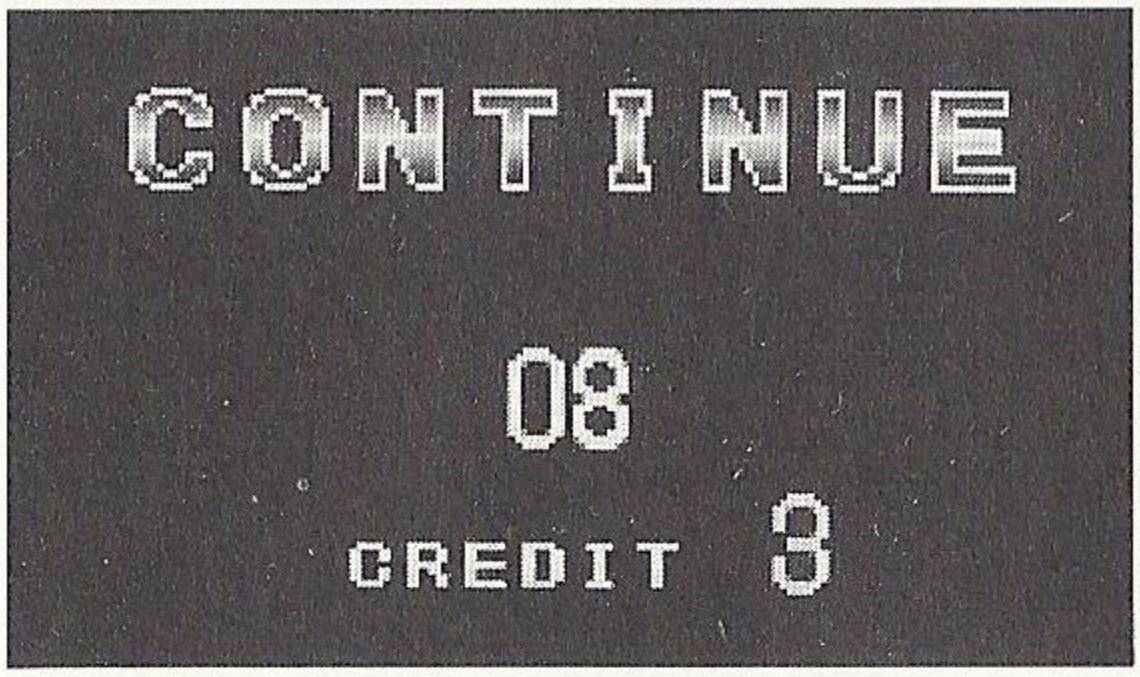


You receive points for blasting enemy vessels, comets and item carriers. The score you compile in each stage helps you if you can clear the stage. As you battle the aliens, the earth suffers damage as enemy vessels pass by you unmolested. The amount of damage that can be repaired depends on how high your score is for the stage. For every 2,000 points you accumulate during a stage, 1% of the damage done to Earth is repaired. Also, you get an extra ship as your total score reaches 10,000 points, 20,000, and so on.

Game Over/Continue

You begin the game with three ships. Getting hit by an enemy attack or a comet, or running into a space boulder, costs you one ship. Losing all of them brings the game to an end. The high score in the current session of play is displayed, along with your score. Also, if the damage meter reaches 100%, the earth has been completely devastated and you lose the game.





Continue play by pressing the Start Button at the Continue screen. Make sure you press before the timer reaches zero. You can continue three times. (The Damage Meter is reset to zero if you choose to continue.)

Survival Tips

- Maneuver carefully through areas with heavy concentrations of cosmic debris. One wrong move and you could easily lose an explosive pod, or even your ship!

- Keep one finger on Button 1 at all times. The enemies' assault is relentless– you don't stand a chance without taking advantage of your rapid-fire function.

- A comet that gets by you increases the earth's damage factor by 7%. Remember, your goal is to save the earth from total annihilation, so blow those comets apart!

Date	Score	Last Stage Reached

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 recess during extended play.

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.

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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GAME GEAR™

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Printed in Japan <672-0619>