MEGA-CD

keio flying squadron



魔応遊撃隊

INSTRUCTION MANUAL

SEGA

Licensed by Sega Enterprises Ltd. for play on the Sega MEGA-CD™ SYSTEM

ENGLISH: EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

FRANCAIS:

Attention: à lire avant toute utilisation par vous ou vos enfants d'un système de jeu vidéo. Un très petit nombre de personnes risquent d'avoir des crises d'épilepsie lorsqu'elles sont exposées à certains motifs lumineux ou à des lumières clignotantes. L'exposition à certaines lumières ou arrière-plans sur un écran de télévision, ou pendant le jeu vidéo, risque de provoquer des crises épileptiques chez ces personnes. Certaines conditions peuvent provoquer des symptômes épileptiques non décelés, même chez les personnes qui n'ont jamais eu de crises d'épilepsie. Si vous, ou un membre de votre famille est dans un état épileptique, consultez un médecin avant de jouer. Si vous présentez un des symptômes suivants en jouant à un jeu vidéo: vertiges, vue affaiblie, clignotement des yeux ou contractions musculaires, perte de conscience, déséquilibre, mouvement involontaire, ou convulsions, arrêtez IMMÉDIATEMENT l'utilisation et consultez votre médecin avant de reprendre le jeu.

DEUTSCH: EPILEPSIEWARNUNG

Bitte lesen Sie den folgenden Abschnitt durch, bevor Sie dieses Videospiel-System benutzen oder Ihren Kindern erlauben, es zu benutzen. Eine geringe Anzahl von Personen neigt zu epileptischen Anfällen oder Bewußtseinsstörungen, wenn sie bestimmten Lichtmustern oder flimmernden Lichteffekten ausgesetzt sind, wie sie unter anderem auch auf Fernsehbildschirmen und bei Videospielen auftreten. Auch Spieler, die zuvor noch nie einen Anfall hatten, könnten an bisher nicht erkannter Epilepsie leiden. Sollten Sie oder eines Ihrer Familienmitglieder an Epilepsie leiden oder schon einmal durch flimmernde Lichteffekte hervorgerufene Bewußtseinsstörungen erlitten haben, sollten Sie vor dem Spielen unbedingt Ihren Arzt konsultieren. Kinder sollten Videospiele nur unter Aufsicht der Eltern spielen. Wenn bei Ihnen oder Ihrem Kind während des Spielens Symptome wie Schwindelgefühl, veränderte Sehkraft, Augen- oder Muskelzuckungen, Bewußtseinsverlust, Orientierungsstörungen oder unwillkürliche Bewegungen oder Krämpfe auftreten, unterbrechen Sie SOFORT das Spiel, und suchen Sie umgehend Ihren Arzt auf.

ESPANOL: AVISO SOBRE EPILEPSIA

Lea esta advertencia antes de utilizar este sistema de videojuegos o permitir que sus hijos lo utilicen. Un porcentaje muy pequeño de personas podría sufrir ataques epilépticos o pérdida del conocimiento al exponerse a ciertos patrones de luz o luces destellantes como por ejemplo las que aparecen en una pantalla de televisor o al utilizar videojuegos. Esto puede suceder incluso si la persona no tiene un historial médico de epilepsia o nunca ha sufrido ataques epilépticos. Si usted o cualquier miembro de su familia ha tenido alguna vez síntomas relacionados con la epilepsia (ataques o pérdida del conocimiento) cuando se haya expuesto a luces parpadeantes, consulte a su médico antes de jugar. Recomendamos que los padres supervisen la utilización que sus hijos hacen de los videojuegos. Si usted o sus hijos experimentan alguno de los siguientes síntomas: mareos, visión borrosa, contracciones oculares o musculares, pérdida del conocimiento, desorientación, cualquier movimiento involuntario o convulsiones, mientras utiliza un videojuego, interrumpa INMEDIATAMENTE la utilización del sistema y consulte con su médico.

ENGLISH:

Precautions to take during use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

FRANCAIS:

Précautions à prendre pendant l'utilisation d'un jeu vidéo

• Ne vous tenez pas trop près de l'écran. Asseyez-vous à une certaine distance de l'écran et aussi loin que le permet le cordon de raccordement.

• Jouez de préférence sur un petit écran.

• Évitez de jouer si vous êtes fatigué ou manquez de sommeil.

• Jouez dans une pièce bien éclairée.

• Reposez-vous 10 à 15 minutes par heure lorsque vous jouez à un jeu vidéo.

DEUTSCH:

Vorsichtsmaßnahmen während des Gebrauchs:

- Halten Sie genügend Abstand zum Bildschirm. Sitzen Sie so weit vom Bildschirm entfernt, wie es die Länge Ihres Kabels erlaubt.
- Betreiben Sie das Spiel auf einem Fernseher mit möglichst kleiner Bildröhre.
- Spielen Sie nicht, wenn Sie müde sind oder nicht genügend Schlaf hatten.
- Spielen Sie in einem gut beleuchteten Raum.
- Legen Sie alle Stunde eine Spielpause von mindestens 10 bis 15 Minuten ein, wenn Sie ein Videospiel betreiben.

ESPANOL:

Precauciones que deben tomarse durante la utilización del videojuego:

- No se ponga demasiado cerca de la pantalla. Siéntese bien separado de la pantalla del televisor, tan lejos como permita la longitud del cable.
- Utilice el juego en un televisor que tenga una pantalla lo más pequeña posible.
- No juegue si se encuentra cansado o no ha dormido lo suficiente.
- Asegúrese de que la habitación en la que está jugando está bien iluminada.
- Descanse un mínimo de entre 10 y 15 minutos cada hora mientras utiliza un vieojuego.

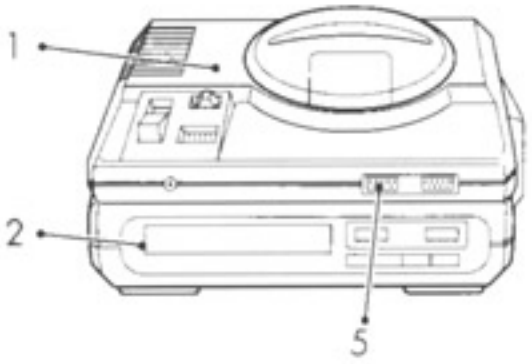
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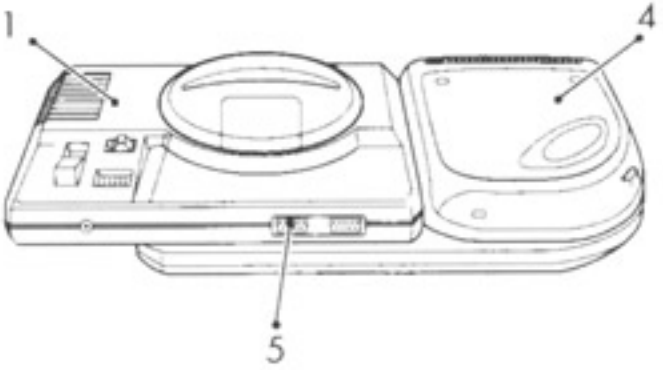
Starting Up: How to Use Your Mega-CD/Mega-CD II

This CD-ROM can only be used with the MEGA-CD or MEGA-CD II system. Do not attempt to play this CD-ROM on any other CD player - doing so may damage the headphones and speakers.

1. Set up your Mega-CD or Mega-CD II system by following the instructions in your Mega-CD or Mega-CD II Instruction Manual. Plug in Control Pad 1.
2. Turn the system ON. The Mega-CD animated display will appear. If nothing appears on the screen, turn the system OFF and make sure it is set up correctly.
3. Press Button C on the Mega Drive Control Pad, and the on-screen Control Panel will appear. If you have the original Mega-CD system, use the D-Button to select OPEN and press Button C to open the CD tray. If you have a Mega-CD II system, press the OPEN button on the Mega-CD II console to open the CD tray.
4. Place the disc in the well of the CD drive and press Button C to close the CD tray (original Mega-CD) or manually close the CD door (Mega-CD II). The words "CD-ROM" will appear on the Control Panel.
5. Use the D-Button to move the cursor onto CD-ROM and press Button C. The opening screens of the game will appear.
6. If you wish to stop a game in progress, or if the game ends, press the Reset Button on the Mega Drive or Mega Drive II console to display the on-screen Control Panel.

1. Mega Drive System • 2. Mega-CD System • 3. Mega Drive II System • 4. Mega CD II System • 5. Control Pad 1





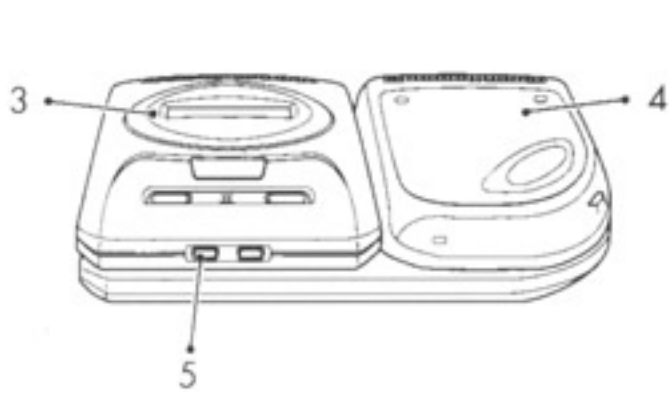
FRANCAIS:

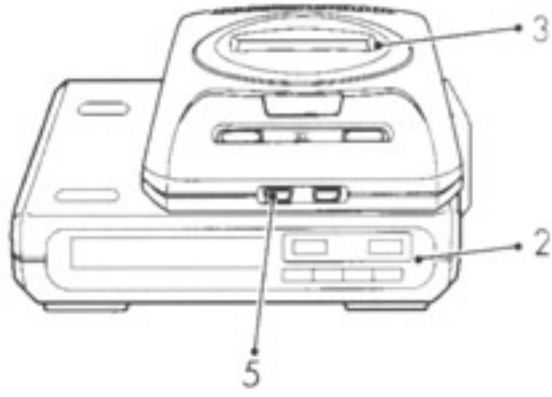
Installation: comment utiliser votre Mega CD/Mega CD II

Ce CD-ROM ne peut être utilisé qu'avec la Mega-CD et la Mega-CD II. N'essayez pas de jouer ce CD-ROM sur un lecteur CD audio car vous risqueriez d'endommager les écouteurs et les haut-parleurs.

1. Installez votre Mega-CD ou Mega-CD II en suivant les instructions du manuel de la Mega-CD ou Mega-CD II. Branchez le Control Pad 1.
2. Allumez la console (ON). La séquence animée Mega CD apparait alors. Si rien n'apparait à l'écran, éteignez la console (OFF) et vérifiez qu'elle est bien installée.
3. Appuyez sur le bouton C du Control Pad de la Mega Drive, et le panneau de contrôle apparaîtra à l'écran. Si vous avez la console Mega-CD originale, utilisez le bouton-D pour sélectionner OPEN (Ouvrir) et appuyez sur le bouton "C" pour ouvrir le tiroir CD. Si vous avez une console Mega-CD II, appuyez sur le bouton Open (Ouvrir) de la console Mega-CD II afin d'ouvrir le tiroir CD.
4. Placez le CD dans le tiroir CD et appuyez sur le bouton C pour fermer le tiroir CD (Mega-CD original) ou fermez le couvercle du CD à la main (Mega-CD II). Les mots CD-ROM apparaîtront sur le panneau de contrôle.
5. Utilisez le bouton-D pour placer le curseur sur CD-ROM et appuyez sur le bouton C. Les écrans d'introduction du jeu apparaîtront alors.
6. Si vous désirez interrompre un jeu en cours, ou si le jeu se termine, appuyez sur le bouton Reset sur la Mega Drive ou la Mega Drive II afin d'afficher le panneau de contrôle.

1. Mega Drive • 2. Mega-CD • 3. Mega Drive II • 4. Mega CD II • 5. Control Pad





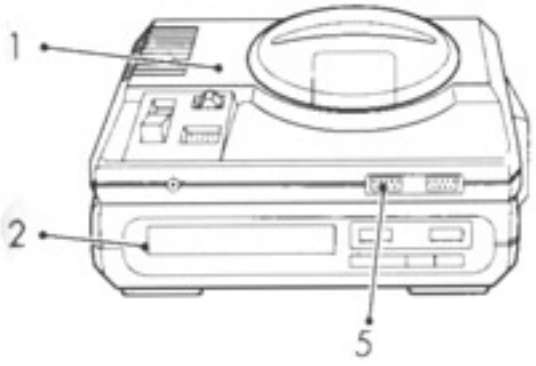
DEUTSCH:

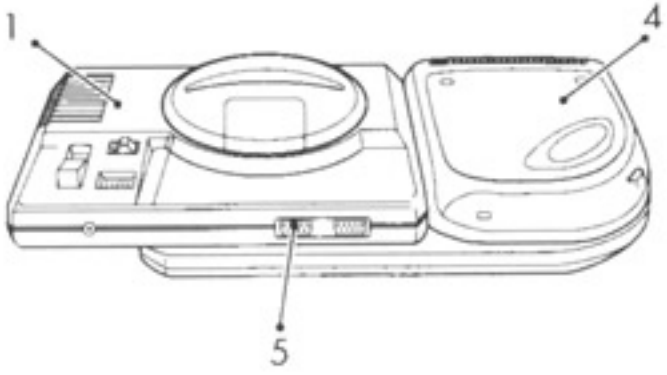
Spielstart: Wie Sie Ihr Mega-CD/Mega-CD II-Gerät benutzen

Diese CD kann nur mit dem Mega-CD/Mega-CD II-System verwendet werden. Versuchen Sie nicht, die CD auf einem anderen Gerät abzuspielen, da sonst die Kopfhörer und Lautsprecher beschädigt werden.

1. Stellen Sie Ihr Mega-CD- oder Mega-CD II-System so ein, wie in Ihrer Bedienungsanleitung beschrieben. Schließen Sie Control Pad 1 an.
2. Schalten Sie das System EIN. Daraufhin erscheint ein animierter Mega-CD-Bildschirm. Bleibt der Bildschirm leer, dann schalten Sie das Gerät wieder AUS, und überprüfen Sie, ob es richtig eingestellt wurde.
3. Drücken Sie Knopf C auf dem Mega Drive-Control Pad. Es erscheint das Steuerfeld auf dem Bildschirm. Besitzen Sie das Mega-CD-System, dann wählen Sie jetzt mit dem R-Knopf OPEN (Öffnen), und drücken Sie Knopf C, um den CD-Einschub zu öffnen. Besitzen Sie das Mega-CD II-System, dann drücken Sie den Knopf OPEN (Öffnen) auf der Mega-CD II-Konsole, um den CD-Einschub zu öffnen.
4. Legen Sie die Diskette korrekt ein, und drücken Sie Knopf C, um den CD-Einschub zu schließen (Mega-CD), oder schließen Sie den CD-Einschub per Hand (Mega-CD II). Daraufhin erscheint auf dem Steuerfeld die Mitteilung "CD-ROM".
5. Bewegen Sie mit Hilfe des R-Knopfes den Cursor auf "CD-ROM", und drücken Sie Knopf C. Nun erscheinen die Eröffnungsbildschirme des Spiels.
6. Möchten Sie ein laufendes Spiel unterbrechen, oder ist das aktuelle Spiel gerade zu Ende, dann drücken Sie den Reset-Knopf auf der Mega Drive- oder Mega Drive II-Konsole, um das Steuerfeld wieder aufzurufen.

1. Mega Drive-System • 2. Mega-CD-System • 3. Mega Drive II-System • 4. Mega-CD II-System • 5. Control Pad





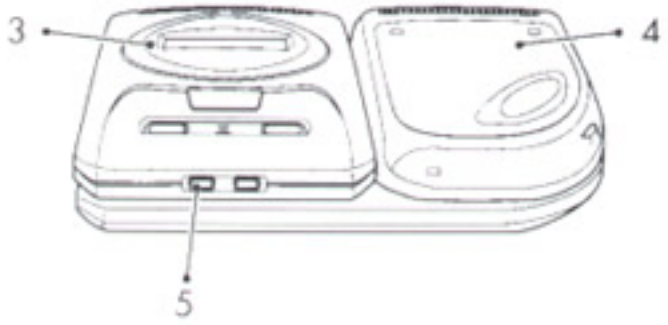
ESPANOL:

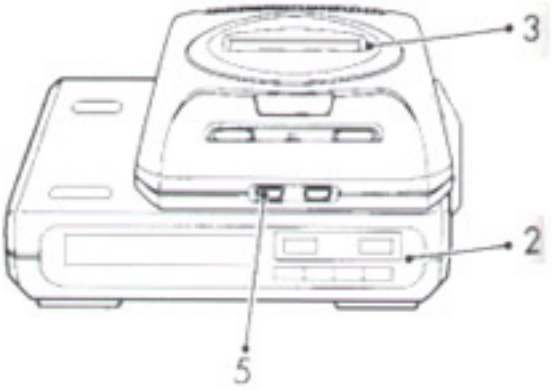
Manejo del disco del Mega-CD / Mega-CD II

Este disco está diseñado para ser empleado únicamente en el sistema Mega-CD o el Mega-CD II. No intentes utilizar este disco CD-Rom en cualquier otro lector de discos compactos; si lo haces, podrías dañar los auriculares o los altavoces.

1. Instala tu Mega-CD o Mega-CD II siguiendo las instrucciones que aparecen en sus correspondientes manuales. Conecta un controlador.
2. Enciende el interruptor de la corriente (ON). Aparecerán las secuencias animadas del Mega-CD. Si no se ve nada en la pantalla, apaga el sistema y asegúrate de que está bien instalado.
3. Pulsa el botón C del controlador de la Mega Drive y el panel de control aparecerá en pantalla. Si tienes el Mega-CD original, pulsa el botón D para seleccionar OPEN (ABRIR) y luego el botón C para abrir la bandeja del disco. Si tienes el sistema Mega-CD II, pulsa el botón OPEN en la propia consola y se abrirá la bandeja del disco.
4. Coloca el disco en la bandeja y pulsa el botón C (en el Mega-CD) o cierra la bandeja manualmente (en el Mega-CD II) para cerrarla. En el panel de control aparecerán las palabras "CD-ROM".
5. Utiliza el botón direccional para mover el cursor sobre la palabra "CD-ROM" y pulsa el botón C. Comprobarás que aparecen las escenas introductorias del juego.
6. Si quieres parar el juego mientras estás jugando, o si éste termina, pulsa el botón Reset en la Mega Drive o en la Mega Drive II para que aparezca en pantalla el panel de control.

1. Sistema Mega Drive • 2. Sistema Mega-CD • 3. Sistema Mega Drive II • 4. Sistema Mega-CD II • 5. Controlador





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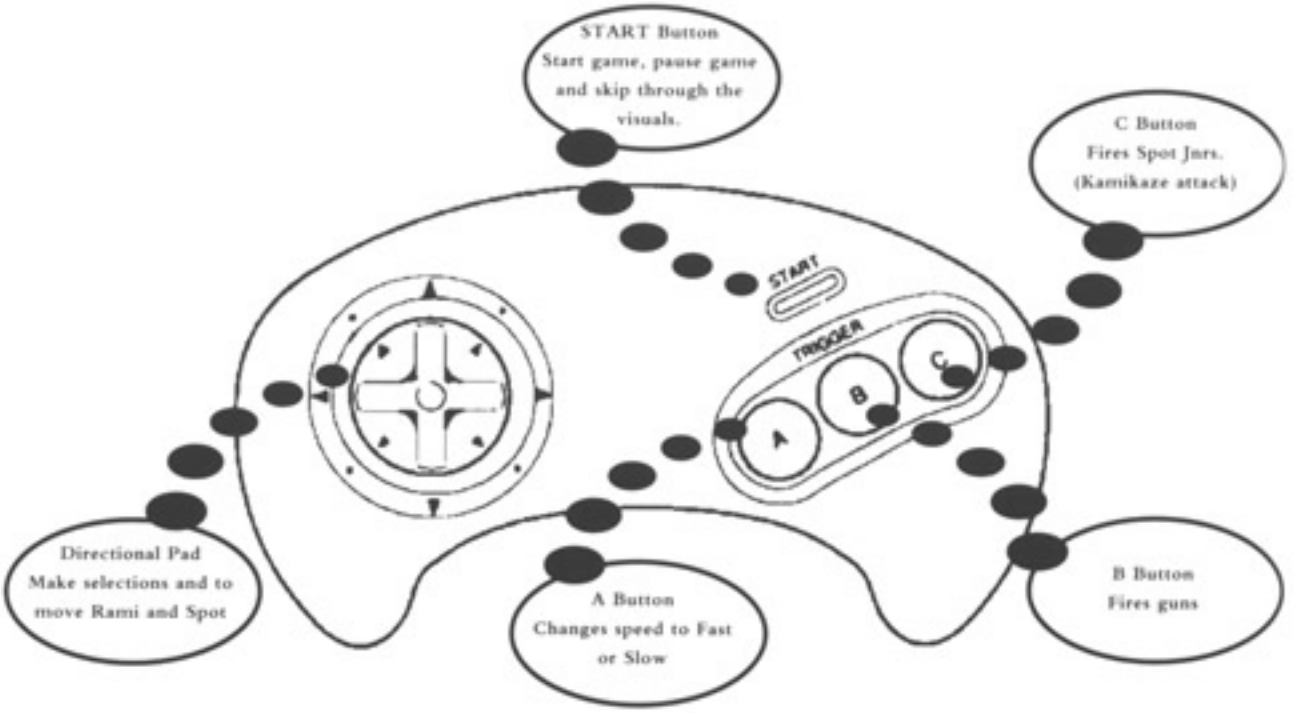
Getting Ready

1. A Mega Drive Controller should be plugged into the "Control 1" port on your Sega Mega Drive.
2. Make sure that there is not a game cartridge in your Sega Mega Drive System and follow all Mega-CD System directions to activate your Mega-CD System.
3. Follow Mega-CD System directions to OPEN the Mega-CD drive. Press the RESET Button and the disc tray will open.
4. Carefully place your Keio Flying Squadron CD game disc in the Mega-CD System with the label-side facing up. Press the START Button to close the tray and begin play.

Names of Controller Parts

This manual refers to the following directions:

GAME CONTROLS



NOTE: These are the default settings. You may re-configure the control settings in the Options Menu.

Introduction

Enter Edo, the 17th century capital city of feudal Japan. Rami, a seemingly typical teen, has been the keeper of the Key to the Secret Treasure. Rami is really a descendent of aliens who came to earth in ancient times. But what is this mystery treasure the missing Key unlocks? Rami doesn't know the importance of the treasure, nor does her overbearing grandmother remember what secret the Key unlocks. But one thing is certain: the Key has been stolen (while Rami was at the local mini-mart, a common hangout for teens then) and now she must get the Key back.



Rami rides into battle on her trusty dragon "Spot" as she encounters an octopus sea monster, the U.S. Navy, and the Russian Army until she arrives at the ship of Dr. Pon. Dr. Pon, billed as the most intelligent creature on earth with an IQ of 1400, has the appearance of a racoon, appropriate for the thief that he is.

Starting the Action

START GAME

First, follow your MEGA-CD System directions to start up the game.
Once the game begins, the Title Screen appears. (Demo starts automatically unless you press START button at the title screen. To return to the title screen during demo, simply press START Button.)



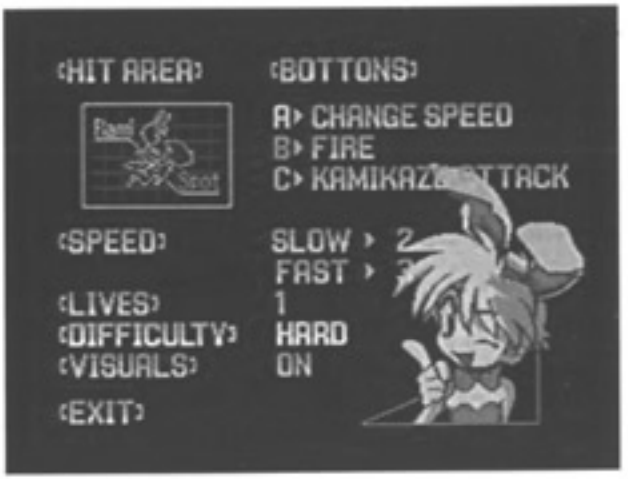
TITLE SCREEN

Press START Button to bring up the Main Menu at the Title Screen. Choose "Start Game" or "Options" by moving the cursor using the Directional Pad and press START.



OPTIONS MENU

You can change the control settings or the difficulty level at the game Options Menu.



Hit Area .... To change where you want to be hit. Choose from "Rami", "Spot", or "Rami and Spot" by pressing A, B or C.

Buttons ..... Press A, B or C to change the functions of these buttons on the Directional Pad to order "Fire", "Kamikaze Attack", and "Change Speed".

Speed ..... To adjust the manoeuvring speed of Spot to either Slow or Fast mode. In each mode, you can choose five different speeds, 1 through 5. (Press A during gameplay to toggle between the Slow and Fast mode.)

Lives ..... To set how many lives (1-5) until you have to return to the beginning of an Episode.

Difficulty ... To set the gameplay difficulty level at Monkey, Human or Super Human.

Visuals ..... If you are one of the real hard core players who doesn't want your shooting game to be interrupted with the visuals or want to concentrate on the game once you have already seen them, you can skip them. Press A, B or C to select "OFF" to bypass all visuals except the ending scene.

Exit ..... Select and then press START to get back to the Main Menu.

GAME SCREENS

Score ..... Displays your current score (at the top of screen).

Dragon Lives Remaining ..... Indicates how many Spots you have left (shown to right of score).

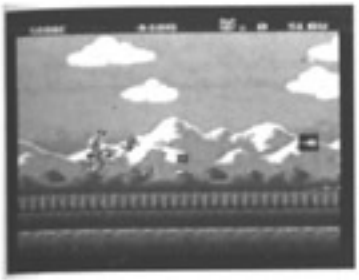
Speed ..... Indicates the speed of your dragon Spot (in the top right corner).

Continue Screen ..... When the remaining number of Spots becomes "0", the Continue Screen appears. If you choose "Continue" at this screen, you can start the game from the stage you have just left. You can use this Continue function up to six times at "Monkey", and three times at each the "Human" and "Super Human" levels.

Game Over ..... If you lose during the final "Continue Game," your game is over.



Your Weapons



SHOT

Shot is the flame which Spot blows. There are two kinds of Shots. One only goes forward and the other goes in multiple directions. By earning the "Power-Up Items," you increase the power of the Shots to six different levels.



SUB-WEAPONS

These weapons are used by Rami to assist Spot. You can use either the ground bombs, the explosive throwing stars or homing Spot Jnrs. (baby dragons) depending on the type of Sub-Weapon Items available to you. (Pick these up by flying into them.)



KAMIKAZE ATTACK

Spot Jnr. (baby dragon) is your optional weapon. You can have up to two of them. Normally, Spot Jnrs. are for covering your dragon (Spot), however by pressing the "C" Button on your controller, they become powerful bullets projected forward.

If you are surrounded by the enemy, use the Kamikaze Attack. Spot Jnrs. are always available.

Icons

If you see this little creature, shoot him and the inventory icons will appear on your screen.



POWER-UP ITEMS

There are two kinds of Power-Up Items. The icon display changes automatically to indicate which type is available. (By collecting icons of the same type, you can increase the power of your Shots up to six levels.)



Forward Shot
For intensive attack in a forward direction



Multi-Directional Shot
For wide range attack

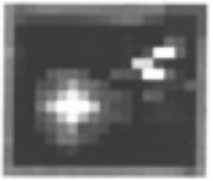
ONE-UP ITEM

There is a bonus item called "One-Up Item" somewhere in each episode. By picking up these hidden items, you can earn one Spot life.

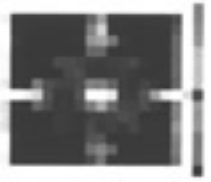


SUB-WEAPONS

There are three kinds of Sub-Weapon Items. The icon display changes automatically to indicate which type is available. (By collecting icons of the same type, you can increase the power of your Sub-Weapons up to three or four levels.)



The Ground Bombs
Sub-Weapons for attacking enemies on the ground.



The Explosive Throwing Stars
Sub-Weapons for multi-directional attack. They are projected in the opposite direction from where you are headed.



The Homing Spot Jnrs.
Baby dragons act as homing missiles to chase down enemies.

Cast of Characters



RAMI

She is an alien descendent of Noah and a keeper of the Secret Treasure. In this adventure, she dresses in a bunny suit (the formal attire of a keeper) and rides her dragon to battle her enemy.



SPOT

She has been serving the keepers of the Secret Treasure as a pet dragon for many generations. Although a little goofy sometimes, you can count on her when you need her.

GRANDMA AND GRANDPA

They belong to the clan of the keeper who have been guarding the "Key of the Secret Treasure" since ancient times. Though they know their duty, they no longer remember the meaning of the Key.





DR. PON

Although he has the appearance of a Tanuki (a Japanese racoon) he is the most intelligent creature on earth with an IQ of 1400. Only he knows the significance of the "Key to the Secret Treasure" and has been after it for many, many years.

SEVEN GODS OF THE GOOD FORTUNE

Obedient servants of Dr. Pon. You will fight them in the beginning of the game. (Some of these are shown on other pages in this manual)

Episodes

CHAPTER 1: DR. PON'S SHIP ATTACKS!



Chase Dr. Pon's ship to regain the Key. After taking out the enemy forces sent from Dr. Pon, you will face Daikoku-ten, one of the Gods who rides atop his cow-drawn carriage. Don't underestimate his cow-drawn carriage, this one has a big gun with a powerful punch!

CHAPTER 2: FOLLOW THE RIVER



To find out Dr. Pon's whereabouts, Rami and her dragon go down river to find the library in Edo castle where the Books of All Ages and Countries are kept. Arriving at the mouth of the river, they will encounter the god Ebisu and his servant sea monster. Watch out for the sudden thunderbolts created by this huge octopus!

CHAPTER 3: INSIDE THE SILENT CASTLE CITY



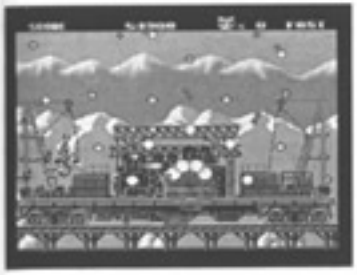
Edo city is under martial law. Rami and Spot plan to dive underground and continue their approach. Proceed through the underground passage, and the castle will be just ahead. After learning the whereabouts of the Secret Treasure, their flight is blocked by a new obstacle, the black ship "Sunflower" of the U.S. Navy. Strike the captain as he pops his head up from his ship, and you can beat this irritable enemy hands down.

CHAPTER 4: ANOTHER AMBUSH



Rami and Spot are off on a long journey to Mt. Ararat in Russia to pursue the Secret Treasure, "the Ark", but once again the U.S. Navy tries to head them off. The height of the battle will be in the air with the U.S. Navy's flying fortress "Genocide Lincoln", 20 miles high in a sea of clouds. Charge them with all your might!

CHAPTER 5: THE BATTLE AT MT. ARARAT



Arriving at Mt. Ararat, Rami and Spot find themselves in the middle of a fierce battle between U.S. military forces who want the Ark, and the Russians who are trying to stop them. Making their way through the battle, they find Dr. Pon's ship. Now all that's left is to regain the Key. After destroying Russia's mightiest weapon, the huge fortress train, the Secret of the Treasure is finally revealed.

CHAPTER 6: THE CASPIAN SEA CONFRONTATION



Oh no! The Ark has slipped off Mt. Ararat and into the Caspian Sea! If Rami wants dinner she had better go after the Ark. Some old bosses will be back trying to stop Rami's flight towards the ending boss, so be careful! Face a hideous sea monster that is very angry about Rami disturbing its sleep.

CHAPTER 7: LEGACY OF THE GODS

The Ark has flown into outer space. It is here where Rami will finally have it out with Dr. Pon and stop his evil plan of world domination. Rami better be ready to face all the powerful enemies in the Ark. Don't let them end her mission before you face Dr. Pon and his most frightening weapon. What could it be?

You will learn the secret of the treasure in the visual after Chapter 5. Don't miss it!

Credits

STAFF

Screen Play	Satoru Honda
Alchemist	Teruhito Yamaki
Composer	Tsukasa Tawada
Artist	Hitoshi Kakumu & Hiroshi Ogawa
Character Design	Hiromasa Ota
Character Drawing	Takeshi Honda
Animation	Studio Pierrot
Animation Technician	Yoshikatsu Matsuki & Toshimi Yokota

VOICE

Rami/Spot	Samantha Paris
Dr. Pon/Narrator	Roger Jackson
Translation & Recording	Watanabe-Robins & Associates

Game Advisor	Kazuya Tominaga
Game Player (Tester),	Koji Ishizeki (Japan), Kenji Kikuchi (Japan), Jeremy Klein (US), Julio C. Arreygue (US), Aki Akaike (US)
Technical Director	Yoshiaki Iwasawa
Director	Yasushi Endo
Producer	Toshiaki Nagai
(USA)	Yoji Takenaka
(UK)	Masayoshi Zaitsu
Executive Producer	Harunobu Komori



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