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SEGA GENESIS
16-BIT CARTRIDGE



AFTER BURNER II

INSTRUCTION MANUAL

Loading Instructions: Starting Up

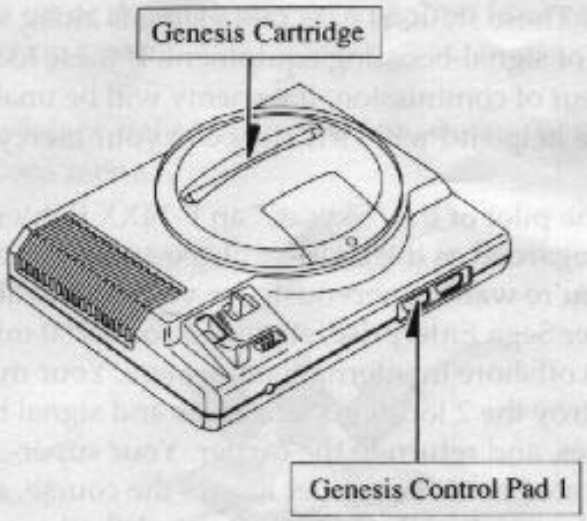
1. Make sure the power switch is OFF.

2. Insert the After Burner II cartridge in the Genesis System (shown below) by following the instructions in your GENESIS SYSTEM manual.

3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

IMPORTANT: Always make sure that the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 player only:
Press Start Button on Genesis Control Pad 1.



Mission: Destroy Satellite Links!

Your once-peaceful nation has been under siege by General Zorbia and his incredibly powerful armed forces from Halvary. They've advanced relentlessly, and you and your countrymen are standing with your backs to the wall– waiting for the inevitable final strike!

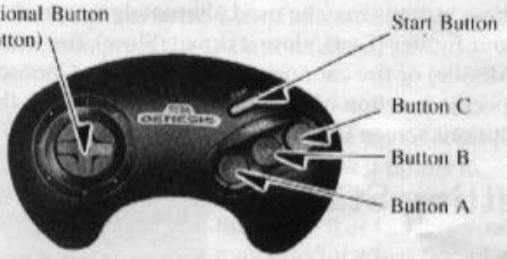
According to the latest intelligence reports, the enemy is planning to strike the fatal blow with some outside help. Strong evidence exists that there will be a communiqué sent by Halvary HQ to the allied forces waiting somewhere along the NESW (Northeast/Southwest) communications network. Could things get any worse?

Actually, there's some good news to tell. In addition to the report regarding the communiqué, the intelligence organization has also been able to approximate the locations of 2 enemy microwave stations in the NESW network! These stations pass radio signals along with the help of signal-boosting equipment. If these locations are put out of commission, the enemy will be unable to signal for help and will virtually be at your mercy!

You're the pilot of the "Skycat," an F-14XX fighter that is widely regarded as the baddest bird ever to darken the skies! You're waiting nervously for your orders aboard the carrier Sega Enterprise, stationed some 200 miles (320 km) offshore in international waters. Your mission is to destroy the 2 locations' antennas and signal booster complexes, and return to the carrier. Your super-sophisticated battle computer knows the course, and will guide you directly to your targets. Whether or not you reach them in one piece, though, is entirely up to you! Good luck!

Take Control!

To succeed in your crucial mission, you must master the use of the Control Pad. One slip, one wrong move, and you're all finished!



D-Button:

- Press up or down to choose an option from one of the selection screens.
- Press left or right to view the sub-options in the Options menu.
- Press to move your F-14XX Skycat in 8 different directions:



Start Button:

- Press to bring up the Options screen.
- Press to start the game.

Buttons A, B and C:

- These buttons may be used alternately to speed up your fighter (Fast), slow it down (Slow), fire missiles (Missile) or fire cannon rounds (Vulcan). Choose the specific function of each button while viewing the Options screen (see page 5).

Getting Started



There are two Title screens that will appear. When the first one comes up, and the words "PUSH START BUTTON" begin flashing, press the Start Button to advance to the next screen. If you want to see a short demonstration, don't press the Start Button yet. Wait for about 20 seconds, and the demonstration will begin automatically.



The second Title screen includes the Start/Option Select window. To select one, move the selection arrow up or down (using the D-Button), and press the Start Button.

Options

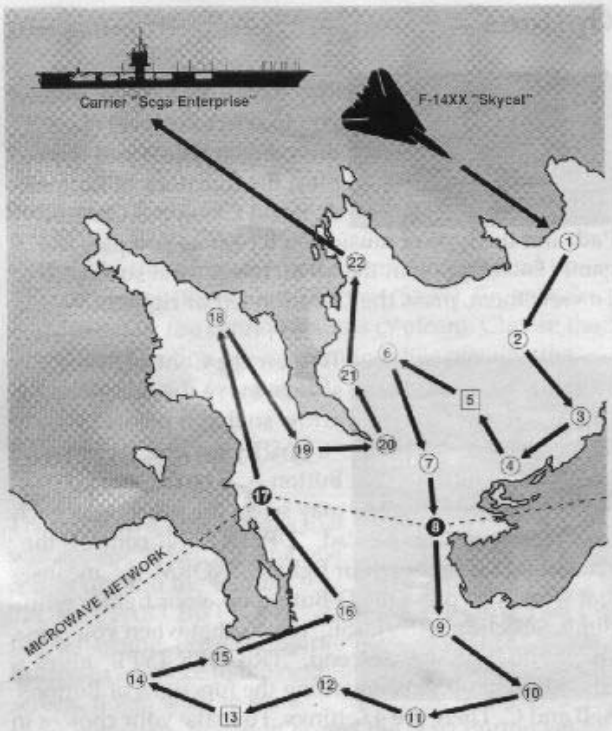


The "OPTION MENU" allows you to select the level of difficulty at which you wish to play, the functions of Buttons A, B and C on your Control Pad, and the type of music you'll hear as you play the game. Each Option in the Menu has several sub-options. To view them, press the D-Button left or right.



To view the Control Select screen, move the selection arrow so that it points to "CONTROL," and press Button A, B or C. Here you may select the function of each button on your Control Pad. "UP/DOWN" controls the vertical movement of your fighter. "NORMAL" means that when you press the D-Button up, your fighter will climb. Selecting "REVERSE" means that when you press up, your fighter will descend. "TRIGGER TYPE" gives you different options regarding the functions of Buttons A, B and C. There are 4 settings. To make your choices in this screen, press the D-Button left or right.

Once you've finished your business, move the selection arrow down to "EXIT" using the D-Button. This will return you to the "OPTION MENU." To leave the Options screens completely, once again move the selection arrow down so that it points to "EXIT," and press Button A, B or C. The first Title screen will reappear. Press the Start Button to bring up the second Title screen. Insuring that the selection arrow points to "START," press the Start Button one last time, and you may begin play from Stage 1.



Your Objective

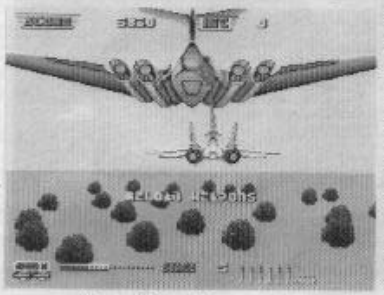
There are 22 Stages of air combat you must successfully pass through, or Clear. Each Stage presents different dangers, and different attack techniques on the part of the enemy. Stages 8 and 17 represent the microwave stations– as you attempt to obliterate them, watch for the granite columns! It'll take some pretty fancy flying to maneuver safely through. Stage 23, should you survive that far, brings you back to the ship! Mission accomplished!

Weaponry



Your fighter is equipped with a Vulcan 20 mm cannon. Normally, it fires automatically. If you wish to control its operation, select "TRIGGER TYPE 4" in the Control Select screen. Your supply of Vulcan rounds is unlimited.

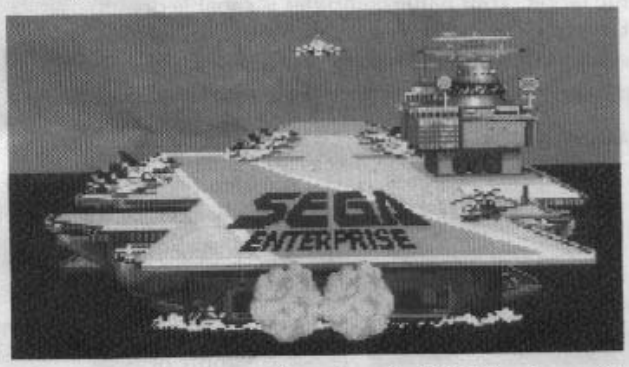
You also have air-to-air guided missiles that rarely miss the target. Your battle computer is capable of auto-targeting– use your Vulcan gunsight to get a fix on the enemy craft, and the missile sights will appear. Several enemy planes can be targeted at once. Try not to fire if you don't have a lock on any aircraft. Also, be sure to fire before they get too close to you. Remember, you have a limited supply of ammunition! You'll start out with 50 missiles. This supply will be replenished at various points in your journey, and you may stockpile 100 missiles at one time. If at reloading time you have fewer than 50 missiles, you will receive 50 more. If you have more than 50, you'll receive enough extra to equal 100. Use them wisely!





Playing the Game

The first screen shows you in your F-14XX, taking off from the Sega Enterprise. The game will begin shortly thereafter from Stage 1. You receive, as long as you stay in the air, Bonus points and Hit points. While remembering your prime objective, you should also try to take out as many enemy craft as you can without jeopardizing the mission. Remember– if "GAME OVER" appears while you're in the middle of a round, you won't get credit for any hits made during the round.



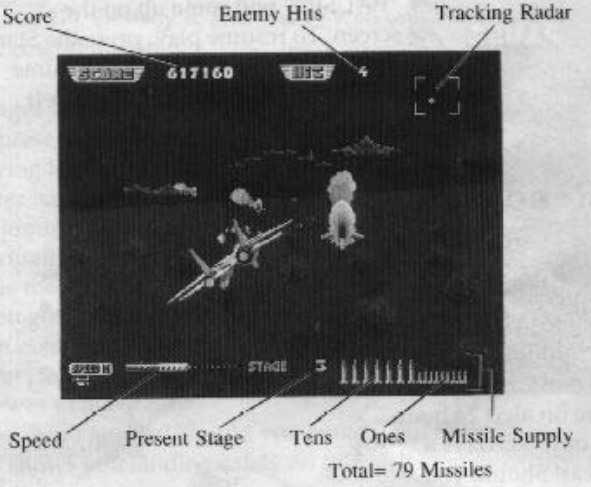
Move your fighter laterally, using the D-Button, to avoid hostile fire. A maneuver that will get you out of many tight spots is the Roll. To execute this maneuver, press the D-Button all the way either to the left or right, and then press it in the opposite direction. The F-14XX will automatically turn 360 degrees– it won't be perfectly



level after the Roll, so be sure to make the necessary adjustments. It's a tough move, but one that could mean the difference between success and failure!

Screen Signals

Learn the significance of each indicator and gauge that will appear during play. Any more than a glance at the data during the game might cost you everything!



Game Over/Continue

You start the game with 3 fighters. If they crash, or are blown up in mid-air, the game will end. If you wish, though, you have the option of continuing play. When "GAME



OVER" and "CONTINUE 3" appear, you have 9 seconds to decide whether or not to keep flying. To continue, press Button A, B or C before the timer reaches "0." You can continue as many as 3 times. That's a total of 12 fighters with which you can battle the enemy bandits!

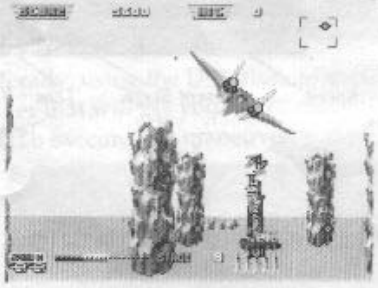
Pause/Resume Play



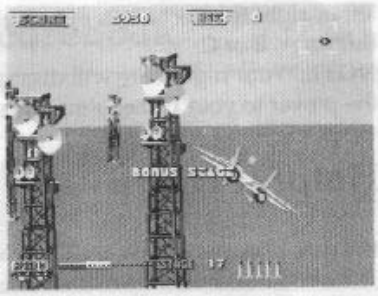
To stop the action for whatever reason, press the Start Button and "PAUSE!!" will come up on the screen. To resume play, press the Start Button again and action will resume right from the point where you left off.

Ready for Take Off!

Stages 1 through 7 are the enemy's front-line defense squadrons (see map on page 6). The fact that this is a surprise attack doesn't make it any easier for you. They are on alert 24 hours a day, 365 days a year! Should you make it through this nightmare, you'll come upon the first of 2 microwave amplification complexes (Stage 8). Fly through the middle of the granite barriers and destroy all of the antennas and shelters!



Stages 9 through 16 are even more trying than the earlier battles. Now you've really offended your hosts, and they are after you for more than an apology! If you survive their furious attacks, you'll see the second microwave station (Stage 17). Destroy it, and you're well on your way to a successful mission!



Stages 19 through 22 represent the enemy trying to save face after having its communications virtually wiped out in this theater of action. You got in, and they are going to do everything in their power to make sure you don't get out! Should you make it out of there, Stage 23 shows you landing safely on the deck of your carrier. Well done!



High Score

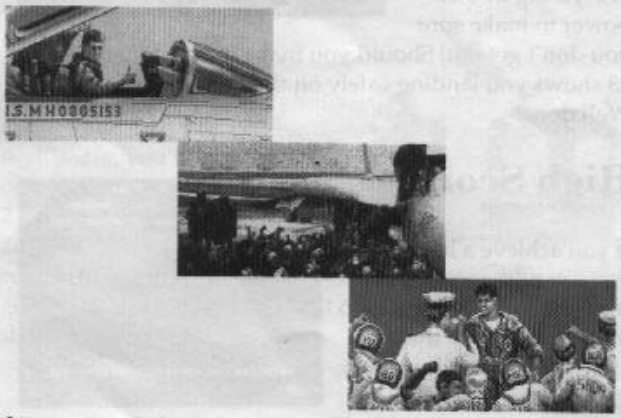
If you achieve a high score, you can add your name to the list of ace flyers on the high score screen that appears at the end of every game. Press the D-Button



left or right to select a letter or character, then press Button A, B or C.
NOTE: Your high score will disappear if you turn off the power to your Genesis machine.

Helpful Hints

- Try to shoot at enemy craft before they fire. They will sometimes shoot at you just as they appear in the distance, and you may not be able to maneuver safely out of the line of fire!
- Glance regularly at your Missile Supply Indicator. If you should happen to run out of missiles, you'll have to fight without them until the next reloading stage!
- If you see a guided missile come from behind you and start to close in on you, slow your plane down. The missile should fly right by you!
- Master the "Roll" technique. A moving, swerving, active target is much more difficult to hit!



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Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis 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.

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this 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 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 fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 6:00 a.m. to 9:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. 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 Sega Genesis Cartridge requires repairs after termination of the 90-day 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.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.