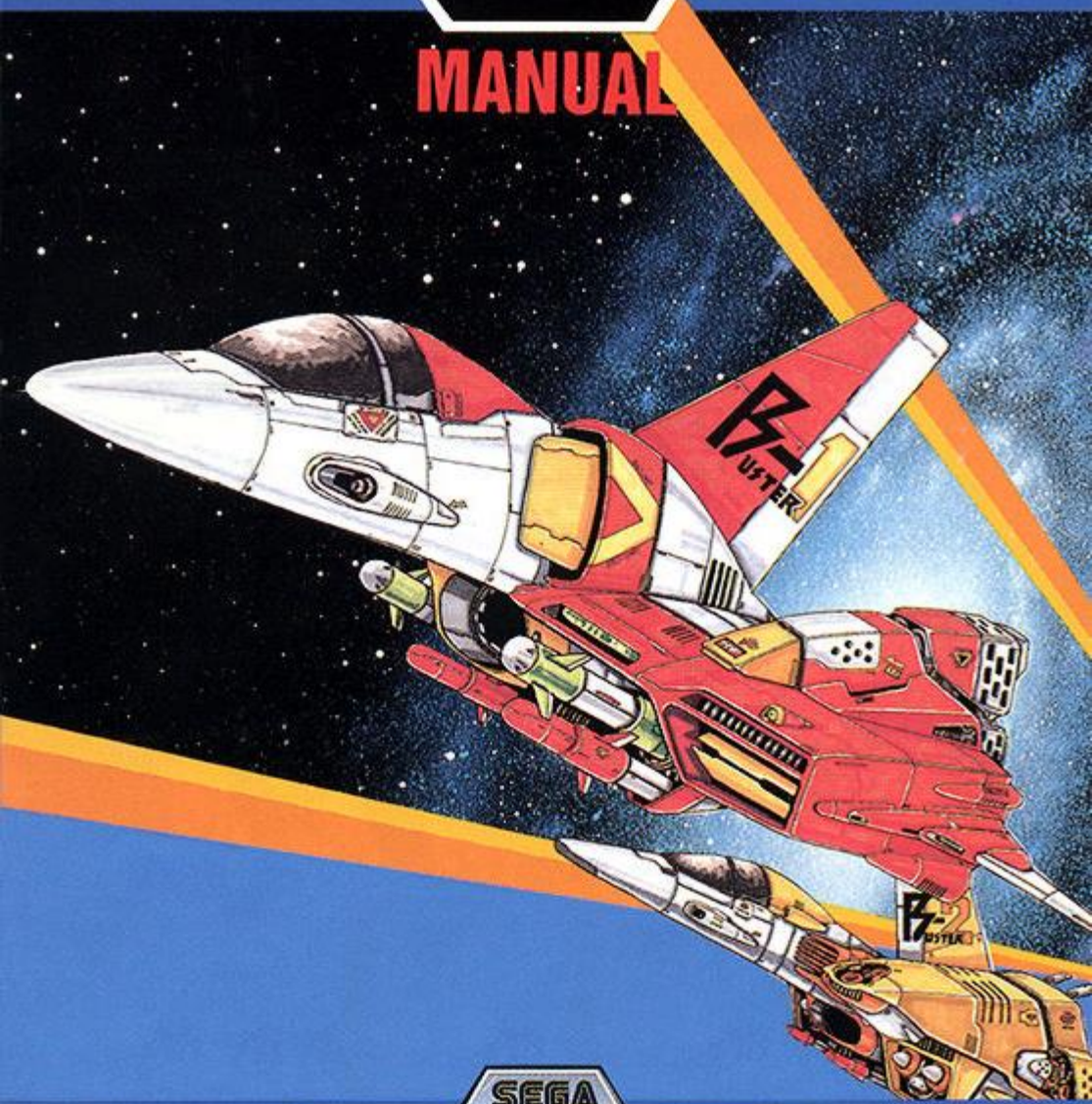
·RAID UNIT·

AIR BUSTER

·RAID UNIT· ·RAID UNIT·

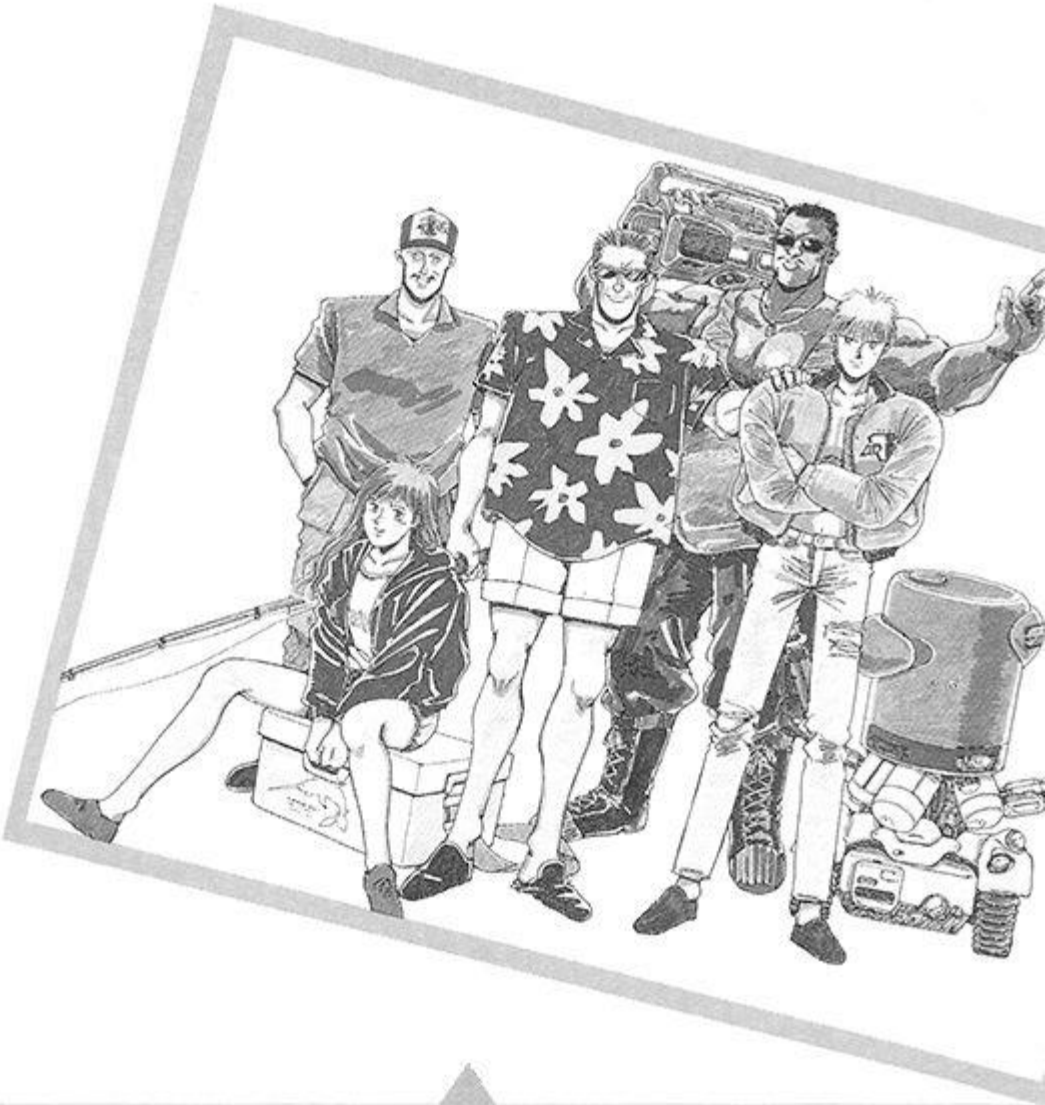
MANUAL



SEGA GENESIS™

16-BIT CARTRIDGE

Thank you for purchasing Kaneko's "Air Buster" for Sega Genesis. Please read through this manual before playing the game.



CONTENTS

The Story 4
How To Operate 6
Option Mode 7
Continue Mode 7
The Screen 8
Simultaneous Game Play 9
How to Use Buster Flash 9
Special Battle Gear 10
The Battle Zones 15
The Villains 18
The Bosses of Villainville 20
Meet Buster 1 and 2 ! 22
Handling The Sega Genesis Cartridge 23



Mr. Charles, K. Takeda and his Partners.

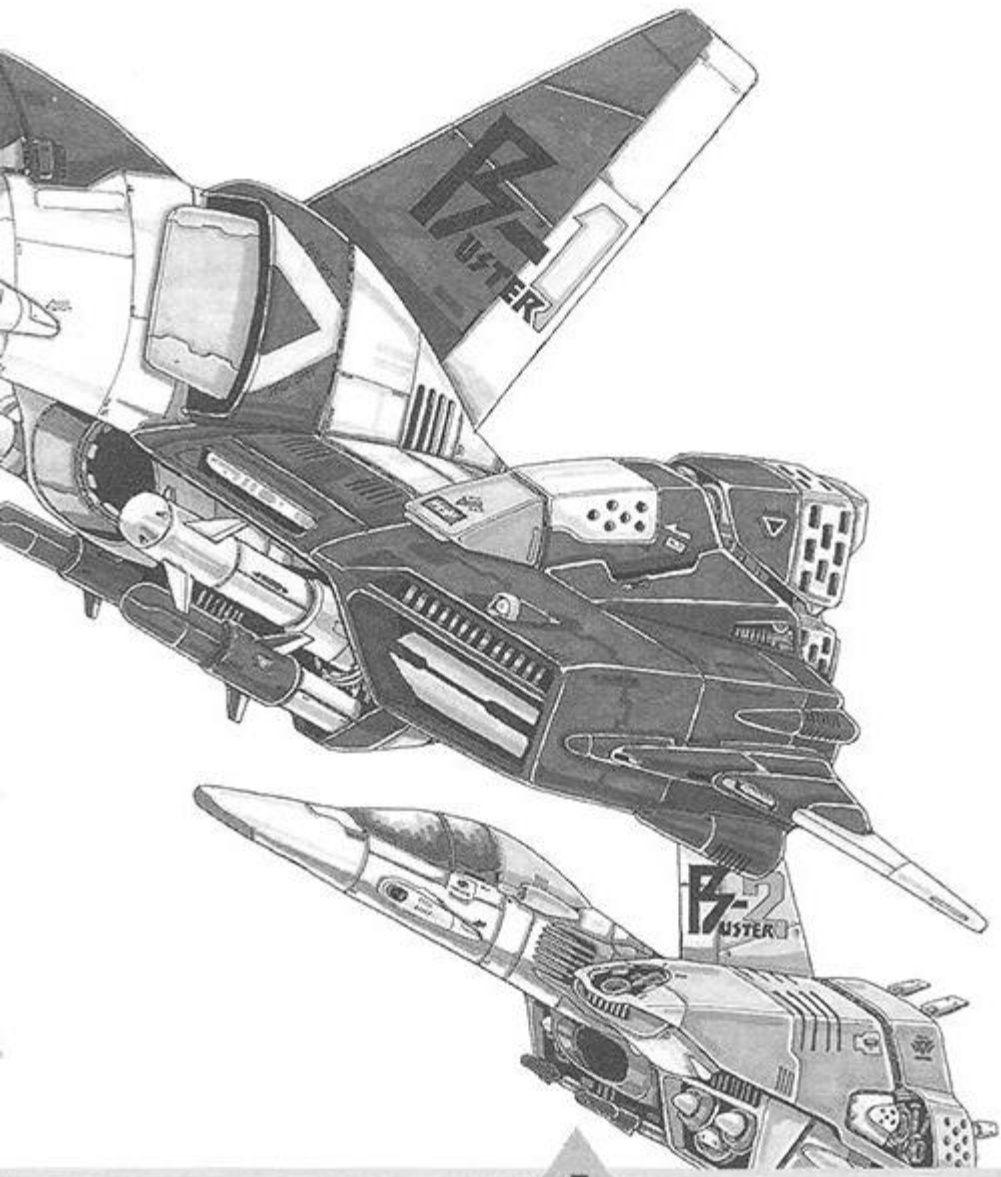
THE STORY

In the year 2030, the MEGA LOAD MASTERS suddenly attacks planet Earth plotting to kill every living creature on it. They cover their bodies with seemingly invincible mechanisms and their offensive strength is too overwhelming for any country's military power. The Earth is apparently doomed.
But one person by the name of Charles K.Takeda had foreseen this happening and prepared for its coming. With his family and friends Charles moved to an unknown island in the Pacific to develop the ultimate weapon called the "Buster Syetem" . The Buster System is a futuristic weaponry that can destroy



metals and elements of matter at will simply by increasing special waves emitted by the human mind. Various hypernatural phenomena can happen by using the Buster System such as moving of material elements or destruction of space, etc. without contact.

Charles developed two super machines loaded with Buster Systems—Buster1 and 2. He trained his daughter, Holly, and his son,Mike to pilot the Buster Systems and sent them on an impossoble mission to defeat the Mega Load Masters.



OPERATING INSTRUCTIONS

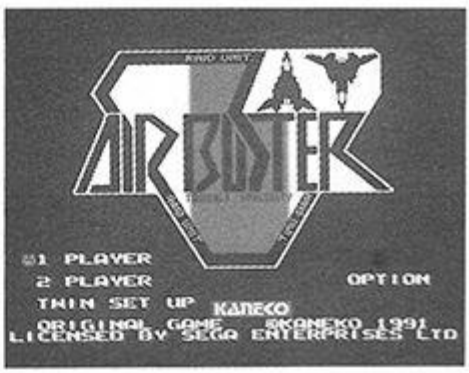
This game may be played by either 1 or 2 players by pressing the Control pad.
Press START BUTTON to see the Title Screen. Select 1-PLAYER Menu by moving the cursor up or down. Once a selection is made, press the Start Button.

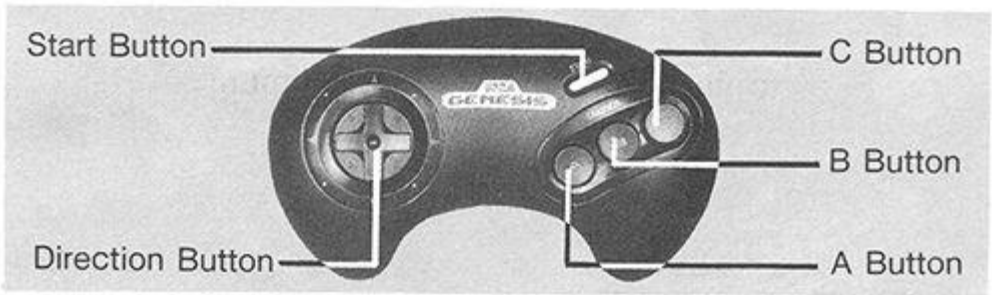
1-PYAYER operates Buster 1

2-PLAYER operates Buster 2

TWIN SET-UP
operates Buster 1 and 2 simultaneously.

THE OPTION MODE
sets the number of credits needed for game play (see section on Option Mode)





Direction Key moves the plane in one of 8 possible directions.

Start Button may be used to START GAME and to PAUSE

Button A and C. By pressing down both buttons, you energize your plane.
When you release the buttons, the Buster Flash is discharged.

Button B is for Normal Shot.

OPTION MODE

The Option Mode changes the settings of the game. Select ITEMS by moving the direction button up or down. Change the CONTENTS by moving the buttons right or left.



GAME LEVEL

determines the game's degree of difficulty. You may choose from any 1 of 4 levels - Easy, Normal,Difficult, Very Difficult.

PLAYER STOCK

determines the number of planes you have left (when you started game play with 3 -6 planes).

CREDITS

Set the number of credits from 3 to 6. Length of game play may be determined by this setting.

SOUND TEST

Allows you to hear the sound of the game.

MUSIC TEST

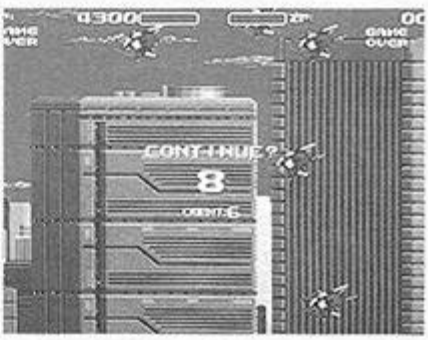
Allows you to listen to the background music.

EXIT

Return to the Start Screen.

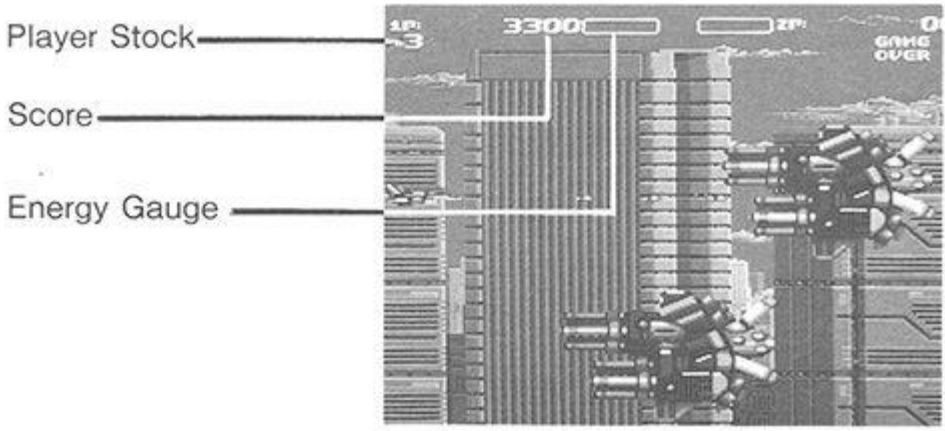
THE CONTINUE MODE

After all your planes are downed, you may continue the play by pushing the START BUTTON while counting. After finishing the count, the screen goes back to the Title Screen.

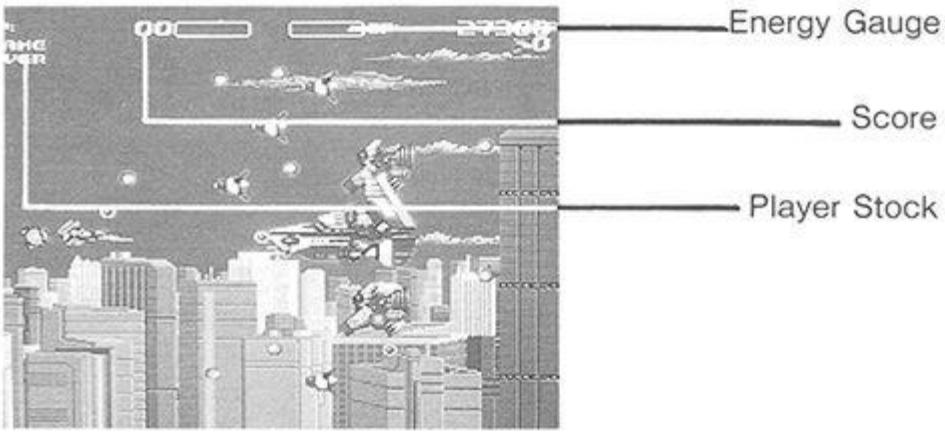


THE SCREEN

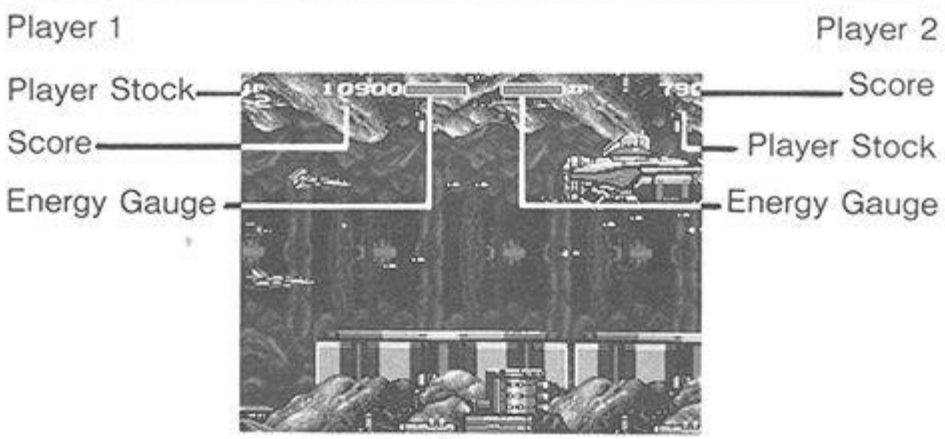
1 PLAYER



2 PLAYER



TWIN SET UP



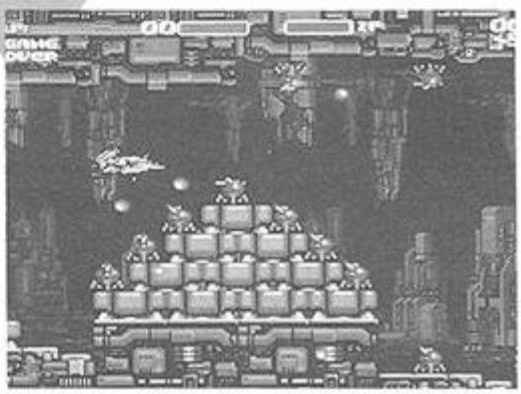
SIMULTANEOUS 2-PLAYER GAME



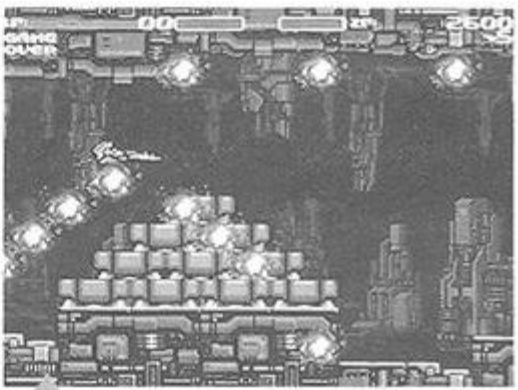
Two players may play at the same time by selecting TWIN SET-UP in the Title Screen and by connecting the Controller to Control 1 and 2. This option allows coordination and competition between the players in destroying enemies and scrambling for items. This option increases the game play two times. As long as credits are maintained, both players may continue the game.

HOW TO USE BUSTER FLASH

Players have another weapon besides normal shot. This special weapon is the Buster Flash. Press Button A or C to energize.



By releasing buttons A or C,you activate the Buster Flash which can kill common enemies by a single shot. The effectiveness of Buster Flash depends on how you use it. Remember, you cannot use normal shot while pressing buttons A or C.



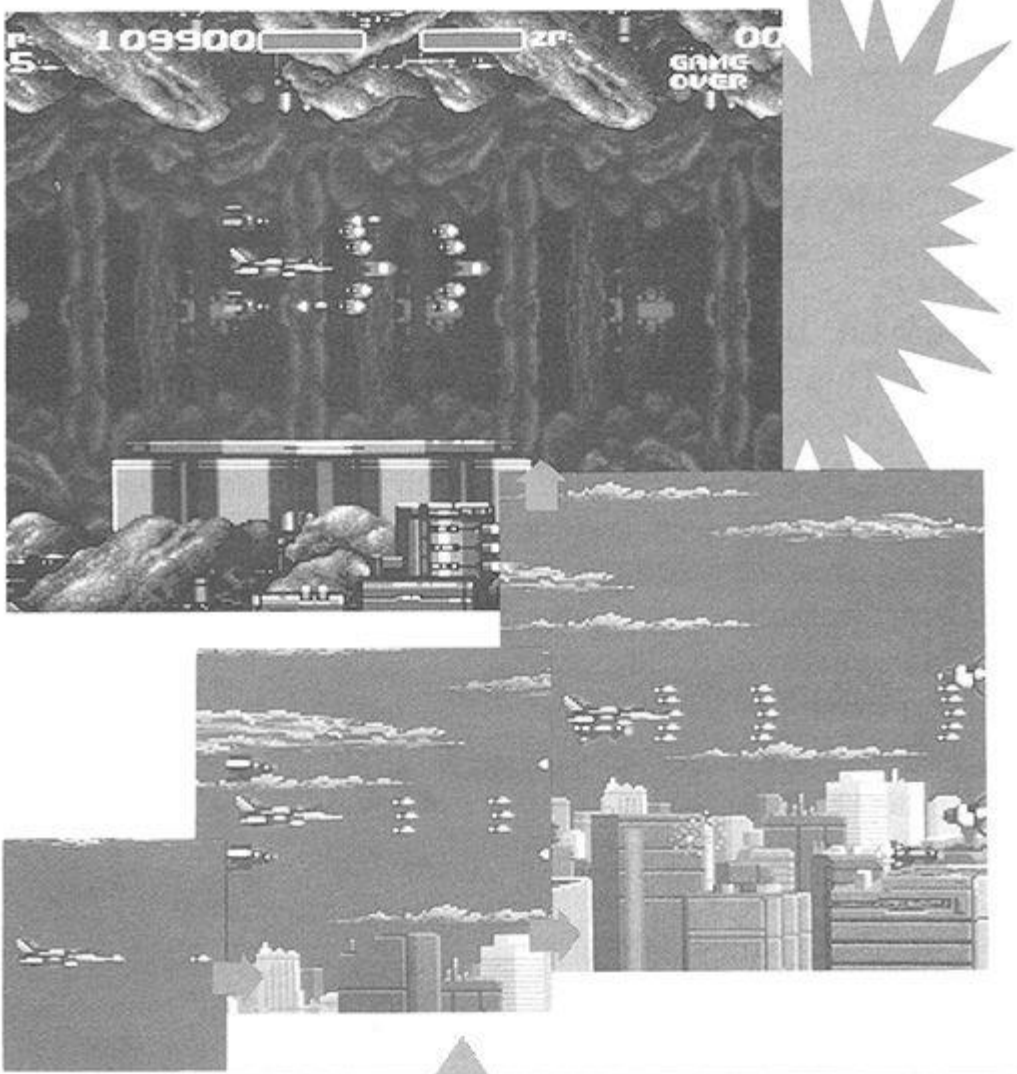
SPECIAL BATTLE GEARS

Power up battle gears are released when plane carriers are destroyed. Every carrier shot down releases 5 of these power up items simultaneously. You must pick the items you need at the time of take off.

NORMAL SHOT POWER UP



This item increases the power of a normal shot. By taking this item, you can increase the power of your normal shot up to level 9. When you get shot, the power goes down to level 1.



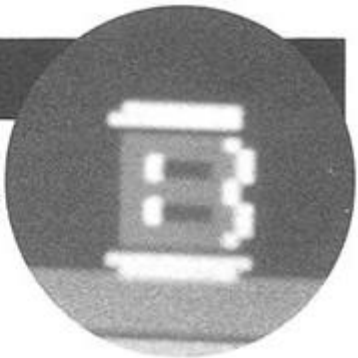
SIDE FIGHTER



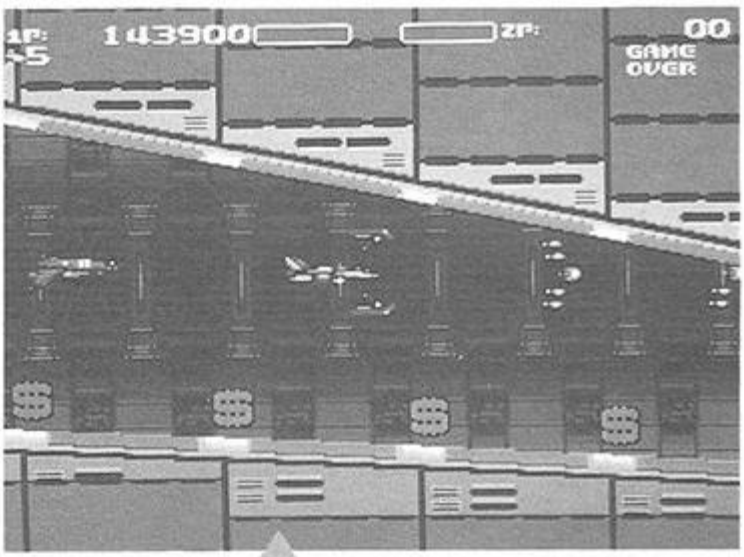
This special weapon covers your plane from the top and from below. Equipping your plane with side fighters expands your firing coverage since side fighters also fire shot.



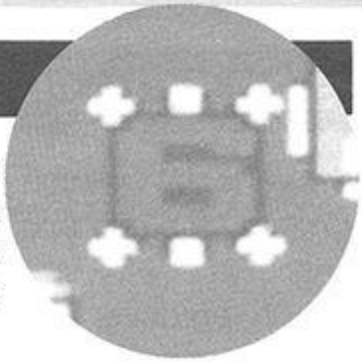
BUMPER



This weapon shields the plane up and down. Bumpers can destroy not only the enemies'bullets but also kills enemies simply by contact.



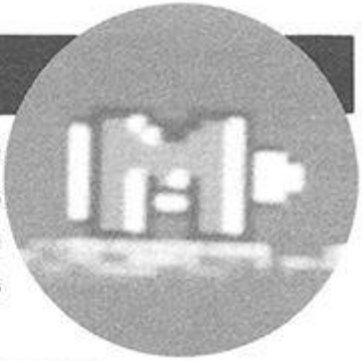
6-DIRECTION SHOT



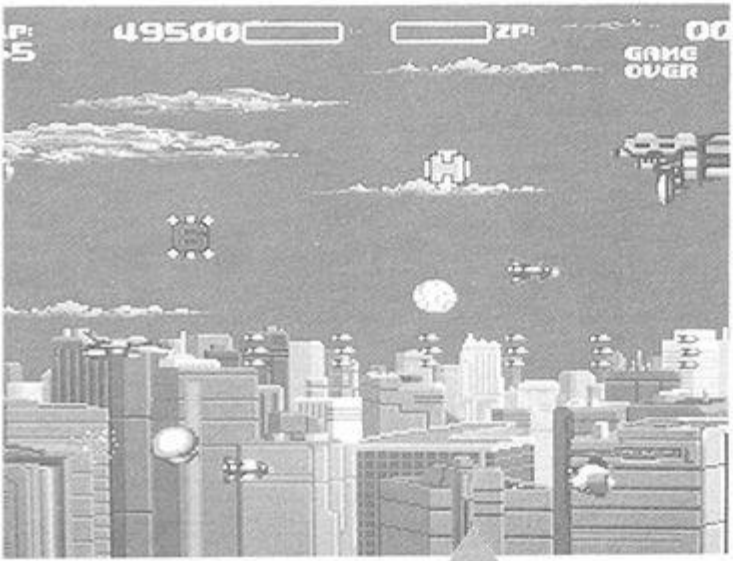
This weapon can fire at 6 different directions at the same time. This battle gear is most useful when fighting in areas where enemies are coming from various derections.



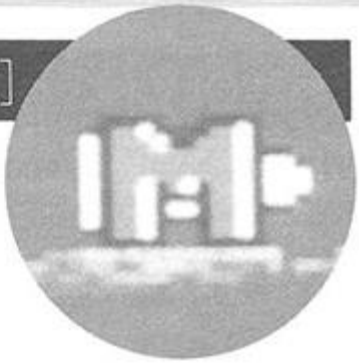
GUIDED MISSILE 1 [RED]



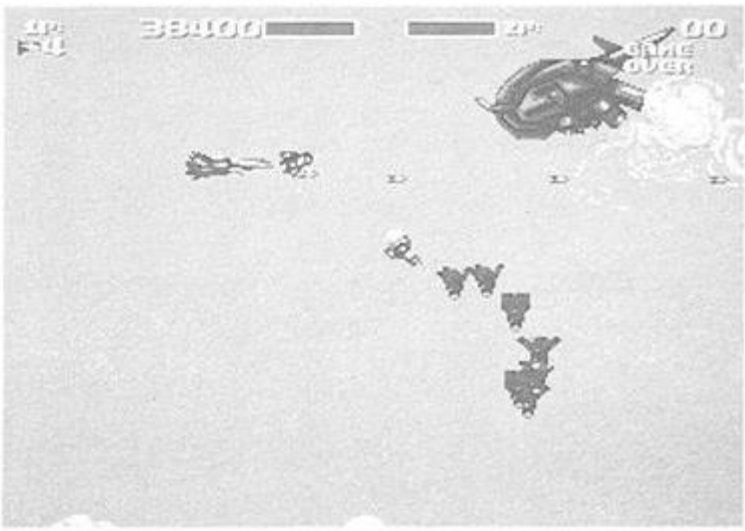
This plane acts as a reconnaissance fighter going before your plane. It is effective in getting rid of common enemies that come in rows due to its ability to pierce through.



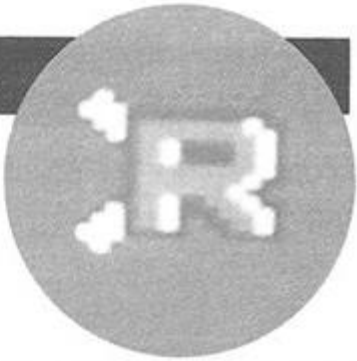
GUIDED MISSILE 2 [GREEN]



When fired from yoour plane, this missile is excellent in hitting a speciffic target due to its special directional control.



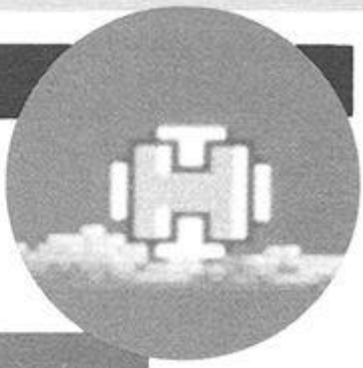
REAR SHOT



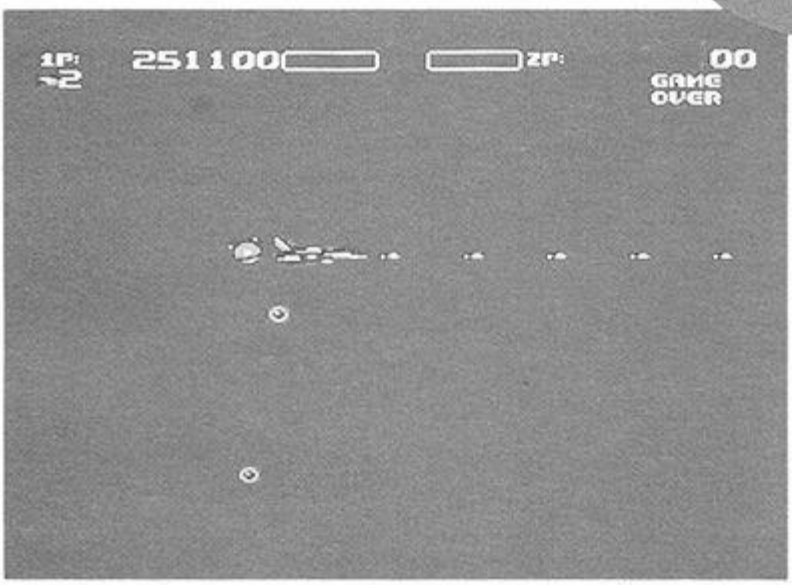
This item can be shot from the rear of your plane (upper and back diagonals). It is effective when there are a lot of enemies coming from the back.



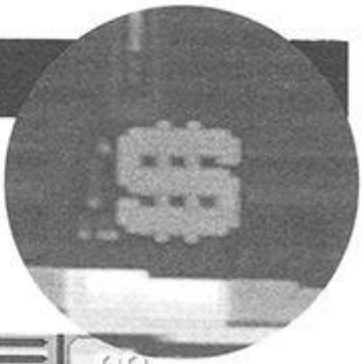
REVOLVING GUN TURRET



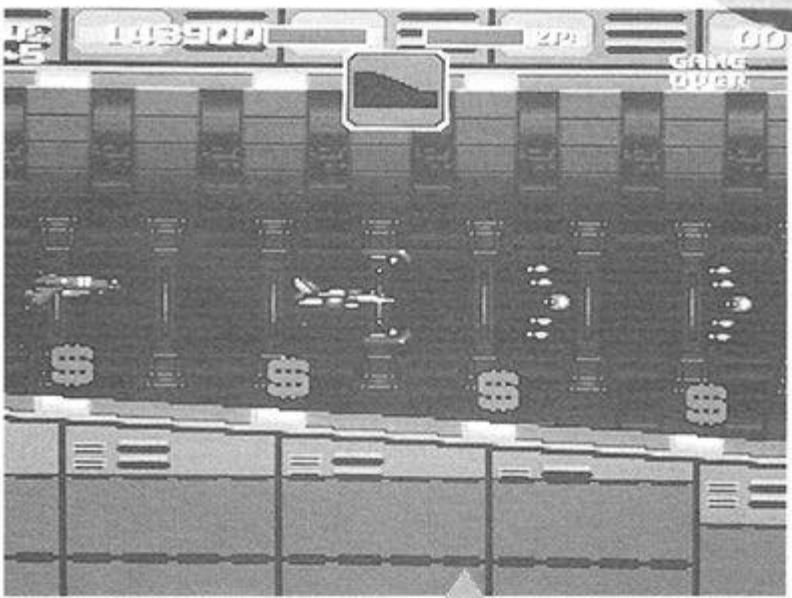
This special weapons battery can shield the back of your plane. This battle gear spews bullets while revolving around 360 degrees.



BONUS



You get bonus points each time you take this item.



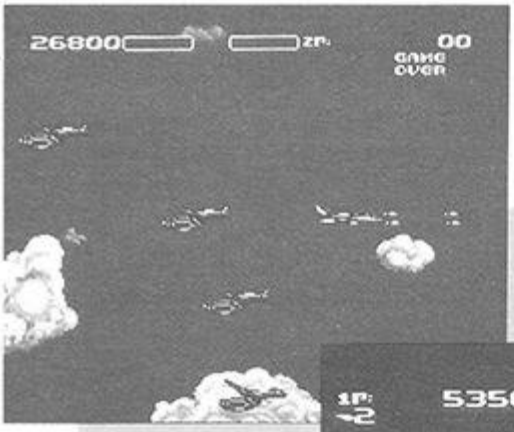
THE BATTLE ZONES

1. SEASIDE FRONT



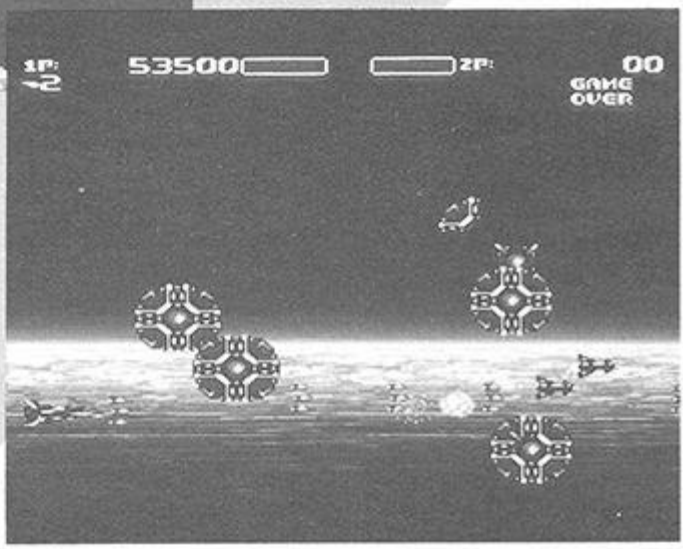
2. MACHANIZED CAVE





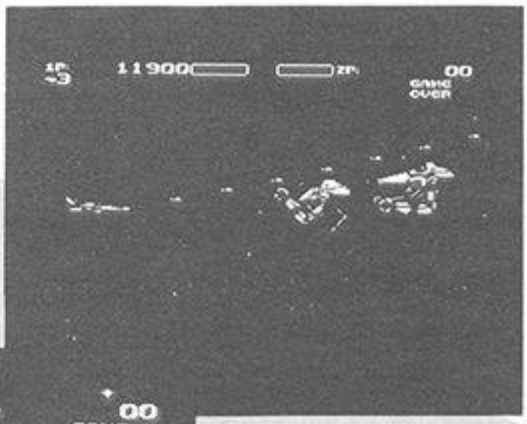
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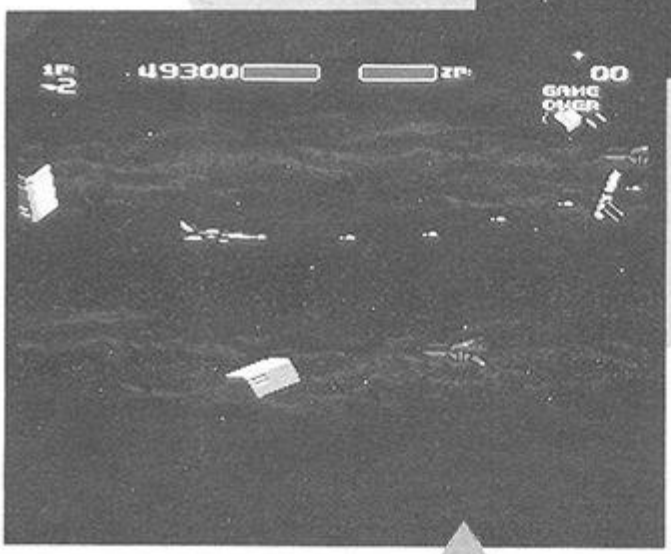
SCRAMBLE



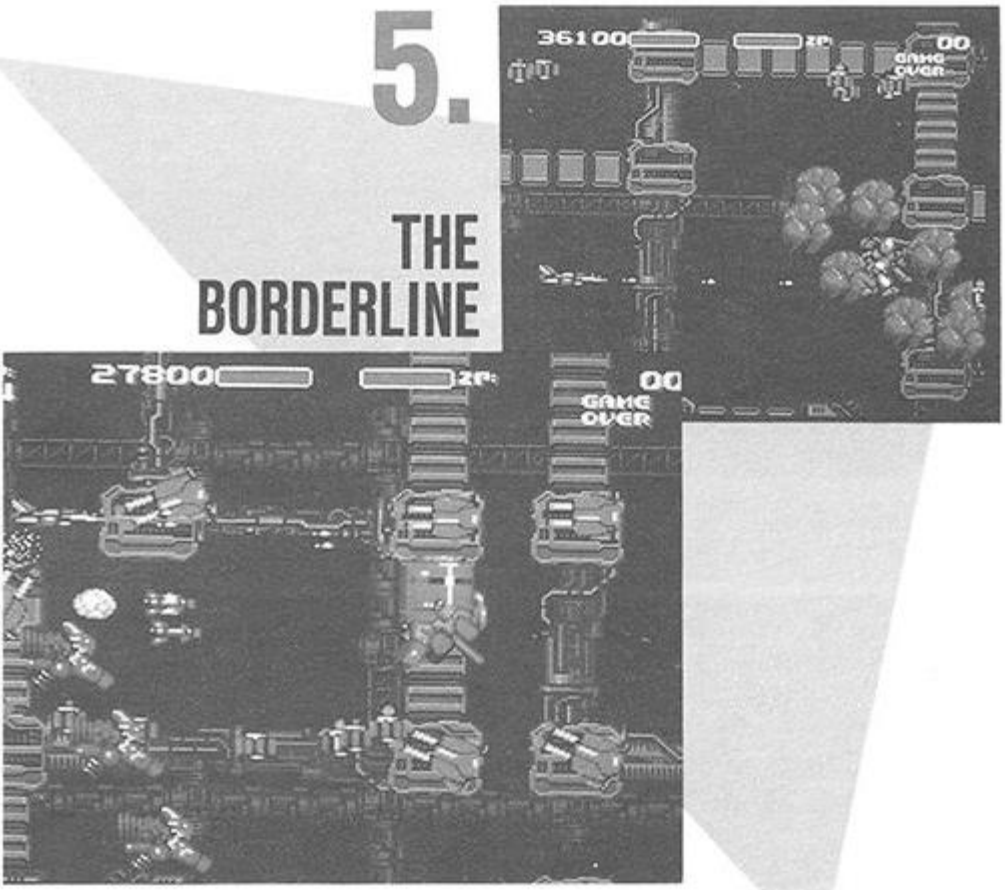
4.

OUT OF GRAVITY

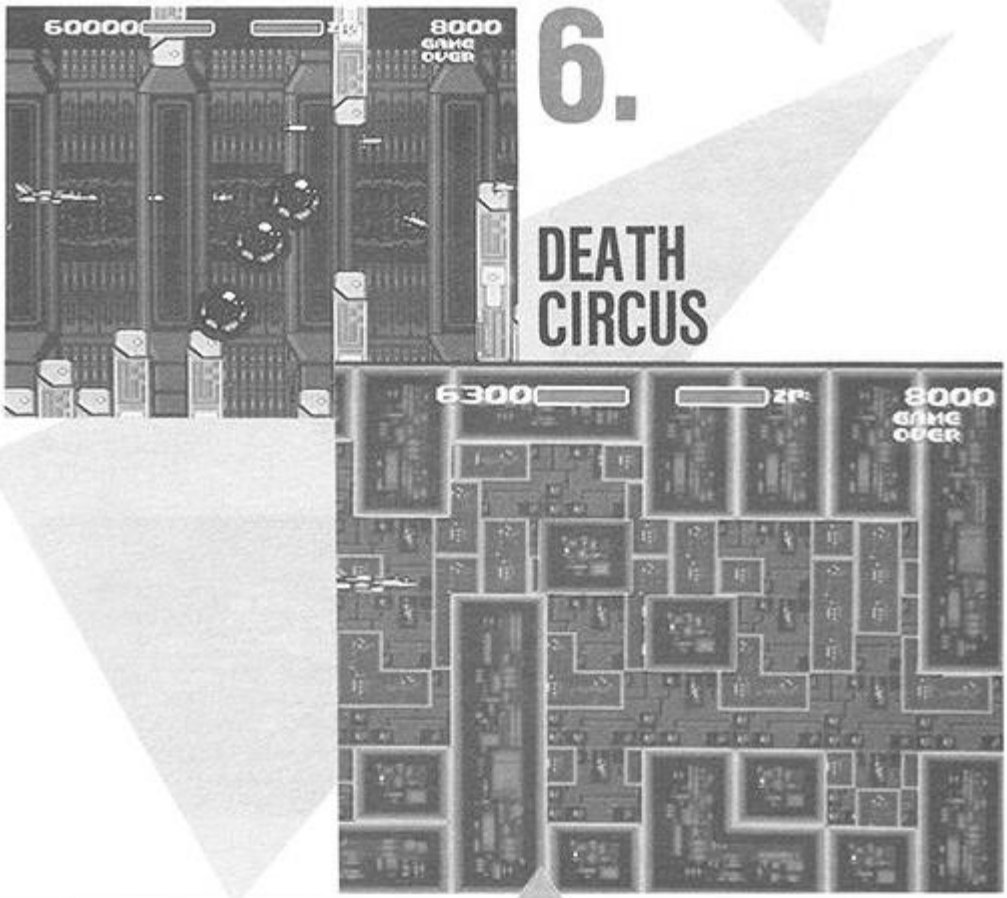




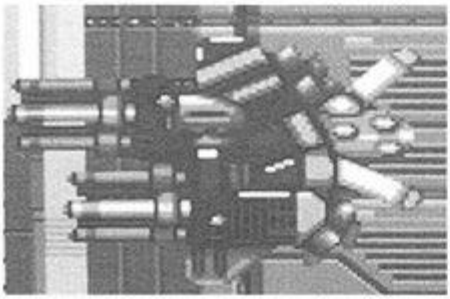
5. THE BORDERLINE



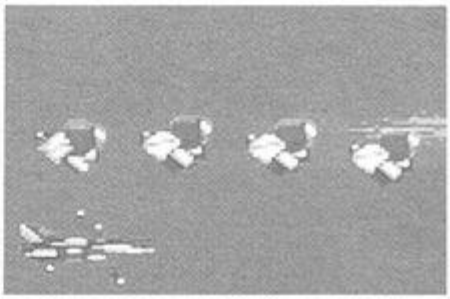
6. DEATH CIRCUS



THE VILLAINS



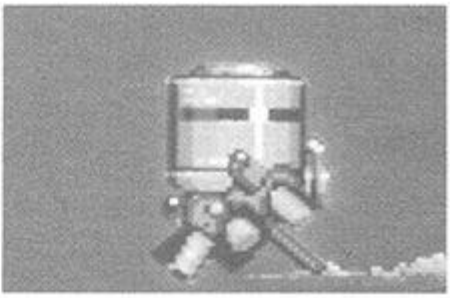
▲GATLING MACHINE
1200Pts.



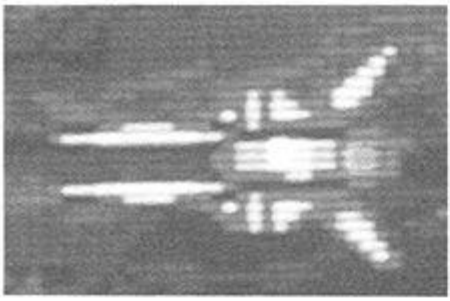
▲EGG FLYER
100Pts.



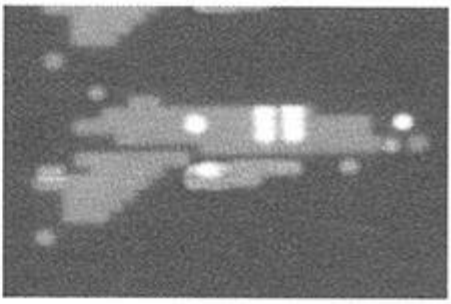
▲MOBILE CANNON
1230Pts.



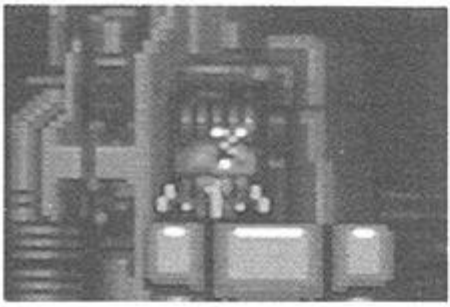
▲GUN DICHE
500Pts.



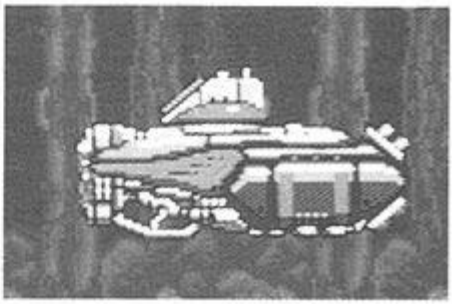
▲SPITFUNNEL
100～130Pts.



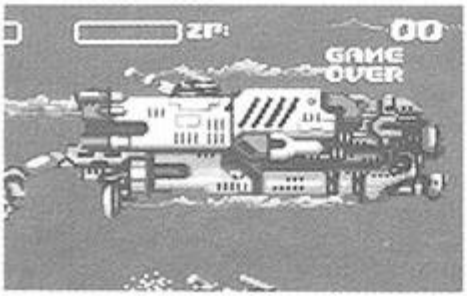
▲BACKFIRE
490Pts.



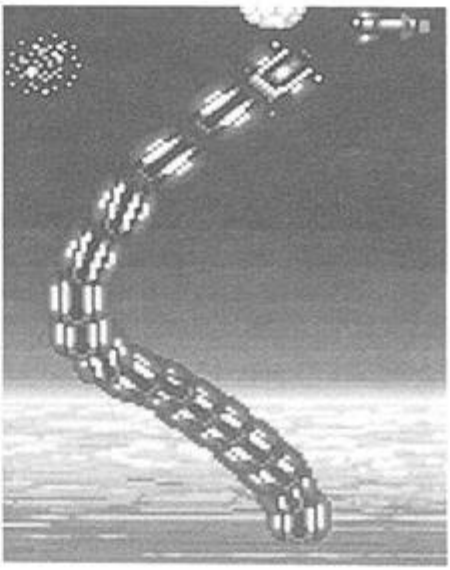
▲LYLICALPAK
220Pts.



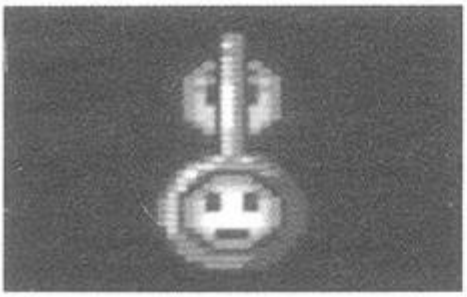
▲BRADLEE
1280Pts.



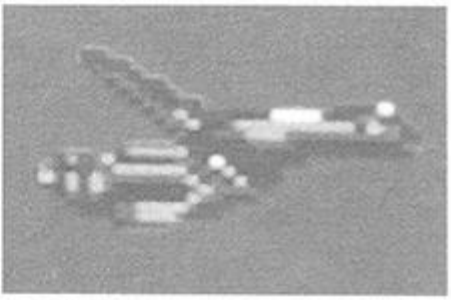
▲KOLT-GAVA
880Pts.



▶SWARM
980Pts.



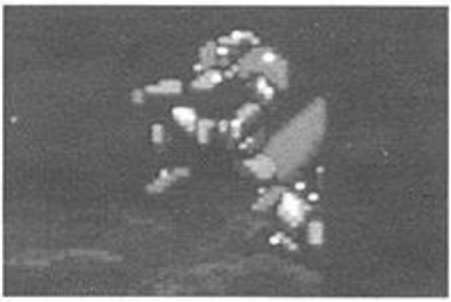
▲ KOINKO
1000Pts.



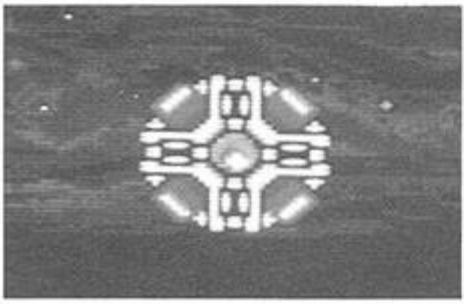
▲YUNKER
300～500Pts.



▲OSELLA
100～150Pts.



▲BRANCHER
300～500Pts.

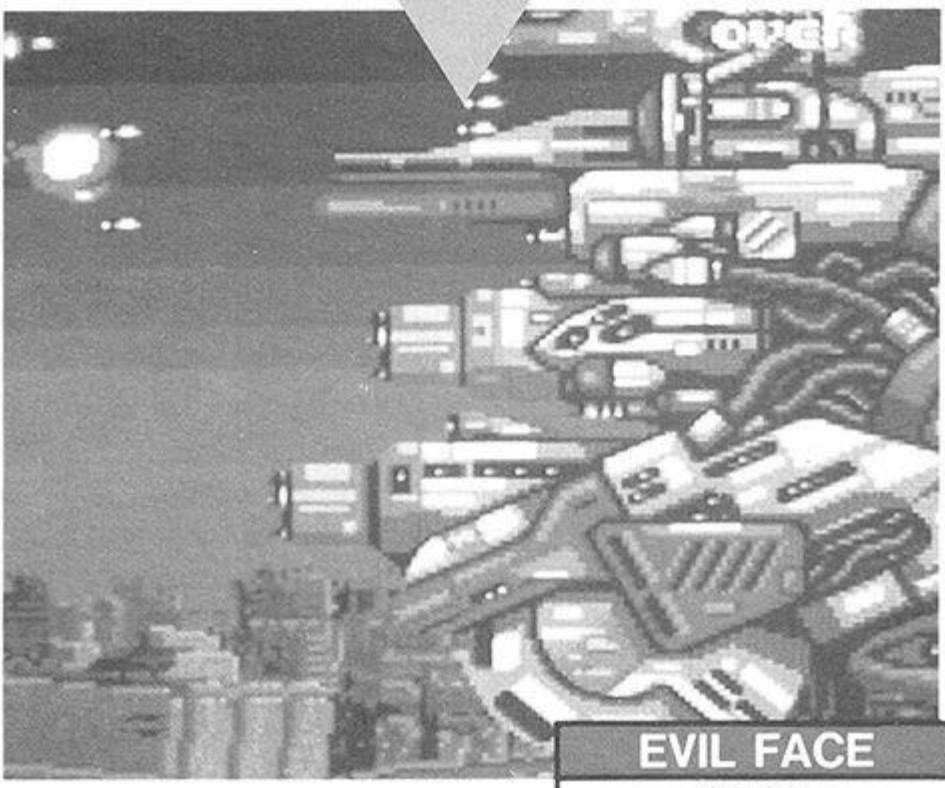


▲SOLARIN
360Pts.



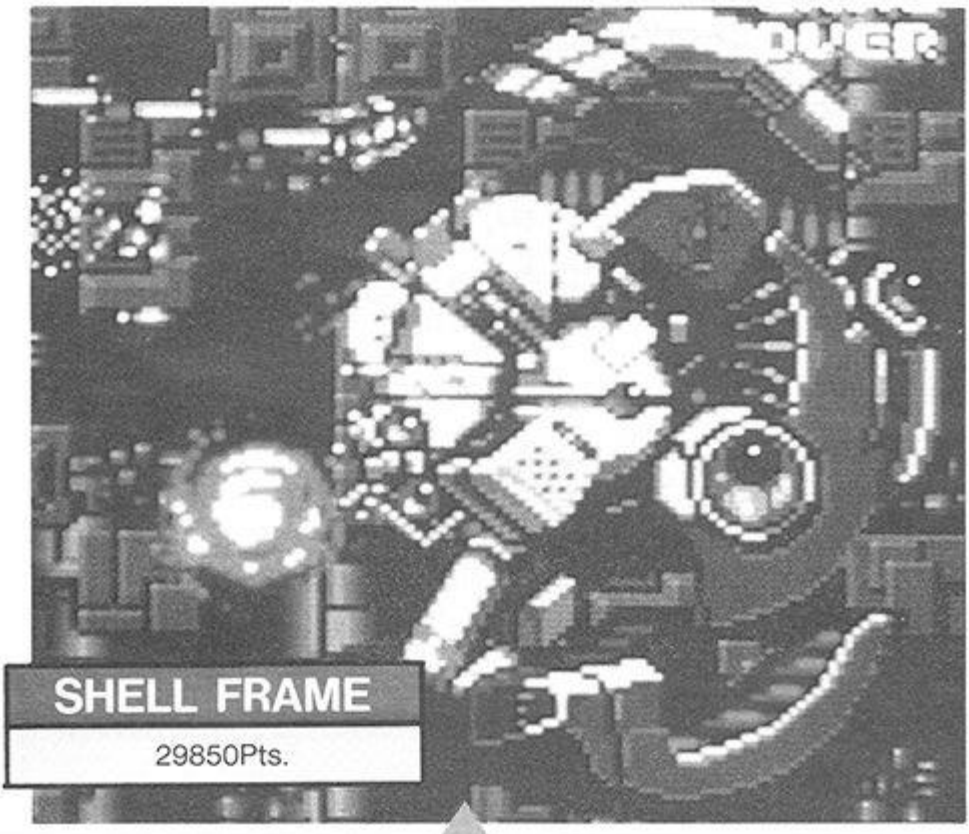
▲HELL BOMBER
1110Pts.

THE BOSSES OF VILLAINVILLE



EVIL FACE

18030Pts.



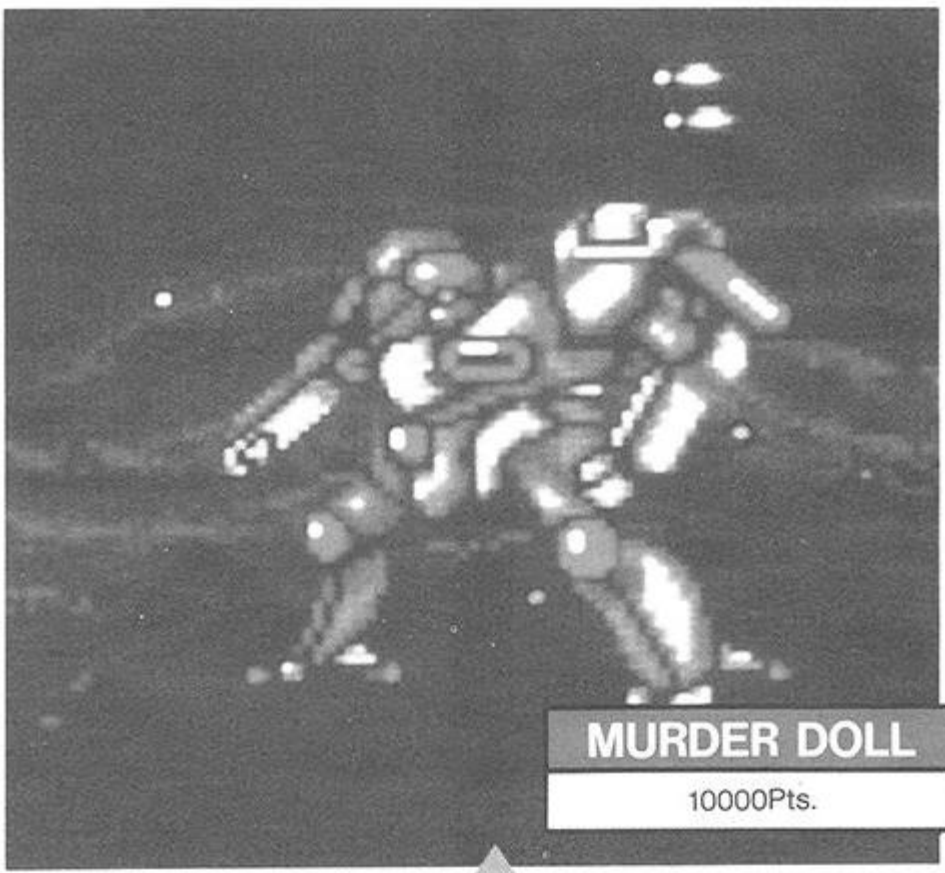
SHELL FRAME

29850Pts.



BIT STATION

8000Pts.



MURDER DOLL

10000Pts.

MEET BUSTER 1 and 2 !



BLASTER 1

PILOT: HOLLY



BLASTER 2

PILOT: MIKE

Buster 1 and 2 are loaded Air Buster Systems (armed weapons equipped with air buster sysytems).

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend, crush or submerge in liquid.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Warranty

KANEKO USA, LTD. warrants to the original Consumer that the KANEKO Genesis Cartidge is 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, KANEKO will repair or replace the defective cartridge or component part, at its option, free of charge.

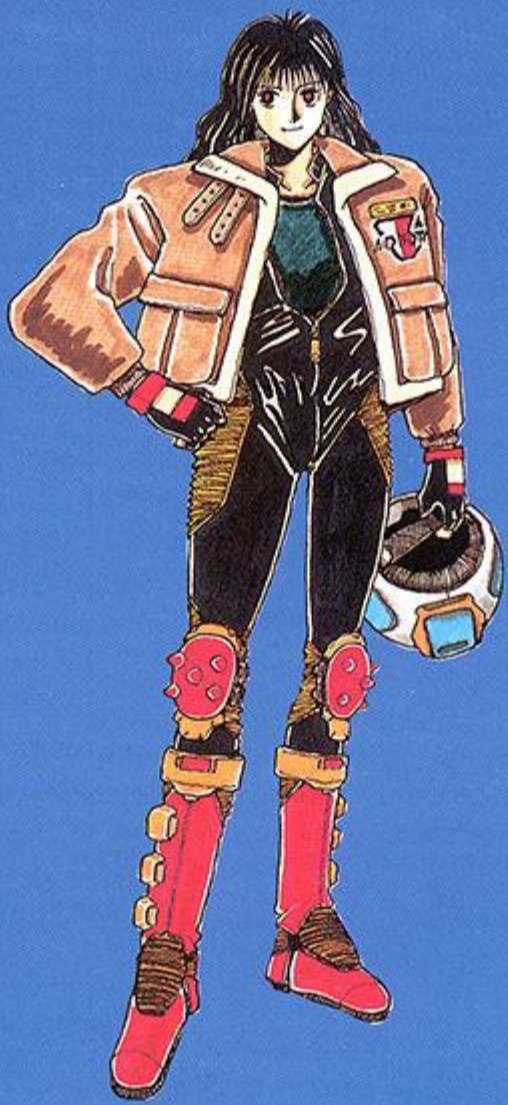
This Warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

DO NOT RETURN YOUR KANEKO GENESIS CARTRIDGE TO YOUR RETAILER. Return cartridge with a dated proof of purchase to:

KANEKO USA, LTD.
1370 Busch Parkway
Buffalo Grove, IL 60089

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 subject to the conditions set forth herein. In no event shall KANEKO USA, LTD. be liable for consequential or incidental damages resulting from the breach of any expressed 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 warrantly 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.



KANEKO

KANEKO U.S.A. LTD

1370 BUSCH PARKWAY BUFFALO GROVE IL 60089 U.S.A.

TEL. 708-808-1370 FAX. 708-808-1375

THIS GAME IS LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM.

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