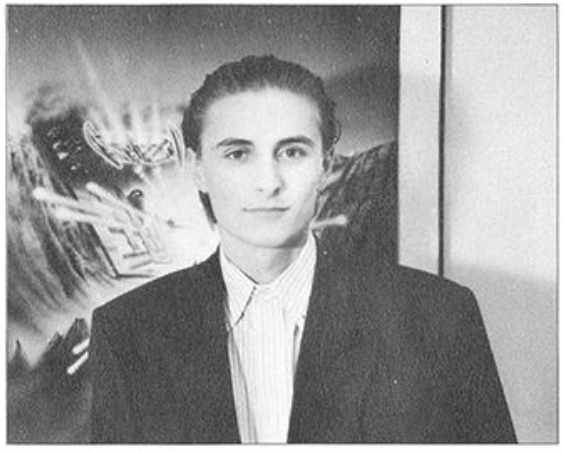
ELECTRONIC ARTS®



BATTLE SQUADRON™



Martin Pedersen:

Defender of the Universe Extraordinnaire

Eight years ago, while other boys were out playing ball, Martin stayed in and played programmer. He was 11. Then he became renown for such Amiga hits as Battle Squadron and Hybris. He was 17. Now he brings you Battle Squadron on the Sega with a college degree under his arm. Martin Pedersen is 19-years-old.

Hailing from Copenhagen, Denmark, he has been with Innerprise Software from the company's beginning one-and-a-half years ago, and continues to help Innerprise carry out their mission to be the best producer of games that bring an arcade-style feel into home games.

Watch for Martin's and Innerprise's work in the future. If history is any indication of things to come, we suggest adding a seatbelt to your favorite bean bag.

CONTENTS

Set Up 3
- Quick Start 3
- Options screen 4

Playing Battle Squadron 5
- 1-Player Briefing 6
- 2-Player Briefing 6
- Acquiring and Upgrading Weapons 6

Weapons Systems 8

Enemy Identification Profiles 9

SATIII-0845 PULSCOM BULLETIN
EMERGENCY NOTIFICATION: ALERT STATUS 2

To: Squadron Commander/Battle Group V
From: GALAX LUNAR HQ
Subject: Hostage Situation
Immediate Action: All assigned leave cancelled. All pilots confined to base. Await orders.

Date: 01.08.2400

INSTEL reports that Commanders Berry Mayers and Lori Bergin are being held hostage by Barrax forces. Pulse-variable communications indicate that they were attacked by a Barrax Nova Cruiser at 1600 hours in the Karnus Sector.

The commanders' final message to HQ was incomplete. Trace Lock analysis of the transmission follows: "ability to become invisible for a limited amount of time....fast acce.....brigg.....ght..light..beaming us on boar....."

Shortly after the attack, Inter Trak scans identified a massive energy source in the same Sector moving towards the planet Terrania. It is believed that the hostages are being held in the inner recesses of that planet.

Mayers and Bergin were returning from a successful mission to Urania, the home planet of the Barrax Empire, and are in possession of information that is necessary to the defense of Earth and the success of any future counteroffensive action.

SATIII-0845 PULSCOM BULLETIN
EMERGENCY NOTIFICATION: ALERT STATUS 1

To: Squadron Commander/Battle Group V
From: GALAX LUNAR HQ
Subject: Mission Briefing
Mission Code: C61-178DE

Date: 01.09.2400

Primary Objective: It is imperative that we free commanders Mayers and Bergin before Barrax interrogators are able to break through their psychological defenses. Begin immediate rescue efforts of the hostages. Eliminate Barrax life forms from the planet's surface and subterranean forts.

INSTEL Brief: Suspicious and potentially hostile activities have escalated in the Terranian region for the last 10 years. An analysis of transport patterns and laser scan results indicate that this planet is the major weapons research and development center for the Barrax Empire. It is highly probable that any offensive action will be met by genetically engineered cyborgs and biological weapon technology never before encountered in this galaxy.

INSTEL Recommendation: A large attacking force would prove counterproductive, because we are guaranteed by scouts that early warning Barrax defenses would be alerted. A solo mission offers the best chance for success. You are the captured commanders' only hope for rescue. Good luck....

SET UP

1) Be sure the Sega® Genesis® is turned **OFF**.

2) Insert the Battle Squadron cartridge and press firmly to lock in place.

3) Turn the Sega Genesis **ON**. The Electronic Arts® logo appears. If it doesn't, begin again from step 1.





The Battle Squadron Title screen appears followed by a frame-by-frame briefing of the current hostage situation. Press **A**, **B**, or **C** at anytime during the briefing to go to the next frame. Press **START** to go to the Selection screen.

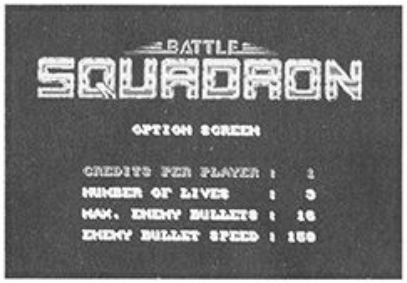
QUICK START:

- Press **START** twice to go directly to the Selection screen OR

- Press **START** and hold it to bypass all screens and go directly to one-player play.

On the Selection screen, you can choose the 1-player game, the 2-player game, or the Options screen. To select one of these, press **UP** or **DOWN** on the directional pad until the choice you want is highlighted, and then press **START**.

OPTIONS SCREEN



Press **UP** or **DOWN** on the directional pad until the item you want is highlighted, then press **RIGHT** or **LEFT** to change the numbers on that item. The Options screen has these 4 options:

CREDITS PER PLAYER - Choose 1, 2, or 3. A Credit gives you a full set of lives. If you use up all your lives, a "GAME OVER" message appears on the screen beneath your score. Press **START** at this point to use a credit. When you resume, you continue at your current level with the same settings as your last game.

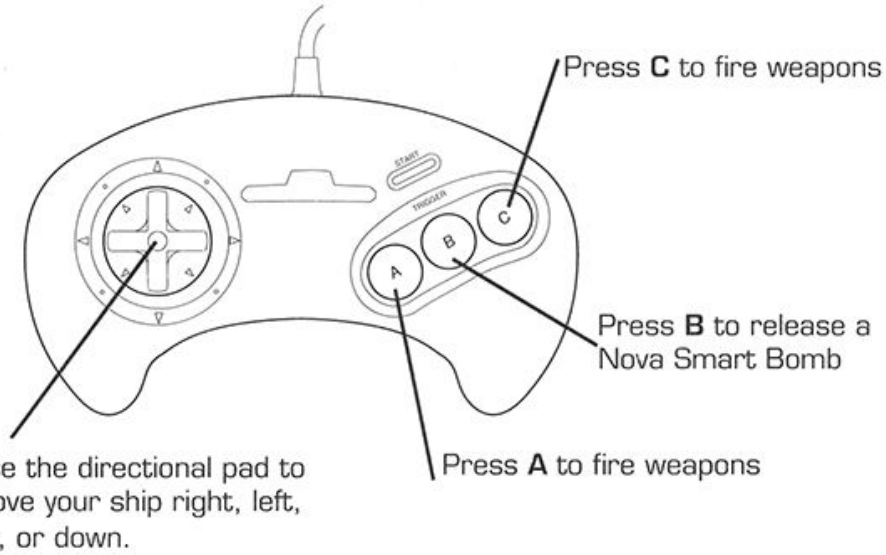
NUMBER OF LIVES - Choose 1, 3, or 5. This option lets you adjust the amount of lives you begin the game with.

MAX. ENEMY BULLETS - Choose 8, 12, or 16. This option lets you adjust the maximum number of enemy bullets on the screen at one time. Choose 8 if you're just beginning.

ENEMY BULLET SPEED - Choose 75, 100, 150, 250, or 400. This is the speed at which enemy bullets travel . 75 makes them slow and easy to dodge, but that may cause you to run into them later.

NOTE: When you finish at the Options screen and return to the Select Screen, be sure to highlight the One- or Two-Player option then press **START** to begin play.

PLAYING BATTLE SQUADRON



PAUSING THE GAME

To pause the game press **START**. Press **START** again to resume play. At the end of a game, press **START** to get back to the selection screen.

1-PLAYER BRIEFING

In single player mode, you'll encounter fewer enemy air and ground forces than in two-player combat, but solo flying makes for a more difficult mission (try covering your tail during a fourth level Barraxian firefight!). Use the controller plugged into the Control 1 outlet on your Sega console.

2-PLAYER BRIEFING

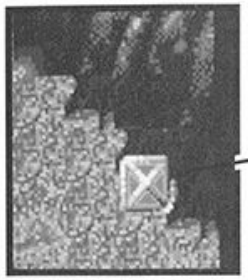
Two players work as a team. In two-player mode, each ship can move anywhere on the screen. When Smart Bomb capsules (M capsules) or missile upgrades (X capsules) become visible, only the first player to catch the capsule acquires the weapon (see *Acquiring Weapons*).

ACQUIRING AND UPGRADING WEAPONS

It's impossible to succeed on your mission using only the standard issue weapons supplied on your Delta II Strike Cruiser. You can get new weapons and upgrades on Terrania by destroying enemy Weapon Gunships and flying over the capsules they jettison (see *Weapons* for details on weapon types). Previous battles with Barrax fighters have led to the discovery that these jettisoned Barrax capsules can be recovered and used by your spacecraft.

Once you have destroyed certain targets, capsules move back and forth on your screen. Two different capsules have been identified:

X CAPSULE



When you shoot down a Barraxian gunship, it releases one of these. It glides back and forth across the screen and changes color at every turn. The weapon you acquire or upgrade depends on the color of this capsule at the time of capture. For example, if your weapon is red and the capsule you catch is red, you upgrade your weapon one level. If your weapon is red and you catch an orange capsule, your weapon will change from the Red Magtorps and upgrade to the next highest level of the Orange Magma Wave. When you are shot down, you are downgraded two levels.

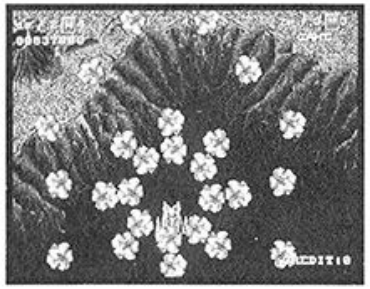
M CAPSULE



This capsule is released whenever you defeat a 4-member Barrax fleet. Catch it to add a Nova Smart Bomb to your arsenal.

WEAPONS SYSTEMS

NOVA SMART BOMBS



When you're in a jam and there's no way out, launch a Nova and destroy most of your enemies, their bullets, and their rockets. Press **B** on your controller to launch it. You enter the battle armed with three Smart Bombs. Add Novas to your arsenal by catching an M Capsule.

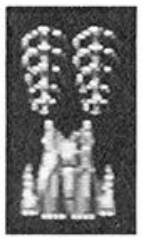
Five upgrades are available for the four following weapons:

RED MAGNETIC TORPS

When fully upgraded, these balls of energy are devastating to the enemy, but when you first use them, they're not very effective. Try to upgrade them as often as you can.



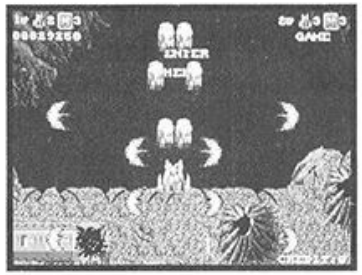
BLUE ANTI-MATTER PARTICLE BEAM



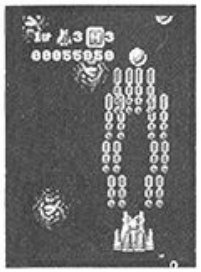
This weapon is deadly accurate and fires with intense rapidity. This is the only weapon in your arsenal that fires forward and backward at the same time.

ORANGE MAGMA WAVE

The magma wave is probably the best combination of weapon power, speed, and accuracy. When fully upgraded, the length and width of its devastation zone are amazing.



GREEN EMERALD LASER



This rapid-fire laser sends the longest burst into space after a few upgrades. Its upgrades aren't very wide, but a single shot is enough to annihilate most enemies. The Emerald Laser is favored by hot-shot pilots who depend on decisive maneuvers and lightning reflexes to gain an advantage over the enemy.

ENEMY IDENTIFICATION PROFILES

Some of these enemies have never been defeated, so our information banks have little background about their weak spots and status in the Barraxian forces. The information we could supply you with has been gleaned from the broken transmissions sent by fighters that have tried to conquer these enemies and lost.

One thing to remember throughout your mission: loot and pillage everything you can. You will have to commandeer enemy weapons to make it through, but you will also have the opportunity to capture some of the Barraxian Empire's wealth for Earth. Every

time you destroy certain enemy ground emplacements, Barraxian jewel caches (marked by green X's) become exposed. Fly over them to pick them up — at the end of the level you get a 1000 point bonus score for each cache.

F-319 BOMBERS



These relics of "ancient" warfare aren't hard to shoot down, but they attack in legions so always watch for bombers at 4 o'clock and 8 o'clock.

50 points

TERRANIAN TERROR TANKS



Tanks wait until you're near their hangars before coming out. Though cowardly, their firepower is strong. It takes several shots to destroy them, so rapid-fire these guys into oblivion.

500 points

BARRAX ARTILLERY GUNSHIP



The Barrax flying artillery gunship carries various weapons. Shoot it down and capture the X Capsule to change or upgrade your current weapon. See also *AcquiringWeapons,* "X CAPSULE."

1000 points

KARNUS FIGHTERS



Fighters are the first strike aerial attack weapon used by Barrax forces. Occasionally a team of four fighters will zoom on and off the field — shoot all four down then pick up the M Capsule's Nova Bomb to add to your arsenal. See *Acquiring Weapons* under "M

100 points

CAPSULE." Karnus Fighters fly with invisible sister ships known as Chameleons. Chameleons are very valuable to the Barraxian empire, so disintegrate them into hyperspace for 750 points.

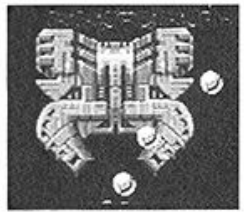
BIOTECH WINGMEN



Wingmen move in with aggressive agility. Deadly swarms attack frequently and fast so destroy them as soon as you can — their bomb showers are rarely escapable.

1500 points

MAGNOSTRYKER



Many Galax Lunar Commanders have tried to beat the furious fire showers of the MagnoStryker and failed. HQ is depending on you to defeat this machine (and whatever lies beyond!) to rescue our heros.

5000 points

MUTANT CYBERSNAKES



Cybersnakes are the smartest of the Barraxian creatures and trained for use during battle. Their eyes and mouths shoot fire balls with great speed, so be on your guard. They wait until you're just above them to show their ugly heads and expose themselves to the danger of your magma wave.

1000 points

TEGANOIDS



Teganoids are one of the hardest members of the Barraxian ground attack force to defeat. Don't let your guard down or they'll shoot you into oblivion.

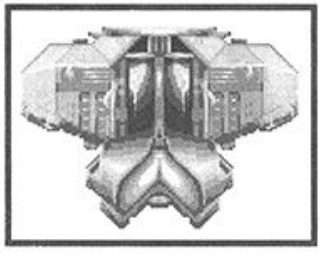
1000 points

NOMULOT

Don't let the Nomulot's sad eyes fool you! These aggressive, genetically engineered freaks of biological experimentation can be destroyed in only one way. They have four weak spots on their armor that must be destroyed before they are vulnerable. Find the spots and destroy these blobs before they destroy you.



MECHNOGUARDIAN



This is the Captain of the armed forces. His showers of bombs and heat-seeking missiles will devastate you, so be ready to take evasive action. Save your Nova bombs for this character if you ever want to see the surface again.

5000 points

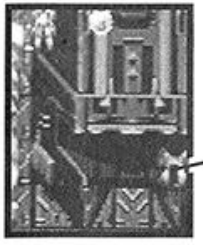
DOUBLE NITROGUNNER

These plant beasts will never let you through unless you teach 'em a lesson. Blow them to the biosphere to get through these baddies of the Barrax force.



2500 points

MINI SPEED BOMBERS



These bombers are really quick on the trigger, so you have to be quicker. Destroy their hangers as soon as you can to keep them out of the sky and in control.

50 points

SURLOTECH

You will face Surlotech in the final battle. He's known for cruelly toying with enemies and laughing at their feeble attempts to destroy him. But Surlotech doesn't know that your ship is armed with the powerful Blue Anti-Matter Particle Beam. When you face him, fire it as fast as you can.



CREDITS

Game Design: Torbin Larsen, Martin Pedersen
Game Graphics: Torbin Larsen
Programming: Martin Pedersen
Original Music and Sounds: Ron Klaren
Music Driver: Steve Hayes
Music Conversion: Rob Hubbard
Producer: Christopher Erhardt
Associate Producer: Roland Kippenhan
Assistant Producer: Michael Lubuguin
Product Management: Lesley Mansford, Barbara Windham
Package Design: James Blair
Package Art: Alan Okamoto
Documentation: Andrea Smith
Testing: Ed Gwynn

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days to either repair or replace, at its option, free of charge any Electronic Arts software product, postage paid with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts product software product has arisen from abuse, unreasonable use, mistreatment or neglect.

WARRANTY LIMITATIONS

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE

BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO A NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY

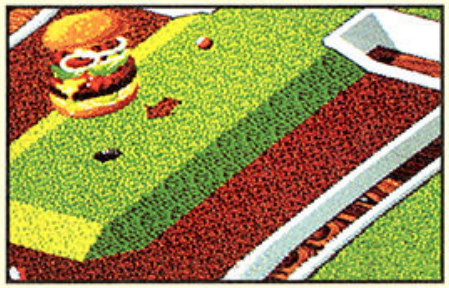
To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts address below. Enclose a statement of your defect, your name, your return address, and a check or money order for $20.00 to:

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, CA 94403-7578

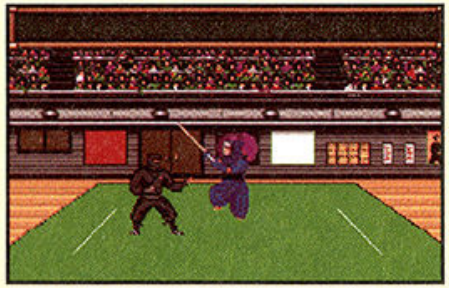
If you need to talk to someone about Battle Squadron, call us at (415) 572-9448 Monday through Friday between 8:30 a.m. and 4:30 p.m., Pacific Time.

Unless indicated otherwise, all documentation is
©1990 Electronic Arts. All rights reserved.
All Software is ©1990 Innerprise Software, Inc.
Battle Squadron is a trademark of Innerprise Software, Inc., Licensed to Electronic Arts.
Sega and Genesis are registered trademarks of Sega of America, Inc.

BEAUTIFUL GRAPHICS, SPIRITED COMPETITION.



ZANY GOLF™
Unbelieve-a-ball! Miniature golf beyond your wildest imagination. Jumping hamburgers, moving holes, and magic carpets. The craziest holes a golf ball's ever seen. IT'S ADDICTING!



BUDOKAN: THE MARTIAL SPIRIT™
Master the most deadly martial arts: Karate, Bo, Nunchaku and Kendo. Skilled with over 25 moves per art, you're a perfected weapon — ready to face the challenges of the Budokan.



POPULOUS™
Play God! Create the world in a week and destroy it in a heartbeat. Lead your followers. Unleash MONSTER QUAKES, RAGING VOLCANOES AND OTHER NATURAL DISASTERS to change the face of mighty planets! Conquering 500 worlds is a task worthy of any supreme being.

Get Real!

GET ELECTRONIC ARTS!



LAKERS VERSUS CELTICS AND THE NBA PLAYOFFS™
Enter the World Championship Playoffs with the ten hottest teams in the NBA! Catch your favorite NBA stars—modeled with real 89-90 season stats—performing their signature moves in full court, five-on-five action.



SWORD OF SODAN™
Unbeatable arcade action! Fight past legions of graveyard spirits and deadly pitfalls to avenge your father's bloody murder. 8+ challenging levels of increasing terror and mayhem. Be a hero or a heroine.



JOHN MADDEN FOOTBALL™
Real mud and guts football—the way Madden likes it. Power offenses and smothering defenses with true-to-life player attributes. 17 pro-caliber teams including the All-Madden Team. Call over 100 pro plays from Madden's onscreen playbook. Jump, dive, spin and break tackles.

For play on Sega® Genesis® machine•Printed in the U.S.A.
Electronic Arts Customer Service
P.O. Box 7578, San Mateo, CA 94403-7578
Sword of Sodan and Battle Squadron are trademarks of Innerprise Software, Inc. 702705