STEEL TALONS™



SEGA GENESIS 16-BIT CARTRIDGE

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INTRODUCTION

Get set for the ride of your life! You have been chosen to train with the Steel Talons — the Army's super elite combat chopper team. But, before you can become a full member, you must run the gauntlet of twelve increasingly grueling missions — and survive!

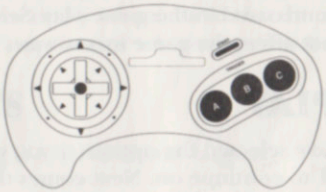
Duel with enemy tanks, anti-aircraft guns, missiles, jets and helicopters in a host of hostile settings: fog, box canyons, heavily mountainous regions, deserts, and wide open prairies that leave you vulnerable to attack. The deeper you delve into this advanced combat flight simulator, the more intense the action becomes.

Your attack helicopter is armed with an impressive array of state-of-the-art weaponry: missiles, rockets, and a 30mm Chaincannon. But your most valuable asset is your ability to concentrate on the details of flying and on your surroundings. A mountain isn't much fun to run into, nor is running out of fuel in the middle of a heated battle!

GETTING STARTED

Insert the game cartridge into the Genesis deck, with the label facing you. Make sure that your Genesis is properly connected, then switch on the power.

When the title screen comes on, press the "START" button to go directly to the Game Select screen. Or press the "A" or "B" button to get to the Options screen. Use UP and DOWN on the joypad to choose an option. Use LEFT or RIGHT on the joypad to change the option. Press Start when you have adjusted the options to the desired settings.



CONTROLLER FUNCTIONS:

PRESS		ACTION
UP	=	MOVE FORWARD
DOWN	=	MOVE BACKWARDS
LEFT	=	BANK TURN LEFT
RIGHT	=	BANK TURN RIGHT
A	=	FIRE MISSILES
B	=	FIRE GUNS
UP + C	=	FLY HIGHER* (Collective up)
DOWN + C	=	FLY LOWER* (Collective down)
C+ LEFT	=	ROTATE LEFT (Rudder left)
C + RIGHT	=	ROTATE RIGHT (Rudder right)
C + START	=	ZOOM IN & OUT**

** These functions serve to simulate a helicopter's collective pitch stick, which controls your altitude. Once you set the altitude you want, your helicopter will automatically go there. This lets you maneuver while your altitude is changing.*

*** Zoom-in puts you in the pilot's seat, looking out of your cockpit. Zoom-out places you behind your chopper, enabling you to see your chopper on the screen.*

OPTION SETTINGS

The DIFFICULTY setting allows you to choose how difficult the game play will be. You can choose from EASY, MEDIUM or HARD. Selecting to turn REAL HELI FLIGHT "ON" allows you to fly higher and gives you more room to maneuver. The points awarded with this option can be higher, but learning to fly this way takes great skill.

The INITIAL VIEW lets you choose the viewpoint when you begin. Zoom Out lets you see your helicopter from further back. Zoom In gives you the view from the cockpit. The SOUND TEST allows you to listen to the different sounds used in the game play. Selecting a sound will not affect the game in any way.

GAME PLAY

Once you have selected the option(s) you wish to play, press START to continue on. Next comes the game selection screen. You can choose one of three different mission types to fly:

- **Training:** Flying this mission will train you for flying the tough combat missions to come. You have to complete this course within the allowed time limit while flying through training targets and firing on enemy targets.
- **Combat:** In this setting, you will need all the skills you've learned in the Training Mission — and then some! There are twelve different missions, each with unique types of landscapes and weather conditions. As you progress through the missions, the enemies become progressively more difficult to defeat. And don't forget to watch the clock; you're being timed!
- **Head-to-head:** This is aerial combat at its heart-pounding best! It's just you against the computer. May the best man (or machine) win!

SCORING POINTS

The point value in this game depends on your distance from the enemy. The further away you are, the lower your points. For example, if you begin shooting enemies as soon as they come in range, you may only receive 150 points. But as they get closer, your points will increase to 250, 500, 750 and so on. You may get all the way up to 2000 points in the Real Heli Mode!

Your goal, then, is to maximize your points by flying as close to enemy targets as possible before destroying them. Remember in most cases, they'll be firing on you too — but they're not concerned about point value and will begin their attack as soon as you are in range.

Warning: Every time you take damage, you lose more fuel!

ENEMIES

The following is a list of enemy targets:



Enemy Helicopters



Airborne Jets



Grounded Jets



Enemy Control Towers

(Continued)



JEEPS



GUN TURRETS



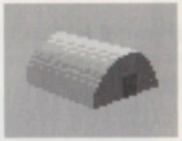
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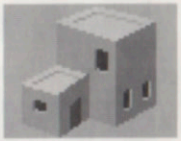
TANKS



TRUCKS



BUNKERS



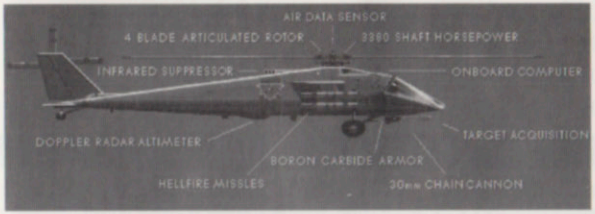
HOUSES



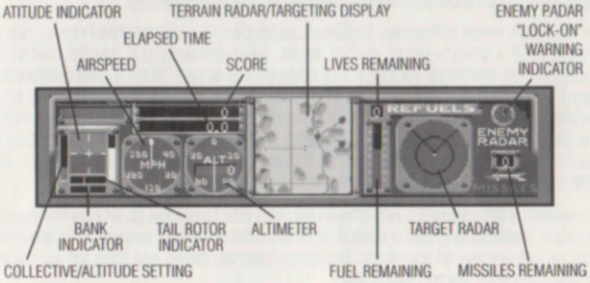
SURFACE-TO-AIR MISSILES

Watch out!
A lot of these targets can — and will — shoot back at you!

GUNSHIP SPECIFICATIONS



GUNSHIP CONTROL PANEL



TWO-PLAYER GAME

STEEL TALONS also lets you have a friend share in the excitement. Plug a second controller into the controller port 2 on your Genesis unit. Player 2's joy-pad duplicates the function of the Player 1's joy-pad with the "C" button pressed. This means your co-pilot can help control the altitude and rotating while you fly and shoot.

CONTROLLER 2 FUNCTIONS:

PRESS		ACTION
UP	=	FLY HIGHER* (Collective up)
DOWN	=	FLY LOWER* (Collective down)
LEFT	=	ROTATE LEFT (Rudder left)
RIGHT	=	ROTATE RIGHT (Rudder right)

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.
- Do not leave game paused for a long period of time as the image may "burn" into the TV screen.

TENGEN 90-DAY LIMITED WARRANTY

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Address all correspondence to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your game cartridge develops problems after the 90-day warranty period, you may contact Tengen at 1-408-473-9400. If the Tengen customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Tengen. Return the defective game cartridge, freight prepaid, to Tengen at the address below. Enclose a check or money order for $12.00, payable to "Tengen." Tengen will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the $12.00 payment refunded.

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U.S. Nos. 4,442,486/4,454,594/4,462,076;
Hong Kong No. 88-4302; Europe No. 80244;
Singapore No. 88-155; Canada No. 1,183,276



PROBLEMS or QUESTIONS?
We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game or any of Tengen's games, please call a ***Tengen game counselor*** at ***(408) 433-3999*** Monday through Friday from 8:30AM - 6:00PM Pacific Time.



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