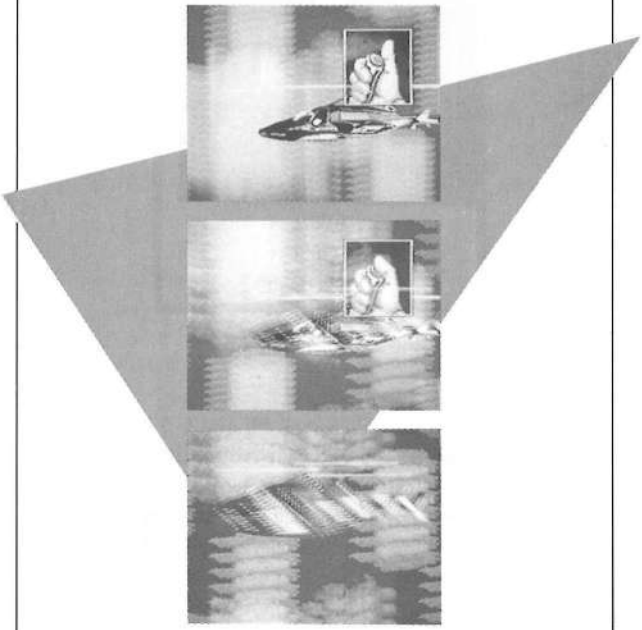
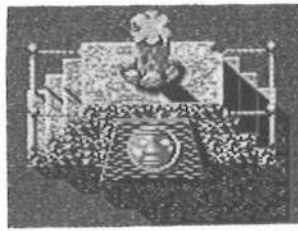

SEGA
GENESIS
CROSSFIRE™
KYUGO

Thank you for purchasing our mega cartridge, "CROSS FIRE." It will be sure to provide you with hours of fun and excitement. To fully enjoy this game, please read through these instructions carefully prior to playing.

Story

The narcotics triangle is a zone dominated by evil where powertul drug cartels prevail. Colombia in South America, Mongolia in Asia, and Iran in the Middle East —— these are the countries in which the world's three largest drug producers are based. Because of these crime-ridden groups, the world is experiencing unprecedented corruption and danger toward the end of the 20th century. people around the world are addicted to drugs, and are losing all motivation to continue their jobs. As a united group, the three major drug organizations are secretly scheming to take advantage of the chaos and invade and conquer the world. Sharing this common goal, the three groups combine their evil ideas and begin to carry out their plan. Heads of state are kidnapped and held hostage at the organization headquarters. Seeing the seriousness of the situation, Billy finally decides to take action and sets out to destroy the evil drug empire.





WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

How to play



Screen to select battle locations

*** Bonus points offered in each round ***

A $10,000
B $30,000
C $50,000
D $80,000
E $100,000
F $200,000

Starting at A, attack the three battlefront bases, A, B, and C. Canquer these three bases and advance to enemy headquarter bases, D, E, and F.

Our hero, Billy, approaches the enemy base with the Black Eagle. He sneaks into the base, rescues the heads of state who are held captive in various headquarters, then gets on board the Black Eagle once again and escapes.

Operations



control pad

This game is for one player only.

START BUTTON	* To start game * Pause
DIRECTION BUTTON	* To move your helicopter * To select various modes
A BUTTON	* Trigger for bullets, laser, and machine guns
B BUTTON	* Bombs and jump function
C BUTTON	* Turbo fire and CALL function

Note: Operation of buttons A, B, and C may be changed.

How to start game



①Push START BUTTON on the title screen.

Title screen

Start／Option screen

②On Start／Option screen, select 1 PLAY START by manipulating the S-way lever and press START BUTTON.
＊Refer to page 9 for Options.





③This is the screen where the commander issues his orders. It can be made easier by pressing the START BUTTON.

Command monitor screen

Location-select mode

④In the location-select mode, choose a battle location A, B, or C with the 8-way lever, then press the A button. Bonuses vary depending on the locations. As the play becomes more difficult, bonuses increase.



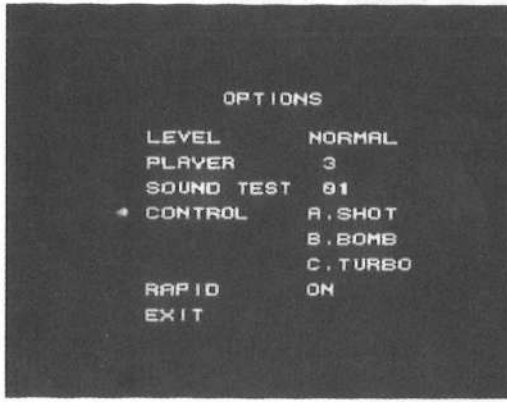


Weapon-select sereen

⑤The weapon-select screen displays the list of weapons that can be used. Choose the weapon which best fits each round. The list gets longer with each weapon purchased.

Setting Options

The initial game setup can be changed freely.



OPTIONS screen

Options

LEVEL	degree of game difficulty.
PLAYER	number of helicopters(one to five helicopters are available).
SOUND TEST	background music/ sound effects.
CONTROL	a combination of buttons A through C.
RAPID	to activate machine gun functions.
EXIT	completion of option format.

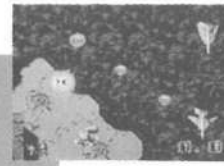
Choose options using direction buttons ↑ and ↓, and change format with buttons ← and →.
After the options are set, select EXIT, then press either the S TART BUTTON or buttons A through C to get back to the 1 PL AY START/OPTION select screen. Choose 1 PLAY START with the lever, and press START button.

*For SOUND TEST option, choose from 1 to 25 with the direction button, and press the A, B, or C button to listen to background music or sound effects.



To play

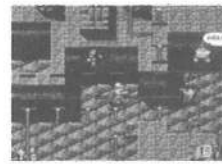
＊Air combat (helicopter assault)
Shoor and destroy enemy planes which appear on the screen.

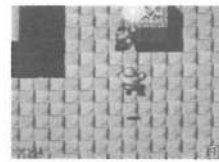




＊Black Eagle flies low and enters the enemy base.
The aim is to attack as many enemy bases and soldiers as possible.

＊Billy lands on the enemy base. He must attack enemy soldiers, win the battle against the enemy base defense network and rescue the hostages who are held captive.





＊＊Use the B Button to jump away from and dodge enemy shells.
＊＊In extreme emergency situations, press CALL (C Button) to call Black Eagle and escape from danger.
＊＊You can win additional CALLs by finding transceiver items.
＊＊CALL can no longer be used after you have invaded the enemy base.

Return to air offense; break and escape the encircling enemy net.

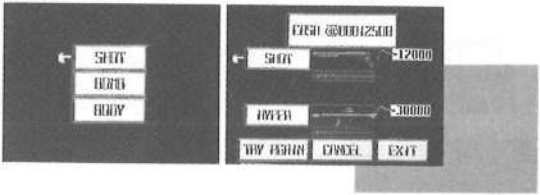
After successful completion of each round, a bonus is given which entitles a player to buy more powerful weapons and armor. Choose the next round.



* Displayed on the screen will be the amount of money you have earned and the weapons available for purchase. If you wish to buy a weapon, manipulate the 8-way lever, and move the cursor to YES ; if not, move it to NO, and press the A Button.



* Decide which weapon to buy: Black Eagle's or Billy's. You have a choice of three weapons for each.



* Using the direction button, select the weapon of your choice, and press the A Button.



** You cannot buy a weapon unless you have saved enough money.

** Return to previous screen with the B Button.

Items

Power-up
The force behind your shots increases.

Bomb one-up
entitles the player to use additional bombs.

Turbo one-up
entitles the player to use additional turbo fire.

The item to be reinforced is unknown.

The player receives an additional helicopter.



Bill
The player's money increases.



Coin
The player's coins increase.



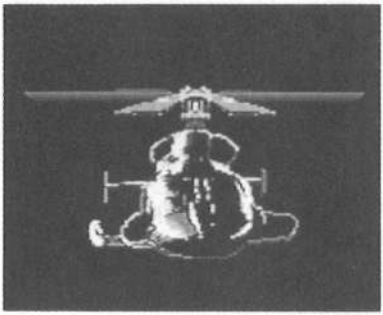
Transceiver CALL item
The player gets one additional chance to call in Black Eagle.

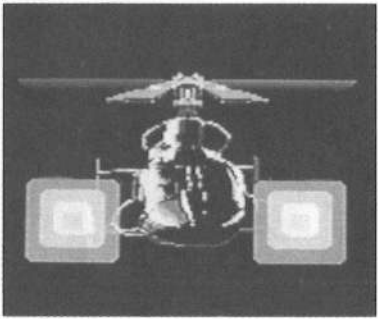


The number to helicopters remaining



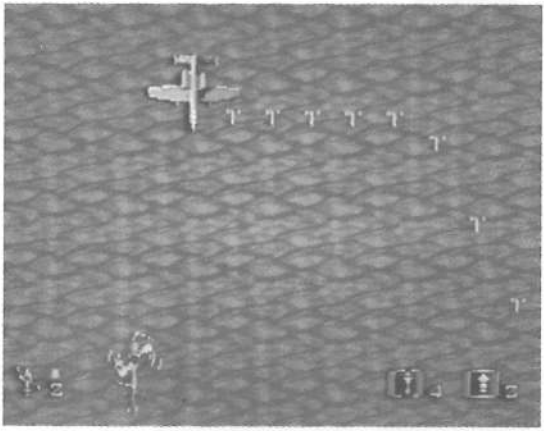
The number of times you can use bombs and the turbo function

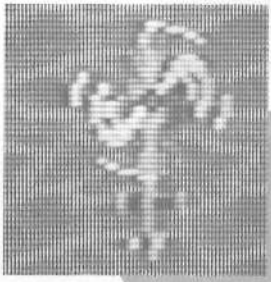




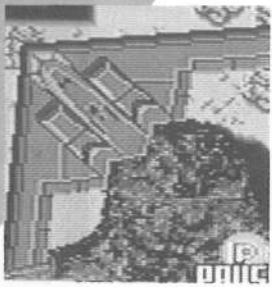
Makeup of Arsenal

Air Combat

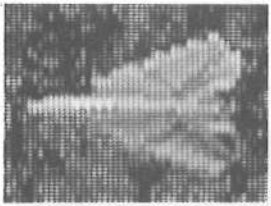




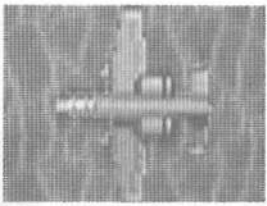
*** Black Eagle**



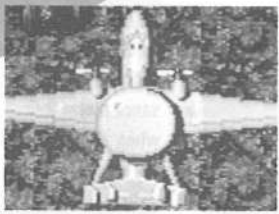
*** X-2**
a friendly plane which provides items.



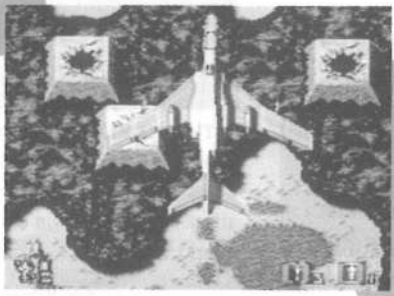
＊TL 20 Tomdog
enemy air force's top fighter plane.



＊B-191 Belton
some expel items when blown up.



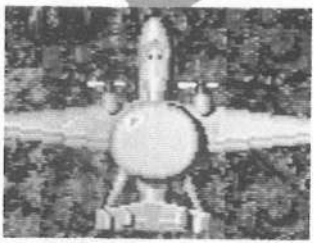
＊Herarri
scatters money items when destroyed.



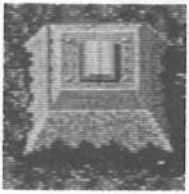
＊RA101E Bonda
a large old-style fighter plane.



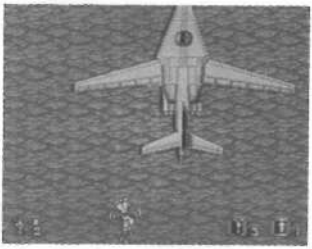
*** OKU-B1 tank**
enemy's main tank, Shells are fired from revolving batter.



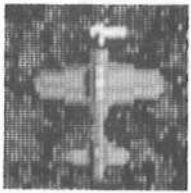
*** G2C-Super Eye**
ordinarily operating as a reconnaissance plane, it fires assalt rader dishes when confronted with Black Eagle.



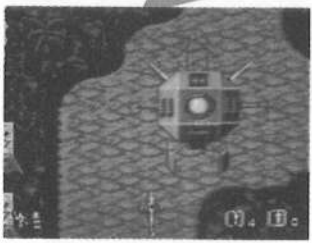
*** Box barrage SYA-X**
You never know which way they shoot!



*** TV260 Black Ghost (Mission B's object of attack)**
a large-size bomber which sends out attack modules (Mission C's object of attack).



*** Zero fighter**
though outdated, it has a wide variety of offensive attacks capabilities.



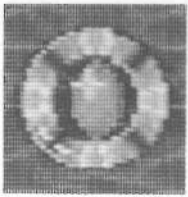
＊Combat satellite KKK-1
(Mission E's object of attack)
dives in from orbit and attacks.



＊Aerial carrier AR-1
(Mission D's object of attack)
a battle carrier equipped with combat helicopter.



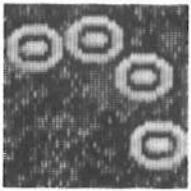
＊JGPO1
enemy's mainforce helicopter. Usually attacks in mass formatior.



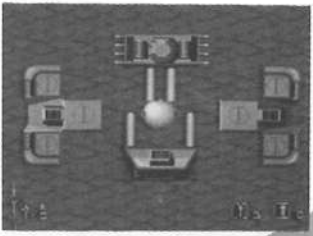
＊MIYA-3
a large disk equipped with a hyper engine.



＊Battle boat HAYA-10
the battleship which is the main force at sea.



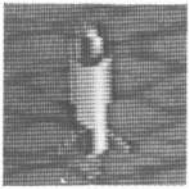
*** Small attack module MIYA-S**
attacks in formation.



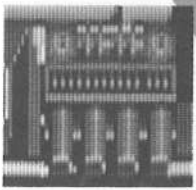
*** Mobile fortress PON-1**
a formidable, separable fortress.



*** Missile satellite M-1**
an unmanned combat missile.
Operates on remote control from outside.

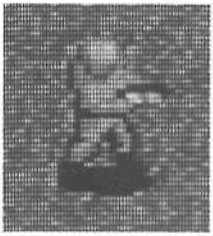


*** Missile KYU-5**
missile launched from underwater.



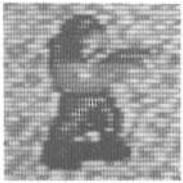
*** On-vessel battery SYA-X2**
a 30mm, 4 cannon gun.

Ground battle





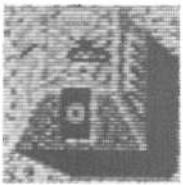
*** Billy**
Billy, heavily armed emerges from the helicopter and appears on the ground.



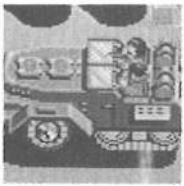
*** Machine gunmen**
guards within the enemy base; attack in great numbers.



*** Bazookaman**
a high-ranking soldier firing a bazooka.



*** Battery NOR-1**
attacks in response to outside invaders.



*** Heavy armored vehicle MP4**
has tough armor and quick movement, but firepower is weak.



*** Automatic firing tank FW15**
unmanned tank which blocks the entrance to the base.

Shots

*** VALCAN**
old-style machine gun;can be made more powerful with item (P).

*** DISRUPT**
when a shot hits the enemy directly, it deflects, enabling destruction of nearby enemies simultaneously.

*** LASER**
most powerful gun. Power can be strengthened with item (P).

*** WAVE**
Similar to DISRUPT shot, but deflects in a different direction.

Bombs

Intensity 1 · Hurricane
Delivers four shock waves which surround your helicopter.

Intensity 2 · Typhoon
Shock wave revolves around your helicopter.

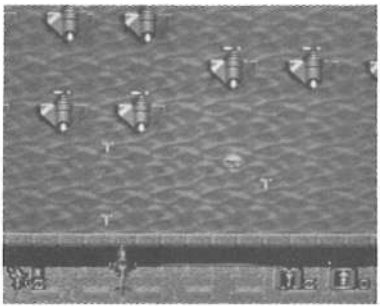
Intensity 3 · Thunder
Two shock waves blast in six directions.

Guns

Machine gun
fires in one direction.

Shotgun
fires in three directions.

Hypergun
small rapid-fire rockets;one shot can destroy any enemy.



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