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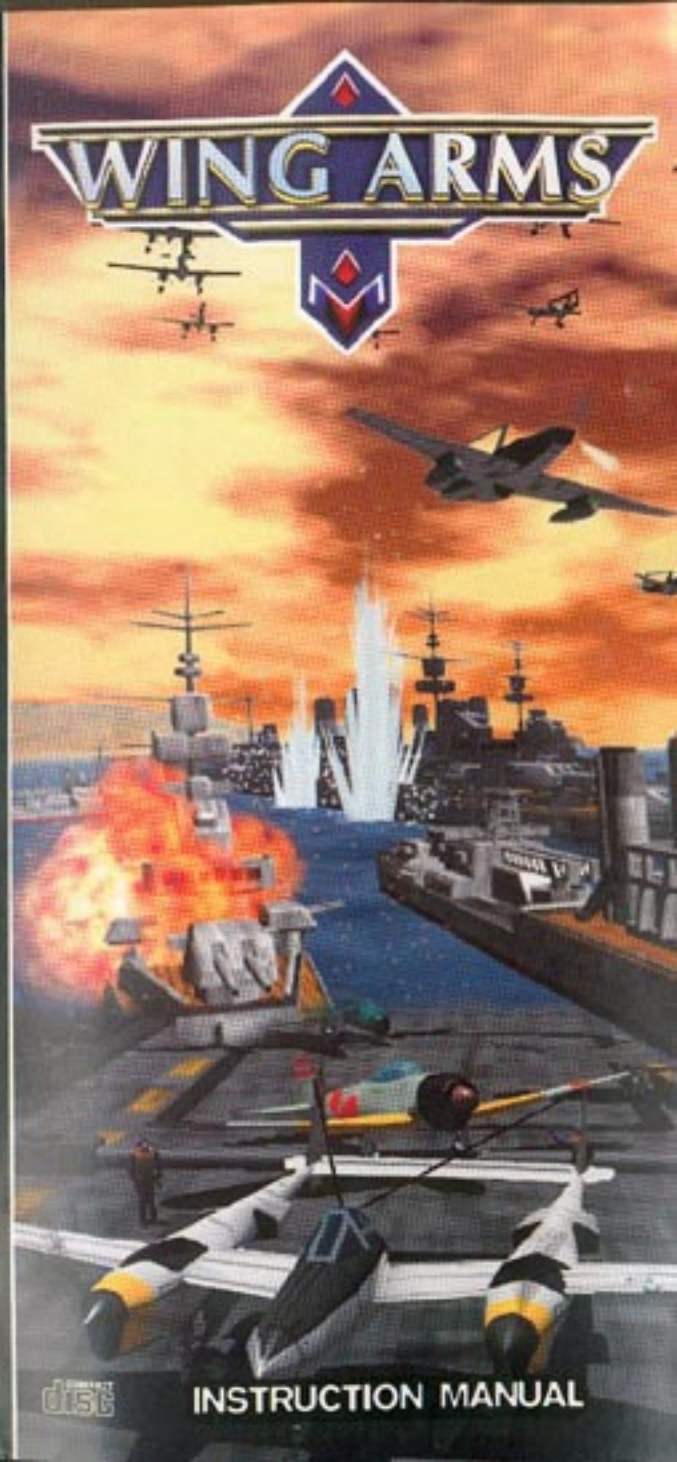
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SEGA

SEGA SATURN

WING ARMS



INSTRUCTION MANUAL

An Age of Darkness



The World War was a horrific time, when the entire population of the world became either a participant of the struggle or a victim of it. Millions of lives were lost in the bloody combat.

During the war, there were certain groups that fed on the profits of wartime economy. Groups composed of high-ranking military personnel and greedy weapons dealers, who sold the most advanced weaponry to the highest bidder. Shortly after the war these groups banded together to form an organization called Avalon.



Avalon's goal is to rekindle wartime animosity and get the allies to start fighting amongst themselves in order to start another world war! They are using planes and ships they've manufactured to strike at Allied forces, and with most of the armed forces of the world damaged or destroyed, Avalon has so far met little resistance.

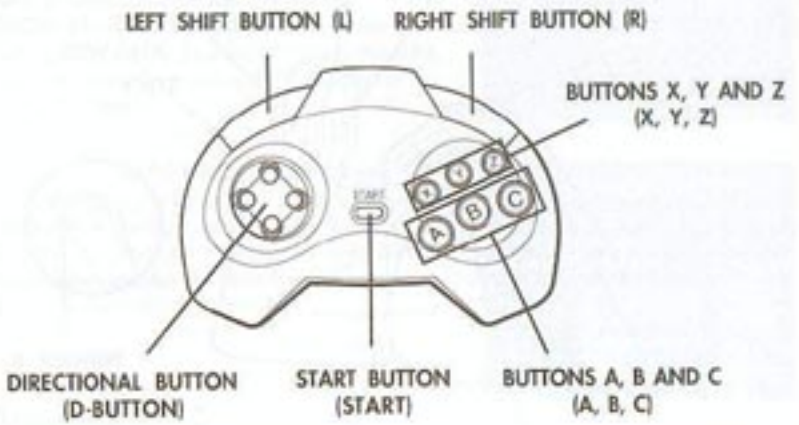


The aircraft carrier Endeavor has been loaded with the finest flying machines available, and you have been recommended as the squadron's leader! You will lead a skeleton crew into battle to crush the Avalon forces.

Stop Avalon, Ace, or there will be no one left to make peace.

Take Control!

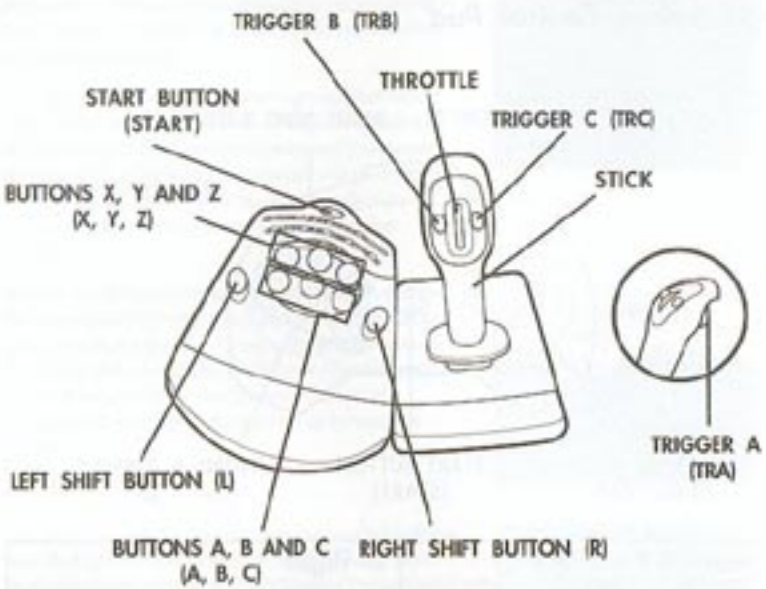
Sega Saturn Control Pad



Control	Pre-flight	In-flight
D-Button	Moves Cursor Highlights options Changes settings	Steers aircraft
L	None	Roll left
R	None	Roll right
X	None	Changes flight perspective
Y	None	Fires missiles
Z	None	Displays map
A	Selects options	Reduces airspeed
B	Cancels selections	Fires machine gun
C	Selects options	Increases airspeed
Start	Starts game	Pauses game/Resumes paused game

Note: All settings shown in this manual are for the Novice flying mode. Set controls in the Options screen (see page 7).

Sega Saturn Virtua Stick



Control	Pre-flight	In-flight
Stick	Moves Cursor Highlights options Changes settings	Steers aircraft
Throttle	None	None
Start	Starts game	Pauses game/Resumes Paused game
A (TrA)	Selects options	Shoots machine gun
B (TrB)	Cancels selections	Fires missiles
C (TrC)	Selects options	Changes flight perspective
X	None	Rolls left
Y	None	Decreases airspeed
Z	None	Increases airspeed
L	None	Displays map
R	None	Rolls right

Note: These are the default settings for the Virtua Stick. Change controls is the Options screen (see page 7).

Get into Your Flight Gear!

The *Wing Arms* title screen appears after a short introduction. Press **Start** to see the game options.



Your options are: begin the battle (by selecting **GAME START**), change game settings (by selecting **OPTION**) or look at plane and ship statistics (by selecting **VIEW DATA**). To select an option, move the cursor to an option by pressing the **D-Button** and press **A**, **C** or **Start**.

After you select **GAME START**, the Plane Select screen appears. Cycle through the planes by pressing the **D-Button** left or right, or by pressing **L** or **R**. When the aircraft you want to use is displayed in front, select it by pressing **A** or **C**. After a briefing from your commander, the mission begins.



Options

Press the **D-Button** up or down to highlight an option, and left or right to change the setting. Press **A** or **C** when **CONTROL** is highlighted to enter the Controller settings screen (the default settings are described on page 5).



① Change the Control Pad or Virtua Stick control settings in **CONTROL**. In the Control settings screen, press the **D-Button** left or right to cycle through the Novice and Expert Control types. Press the **D-Button** up or down to change the pitch controls. Press **B** to return to the Options screen or **Start** to return to the Title screen.

② Set the background music level in **B.G.M VOLUME**. **MIN** turns sound off, **MAX** is the loudest.

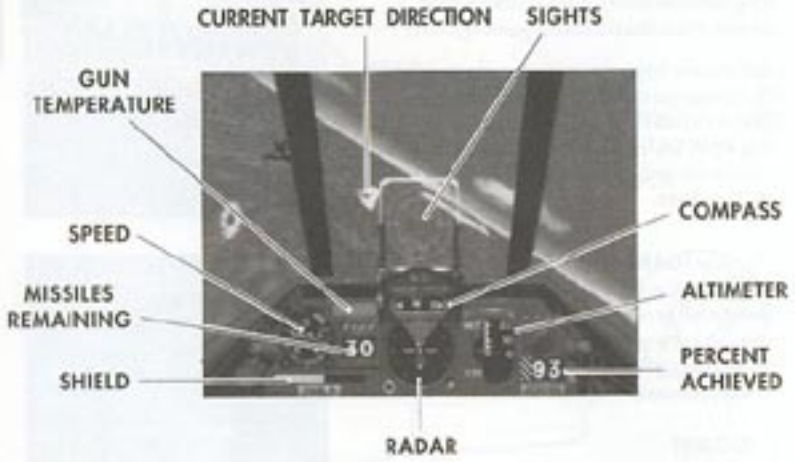
③ Set the volume of the sound effects in **S.E VOLUME**. **MIN** turns sound off, **MAX** is the loudest.

④ Set the audio output in **AUDIO**. Choose from **STEREO** or **MONO**.

⑤ Listen to the the music and sound effects used in *Wing Arms* through the **SOUND TEST** option. Press **A** or **C** to play.

⑥ **EXIT** the screen when you're through setting options.

In the Cockpit



The RADAR is displayed in the center of the cockpit. Your RADAR is the most important instrument in the cockpit. It shows all targets in your vicinity (in all directions), and warns you when aircraft are on your tail.



1. **FORWARD VIEW AREA**
2. **WING LINE**
3. **REAR DANGER ZONE**
4. **ENEMY ON TAIL**

Mission Instruments

Here's what to look at and look for. Watch your **GUN TEMPERATURE** when firing continuously. If your guns overheat, they stop firing for a short period of time. The **SPEED**, **COMPASS** and **ALTIMETER** are used primarily for reference. Keep the number of **MISSILES REMAINING** in mind when you're up against a number of targets—save them for the big guns. Your **SHIELD** tells you how much of the aircraft's fuselage has been turned into swiss cheese. Finally, the **PERCENT ACHIEVED** tells you how much of the mission you've completed so far.

Ranks and Privileges

Depending on your Mission Clear time and how well you scored, you gain ranks. Clear an area of enemy forces in a certain amount of time and your rank increases. How far you rise through the ranks depends on your ace piloting skills! Here's a look at the wings for some of the ranks.


2nd Lieutenant


1st Lieutenant


Captain


Major

Shot Down!

As your aircraft takes damage, your Shield Gauge decreases, and changes color. Yellow is not so good, Orange is not good at all and Red means you're in big trouble. And when your Shield runs out... well, it doesn't mean the war is over, Ace. You were recommended to us as a top pilot, and we know you can prove it. Select YES from the Continue screen to start the last Mission you were flying. You start the Mission from the beginning.







View Data

You need to know the enemy's strengths and weaknesses before you go on the offensive. Select View Data from the options displayed on the Title screen to open the Endeavor's data base on known Allied and Avalon fighting machines.

① Directions for controls use are shown on the right side of the View Data screen. To cycle through the planes or ships in the data bank, press **L** or **R**.

② When looking at aircraft information, pay close attention to the maximum airspeed and power. These affect your top cruising altitude and your ability to evade enemy aircraft.

③ The armament specs on naval craft tell you what kind defensive weaponry you'll be up against. Naturally, the length is another good indicator of how powerful the craft is.







Advanced Flying

Anyone can turn left or right. But can you pilot a plane using real controls? Here's how to take your flying skills to the next level!

In the Options screen, select **CONTROL** to view the controller settings screen. Press the **D-Button** left or right to cycle through the control types, and select one of the three **EXPERT** control types.

In the **EXPERT** flying mode, you have separate control of your craft's pitch, yaw and roll. Sharp banking turns, skimmying, loops and 360 degree turns become easier, faster and more precise.


PITCH

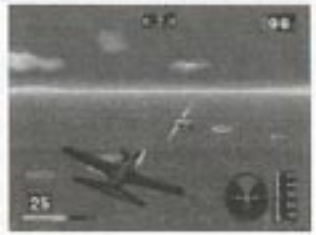

YAW


ROLL

Sample Flying Techniques

Make yourself a harder target to hit by performing a series of barrel rolls (360 degree spin). Press and hold the roll button.

Perform a sharp banking turn to one side or another by rolling to one side while changing the pitch in the direction of the turn. At about a 90 degree angle, stop the roll while continuing to hold the pitch button.



Hot Shots Tell All

- When targeting land bases or ships, remember this simple rule: the bigger the gun, the bigger the threat. Take out the enemy's main guns first and save your fuselage a lot of wear and tear.
- When you're up against aircraft, pay attention to your airspeed. Most of the pilots you're facing tend to fly at the same speed all the time. Use high speed to come in close behind them, then slow down when you're right on their tail. The closer you are, the bigger your target area.
- You don't get points for saving missiles, you get points for using them (effectively, of course). So don't save them for a rainy day, rain them on the enemy.
- Get used to the **EXPERT** controls as soon as possible. Your aircraft's response improves dramatically. If you want to make it to the top of the ranks, **EXPERT** is the only way to fly!

Handling Your Sega Saturn CD-ROM

- The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Saturn CD.

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