INSTRUCTION MANUAL

AFTER BURNER™ III



OFFICIAL SEGA SEAL OF QUALITY

SEGA CD™

WELCOME TO THE NEXT LEVEL™

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Combining Special Effects

Using six or more special effects simultaneously may cause the music to skip intermittently and may also result in an undesirable video image.

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

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 TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

Starting Up: How to Use Your Sega CD

1. Set up your Sega-CD system by following the instructions in your Sega-CD System Instruction Manual. Plug in Control Pad 1.

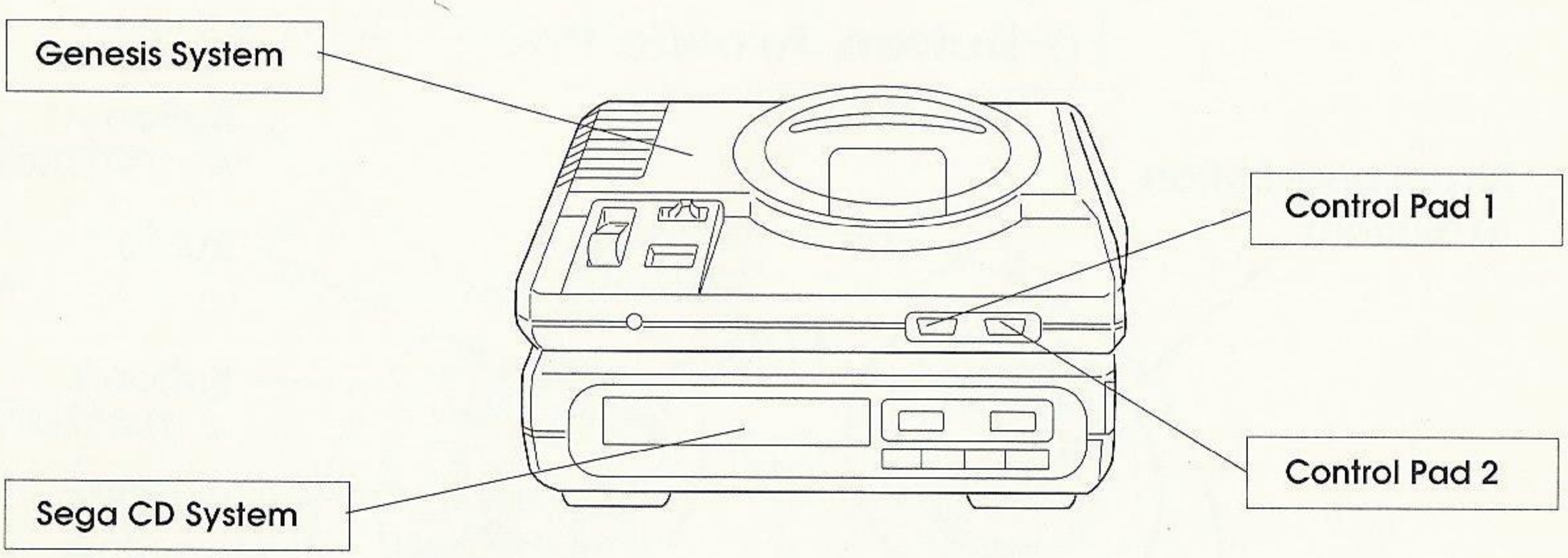
2. Turn the system ON. The Sega-CD animated display will appear. If nothing appears on screen, turn the system OFF and make sure it is set up correctly.

3. Press Button C on the Genesis Control Pad, and the on–screen Control Panel will appear. Use the D-Button to select EJECT and press Button C to open the CD tray.

4. Place the *After Burner III* disc in the well of the CD tray and press Button C. The CD Tray will close, and the words CD-ROM will appear on the Control Panel.

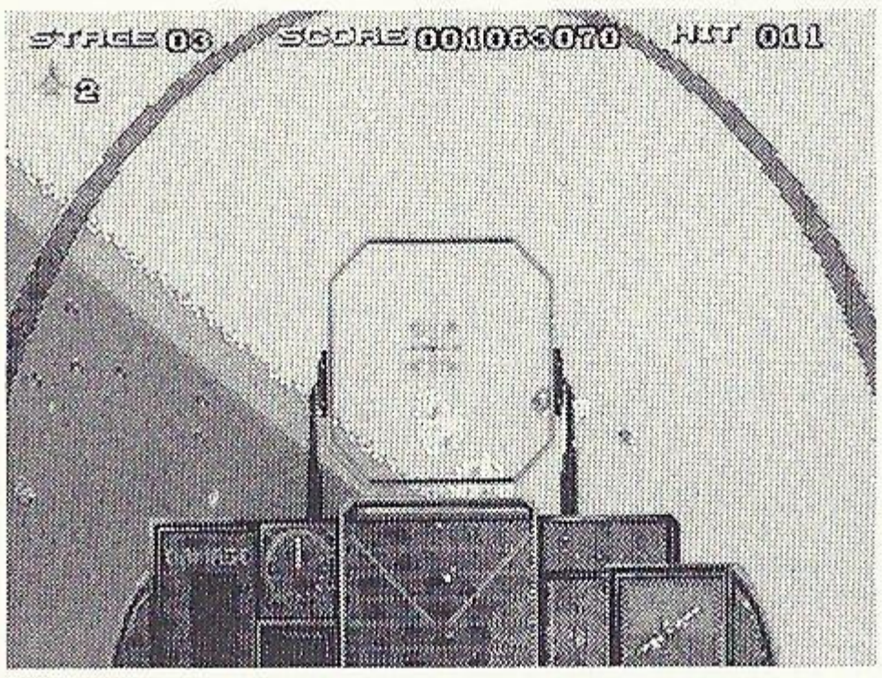
5. Use the D-Button to move the cursor onto CD-ROM and press Button C. The opening screens of the game will appear.

6. If you wish to stop a game in progress or the game ends, press the Reset Button on the Genesis console to display the on-screen Control Panel.

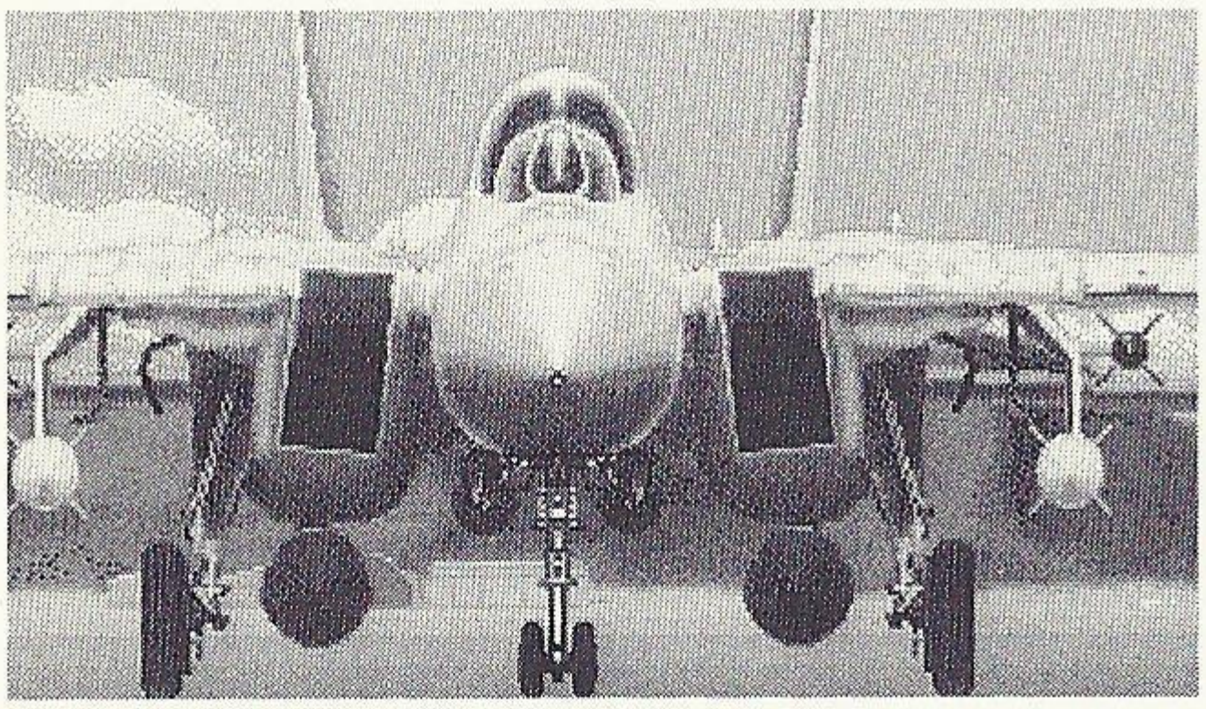


For Game Play Assistance, call 1-415-591-PLAY.

Ready, Captain?



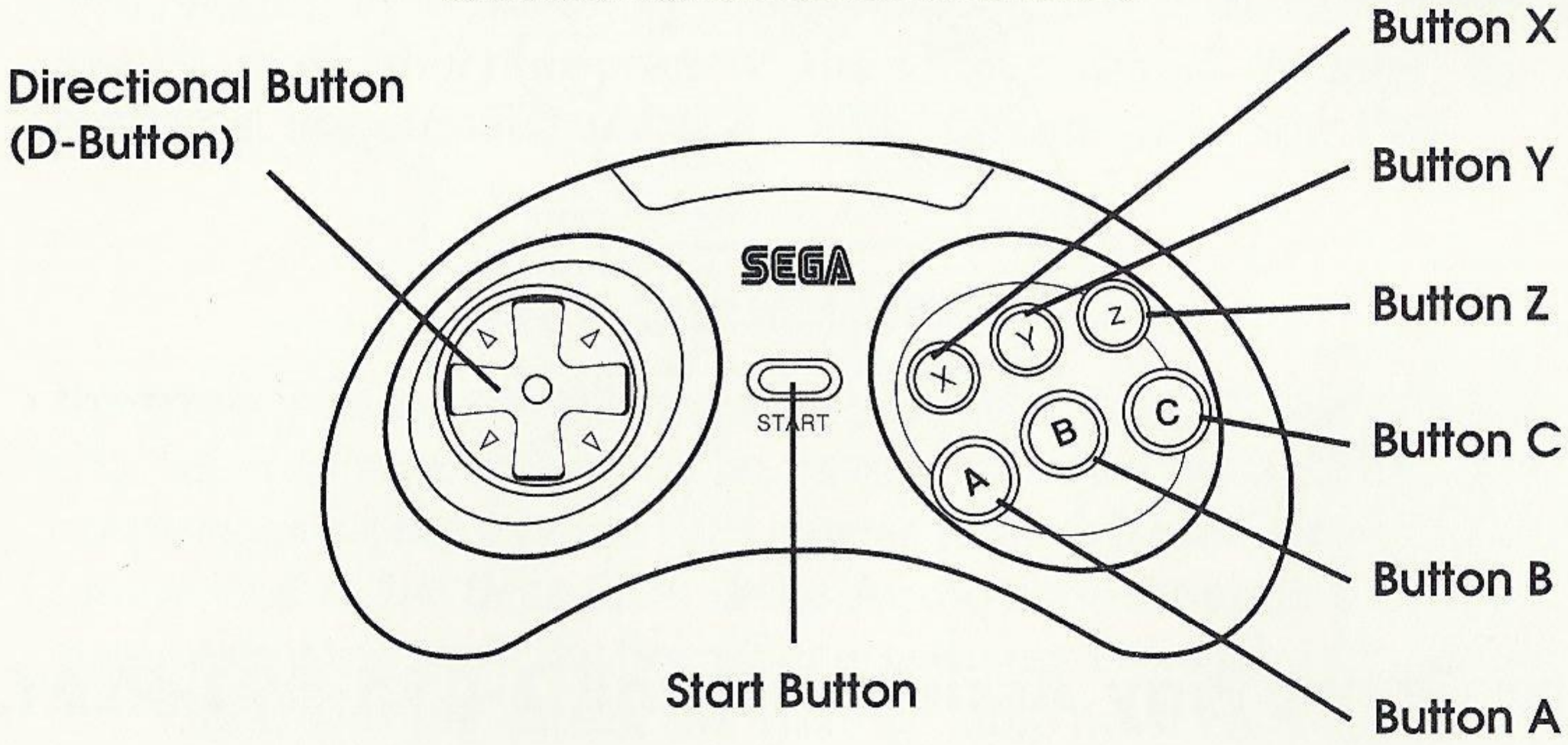
Enemy forces are on the move. They have decided their flying skills are a match for yours and are preparing a colossal air assault by putting up air strips near your border. The counter-offensive has started, and it looks like you're going to have to use all means at your disposal to deal with this hostile menace.



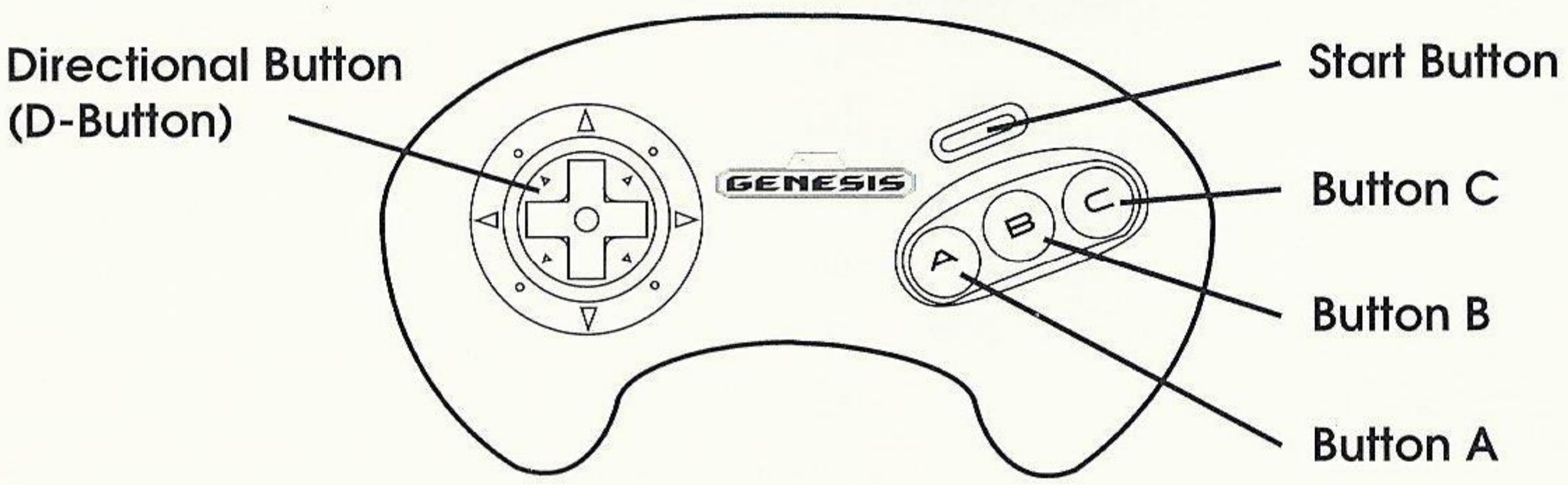
You're the pilot of the F-14 Wing Carrier Jet, a most formidable piece of high-tech wizardry. You'll go head to head with the best of the enemy's pilots, but you're the carrier's ace pilot. And what's more, you've got the flying edge — an F-14 Tomcat. As the Commander puts it: "With a good pilot, it's a holy terror. With you — it should be unstoppable!"

Take Control!

6-Button Arcade Pad



3-Button Control Pad



Note: After Burner III can be used with either the 6-Button Arcade Pad or the 3-Button Control Pad. The Options screen will automatically change according to which type of pad you use.

Directional Button (D-Button)
- Highlights characters in the High Scores screen
- Moves the arrow in options screen/selects options
- Controls your fighter's movements

Start Button
- Starts the game
- Pauses the game when in play; returns to the game when paused

Button A
- Selects options
- Fires the Vulcan cannon

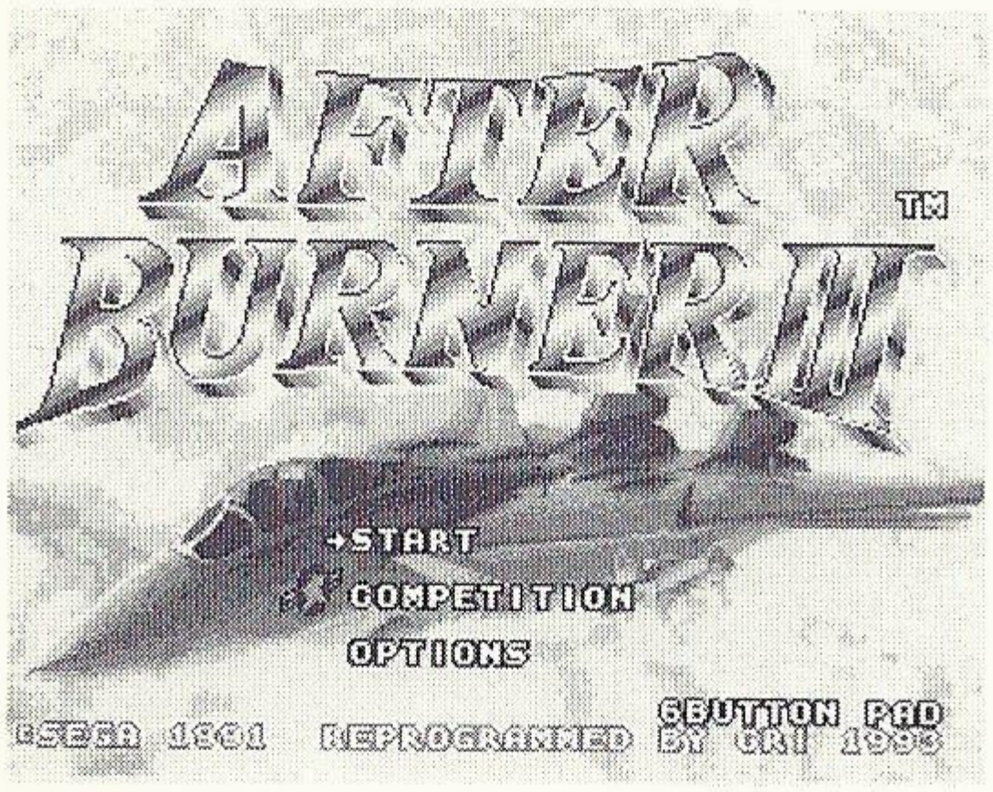
Button B
- Selects options
- Fires the Sidewinder missiles

Button C
- Selects options
- Activates the afterburner

Button Z (6-Button Arcade Pad <u>only</u>)
- Raises the flaps to slow the F-14 down

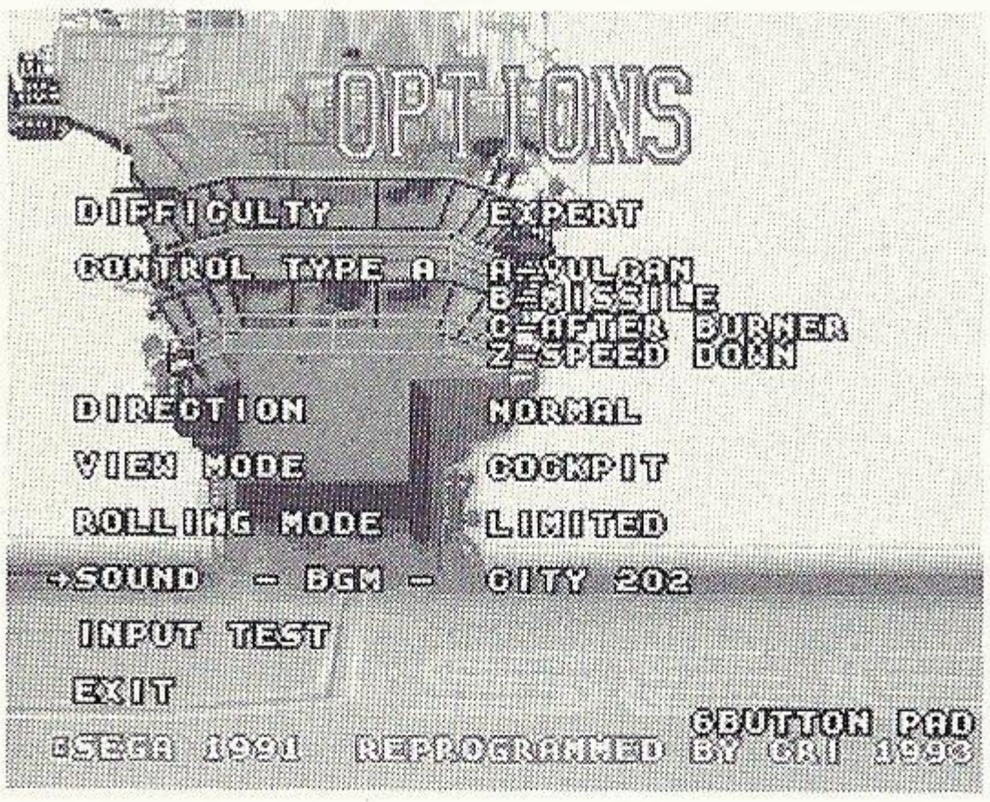
Note: The above weapon settings are the default settings. See page 5 for an explanation of how to change the settings.

Pre-Game Options



Once you turn on your Sega CD system, the SEGA logo will appear, followed by the After Burner III Title screen. Wait to see the demos, or press the Start Button to see the pre-game options. Selecting **PLAY GAME** with the D-Button and pressing the Start Button starts the game with the default settings. You can change some of the game specs by selecting **OPTIONS**, or you can try the **COMPETITION** mode, where you pit your piloting skills against the clock. Select your choice by moving the arrow with the D-Button and press Button A, B or C to make your selection.

You have two Competition choices: choose the **TIME COMPETITION**, where you have to hit at least 30 targets in 90 seconds, or try the **HIT COMPETITION** in which you have 90 seconds to try to bag as many fliers as you can. These limited-action competitions are a great way to practice your flying and shooting skills! Select your choice by moving the Selection arrow with the D-Button and press Button A, B or C to select your choice.



In the Options screen, you can change various elements of the game. Pressing the D-Button up or down moves the arrow to the option you want to change. Press the D-Button up or down to move the Selection arrow to the option you want to change, then press it left of right to change the option. Here are your options:

DIFFICULTY: You have a choice of Easy, Normal or Expert. Differences in game play are as follows:

- In the Easy mode, you have to make it through 11 stages, with only two chances to continue.

- The Normal mode has 15 stages of action, with 3 Continues.

- In the Expert mode, you have a total of 4 Continues, but you also have to make it through 20 stages of grueling dogfights and ground assaults before you can return to base.

Note: You have a total of 3 jets per Continue. When you lose all 3 F-14s, the Continue screen will appear. Choose to continue the mission or quit by pressing the D-Button to your choice and press Button A, B or C.

Control Type: You have your choice of 4 button settings. Try different settings to find out which works best for you.

Direction: The **NORMAL** option allows you to use the D-Button like a fighter plane's joystick: pressing the D-Button down to ascend and up to descend. **REVERSE** sets the controls so that your jet ascends when you press the D-Button up, and descends when you press down.

View Mode: Setting this option for **COCKPIT** puts you in the front seat (unless you have a bogey on your tail), while **BACK** lets you fly your missions looking at the F-14 from behind the whole time. Change views during gameplay (6-button controller only).

Rolling Mode: LIMITED allows you to use your jet's Gyro function. Your jet will automatically return to level flight after a turn as soon as you let go of the D-Button. **FREE** gives you the ability to continue turns or fly at any angle without holding down the D-Button.

Sound: Sit back and enjoy some pre-game tunes by selecting one of the music tracks from After Burner III, or play around with the sound effects used in the game. Pressing the D-Button right or left allows you to cycle through the B.G.M.(Background music) and S.E. (Sound Effects) used in the game. The letters **BGM** or **SE.** will appear after **SOUND** so that you know what type of sound it is. Listen to the **BGM** or **SE.** by pressing Start or Buttons A, B or C.

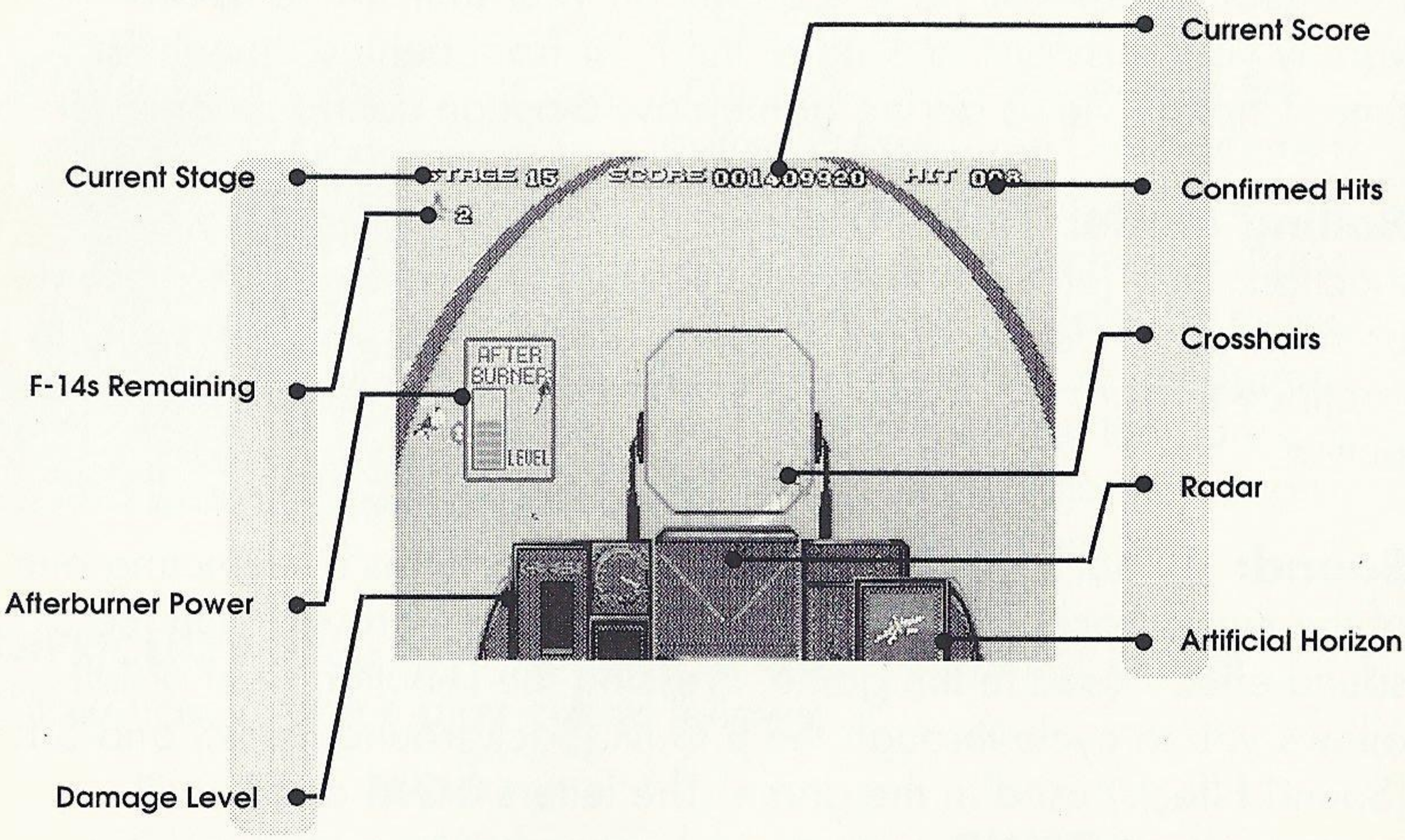
Input Test: Select this to check and see if your Control Pad's buttons are working properly. Press any button (except Start) to check that button. **ON** means that you're pressing that button, and **OFF** means you aren't pressing it. Press Start to return to the Options screen.

Once you've finished choosing the game specs, select **EXIT**, and press the Start Button to return to the Title screen. Press the Start Button again to start the game.

Flight Systems and Controls

You'll be meeting the onslaught from two strategic positions, if you've selected **COCKPIT** in the Options screen. If you selected **BACK**, you'll only be flying using the third-person perspective.

The Pilot's Seat: When you're in the cockpit, you will have RADAR and other instrumentation to help you with the battle. You'll rely more on your targeting computer to home the missiles in on the enemy jets. Pay close attention to your RADAR to see where the enemy is coming from. Here are the indicators in the **COCKPIT** perspective:



Current Stage: This indicator shows you how far along in the battle you are.

Current Score: This shows how many points you've gained so far.

Confirmed Hits: This indicates the total number of enemies you've hit so far.

F-14s Remaining: The F-14 icon shows you how many Continues you have left, and the number to the right is the number of F-14s you have remaining in the current game.

Afterburner Power: As you use your afterburner, this gauge will show the increase in power.

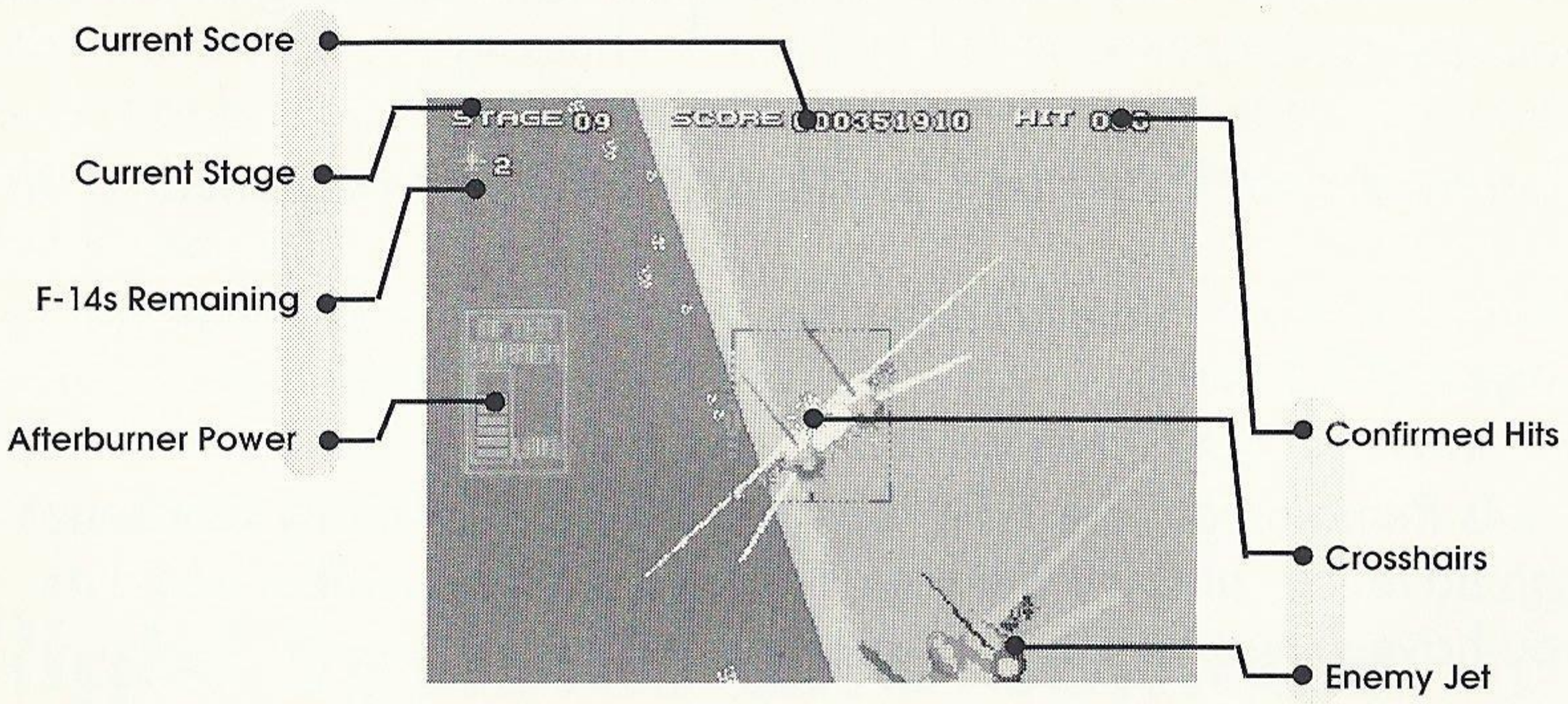
Crosshairs: The white crosshairs show where your targeting computer is pointing. A green set of crosshairs appears on a potential target when it's in range, and once they lock on, a set of red crosshairs appears on that target. Send 'em a Sidewinder!

Damage Level: This indicator shows how much total damage you've taken. Once this indicator reaches the top, your fighter is bound to break up, so when this indicator is near the top, take extra care to avoid being hit by the enemy.

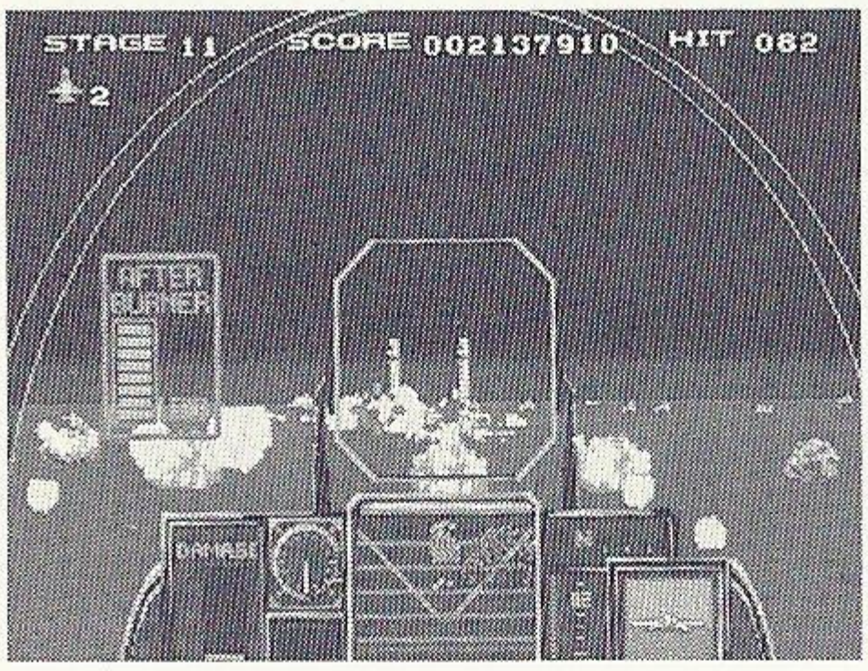
Radar: This shows you where the targets are coming from. The bottom line is your wing line.

Artificial Horizon: This gauge shows what kind of angle you're flying at.

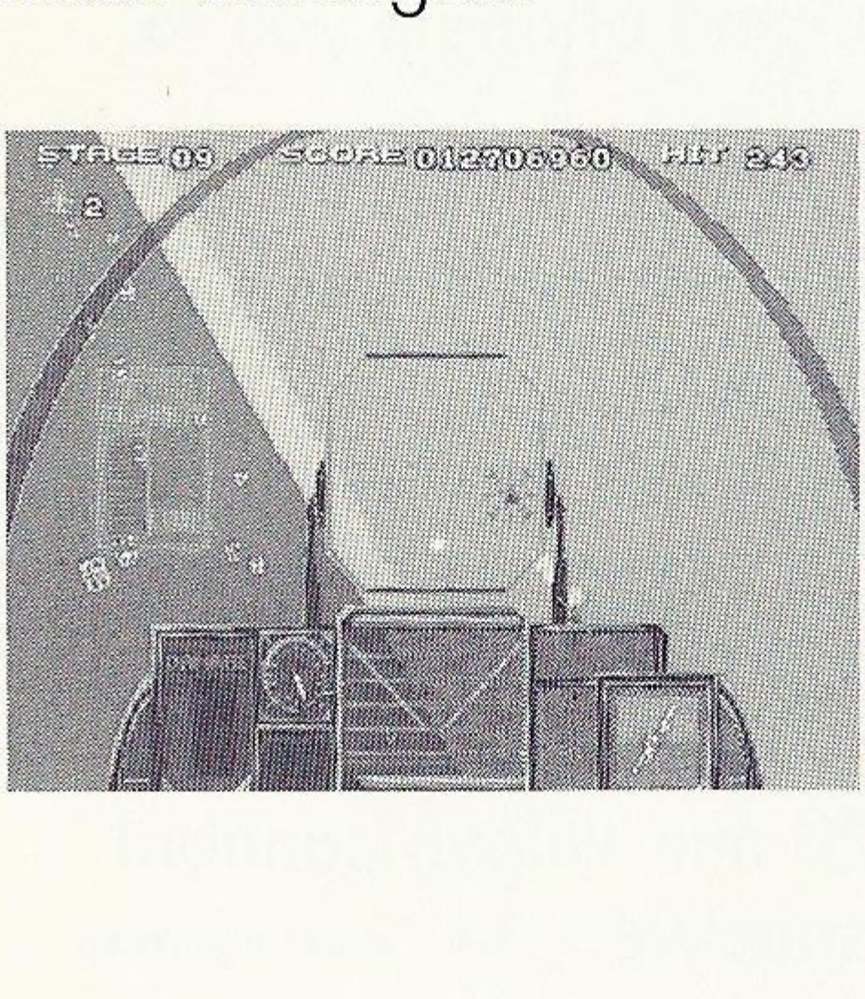
The second perspective is from the rear of the fighter. If you set the game option to **BACK**, you'll be controlling your fighter's movements from a third-person perspective. In this type of air battle, you'll have to do some major maneuvering to keep out of the enemy's sights. Try combinations of banking maneuvers and bursts on your afterburner to get them in front of you, then show them what you think of tailgating — with your 20 mm Vulcan cannon! Here are the indicators for the **BACK** perspective:



Your Mission Objectives

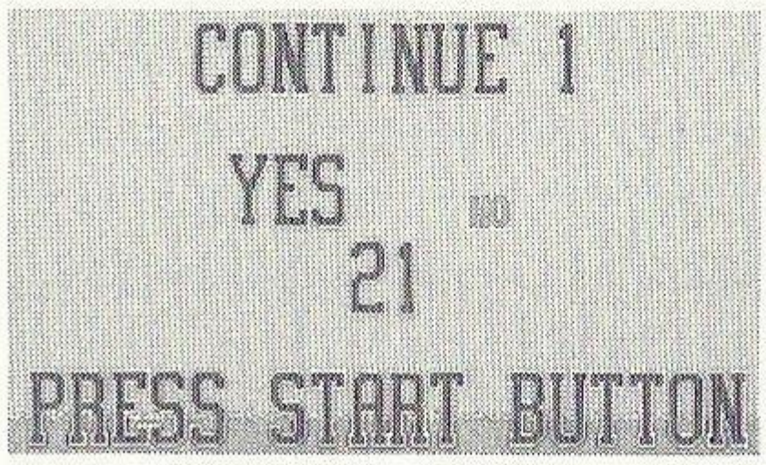


There are two objectives to this mission. The main objective is to knock out ground targets in enemy territory. Targets are guarded by stationary anti-aircraft guns and mobile armored vehicles. Take out the maximum number of buildings and communications towers as possible. If you can blast some of the vehicles as well, go for it, but pull up if the crossfire gets too heavy. Remember, your jet can only take so much damage...



The second objective is to rid the skies of enemy fighter jets. Things are hot and heavy over the enemy territory, and it looks like they're preparing for a massive air assault on us. We must gain the first-strike advantage, and we're counting on you to make it happen!

Game Over/Continue



If your fighter is destroyed by enemy fire, it explodes in a ball of flame. After that, if you have F-14s or Continues remaining (you have 3 F-14s per Continue), selecting Continue will start the mission from the point where you were destroyed. If you don't have any Continues remaining, the Game Over screen will appear, followed by the SEGA logo and the Title screen.



If your score is high enough, the High Scores screen will appear, where you can enter your initials. Select the character you want by pressing the D-Button until the character you want to enter starts to flash, then select it with Button A, B or C. You can enter up to 3 characters.

Command H.Q. Briefing

- Flying full throttle makes it much harder to hit targets coming at you, as well as harder to avoid their missiles. Only use the afterburner enough to keep the enemies in front of you in range.

- Timing is essential when using your missiles. Don't let one loose before you're sure it's locked on a target. If it's not targeted, you're sure to miss.

- If you think a missile is going to hit you, try a sudden bank left or right, and kick in the afterburner.

Ace Pilot Scores

PILOT NAME	DATE	SCORE	STAGE

Handling Your CD

- The Sega CD is intended for use exclusively for the Sega CD System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega 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.

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited 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.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty 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.

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- **A FREE SUBSCRIPTION TO SEGA VISIONS™** the magazine published just for Sega™ gamers. It's packed with news and reviews from the world of Sega.

- ***HOT-WIRED™*! EXCLUSIVELY FOR SEGA CD OWNERS:** *Hot-Wired* puts you on our priority mailing list for fast-breaking news on SEGA CD technology, radical new games, cool new sounds and exclusive offers.

- **CHARTER MEMBERSHIP ELIGIBILITY** in our soon-to-be announced Sega CD owners club.

REGISTER TODAY AND WATCH FOR MORE INFORMATION!

1. HOW TO ENTER: Completely fill out the registration card and mail it. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail.

2. JUDGING: There will be 4 drawings. Each of the drawings will take place on a quarterly basis, on or about March 31, June 30, September 30, and December 31, 1993. Winners will be selected at random from all entries received five (5) days before the drawing dates by Marden-Kane, Inc., an independent judging organization whose decisions are final. Only one prize per person, family, organization or household. If your registration card is received after any one of the drawings it will be automatically entered into the next drawing, except for the last drawing.

3. NOTIFICATION: Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and a Publicity/Liability Release which must be returned within 14 days from date of notification.

4. PRIZES: There will be 1 prize awarded in each of the four drawings. Each prize consists of approximately 60 music CDs. Approximate retail value $1,000.00 each. All taxes are responsibility of the winner. No prize substitutions, or transfers permitted.

5. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States and its possessions, except employees and their immediate family members of Sega of America Inc., its divisions, subsidiaries, affiliates, advertising and promotion agencies. Void where prohibited by law.

6. WINNERS LIST: For names of winners, send a self-addressed, stamped envelope to Sega CD Sweepstakes Winners, Inc., P.O. Box 712, Sayreville, NJ. 08871.

7. OFFICIAL SWEEPSTAKES RULES: Sweepstakes subject to complete Official Rules. To obtain a copy of official rules send a stamped self-addressed envelope to Marden-Kane, Inc., Sega CD Rules, 1255 Post St. Ste. 625, San Francisco, CA 94109.

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PRINTED IN THE U.S.A