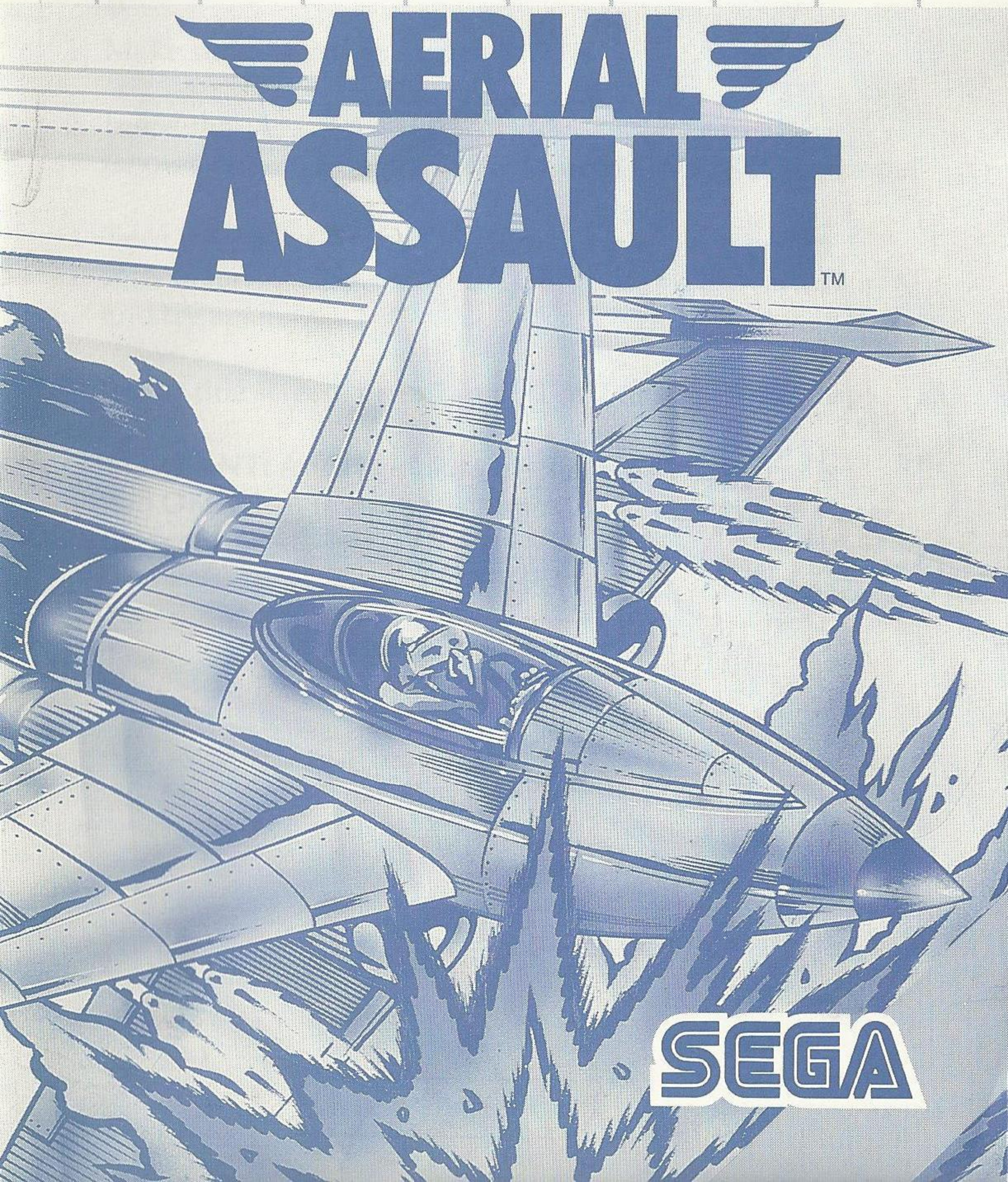
AERIAL ASSAULT™



SEGA

Loading Instructions:
Starting Up:

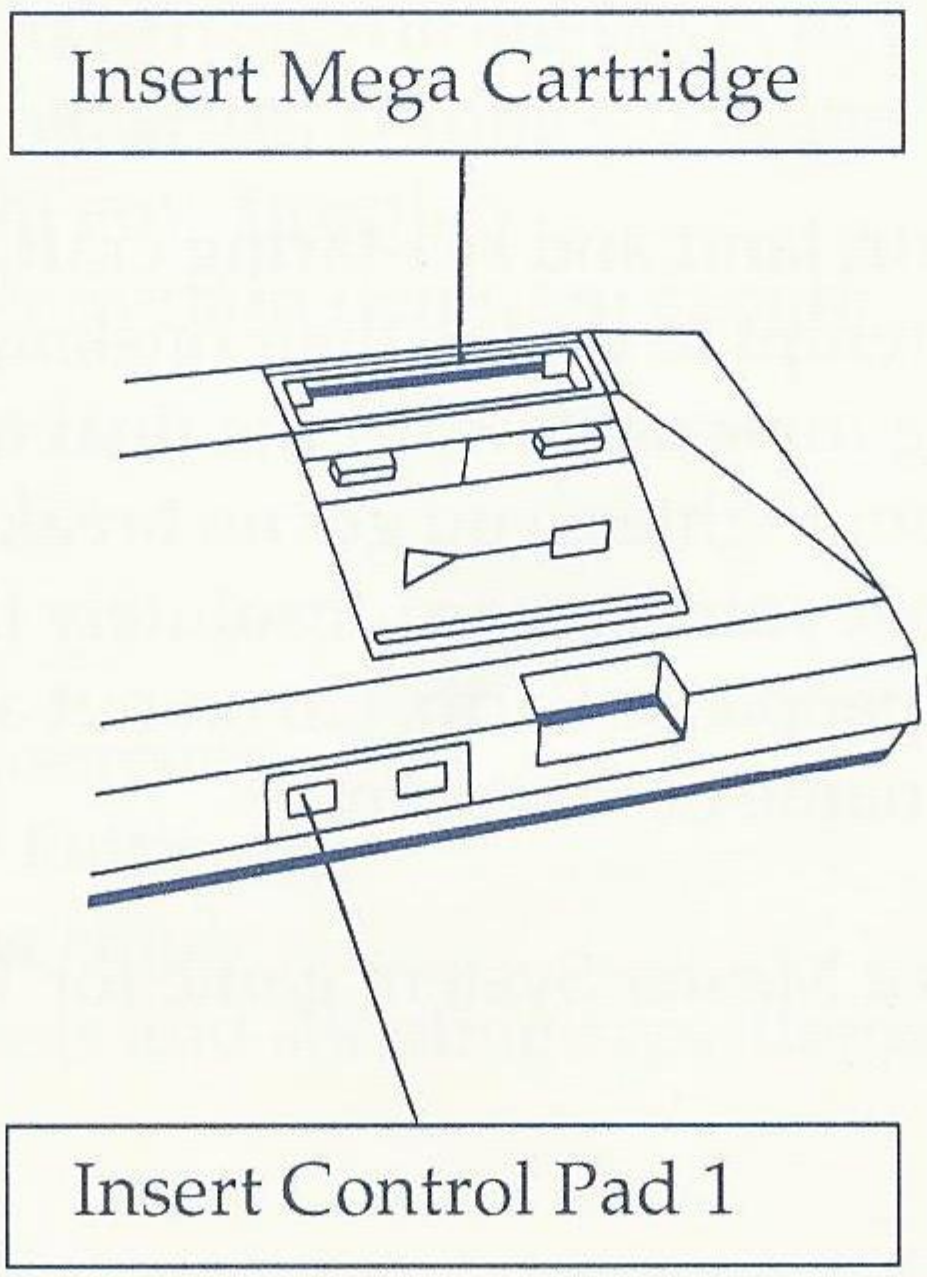
1. Make sure the power switch is OFF.

2. Insert the "Aerial Assault" cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.

3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge and try again.

4. At the title screen, press Button 1 or 2 to start the game.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.



Aerial Assault

Some years ago, an evil militaristic organization known simply as the N. A. C. developed a huge laser emitter, "EL", which was capable of gradually destroying the Ozone layer. This posed an ominous threat to all life on the planet, and cast a shadow of fear stretching to the far corners of the earth.

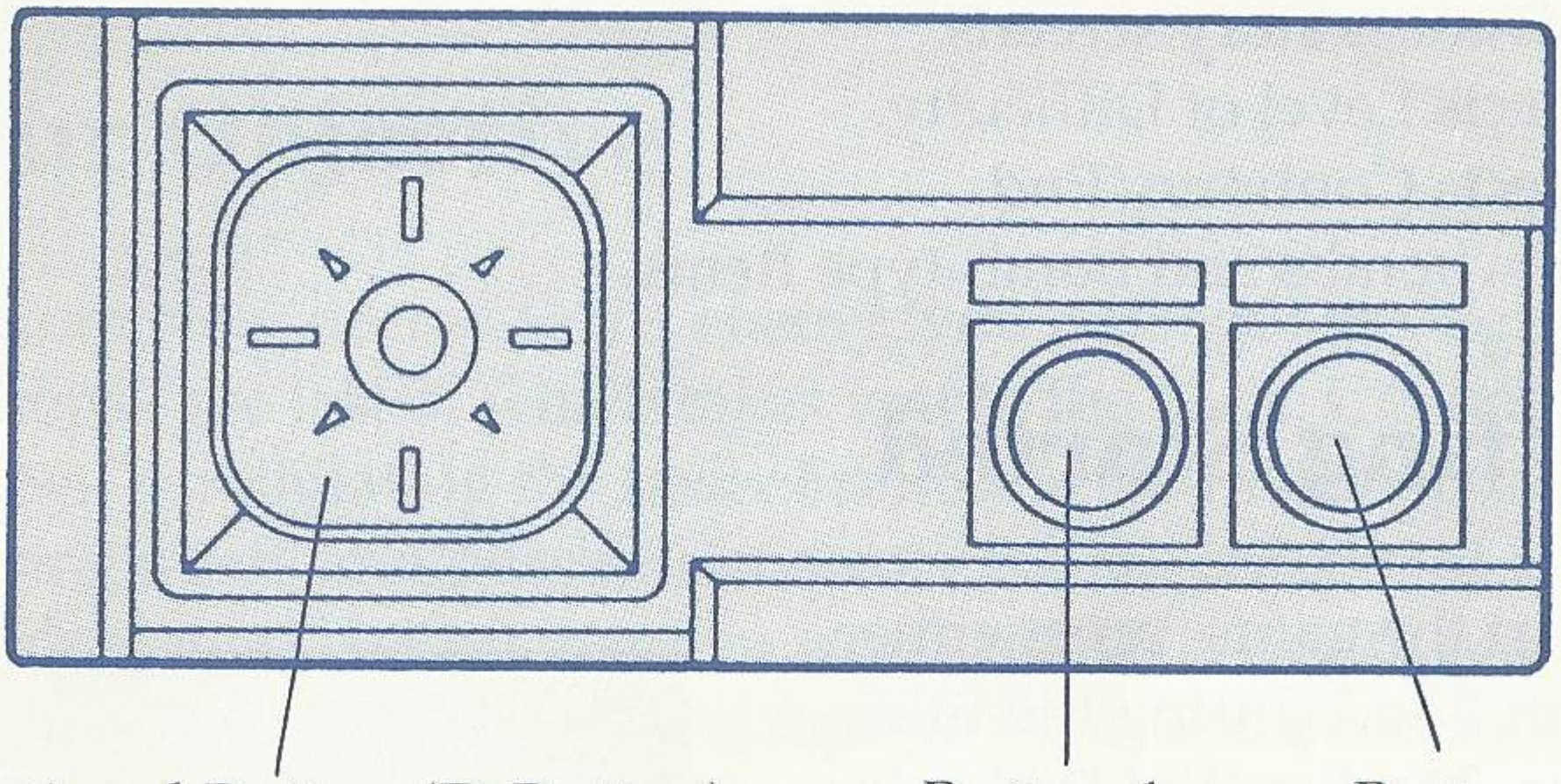
In the year 1999, the N. A. C. began an all-out offensive against every country in the world. Although initially, each nation's Self-Defense forces valiantly stood their ground against this most formidable of adversaries, they eventually proved to be no match for the sheer power and size of the enemy.

However, just when all seemed lost, the "Freedom Fighter" appeared on the scene. Not officially attached to any one nation, it secretly sped off to clash with the unsuspecting enemy forces. Now, you must lead the Freedom Fighter into combat and come out on top, if you're going to preserve life as we know it!

You'll encounter air, land and sea-faring craft, and they don't take prisoners! Attempt to dodge their onslaughts while, at the same time, moving forward toward the final targets. As the pilot of the Freedom Fighter, you get no breaks at all– even the elements are against you! You are absolutely the only hope remaining for the people of Earth. Go on out and give it all you've got, in the name of Freedom!

"Aerial Assault" is a Master System game for 1 player only.

Take Control!



Directional Button (D-Button):

- Operates Selection arrow during Level of Difficulty mode.
- Operates Selection arrow during Continue/End mode.
- Moves Fighter in any direction.
- Directs fire when certain Items are caught.

Button 1

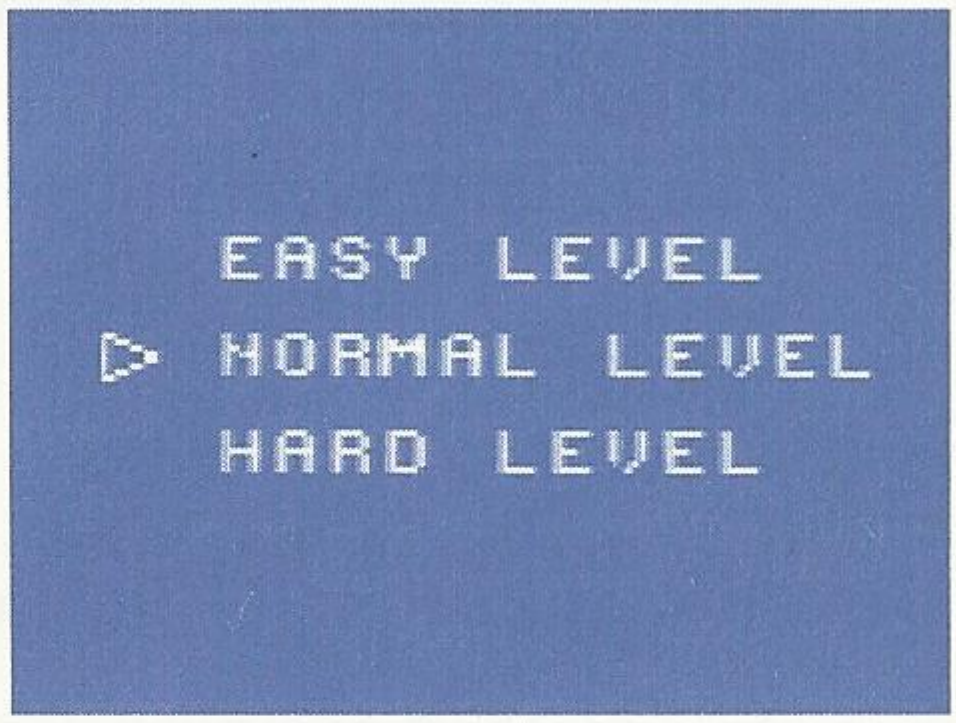
- Starts game.
- Advances story screens.
- Selects Level of Difficulty.
- Selects Continue/End.
- Fires regular shots and shooting-type Items.

Button 2

- Starts game.
- Advances story screens.
- Selects Level of Difficulty.
- Selects Continue/End.
- Fires bombs and bomb-type Items.

Getting Started

To start the game, press either Button 1 or 2 during the title screen. The Level of Difficulty screen will then appear. To select a Level, use the D-Button to move the Selection arrow up or down, or simply leave it where it is. After you've done that, press either Button 1 or 2 to select that Level.



EASY: This is actually a practice mode. It's a good idea to try this Level several times until you get a feel for the Fighter and Control Pad.

NORMAL: The "real" enemy shows its ugly face in this Level. You'll have to move around a bit more than in EASY.

HARD: Only an Ace Freedom Fighter is capable of withstanding the fierce attack waged by the N. A. C. at this highest Level of Difficulty.

Once you've chosen a Level, the first story screens will appear. They will automatically advance, but if you wish to move

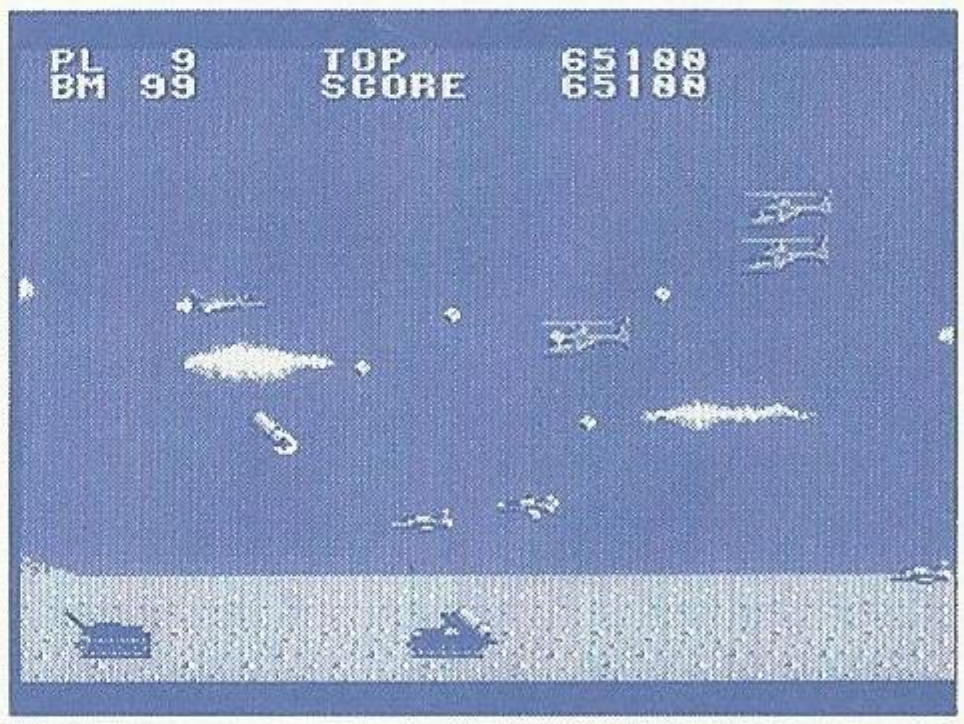
through them more quickly, simply press either Button 1 or 2. Don't advance through without having read them first, though!

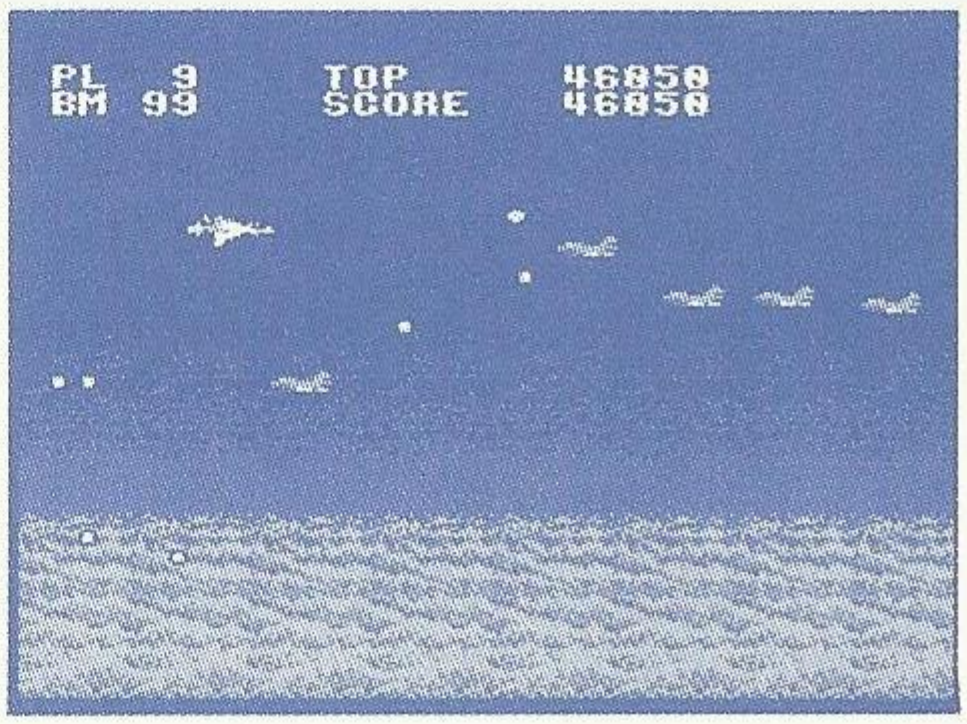
Your Objective

To completely decimate the enemy, you must get through 4 Missions– the last of which takes you to the N. A. C.'s final fortress. Annihilating the Laser Emitter is the final step in securing a safe and peaceful existence for the citizens of Earth! There's a good chance that you won't return if you're not at your absolute best, so take the fight to them and good luck!

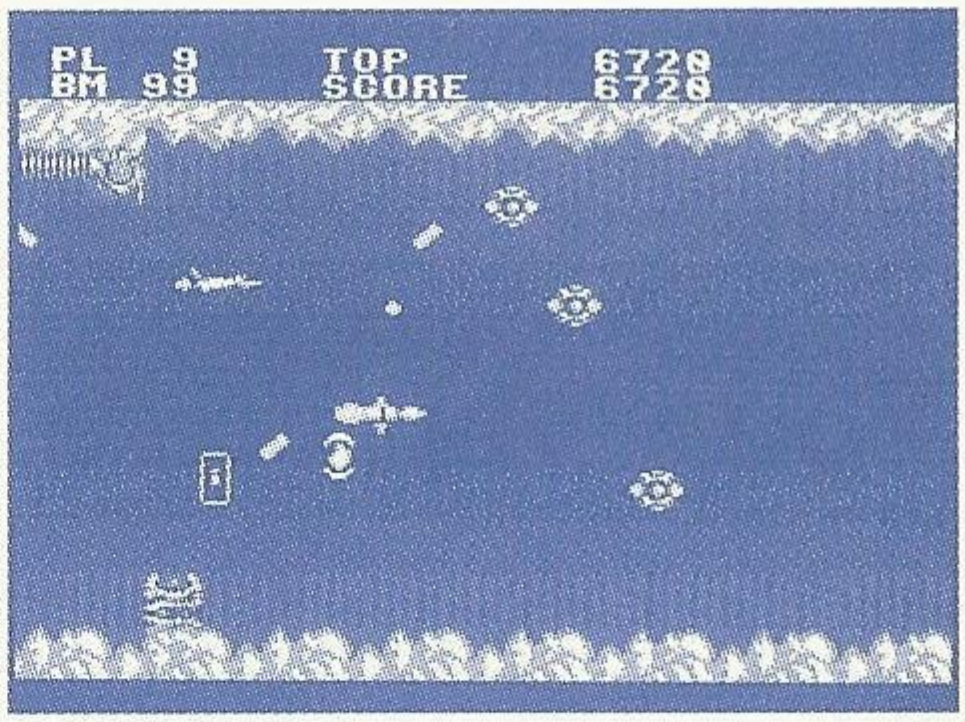
Missions

To exterminate the threat to all life on Earth, you must successfully complete 4 separate Missions. You'll first be tasked with the destruction of the great Battleship "Vinsk". If you succeed, you'll then come up against the CB-53, the enemy's most dangerous Bomber. Providing you're not zapped by the enemy rockets or hit by lightning, you might make it through to the Third Mission– now you're getting warm. The N. A. C. fortress is guarded in front by another garrison. You





can't get inside the fortress without obliterating this structure. Finally, if by some twist of fate you're still alive, you may enter the N. A. C. bulwark and really start to take care of business!



Items

As you play, there are Items that will become available to you. They provide you with different types of firing capabilities, as well as occasionally replenishing your supply of Bombs. Learn which symbol gives you which type of fire, and take them at every opportunity! In each Mission, the Items come from a different source– they'll be indicated as you undertake each stage. The wrong choice just might turn you into fertilizer! See the list of Items on pages 13-16.

Lives

You are issued 4 Fighters with which you will undertake this momentous task. As powerful as the opponent is, he's provided you with many very colorful ways to die. You might get picked off by a round of regular fire, crash into an enemy craft while chasing an Item or avoiding another vessel, take a surprise hit from one of the sneaky ground or sea attack points, or do yourself in by carelessly flying too close to the surface! Any time one of these gruesome possibilities befalls you, you lose 1 Fighter. If you lose all 4 of your planes, you've failed and the world as you know it has come to a horrible end.

Continue

If you become yet another victim of the N. A. C. war machine, you may Continue the game without having to go back to the beginning. When the Continue/End screen appears, use the D-Button to move the Selection arrow up or down, and then press either Button 1 or 2 to make your selection. If you choose to Continue, the game will pick up at either the beginning or the middle of the Mission you were last involved in. If you choose "End", the game is finished and the title screen will reappear.

NOTE: You may continue 7 times in the Easy Level, 5 times in the Normal Level, and 3 times in the Hard Level.

Scoring

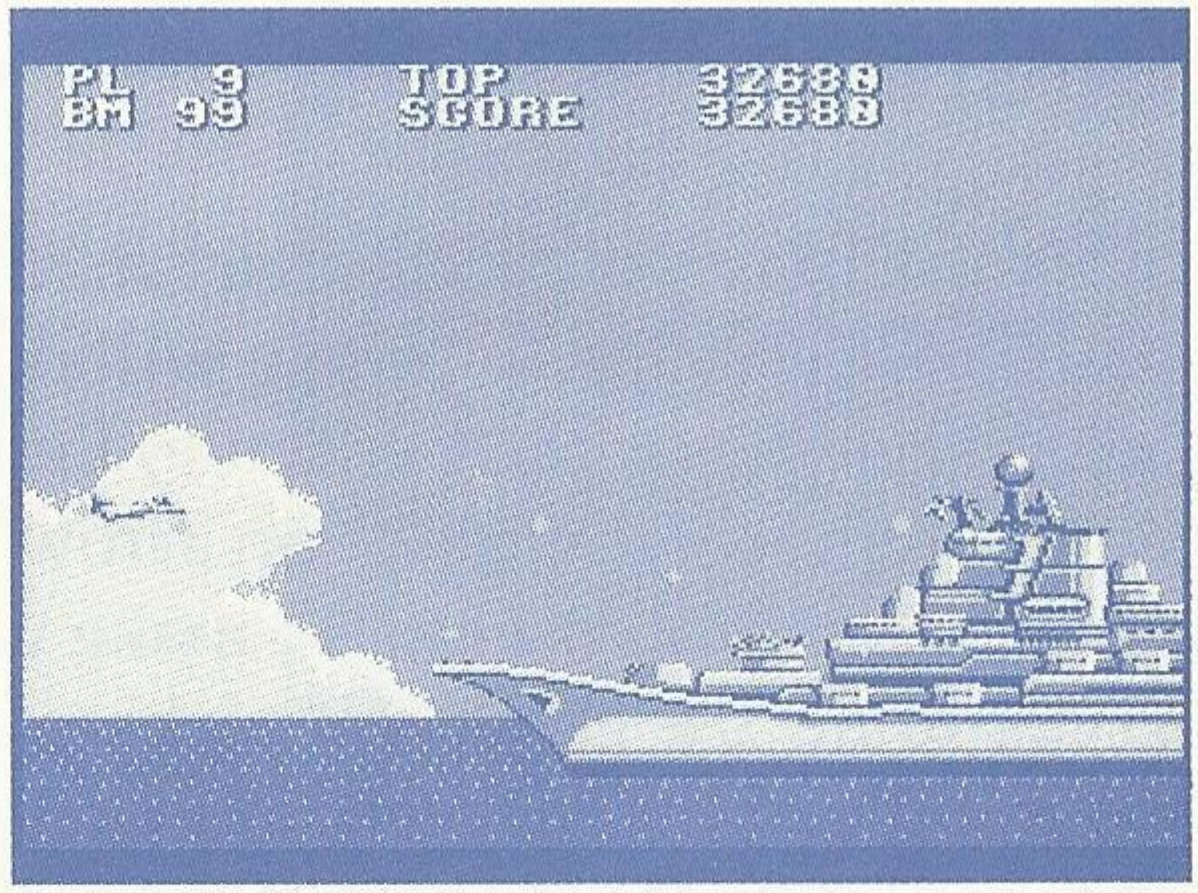
Each Mission is distinguished by the location of the battle, as well as the types of weapons and characters you'll face. The point value of each type of target changes with the Level of Difficulty.



Playing the Game

Mission 1: Destroy the Battleship "Vinsk"

The start of this Mission finds our hero over the sea, and the enemy has wasted no time in moving in to try and pick him



off. As the pilot of the Freedom Fighter, you maneuver your fighter to avoid attack fire, and at the same time fire continuously by pressing and holding Button 1. Don't forget, though– in addition to watching the skies, you must also try to keep an eye on the sea, as ships tend to sneak up on you. They aren't of a friendly nature, so dispose of them by either flying low and pummeling them with regular fire, or pressing Button 2 and bombing them (if you have any Bombs). Be very cautious if you attempt a low pass– one wrong move, and you're seafood!

Don't think for a second that the opponent's planes and ships are going to sit and wait for you to smoke them. The Fighters will come at you either freelance or in formation, and they'll even dive occasionally! Don't get pinned in a corner by fire, or they'll dive in and put you to rest! The ships will also send up a few rounds at you. It's better to make a low pass and get rid of them as soon as they appear.

The final stage of this Mission pits you against the fearsome Battleship "Vinsk". The complete and utter destruction of the ship is your objective here– anything less will put you in a body bag! If you withstand the N. A. C. barrage to this point, you're ready to take on the next task!

Mission 2: Destroy the CB-53 Bomber

This battle takes place at 40,000 feet– over the clouds! You'll have to deal with some new and more dangerous weapons at this stage. Also, the enemy has let nothing get past them– they even use the altitude to their advantage by dipping in and out of cloud banks. Rockets will be fired from below, and since you can't see them coming, you'd better stay well above the clouds. You'll get it from behind as well– minor-league heat-seeking missiles! They move pretty slowly, but you never know where the next one will come from! Try to stay behind them and shoot them down.

As the battle progresses and you get closer to your target, the sky darkens and you have to contend with lightning that can make you feel uncomfortable! Remember to take Items by blasting the appropriate targets. When you come upon the CB-53 Bomber (imposing, isn't it?), find the locations of the gun turrets and light them up! If the vessel can't fire, it will explode! On to Mission 3!

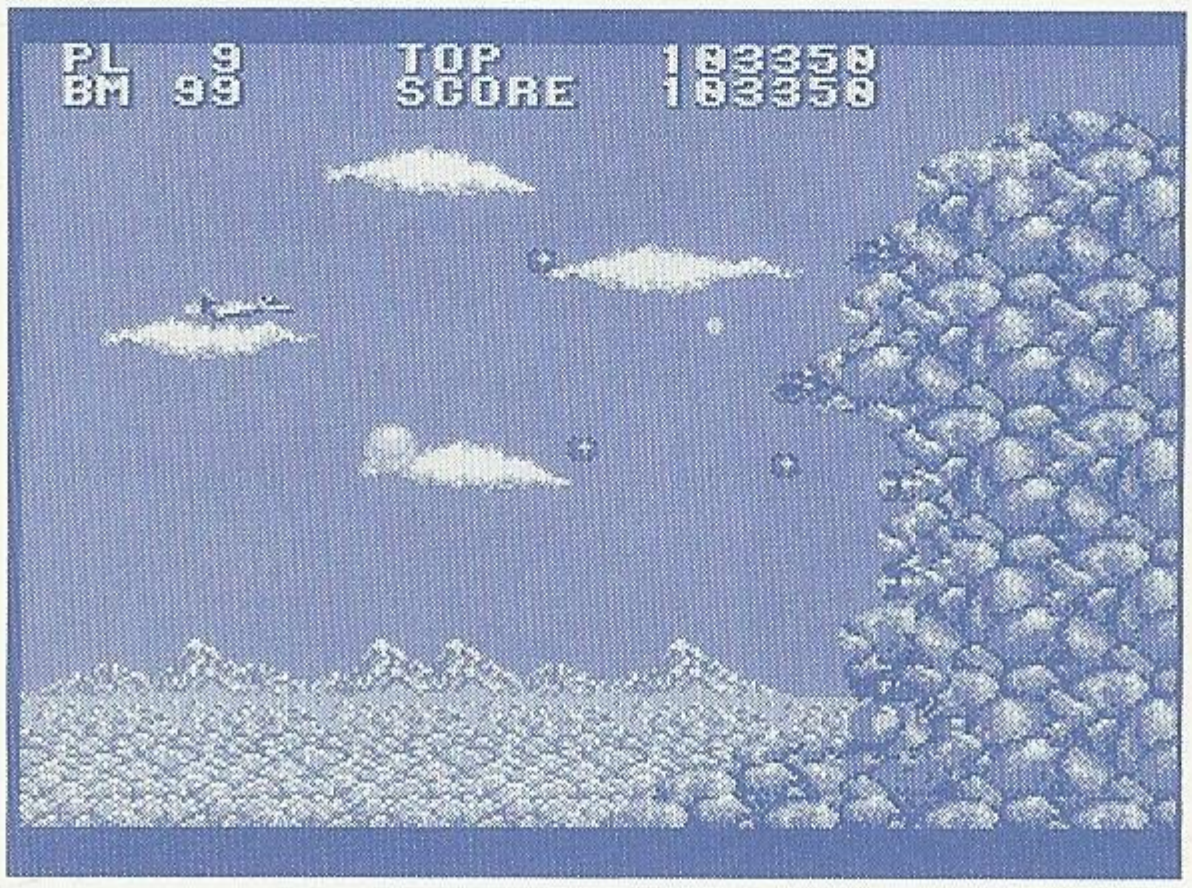


Mission 3: Destroy the Cliff Fortress

This stage of the fighting brings you back down to earth. You must battle the same Fighters that have been hounding you since the beginning, along with Tanks that fire seriously accurate heat-seeking missiles! Helicopters will arrive to pester you while you're avoiding the quicker aircraft.

As in the earlier stages, some Items replenish your supply of Bombs, and this is a good thing. The Bombs are your best defense against the missile-launching tanks. Some symbols will appear that you may not have seen in the first 2 Missions. The only one you definitely shouldn't take is the Skull and Crossbones!!

The Cliff Fortress is a nightmare! You'll be fired upon from every conceivable nook and cranny in the mountain! Again, aim for the guns and stay well away from the fireballs. They'll follow you, so you've got to move quickly and continue firing in order to wipe this place out! Should you succeed in getting past this garrison, you've come within one step of securing freedom and peace for the people of the world!

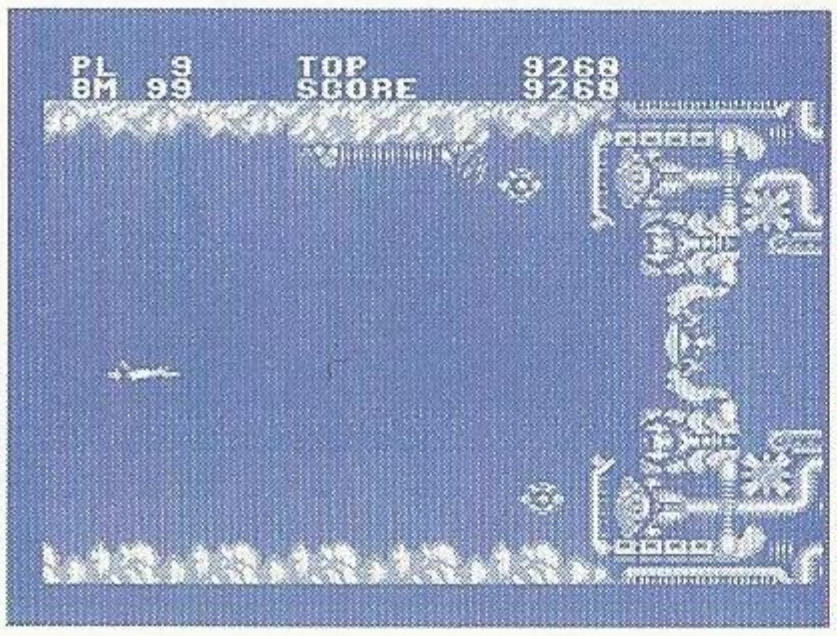


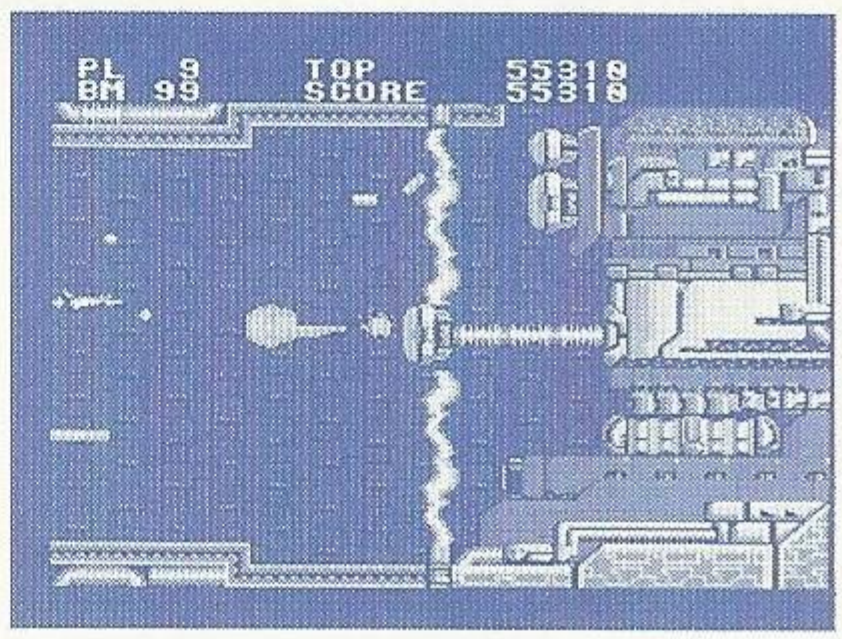
Mission 4: Enter the N. A. C. Fortress and Destroy "EL"!

The final Mission in your quest! You'd better have some energy, because this one is going to take more out of you than the first 3 tasks combined! The battle takes place inside the N. A. C. base. You've gotten this far, so you know they're plenty upset with you at the moment. They'll throw everything at you– large flying insects, more Fighters, Cyborgs armed with Laser rifles, missiles launched from above and below, and a stubborn mini-laser emitter. They'll do all they can to keep you away from "EL", their only hope for world domination.

Since you're now indoors, you must watch out for ceilings, floors and walls as well as the attackers! Steer carefully, and always watch the position of your Fighter. Don't forget to pick up any Items you recognize that you think might help you. If you try and do in the Laser Emitter with regular fire, you're not long for this world!

The EL Laser Emitter will, of course, fire laser beams at you, as well as fireballs and regular fire. Don't let up on Button 1– hold it continuously, and press Button 2 when it's time to do some bombing. You'll need every bit of dodging skill you may have acquired in the process of getting through the first 3 Missions. The ultimate showdown– or is it?





Helpful Hints

- There are 3 Levels of Difficulty. You should probably try the Easy Level a few times before you attempt to meet the real enemy in the Normal and Hard Levels.

- Learn the Item symbols for each Mission, even though there are numerous types. Having the kind of firing capability you're comfortable with can help you immensely. Additionally, certain types of fire work better in certain situations than other types.

- Don't pretend you're invincible and try to waste everything in sight. You'll leave yourself vulnerable on one flank, and believe me, you'll pay for it! Choose a general corridor and smoke anything that enters it. You'll learn the best places to be by playing the game.

- Use Bombs or cautious low passes to eliminate ships, ground sites, and Tanks. They aren't difficult to hit, but they will haunt you if you ignore them. You've got enough problems already!

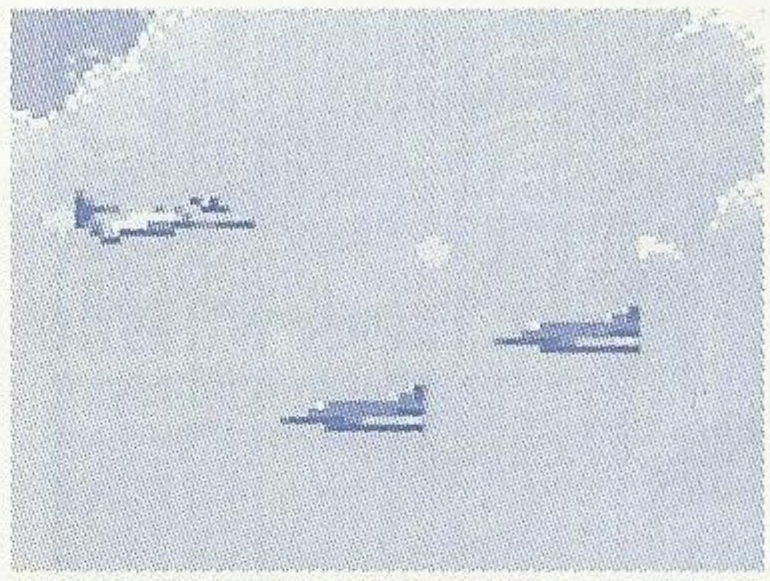
- Of course, you want to achieve a high score, but remember your objective– which is more important, having a score you can be proud of, or preserving life for 5 billion people? The choice, and the responsibility, are yours with "Aerial Assault"!!

List of Items

The Items in the first section are those that can be used by pressing Button 1. Learn the symbols, and use them at every opportunity!

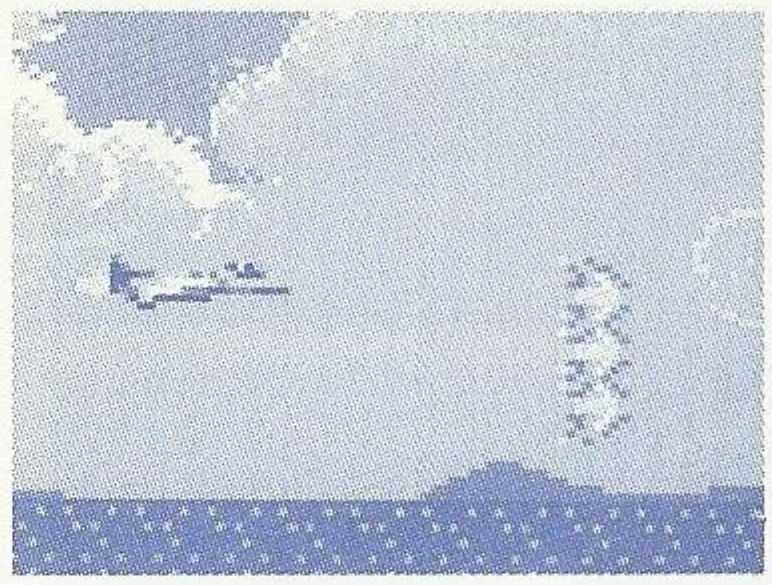


Normal Shot





3-way Shot



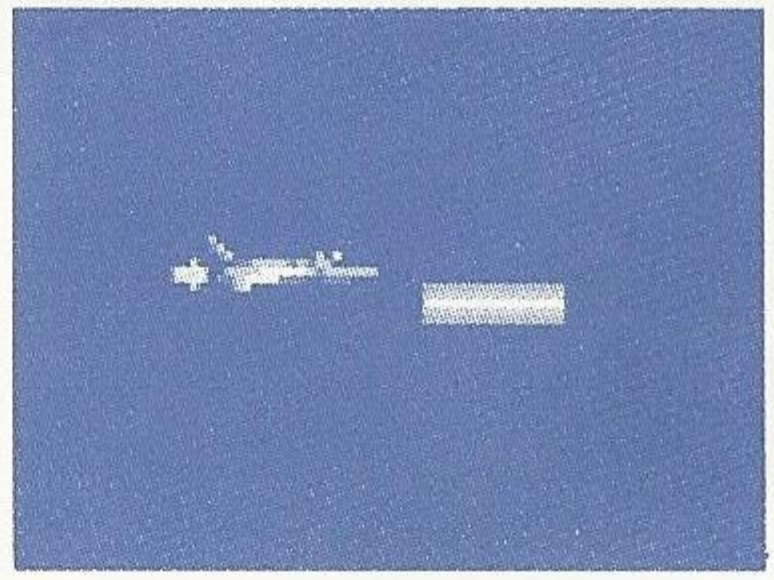


8-way Shot



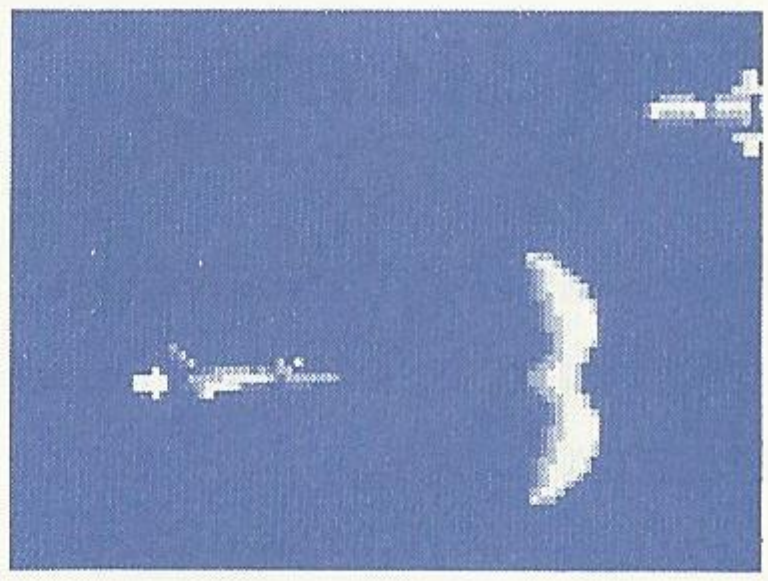


Laser



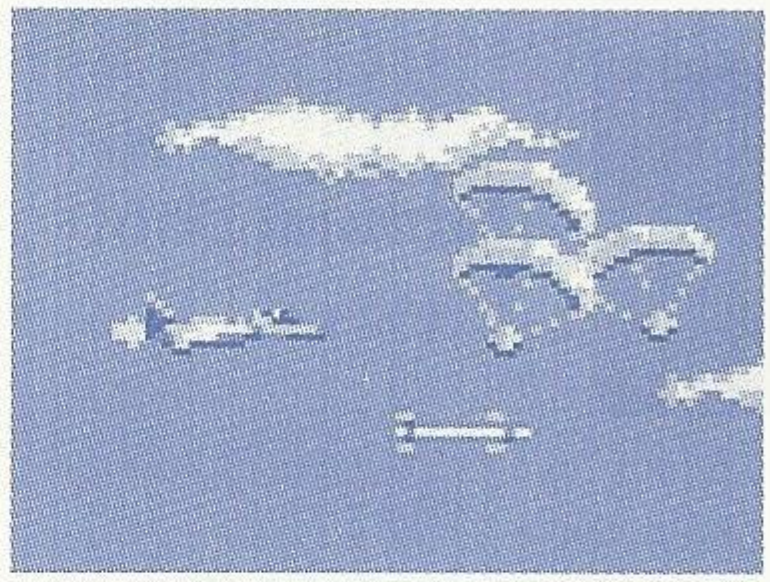


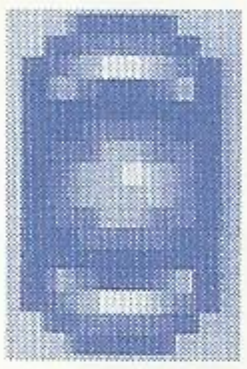
Wide Laser



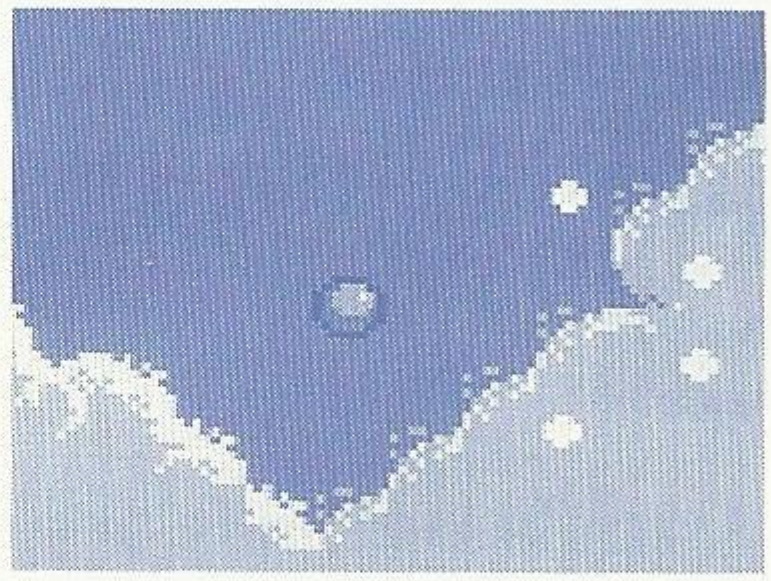


Chaser Missile





Explosion Shot



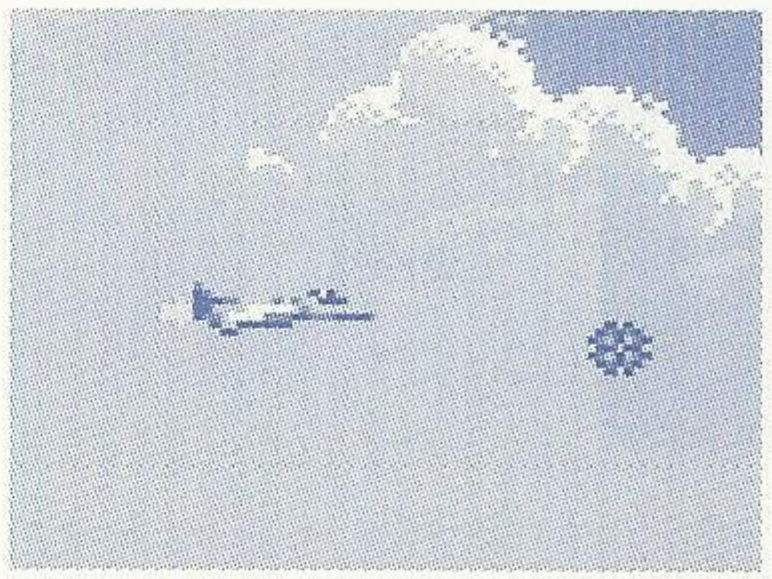


Increase Shot





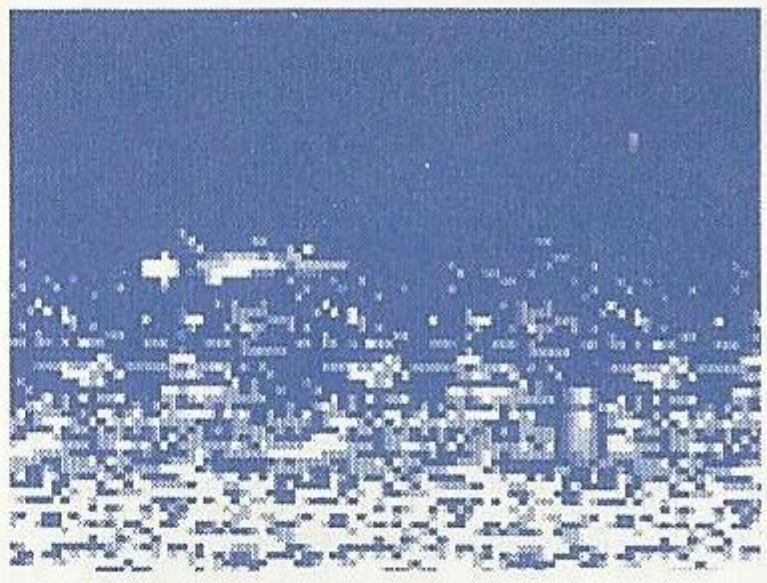
Direction Shot



The Items in this section can be used by pressing Button 2. They are bomb-type weapons— don't forget that you have them!



Bomb



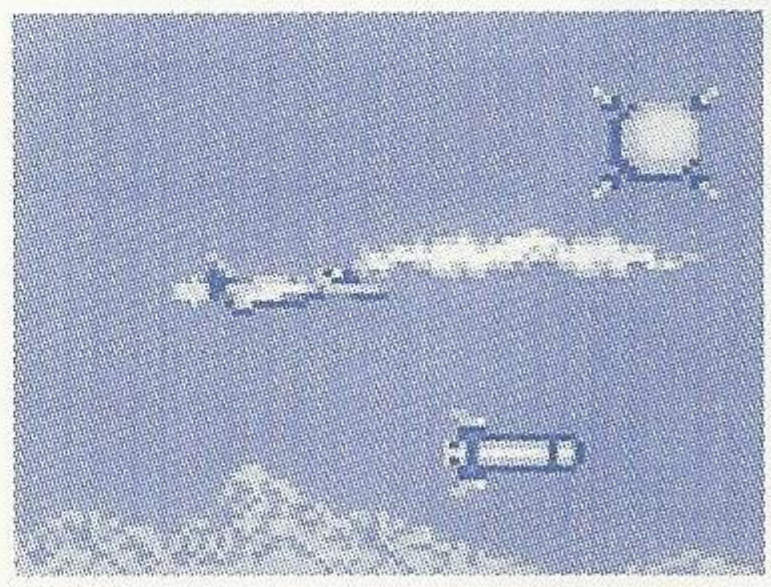


Triple Bomb



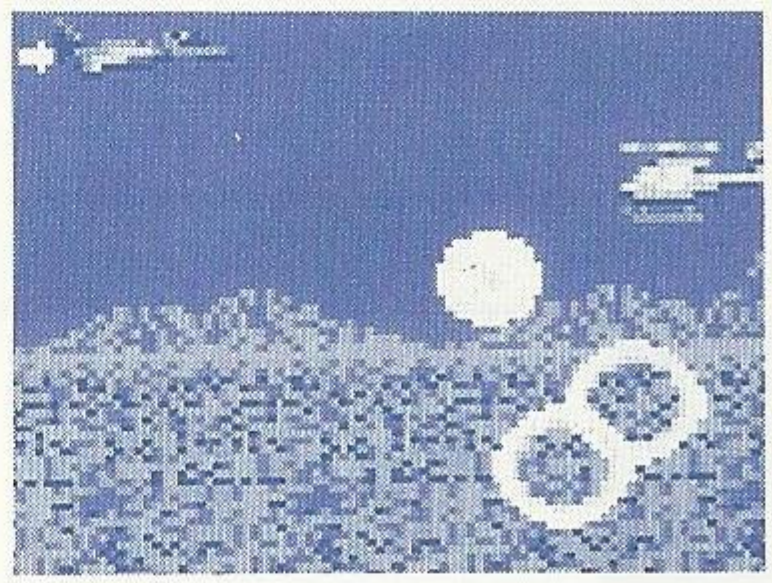


Missile



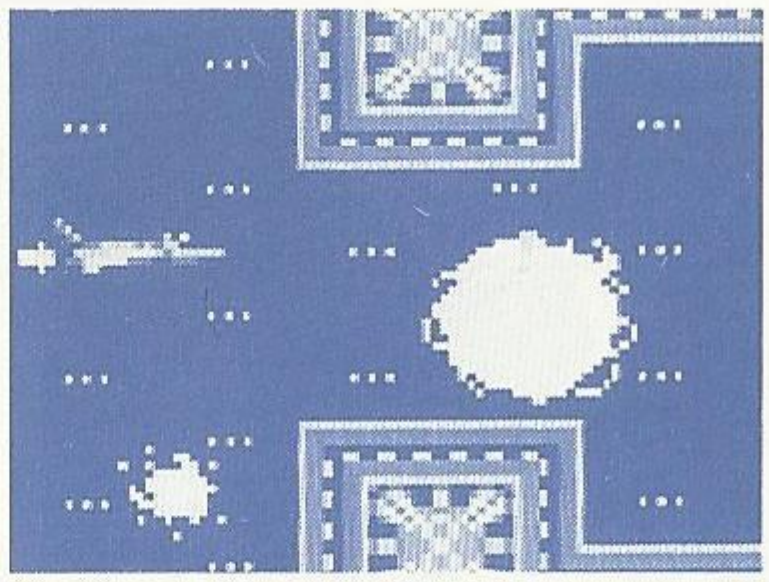


Napalm





Hyper Ball



The Items in this final group aren't actually weapons, but they'll aid you in different ways. Except for one, of course—recognize it?



Speed Up



Bonus



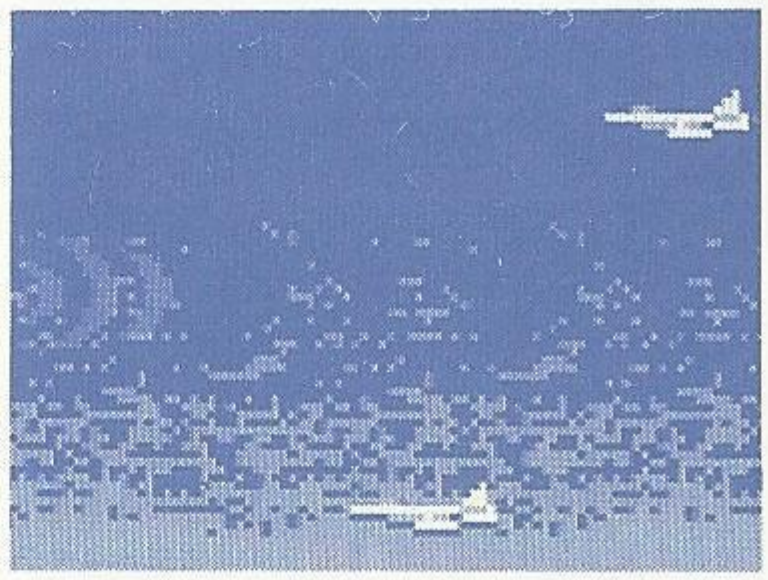
1 Up



1 Down



Guard



Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Scorebook

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Handling This Cartridge

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

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge 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 warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This 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 fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 6:00 a.m. to 9:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after termination of the 90-day 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 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 cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety 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 warranty are valid in the United States 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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