SEGA™

SPACE HARRIER™

32X™

GENESIS

INSTRUCTION MANUAL



OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS

K-A™

AGES 6+

EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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.

Handling Your Cartridge

- **The Genesis 32X Cartridge is intended for use exclusively for the Genesis 32X 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 Genesis 32X Cartridge.**

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.

Starting Up

1. Set up your Genesis 32X and other Sega systems by following the instructions in the system instruction manuals. Plug in Control Pad 1.

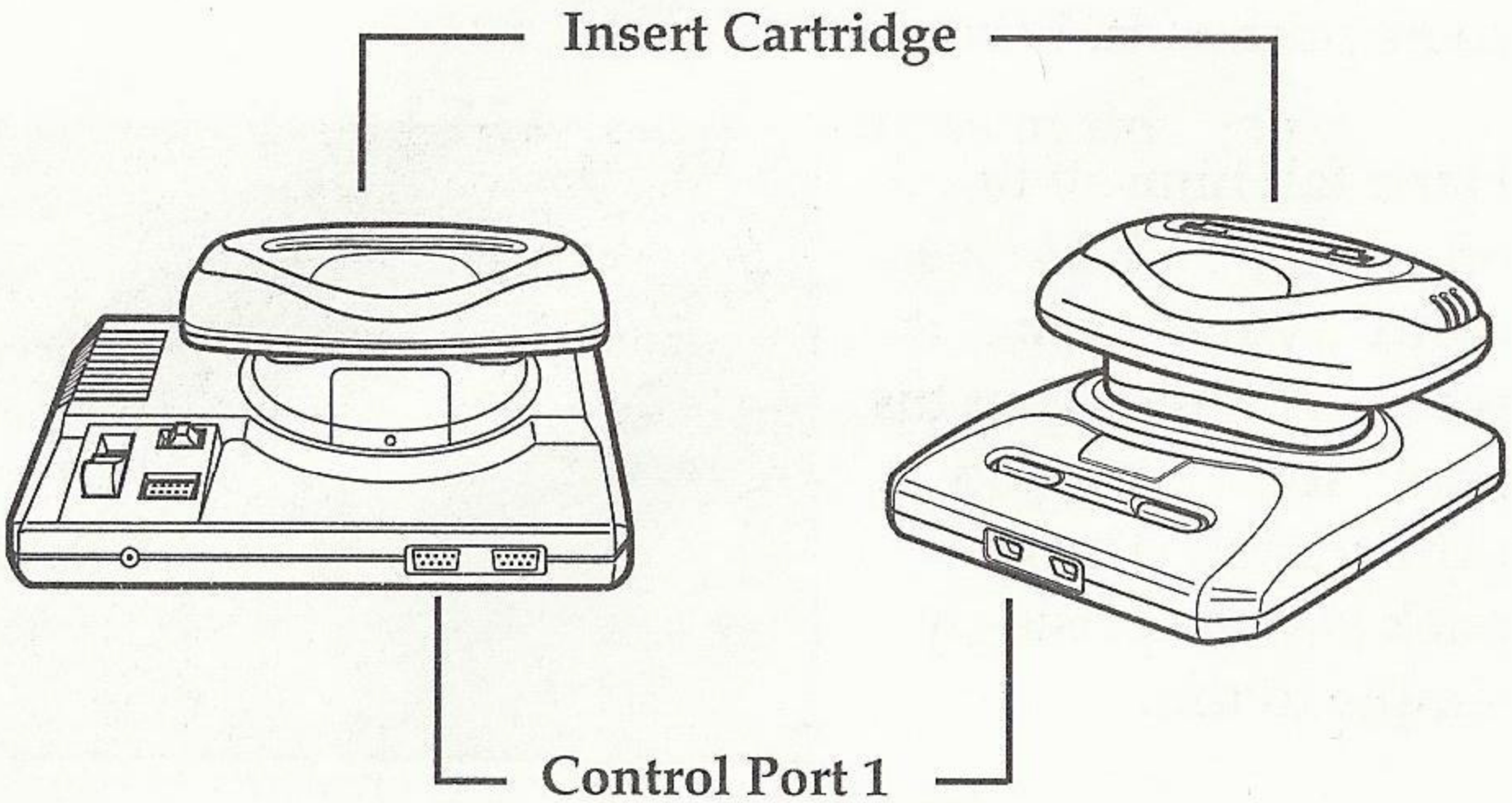
2. Make sure the power switch is OFF. Then insert the *Space Harrier*™ cartridge into the console.

3. Turn the power switch ON. You'll see the Sega logo. Then in a few moments, the Title screen appears.

4. If the Sega logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.

5. Press the Start Button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



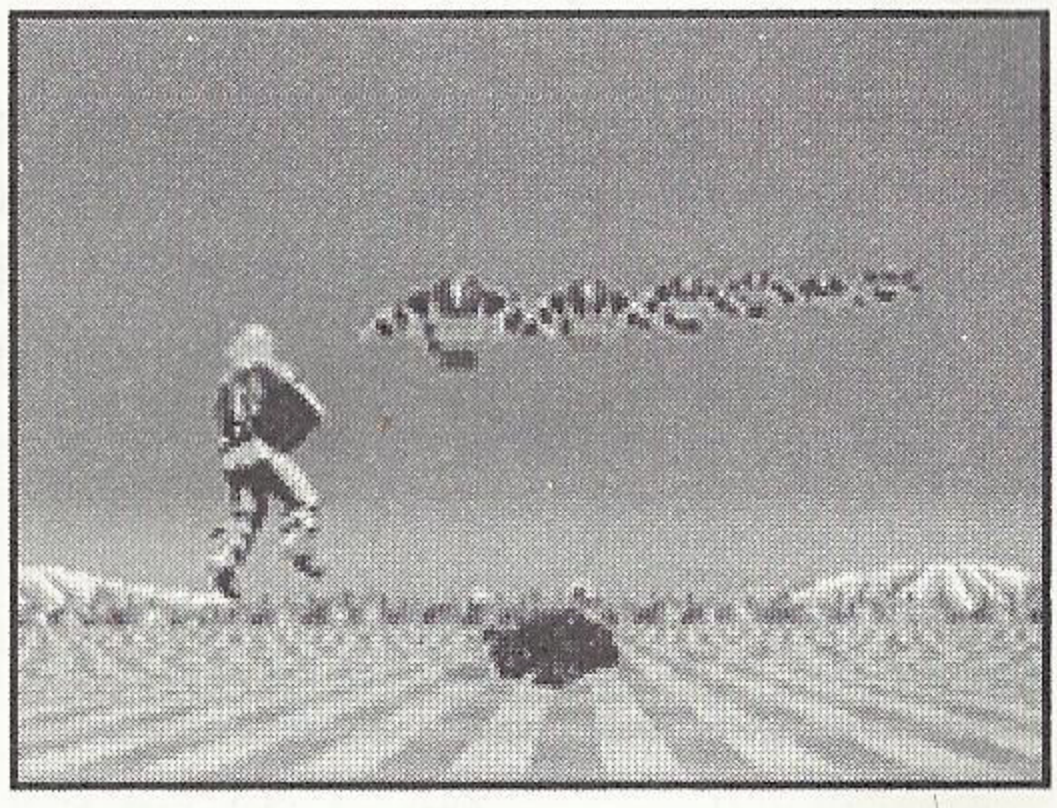
Into Dragonland!

The battle is almost over. After years of relentless attack, the demon Valda's evil forces have finally broken through the protective force field guarding Dragonland. The Sentinels of Dragonland were no match for the invading horror. Dragonland is now under Valda's terrible reign.

Meet Harri. He is the last of the great Sentinels of Dragonland. While escaping the advancing invaders, he noticed that the attackers' bombs had destroyed much of the surrounding terrain. Among the wreckage, something poked through the ground.

A jet-pack! But he had never seen anything quite like this one. It felt very light. He knew of the stories of knights who long ago guarded Dragonland and carried such powerful, ancient machines. He had heard that such jet-packs enabled the knights to run at terrific speeds. Huge lasers were supposedly mounted in the front. No doubt just rumors. Harri wondered what the big bright button on the left side of the jet-pack was for, so he pushed it. Whoa!

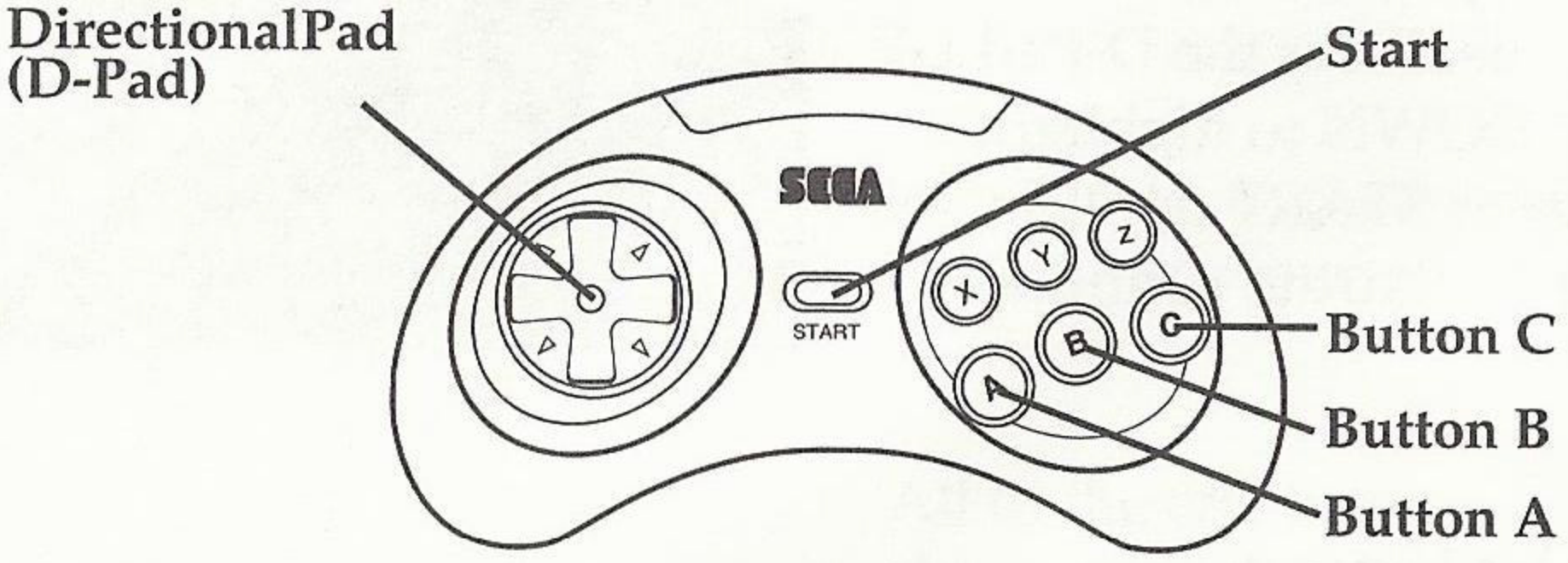
Harri felt himself lifted off the ground. He was really flying! At first it was frightening, but his panic soon turned to exhilaration. The jet-pack was surprisingly simple to use.



He soon realized, however, that he was not the only one flying. A formation of airplanes appeared on the horizon, but they were travelling too fast to be remnant Sentinel forces. They must be Valdan fighters! They changed course, and headed directly for him! Harri had the feeling a new battle was beginning.

As Harri, you'll fight in each of Dragonland's provinces, starting with Moot. As you progress, Valda will send stronger and stronger forces. Can you make it all the way to the capital and retake Dragonland from the demon Valda?

Take Control



Buttons X, Y, and Z have no functions in this game.

Start

- Exits demo
- Selects highlighted option from Title screen
- Pauses game/resumes play when paused

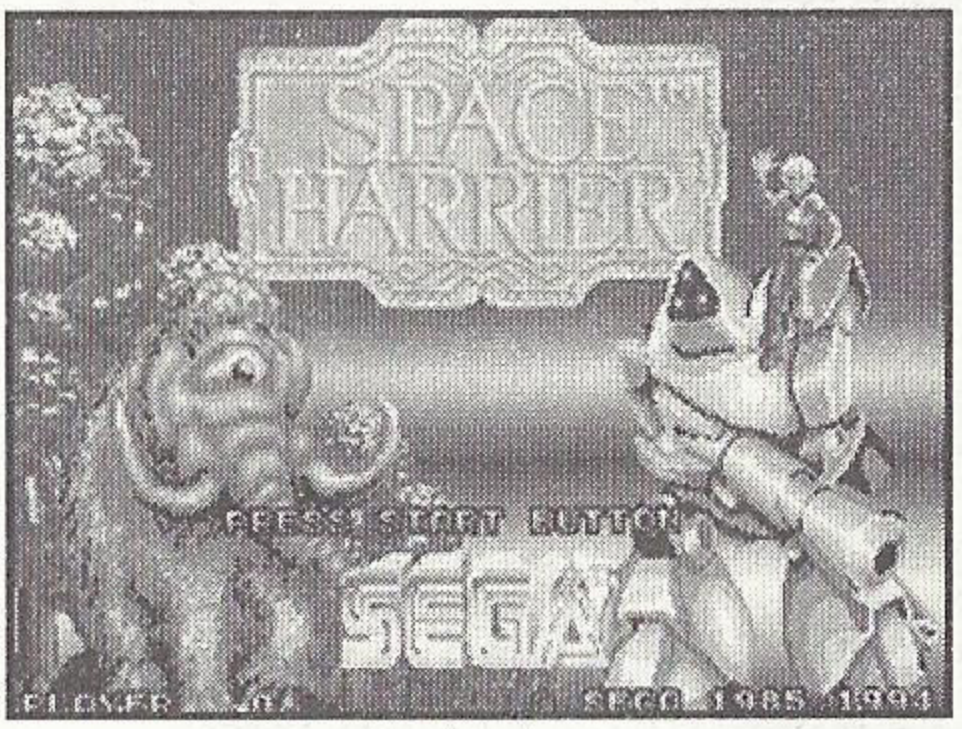
D-Pad

- Highlights options
- Selects options from Options screen
- Moves Harri around the Battle Screen

Buttons A, B, and C

- Fire laser

Getting Started

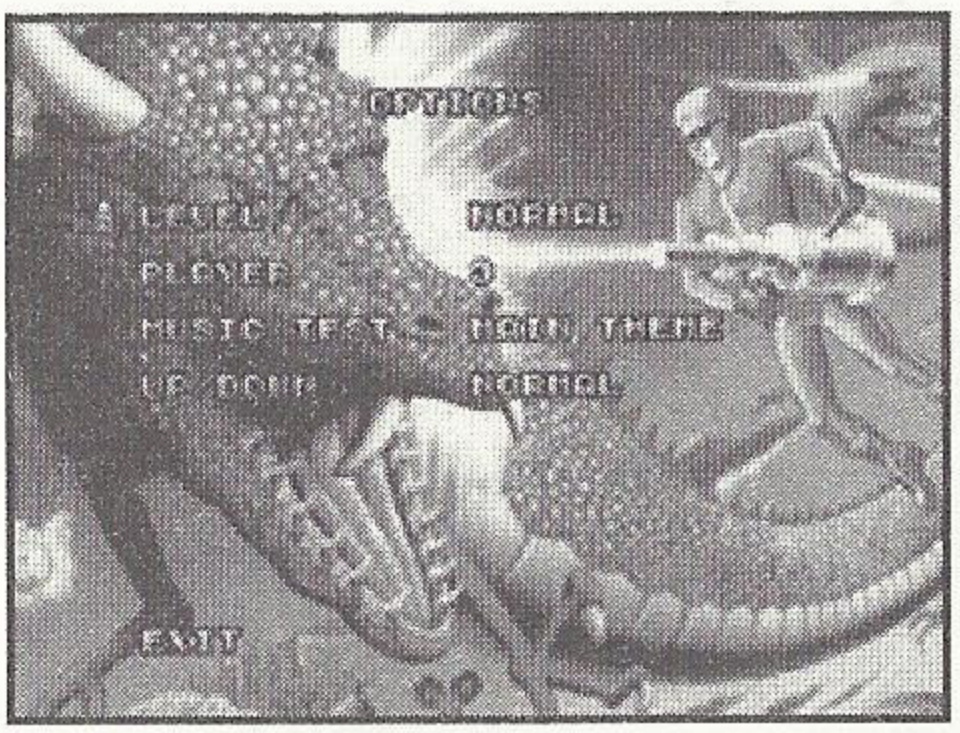


After the Sega logo, the *Space Harrier* Title screen appears. Press Start. A short demo appears if Start is not pressed. Press Start at any time during the demo to return to the Title screen.

Select START to begin game play, or OPTION to change features of the game. Press the D-Pad UP or DOWN to highlight either START or OPTION. Press Start to continue.



Options



Highlight an option by pressing the D-Pad UP or DOWN, then press LEFT or RIGHT to select the option.

LEVEL: Select EASY, NORMAL, HARD, or HARDEST to change the difficulty level of game play.

PLAYER: Start the game with either 3 or 5 Tries.

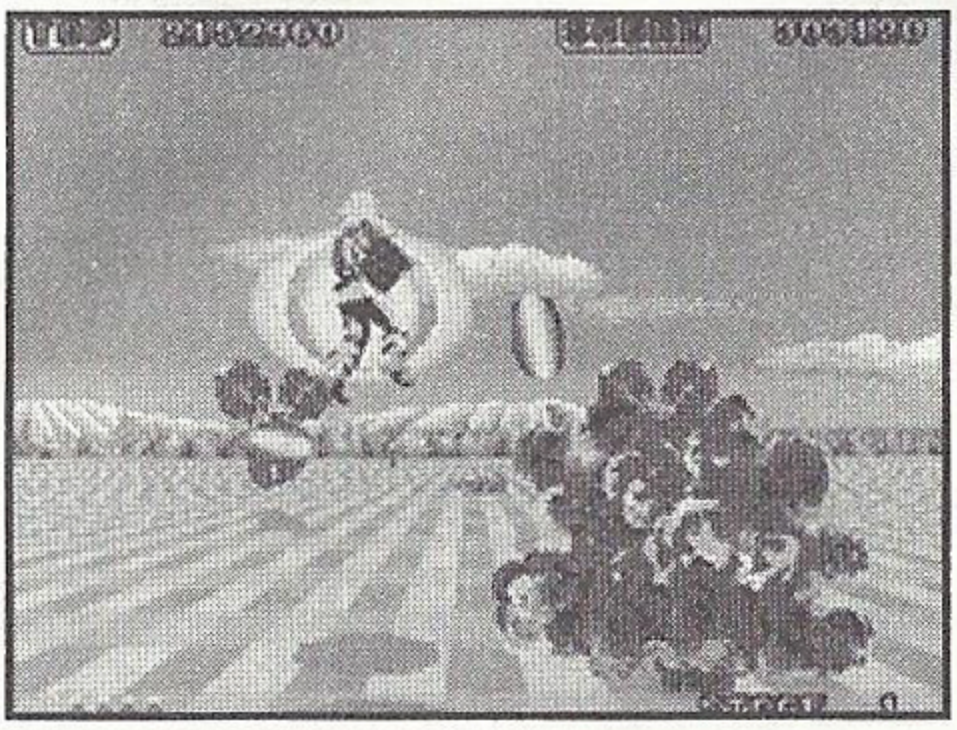
MUSIC TEST: Take a break from battle and listen to the tunes found in *Space Harrier*.

UP/DOWN: With NORMAL selected, Harri moves in the direction the D-Pad is pushed. With REVERSE selected, pressing UP during game play lowers Harri towards the ground, and pressing DOWN makes Harri rise towards the sky.

When finished, press Start at any time, or highlight EXIT and press Button A, B or C to return to the Title screen. Now it's time to blast away!

Fire Away!

You'll be engaged in high-speed battle from the moment you enter Moot, the first province on your journey in Dragonland.



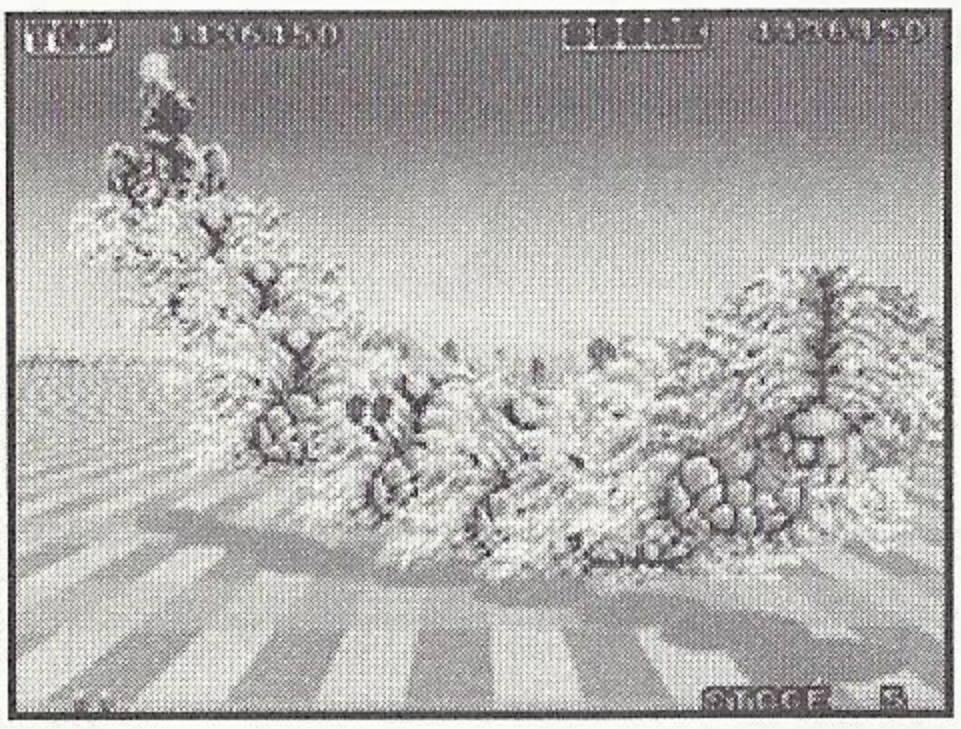
All of the creatures and ships are affected by your laser cannon. Some objects explode when hit by your laser. Others, like your opponents' fire and some of the ground obstacles, can't be destroyed. If an object isn't affected by your fire, don't remain in front of it for long!

To fire your powerful laser, press Button A, B or C. Hold the button down for automatic fire.

During the game, press Start to pause the game. Press again to resume play.

Note: Harri runs at the same speed he flies.

Bonus Stages



When you reach a Bonus Stage, you fly your faithful steed, the Uriahan Wind Worm. Ride this creature and direct it to flatten obstacles. The more obstacles you flatten, the more points you receive. Press the D-Pad LEFT or RIGHT to move the creature.

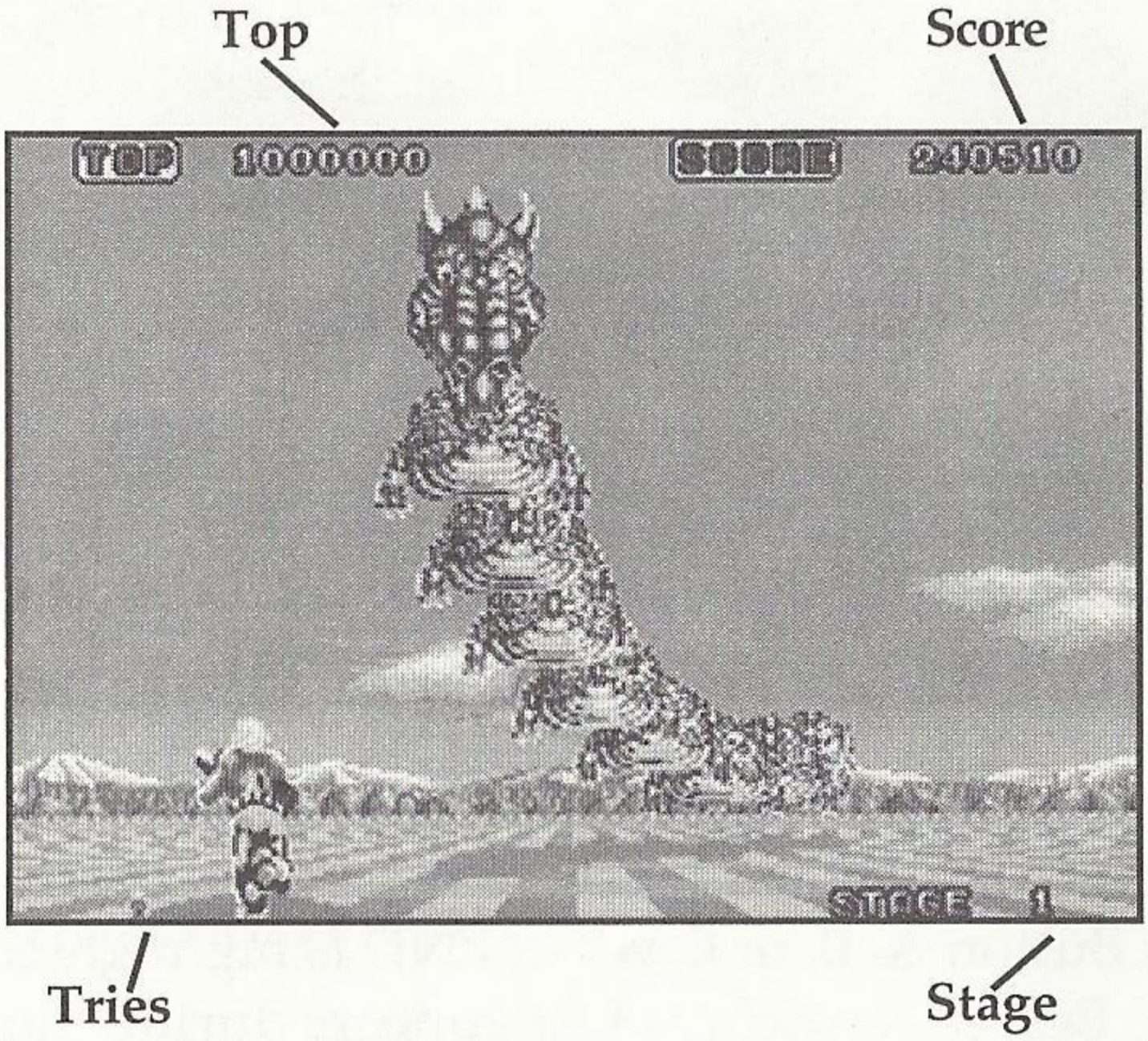
Reaching a Bonus Stage gives you a Continue (see page 9).

Note: After completing a Bonus Stage, the Uriahan Wind Worm gives you an extra Try to help you in your quest to defeat Valda.

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

For French instructions, please call:
Instructions en français, téléphoner au:
1–800–872–7342

The Battle Screen



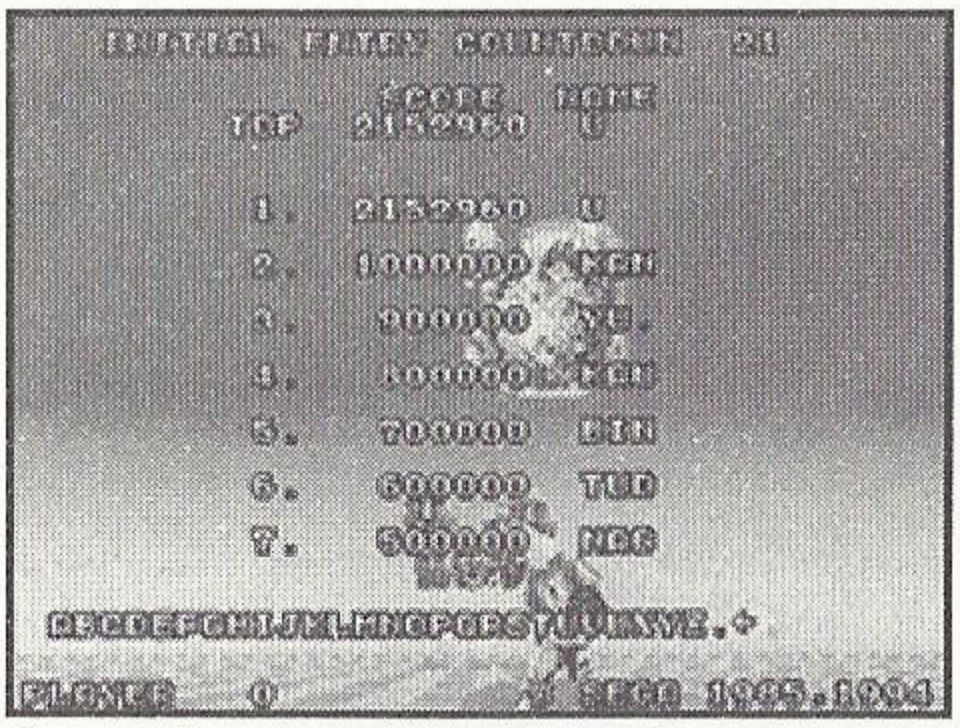
Top: The current high score. When starting a session and until a higher score is posted, this is set at 1,000,000 points.

Score: The score for the game currently being played.

Stage: The stage you are playing in. Each stage represents a different province.

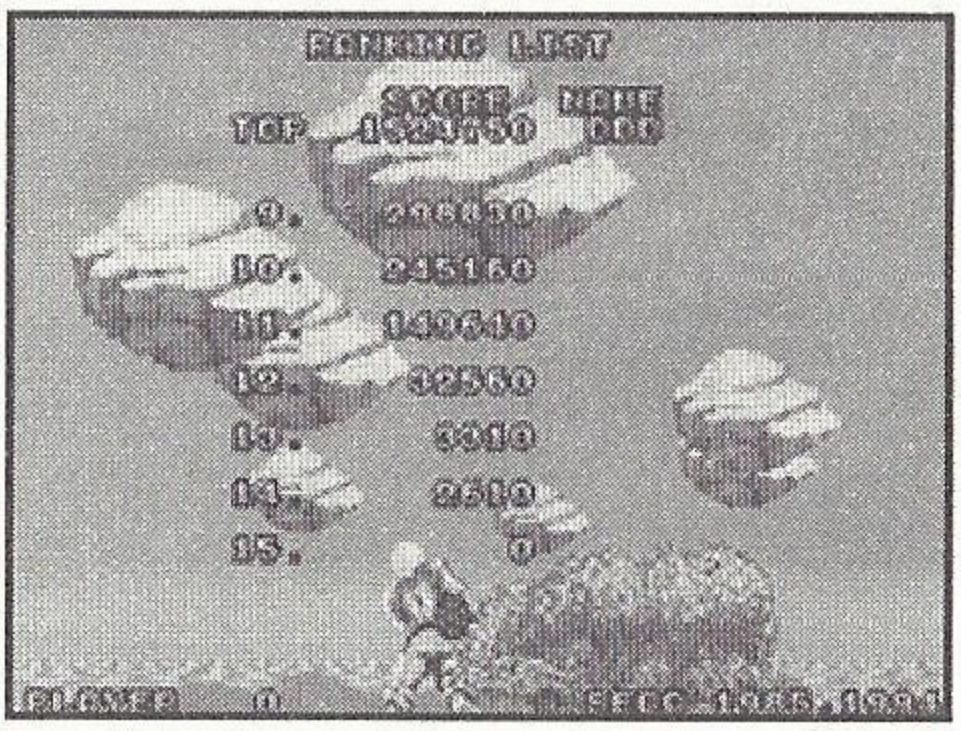
Tries: The number of Tries remaining. You start the game with three Tries (in default mode). See *Options*, page 4, to change the number of Tries with which you begin the game. Each time you are hit by enemy fire or collide with a ground obstacle or an enemy, you lose one Try. If you lose all of your Tries and haven't yet reached a Bonus Stage, the game ends.

High Score



After the game ends, either the Best Seven Scores list or the Ranking List appears. If your score is one of the top seven scores, you are invited to enter your initials on the honorary Best 7 Scores list for all to see, until the game is turned off. Press the D-Pad LEFT or RIGHT to highlight a letter, and Button A, B or C to select it. If you would like to erase a letter, highlight the return arrow next to END and press Button A, B or C. When finished, press Start at any time, or press Button A, B, or C when END is highlighted to exit. The Best Seven Scores List appears during the game demo.

The Ranking List contains all of the scores played during the current session. If your score is not one of the top seven scores, the Ranking List appears.



Continue



If you reached a Bonus Stage before losing your last Try, you can continue the game from the stage directly following the Bonus Stage. The Title screen appears after either the Best 7 Scores list or the Ranking List. Press Start, then select from one of three options: START, CONTINUE, or OPTIONS. The level you continue from is listed next to CONTINUE.

Hints from Harri

- Brute firepower alone won't get you through the stages. You need agility as well. When first beginning to play, concentrate on learning to avoid obstacles and enemy firepower. When you get used to the speed of the game, learn to use firepower effectively.

- Staying in the same place for long is dangerous. You are an easy target for enemy fire if you do.

- In underground stages, limit firepower use. Because you travel faster and faster in these stages as the game advances, you'll need to concentrate on dodging obstacles.

- When in doubt whether an object is affected by your laser or not, change course.

HARRIER HIGHSCORES

NAME	SCORE	STAGE REACHED

Harrier Notes

Harrier Notes

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 32X 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 limited 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 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 warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA.**

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at **1-800-872-7342.**

DO NOT RETURN YOUR SEGA GENESIS 32X CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge 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 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 Sega Genesis 32X Cartridge 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 cartridge 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 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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Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-155; U.K. No. 1,535,999;
France No. 1,607,029; Japan No. 1,632,396/82-205605 (Pending)

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