

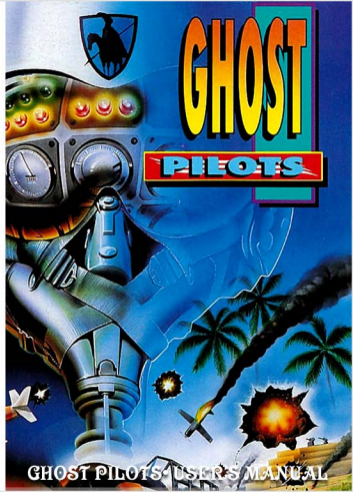
MVS[®]

MULTI VIDEO SYSTEM



NEO-GEO IS A TRADEMARK REGISTERED BY SNK.

SNK CORPORATION



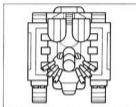
[ATTENTION]

- This product can only be used on the NEO GEO MVS System.
- Do not disassemble!
Contains high precision parts!
- Avoid dropping or other strong shocks.
Keep away from extreme temperatures.
- Do not touch terminal.
Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzine.
- After game play, pull AC adaptor from outlet.

[MEMORY CARD PRECAUTIONS]

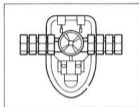
- Insert the memory card as the arrow shows.
- During load/save for memory card, do not insert or pull out the memory card or game cartridge.
Do not shut off the main switch!
- Keep water and dust away from the connector of the NEO-Geo memory card.

"D" Country's Weapons



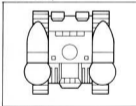
GRINGO

Heavy tank with installed multi cannons. Simultaneous firing is strong, however, it lacks mobility.



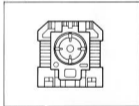
POSEIDON

Military hover craft for water-surface. 4 repeater cannon hits targets with great precision.



GENOCIDE

Special tank with big cannon boills installed on both sides with three cannons.



MARK II

2 tanks with installed rotating turret and fire thrower are united and become more powerful.



CONTENTS

- 4.....GAME STORY
- 5.....CONTROLS / SAVE & LOAD
- 6.....GAME SCREEN
- 8.....ITEMS
- 10.....STAGES
- 13.....CHARACTERS
- 16.....CASSETTE / MEMORY CARD

GHOST PILOTS

GHOST PILOT STORY

In World War II, thousands of brave pilots risked their lives to fight for their countries.

Many stories have been told about them, but one story has not been told; the story of two pilots named Tom Phillips and Charlie Stingley.

The allies were being attacked by a mysterious Nazi leader who attacked from two sides.

On one side they attacked only by air, on the other they attacked by both ground and air.

The two pilots, Tom and Charlie, set out to defeat the attack at an incredible disadvantage.

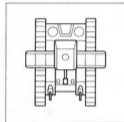
That they were able to overcome these unbelievable odds led people to question whether they were "superhuman".

They became known as the "Ghost Pilots".



GHOST PILOTS

ENEMY'S WEAPON

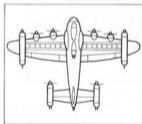


TANDEM II

Two cannons are installed. Fire thrower from sliding battery is powerful.

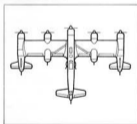


"I" Country's Weapons



TYPHOON

2 planes appear from clouds in rotation for attack. Be alert!



WASP

Super bomber with 3 body's and installed heavy weapon like search cannon.

GHOST PILOT CHARACTERS



Tom Phillips

A free-lance pilot for the Ghost Team. He has flown sorties over millions of unspeakably bloody battle fields. So much so, that he cannot speak of what he has seen. Tom is a speechless fireball!

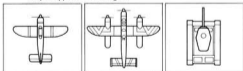
Charlie Stingley

He is a member of the aerobatic flying team. His dog fighting ability is superior to his buddy, Tom. But, Charlie has never experienced a real battle field. Charlie is a cheerful, handsome guy.



Though it is an old fashioned, propeller type plane, its engine is well tuned by excellent engineers. Depending on the pilot, its circling ability is as good as the sophisticated jet fighters.

Udestrorable normal weapon by "F" country's old fashioned weapon appears on all stages.



Formation of red jet fighters appear. S or B items come out when you shoot down all of them.

CONTENTS

●OBJECT

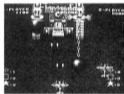
- Fly the plane and destroy the enemy's bases to power up plane's ability. Your mission is to end the war with the Super Powers, "I" Country and "D" Country using special weapons.

●GAME START

- Press "Start Button" of controller connected to console. (2 player simultaneous play/ buy-in)

●CONTINUE

- After "game over", while "continue" is on the screen, press the start button to re-start from the stage you finished.



GHOST PILOT CONTROLS



- 1 JOYSTICK Control plane,
Select special weapon / bomb.
- 2 A BUTTON Attack.
- 3 B BUTTON Attack by special weapon.
- 4 C BUTTON Not used.
- 5 D BUTTON Not used.

SAVE & LOAD

●SAVE

Insert memory card in advance.

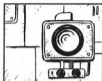
After game over, set the arrow on screen to "YES" and press A button until count reaches "0" for save.

●LOAD

Insert memory card after "Power-On".

Load screen will appear after pressing start button.

Set the arrow on screen to "YES" and press A button for load.



DISPATCH TO THE SAD BATTLE FIELD!

"Go for broke" through resistance.

An urgent radio message silenced the pilots.
Speechless Tom broke that silence by saying,
"We've got to go!"

Thirteen members were in preparation for
fighting actions.

Charlie's mechanic encourages him to "believe
in your plane and in your own ability".



●VS. "I" COUNTRY·DOG FIGHT

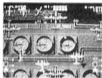
Dog fight in the still air. Fierce battle utilizing bombs.
Super carrier and gigantic airship appear.



●Country side full of houses and empty fields.



●Wide spreading plain and cliffs.



●Oil well in desert.



●Naval Base is full of enemy battle ships.

●VS. MYSTERIOUS SUPER NATION

In this stage, you receive concentrated fire from both ground and air.



●Splendid scene of the great valley.

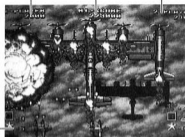


●Capital of "F" country under enemy's attack.



GAME SCREEN EXPLANATION

④ 1P score ③ High score ⑥ 2P score



③ Number of Bonus Items

① Remaining number of lives

② Number of remaining bombs

●BOMBER SELECTION SCREEN

① Select bomb



③ Hero

② Select before this number reaches "0".
(Selection is automatic when counter reaches "0").



● OPENING STAGE

Early stage "Ghost Pilot" counter-attacks 2 military superpowers.



● Destroy enemy's tank battle proceeding through Amazon River.



● Perfect your dog fighting skills above the jungle!

● VS. "D" COUNTRY - GROUND BATTLE

Fierce ground battle from tank and boat. Super tank is waiting ahead.



● Upper stream of Amazon River.



● Delivery base of natural resources.



● Relics of ancient civilization



● Mining field of minerals.



● Occupies military bases in "F" country.

● BOMBS

Use 4 kinds of bombs according to situation.



■ **DYNAMIC BOMBS.**Hardy and exciting regular bomb. Select explosion spot by B button.



■ **FLASH BOMBS.**Many small bombs surround your plane. Powerful bombs that protect your plane. After flash, you have some control with joystick.



■ **NAPALM.**Use in battle with "D" country. Creates a fierce crowing flame. It burns down all enemies on the ground instantly.



■ **SUPPORT BOMB.**Use in battle with "I" country. Allied planes attack enemies in air by nose-dive. Allied planes leave 4 bombs in corners of screen giving wide range damage.

● BONUS POINTS

Bonus star comes from enemy's planes and tanks. You receive bonus points according to the number collected when stage is clear. (Star X 1,000points)

Also, you receive a "Clear Bonus" of 20,000points. In 2P play, the player who has shot down the most receives 20,000 and the other gets 10,000points as a clear bonus.

Some planes and tanks contain bonus stars. Collect stars and receive 1,000points for each star at the end of the round.

★ X 1000

ITEMS

Shot



Machine gun powers up.



▲ In early stages, machine gun works as normal. Power is not enough because it is old fashioned.



▲ Machine gun powers up when you select shot items.

Bomb



Increase number of bombs left.



1UP



Increase number of planes remaining.



▲ Every S power up widens fire power shot range. Up to 7 maximum shot power.



GHOST PILOTS

■ GHOST PILOTS CONTROLS ■

JOYSTICK: CONTROL HERO
A BUTTON: ATTACK
B BUTTON: SPECIAL WEAPON
C BUTTON: NOT USED
D BUTTON: NOT USED

