

GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

Patents:
U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244;
Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155;
Japan No. 82-205605 (Pending)

Space Harrier and Gear-to-Gear Cable are trademarks
of Sega of America, Inc.

Game Gear is a trademark of Sega Enterprises Ltd.
©1991 SEGA 130 Shoreline Drive, Redwood City, CA 94065
Printed in Japan <672-0643> All Rights Reserved.

GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

SPACE HARRIER™

SEGA™



Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Space Harrier* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Space Harrier* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

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

Note: *Space Harrier* is for one player only.



Sharp Shooting

Whiz through the bizarre landscape of Dragonland, a world teeming with life forms never before imagined. Travel at blazing speeds as you destroy the creepy enemy creatures that would like nothing better than to have you for dinner!

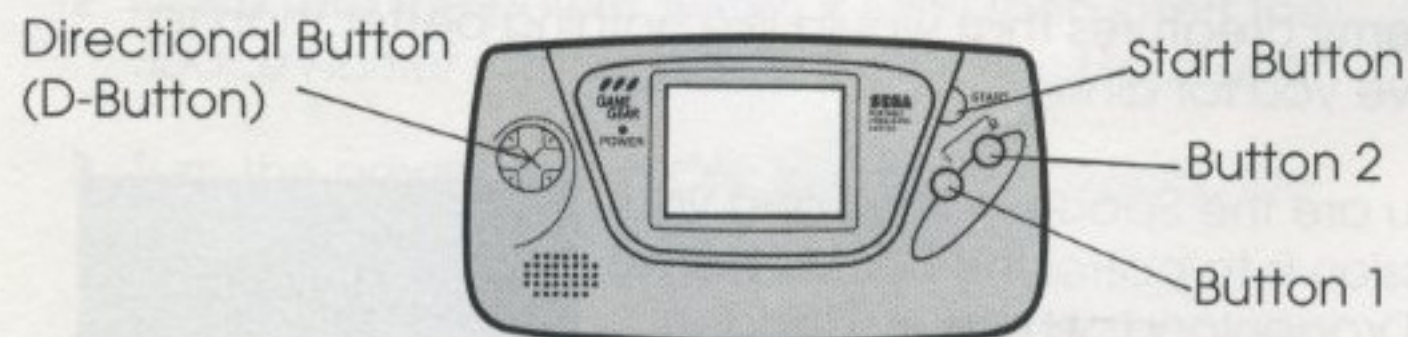
You are the Space Harrier, and your mission is to patrol the twelve stages of Dragonland, where evil leaders have concocted the strangest evil life forms you have ever seen. You must destroy any creature that tries to get in your way because if they have the chance, they will crash into you, only to devour you later!



As the Space Harrier, you must rely on your lightning-quick reflexes and fast trigger finger to blast your way through Dragonland. Sharpen your shooting skills so that you can get through Dragonland in one piece, before the enemy gets you!

Take Control!

Learn the functions of your control pad before you begin so you can fight the enemy most effectively.



Directional Button (D-Button)

- Press to move Space Harrier in eight directions.
- Press up or down to make a selection in the Game Start/Password screen.
- Press left or right to select letters in the Password screen.
- Press up or down to make a selection in the Continue/End screen.

Start Button

- Press to start game.
- Press to pause game; press again to resume play.

Button 1

- Press to fire weapon.
- Press to enter each letter in the Password screen.
- Press during the Game Over screen to open the Continue/End screen.

- Press to enter your selection in the Continue/End screen.

Button 2

- Press to fire weapon.
- Press during the Game Over screen to open the Continue/End screen.

Getting Started

When you turn the power switch ON, the Title screen appears. Press the Start Button to see the Ready screen. Press the Start Button again to view the Game Start/Password screen. Select Game Start by pressing the Start Button to begin play at Stage 1, or select Password with the D-Button to see the Password screen.



Password

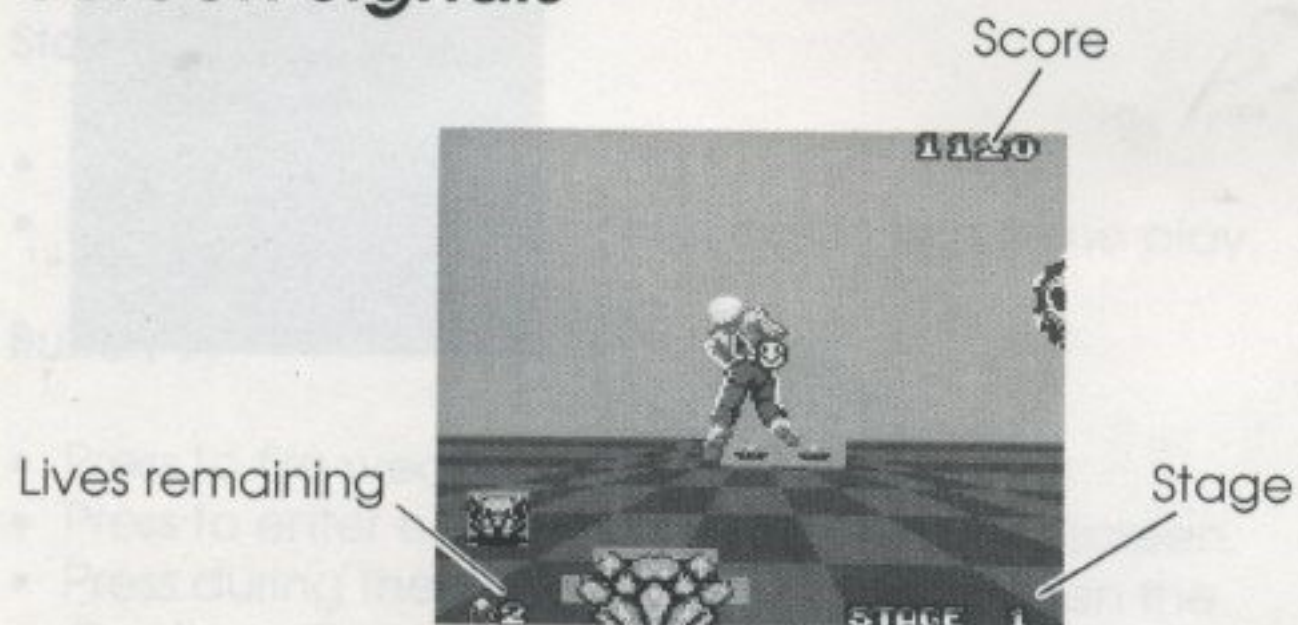
A four letter password is displayed each time a game is over. You can start at the same stage where you left off by entering the password in this screen. Press the D-Button left or right to select letters and press Button 1 to enter each selection. If you enter your password correctly, the game will start at the stage where you last left off. If you enter your password incorrectly, you will automatically get another chance to enter it correctly. Select Game Start with the D-Button and press the Start Button to leave the Password screen and begin play at Stage 1.



Blazing Speed

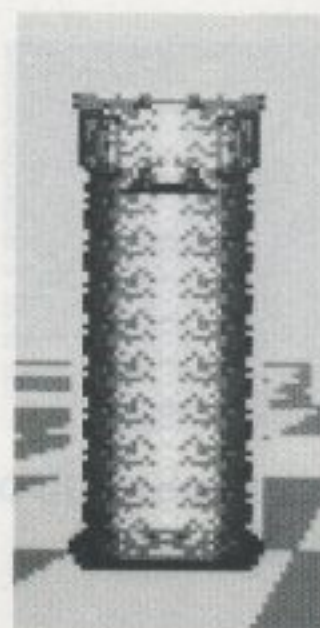
Fight through twelve enemy-infested dimensions (stages) of Dragonland and defeat the enemy leader in each dimension to reach the other side of Dragonland.

Screen Signals



Enemies

Of the many enemies which you will encounter, some can fly and some stay on the ground. Some can be destroyed and some cannot. Some will shoot at you and some will not. Learn the features of each type of enemy so that you can get past them.



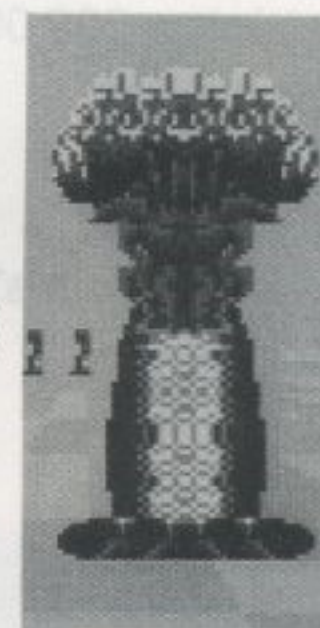
Pillar (indestructible)



Boulder (5,000 points)



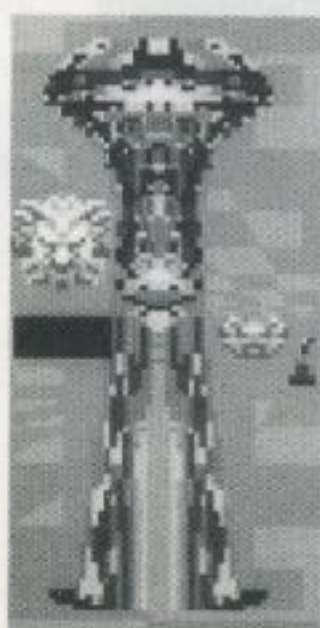
Tree (5,000 points)



Giant Mushroom (indestructible)



Alien (5,000 points)



Organic Control Tower (indestructible)



Flutterer (10,000 points)



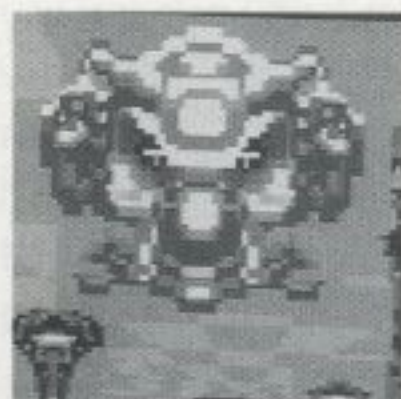
Drakon (10,000 points)



Tomos (10,000 points)



D-fly (10,000 points)



Flying Head
(indestructible)



Looper (10,000 points)



Mammoth Robot
(5,000 points)



Bes (5,000 points in stage 6,
1,300,000 points in stage 10)



Dom (10,000 points)



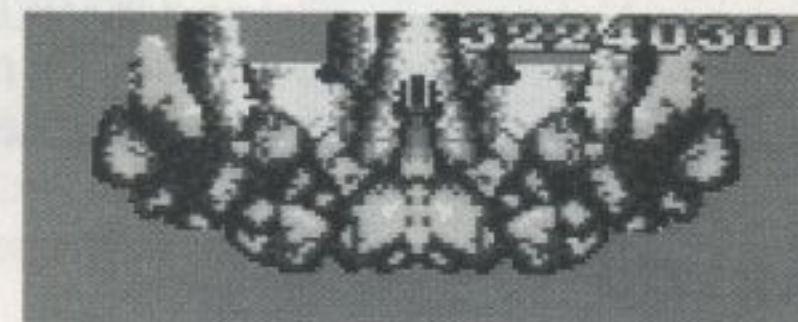
Mutant Octopus (900,000 points)



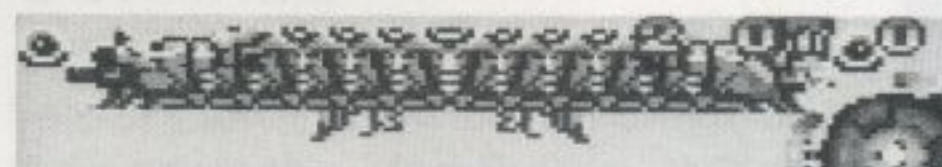
Squid 2 (800,000 points)



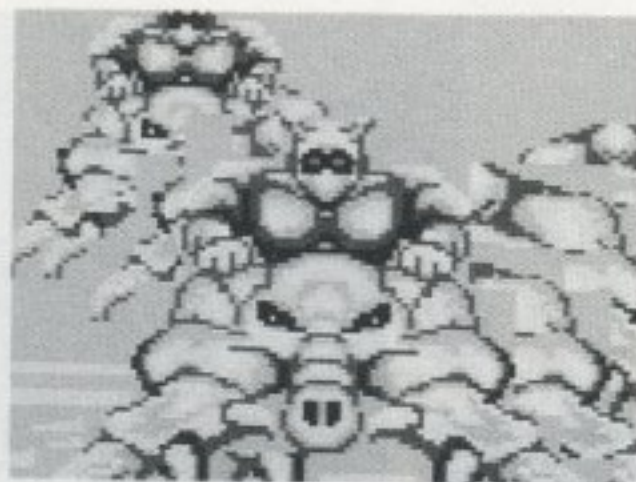
Eros (1,100,000 points)



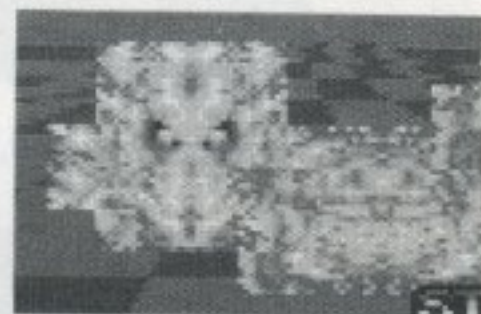
Flying City (indestructible)



Stanray (indestructible)



Mirage (1,100,000 points)
Guy (800,000 points)



Haya Oh (500,000 points)

Enemy Leaders

An enemy leader will stand in your way at the end of each round. These creatures are far harder to destroy than the other enemies you will encounter.

Levels

Stage 1. Dozzer

Stage 2. Cochine

Stage 3. Linoum

Stage 4. Bonus

Stage 5. Harm

Stage 6. Bes

Stage 7. Tapes

Stage 8. Bonus

Stage 9. Chike

Stage 10. Borch

Stage 11. Natura 2

Stage 12. Absymbel

Game Over

Space Harrier loses a life when he is hit by enemy fire or runs into an enemy three times. When he is hit a third time, the Game Over screen appears. Press Buttons 1 or 2 to open the Continue/End screen.



Continue

Select Continue with the D-Button, then press the Start Button or Button 1 to continue in the stage where you were previously playing. You can continue up to three times.



End

Select End with the D-Button in the End/Continue screen, then press the Start Button or Button 1 to see the Best Score screen. The Best



BEST 7 SCORES	
1.	00000000
2.	10000000
3.	00000000
4.	00000000
5.	00000000
6.	00000000
7.	00000000

Score screen appears automatically when Space Harrier dies in the fourth continued game or when the count-down in the End/Continue screen reaches zero. If your score is among the seven best scores since power was turned ON, it will be displayed in this screen.

Scoring

You will receive points for advancing through Dragonland as well as points for each enemy you destroy. Your score will start at zero for each game, including when you choose the Continue option in the End/Continue screen.

Bonus Stages

Stages four and eight are bonus stages where you are invincible. Ride on the back of Euria, the good dragon and fly through as many enemies as you can. You will receive 50,000 points for each enemy that you fly through.

Helpful Hints

- Learn the movement patterns of the enemies so that you can avoid them.
- Don't get too eager. Concentrate on avoiding enemies as much as on shooting them down.
- Take full advantage of the bonus stages to gain as many points as possible.

MEMO

Scoring

You will receive points for advancing through Dragonford as well as points for each enemy you destroy. Your score will start at zero for each game, including when you choose the Continue option on the End/Continue screen.

Bonus Stages

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ 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.

Limited 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 ninety 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

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. 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 expiration 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 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 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 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.