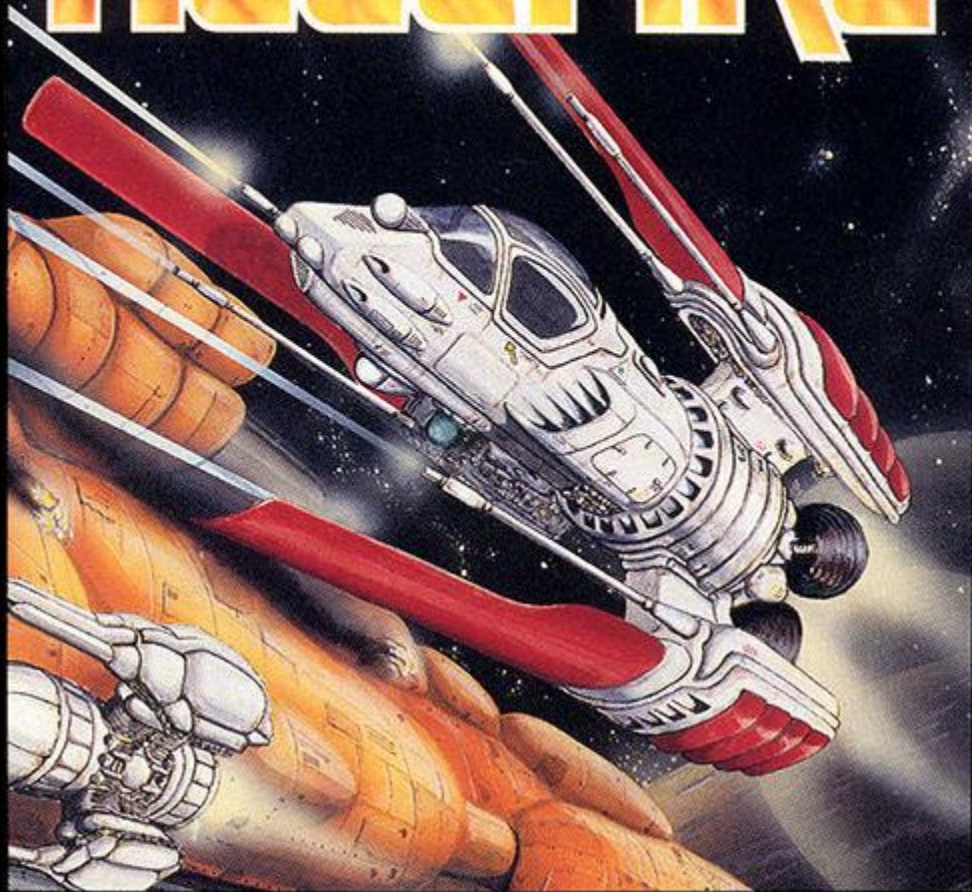




HELLFIRE™



INSTRUCTION MANUAL

SEISMIC™

**LICENSED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA GENESIS SYSTEM.**

Thank you for purchasing this Seismic Genesis System HELLFIRE™ Game Cartridge. Please read this instruction manual carefully to ensure proper handling of your game.

PRECAUTIONS

- 1) The Sega Genesis Cartridge is intended exclusively for use with the Sega Genesis System™.
- 2) Always make sure the Genesis System is turned **OFF** before inserting or removing your Genesis Cartridge.
- 3) Do not use or store this cartridge under conditions of extreme temperatures, or subject it to rough handling or shock. Do not take it apart.
- 4) Do not touch the terminals or let them come into contact with water.
- 5) Do not wipe this cartridge with volatile solvents such as paint thinner, or alcohol.
- 6) If you play for extended periods, take a 10 or 15 minute break every hour or so.

STARTING UP

- 1) Make sure the power is **OFF** on your Genesis System Console.
- 2) Insert the HELLFIRE Cartridge into the Console with the label facing towards you, press the Cartridge down firmly into the Cartridge Slot, and turn the power on.
- 3) If nothing happens, begin the start up procedure from step 1 again.



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The Story

Pease has embraced our galaxy for over 1000 years. Now, in the year 2998, we have found ourselves at war with a deadly force!

Stars at the galaxy's edge have begun to disappear, being replaced by an ominous dark cloud. With no military technology for defense, our Galactic Federation watches helplessly as the ominous Black Nebula attacks the Sister Star System, and captures all six of her planets!

The Black Nebula fiercely invades with thunderous artillery strikes, and seizes our only weapons power unit, leaving the entire star system close to annihilation! The deadly Super Mech, a force from the darkest regions of space, is the controlling evil behind the rapidly growing Black Nebula.

Close to permanent destruction, our Federation has lost all hope...then suddenly, a man rose to our rescue! Lancer, captain of the aircraft carrier Sylphide, realizes that planning a frontal attack against the Super Mech to retrieve our power unit is useless; a surprise attack has got to happen...but how?

Lancer must crash through the enemy's destructive force. Our only hope is one weapon Super Mech isn't counting on—"HELLFIRE". Lancer is now boarding the powerful CNCS1 Fighter, loaded with the ultimate weapon, "HELLFIRE", and he's heading for the dark side...

Can Lancer recapture our power unit and defeat the enemy? We are all in the hands of "HELLFIRE"!

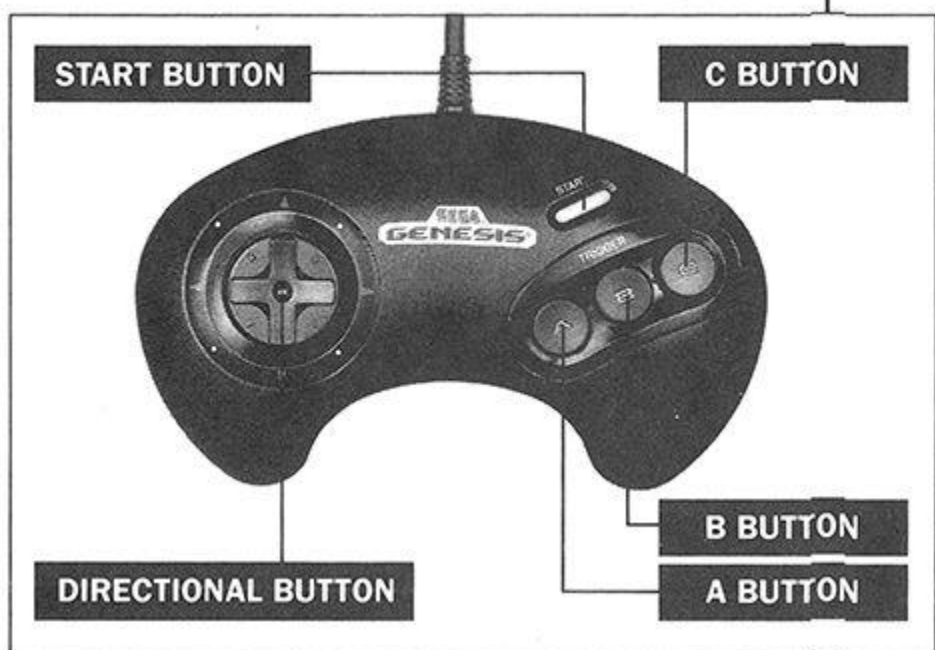
You must help Lancer command HELLFIRE through 6 levels of fast action and loads of deadly enemies! But don't think you can get out alive with blinding firepower alone—you'll need to utilize your four weapons with strategy and great prowess or Super Mech will eliminate you!

***Escape from death is nearly impossible—
but you must survive to save our galaxy!***

Take Control!

Hellfire is a 1 player game using Control Pad. Learn how to use your Control Pad to defeat the Super Mech!

The Control Pad



Directional Button

- ▼ Press up or down to highlight your choices on the Start and Options screen.
- ▼ Press left or right to see the available settings on the Options screen.
- ▼ Press in any direction to maneuver your CNCSI during combat.

Start Button

- ▼ Press 3 times from the Title screen to start the game.
- ▼ Press to enter your selections from the Start and Options screens.
- ▼ Press to pause the game. Press it again to resume play.

Button A

- ▼ Press to begin a sound test at the Options screen.
- ▼ Press to shoot your onboard weapon.

Button B

- ▼ Press to end a sound test at the Options screen.
- ▼ Press to change the direction of your shots: forward, backward, up and down, or diagonally.

Button C

- ▼ Press to begin a sound test at the Options screen.
- ▼ Press to shoot Hellfire.

Battle Stations!

It's time to gear up for combat, Captain!
Press the Start Button at the Title screen.
The Start screen appears.



Start screen showing
Start and Options



Options screen

Press the D-Button up or down to mark your choice. Then press the Start Button.

- ▼ **Start** Takes you straight into battle.
- ▼ **Options** Takes you to the Options screen.

The Options Screen

At the Options screen, you can make selections about your combat readiness.

Press the D-Button up or down to mark your choice. Then press it left or right to see the different settings available.

- ▼ **Level** Choose an Easy or Hard skill level.
- ▼ **Player** Choose the number of men (1 through 4) you'll begin with.
- ▼ **Sound Test** Preview HELLFIRE's music and sound effects. Select a number (00 through 28), and press Button A or C to hear your selection. Press Button B to end the sound test.
- ▼ **Rapid** Set your weapon's rapid-fire capability On or Off.
- ▼ **Exit** Highlight this and press the Start Button to return to the Title screen. Then press Start twice again to begin the battle!



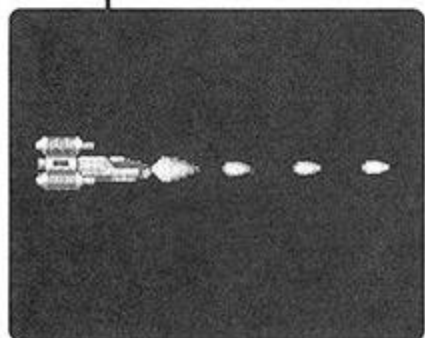
Weapons Command!

Take a firm grip on your controls! The CNCS1 drops from the safety of the Sylphide's jet bay, and you're alone in space. But not for long! Within seconds the first attackers speed out of the blackness!

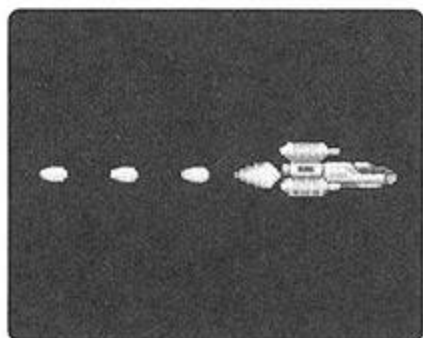
Press Button A to fire. Press Button B to rotate your weapon through its 4 directional settings. Learn to recognize your direction of fire at a glance by the color of your CNCS1.

You can shoot and change direction of fire simultaneously. This may take some practice: the sooner you learn, the longer you'll survive! Don't be fooled into thinking 4 directions are better than 1. Use them all, and get quick at changing to stay ahead of the attackers.

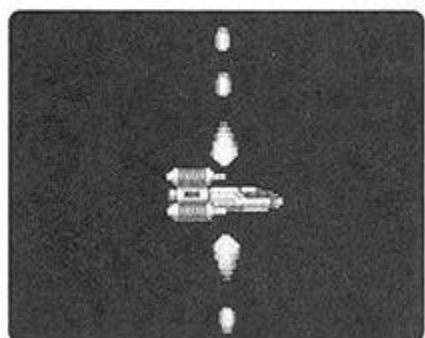
Weapons Command



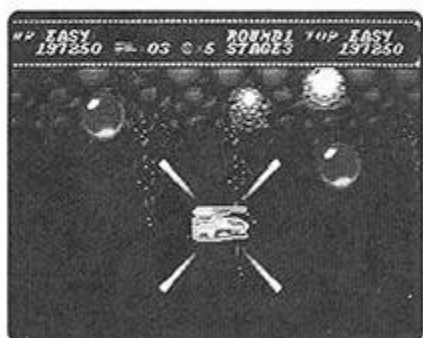
Red Forward shots.



Yellow Backward shots.



Green 2-directional shots,
up and down.



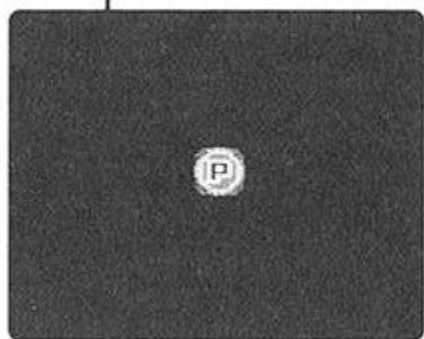
Blue 4-directional shots,
diagonally.

Staying Alive!

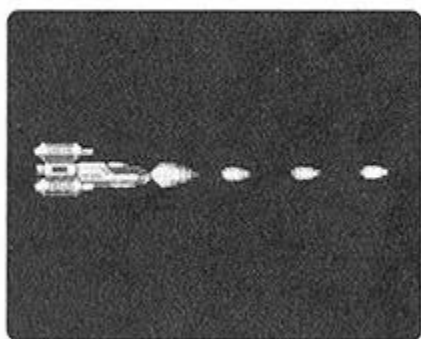
Captain, keep your eyes peeled. Besides incinerating the Super Mech, there's plenty of stuff out there you can pick up to stay alive!

Power Up

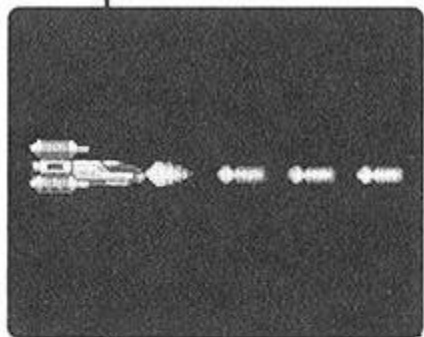
Grab Power Up units to increase your fire power.



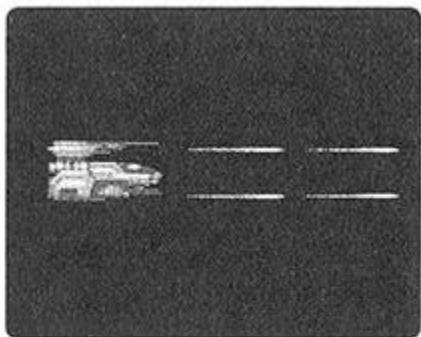
Power Up unit



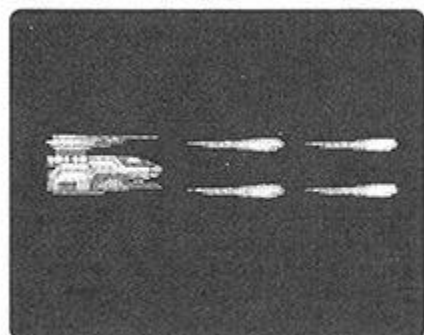
Single Shots



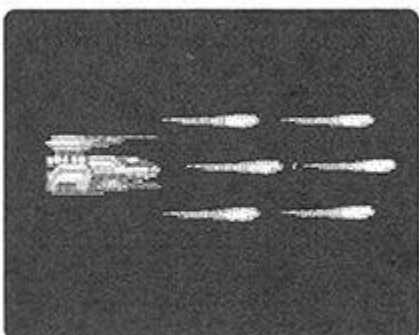
Missiles



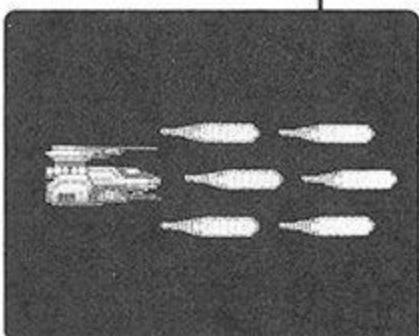
Twin Laser



Super Twin Laser

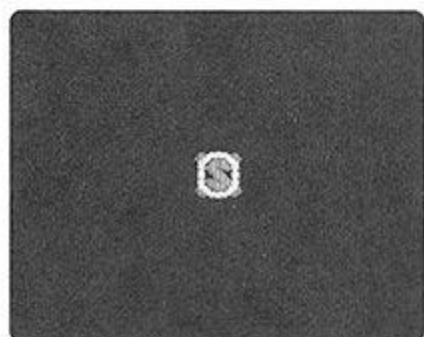


Triple Laser



Super Triple Laser

Auxiliaries



Speed Up
Increases your thrust



Bonus Points
Awards you extra points. The first Bonus Points amount is 40. Then each following award doubles the previous number.



1 Up Awards you an extra man.



Shield Glowing armor that protects the CNCS1 against 1 hit.



Seeker Your best friend, this search-and-destroy robot demolishes aliens on contact.



HELLFIRE Catch this item to increase your HELLFIRE supply.

Hellfire

This incinerating blast fries all aliens in its path. Each capsule is worth 1 shot. You begin the action with 2 capsules (check your Battle Gauge), and can pick up more if you're skillful enough to find them.



Maintaining Your Advantage

Each game has 3 rounds, with 6 stages per round. As long as you're alive, you'll continue fighting. When you're hit by enemy fire or crash into an alien, the CNCS1 explodes. You'll return to the fray as long as you have men left (check your Battle Gauge). With each new CNCS1, your weapons reset to single-shot.

You earn an extra man when you pick up a 1 Up item, when your score reaches 70,000 points, and at certain point intervals after that.

Continue Game

When you lose all your men, the battle ends and the Continue screen appears. Credits tells how many times you can continue, depending on your skill level. Every time you continue a game, the number decreases by 1

PUSH START BUTTON

CONTINUE

9

CREDIT 03

Continue screen

▼ **Easy** You have 20 chances to continue.

▼ **Hard** You have 10 chances to continue.

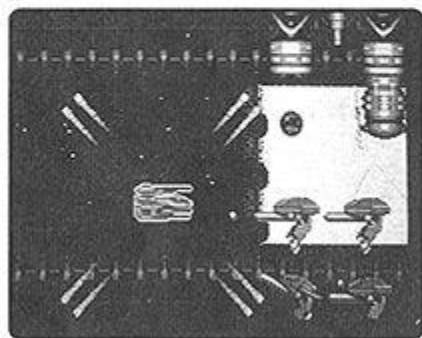
To continue, press the Start Button before the countdown reaches 0. The war resumes at the beginning of the last stage you fought, your score resets to 0, and all gauges return to their start-game settings.

Inside Super Mech

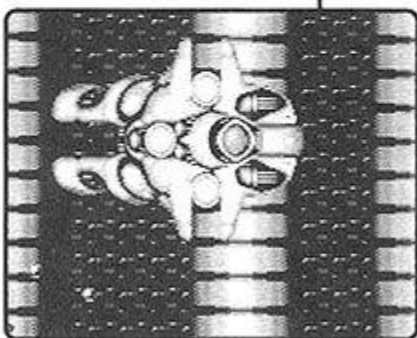
The Super Mech enslaved 6 helpless planets as its attack bases. You must push through each planet's atmosphere, destroy the base, and annihilate the boss enemy. If you survive, you might reach the final battle!

Base 1: Hoggr, the Frozen Star

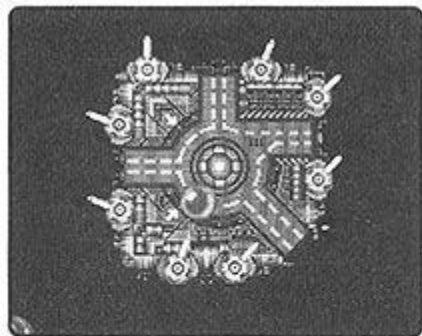
Blast through the orbiting front lines! Search out the base overshadowed by a fixed star.



Inside Base 1



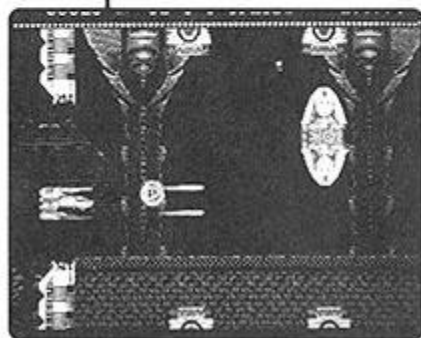
Intermediate enemy



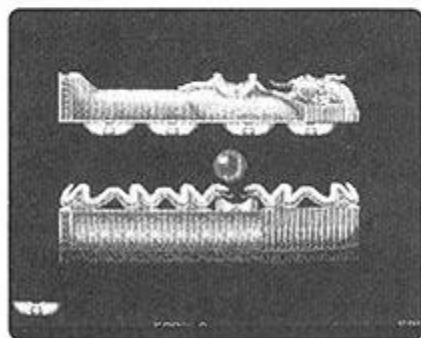
Boss

Base 2: Qat, the Desert

Weave through mesmerizing hieroglyphs, and stay alert. They only look paralyzed.



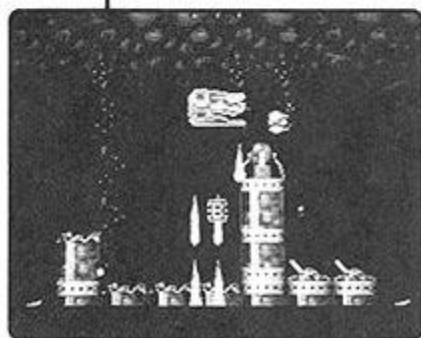
Inside Base 2



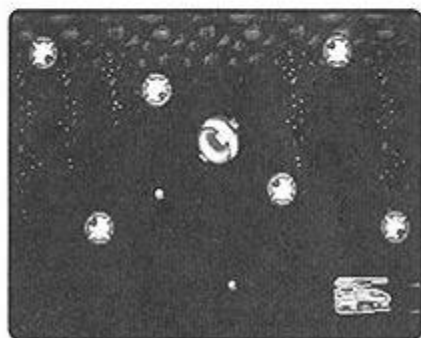
Boss

Base 3: Syrinx, the Tropics

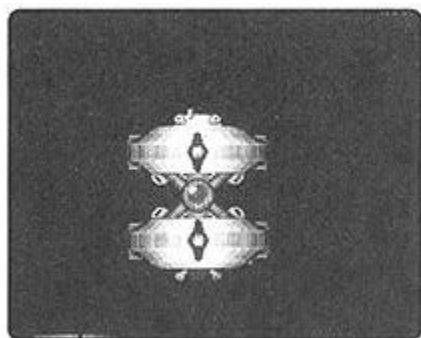
A fatal lushness pervades this base. Brainplants hang from the sky, but the dangers all around!



Inside Base 3



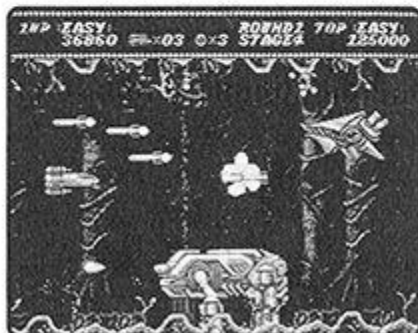
Intermediate enemy



Boss

Base 4: Lodur, the Forest

Incinerate the forest to reach the river—and the base.



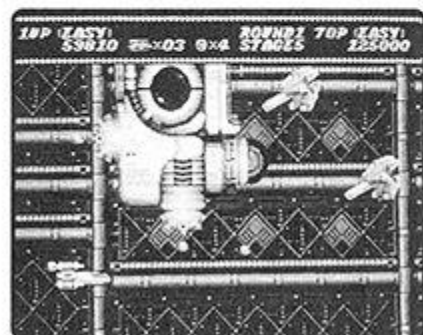
Inside Base 4



Boss

Base 5: Urd, the Factory

Demolish the manufacturing base to cut off the enemy's weapons supply.

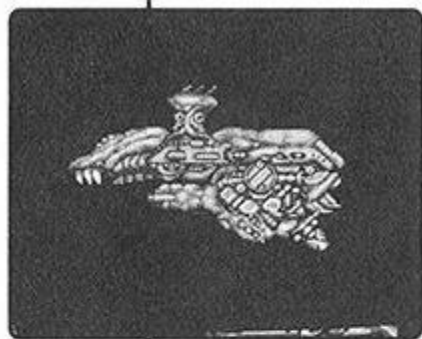
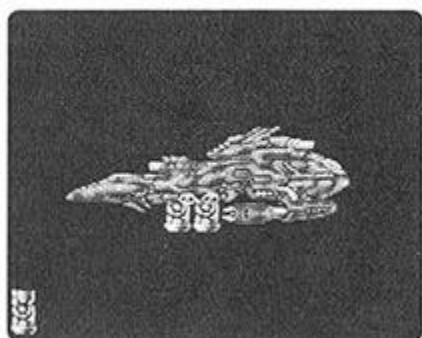


Inside Base 5

Base 6: Pholus, the Giant

Their last line of defense, where a colossal enemy rages!

Intermediate Enemies



Strategy Tips

- ▼ Never give up! Battle conditions are ridiculous—you against the entire Super Mech! But with practice, you'll gain ground and find the game only nearly impossible.
- ▼ Learn your weapons, and when to use them. Switch shot direction constantly, depending on what enemy you're facing. Certain enemies are more easily defeated by using particular weapons.
- ▼ Hellfire is almost useless against the bosses. Save your capsules for tight situations where there's almost no hope of escape.
- ▼ Find the bosses' weak points. Then focus your attack where they're vulnerable.
- ▼ Hellfire is a game of strategy. You can't win with all brawn, so use your brain too. Figure out how to evade as well as attack for a longer survival record.

WARRANTY

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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.

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