

SEGA
GENESIS
16-BIT CARTRIDGE



SAGAIA

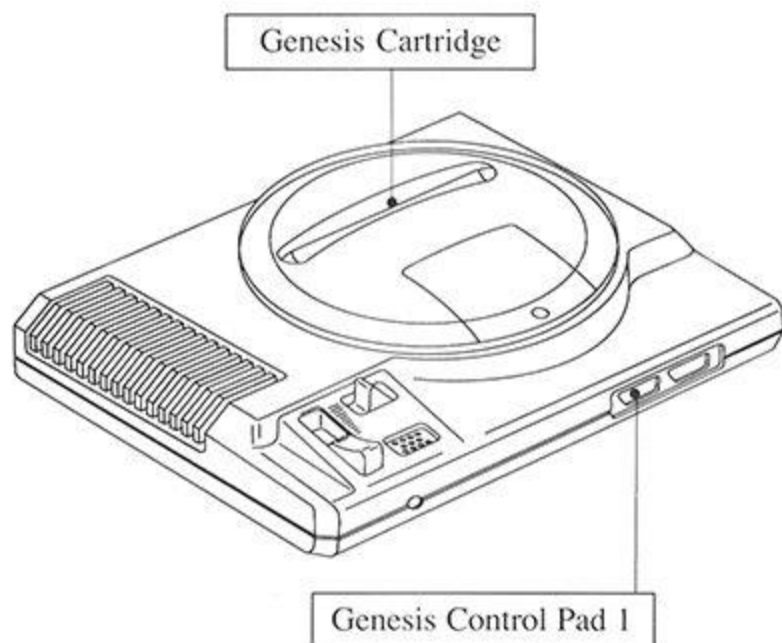
INSTRUCTION MANUAL

Loading Instructions/Starting Up:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Genesis System (shown below) as described in your GENESIS SYSTEM.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion .

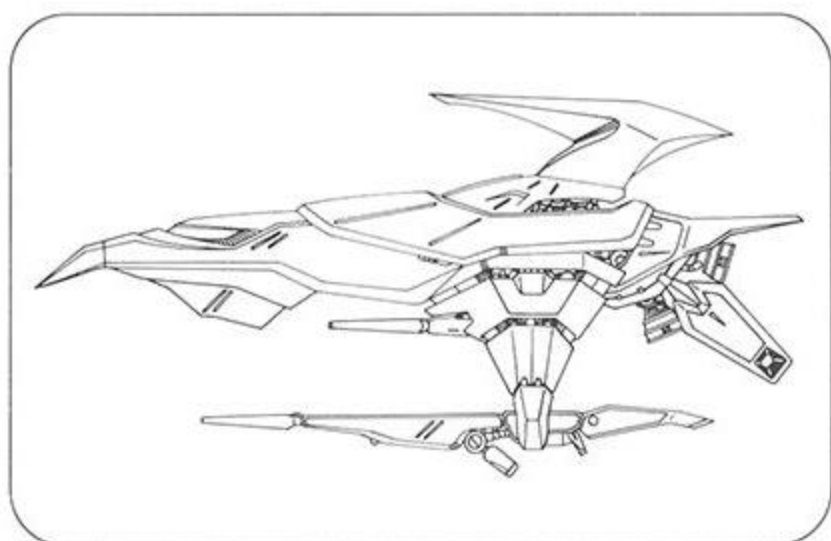
IMPORTANT: Always make sure the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player: Press Start Button on Genesis Control Pad 1.



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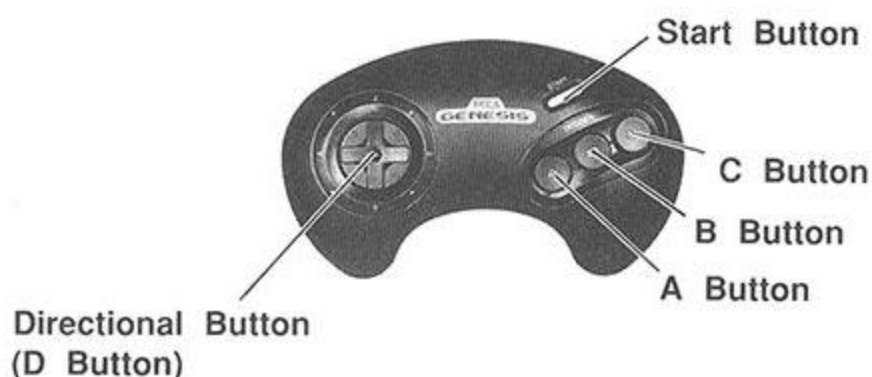
Story

The planet Darius, which formerly boasted a very advanced civilization, has been destroyed. Proco and Tiat escaped from Darius in search of a new world. They started a new civilization on the planet Orga. The descendants of Proco and Tiat happened to pick up strange radio waves being emitted from the Milky Way galaxy. The strange radio waves were an SOS from the planet Darius where their ancestors used to live. Having discovered the source of the strange radio waves, they immediately boarded the Silver Hawk, whose power had been greatly increased, and took off for the Milky Way. A fierce battle ensued on the planets of the Milky Way and in outer space in order to save the inhabitants of Darius from destruction.

You have boarded the Silver Hawk as a member of the rescue team and the battle is about to begin!

How to operate

Names of buttons



Start Button

Starts game. Press it during the game for a still screen and once again to resume play.

Buttons A or C

To shoot missiles and lasers from the Silver Hawk.

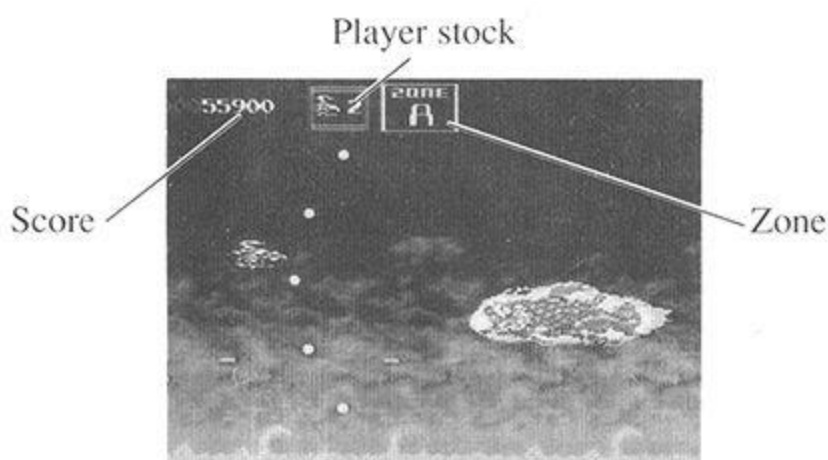
Button B

To shoot bombs from the silver Hawk.

Direction Button

Moves the Silver Hawk up, left, right, down and all diagonals.

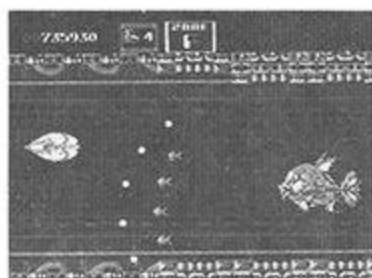
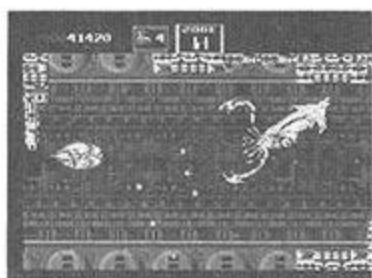
Screen Display



How to play

Starting the game

- The player boards the Silver Hawk, which has been remodeled for greater power, and take off for the Milky Way.
- The Silver Hawk's arsenal of weapons includes missiles, bombs and lasers. You use these weapons effectively to destroy enemies.
- When the Start Button is pressed, the Game Start/Option Choice screen appears.

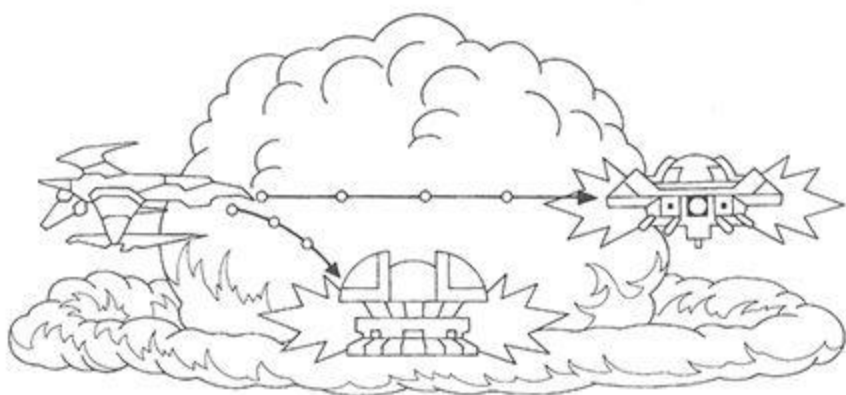


- Press the Start Button together with a game option and the screen of your option choice appears.
- Use the Direction Button to choose options.
- Refer to page 10 for the contents of options.
- The game then returns to the title screen. Press the Start Button again and the battle begins.

Rules

- If a Silver Hawk receives an enemy attack or is hit, this is recorded as one miss.
- Also, when a Silver Hawk hits an obstruction such as a Sea of Flames or the wall of a cave, this is also recorded as one miss.
- In addition to employing the three kinds of weapons, if you destroy an "energy core" along the course, there is a big explosion and all the enemies on the screen are eliminated.

<Energy Core>



Game End and Continue

△ After you have all the zones in order and finished all rounds there is Game End and the ending begins.

△ Consult page 11 concerning the contents of the zones.

△ Continue

- When the player stock is completely gone and the game is over, the game goes to the Continue screen.
- If you press the Start Button before the time goes to zero, it is possible to continue the game from the zone where Game Over occurred.
- You can continue the game a maximum of five times.

Game Options

With this game, it is possible by choosing options to change the game settings. Move the Direction Button up and down and to the left and right to set the game according to your own ability and preferences.

Choosing Options

◇ Play Stock

It is possible to set between 1 and 5 the number of ships held by the player.

◇ Buttons A/C

It is possible to set Buttons A and C (missiles and lasers) to either Auto or Manual.

◇ Button B

It is possible to set Button B to either Auto or Manual.

◇ Game Level

It is possible to set the difficulty level of the game.

◇ Player

It is possible to set for 2 different kinds of player ships: Silver Hawk Red (Proco Jr.) and Silver Hawk Blue (Tiat Young).

The Silver Hawk Blue is meant for beginners and is automatically increased one level for missiles, bombs and lasers.

◇ Exit

If the Start Button is pressed at this position, the game returns to the title screen.

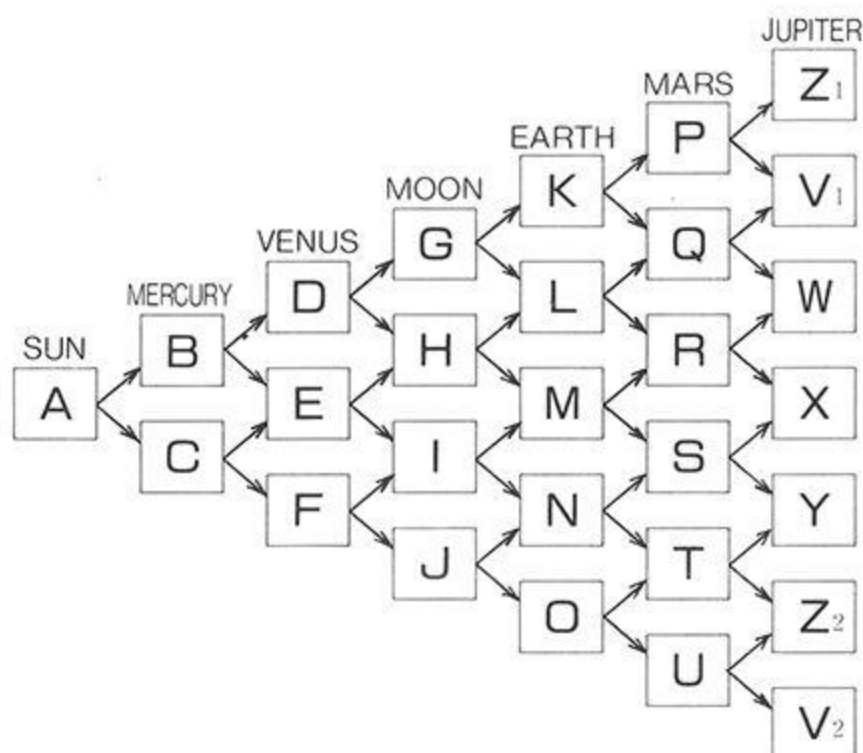


Zone Map

In SAGAIA there are a total of seven rounds and 28 zones.

You start with the sun of the Milky Way (Round 1, Zone A) and proceed to each round up until Jupiter.

<Zone map>



A: Sun	K: Ocean surface	T: Mars volcano
B: Mercury base	L: City	U: Mars base
C: Mercury cave	M: North Pole	Z1: Jupiter gas
D: Venus volcano	N: City	V1: Clouds
E: Space	O: Ocean	W: Space
F: Venus base	P: Mars surface	X: Huge Jupiter
G: Moon cave	Q: Ice cave	Y: Space
H: Moon base	R: Mars cave	Z2: Jupiter gas
I: Moon surface	S: Mars canal	V2: Clouds
J: Space		

Items/ Increasing Power

If you totally destroy the special enemies that appear during the game, the power increasing unit appears.



If you take the red colored item, your missile power increases.



If you take the green colored item, your bomb power increases.



If you take the blue colored item, your defensive capability increases.



If you take the yellow colored item, your laser power increases.



If you take the small rainbow colored item, your missile, bomb and laser power increases.



If you take the large rainbow colored item, the level for missile, bomb and laser increases by two stages.



If you take <1up>, the number of Vessels held by a player increases.

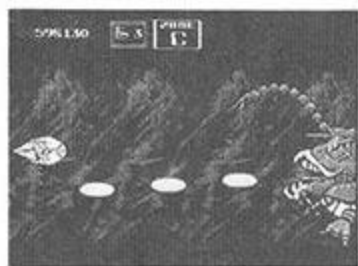
Huge Battleships

At the end of each zone, the following huge boss characters appear.

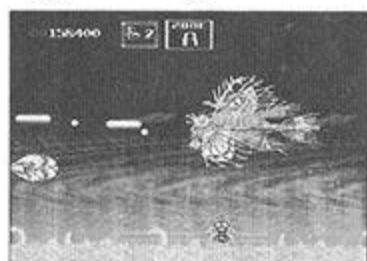
If you defeat these bosses, you clear the zone and warp up to the next round.

The bosses are wily enemies and will require all your wits to defeat.

Alloy Lantern



Hyper-Sting



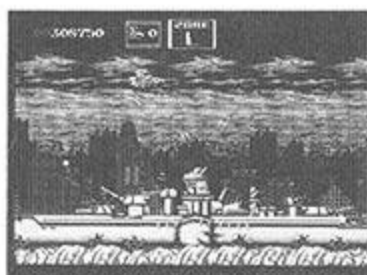
Nehonojia



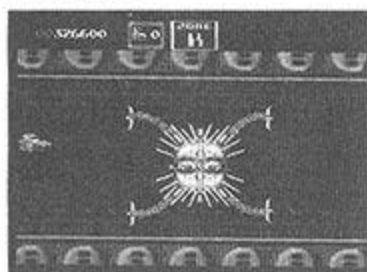
Red Crab



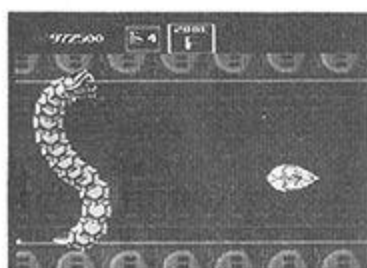
Yamato



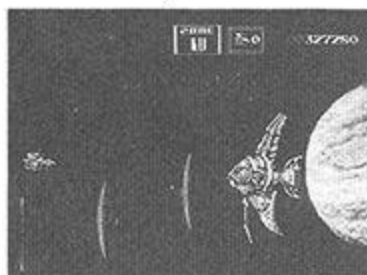
Leadain



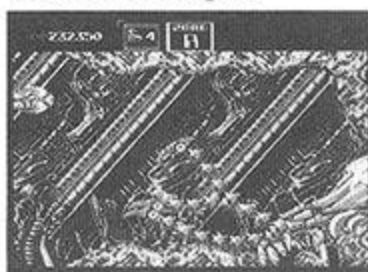
Drio Sawm



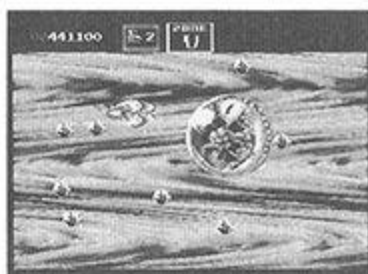
Little Stripes



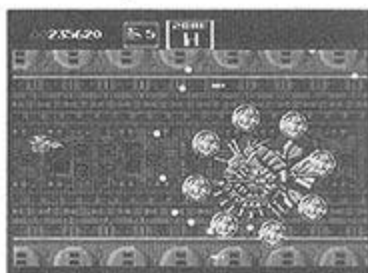
Grand Octopus



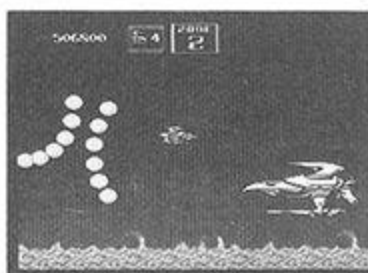
Bio-Strong



Steel Spine



Mother Hawk



Scorebook

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