Space Harrier™

Far away, there was a special land. Where peaceful dragons lived peaceful lives.

Until the attack. Vicious creatures seeking final extinction for the dragons. You are their last hope. You are Space Harrier.

For one player only.



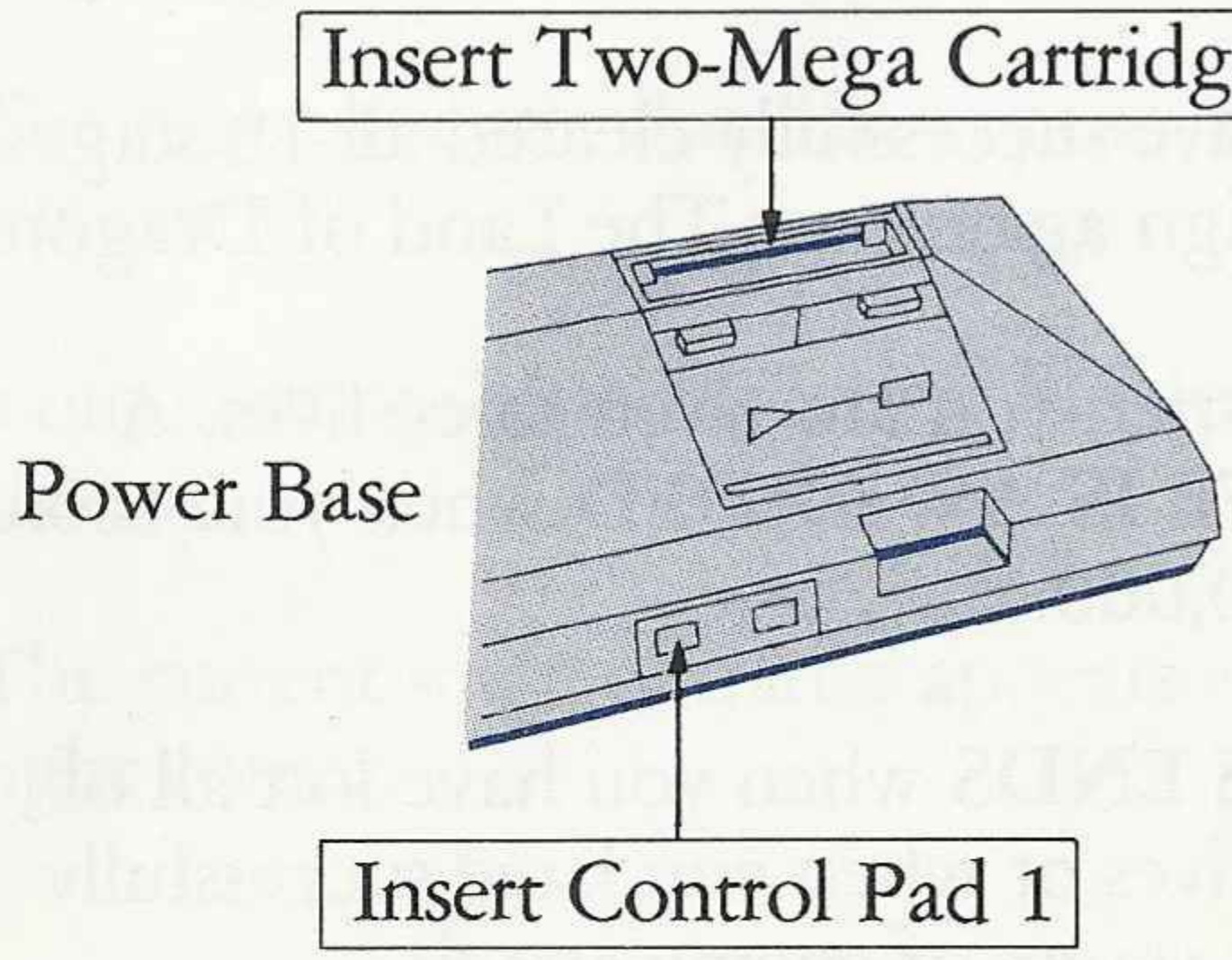
SEGA®

Loading Instructions

1. Make sure the power switch is **OFF.**
2. Insert the SPACE HARRIER™ Two-Mega Cartridge into the power base (shown below) as described in your SEGA SYSTEM manual.
3. Insert a control pad into port 1 on the power base.
4. Turn the power switch **ON**. If nothing appears on screen, recheck cartridge insertion.

IMPORTANT: Always make sure the power base is turned **OFF** when inserting or removing your Sega cards and cartridges.

For 1 player: Push either BUTTON on control pad 1.



What's Happening

As Space Harrier, you must save The Land of Dragons, and yourself, from extinction.



There are 18 waves, or stages, of enemy creatures. You begin at stage 1 and move upward. At the end of each stage, a highly dangerous "Boss Creature" appears. Destroy this leader of the pack and you will proceed to the next stage.

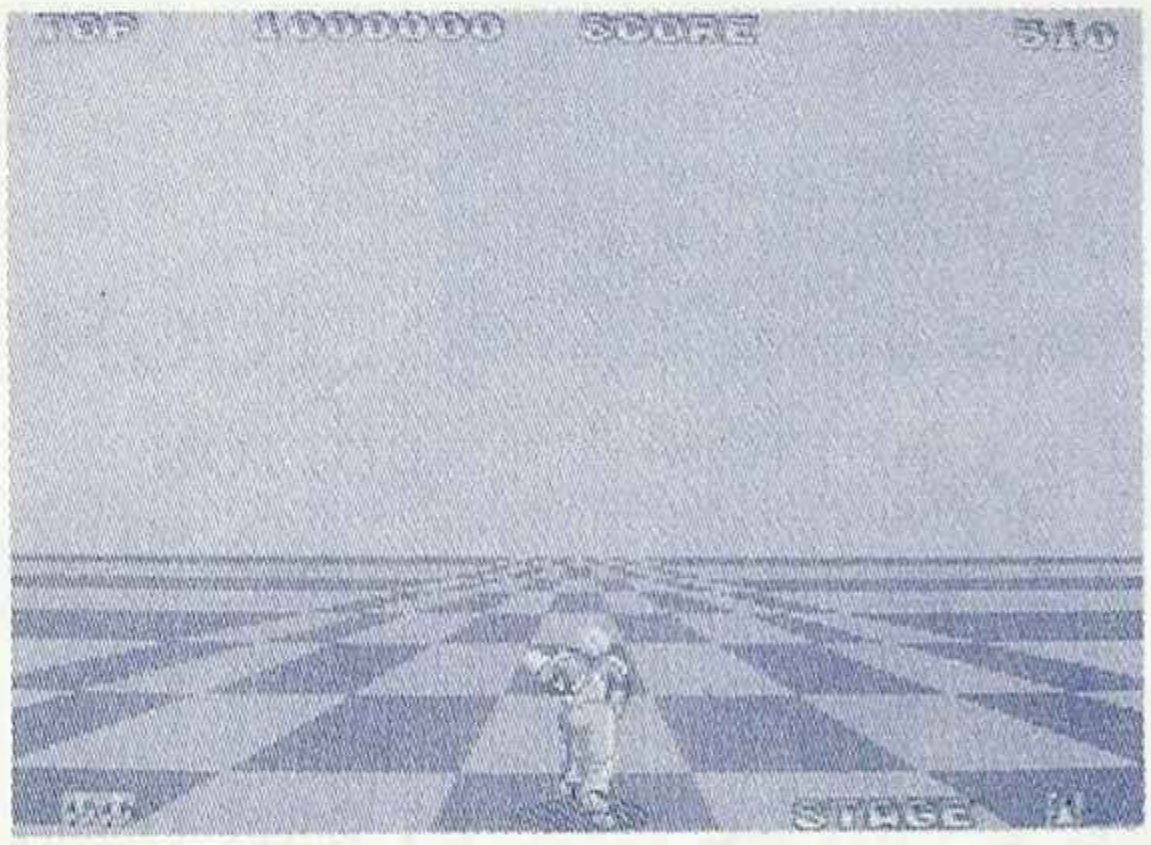
When you have successfully cleared all 18 stages, peace will reign again over The Land of Dragons.

As Space Harrier, you are given three lives. A **BONUS LIFE IS AWARDED** when your score reaches 5,000,000.

THE GAME ENDS when you have lost all of your reserve lives or when you have successfully cleared all 18 stages of enemy attack.

To Start The Game

Press the start button on the control pad.



Space Harrier will appear towards the middle of the screen.

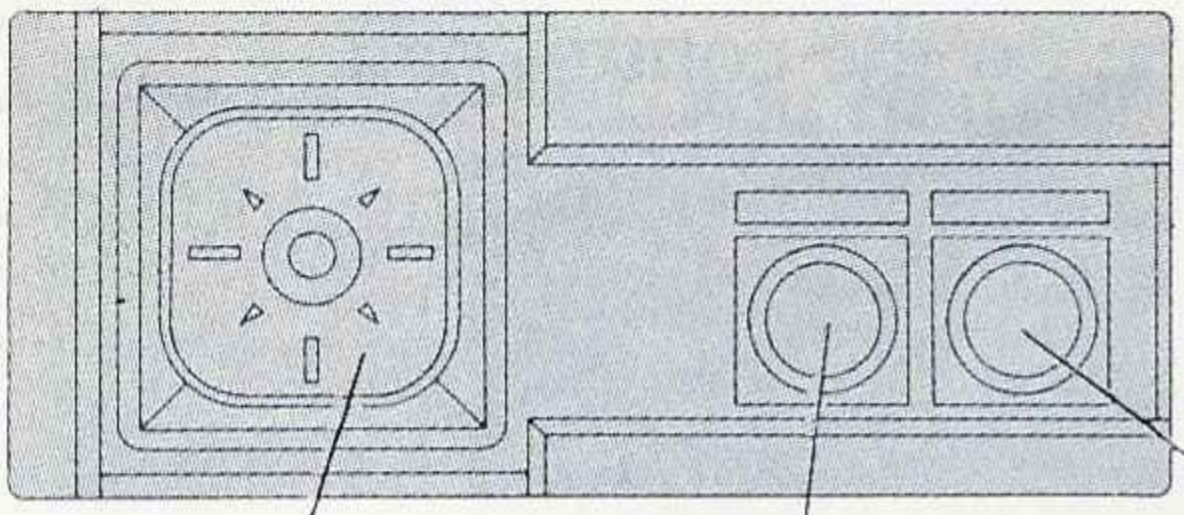
The number of reserve lives appears just below Space Harrier.

The highest score, thus far, appears at the upper left corner.

Your current score appears at the upper right corner.

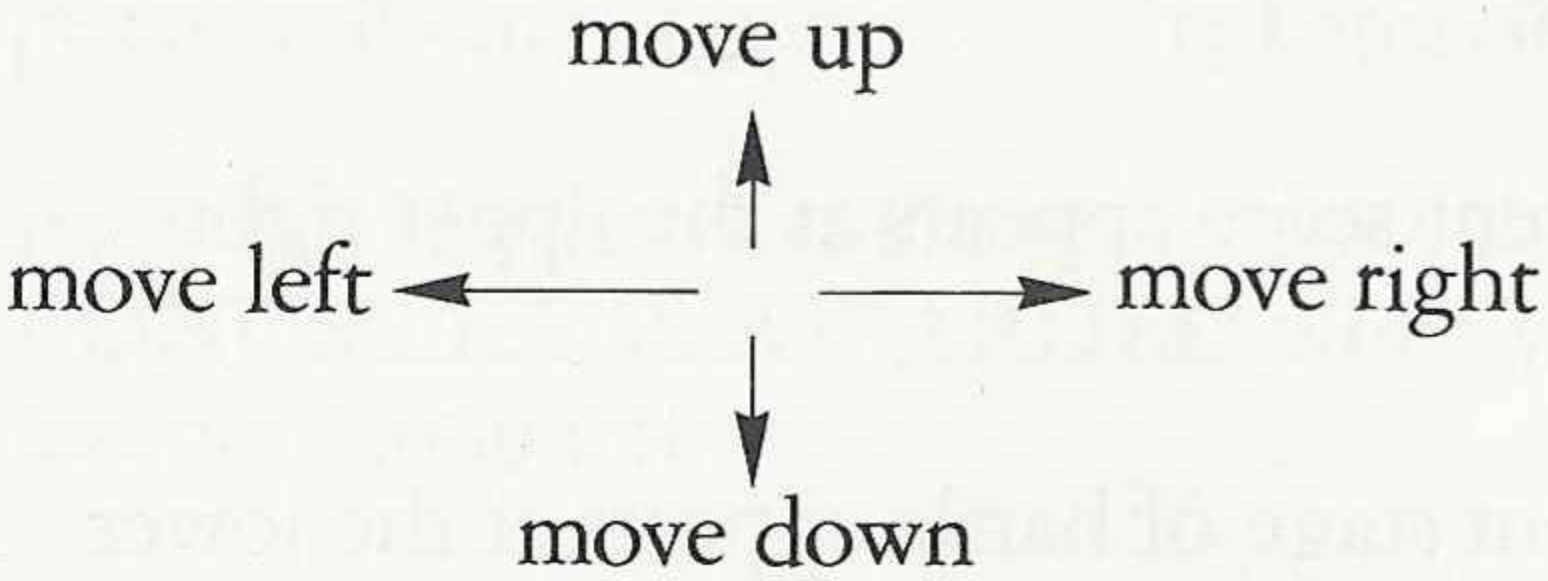
The current stage of battle appears at the lower right corner.

Using The Control Pad



Buttons 1 and 2 can be used as start buttons to begin the game.
Thereafter, they both act as "shoot buttons."

The directional button is used to move Space Harrier. Apply pressure to the top, bottom, right or left side of this button to move in the direction desired.



Battle Stages

Here are the battles you will encounter. Clear all 18 stages and The Land of Dragons will be saved!

Stage 1: MOOT

Stage 2: GEEZA

Stage 3: AMAR

Stage 4: CEICEIL

Stage 5: **BONUS STAGE**

Stage 6: OLISIS

Stage 7: LUCASIA

Stage 8: IDA

Stage 9: REVI

Stage 10: MINIA

Stage 11: PARMS

Stage 12: **BONUS STAGE**

Stage 13: DRAIL

Stage 14: ASUITE

Stage 15: VICEL

Stage 16: NATURA

Stage 17: NARK

Stage 18: ABSYMBEL

Enemy Creatures

ON LAND
(VALUE = 5,000 points each)



WEEDS



TREES



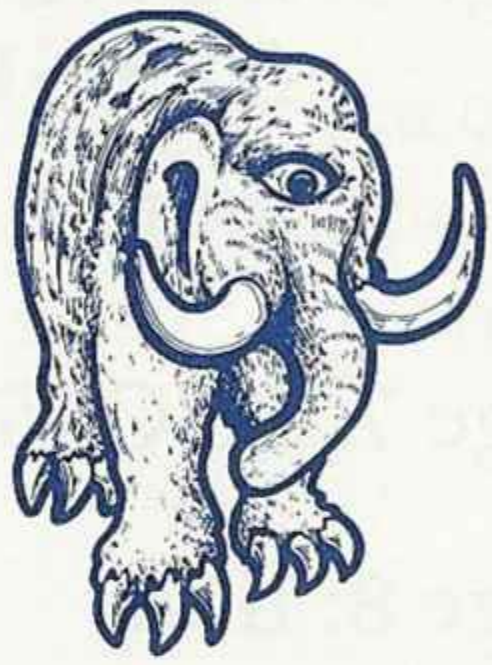
GROUND ROCKS



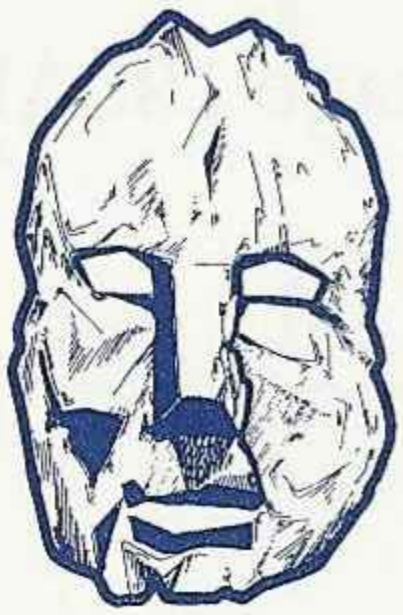
KINOKO MUSHROOMS



PEANUTS



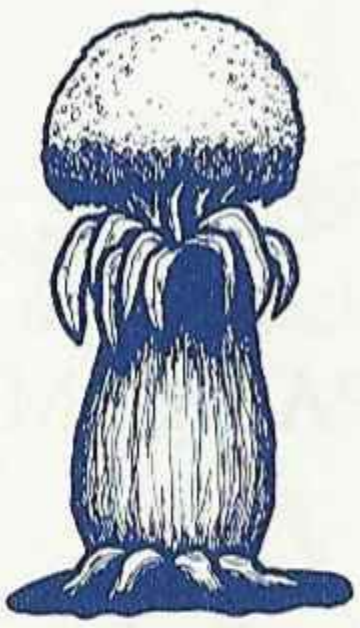
MAMMOTH



IDA

(Also 10,000 points when hit in the sky.)

The following land creatures cannot be destroyed by your weapons. Your only defense is to avoid them.



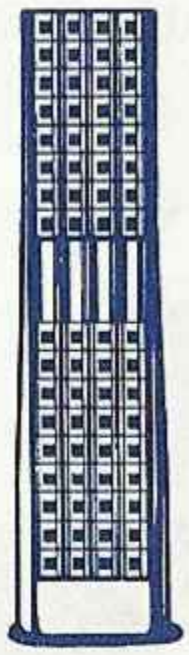
MATSUTAKE MUSHROOM



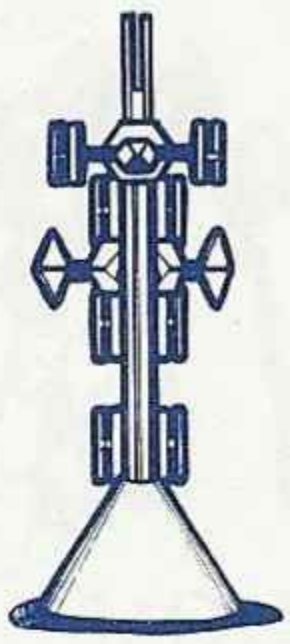
INCAIC POLES



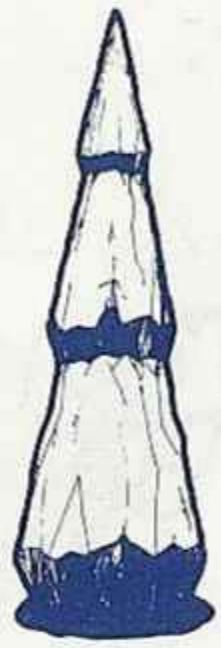
TOWER OF DOOM



INHABITED TOWER

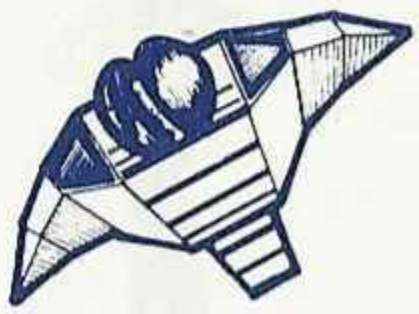


TOWER OF CONTROL



TOWER OF SWORDS

IN THE SKY
(VALUE = 10,000 points each)



MUKADENSE
(small helicopter)



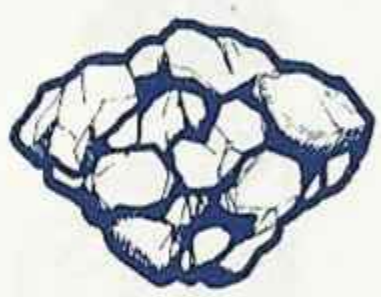
LOOPER
(hybrid of plant and animal)



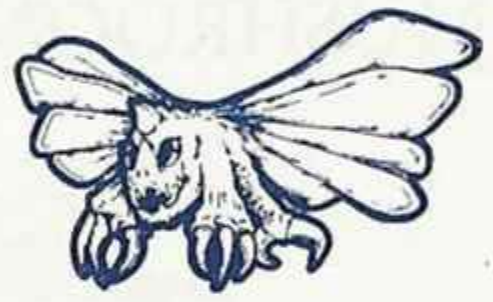
PARKOMEN



JET PLANES



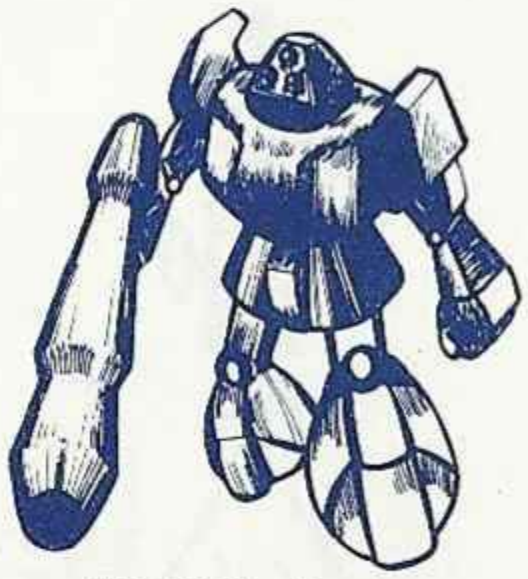
AIRBORNE ROCKS



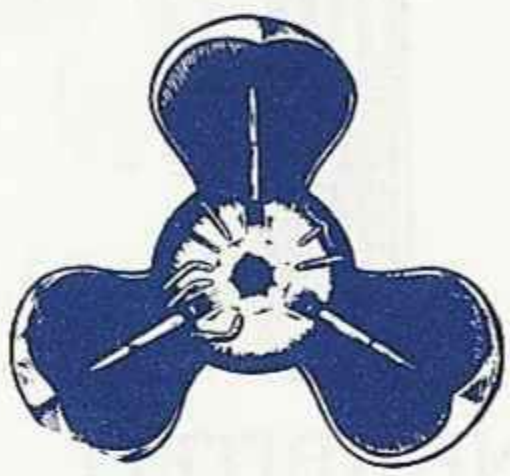
CANARIES
(with large wings)



SKEGG
(attacks in the air)

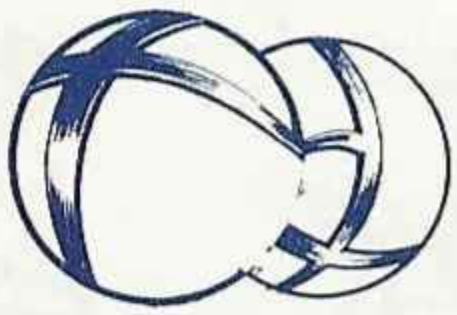


DOM
(very efficient robot)

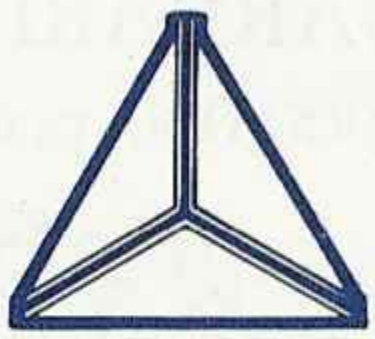


TOMOS
(very intelligent; attacks by splitting into three parts)

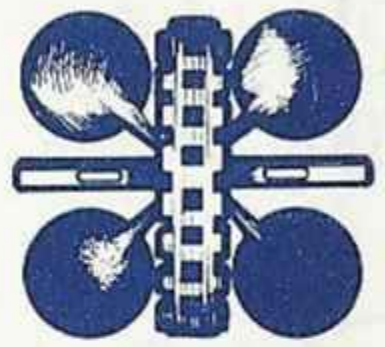
ENEMY BOSSES
(VALUE = 10,000 points each)



ROLLIES
(attacks by spinning)

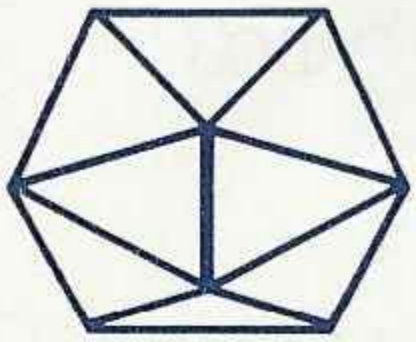


TETRAHEDRON
(attacks by opening and shutting)



OCTOPUS
(spins; attacks with four tentacles)

The following creatures are indestructible. Avoid them:



BINZBEAN
(20-sided spaceship)



STANREY
(Dom's mother ship)

ENEMY BOSSES

(16 hits to the head needed to destroy.)



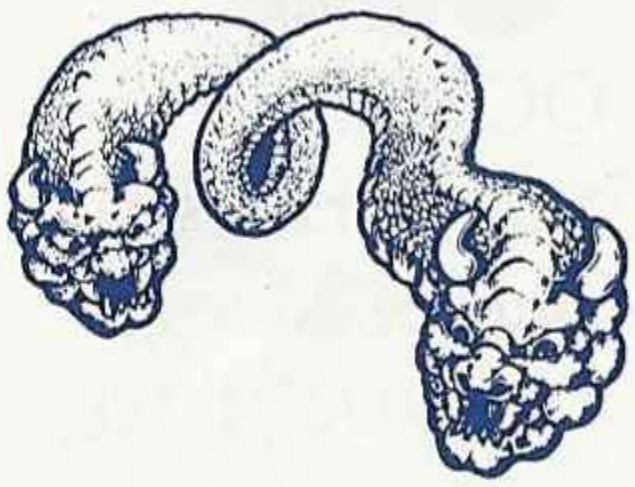
SQUILLA
800,000 points



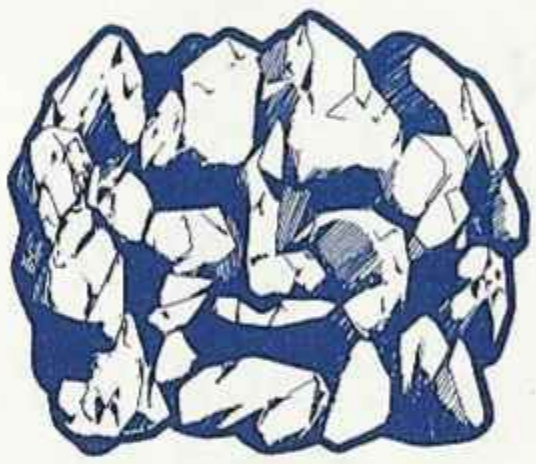
VALDA
800,000 points



BARBARIAN
900,000 points



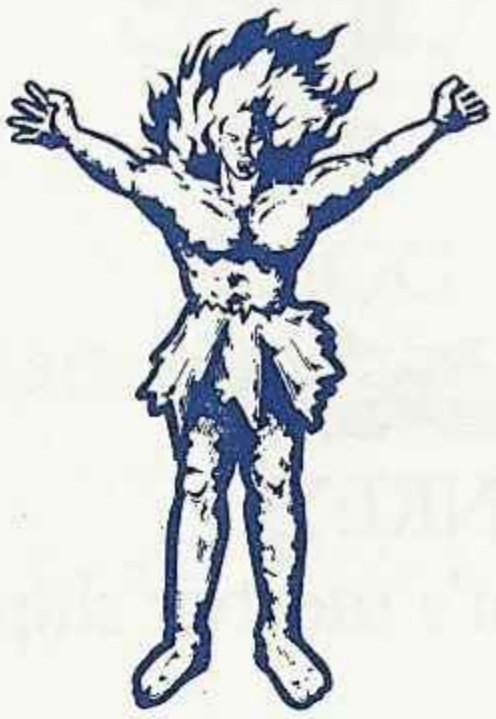
GODARNI
1,100,000
points



SYURA
900,000
points



SALPEDON
1,100,000
points



WI WI JUMBO

(Downed only when
destroying WI WI JUMBO.)

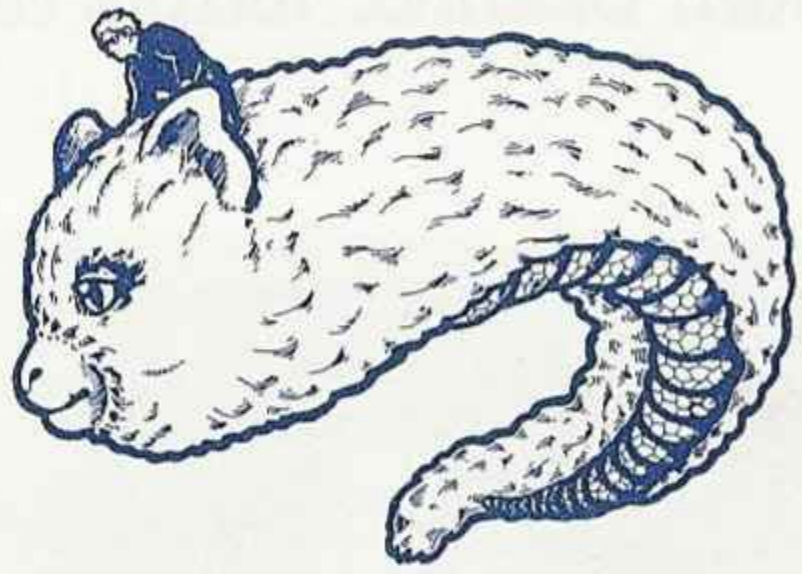


KOMAINN

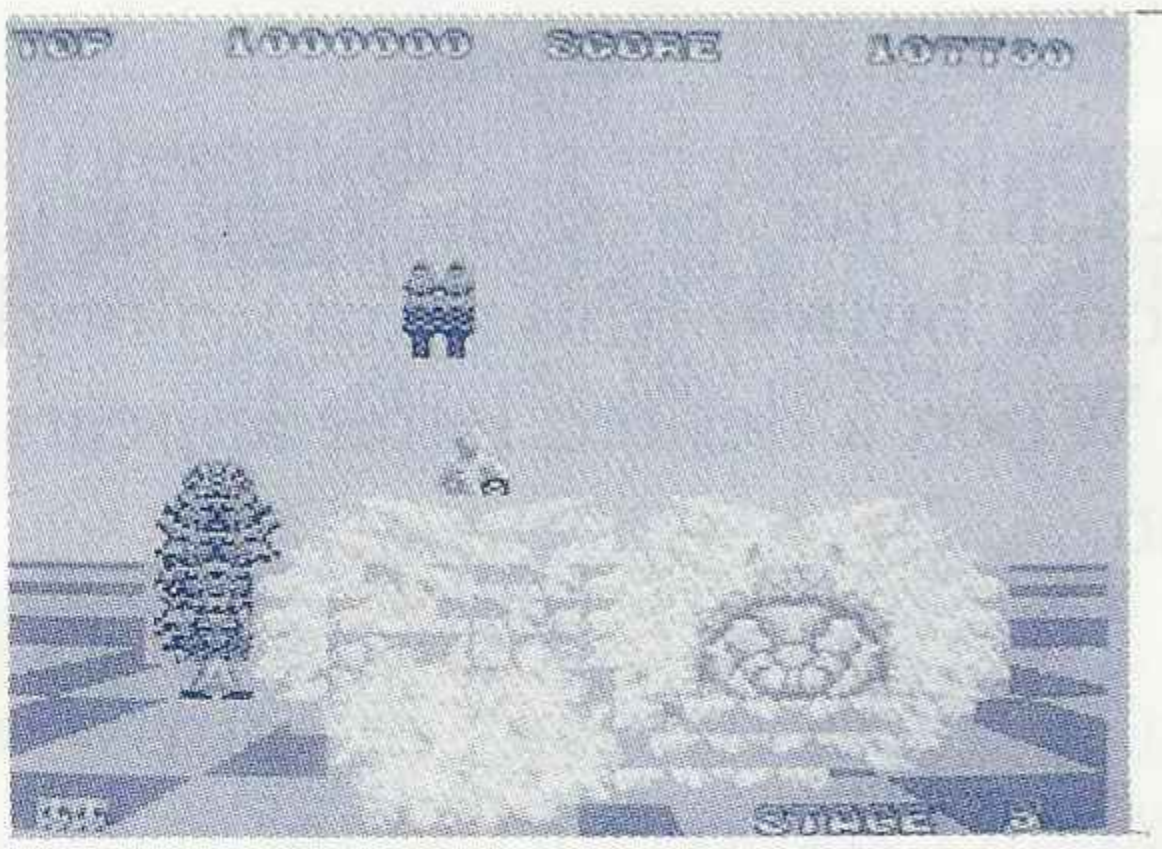
300,000 points

Bonus Stages

Stage 5 and stage 12 are bonus stages. There, you can ride on the back of the brave dragon, Euria.



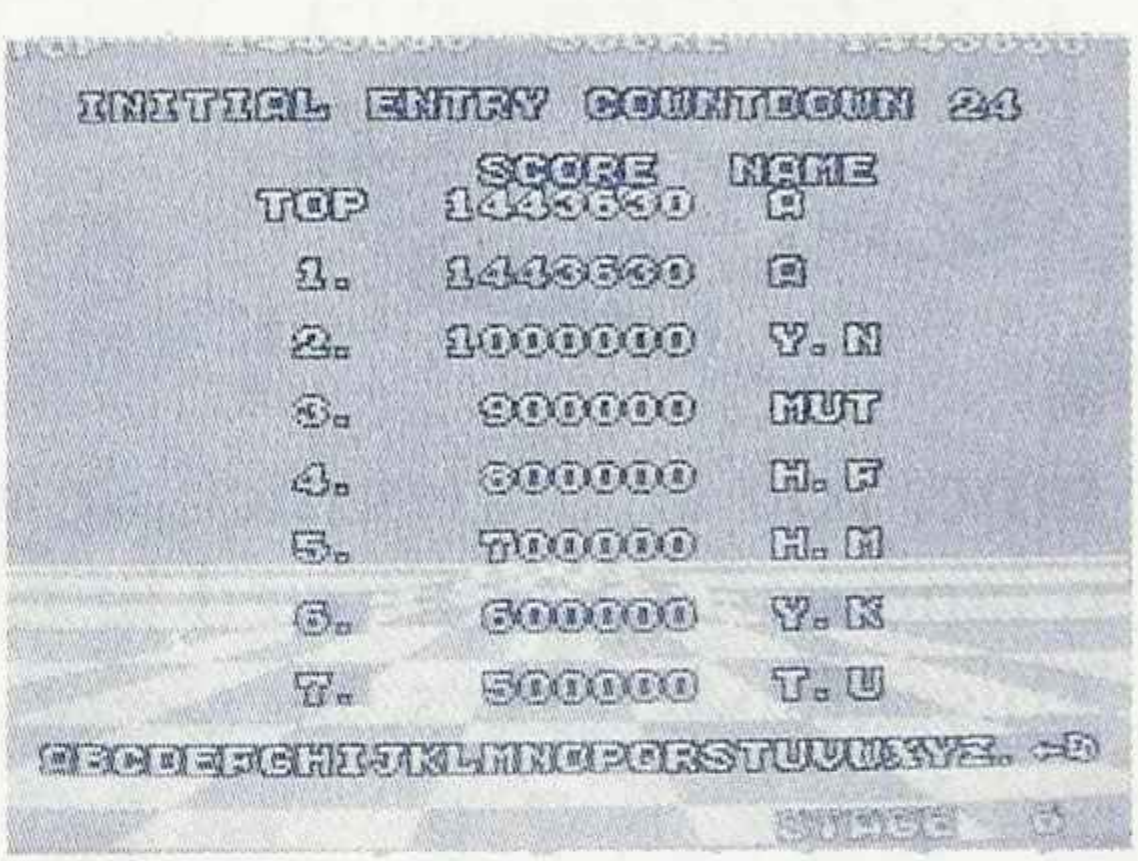
During that time, you are indestructible and everything on land can be destroyed just by touching it. This includes trees, incaic poles, etc.



During these bonus stages, each land object that is destroyed will add 50,000 points to your score.

Entering Your Name

When the game ends, if your score ranks with the top seven scores, you can enter your name on screen (a maximum of three letters or characters can be used).



To select each letter, press the right or left side of the directional button (this scans up or down the alphabet). When a desired letter appears, press a start button.

To make a correction, select the arrow symbol and then reenter the correct letter.

Your score and rank will be indicated in red characters.

Helpful Hints

There are many types of enemy creatures. To destroy them all, study the patterns of their movements and attacks. Then, you can be one step ahead of them.

Take full advantage of the bonus stages by destroying as many on-land obstacles as possible.

Continue Feature

When you wish to continue after the game is over (limited to 3 times), immediately press BUTTON 1, while at same time keeping the DIRECTIONAL BUTTON pressed down in the diagonally lower left direction. This feature can not be utilized after the score ranking appears on the screen.

How To Use The Sound Feature

In the TITLE SCENE, move the DIRECTIONAL BUTTON in the RIGHT-LEFT-DOWN-UP sequence. When the SOUND TEST listing is on the screen, bring the arrow to the desired number and press BUTTON 1. The selected sound/music can then be heard.

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Proper Handling

- Sega cards and cartridges are intended exclusively for the Sega System.™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty
Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

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.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA
Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.
Warranty Repair
573 Forbes Blvd.
South San Francisco, CA 94080

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 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 limitations of 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.

Now, there are no limits.®

SEGA®

SEGA OF AMERICA, INC., 573 Forbes Blvd., South San Francisco, CA 94080, (415) 742-9300

A CSK GROUP COMPANY

Printed in Japan

© 1987 SEGA OF AMERICA, INC.