

Space Harrier™

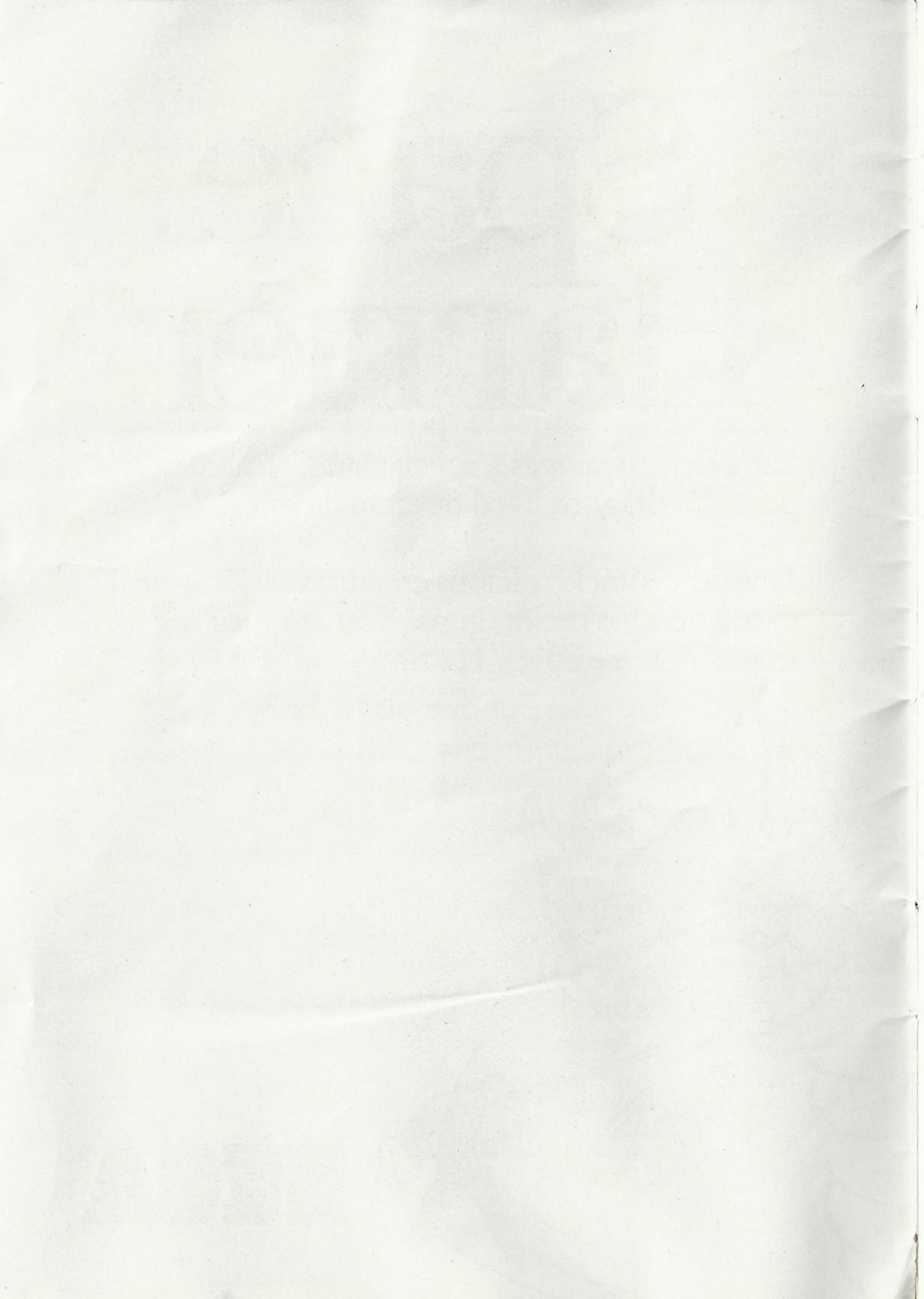
Far away, there was a special land. Where peaceful dragons lived peaceful lives.

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®

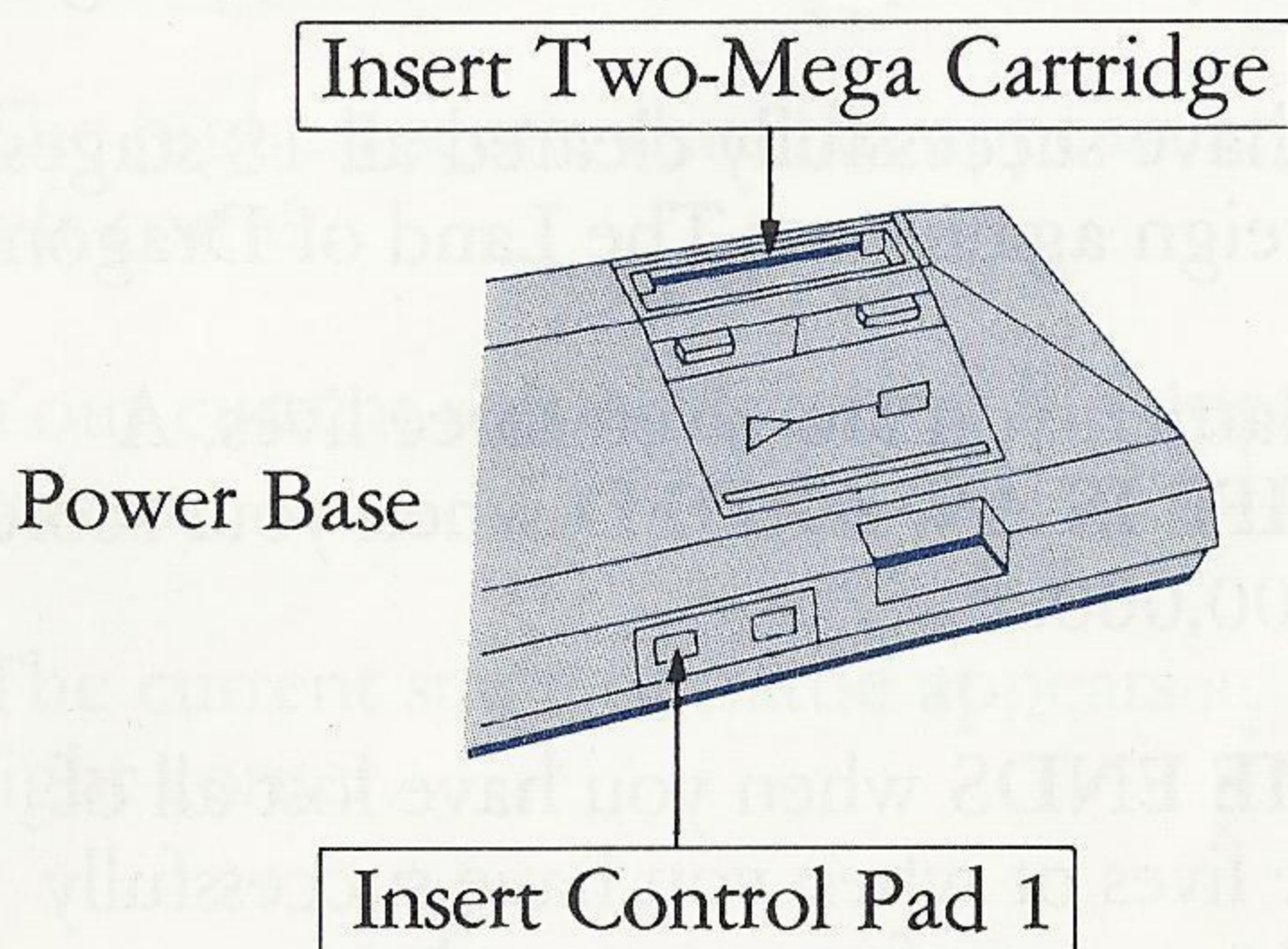


Loading Instructions

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.

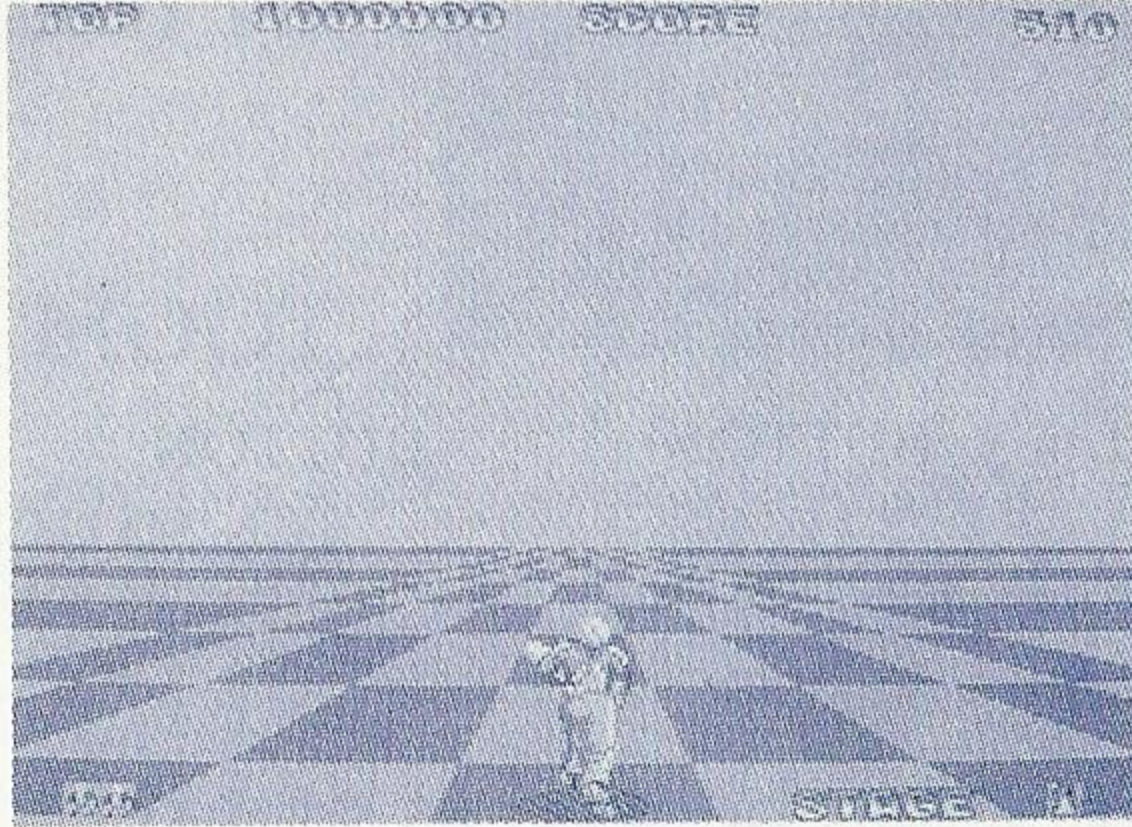
When you have successfully cleared all 18 stages, peace will reign again over The Land of Dragons.

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.

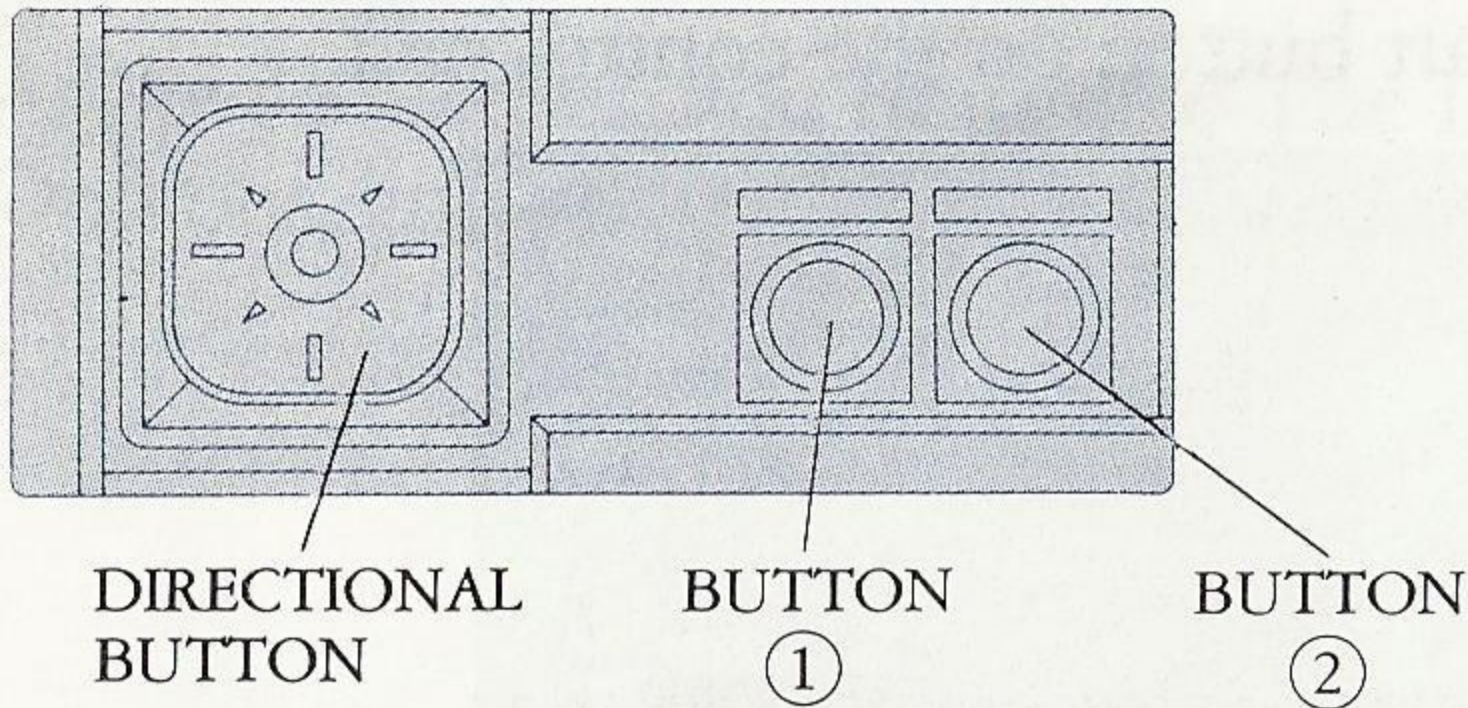
The number of reserve lives appears just below Space Harrier.

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.

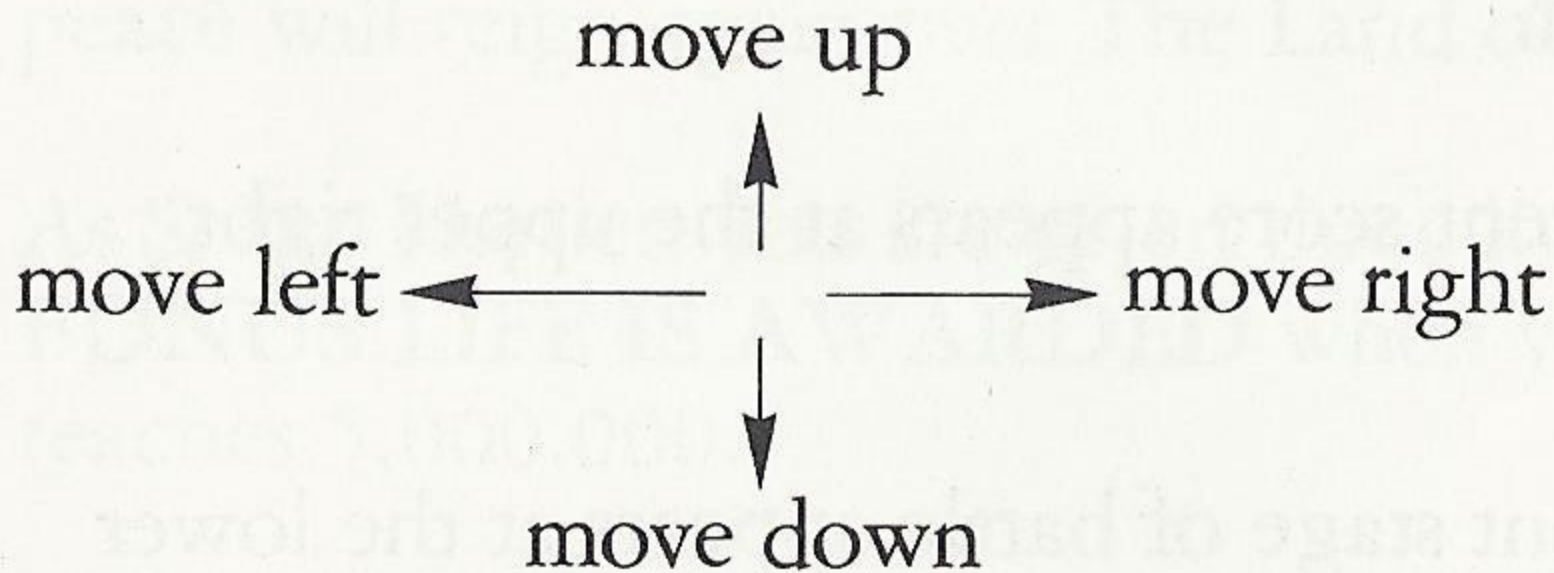
Using The Control Pad



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 10: MINIA

Stage 2: GEEZA

Stage 11: PARMS

Stage 3: AMAR

Stage 12: **BONUS
STAGE**

Stage 4: CEICEIL

Stage 13: DRAIL

Stage 5: **BONUS
STAGE**

Stage 14: ASUITE

Stage 6: OLISIS

Stage 15: VICEL

Stage 7: LUCASIA

Stage 16: NATURA

Stage 8: IDA

Stage 17: NARK

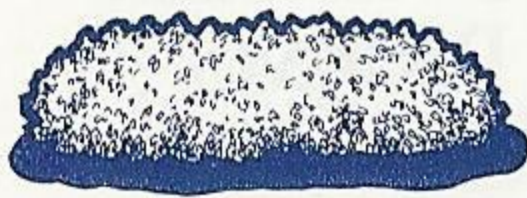
Stage 9: REVI

Stage 18: ABSYMBEL

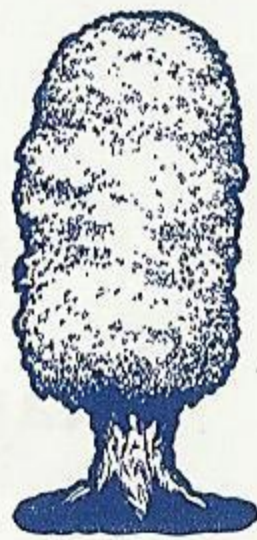
Enemy Creatures

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



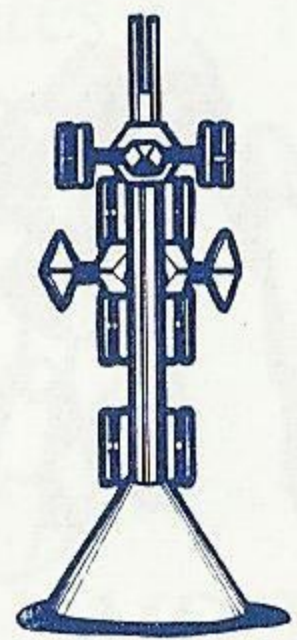
INCAIC POLES



TOWER OF DOOM



INHABITED TOWER

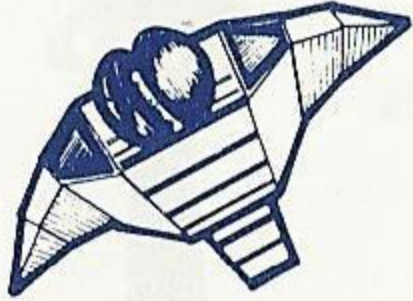


TOWER OF CONTROL



TOWER OF SWORDS

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



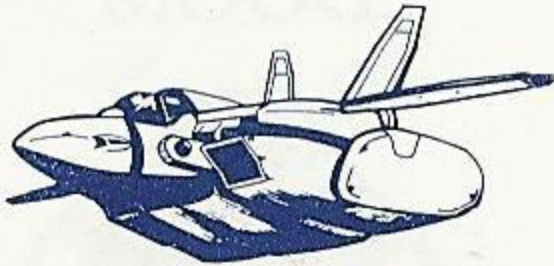
MUKADENSE
(small helicopter)



LOOPER
(hybrid of plant
and animal)



PARKOMEN



JET PLANES



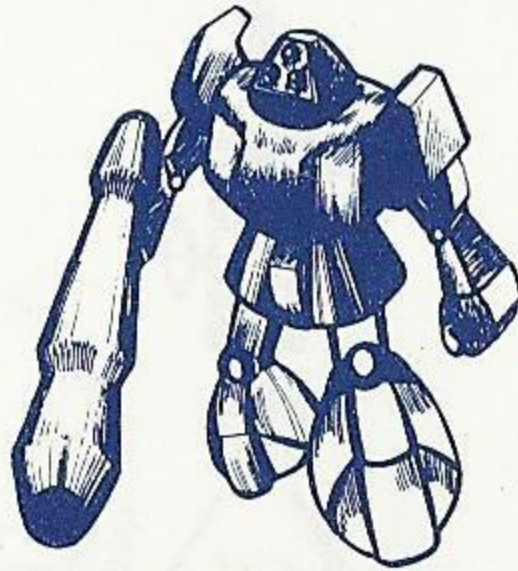
AIRBORNE
ROCKS



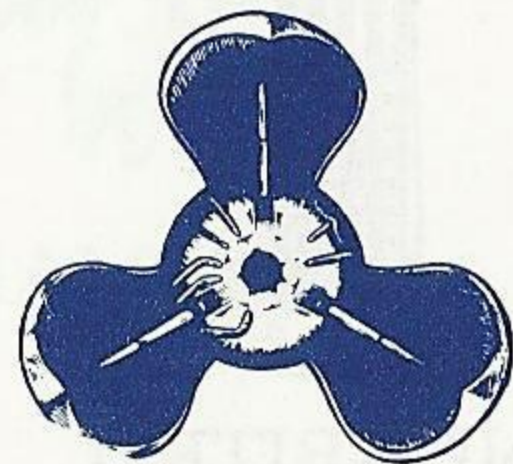
CANARIES
(with large wings)



SKEGG
(attacks in the air)



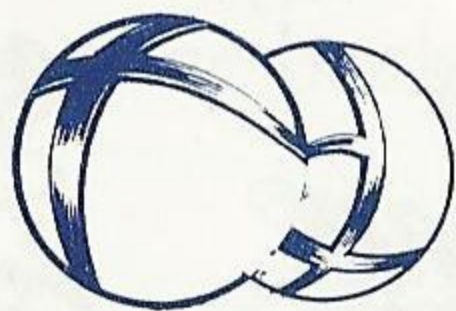
DOM
(very efficient
robot)



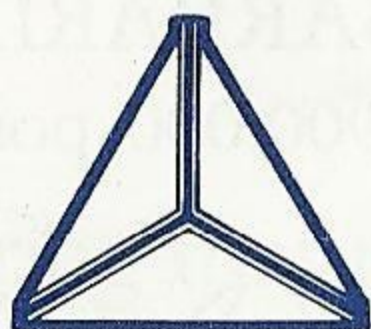
TOMOS
(very intelligent;
attacks by splitting
into three parts)

ENEMY BOSSES

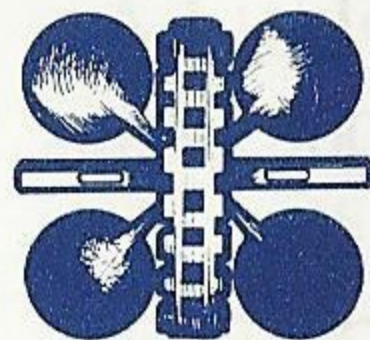
(VALUE = 10,000 points each)



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



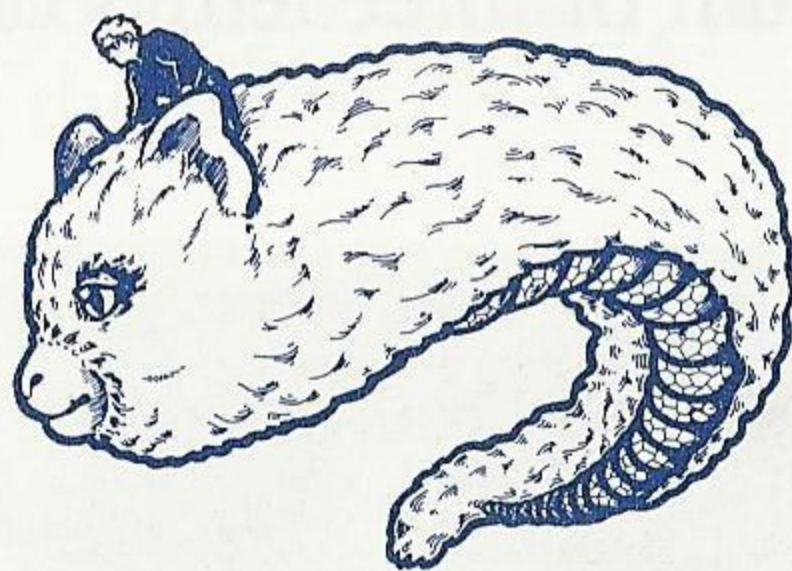
KOMAINN

300,000 points

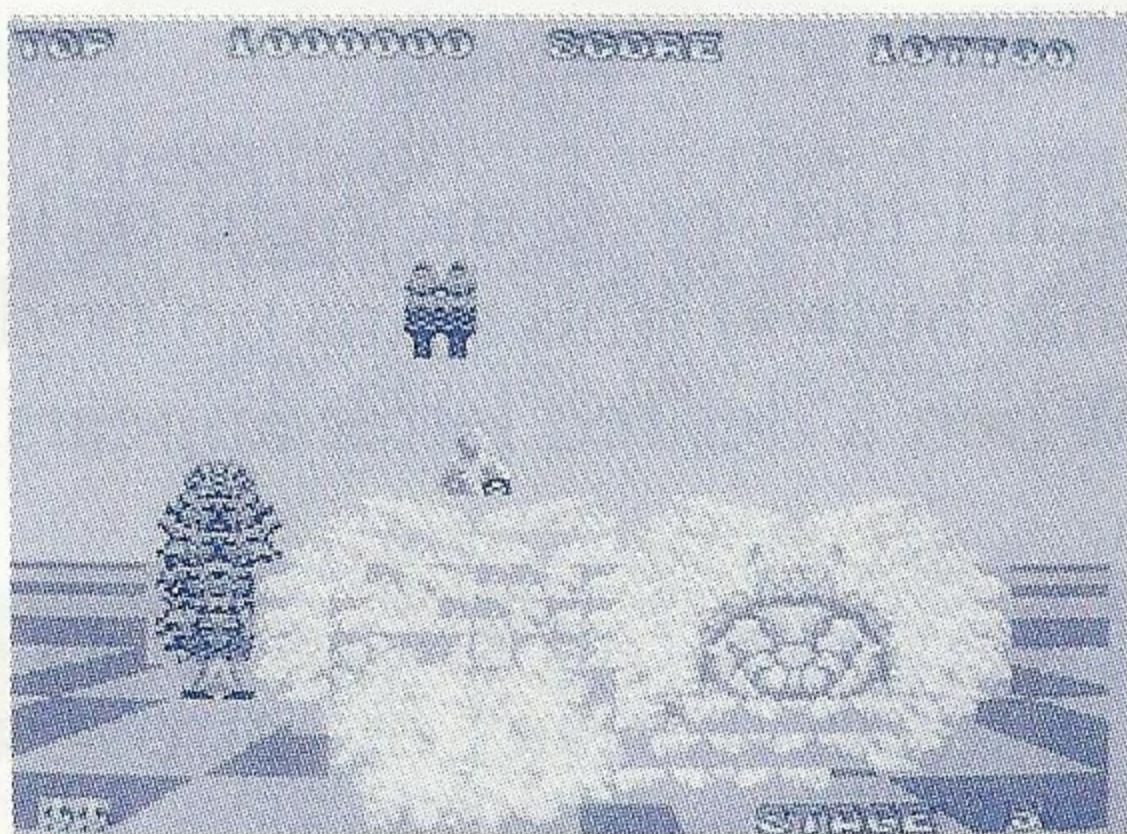
(Downed only when
destroying WI WI JUMBO.)

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).

	SCORE	NAME
TOP	1443630	A
1.	1443630	A
2.	1000000	Y. N
3.	900000	MUT
4.	800000	H. F
5.	700000	H. M
6.	600000	Y. K
7.	500000	T. W

ABCDEFGHIJKLMNOPQRSTUVWXYZ →

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					
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Name					
Date					
Score					

Proper Handling

- Sega cards and cartridges are intended exclusively for the Sega System.TM
- 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

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