

SEGA
GENESIS
16-BIT CARTRIDGE



1 OR 2 PLAYERS

VAPOR TRAIL™

INSTRUCTION MANUAL

RENOVATION
PRODUCTS™

Handling the Genesis Cartridge

- This cartridge is intended exclusively for the Sega Genesis System.
- Do not apply severe shocks to the cartridge. Avoid hitting or stepping on the cartridge. Do not take it apart under any circumstances.
- Touching or wetting the terminal of the cartridge can cause damage.
- Avoid leaving the cartridge in extreme hot or cold temperatures. Especially, avoid places that are in direct sunlight, near stoves, or humid areas.
- When cleaning the cartridge, do not use chemicals, such as paint thinner or benzene.
- Your eyes may become tired after long periods of game play. To avoid stress, take a 10 or 20 minute break every hour. Try to be as far as possible from the TV screen while playing the game.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large projection televisions.

GAME HINT HOTLINE

If you have any questions about playing VAPOR TRAIL, or if you are interested in hints on how to play more effectively, please call the Renovation Game Hint Hotline at:
(415) 591-7529

DISCLAIMER

The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblance between the persons, names, places, institutions and incidents in this game and actual persons, names, places, institutions and incidents is purely coincidental.

Renovation Products wishes to thank you
for purchasing **Vapor Trail**
for your Sega Genesis System.

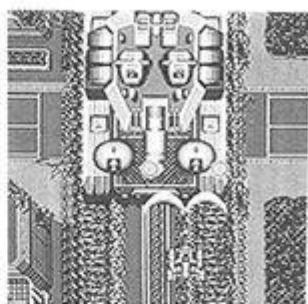
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THE STORY

The code name is "VAPOR TRAIL"

The year is 1999, and a terrorist group called DAGGER has neutralized the communication system connecting the world's military bases. They have somehow managed to gain control of the satellite communication network, and are now holding the entire planet hostage under threat of using nuclear bombs to destroy the world's great cities. The superpowers of East and West are paralyzed, and the citizens of Earth hold their breath as the doomsday clock ticks away.....



A ransom demand has been received on the computer screen at NORAD, the USA's defense command center: "If all governments do not surrender to us within ten days we will destroy the entire world with nuclear cruise missiles, and all that will remain of your great cities will be piles of ash!"

The President makes the decision to call in the Special Forces air unit, code-named "Vapor Trail". You are the World's last hope for freedom!



Somewhere in the Pacific Ocean, alert-sirens wail away inside of a secret Special Forces aircraft carrier.



Operation "VAPOR TRAIL" has now been initiated!



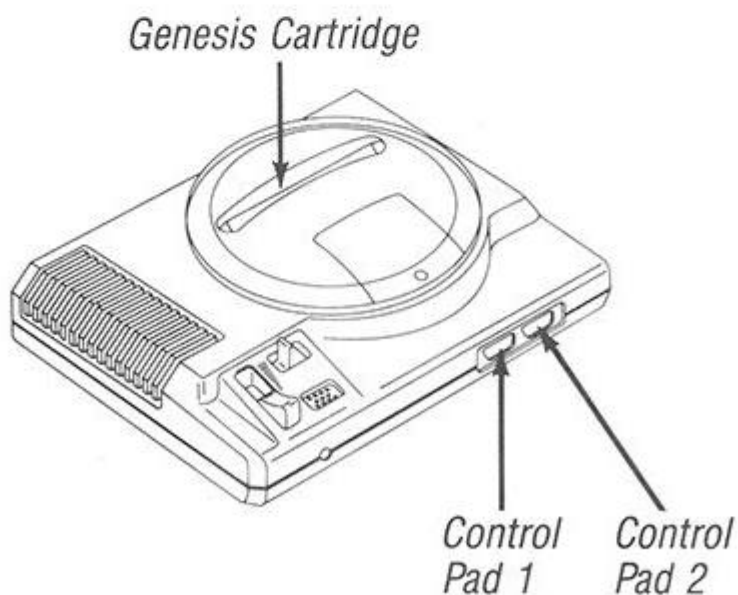
STARTING UP

- 1) Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 or 2 players. Plug in Control Pad 1 for 1 player, or plug in Control Pad 1 and 2 for 2 players.

Note: Control Pad 2 is optional for the Genesis System.

- 2) Make sure the power is off.
- 3) Insert the VAPOR TRAIL Cartridge into the Genesis System Console. With the label facing toward you, press the Cartridge firmly into the Cartridge slot.
- 4) Turn the power switch ON. If nothing appears on the screen, recheck the Cartridge insertion.

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



GAME BASICS

This game is a vertical scrolling shooting game. You can operate your own jet fighter in eight directions, catching items for power-up and fighting against all types of enemies in order to advance through the game.

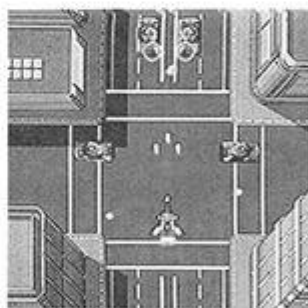
At the end of each mission, a boss character will appear. When you destroy it, you clear the mission and advance to the next mission.

Your fighters have a life support system that can take up to three hits from enemies before your fighter is destroyed. Each time you lose a fighter, you must start over in the stage (sometimes, you can continue from mid-way through the mission). When you lose all your fighter jets, the game is over. You can continue the game, but the number of times you can continue is limited.

Two people can play this game at the same time. A second player can join in the middle of the game, simply by pressing the Start Button on Control Pad 2.

One Player

For one player, connect the Control Pad or the joystick into terminal 1. Push the Start Button on the title screen. Move the cursor to 1P START and push the Start Button.



Two Player

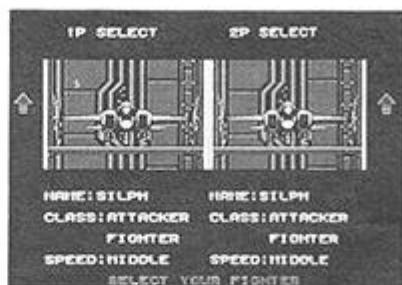
Connect a Control Pad or joystick into terminal 1 and 2. Select 2P START with Control Pad 1 and press the Start Button to play. The second player can join at any time by pressing the Start Button on Control Pad 2.



SELECT YOUR JET FIGHTER

Select your fighter from 3 different jet fighters.

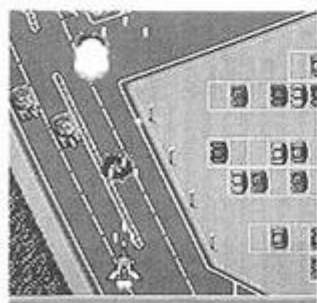
When you press the 1P or 2P Start Button, the "SELECT YOUR JET FIGHTER" screen will appear. Select your jet fighters by pressing the D Button up and down, and press the Start Button to select.



XF/AV-01 SYLPH

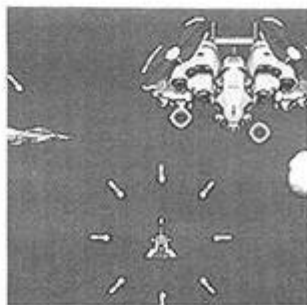
"SYLPH" is the standard jet fighter with balanced fighting power and mobility.

SYLPH is easy to operate. The fighting power and mobility of SYLPH at the start of the game are average. The weak point of the jet is that it has poor defense when it is attacked from the rear.



The SYLPH Balkan gun is weak at the beginning, so power it up as soon as possible.

When it changes its weapon to missile form, the jet can defend against attacks from the rear.



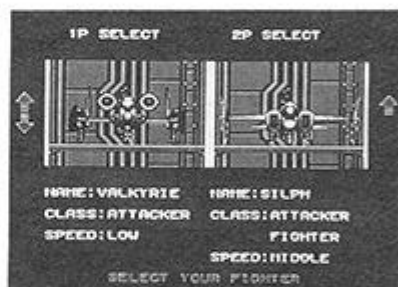
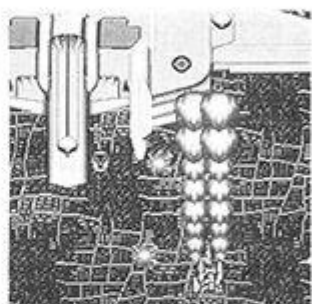
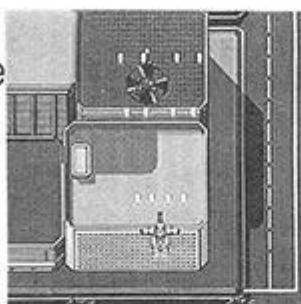
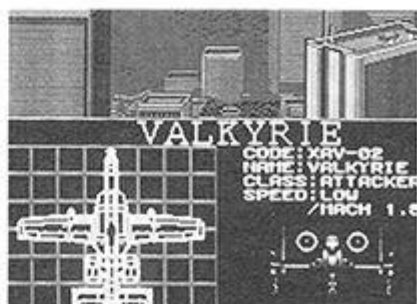
XAV-02 VALKYRIE

VALKYRIE has great offensive power, but it lacks in mobility.

Among the three jet fighters, VALKYRIE has the strongest offensive power.

It is suitable to use from the beginning of the game, but it is the slowest of the three fighters. It is not recommended for a fast action fight.

VALKYRIE gets very strong with a special power-up, but it does not have any defense when it is attacked from the rear.

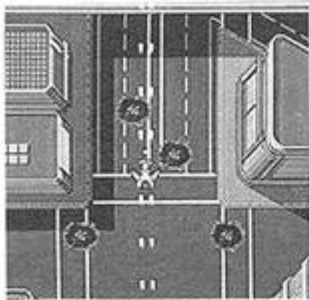


XFV-03 SEYLEN

SEYLEN can shoot from both the front and the back, and can fly fast.

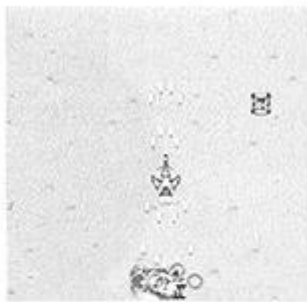
SEYLEN is the only jet fighter which can shoot from the rear at the beginning of the game. This jet fighter is useful because it can defend against an attack from the rear. It is fast, but it lacks forward shooting power at the enemy.





The rear shooting power is very useful, as there are many jet fighters who attack from the rear.

The forward shooting power is weak, even if it is powered up, and it can be difficult to fight with the Boss enemy.

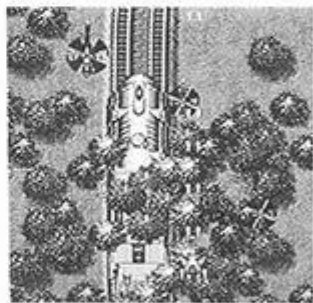


Know the advantage of each jet fighter

The speed, Balkan, missile and S UNIT of each fighter have different speeds and powers. You should give important consideration to each fighter's speed (it is important to have speed when it restarts) and Balkan gun. See details on page 11 to 17.

Know the effects of being hit by the enemies

The player's jets cannot be damaged by flying over the small tanks, and the aircraft carrier in Mission 2 (the shots from these units can, however, damage the player's jets). Also, when your jet comes into contact with the enemy jets, it will get damaged.



TAKE CONTROL



The Start Button is used to:

- Begin play
- Pause the game
- Continue the game
- Select your jet fighters

The D Button is used to:

- Move your jet fighter 8 directions
- Select your jet fighter
- Move the cursor in each Mode

The A Button is used to:

- Manually shoot your weapons

The B Button is used to:

- Automatically fire your weapons continuously

The C Button is used to:

- Cancel the S UNIT
- Activate the Barrel Roll (see page 16)

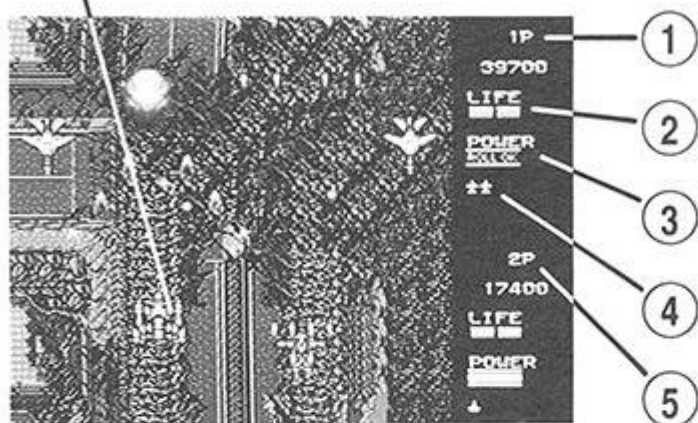
Two Player Operation

You need a pad or joystick for the 2nd player, who can join during the game. Start the game with the 1P side. Make jet fighter and other selections with the 2P side. 2P operation is the same as 1P. You can also pause from the 2P side.

At the start of the game, the 2P START program does not show on the screen unless a pad or joystick is connected.

SCREEN INDICATORS

Your Jet Fighter



① 1P SIDE DISPLAY

Upper half of the side-screen is for the first player. It displays points and status for that game.

② LIFE

③ POWER

④ AVAILABLE JET FIGHTERS

⑤ 2P SIDE DISPLAY

Lower half of the side-screen is for the second player. It displays points and status for that game.

What is LIFE?

This is the life of your jet fighter. Each jet has 3 lives; therefore, when the jet is hit three times, you lose the jet.

What is POWER?

This is the energy that your jet needs to barrel roll. You can barrel roll your jet when the screen shows "ROLL O.K." (See details on page 16.)

OPTION MODE

To get to the OPTION MODE SCREEN: On the title screen, press the Start Button and select OPTION MODE, then press the Start Button again. Select a title you want, and move left or right on the D Button. Press the Start Button to go back to the title screen.



LEVEL

Select the level of the game you want to play — EASY or HARD.

PLAYER

You can select either three or five jets for your credits.

MUSIC TEST

You can listen to the music in the game by moving the D Button to the left or right, then pressing the A, B, or C Button to select.

VOICE TEST

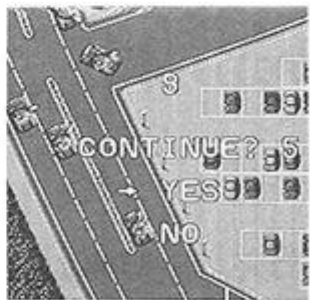
You can listen to the voices in the game by moving the D Button to the left and right, then pressing the A, B, or C Button to select.

CONTROL

You can change the function of the A, B, and C Buttons by moving the D Button to the left or right.

CONTINUE

Select "YES" to continue, or "NO" to end the game, and press the Start Button. If you wish to continue, select your jet fighter on the left widow and press the Start Button again. The game is over when you lose all of your jets.



ITEMS AND YOUR WEAPONS

When you shoot down specific enemies, items will appear. You can power-up your jet fighter and weapons by catching them. The type of item, their effects, and power-up of your jet are as follows:

WEAPON CHANGE ITEM

When you get this item, your ordinary weapon changes into a different one.

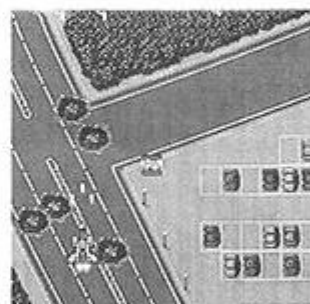
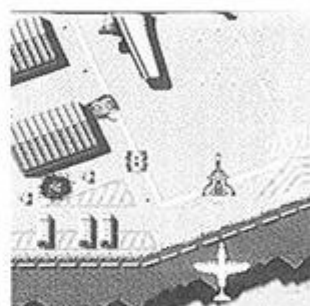
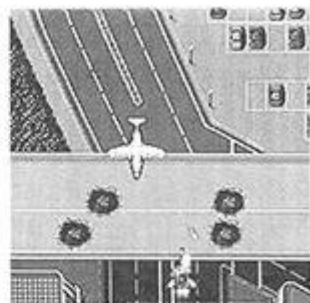
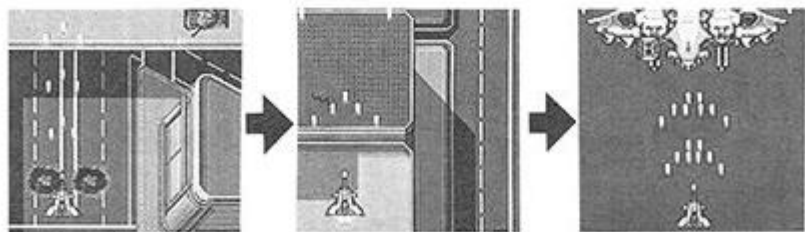
POWER-UP ITEM

This item will power-up your ordinary gun one level, and there are three levels. When you change the weapon, the level remains the same.

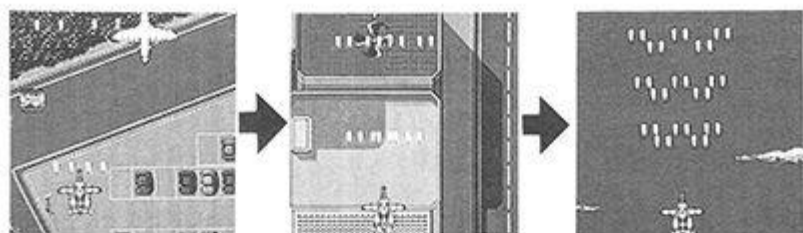
BALKAN GUNS

This is the basic gun your jet has in the beginning of the game. The number and direction of bullets differs with each of the three jet fighters. It can shoot continuously, and it is easy to handle and fairly powerful.

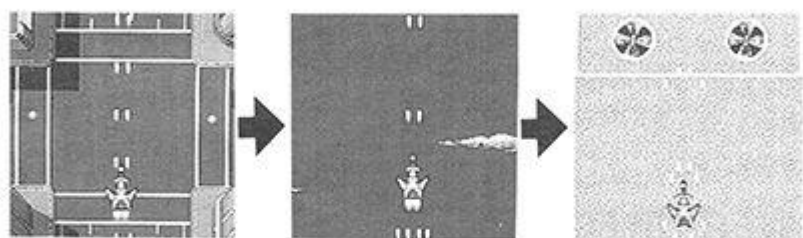
SYLPH



VALKYRIE



SEYLEN

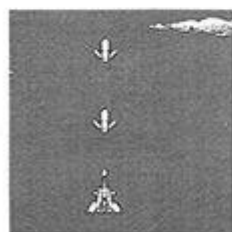


BOMBS

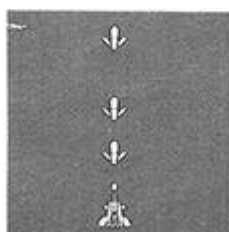
The effectiveness of the bombs is the same on all three jets. When it hits the enemy, it bursts into a great blast. When you power-up the bomb, it can shoot up to four bombs in succession. You should choose wisely where to use the bombs, since they are ineffective on both sides and in the rear.



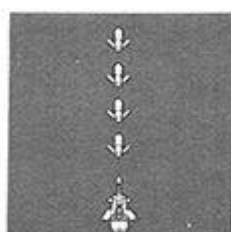
1st Stage



2nd Stage



3rd Stage



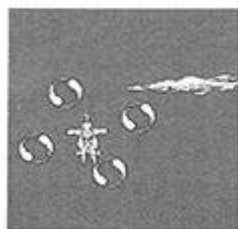
DEFENDER

The effectiveness of the defender in all 3 jets is the same — a huge bomb spread all around your jet to protect you; but the destruction power is small. Therefore, it is

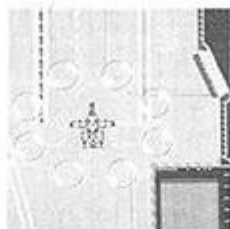


ineffective against Bosses, but it is effective where there are many small enemies. When you power-up, you get more bombs, and the bombs get bigger and faster.

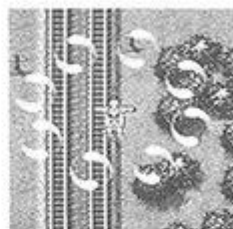
1st Stage



2nd Stage



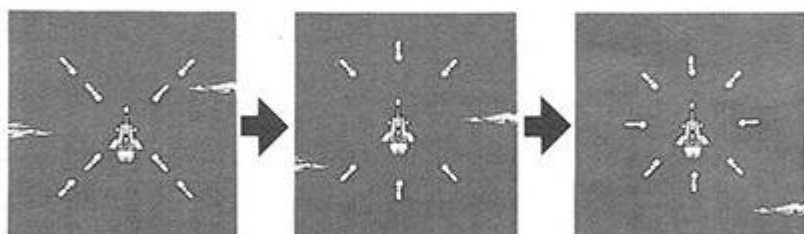
3rd Stage



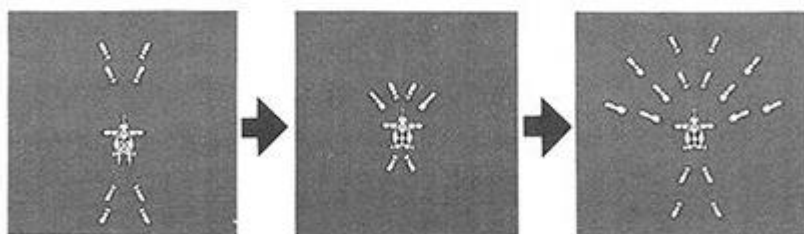
MISSILES

Each jet is equipped with a different guided missile. When you power-up, you gain a wider dispersal of shots.

SYLPH



VALKYRIE



SEYLEN



OTHER ITEMS

Life Recovery

When you get this item, you recover one scale of life which you have lost by being hit by enemies. If you haven't lost any life points and get this item, you gain 2500 points.



Speed Up

When you get this item, your jet gains speed. Each time you get one, your jet flies one step faster, and you can gain up to three steps. The speed differs with each jet.



SPECIAL ITEMS

S UNIT

What is the "Special Attack"?

When you are equipped with the S UNIT, your weapon changes to a special attack function.

Each of the three jets have different weapons, but all gain great destructive power (you cannot power-up the S UNIT). After you are damaged by your enemy, you can re-equip the S UNIT when you restart.



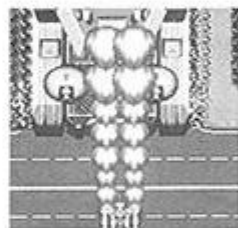
SYLPH

SYLPH shoots weave bombs which spread in a V shape, and are capable of continuous shooting.



VALKYRIE

VALYKRIE blasts two columns of fire to burn the enemies, and it is capable of continuous shooting.



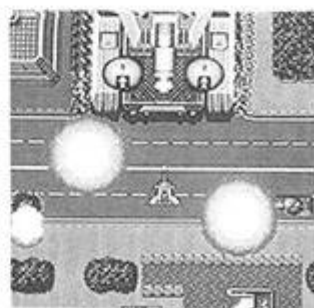
SEYLEN

SEYLEN can shoot forward 6 special bombs simultaneously, and 2 bombs backwards; therefore, it is capable of a wide range of destruction.



How To Disarm The S UNIT

When you are equipped with the S UNIT, you cannot use your basic weapons. Press the C BUTTON to disarm the S UNIT. It creates a big blast when you disarm and damage all the enemies on the screen. This can be useful when you're in danger.



How to Use the Barrel Roll

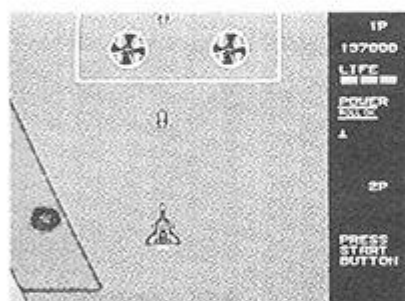
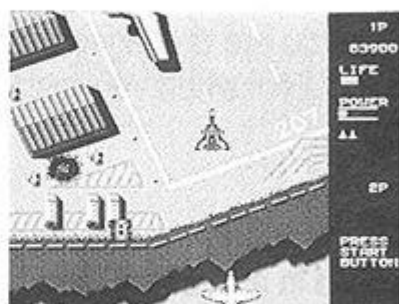
What is a BARREL ROLL?

The Emergency Retreat Barrel Roll is the last ditch effort that gives you time during which nobody can attack you. Press the C Button to activate this, when your power meter shows "ROLL O.K."



It takes a long time to recover your power after one BARREL ROLL.

When "ROLL O.K." reappears on the screen, you can repeat the BARREL ROLL.



The power meter blinks while you are equipped with the S UNIT. You cannot perform a BARREL ROLL until you disarm the S UNIT by pressing the C Button. When your jet is hit while it

equipped with the S UNIT, your jet is damaged, but the S UNIT is unharmed.

When you choose to BARREL ROLL, you are invincible, but you cannot damage your enemy by touching them. However, you can still shoot the enemy down.

You have a chance to deploy two special tactics simultaneously, by disarming the S UNIT and executing the BARREL ROLL!



GAME STAGES

Defeat all the enemies with your high-performance fighter!

This is an introduction to the first three of the six total stages. Use your weapons wisely and clear all stages!

MISSION 1

Start from above New York City!

In this mission, your jet is cruising low, just above the skyscrapers. Tanks of the DAGGER Army are attacking you from the highway in the City.

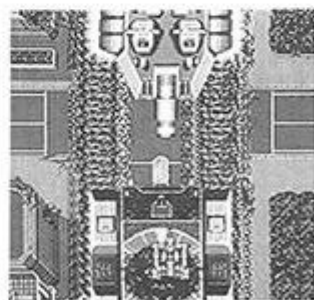
From the sky you can see the tread marks of the huge tank called GUNDOLLS. The situation may appear very bleak.

In the latter part of this mission, you face the big boss, FENRELL WOLF, high in the air. Store your power by powering up for fights in the next mission.

You cannot shoot a tank that goes under a highway. Watch for tanks appearing suddenly from under the highway!

In the latter part of the mission when you move up to fight in the sky, watch out for a helicopter coming out from the side of the screen.

When you damage the mid-mission boss (which is a tank), it will become a flying cannon and come after you!



MISSION 2

The mission starts in a desert, moves onto an airfield, and finally ends up at a gigantic aircraft carrier!

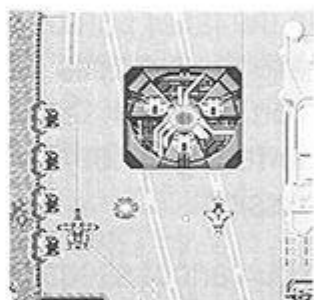
In the beginning, the battle takes place in the North African Desert. Tanks on the airfield, missile launchers and "tornado tanks" in the desert are all waiting for you.

As your final obstacle in this mission, the boss, a gigantic aircraft carrier that hardly fits in the screen, awaits you at the end of the desert.

At the airfield, commercial airplanes will be moving around, and enemy tanks will be hiding under them.



From the aircraft carrier, fighter jets are launched.



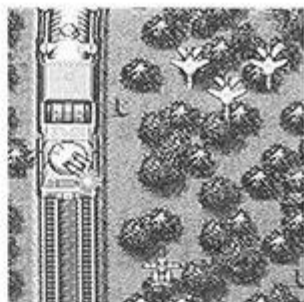
MISSION 3

You fly through a forest and pursue further into outer space!

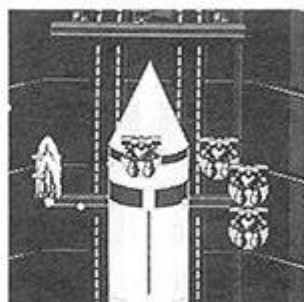
At the beginning of mission 3, you fight in the forest. You face a strong enemy, an armed train called "STEELARM", which runs crisscross through the forest. Jet fighters will be chasing you for an added thrill!

In the latter half of the mission, your fight extends into outer space, and you fight with MYLNEAL, a man-made satellite.

All the armed trains are strong enemies and tough to fight.



Now you are in outer space. Be watchful — You're on your own!



ENEMIES

Here are the "small-fry" characters and the boss characters — mighty fighters of the DAGGER Army.

Big Tank (800 points)

Capable of launching an accurate cruise missile.



Tornado Tank (3000 points)

It has a fireball on top and is hard to approach. It also can withstand great punishment.



Jet with "Swing-Wings" (300 points)

It can change its wing configuration and fly at low speeds. This is not a strong enemy.



Anti-Aircraft Gun Ship (500 points)

They appear in the ocean scene. They are not strong, but a number of them cruise as a group.

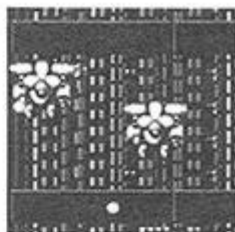


Missile Gun Ship (2000 points)

This powerful enemy ship is equipped with guided missiles and standard guns.

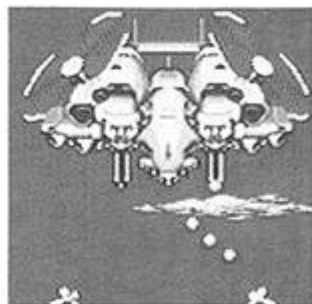
Powered Suit (400 points)

This is a robot that flies around erratically dispensing items.



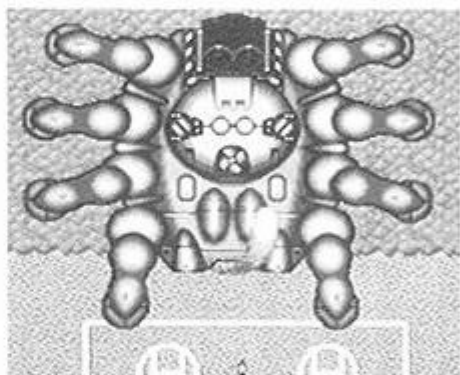
The Mission 1 Boss: Fenrell Wolf

This boss has a two-barrel Gatling gun, and later in the game, shoots homing missiles. It is wise to destroy this gun first.



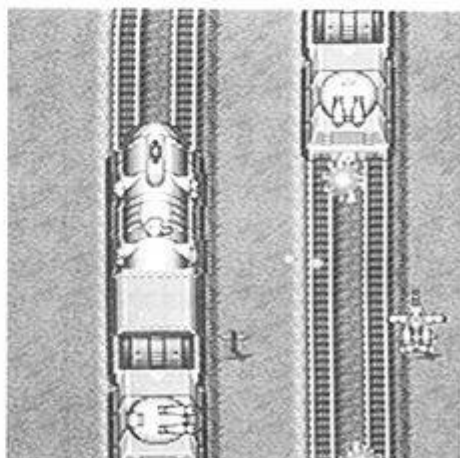
The Mission 2 Medium Boss: Slypneal

Slypneal can shoot a huge ring of fire and chase your jet. It is also equipped with a desert-driving capability. Although it is slow, it has endurance.



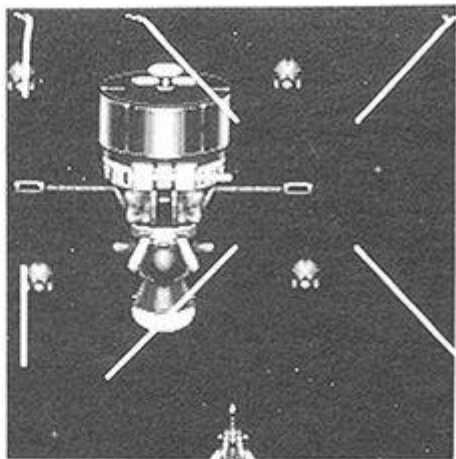
The Mission 3 Medium Boss: Steelarm

Steelarm attacks you with a fast shooting gun, a plasma gun and an anti-aircraft missile gun. It has endurance and is a powerful enemy.



The Mission 3 Boss: Midguard and Mylneal

They are military satellites equipped with laser guns. They are very difficult enemies, but when you understand their tactics, you can beat them.



LIMITED WARRANTY

Renovation Products, Inc. warrants to the original consumer purchaser that the Renovation Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Renovation Products, Inc. will repair or replace the defective cartridge or component part, 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.

DO NOT RETURN YOUR RENOVATION GENESIS CARTRIDGE TO YOUR RETAIL SELLER. RETURN CARTRIDGE WITH A DATED PROOF OF PURCHASE to the following address. The cost of returning the cartridge to Renovation's Customer Service Department shall be paid by the purchaser.

Renovation Products, Inc.
Customer Service Department
987 University Avenue, Suite 10
Los Gatos, CA 95030

Repairs After Expiration of Warranty

If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they 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 Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. 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 Renovation Products, 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 or exclusions may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

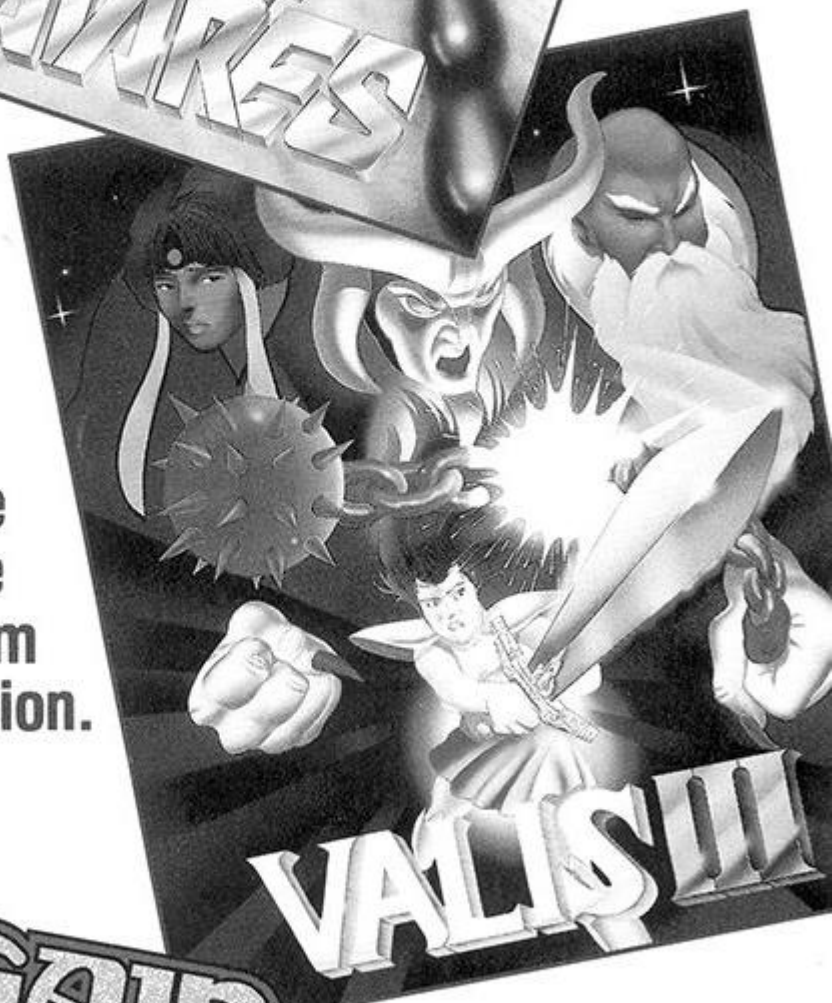
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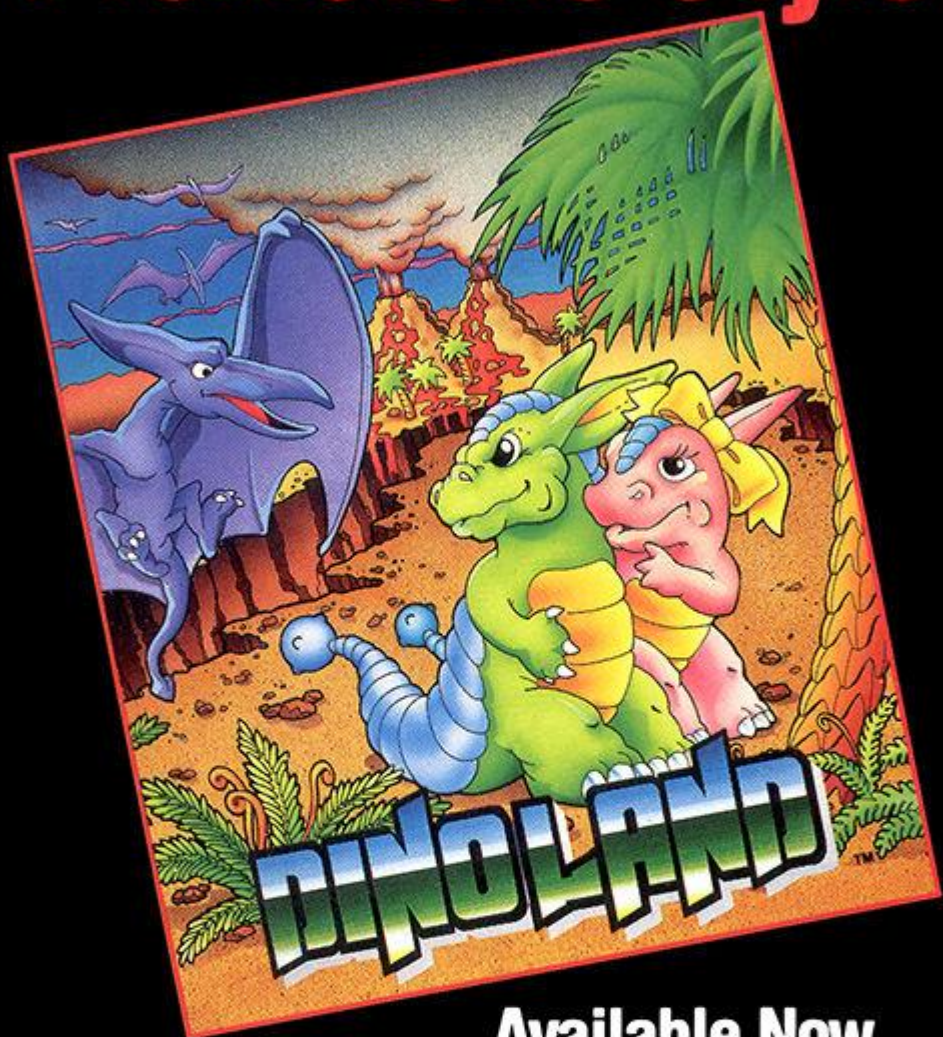


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