JVC

AH-3
THUNDERSTRIKE™

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

RATED BY V.R.C.™

GA
Appropriate for
all audiences.
General Audiences

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce a epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures of epilepsy. If you, or any one in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game— dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions— IMMEDIATELY discontinue use and consult your physician before resuming play.

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-screen projection televisions.
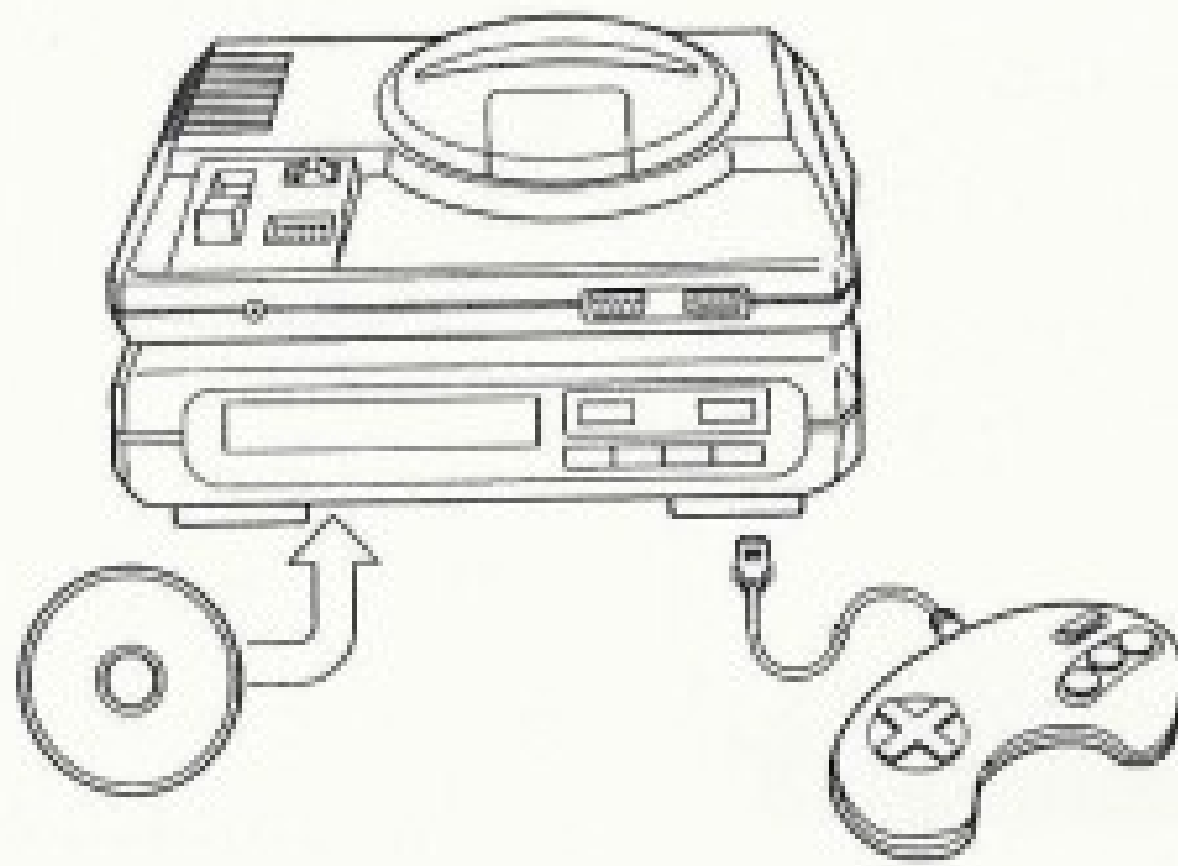
HANDLING YOUR SEGA CD DISC

•The Sega CD Disc is intended for use exclusively with the Sega CD™ System.

•Do not bend it, crush it, or submerge it in liquids.

•Do not leave it in direct sunlight or near a radiator or other source of heat.

•Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.

•KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.

CONTENTS

1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.

2. Make sure that there is not a game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.

3. Follow Sega CD System directions to OPEN the Sega CD drive. Press the Reset Button and the disc tray will open.

4. Carefully place your AH-3 Thunderstrike CD game disc in the Sega CD System with the label-side facing up. Press the Start Button to close the tray and begin play.

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CONTROL-  Fire  Select  Throttle
LEVEL  -  Easy
ANIMS  -  On
BGM    -  On
EXIT      ▷ Main Menu
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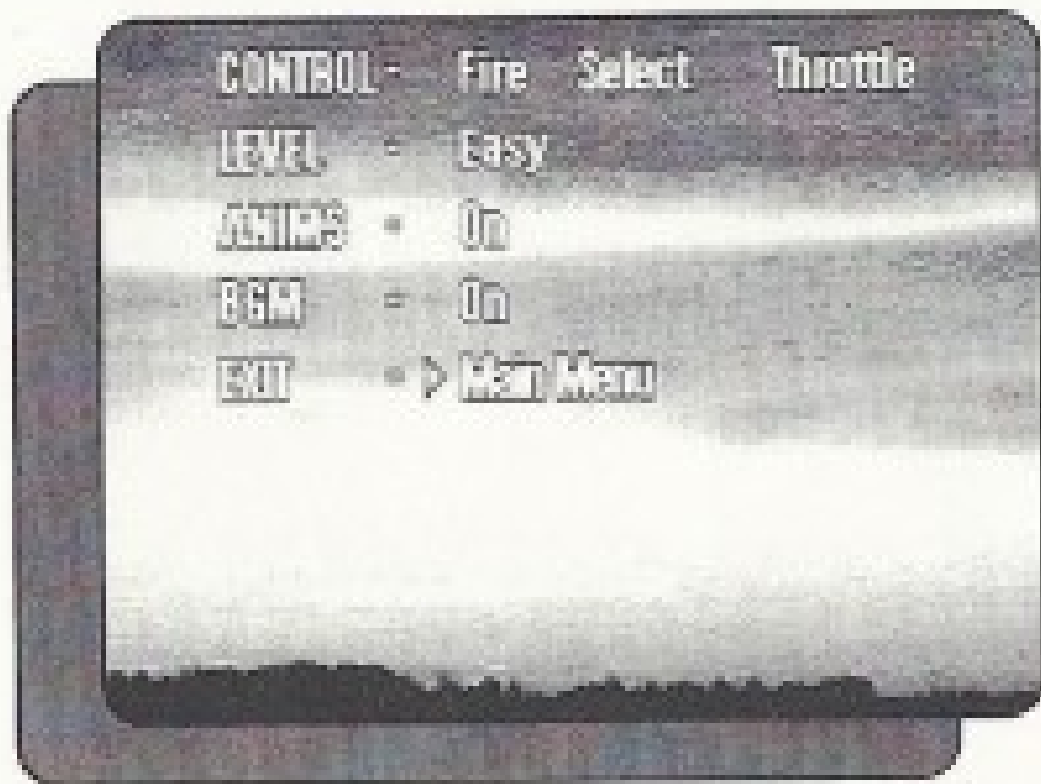
There are four main options for you to choose from.

1) You can adjust the button assignments on your Control Pad.

2) You can choose from among three levels of difficulty.

3) You can also choose to turn off the animation sequences and
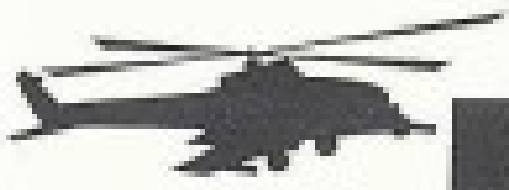
4) the background music.

CONTROLS:

You can arrange the button controls for FIRE, SELECTION, and THROTTLE in any order you wish by using the Directional Pad RIGHT or LEFT to highlight the desired selection.

LEVEL:

You can adjust the difficulty of the game from EASY, MEDIUM to HARD by highlighting the level option and then pressing the A Button to toggle through the selections.
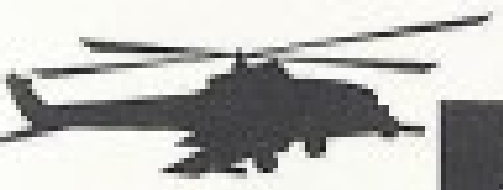
ANIMS:

You can select to turn the animation sequences ON or OFF by highlighting this option and then pressing the A Button to toggle through the selections.

BACKGROUND MUSIC:

(BGM): You can select to turn the BGM ON or OFF by highlighting this option and then pressing the A Button to toggle through the selections.

EXIT:

After the desired options have been chosen, exit the Options Menu and return to the Main Game Menu by pressing the Directional Pad UP or DOWN to highlight the option and then pressing the A Button.

When there's just no time for politics they call on you. As a pilot of the military's secret AH-3 Thunderstrike, you're ready to hop in that bird at a moment's notice and fly straight down the devil's throat if you're asked to.
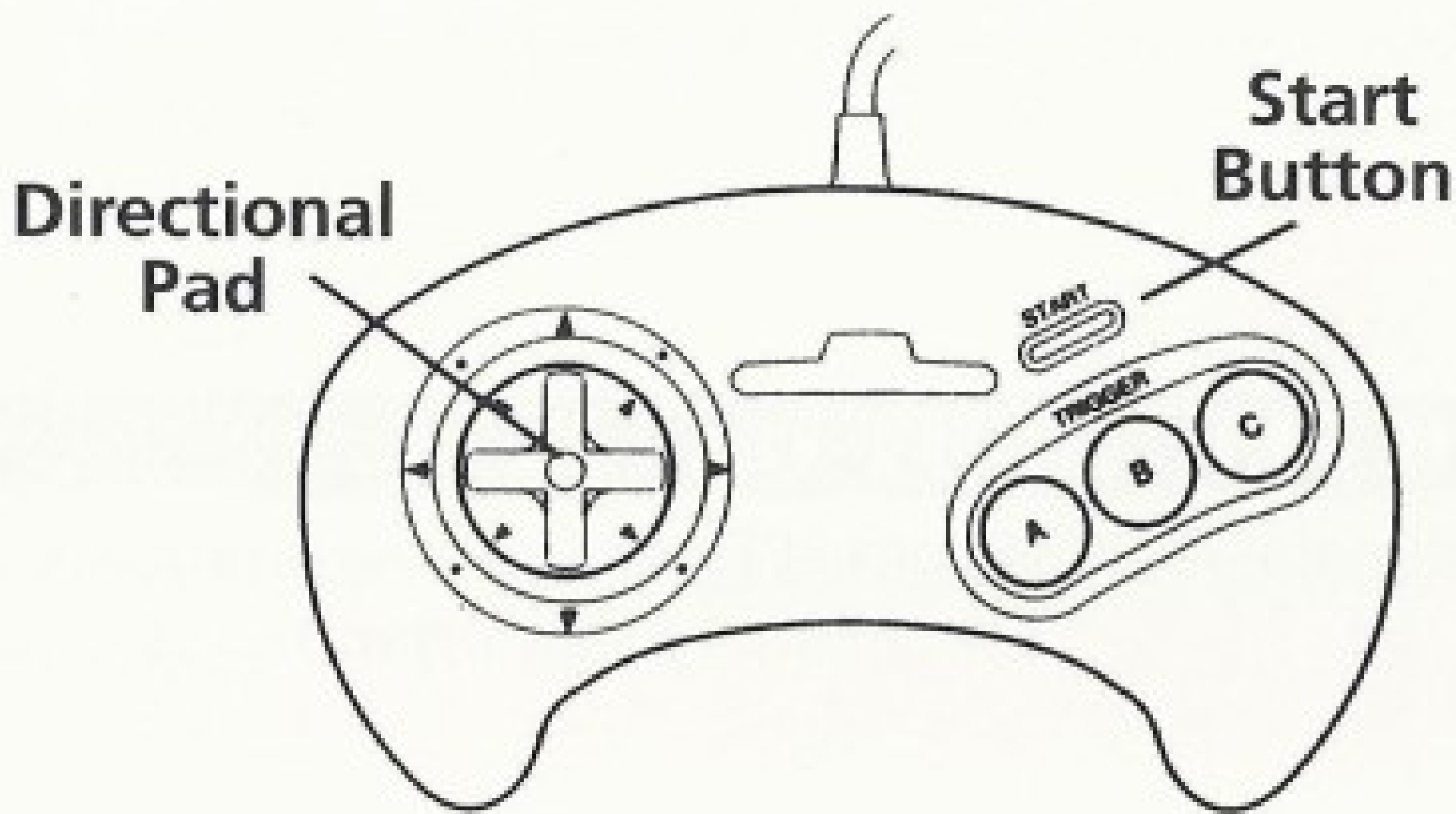
Well, the call has come. Your country has got a job for you, and it's of global importance. Anarchy is on the uprise; your mission is to remedy the situation with complete tactical efficiency.

Your task will take you around the world as you battle against tyranny, terrorism and oppression.

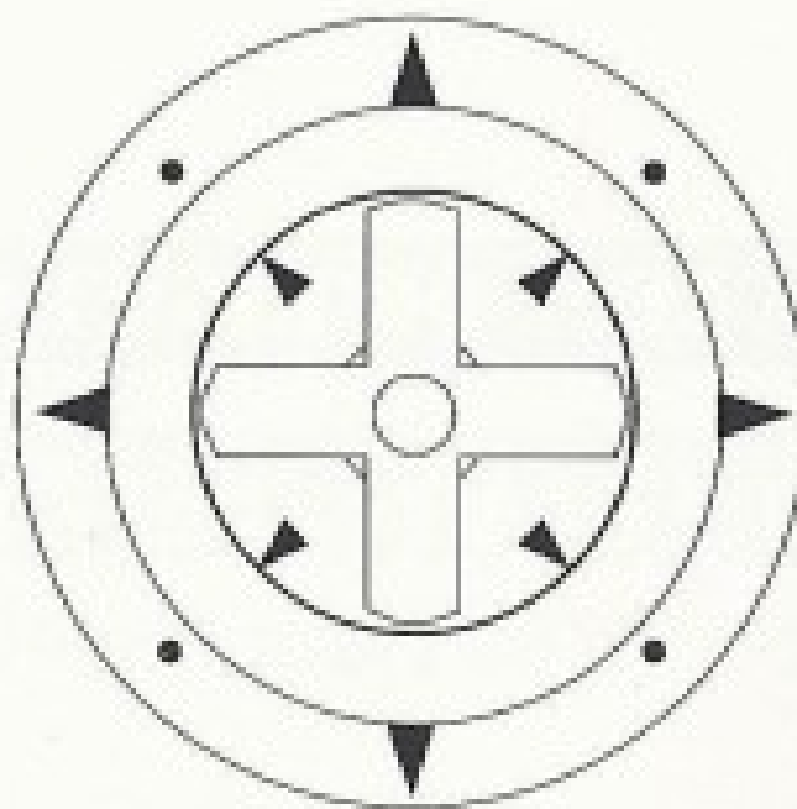## Get ready to light up the skies.

Directional Pad

Start Button

START

TRIGGER

A B C

This manual refers to the following directions.

Directional Pad UP

Directional Pad LEFT

Directional Pad RIGHT

Directional Pad DOWN

TO PAUSE GAME:

Press the Start Button. Press again to resume play.

TO FLY RIGHT OR LEFT:

Press the Directional Pad RIGHT or LEFT.

TO FLY FORWARD:

Press the Directional Pad UP.

TO FLY BACKWARD:

Press the Directional Pad DOWN.

TO ROTATE LEFT OR RIGHT WHILE HOVERING:

Press the C Button and the Directional Pad LEFT or RIGHT to rotate around.

TO TOGGLE BETWEEN WEAPONS:

Press the B Button to change the weapon currently in use.

TO FIRE GUNS:

Press the A Button when the gun icon is displayed. Hold the A Button down to achieve rapid fire power. See Options Menu to adjust button assignments.

TO FIRE MISSILES:

Press the A Button when the missile icon is displayed. See Options Menu to adjust button assignments.

TO FIRE ROCKETS:

Press the A Button when the rocket icon is displayed. See Options Menu to adjust button assignments.

TO TOGGLE BETWEEN TARGET SELECTION:

Press the C Button to move to the next nearest target.

TO CHANGE ALTITUDE:

Press the C Button and Directional Pad UP or DOWN to alter your altitude accordingly.

Once you start the AH-3 Thunderstrike game, the Sega logo, JVC logo, Core presents/Title screen will appear, followed by a short demonstration of the game. To exit the demo and return to the Main Menu, press the Start Button. In the Main Menu, highlight the option of your choice by pressing the Directional Pad UP and DOWN and make your selection with ANY Button. Here are the choices you have on the Main Menu.
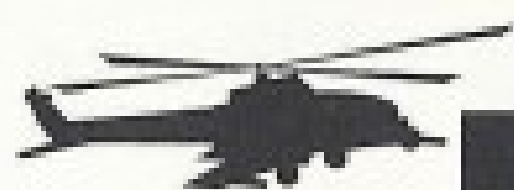
LOAD GAME

Once you have saved a game you can recall that game level by choosing the Load Game Option. After you have selected this option, the titles of the games you have saved will appear in a box at the bottom of the screen. Use the Directional Pad to highlight the desired game title and press the A Button to select this game.

NEW GAME

Highlight this option and press the A Button. After selecting the New Game option you will be able to input your name on the Name Entry Screen. To do this, use the Directional Pad to point at the desired letters. Press the C Button to select that letter. Press the A Button to move the spacer back one space. Press the B Button if you wish to return to the Main Menu Screen. To enter the name and exit Name Entry Screen, move the pointer to the OK symbol and press the C Button.
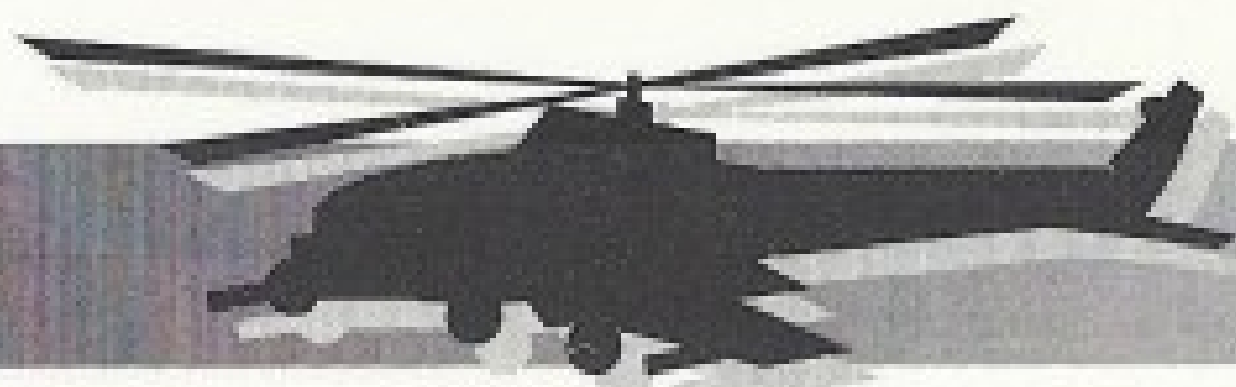
OPTIONS

This is the screen where you can change the basic set-up of the game. (Select Options by highlighting it with the Directional Pad and pressing the A Button to view the Options Screen.)

INFO

Highlight this selection and press the A Button to view the Information Screen. Use Directional Pad RIGHT or LEFT to review information on enemies and enemy vehicles.

You can select any one of the ten Campaigns anywhere in the world and in any order you choose. To make your selection, use the Directional Pad to toggle LEFT or RIGHT through the different locations and press the A Button to select it.

Your selections are:

Operations 1:
South America - Arms Running

Hostile forces are supplying arms to terrorists. Your task is to stop supplies and destroy their arms plant.

Operations 2:
South America - Stealth Down

A stealth bomber has gone down in a South American jungle. You need to stop the stealth from falling into enemy hands.

Operations 3:
Panama Canal - Canal Crisis

Merchant shipping has come under attack from warring factions on both sides of the canal. Safeguard the shipping at all costs.

Operations 4:
Central America - Recapture Town

Civilians are being held captive by guerrilla forces. We need to clear the area and liberate the town.

Operations 5:
Alaska - Bio-Research

Radio contact has been lost with our highly sensitive bio-research bases. Intelligence indicates that enemy forces are present. We need to regain control and destroy any captured materials.

Operations 6:
East Europe - Combined Nations Convoy

A Combined Nations convoy of medical supplies is trying to reach a besieged town. Your task is to defend the convoy and clear the town of all enemy forces.

Operations 7:
Middle East - Occupied Base Liberation

A Combined Nations task force is trying to recapture friendly territory from enemy forces. Your task is to escort and aid the liberation of the enemy base and suppress advancing enemy forces.

Operations 8:
Middle East - Oil Dispute

A major oil refinery has been attacked by an, as yet, unknown force. Our prime objective is to defend the installations and avert any further hostilities.

Operations 9:
South East Asia - Chemical Warfare

Armed forces are trying to gain control of a neighboring country with the use of chemical weapons. Your task is to stop the enemy and render the chemicals harmless.
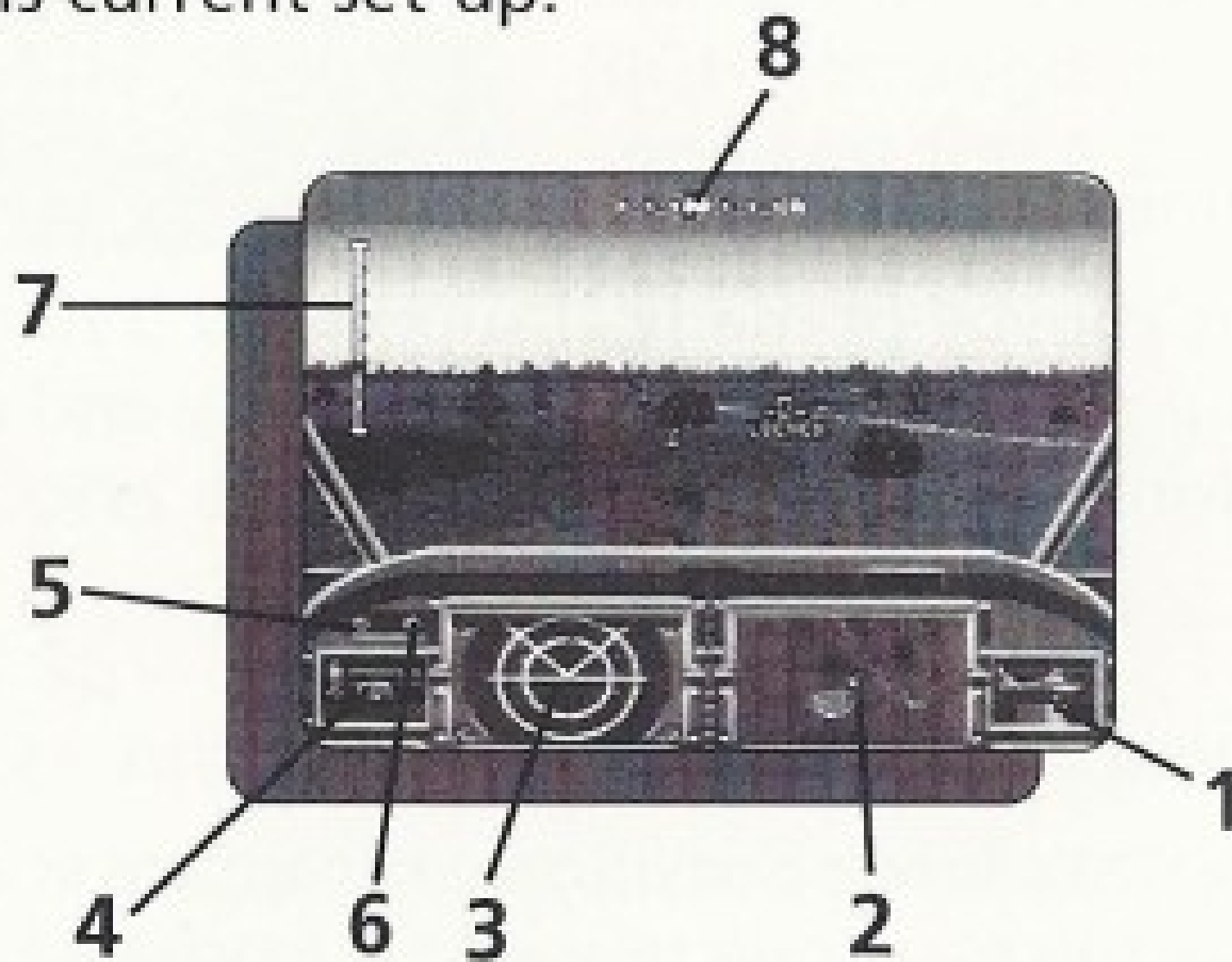
Operations 10:
South China Seas - Piracy

A band of sea-pirates are operating in this area. Your mission is to defend any shipping and destroy the pirates.

In a move to reduce the load on the pilot, the AH-3 Thunderstrike features a system of multi-functional monitors designed to reduce the percentage of the pilot's time actually "flying" the machine and so improve your combat performance. This advanced multi-functional display offers all the information to the pilot concerning his current set-up.

1. ARMOR LEVEL:

Provides you with a constant indication of your remaining Armor level.

2. MULTI-MODE MAP CAMERA:

The camera has two modes of operation—Map mode and Target mode. Map mode provides a video image of the current terrain as well as displaying all the ground objectives. Primary targets are easily distinguished as colored dots. You will also see on the map a dotted line which indicates the perimeter of the mission zone. Target mode will only be activated in conjunction with the weapon selection of either BOMBS or the RCS (Runway Cratering System). Once in position to use either of these weapons, the map camera will automatically target onto the Primary Target allowing you to determine the best possible time to release the weapons to ensure maximum damage.

3. RADAR:

This displays all short range threats within your current mission zone. Ground threats are displayed as Red dots, air threats as Yellow dots and missiles as White dots.

4. WEAPON SELECTION:

This displays your current weapon in use. For each mission that you fly, your Armory will automatically be set to give you the maximum fire power possible.

5. RADAR DETECTION WARNING LIGHT:

This light will flash amber to alert you that the enemy is tracking your flight path. This light will turn red when your exact position has been tracked and the enemy has locked onto you. A simultaneous beeping sound will bring this warning light to your attention.

6. MISSION COMPLETE INDICATOR:

This light will illuminate when you have successfully completed the objectives in the mission. Once on, you are free to head out of the mission zone.

7. ALTIMETER INDICATOR:

This meter indicates your current altitude.

8. HEADING INDICATOR:

The Red Bar located above the compass shows you the course to follow to your Primary Targets.

Your objective is to complete all the missions in each campaign. You can choose to begin with whichever campaign you wish. However, some are more difficult than others so choose carefully.

If you complete your mission your Debrief Screen will appear. This screen will show your skills in percentage and points. A bonus will be awarded if you complete your main objective. After completing your mission you will be returned to the briefing room to be debriefed on your next mission.

If you have performed beyond the call of duty, you will be presented with a medal following the mission's completion.

When you complete a whole operation successfully, you will be presented with an operation ribbon and will then return to the Operation Selection Screen to choose your next operation.

If you do not destroy all your main primaries but have managed to fly out of the mission zone, the Debrief Screen will appear showing your percentage of kills. You will also receive one demerit (a failure). If you receive three demerits in any one operation, you will be grounded and stripped of your pilot wings.

SAVE GAME

After each completed operation you will be able to save your game. Once the operation is complete, a Save Game box will appear on the screen. To save your game: Highlight YES and press the A Button. Now you must enter a name in which to file the saved game under. To do this, use the Directional Pad to highlight the desired letters and press the C Button to enter each character separately. Highlight the End symbol and press the C Button to enter the name and exit this screen.

HINTS
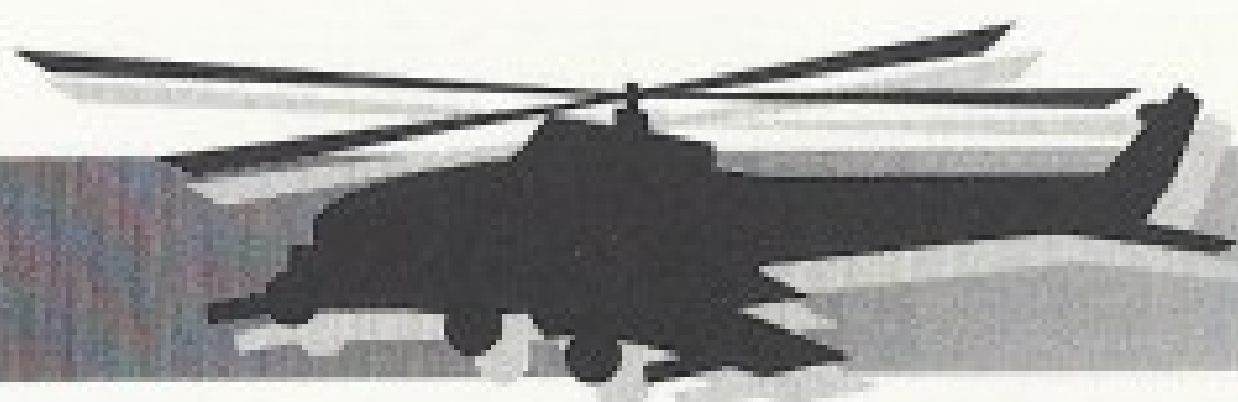
Make sure that you listen to the full mission briefing which will allow you to carefully plan your attack.

In order to avoid being detected by Radar, fly as low as you dare but watch out for the trees.
Never get too involved in the early stages of the mission; head straight for the Primaries and then clear up any remaining ground targets if your remaining armor is sufficient.

Unless you have to, due to low armor, never leave the Mission Zone until the Mission Complete indicator is lit.

TIPS

Need More Help?
CALL JVC's 24-HOUR TIP LINE: 1-900-454-4JVC

75¢ each minute. If you are under 18, be sure to get a parent's permission before calling. Requires a touch-tone telephone and is only available in the US. Call length determined by user; average length is 3 minutes. Messages subject to change without notice.

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