SEGA GENESIS
16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

G-LOC™
AIR BATTLE

# INSTRUCTION MANUAL

EPILEPSY WARNING

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 an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone 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.**

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.

2. Make sure the power switch is OFF. Then insert the G-LOC cartridge into the console.

3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.

4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.

5. Press the Start button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.

Genesis Cartridge

Genesis Control Pad 1
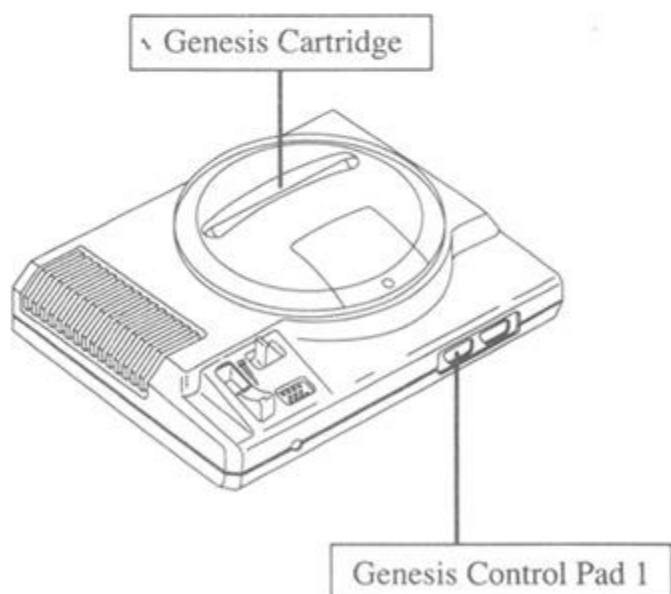
**For Game Play Assistance, call
1-415-591-PLAY.**

This Means War!
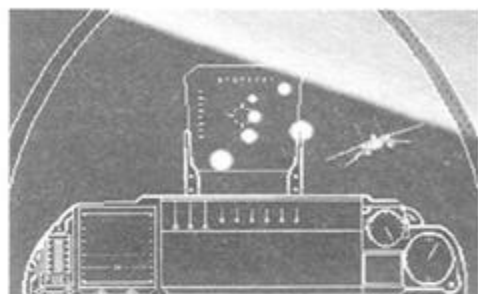
The enemy forces have started an air battle as a prelude to a massive marine and ground assault. They believe that their air force is the best in the world and they're determined to prove it!

Their air force is already flying, and ground support has been set up in various areas along their main attack route. Their plan is to set up a heavily protected corridor through which their assault troops will move forward into neutral territory, and then into your country.
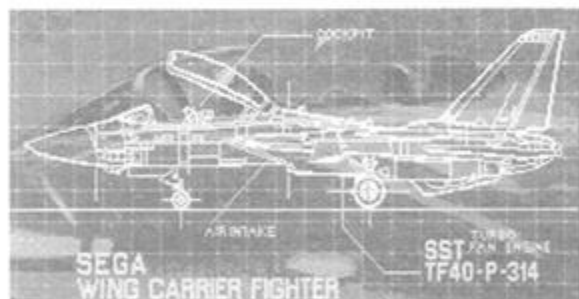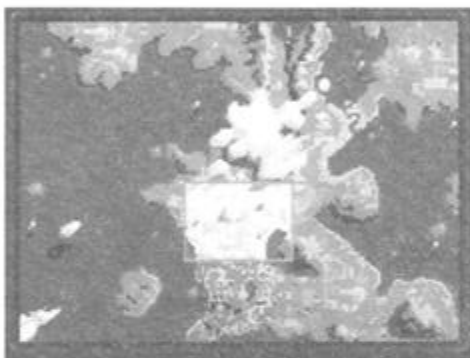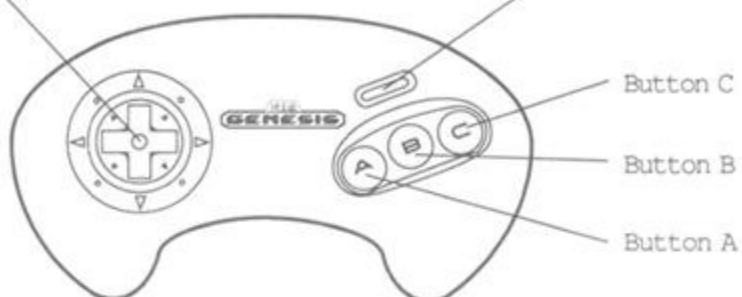
What the enemy hasn't considered is an ace pilot, in the cockpit of the most technologically advanced jet fighter in existence. Your carrier has been called to the front because its pilots are the best in the fleet. The support crew is standing by, and the jet is fully fueled. You're on the ready line, Captain. Get your gear on and get ready!

3

Take Control!

Directional Button (D-Button)
- Controls your fighter's movements.
- Advances through the Weapon choices in the Weapons Select screen.

Start Button
- Starts the game.
- Pauses the game when in play; returns to the game when paused.

Button A
- Shows a close up of the map in the Mission screen.
- Activates the afterburner.

Button B
- Advances through the maps in the Mission screen.
- Fires the Sidewinder missiles.

Button C
- Shows a close up of the map in the Mission screen.
- Fires the Vulcan cannon.

Note: The above weapon settings are the default settings. See page 6 for an explanation of how to change the weapon settings.

Pre-Game Options

Once you turn on your Genesis system, the SEGA logo will appear, followed by the G-LOC Title screen. Wait to see the Top Scores, or press the Start Button to see your pre-game options.

Selecting "Play Game" with the D-Button and pressing the Start Button starts the game with the default settings. You can change some of the game specs by selecting "Options" with the D-Button and pressing the Start Button.

In the Options screen, you can change various elements of the game. Pressing the D-Button up or down changes the Options from yellow to orange. Orange means that Option has been selected. Then just press the D-Button left of right to change the Option. Here are your Options:

Game Difficulty: You have a choice of Easy, Medium or Hard. The main difference here is that in the Hard mode, you have less time to complete your Missions, and when hit you take greater damage.

Control Type: You have your choice of 6 button settings. Try different settings to find out which works best for you.
Note: The default setting for the button functions are as described on page 4.

Joystick Movement: "Limited" allows you to use your jet's Gyro function. Your jet will automatically return to level flight after a turn as soon as you let go of the D-Button. "Free" gives you the ability to continue turns without holding down the D-Button. The "Free" setting gives you more maneuverability, but makes the flying in narrow areas trickier.

Up Down Control: The "NORMAL" option allows you to use the D-Button like a fighter plane's Joystick: pressing the D-Button down to ascend and up to descend. "REVERSE" sets the contols so that your jet ascends when you press the D-Button up, and descends when you press down.

Sounds: The rumble as a sidewinder missile tears off toward it's target... The shudder through the fighter as your afterburner kicks in full throttle... choose "SFX" for the sounds of the battle! Listen to the exhilarating music of G-LOC by choosing the "MUSIC ONLY" option. Listen to music and sound effects together by choosing "ALL," or if you prefer a quiet war, choose "SILENT."

Once you've finished choosing the game specs, select "EXIT," and press the Start Button to return to the Title screen. Press the Start Button again to start the game.

Mission H.Q.

The next screen you see will be an overhead view of the Mission Room, inside the aircraft carrier. In the center of the screen you'll see a map of the Areas you'll be flying through. Each Area has a

number of Missions you have to succeed in before going to the next Area. Also, you must achieve the Hit Ratio in each Mission for that Mission to be a success, and for you to continue to the next Mission.

The Hit Ratio is the number of targets you need to hit, out of all the targets you'll meet up with. H.Q. has files on the enemy's strength, and they need to reduce that strength by a certain amount, or the war will swing over to the enemy's favor. And you don't want that to happen.

You are fully armed and fully fueled for the first Area, but once you make it through the first Area, you'll need to re-equip your fighter for the next battle. Once you finish looking over the map of the Area you'll be attacking, the Equip screen will appear. Press the D-Button right or left to see your options and the Point cost for each weapon. Select the options by pressing Buttons A, B or C.

Air-to-Ground Missiles: Your fighter is equipped with high-performance missiles to knock out targets on the ground or in the water. Altogether, you can carry as many as 80 missiles.

Air-to-Air Missiles: Your fighter carries up to 80 of these heat-seeking missiles, specifically designed for swift-strike action. They are computer-guided, and once they lock on, they always reach the target. Always.

Heavy Bullets: These armor-penetrating shells will be especially helpful on the later Missions. These are short-range weapons, but very effective.

7

Armor: Your jet starts out without armor, and when the enemy planes start putting holes in your fuselage, you're going to start thinking about a little extra protection. You have a choice between Light, Medium and Heavy armor. Press the D-Button up or down to see your armor choices.

Once you're through making your choices, press the Start Button to take off from the carrier. Good luck!

Flight Systems and Controls

You'll be flying using two perspectives. The first is from inside the cockpit of your fighter. Here are the indicators you'll be seeing from this perspective:
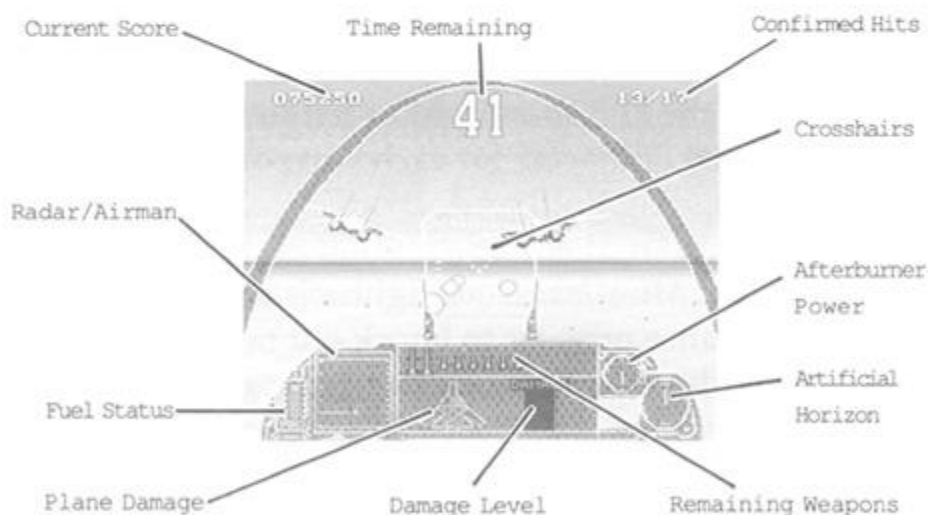
Current Score: This shows how many points you've received so far.

Fuel Status: This gauge shows you what your remaining fuel supply is. If you're using your

afterburner a lot, keep an eye on this gauge to make sure you aren't low on fuel.

Radar: This shows you where the targets are coming from. The bottom line is your wing line, and the red line ahead of the plane is the farthest away you can reasonably expect to bring down the enemy planes with your cannon. Beyond this point, you should lock on with your targeting computer and nail 'em with missiles.

Remaining Weapons: This indicator shows you what kind of weapons you have remaining.

Plane Damage: This visual indicator shows you where you've been damaged or destroyed.

Damage Level: This indicator shows how much total damage you've taken. Once this indicator reaches the top, your fighter is bound to break up, so when this Indicator is near the top, take extra care to avoid being hit by the enemy.

**Artificial Horizon:** This gauge shows whether you're flying level or not.

Afterburner Power: As you use your afterburner, this gauge will show the increase in power.

Crosshairs: The white crosshairs show where your targeting computer is pointing. A green set of crosshairs will appear on a potential target when it's in range. Once it locks on the target, a set of red crosshairs appears on that target. Your computer has locked onto the target.

Confirmed Hits: This Indicator appears in fraction form. The left number is the number of enemies you've hit, and the right number is the total number you need to go on to the next Mission.

Time Remaining: This number shows the amount of time you have remaining in the current Mission.

The second perspective is from the rear of the fighter. Watch your jet make sharp turns and 360-degree rolls from a third-person perspective! The indicators are the same here as inside the cockpit.

Current Score · Time Remaining · Confirmed Hits

088250 · 74 · 01/20

Crosshairs

Damage Level · Remaining Weapons
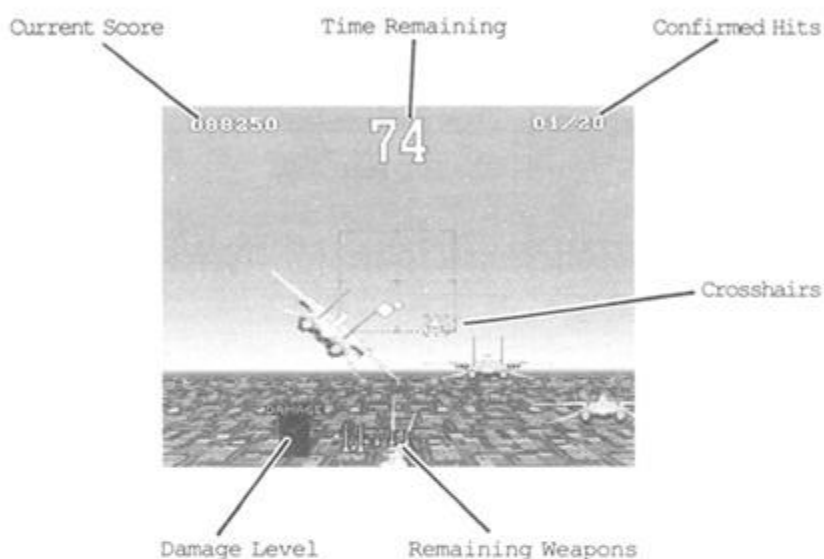
Scoring

You receive various Point Bonuses at the end of each Area. Bonus points are awarded as follows:

Surplus Weapon Bonus: You receive points for all leftover missiles.

Pilot Bonus: If you get through one area without any plane damage, you receive 20,000 points.

Sharp Shooter Bonus: This is awarded if you manage to take down all the enemy jets without letting any get away. This will give you 10,000 extra points per Area.

Tricky Dicky Bonus: This is a 10,000 point bonus for making it through each Area in the Medium Game setting.

Clever Trevor Bonus: You will be awarded 20,000 points each time you make it through an Area in the Hard Game setting.

Squadron Bonus: Knocking out the enemy's Ace pilots (in the colored jets) will win you points. Take out those planes in each Area for big Bonus Points!

Squadron	Area	Number Needed	Points Bonus
Green	Area 1	5 out of 7	10,000
Blue	Area 2	8 out of 10	20,000
Purple	Area 3	13 out of 15	30,000
Red	Area 4	15 out of 15	40,000

End-of-Game Bonuses are awarded as follows:

- The Hot Shot Bonus of 100,000 points is awarded if you're able to get the Squadron Bonus in every Area.

- If you receive the Pilot Bonus in every Area, you'll receive a 100,000 point Golden Pilot Bonus.

- The Ace Sharp Shooter Bonus of 200,000 points is given to the pilot who has received the Sharp Shooter Bonus in every Area.

And remember, the points you receive in each Area are used to buy Weapons and Armor for the next Area.

11

Mission Objectives

The Driver's Seat: When you're in the cockpit, you will have RADAR and other instrumentation to help you with the battle. In this perspective, you'll rely more on your Vulcan cannons to gain air superiority.
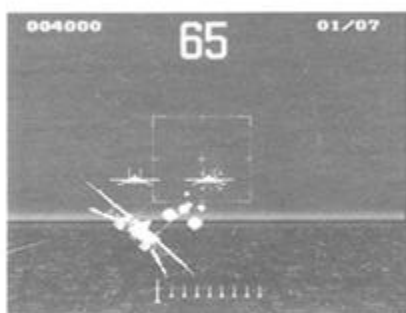
Dogfight: In the second type of air battle, you'll probably do some major maneuvering to lock on your missiles. Get them in your sights and send them something to remember you by.

Corridors: Corridor flying is tricky at best. The objective in these situations is to lock in on ground targets and destroy them with Air-to-Ground missiles or bullets. The trick is not to flatten yourself against the walls on either side of you in the process. The enemy believes they're safe from air attack because of the lack of maneuvering room. Your job is to show them the error in their logic.
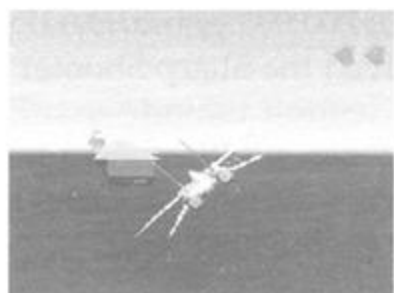
Back to Base: After you're through battling in each area, you have to return to your aircraft carrier to reload weapons and get your next set of orders. You've got to land

first, though, and with those crosswinds on the open sea, you've got your work cut out for you. Make sure to turn as soon as you see the warning arrows on either side of the screen, or you'll be doing your next flight training with your own set of wings– and a harp.

Game Over/Continue

If your fighter is destroyed by enemy fire, it explodes in a ball of flame. After that, if you have time remaining on the clock, the Mission will start again from the point where you were destroyed (unfortunately you lose 5 seconds each time this happens).

If you run out of time, you'll see a watch displaying 00:00 on it, then the Continue Screen (you start the game with 2 Continues), and a time counter. Pressing the Start Button before the counter reaches zero brings you back into the Mission where you stopped playing. If you don't have any Continues remaining, the Game Over screen will appear, followed by the SEGA logo and the Title screen.

If your score is high enough, you'll be able to enter your initials. Select the key with the character you want by pressing the D-Button, and choose with Button A, B or C. You can enter up to 3 characters.

Report from Command H.Q.

- Flying full throttle makes it much harder to hit targets coming at you, as well as harder to avoid their missiles. Only use the afterburner enough to keep the enemies in front of you in range.

- Try to anticipate the warning arrows when landing on your carrier. Keeping your jet as close to the center of the landing strip will save you from a messy end to a distinguished career.

- Timing is essential when using your missiles. Don't let one loose before you're sure it's locked on a target. If it's not targeted, you're guaranteed a miss.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis 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 Cartridge.

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.

Limited Warranty

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

This limited 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 warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he 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 Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. 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 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 limited 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 limitation or 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.

G-LOC
AIR BATTLE ™