SEGA **GENESIS**
16-BIT CARTRIDGE

OFFICIAL
SEGA
SEAL OF
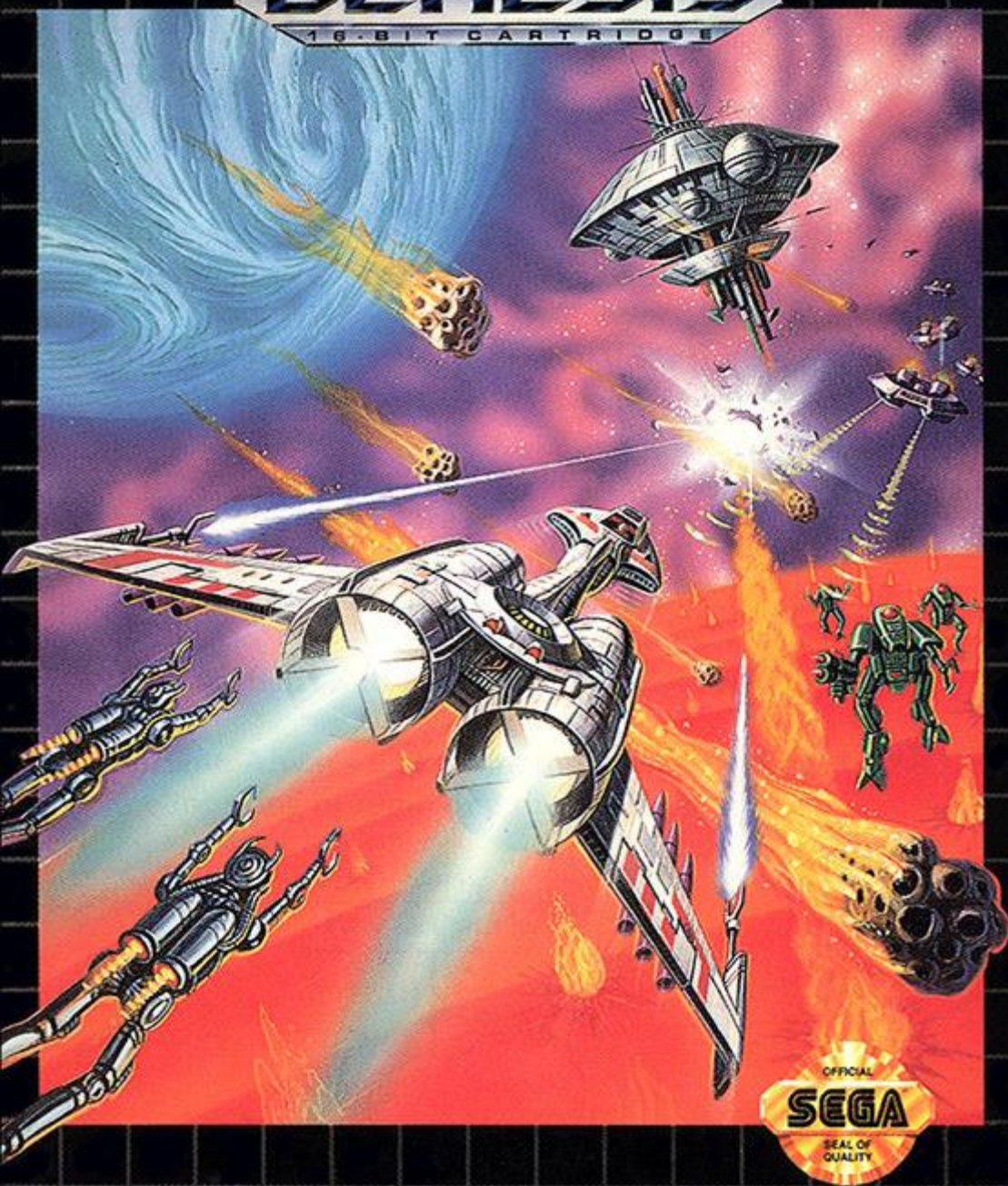QUALITY

GALAXY FORCE II
™

INSTRUCTION MANUAL

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 *Galaxy Force II* 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
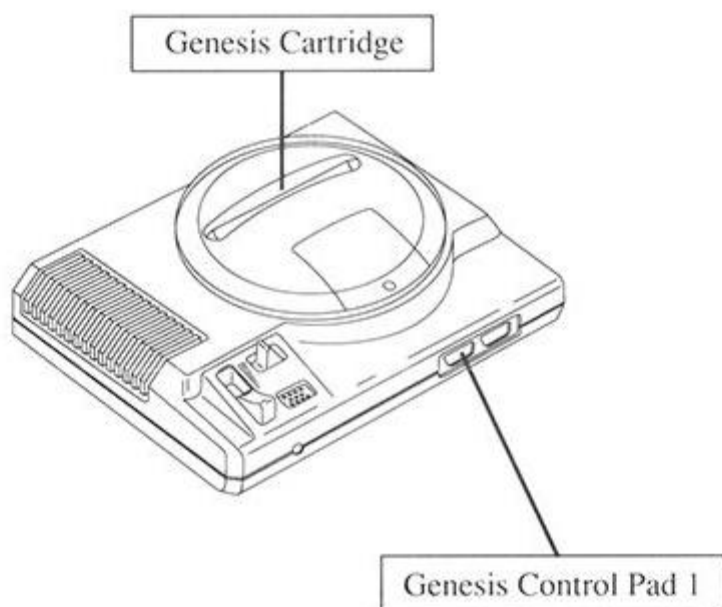
For Game Play Assistance, call
1-415-591-PLAY.

The Fourth Empire

Located at the end of the Milky Way Galaxy, the solar system called Junos– known by its inhabitants as "the jewel of the galaxy"– consisted of five planets. Those who called Junos home lived in glorious peace and prosperity. They had no idea what was about to happen to them...

The Fourth Empire, on the verge of completing its conquest of the Milky Way, knew all about Junos and the five planets. They, in fact, were the final targets in the galactic massacre staged by Halcyon, ruler of the Fourth Empire. The ruthless tyrant sent the bulk of his attacking force into the small system with one purpose– the elimination of all life forms on the five planets of Junos, and the construction of gigantic fortresses from which Halcyon would rule the galaxy!
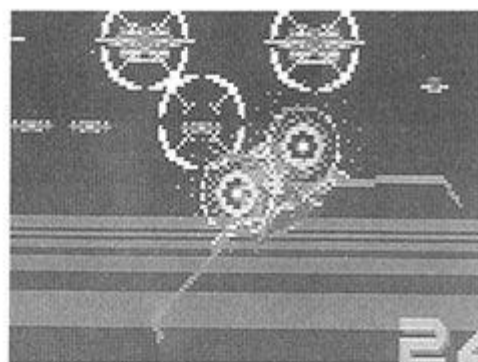
The attack was indeed devastating! Junos, being a peaceful region, had no real defense system, and was a sitting duck! Halcyon erected a fortress on each of the five planets. The galaxy's recognized governing body, the Space Federation, began recruiting attack pilots in an effort to reclaim Junos. Strap yourself into your TRX-5 Quasar and turn the tables on Halcyon!

Take Control!

Directional Button (D-Button) | Start Button | Button C | Button B | Button A

Control Pad Functions...

...In Selection Screens

Start Button

- Press to start the game.

D-Button

- Press to move the selection marker or to highlight choices in the Options screen.
- Press left or right to choose a level in the Scene Select screen.

Buttons A, B and C

- Press to enter selections made using the D-Button.

...During Play

Start Button

- Press to pause the action; press again to resume play.

D-Button

- Press in any direction to control the TRX-5.
- Under normal conditions, press up to descend/dive and press down to climb.

Buttons A, B and C

- The functions of these buttons can be selected in the Options screen. Since there are four functions and three buttons, one of the functions will be handled automatically by the computer. See *Options* on page 5 for details.

Getting Started

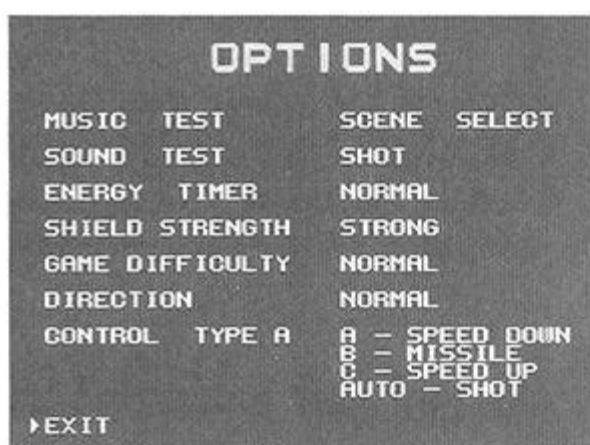When the Title screen appears, press the Start Button to bring up the Start/Options screen. Selecting Start takes you to the Scene Select screen and the beginning of the game, and choosing Options allows you to set certain game conditions before beginning play. Place the marker next to your choice using the D-Button, and press Button A, B or C or the Start Button to enter it.

Options

Highlight a category by pressing the D-Button up or down, and cycle through the choices by pressing left or right. The default settings are as shown in the photo.


```
            OPTIONS

  MUSIC   TEST        SCENE   SELECT
  SOUND   TEST        SHOT
  ENERGY  TIMER       NORMAL
  SHIELD STRENGTH     STRONG
  GAME DIFFICULTY     NORMAL
  DIRECTION           NORMAL
  CONTROL  TYPE A     A - SPEED DOWN
                      B - MISSILE
                      C - SPEED UP
                      AUTO - SHOT
 ▶EXIT
```

Music Test: Sample any of the music tracks heard in the game. Press the D-Button left or right to reveal a title, then press Button A, B or C or the Start Button to hear the music. To turn the music off, press the D-Button left or right until "Music Stop" appears, and press Button A, B or C or the Start Button.

Sound Test: Listen to any of the sound effects used in the game. Press the D-Button left or right to reveal a title, then press Button A, B or C or the Start Button to hear the sound.

Energy Timer: Set the rate at which your TRX-5 burns energy. Choose from Easy (slow consumption), Normal (moderate consumption) and Hard (rapid consumption).

Shield Strength: Choose the resiliency of your ship's protector shield (Strong or Weak).

Game Difficulty: Choose to play an Easy, Normal or Hard game.

Direction: Selecting Normal makes your ship dive when you press the D-Button up, and climb when you press down. To switch the functions, select Reverse.

Control: There are four Control settings. In each setting, one of the four functions (Speed Up, Speed Down, Missile, Shot) is performed automatically by the computer. The Control settings are as follows:

	Type A	Type B	Type C	Type D
Speed Up	C	A	AUTO	AUTO
Speed Down	A	C	A	C
Missile	B	B	B	B
Shot	AUTO	AUTO	C	A

Note: Button B is always used to fire Missiles.

Exit: When you're satisfied with your choices, highlight Exit and press Button A, B or C or the Start Button. The Title screen reappears.

Scene Select
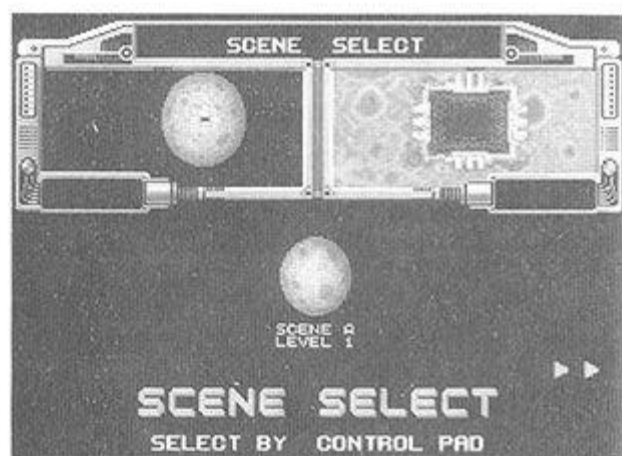
All five planets of Junos have been taken by the Fourth Empire. You can enter the battle at any of the sites, but you must defeat the enemy in each zone to truly claim victory!

Press the D-Button to the left or right to reveal each level. At the top of the screen you'll see two viewers. In the left viewer you get an idea of the terrain on that planet, and the fortress you must enter is shown in the viewer on the right. Press Button A, B or C or the Start Button when the level you want to play is displayed.

Screen Signals
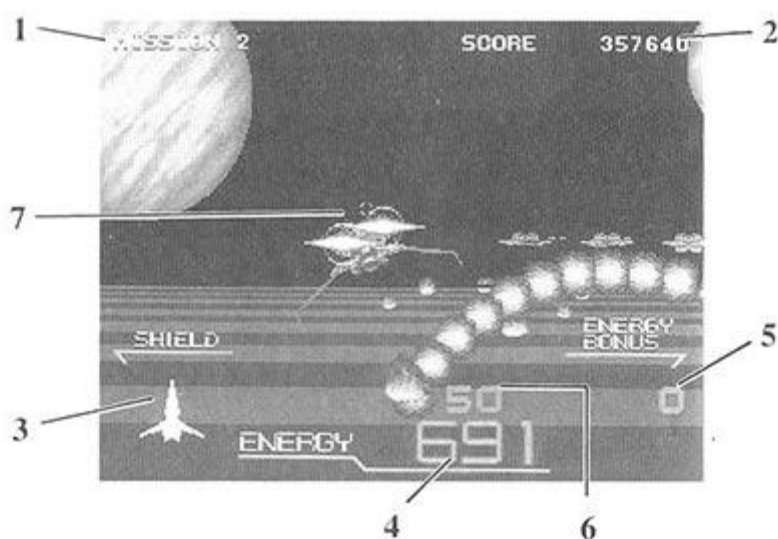
1) The number of the mission you're currently playing.

2) Your current score. You accumulate points by destroying enemy craft, and there are bonus points available as well (see *Scoring* on Page 11).

3) The damage to your protector shield is indicated by this display. It changes color to represent the severity of the damage.

<div align="center">

Blue– Light Damage
Yellow– Moderate Damage
Red– Severe Damage

</div>

4) Remaining energy. This counter acts as a timer– when your energy is gone, the game ends. Normally the energy ticks away like seconds from a time clock, but you can lose big quantities of energy if you sustain serious damage in an attack. This will happen most often when your protector shield has been destroyed.

5) Energy bonus. This number increases as you wipe out enemy craft. It will be added to your energy supply (see #4 above) after you've cleared the level.

6) The number of Power-Up missiles remaining.

7) Your shot/missile sight. When firing missiles, get a lock on as many enemy craft as possible.

The TRX-5 Quasar
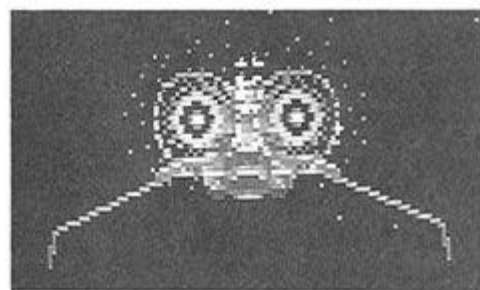
You're not alone in the fight against the Fourth Empire, but you have been given the toughest and most dangerous assignment. The Space Federation has scrambled an estimated 2,000 commanders in defense of Junos. Before you enter the battle, learn a bit about your ship.

Weaponry

The TRX-5 is equipped with a medium-intensity laser shot that can be fired repeatedly. Unfortunately, the Fourth Empire's technology is more advanced than that of the Federation, so one shot may not be enough to take out an enemy ship. Fire relentlessly and stay on the move to avoid damage to your shield.

Your ship can also fire missiles at enemy craft. Use your sight to lock on to as many targets as possible, and press Button B to let the missiles fly. Under normal conditions you can fire as many as four missiles at a time. Your supply of laser shots and regular missiles is unlimited.

Power Up

The TRX Lifesaver craft appears occasionally to deliver a supply of super-powerful missiles. You get 60 missiles each time the Lifesaver appears, and you can fire as many as six at a time! Again, don't fire unless you are locked on to a few targets. When the supply runs out, you have to do the best you can with normal missiles.
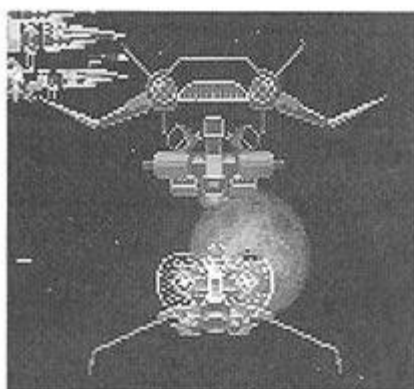
Protector Shield

You begin with a fully-operational shield, which deteriorates as you take hits from enemy craft. The shield indicator in the lower left corner of the screen changes color (Blue, Yellow and finally Red) as the effectiveness of your shield wears off (see page 7, #3). Your flying ability will be put to the test when you lose your shield, as each hit from enemy ships does severe damage and takes big chunks out of your energy supply.

Speed Control
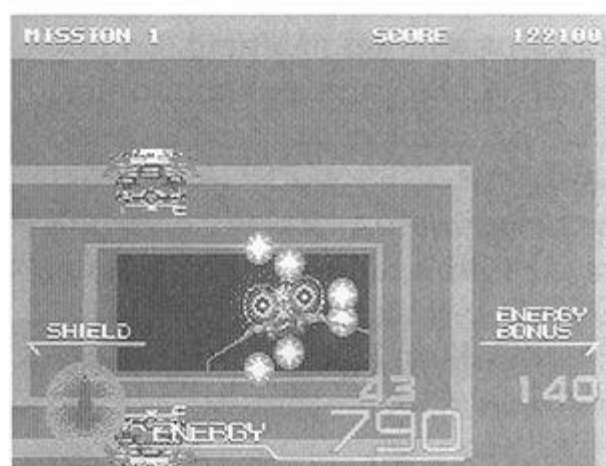
You'll experience sudden, drastic changes in terrain in each level. There are obstacles, both fixed and moving, and tunnels with radical bends and curls. Running into the side, top or bottom of a tunnel or hitting an obstacle costs you big in terms of energy. Use the Speed Down button to gain better control of your ship in those tight areas.

Navigational Aid

As you enter a tunnel, a computerized voice informs you of upcoming turns ("Right Turn" or "Left Turn"). Have the sound turned up so you don't miss the indication. It just might save you some energy units.

Fortresses

If you can fight and maneuver your way through the first wave of Fourth Empire attack craft, you can penetrate the fortress and destroy its control center. Doing so reclaims the planet in the name of the Space Federation and brings you one step closer to driving the Fourth Empire out of existance!

Scoring

You accumulate points by destroying enemies. There are also bonus points and extra energy units available for reclaiming a planet (clearing a level). While it's natural to try for the highest score possible, don't forget that your primary mission is to annihilate the control center in the fortress on each planet. That's the way to shut down Halcyon and his Empire!

Game Over

Watch the energy gauge at the bottom center of your screen as you play. When you run out of energy, the game ends and Halcyon's success is all but assured!

Ace Commanders

If your score is high enough when your game ends, you can join the ranks of the elite pilots– the Ace Commanders! Notice your score flashing among

RANK	SCORE	NAME	START
1ST.	230270	MED》	1
2ND.	111111	T. T	1
3RD.	89400	KON	1
4TH.	32840	IPP	1
5TH.	20170	2AM	4
6TH.	11970	4ST	2
7TH.	11960	TAK	1

(screen title: ACE COMMANDERS)

the others. Press the D-Button (up or right to cycle forward, down or left to cycle back) to reveal a character, and when the one you want is showing, press Button A, B or C to enter it. After entering your three characters, press the Start Button to exit. Congratulations on a great effort!

Galactic Guidance

- Get as many enemy targets locked as possible before firing missiles, especially in a Power-Up situation. Your supply is limited!

- Become a skilled pilot and stay away from ceilings, floors, walls, and stationary obstacles. Also do your best to avoid enemy fire and ships. Each hit wears down your shield. If you're hit after your shield has been broken, you lose huge amounts of energy!

- Use your Speed Down control to carefully maneuver your ship through tight spots, but remember that the rate of energy consumption doesn't slow down accordingly. Should you go all out and take risks, or is it best to play it conservatively and save energy? The decision is yours!

Scorebook

Date			
Name			
Score			

Date			
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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.

MERCS ™

Terrorists have their job and you've got yours: **CRUSH 'EM ALL!** They've kidnapped a former President, and the **MERCS** are going in for the rescue.

Punch through their coastal defenses, snatch enemy weapons and gain firepower. Pick up machine guns, bazookas and heavy artillery as you advance through the smoke of burning metal. Power up a flamethrower, and good-bye, Charlie!

Push through a non-stop barrage of lead, grenades, heatseeking missiles and attack choppers. Hijack tanks and gunboats. Shred 'em with their own weapons. They messed with your country--now you're gonna make 'em scream!

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1 PLAYER