



SPACE HARRIER

MANUAL

Please read the instructions carefully before playing.

SEGA™

Thank you for purchasing Space Harrier.
Please read these instructions carefully before playing.

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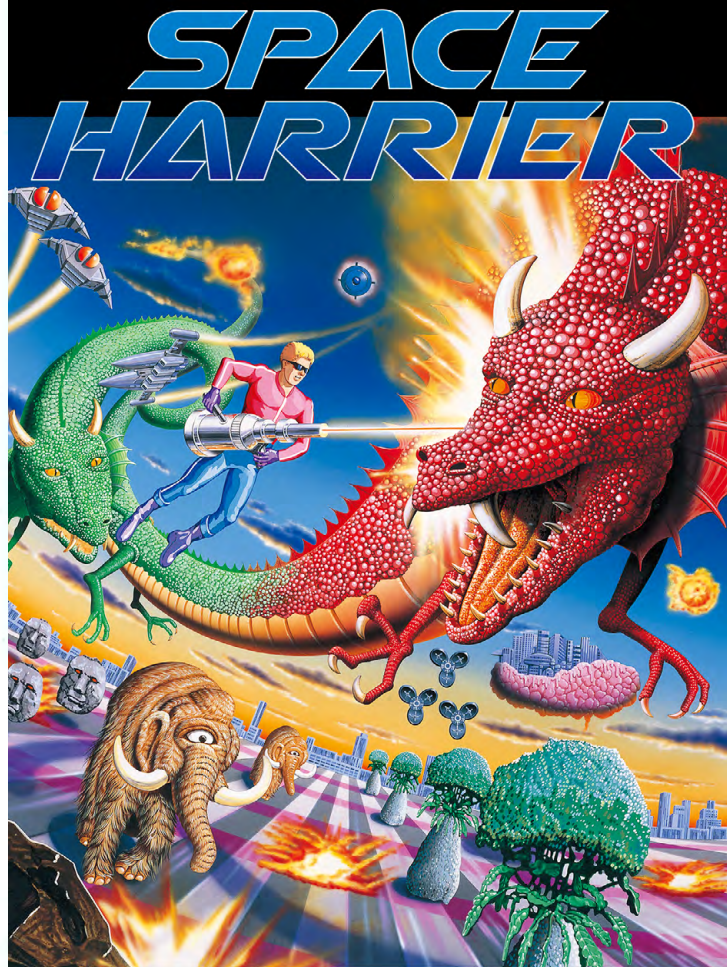
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Story

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!

Harrier

The game's protagonist, a psychic warrior with superior supernatural powers.



Uriah

A loyal dragon who comes to Harrier's assistance. He appears in the Bonus Stage.

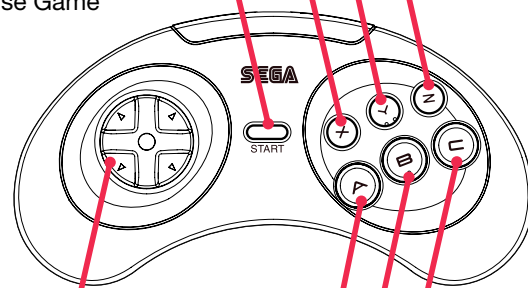
Controls

START Button

Start Game
Pause Game

Buttons X, Y, Z

Not used



D-Pad

Move Harrier
Move Cursor

Buttons A, B, C

Shoot

Getting Started

At the demo, press the START Button to display the title screen. Use the D-Pad to select START and press the START Button to begin the game.

Alternatively, select OPTIONS to open the Options screen (p.8) and make changes to game settings such as the difficulty level.



Title screen

How to Play

Aim of the Game

Take control of Harrier and blast away enemies that attack from in front with your laser cannon. Survive all 18 Rounds to restore peace to Dragonland.

Playing the Game

The game is comprised of 18 Stages including Bonus Stages. At the end of each Battle Stage is a boss. Defeat the boss to progress to the next Stage.

• Battle Stage

Blast away enemies attacking from in front, while avoiding their attacks.

• Bonus Stage

Stages 5 and 12 are Bonus Stages, where gameplay is a little different to the Battle Stages. Ride your loyal dragon Uriah and smash into ground based obstacles. Each obstacle destroyed is worth 50,000 points!

• Earning Extra Lives

Score either 5 million or 7 million to earn an extra life. Choose how many points are required in Options.

• Continue and Game Over

Even if you lose all your lives, you can continue to play if you have Credits remaining. Press the START Button before the counter reaches zero to use another Credit.

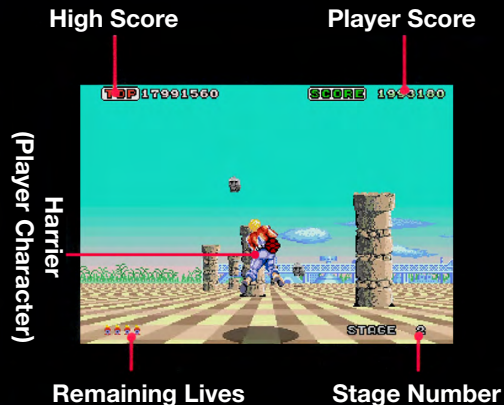
You begin the game with 3 Credits. If you lose all your lives and Credits, or allow the Continue countdown to reach zero, it's Game Over.



Continue and Credits display

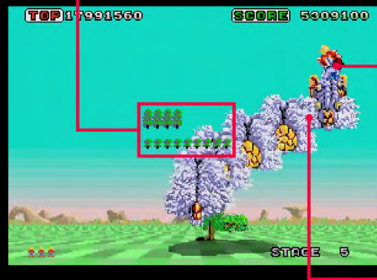
Game Screen

Battle Stage Screen



Bonus Stage Screen

The number of Obstacles Broken



Uriah (Harrier)

Options

Select **OPTIONS** at the title screen to open the Options screen. Use the D-Pad **↑ ↓** to select an item and **← →** to change settings.

① LEVEL (Difficulty)

Set to EASY, NORMAL, or HARD.


② PLAYER (Lives)

Set available lives to 3 or 5.

③ EXTENDS (Extra Life)

Gain an extra life at 5 million or 7 million points.

④ UP/DOWN (Control Style)

Set to NORMAL, and D-Pad  will move Harrier upwards and vice versa. Set to REVERSE for the opposite effect.

⑤ RAPID FIRE

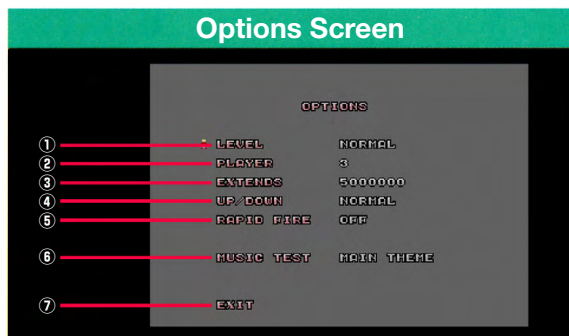
Set to ON to enable rapid fire.

⑥ MUSIC TEST

Listen to any of the 13 background tracks. Press Button A to play, and Button B to stop.

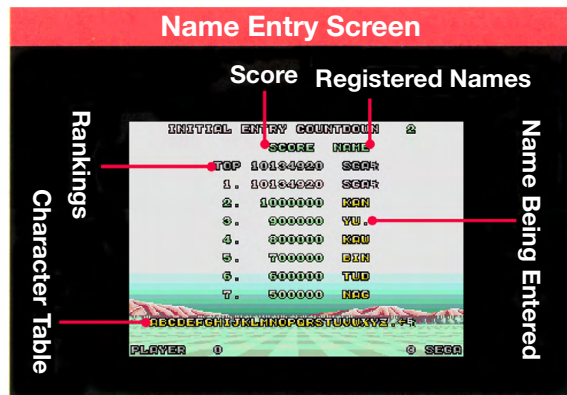
⑦ EXIT


Select and press Button A to return to the title menu.



Rankings & Name Entry

At Game Over, the Rankings are displayed. If you score within the top 7, you can enter your name up to three characters.



Use the D-Pad  to select a character and press Button A to confirm.

After the first character is confirmed, you can enter the second followed by the third.

To change a character you've already confirmed, select ← to delete the last character and move the cursor back.

After you've entered all three characters, select ED and press Button A to complete name entry. Be sure to complete this before the counter top right counts down to 0, or name entry will forcibly closed.

Enemies & Obstacles

Land Based Enemies and Obstacles

Destroy to earn **5000** points



Weed
Take care not to stumble on this!



Earththrock
Running into these will really hurt!



Tree
Try to destroy these sooner rather than later.



Pilania
Poisonous looking, and very very large!



Peanut
These giant peanuts are a real nuisance.



IDA
A giant stone face. Spinning IDA and rising IDA are worth 10,000.



Mammoth
A curious one-eyed beast.

Unbreakable Obstacles

These obstacles can't be broken, and will cost you a life if you collide with one.



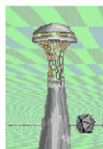
Tadstor



Inhabited Tower



Incaic Pole



Dome Tower

* There are many other unbreakable obstacles too!

Airbourne Enemies and Obstacles

Destroy to earn **10000** points



Mukadens
The most common enemy machine.



Parkomen
Attacks in formation.



Buster
Launches sharp projectiles.



Fuyuseki
Destroy these as soon as possible.



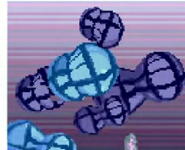
Kanalee
A mysterious winged beast.



Luper
A mysterious plant & animal hybrid.



Varel
A very efficient robot.



Rollys
Attacks while spinning round and round.



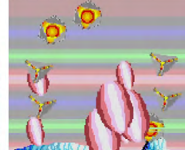
Octopus
Spins and attacks with 4 tentacles.



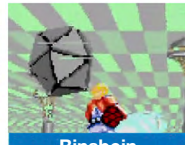
Sukeg
Launches missiles while spiralling.



Tomos
They always appear in groups of three and shoot bullets. You can damage them while they're open.



Tetrahedron
Launches attacks by opening and closing.



Binsbein
An unbreakable 20 sided ship that glows as it flies.

Stage Bosses

Advice for Beginners

Defeat the boss at the end of each Stage to progress to the next. Some of the bosses are introduced below:



A giant dragon. It attacks while moving back and forth.



Attacks while protected by multiple floating IDA.



A monster with 2 heads. You have to destroy both.



Varels attack in formation.

Stages	
Stage 1: MOOT	Stage 10: MINIA
Stage 2: GEEZA	Stage 11: PARMS
Stage 3: AMAR	Stage 12: BONUS SCENE
Stage 4: CEICIEL	Stage 13: DRAIL
Stage 5: BONUS SCENE	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

POINT 1

Learn how different enemies move and attack to plan your strategy.



POINT 2

Enemies in formation can often all be attacked from the same position.



POINT 3

Obstacles such as trees and peanuts just get in the way, so blast them as quickly as you can.



POINT 4

Evade enemy attacks by moving in a large circular motion around the screen.



● ● Precautions ● ●

● Make sure the power is OFF!

Before removing a cartridge, make doubly sure that the console power is switched to OFF!



● Don't Touch the Terminals!

Do not touch the terminal contacts or allow them to get wet. Doing so will damage the cartridge!



● Avoid Chemical Cleaners!

Do not use chemicals such as benzine or solvents when wiping off dirt.



● Cartridges are Delicate!

Do not subject your cartridges to strong shocks. Striking or stepping on a cartridge will damage it!



● Storing your Cartridges

When choosing somewhere to store your cartridges, try to avoid places that are unusually hot, cold or humid.



● Precautions while Playing

If you play for an excessive period of time, your eyes will become fatigued. Try to take a 10 to 20 minute break for each hour of gameplay. Sit as far back from the TV as the controller cables will allow.

● ● HEALTH CONCERNS ● ●

Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in some individuals.

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 for 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.



WELCOME TO THE FANTASY ZONE!
GET READY!