

namco

SEGA
GENESIS
16-BIT CARTRIDGE

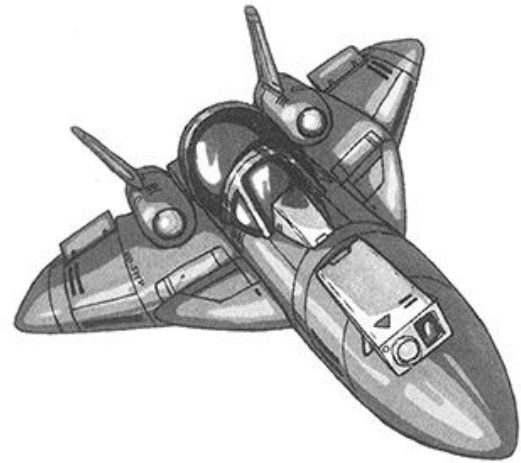
BURNING FORCE™



INSTRUCTION MANUAL

Story

Burning Force tells the story of Hiromi, a student at Earth University. Like other youths at the school, she dreams of becoming a space pilot. Join Hiromi in a quest to conquer her rigorous graduation tests. You and Hiromi must master five days of battle tests on the planet Earth. If you are skilled enough, you will earn the final challenge of battling in deep space. Pass this sixth level, and you earn the title "Space Fighter."



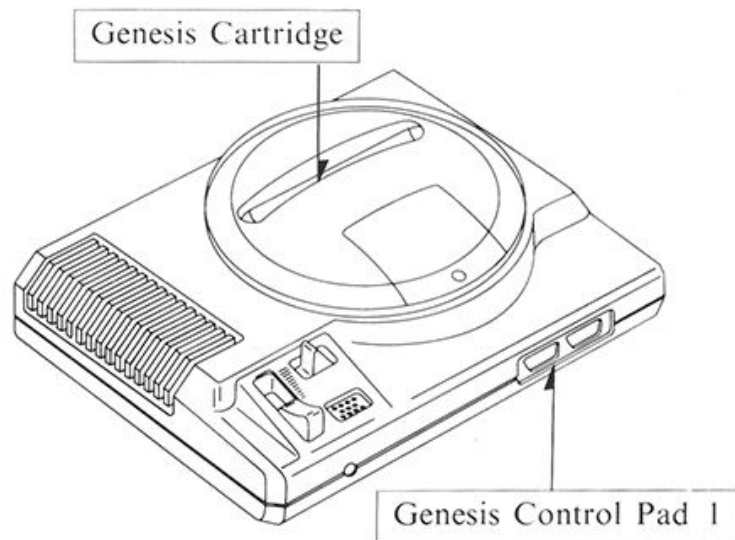
Starting Up Your System

1. Set up your Genesis System, following the instructions in your Genesis System Instruction manual. Plug in Control Pad 1.
2. Make sure the console's power switch is turned off.
3. Insert the Burning Force cartridge into the console with its label facing toward you. Press the cartridge firmly into the cartridge slot.
4. Turn the power switch on. The Namco screen appears.

NOTE: If nothing appears on screen, turn the switch off. Check your cartridge to make sure it is inserted correctly, and check all cables to make sure they are properly connected. Then try again.

IMPORTANT: Always make sure your Genesis System is turned off before inserting or removing the game cartridge.

5. Press the Start Button on Control Pad 1. The Title screen appears, and the Burning Force story begins.



Taking Control

Burning Force is a one-player game. You will guide Hiromi as she rides airbikes and airplanes. In order to graduate, though, you must master the art of piloting both types of vehicles and help her attack futuristic robots and ships with lethal missiles and bullets.



D (Directional) Button

- Press up or down at the Title screen to select Start or go to the Game Options screen.
- Press up or down on the Game Options screen to select an option; press left or right to change the selection.
- Press left or right to move the airbike horizontally. Press up to accelerate and down to slow down.
- Press left, right, up, or down to move the airplane horizontally or vertically.

Start Button

- Press during the Title screen to move on to the Start Options screen.
- Press at the Start Options screen to start the game or go to the Game Options screen.
- Press the Start Button after selecting Exit to leave the Game Options screen.
- Press during play to pause the game. Press again to resume play.

Button A

- Press to fire bullets.

Button B

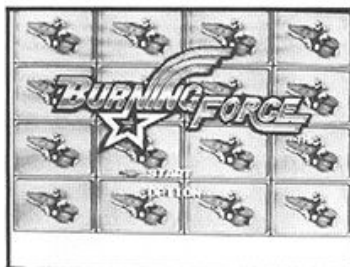
- Press to launch missiles.

Button C

- Press after collecting five invincibility items to become invincible for a limited time.

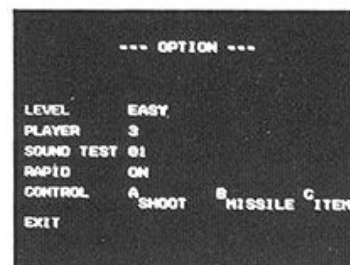
Selecting Options

When you turn on your Genesis System, the Title screen appears. If you wait a few moments, the first game demonstration will appear. When the Title screen appears, press the Start Button. The Start Options screen appears. Use the D Button to mark your choice, then press the Start Button.



Game Options Screen

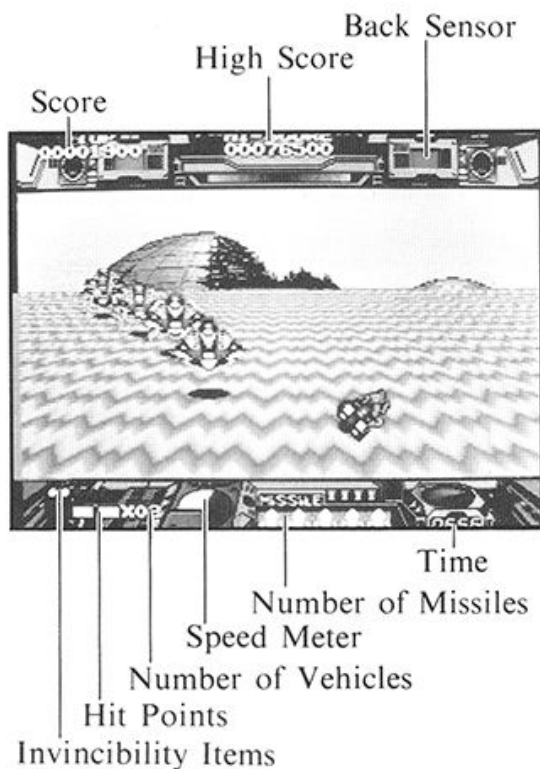
Use this screen to choose several playing options. Use the D Button to mark your choice (s). After you finish selecting options, choose Exit, then press the Start Button.



- **Level:** Choose level of difficulty, either easy or hard.
- **Player:** Choose either three or five vehicles for use throughout the game.
- **Sound Test:** Choose to listen to some or all of the 16 types of melodies and sound effects which sound during play. Press the D Button (left or right) to mark your choice, then press the A, B, C or Start Button to select.
- **Rapid:** Choose on for continuous firing mode.
- **Control:** Changes the functions of the A, B, and C buttons.
- **Exit:** Choose to return to the Title screen.

Combat Meters

The meters on the screen display signals and data to help you keep track of your status. For example, you will need to know how many vehicles and missiles are left to make winning moves.



Score: Tallies the number of points you currently have earned.

High Score: Shows the highest score earned to date.

Back Sensor: Flickers when it detects enemies approaching from behind.

Number of Missiles: Indicates the number of missiles you have left. You can have a maximum of five missiles at one time. You can only get more if you pick up a missile power item.

Invincibility Items: When you pick up five of these, this meter will flicker.

Speed Meter: Shows your speed.

Hit Points: Shows your vehicle's energy level. When you lose all the energy, you lose that vehicle.

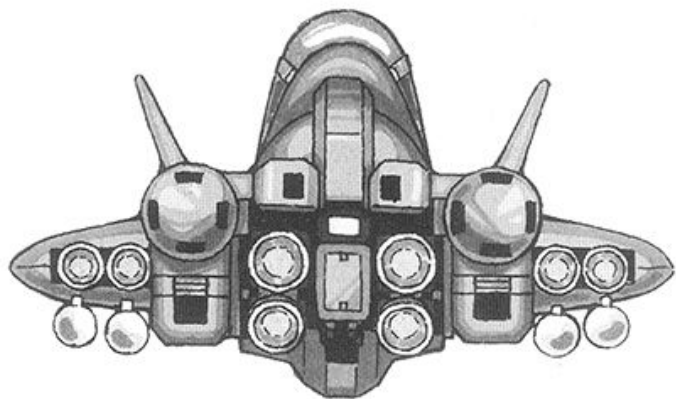
Number of Vehicles: Shows the number of vehicles remaining.

Time: Shows the time remaining. Extra points are awarded at a rate of (time left) x 10 points if you clear the round.

Combat Zone Rules

Combat tests are fought over six days, with each day divided into four areas. Clear the four areas of one day and you advance to the next day's test. Battle your way in areas 1 and 2 on an airbike, and in areas 3 and 4 in an airplane. Read on for more play information:

1. You lose one hit point when you crash into an enemy or obstacle, or get hit by a bullet. You lose one vehicle for every three hit points lost.
2. When you lose all your vehicles, the game is over.
3. You gain one extra vehicle if you attain a high enough score.
4. You pass each combat test by clearing its four areas. If you pass the combat test on day six, you earn the title of "Space Fighter!"



Continue Game

In every game, you have three chances to continue after losing all your vehicles. If you have any credits left, the Round Select screen appears after the Game Over screen. Use the D Button to select the round in which you wish to continue play, then press the Start Button within the time limit. You can choose any round up to the last one you played. Play will continue in the round you select and the score will return to zero. Every time you continue a game, your number of credits decreases by one. If you have no more credits, the game ends.



Items

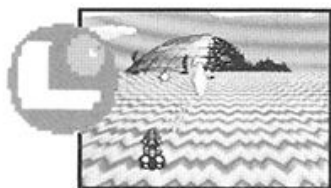
Various weapon items and invincibility items will appear during the tests. Capture them and you can acquire more powerful weapons and invincibility.



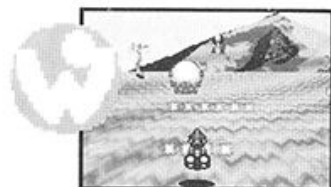
Bullet Power items

The following items boost the strength of your bullets until you lose a vehicle.

Laser: Powerful beams that pierce through the metal bodies of robots and ships.



Wide Range: Beams that blast a wide area at once.



Cross Laser: Combines the high power of the laser and the blast area of the Wide Range bullets.



Missile Power Items

Pick up these weapon items to increase your missiles' destructive power. Each time you pick up a missile power item, you gain up to five missiles.

Homing Missile: Shoots five guided missiles per shot.

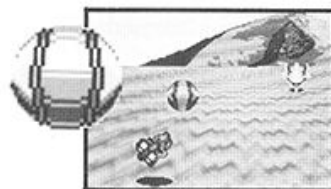


Max Missile: Explodes and causes severe damage to the enemy.



Invincibility Items

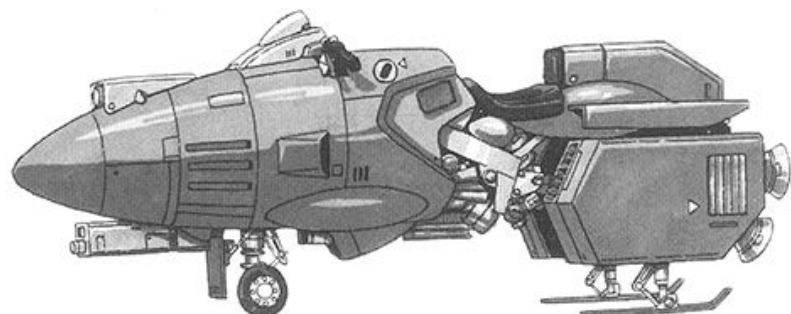
Invincibility items may appear when you shoot an obstacle. Gather five of these items and press Button C. You will become indestructible for a limited amount of time.



Graduation Test Schedule

Be aware that the arduous exams take place over six days, and that each day is divided into four areas. Ride your airbike in area 1 in the morning, and in area 2 in the afternoon. Pilot your airplane in area 3 in the evening, and in area 4 during the bonus round.

Boss enemies appear at the end of area 3. Watch for hints on defeating them when you transfer from the airbike to the airplane. Your goal in area 4 is to pick up as many items as possible. If you do well, you can increase your score and even gain an extra vehicle.



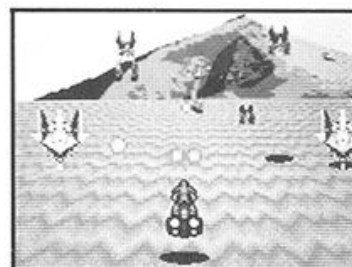
1st Day: Bay Yard.

Take advantage of this round to hone your piloting and shooting skills.



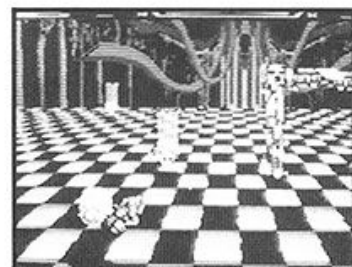
2nd Day: Sahara Sands.

This battle is fought in the desert. Watch out for the opponent who emerges from underground and attacks your back.



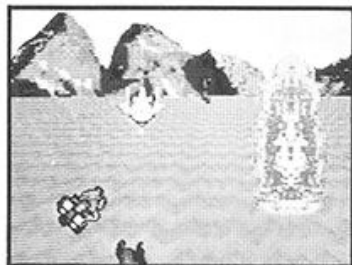
3rd Day: Aero Space.

Maneuver your way through numerous obstacles in this round.



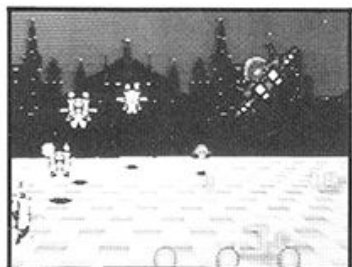
4th Day: Meadow

This seemingly peaceful grassy area holds danger. Beware of huge fireballs which fall from the sky!



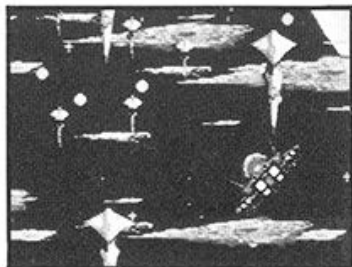
5th Day: Another World.

Try your hand at piloting through the ruins of the ancient deserted city of the Highlands. Meanwhile your enemies attack with tremendous fury and intensity.



6th Day: Lunar Spaceport.

The ultimate test of your skills takes place in deep space. During this round you will pilot only the airplane.

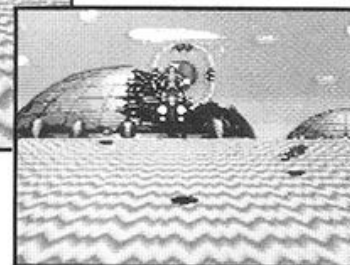
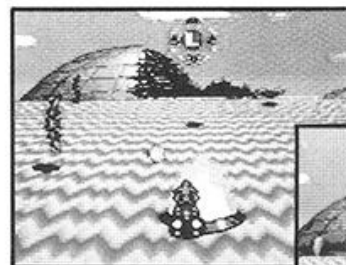


Hints

- Every area has a master opponent, but the most formidable enemy lurks in area 3. Pay attention to the hints given at the beginning of area 3.



- The weapon items that you pick up replaces your old weapon. Memorize the location of each item. Be especially careful when you pick up missile power items. It is possible to take items that weaken your current firepower.
- Use the jumping board to catch items high in the air when you are riding the airbike.



Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Limited Warranty

Namco Hometek, Inc., warrants to the original purchaser that this Namco Hometek, Inc., cartridge shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc., 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.

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The provisions of this limited warranty are valid

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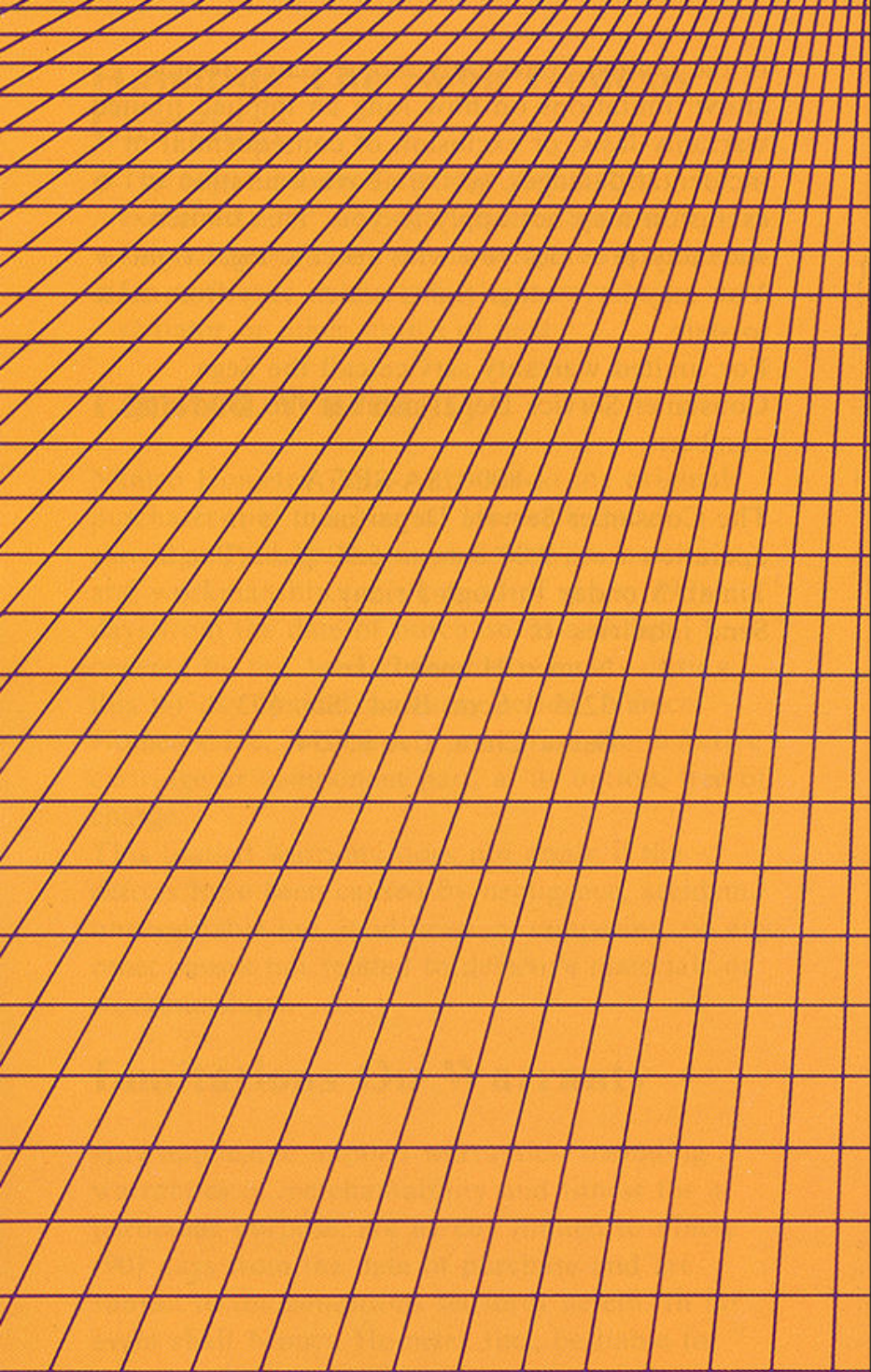
For limited warranty service call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

The Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday.

Send inquiries to:

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