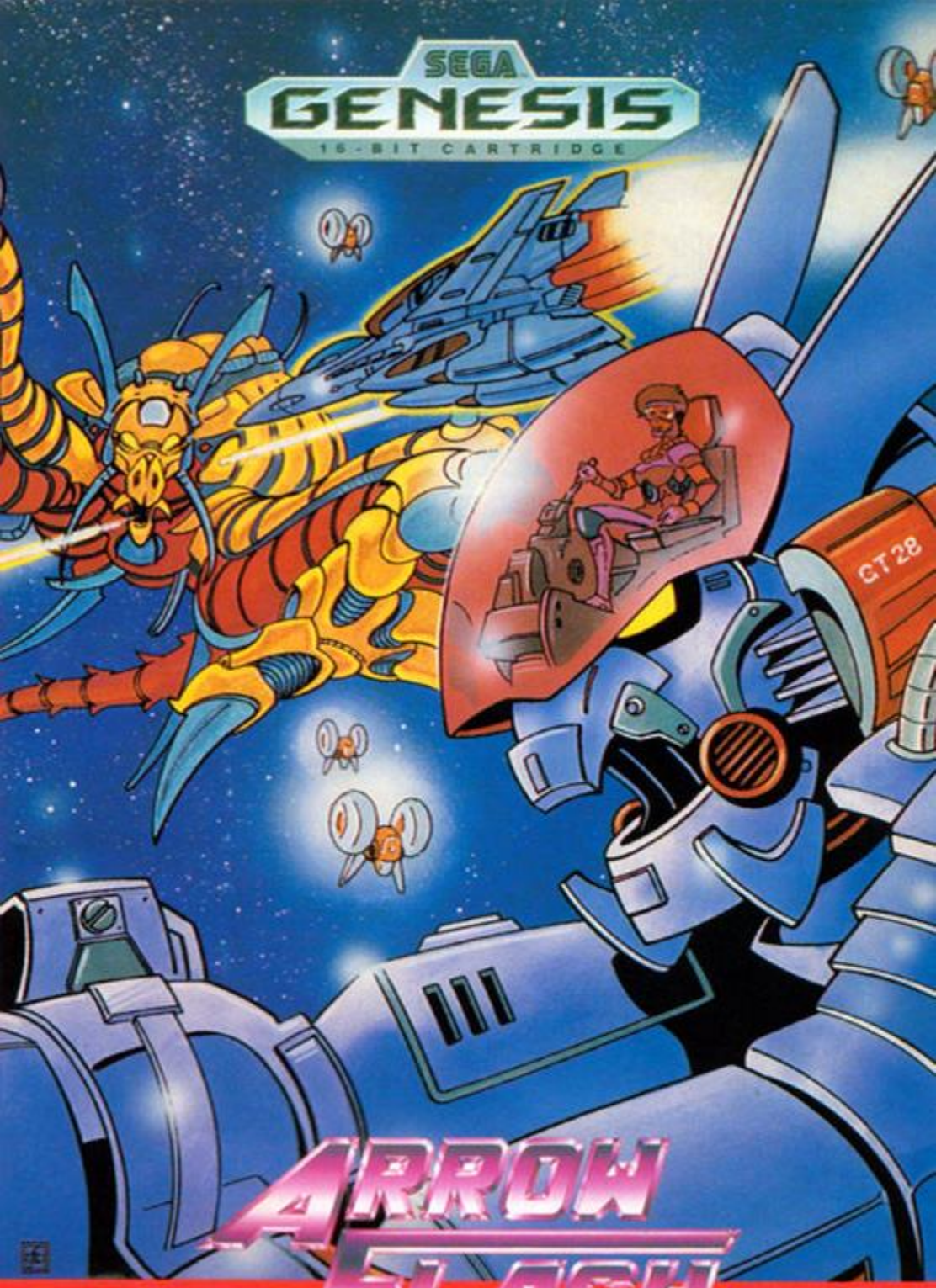


ARROW FLASH

INSTRUCTION MANUAL

RENOVATION PRODUCTS

Handling the Genesis Cartridge

- This cartridge is intended exclusively for the Sega Genesis System.
- Do not apply severe shocks to the cartridge. Avoid hitting or stepping on the cartridge. Do not take it apart under any circumstances.
- Touching or wetting the terminal of the cartridge can cause damage.
- Avoid leaving the cartridge in extreme hot or cold temperatures. Especially, avoid places that are in direct sunlight, near stoves, or humid areas.
- When cleaning the cartridge, do not use chemicals, such as paint thinner or benzene.
- Your eyes may become tired after long periods of game play. To avoid stress, take a 10 to 20 minute break every hour. Try to be as far as possible from the TV screen.

DISCLAIMER

The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblance between the persons, names, places, institutions and incidents in this game and actual persons, names, places, institutions and incidents is purely coincidental.

Thank you for purchasing this ARROW FLASH Cartridge from Renovation Products for the Genesis System. Please read this instruction manual carefully to ensure proper handling of your game.

CONTENTS

THE STORY 1

GAME START 2

TAKE CONTROL 3

OPTIONS SCREEN 4

HOW TO PLAY 5

ARROW FLASH 7

CLEARING STAGES 8

GAME OVER AND CONTINUE 9

POWER-UP ITEMS 10

STAGES 13

GAME HINT HOTLINE 18

WARRANTY 19

THE STORY

In the latter half of the 30th century, a frightening rumor reached the planet Earth. A group of Viking terrorists, led by a vicious tyrant known as the Great Hilagi, had been plundering and destroying planets throughout the Galaxy. They moved in ominous war ships capable of entering and travelling in Nether Space. Yet the people of planet Earth never suspected that of all the planets in the Galaxy, Earth was to be Hilagi's next target.

In fact, there had already been a small assault on the laboratory of the renowned scientist Doctor Zerrek Keene who, in a state near death, sent an urgent message calling his granddaughter and only living heir, Zana Keene, to his side.

"Zana Keene, listen to me," he said, "I have caused a terrible tragedy. While experimenting with Nether Space transmission I caused a huge magnetic field to be formed around our planet, and now, it has attracted the attention of the barbaric Viking Terrorists."

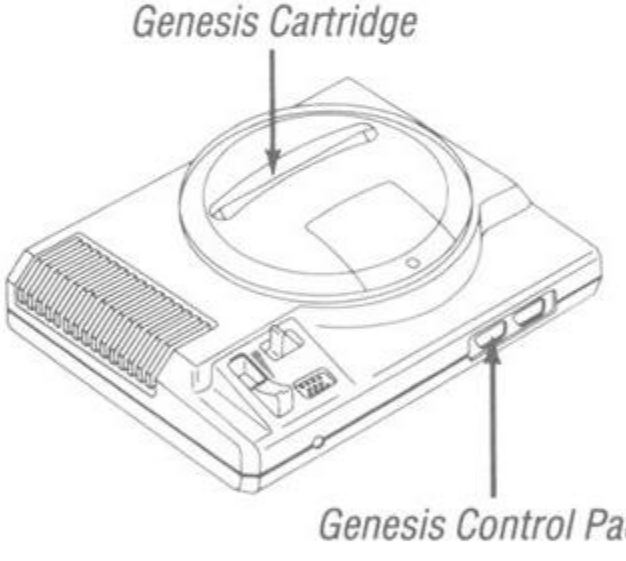
The old man fell back against the floor. Zana reached for his hand. At that moment Dr. Keene pressed a keycard into his granddaughter's palm, and with his last breath, he whispered, "Zana Keene, use this . . . save Earth."

Zana Keene, who had trained as a test pilot at the United Government Military Academy, knew what it was her grandfather had placed in her hands . . . access to the space fighter "Chameleon"; the battle weapon ERX-75, a space fighter capable of combat in Nether Space; capable of transforming itself into a robot; the strongest weapon ever developed by the United Earth Army – code name, Valdor. Chameleon was the only existing prototype. Its production plant has been sabotaged and destroyed. Zana Keene knew what she must do. "Use this . . . save Earth."

GAME START

1) Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 player. Plug in Control Pad 1.
2) Make sure the power switch is off.
3) Insert the ARROW FLASH Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
4) Turn the power switch ON. If nothing appears on the screen, recheck the Cartridge insertion.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing the Cartridge.



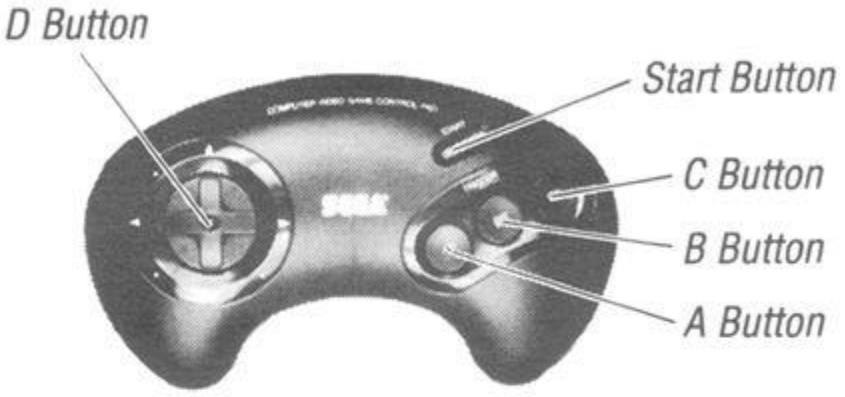
Press start button at title screen. The screen changes:

Choose "Start" and press start button to play game.

Choose "Option" and press start button to select options.

TAKE CONTROL

This game is for one player. Plug in Control Pad 1.



Start Button: Press to start game. During game, press to pause game. Press Button again to resume play.

D (Directional) Button: Press to move player in any direction.

A Button: Press to transform player.

B Button: Press to shoot.

C Button: Press to shoot arrow flash. (Or whichever order you assign in options mode; see page 4.)

OPTIONS SCREEN

Press the D button on Control Pad to move the marker up or down to the option you want. Then press left and right on the D button to change the setting.

Level: Change the level of difficulty of the game. Select from EASY, NORMAL, and HARD.

Player: Number of ships you can use.

Sound Test: Listen to the music in the game. You can listen to the music by selecting the music number with D button and pressing A, B or C button. (During game play, however, the computers will decide the music automatically.)

Control: Change functional assignments of each button.

Rapid: Select rapid or single firing.

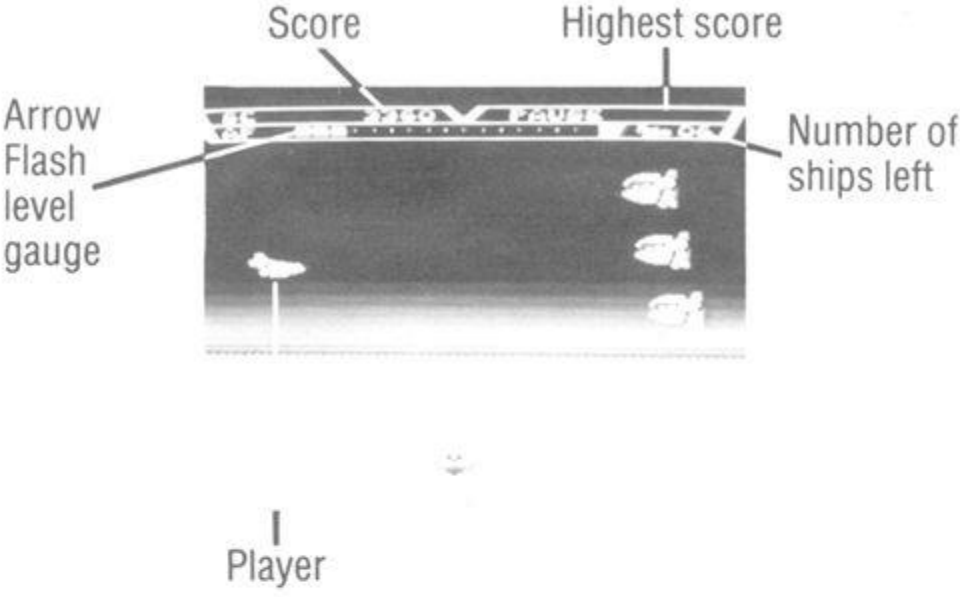
On – Rapid (automatic) **Off** – Single shot

Arrow Flash: Change mode of Arrow Flash (refer to page 7).

Exit: Press A, B, or C button to go back to select screen. Pressing the start button allows you to go back to select screen anytime.

HOW TO PLAY

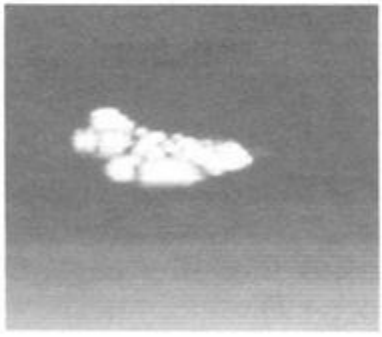
Screen Indicators

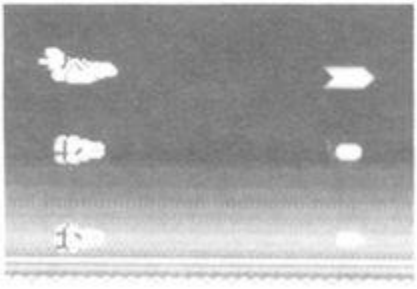


Transforming Player

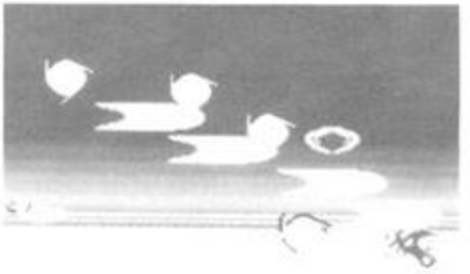
The player unit can be transformed to either fighting or robot shape by pressing the A button anytime.

Fighting shape: This is smaller than the robot shape and is suitable for fighting in narrow spaces.





Picking up weapons makes player's forward shots stronger.



Arrow Flash destroys all forward enemies.

Robot shape: Picking up weapons makes it possible to fight long-range enemies, including enemies to your rear.

When using Arrow Flash, the ship will be invincible for a moment.

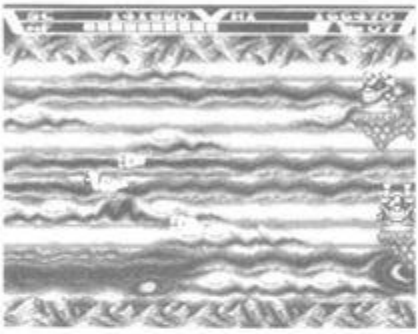
Avoiding risks of the obstacles.

Dashing against enemies.

ARROW FLASH

The Arrow Flash is the ultimate player weapon. There are stock and charge modes of the Arrow Flash, and you can change it in the options screen.

Stock mode: You can fire as many shots of Arrow Flash as you have. You get three shots when starting the game, and, you will get one as you pick up an Arrow Flash item. Also, you'll get three as you clear each stage.



Number of Arrow Flash

Charge mode: You can use Arrow Flash as many times as you want. Press C Button until Arrow Flash level gauge goes up to full and then Arrow Flash will be discharged. However, you cannot shoot any bullets while C Button is pressed.

In charge mode, the width of Arrow Flash in jet fighter style, or how long the invincible period lasts in robot style, depends on how long you press C Button.

The C Button is pressed until the level gauge goes up to 75% in jet fighter style.

CLEARING STAGES

Bonus points will be added after clearing each stage.

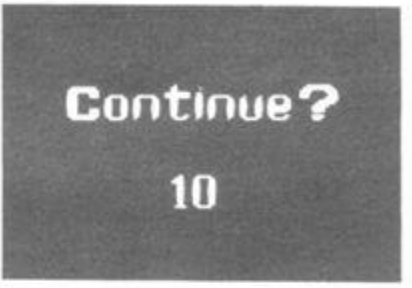
Stage cleared

Bonus points

Getting a playable ship: One ship will be added when the score reaches 80,000. Another ship will be added every 150,000 points.

GAME OVER AND CONTINUE

When you lose all of your playable ships, the game is over and you will see the following screen.



Continuous play will be possible if you press the start button before the count reaches zero. In continue mode, you can restart the game from the beginning of the stage in which you were defeated.

The number of continues in the game depends on the game level you choose in options screen.

EASY – 5 times
NORMAL – 3 times
HARD – 0 (no continues)

POWER-UP ITEMS

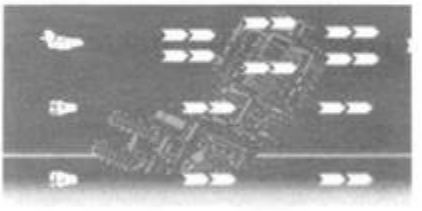
Various power-up items will appear by destroying power-up carrier.

Power-up carrier

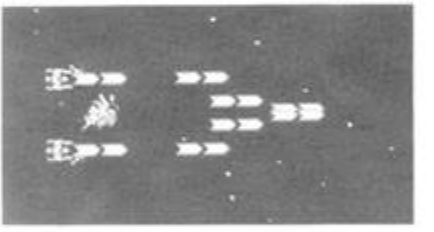
Laser

There are three kinds of lasers. Each laser can be powered up to three levels.

Laser I: To attack long range enemies.

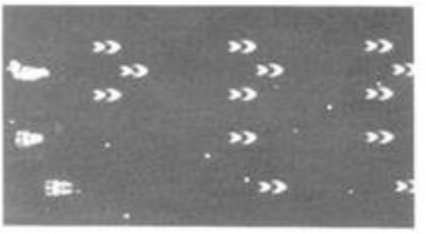


Strongest mode when in jet fighter style.



Strongest mode when in robot style.

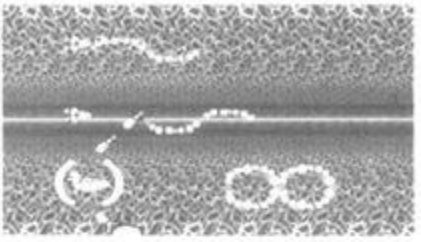
Laser II: Penetrative laser which can attack multiple enemies at a time.



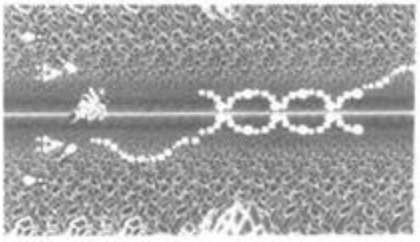
Strongest mode when in jet fighter style.

Strongest mode when in robot style.

Laser III: Penetrative and wave-form laser. Attacks enemies within the range of wave-form.



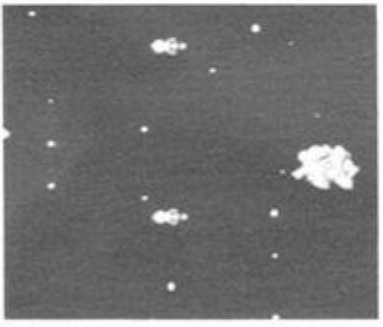
Strongest mode when in jet fighter style.



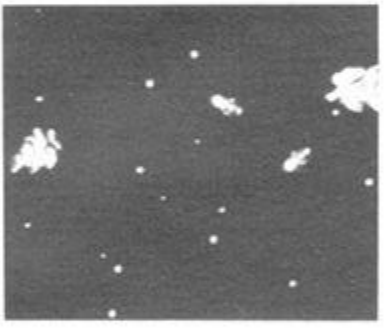
Strongest mode when in robot style.

Missile

Missiles can be powered up to two levels.



In jet fighter style, it will fire straight-forward missiles.



In robot style, it will fire homing missiles.

Fire Claw

The Fire Claw is an armor shield and fire platform of the ship. You can equip your ship with up to two of them.

Arrow Flash

The Arrow Flash appears only when in stock mode.

One shot of Arrow Flash

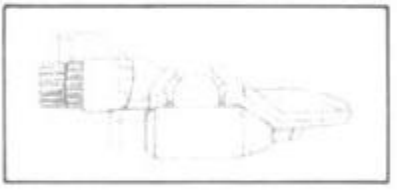
Three shots of Arrow Flash

Speed Up

You can raise the speed of the ship, up to six levels.

Energy Shield

With the Energy Shield, you can protect the ship against enemy bullets, up to three times.



1 Up

With 1 Up, you can add one player (ship).

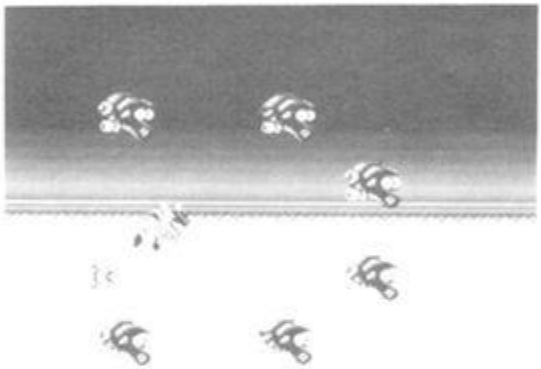
STAGES

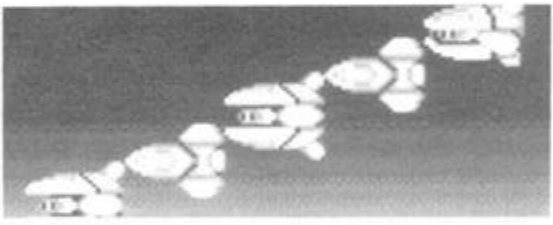
The advantage of the space Viking terrorist group, known all across the Galaxy, is their overwhelming military power. This manual will describe their terrorist arsenal up to stage 3.

The game has 5 levels plus a final confrontation scene at the end of the game.

STAGE 1:
In the Atmosphere of the Earth

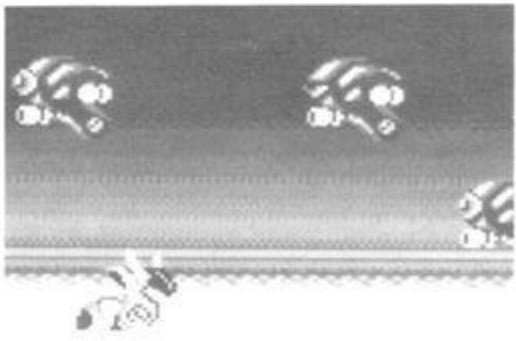
You engage the space Viking group assaulting the Earth. The struggle Chameleon faces starts in the sky over the Earth . . . Then a space station in orbit transmits an SOS . . .





METHANA E7: They fly in formation and attack moving backwards and forwards.

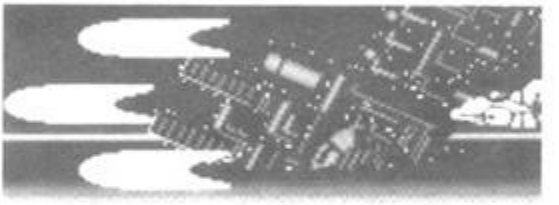
STARUS Q9: A number of units appear and attack Chameleon. Beware, their shots are accurate!

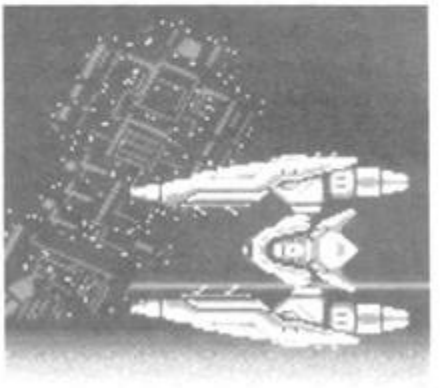


DORGUL K3: This warps in all of a sudden, moves up and down, and shoots bullets in a curved pattern.

KAZANOS V5: This shoots as soon as it gets in line with Chameleon, and then flies away.

VALDER T7: This is a production type of Chameleon which was stolen by the space Terrorist group. Valder T7 uses Arrow Flash.

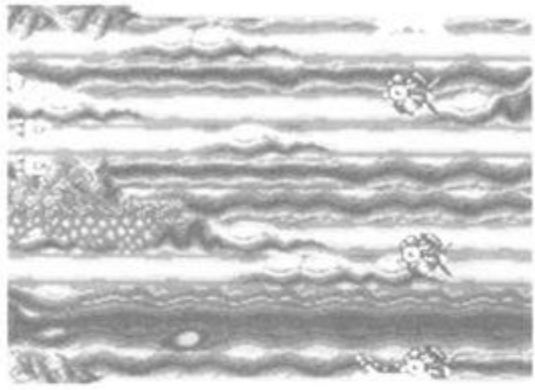


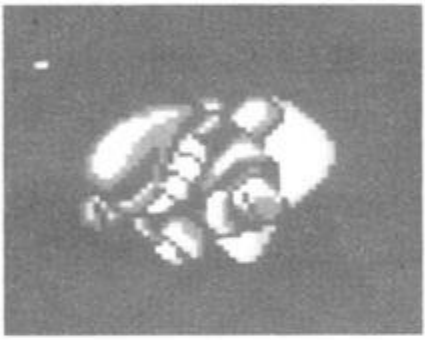


AXE: This is one of four commanders leading the space Viking group, and it is in charge of assaulting the Earth. It is a living robot with an artificial intelligence.

STAGE 2:
In the Space Around the Gas Planets

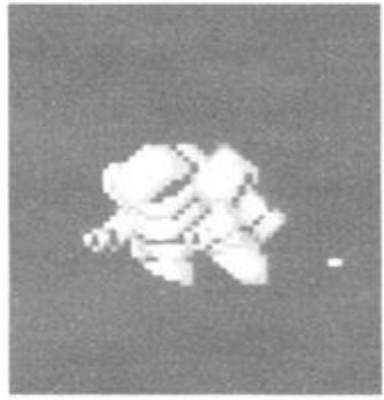
Chameleon eliminated all enemies on the earth and headed for space to find the headquarters of the space Vikings. But Chameleon got lost in space while chasing the enemies.

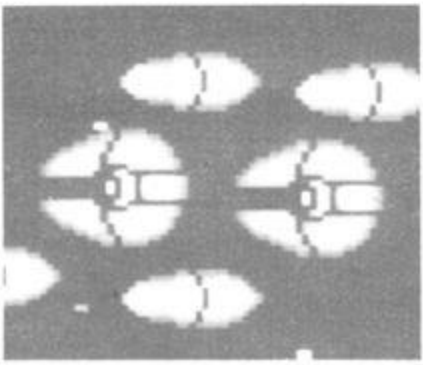




ELIDO N5: Attacks with a laser.

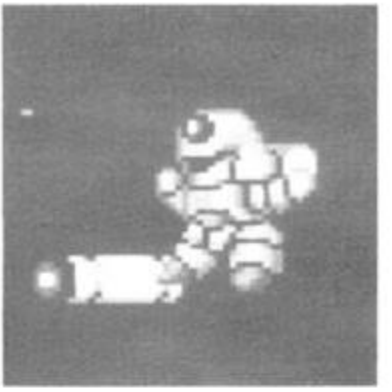
ZAGAM G7: Attacks with a three-directional bullet.





CLANS I2: A reconnoitering party of space Vikings which dashes against Chameleon when parallel to Chameleon.

TASONA K6: This disappears as soon as it fires the missiles it carries.



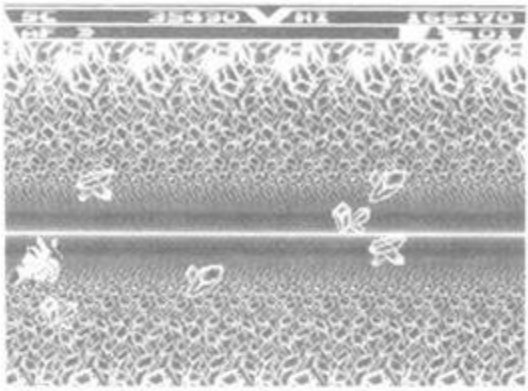
KAIVAL H7: This fires bullets towards Chameleon when at a certain position.

VALT A7: These appear in a group in the water scenes, but they do not fire on you; they simply float across the screen.

BRAST: One of four commanders in charge of the space Vikings, which governs the gas planets. This is a living robot. It usually fires a shotgun, but it fires a laser when its arms are open.

STAGE 3:
A Crystal Planet in Nether Space

As soon as Chameleon breaks through the gas planets, there is an opening to nether space behind the planets. Chameleon dashes into the unknown world chasing a huge Viking ship that is hiding in nether space.

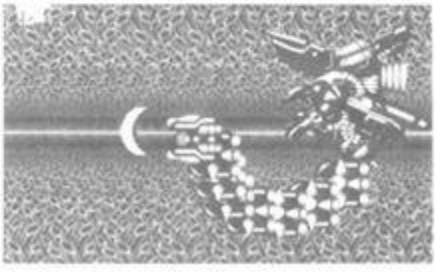


PORTOS G3: This warps in and attacks Chameleon.

SOLOMOS G3: This moves in sharp angles and transforms to fire missiles.

GAVAS J9: This moves up and down and rams into Chameleon.

KENTOS T3: This is a guard unit of the crystal planet. It shoots double-shot missiles.



ATAZUME: One of four commanders in charge of the space Viking group. It is in charge of the defense force of the crystal planet. This is also a living robot. It attacks Chameleon with a long tail which fires a laser-wall.

GAME HINT HOTLINE

If you have any questions about playing ARROW FLASH, or you are interested in hints on how to play more effectively, please call the Renovation Game Hint Hotline at:

(415) 871-GAME

LIMITED WARRANTY

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

This 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.

DO NOT RETURN YOUR RENOVATION GENESIS CARTRIDGE TO YOUR RETAIL SELLER. RETURN CARTRIDGE WITH A DATED PROOF OF PURCHASE to the following address. The cost of returning the cartridge to Renovation's Customer Service Department shall be paid by the purchaser.

Renovation Products, Inc.
Customer Service Department
987 University Avenue, Suite 10
Los Gatos, CA 95030

Repairs After Expiration of Warranty

If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they 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 Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. 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 Renovation Products, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this 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 limitations or exclusions may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Check into these great games, also from Renovation.

WHIP RUSH™

In the 22nd century, Earth Defense Headquarters detected a huge unidentified object approaching our system. A probe revealed three of our own Alpha-type robot spaceships at its core. In the hands of a hostile alien intelligence, the ships had been transformed into a gigantic, heavily-armed, flying fortress – bent on destroying Earth! The defenses of Earth have all failed to halt the juggernaut. In a final desperate bid for survival, all resources have been expended to create one mighty jet fighter: Whip Rush. You must pilot Whip Rush on a noble mission to deliver mankind from certain doom!

FINAL ZONE™

You are about to be transported 100 years in the future, where the latest wave in warfare is the New Age Power-Suit, or NAP – a robotic combat machine which gives the wearer unheard-of fighting ability. Your NAP can be equipped with up to 15 weapon, speed, and maneuverability options, out of 100 available – including flame throwers, land mines, and both hand-held and body-mounted firing equipment. With this kind of firepower to command, your only limitation will be your own strategic sense and combat savvy. The ultimate battlefield – the FINAL ZONE – awaits you!

GRANADA™

The Strategic Defense Initiative of the 1990's banned ICBMs and nuclear warheads. Now, in 2016, weapons are limited to super strategic mobile weapons. Enter Granada. Hypertek-Cannon Tank (HCT). Granada uses shields and radar to create its defense mechanism. Offensive firepower is provided by the most awesome array of weaponry ever assembled on a battlefield. These include multi-directional interceptors, long-range homing missiles, and a device designed to totally obliterate all opposing forces. You will command Granada through the streets of Tobora, to battle the giant flying battleship Astarsha, and Valsic, another HCT.

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FINAL ZONE AND GRANADA © 1990 RENOVATION PRODUCTS, INC.
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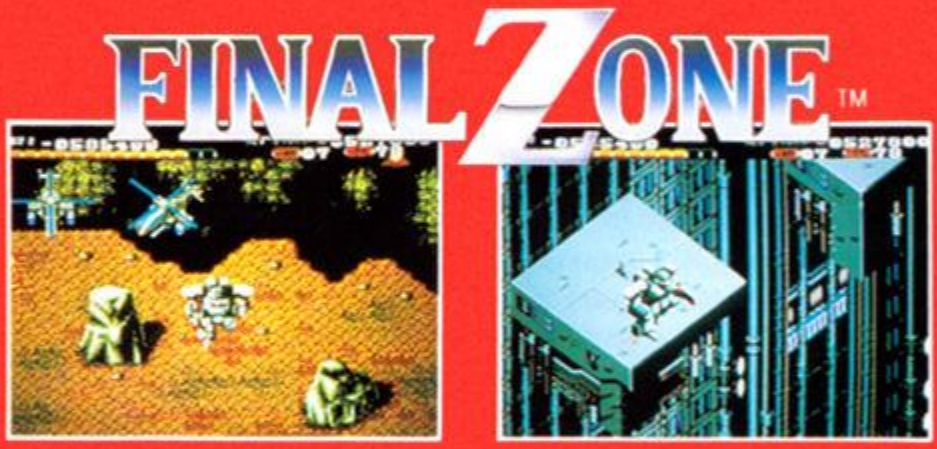
Check out the ultimate in game play from Renovation.

WHIP RUSH™

FINAL ZONE™



Granada™

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