MEGA
SUPER
FIGHTER
CHALLENGE

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Level 001

SEGA
GENESIS

Mega Super Fighter Challenge

Dive into an epic space battle where you are the last hope against an overwhelming armada of alien ships. In *Mega Super Fighter Challenge*, your mission is to destroy as many enemy ships as possible before they can obliterate you. The first player to reach 100 points triumphs in this high-intensity space shooter.

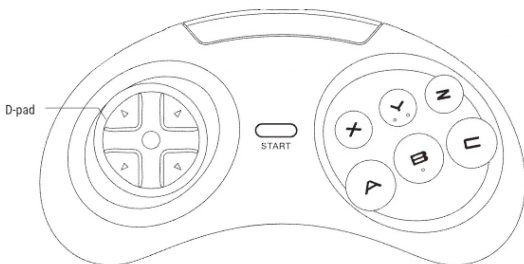Each level bring new challenges and new power-ups.

Title Screen when powering on console.

Press **START** to begin the game.

Gameplay

- **Objective:** Destroy enemy ships and amass 100 points. After each round points reset and the race starts afresh.

A 6-button controller is recommended.

- **Controls:**
  - **Directional Pad (D-Pad):**
    - **Up:** Move ship forward.
    - **Left/Right:** Rotate direction of the ship.
    - **Down:** Activate reverse engines to move backward or slow down.
  - **A Button:** Short boost of speed.
  - **B Button:** Main gun (primary weapon).
  - **C Button:** Spread gun (slow fire rate, additional firepower).

- **X Button:** Raise shield for a short duration. Weapons cannot be fired while the shield is raised.
- **Y Button:** Place a mine that arms itself after 0.5 seconds.

- **Points:**
  - Destroying basic enemy ships grants 1 point.
  - Destroy an enemy ship using a mine grants 5 points
  - Collide with an enemy ship while your shield is up grants 5 points.
  - If you collide with your own mine, you **lose** 10 points.
  - The enemy gets 1 point if they shoot you or collide with you when your shield is down.

- **Game Score:**
  - Game score is determined by skill. Trick shots, careful use of mines and shields will net you extra points.
  - For example. destroying a basic enemy fighter with your primary or secondary weapon is worth 1 point..
  - Drawing an enemy into a mine is worth 10 points for your game score.
  - Game score doesn't count towards levelling up.

Heads Up Display

The game field *HUD* gives valuable information about game play and status. Player and Enemy points are shown as both a numerical value and a growing blue bar. When the score of one side gets close to 100 the progress bar will turn red to indicate that one side is about to win.

The game score and game level are also shown. Try to get the best score possible to impress your friends.
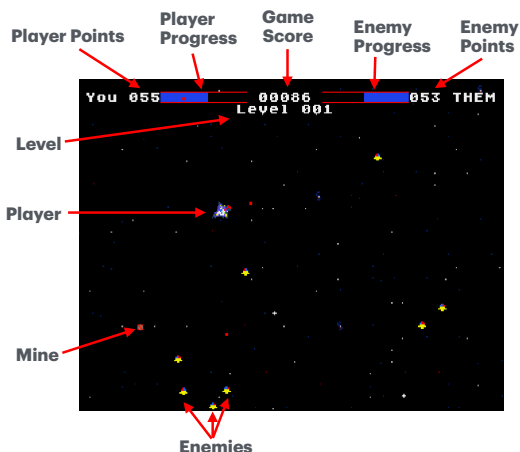
Screen indicators during gameplay.

Enemies

Your basic enemy fighter. Harmless on its own, but can be overwhelming in large numbers. Fires a single shot towards the enemy. Moves in diagonal patterns across the screen towards your fighter craft.

Your Space Fighter

Your fighter is equipped the all the tools necessary to survive wave after wave of enemies.

Use the **B** button to fire your automatic primary weapon. With its high rate of fire, it is very effective against fighters at close and far range.

The **C** button fires a *spread* shot of 3 projectiles. It is very effective against close-by enemies and enemies travelling in packs. It has a much slower rate of fire.

To quickly evade enemies or close-ground for a quick attack use the **A** button. This is will give your craft a quick burst of speed. Be careful, as collisions with fighters and mines can be a costly mistake.

If you find yourself in trouble you have a short-duration shield that you can raise using the **X** button. This will save from collisions and enemy fighters. The shield is ineffective against mines.

Space mines are powerful weapons. Use the **Y** button to place a mine, but you better keep moving because the mine will quickly arm itself and will explode in the proximity of any craft, including yourself. You can only place one mine at a time. So don't look track of it, as the fighters will case you, not your mine.

Collision Rules

If your spaceship crashes into an enemy ship, it counts as a point for the enemy unless your shields are raised. Raising your shield will protect you from taking damage during collisions but prevents you from firing any weapons while the shield is active. Additionally, if you collide with your own mine after it has armed itself, you lose 10 points.

Your shield will not protect you from mines.

Levels

As you progress through levels, the difficulty increases. Enemy ships become faster and more numerous, requiring superior piloting skills and strategic shooting. The ultimate challenge awaits in later levels with powerful alien commanders that demand precision and quick reflexes.

Game Over

If your spaceship is destroyed or you run out of lives, the game ends. However, fear not! You can restart and continue your battle against the ever-growing hordes of enemies in hopes of achieving victory.

Technical Details

- **Platform:** Sega Genesis
- **Developer:** Jason Rowe
    - email: **jason@jasonrowe.org**
- **Release Date:** Alpha - 2025-05-29