

SEGA
GENESIS

CROSSFIRE™

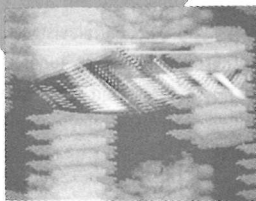
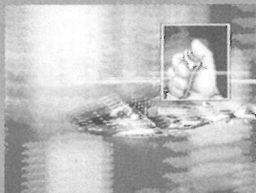
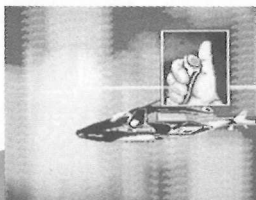


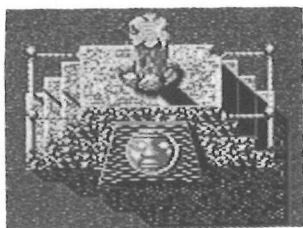
KYUGO

Thank you for purchasing our mega cartridge,
"CROSS FIRE." It will be sure to provide you
with hours of fun and excitement. To fully
enjoy this game, please read through these
instructions carefully prior to playing.

Story

The narcotics triangle is a zone dominated by evil where powerful drug cartels prevail. Colombia in South America, Mongolia in Asia, and Iran in the Middle East — these are the countries in which the world's three largest drug producers are based. Because of these crime-ridden groups, the world is experiencing unprecedented corruption and danger toward the end of the 20th century. People around the world are addicted to drugs, and are losing all motivation to continue their jobs. As a united group, the three major drug organizations are secretly scheming to take advantage of the chaos and invade and conquer the world. Sharing this common goal, the three groups combine their evil ideas and begin to carry out their plan. Heads of state are kidnapped and held hostage at the organization headquarters. Seeing the seriousness of the situation, Billy finally decides to take action and sets out to destroy the evil drug empire.





WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



How to play



Screen to select battle locations

*** Bonus points offered in each round ***

- A \$10,000
- B \$30,000
- C \$50,000
- D \$80,000
- E \$100,000
- F \$200,000

Starting at A, attack the three battlefront bases, A, B, and C. Conquer these three bases and advance to enemy headquarter bases, D, E, and F.

Our hero, Billy, approaches the enemy base with the Black Eagle. He sneaks into the base, rescues the heads of state who are held captive in various headquarters, then gets on board the Black Eagle once again and escapes.



Operations



control pad

This game is for one player only.

START BUTTON

- * To start game
- * Pause

DIRECTION BUTTON

- * To move your helicopter
- * To select various modes

A BUTTON

- * Trigger for bullets, laser,
and machine guns

B BUTTON

- * Bombs and jump function

C BUTTON

- * Turbo fire and
CALL function

Note: Operation of buttons A, B, and C may be changed.



How to start game



① Push START BUTTON on the title screen.

Title screen

Start/
Option screen

② On Start/Option screen, select 1 PLAY START by manipulating the S-way lever and press START BUTTON.

* Refer to page 9 for Options.



③ This is the screen where the commander issues his orders. It can be made easier by pressing the START BUTTON.

Command monitor screen

④ In the location-select mode, choose a battle location A, B, or C with the 8-way lever, then press the A button. Bonuses vary depending on the locations. As the play becomes more difficult, bonuses increase.

Location-select mode



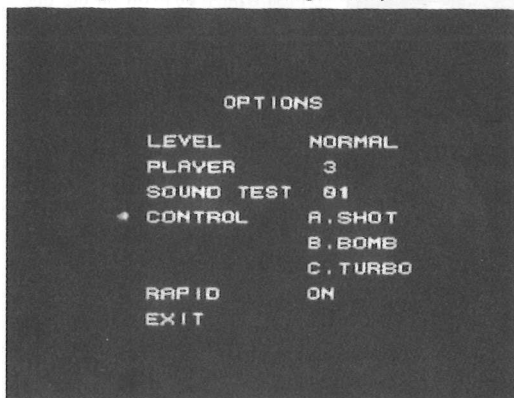
⑤ The weapon-select screen displays the list of weapons that can be used. Choose the weapon which best fits each round. The list gets longer with each weapon purchased.

Weapon-select screen



Setting Options

The initial game setup can be changed freely.



OPTIONS screen

Options

LEVEL	degree of game difficulty.
PLAYER	number of helicopters(one to five helicopters are available).
SOUND TEST	background music/ sound effects.
CONTROL	a combination of buttons A through C.
RAPID	to activate machine gun functions.
EXIT	completion of option format.

Choose options using direction buttons  and , and change format with buttons  and .

After the options are set, select EXIT, then press either the START BUTTON or buttons A through C to get back to the 1 PLAY START/OPTION select screen. Choose 1 PLAY START with the lever, and press START button.

* For SOUND TEST option, choose from 1 to 25 with the direction button, and press the A, B, or C button to listen to background music or sound effects.

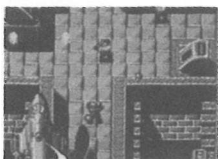
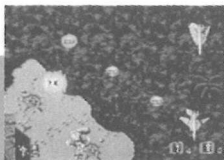




To play

* Air combat (helicopter assault)

Shoot and destroy enemy planes which appear on the screen.



* Black Eagle flies low and enters the enemy base.

The aim is to attack as many enemy bases and soldiers as possible.

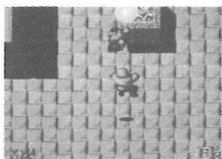
* Billy lands on the enemy base. He must attack enemy soldiers, win the battle against the enemy base defense network and rescue the hostages who are held captive.

** Use the B Button to jump away from and dodge enemy shells.

** In extreme emergency situations, press CALL (C Button) to call Black Eagle and escape from danger.

** You can win additional CALLs by finding transceiver items.

** CALL can no longer be used after you have invaded the enemy base.



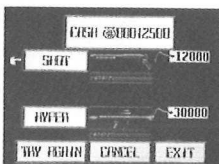
Return to air offense; break and escape the encircling enemy net.

After successful completion of each round, a bonus is given which entitles a player to buy more powerful weapons and armor. Choose the next round.

* Displayed on the screen will be the amount of money you have earned and the weapons available for purchase. If you wish to buy a weapon, manipulate the 8-way lever, and move the cursor to YES ; if not, move it to NO, and press the A Button.



* Decide which weapon to buy: Black Eagle's or Billy's. You have a choice of three weapons for each.



* Using the direction button, select the weapon of your choice, and press the A Button.

** You cannot buy a weapon unless you have saved enough money.

** Return to previous screen with the B Button.





Items



Power-up

The force behind your shots increases.

Bomb one-up

entitles the player to use additional bombs.



Turbo one-up

entitles the player to use additional turbo fire.



The item to be reinforced is unknown.



The player receives an additional helicopter.



Bill

The player's money increases.



Coin

The player's coins increase.

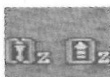


Transceiver CALL item

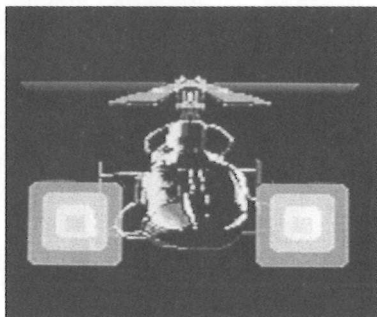
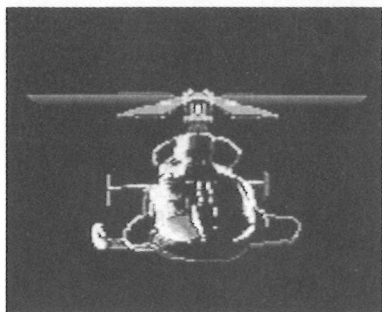
The player gets one additional chance to call in Black Eagle.



The number to helicopters remaining



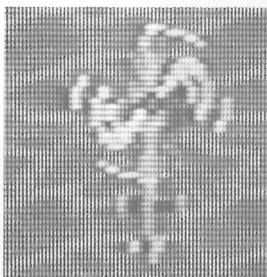
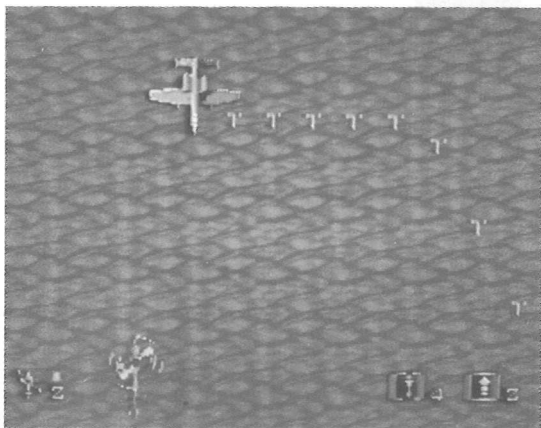
**The number of times you can use
bombs and the turbo function**





Makeup of Arsenal

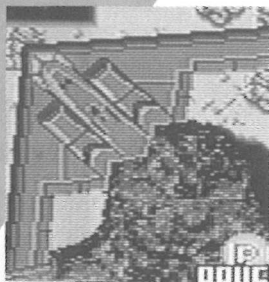
Air Combat



*** Black Eagle**

*** X-2**

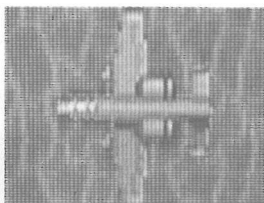
a friendly plane which provides items.





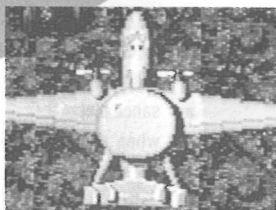
*** TL 20 Tomdog**

enemy air force's top fighter plane.



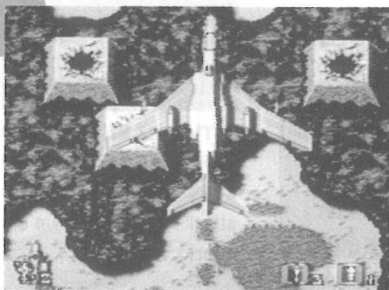
*** B-191 Belton**

some expel items when blown up.



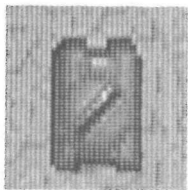
*** Herarri**

scatters money items when destroyed.

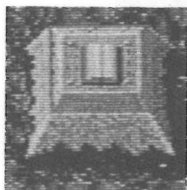


*** RA101E Bonda**

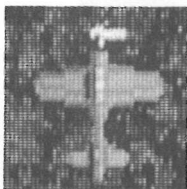
a large old-style fighter plane.



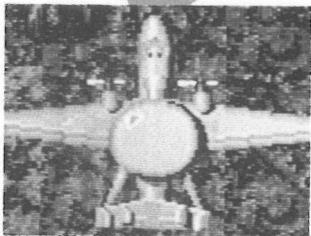
*** OKU-B1 tank**
enemy's main tank,
Shells are fired from
revolving batter.



*** Box barrage SYA-X**
You never know which
way they shoot!



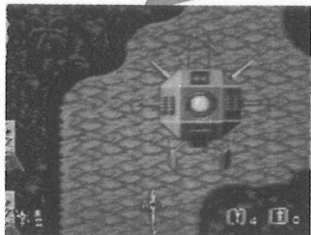
*** Zero fighter**
though outdated, it has a
wide variety of offen-
sive attacks capabilities.



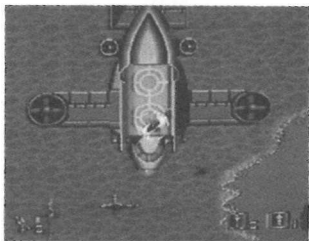
*** G2C-Super Eye**
ordinarily operating as a reconnais-
sance plane, it fires assault rader dishes
when confronted with Black Eagle.



*** TV260 Black Ghost**
(Mission B's object of attack)
a large-size bomber which sends out
attack modules (Mission C's object of
attack).



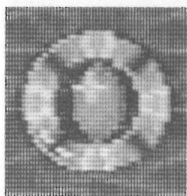
*** Combat satellite KKK-1**
(Mission E's object of attack)
 dives in from orbit and attacks.



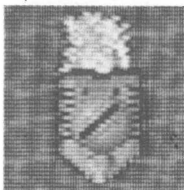
*** Aerial carrier AR-1**
(Mission D's object of attack)
 a battle carrier equipped with combat helicopter.



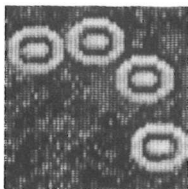
*** JGPO1**
 enemy's mainforce helicopter. Usually attacks in mass formation.



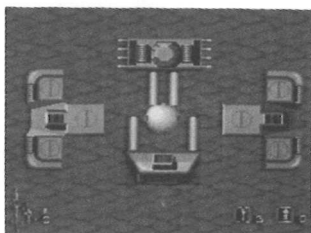
*** MIYA-3**
 a large disk equipped with a hyper engine.



*** Battle boat HAYA-10**
 the battleship which is the main force at sea.



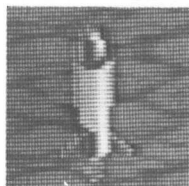
*** Small attack module MIYA-S**
attacks in formation.



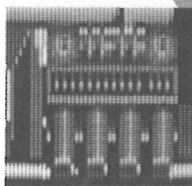
*** Mobile fortress PON-1**
a formidable, separable fortress.



*** Missile satellite M-1**
an unmanned combat missile.
Operates on remote control from outside.

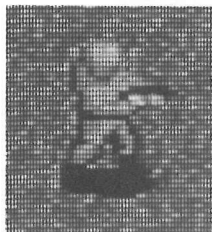


*** Missile KYU-5**
missile launched from
underwater.



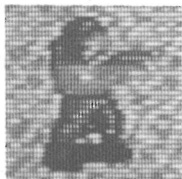
*** On-vessel battery SYA-X2**
a 30mm, 4: cannon gun.

Ground battle



* Billy

Billy, heavily armed emerges from the helicopter and appears on the ground.



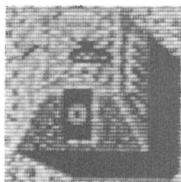
* Machine gunmen

guards within the enemy base; attack in great numbers.



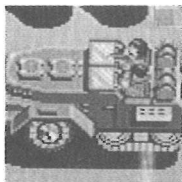
* Bazookaman

a high-ranking soldier firing a bazooka.



* Battery NOR-1

attacks in response to outside invaders.



* Heavy armored vehicle MP4

has tough armor and quick movement, but firepower is weak.



* Automatic firing tank FW15

unmanned tank which blocks the entrance to the base.

Shots

* **VALCAN**

old-style machine gun; can be made more powerful with item (P).

* **DISRUPT**

when a shot hits the enemy directly, it deflects, enabling destruction of nearby enemies simultaneously.

* **LASER**

most powerful gun. Power can be strengthened with item (P).

* **WAVE**

Similar to DISRUPT shot, but deflects in a different direction.

Bombs

Intensity 1 • Hurricane

Delivers four shock waves which surround your helicopter.

Intensity 2 • Typhoon

Shock wave revolves around your helicopter.

Intensity 3 • Thunder

Two shock waves blast in six directions.

Guns

Machine gun

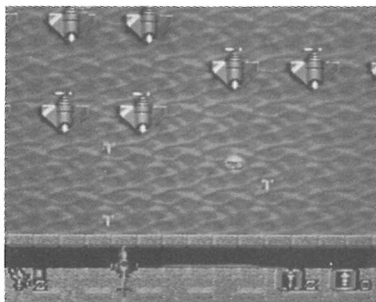
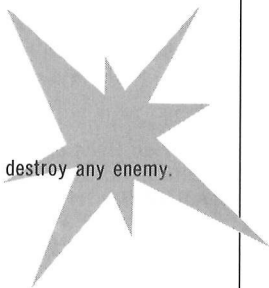
fires in one direction.

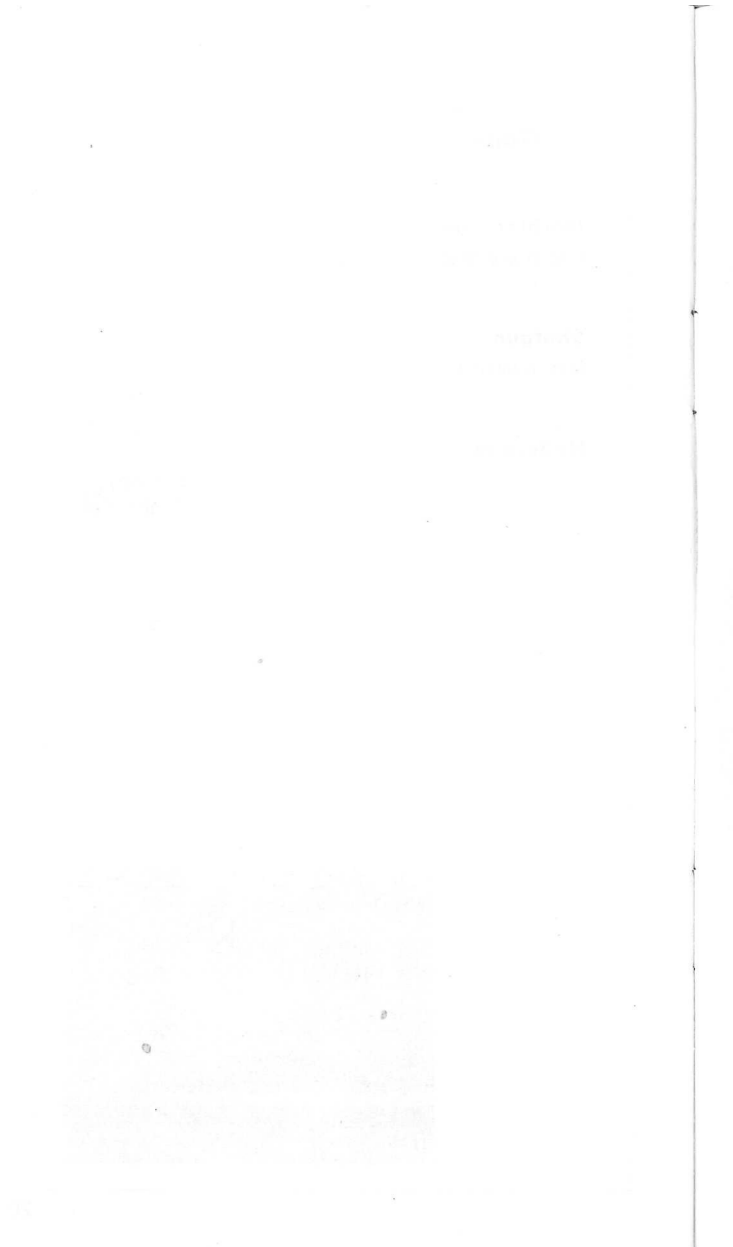
Shotgun

fires in three directions.

Hypergun

small rapid-fire rockets; one shot can destroy any enemy.





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