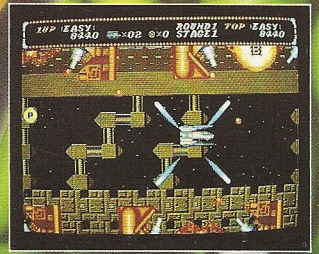
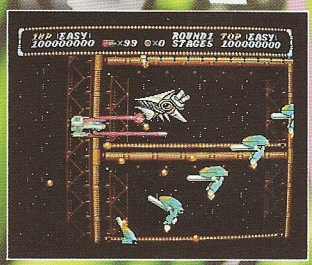
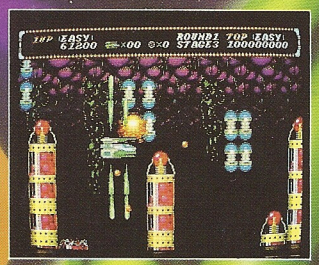


**Smash through  
heavily fortified enemy lines!!**

**Side Scrolling Shooter!!**

# HELLFARE™



**4 Megabit ROM**

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## Side Scrolling Shooter!!

# HELLFIRE™

★The hit horizontal scrolling shooting game from the arcades, reprogrammed for the Genesis!

★Genesis original options and a new super weapon.

★Beautiful 16 bit graphics and pounding background music!

## Story

There has been over 1000 years of peace in the galaxy. The people no longer think of wars and invasions, they are thought of as long forgotten fables.

In the year 2998, scientists on the earth discovered that stars outside the known galactic system were mysteriously being swallowed into a strange dark band, which seemed to be approaching the galaxy.

Just after this discovery it all broke loose. A solar system located at the fringe of the galaxy was invaded by a huge mysterious army, an army that swallows stars, a terrifying army that keeps on growing. This army becomes known as the "Guild of the Ultra-Mech."

The federal army was driven into destruction by the sudden invasion, and even the power unit for their new weapon under development was captured. There was no way for the army to counterattack. When people were about to lose all hope, a man rose up to the rescue! His name was Lancer, the young captain of the aircraft carrier "Sylphide."

He thought "though we cannot break through the besieging enemy lines by frontal attack, we may be able to mount a surprise attack. However, in order to do this, we must bash the enemy's transport carrier, and regain the stolen power unit. It is a gamble, but it our only hope!"

Lancer got into the federal's finest attack fighter "HELLFIRE" and started for the six planets of the plundered solar system.

Now the real battle begins!!!

## Weapons

In HELLFIRE, the pilot can select between four types of weapon system with a touch of the "B" button. This switchover is an important key for success.

The current shooting direction can be confirmed with a glance at the color of the attack fighter.

**Red**.....Shoot Forward

**Yellow**.....Shoot Backwards

**Green**.....Shoot Up and Down

**Blue**.....Shoot on the four Diagonals

## Power Up

An item appears when a specific enemy or building is destroyed. These items include power up items as well as special features. Obtaining power up items makes your weapon stronger in five stages.

**Normal** = Single Shot

**First Stage** = Missile

**Second Stage** = Twin Laser

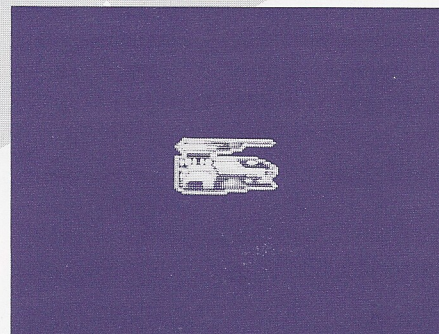
**Third Stage** = Super Twin Laser

**Forth Stage** = Triple Laser

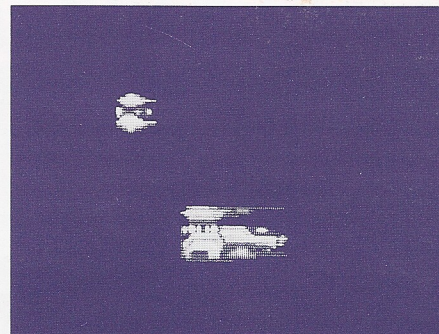
**Fiffh Stage** = Super Twin Laser

\*After this, a bonus of 2000 pts as awarded per power unit.

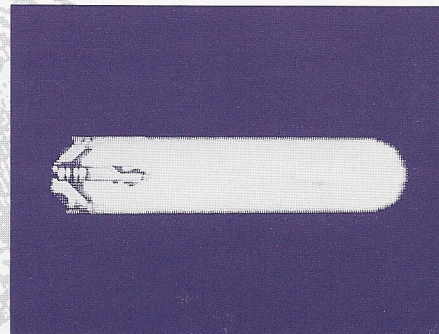
**Genesis exclusive items, features not found in the arcade version**



**Shield**, will protect fighter against one hit.



**Option**, rotates around fighter.



**Hell Fire**, super weapon guaranteed to destroy enemies with one shot!

4 Megabit ROM

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