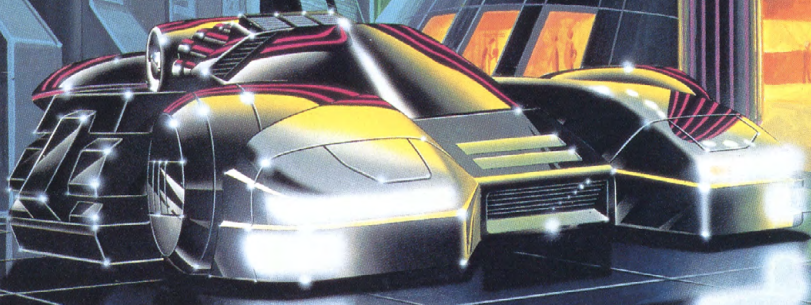




NIGHT DRIVER



Warnings

READ BEFORE USING
YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

NIGHT STRIKER SECRET MANUAL

We have learned that Doctor Masker Lindberry, a leading expert in optical laser technology, is currently being held hostage by a mysterious underworld organization based in the far East... They also have his daughter.

There is a verifiable link between this situation and recent terrorist actions across Asia.

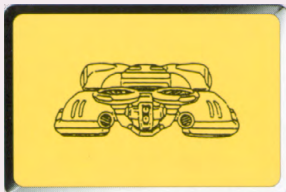
The Intelligence Division of the United Nations Special Service Agency has dispatched agents to investigate. So far, no-one has returned.

The only information we obtained is that this mysterious organization has developed special weapons at a secret factory.

Due to the critical nature of this matter, Dick Douglas, head of the special service agency, is commanding a special task force to rescue Doctor Lindberry and destroy this organization.

This elite group is made up of brave, experienced soldiers. They control armored cars and have advanced tactical experience.

Their code name is NIGHT STRIKER.



CODE-NO.CB40

INTER-GRAY Xsi

- ▶ Developed exclusively for the UNSTAF (United Nations Special Tactical Action Force) main offensive unit, "NIGHT STRIKER."
- ▶ Holds the global number 1 spot for combined power, offence and defense capabilities.
- ▶ When a strategic objective is deemed impossible to carry out in regular form, special programs allow it to change form and augment with option parts.
- ▶ Capable of air, ground (energy saving) and hover maneuverability.
- ▶ Weapon: 1 Oval Wedge form laser cannon.
- ▶ Shield: PMG-FI double whisboard type.
- ▶ Artificial Intelligence based information processor (Wendy).

Terrain Transport Form



Escape Unit



Full Battle Formation



Support (Tinkerbell)



Figure Form



Booster Unit



P.A.U.



CONTROL PAD

D-Pad

Move Vehicle

Descend / Land



Ascend

(REVERSE setting)

START Button

Game start, pause, continue

Button A

Fire laser (rapid)

Button B, Button C

Fire laser (single shot)

★ Press while entering a direction to fire a homing laser



GAME START



CONFIG MODE



- LEVEL** Game difficulty
- CONTROL** Up and down controls:
NORMAL: Press D-Pad ↑ to go up
REVERSE: Press D-Pad ↓ to go down
- AUTO NEUTRAL** Behavior of vehicle on release of D-Pad:
ON: Returns to neutral position
OFF: Remains where it is
- TRIGGER ASSIGN** Reassign the Control Pad buttons.
- BGM SELECT** Choose a background music during gameplay.
- INPUT TEST** Calibrate your analog pad (sold separately).
- EXIT** Return to the Main Menu.

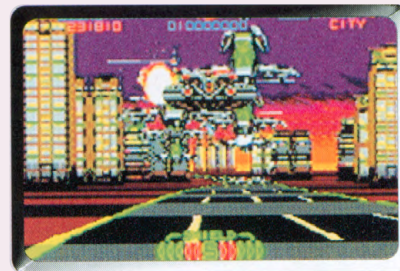
Input test is only used with an analog pad. When the analog control is released, the number should display 127-128. Please refer to the analog pad's manual when making adjustments.

ROUND START



Final boss target

- Player Score**
- Top Score**
- Stage and Scene Name**

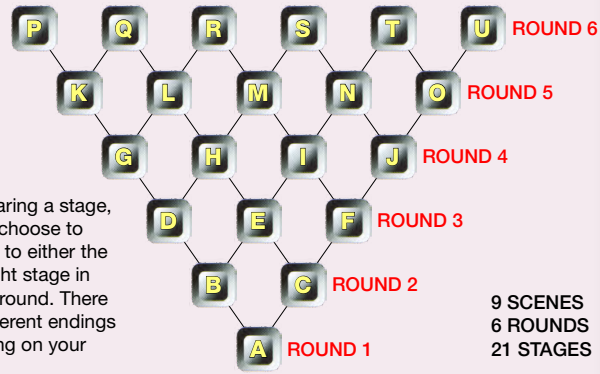


- Remaining Shield**

You will lose one shield bar when hit by enemy lasers, missiles, or coming into contact with an enemy or hazard. Take a hit with no shield bars remaining and it's game over.



STAGE MAP



After clearing a stage, you can choose to progress to either the left or right stage in the next round. There are 6 different endings depending on your choices.

9 SCENES
6 ROUNDS
21 STAGES



CITY

Bustling streets surrounded by buildings and illuminated signs as far as the eye can see.



FACTORY

The terrorist organization's underground factory. It's very quiet... A little too quiet!



CANAL

A narrow stretch of water between the buildings with protruding pipes jutting out.



SUBURBS

Good visibility makes for easy battle!



TEMPLE

The temple precinct.



STREET

A narrow street surrounded by a jungle of high-rises.



SEA

The ocean spreads wide, but it's too shallow to dive.



TUNNEL

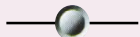
A high speed run through a narrow tunnel. Take care to avoid the overhanging shutters.



SKY

Fly over the densely packed cityscape!

HARRIER



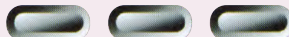
Helicopter with mounted field generator

GYROHOUND



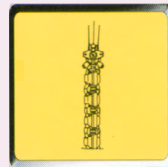
The field generators attached to the side are able to absorb and deflect attacks.

FLYING POT



Unmanned Undersea Laser Battery

DRAGON HEAD



Sea to air attack unit. Flexible movement possible due to the multi-joint structure of the neck.

Missile-capable armored trailer

FIRE CRACKER



Mobile large scale missile pod. Durable armor with laser repulsion. Attack when the missile door opens.



HELI



Personal Armored Unit

SKY DRAGON



The organization's elite force. With helmet and reinforced protectors, it boasts high mobility and enhanced attack capability.

SECURITY IDOL



NIGHT STALKER



Robotic laser

MOVING MANIPULATOR



An industrial laser welding robot remodeled into an offensive weapon.

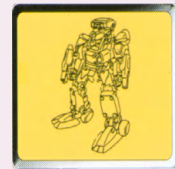
Bioroid

NIGHT JACKAL



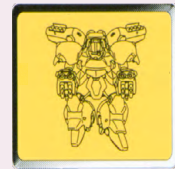
An animal-based weapon that can be controlled by performing cyborg surgery on biotech mutants

POWERED JACKET



Large Scale Short Range Powered Suit

GREAT DESTROYER



Military powered suit with a heavily armored body and equipped with firearms such as laser cannons and missile pods.

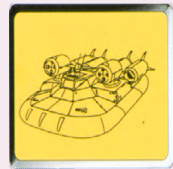
Aerial Fortress

BIG FLOATER



A large tourist airship remodeled into an aerial fortress, serving as the organization's mobile HQ.

REVENGER





TRAILER



BIG HORN



LOAD SPIDER



ROLLING STONE



Handling Your Compact Disc

- The Sega CD compact disc is intended for use exclusively on the Sega CD system.
- Do not bend the compact disc. Do not touch, smudge or scratch its surface, or submerge it in liquids.
- Do not leave the compact disc in direct sunlight or near a radiator or other source of heat.
- Always store the compact disc in its protective case.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD.

NIGHT STRIKER™

Caution

Please be aware of the following precautions when enjoying this game.
Be sure to read properly before allowing children to play.

- When playing, be sure to take regular breaks of 10-15 minutes per hour. When tired or fatigued, please rest and recover fully before playing.
- Please play in a well lit room as far from the TV or monitor as is reasonably possible.
- If you experience any of the following symptoms while playing a game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming use.

TAITO CORPORATION

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Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276;
Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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