SEGA

GENESIS

16-BIT CARTRIDGE

STRIDER™

INSTRUCTION MANUAL

Loading Instructions: Starting Up

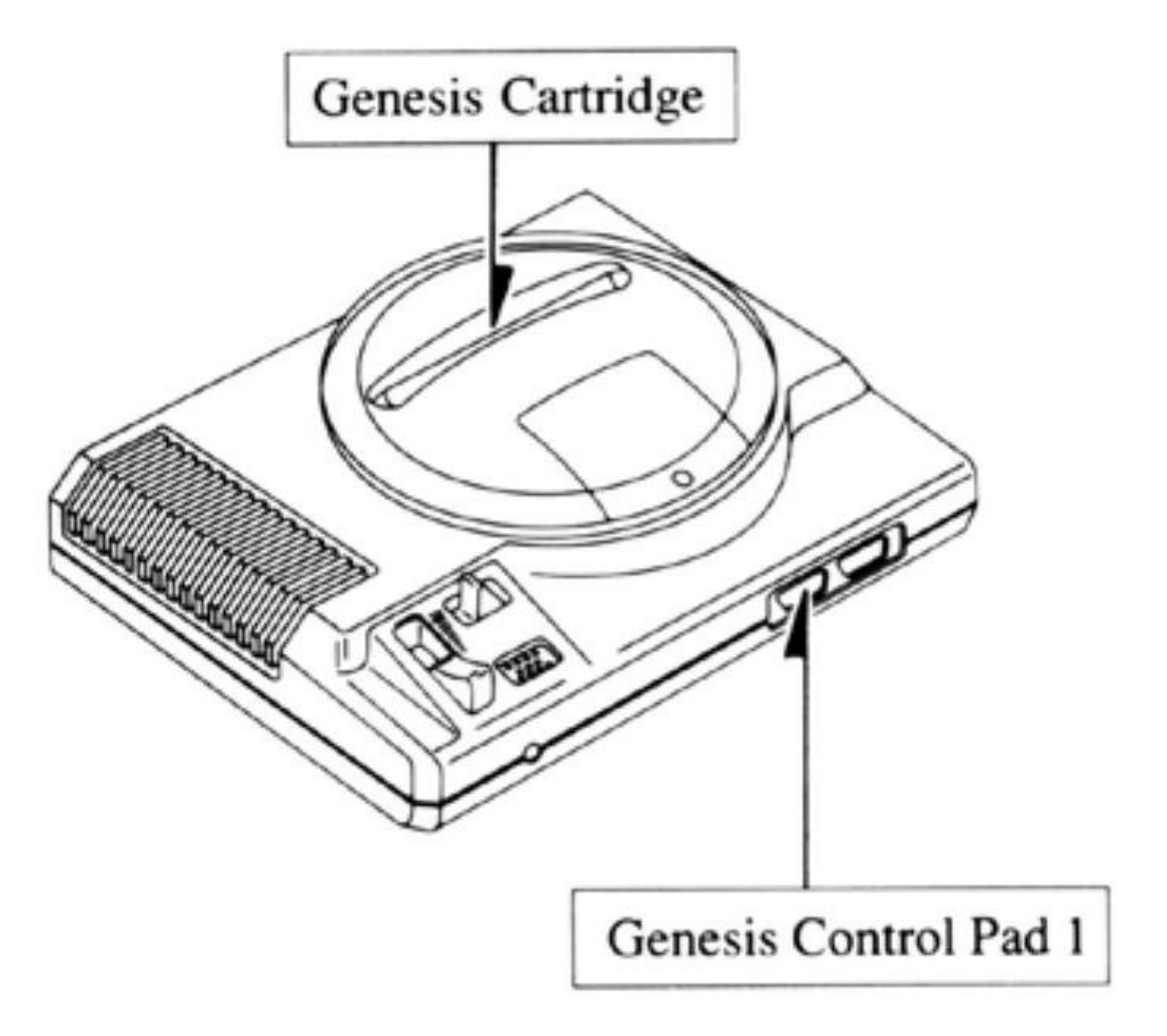
1. Make sure the power switch is OFF.

2. Insert the Strider cartridge in the Genesis System (shown below) by following the instructions in your Genesis System manual.

3. Turn the power switch ON. If nothing appears on the screen, check to make sure the cartridge is properly inserted.

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

**Strider is for 1 player only.



Strider Hiryu

By the year 1998, a series of disasters that had plagued the world came to a long-awaited end. The future of Earth remained uncertain. People realized the desperate situation they were in, and began to use the energy they had once saved for fighting each other to help the poor and the homeless. Gradually, through the efforts of a great many caring human beings, the standard of living rose to a tolerable level.

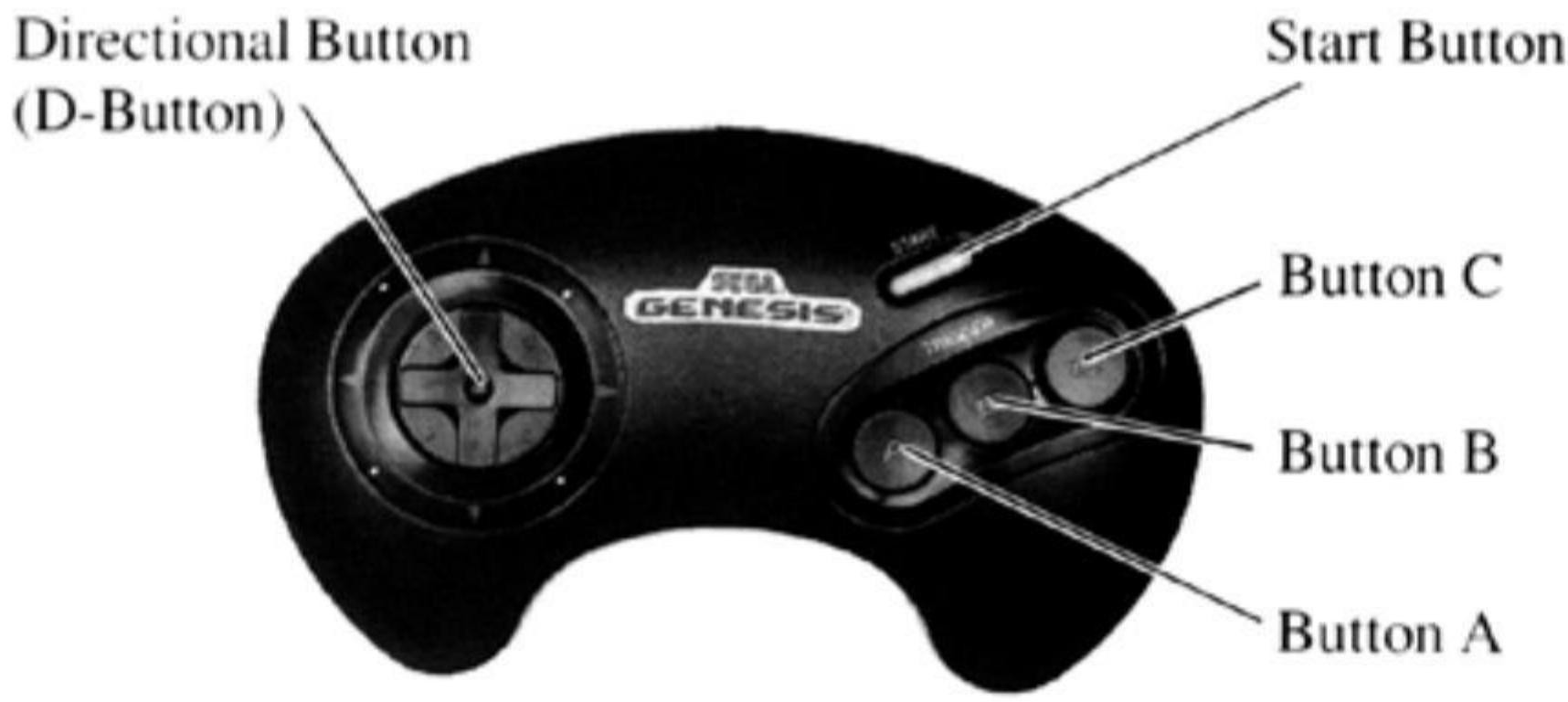
A few years later, in a small Eastern European nation called Kazafu, unusual activity was reported by a rancher. He said that he had seen several 'red dots' move across the sky and disappear behind a mountain. They made no sound at all, he said. Three days after the sighting, though, creatures that no one had ever seen before surfaced in the capital city. They leveled the capital in a matter of days! Nothing remained but the rubble of demolished buildings and the occasional desperate cry of someone trapped beneath them...

The creatures marched across the entire European continent, doing the same kind of damage they had in Kazafu. Not long after, North and South America met the same fate. Just weeks after the beings had first exposed themselves, 5 entire continents had been completely wiped out! Any survivors were taken and used as slaves. Their lives had become a horrible nightmare from which they might never awaken...

The wicked mind behind the devastation was Meio, the Grand Master who studied the life patterns of Earth's inhabitants from his home on a distant nebula. His ultimate plan was to rule the world from a space station he had built between Earth and its lone moon. The "Third Moon" would serve as his control and planning center.

News reports told of the sheer annihilation of 80% of the living things on the planet. The report was picked up by the inhabitants of a small island called Moralos, somewhere in the South Seas. Moralos was the secret training location for the Striders, the last defenders of justice on Earth. Hiryu, the youngest man ever to achieve the rank of A-class Strider, was assigned the incredible task of getting through the armies of creatures and stopping Grand Master Meio from carrying out his plans. You can help Hiryu– guide him from the city of Kazafu, through uncharted regions of Siberia and the Amazon, and finally to the Third Moon space station and the final showdown with Meio!

Take Control!



D-Button

- Press left or right to move Hiryu in either direction.
- Press up to make Hiryu climb.
- Press down to let Hiryu squat.

Start Button

- Press to start the game.
- Press to pause the action, and to resume play.

Button A or C

- Press to make Hiryu jump.

NOTE: If there's a pipe above Hiryu when he jumps, he automatically grabs it and hangs on.

Button B

- Press to attack enemies with Falchion, the plasma sword.

NOTE: Hiryu can attack, using his sword, from any position and in any location.

Special Functions

SLIDING ATTACK: D-Button DOWN + Button A or C

- Hiryu can slide through tight spots, or into enemies.

CARTWHEEL JUMP: D-Button RIGHT or LEFT + Button A or C:

- Hiryu can fly through the air from one surface to another and turn his body like a wheel. This makes him a more elusive target!

NOTE: See Attack Techniques (page 8) for more information.

Getting Started

Game Objectives

You must guide Strider Hiryu through 4 Stages that are filled with men, machines and monsters who are helping Grand Master Meio to carry out his sinister scheme. Your goal is to reach the Third Moon, the space station where Meio waits. It is there that the final showdown will take place!

Game Over

Hiryu's Life gauge is made of 3 bars at the beginning of the game. More bars can be added during play (see Items, page 10). As he suffers damage while battling Meio's evil hordes, the color in the blocks disappears. When all blocks become dark, that player has perished. When all of your players are defeated, the game ends.

If the timer reaches zero before you clear the Stage you're playing, you lose one of your players. If you can help Hiryu to defeat the enemy mob, though, and triumph over Grand Master Meio, you have stopped Meio from making our planet just another conquest!

Playing the Game

The Title screen appears first. A demonstration starts automatically afterward. Press the Start Button at the Title scene to bring up the Start/Options selection screen. To choose Start, simply press the Start Button again. To open the Options screen, press the D-Button down so the word OPTIONS is highlighted, and press the Start Button.

Options

Press the D-Button up or down to highlight a category, and then press it left or right to highlight or reveal specific options.

```
      -OPTIONS-
LEVEL SELECT   EASY NORMAL HARD
PLAYERS        3
SOUND SELECT
       DEFENSE LINE

PRESS START BUTTON TO EXIT.
```

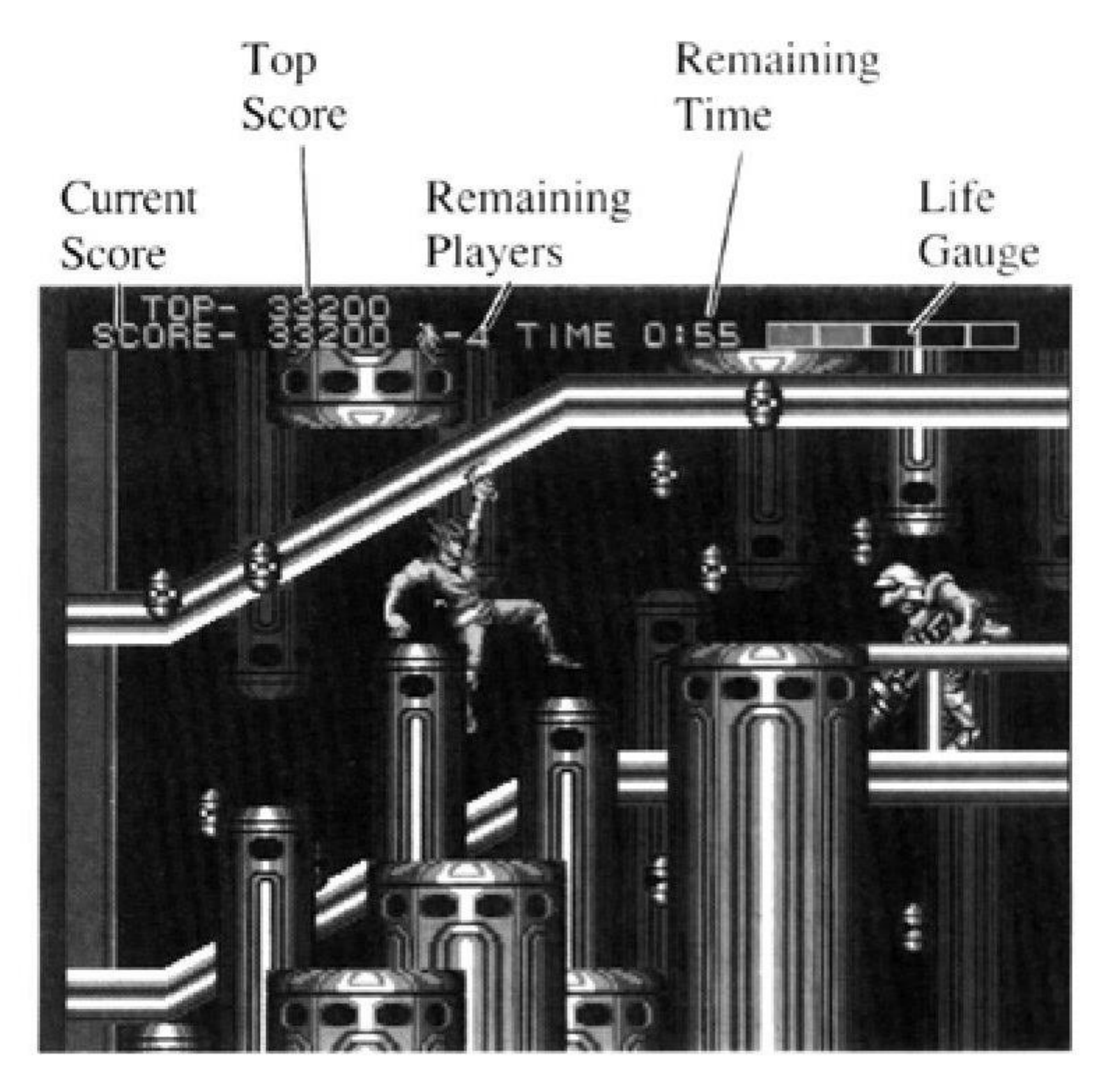
LEVEL: Select the level of difficulty– EASY, NORMAL or HARD. Press the D-Button left or right to highlight your choice.

PLAYERS: Select the number of players you want to start the game with. Press the D-Button left or right until the desired number (3, 4 or 5) is showing.

SOUND SELECT: Sample any or all of the 77 different sounds used in the game. Press the D-Button left or right to change the title, and select by pressing Button A, B or C.

NOTE: In the Normal and Hard levels, the difficulty changes depending on your own skill. Can you adjust to the different attack styles of the enemies?

Screen Signals



TOP: The current high score. When you turn the power off, the score is reset to 20,000.

SCORE: Your current score. Earn points by defeating enemies and taking certain Items (see page 10).

@: You start the game with 3, 4 or 5 players. Watch this number, as it tells you how many players you have left. You can increase this number during play by achieving a high score or taking certain Items (see page 10).

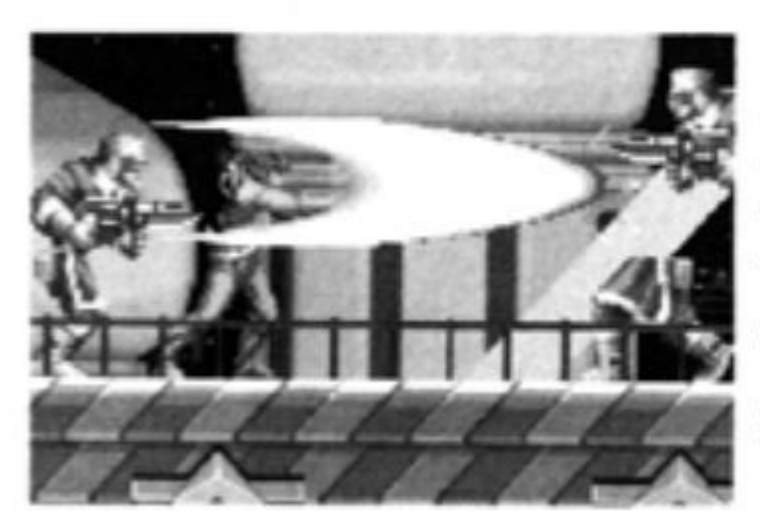
LIFE: Your Life gauge can have as many as 5 blocks. 1 player's life lasts as long as there is color in any of the blocks.

TIME: You must clear the stage you're playing before the timer reaches zero. If not, you lose one of your players.

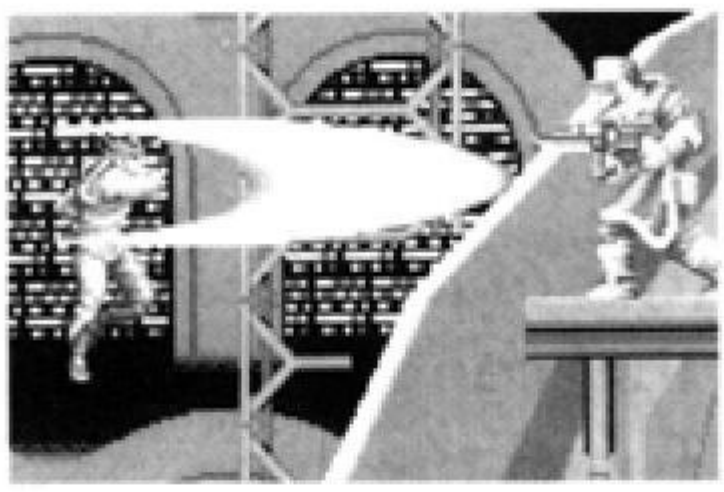
Hiryu's Attack Techniques

Hiryu normally attacks using his plasma sword, Falchion. He is very agile as well, and his Sickle helps him to climb steep walls and inclines.

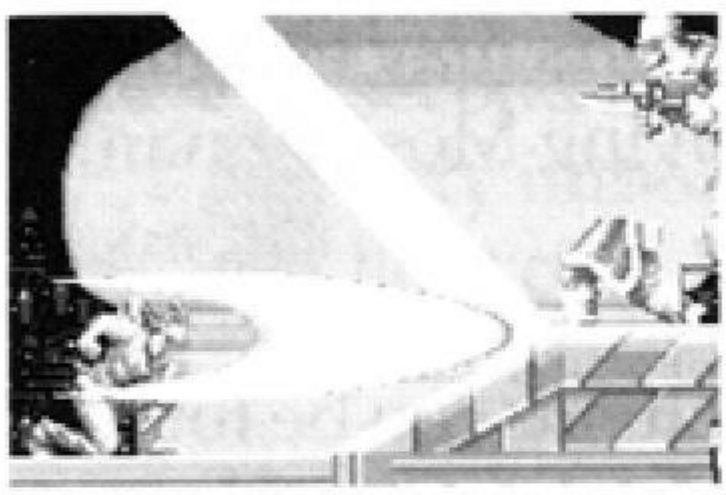
Here are some special techniques you can use to fend off the enemies and get closer to the final showdown with Grand Master Meio!



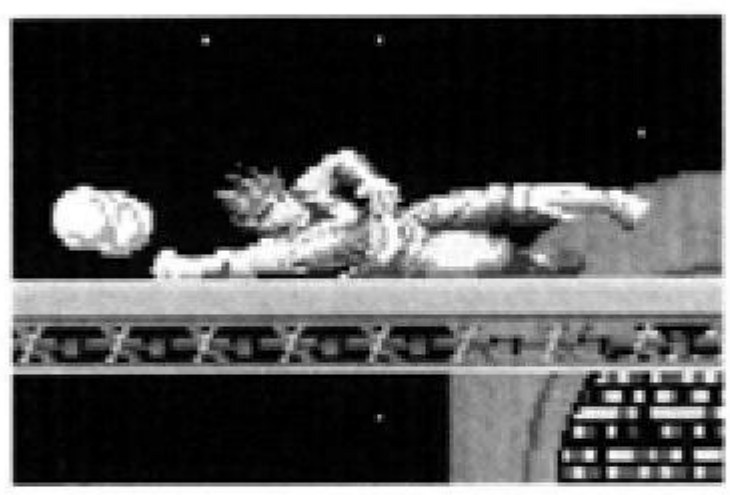
Running Attack: Press D-Button left or right to make Hiryu run in either direction. To attack on the run, press Button B repeatedly.



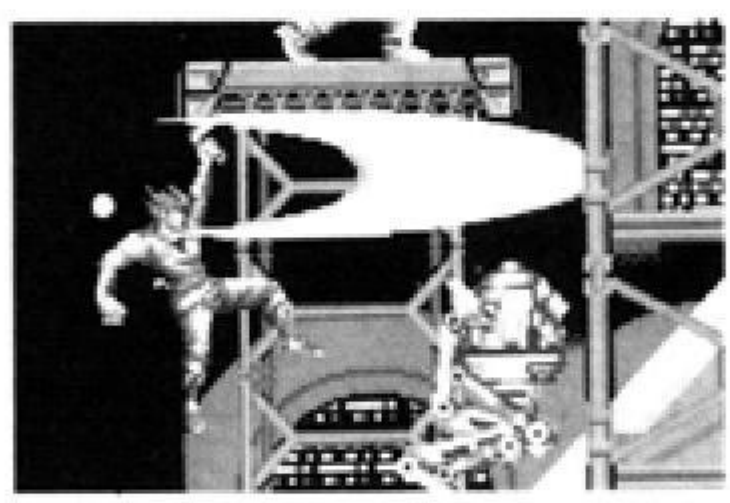
Vertical Jump Attack: Press, simultaneously, Buttons A and B or C and B. Hiryu can go sky-high to blow away airborne pests.



Squat Attack: Press the D-Button down to let Hiryu squat. Press Button B to make him swing his vicious sabre at the enemy warriors!

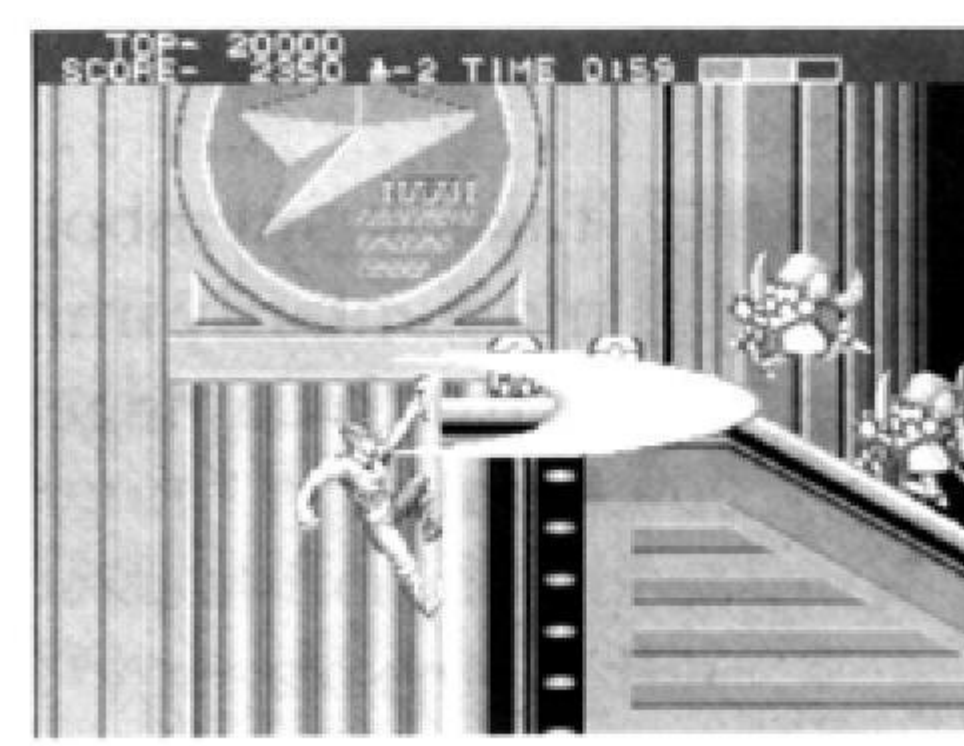


Sliding Attack: While pressing the D-Button down, press Button A or C to make Hiryu slide into enemies. They can't survive this type of assault!



Hanging Attack: Hiryu often has to hang from pipes and beams above him– press Button B to let him wield his plasma sword as he hangs.

Climbing Attack: Even as Hiryu is climbing a wall or incline, he might be attacked. Press Button B to allow him to defend himself.

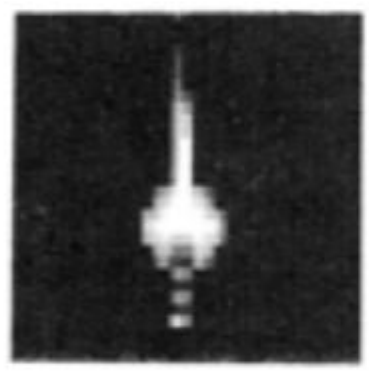


Items

As you guide Hiryu through the hordes of Meio's supporters, Item Containers appear that contain various things to help Hiryu in his journey. To get the Item, shoot at the Container. The Item inside then appears. Move in and take it! The Item Containers may be found by themselves, or in the grasp of a Flying Mosqueman!

This is the container that Items can be found in. Shoot at it whenever you see one!

This enemy menace often has Item Containers for you.



This Item makes Hiryu's already-powerful sword even more devastating!

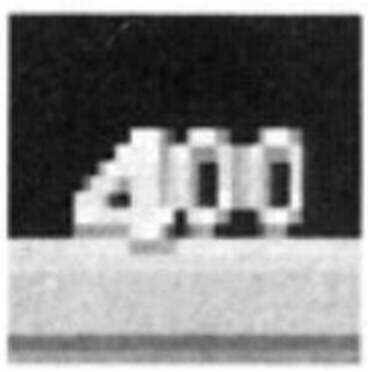
When you take this Item, you get an extra player.

Take this symbol to make Hiryu momentarily immune to enemy attacks! Do as much damage as possible after taking this Item!

This is the Chinese character meaning "Hi" (the first syllable in "Hiryu"). This symbol adds color to 1 block in Hiryu's Life gauge. If all blocks are colored, though, you don't benefit from it.

This Chinese character means "Ryu" (the second half of our hero's name). This is a very important Item symbol– if you can get hold of it, Hiryu's Life gauge actually becomes 1 block larger!

When you take this symbol (both characters in Hiryu's name), any dark blocks in his Life gauge are filled.



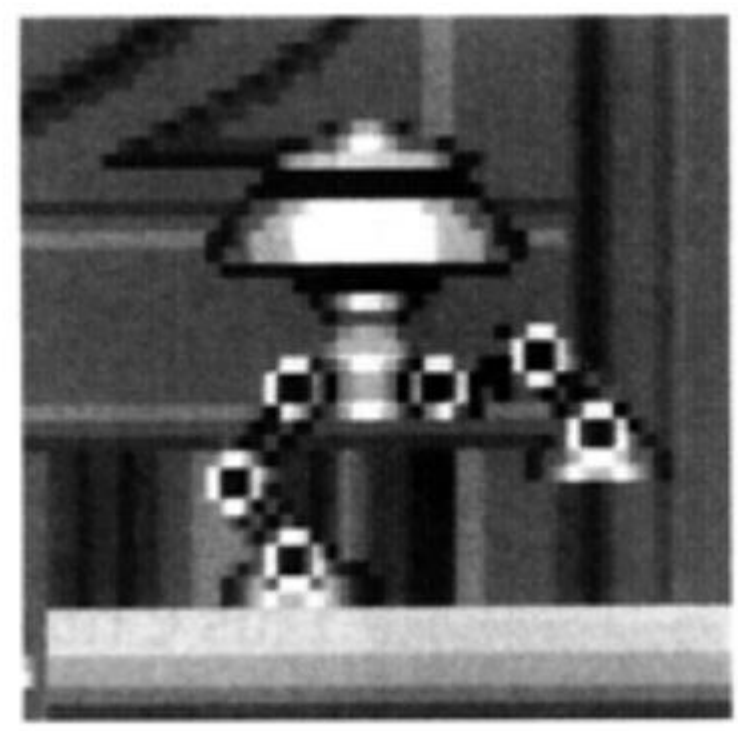
You receive 400 points when you take this symbol.

You pick up an extra 200 points by taking this Item symbol.

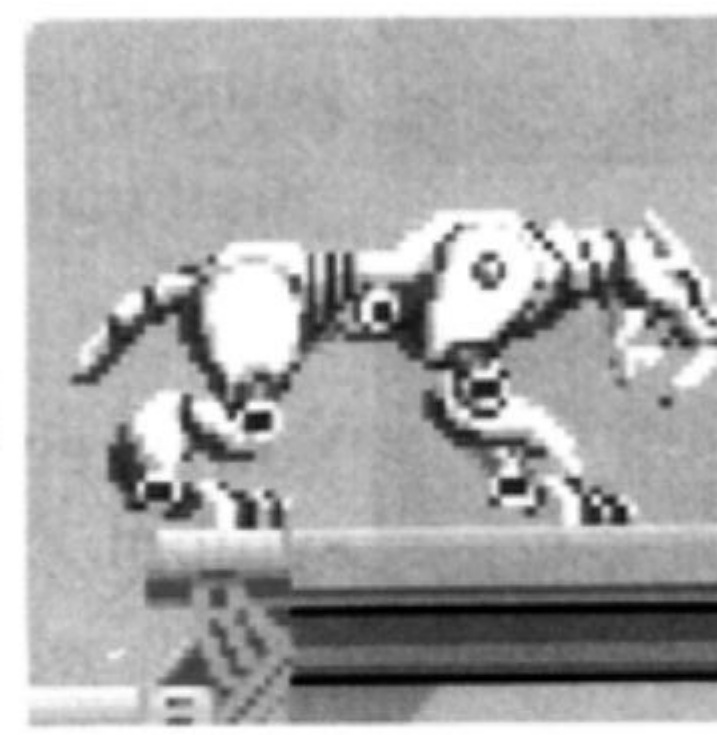
The Robots!

During his travels, Hiryu can pick up some help in the form of Robots. There are 3 different types of bionic fighters available. When Hiryu has suffered a substantial amount of damage, though, all types except for the Hawk Robot disappear.

Dipodal Saucer: When you take this Item, one of the colored blocks in Hiryu's Life gauge turns red. If you take 2 of these Item symbols, 2 of the colored blocks in his gauge turn red. As Hiryu swings his lethal plasma sword, the robot fires electric blasts in that direction. While Hiryu is moving, the robot moves about him, charging into and destroying enemies. If the red block loses its color (after Hiryu has been hit by an enemy attack), the robot disappears.



Terapodal Robo-panther: This Item only appears after 2 of the colored blocks in Hiryu's Life gauge have turned red. The Dipodal Saucers disappear, and the blocks that were red become yellow. The Robo-panther can help Hiryu for a limited time only. When that time has passed, the Dipodal Saucers reappear in place of the Robo-panther. As Hiryu is injured, the yellow block(s) turn red, and then become dark. Again, if the red blocks turn dark, Hiryu loses his fighting companion.



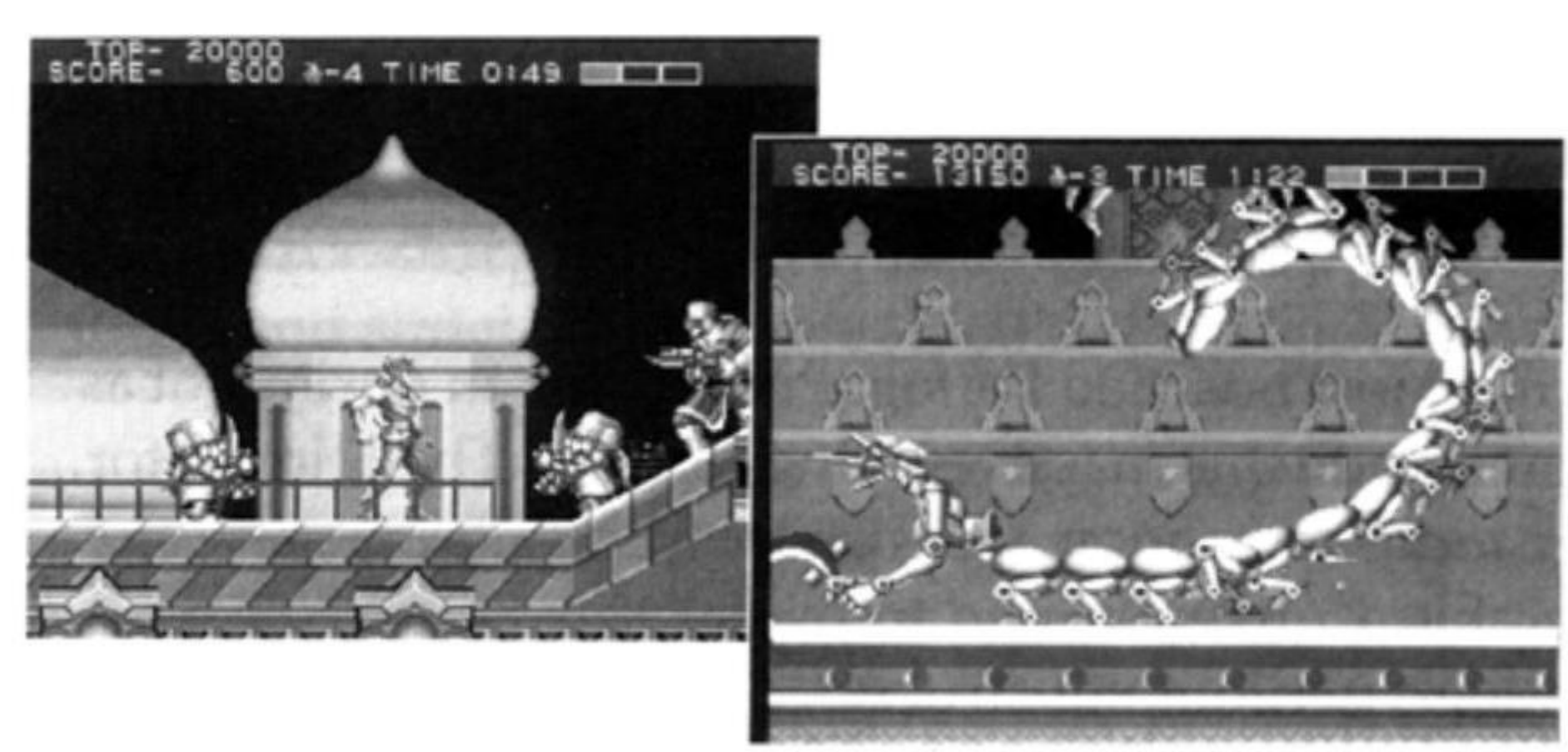
Hawk Robot: This is a special Robot that does severe damage to enemies, even though it doesn't move around so much! When this Item symbol appears, the Hawk Robot is ready to help you. It circles in the air above you, and any enemy that comes in contact with it is severely wounded. The blocks in Hiryu's Life gauge don't change color, and the Hawk Robot disappears after a short time.

A Global Battle Begins!

Round 1– Kazafu

Hang-glide into a city under siege. Scale the rooftops, battling Russian Soldiers, Scoundrels, and Mosquemen attacking from all angles. Activate your Dipodal Saucers to help destroy enemies on inclines and downslopes.

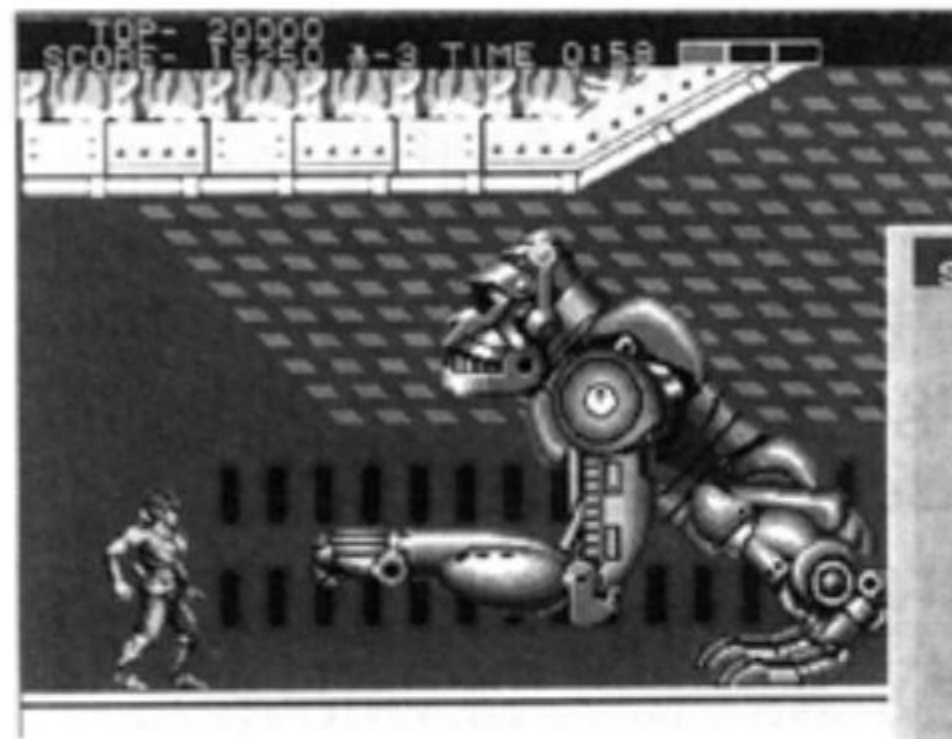
Slide under deadly spikes to face Strobaya, the bone-crushing muscleman. Then leap away from the searing flames! Jump and hang! Go high! Get low! Demolish Novo, the multi-directional laser emitter. Follow the staircases, and watch out for traps and sneak attacks. Annihilate Urobolos, the terrifying metal menace, and conquer the city!

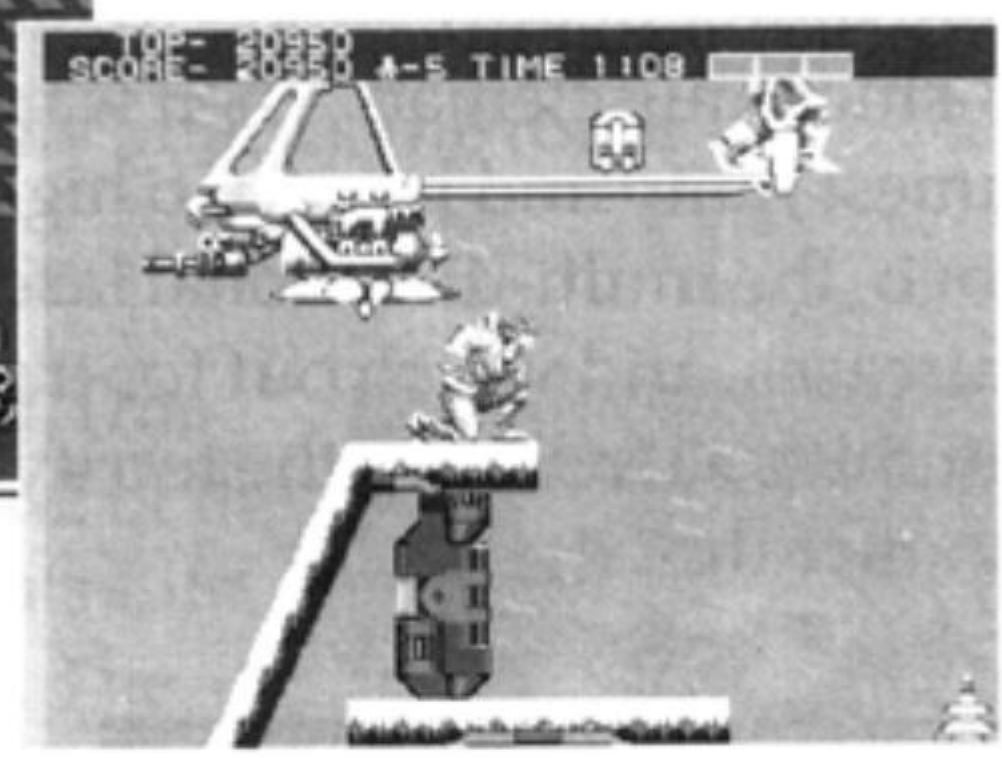


Round 2– Siberia

A frozen waste awaits! Siberian Wolves, crazed with hunger, attack ferociously. Keep moving to escape! Blast a hole in the portal and zip under it. The terrible, towering Mecha Pon jabs at your eyes. Slash him to metal slivers, then leap away. Creepers and Snipers assault you in the shaft and on the gear wheels. Grab Items!

Swing hand over hand and up onto the platform– the only way out! Conquer the peak, but beware the chasm below. Hack through the loading dock armed with deadly electric transformers. Up high, leap aboard the Shuttle. You're almost there! Jump ship to keep moving, and clamber onto the cruiser. Wipe out the Kuniang martial arts thugs and the Captain. So far, so good!

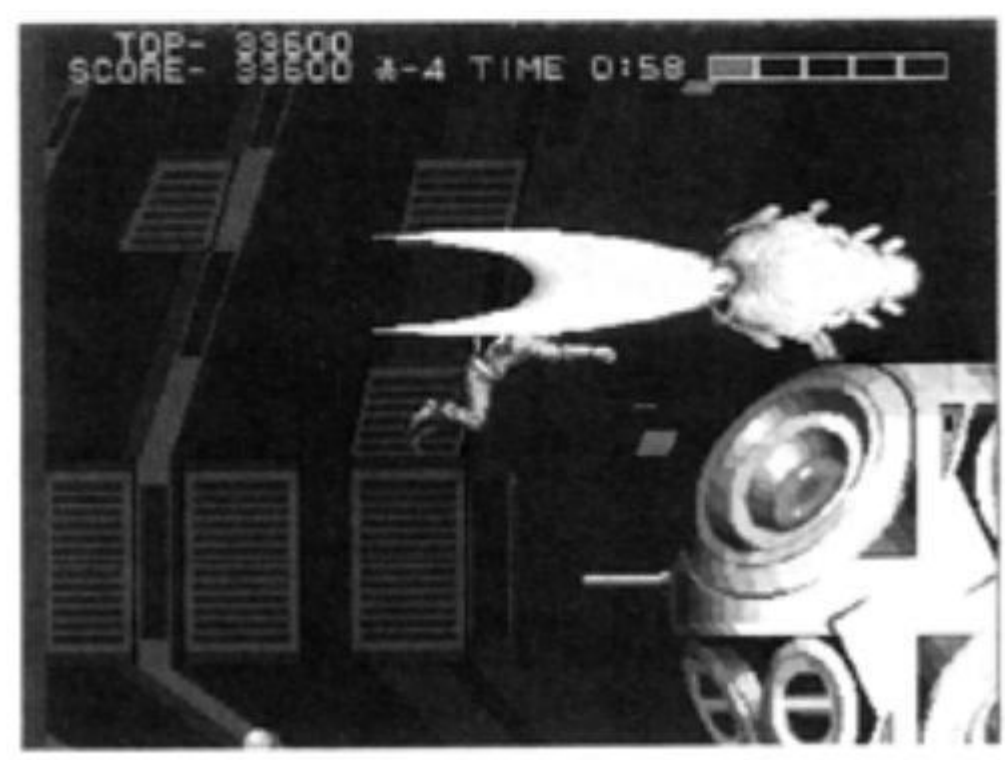


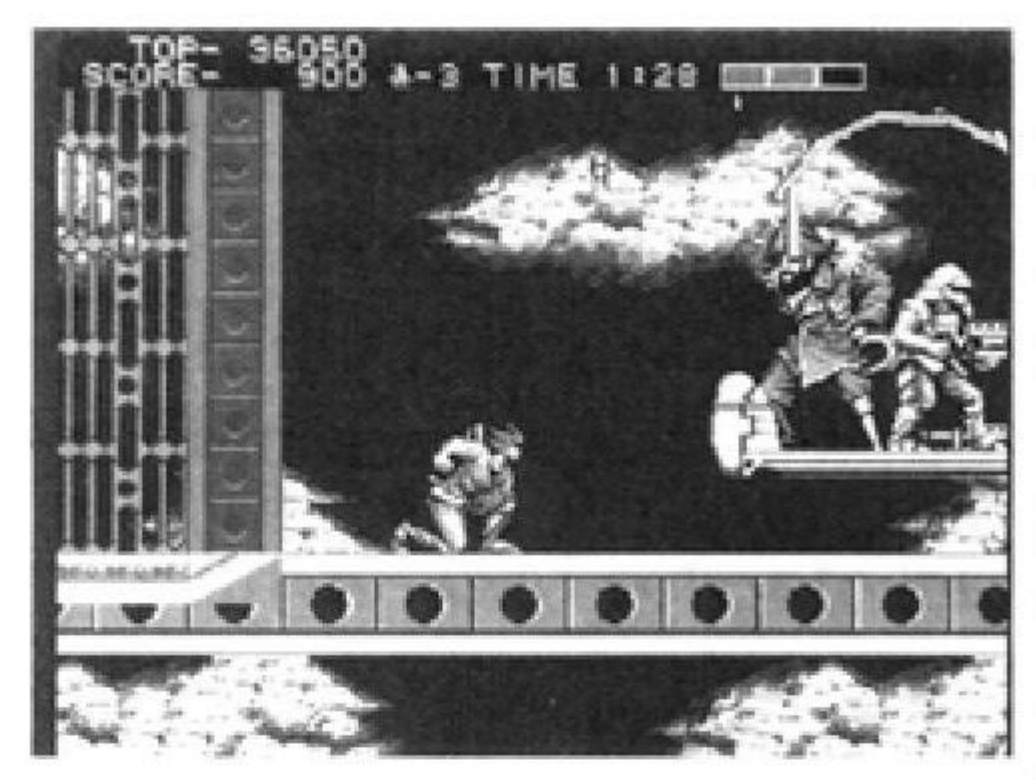


Round 3– Ballog

You've just boarded Ballog. Prepare for an onslaught as you invade this massive flying fortress. The Eliminator, the monster cannon, will blast you, but its base is vulnerable. Conveyors and trap doors lead down to the Ballog's perilous substructure. Cling like a fly, and fight! Be sure to gain all Items.

Deadly Frog Robots bar your way. Reduce them to molten metal! But watch out– the Ballog's hull is collapsing! Leap side to side to escape. Then, avoid the slingshot at all costs.

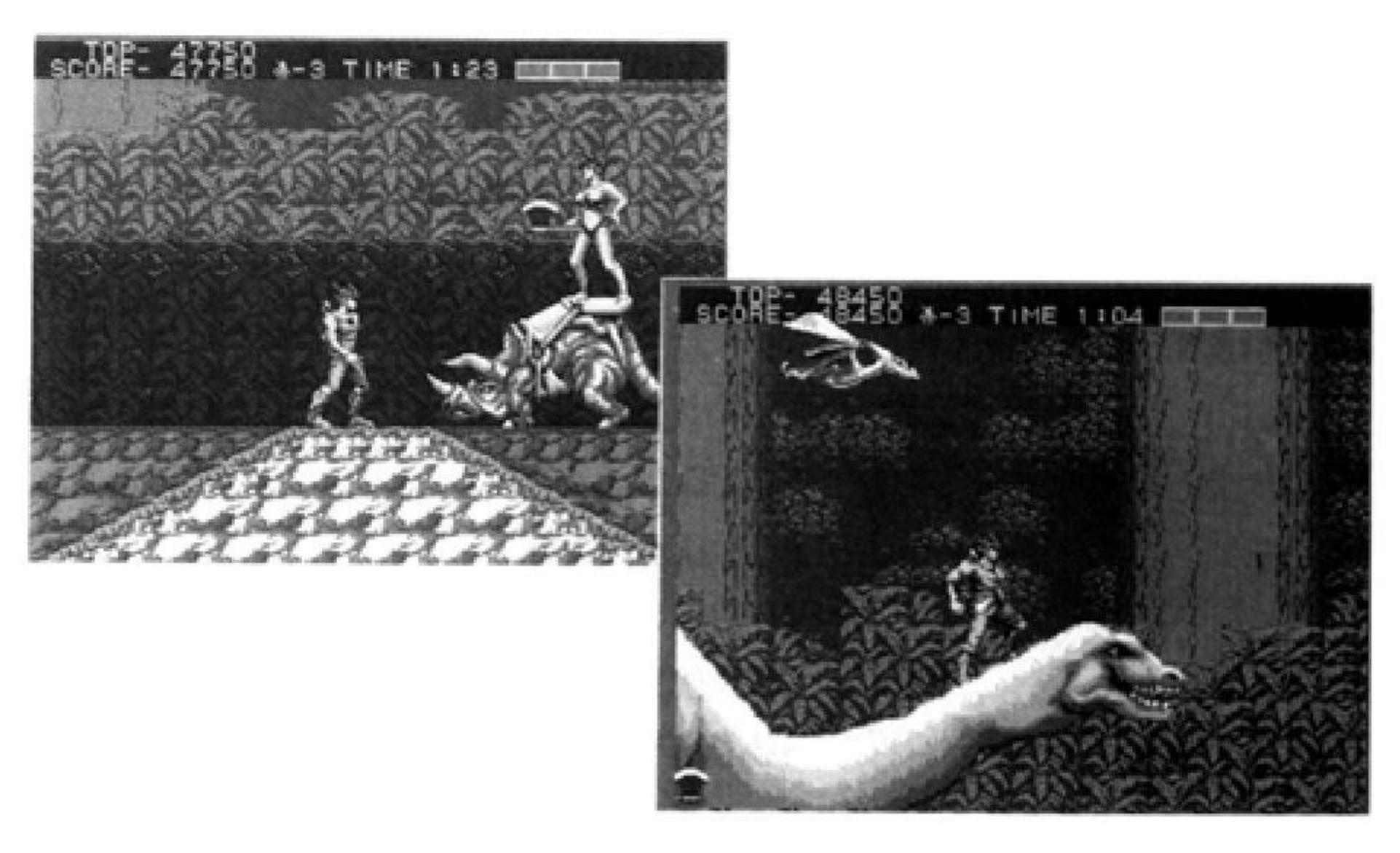




Enter a chamber of horrors where spikes, brutal Seamen, and wall-mounted lasers lie in wait. Defy gravity in the inversion sector, and dash through the shower of ultra-sensitive grenades. Find the Ballog's secret device, then penetrate its magnetic field and slash it to shreds. Don't go down with the ship! Your final target is Captain Beard. Leap onto his Shuttle for a hand-to-hand duel to the death!

Round 4– The Amazon

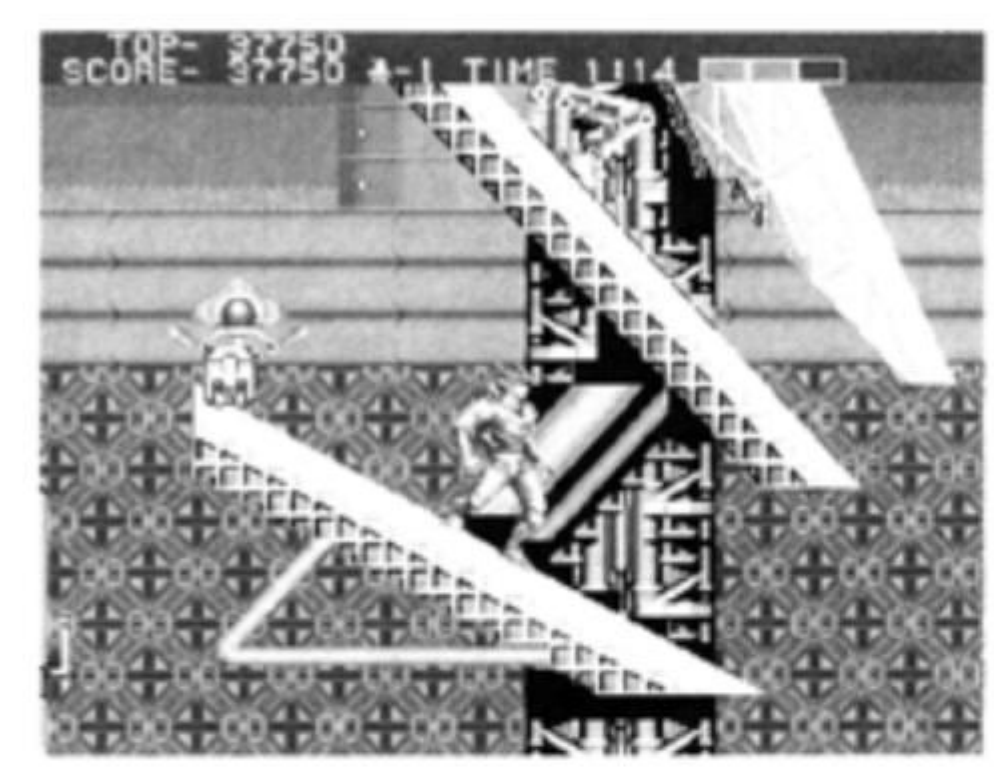
Swelter in the hot, humid jungles of the Amazon. Get ready to jump, hang, and swing, or perish! Look out for detonating Toadstools and deadly tiger traps. When alluring Amazons approach, don't fall in love! Dodge their razor-sharp axes and killer boomerangs. Jump, duck, and slide! Do whatever it takes to get out alive!



Man-eating piranha thrive in the Amazon River. Swing across and stay dry, or you'll be fish food! Decimate the Pteranodons and Triceratops, and never wait to eliminate the fiery Amazons. Climb the Brontosaurus herd to begin the final slash-out with Lago, the ominous Robot. Aim at his head and hack away!

Round 5– The Third Moon

You've made it to the Grand Master's control station! Now go all out! Keep to the right, carefully guarding your strength and extra lives. Once in the Supreme Tower, you'll need every advantage to survive the final cataclysmic battle!



Scoring

You can earn points by helping Hiryu to wipe out enemy soldiers, creatures and machines. Each enemy has its own point value. You can also receive Bonus points for clearing each Stage successfully.

Bonus Points

Clearing Stage....	1:	**5,000** points
	2:	**8,000** points
	3:	**10,000** points
	4:	**20,000** points
	5:	**30,000** points

Survival Hints

- The most important thing you must do is to successfully figure out which way to go. It's not always easy to find your way, and straying from the path can lead you into less than pleasant situations!

- You should quickly become a skilled attacker. Remember the different enemies that you'll face in each Stage, and the best way to confront them. If you aren't 100% confident of your ability as a fighter, you'll never get to the showdown with Grand Master Meio!

- Getting through certain areas of the game is relatively simple. There are some places, however, that require great skill and patience. Remember the technique for moving through each different location.

- Watch the demonstration very carefully. It immediately follows the Title screen. You just might learn something that will make it easier for you to stop Meio from executing his diabolical plans!

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
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Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

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