

SEGATM

GENESIS[®]



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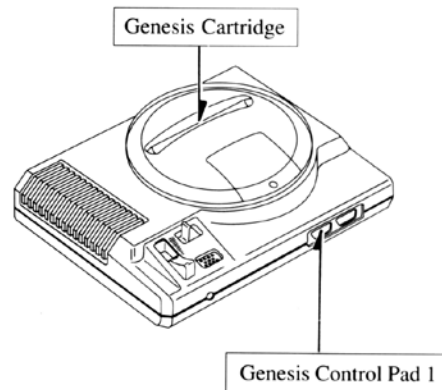
INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. Plug in Control Pad 1 only.
2. Make sure the power switch is OFF.
3. Insert the Truxton Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
4. Turn the power switch ON. If nothing appears on screen, recheck the Cartridge insertion.

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

5. Press the Start Button on Control Pad 1.



Truxton™

"Tom, we're under attack!"

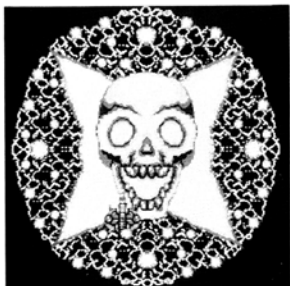
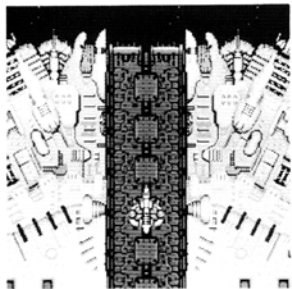
"That's why I'm here, sir."

"The Gidans came on like bats out of Pluto. Our transport ship, the Belery, didn't have a chance. Now its cargo — our secret weapons — is out there stuck in space. And the Gidans are between it and us. Tom, we've got to stop them! They've got something enormous out there. It fills up the radar screen. We don't know what it is, we can't prepare for it — we don't even know how to fight it!"

"I'll fight it, sir."

"Take the Super Fighter. It's got everything you need — weapons so powerful we've been afraid to use them. You'll blow their boosters off, Tom. You're our only hope! But it's gonna be dangerous."

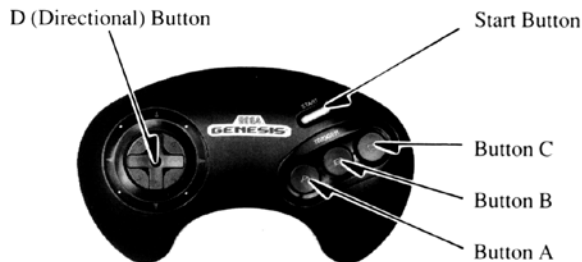
"I'll risk it, sir. See you back here on Borogo, after I make our planet safe!"



Take Control!

Truxton is a 1 Player game using Control Pad 1. Learn how to use your Control Pad before beginning play.

Control Pad Buttons



D (Directional) Button

- Press right or left to select the Game Difficulty level.
- Press in any direction to maneuver the Super Fighter.

Start Button

- Press to start game.
- Press to bypass the opening sequence.
- Press to pause game. Press again to resume play.

Button A

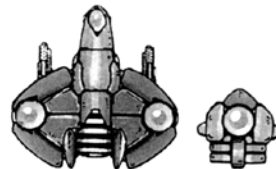
- Fires single shots with your weapons.

Button B

- Deploys Destroyer Bombs.

Button C

- Rapid-fires your weapons.



Prepare for Battle!

Watch the opening sequence as the Super Fighter battles the Gidan attackers. Then, at the Title screen, press the Start Button. The Game Difficulty Level screen appears. Press the D Button right or left to select a level:

- Easy** The enemy fires a minimum number of offensive shots.
- Normal** The battle heats up to a medium level of action.
- Hard** The enemy attacks from all directions with no let-up.

Pause and Resume Play

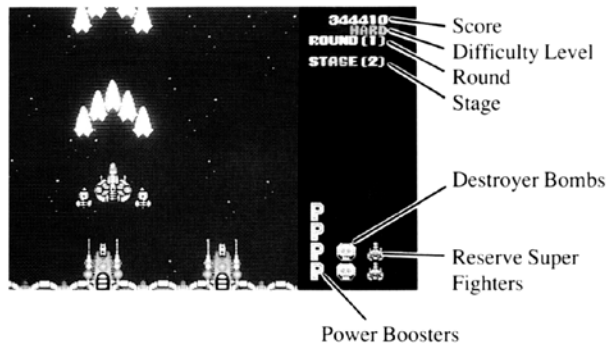
Press the Start Button during a game to pause the action. Press it again to resume play.

Space War!

You are Tom the Bomb! As a fearless ace pilot, you are assigned to fly the Super Fighter against the Gidans. You take off for the far reaches of space. Whatever you find out there is yours to destroy!

You begin your mission with 3 Super Fighters — the one you fly and 2 in reserve. You're armed with unlimited Power Shots. These fire in 3 directions at once, shooting down enemy planes in a wide range. You also have 3 Destroyer Bombs on board.

You are going to face the Gidans in 5 separate battles! Blast them by aiming and pressing Button A for single shots and Button C for rapid fire. Press Button B to drop a Destroyer Bomb (that's how you got your nickname) and blast everything out of the stratosphere!



NOTE: The Difficulty Level appears only at the Easy and Hard levels.

Survival!

During battle you will be hit by enemy fire. After you take a direct hit your Super Fighter explodes. You can continue the battle as long as you have Super Fighters in reserve. With each new Super Fighter, your weapons reset to Power Shots and 3 Destroyer Bombs.

You gain an extra Super Fighter when your score reaches 70,000 points, 270,000 points, and every 200,000 points after that. You can also gain an extra Super Fighter by flying over these items:



You gain 1 extra Super Fighter.

You gain 2 extra Super Fighters.



NOTE: The screen shows up to 10 reserve Super Fighters, but you can have more than that remaining.

Your Weapons

Borogon energy weapons are scattered in space. When you sight a weapon, fly over it to take it on board as your current weapon. Gidans also carry weapons that they surrender when destroyed.



Power Shots (Red) Fires a fan of bullets.



Truxton Beam (Green) Slices through the enemy and destroys everything behind it as well. Very effective against large attackers.



Thunder Laser (Blue) Locks onto the enemy and chases it down.



Destroyer Bomb (Black) Blasts every enemy in sight and melts their bullets. Destroys small Gidans, and cripples large attackers and Monster Powers so you can destroy them with other weapons.



Power Booster Increases your weapon's strength. You begin your mission at Power 1. Gain 5 Boosters to ramp up to Power 2. Get 10 Boosters to reach Power 3. Pick up all the Power Boosters you can and keep them in reserve. When your Super Fighter is destroyed at Power 2 you lose 5 Power Boosters. At Power 3 you lose 10 Boosters.



Power Shots

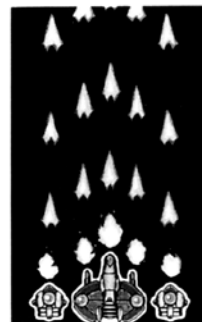
- Power 1: Shoots in 3 directions.
- Power 2: Shoots in 5 directions.
- Power 3: Deploys support ships that fire the Rainbow Circle Shot to protect you in all directions at once.

Truxton Beam

- Power 1: 1 beam at a time.
- Power 2: 3 beams in succession.
- Power 3: 5 beams in succession.

Thunder Laser

- Power 1: 1 laser at a time.
- Power 2: 3 lasers in succession.
- Power 3: 5 lasers in succession.



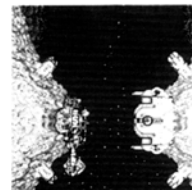
Speed Booster Each one increases your speed until you reach a maximum of 5 times your original speed. At maximum speed, these items are worth 5,000 points when you pick them up.

Asteroid Fortresses

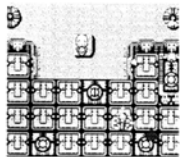
You battle the enemy in space above 8 different asteroids. As you destroy each asteroid, a more powerful one appears:

Blue Asteroid Gives you a taste of what's to come. Destroy the Bordan Head for a surprise!

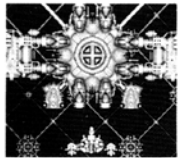
Yellow Asteroid Now that you're warmed up, the danger increases! Bearangs spew lethal acid when hit.



Red Asteroid This huge rock is armed with the J-Tank.



Orchid Asteroid The enemy attacks with fury.



Purple Asteroid The Gidans bring in their giant Badron to knock you out!

Poison Asteroid Don't linger in the atmosphere of this deadly base.

Galaxy Pool Asteroid The towering Gurus dominate the enemy attack. The incredible Dosvam takes over between two asteroids.

Magman Asteroid Defeat the Dogurava in your final and most difficult battle.



Continue Game Screen

When you lose all your Super Fighters, the battle ends and the Title screen appears. It shows the words "Continue" and "Credit," and begins a countdown starting with 9.

Credit tells you how many times you can continue the game, depending on your Game Difficulty Level:

- Easy** Free play (unlimited chances to continue play).
- Normal** 6 chances to continue play.
- Hard** 3 chances to continue play.

To continue, press the Start Button before the countdown reaches 0. The war resumes at the last battle you fought. Your score is reset to 0 but you keep all Power Boosters you had when the battle ended.

At the Normal and Hard levels, every time you continue play your Credit number decreases by 1.

Scoring

You face the enemy in 5 different battles. The more destructive you are, the more points you earn. When you finally destroy all troops in a battle, the Monster Power appears. Destroy it or you can't go on!

Midget Enemies and Weapons

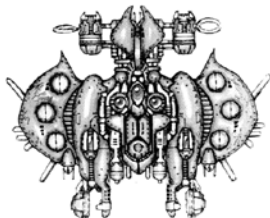
- Mini-Cannons, Turret Guns,
and Anti-Aircraft Guns 100 to 190 points each
- Fighters, Roguis Guns, Homing Tanks ,
Lasers, Attack Craft, Machine Room,
Spinners, Ball Gunners, Mini Gairuns,
and Shutter Guns 200 to 280 points each
- Stoparn Assault Craft, Small Bearangs,
Vacuum Lasers, Diagonal Shooters, and
Doril Links 300 to 350 points each
- Meteorites, Meteors, and Linked
Doril 400 to 500 points each
- Bordan Head and Pukupu Pursuit
Craft 1,000 points each
- Bordan Storehouse and Roller
Tank 1,500 points each
- Bullet-Spraying Attack Craft 2,500 points each

Large Enemies and Weapons

Capsulated Gun Ships	1,700 points each
Zuns	2,000 points each
Gairun Mother Ships	2,500 points each
Tigers	2,800 points each
Large Acid-Spewing Berangs	2,500 points each
Twin Gagas	3,000 points each
Looping Energy Buoys	2,000 points each
No Catch 'Em Bubus	3,500 points each
Blows	3,800 points each
Spinner Escape Hatches	100,000 points each
Bullet-Spraying Rooms	10,000 points each

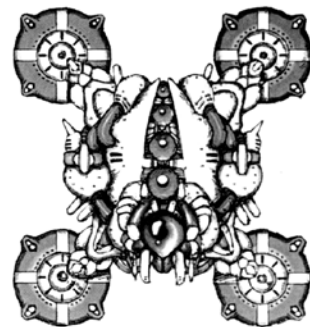
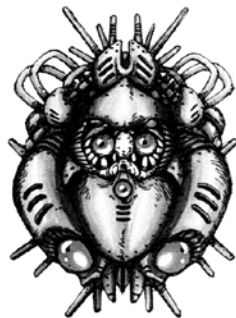
Monster Powers

Battle 1: J-Tank	25,000 points
Battle 2: Badron	30,000 points
Battle 3: Dosvam	35,000 points
Battle 4: Gurus	40,000 points
Battle 5: Dogurava	50,000 points



Staying Alive!

- Study your assailants' attack patterns so you can get a jump on them.
- Get the feel of your weapons so you'll know in a split second which one to use in a certain battle situation.
- Watch all around you for incoming attackers. Your enemies will try every trick they can think of, including sneaking up from behind.
- Learn the weak spots of your assailants, especially the Monster Powers. Then defeat them by attacking where it hurts most.
- Each type of building can only be destroyed by a certain weapon. Figure out which weapon destroys each building, then make sure you have that weapon in hand for effective combat.



Scorebook

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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.

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