

MANUAL



# SPACE HARRIER II

Please read the instructions carefully before playing.

SEGA™

# SPACE HARRIER II

Thank you for purchasing Space Harrier.  
Please read these instructions carefully before  
playing.

Another call for help!

Do you have what it takes

To save Fantasyland?

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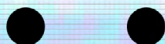
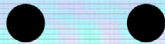
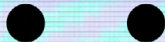
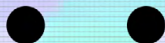
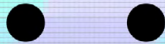
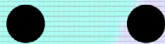


# Prologue

The year is 6236. Space is your battlefield, and destructive forces your enemy once again as Space Harrier confronts another crisis in Space Harrier II. Only this time, the call for help comes from somewhere deep in the universe, the 214th sector, which is light-years from your cruiser. However, you're armed with the "Cosmic Gate," a special teleportation device, so you're there in moments. And what you see is disastrous!

Fantasyland is unrecognizable. What's clear are enemy forces, lots of them coming at you from everywhere. And there's only you and your laser. This is going to be a tough assignment at which to succeed, whether your rapid fire is on or off. So follow the path to victory by staying out of the line of fire and shooting straight. It's a long and ugly road, and the only ones who survive have the makings of a real hero.

Your objective is to survive 12 Stages of intense combat with a horde of masterful foes. Outwit their strategy and you'll save Fantasyland from being blown to oblivion, with you going along for the ride.



# START



Welcome to the Fantasy Zone!  
First select START at the title menu.

**CRISIS! This is your call to action!**

Press the START Button to boot up the COSMIC GATE!



**Choose from all 12 Stages**

This game lets you begin from any Fantasyland Stage that you wish.

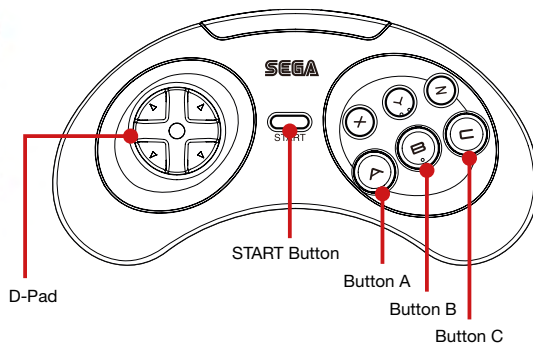
Use the D-Pad ← → to select a Stage.

When you have chosen a Stage, press the START Button to begin.



# CONTROL

This game is exclusively for 1 player. Please connect your Control Pad to CONTROL 1.



## START Button

Press to start the game.

Press during gameplay to pause the game.

Press while paused to resume gameplay.

## D-Pad

Move Space Harrier in 8 directions.

When starting a game, press ← → to select a Stage.

## Button A, B, C

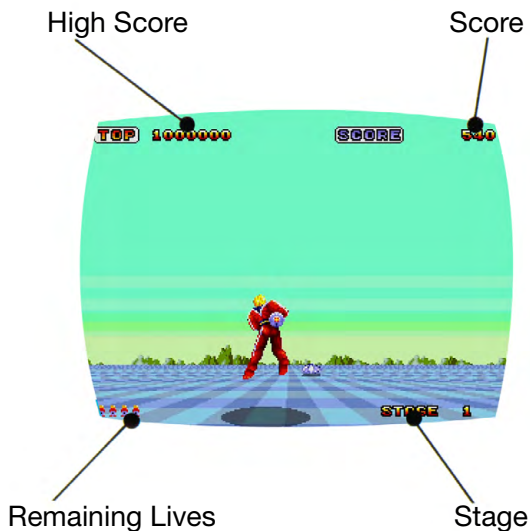
Press any of these buttons to shoot.

\* Buttons X, Y and Z are not used.



# HOW TO PLAY

## Game Screen



### Shoot, without getting hit

Blast away your enemies, while carefully avoiding their attacks and coming in contact with the enemies and various obstacles that get in your way.

You begin the game with 3 lives. Earn a specified score to gain an extra life.

## BONUS STAGE

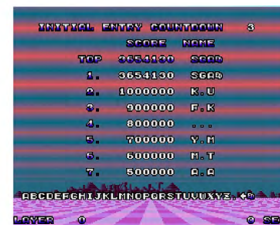
Every 5 Stages is the Bonus Stage. Here, Harrier rides on a flying saucer and is invincible.

Earn bonus points for every enemy you destroy.



## NAME ENTRY

If you score in the top 7, at Game Over, you will be prompted to enter your name for the Rankings.



### How to enter your name

1. Use the D-Pad  $\leftarrow \rightarrow$  to select a letter.
2. Press Button A to confirm the first, second and third letters.
3. If you make a mistake, select  $\leftarrow$  to delete the last character entered. When finished, select ED.

You can enter up to three characters, which includes the period mark.

Space Harrier takes place over 12 Stages. What's waiting when you clear all 12 though?

# STAGES

Stage 1  
Stuna Area



Stage 2  
Fors Yard



Stage 3  
Yeas Land



Stage 4  
Zero Polis



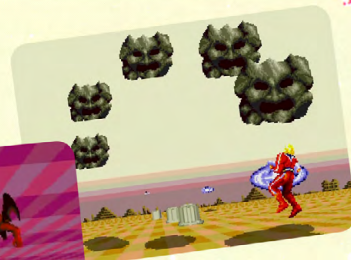
Stage 5  
Copper Hill



Stage 6  
Fallpyram



Stage 7  
Craddha



Stage 8  
Monark



Stage 9  
Felcold



Stage 10  
Hope City



Stage 12  
Hot Palace



Stage 11  
Hell Peak





Here are just some of the enemies that are waiting for you.

## CHARACTERS

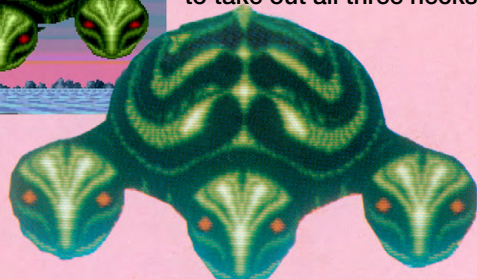
00 SCORE 500250



### TRIMULLER

200000 Points

Stage 1 boss. This three-headed turtle spins and throws fireballs. You need to take out all three necks.



### PARANOIA

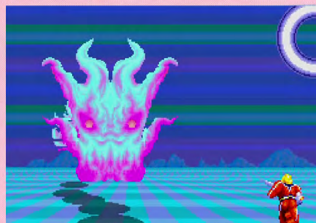
200000 Points

Stage 2 boss. You can't defeat it without first taking out all the psychoballs.

### BRIZARD

1200000 Points

Stage 3 boss. It twists as it approaches. It's head is its weak spot.



### RAGEREF

10000, 20000 Points

There are two kinds—one that flies in a straight line, and one that flies straight at Harrier.



### PUTI-SQUILLA

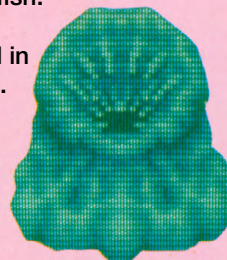
50000 Points

Its parent, Squilla, is a long way away in Dragonland...

### LAND-SHEL

3000 Points

A giant land-based shellfish. Very good in soup.



### ACTINIOMUS

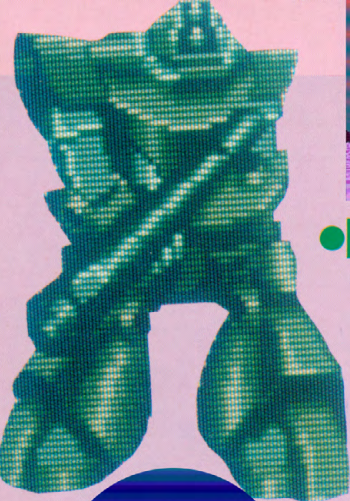
3000 Points

A sea anemone phantom.



EVIL STARFISH





### NEDOOM

30000 Points Each  
Stage 4 boss. They attack as a group. The gold ones are indestructible.



### MANTICHORA

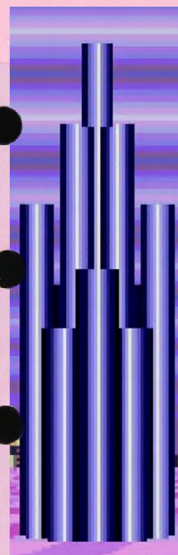
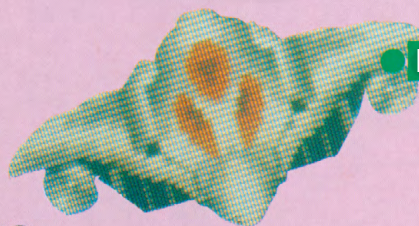
200000 Points

Stage 5 boss. It extends its wings and flies around. When it loses its wings, it darts left and right, and sometimes towards Harrier.



### MECA ADENCE

20000 Points  
A powered-up Mukadens.



### BUNDLE-PIPE



### PINNATE PLANTS 3000 Points

### BARBARIAN

20000 Points

A survivor of the battle of Dragonland.



### WIZARD

200000 Points

Stage 6 boss. It uses a mirage power to appear as many, but only one is the real Wizard.







## MEDUSA

1200000 Points

Stage 7 boss. It transforms and attacks with a leisurely movement. Its head is its weak spot.



## NEO TOMOS

Boss: 20000 Pts  
Others: 5000 Pts  
Stage 8 boss. It self-divides and conquers.

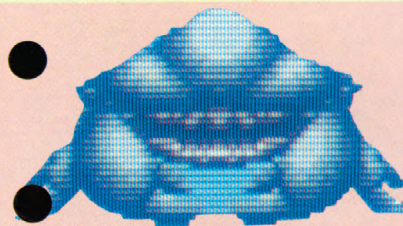


## CRAGON

100000 Points

(Cragon spawn worth 10000 Points each)

Stage 9 boss.  
Hurls its spawn like missiles.



## GUMULLER

3000 Points

A crab phantom. It can't move, but don't get complacent.

5000 Points



GREEN POLE



## CYBORGMAN

20000 Points

Approaches backwards, but attacks when it turns to face you.



## FROGGER

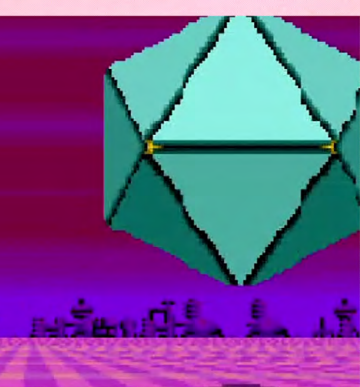
20000 Points

Attacks while hopping around.  
Very adept at body blows.



TOTEM POLE





## ● BINS BEEN

200000 Points  
 Stage 10 boss. A 20 sided ship with calculated movements. It starts firing when its battery opens.



## ● LOVE FACE

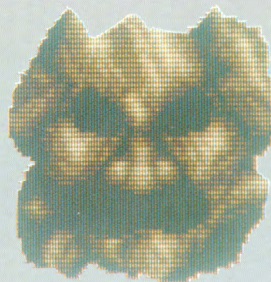
200000 Points

Stage 11 boss. Splits into 4 pieces. Hit a piece and you'll lose a life, so only attack Rock-Face when in its fully assembled state.



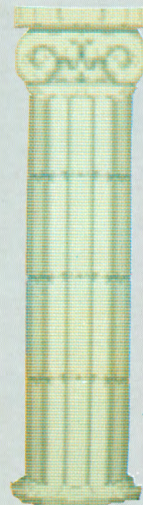
## ● CTHUGHA

1200000 Points  
 Stage 12 boss. Cousin of Haya-Oh of Dragonland. Much stronger than Blizzard. Attacking its head is the most effective.

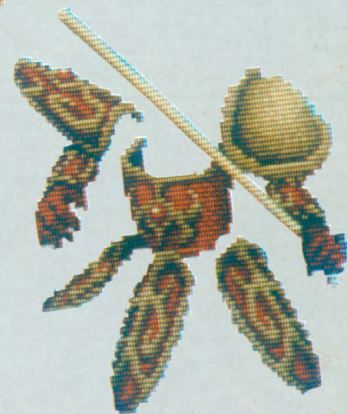


## ● SYURA

10000, 20000 Points  
 Comes in two kinds—one flies straight, the other flies straight at Harrier.



## ● GREEK COLUMN



## ● ARMOR

5000 Points  
 The spirit of a warrior attacks you as a ghost.







## ● GHIDORAH

20000 Points  
 A kind of bat-person. Meanders and then attacks.



# OPTIONS

Open OPTIONS to change game settings and listen to game sounds and music.

At the title screen, select OPTIONS to open the Options screen. Use the D-Pad   to select an item, and   to change the setting.




## LEVEL

Set the game difficulty. If NORMAL is too hard for you, try setting it to EASY. If NORMAL is too easy for you, try setting it to HARD.

## PLAYER

Set the number of lives you have at the start of the game to 5 or 9.

## UP/DOWN

Decide how the up and down controls will affect Harrier. In NORMAL, the D-Pad  will send Harrier upwards. In REVERSE, it'll send him downwards.

## RAPID FIRE

Set to ON to shoot in rapid fire.

## MUSIC TEST

Listen to the sounds and music used in the game. Use the D-Pad to select a track, Button A to play, and Button B to stop.

## EXIT

Select EXIT and press Button A to exit the Options screen and return to the title screen.



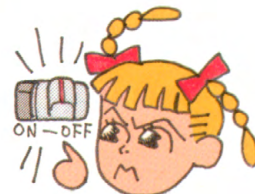
Game cartridges are **PRECISION ELECTRONIC EQUIPMENT!**

Please take the following precautions when handling them.

### Make Sure the Power is OFF

Before removing a cartridge, make doubly sure that the console power is switched to OFF!

Removing a cartridge while the power is ON can cause **SERIOUS DAMAGE!**



Point the Finger of Certainty!

### Cartridges are Delicate!

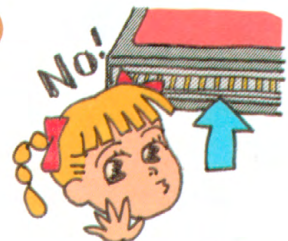
Do not subject your cartridges to strong shocks. Striking or stepping on a cartridge will **DAMAGE IT!**

Do not attempt to disassemble the cartridge!



### Don't Touch the Terminals

Do not touch the terminal contacts or allow them to get wet. Doing so will **DAMAGE THE CARTRIDGE**, so please be careful!

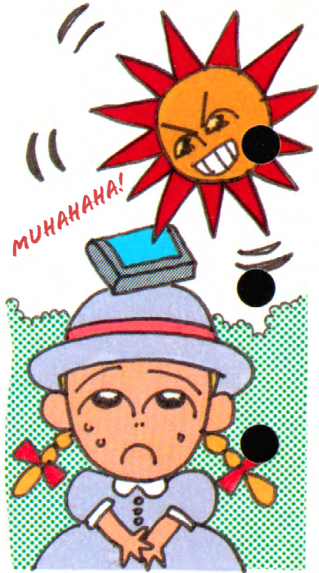


# PRECAUTIONS!

## Storing your Cartridges

When choosing somewhere to store your cartridges, try to avoid places that are unusually hot or cold.

Areas exposed to direct sunlight, near heaters or in humid environments are to be AVOIDED.



## Avoid Chemical Cleaners

Do not use chemicals such as benzene or solvents when wiping off dirt.



## Precautions while Playing

If you play the game for an excessive period of time, your eyes will become fatigued.

Try to take a 10 to 20 minute break for each hour of gameplay, and sit as far back from the TV as possible.

