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Power Strike™



SEGA®

Printed in Australia

SEGA®

Loading Instructions:

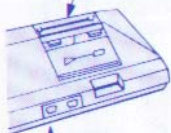
Starting Up

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
4. At the title screen, press Button 1 to start the game.

IMPORTANT:

Always make sure that the Power Base is turned OFF when inserting or removing your Sega Cartridge.

Insert Sega Cartridge
Sega-Kassette einschieben
Introduire la Cartouche SEGA
Inserte el Cartucho Sega
Inserire la Cartuccia Sega



Insert Control Pad 1
Steuerelement 1 anschließen
Introduire le bloc de commande 1
Inserte el Mando de Control 1
Inserire la tastiera di comando No. 1

Danger in The Garden

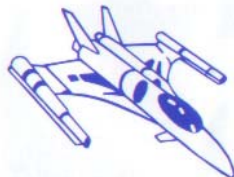
Scientists have accidentally unleashed a botched genetic experiment into the environment: Monster plants with superintelligence, intent on taking over the Earth. It's a biologist's nightmare, giving new meaning to the term "greenhouse effect".

To accomplish their goal of world domination, the plants take over the brains of unsuspecting humans, invading their bodies with creeping tentacles and then controlling their actions. In this way, the evil vegetation forces the human slaves to produce the weapons that will destroy their own people.

The Object

Your mission is to wipe out the invading plant hordes by piloting Power Strike, the world's fastest and most powerful jet fighter. With nerves of steel, you'll fly through waves of flying machines piloted by zombi human slaves, and a network of ground defenses that spit torrents of deadly fire at your ship, until at last you come head to head with the Command Center, Round leader of the invading mutant plants.

You do battle in this manner for six rounds, until at last you face the enemy's headquarters and main stronghold. Can you destroy the Mother Brain before the creeping green menace takes root and chokes the Earth in its evil grip?



Taking Control

To start, push either control button at the title screen. You will then be given a choice of either starting a new game, or continuing a previous game that has gone past round two. Use the directional button to make your choice, and then press either control button to start the game.

- ① DIRECTIONAL BUTTON (D-Button)
- ② BUTTON 1
- ③ BUTTON 2

To move Power Strike, use the *Directional Button* to maneuver in eight different directions.

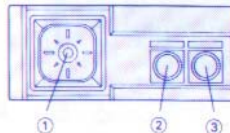
Control Button 1 shoots regular ammunition.

Control Button 2 shoots special weapons acquired throughout the game.

Extra Ships and End of Game

Each game starts with three Power Strike jets. After scoring 20,000 points, a free bonus ship is awarded. Another ship can be acquired after scoring 100,000 points, and each 100,000 points after that.

When all jets have been destroyed, the game is over.



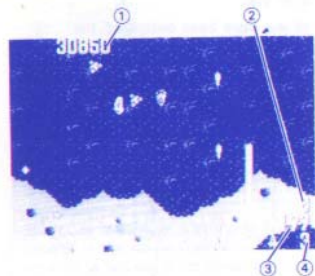
The Screen

- 1 Score
- 2 Weapon Type
- 3 Uses or Seconds Remaining
- 4 Remaining Lives

The main screen shows Power Strike as it zooms across enemy territory. The score can be found in the upper left hand corner. In the lower right hand corner, important bits of information can be found: the number of Power Strike jets left, the number identifying the special weapon in use, and the time or shot limit of the special weapon.

Power Strike Weapons

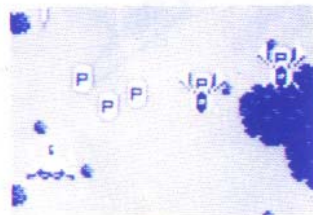
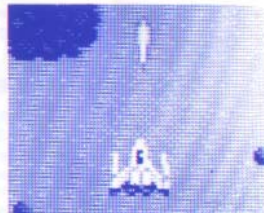
Your Power Strike jet gives you two choices when it comes to weapons: pulse cluster beams, which are your main armament, and special weapons, which are picked up during flight and come in a wide variety of configurations.



Pulse Cluster Beams

Pulse cluster beams are fired by pressing Button 1. These can fire rapidly and can destroy many air and ground forces.

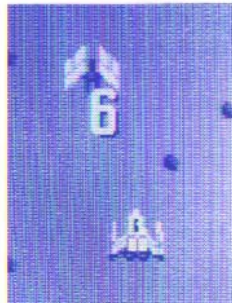
When fighting the enemy, you will notice certain ships carrying modules with the letter (P) on them. When destroyed, these Power Chips fly out. Touch them with your jet, and your pulse cluster beam will increase in potency. Speed will increase, and attack power will grow. Even with the most powerful pulse cluster beam, however, in order to win the game, you need weapons with even more destructive capabilities.



Special Weapons

There are eight special weapons that can be launched by pressing Button 2. Special weapons are picked up during flight by blasting a host ship or ground target and then touching with your ship the number that flies out. For example, if you blast a ship that is carrying a number eight, and you then touch the number that flies out, you now have special weapon number eight at your disposal. If you obtain more and more number eights, the strength level of this weapon will continue to increase.

You can only use one special weapon at a time, and each has certain advantages and disadvantages, so choose carefully. Also note that some special weapons are incapable of destroying ground targets.



Special Weapons:

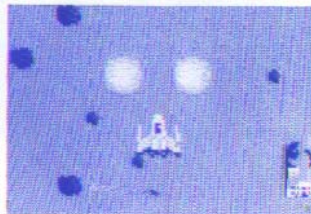
1 Number 1 Directional Shot

Special Weapon Number 1 is always available from the start, and shoots in the direction that Power Strike is moving, including sideways and backwards. As the power level goes up, shooting speed quickens and the blast increases to two bursts at one time.

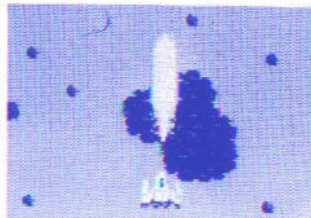
2 Number 2 Web Gun

By pressing and holding Button 2, the power of this special weapon will increase. When the button is released, a burst of firepower will destroy everything in its path. As power levels go up, the time required between bursts will become shorter.

1

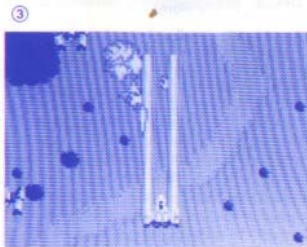


2



③ **Number 3 Laser Cannon**

This weapon consists of a laser beam, and destroys everything it touches. The catch, however is that there is a time limit: $(50 + \text{current level} \times 5)$ seconds. (For example, in Level 1, the time limit would be 255 seconds.) As power levels go up, two shots can be fired at once, and the beams become longer.



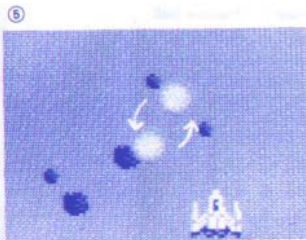
⑤ **Number 4 Rolling Fire**

This deadly ball of plasma revolves around your jet, smashing enemies it touches. The shooting time of this weapon is limited to 80 seconds. As the level goes up, the ball becomes larger, and the revolving area enlarges. At the top level, the ball will become two balls.



⑤ **Number 5 Homing Flame**

Two revolving balls of fire automatically chase the enemy and destroy them. Shooting is limited to 80 shots. When the level goes up, chasing speed and destroying power increase.



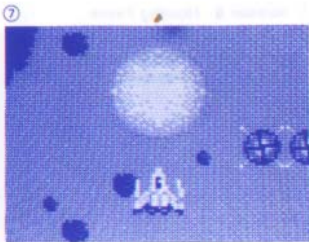
⑥ **Number 6 Swing Web**

This weapon can cover a large area, and do much damage to the enemy, including ground targets. It shoots webs according to Power Strike's movements. Shot time is limited to 80 seconds.



⑦ **Number 7 Plasma Ball**

This plasma fireball forms in front of your ship, making toast of any approaching enemy. Shooting time is limited to 80 seconds. When the power level goes up, this weapon is able to destroy ground targets as well.



⑧ **Number 8 Wipe Laser**

This powerful weapon shoots in a forward and crisscross direction, smashing the enemy as it goes. The number of shots is limited to 80.



The Levels

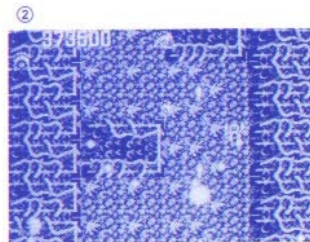
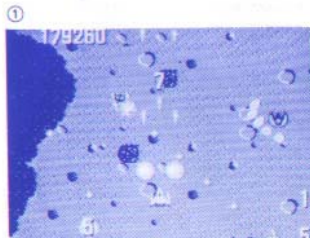
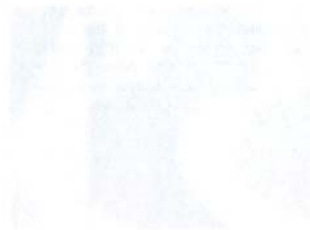
Power Strike consists of six levels, each one more challenging than the last.

① **Round 1:
Power Strike Takeoff**

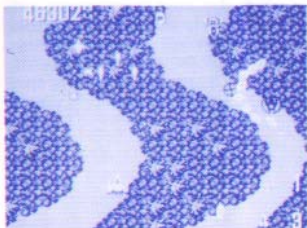
Do battle with the enemy's advance shock troops in a desolate desert setting.

② **Round 2:
Deep Forest**

After passing over the desert, there is a deep forest to pass through. The mother ship at the end of this level has warp ability and can shoot revolving shots.



③



③ **Round 3:
Great River**

As you fight your way upriver, the main enemy forces appear.

④



④ **Round 4:
Mu-Plant**

As you finally cross the river, you discover mysterious Mu-Plants growing and creeping all over the place. Zombi human slaves join the battle and attack.

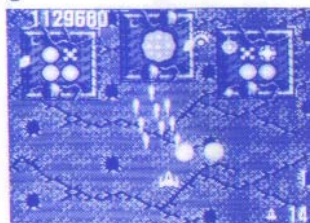
⑤ **Round 5:
Invaded**

The enemy sends out its last line of defenses, including the dreaded Ree Torita fighting jet. The mother ship at the end of this level shoots multiple energy blasts and can fly in figure eight patterns.

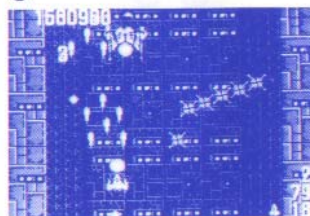
⑥ **Round 6:
HQ**

You at last break through to the last mother ship, nerve center of the evil vegetables.

⑤



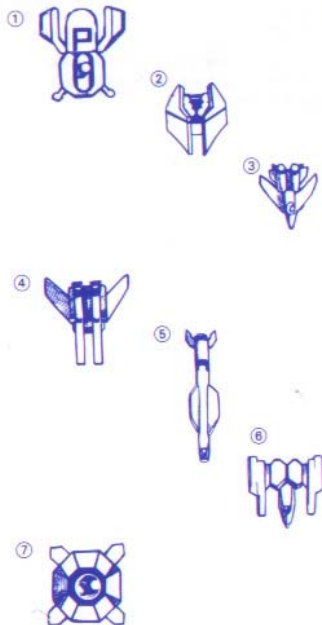
⑥



Know the Enemy

A Spearhead Party

- ① P-Chip Carrier
60 points
- ② Turnne
170 points
- ③ S'trei
200 points or 500 points
- ④ T-Angle
200 points
- ⑤ Fau
200 points or 300 points
- ⑥ E-fau
300 points
- ⑦ Rugg
300 points



- ⑧ Brewer
300 points

- ⑨ Tokite
300 points

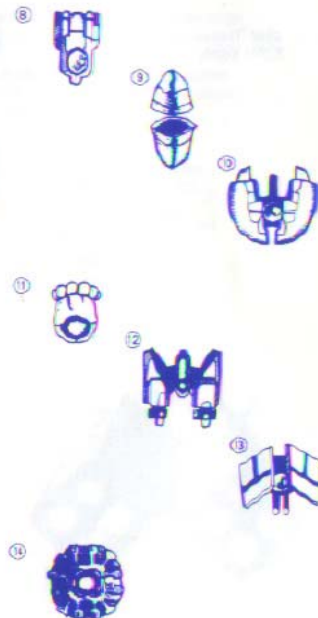
- ⑩ Traiter
300 points

- ⑪ Vadar
300 points

- ⑫ Cubet
500 points

- ⑬ Theomi
500 points

- ⑭ Ground Base



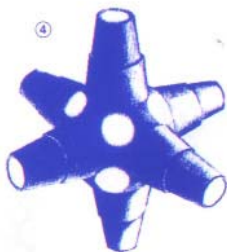
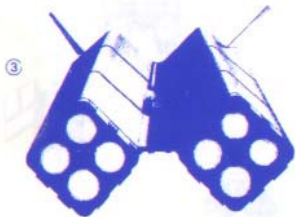
Big Master Enemy

① **Dynamon-Traiter**
2,000 points

② **Re-traiter**
4,000 points

③ **Traiter-Rugg**
4,000 points

④ **Maniac-Traiter**
2,000 points



Helpful Hints

Power Strike's weak area is attack from behind and from the side. Be careful when advancing your ship far up front on the screen.

If you get a special weapon that's not working well for you, change it as soon as you can for a more powerful one.

If you get a special weapon that works well for you, pick up as many of that weapon as you can. It will give you more time or uses on the meter and will make your special weapon more powerful.

When you obtain a power chip, enemies will momentarily disappear. By knowing this time well, you can escape a heated battle.

Prepare your battle strategies by learning the pattern of the enemy's attacks. Also, learn the advantages and disadvantages of your special weapons in order not to squander them.

HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

Do not get wet!

Do not bend!

Do not expose to direct sunlight!

Do not place near any high temperature source!

Do not subject to any violent impact!

Do not damage or disfigure!

Do not expose to thinner, benzine, etc.!

- Be especially careful not to stick anything on the SEGA CARD!
- When wet, completely dry before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.

