

Power StrikeTM



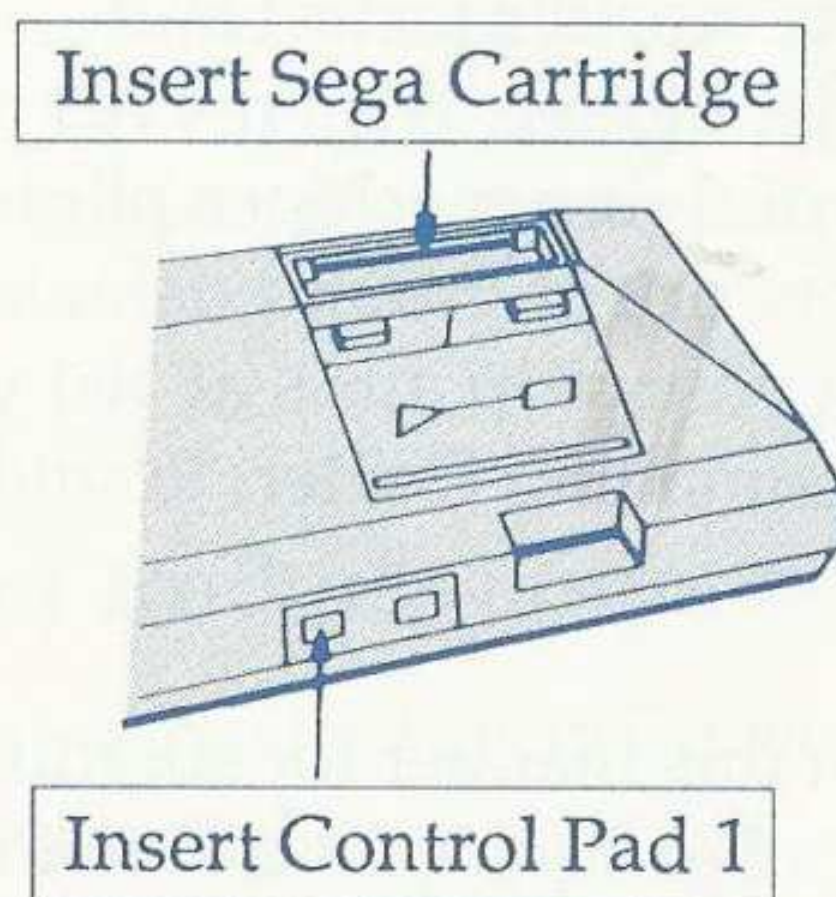
The Earth is threatened by mutant plant life and their brain-washed human followers.

One force can stop the evil vegetables from taking root: Power Strike, the most versatile jet fighter in the world. Blast the enemy in the air and on the ground and save the planet from the creeping green menace.

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.



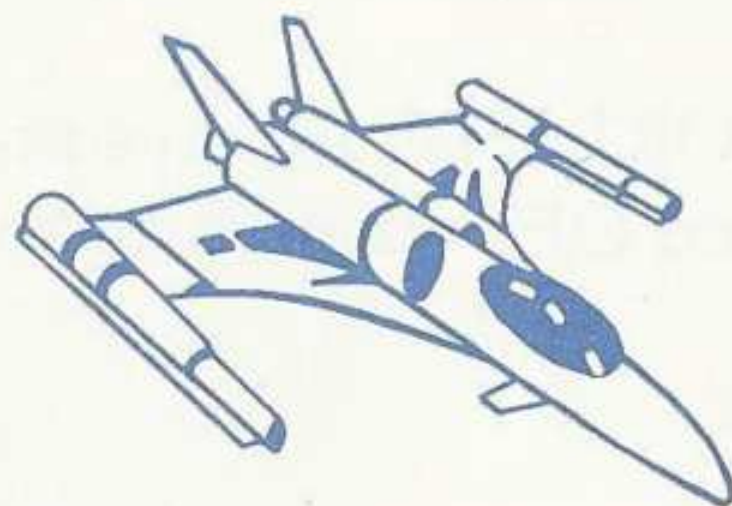
Danger in The Garden

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

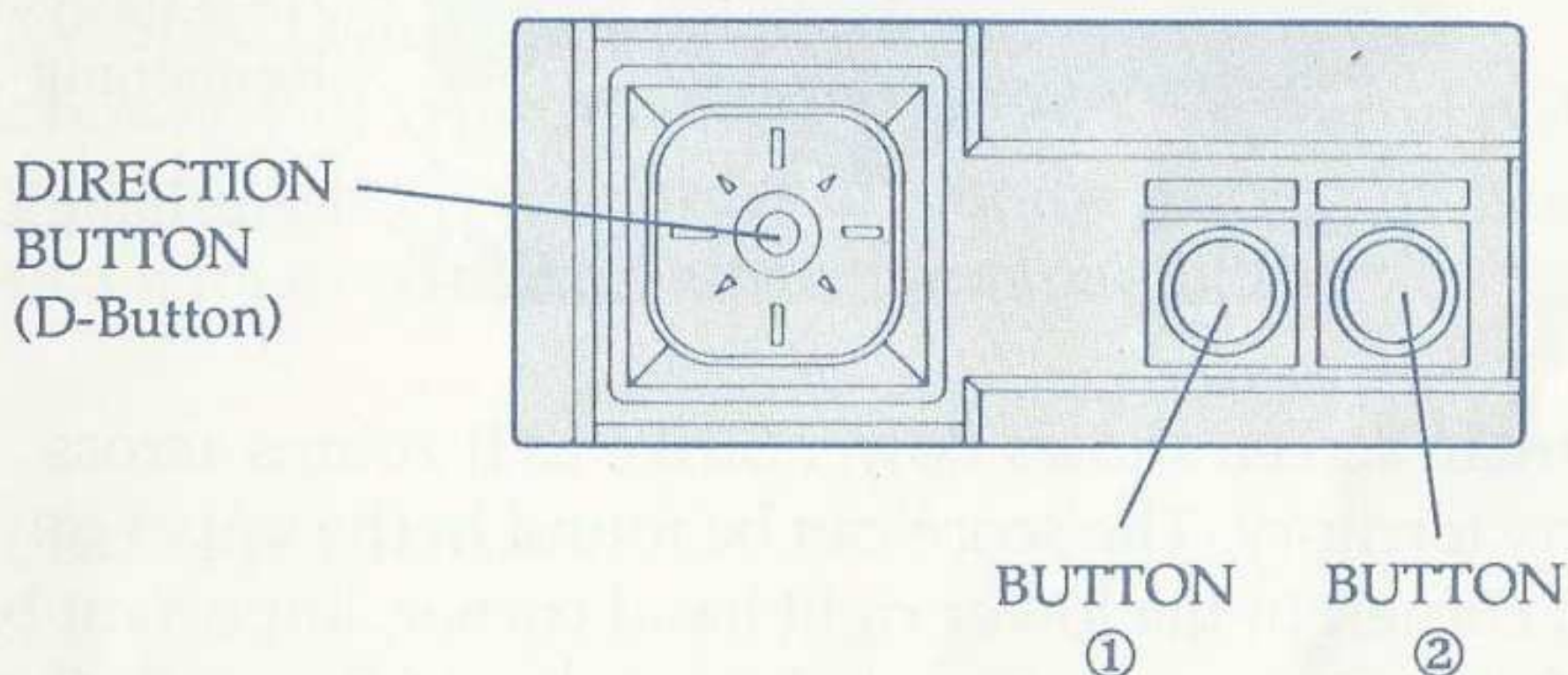
Your mission is to wipe out the invading plant hoards by piloting Power Strike, the world's fastest and most powerful jet fighter. With nerves of steel, you'll fly through waves of flying machines piloted by zombi human slaves, and a network of ground defenses that spit torrents of deadly fire at your 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.



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

Control Button 1 shoots regular ammunition.

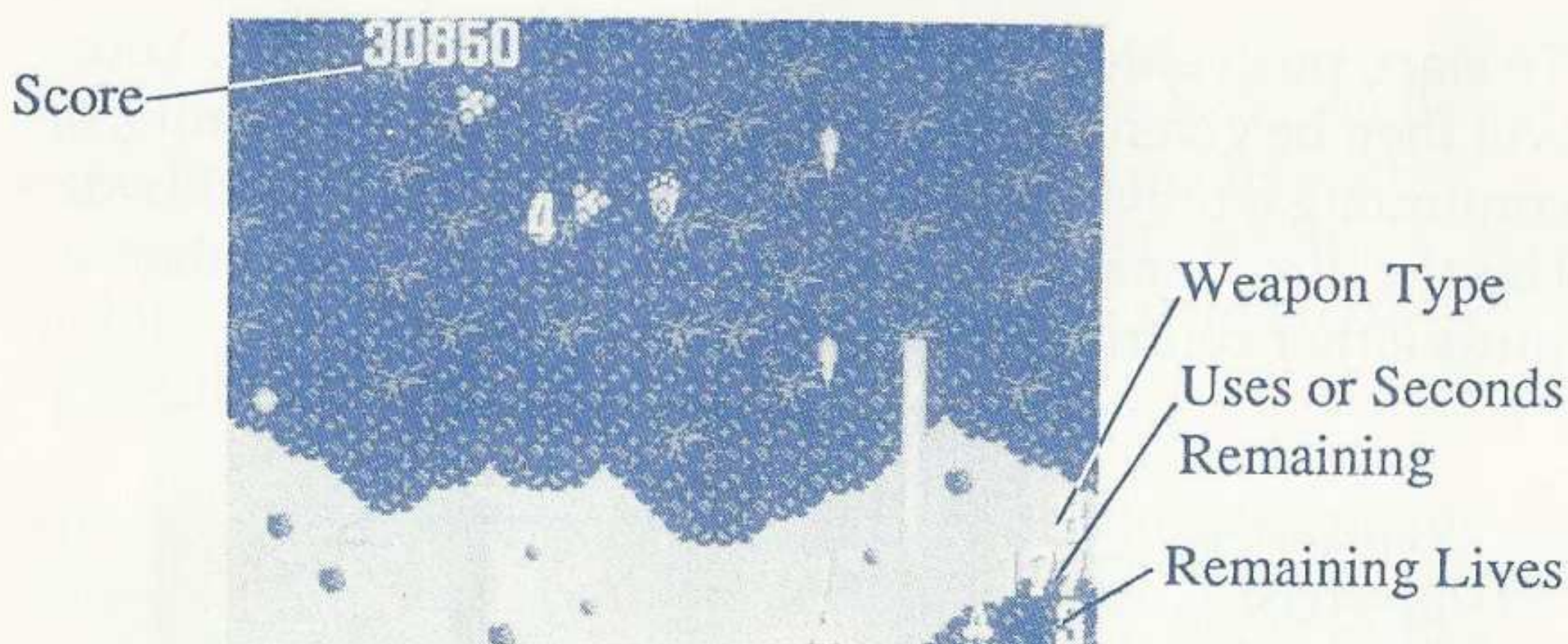
Control Button 2 shoots special weapons acquired throughout the game.

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



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

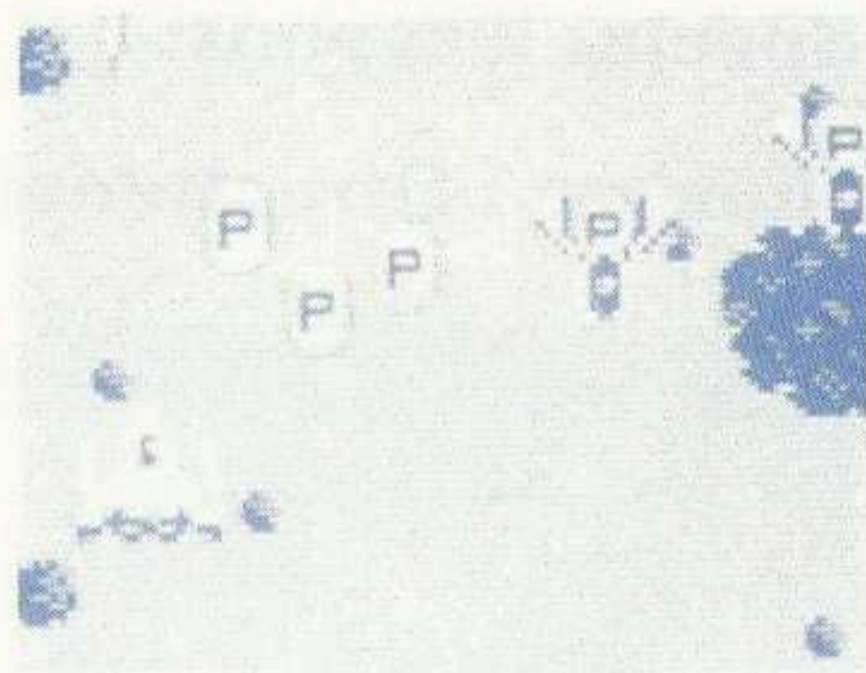
Your Power Strike jet gives you two choices when it comes to weapons: pulse cluster beams, which are your main armament, and special weapons, which are picked up during flight and come in a wide variety of configurations.

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

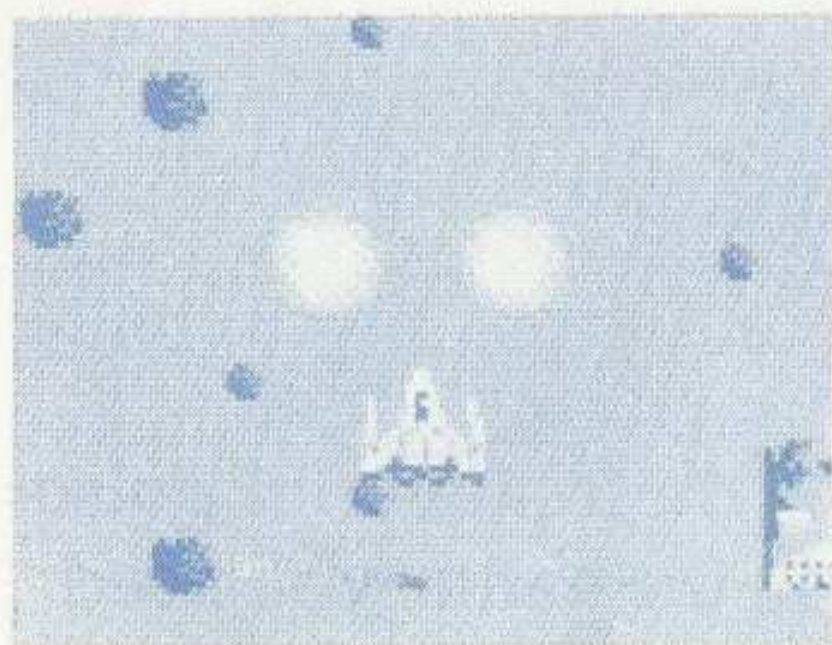
There are eight special weapons that can be launched by pressing Button 2. Special weapons are picked up during flight by blasting a host ship or ground target and then touching with your ship the number that flies out. For example, if you blast a ship that is carrying a number eight, and you then touch 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.

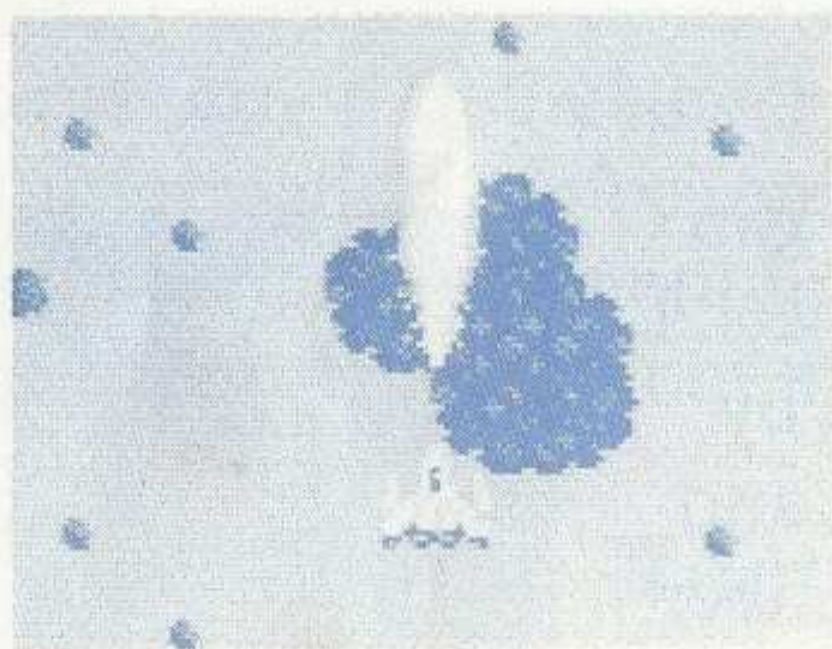
Special Weapons:

Number 1 Directional Shot



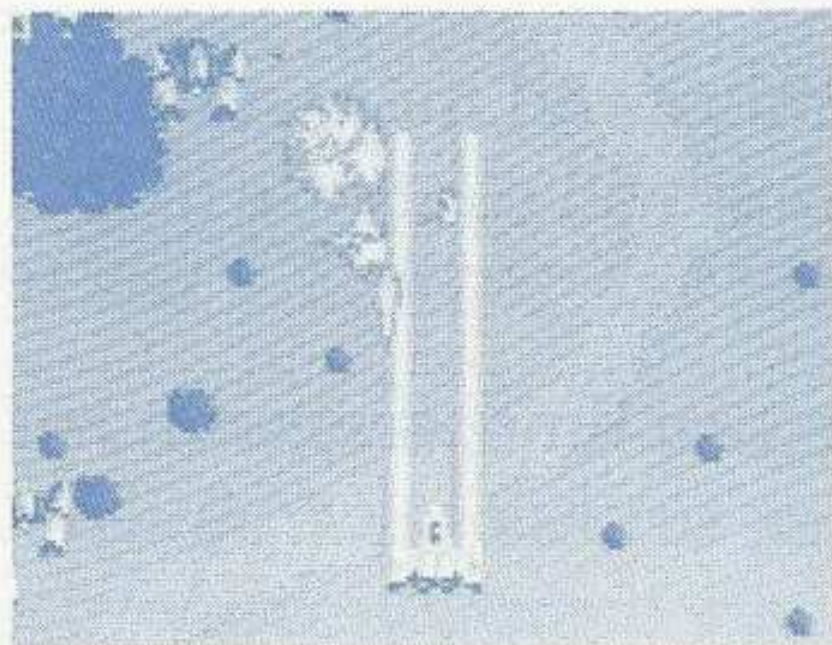
Special Weapon Number 1 is always available from the start, and shoots in the direction that Power Strike is moving, including sideways and backwards. As the power level goes up, shooting speed quickens and the blast increases to two bursts at one time.

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.

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.

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.

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.

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.

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.

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.

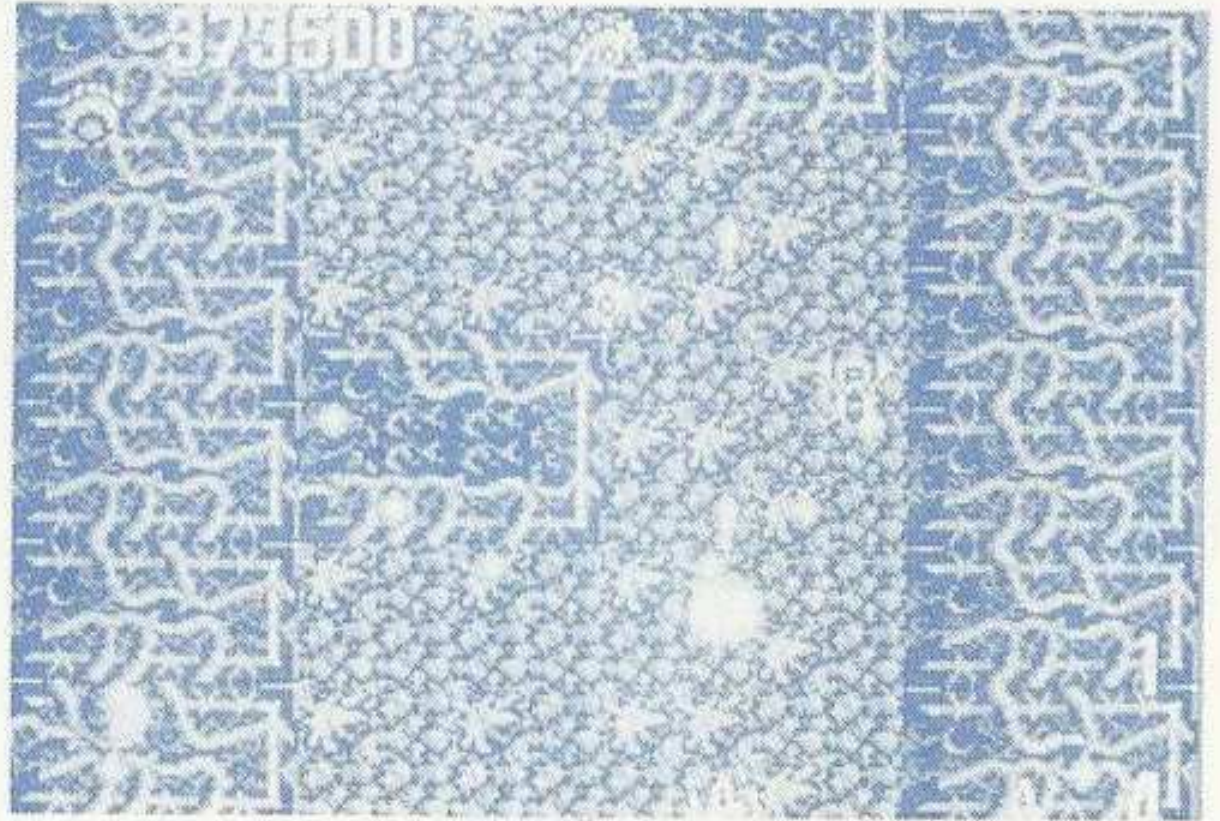
Round 1: Power Strike Takeoff

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



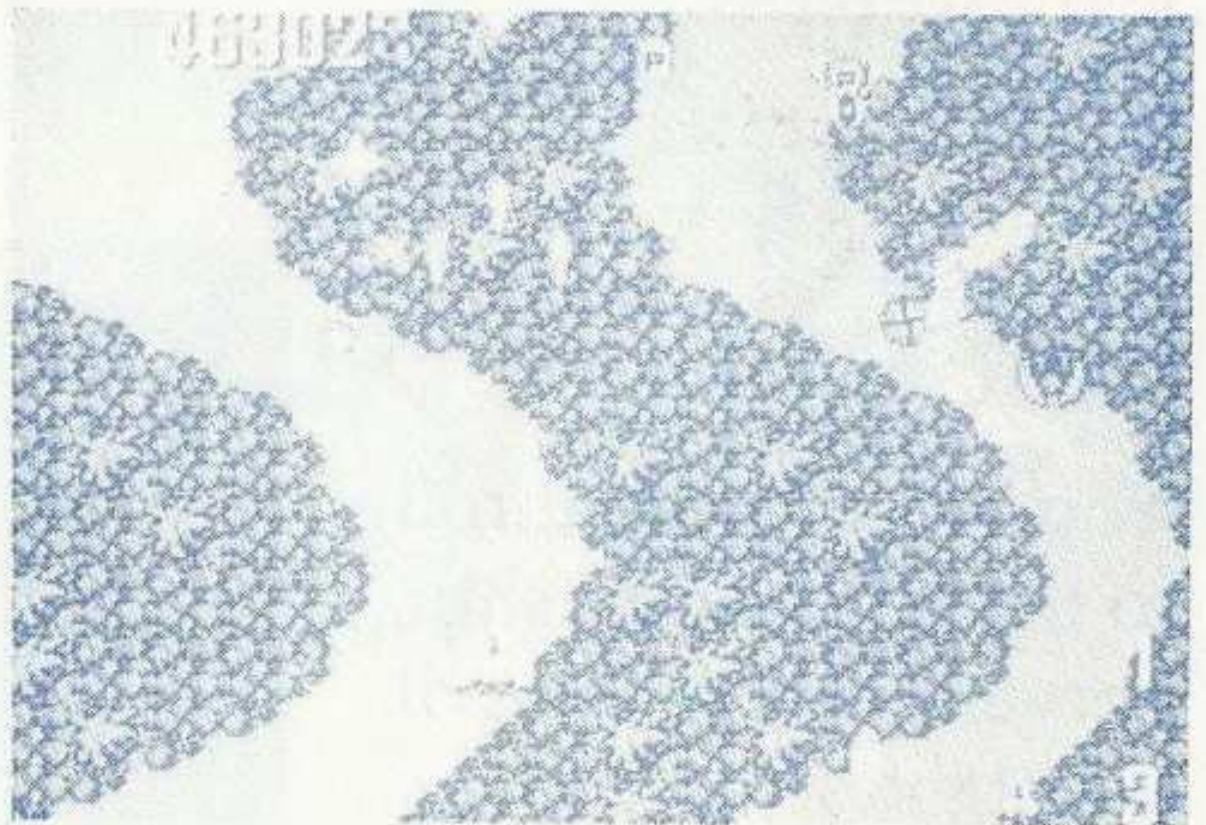
Round 2: Deep Forest

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.



Round 3: Great River

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



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.



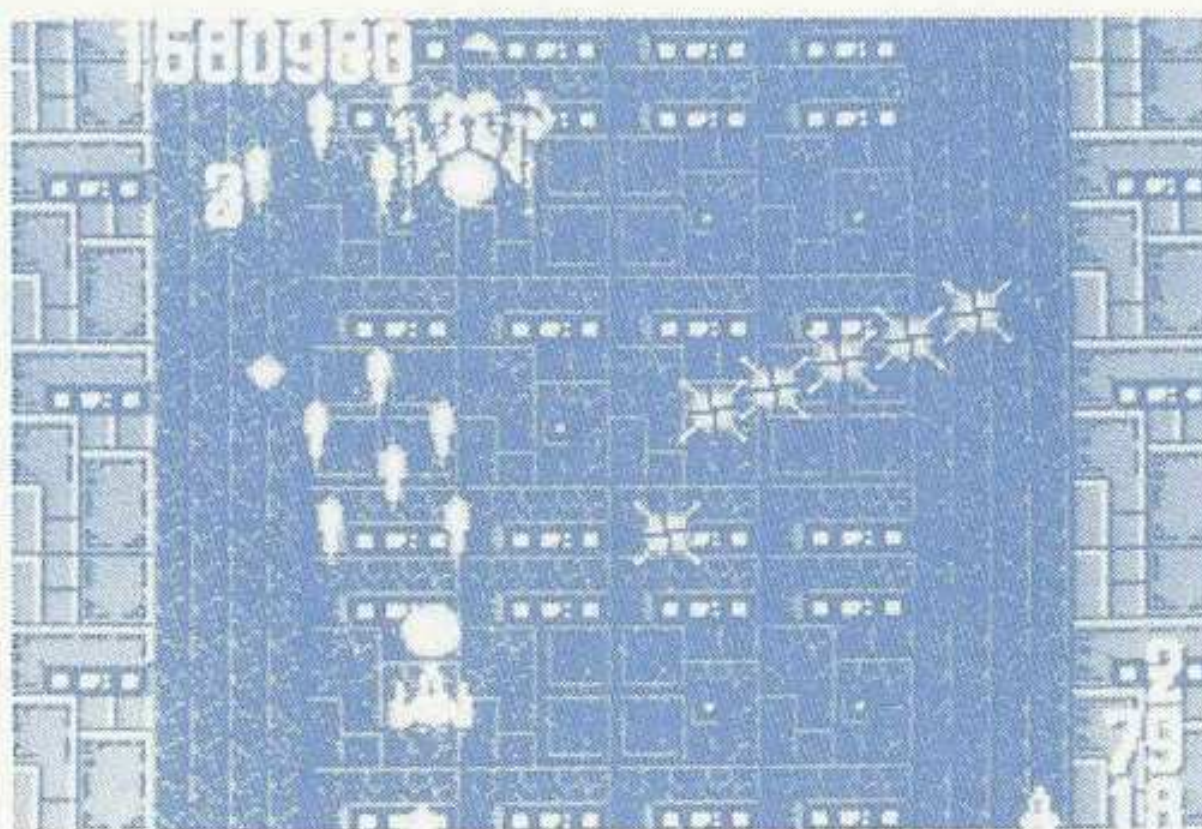
Round 5: Invaded

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.



Round 6: HQ

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



Know the Enemy

A Spearhead Party



P-Chip Carrier
60 points



Turnne
170 points



S'trei
200 points
or
500 points



T-Angle
200 points



Fau
200 points
or
300 points



E-fau
300 points



Rugg
300 points



Brever
300 points



Tokite
300 points



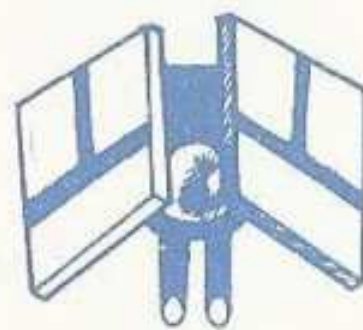
Traiter
300 points



Vadar
300 points



Cubat
500 points

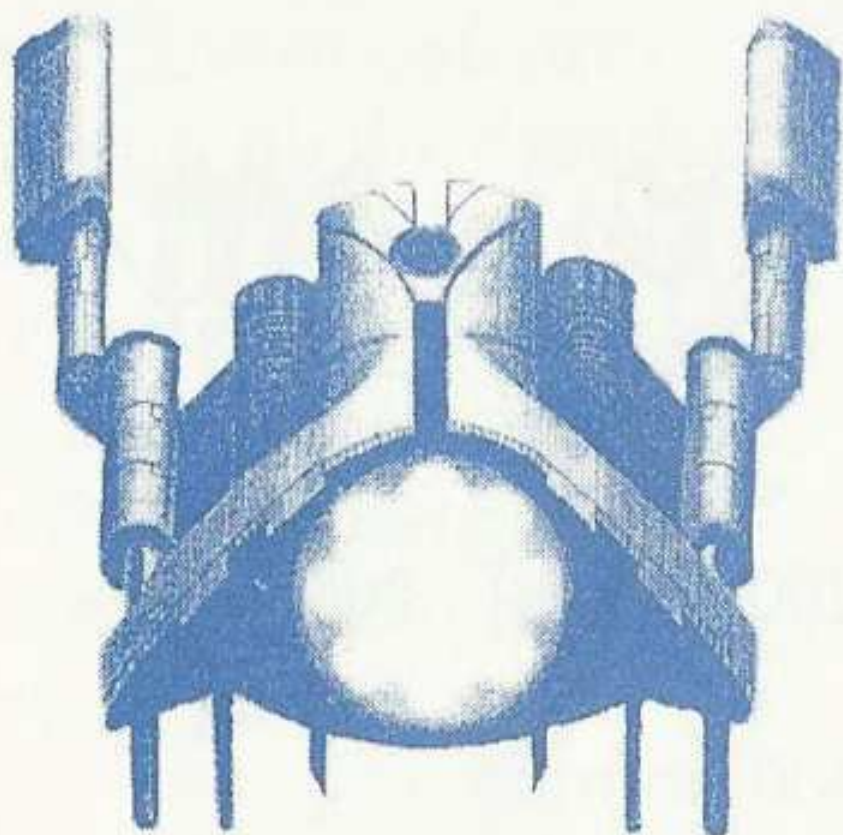


Theomi
500 points



Ground Base

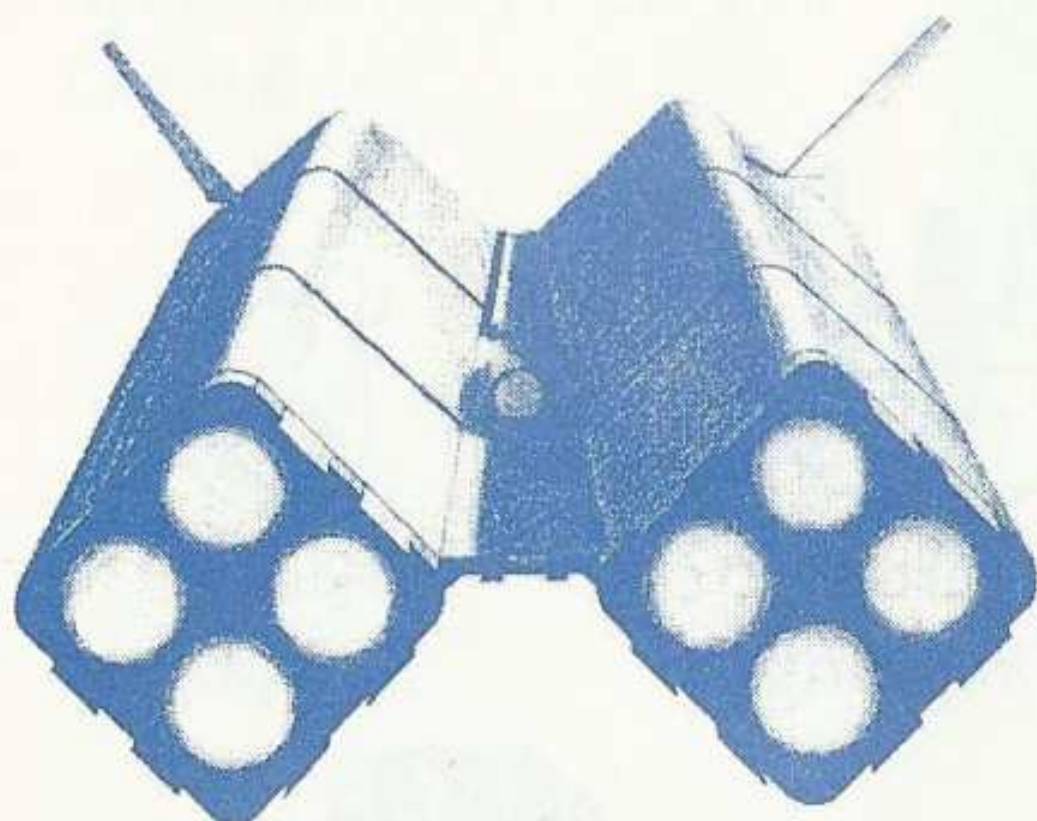
Big Master Enemy



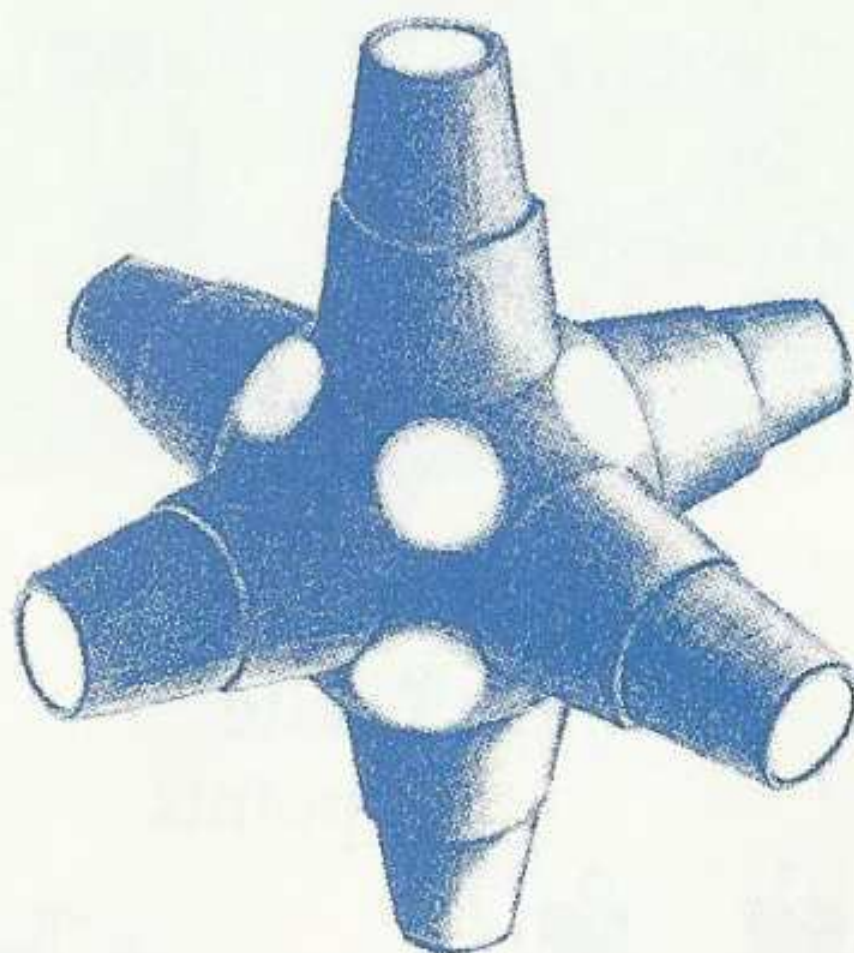
Dynamon - Traiter
2,000 points



Re - traiter
4,000 points



Traiter - Rugg
4,000 points



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.

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty

Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™ / Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

Limitations On Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations of exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Sega Customer Service, 573 Forbes Blvd., South San Francisco, CA 94080

(800) U.S.A.-S.E.G.A.

Distributed by Tonka Corp.

5109

SEGA®

F R O M T O N K A

POWER STRIKE, CONTROL PAD & CONTROL STICK are trademarks of Sega Of America, Inc.
SEGA is a trademark of Sega Enterprises, Ltd., a CSK Group Company.

PRINTED IN JAPAN

© 1988 Tonka Corp. All Rights Reserved.