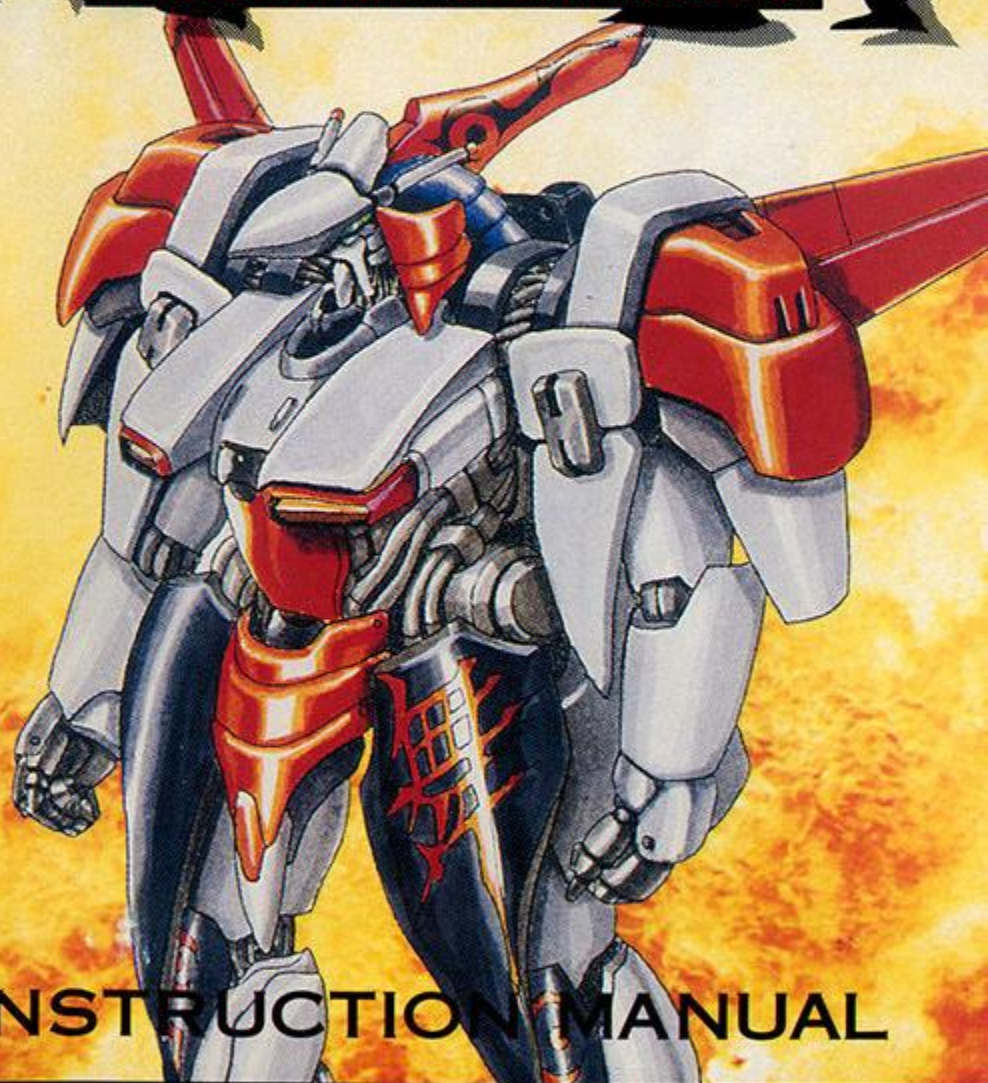


SEGA
GENESIS
16-BIT CARTRIDGE

MUSHA™

METALLIC UNIFRAME SUPER HYBRID ARMOR



INSTRUCTION MANUAL

SESMIC™



THANK YOU FOR PURCHASING THIS
SEISMIC GENESIS SYSTEM MUSHA™
GAME CARTRIDGE. PLEASE READ
THIS INSTRUCTION MANUAL
CAREFULLY TO ENSURE PROPER
HANDLING OF YOUR GAME.

PRECAUTIONS

- 1) The Sega Genesis Cartridge is intended exclusively for use with the Sega Genesis System™.
- 2) Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.
- 3) Do not use or store this cartridge under conditions of extreme temperatures, or subject it to rough handling or shock. Do not take it apart.
- 4) Do not touch the terminals or let them come into contact with water.
- 5) Do not wipe this cartridge with volatile solvents such as paint thinner, or alcohol.
- 6) If you play for extended periods, take a 10 or 15 minute break every hour or so.

STARTING UP

- 1) Make sure the power is OFF on your Genesis System Console.
- 2) Insert the MUSHA Cartridge into the Console with the label facing towards you, press the Cartridge down firmly into the Cartridge Slot, and turn the power on.
- 3) If nothing happens, begin the start up procedure from step 1 again.

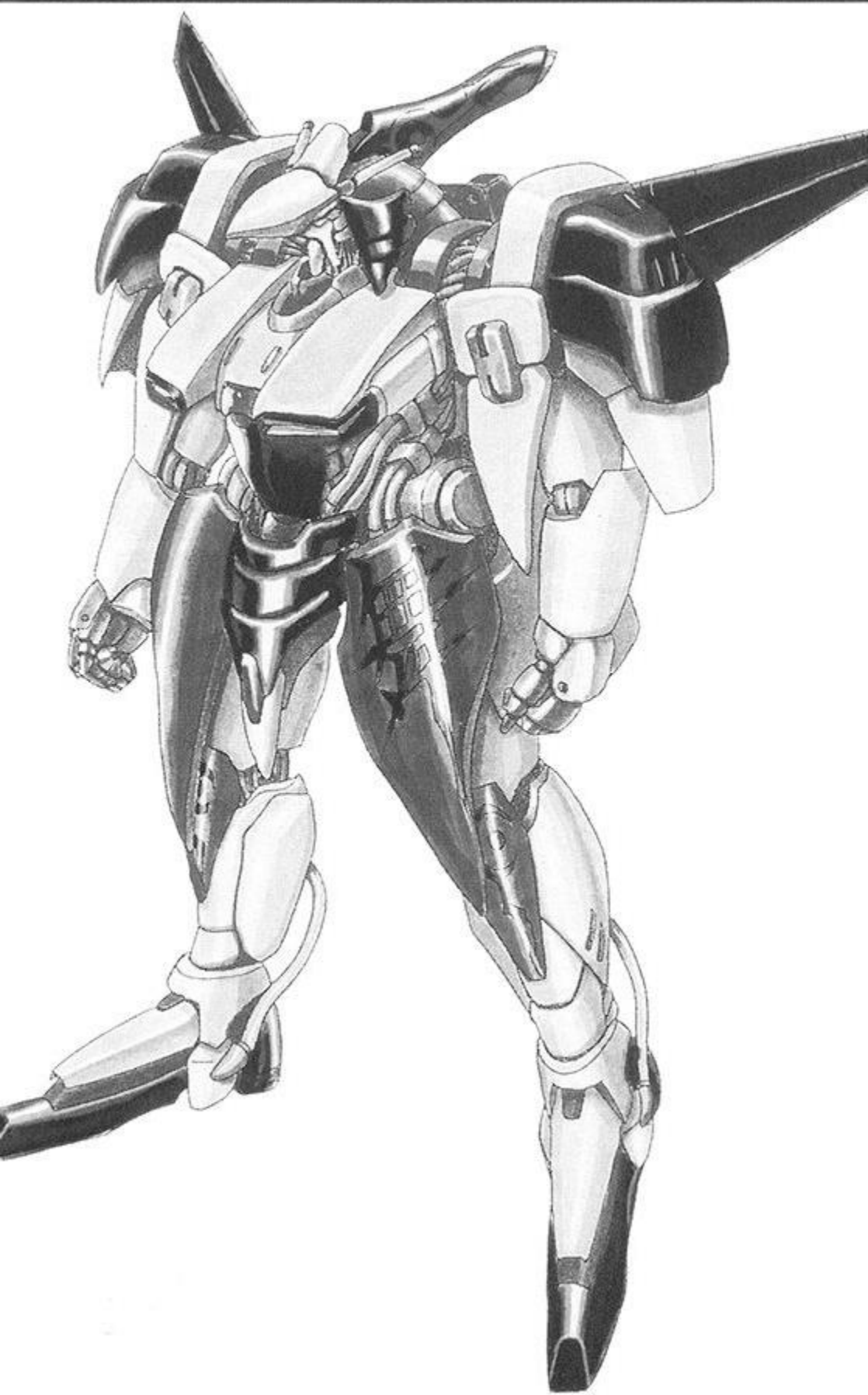


CONTENTS

The Story of MUSHA	6
The Control Pad	8
How to Start	9
Option Mode	9
How to Continue	10
Status Bar.....	11
MUSHA.....	12
The Team.....	13
Organization Chart.....	13
MUSHA Weapons	14
Special Weapons	15
Offensive Options.....	17
Formations	18
The Last Fighter.....	19
Seven Levels of Action.....	20
The Enemies.....	22

THE STORY OF MUSHA

The year is 2290. The human race is spreading through the solar system, with many colonies on several planets, moons and stations at all of the LaGrange points. The station at the LaGrange point on the opposite side of the moon is called LaGrange Gamma. This is where all of the trouble began. The station was equipped with the latest Intellicomputer, the "Dire 51". This system was touted as having the highest level of intelligence ever in a super system. But Dire 51 seemed to be too smart for earth's own good. Before long, Dire 51 had decided to become ruler of the Solar System. While all of the top scientists of earth were studying the problem with Dire 51, this dangerous system was taking over LaGrange Gamma and preparing for all out war. Meanwhile, Dire 51 had developed a new type of Armed Armor, which was fully equipped for battle and began its attack on Earth. Even though earth's forces are strong, the sides seemed to be even. To battle Dire 51, the leaders of earth decided to send in the MUSHA team.



THE CONTROL PAD



START BUTTON

Game start and pause.

DIRECTIONAL BUTTON

Moves man in 8 directions game start and pause. When paused, use to select speed.

A BUTTON

Select option firing mode.

B BUTTON

Fires option weapon.

C BUTTON

Fire main weapon.

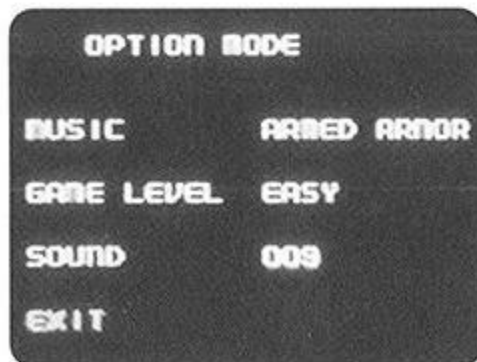
HOW TO START

Push start, and the title screen appears. Use the control pad to select START to begin your fight.



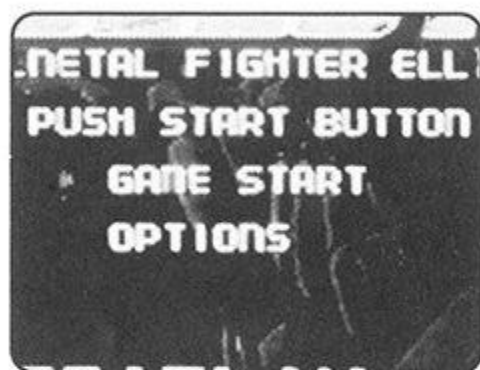
OPTION MODE

When you choose the OPTION mode from the title screen, the option screen appears. From this screen, you can select difficulty (Easy, Normal, and Hard), and listen to the Music and Sound Effects test.



HOW TO CONTINUE

After game over, the game returns to the title screen, simply select CONTINUE, and press START, you will be at the beginning of the level where you lost your last man. The continues are infinite, you'll need them!



HOW TO SELECT SPEED

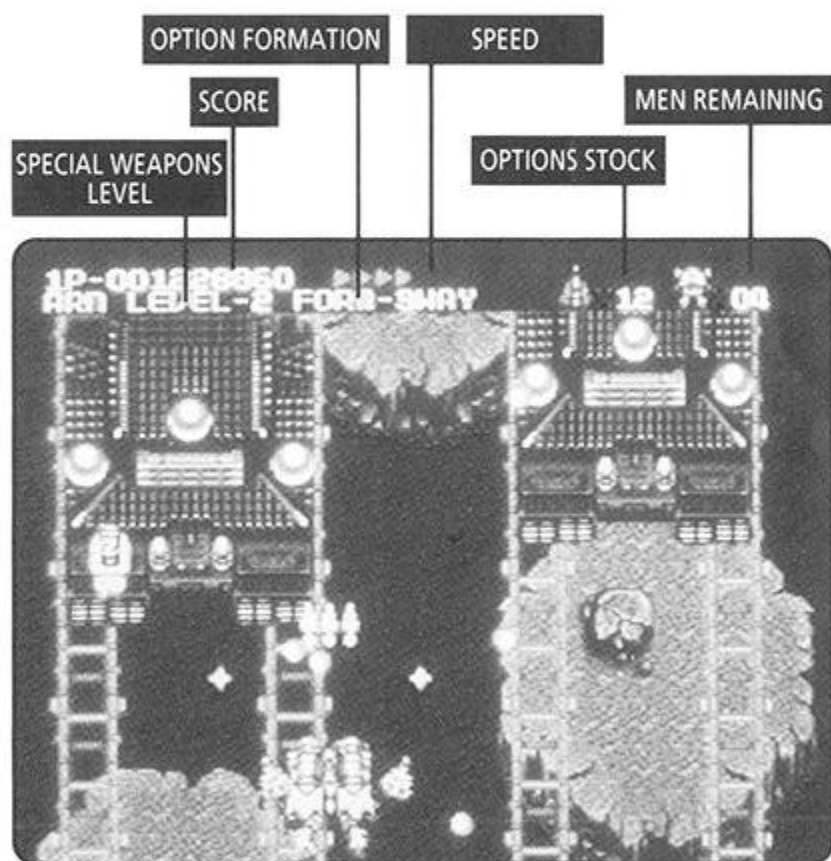
During play, press START to pause the game, then press the joypad left or right to select speed up, or slow down respectively. The status bar displays the speed. There are eight different speeds to select from, choose wisely.

THE STATUS BAR

This area of the screen displays information on your current status, as described below.

EXTRA MEN

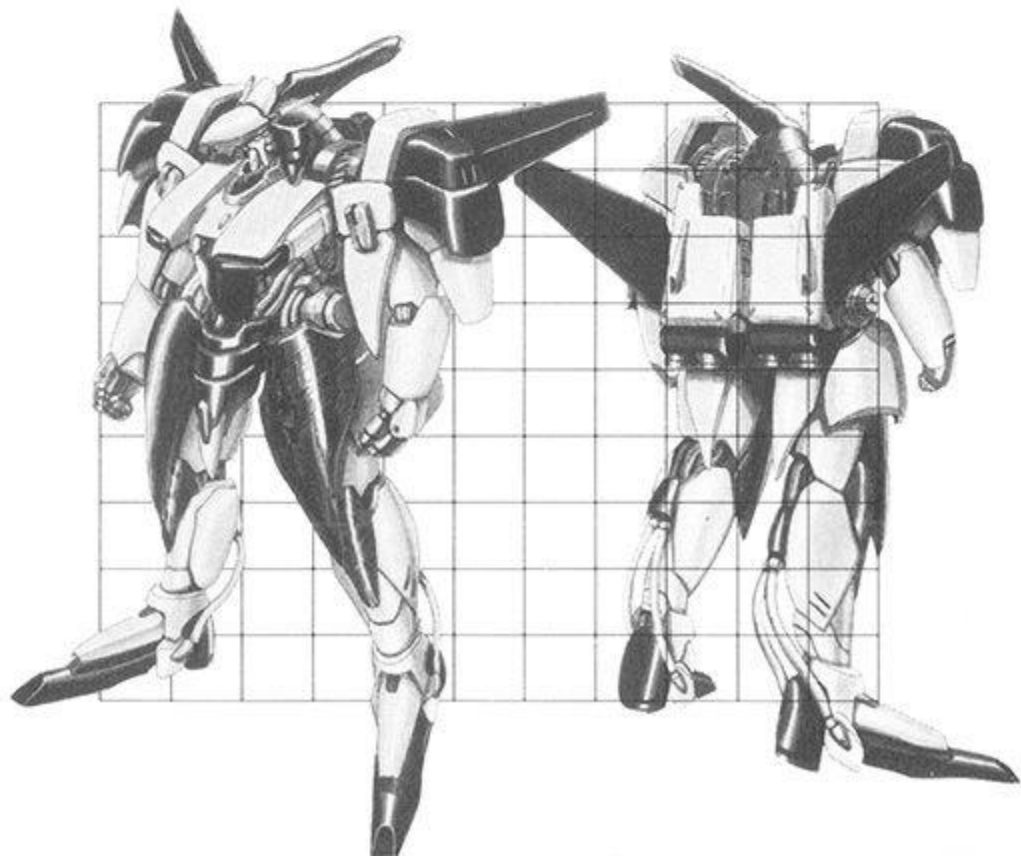
You will be awarded an extra man at 100,000, 1,000,000, 5,000,000, 10,000,000, and every 10,000,000 thereafter.



NOW YOU ARE A MEMBER OF TEAM MUSHA

The MUSHA is a specially armed suit of armor. These vehicles were originally designed for construction work in space, but with added weaponry and shielding, the suit became the ultimate vehicle of destruction. Fighter planes, both in and out of the atmosphere are no match for even the oldest designs of Armed Armor. The latest design, christened MUSHA Aleste, as shown below, is the most powerful ever designed. However it is just in the prototype stage. Your team is selected as test pilots.

METALLIC UNIFRAME SUPER HYBRID ARMOR



THE TEAM

**Greg**—US Air Force**Ken**—Canadian Orbital Patrol**Ted**—Mid Eastern Alliance Air Force**Andrea**—French Space Navy**Terri**—Air & Space U, Valedictorian—the heroin of this adventure**Iah**—Air & Space Force University, MUSHA Team mechanic**Amelio**—Italian Army & co-designer of the MUSHA Aleste

EARTH DEFENCE FORCE ORGANIZATION CHART		
ARMY	NAVY	AIR FORCE
ORBITAL DEFENCE MISSILE FORCE (HIGH ALTITUDE DEFENCE)		EARTH SECTOR DEFENCE (INTERNATIONAL GUARD)
SPACE FORCE	ORBITAL DEFENCE CRUISERS	SECTION 1 ARMED ARMOR
SPACE NAVY	COLONY DEFENCE CRUISERS	SECTION 2 ARMED ARMOR
		SECTION 3 TEAM MUSHA

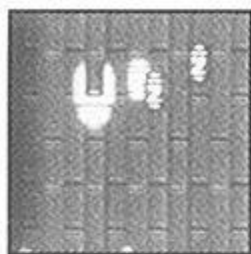
WEAPONS


Seal Cluster Beam

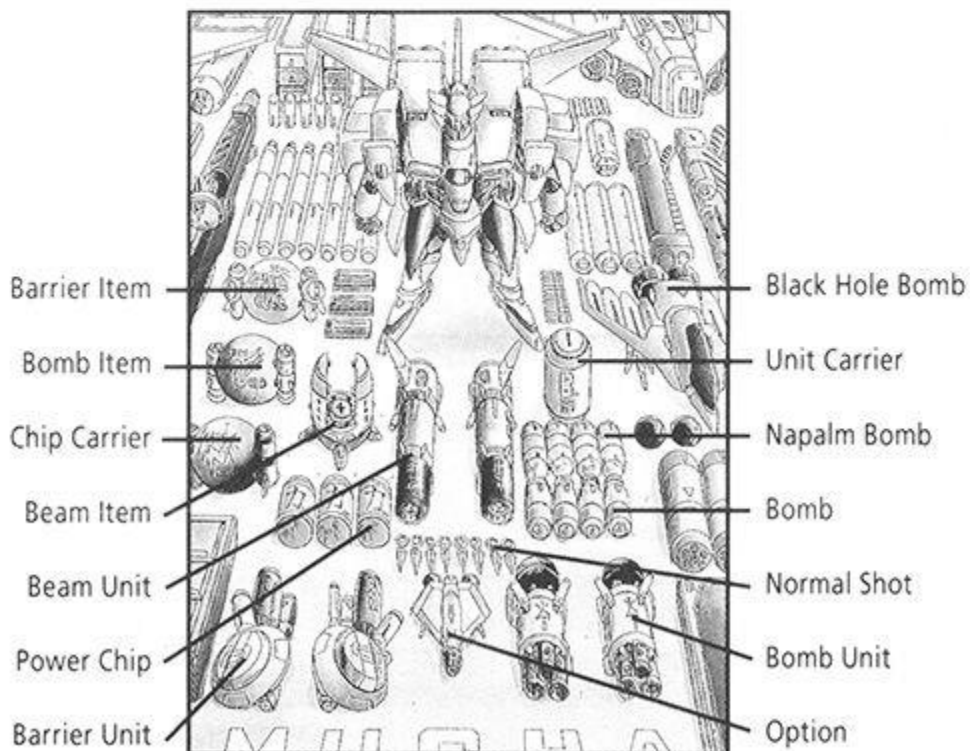
This is your normal weapon (C BUTTON). If you catch power chips, you can power up this weapon. If you lose your man, this weapon returns to level 1.


Chip Carrier

When you destroy this, the power chip appears.


Power Chip

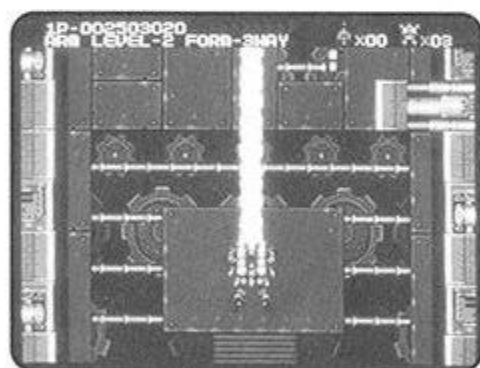
The power chip has a power mark.



SPECIAL WEAPONS

Subweapon Unit

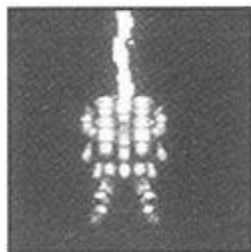
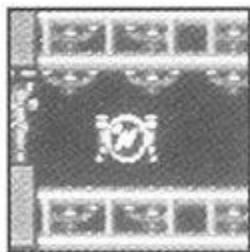
When you pick up one of these items, you can use the special weapon. If you catch the same weapon item as the one you are using, then that weapon will power up. If you catch a different weapon item, you will switch to the other weapon, but stay at the same weapon level. If you are hit, you will lose the special weapon, but not the special weapon level. If you lose a man, the special weapon is lost, and the weapon is lost. Each weapon has four levels.



YOU CAN USE THREE SPECIAL WEAPONS

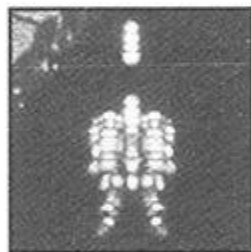
Blazing Beam

Beam Item—You can shoot a strong beam forward. Becomes a wide double beam on level 4.



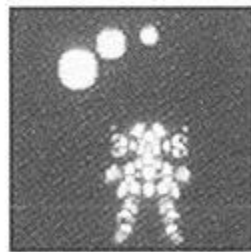
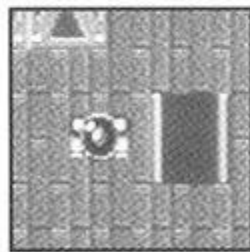
Vanishing Buster

Bomb Item—Shoots bombs. Becomes multidirectional on power up. Also shoots Black Hole Bomb on level 4.



Defensive Detonator

Barrier Item—Places a powerful barrier around you. Protects from enemy fire. Becomes blasting barrier on level 4.



OFFENSIVE OPTIONS

Catch three power chips, and you'll get one option. After you get two options, the remaining options get placed in storage, as indicated on the status bar. When you lose your man, your stock remains.

These options can be placed into the six formations on the next page.

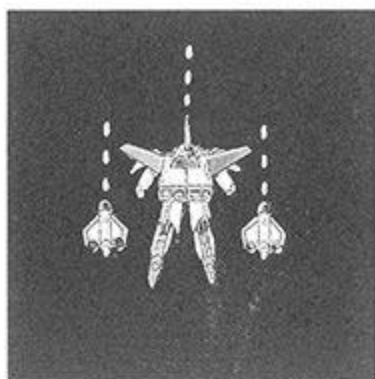
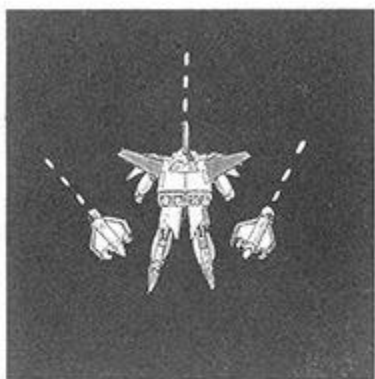
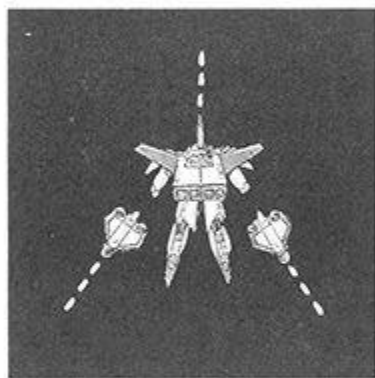
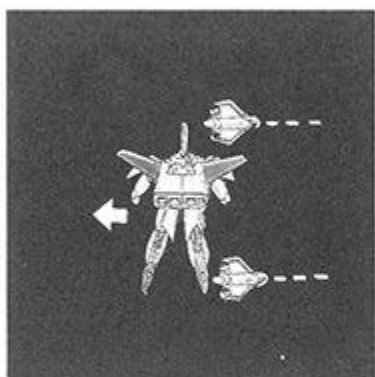
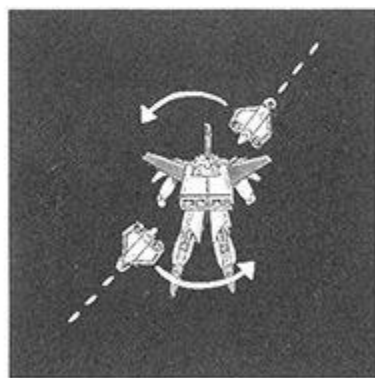
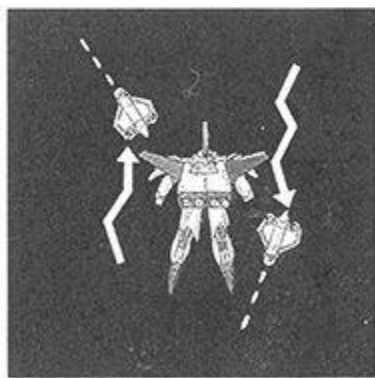


**Formation
forward**



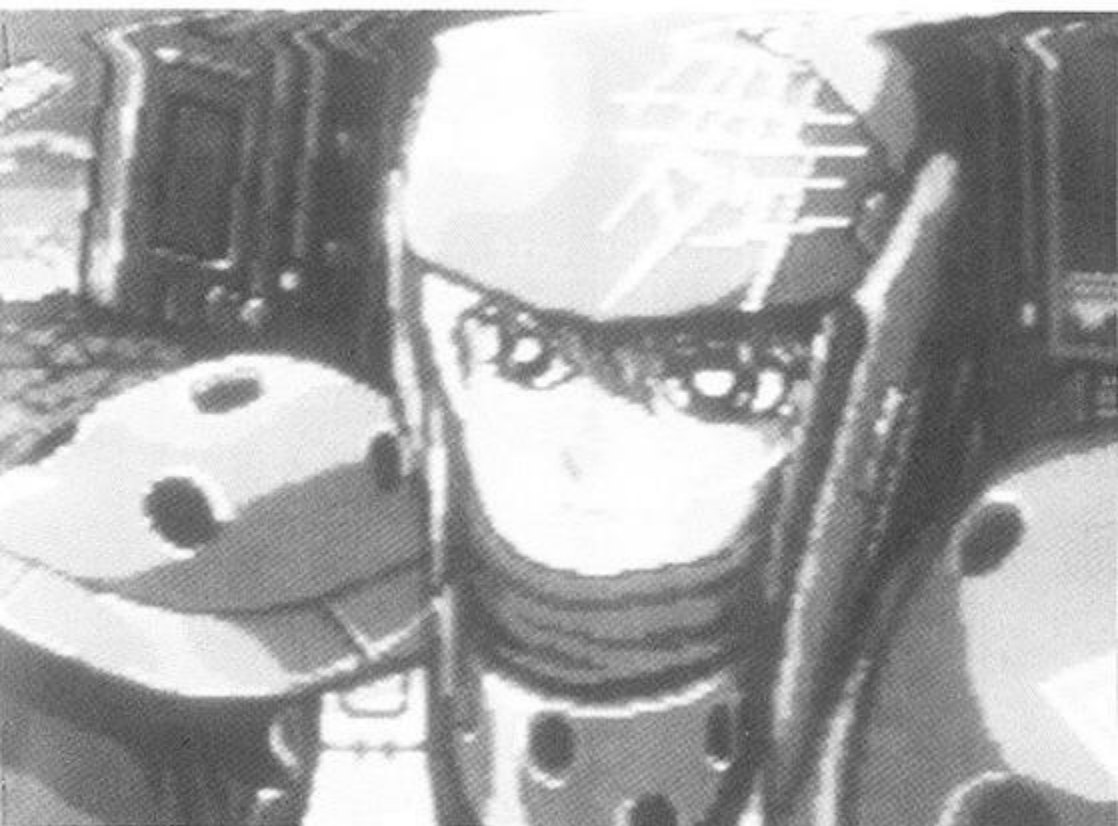
**Formation
3-way**

FORMATIONS

**Forward****3-Way****Back**—Shoots backwards**Reverse**—Shoots in the opposite direction you are moving**Roll**—Options rotate around you**Free**—Options chase enemies

THE LAST FIGHTER

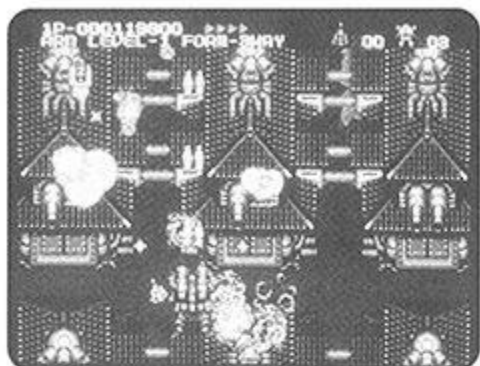
The MUSHA team went to attack the enemies fortress, but the enemy destroyed four of the team, leaving only Terri.



THE 7 LEVELS OF ACTION

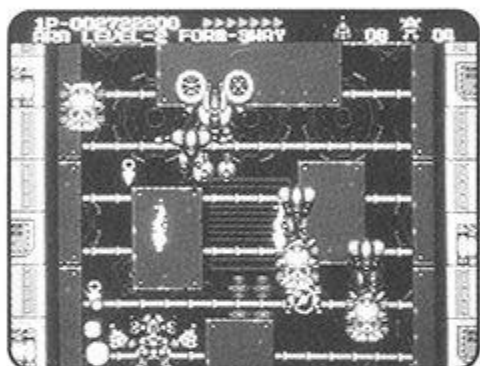
ROUND 1

Stop the
enemies'
Moving
Fortress



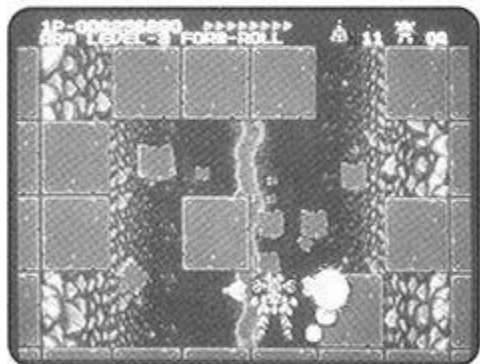
ROUND 2

Destroy the
center of the
Moving
Fortress



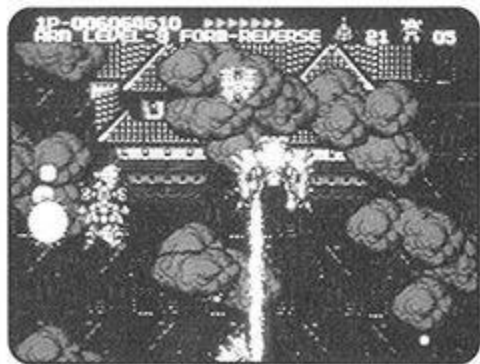
ROUND 3

Destroy the
enemies'
secret
weapon



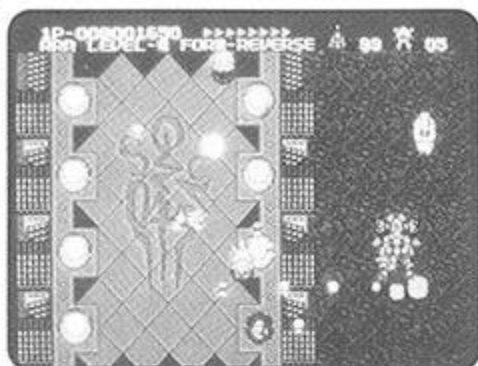
ROUND 4

Destroy the
Air Ships



ROUND 5

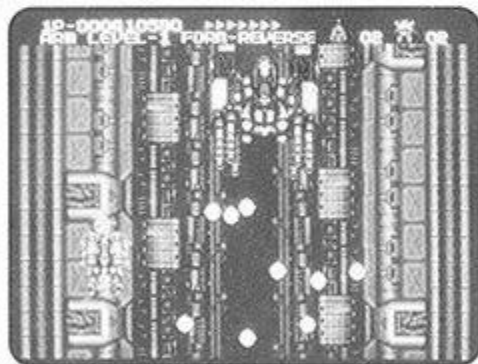
Attack the
enemy supply
ships

**ROUND 6**

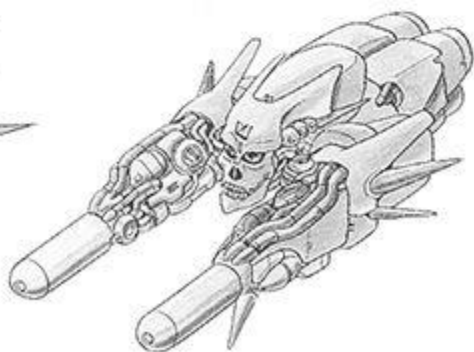
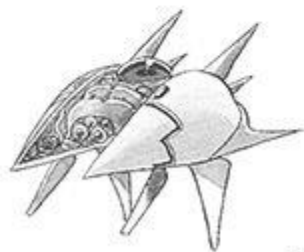
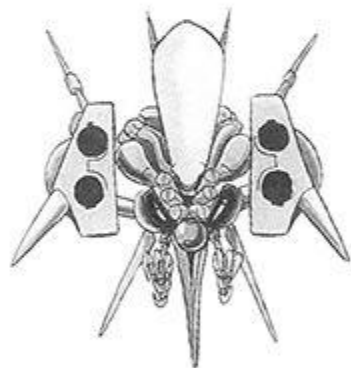
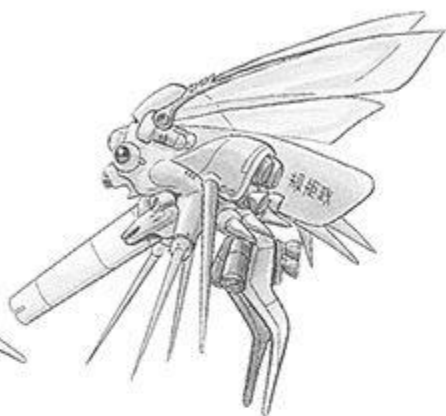
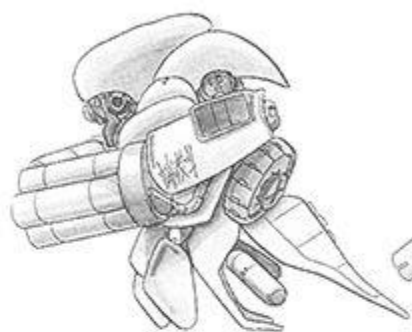
Destroy the
enemies'
Battle
Carriers

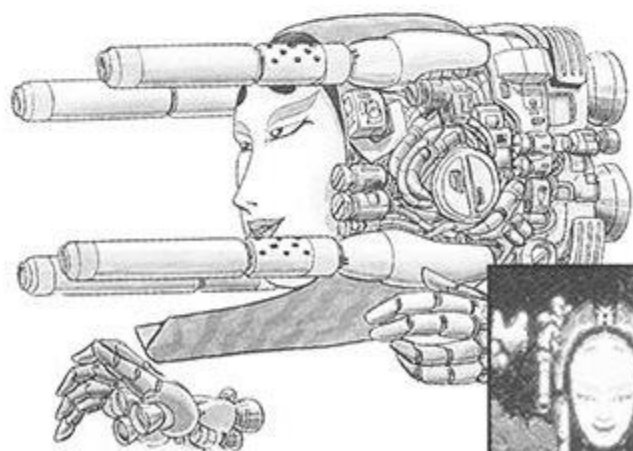
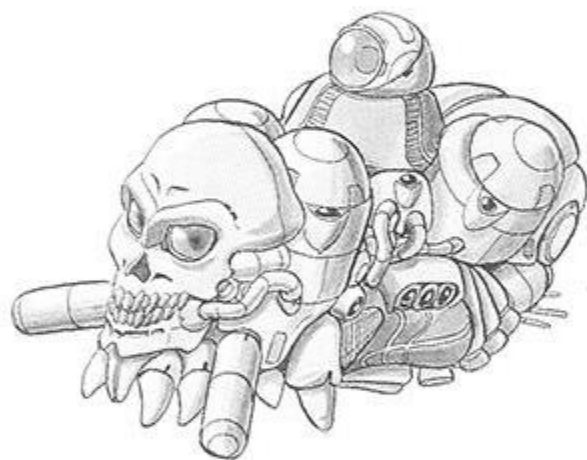
**ROUND 7**

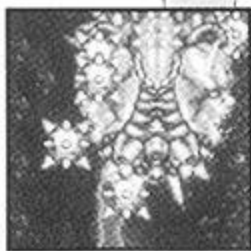
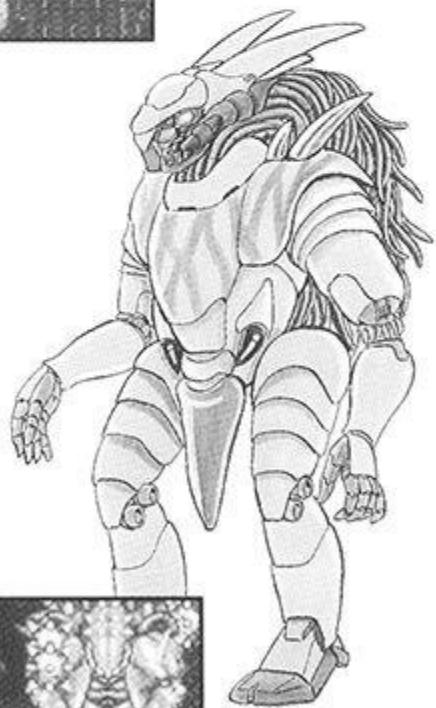
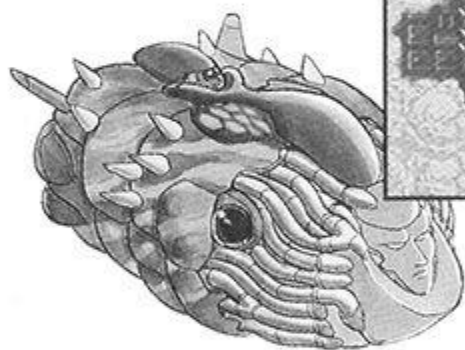
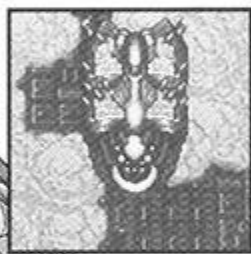
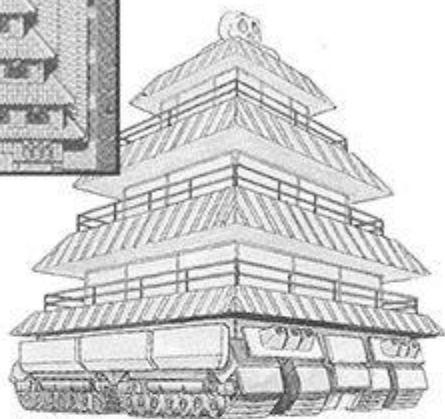
Take on
Dire 51



THE ENEMIES







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