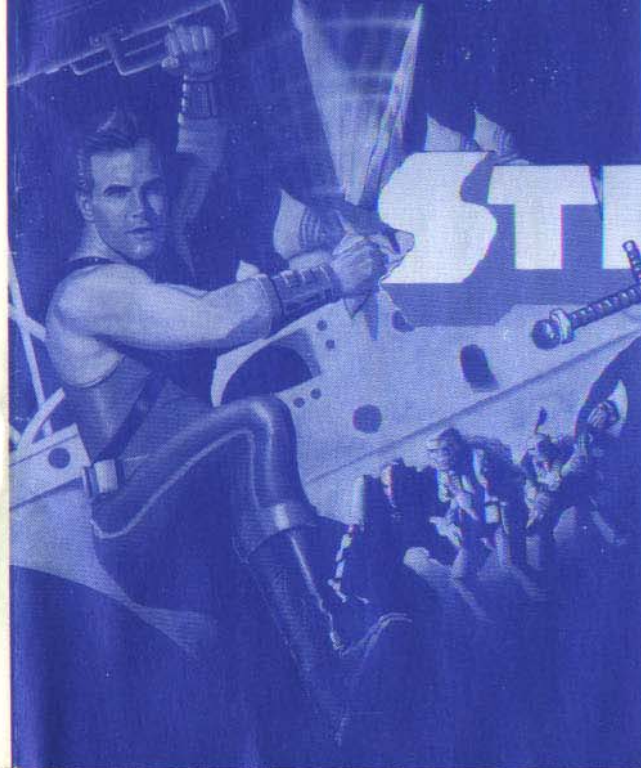


<http://www.replacementdocs.com>



STRIDER

SEGA

SEGA

Starting Up

1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the console.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the Console is turned OFF when inserting or removing your Cartridge.

Note: This game is for one player only.

- 1 Sega Cartridge
- 2 Control Pad 1



The Third Moon

Early in the 21st century, an unexplained series of disasters swept over the European continent. North and South America were hit soon after. Sightings of creatures that appeared to be extra-terrestrial corresponded with new reports of devastation. They were believed to have first appeared in Eastern Europe. No one knew where they came from, or who sent them...

Out in space, somewhere between the earth and its lone moon, sat a space station. The "Third Moon" was the creation of Grand Master Meio, a demonic genius who had been carefully studying life patterns of the earth's inhabitants for light years from his home on a distant nebula. The creatures wreaking havoc were his creations, and he sensed that they were succeeding.



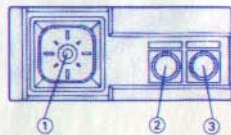
The Striders, the final bastion of good in a world turned upside down, moved into action. They assigned Hiryu, the youngest yet most able Strider, the task of destroying as many of the mutants as possible, and finding out who or what was behind them. Hiryu carries an extremely lethal plasma sword, and possesses supernatural physical abilities. He can run, slide, and jump like no man ever before! Guide him through collapsing cities, sweltering jungles and frosty ice-capped mountains, annihilating anything in your way. You must make it through to the final showdown with Meio at the Third Moon space station!

Take Control!

Learn the functions of each button on your Control Pad before beginning play.

1 Directional Button (D-Button)

- Press to move Hiryu to the left or right, and up or down inclines.
- Press diagonally up and to the left or right to control the direction of Hiryu's cartwheel jumps.
- Press diagonally down and to the left or right to control the direction of Hiryu's slides.



2 Button 1

- Press to advance through the opening screens.
- Press to make Hiryu attack with his plasma sword.

3 Button 2

- Press to advance through the opening screens.
- Press to make Hiryu jump straight up, and use in conjunction with the D-Button to perform a cartwheel jump or slide.

Getting Started

The first of two Title screens immediately follows the Sega logo. The High Score screen comes up next, showing the top scores by Striders of the past. Watch the demonstration that follows the High Score screen, and pick up a few hints to aid you in your quest. Press Button 1 or 2 to return to the first Title screen, and press again to bring up the second Title screen. After a couple of story screens, the game starts from the beginning of Stage 1.

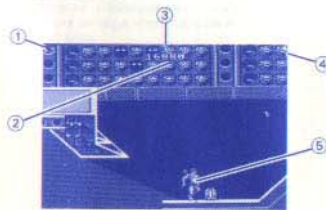
Screen Signals

- 1 Timer
- 2 Current Score
- 3 Remaining Credits
- 4 Remaining Players
- 5 Hiryu

Your Fighting Force

You begin the game with 3 credits. Each credit gives you 4 players with which to battle the endless stream of the dark-hearted Grand Master's soldiers and machinery. Each time Hiryu takes a hit from enemy fire, touches an enemy, or falls into a gap between buildings, you lose 1 player. When your supply of players runs out, the game ends.

NOTE: When Hiryu's hit, his body flashes. He is immune to enemy attacks for a short time. It's a good opportunity for you to go on the offensive!

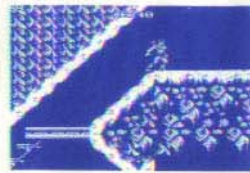


Time's Not On Your Side!

Each stage is broken into sections. As you clear a section, the timer is reset to 99. Should you still be engaged in battle when the timer runs out, or if it takes you too long to find the way out of the area you're in, you lose one of your players. Normally you'll move to the right of the screen to go forward, but there are times when you must guide Hiryu up or down, or reverse direction. Keep your eyes peeled for clues!

Keep Pushing!

Flying Mosquemen, enemy robots that are pesky but not too dangerous, carry items that can help Hiryu in his quest. You must destroy the robots in order to reap the benefits! Gain an extra player, an extra credit or valuable bonus points! You can rack up a staggering score while topping the mutant brigade!



Fight For Survival!

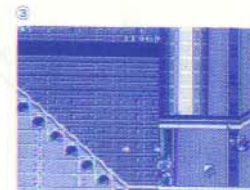
1 Stage 1: Kazafu City

Kazafu is a city under siege! Scale the rooftops, battling Russian soldiers, Scoundrels, and Mosquemen. Defeat Strobaya, the muscle-bound mutant, and Kovic, the laser emitter with a mind of its own. Then take on Urcobob, the giant metallic reptile. Attack its head as it serpentine about. Defeating the metal menace will return peace to this once-beautiful city!



2 Stage 2: Siberia

Battle hungry Siberian Wolves, the towering iron ape called Mecha Pon, and get through to a landing station for the enemy cruiser Balog. Watch for robotic guardians on your way to the top. Jump from shuttle to shuttle and clamber onto the moe'ster battleship of the sky. The war has begun!



2



3 Stage 3: Ballog

Many dangerous obstacles await you aboard the flying fortress. Blast at the cannons on deck, then enter the belly of the ship. Find the Gyro, the secret to Ballog's flying capability, and figure out how to render it inoperative. Now the ship is powerless — speed toward the stern and jump aboard the last shuttle to safety. It's yours if you can overpower the Captain!

4



4 Stage 4: Amazon

Hot and sticky, the jungle is a terrible place to have to fight for your life. Amazonesses wielding deadly boomerangs block your path. Don't let their stunning beauty rob you of your strength! Keep up the fight! Swing and jump from vine to vine. Patience is the key to triumphing over the Tyrannosaurus Rex that patrols the bank of the Amazon river. You're almost there!

5 Stage 5: The Truth Is Revealed!

You finally learn the identity of the demented genius behind the chaos. He waits for you, and anticipates a quick victory in the unavoidable confrontation. Are you just going to lay down after coming all this way? Victory means survival! Anything less is... well, you get the picture...

To erase the characters you selected, move the selection box to "Rub" and press Button 1. You can enter as many as three characters. After entering the third character, the selection box moves automatically to "End." Press Button 1 and you'll see your initials on the High Score screen. Great "striding"!

Take It In Stride...

- Enemy mutants come at you from the right and left. They may fire only once, or launch multiple shots. Watch carefully so you don't get clipped by a late bullet!
- Figuring out which way to go next is the key to success. Remember, you're at the mercy of the timer — move quickly!

Know the Score!

You compile points as you disintegrate enemy mutants and machinery. There are 5000 Bonus points available as you clear each stage. A super score may get your name on the High Score screen. When the Name Entry screen appears, press the D-Button left or right to move the selection box to the character you want to enter, and then press Button 1 to enter it.



HIGH SCORE TABLE	
1. CAR ...	020000
2. COY ...	017500
3. CAP ...	015000
4. COY ...	012500
5. HEC ...	011900
6. CAR ...	012000
7. COY ...	007500
8. CAR ...	005000
9. CAR ...	003500
0. CAR ...	000000

Handling This Cartridge

This Cartridge is intended exclusively for the Sega System.

For Proper Usage

- 1 Do not immerse in water!
 - 2 Do not bend!
 - 3 Do not subject to any violent impact!
 - 4 Do not expose to direct sunlight!
 - 5 Do not damage or disfigure!
 - 6 Do not place near any high temperature source!
 - 7 Do not expose to thinner, benzine, etc.!
- When wet, dry completely before using.
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
 - After use, put it in its case.
 - Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



SCOREBOOK

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