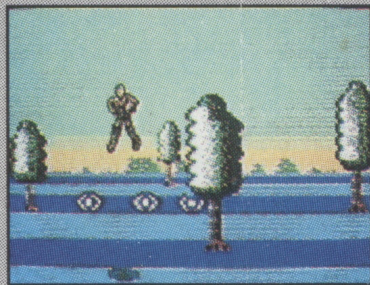
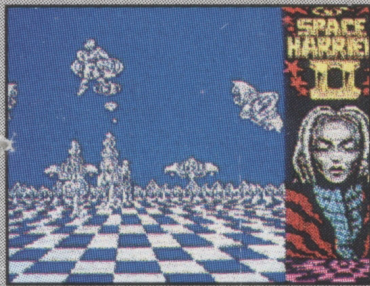


SPACE HARRIER II™

Set in Fantasy Land, the Dark Harrier has taken control and has imposed a cruel tyranny. In this excellent sequel, Space Harrier II goes in to change the situation in true shoot-em-up style.

SEGA™

UNIQUE
56 LESLIE PARK ROAD
CROYDON
CR0 6TP
SURREY



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Screen shots from various formats



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SPACE HARRIER II

SPACE HARRIER II™



C64/128
CASSETTE

COMMODORE
C64/128
CASSETTE

SEGA™

EIGHT BIT
unique
QUALITY

SPACE HARRIER II™

LOADING

NOTE FOR AMIGA AND ST OWNERS

To avoid the risk of computer virus infection it is best to switch off the computer for at least 30 seconds before loading any game.

AMIGA

Insert the disk and reset the computer. The game should now load.

ATARI ST

Insert Disk and reset the computer.

COMMODORE 64

Tape. Rewind to start of Side 1. Press SHIFT RUN/STOP.

AMSTRAD CPC

Tape. Rewind to start of Side 1 (labelled). Press CTRL and the small ENTER key.

Owners of the 464/664 computers will be required to turn over the tape during loading. Please follow the on-screen instructions.

SPECTRUM

Tape. Rewind to start of Side 1 (labelled). Type Load "" (128K owners should use the LOADER or LOAD"" from the 128 BASIC)

Owners of the 48K Spectrum will be required to turn over the tape during loading. Please follow the on-screen instructions.

PLAYING THE GAME

You assume the role of the Space Harrier in your quest to rid the Fantasy Land of the cruel tyranny imposed by the Dark Harrier.

To succeed you must battle your way through twelve levels of awesome dangers. Each level culminates in a terrifying guardian which must be overcome in order to proceed to the next round.

Once all twelve levels have been completed you move into the final conflict. In this round you will have to meet all twelve guardians before the ultimate battle with the Dark Harrier.

OPTIONS

You may start the game at any of the twelve levels. When the name of the round appears (the first is STUNA AREA) you may advance through the levels by moving right (moving left will take you back.)

BONUS ROUNDS

During the course of the game you may enter a bonus round, these occur at various stages. Whilst on your jet-board destroy as much as possible in order to gain extra points and live.

CONTROLS

The joystick is used to control your player in all versions.

In addition to the joystick option the Spectrum, Amstrad and C-64 will have the option of using the Z,X,O and K keys and the Space Bar to fire. The ST and Amiga will allow the use of the mouse.

NOTE:-

Using the DIRECTION option from the menu page it is possible to reverse the UP and DOWN controls. (This option is only available if using the keyboard or joystick).

Using the RAPID FIRE option will simulate an AUTO-FIRE joystick

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