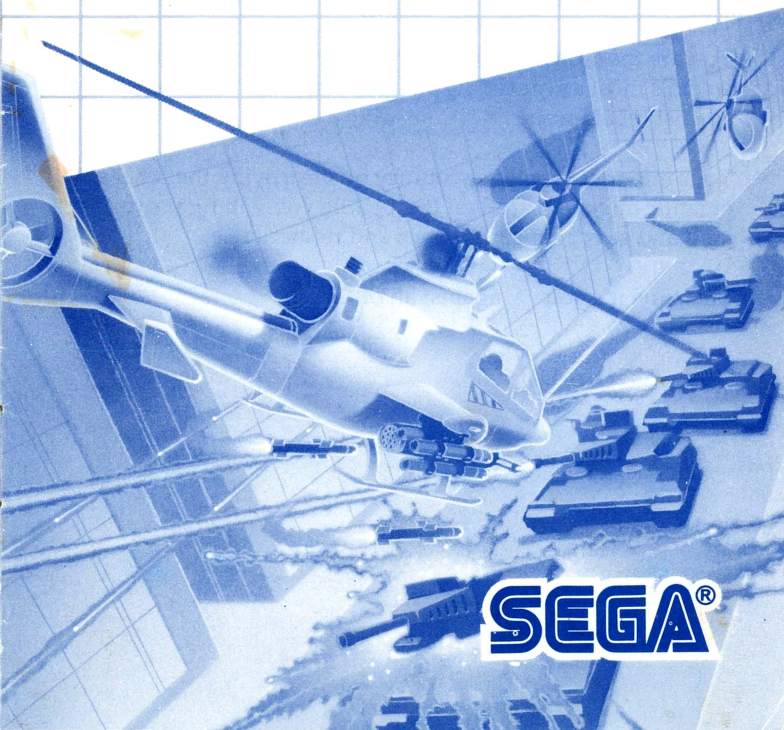


# Thunder Blade™



SEGA®

You are the Gunship Gladiator. In minutes you will fly the world's most advanced fighting helicopter into battle against rebel forces.

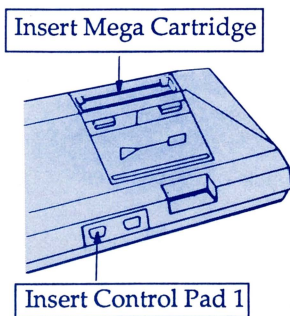
Your mission: Save your country by destroying the rebel's gigantic mobile fortresses! It's a battle you will fight over land and sea . . . in cities, caves and refineries.

This time it's you . . . against all of them!

## Loading Instructions: Starting Up:

1. Make sure the power switch is OFF.
2. Insert Control Pad 1 into the "Control 1" input.  
THUNDER BLADE™ is a one player game.
3. Gently insert the THUNDER BLADE™ game cartridge into the Power Base. If the cartridge is properly aligned, it will easily slip into place.
4. Turn the power switch ON. If nothing appears on the screen, check the cartridge insertion and the Power Base connection to the TV.

**IMPORTANT:** Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge™.



## Mission Profile

Rebel forces have invaded your country. Their plan is to overthrow the government and replace it with their cruel and corrupt dictator . . . who will stop at nothing to get what he wants!

The rebels have won battle after battle, rolling over your country's troops with superior forces of tanks, helicopters, and huge mobile bases that act as nerve centers from which they crush your country's defenses. In only a matter of days, the invaders will be knocking at your capitol's doorstep. But there is one last ray of hope. You.

You are the finest helicopter pilot alive, a battle-scarred veteran of countless skirmishes; the one they call the Gunship Gladiator. Your mission: pilot "Thunder Blade," an advanced attack helicopter . . . in a you - against them battle to rid your homeland of the invading hords.

You must single-handedly blast your way through the enemy's defenses. To rid your country of the rebel menace once and for all, find and destroy their secret mobile strongholds.

## Object

Thunder Blade consists of four stages:

Stage 1: Urban Combat

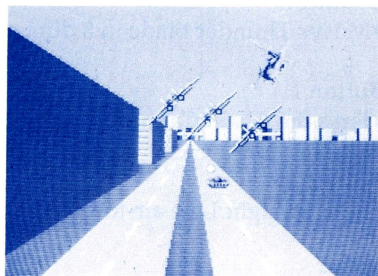
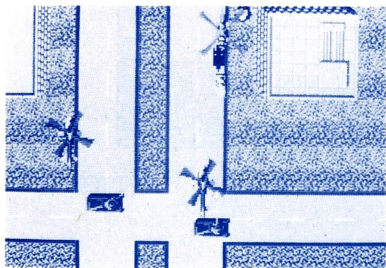
Stage 2: Mountain/Desert

Stage 3: River Delta

Stage 4. Refinery

In each stage, you will do battle with both ground and air forces.

Scenes are presented in two fashions: vertically and horizontally.

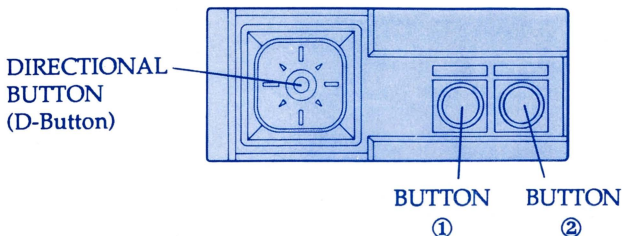


At the end of each stage you will engage in combat with one of the enemy's super fortresses.

Thunder Blade starts out with three helicopters. The game is over when all three are destroyed, or when the enemy's last stronghold is defeated. After the first 500,000 points are scored, you will be awarded an extra helicopter, plus one extra helicopter for every million points scored after that.

# Taking Control

Thunder Blade is a one-person game. Press Button 1 on the Control Pad to start the action.



## D-Button:

- Moves Thunder Blade in 8 directions.

## Button 1:

- Fires the Chain Cannon.

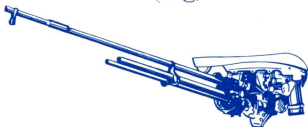
## Button 2:

- Fires Straight Line air-to-ground missiles.

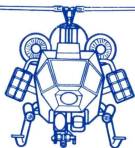
## Your Gunship



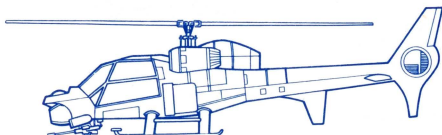
Thunder Blade's Chain Cannon is a rapid-fire 30 mm automatic weapon of frightening destructive power. It can demolish an enemy helicopter or airplane with one quick burst.



Thunder Blade is also supplied with unlimited Straight Line air-to-ground missiles. To strike a target at land or at sea, position yourself in a direct line with the enemy's vehicle and press Button 2. Missiles aren't well suited for rapid fire, so timing is of the essence. Missiles cannot shoot at enemy aircraft . . . only ground craft.



The most effective method of destroying the enemy is to use the Chain Cannon on flying



objects and Straight Line missiles on the enemies on land or sea.

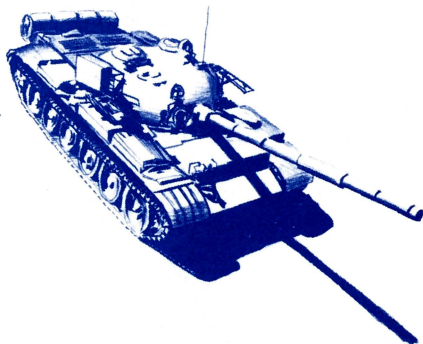
## Know the Enemy:



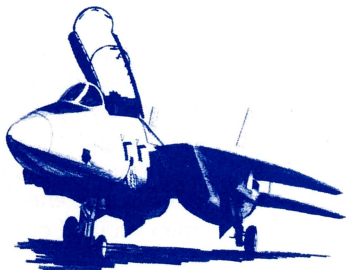
AH-6NS  
Sparrow Hawk Attack  
Helicopter . . .  
1,000 Points

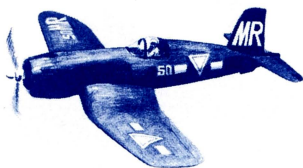


Type-74  
Bengal Tiger Tank . . .  
2,000 Points



F-14  
Meercat Jet Fighter. . .  
1,000 Points

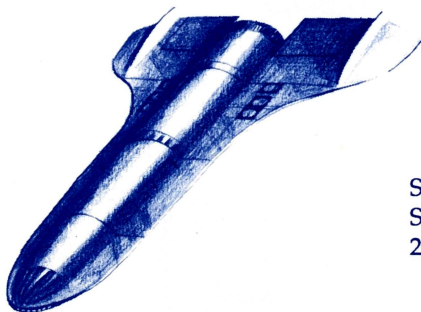




A4U-N2  
Corsair Fighter Aircraft ...  
1,000 Points



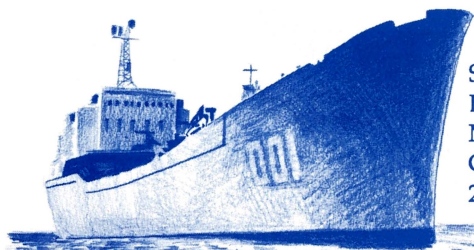
ASH-07  
Barracuda  
Torpedo Cruiser ...  
2,000 Points



Stage 1 Mobile Fortress:  
SRS-78A1 Blackbird ...  
2,000 Points



Stage 2  
Mobile Fortress  
Marauder Troop Carrier . . .  
2,000 Points



Stage 3 Fortress  
BA-001  
Mermaster Invasion  
Craft . . .  
2,000 Points

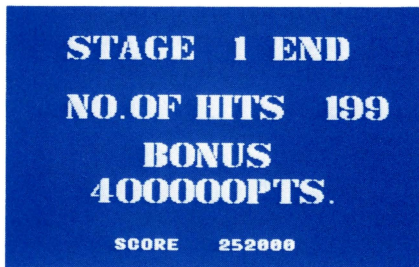
Stage 4  
Command Fortress . . . .  
2,000 Points.



No one knows the identity of this monstrous command fortress. Those who have seen it seldom live to tell the tale. If you destroy this rebel nerve center, you will save your country from almost certain doom.

## Bonus Points

As you clear each stage, you earn bonus points depending on the number of rebel craft destroyed. A screen at the end of the round will let you know how many bonus points you received.



| Craft Destroyed | Bonus Points |
|-----------------|--------------|
| 0 - 49          | 0            |
| 50 - 79         | 10,000       |
| 80 - 99         | 20,000       |
| 100 - 119       | 50,000       |
| 120 - 139       | 100,000      |
| 140 - 159       | 200,000      |
| 160 +           | 400,000      |

## Helpful Hints

- **CONTINUE MODE:** When the "Game Over" sign appears, push the D-Button DOWN and to the RIGHT and push Button 2 at the same time. The game will start from the beginning of the scene where you left off.
- In every scene, the enemy will attack in patterns. If you learn these patterns, you'll know where to move and where to fire . . . and when!
- Some of the enemy will not fire at you. Shoot all of them down if you can! The more enemies you hit, the faster you will earn bonus points and extra lives!

# 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.

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

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