

TRECO™

TASK FORCE

# HARRIER HARRIER EX™



INSTRUCTION MANUAL

SEGA  
GENESIS™  
16-BIT CARTRIDGE



# WARNING

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

Thank you for selecting Treco's TASK FORCE HARRIER™ Game Cartridge. Please read this instruction manual before starting, to ensure proper handling of your game. Enjoy!!!

## **SAFETY PRECAUTIONS**

- 1) The Sega Genesis Cartridge should only be used for the Sega Genesis System™.
- 2) Make sure that your Genesis System is turned OFF when inserting or removing your Genesis Cartridge.
- 3) Avoid subjecting your Genesis Cartridge to extreme temperatures and shock. Do not touch terminals, or subject cartridge to thinners, solvents, benzene, alcohol and other cleaning agents.
- 4) Do not attempt to disassemble your Genesis Cartridge.
- 5) Pause for 10-15 minutes after long periods of continuous game play.

## **LOADING INSTRUCTIONS**

- 1) Make sure the power switch on your Genesis System is in the OFF position.
- 2) Insert the TASK FORCE HARRIER™ Cartridge into the console as directed in your Genesis system Manual. The cartridge label should be faced towards you, and firmly inserted in the slot.
- 3) Turn the power switch on your Genesis System to the ON position. If nothing appears on the screen, recheck insertion.



## **SITUATION UPDATE**

The crisis in which we are facing has reached DefCon 2. For several weeks now, the U.N. forces have managed to stall the Red revolutionary machine.

A few days ago, our satellites picked up several unusual signals from inside Russia. Our nightmares were verified by allies in the area - the TU-190's, doomed by disarmament talks, are ready to fly.

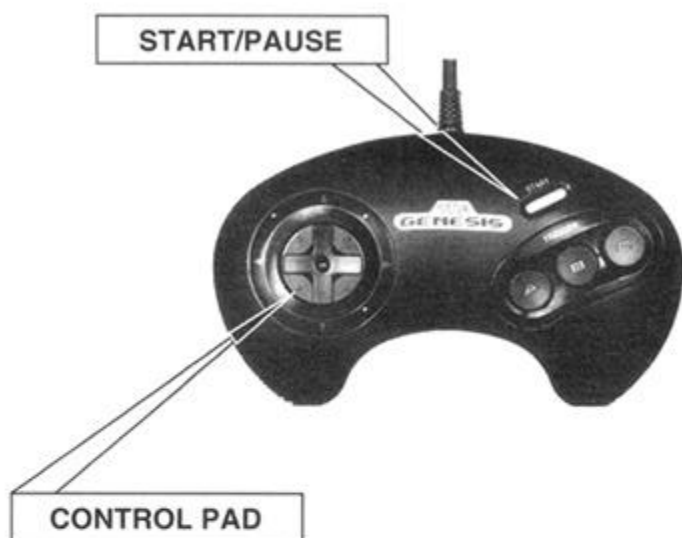
Of course, you know what that means...

**Your mission, Falcon, is to penetrate the terrorist's line and take out several key targets, up to and including the TU-190s. You will be flying the new Harrier V, as your targets will be both ground and air. It's in testing, but the fighters are the best for the job. You'll fly several sorties above mother Russia, and be backed by peace forces.**

**The fate of a peaceful, united world rests in your capable hands...Good luck, and good hunting!**



# EQUIPMENT



8-Way Movement  
Game Options Select

To customize your A, B, and C buttons, select CONFIG before starting.

Move the cursor down to CONTROL, and press left or right to select options for these three buttons.

A  
CUSTOMIZED

B  
CUSTOMIZED

C  
CUSTOMIZED

## OPTIONS FOR CUSTOMIZING:

**FIRE** - Fires rockets and drops bombs.

**FORMATION** - Configures the escort ships about the Harrier.

**SUPER BOMB** - Detonates a fission weapon that destroys almost anything around the Harrier.

# VISUAL COMMUNICATION

After selecting either **START GAME** or **CONFIG.**, you will be shown one of the screens below. Here is an explanation of what you'll see, and how it works.

## CONFIGURATION SCREEN

The **CONFIG.** screen displays vital information controlling your game. Use your controller to select; up/down for the item and left/right for your choice.

### DEFINITIONS

**RANK** - difficulty of game play.

**PLAYER** - number of fighters per continue.

**RAPID** - rapid-fire system.

**BGM** - background music.

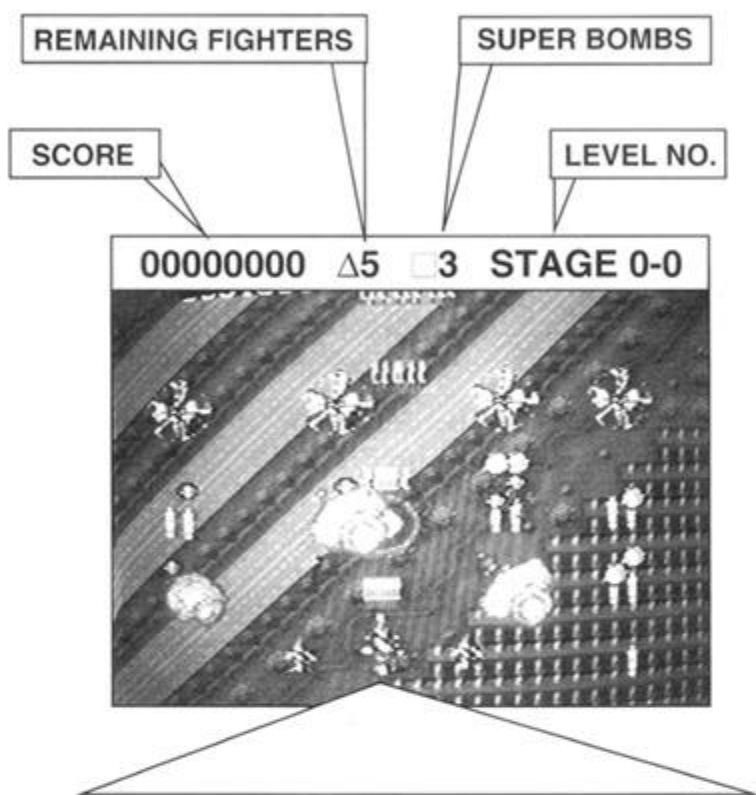
**MUSIC TEST** - Listen in on the soundtrack to Task Force Harrier.

**SE TEST** - If you're a sound effects person, you might want to try this feature.

**CONTROL** - This item customizes your controls, allowing you to place controls on different buttons. See Cockpit Controls.



# MAIN BATTLE SCREENS



HARRIER V with allied fighter escort (optional)

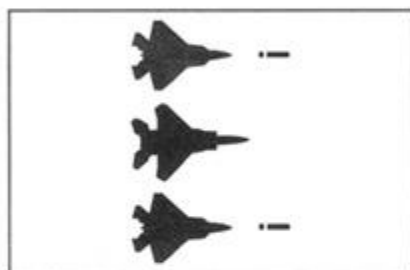
## INTERMISSION SCREENS

Flight plans and updates will be relayed to you v.i.a. visual transmissions. These will occur before and after sorties.

# ESCORTS

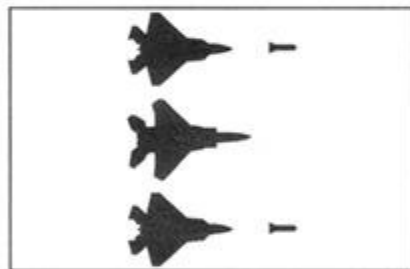


## VULCAN ESCORT — BLUE



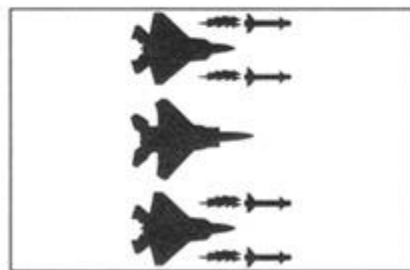
These escorts fire high-density rounds capable of shredding the toughest armor.

## FIGHTER ESCORT — YELLOW



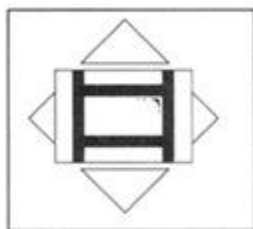
These fighters carry homing missiles that will hunt down anything within range.

## MISSILE ESCORT — RED

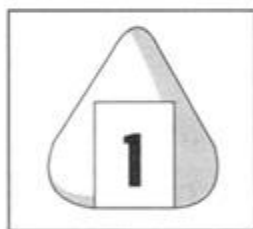
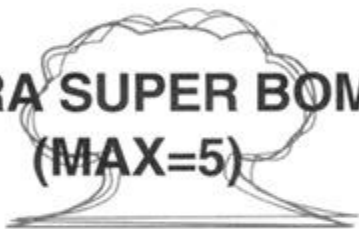


Nothing like a little devastating missile firepower to clear the skyways!

# EQUIPMENT

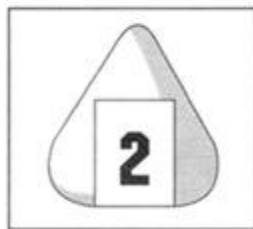


**EXTRA SUPER BOMB**  
(MAX=5)



## CLUSTER

These multiple short-range bombs drop at a high rate with low radius.



## DISPENSER

When launched, the D-missile drops several bombs in a straight line. Excellent for forward, out-of-reach targets.



## IMPACT

The wide radius of this particular bomb enables it to effectively eliminate multiple targets within a circle of fire.

# FLIGHT DETAIL

The following are brief mission updates, giving you detail on your fighter and situation status:

Although Super Bombs will eliminate almost any target, some larger ships are capable of surviving the blast with little or no damage. Against such ships, high speed tactics are recommended.

With most bombs and escorts, you can “power-up”, or increase the weapon’s efficiency by three times. If you accumulate power in your scouts or bombs, and decide to change the types (i.e. from Dispenser bombs to impact), there will be no loss in the power level.

If your ship is hit, the next Harrier in flight will have reduced firepower. This includes bombs, rockets, and escorts.

## CONTINUATION

You will be given the option of how many Harriers will be flown, and how difficult the game will be. However, you’ll only receive four credits to continue.

TRECO warrants to the original consumer purchaser that the TRECO cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, TRECO will repair or replace the defective cartridge or component part, 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.

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1. DO NOT RETURN YOUR TRECO CARTRIDGE TO YOUR RETAIL SELLER.
2. Notify the TRECO Consumer Division of the problem requiring warranty service by calling: (213) 782-6960
3. If the TRECO service technician is unable to solve the problem by phone, he will provide you with instructions to return the defective cartridge to us. He will issue a return Authorization number, which must be recorded on the outside packaging of the defective cartridge. The cost of returning the cartridge to TRECO's service center shall be paid by the purchaser. Please return cartridge along with dated proof of purchase to:

**TRECO**

2421 205th Street, Suite D-204  
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Printed in Japan