The 200-year war was a very bloody and very costly war for mankind. The lunar nightmare finally ended in the year of 2515 thanks to the efforts of the first Alpha Mission. It is now the year 2525, and the enemy's fortress "S. S. Alliance II", revitalized and prepared to invade our solar system again, is moving closer and closer to earth.

SYD-RX and SYD-FX aboard the aircraft carrier "Dolphin" have left earth and are ready to attain their mission, to search out and destroy the dreadful enemy "Fulvar" before he and his Seven Star Alliance are able to dominate the entire Galaxy!
Bosses are waiting for the hero at the end of each area. But beware along the way as other evil weapons have been sent to defeat the Alpha Mission.

Various enemies come out one after another!
SYD-RX
PLAYER 1 HIGHLY MOBILE BATTLESHIP
POWERED WITH THE UPGRADED
BATTLE SYSTEM, "ASO II."

SYD-FX
PLAYER 2 HIGHLY MOBILE BATTLESHIP
ALSO WITH "ASO II." CAPABILITIES.

DOLPHIN
HIGH SPEED SPACE CARRIER
MODIFIED SPECIFICALLY FOR
THIS OPERATION WITH AN
EXCLUSIVE HATCH FOR SYD.
GAME CONTENTS

- OBJECT
  Pilot "SYO-FX" and "SYO-FX" to destroy "Fuivar" the spaceship / humanoid transformer which awaits the hero in the middle of the Galaxy.

- HOW TO START
  Game begins when you press start on either controller 1 or 2. Simultaneous play starts when you press the start button on both controllers.

- BUY IN
  The second player can buy in if he presses the start button on his controller during 1 player play.

- CONTINUE
  If you lose your life, you can resume your game play where you left off if you press the start button before the countdown reaches 0. Continues are limited to 3.

SAVE AND LOAD

- SAVE
  Insert memory card into console in advance. When continue countdown reaches 0, you can select by using the "A" button.

- LOAD
  Turn the power on and insert the memory card. By pressing the start button, you can select load "Yes" or "No".
  * If you insert the memory card after you have already pressed the start button, the load will not work.

- PREVIOUS DATA
  If you select the PREVIOUS DATA mode during the SAVE screen, the data saved on the memory card will be indicated on the screen.
You can choose between 2 types of controller pads. Type A is for the beginner and Type B is for the advanced player. After game starts, you will be asked to select.

- **Type A (Beginner)**
  1. 8-way joystick: Control hero, select armor (C button to open menu).
  2. A button: Laser, Missile, armor and attack.
  5. D button: Not used.

- **Type B (Advanced)**
  1. 8-way joystick: Control hero, select armor (C button to open menu).
  2. A button: Laser, armor's attachment and attack.
  3. B button: Missile, attack by armor.
  4. C button: Open / close menu of armor select.
  5. D button: Not used.

**AREAS**

There are a total of 6 areas. When you beat the Area 1 boss, you will enter the 2nd area.

- **AREA 1**: First you will encounter the heavy, mobile fortress of “Zuma”. If you escape, be ready for the skillful attack of “Ant II”.

- **AREA 2**: A magnificent warship, “Eclipse” awaits you on the lunar surface. Try to sneak in from the center and defeat the boss, “Mantus”.

- **AREA 3**: This is the enemy’s secret base inside the moon. One of the fiercest bosses, “Fluto” awaits you during this stage. But the last enemy “Fungus” is still waiting...

Still light years in the future “Fulvar” the spaceship / humanoid transformer waits to destroy you...
SIDE ARMOR
(anti-air)
Laser guns equipped on both sides of the craft enables it to chase enemies and shoot them down.

BUBBLE ARMOR
(anti-air)
Wraps enemies in water bubble.

NUCLEAR ARMOR
(anti-ground and air)
Destroys enemies on the ground with nuclear missiles and the blast of the bomb weakens enemies in the air.

BLACKHOLE ARMOR
(anti-ground and air)
Generates a subspace missile that destroys enemies on the ground and sucks aircraft down into the blackholes.

LASER ARMOR
(anti-air)
Fire laser. Hold down the A button and the armor splits with 2 on the right and 2 on the left.

THUNDER ARMOR
(anti-ground and air)
Destroys all enemies on the ground and in the air by using electromagnetic thunder.

**INDICATION OF GAME SCREEN**
1. Remaining life.
2. Present score (a bonus life is awarded when you attain higher scores).
5. Dollar amount of gold collected.

**DIFFICULTY SETTING**
ALPHA MISSION II has a special difficulty setting mode. Players must select between 4 difficulty levels as follows:

- **EASY**.............. Beginner
- **NORMAL**.......... Intermediate
- **HARD**............. Advanced
- **MVS**.............. Same difficulty as the arcade
                      (between normal and hard)
### ITEMS

**ITEM'S INTRODUCTION**

<table>
<thead>
<tr>
<th>POWER PANEL</th>
<th>POWER POINT</th>
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<tbody>
<tr>
<td>S</td>
<td>E (BLUE)</td>
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<tr>
<td>L</td>
<td>E (RED)</td>
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<tr>
<td>M</td>
<td>UPSIDE DOWN E</td>
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<tr>
<td>G</td>
<td>G (YELLOW)</td>
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<tr>
<td>E</td>
<td>G (BLUE)</td>
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<tr>
<td>U</td>
<td>C</td>
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<td>P</td>
<td>K</td>
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<td>D</td>
<td>W (WARP)</td>
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<td>E</td>
<td>R (RTFIN)</td>
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</tbody>
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- **S**: INCREASE SPEED 1 LEVEL
- **L**: POWER UP LASER 1 LEVEL
- **M**: POWER UP MISSILE 1 LEVEL
- **G**: SAVES 1 GOLD
- **E**: REFILLS 1 GAUGE OF ENERGY
- **U**: DECREASES POWER OF THAT LETTER

### SPECIAL WEAPONS

**ARMOR (SPECIAL WEAPONS)**

- **SHOTGUN ARMOR** (anti-ground)
  2 straight missiles.

- **HOMING ARMOR** (anti-ground)
  6 homing missiles are aimed at the ground enemies.

- **SHIELD ARMOR**
  You can block the enemy's attack by using the shield barrier. Hold down the "A" button and release when the energy is maximized and it will fire an energy bomb.

- **PHOENIX ARMOR** (anti-ground and air)
  By holding down the "A" button, it will transform into the shape of a Phoenix, release it and it will fire a Phoenix forward and a Fireball behind.

- **FIRE ARMOR** (anti-ground and air)
  Flame thrower will damage enemies on the ground and in the air.
**ATTACKING BY ARMOR**

- **HOW TO ATTACK**
  - **NORMAL ATTACK**: There are 2 types: air-to-air laser and air-to-ground missile attacks. You can power-up to 4 levels by recovering power panels.
  - **ARMOR ATTACK**: You can attack with great strength by attaching armor. (total of 11 kinds of armor)

- **HOW TO POWER UP**
  You can power-up to 4 levels by recovering power panels such as S (speed), L (laser), and M (missile) which will appear when you destroy small floating enemies. Power panels can be changed from an S to L, and L to M by shooting with laser.

- **HOW TO GET ARMOR**
  Armor can be obtained either by buying with "GOLD" between stages or by taking the parts of armor by the order of 1, 2, 3 of the same kind. These will appear when you destroy the pyramids on the ground.