

STRIKERS 1945™



NTSC U/C

PlayStation



SLUS-01337
01337



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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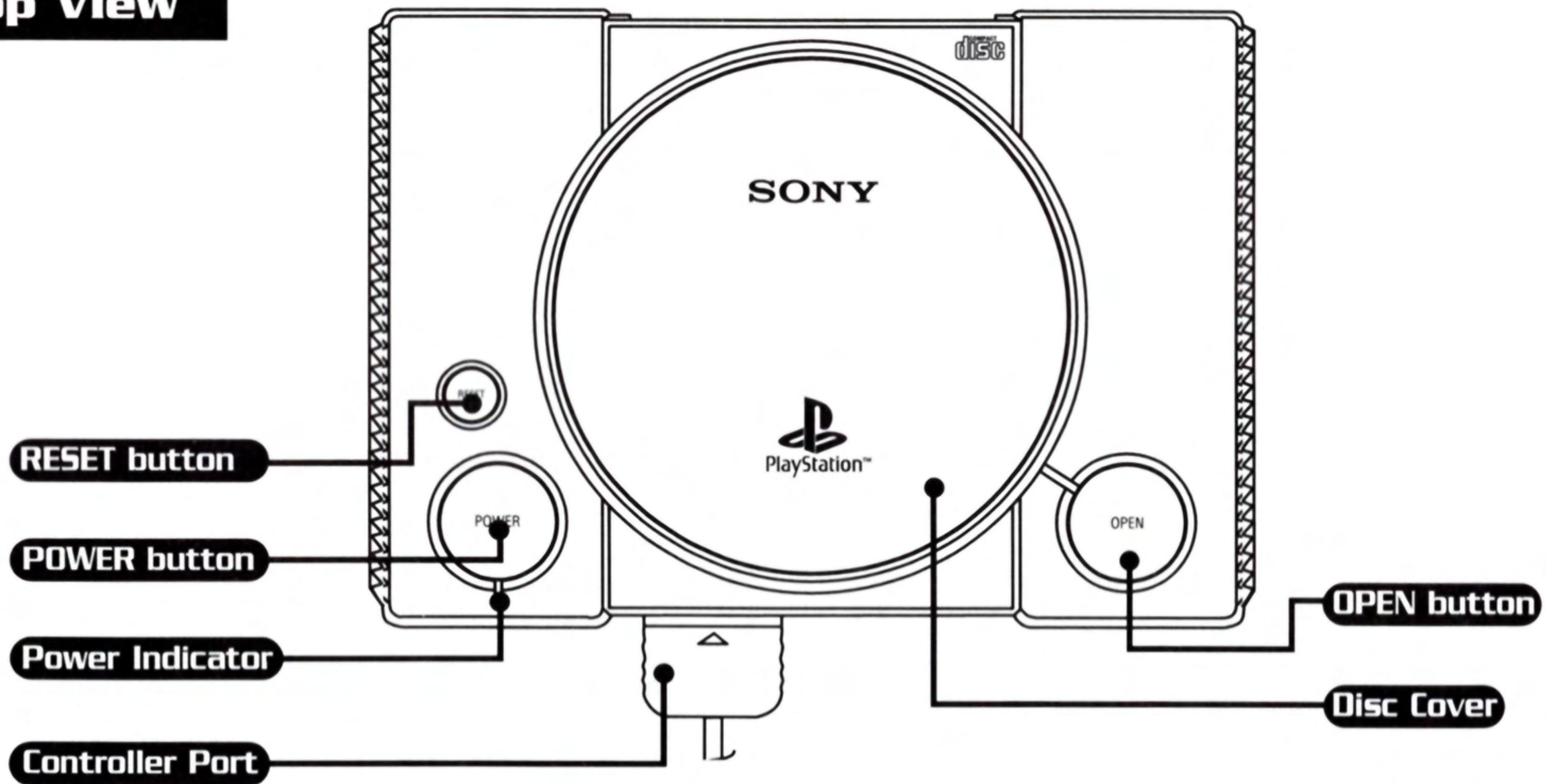
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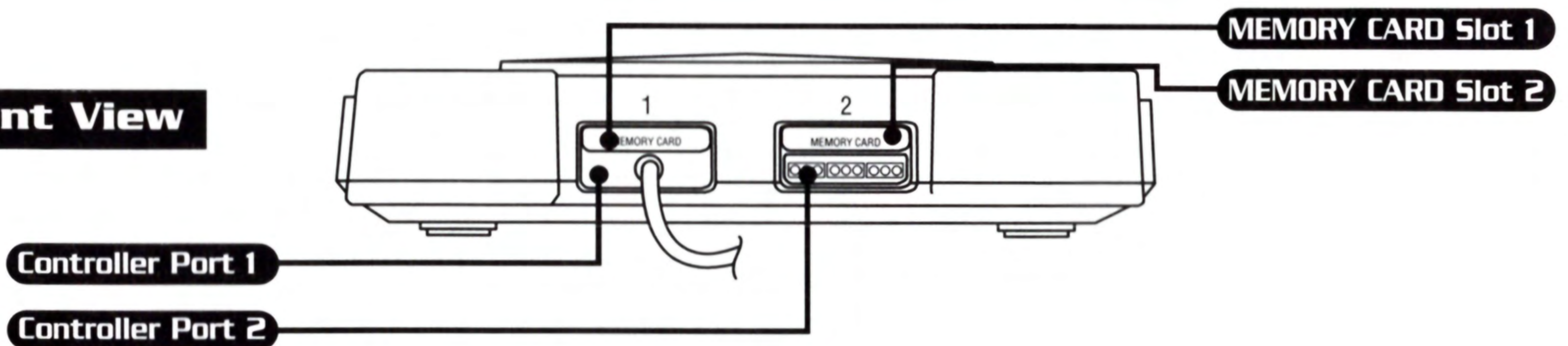
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CONSOLE INSTRUCTIONS

Top View



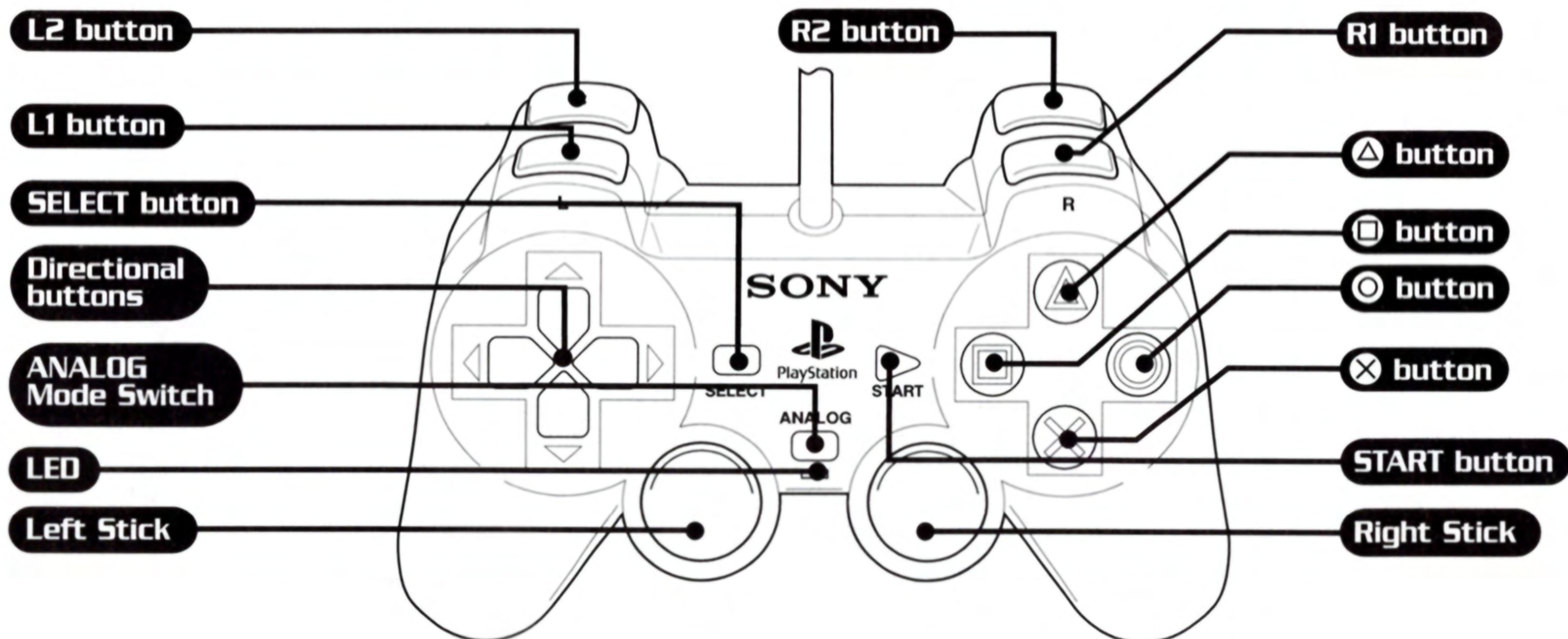
Front View



Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Strikers 1945 disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

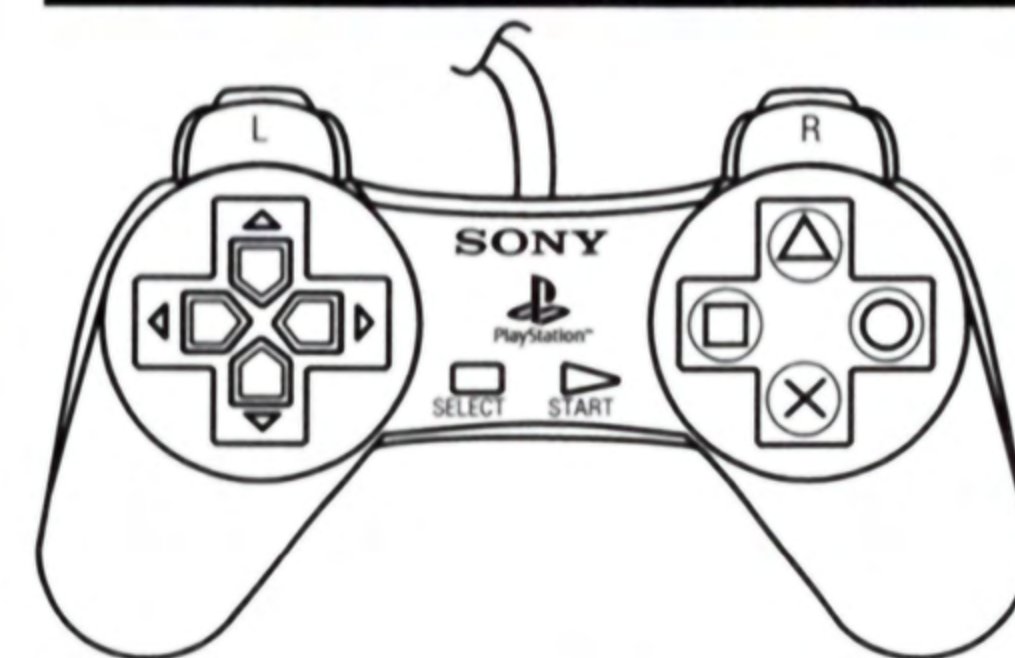
OPERATING INSTRUCTIONS ³

DUALSHOCK™ analog controller



	Menu Controls	Game Controls
Directional buttons ←→↑↓	Highlight Menu Selection	Move
Left Stick		Move
START button	Start / Pause / Return	
SELECT button		Display Score ON / OFF
○ button	Cancel	Support Attack
× button	Confirm	Support Attack
□ button		Super Shot (Hold for a while and release)
△ button		Shot (Rapid Fire)
R1 / R2 button		Shot (Rapid Fire)

Digital Controller



Note: Compatible only in Digital and Analog mode.

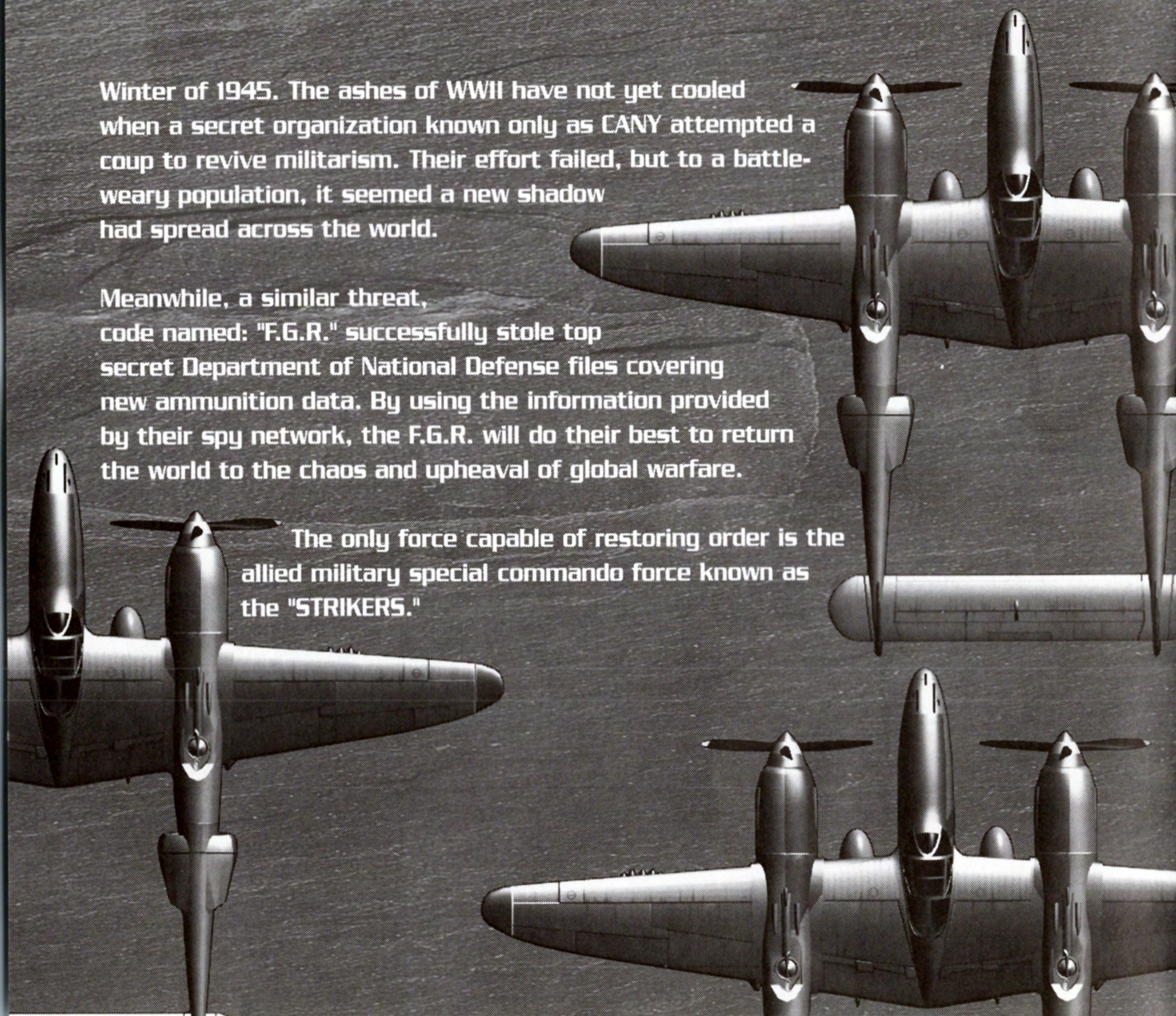
Note: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

STRIKERS STORY

Winter of 1945. The ashes of WWII have not yet cooled when a secret organization known only as CANY attempted a coup to revive militarism. Their effort failed, but to a battle-weary population, it seemed a new shadow had spread across the world.

Meanwhile, a similar threat, code named: "F.G.R." successfully stole top secret Department of National Defense files covering new ammunition data. By using the information provided by their spy network, the F.G.R. will do their best to return the world to the chaos and upheaval of global warfare.

The only force capable of restoring order is the allied military special commando force known as the "STRIKERS."



GAME START

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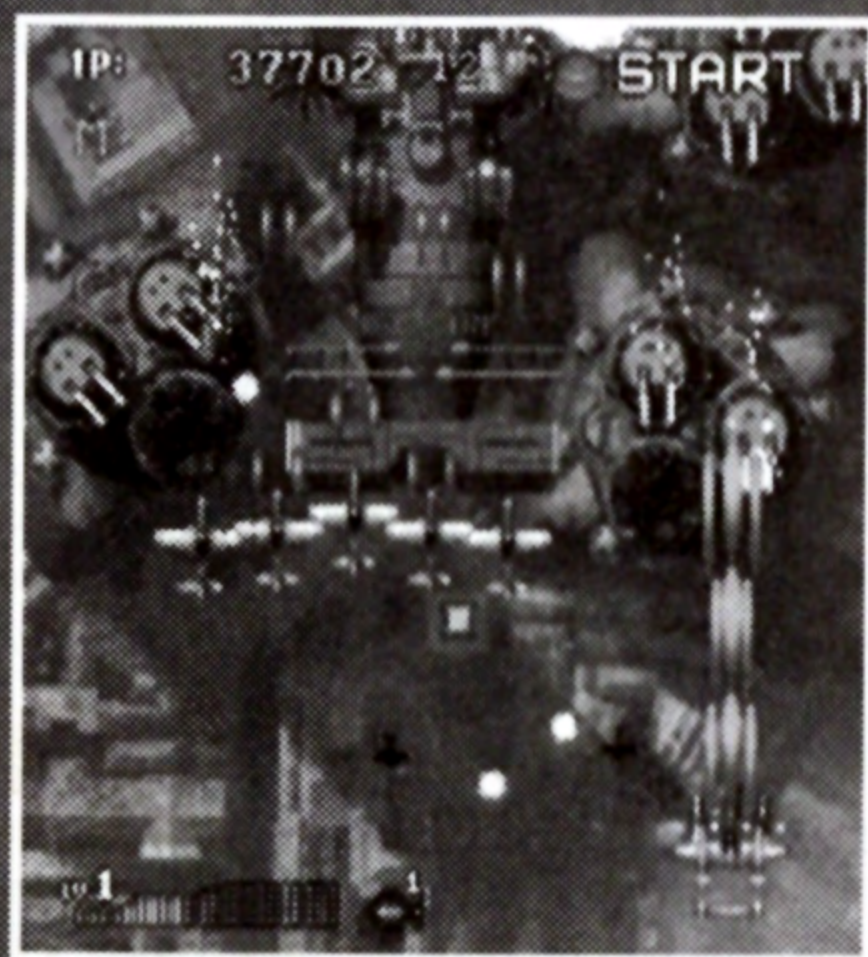
START GAME

Press "START" button and go to MODE SELECT screen.



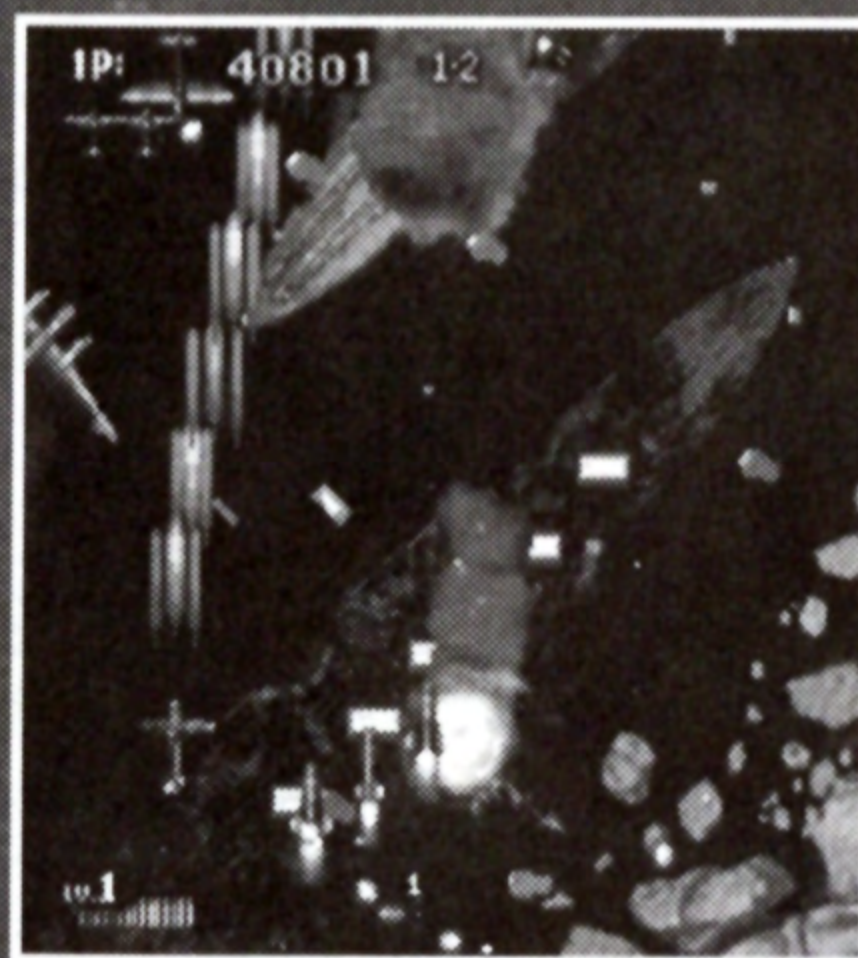
ORIGINAL MODE 1

This is a vertical scrolling type of game based on new game balance. The screen is a non-stop forced scroll.



ORIGINAL MODE 2

This is vertical scrolling type too, but it has the same game balance as the arcade version. Moving your fighter scrolls the screen up and down as well.



SAVE/LOAD

You can save the score ranking and option settings here. You can also load these data here as well.

BASIC RULES

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POWER UP

When you capture a Power up item, your fighter upgrades its attack power. You can do this up to 4 times. When you get a Support attack item, the amount of SUPPORT ATTACK you may use increases. You can stock up to 9 Support attack items at the same time.

Power up item



Support attack item



Bonus item



POWER DOWN

When you touch enemies, your fighter's attack power is downgraded.

GAME OVER

When an enemy attack hits your fighter, you will lose one of your fighters. Once all your fighters are gone, the game is over.

CONTINUE

You can use the CONTINUE function as many times as you want until you clear all 8 stages. If your difficulty setting is higher than 4 and you clear all 8 stages, the game starts from the beginning. At this time, you cannot use the CONTINUE function anymore.

PAUSE MENU

Press the START button to PAUSE the screen during game play. Press the SELECT button to open the Menu screen.

*Return to game: Go back to game.
Exit to Main Menu: Go back to MODE
SELECTION screen.*

SUPER SHOT

SUPER SHOT gauge

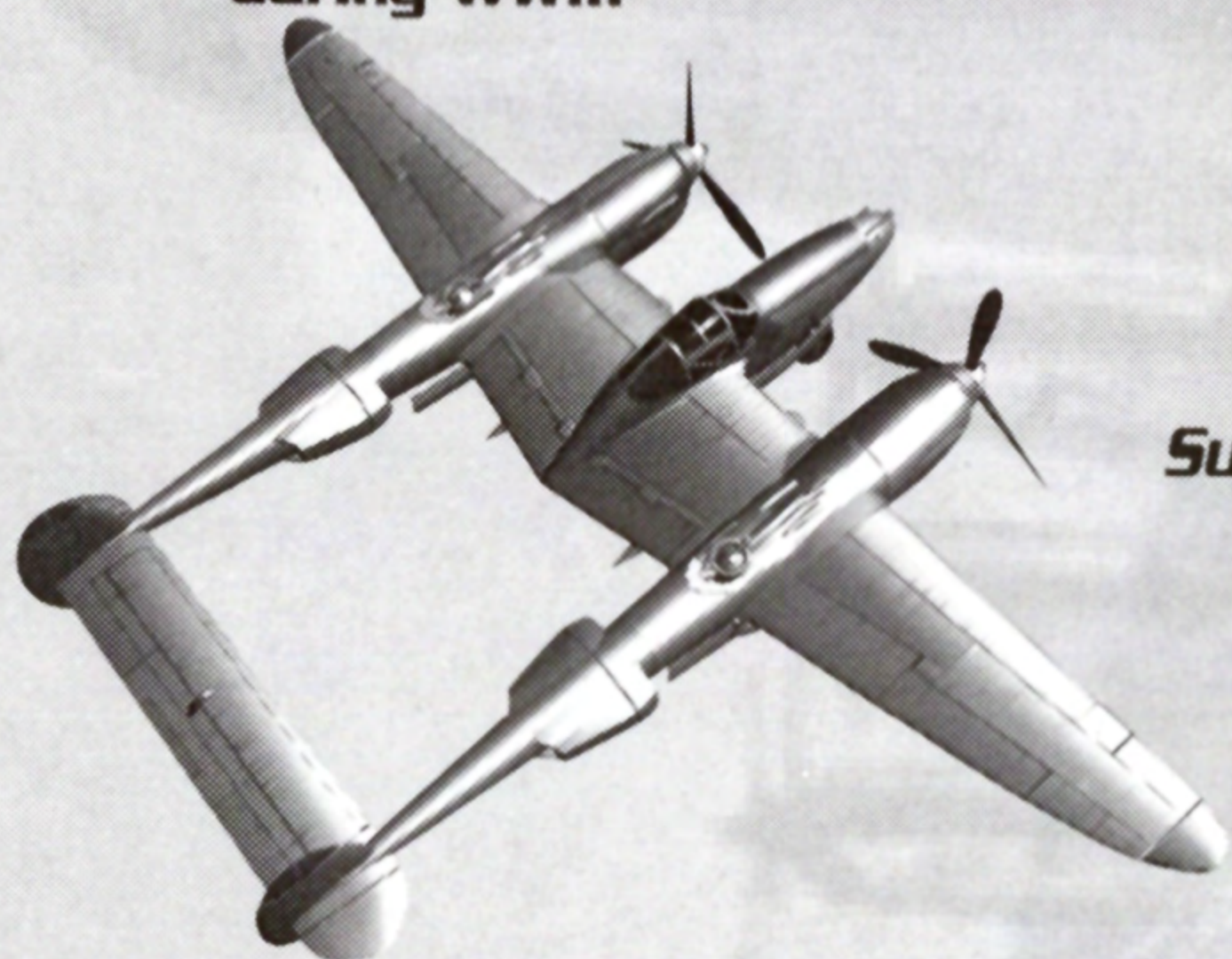
There is a gauge on the bottom left of the screen. This is the SUPER SHOT gauge. Keep shooting to increase this gauge. There are up to 3 levels in this gauge and it will affect the attack power of the Super Shot. Press Triangle button to use this Super Shot. When the gauge indicates level 3 and you fire the Super Shot, the power is discharged at the maximum level.



THE FIGHTERS

P-38 LIGHTNING

This is a large and powerful aircraft. Known as the "Forked-Tail Devil" by its enemies, the P-38 was mass-produced and saw action in most theaters of operation during WWII.



In the game: Support Attack is not too powerful but it's very easy to control. This is the best plane for a beginner.

Sub-weapon: Homing Missile

Super Shot: Equipped Missile Type II

Support Attack: Mustang assault formation



F-5U FLYING PANCAKE

This is one of the fighters from the end of WWII that was classified as a phantom. Its futuristic design never saw mass production, but the prototypes did enough combat damage to establish its reputation as a deadly foe.

In the game: Less attack power, but faster and more maneuverable.

Sub-weapon: Search laser

Super Shot: Buster laser

Support Attack: B-35 assault formation



THE FIGHTERS

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FOCKE-WULF Ta 152

This high-performance fighter was the best reciprocal fighter in its day. It could reach a top speed of 525 mph. This fighter exhibited the peak of German aeronautic technology.

In the game: The super shot "Plasma mine" can erase enemies' shots so this fighter places major emphasis on defensive tactics.

*Sub-weapon: Large Rocket
Super Shot: Plasma Mine
Support Attack: A9A10 Rocket*



Ki84 HAYATE

Total performance is at high level for this all-purpose fighter.

In the game: This well-balanced fighter offers speed, attack power, and support attack strength.

*Sub-weapon: Syusui Attack
Super Shot: Syusui concentric fire
Support Attack: Fugaku cover fire*



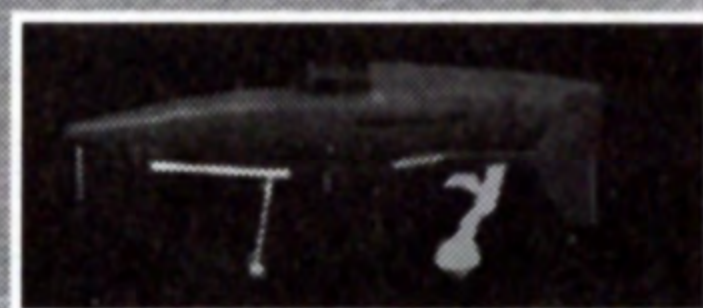
THE FIGHTERS

J7W SHINDEN

This fighter has an unusual design code named "Eden Type." If its development was completed in time for WWII, it would have been a high-performance fighter. Unfortunately, only the prototype was developed before the project was stopped. The STRIKERS found the prototype and readied it for battle.

In the game: This is the first attack fighter equipped with the super shot "Samurai Sword" which is the most powerful single shot in the game.

*Sub-weapon: Heat Missile
Super Shot: Samurai Sword
Support Attack: Meteor bombers*

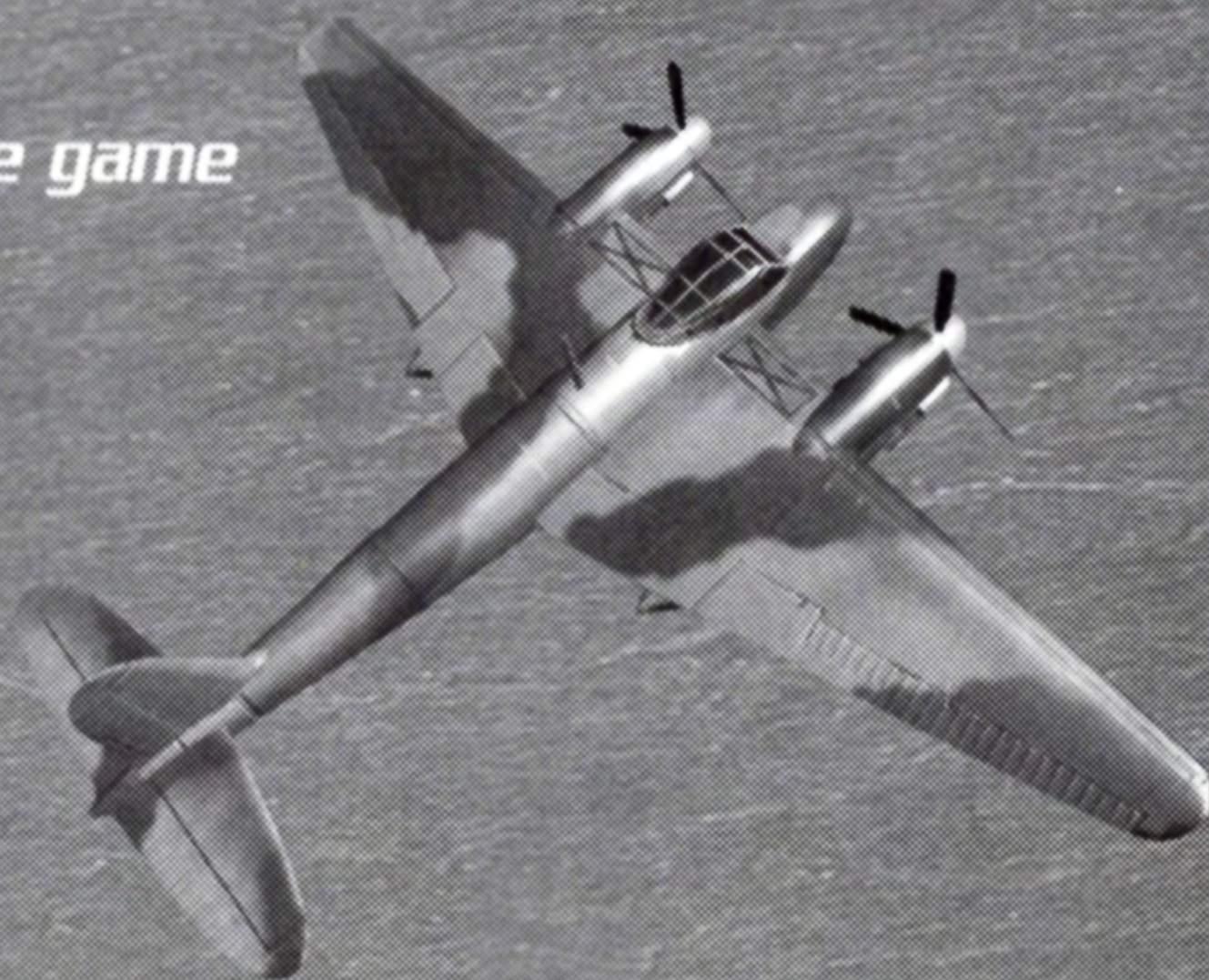


DH98 MOSQUITO

This scrappy fighter was a multi-purpose aircraft and was used for recon missions, as a bomber and a fighter.

In the game: Its total attack power is the best in the game but it is slower than the other planes.

*Sub-weapon: Rapid Rockets
Super Shot: Royal napalm bomb
Support Attack: Mosquito assault force*



NOTES

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A large white rectangular area with rounded corners, containing horizontal black lines for writing. The lines are evenly spaced and run across the width of the page. The area is intended for taking notes.

NOTES

A large white rectangular area with rounded corners, designed for writing notes. It features 18 horizontal black lines spaced evenly across the page, creating a series of writing rows. The lines are contained within a white space that is centered on the page and has rounded top and bottom edges.

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