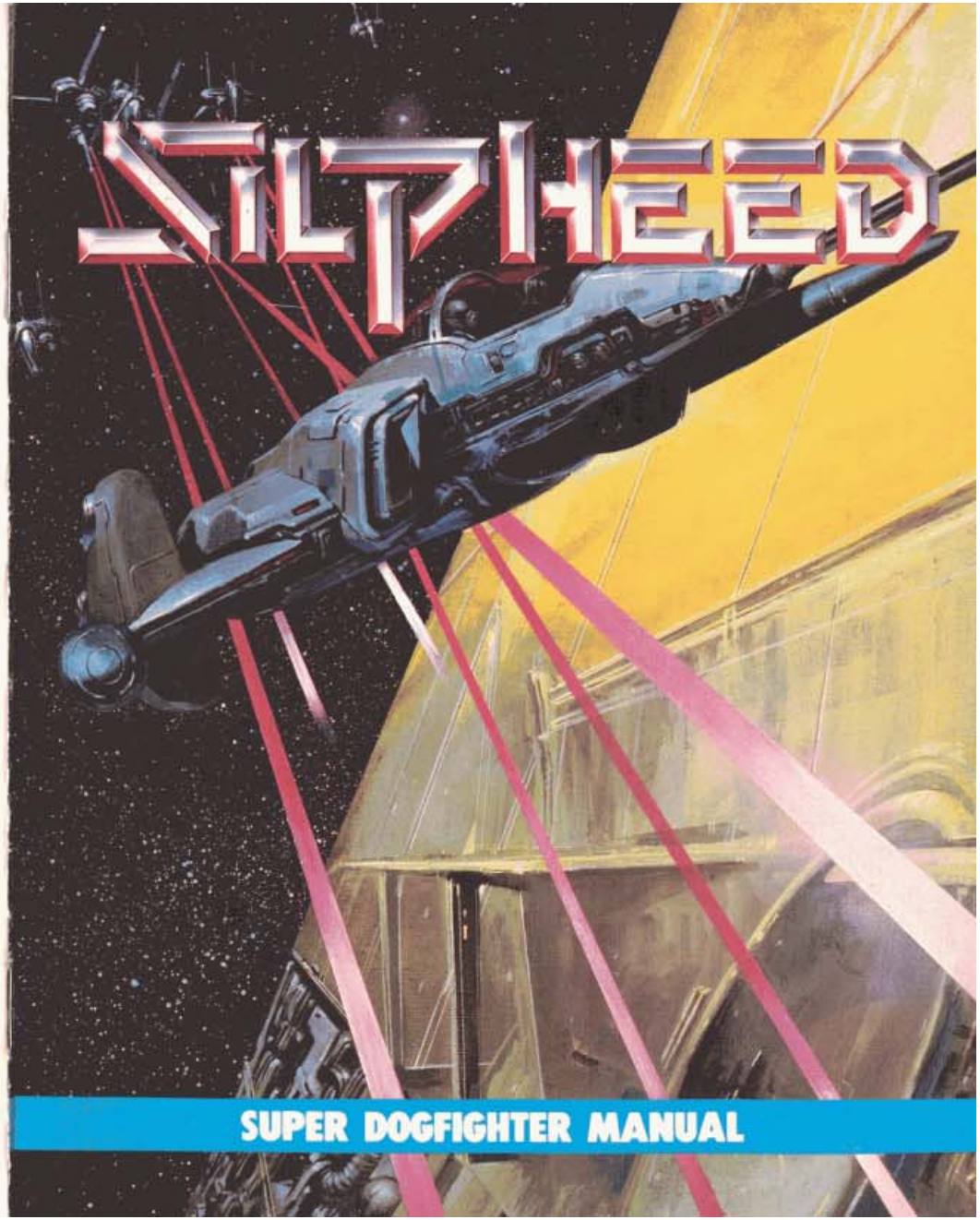

SIERRA®

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005651000

Created and Designed by
S. Uesaka and H. Godai

Programming
Gary Butts & Jim Heintz (MS-DOS)
John Rettig (Apple IIGS)
Justin Gray (Macintosh, Atari & Amiga)

Documentation Translated from the Japanese
by
Mickie Lee

Additional Documentation
by
Bridget McKenna

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In the year 3032, an abandoned space shuttle built by an unknown alien race was discovered orbiting Pluto. By careful analysis, Earth's scientists and engineers were able to duplicate it, making the colonization of other worlds from overcrowded Earth possible for the first time. This colonization gave rise to the Milky Way Union.

Xacalite, the brutal outlaw leader of a gang of interplanetary terrorists which is already equipped with a large and powerful fleet of former Union ships, has seized a newly-built battleship, GLOIRE, as the first step in a plan to take over the Union. In a series of closely spaced guerilla attacks, Xacalite's gang has raided several Union planets.

Now an emergency call has been received from the main defense base: they are under attack by Xacalite, who needs the planet destroyer missiles stored there to complete his plan. Taken by surprise, there is no time for the Union to form a defense fleet. The supercomputer YGGDRASSIL has decided the best chance for defeating Xacalite is for YOU to attack GLOIRE alone in a Super Air Fighter SA-08 *Silpheed* prototype, which has just passed its initial function tests.

It's up to you to acquire weapons, get past the enemy's fighters, battle the GLOIRE and save the Union.

HOW TO PLAY

Silpheed is divided into three sections: 1) Introduction Graphics, 2) Demonstration Game, 3) Game Play.

The object of the game is to destroy the giant battleship GLOIRE and defeat Xacalite. To do this, you must maneuver *Silpheed* to the final battle area, having defeated the enemy fighters and weapons you encounter on your way.

To end introduction graphics or demo game, and begin game play, press ENTER.

In each area, you will encounter enemies with different characteristics, and some of these characteristics will change. When you complete an area, you land on a tender for repair and rearming. Landing is carried out automatically.

There are two different kinds of tenders. The small tender WOLF provides body servicing and three levels of shields. The large tender VINCE provides body servicing, ITEMS (such as AUTOMATIC FIRE and SPEED UP) and all levels of shields.

When you land on a tender, your screen will be in WEAPON SELECT MODE. Select left and right weapon with joystick or left and right direction keys. Press joystick button or the SPACEBAR to select the weapon.

For every 50,000 points earned, an additional weapon will be added to the left or right side.

Weaponry and strength can be reinforced by collecting items found inside GOLANS. WARNING: There are ASTEROIDS that resemble GOLANS.

If all your shields are destroyed and you take body damage three times, *Silpheed* will explode and the game will be over.

If *Silpheed* has been destroyed in game play, pressing ENTER while "GAME OVER" or the credits are onscreen will restart the game at Area 1.

MAKING BACK-UP COPIES

Making back-up copies of your game disks and playing the game from the copies increases the life of the master disks and guards against accidental damage. The original disks should be stored in a safe place.

INSTALLING SILPHEED ON YOUR HARD DISK

MS-DOS SYSTEMS:

1. Following the instructions for your computer, boot your hard disk.
2. Insert your original program disk #1 in a floppy disk drive. Change the DOS prompt to the letter of that drive by typing the letter of the drive, a colon, and (ENTER).
   EXAMPLE: a: (ENTER)
3. Type the command: INSTALL (ENTER).
4. Follow the screen prompts to install. You will be prompted to insert subsequent game disks, one at a time, to complete the installation.

When the installation is complete, you will receive instructions onscreen for loading the game. Note these instructions for later use.

ALL OTHER SYSTEMS:

See sheet included in your game box for install procedures.

NOTE: The INSTALL program must be rerun any time your system hardware is reconfigured in any way.

STARTING THE GAME FROM A HARD DISK

MS-DOS SYSTEMS:

At the root directory, type cd sierra (ENTER). At the next prompt, type SILPHEED (ENTER).

ALL OTHER SYSTEMS:

See errata sheet included in your game box.

STARTING THE GAME FROM FLOPPY DISKS

MS-DOS SYSTEMS:

1. Insert your copy of disk #1 into the drive you will be playing from.
2. Change the default drive to the drive you will be playing from.
   Example: a: (ENTER)
3. If you have not done so before, run the INSTALL program by typing INSTALL (ENTER) and following the prompts.
4. Type SIERRA (ENTER).

ALL OTHER SYSTEMS:

See sheet included in your game box.

KEY COMMANDS (MS-DOS, AMIGA, ATARI ST)

(F1) MUTE SONG - Toggles between SONG ON and SONG OFF.
(F2) MUTE (WEAPON FIRING) SOUND - Toggles between SOUND ON and SOUND OFF.
(F9) LAST LEVEL - Reloads to level just past last level successfully played. (Example: if level 9 was the last level successfully played, pressing F9 will start the game at the beginning of level 10.)
(F10) HIGHEST LEVEL - Reloads to level just past highest level successfully played. (Example: if level 15 was the highest level successfully played, pressing F10 will start the game at the beginning of level 16.)
(ESC) PAUSE GAME - Toggles between PAUSE and NOT PAUSE.
(SPACEBAR) - Fires weapons.
DIRECTION KEYS - Move *Silpheed*. Use arrow keys or number keys on numeric keypad.

KEYPAD DIRECTIONS:
8 = up / 2 = down / 4 = left / 6 = right
Diagonals: 7 = up left / 9 = up right
1 = dn left / 3 = dn right

(SHIFT-X) - Exits game. If the game is in a cartoon sequence, exit will be delayed until the end of the sequence.
Note: Keyboard commands other than those described in this manual will not work while the game is running.

APPLE IIGS, MACINTOSH

Use (Shift-) keystrokes in place of Function keys as follows:
(Shift-1) MUTE SONG
(Shift-2) MUTE (WEAPON FIRING) SOUND
(Shift-9) LOAD LAST LEVEL ACHIEVED
(Shift-0) LOAD HIGHEST LEVEL ACHIEVED
Apple IIGS: Use (Command key) (Apple key) in place of SPACEBAR.

JOYSTICK

You can also control *Silpheed's* movements with the joystick and fire weapons with the joystick button. To configure your system for joystick play:
MS-DOS: Configuration using INSTALL program is necessary. Do not remove joystick once game is started.
Macintosh: No configuration necessary.
Apple IIGS: No configuration necessary if joystick is plugged in *before* game is started. If joystick is plugged in *after* game is started, press Shift-7 to initialize.
Atari ST: Mouse in port 0, joystick in port 1.
Amiga: Mouse in joystick port 1, joystick in joystick port 2.

Silpheed is divided into 20 battle areas, plus a final battle with GLOIRE. Each area is encountered in turn, and must be completed in sequence, beginning with Area 1.

FOUR TYPES OF BATTLE AREAS

SPACE - Mid-sized battleships and GLOIRE may be encountered here. Use ITEMS carefully for maximum effectiveness.
ABOVE PLANETS - High skill level area. No POWER-UP ITEMS appear.
IN FORTRESS - Many ROBAYAN-class destroyers are stored here. You will need to destroy all of them. Getting caught between a wall or fence and the bottom of the screen is fatal; your shields will not save you.
ASTEROID BELT - Avoid colliding with fast-moving ASTEROIDS and GUIDED SATELLITE ARMOR. If your WEAPON POWER level is 1, you can destroy an ASTEROID with 4 or 5 shots from a laser cannon.

BATTLE AREAS DEFINED

AREA:	1	Talking face, SPACE BATTLE
	2	SPACE BATTLE
	3	ABOVE PLANET
	4	FORTRESS
	5	SPACE BATTLE
	6	Double Star Cartoon, ASTEROIDS
	7	FORTRESS
	8	ABOVE PLANET
	9	SPACE BATTLE
	10	SPACE BATTLE
	11	Landing Base Cartoon, ASTEROIDS
	12	ABOVE PLANET
	13	FORTRESS
	14	SPACE BATTLE
	15	SPACE BATTLE
	16	Jupiter Cartoon, ABOVE PLANET
	17	ASTEROIDS
	18	FORTRESS
	19	SPACE BATTLE
	20	BATTLE WITH 5 BIG ENEMIES
	GLOIRE	FINAL BATTLE TO WIN GAME

ITEMS

(W) WEAPON POWER UP - Increases ship's destructive power.
(S) SPEED UP - Increases ship's speed.
(F) AUTOMATIC FIRE - Sets firing of laser or beam cannons to automatic.
(B) SET BARRIER - Puts up a barrier against enemy projectiles, but does not protect against collision with enemy ships or other obstacles.
(A) ASTEROID BELT - Puts three protective asteroids around *Silpheed*.
(D) DESTROY - Destroys all enemies and objects on the current screen.
(H) SHIELD ADVANCE - Gives additional shielding.
(I) INVINCIBLE - While this item is in effect, no one can defeat you. A message will appear onscreen when the INVINCIBLE effect is discontinued.
(N) BONUS SCORE - This item adds bonus points to your score.
(R) ALL REPAIR - Repairs all malfunctioning parts. All parts can be reused except SPEED UP (S), AUTOMATIC FIRE (F), and SET BARRIER (B).

WEAPONS

At the beginning of each area, with the exception of Area 1, you will be allowed to select your left and right weapons.
Left weapons and right weapons are selected separately.
Use left/right direction keys or joystick to highlight desired weapon.
Press SPACEBAR or any joystick button to select a weapon.

FORWARD BEAM - This is your most essential weapon. It can be used at all times, since the tenders are always well-supplied.

PHALANX BEAM - Fires five shots forward and two shots to the side, simultaneously.

V-BEAM - Fires two shots from each side in a 'V' pattern.

LASER CANNON - Shoots forward only. Not as accurate as some other weapons, but much more destructive.

AUTO-AIMING - Finds enemy ships and obstacles automatically. Not effective where there are too many objects present, such as in an ASTEROID BELT.

SILPHEED ENEMY FLIGHT GUIDE

Missile attacker. Crew of one. Slow speed.

Unattended satellite defense weapon.

Super high performance fighter.

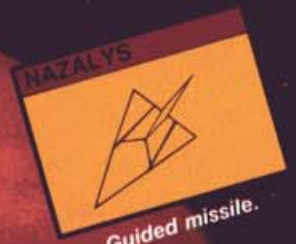
Unmanned scout, unarmed.

Source of weapons and strength.

High performance fighter. Crew of one.

Fighter. Crew of one. Outdated.

Missile attacker. Known for accuracy.



Guided missile.

High speed fighter. Crew of one.

Unmanned attacker. Low speed. Makes suicide attack.

Attacker. Crew of one.

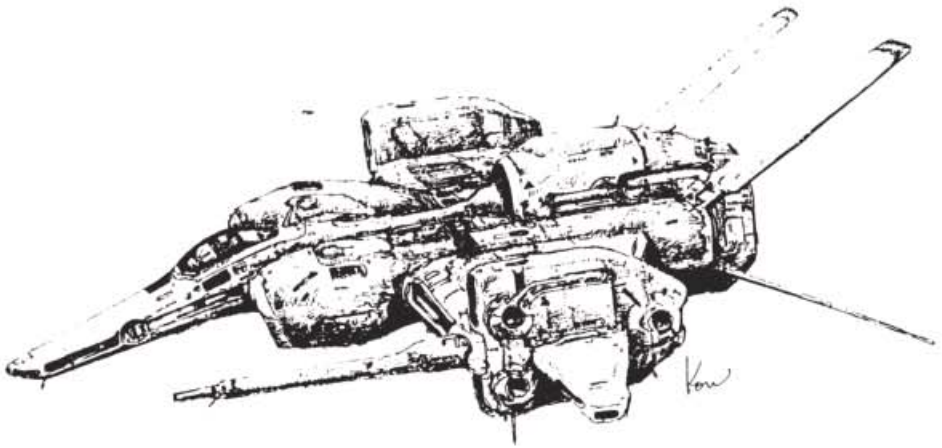
Appears in formations making suicide attacks.

Large fighter. Crew of one. Try to avoid fighting it.

Guided missile, capable of hyperspeed. Slow at targeting.

Guided satellite defense weapon. Difficult to destroy.

SHIPS



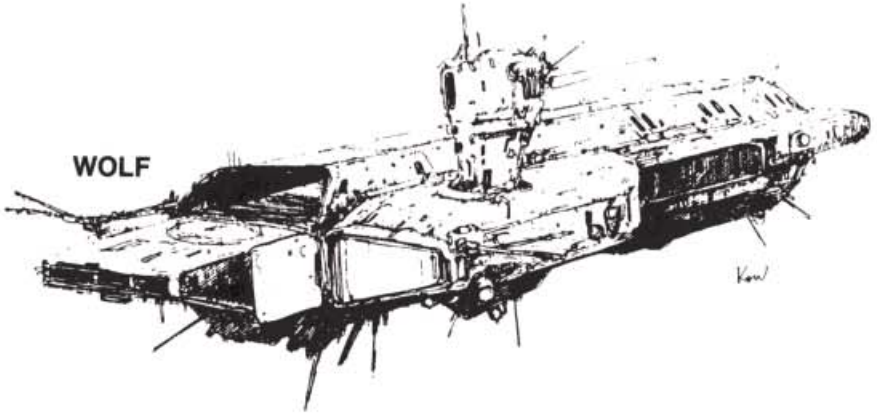
SILPHEED

Code Number:	SA-08
Type:	Super Dogfighter
Armament:	5 kinds
Armor:	3 kinds

Prototype #1 of the *Silpheed* Super Dogfighter is currently in the final stages of Alpha testing. Numbers 2-6 are currently under construction at a Union base.

Instead of a conventional hydrogen burner, a helium burner is utilized in the propulsion system. This produces a higher power output and enables the use of high energy weapons and stronger shielding.

Citadel, an improved armor-plating material, is used in the construction of *Silpheed's* armor. The cockpit canopy is made of Clear Alloy, a newly developed transparent material.



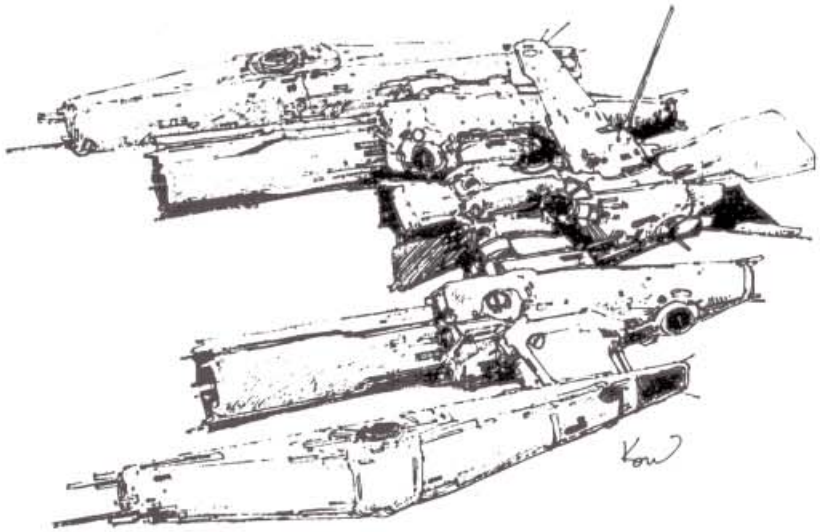
WOLF

Code Number:	Wo-6891-S
Type:	Tender
Armament:	2 kinds
Armor:	2 kinds

VINCE

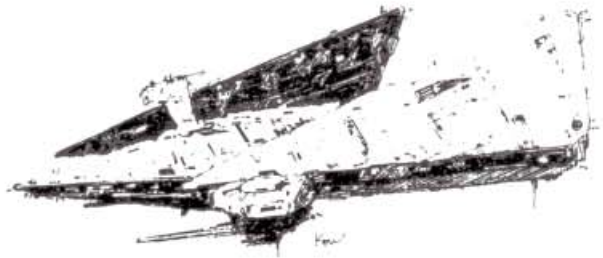
Code Number:	Vi-6008-L
Type:	Tender
Armament:	2 kinds
Armor:	2 kinds

ENEMY SHIPS



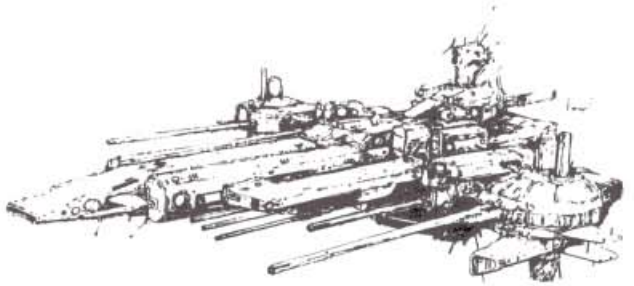
ROBAYON

Code Number:	A-4435-27-W
Type:	Destroyer
Armament:	2 kinds
Armor:	2 kinds



OLLEYUS

Code Number:	A-140-B7
Type:	Light Cruiser
Armament:	2 kinds
Armor:	2 kinds



GLOIRE

Code Number:	G0-835021-GAP
Type:	Battleship
Armament:	5 kinds
Armor:	5 kinds

OTHER ENEMY SHIPS AND WEAPONS

KAILE - Unmanned attacker, 12m long. Equipped with ion drive and armed with a beam cannon. Usually appears in formations making suicide attacks.

GILAN - Unmanned scout, 12m long. Equipped with ion drive. Unarmed.

NAZALYS - Guided missile, 13m long. Equipped with two plasma drives.

GONOLSU - Guided satellite defense weapon, 10m in diameter. Difficult to destroy.

DAGAR - Guided missile, 25m long. Equipped with three plasma drives. Capable of hyperspeed. Slow at targeting due to poor radar system.

VENNON - Attacker, 18m long. Equipped with two ion drives. Crew of one. Retractable configuration.

PLUOA - Unmanned attacker, 16m long. Equipped with one G-4A warp drive. Low speed. Usually makes suicide attack.

ATOLATAL - Missile attacker, 20m long. Armed with one large missile. Crew of two. Known for accuracy.

ANGUS - Fighter, 18m long. Crew of one. Outdated, no remarkable features.

BOARDEAN - High performance fighter. Equipped with two ion drives. Armed with a beam cannon. Crew of one.

BULUOUWA - Super high performance fighter, 19m long. Equipped with three plasma drives. Armed with two beam cannons. Crew of one.

TALLES - High speed fighter, 17m long. Equipped with two plasma drives. Armed with three beam cannons which can be fired simultaneously. Crew of one.

FEIZEL - Missile attacker, 20m long. Armed with one large laser cannon. Crew of one. Slow speed. Watch for beam cannon firing immediately after launching missile.

LAZEL - Large fighter, 20m long. Armed with one large laser cannon. Crew of one. Try to avoid fighting it if you did not defeat it last time you encountered it.

SATELLITE - Unattended satellite defense weapon, 10m long. Uses a gravity field weapon.

TIPS AND HINTS FOR WINNING

Immediately after you start the game, you will see a GOLAN which contains WEAPONS POWER UP. If you do not acquire this item, succeeding play will be very difficult.

Always try to have AUTOMATIC FIRE and SPEED UP.

In Area 1, destroy all GOLANS and take all items.

In the middle of Area 2 you will see a ROBAYON. Destroying it will earn 50,000 points, which can then be used to acquire a weapon from the next tender.

ROBAYONS have several different attack patterns, but their movement patterns are identical.

After landing on the large tender VINCE, you will enter Area 3. There are no GOLANS in this area. It will be helpful to have picked up 150,000 points before you get here, so that you will be able to acquire a V-Beam, which will be useful in this area.

You will be safe from LAZEL if you stay to the far left or right side of the screen.

In Area 4, the FORTRESS area, LASER CANNON is your most effective weapon. If you do not have LASER CANNON, use FORWARD BEAM. Hit enemies as soon as they appear on the screen.

For the first half of the game, concentrate on getting as many weapons as possible. BONUS POINTS are helpful for getting extra weapons. For every 50,000 earned, an additional weapon will be added to the left or right side.

In the latter half of the game, your selection of weapons will be very important. The better a player you are, the more of a threat you will be to Xacalite.

As you become more experienced, use only your FORWARD BEAM in Area 4.

You may find it helpful to keep a record of which weapons are most effective in various screens.

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