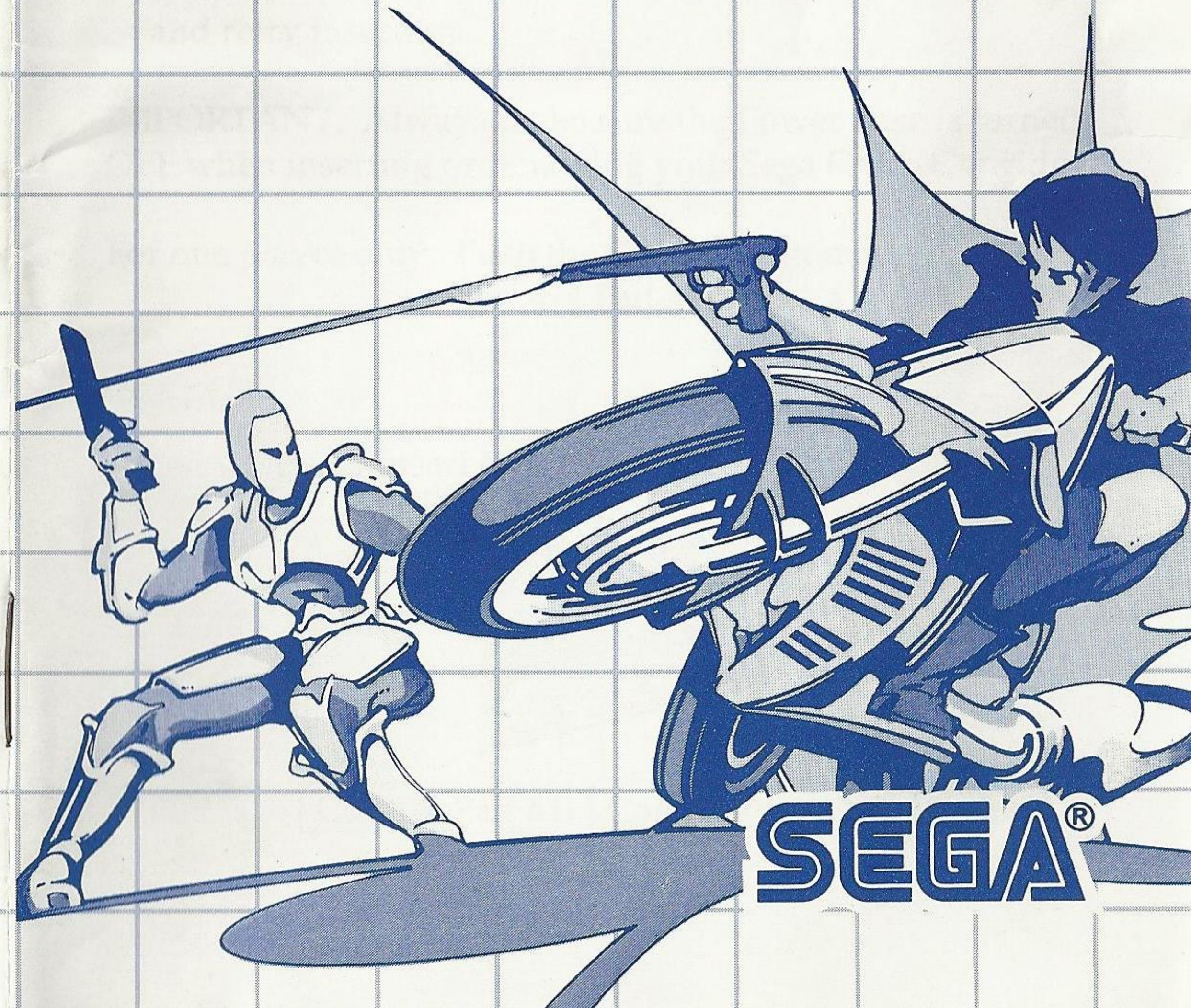


ZillionTM II

The Tri FormationTM

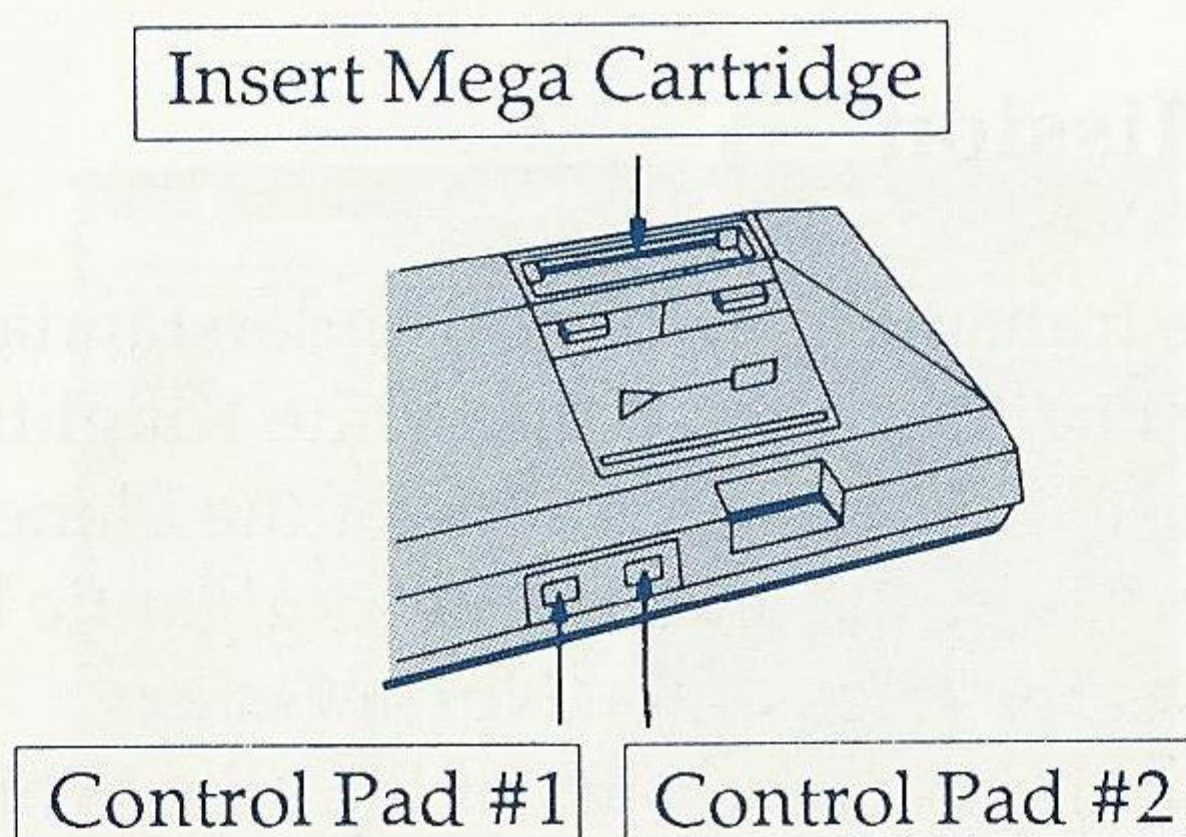


Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the ZILLION™ II: THE TRI FORMATION™ cartridge in the Power Base (shown below) as described in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge and retry insertion.

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

For one player only: Push the START Button on Control Pad #1.



The Zillion Story Continues

When we last left the White Knights, J.J. had rescued his friends Apple and Champ who were being held captive deep inside the Norsa Empire's labyrinth on Planet X.

Together the three bravely searched the catacombs of the mothership and found the five floppy disks which contained the key to the labyrinth's destruction. The White Knights located the master computer and used the floppy disks to trigger an explosion which would destroy the base.

The trio made their way back through the maze of tunnels to the surface and escaped just as the base exploded in a great ball of flames. The Norsa Empire's labyrinth was destroyed and the Planetary System was saved!

Or so the White Knights thought.

Little did the peacekeepers know that Baron Ricks' evil plans had only just begun. The worst was yet to come!

The New Mission

A faint distress transmission, barely understandable, was received at the headquarters of the White Knights. Sent from a distant outpost at the extreme edge of the Planetary System, the garbled message told of a new, gigantic Norsa Battle Fortress at the edge of the Norsa Galaxy.

Apple and Champ, two members of the elite White Knight special peacekeeping force, immediately set out on a reconnaissance mission to investigate the Norsa Fortress.

The last words which anybody heard from Apple and Champ were: "Help us J. J. ! Baron Ricks has."

Game Object

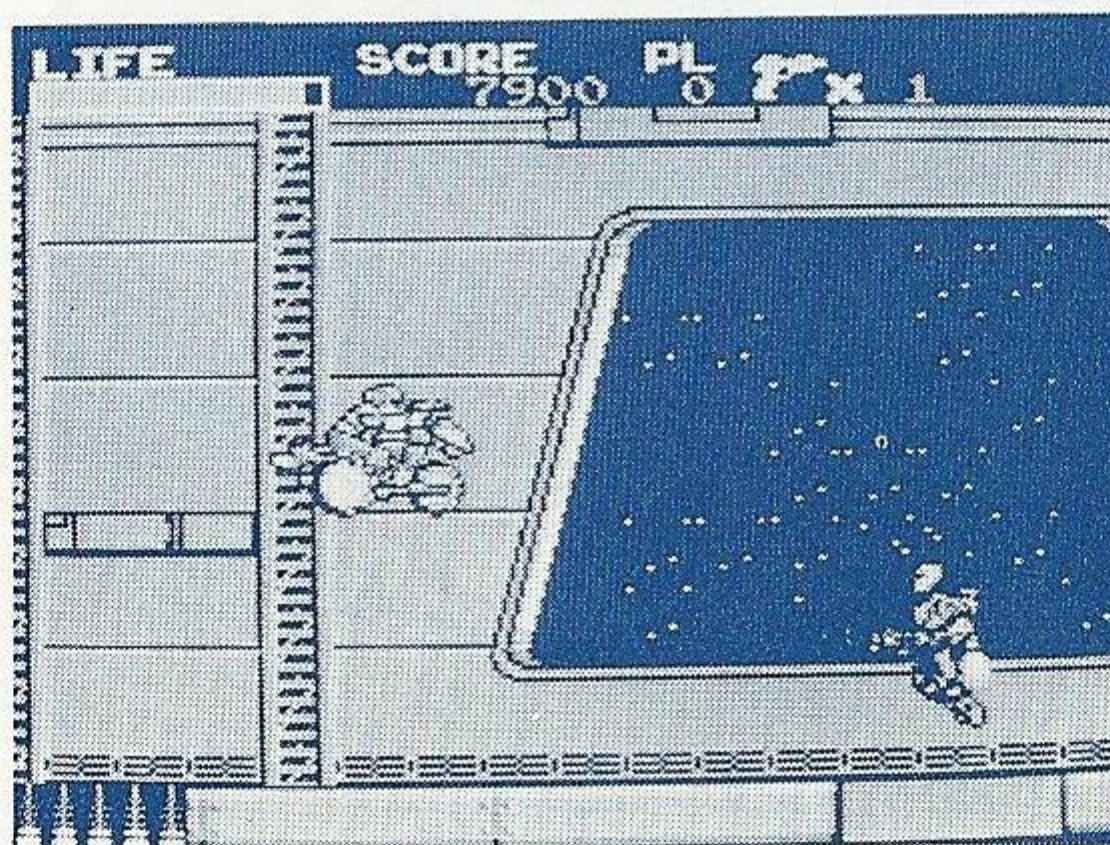
What happened to Champ and Apple? Can you get through the gauntlet of eight levels of Norsa defenses to save your friends?

Are you good enough to defeat the Olivion Platoon Captain, the Radajian Defense Leader, the Alleevian Supreme Commander, and then still have enough energy left to finally take on the ultimate evil warrior - Baron Ricks himself?

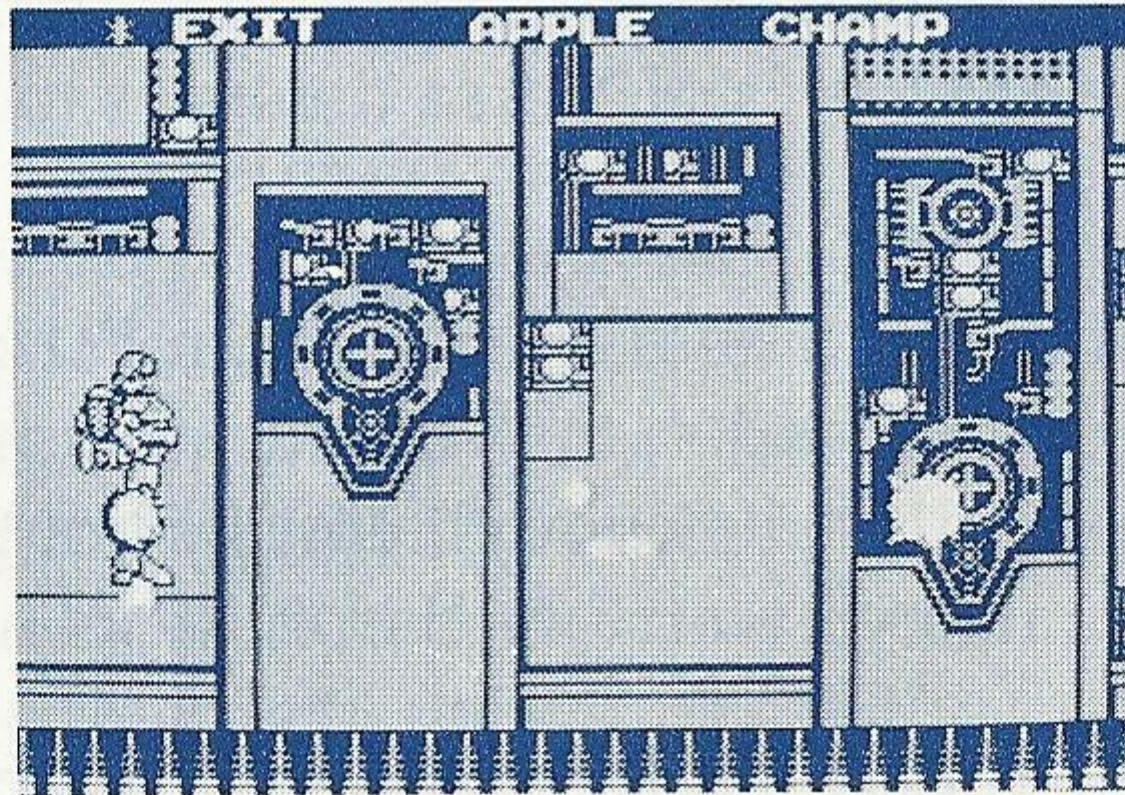
You have to try because the White Knights have never backed away from a challenge.

You have your weapons. There is Zillion...the most powerful laser in the universe.

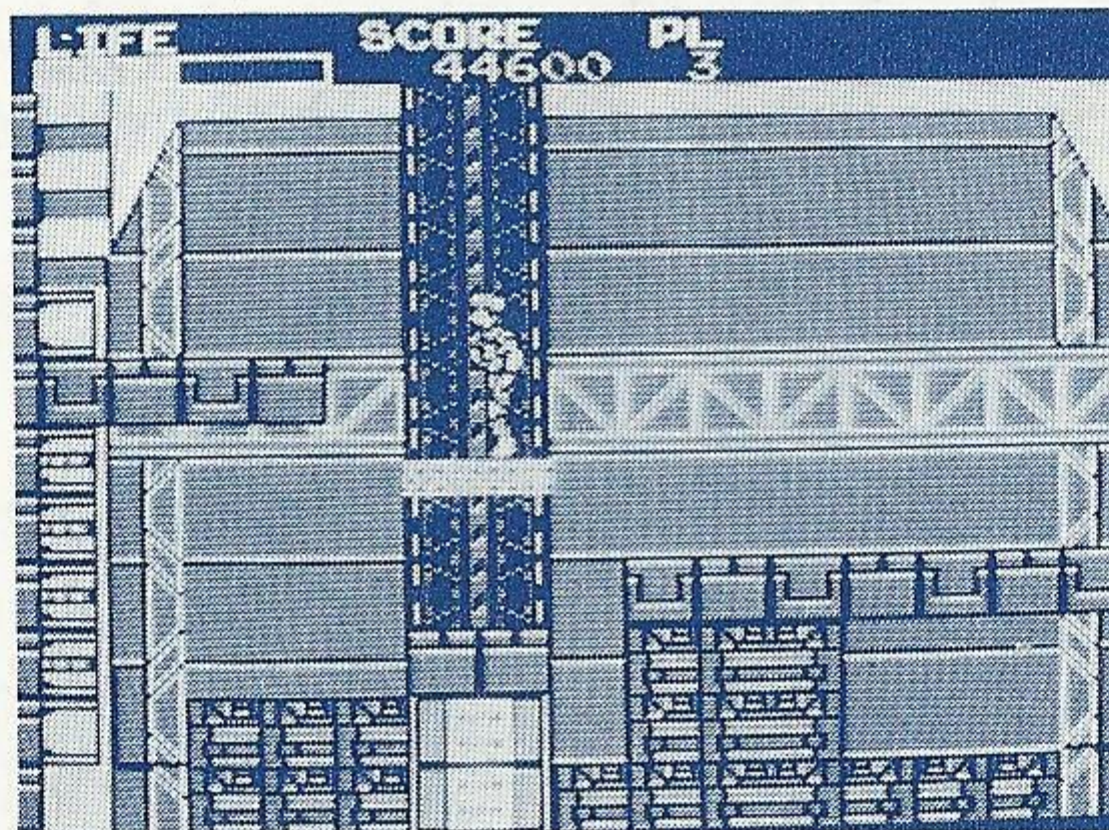
And then there is the Tri Formation. The ultimate vehicle. Use it as a three wheeled cycle and you can drive anywhere. Kick in the special nuclear turbo and the cycle leaps in the air.



But it isn't called the Tri Formation for nothing. Gather the right power-up parts and the cycle changes into a flying suit of armor called the Armorater. Use this to fly over the Norsa defenders.



Finally, when it calls for good old fashioned hand-to-hand combat, the entire Tri Formation compresses easily out of the way into your backpack.



With firepower like this you can't lose! Or can you? Read on.

End of the Game:

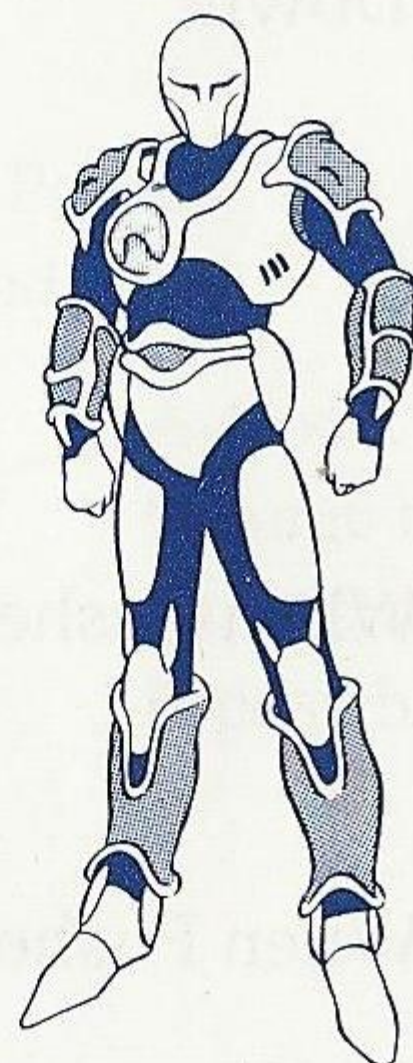
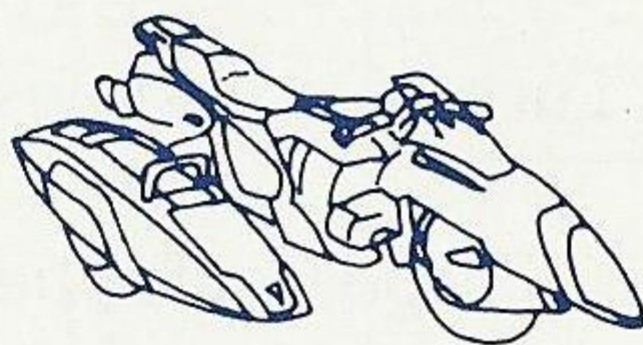
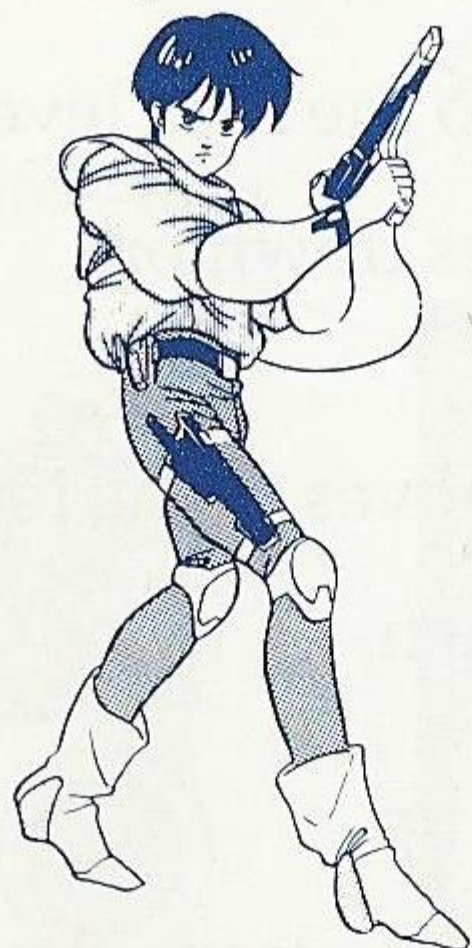
You start ZILLION™ II: THE TRI FORMATION™ with three lives. The key to your existence is your life meter. You lose energy:

- Each time you are hit by an enemy bullet or bomb.
- If you get zapped by the in-ground high voltage trap.
- Each time you touch an opponent.

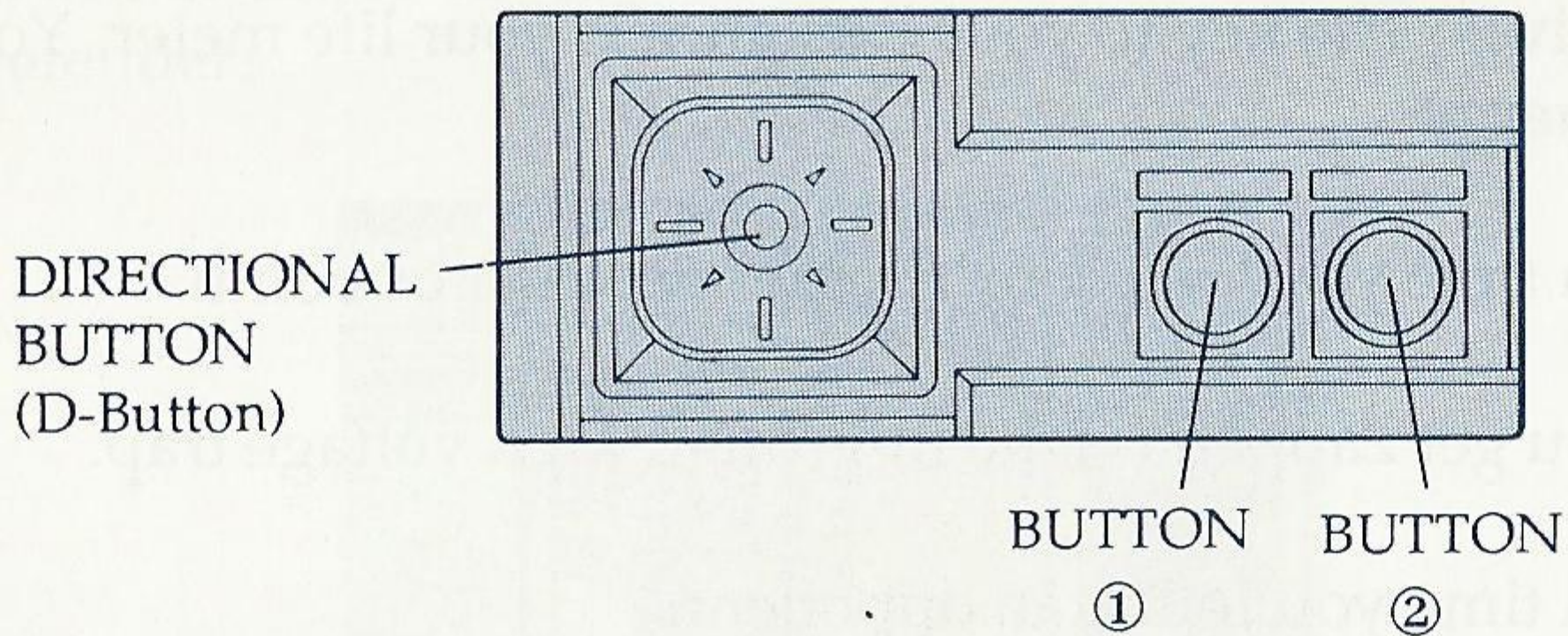
When the life meter reaches zero, you lose a life. If you fall into a bottomless pit you will also lose a life.

You will get additional lives when your score reaches 30,000, 70,000 or 120,000 points.

The game ends when you lose all your lives.



Taking Control



Control Pad #1:

The Directional Button (D-Button):

- When Pushed Up: Armorater flies UP.
Moves elevator up to the next level.
- When Pushed Down:
Player crouches down in Turbo Cycle.
Armorater flies downward.
Moves elevator down to the next level.
J.J., Champ or Apple lies down on the ground.
- When Pushed Left: Armorater or player moves to the left.
Turbo Cycle slows down.
- When Pushed Right: Turbo Cycle speeds up.
Armorater or player moves to the right.

Button 1:

- To start the game.
- To make the Turbo Cycle or player jump.

Button 2:

- To shoot the Zillion Laser.

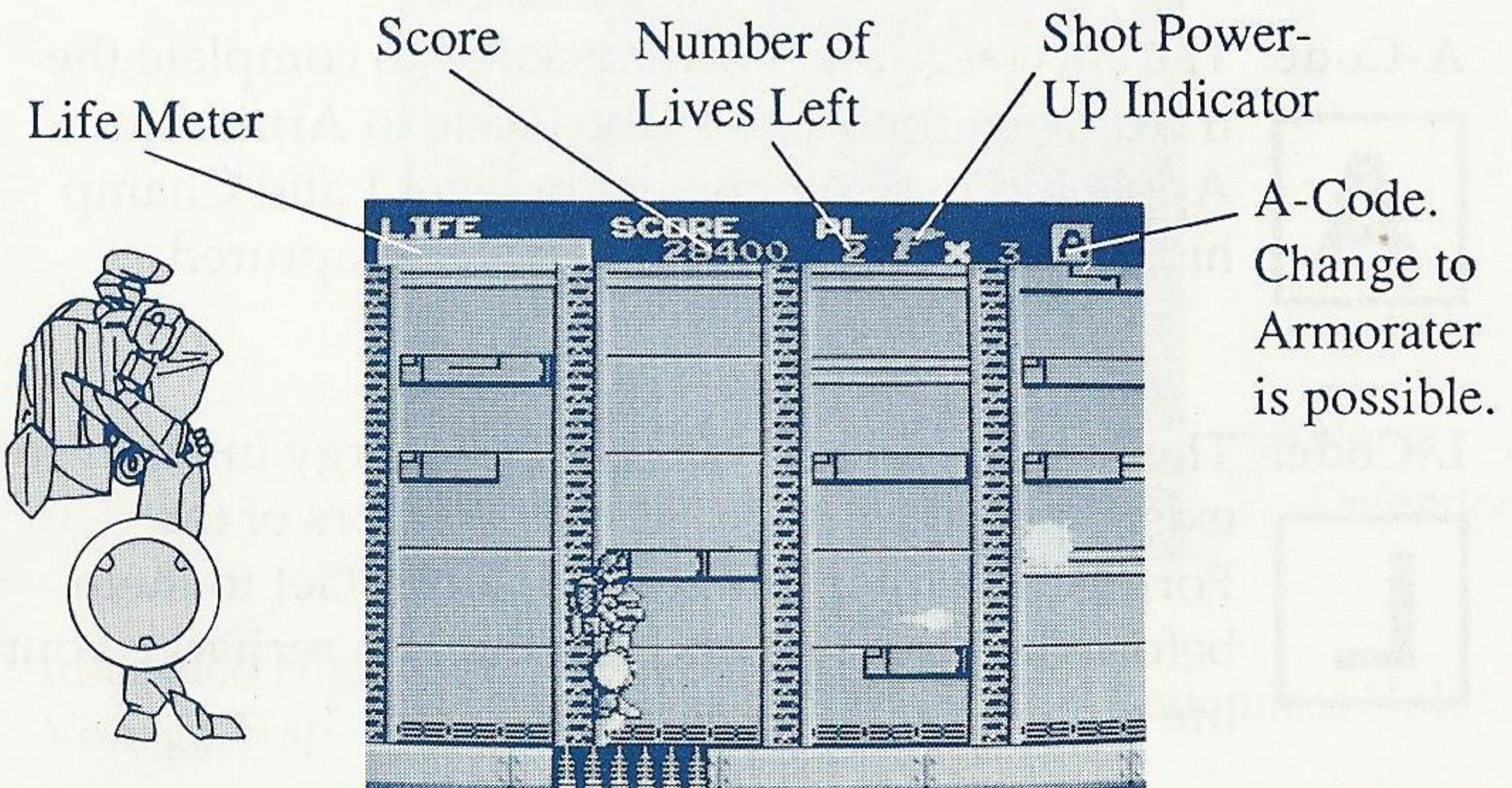
To change the Turbo Cycle into the Armorater, or back again, press Button 1 while holding the D-Button UP.

Control Pad 2:

When you want to switch places with Champ or Apple (only possible on odd numbered screens), press Button 1 or Button 2 on Control Pad #2.

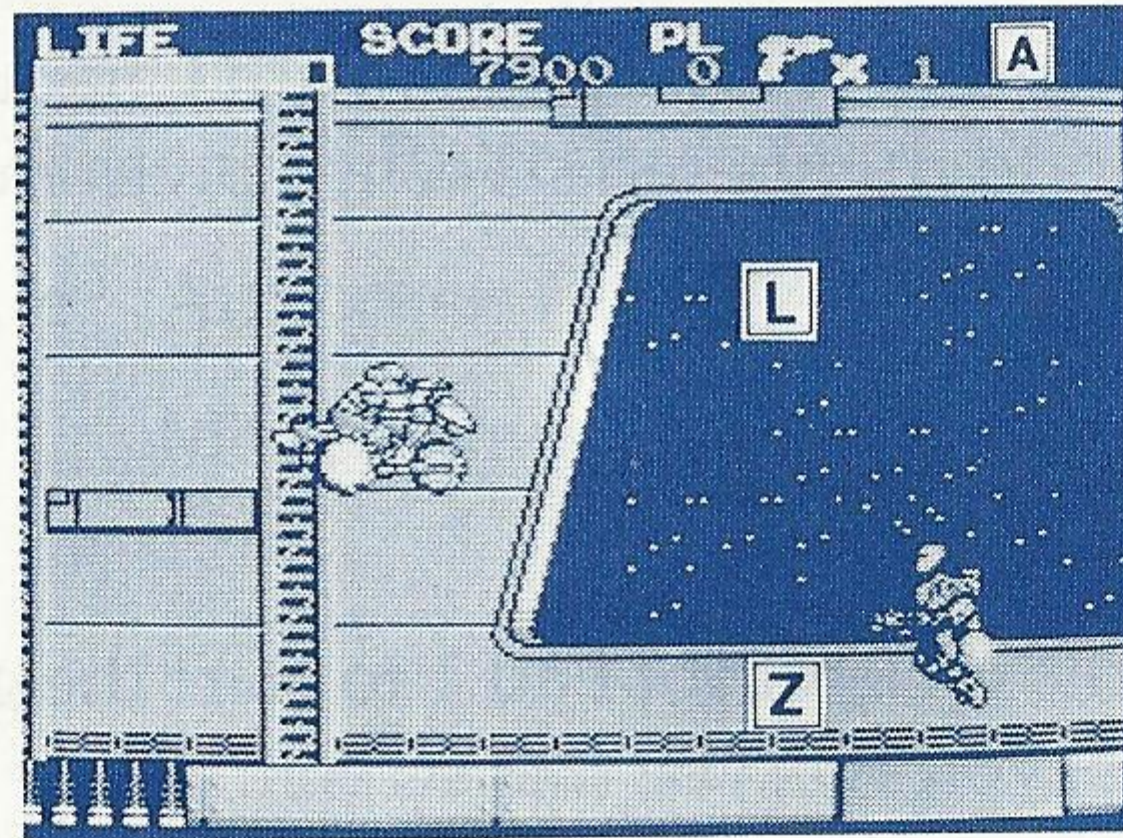
Getting Started

Press Button 1 on Control Pad 1 to start the game. When the game begins, you will see this screen:



Upgrading Your Weapons

When you first break into the Norsca Fortress you will be riding your three-wheeled Turbo Cycle. Soon the action will become so intense on the ground that you will have to switch to your Armorater. Unfortunately you don't have all the necessary parts as Champ and Apple were carrying them. Before they were captured though, they were able to hide these parts in the corridors of the Fortress. You must find these remaining power-up pieces in order to complete the Tri Formation.



A-Code: The special Alpha Power needed to complete the transformation from Turbo Cycle to Armorater. Apple hid one somewhere in level 1 and Champ hid one in level 3 before they were captured.



L-Code: The Norsca soldiers need a lot of energy in order to exist. Spaced throughout the corridors of the Fortress are their Life Rejuvenators. Get to them before the Norsca do and use them to recharge your life meter.



Z-Code: Apple and Champ knew you would be coming in on your Turbo Cycle. To help you, they hid special Zillion Power upgrade parts for your three



wheeler.

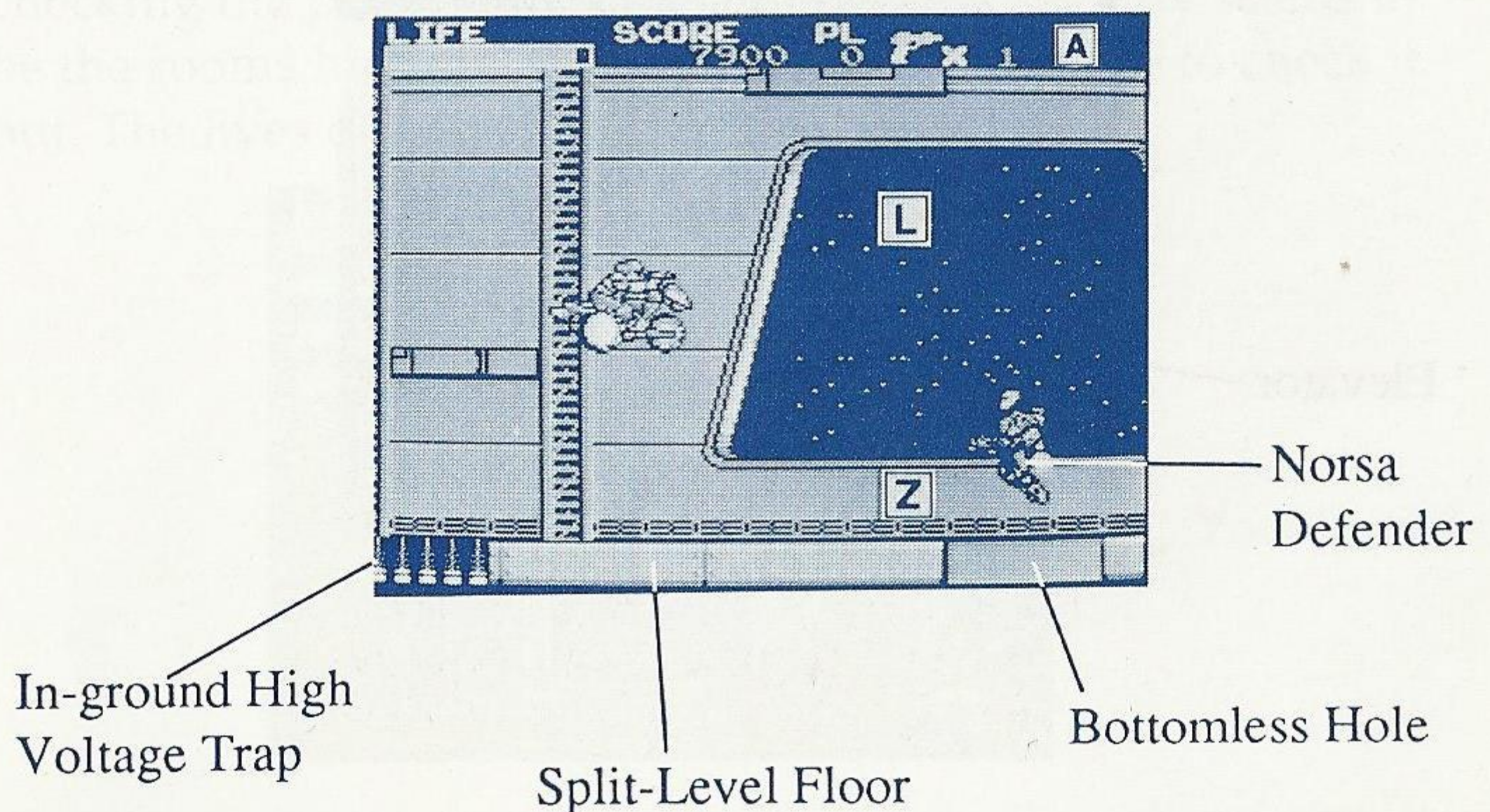
Each will make Zillion more powerful. Get three Zillion Power-Ups and your Zillion Laser will cut through the enemy forces with ease.

Know the Enemy

Baron Ricks knew you were coming and he set up every possible Norsa defense in your path. If you can find your enemy weaknesses, you can plan out your offensive attack.

There are eight rounds of action in the Norsa Attack Ship.

Rounds 1, 3, 5, and 7 are narrow corridors. Here you will find in-ground high voltage life force draining traps, bottomless pits, the first round of Norsa soldiers and gun batteries.

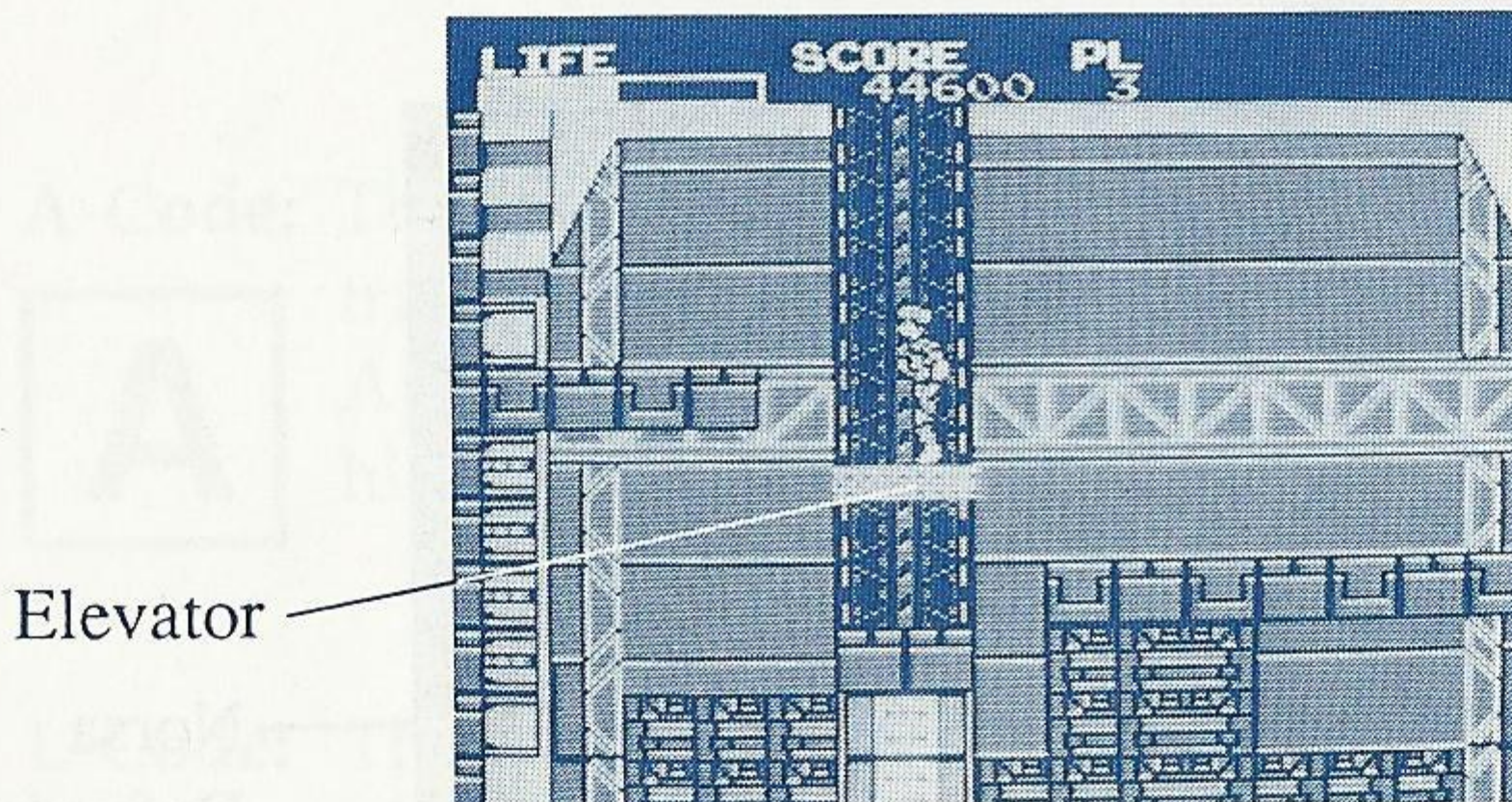


Fight your way through the corridor using your Turbo Cycle or Armorater. At the end of each corridor there is an open black doorway. Pass through the doorway and into the next round.

Rounds 2, 4, 6, and 8 start in a multi-story room which is full of bottomless holes and protected by dozens of Norsa Defenders. Here you will have to proceed on foot and you'll only have your skill and ability as a White Knight to guide you safely through the different levels of this room.

To get from level to level you must take the elevator. Once inside, push the D-Button up to go to the next higher level or push down to descend to a lower level.

Somewhere inside this room is the exit. You must find it before the Norsa Defenders turn you into cosmic dust!



Enemy Defense Commander

Baron Ricks remembers what you and your fellow White Knights did to his Labyrinth in ZILLION I. This time he is taking no chances. He has recruited the deadliest mercenaries from throughout the galaxy and you must battle one at the end of each of the even numbered rounds.

In Round 2 you'll fight the Olivion Platoon Captain.

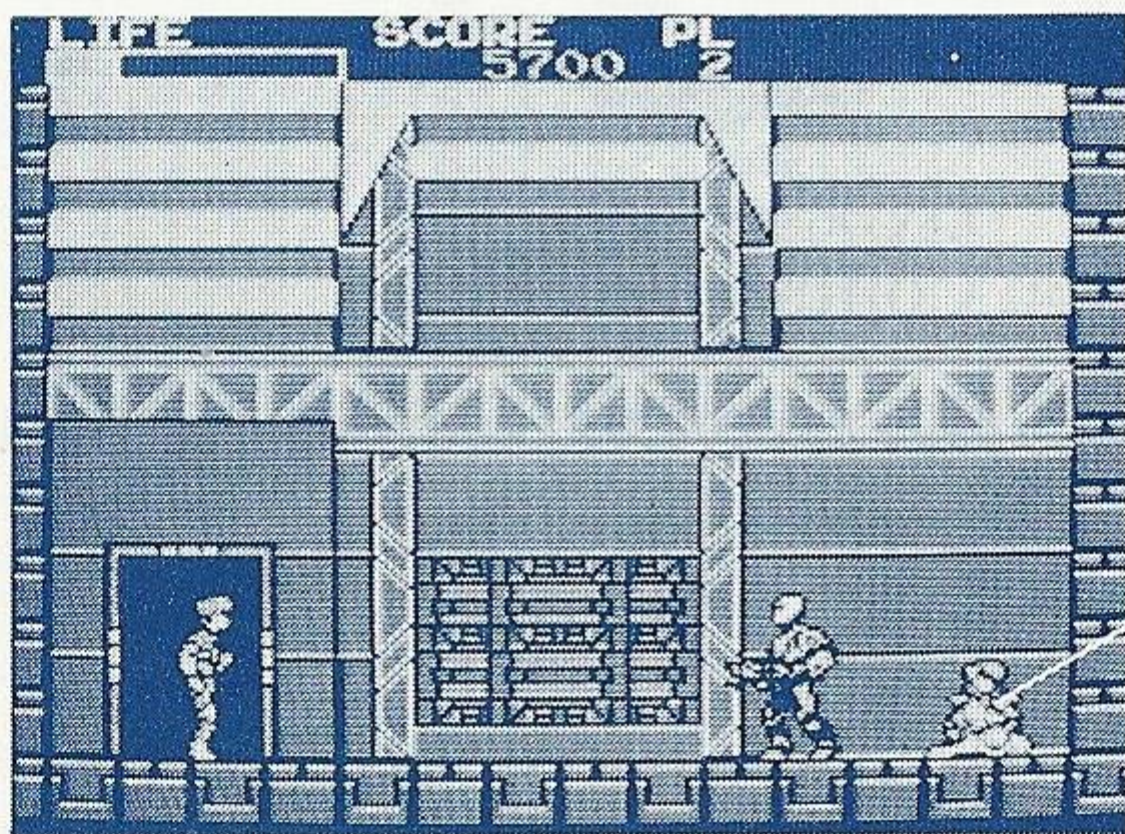
In Round 4 you'll battle with the Radajian Defense Leader.

In Round 6 you'll shoot it out with the Alleevian Supreme Commander.

In round 8 you'll have to defeat Baron Ricks himself!

Know Your Friends

Apple and Champ are being held captive somewhere. After checking the plans for the ship, the best possibility seems to be the rooms hidden in Round 2 and 4. You have to check it out. The lives of your friends are at stake.



Your Friend

If you find your fellow White Knights, they can help you! You can switch places with Apple or Champ during the odd numbered rounds.

- To do this press either Button 1 or Button 2 on Control Pad #2. The action on the screen will stop.
- The names of the rescued teammates will appear at the top of the screen.
- Move the “ * ” to the name of the player you wish to switch places with by using the D-Button on Control Pad #1. Press Button 1 or Button 2 and the new player will continue the action on the screen with a full life meter.

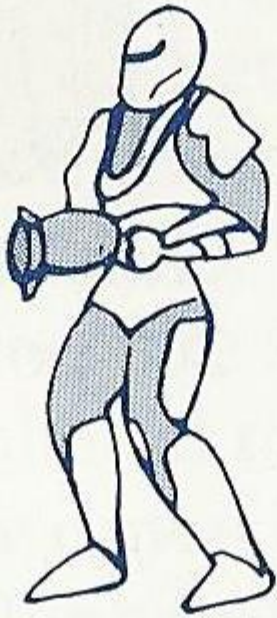
NOTE: You can not use a rescued fighter more than once nor can you use a teammate which hasn't been rescued yet.

One More Chance

In the remote chance that you fail and the “Game Over” message appears, the SEGA MASTERS have given you a way to continue your quest to overthrow the evil Baron Ricks.

- When the game ends, press and hold the D-Button in the Up direction.
- Press Button 1 on Control Pad #1.
- When the Continue Option appears, press Button 1 again.
- The game will continue at the beginning of the round you were in.
- You can use this continue feature three times.

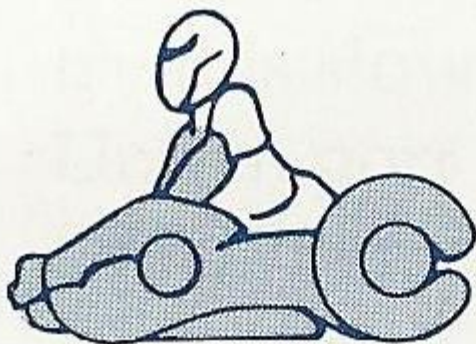
Know The Score



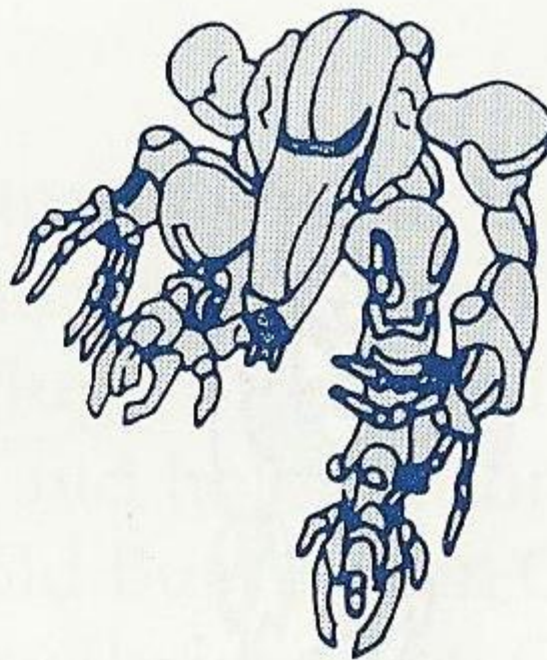
Norsa Warrior
300 points



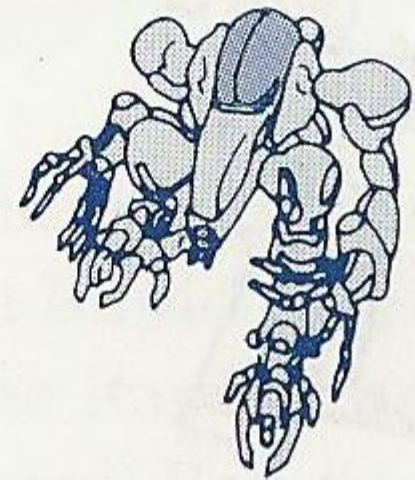
Norsa Jet Soldier
500 points



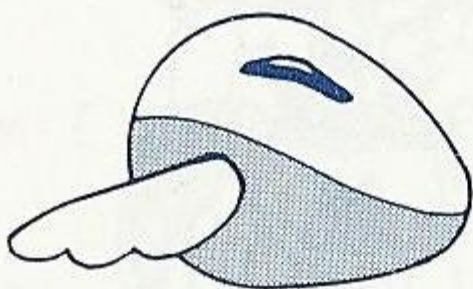
Norsa Soldier
on Aeroboat
500 points



Norsa Raker
1,000 points



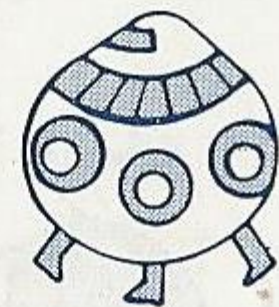
Norsa Mini Raker
400 points
800 points
in Round 6



Noza Noza
300 points



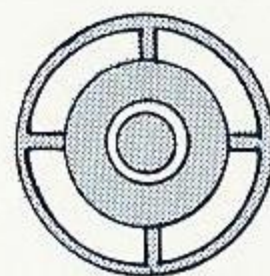
Black Noza Noza
500 points



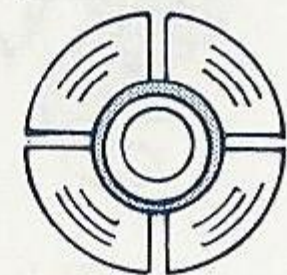
Flying Harri-site
200 points



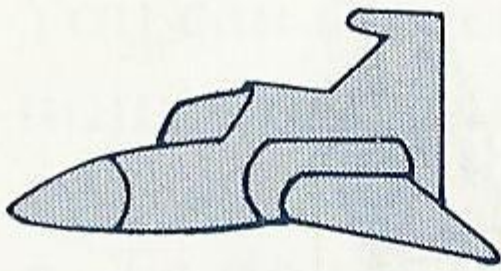
Flying Skofu-site
200 points



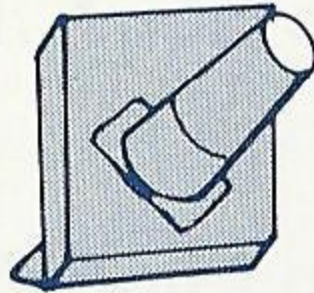
Mega-Harri-site
200 points



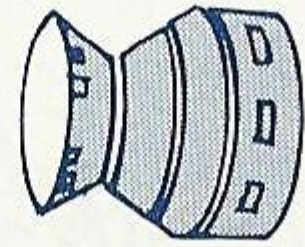
Mega-Skofu-site
200 points



Auto Craft
400 points
Norsa Defense



Gun Battery
300 points
On-Ground



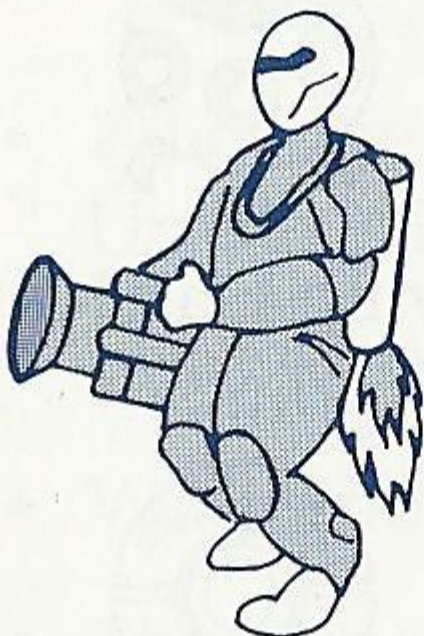
Gun Battery
300 points



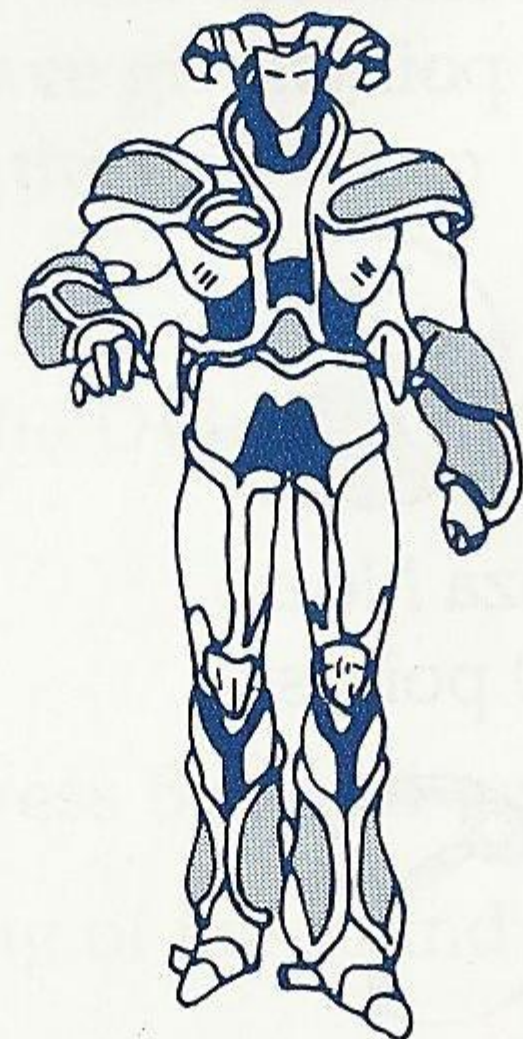
Olivion Platoon
Captain (Round 2)
200 points



Radajian Defense
Leader (Round 4)
5,000 points



Alleevian Supreme
Commander (Round 6)
7,000 points



Baron Ricks (Round 8)
10,000 points

Helpful Hints

- Try to get every Yellow "L" Mark. They will replenish your life meter.
- To stop the screen from scrolling while you are in the odd numbered rounds, get the Armorer and descend partially down inside a bottomless hole. The screen will stop scrolling but the Norsa Warriors will continue to attack. Shoot the soldiers to build up your points and accumulate the extra lives.
- If the action gets too intense in the odd numbered screens, try this slow motion tip. Connect your Sega Rapid Fire Unit in port #1. Plug Control Pad #1 into the Rapid Fire Unit. Push down and hold Button 2 on Control Pad #1. Also push and hold Button 1 on Control Pad #2. To shoot in slow motion briefly let up on Control Pad #2.
- In the corridors with split-level floors, always try to jump to the higher level floor as the action will be less intense.
- Only switch players when your life meter is almost empty. Remember, you can not use a rescued player more than once, so use them wisely!

Scorebook

Name				
Date				
Score				

Name				
Date				
Score				

Name				
Date				
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.



JAPANESE SOCIETY FOR RIGHTS OF AUTHORS,
COMPOSERS AND PUBLISHERS(VIDEOGRAM)NO 71772

Sega Customer Service, 573 Forbes Blvd., South San Francisco, CA 94080

Inside California (415) 742-9300
Outside California (800) USA SEGA

Distributed by Tonka™ Corporation
6000 Clearwater Drive,
Minnetonka, MN 55343

SEGA®
FROM TONKA

TRI FORMATION, and A MEGA CARTRIDGE, are trademarks of Sega of America, Inc. WHITE KNIGHTS,
ZILLION, NORSA, J.J., CHAMP, APPLE, and BARON RICKS are trademarks of Tatsunoko Productions,
SEGA is a trademark of Sega Enterprises Ltd., a CSK Group Company.

PRINTED IN JAPAN

© 1988 Tonka Corp. All Rights Reserved.