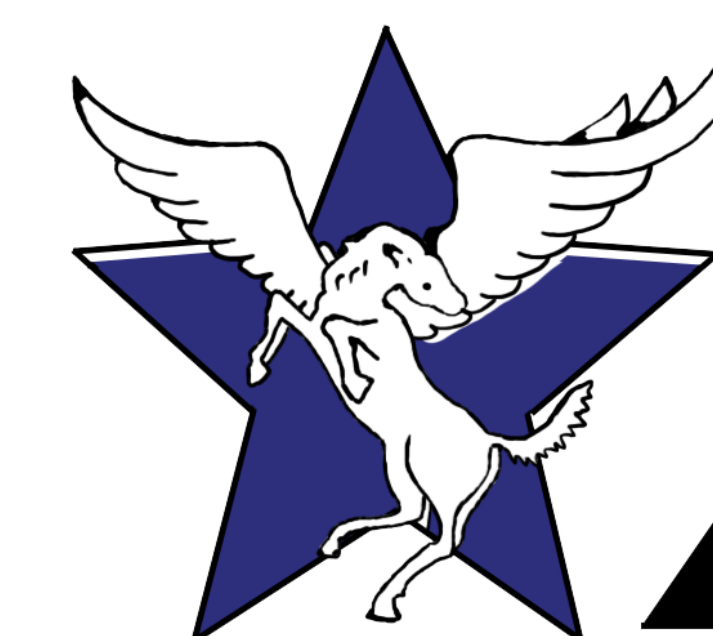


HE
system
PC Engine

FLYING TROOPER

-SIERD



youling X サイヤ
MAYN

NCS

Nippon Computer System Co., Ltd.

HuCARD

Cautionary
warning

- Be sure the console is turned off before switching cartridges.
- As cartridges are delicate, please do not place them in extreme temperature or humidity, do not subject them to powerful shocks and do not try to bend them.
- Do not touch or wet the cartridge’s pins, as it may cause damage.
If the pins are dirty, please use a soft gauze or a gauze soaked with rubbing alcohol.
- For your health’s sake, you should play at least 2 meters away form your television. Also, we recommend not playing for too long consecutively.
- ※ While we made sure to release a quality product, if your cartridge is not functional we will provide a replacement, as long as responsibility falls within this company.
- ※ Unauthorized reproduction of this software is prohibited.

C O N T E N T S

Story of X-SERD	3
Game progression	4
How to play.....	6
Password and Backup	10
Battle unit and data list	12
A few tips	22
Message from Masaya	23

Story of X-SERD

24th Century. After recovering from a World War, humanity was finally ready to put warring behind and start colonizing space.
AD 2384. A base on Jupiter, set up by the Europa Federation, was destroyed by an unknown foe. While each nation on Earth was busy blaming each other for the attack, the true enemy, invaders from space, destroyed all the bases in all the colonized planets, and finally reached the Earth. Once the identity of the enemy was clear, all of the nations united into a single front in order to fight back, but the alien’s military prowess was overwhelming: humanity was losing this war. It was at that time that the Asian Federation decided to invest all of their resources to develop in secret something that would allow humanity to fight back: the high-mobility humanoid weapon system “SERD”. Finally, the day of their completion has arrived.

Finally, humanity could fight back.



Fight for humanity’s future in 10 scenarios!

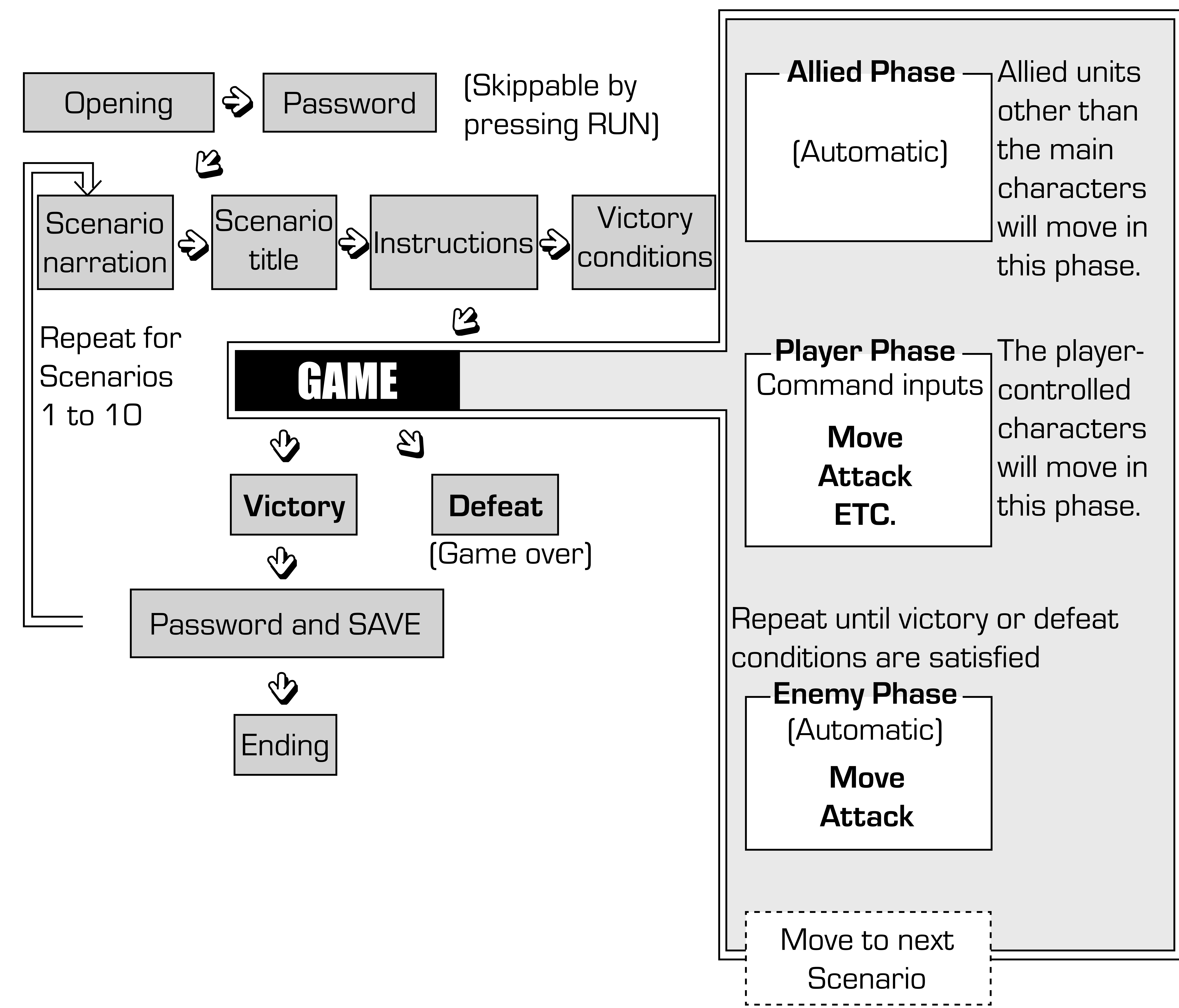


In this sci-fi game, you play as the Captain of a state-of-the-art battleship called “ALTEA”, as you give commands to the seven individuals piloting the SERDs in the battle against the alien invaders.

You will have to use different skills of each unit in order to progress through the story. Achieve the victory conditions of each scenario in order to progress through the game.

Game Progression

The following is a representation of the game's progression.



The game alternates between a player and enemy “Phase”; in other words, they act (moving, attacking, etc.) one at a time, in a period called “Turn”.

During its turn, every side can have each of the units they possess execute different commands, such as moving or attacking. Each unit has a different attack and moving range. It is up to the player to decide which course of action would be the best.

While it is unlikely for a unit to be destroyed by a single attack, if the attack is effective it will lose HP (a value for how much damage a unit can take). If HP reaches 0, the unit will be destroyed.

Defeating enemies is indeed important, but players must try their best to protect their own units. If a unit is in danger, it may be better to move it back in order to protect it. It would be pointless to rush to defeat just one or two enemy units and then lose all of your own during the enemy turn.

Units with low HP can be returned to the ship for repairs. However, the ship itself cannot be repaired until the current scenario has ended, so be careful!

As long as you make use of each individual unit’s unique characteristics, you will be able to progress through the game.



How to play

You can move the cursor on the map screen using the directional keys. If you hold II while pressing the directional keys, the cursor will speed up. To select a unit, move the cursor on top of it and press I (You cannot select enemy units). Once you have selected a unit, the information box will display possible commands, which you can select using left and right, and confirm by pressing I.

Example of possible commands:

M	A	S	D	I	E	O
O	T	P	E	N	N	P
V	T	E	P	F	D	T
E	A	C	L	O		I
	C	I	O			O
	K	A	Y			N
		L				S

Move

Once selected, the map will become darker, while a portion of it remains bright, representing the area your unit can move to. To confirm, move your cursor to a valid point and press I to confirm. Once you have moved a unit, it won't be able to move again for the rest of the turn.

Basic Game screen



Unit's portrait, name, HP EP (energy points) are displayed here.

A picture of the terrain, its movement cost and its effect are displayed here.



Once selected, the map will become darker, while a portion of it remains bright, representing the range of your unit's weapons. If an enemy is inside this bright area, it can be targeted. Move your cursor on one of the enemies in range and press I to confirm. Once you have attacked, that unit won't be able to attack again for the rest of the turn.

※ Generally speaking, all units can attack after moving, but cannot move after attacking; there are two exceptions to this rule, however: the B-SERD can only either move or attack during a turn, while the G-SERD can move even after attacking.

Attacker Info -----
Displays the pilot's attack skill and the weapon's power.

Target Info -----
Displays the pilot's defense skill, the unit's evasive ability and the terrain effect. The higher the number of stars, the better the value.

Deploy

This commands allows you to launch the units currently on standby in the ALTEA. Once you select this command, press the left and right directional keys to choose the unit

you want to deploy, and press I to confirm.

Please note that you can't deploy a unit that you have loaded inside the ALTEA for repairs in the same turn.



The Deploy function follows the same rules as the Move command for the selected unit.

✂ How to have a unit board the ALTEA:
While you are moving a unit, choose as

the ALTEA as your destination. After confirming your destination, the unit will enter the ship and it will recover HP and EP to 100% in 1 turn.

Special

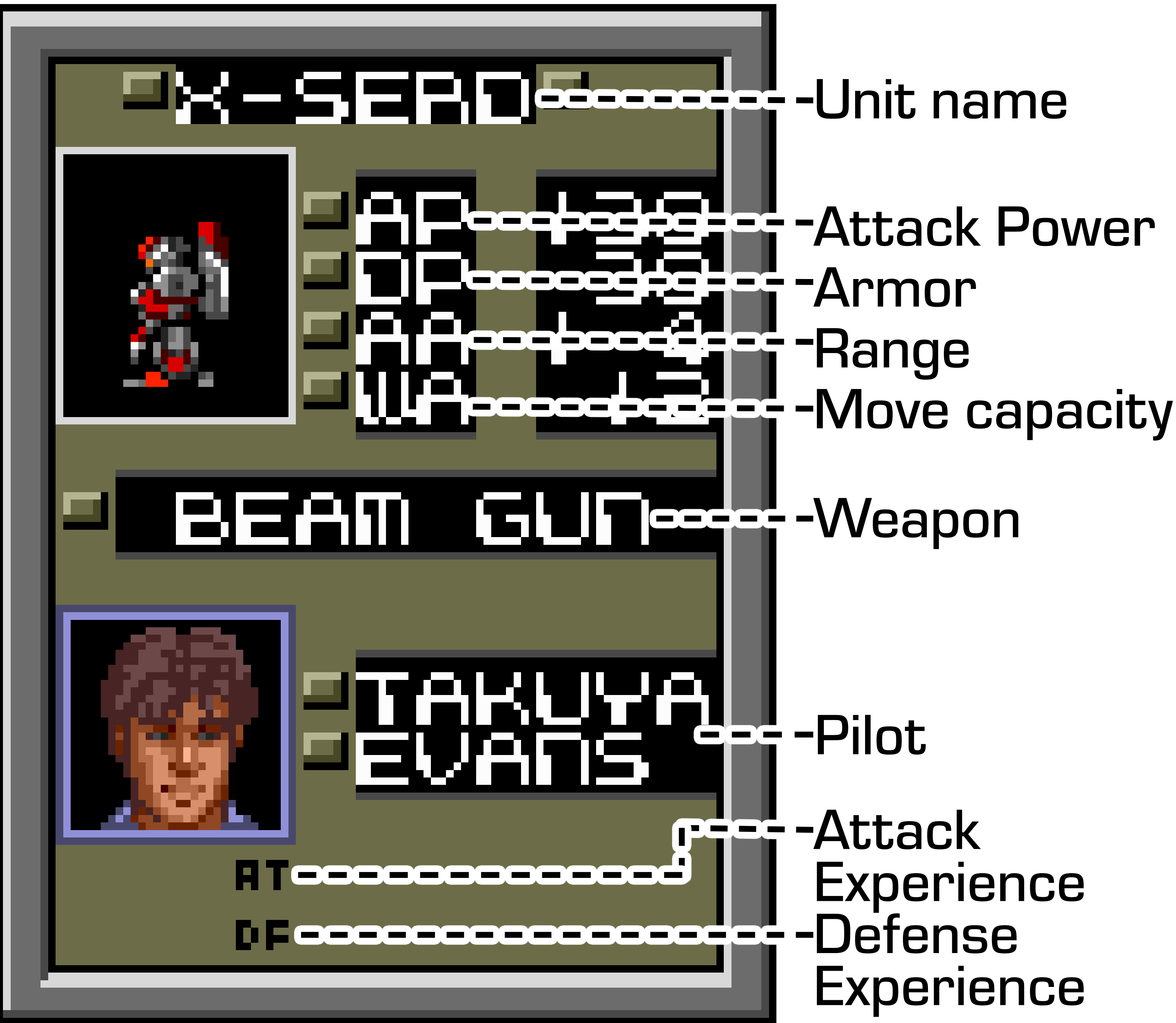
- Command usable only by: ALTEA, X-SERD, W-SERD and E-SERD.

Unit's special skill	How to use
ALTEA: Hanski-Bandur Cannon <ul style="list-style-type: none">• The ultimate weapon. Destroys all units in range (including friendlies).• Requires 2 turns to fully charge. While the Cannon is charging, the ALTEA cannot move nor attack.	After selecting this command, you will see a window explaining its use; after confirming, the Cannon will start charging. While it's charging, selecting the ALTEA will inform you of the charge level. Once the cannon is fully charged, select the Special command once again. Pressing the RUN button allows you to change the direction of the blast, which you can confirm by pressing the I key (you can cancel by pressing II).
X-SERD: Transform <ul style="list-style-type: none">• Transforms the X-SERD into the X-WING and viceversa.	After selecting this command, you will see a window explaining its use; after confirming, the unit will transform. Please note that transforming will still allow this unit to Move or Attack.
W-SERD: Megaterium Bomb <ul style="list-style-type: none">• Inflicts 125 points of damage to all units within range.	After selecting this command, you will see a window explaining its use; after confirming, the map will become darker, and the area of effect of the skill will be displayed by a brighter zone. Press I to confirm, and II to cancel. Please note that due to the amount of energy required to fire it, it cannot be used two times consecutively.

Unit's special skill	How to use
E-SERD: Mesonic Barrier <ul style="list-style-type: none">• Covers all allied units in range with a barrier.• For the next turn, all units protected by the barrier will avoid all enemy attacks with a 99% rate of success.	After selecting this command, you will see a window explaining its use; after confirming, the map will become darker, and the area of effect of the skill will be displayed by a brighter zone. Press I to confirm, and II to cancel.

Info

After selecting this command, the unit's and pilot's stats will be displayed.



Options

After selecting this command, a window will open. Choose the entry you want to modify with up and down, and choose whether it should be On or Off with left and right.

If you set **PICTURE** to **OFF**, all battle scenes will be skipped.

If you set **WORD** to **OFF**, all conversations not central to the plot will be omitted.

End

If you select this command, you will end your phase and the enemy phase will begin.

PASSWORD

(You will be shown a password after you beat each stage)

{If you don't have a Back-up System}

After the opening, you will see the screen shown in Picture 1.

[How to use]

- Change the values (from 0 to F) by pressing up or down, and use left and right to move the cursor. Press RUN to confirm.

{If you have a Back-up System}

After the opening, you will see the screen shown in Picture 2.

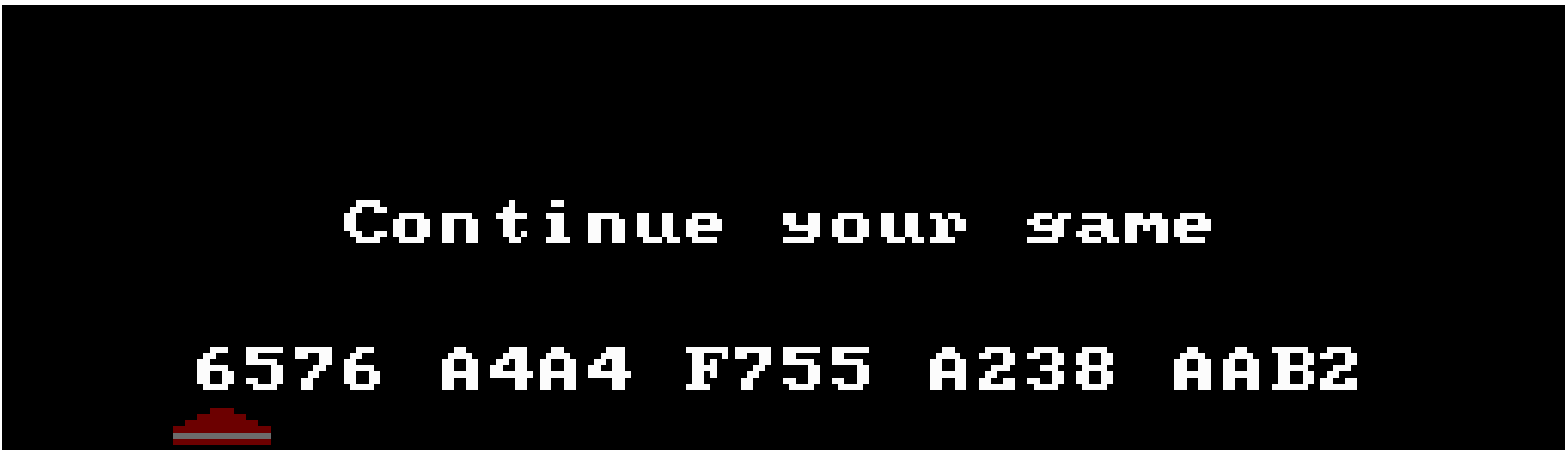
[How to use]

- Use up or down to select a file, and left or right to select a command. Press the I key to confirm.
- The SELECT button switches between "Password Input" and "File Select".
- Inputting the password works the same as if you don't have a Back-up System.

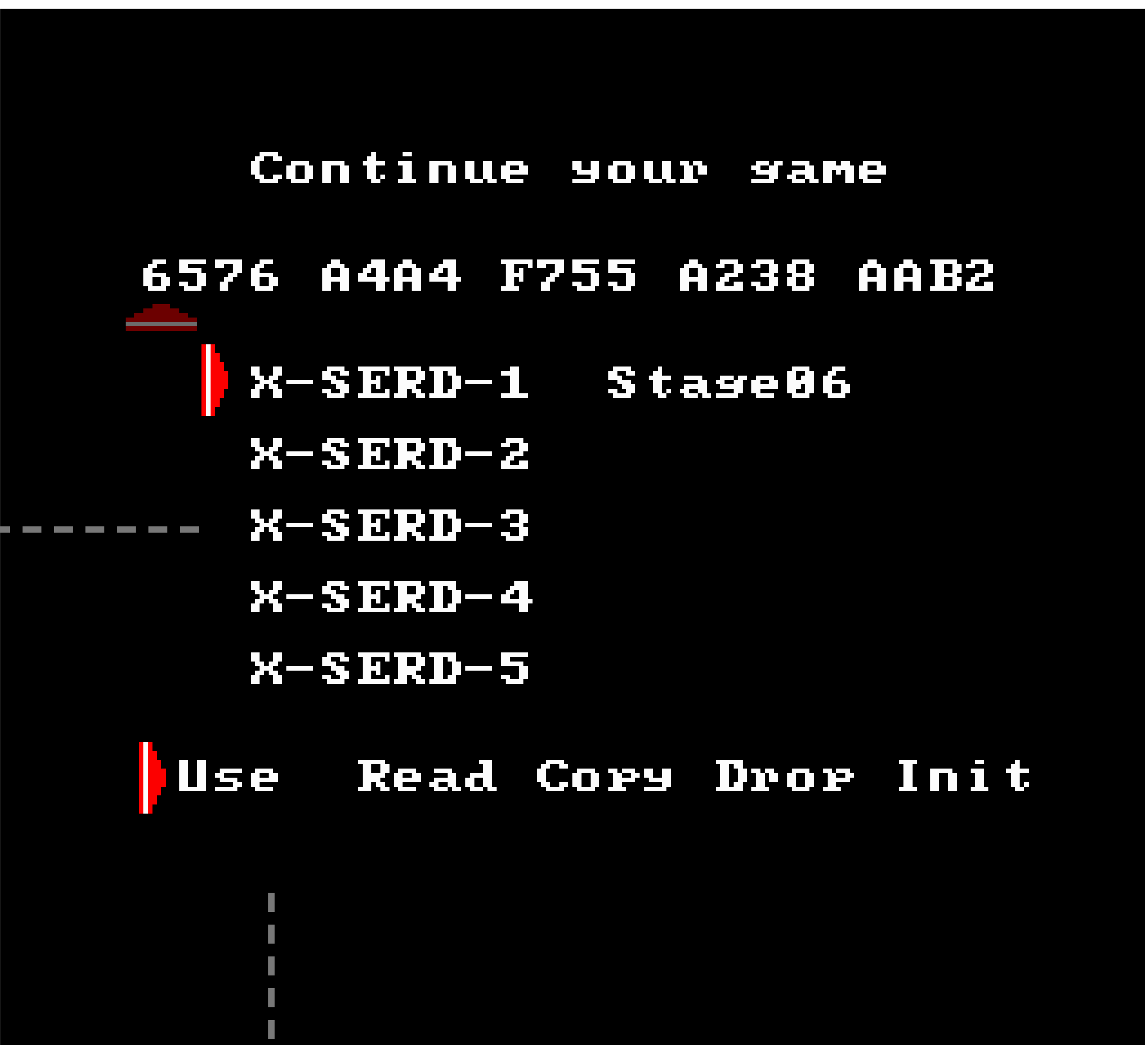
[About the Files]

- There are five File slots.
- The file will indicate which stage you will play after selecting it. For example, if the file name reads "Stage 06", you will play the sixth level of the game. If the save file is empty, you will start from the beginning of the game.

(Fig. 1)



(Fig. 2)



{About the commands}

Start	Displays the password for the selected file and starts the game. If the file is empty, the game will start from the first stage.
Read	Displays the password for the selected file. If the file is empty, an error message reading "There is no save file" will be displayed.
Write	Copies the currently displayed password to the selected file. If the password is wrong, an error message reading "The password is incorrect" will be displayed.
Erase	Will erase the contents of the selected file.
Format	Deletes all data (even games other than X-SERD) from the "Ten no Koe" save bank.

{About saving to your Back-up System}

If you have a Back-up System, the game will be saved to your file automatically when you beat a stage.



UNIT DATA

ALTEA



Attack power: 70 Accuracy: +40%
Armor: 30 Evasive ability: +30%
Range: 1-2 Movement: 9
Invalid terrains: Planet, Wall

A space carrier that can be considered the SERDs mobile base. It contains a SERD maintenance dock for supplies and repairs. While its anti-ground and anti-air firepower is lacking, it has been equipped with Earth's ultimate weapon: the Hanski-Bandur Cannon.



May Allen (20)
The ALTEA's operator.
She is Miesha's best friend.

X-SERD



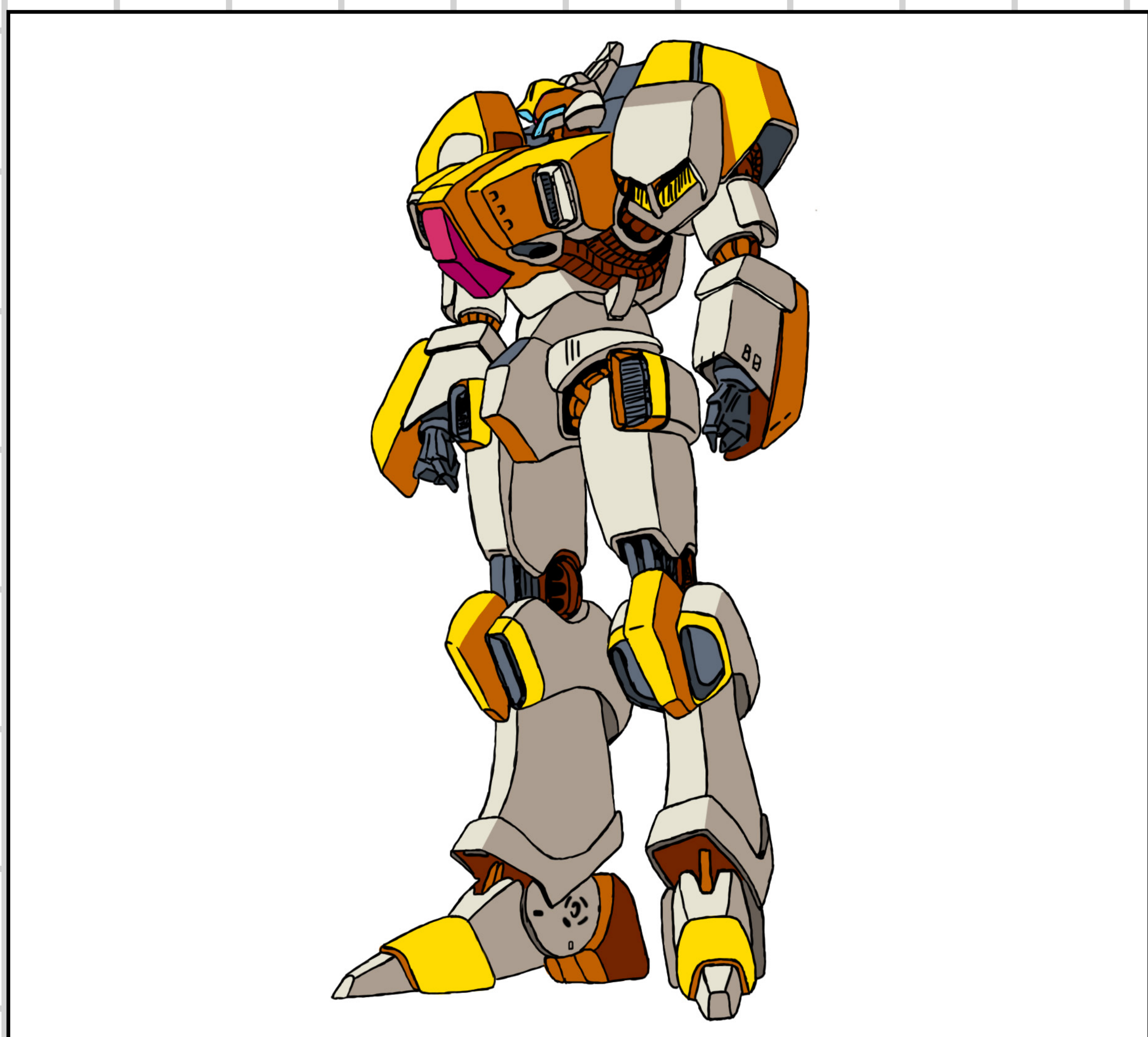
Attack power: 130 Accuracy: +50%
Armor: 30 Evasive ability: +50%
Range: 1-4 Movement: 12
Invalid terrains: Sea, Planed, Lunar cliff

The high-mobility weapon at the core of the SERD System.
A machine with a balanced offensive and defensive ability.
It is able to transform into the X-WING.
Weapon: Beam Shot



Takuya Evans (24)
A pure and simple man who hates injustice.
He is the pilot of the X-SERD.

A-SERD



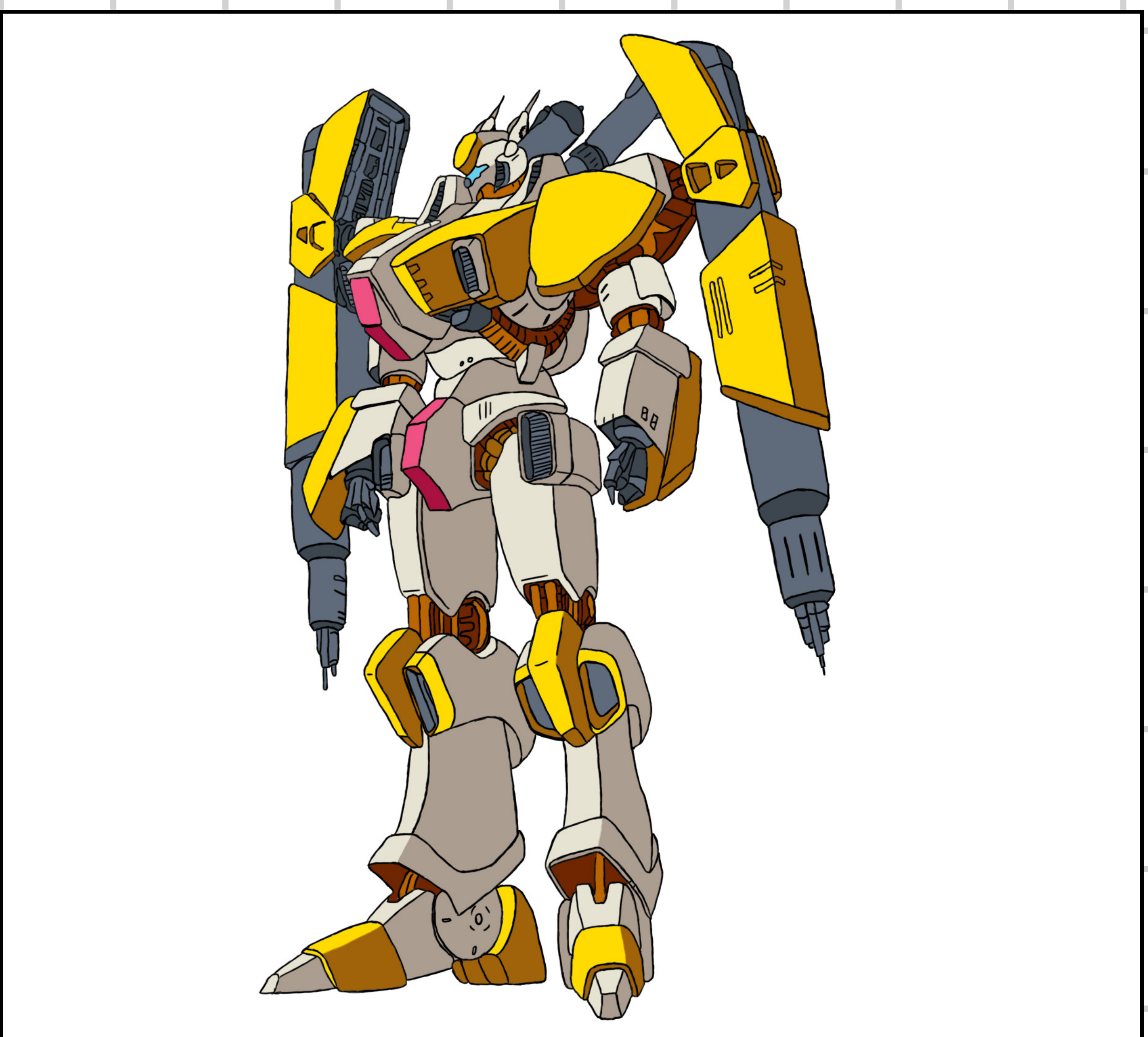
Attack power: 130 Accuracy: +50%
Armor: 30 Evasive ability: +30%
Range: 1-7 Movement: 12
Invalid terrains: Sea, Planet, Wall, Lunar cliff

A Sniper-type SERD specialized in high-power precision strikes.
While its mobility is high, its defensive capability is lower than the X-SERD.



Doug Rogers (24)
A very confident and competitive man.
He and Takuya went to the same school.
He is the pilot of the A-SERD.

E-SERD



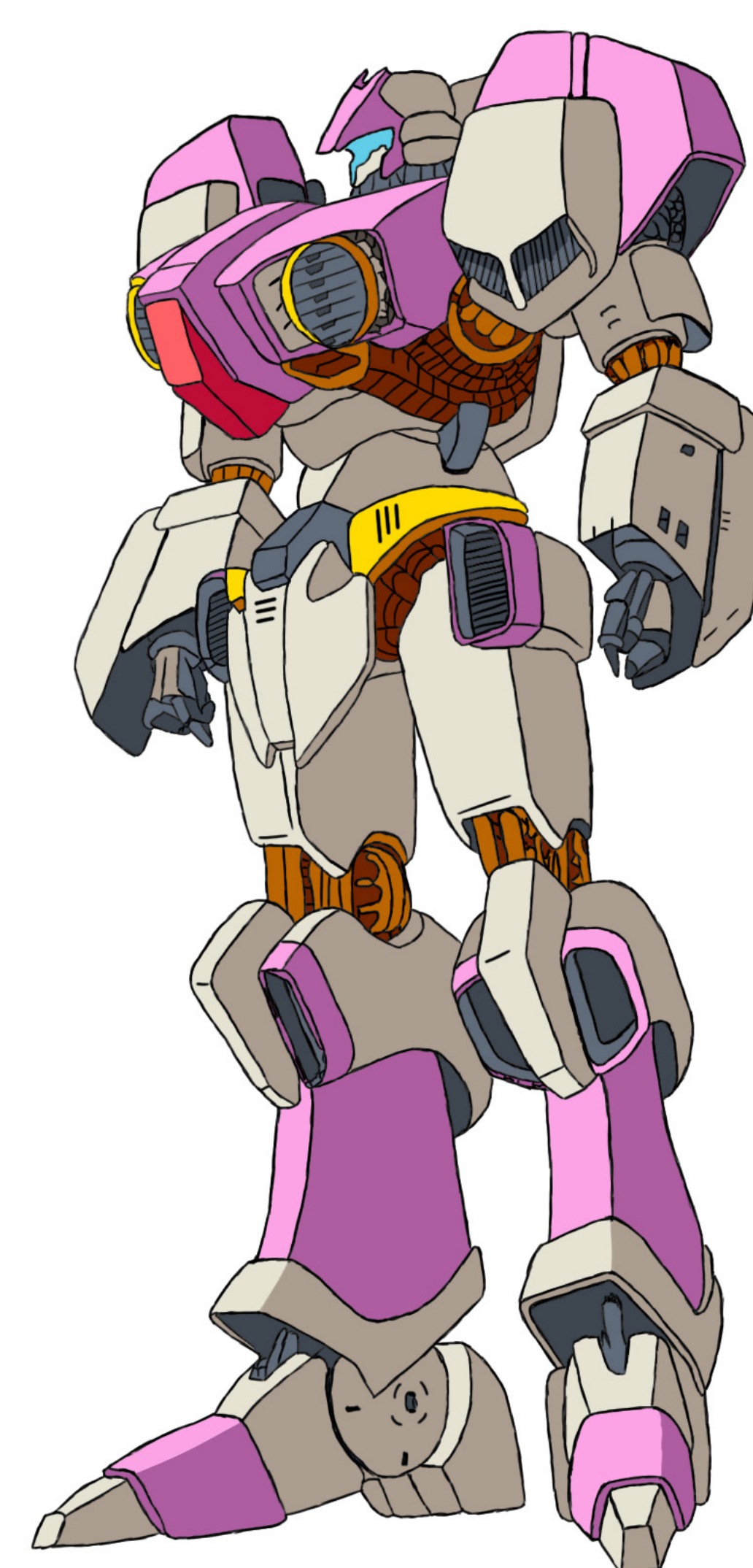
Attack power: 130 Accuracy: +50%
Armor: 30 Evasive ability: +40%
Range: 1-7 Movement: 12
Invalid terrains: Sea, Planet, Wall, Lunar cliff

This SERD is equipped with the Mesonic Barrier, a device capable of interfering with most electronic systems. As it is a support-type SERD, its offensive capabilities are limited.



Miesha Floria (20)
A willful woman of upper-class origins.
She has a crush on Takuya. She is the pilot of the E-SERD.

G-SERD



Attack power: 130 Accuracy: +50%
Armor: 30 Evasive ability: +50%
Range: 1 Movement: 16
Invalid terrains: Sea, Planet, Wall,
Lunar cliff

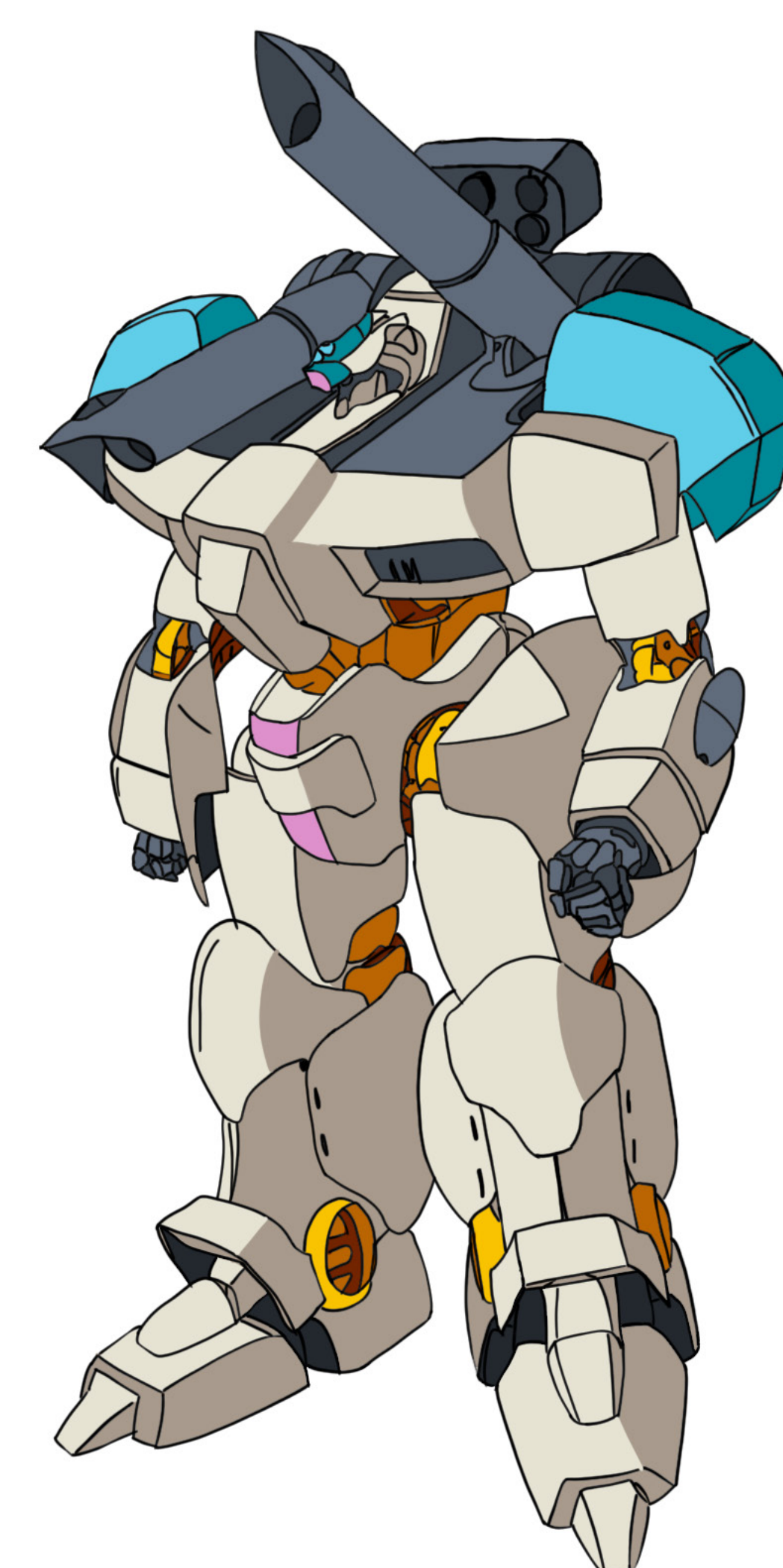
The only close-ranged SERD. While its mobility and defensive capability are both very high, it won't be able to fight unless it can get in physical contact with the enemy. It boasts the highest raw power among all the units.

Weapon: Beam Sword



Jean Ebara (32)
A veteran with a long experience in war. He was saved by Iguro during the previous war. He is the pilot of the G-SERD.

B-SERD



Attack power: 140 Accuracy: +50%
Armor: 40 Evasive ability: +30%
Range: 4-10 Movement: 8
Invalid terrains: Sea, Mountain, Planet,
Wall, Lunar cliff

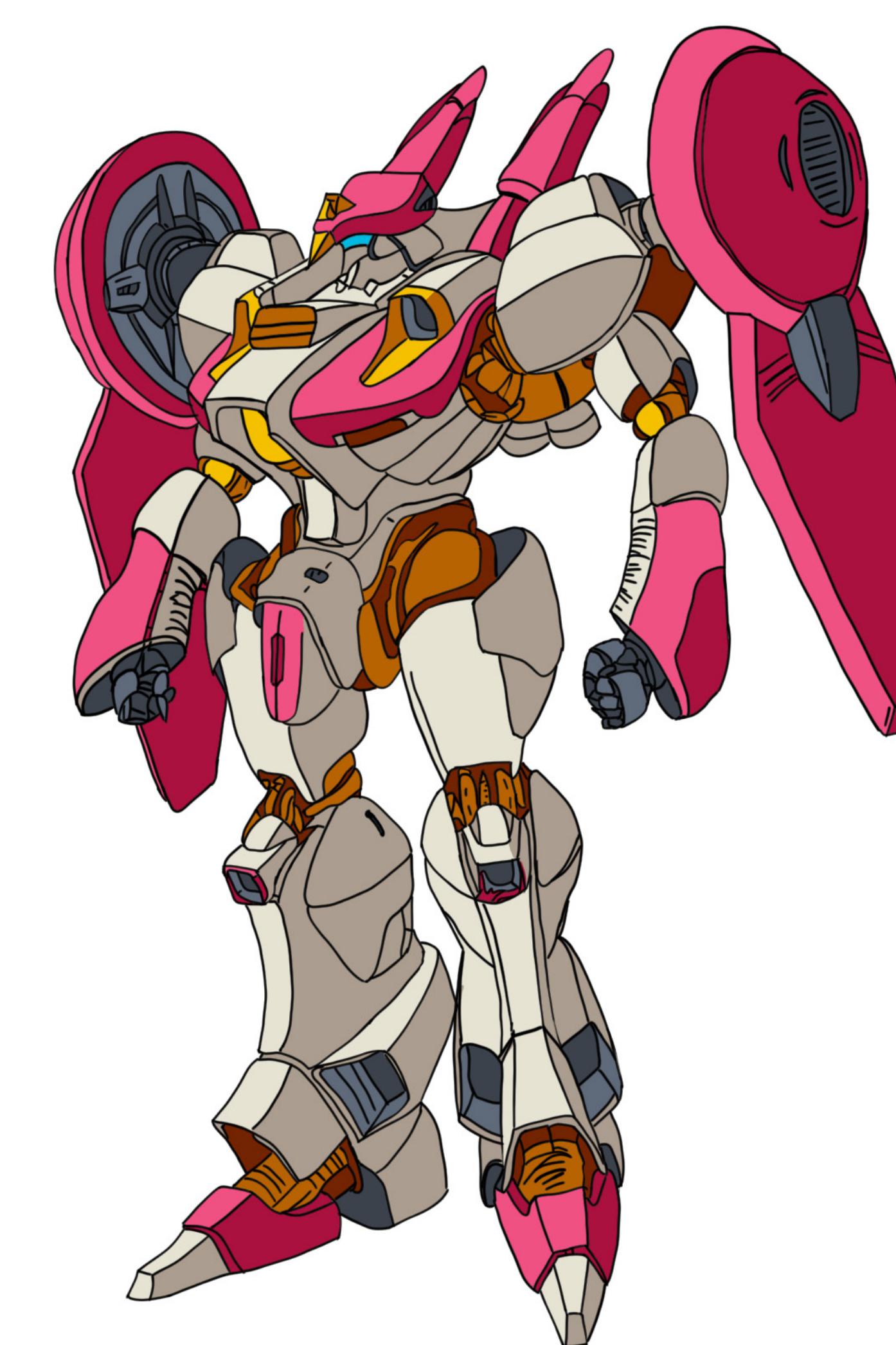
This SERD was developed as a self-propelled artillery machine for rear support. Its cannons are incredibly powerful; however, due to its heavy armor, its mobility is extremely reduced, and it has a hard time catching up to the other units moving to the frontline.

Weapon: Beam Cannon



Randolph Decker (40)
A career soldier. He is a good, married man, and has a son. He is the pilot of the B-SERD.

W-SERD



Attack power: 70 Accuracy: +40%
Armor: 30 Evasive ability: +50%
Range: 1-4 Movement: 12
Invalid terrains: Sand, Planet, Wall,
Lunar cliff

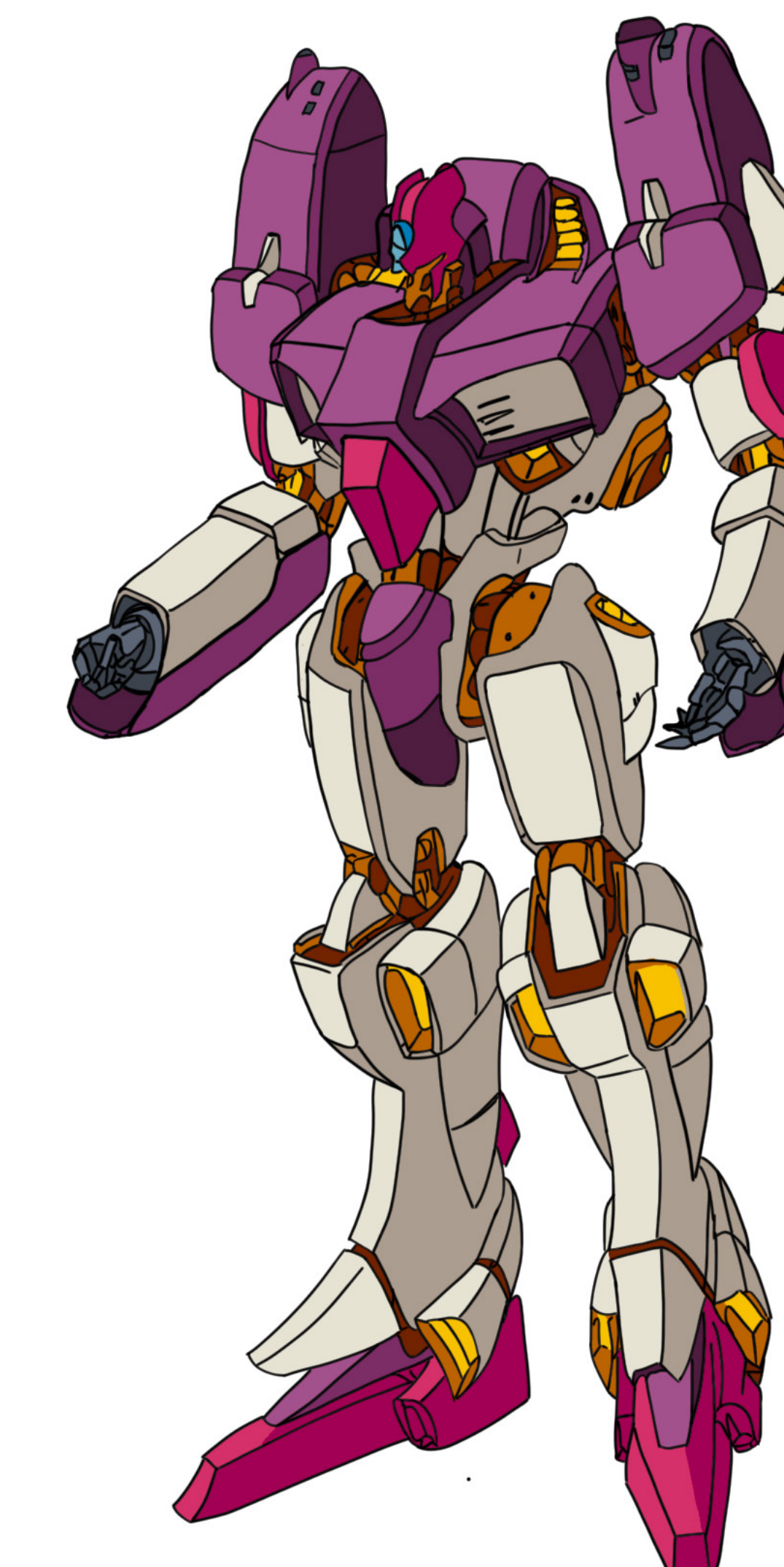
An amphibious SERD. It is equipped with the Megaterium Bomber, a weapon that releases concentrated energy to target and damage all enemy units around it. Due to this special equipment, its overall battle capability is low.

Weapon: Assault Gun



Lee Wong Cheng (25)
A peace-loving mechanic. He is the pilot of the W-SERD.

N-SERD



Attack power: 130 Accuracy: +50%
Armor: 30 Evasive ability: +50%
Range: 1-7 Movement: 16
Invalid terrains: Sea, Planet, Wall,
Lunar cliff

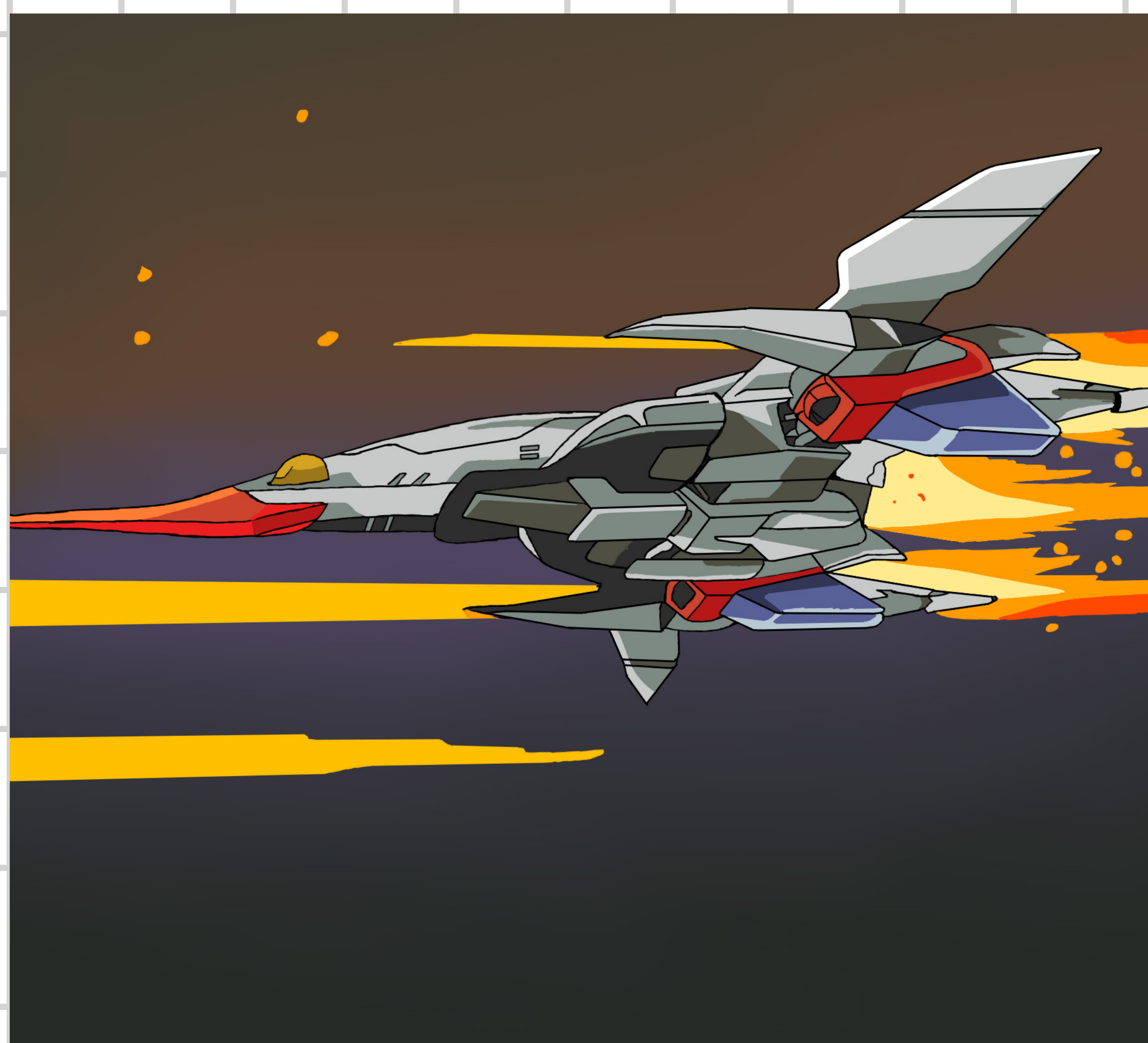
A high-mobility SERD that inherited the balance between offense and defense of the X-SERD's humanoid form. Its long-range power is higher than the X-SERD's.

Weapon: Beam Shot



Saki Hardy (22)
Takuya's ex-girlfriend. According to him, she's a wild horse: beautiful, but too hard to deal with. She is the pilot of the N-SERD.

X W I N G



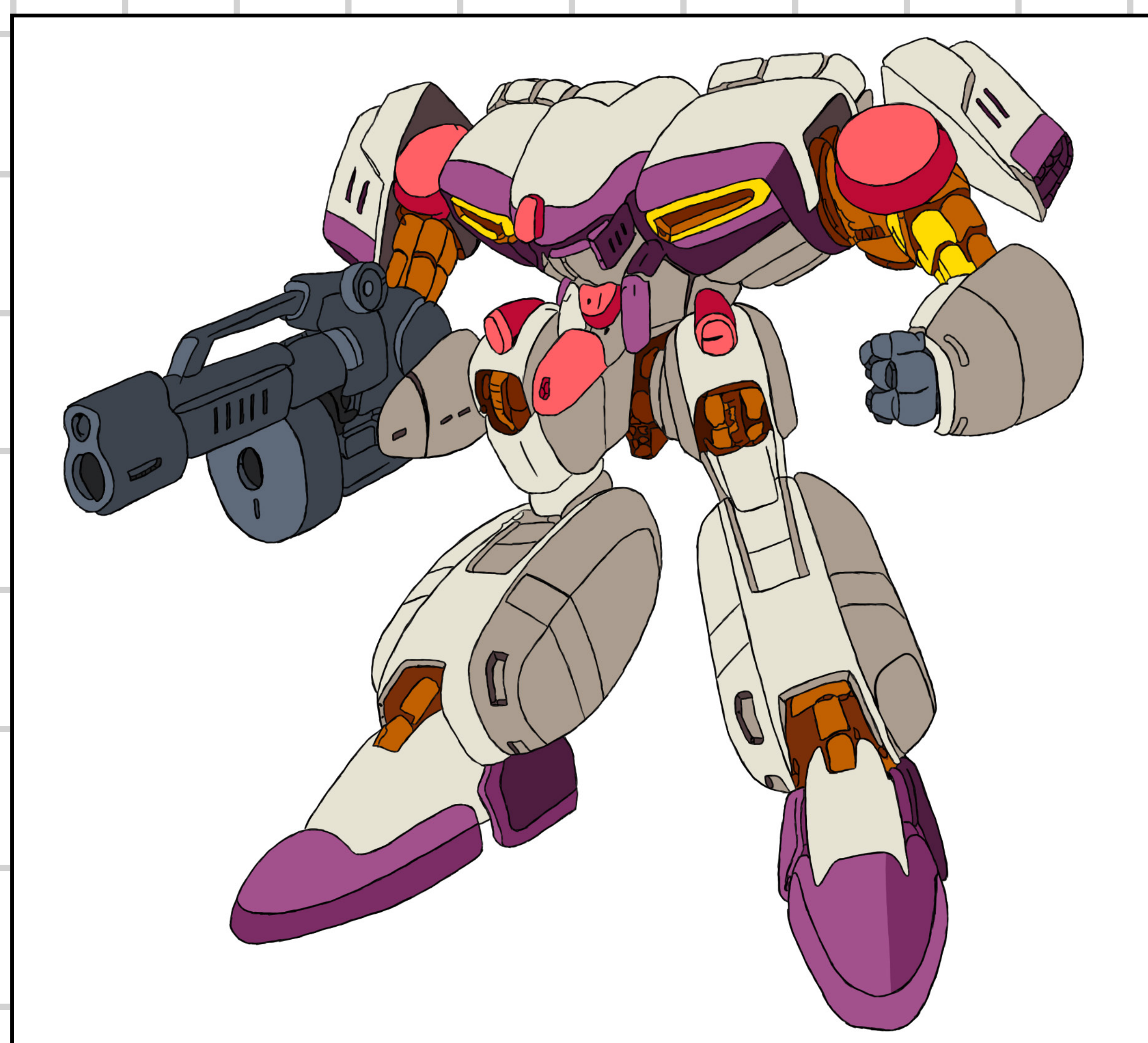
Attack power: 70 Accuracy: +40%
 Armor: 20 Evasive ability: +50%
 Range: 1-2 Movement: 20
 Invalid tarrains: Sea, Planet, Wall

The X-SERD's flying form. While its high speed allows it to soar through the battlefield, this form loses much of its fighting ability.
 Weapon: Energy Vulcan



Masayoshi Iguro (52)
 The captain of the supply ship MATENY. He entrusted the future of the Earth to the young SERD pilots.

D O L L



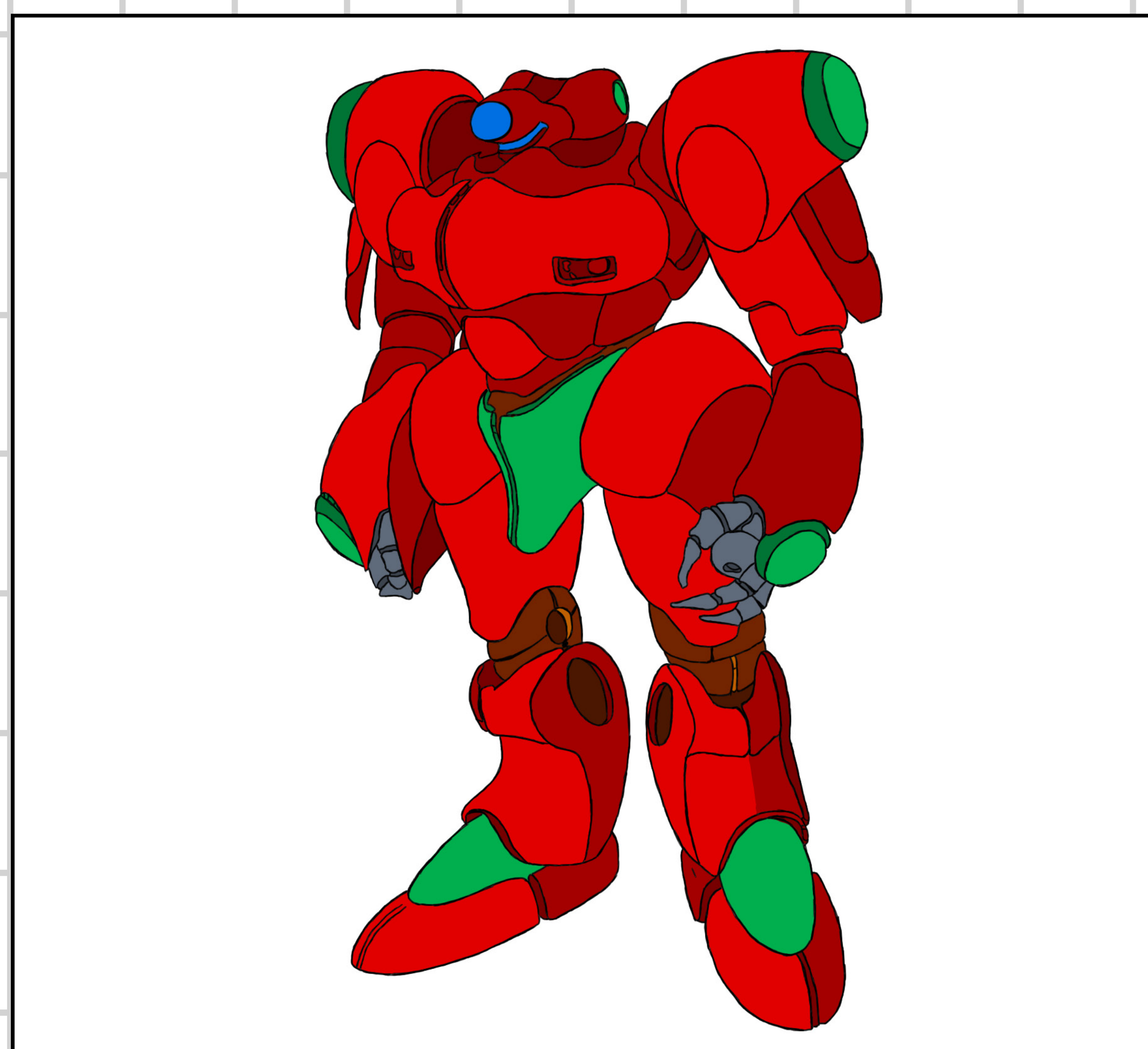
Attack power: 70 Accuracy: +40%
 Armor: 20 Evasive ability: +50%
 Range: 1-4 Movement: 12
 Invalid tarrains: Sea, Planet, Wall

The main force of the Earth Federation before the introduction of the SERD System. While its mobility and offensive capacity is lower than the SERDs, there are few Commander-class DOLLs that possess specs which put them on par with the SERDs.



Guttenberg (52)
 He is the General of the Asian Army.

J I M



Attack power: ? Accuracy: ?
 Armor: ? Evasive ability: ?
 Range: ? Movement: ?
 Invalid tarrains: ?

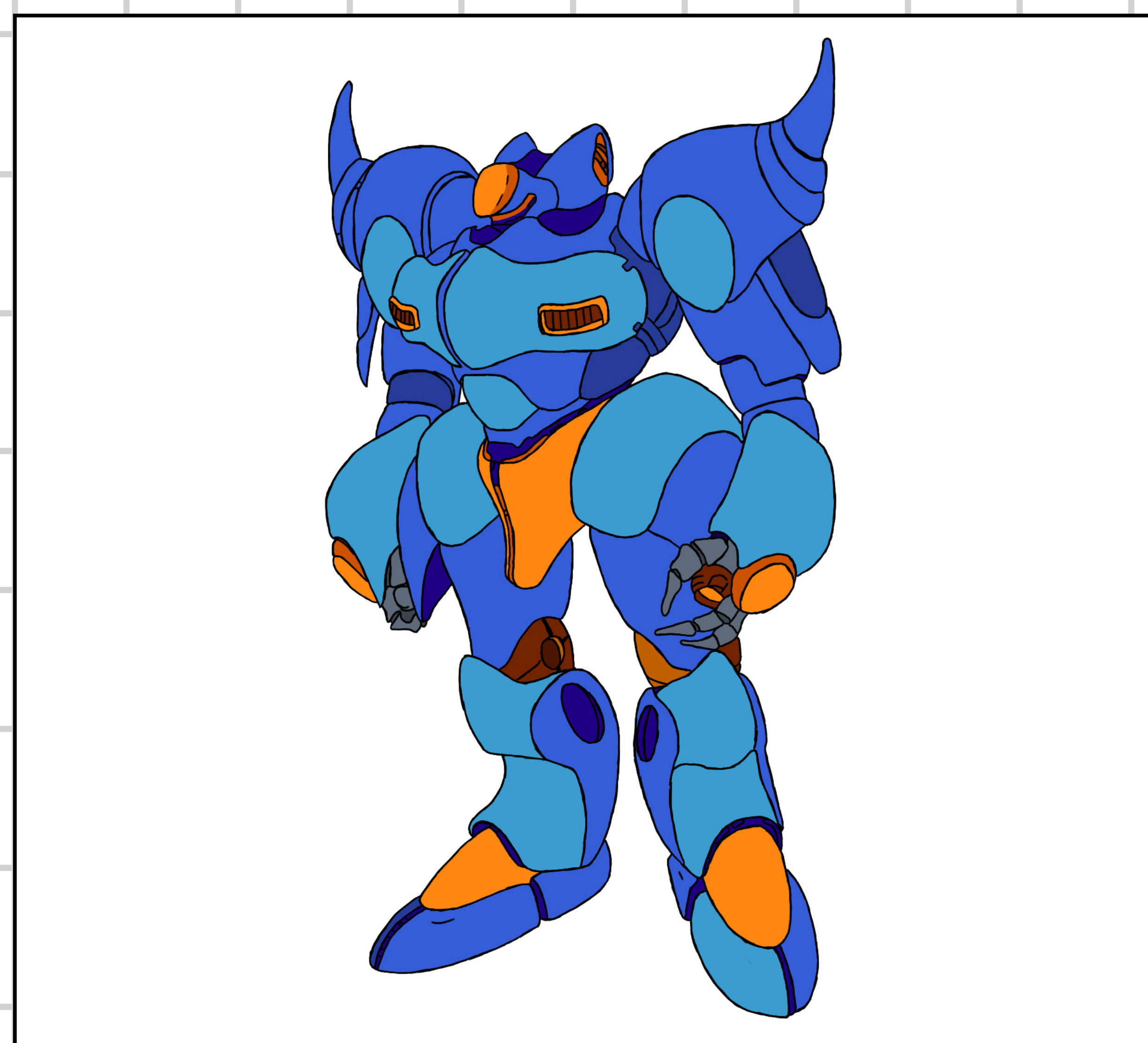
The enemy's main force. Its performance seems to be on par with the DOLLs.



TUGE
 One of the MARIAH Seven. A very talented warrior. His favorite unit is the JIMCOM.

ENEMY FORCES

J I M C O M



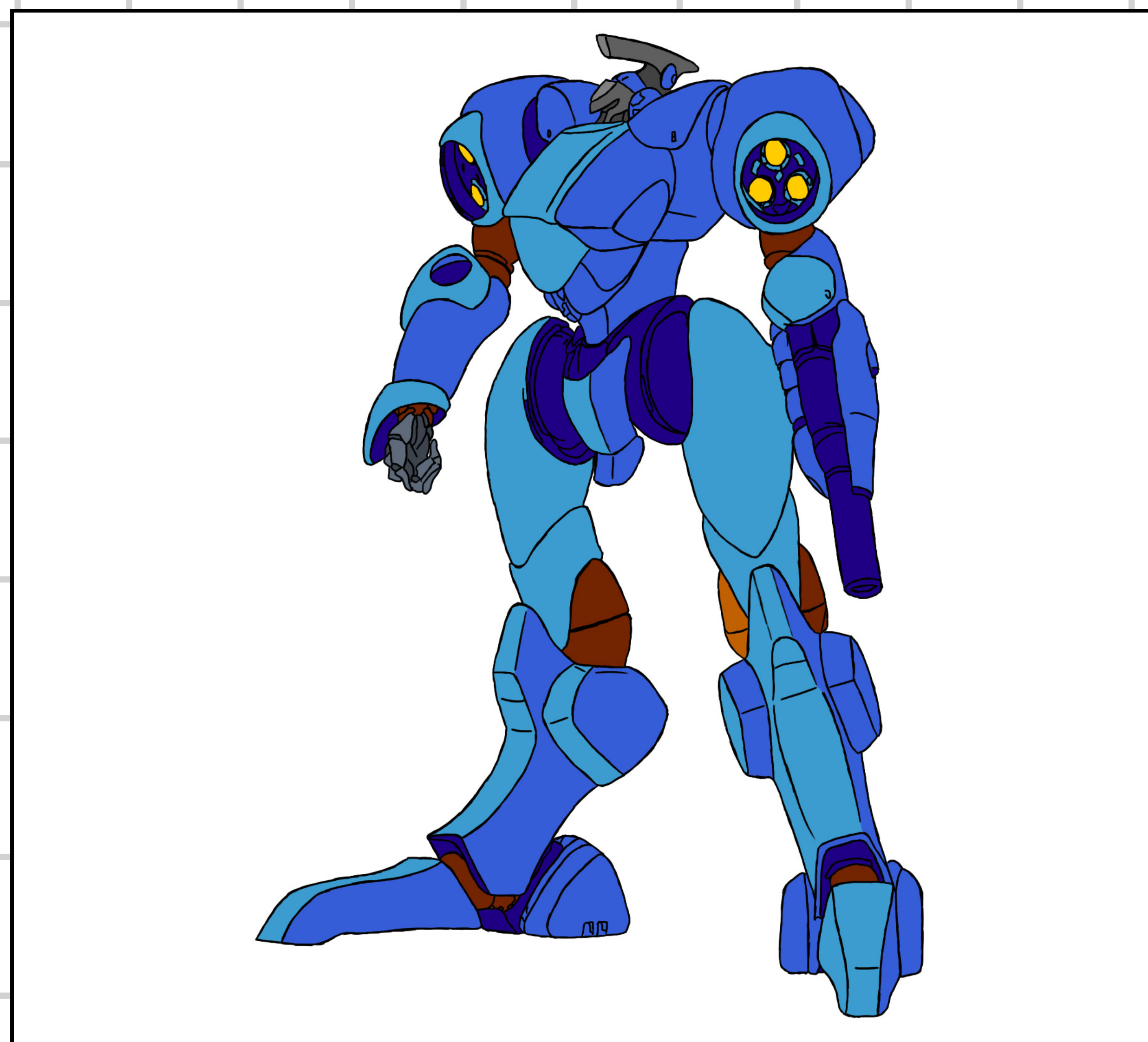
Attack power: ? Accuracy: ?
 Armor: ? Evasive ability: ?
 Range: ? Movement: ?
 Invalid tarrains: ?

A version of JIM that improves all of its specs. It is used by squadron commanders during their invasion on planet Earth. There are also custom versions for the Seven Generals of MARIAH with even greater performance boosts.



YUPPIE
 An expert on surprise attacks. He is on the frontline of the Earth invasion. He pilots a JIMCOM.

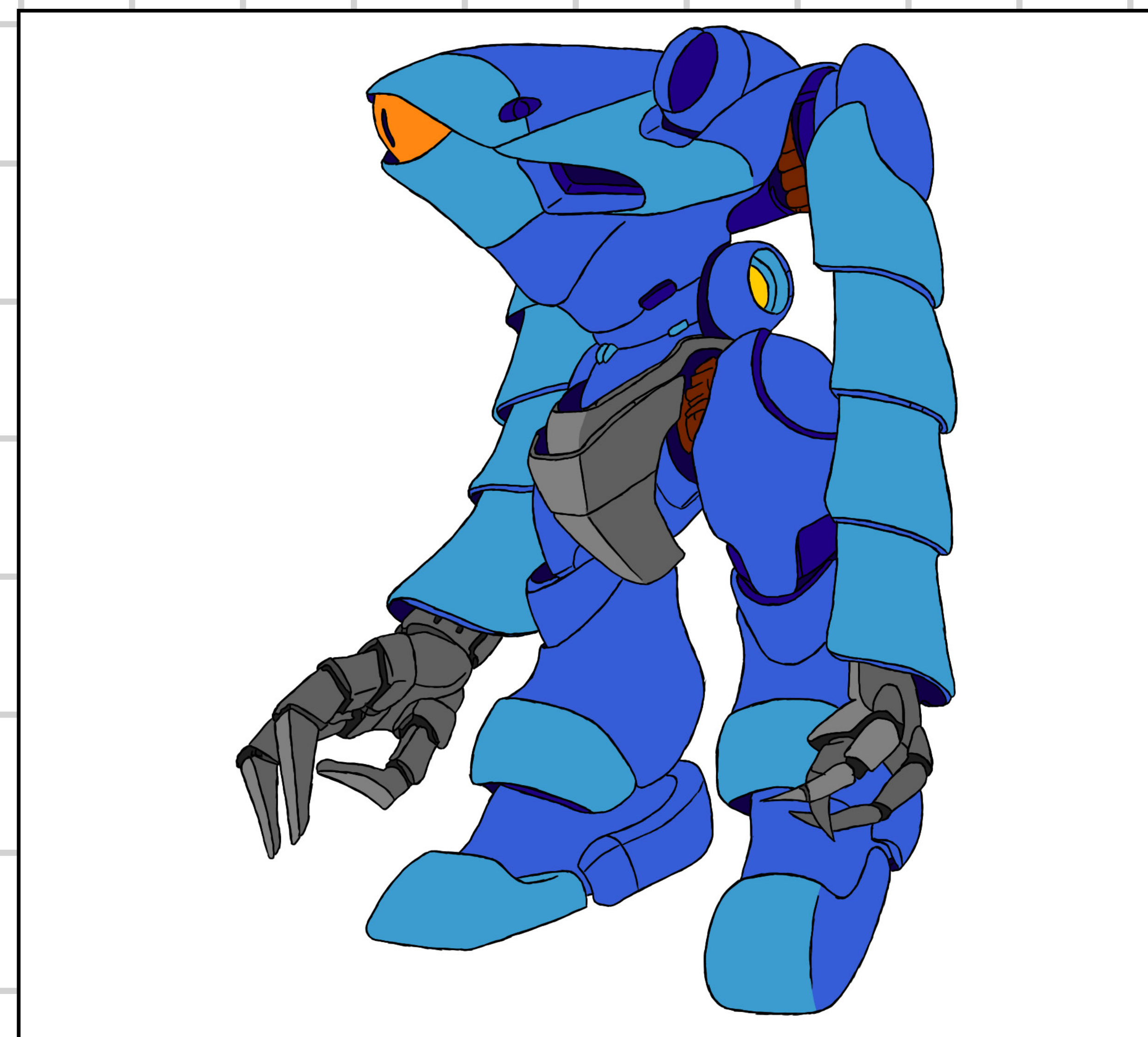
E-TA



Attack power: ?
Armor: ?
Range: ?
Invalid terrains: ?
Accuracy: ?
Evasive ability: ?
Movement: ?

The enemy's long-ranged weapon. It also boasts high mobility.

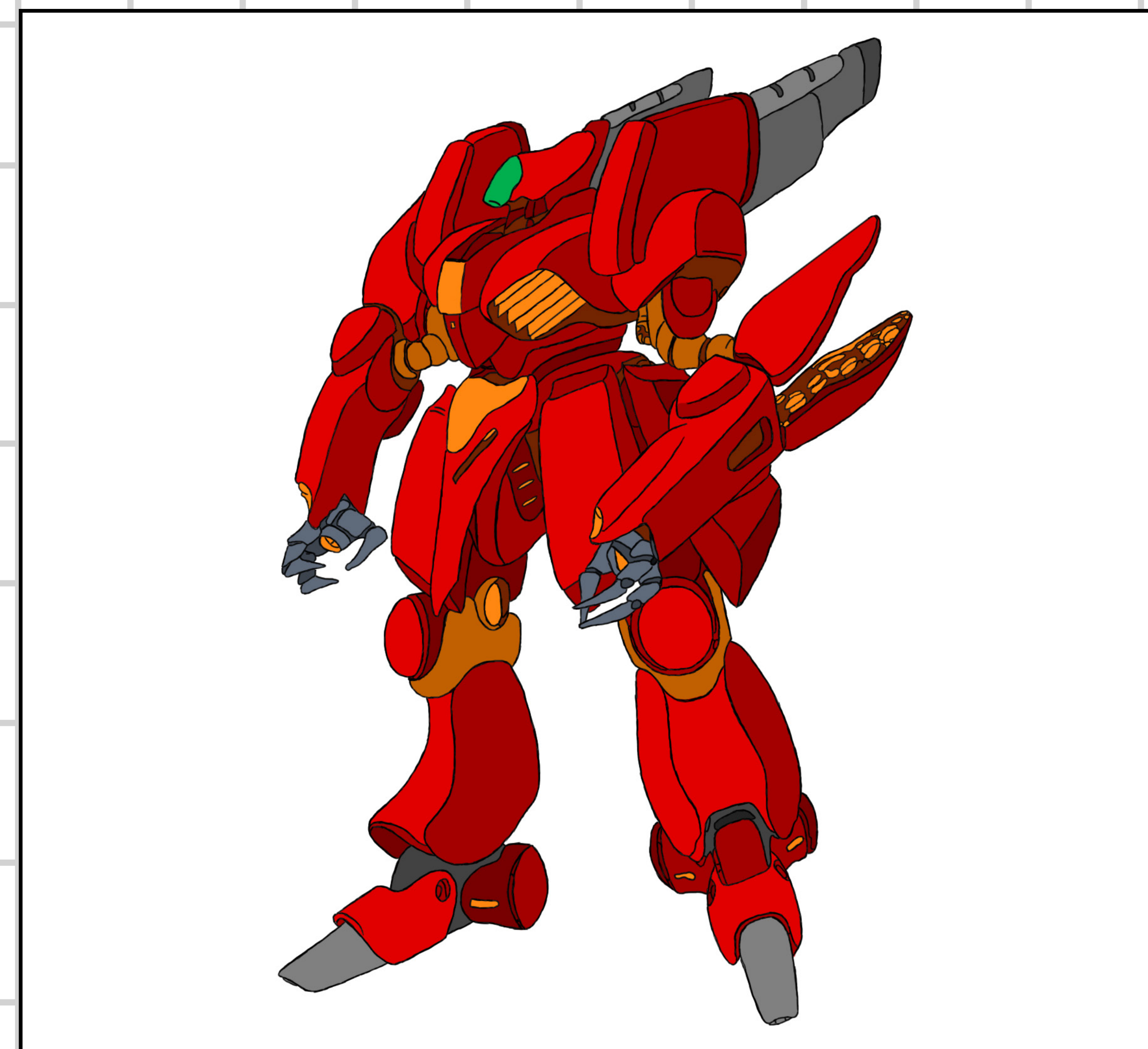
MESIA



Attack power: ?
Armor: ?
Range: ?
Invalid terrains: ?
Accuracy: ?
Evasive ability: ?
Movement: ?

The enemy's underwater warfare unit. Its most common battle tactic consists in firing at units positioned on the shore from the water. MARIAH has also developed a version for outer space use.

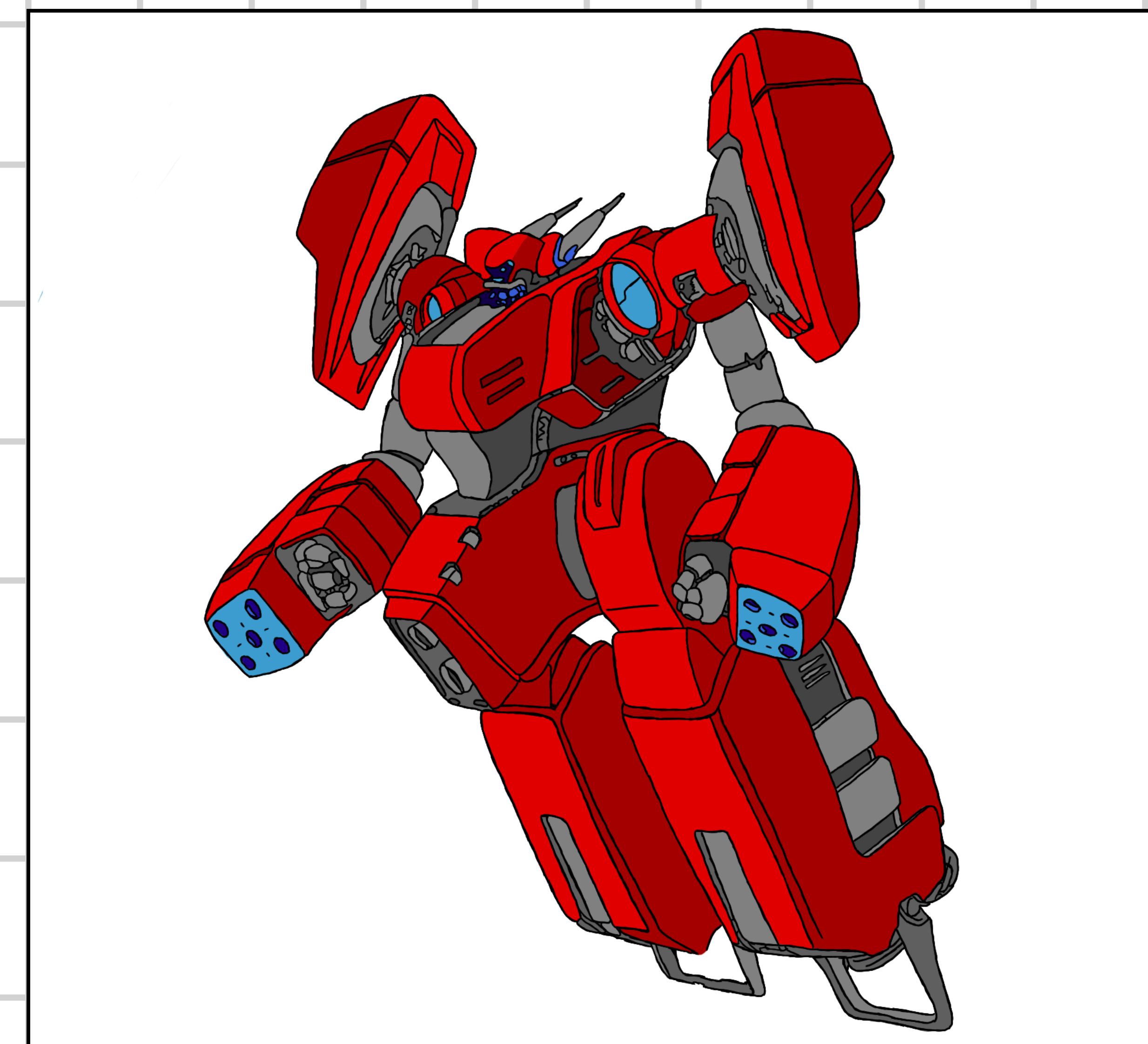
ZIA



Attack power: ?
Armor: ?
Range: ?
Invalid terrains: ?
Accuracy: ?
Evasive ability: ?
Movement: ?

The enemy's close-ranged unit. Its right arm is equipped with a claw powerful enough to seriously damage even SERDs. It is the unit of choice of commanders who like to fight up close.

RIO



Attack power: ?
Armor: ?
Range: ?
Invalid terrains: ?
Accuracy: ?
Evasive ability: ?
Movement: ?

A unit for outer space use. Its mobility is higher compared to units that can act both inside and outside the atmosphere.



KENY
The commander of the supply base. He has a strong sense of responsibility. He went to school with TUGE.



JAGUAR
The strongest officer of the MARIAH army in terms of physique. He is the commander of the enemy's headquarters on Earth. He pilots a DEL-ZAC.

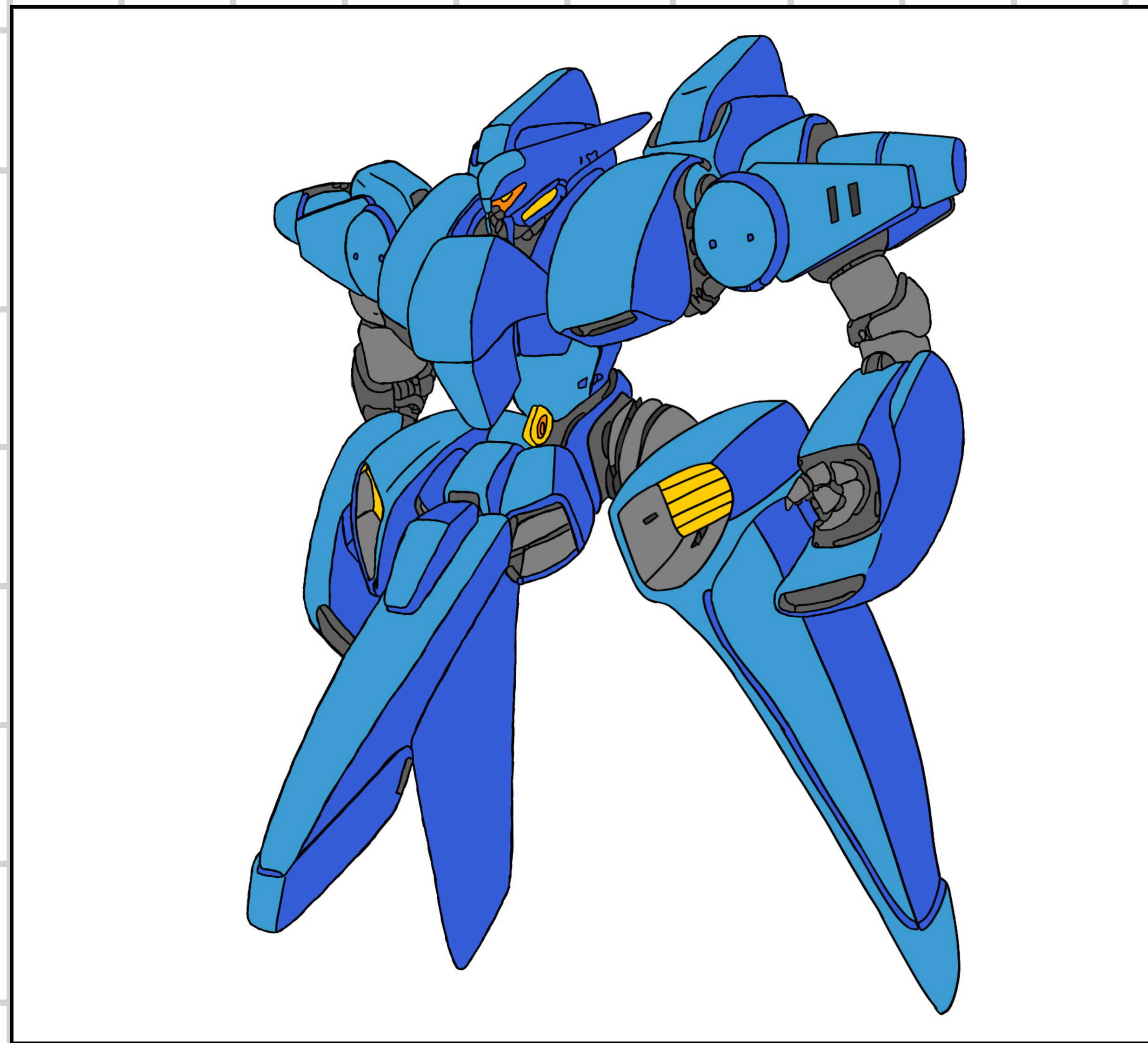


PAPILLON
She has her own special task force. She is both cold and vengeful. She is JAGUAR's lover.



RYU
The commander of the lunar base. He specializes in cowardly attacks.

O-D-02



Attack power: ?
Armor: ?
Range: ?
Invalid terrains: ?

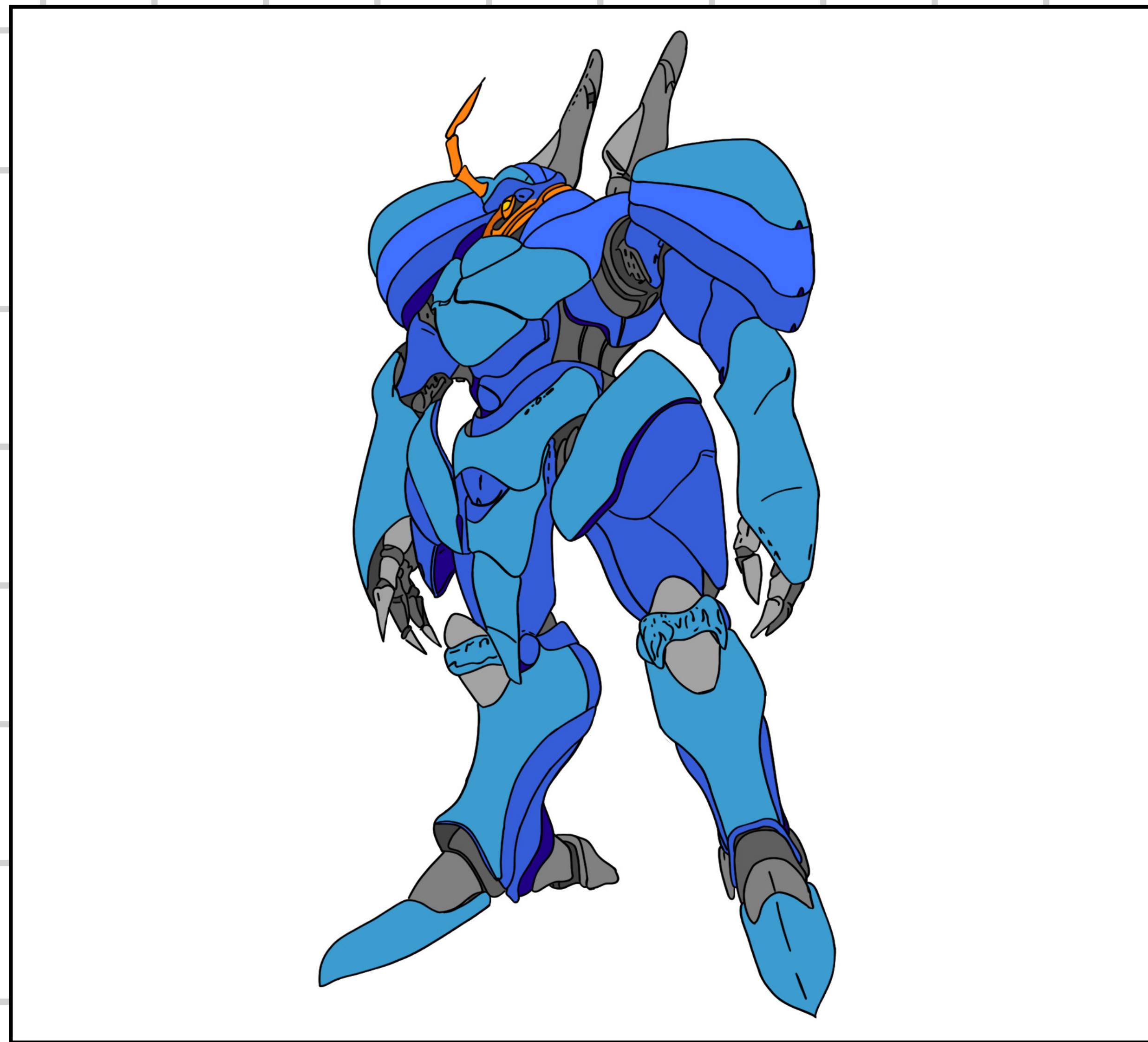
Accuracy: ?
Evasive ability: ?
Movement: ?

A commander-class unit for space-use with better overall specs than the RIO. When they fight in outer space, the MARIAH Seven Generals often use this unit.



AUTHA
Calls himself the Bulldozer of MARIAH and claims to be the strongest among the Seven Generals.

DELINAC



Attack power: ?
Armor: ?
Range: ?
Invalid terrains: ?

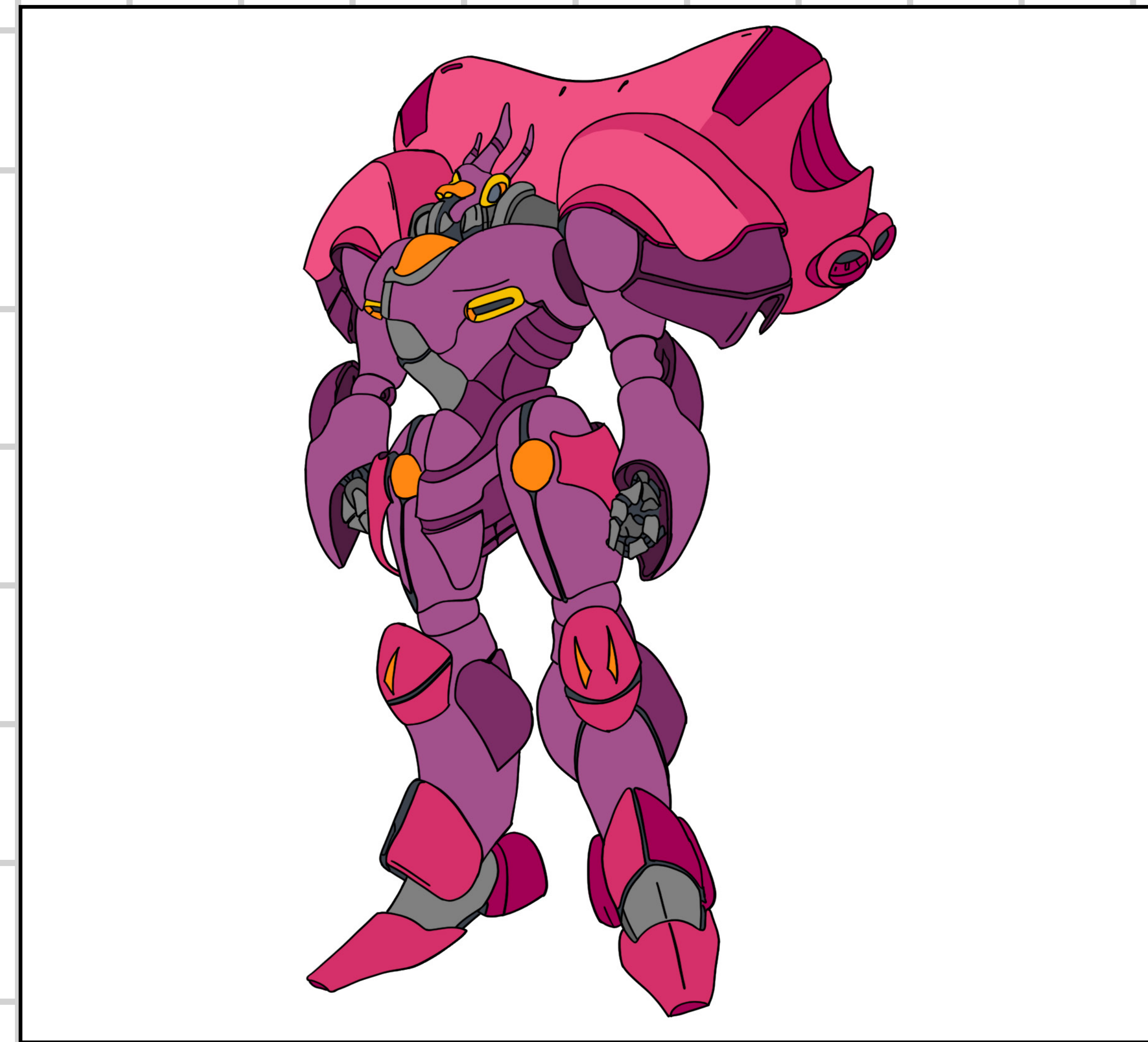
Accuracy: ?
Evasive ability: ?
Movement: ?

A unit specifically developed for use by MARIAH commanders. While it boasts high mobility and attack power, due to its development cost only few models are produced. For this reason, they have become the custom units for the Seven Generals and their bodyguards.

Other characters



GIA



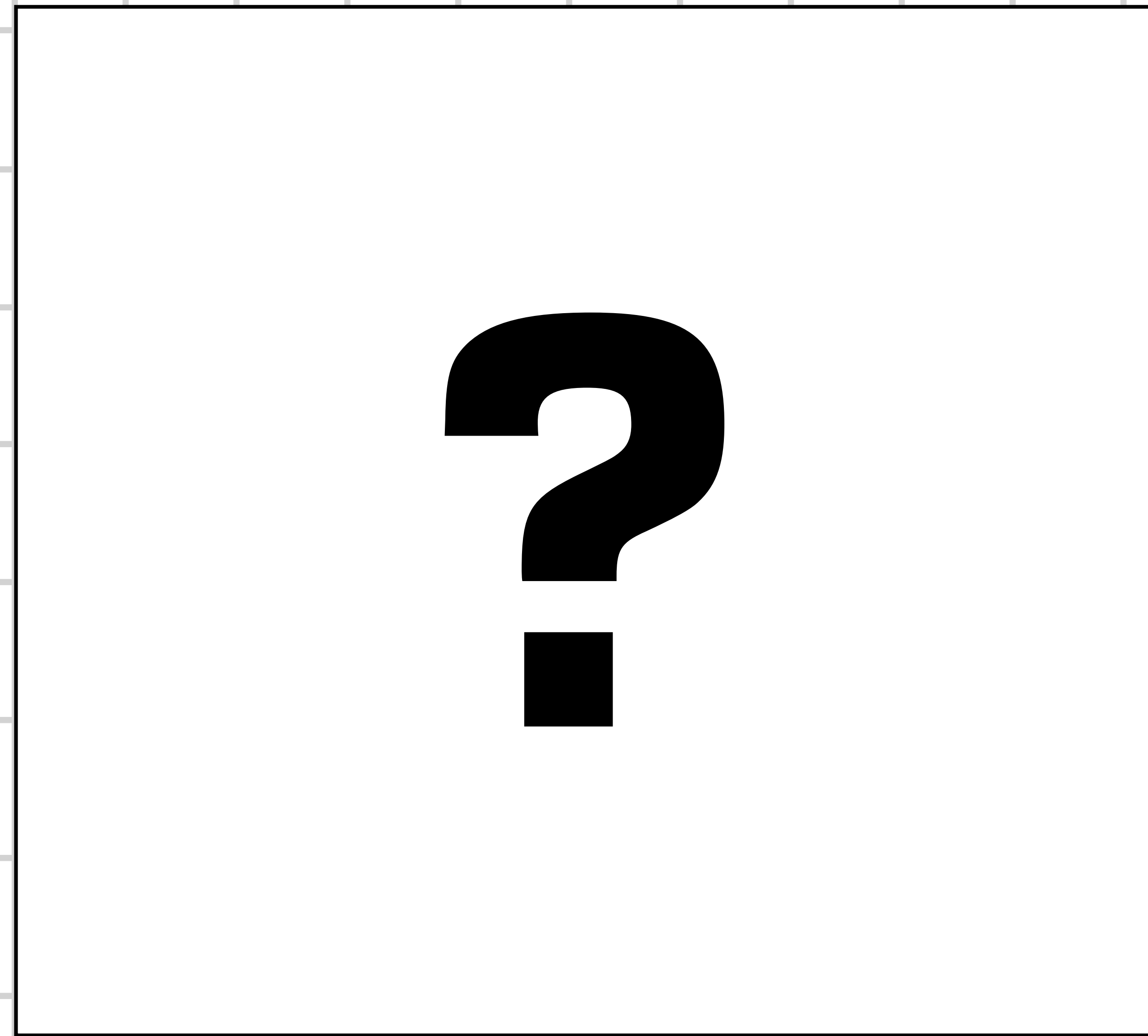
Attack power: ?
Armor: ?
Range: ?
Invalid terrains: ?

Accuracy: ?
Evasive ability: ?
Movement: ?

The enemy latest mainline weapon. Able to fight both at close and long range, its offensive capability is on a completely different league than the previous mass-produced unit, the JIM. It can fire beams from its two arms capable even of piercing through the B-SERD's armor.



MARIAH



Attack power: ?
Armor: ?
Range: ?
Invalid terrains: ?

Accuracy: ?
Evasive ability: ?
Movement: ?

The unit used by the Supreme Commander of MARIAH. It is integrated to their fortress in order to receive a direct, constant supply of energy, and it cannot be moved from its position; however, its offensive power is immeasurable. It is the most fearsome unit created by the enemy.

NOTE

● A few tips

About experience points

Each pilot will accumulate experience points during battle. Experience is divided in two groups: “Attack Experience” and “Evasion Experience”.

Gaining more points will raise the accuracy rate of your pilot.

Attack Experience

The pilot will accumulate Evasion Experience by being attacked by the enemies.

Gaining more points will raise the evasive skill of your pilot, thus lowering the chance of being hit.

Attack Experience

The pilot will accumulate Attack Experience by attacking. Destroying the opponent will give a high amount of points.

※ You can check your experience points on the Info screen.

Battle System

The following will explain what influences the success of attacking and evading:



When attacking

- The unit's weapon
- The Attack Experience of that unit's pilot

When evading

- The unit's evasive skill
- The Evasion Experience of that unit's pilot
- The effect of the errain where the defending unit is located

When firing, this formula determines the final damage:
(AP for each shot) - (DP)

※ The number of shots differs between units.

All the pieces of information are displayed on the screen preceding the fight.

— Encountering the supply ship —

In some scenarios you will make contact with a supply ship. This fact will be mentioned during the briefing. When the supply ship enters the map, move the ALTEA in its adjacent square in order to receive your new supplies.



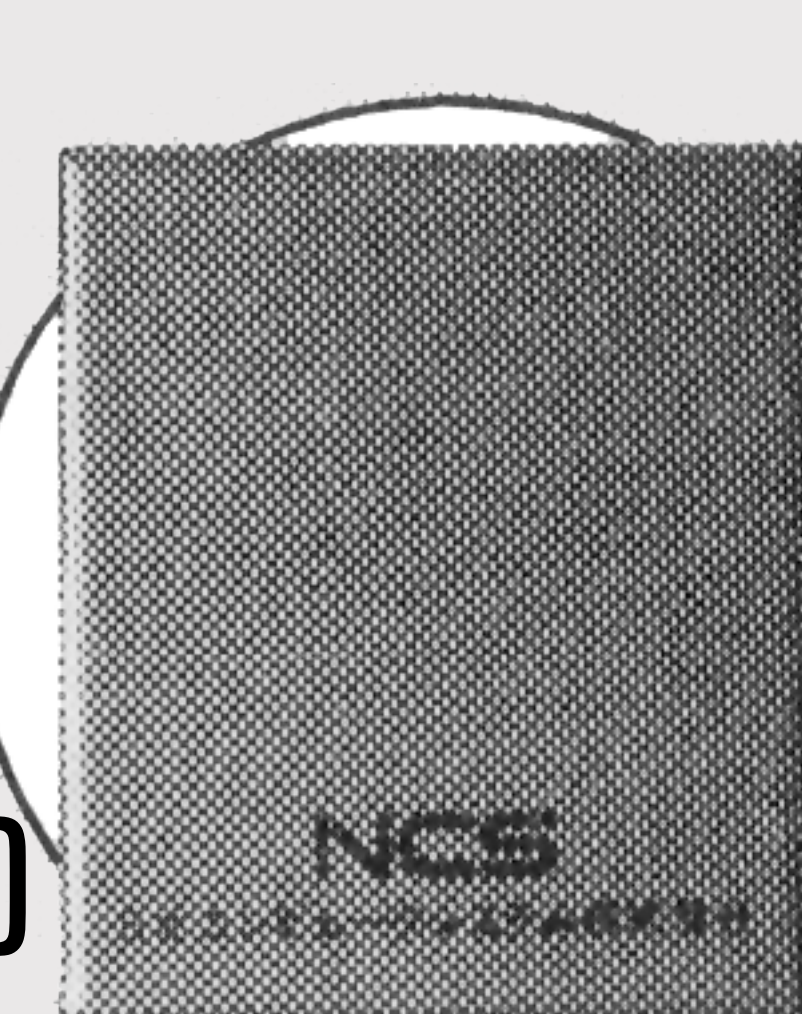
INFORMATION SPACE

Gifts to celebrate the release of Flying Trooper X-SERD!

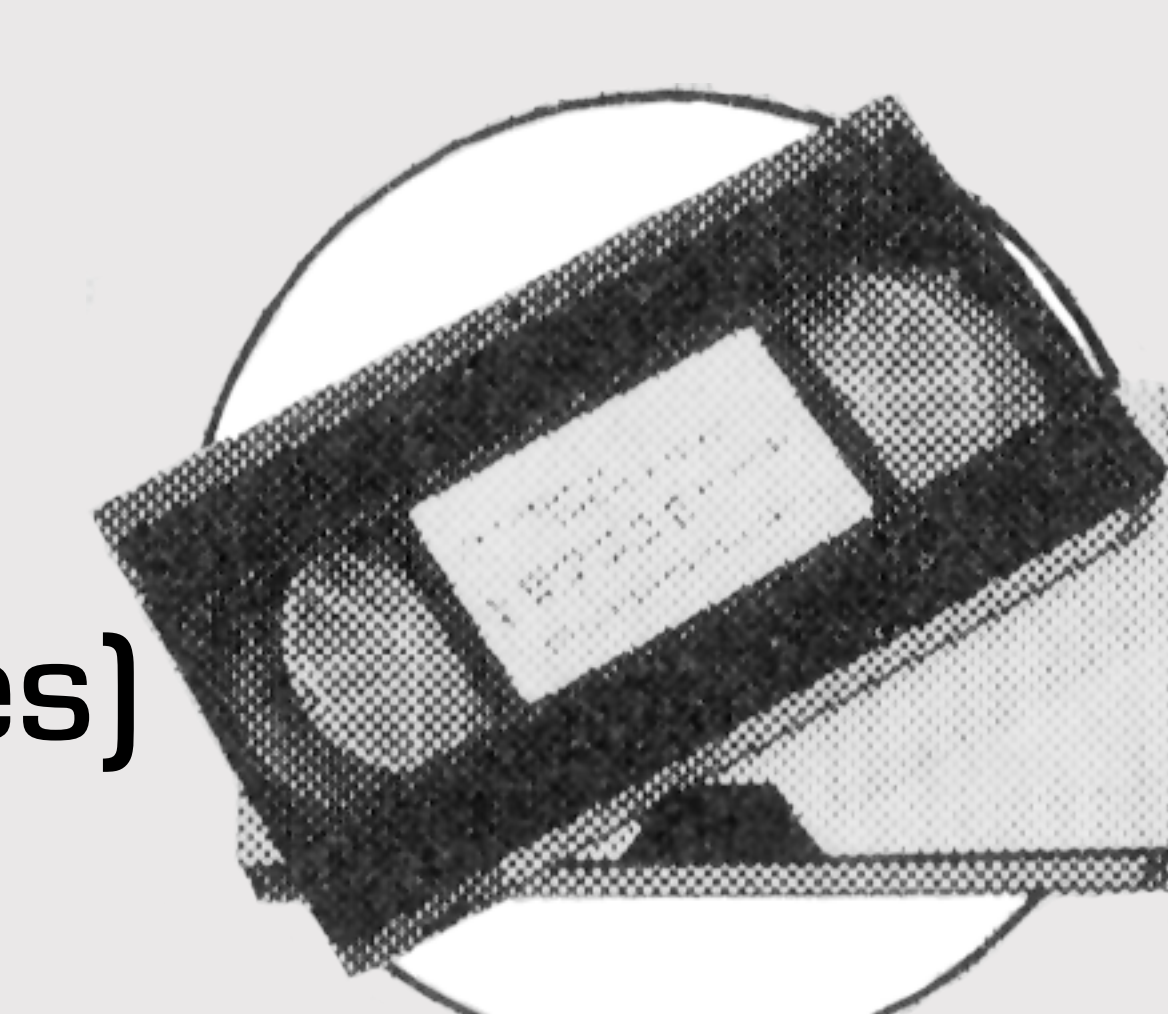
Thank you for buying this product. We look forward to your continued patronage.



Masaya
Original
Telephone
Card
(10 pieces)



Masaya
Original
Card Case
(200 pieces)



Masaya
Promotion
Video
(10 pieces)



Masaya
Original
Jacket
(10 pieces)

How to apply

Please fill the survey postcard and write on the last field which item you would like to receive. The winners will be chosen by drawing lots.

※ If you want to participate, please send your postcards between February and April 1990.