MVS
MULTI VIDEO SYSTEM

NEO·GEO
OFFICIAL SEAL
BIGGER · BADDER · BETTER

SNK CORPORATION

ALPHA MISSION II

ALPHA MISSION II USER'S MANUAL
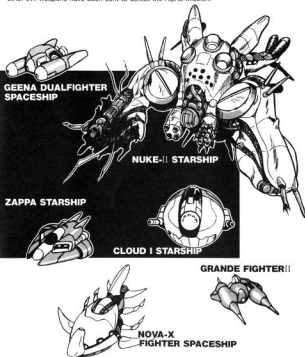
USER'S MANUAL
ALPHA MISSION II

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.

GEENA DUALFIGHTER SPACESHIP

NUKE-II STARSHIP

ZAPPA STARSHIP

CLOUD I STARSHIP

GRANDE FIGHTER II

NOVA-X FIGHTER SPACESHIP

● Various enemies come out one after another!

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CONTENTS

ARMORED-SC
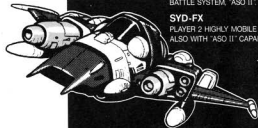
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CRUM-OBJECT

ALPHA MISSION Ⅱ

CHARACTERS

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.

ALPHA MISSION Ⅱ

GAME CONTENTS

● **OBJECT**
Pilot "SYD-RX" and "SYD-FX" to destroy "Fulvar" 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.
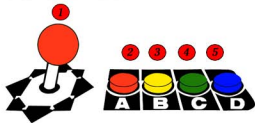
● **LOAD**
Turn the power on and insert the memory card. By pressing the start button, you can select load "Yes" or "No".
* If you insert the memory card after you have already pressed the start button, the load will not work.

● **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.

CONTROLS

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.
3. B button ············ Attack by armor.
4. C button ············ Open / close menu of armor selection.
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.

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ALPHA MISSION II

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, "Pluto" 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...

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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.

ALPHA MISSION II

GAME SCREEN

●INDICATION OF GAME SCREEN
①Remaining life.
②Present score (a bonus life is awarded when you attain higher scores).
③Selection of armor. Press "A" button to select.
④Collection of armor parts.
⑤Dollar 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)

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ITEMS

● ITEM'S INTRODUCTION

	POWER PANEL			POWER POINT	
S	INCREASE SPEED 1 LEVEL.		**E** (BLUE)	REGAIN 4 GAUGES OF ENERGY (ONLY WITH ARMOR).	
L	POWER UP LASER 1 LEVEL.		**E** (RED)	REGAIN FULL GAUGE OF ENERGY (ONLY WITH ARMOR).	
M	POWER UP MISSILE 1 LEVEL.		**UPSIDE DOWN E**	DECREASES ENERGY 8 GAUGES.	
G	SAVES 1 GOLD.		**G** (YELLOW)	SAVES 1 GOLD.	
E	REFILLS 1 GAUGE OF ENERGY.		**G** (BLUE)	SAVES 10 GOLD.	
UPSIDE DOWN LETTER	DECREASES POWER OF THAT LETTER.		**C**	ALL ARMOR VANISHES AND POWER OF HERO RETURNS.	
			K	REGAINS POWER AFTER DEATH.	
			W (WARP)	HERO GOES 4 SCREENS AHEAD.	
			R (RETRN)	HERO GOES BACK 4 SCREENS.	

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.

ALPHA MISSION Ⅱ

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.

NEO GEO

ALPHA MISSION II

■ALPHA MISSION II CONTROLS■

JOYSTICK : Control Armor Selection.

A Button : Missile, Laser, Confirm Armor.

B Button : Attack.

C Button : Menu For Armor Selection.

D Button : Not Used.

A B C D

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