SEGA AGES

G-LOC AIR BATTLE™
LOSS OF CONSCIOUSNESS BY G FORCE

G-LOC AIR BATTLE

- ↗ **Controls**
- ↗ **Playing the Game**
- ↗ **Game Screen**

WM-01

Basic Controls

■ Button Assignments (Default Setting)

◀ / ▶ / ▲ / ▼	Bank / Pitch / Menu Select
Ⓐ	Missile
Ⓑ	Vulcan Gun
Ⓧ	Coin / Start
Ⓨ	Missile
Ⓛ / ⓏL	Afterburner
Ⓡ / ⓏR	Speed Up

✳ Button assignments can be changed via the SETTING MENU.

■ Stick Controls (Default Setting)

Press ◀ / ▶ to bank left / right, ▼ to climb and ▲ to descend. Reverse pitch controls via 🔗 **INVERTED CONTROLS**.

■ Analog Speed Up Control

Push Ⓡ in any direction for incremental Speed Up adjustment.

Directional buttons (▲ / ▼ / ◀ / ▶) and Left Stick (Ⓛ) commands are identical.

✳ The Nintendo Switch™Lite and Nintendo Switch Pro controller use the same commands.

START MENU

Start the game to display the START MENU. Use Ⓐ / Ⓥ to select an option and press Ⓐ to confirm.

↗ Arcade Mode

Play a faithful reproduction of the original arcade game.

Press ◄ / ► to enable *Quick Lock-On*. Locking-On to enemy targets will become that much faster.

■ AGES Mode

Play through a full 16 mission Arcade Mode BEGINNER course with the Speed Up function enabled. There is no Course Select or Continue, but you'll have more missiles and faster Lock-On capabilities.

■ Load

Press ◄ / ► to select a save slot, and begin from where you left off.

Press Ⓨ to lock and unlock the selected data. Hold Ⓛ and Ⓡ to delete a save that isn't locked.

✳ Deleted data cannot be recovered. Please use with caution.

■ Manual

Open and view the online manual (this one).

✳ An internet connection is required for viewing the manual.

■ Staff Credit

See the names of the phenomenal staff responsible for bringing you the SEGA AGES version of *G-LOC AIR BATTLE!*

START MENU

■ Ranking

See the most recent Ranking for each category. Press Ⓐ to download the latest Ranking.

❋ An internet connection and Nintendo Account is required to access and register scores to the Ranking.

Ⓛ / Ⓡ	Switch between categories of ranking.
Ⓧ	Switch between *Top Rank* and *My Rank*.
Ⓤ / Ⓓ	Switch between scores.
Ⓐ	See information on selected scores (Top 50 only).

■ Play Replay

Press ◄ / ► to select a replay slot. Replay controls are as follows:

Ⓛ / Ⓡ	Change speed of playback.
◄ / ►	Fast rewind / Fast forward.
Ⓐ	Pause / Restart (while paused, press Ⓡ to step one frame forward, or ◄ / ► to skip ahead or behind 5 seconds).
Ⓑ	End playback.
Ⓨ	Restart playback from beginning.
Ⓧ	Display / Hide command menu.

Press Ⓨ to lock and unlock the selected replay data. Hold Ⓛ and Ⓡ to delete a replay that isn't locked.

❋ Deleted data cannot be recovered. Please use with caution.

SETTING MENU

Press Ⓧ at the START MENU or PAUSE MENU to open the SETTING MENU.

Press Ⓛ / Ⓡ to switch between categories of settings. When settings are complete, press Ⓑ to return to the previous screen.

■ Game Settings

Game Version	Set to *International* or *Japanese*.
Difficulty	Set the game difficulty.
Sortie Count*	Set the number of Credits per Coin. This determines the number of Continues available upon Game Over.

✻ The *Sortie Count* setting is not displayed until you fail to clear a game at least once.

✻ *Difficulty* and *Sortie Count* settings are only applicable to Arcade Mode.

■ Command Settings

Select an item and press Ⓐ to expand into the right pane.

| Controls 1	Assign a command to each button.
Inverted Controls	Invert the ⊙ / ⊙ pitch controls.
Vulcan Gun Autofire	Set to *On* and the Vulcan Gun will fire continuously.
Auto-Centering	Set to *Arcade (Off)* and the aircraft will return to level when ⊙ / ⊙ are released.
HD Rumble	Set to *On* to enable HD Rumble.

✻ HD Rumble is not supported by Nintendo Switch™Lite.

SETTING MENU

■ Screen Settings

Display Mode	Set to *Moving Seat / Cockpit / Dot by Dot / Fit / Full / Vintage*.
Display Effect	Set to *Off / Scan line / Smoothing / Scan line + smoothing*.
Wallpaper	Choose a wallpaper to display.

✱ Some of the Display Modes are automatically paired with specific Display Effects and/or Wallpapers, which are marked with a lock 🔒 icon. These settings cannot be changed.

Press or hold Ⓨ to see a preview of the selected screen settings.

■ Sound Settings

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Music Player	Listen to the game music.
Cabinet Volume	Set the volume of cabinet sounds.
Arcade Ambiance	Set the volume of ambient sounds.
Arcade Mode BGM	Set game music to *Loop* or *Fade-out*.

✱ AGES Mode music is locked to *Loop* setting.

PAUSE MENU

Press ✛ / ⚊ during gameplay to display the PAUSE MENU.

■ Save

Press ◄ / ► to select a save slot and save your game progress. Up to 10 games may be saved.

■ Load

Press ◄ / ► to select a save slot, and begin from where you left off.

■ Ranking

View the current ↗ RANKING.

✱ There is no option to view replays when selecting *Ranking* from the PAUSE MENU.

■ Manual

Open and view the online manual (this one).

■ Game Reset

Select this option, then press and hold Ⓐ to reset the game. The PAUSE MENU will be exited automatically.

■ Return to Start Menu

Select this option, then press and hold Ⓐ to end the game and return to the START MENU.

Controls

■ Bank / Barrel Roll

BEGINNER/MEDIUM Press ◄ / ► to bank left and right. Release the buttons to return to level, or press in the opposite direction quickly for a barrel roll. For safety, you cannot bank beyond a certain angle. The maximum degree of bank varies depending on the course.

EXPERT Press ◄ / ► to bank, and hold to continue into a barrel roll. The aircraft does not return to level when you release the button.

■ Climb / Descend

Press ⊙ to climb, and ⊙ to descend. Reverse these commands by setting ↗ **INVERTED CONTROLS** to *Off*.

Release the buttons to maintain the current pitch angle. Alternatively, set ↗ **AUTO-CENTERING** to *Arcade (Off)* and the aircraft will return to level when the buttons are released.

■ Speed Up (MEDIUM / EXPERT / AGES Mode only)

Press Ⓡ / ⓏⓇ to Speed Up. For incremental speed adjustment, push Ⓡ in any direction.

■ Afterburner (MEDIUM / EXPERT / AGES Mode only)

Press Ⓛ / ⓏⓁ to ignite the Afterburner. The Afterburner gauge is displayed while the button is pressed. Increase or decrease ignition output by adjusting the Speed Up control.

Fuel Gauge

Displays the fuel remaining for Afterburner use. If the level gets too low, you won't be able to use the Afterburner until the next mission.

CONTROLS

■ Missiles / Lock-On

Press Ⓐ / Ⓨ to launch a Missile.

When an enemy enters the Head Up Display targeting area, a green sight will automatically start to track it. The sight will turn red when the target is Locked-On.

If the enemy exits the targeting area, then the Lock-On will be lost. Fire a missile without a Lock-On and it will miss.

You only have a limited number of missiles, so use wisely!

■ Vulcan Gun

Press Ⓑ to fire the Vulcan Gun, and hold for continuous fire. Set ↗ AUTO-VULCAN to *On* and it will fire continuously without you needing to press the button.

The Vulcan Gun has unlimited ammunition.

■ Pause Menu

Press ✚ / ━ to open the ↗ PAUSE MENU.

Playing the Game

■ Select Course

Press Ⓧ during the demo to display the Select Course screen. Choose a course and press Ⓧ to begin. Course contents are detailed as follows:

BEGINNER ..Total 9 missions with no Speed Up or Afterburner.

MEDIUM ....Total 13 missions.

EXPERT ....Total 16 missions.

✱ Select Course is not available in AGES Mode.

■ Missions (Except Ground Missions)

Defeat the required number of enemies within the time limit. Upon mission clear, a time extension with bonus time for remaining missiles is awarded. Missile count, fuel and incurred damage will also be reset.

■ Enemy Tail

When an enemy or missile is on your tail, the view will switch to Pursuit. Use barrel rolls and Afterburner to dodge their attacks as you try to shake them off.

The view will return to normal once your tail is lost.

■ Crash

Accumulate too much damage or sustain a direct hit by a Missile and your aircraft is toast! Check the information display for your current level of accumulated damage.

Be extra wary of rock faces and other obstacles during ground missions.

Damage Gauge

Playing the Game

■ Time Up / Continue

Fail to defeat the required number of enemies within the time limit and the Continue screen will be displayed. Select YES and press ⓧ to resume the mission.

↗ SORTIE COUNT (Continues) is set to *3* by default.

■ Landing (View Changes to Pursuit)

The final mission in BEGINNER and MEDIUM is to land back on the carrier. Land successfully and the end roll will display. Fail and the game will end as is.

In EXPERT, mission 8 requires you to land. Succeed and you'll receive a time bonus. There is no penalty if you fail.

✳ The timer stops during Landing missions.

✳ Continue and Landing missions not available in AGES Mode.

■ Name Entry

At the end of the game, if your successful mission count and clear times for the selected course set a new record, you will be prompted to enter a name up to 3 letters. Use the directional buttons to choose a letter and ⓐ to enter. Select BS to delete the last character entered, and ED to complete entry.

✳ Times for failed missions are not counted.

✳ During name entry, "Q" and certain punctuation marks cannot be entered.

Game Screen

■ Cockpit View

■ Pursuit View

1. Current Course
2. Current Mission
3. Remaining Time
4. Mission Progress
5. Head Up Display
6. Sight
7. Remaining Missiles
8. Fuel Gauge
9. Radar Map
10. Information Display
Shows Lock-On status and damage to your aircraft.
11. Airspeed Indicator
12. Speed Auto Display (BEGINNER only)
13. Bank Angle Display
14. Lock-On Status Display

Replay and Ranking

■ Saving Replay Data

At game clear or game over without Continue being used, a replay data will be saved. Up to 10 replay data files can be stored, with the eldest being deleted automatically.

Lock replay data to prevent it from being deleted. Please note that it is not possible to lock all 10 data slots.

■ Ranking

At the end of the game, if you earned a high score (number of missions cleared and clear time), it will be registered to the ranking server. At the time of ranking registration, replay data is uploaded, and replays of the top 50 places can be viewed by anyone.

If ↗ **QUICK LOCK-ON** is set to *On*, your score will be registered to *Freestyle* Ranking. Otherwise, scores are registered to a dedicated ranking based on the game mode and course.

✽ Rankings are registered when you open the Pause menu on completion of play.

✽ Rankings are not registered if the *Load* function has been used.

✽ If network connection issues prevent you from registering your score, it cannot be registered at a later time.