



# THUNDER FORCE AC™

## Thunder Force AC

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# Basic Controls



## ■ Button Assignments (Default Setting)

◀ / ▶ / ▲ / ▼	Move / Menu Select
(A)	Select Weapon
(B)	Shot (Rapid-fire)
(X)	Coin/Start
(Y)	Change Speed
L / ZL	Unassigned
R / ZR	Unassigned

\* Button assignments can be changed via the SETTING MENU.

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 A to confirm.

### ↗ Arcade Mode / Kids Mode

Start the game in either of the two game modes. Kids Mode is effectively the same game as Arcade Mode, but with adjustments made to lower the difficulty. Changes include:

- ▶ All weapons have power enhancements making it easier to defeat enemies.
- ▶ After losing a life, any equipped Power-Up weapon, Claw and Shield remain equipped.

Fulfill certain conditions to unlock new ships. For example, clearing the game once unlocks RYNEX from Lightening Force / Thunder Force IV.

When choosing a game mode at the START MENU, the option to choose a ship is also displayed once at least one new ship has been unlocked.

### ■ Manual

Open and view the online manual (this one).

\* An internet connection is required for viewing the manual.

### ■ Load

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

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

\* Deleted data cannot be recovered. Please use with caution.

### ■ Staff Credit

See the names of the highly motivated staff responsible for bringing you the SEGA AGES version of *Thunder Force AC!*

## START MENU

### Ranking

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

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

<b>L</b> / <b>R</b>	Switch between categories of ranking.
<b>X</b>	Switch between <i>Top Rank</i> and <i>My Rank</i> .
<b>▲</b> / <b>▼</b>	Switch between scores.
<b>A</b>	See information on selected scores (Top 50 only).

### Play Replay

Press **◀** / **▶** to select a replay slot. Replay controls are as follows:

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

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

\* Deleted data cannot be recovered. Please use with caution.

# SETTING MENU

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

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

## ■ Game Settings

<b>Game Version</b>	Set to <i>OLD</i> or <i>NEW</i> . * <i>NEW</i> is the international release, <i>OLD</i> is the original Japanese release.
<b>Difficulty</b>	Set game difficulty from <i>EASY</i> to <i>HARDEST</i> .
<b>Number of Lives</b>	Set the number of ships (lives) available at the start of the game.
<b>Extend</b>	Select the score milestones that entitle you to an extra ship when reached. * Set to <i>No Bonus</i> , and there will be no score based ships for you.

## ■ Command Settings

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

<b>Controls 1</b>	Assign a command to each button.
<b>HD Rumble</b>	Set to <i>On</i> to enable HD Rumble.

\* HD Rumble is not supported by Nintendo Switch™ Lite.

## SETTING MENU

### ■ Screen Settings

Display Mode	Set to <i>Normal / Fit / Full / Dot by Dot / Vintage / Cabinet</i> .
Display Effect	Set to <i>Off / Scan line / Smoothing / Scan line + smoothing</i> .
Wallpaper	Choose a wallpaper to display.

\* Some Display Modes are automatically paired with specific Display Effects, 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

Music Player	Listen to the game music.
Stereo Playback	Set to <i>On</i> to allow applicable music and sound effects to playback with the multi-direction audible perspective of stereophonic sound. Step into the next dimension, and prepare to be wowed!  * Stereo is not available for all game music and sounds.

## PAUSE MENU

Press  $\oplus$  /  $\Rightarrow$  during gameplay to display the PAUSE MENU.

### ■ Save

Press  $\odot$  /  $\triangleright$  to select a save slot and save your game progress. Up to 10 games may be saved.

### ■ Load

Press  $\odot$  /  $\triangleright$  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  $\textcircled{A}$  to reset the game. Press and hold  $\textcircled{L} + \textcircled{R} + \textcircled{A}$  to reset high scores. Online Rankings are not affected.

The PAUSE MENU will be exited automatically.

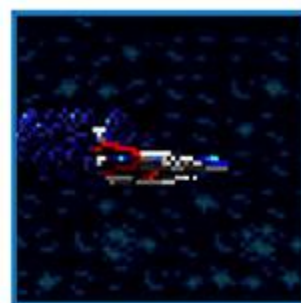
### ■ Return to Start Menu

Select this option, then press and hold  $\textcircled{A}$  to end the game and return to the START MENU.

# Commands

## Movement

Press the Directional Buttons to move the ship in all directions. Note that regardless of where the ship is positioned, it will always orient and progress towards the right.



## Shot (Rapid-fire)

Press **B** to fire the equipped weapon. Press and hold for Rapid-fire.



## Weapons

Press **A** to cycle through available weapons to equip. Choosing the right tool for the job is always half the battle!!



## Change Speed

Press **Y** to cycle through the ship's speed range in 25% increments. Set to 1 for a nice leisurely cruise; enjoy the scenery as you blow up everything in it. Setting it to 4—maximum fast—is certainly exhilarating, but may not be your best option without Power-Up weapons!



You can also assign the hidden-by-default command *Change Speed (Rapid-fire)* to the button of your choice. It's like *Spin the Wheel of Velocity*; who knows what speed you'll end up going?! Part of the fun of any game is learning to play the hand you're dealt, and understanding that choices come with consequences!

## Roll (Not assigned by default)

Assign hidden-by-default command *Roll (STYX Mass Production Model)* to the button of your choice. When **CLAW** is equipped, press the button to increase the speed of the Claw's rotation.

This command is only available with *STYX Mass Production Model*.



## Pause Menu

Press **+** / **=** to open the **PAUSE MENU**.



# Playing the Game

## Starting Up

At the title screen, press (X) once to insert a coin (6 or 9 credits—see below), then press (X) again to begin.



## Gameplay

Take control of STYX and blast your way through each of the 8 scrolling stages. Enemies in your way? Blast them! Incoming missiles getting you down? Blast them! Uncertain how to proceed? Blast them! You get the picture... Defeat the powerful boss at the end of each stage to progress to the next.



## Power-Up

When you destroy a weapons carrier, it will drop a weapon item. Pick this up to increase your ship's power.

On the off-chance you pick up a weapon you already have, it will be automatically traded for bonus points! This does not apply to 1-UP or Shield—you can never have enough of those!



## Credits

In Arcade Mode you get 6 credits. In Kids Mode, 9. Credits are used when starting the game and using Continue. You cannot supplement your credits once a game is in progress.

If you manage to complete the game without using all of your credits, then first off, well done!! You are a *credit* to your species!! Remaining credits will now be obliterated. They cannot be used to supplement your next game's allowance, nor can they be exchanged for cash prizes, modern home appliances or sunny vacations abroad.

## Playing the Game

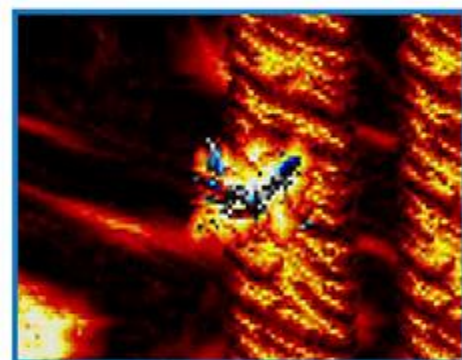
### ■ 1-UP

You can earn up to three additional ships just by scoring high! The default milestones are 20000, 100000 and 200000. Score milestones can be changed in [GAME SETTINGS](#).

You can also earn additional ships by picking up [ITEMS](#).

### ■ Losing a Life

If you are hit by enemy fire, or collide with a ship or obstacle, your ship will be destroyed! Luckily, you start the game off with some spare ships that you can use straight away, but Claw and any Power-Up weapon you had equipped at the time go down with their ship. Those babies are gone!



✦ *In Kids Mode, Claw and any Power-Up weapon you had equipped are transferred to your new ship ready to use straight away. It's almost like the whole getting blown up thing never happened.*

### ■ Continue / Game Over

If you lose a life with no ships remaining and you still have credits, you can return to the game by pressing (X). Make sure you do so before the countdown timer reaches zero.



If you have no credits left, or the countdown is allowed to expire, it's game over for you!

### ■ Hints and Tips

- Once you have cleared the requirements and unlocked a new ship, try selecting the new ship at the START MENU and playing the game again! Either game mode is fine!
- Not sure how to use a certain Power-Up with your newly acquired ship? Try holding off on the Shot button for a while and see what happens!

# Game Screen



## ① Current Speed

Displayed in 4 increments.

## ② Current Score

## ③ High Score

## ④ Weapon Display

Currently selected weapon is highlighted.

## ⑤ Ships Remaining

## ⑥ Current Stage

## ⑦ Credits Remaining

# Weapons / Items

STYX comes equipped with TWIN-SHOT and BACK-FIRE as its default weapons configuration.

More powerful weapons can be found by destroying weapons carriers. Why settle for less?



## TWIN-SHOT

This default configuration weapon shoots double bursts of energy for double the damage potential!



## SEVER

Where we're going, we don't need 'double bursts of energy'. Say hello to cataclysmic laser blasts! It's like a toaster for anyone foolish enough to be in your immediate path!!



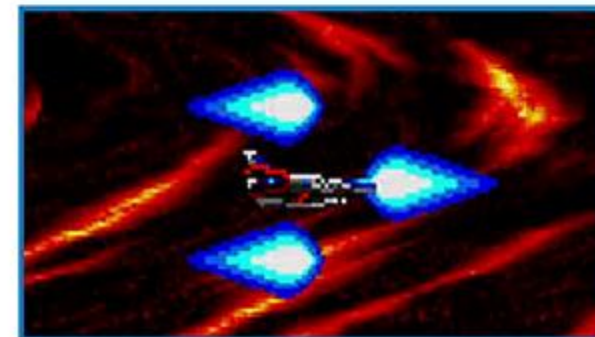
## 1-UP

Earn yourself an extra ship—you never know when a spare might come in handy!



## BACK-FIRE

This convenient default configuration weapon allows you to hit enemies straight ahead and behind you with a blast of Photon power.



## LANCER

Did someone say 'blast of Photon power'? Because this has it in buckets! Multiple intensified high-speed bullets will flash-fry your foes in a jiffy!!

**Weapons / Items**



**WAVE**

Ultrasonic weapons with a wide blast range. Great for attacking enemies on the other side of indestructible obstacles. Also handy for cleaning your reading glasses—permanently!



**FIRE**

Regular bullets are fired forwards while surface attack missiles are launched above and below. The missiles crawl along the ground and ceiling seeking vengeance upon all surface dwellers.



**HUNTER**

High-speed guided homing missiles that track enemies, even through indestructible obstacles.



**SHIELD**

A protective shield encapsulating your ship, protecting you from damage. Be careful though—even shields have their limits!



**CLAW**

These remote units circle your ship and reflect your weapon's energy out to a wider area. They're like weapon cloners—anything you can do, they can do more!!

They also serve as a shield. Apparently enemies sometimes fight back...

\* When your ship is set to RYNEX, a slightly different set of weapons will be available. Watch the title screen demo for an introduction to these tools of mayhem and destruction, yours just for the taking!

# 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 meet certain conditions, your results 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.

When all settings are at their default values, Arcade Mode scores are registered to a ranking specific to the selected ship. All other scores will be registered to the Freestyle ranking.

- \* Rankings are registered when you open the Pause menu upon completion of play.
- \* If Continue is used, only the score at the time of your first Game Over is registered.
- \* 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.

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