

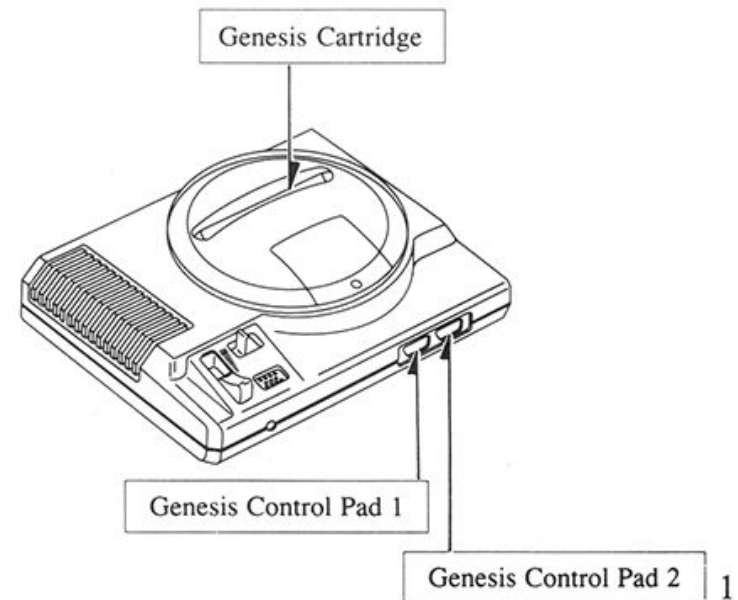
ALIEN STORM™

INSTRUCTION MANUAL

Starting Up

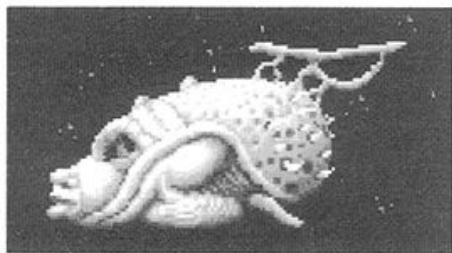
1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also. (*Alien Storm* is for one or two players.)
2. Make sure the power switch is OFF. Then insert the Alien Storm cartridge into the console and press it down **firmly**.
3. Turn the power switch ON. In a few moments, the Sega screen appears.
4. Press Start when the Title screen appears.

Important: If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.



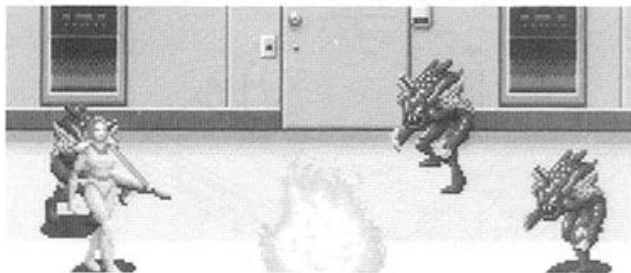
Annihilate the Aliens!

Vicious predators from the far ends of the universe are invading our planet! They're mean and wicked, creating havoc everywhere they go! No one is able to end this turmoil, until a group of courageous citizens known as the "Alien Busters" takes charge!



Be a Buster and take on giant winged worms and multi-faced beasts. But beware – they have the ability to turn themselves into whatever they want – even humans! Blast your Fire Blazer and sizzle mutants 'til they smoke! Chase crawly critters down highways with your almighty Thunder Bazooka! If that doesn't work, summon the Gunship or the Ballistic Missile! That should do the trick!

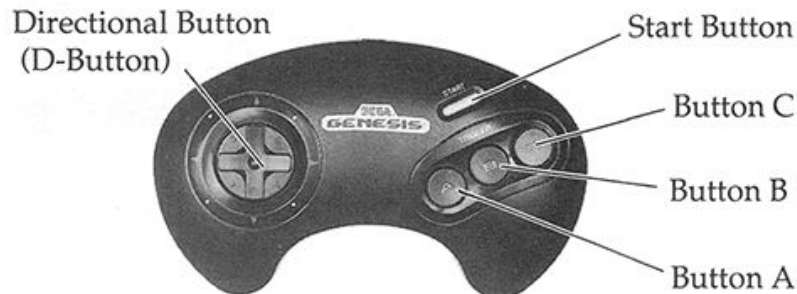
But the battle isn't over yet. In your final mission you face an incredible creature with terrifying powers. You'll need a full load of tricks, weapons, and strength to save the world and come out alive!



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(415) 871-GAME

Take Control!

For the best game play, learn the different button maneuvers before you start.



Directional Button (D-Button)

- Press to cycle through the selections on the Game Mode Screens.
- Press to move your character in any direction.

Start Button

- Press to start the game.
- Press to pause the game; press again to resume play.
- Press to confirm a selection on a Game Mode screen.

Button A

- Press to select a character or game sound.
- In the Arcade mode, press to use the Special Attack.

Button B

- Press to select a character or game sound.
- Press to attack.

Button C

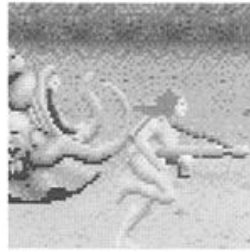
- Press to select a character or game sound.
- Press to roll.
- Press to jump on the fast-scrolling screens.

Note: You can switch the functions for Buttons A, B and C on the Options screen.

Other Special Stunts

Running

- Press the D-Button twice to the right or left.



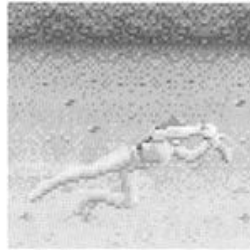
Running Attack

- Press the D-Button twice to the right or left, then press Button B.



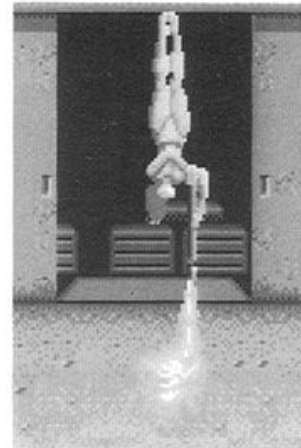
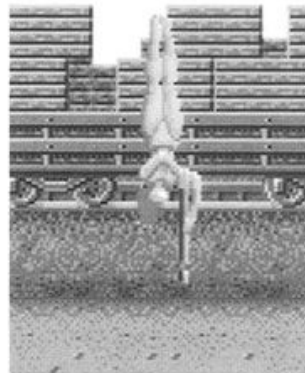
Leap Attack

- Press Button C, then press Button B.



High Jump

- Press the D-Button twice to the right or left, then press Button C.



Jumping Attack

- Press the D-Button twice to the right or left, press Button C, and then press Button B.

Getting Started



The Title screen appears, and then a demonstration begins. Watch the demo to get a good idea of what you're in for. Press the Start Button on Control Pad 1 to return to the Title screen. Press Start again to see the Game Mode screen.

Game Mode Screen

On this screen, press the D-Button to choose a mode, and then press Start to see its selections.



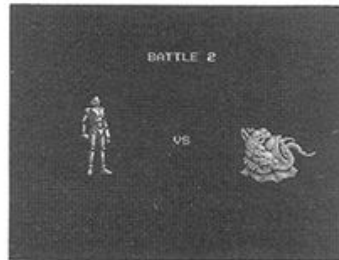
Arcade

In this mode, you brave horrifying mutants in eight grueling missions. (If two Control Pads are plugged in, select 1P or 2P.) Press the Start Button to begin.

Note: If you're playing a one-player game, and you still have credits remaining, a second-player can enter the game by pressing Start on Control Pad 2.

The Duel

This mode is for one player only. You must duel enemies in nine different battles. The game is over when your life gauge is empty, or when you defeat all the enemies.



1P vs. 2P

In this mode, the other player is your enemy. If you win two out of three battles, you win the game.



In all game modes, you can select one of three characters on the Select Player screen. Press the D-Button to see a character, and then press Button A, B or C. In a two-player game, Player 1 uses Control Pad 1 and Player 2 uses Control Pad 2 to make selections. In the Arcade mode, both players cannot select the same character.



Options Screen



On the Options Screen, press the D-Button up or down to move the cursor to the item you want. For each item, press the D-Button right or left to see the different options.

- **Game Difficulty:** Select an Easy, Normal or Hard game.
- **Energy Level:** This is the amount of energy you have when you begin the game. Select Easy (the most energy), Normal (a moderate amount of energy) or Hard (little energy). You can gain energy by picking up Energy Units.
- **Rapid Fire:** Select ON for rapid fire, or OFF to try your luck without it.
- **Control Pad:** Switch the functions of Buttons A, B and C. You can choose one of six different settings.

Press Start to return to the Game Mode screen.

Sound Test

You can listen to the game's sound effects and music. Press the D-Button up or down to select BGM (background music) or SE (sound effects). Then press the D-Button left or right to select a number, and press Button A, B or C. Press Start to return to the Game Mode screen.

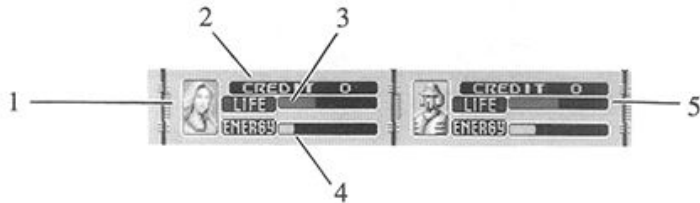
Demo

Select this to watch the demonstration. From a demo screen, press Start to return to the Title screen.

What Your Screen Shows

Action Screen

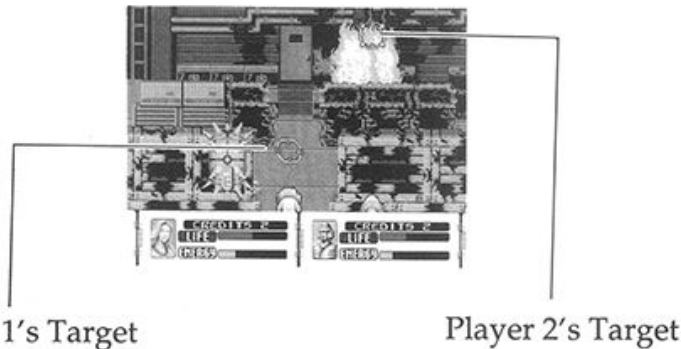
The information that appears on the Action Screen is the same in all three versions of the game.



1. Player 1's stats.
2. **Credit:** If you die when this number is zero, the game is over.
3. **Life:** When this gauge becomes empty, you die.
4. **Energy:** When this gauge becomes empty, you won't be able to use your weapon. If you don't have enough energy, you won't be able to use your Special Attack.
5. Player 2's stats.

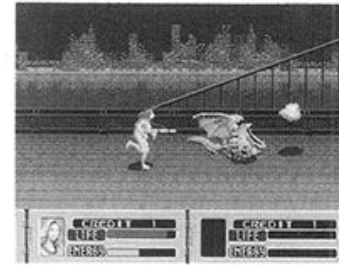
3-D Shooting Range (Arcade Mode)

On this screen you shoot at enemies as if you're on a shooting range. Press the D-Button to move the cross-hairs, and press Button B to shoot. If you hit innocent people, you lose some life. You cannot use the Special Attack on this screen.



Fast-Scrolling Screen (Arcade Mode)

You attack while running through the fast-moving screens.

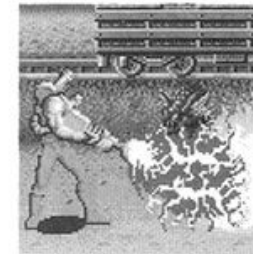


The Alien Busters

The three fearless fighters have different techniques and specialities. In addition to the attacks listed here, all three characters are skilled in using other techniques.

Gordon

Major Attack Technique: Fires the Thunder Bazooka.



Special Attack: Summons the Gunship that blasts aliens to pieces.



Karla

Major Attack Technique: Shoots the Fire Blaster.



Special Attack: Summons the Ballistic Missile.

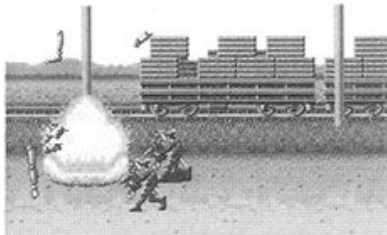


Slammer

Major Attack Technique: Wields the Electric Whip.

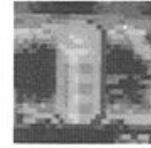


Special Attack: Uses the Self-Destruct technique.

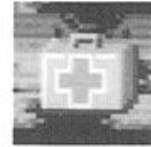


Items

Items appear in the Arcade mode when you break things or destroy aliens. Pick them up by walking into them.



Energy Unit: Pick this up to get more energy.



Life Kit: Pick this up for extra life.

Note: If you turn up an item in the 3-D Shooting Range, you must shoot it again to get it. In a two-player game, the player who shoots the item last gets it, regardless of which player turned it up.

The Missions

See if you can outlast eight grinding missions in the Arcade mode. Here's a rundown of what to expect.

Mission 1



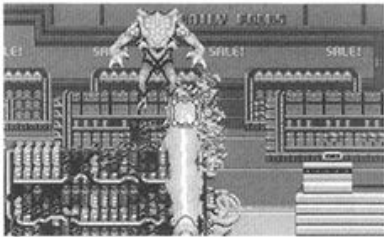
The aliens have taken over the warehouse and made it their den! Blast through cartons and crates and cripple those creepy critters!

Mission 2



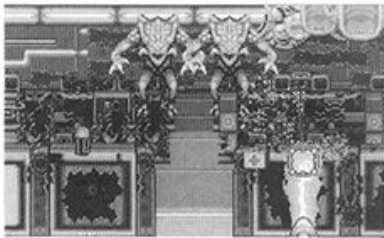
Monstrous mutants have made their way into the suburbs! Race down the street and sweep it clean with your piercing power shots! Watch out for trash cans and mail boxes – they're aliens in disguise!

Mission 3



Swat huge, winged worms that swarm the streets. In the convenience store, more loathsome creatures lurk! You're in charge of kicking them out!

Mission 4



Hose down invaders leaping from manholes! Once you enter the electronics store, don't waste any time – fry those freakish foes!

Mission 5



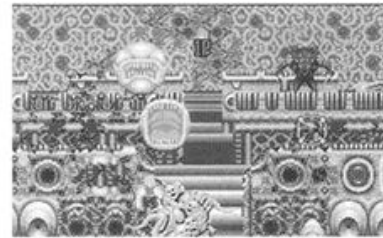
Fend off laser beam showers as you head for the biology lab. Then annihilate the mutants that have taken over!

Mission 6



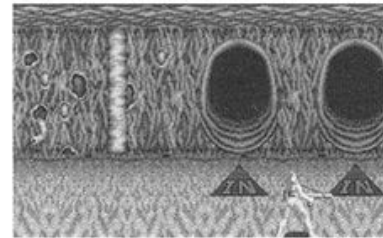
Once again you're out in the streets. This time you're chasing the aliens' spaceship. But first you have to brave the hideous, cone-shaped mutant!

Mission 7



You've got to do more alien busting before you head into the spaceship. Then step right in and turn it inside out!

Mission 8



Before you know it, a gigantic alien appears and pulls you into its gut. You'll fight your last battle in this biomorphic labyrinth!

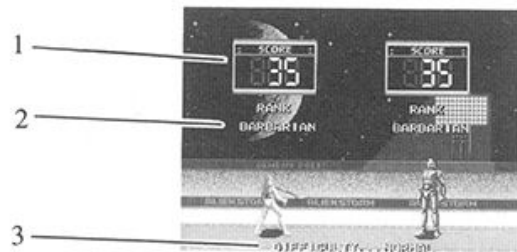
Continue

When your life gauge becomes empty, you die and "Continue 9" appears on screen. To continue, press the Start Button before the timer counts down to zero.



Game Over and Scoring

If you die when your credit is zero, the game ends. When that happens, or when you win the game, your score and rank appear on screen. (The Scoring screen appears in the Arcade and Duel modes only.)



1. Score
2. Rank
3. Either "Duel" or the difficulty level that you played in the Arcade mode appears.

Alien Busting Tips

- Don't use all your energy in the beginning of the game. You'll need it later as the battle heats up!
- Learn how different enemies act and attack. Then you can annihilate them more quickly.
- If you get lost in the spaceship, don't worry. If you go back to areas you've already cleared, you'll be pointed in the right direction.

Handling the Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for use on the Sega Genesis System™.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

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(415) 871-GAME**

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited 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 warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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 limited 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 limitation or 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.

More Intense Action
from SEGA—

STREETS OF RAGE™

A CITY CRIES OUT

Available Fall, 1991



THE HISTORY

In the action-packed tradition of *Shinobi™* and *Golden Axe™*, Sega brings you Axel Stone, Adam Hunter and Blaze Fielding — three ex-cops tough enough to take on a city totally corrupted by violence and crime.



THE STREETS

To clean up the gangs of thugs, and punks, you'll need all 21 of your attack moves. Slash out with an uppercut, leap, kick and land with a smashing knee. Grab a bad guy and throw him down hard. In the two player simultaneous mode, you hold a punk while your buddy takes him to pieces.



THE IMPACT

A lead pipe, a knife, a club... take your pick of six different weapons. But these low-lives don't just line up for punishment, so watch your back. And watch for *Streets of Rage*, available Fall 1991—it's time for rough street justice!