

RAIDEN™ TRADE

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SEGA™
GENESIS™

INSTRUCTION
MANUAL

RAIDEN™ TRADE



Micronet CO., Ltd.

**Thank you very much for purchasing
Sega Genesis cartridge, "Raider Trad".**

**Please read this instruction manual
carefully before you start playing
this game.**

**This manual is designed to maximize
a player to enjoy our game.**

Starting Up:

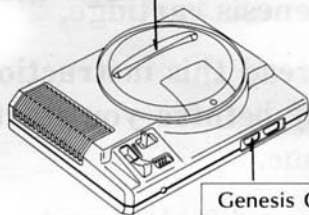
1. Set up your Genesis System as explained in its instruction manual. Plug in Control pad 1. (RAIDER TRAD is for one player only.)
2. Make sure the power switch is OFF. Then insert your RAIDER TRAD game cartridge.
3. Turn the power switch ON. The Sega screen appears. In a few moments, you will see the RAIDER TRAD Title on the screen.
4. Press the Start button to begin the game.
5. At any time, you can press the Reset button on the Genesis console to start over from the Sega screen.

Important: If the Title screen doesn't appear, turn the power switch OFF.

Check the cable connections on your system, and make sure the cartridge is properly inserted. Then turn the power switch ON again.

Note: Always make sure the power switch is turned OFF when inserting or removing the cartridge.

Genesis Cartridge



Genesis Control Pad 1

Warning:

Since a cartridge is extremely precision made, please make sure following:

- Make sure the power switch is OFF, then insert your "Raiden Trad" cartridge. Do not insert or remove a cartridge while the power switch is on. It may cause damages to the system.
- Do not touch a terminal part of a cartridge. It may also cause damages.
- When you play a game, it may be bad to your eyes to play a game continuously for long hours. To avoid tired eyes, it is suggested to take a break after one hour or so. Also make sure to keep a distance from TV screen.
- As the best way to store cartridges, keep cartridges from excessively high or cold temperature places. Don't expose a cartridge to direct sunlight, or keep away from any heater or humid areas.

Warning to owners of Projection Television:

Still pictures or images may cause permanent picture tube damage or make phosphor of the CRT. Avoid repeated or extended use of video game on large-screen projection television.



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STORY

A.D. 2090.....Suddenly, the world is attacked by aliens from outer space.

The world has united forces which fight back fiercely. Top world scientists have analyzed wreckage of enemy planes shot down, and created a supersonic fighter bomb called "Raiden".

However, since these aircrafts are so technically sophisticated, there is only one pilot in the entire world who is able to handle it.

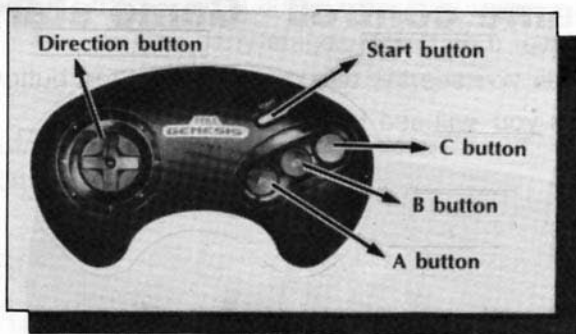
The Raiden is just about take off, and the fate of the entire world is now depending on this Raiden!

Take Control

This game is for one player. Set up your Genesis system as explained in its instruction manual.

Plug in Control pad 1.

The Genesis Control Pad:



Start button.....Game start

To pause the game.

Direction button..Press "D" button in any direction to move the cursor or screen.

A button.....Normally, shoot a single bullet at each shot. Capable to destroy enemies both in the air and on the ground.

B button.....Bomb button. Normally used for emergency situation. Tremendous explosion power to inflict tremendous damages both enemies in the air and the ground in wide range. Since the number of bombs are limited, supply should be aided by items.

C button.....Normally bullets are relieved successively, and aim at enemies both in the air and on the ground and destroy them.

Game control.....Game start.

When you see the title creen, press Start button, then you will see the following screen:



START.....Game start
OPTION.....Set up an option.

Press to move direction button up and down to choose the selection, and press direction button to move horizontally to set up your position. After setting up, press EXIT, the title screen will reappear.



OPTIONS.....You are able to set up your early stages based on a level you choose: easy, normal, hard.

LEVELEasy/Normal/Hard.

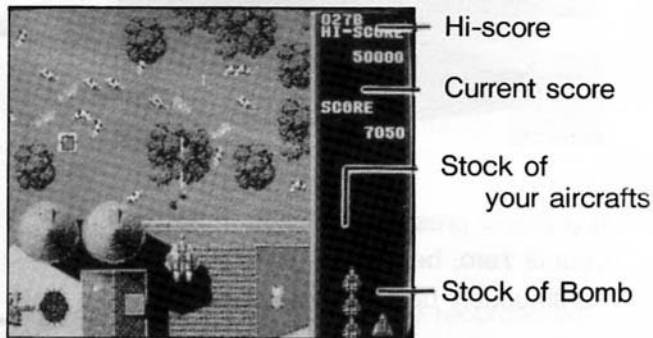
PLAYER.....settin up stock your aircrafts

SOUND TESTBGM

RAPID.....OFF means a single bullet shooting
 ON means successive bullets shooting.

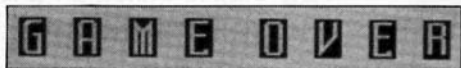
EXIT.....To return to the title screen.

GAME SCREEN:



GAME OVER...CONTINUE

When a player's stock is exhausted, the game will be over.



After the game over screen, then the screen indicating, "continue," will appear.



If a player presses start button before time counts zero, he is allowed to play the game continuously up to his credit number.

POWER-UP ITEMS:

Laser

Wide Shot

Maximum power-ups to 8 stages.



Nuclear Missiles



Homing Missiles

Maximum power-up to 4 stages.

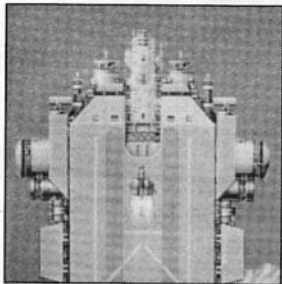
Bomb...Tremendous explosion power which wipes out enemy and enemy bullets.

Power.....Power to maximize weapons' capability.



Decoration.....will be recorded as bonus score.

STAGES:



Raiden taking off from a gigantic aircraft carrier.

At last, the time has come to challenge the invading enemy.

STAGE-1

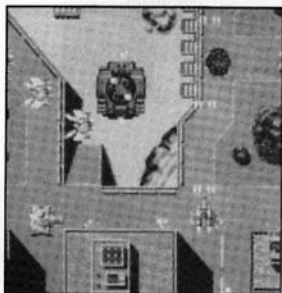
Country side scenes. Lakes. Mountains.

Only until yesterday, people were enjoying their peaceful life in these areas, however, the war turned these areas into battlefields.



STAGE-2

Aerial views over the ruined metropolis.



There are no sign of people all over the metropolis.

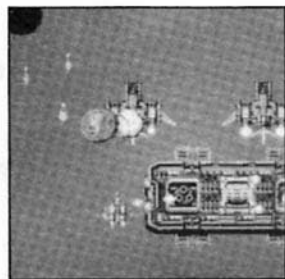
However, there is a sign that the enemy has already constructed many elevated highways as their military supply roads.

STAGE-3

The Ocean

The enemy has also constructed the oceanic fortress on the ocean.

Unless the enemy aircraft-carrier is destroyed, the enemy's fighting power can not be reduced.



STAGE-4

Ancient Ruins



The enemy converted ancient ruins into their military base, but it is incomprehensible why the enemy has chosen this particular site.

There is a huge underground apparently used as GHQ, and a mysterious symbol mark shown on the fortress.

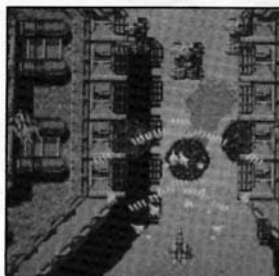
We wonder what this symbol is signifying.

STAGE-5

Enemy fortress under construction

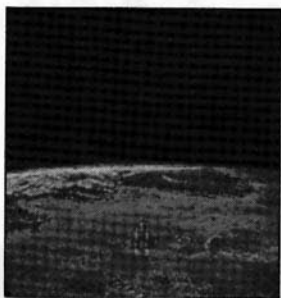
The enemy fortrees is under construction at their front line.

Since the fortress is still under the construction, either offensive or defensive facillites are not fully functioning.



STAGE-6

A floating contient



A beautiful floating continent in the outer space.

There are all kinds of fossiles of strange shaped animals and also even man-made objects which created huge creators when they clashed on this floating continent.

The enemy also seems to be conducting their surveillance.

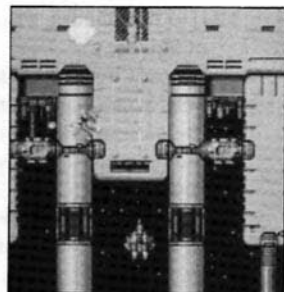
STAGE-7

Flying over enemy air space

Flying over the enemy's gigantic offensive station.

The enemy's stronghold must be near.

Fierce fighting in the outer space.



STAGE-8

Continent--Enemy Fortress

This is the enemy's main fortress.

At a glance, this fortress looks similar to another enemy fortress on stage-5 which was still under construction, but since this fortress has been completed, and every facillites are fully functioning, a player will be forced to put up very difficult fight.

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PLUS SPECIAL STAGE

Handling the Sega Cartridge

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

GAME TIPS AND TECHNICAL INFORMATION

Call the our Hotline at 415-871-GAME.

WARRANTY

Bignet U.S.A., 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 90 days from the date of purchase.

If a defect covered by this warranty occurs during this 90-day warranty period, Bignet U.S.A will repair or replace the defective cartridge or component part, at its option, free of charge.

This 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 fast, reliable warranty service, call the Bignet Consumer Service Department at the following number:

(415)296-3883

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday.

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

If Bignet Consumer Service 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 Bignet's Service Department shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Bignet 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 Bignet's Department with an enclosed check or money order payable to Bignet U.S.A. 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 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Bignet U.S.A., Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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