ANDROID

ASSAULT™

THE REVENGE OF BARI-ARM

BIG FUN GAMES

LICENSED BY SEGA ENTERPRISES
FOR PLAY ON THE SEGA CD™ SYSTEM
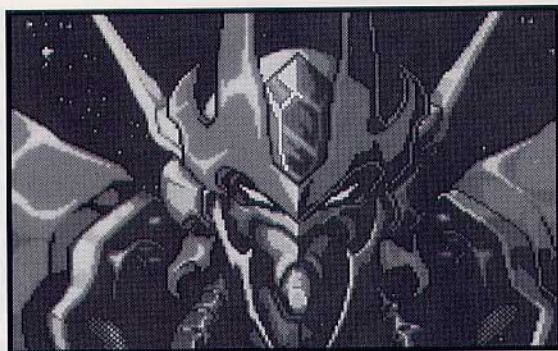
4445

Warnings

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

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 TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

CONTENTS

SEGA GAMEPLAY HOTLINE
1-415-591-PLAY

STARTING UP

1. Set up your Sega CD™ and Sega Genesis™ systems by follow-
   ing the instructions in their manuals. Plug in control pad 1.

2. Turn on your TV or monitor, and then turn on your Genesis.
   The Sega CD logo appears.

   *NOTE: If nothing appears on screen, turn the system OFF,
   make sure it is set up correctly, and then turn it ON again.*

3. Open the disc tray or CD door. Place the **Android Assault**
   compact disc into the disc tray, label side up. Close the tray
   or CD door.

4. If the Sega CD **logo** is on screen, press START to begin
   the game.

   If the **control panel** is on screen, move the cursor to the
   CD-ROM button and press BUTTON A, B or C to begin.

   *NOTE: If the disc is already in the Sega CD when you turn it
   on, the game will begin automatically after a few moments.*

5. As the story unfolds, take a few moments to learn about the
   Zias invasion and the invention of Bari-Arm.

6. Press START to display the Start screen.

7. Press START again to begin furious interplanetary combat as
   Bari-Arm!

   *NOTE: See page 5 for instructions on setting game options.*

TAKE CONTROL!

D-PAD

START

GENESIS

C - Fire

B - Fire

A - Speed
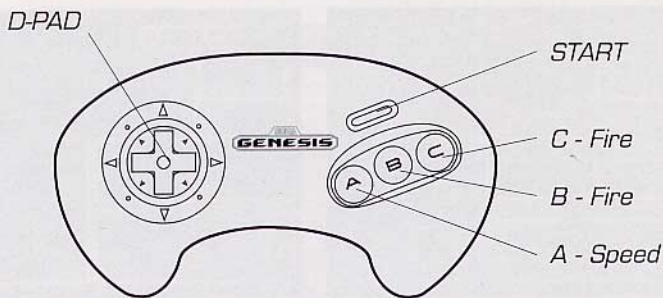
ACTION	BUTTON
• Advance through story screens	START
• Start game	START
• Move cursor on menu screens	D-PAD up or down
• Change an Option screen setting	D-PAD left or right
• Toggle to left or right Options screen	D-PAD left or right with cursor at toggle position
• Maneuver Bari-Arm in space	D-PAD in any direction.
• Adjust maneuvering thruster speed	BUTTON A
• Fire weapon	BUTTON B or C
• Pause/resume	START

NOTE: You can reset the button controls on the Options
screen.
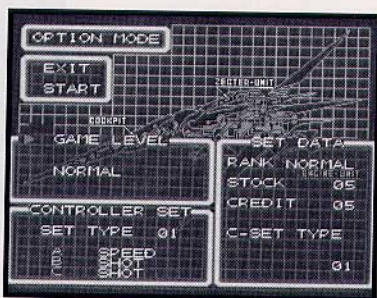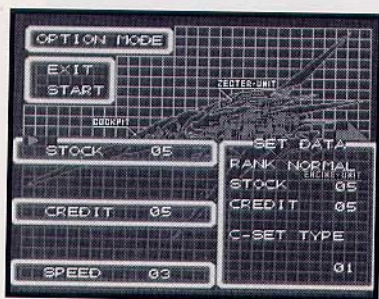
OPTION MODE

- On the Start screen, press the D-PAD down to move the cursor to OPTION MODE, and press START.

- On the Option screen, press the D-PAD up or down to position the cursor next to a category.

- Press the D-Pad left or right to change a setting.

- Toggle between the two Option screens by moving the cursor to the toggle position and pressing the D-PAD left or right.

      Right Toggle Position ..... Near GAME LEVEL
      Left Toggle Position .... Above STOCK

- Review the settings in the Set Data box on either screen.

- Move the cursor to **Start** and press any button to begin combat.

OPTION SETTINGS

RIGHT SCREEN

- **Game Level:** Select Easy, Normal, Hard or Mania, depending on how combat-ready you are.

- **Controller Set:** Reset the actions of BUTTONS A, B and C

LEFT SCREEN

- **Stock:** Set the number of reserve replacement craft in reserve The number appears on the game screen.

- **Credit:** Set the number of Continues. (See page 11.)

- **Speed:** Set the standard speed of your maneuvering thrusters. During combat, press BUTTON A (or your custom speed button) to adjust the speed.

DESTROY THE ZIAS!
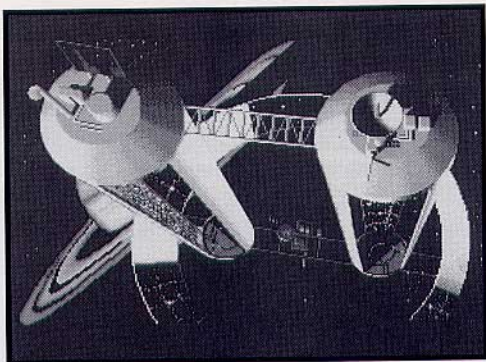
Time: A.D. 2192.

The Zias, warriors from a distant star, have carved out a stronghold on one of Saturn's moons. Their colony serves as a forward base for an attack against Earth!

In their first assault, the Zias invaded the Earth United Nations colony on Jupiter and decimated the EUN defensive forces. The aliens deployed an almost invincible army of war machines, brought to life by the futuristic GEO System. This diabolical computer control center is the ultimate combination of technology, cybernetics and destructive will!

In every encounter so far, the powerful GEO system has demolished the Earth's armada. In a last-ditch effort to stop the Zias, humans have created their own fighting machine — the Bari-Arm!

Bari-Arm is a cyber-attack vehicle of enormous power and tactical intelligence. It is alive! It can take the form of a small fighter — or morph into a high energy-combat cyborg with incredible firepower!

The arrogant Zias have already begun their next assault. It's up to Bari-Arm to destroy the evil alien invaders — for good!

BATTLE STATUS

Charge
Meter

Reserve Craft

Speed
Indicator
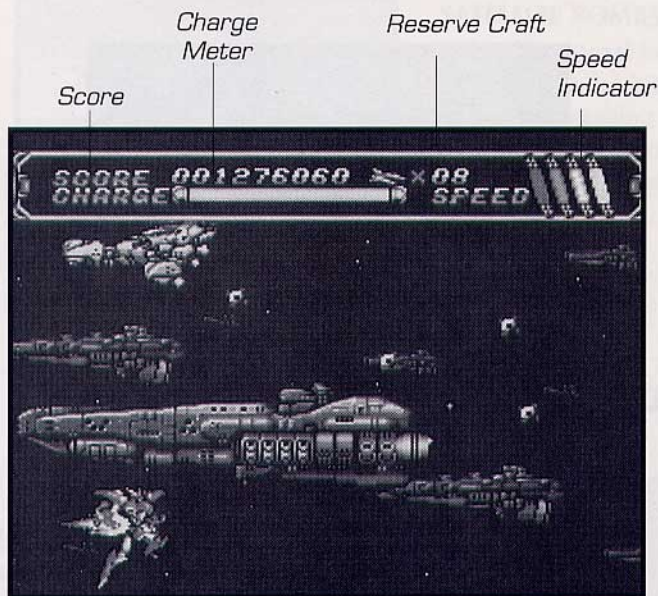
Score

SCORE
Your score reflects the number of kills, weapons modules and power-ups you've acquired.

TRI-LEVEL WEAPON CHARGE METER
This meter pulses three times during recharge. (recharge occurs when you are **not** firing.) Each new pulse gives your weapon a higher level of power. The longer you let the meter charge, the more powerful your weapon will be, up to the third pulse (maximum power level). You can fire at any time during recharge.

RESERVE CRAFT
You begin combat with up to five reserve craft, depending on your setting in Option Mode. You can gain extra reserve craft as you gain high scores.

SPEED
Shows the speed setting of the maneuvering thrusters. You set the standard speed in Option Mode. During combat, press BUTTON A (or your custom speed button) to cycle through the speeds.

WEAPONS SYSTEM

Bari-Arm receives weapons during battle by picking up color-coded weapons modules. Each module you pick up replaces the one presently in use.

All weapons are supremely deadly devices. Each weapon has a specific advantage in certain combat situations. During combat, let your weapons recharge to achieve their maximum firepower. You can also hold down the Fire button for rapid fire, although in this mode your weapons fire at minimum power.

THUNDER CRACKER (ORANGE)
Low-energy firing unleashes a wave of fire balls. Charge the weapon to launch a metal-melting firestorm.
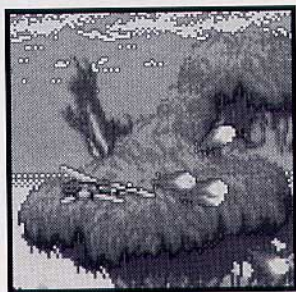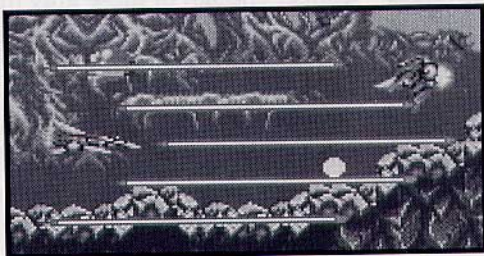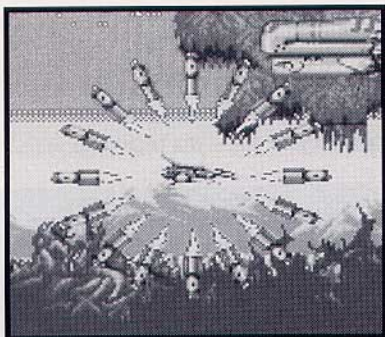
CHASE CANNON (RED)
Rapid-firing launches a flurry of homing missiles. This weapon is best when Bari-Arm is in tight quarters, surrounded by attackers. Full-charge hurls a pulse snake that annihilates all small craft or ground forces instantly.
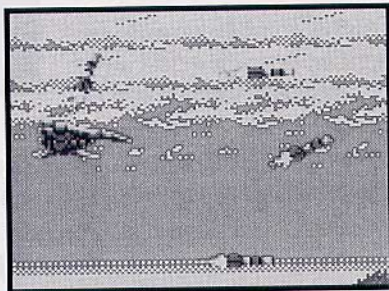
BURNING WAVE (GREEN)
This weapon shoots molecule-shattering beam pulses.

SATELLITE BOMBS (BLUE)

These horizontal-launch bombs have the hitting power of crashing asteroids. Deliver 360 degrees of total devastation at full charge.

BARI-ARM TRANSFORMATION

Bari-Arm is a living cyborg, the most advanced inter-planetary weapon ever devised. It is a blend of computerized weapons logic, explosive power and living intelligence!

During combat, power-ups appear, floating in the air or anchored somewhere on the battlefield. Bari-Arm can fly into these to pick them up. When you've picked up the right number of power-ups, Bari-Arm transforms into cyborg form.
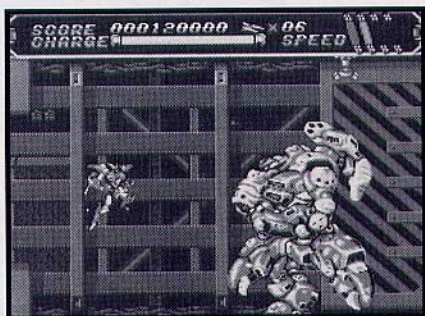
POWER-UPS

TRANSFORMER MODULES

Collect enough of these gray modules and Bari-Arm will transform into a cyborg fighter. Transformer modules can be airborne or planted in unlikely places.
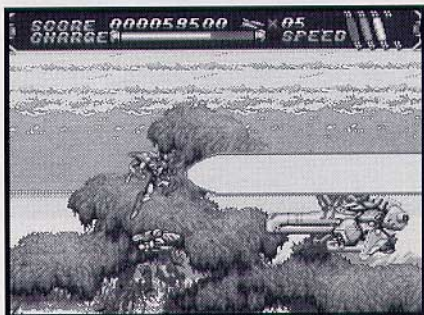

STANDARD CANISTERS

Airborne power-ups appear in front of Bari-Arm during battle. Stationary items are planted throughout the stages. Power-ups can even be attached to enemy craft.
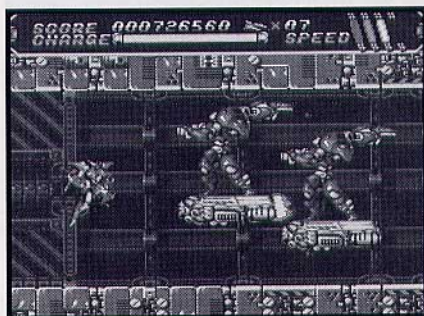
BATTLE STAGES

STAGE 1
GANYMEDE

Attack the Zias occupation force on Jupiter. Destroy the forward guard and raid their underground cave fortress.
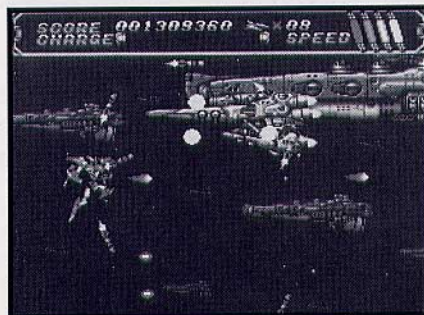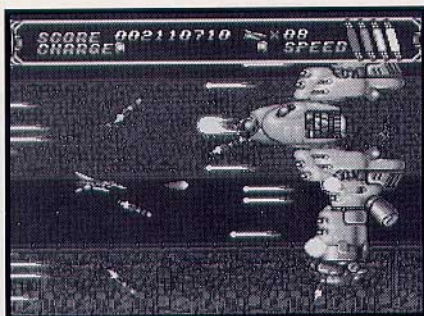

STAGE 2
GRAVITY PAGODA

Scale the tunnels and vertical towers of the Zias' Jupiter stronghold. Blast through tanks, drones and Shaft-raptors for a show-down with a trio of psycho cyborgs.
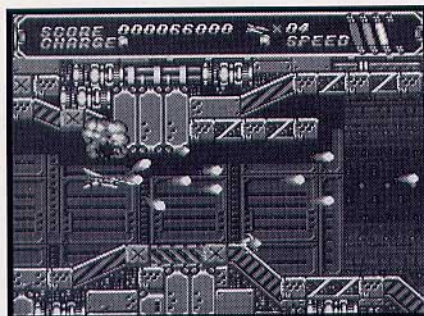

STAGE 3
ZEUS FLEET

Space is clogged with Zias warships, drone mines and fighter craft. Invade the Flagship and rip it apart from the inside out!
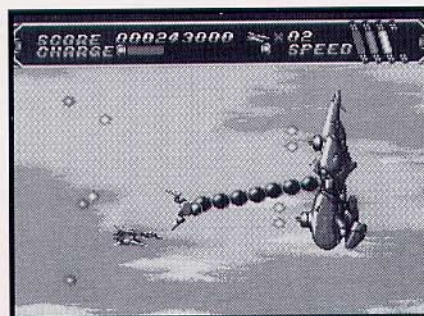
STAGE 4
OLYMPUS

Raid the Zias Colony close-perimeter defenses. The sky swarms with mines, attack drones and Zias cyber warriors. The surface crawls with crab-droids. Watch out for tough, highly-explosive hover mines!

STAGE 5
MOON BASE

Squeeze through asteroids and servo-turret guns to storm the Zias' Lunar fortress with furious forward velocity. Fire-power and maneuverability get Bari-Arm through the lethal passageways of the base.
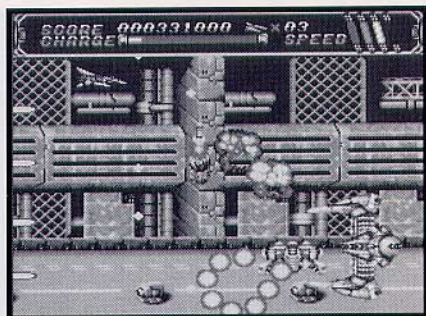

STAGE 6
BLUE WIND

Drop through the atmo-sphere for surface warfare against the Zias. Destroy Sky Guards quickly or they'll take the advantage. A Cyborg Leviathan is waiting to destroy you!

10

STAGE 7
BAYSIDE CITY

Repel the Zias occupation
force with a strafing
run through a nearly
demolished city. Survive
a murderous flak attack to
battle the most terrifying
cyber-monster incarnation
the Zias have yet unleashed!

CONTINUES

When all your reserve craft have been destroyed in combat, the
game ends. If you have continues, the Continue screen appears.
Press START within the 10-second countdown to re-enter the game
at the beginning of the last stage played.

You can set the number of Continues (up to five) in the Credits
category of Option Mode.

SCORING

Small Enemy Units .... 250 points
Large Enemy Units .... 10,000 points
Power-Ups .... 3000 - 10,000 points
Weapons Module .... 3000 - 10,000 points
Transformer Module .... 10,000 points
Sub-Bosses .... 80,000 points
Bosses .... 100,000 - 300,000 points

COMBAT RANKING

The Ranking Registration screen appears after you use up all your Continues or win the game by conquering the Zias in all stages. The screen shows the 10 best scores for **Android Assault** combat, based on difficulty level played and points earned. If you qualify for one of the top 10 spots, you can enter a six-character name.

1. Press the D-PAD left or right to select a character for the current space.

2. Press BUTTON A to move to the next character space. Press BUTTON B to back up a character space.

3. When your name is complete, press the D-PAD right to select End.

4. Press BUTTON A to register your name and exit the screen.

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc 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 limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc 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 U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc 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 or she 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 compact disc 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 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 and Canada 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.

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danger could be just around
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who has flown all the missions!