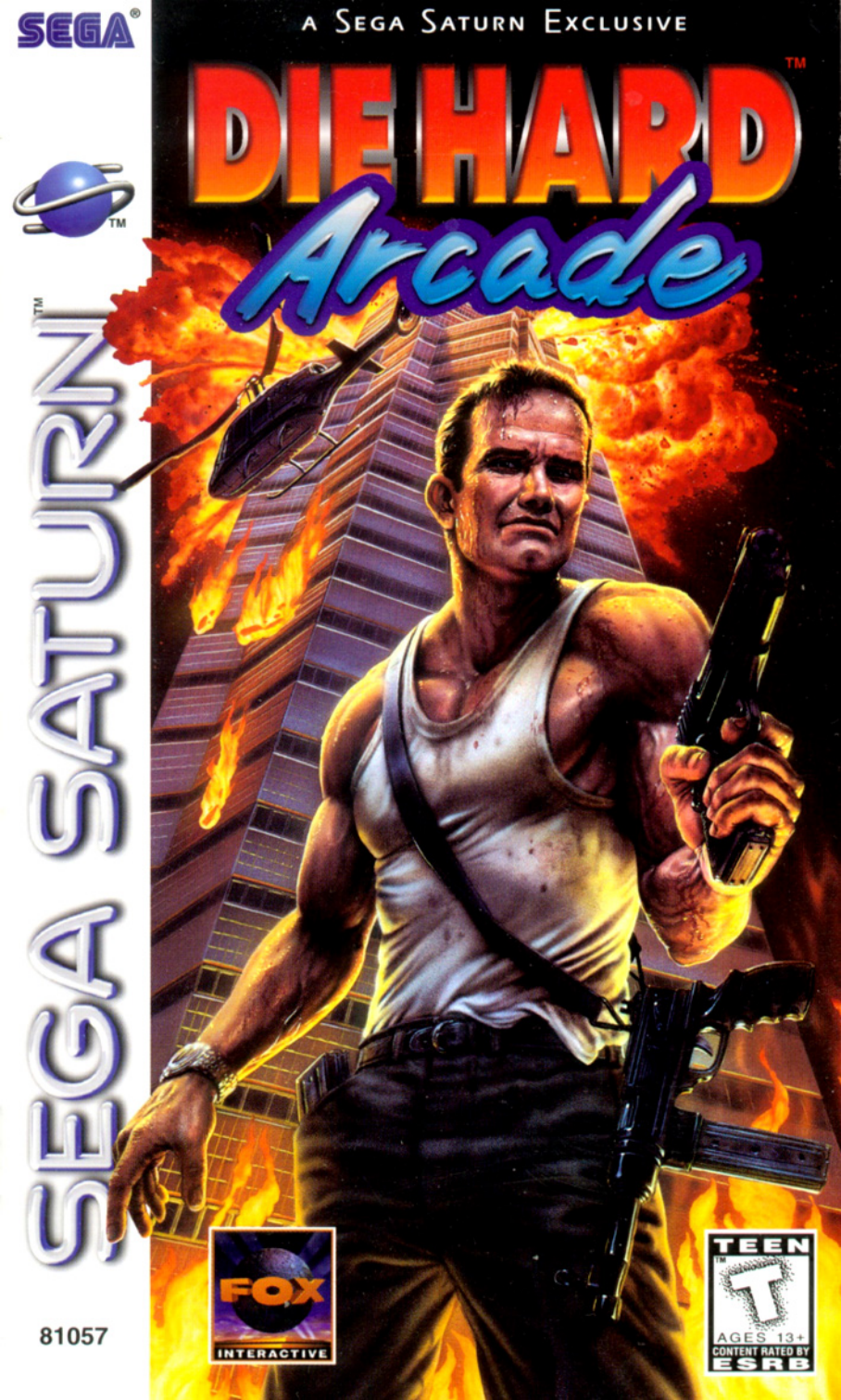

SEGA
A SEGA SATURN EXCLUSIVE
DIE HARD™
Arcade
SEGA SATURN™
FOX
INTERACTIVE
TEEN
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AGES 13+
CONTENT RATED BY
ESRB
81057

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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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.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

Visit Sega's Internet Sites at:

web site:	**http://www.sega.com**
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For French Instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

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DIE HARD ARCADE

TERROR IN THE NAKATOMI BUILDING

John McClane, a detective from New York, arrives in Los Angeles to spend Christmas vacation with his family. He stops by the L.A.P.D. to visit a former partner, but while he is there he learns that terrorists have occupied the Nakatomi Building, where his wife works. This rogue band of nihilists, lead by the notorious White Fang, have taken little Missie Harrington, the president of the Nakatomi Corporation's only daughter, hostage.

McClane tries to hitch a ride with the patrol cars that are heading to the scene, but is denied. Not one to give up, he causes so much trouble that a rookie detective named Kris Thompsen is assigned to keep an eye on him. But McClane explains the situation to her and, smooth talker that he is, convinces her to help him get to the scene. The two head for the parking lot to snatch a patrol car.

As they emerge from police headquarters, they discover a S.W.A.T. helicopter about to take off from the parking lot. McClane jumps onto the chopper just as it is about to take off, and Thompsen has no choice but to follow. With no time left to kick the two out, the helicopter takes off and heads to the scene.

The helicopter arrives at the Nakatomi Building, and descends toward the roof. The S.W.A.T. members jump to the roof but are immediately picked off by terrorist fire. As the chopper turns to retreat, McClane leaps out unarmed. Thompsen reaches out to stop him, but is dragged into the fray.

Now, the two must begin their fight to destroy the fiendish plot of White Fang and rescue the President's daughter.

STARTING UP

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2.

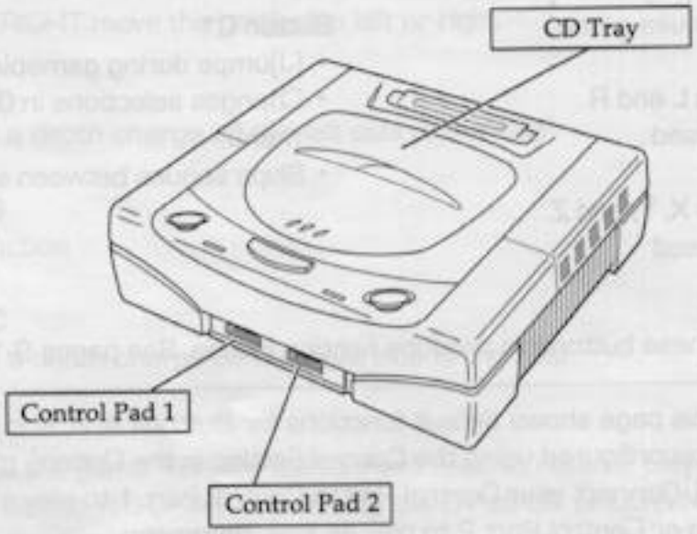
   Note: *DIE HARD™ Arcade* is for one or two players.

2. Place the *DIE HARD™ Arcade* disc, label side up, in the well of the CD tray and close the lid.

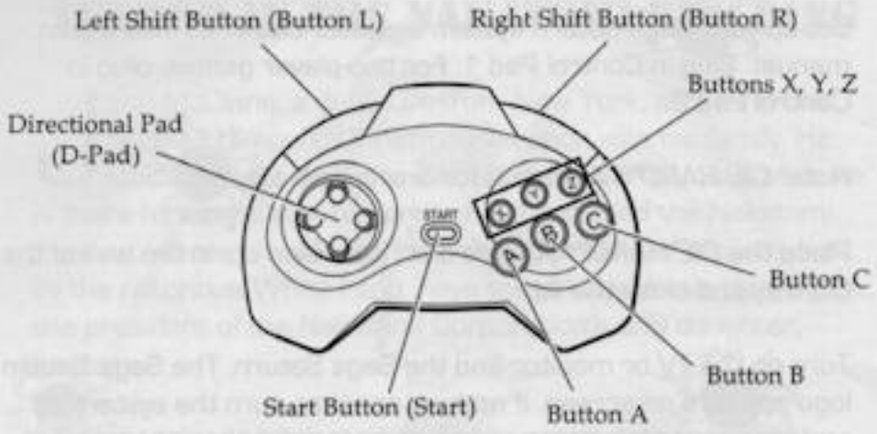
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

4. If you wish to stop a game in progress and return to the on-screen Control panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears press again to go to the on-screen Control panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



TAKE CONTROL!



D-Pad*
- Highlights items on menu screens
- Directs your character during game play (see pages 9-11 for fighting moves)

Start
- Starts the game
- Enters selections
- Pauses gameplay; resumes gameplay when paused
- Continues game

Buttons L and R
- Not used

Buttons X, Y, and Z
- Not used

Button A*
- [P]unches during game play
- Pick up items
- Changes selections in Options menu
- Skips segues between scenes

Button B*
- [K]icks during gameplay
- Changes selections in Options menu

Button C*
- [J]umps during gameplay
- Changes selections in Options menu
- Skips segues between scenes

* Use these buttons to produce fighting moves. See pages 9-11.

Note: This page shows default functions for Buttons A, B, and C. They can be reconfigured using the Control Setting in the Options menu (page 7). Connect your Control Pad to Control Port 1 to play as John McClane or Control Port 2 to play as Kris Thompsen.

DIVING INTO THE FRAY



A short intro briefing you on the dire situation at hand is followed by a game demo. Press Start at any time to access the Title screen. Press Start again to bring up the Mode Select screen. Press the D-pad UP or DOWN to scroll through the selections, and press Start to select.

DIE HARD Arcade Selects the *DIE HARD™ Arcade* game.

Deep Scan Selects the *Deep Scan* submarine game (see below).

Option Lets you customize features of the game.

DEEP SCAN

This is a retro game that brings back memories of video games of years past. The object is to drop depth charges and destroy enemy submarines before they sink your battleship with their torpedoes.

Controls:

D-Pad
- LEFT/RIGHT move the battleship left or right

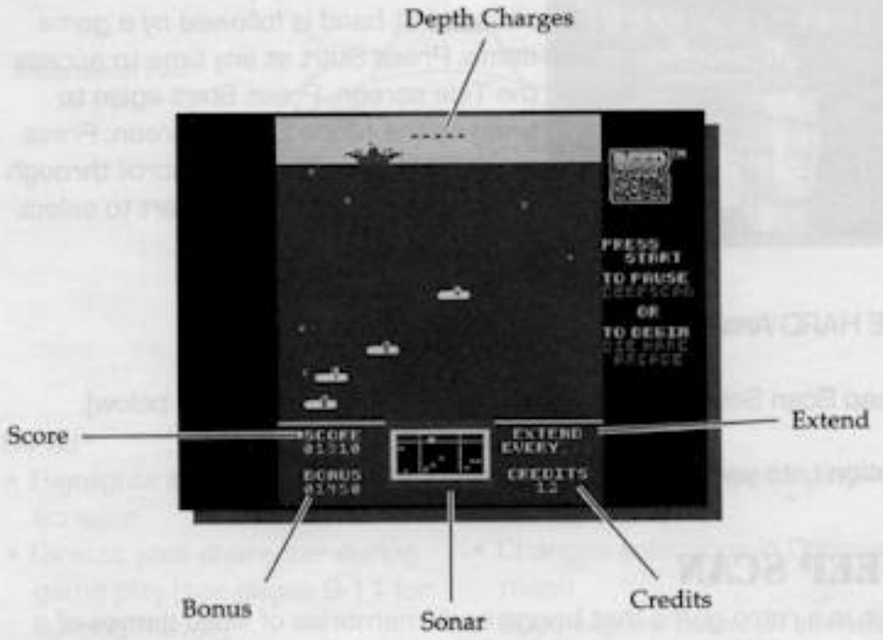
Button A
- Drops a depth charge off the left side of the ship

Button B
- No function

Button C
- Drops a depth charge off the right side of the ship

Start
- Pauses the game. You are asked if you want to resume playing *Deep Scan*. Select YES or NO by pressing the D-Pad UP or DOWN. Make your selection with the Start Button.

DEEP SCAN SCREEN DISPLAY



Score: Displays your current score based on the number of submarines destroyed.

Bonus: Shows the number of Bonus points you will collect by sinking a red Bonus submarine.

Sonar: Lets you view submarines that are approaching from off-screen.

Extend: Displays the number of points needed for a Credit.

Credits: Shows the number of Credits collected for *DIE HARD™ Arcade*.

Depth Charges: Displays the remaining number of depth charges.

OPTIONS



Press the D-Pad UP or DOWN to select an option. Press Button A, B, or C to make changes in the selected option.

Control: Allows you to reconfigure the functions of Buttons A, B, and C .

> **Note:** A second player can jump into the game at any time by pressing Start on the unused Control Pad. However, button configurations can only be changed at the beginning of the game.

Movie Scenes: Turns the movie segues between scenes ON or OFF.

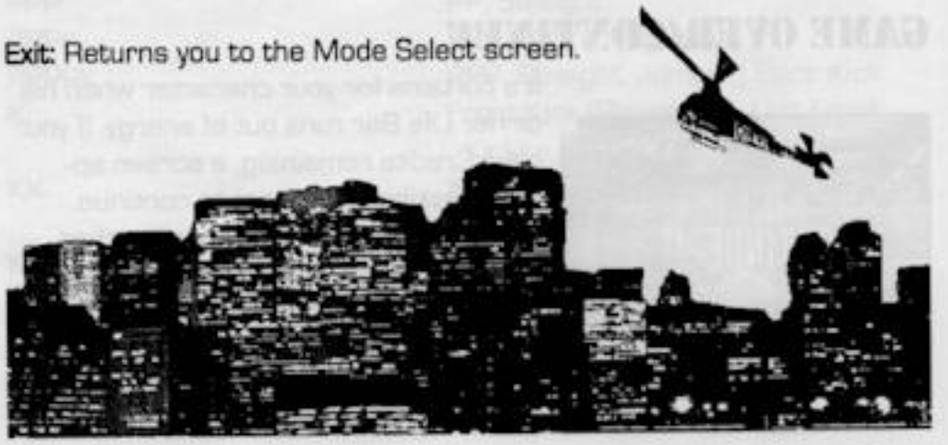
Friendly Hits: Enables the players to attack each other when ON. No damage occurs from Friendly Hits, but the characters can be knocked down.

Violence: Select ON to see all the gory details of your fight. Select OFF for a less graphic version.

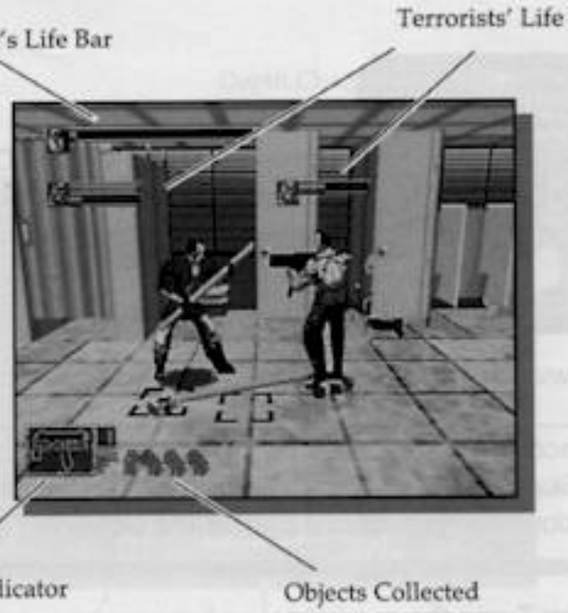
Audio: Select stereo or monaural sound.

BGM Volume: Sets the volume of the background music. Press Button A or C to increase the volume, and press Button B to decrease it.

Exit: Returns you to the Mode Select screen.



ON THE SCENE



Character's Life Bar: Indicates the amount of life remaining for each character.

Terrorist's Life Bar: Indicates the amount of life remaining for each terrorist.

Weapon Indicator: Displays the weapon currently in use by your character. Next to it is the number of rounds remaining (if it is a firearm).

Objects Collected: Displays objects you've found that can be carried from scene to scene.

GAME OVER/CONTINUE



It's curtains for your character when his or her Life Bar runs out of energy. If you have Credits remaining, a screen appears asking if you want to continue. Press Start before the timer reaches zero to continue the game. When a game is continued, your character keeps all collected weapons and objects, and receives a bonus handgun. The game is over when you run out of Credits.

FIGHTING MOVES

The D-Pad controls the direction of your character's movements. UP moves your character away from you, DOWN brings him or her toward you. LEFT moves the character left and RIGHT moves him or her right.

ATTACK TYPES

McClane and Thompsen have a variety of attacks from which to choose.



Turning: Attacks performed against an opponent behind the player.
Emergency Escape: Performed when grabbed by an opponent. Allows your character to get out of throws.
Jumping: Attacks performed simultaneously with a kick.
During Jumps: Attacks performed while in mid-air.
Dash: Attacks performed while running (press the D-Pad FORWARD twice and hold to run).
Recovery: Attacks performed after being knocked down.
Throws: Attacks performed after grabbing an opponent (move toward an opponent to grab him or her automatically).

Attacks:

P	Jab
PP	P, Straight
PPP	PP, Straight
PPPK	PPP, Rolling Heel Kick
PPPPK	PPP, Straight, Jumping Back Kick
K	Front Kick (Player 2: K, Left Front Kick)
KK	K, Front Roundhouse (Player 2: K, Left Front Kick)
KKK	KK, Back Kick
KKP	KK, Body Blow (Player 2: Power Punch)
P (hold and release)	Dash Uppercut
K (hold and release)	Somersault Kick

Attacks While Holding the D-Pad UP or DOWN

P	Jab
PP	P, Hook
PPP	PP, Uppercut
PPK	PP, Foot Sweep
PPPK	PPP, Knee Kick
K	Front Kick
KK	K, Front Kick
KKK	KK, Front Kick
KKP	KK, Double-Handed Uppercut

Turning Attacks

P (D-Pad BACK)	Backfist
K (D-Pad BACK)	Side Kick

Emergency Escape

J+P+K	Spinning Attack

Jumping Attacks

J+P	Jumping Uppercut
J+K	Jump Kick
J+P (D-Pad FORWARD)	Dash Elbow
J+K (D-Pad FORWARD)	Jumping Double Back Kick

Attacks During Jumps

P	Swing Down
P (hold)	Double-handed Swing
K	Diagonal Kick
K (hold)	Double Rolling Heel Kick (Player 2: Screw Kick)
P (D-Pad DOWN)	Elbow Drop
K (D-Pad DOWN)	Knee Drop
P (when landing)	Slide Punch
K (when landing)	Sliding Kick

Dash Attacks

D-Pad FORWARD	Step Forward
P (during Step Forward)	Elbow
K (during Step Forward)	Groin Kick (Player 2: Backfist)
D-Pad BACK	Step Back
D-Pad FORWARD twice & hold	Run
P (while running)	Tackle
K (while running)	Jumping Kick
D-Pad BACK twice & hold	Back Roll

Recovery Attacks

P (D-Pad LEFT or RIGHT)	Rising Uppercut
K (D-Pad LEFT or RIGHT)	Rising Kick or Groin Kick (Player 2: Rising Sweep)
P, K or J (D-Pad UP or DOWN)	Roll to a standing position
J	Jump to a standing position

Throws

PKP (after grabbing)	Giant Swing
PPKP	(same)
PPKKP	(same)
PKKK (after grabbing)	German Suplex
PPKKK	(same)

* Try different button combinations to find new moves.

ITEMS

As you battle your way through the Nakatomi Building, you'll find various objects on the ground that have a red square around them. The square indicates that the object can be picked up and used against terrorists. As you approach an object, the square turns from red to green, indicating it can be picked up. Pick up the object by pressing the [P]unch button. The objects are described below.

Weapons:



Hand Gun: Get handguns by knocking them out of terrorists' hands. Handguns contain up to 15 rounds. Fire by pressing the [P]unch button. Hand guns can be taken with you from scene to scene.

Machine Gun: Knocked from the hands of terrorists or find them on the floor. Containing up to 20 rounds, they can be fired by pressing the [P]unch button. Fires 4 round bursts.





Missile Launcher: Knocked from terrorist's hands or found on the floor. Contains up to six missiles and cannot be reloaded. Fire by pressing the [P]unch button.

Anti-Tank Rifle: Found on the floor. Can also be knocked from terrorists' hands if they find it first. Contains up to six rounds and cannot be reloaded. Fire by pressing the [P]unch button.



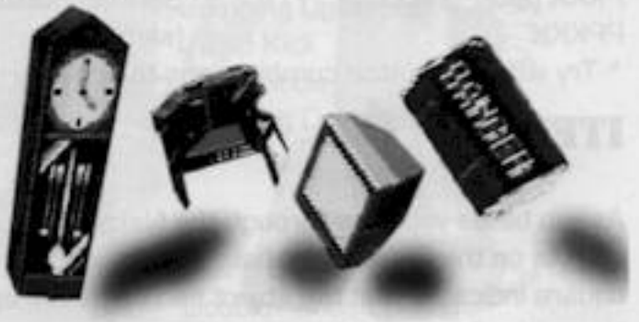


Spray Can: Found on the floor and contains six shots. If you have a lighter (it is hidden somewhere), The Spray Can is automatically used as a Flame Thrower. Spray by pressing the [P]unch button.

Objects that can be thrown:

The following items can be used only once, but do considerable damage to terrorists. Once picked up, they can be thrown by pressing the [P]unch button.

Grandfather Clock
Chairs
Television Monitors
Oil Drums



Ammo:

Hand Gun Clip*: Knocked from terrorists. Designated by a green H.





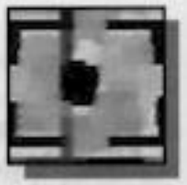
Machine Gun Magazine*: Knocked from terrorists. Designated by a red M.

*Clips and magazines can be taken with you from scene to scene.

Life Up:



It's a tough fight against these terrorists and you'll need to get your strength back along the way. Look for red and white bottles and boxes of medicine on the floor. Pick them up to help keep you alive.



STAGES

Stage One: The Top Floor
Squash a few paltry thugs to battle with a sub-boss, Hog, who is guarding the elevator to the next stage.

Stage Two: The Underground Parking Lot
Here your opponents are stronger and a bit sneakier. Work your way to the security room where robots try to stop you from getting closer to White Fang.

Stage Three: The First Floor Lobby
Get past more armed terrorists and a dramatic fight in the lobby fountain for an encounter with Jocko, a sub-boss trying to stop your progress.



Stage Four: The Terrace
You're back to the top of the building and wind up in the coffee shop. White Fang has two more sub-bosses, Mr. Tubbs and Mr. Oushi, waiting to snuff your valiant attempts to save Missie.

Stage Five: The Top Floor
This is the critical stage where it's do or die against the legendary White Fang. The fate of Missie Harrington lies in your able hands.

WHO'S WHO



John McClane:
A veteran detective from New York. He's married with two children, but his wife lives with the kids in Los Angeles because of her work. John is visiting L.A. to spend the Christmas holidays with his family. His weapon of choice is the Beretta 92F.



Kris Thompsen:
A detective, fresh out of the police academy. She has just been assigned to the L.A.P.D. She is a martial arts expert especially proficient in kung fu.



White Fang:
Leader of the terrorist group that has occupied the Nakatomi Building in an effort to steal the $600 million in negotiable bonds that are kept in the building's safe. A man with military experience, White Fang is also an expert in martial arts. His specialty is fighting with swords.

STRATEGIES

- Try to arrest terrorists when you get the chance. However, this can be done only when you have a handgun as your weapon currently in use. Approach a thug as if to grab him or her and when he or she turns around press the [P]unch or [K]ick Button repeatedly to complete the arrest. This saves health and time by quickly neutralizing the terrorist.



- When presented with big weapons like the Anti-Tank Rifle or the Missle Launcher, try to save them for the bigger enemies who are harder to kill.

- If possible, try to avoid using your handgun when other objects which can be used as weapons are available. Handguns are the only weapons that can be taken from scene to scene, so save them when you can.



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