SEGA™

FOX INTERACTIVE™

SEGA SATURN™

# INDEPENDENCE DAY™



OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS™ K-A

CONTENT RATED BY ESRB

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-16104H

# 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.

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**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**

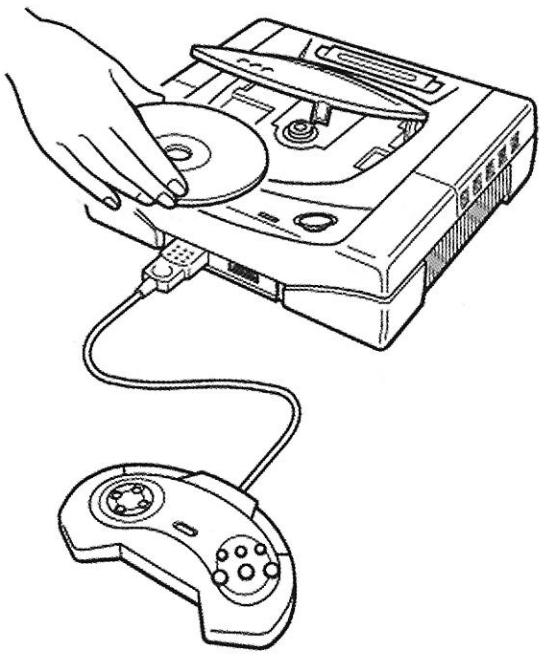
This product has been rated by the Entertainment Software Rating board. For information about the ERSB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

**For Independence Day Hints, Tips and Tricks presented by Fox Interactive of Los Angeles, California call 1-900-CALL4FOX. The call costs $.80/min. Touchtone phone required. If you are under 18, you must have your parents' permission before making the call.**

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ System.

## INDEPENDENCE DAY — Table of Contents


| | |
|---|---|
| **START UP** | **2** |
| Introduction | 3 |
| **GETTING STARTED** | **4** |
| Main Options Menu | 5 |
| Single Player | 6 |
| Multiplayer | 7 |
| Missions | 8 |
| Bonus Levels/Warpgates | 9 |
| Loading/Saving | 9 |
| Flight Controls | 10 |
| On-Screen Information | 11 |
| Pickups | 12 |
| Bonus Planes | 12 |
| Credits | 14 |



## START UP

Set up your Sega Saturn™ game console according to the instructions in its Instruction Manual. Make sure the Sega Saturn™ power is off before inserting or removing a compact disc. Insert the Independence Day disc and close the CD door. Insert game controllers and turn on the Sega Saturn™ game console. Follow on-screen instructions to start a game.



## INTRODUCTION

They are like locusts, roaming the galaxy, attacking unsuspecting worlds, using up their resources and moving on.

Now they have come to Earth.

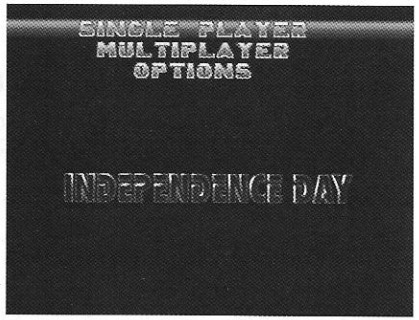
Just twenty-four hours ago, their fleet of giant City Destroyer spacecraft assumed strategic positions above all the world's major cities, threatening to annihilate millions unless the people of Earth can unite in time to repel the invasion. But the clock is ticking.

Fortunately, an important first step in combating the aliens has been achieved: a virus has been delivered to the Mother Ship's central computer, weakening the shield strength of the City Destroyers. Now it's up to you to finish the job. As an ace fighter pilot, you and your wingman, Steve Hiller, must battle through the remaining alien defenses, finish off the shields and take out each city destroyer before time runs out. To accomplish your various mission objectives, you will have an arsenal of state-of-the-art weaponry at your disposal. Your most valuable weapons, however, will still be your wits, your courage, and your instincts.

Good luck. The citizens of earth are counting on you.

## GETTING STARTED

Insert the Independence Day disc into the Sega Saturn™ console and close the CD door. Insert controller(s) and turn on the Sega Saturn™ game console. After a few moments, the title screen will appear. Press the START button when instructed to do so. The Main Menu will appear, giving you three selections from which to choose: SINGLE PLAYER, MULTIPLAYER and OPTIONS.




Press the UP or DOWN Directional Buttons on your controller until your desired selection is highlighted. Press [A or C BUTTON ICON] to choose the selection.



## MAIN OPTIONS MENU

Choosing OPTIONS from the Main Menu will bring up the following Main Options Menu. Make your selection using the UP and DOWN Directional Buttons.




Load Game: If you have saved a previous, you can use this option to restore it as explained in the LOAD/SAVE section of this manual.

Skill Level: Use the LEFT and RIGHT Directional Buttons to select the desired level of difficulty.

Radio, Music and SFX: Use the LEFT and RIGHT Directional Buttons to set the desired volume level for radio chatter, music and sound effects.

Controller: Press [A or C BUTTON ICON] and use the LEFT and RIGHT Directional Buttons to select one of the following four control configurations: Arcade 1, Arcade 2, Flight 1 or Flight 2. Press [A or C BUTTON ICON] to choose the configuration and return to the options menu.

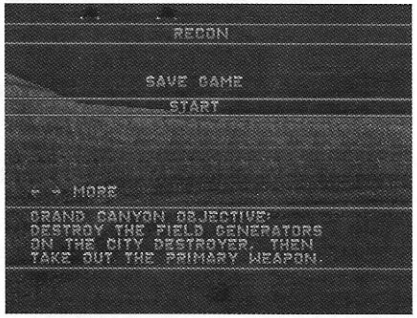
Player Name: Use the RIGHT and LEFT Directional Buttons to find and select the desired letter, then press the [A or C BUTTON ICON] button to choose that letter. Choose SPACE to insert a blank space, choose DELETE to delete the previous letter. Choosing CLEAR will clear the name entirely. When done, choose END.

Audio: Use the LEFT and RIGHT Directional Buttons to select Stereo or Mono depending on how you have connected your saturn to your TV or monitor.

Exit: Press Start to leave the Main Options Menu and return to the Main Menu. You may now select either Single Player or Multiplayer.

## SINGLE PLAYER

Selecting and choosing Single Player from the Main Menu will begin a brief video sequence followed by the Recon Mission Screen shown below. Later missions will first allow you to select your aircraft. To bypass the video sequence and go directly to the Mission Screen, press START.




The window at the bottom of the screen explains your mission objective. Press the LEFT and RIGHT Directional Buttons for a description of your targets, along with descriptions of the various weaponry and aircraft (alien and friendly) which you will encounter during your mission.

Near the top of the screen you can select either SAVE GAME or START by pressing the UP and DOWN Directional Buttons. Press [A or C BUTTON ICON] to choose your selection. Saving games is explained in the LOAD/SAVE section of this manual.



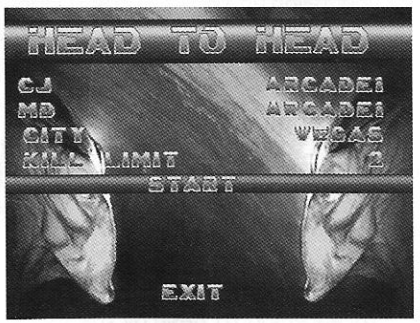
## MULTIPLAYER

Selecting and choosing Multiplayer from the Main Menu brings up the following screen.




Use the UP and DOWN Directional Buttons to select either Head to Head or Network Cable mode. Press [A or C BUTTON ICON] to Choose your selection.

Head to Head: Head to Head mode allows two players to play against each other on a split-screen. To play in Head to Head mode, you must have two controllers plugged in. Choosing Head to Head on the Multiplayer Menu brings up the Head to Head Options Menu. Make your selection with the UP and DOWN Directional Buttons.




Player 1 and Player 2: Press the [A or C BUTTON ICON] button to enter player names and choose controller configuration as previously described.

City: Press the LEFT and RIGHT Directional Buttons to select from one of four available cities.

Kill Limit: Press the LEFT and RIGHT Directional Buttons to set the number of kills a player must achieve to win a game.

Start: Press the START button to leave the Head to Head Options Menu and go to the Plane Selection Screen.
Each player may cycle through the available aircraft by pressing the LEFT and RIGHT Directional Buttons. To choose a plane, press [A or C BUTTON ICON] .

Exit: Press the [A or C BUTTON ICON] button to leave the Head to Head Options Menu and return to the Multiplayer Menu.
Network: To play in Network Mode you must have two separate Sega Saturn™ consoles hooked up to two separate televisions. Simply plug each end of the link cable into the communication port at the back of each console. Once connected, select Network mode and follow the same on-screen procedure as for Head to Head Mode.

Exit: Press [A or C BUTTON ICON] to return to the Main Menu.

## MISSIONS

Remember that each mission has an objective which must be carried out before your allotted time expires. Concentrate on the objects that appear white on your radar. The triangular radar pointer will always direct you toward your primary objective.

Grand Canyon Mission Objective:
On the underside of the City Destroyer are four field generators that provide a defensive shield around the ship and the city perimeter. Your mission is to destroy all four, then take out the primary weapon.

Washington Mission Objective:
Alien defenses are threatening to destroy the E-3 AWACS. Your mission is to protect them until they can complete their reconnaissance of the City Destroyer, then take out the primary weapon.



New York Mission Objective:
A collection of Earth-based satellite uplinks are being used by the Aliens to communicate with other City Destroyers. Your mission is to locate and destroy these uplinks, then take out the primary weapon.

Other mission objectives will be given to you on a need to know basis, good luck!

## BONUS LEVELS/WARPGATES

On certain levels, you will have the option of entering a "Warpgate," a large funnel-like object suspended in mid-air just below the underside of the City Destroyer. If you decide to enter a Warpgate, you will be transported to one of three Bonus Levels at Cape Canaveral, the Nakhoda Sub Base or the Antarctic where you must destroy the remote shield generator before another Warpgate will appear to transport you back.

## LOADING/SAVING

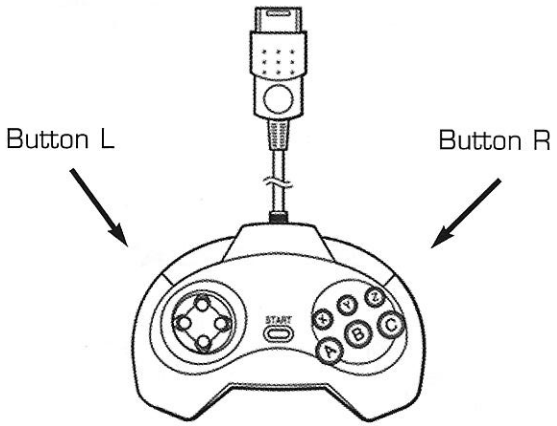
If you are using a Ram Cartridge or if you have free system memory, you can save game information and reload it at another time.

Each SAVE registers your status at the beginning of the given level, including such information as missiles remaining, bonus planes found, special weapons, high score and personal preferences.

At the beginning of each level you are given the option to START play or SAVE the game at that point. Use the UP and DOWN Directional Buttons to select SAVE GAME, then press [A or C BUTTON ICON] . If you wish to save to a Ram Cartridge, use the LEFT or RIGHT Directional Buttons to select Ram Cartridge, then press [A or C BUTTON ICON] .

Loading from Card: Choosing OPTIONS from the MAIN MENU, will bring up the MAIN OPTIONS MENU where you may load a previously saved game by selecting LOAD GAME, pressing [A or C BUTTON ICON] . The game will then resume on the level that it was saved on.

## FLIGHT CONTROLS

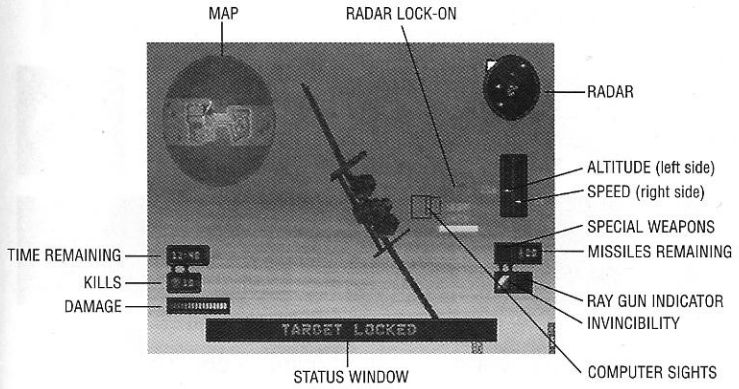



| Key | Action |
|---|---|
| **Button L/R** | Throttle Down/Throttle Up: Increases/Decreases speed. |
| **Button L/R at the same time** | Airbrake: Slows aircraft to the minimum speed required for flight. When released, aircraft returns to regular cruising speed. |
| **Direction Pad Up and Down** | Dives/climbs to a lower/higher altitude. |
| **Direction Pad Right/Left** | Turns the aircraft right/left. |
| **[X]** | Camera Toggle: Enables player to select from a series of different camera views including cockpit, outside camera, wingman and alien camera. |
| **[start]** | Pause/Quit: Pauses the game when pressed. Select and choose RESUME to return to play. Select and choose QUIT to end play. |



| | |
|---|---|
| **[A]** | Map: Brings up an overhead map of the combat area and surface terrain in the upper left of your screen. Press again to toggle the map off. |
| **[B]** | Bullets: Fires the aircraft's machine gun. |
| **[C]** | Missiles: Launches the aircraft's missiles. |
| **[Z]** | Bonus Fire: Activates bonus weapons. |
| **[Y]** | Roll Enable/Neutral Flight: Allows plane to roll when held down at the same time as Bank Left or Bank Right. |

## ON-SCREEN INFORMATION




Status Window: This is where pertinent mission information will be displayed, including number of kills and mission instructions.

Radar: Enemy aircraft appear as red dots. White dots represent mission targets. The white triangular pointer will direct you toward your target or, if it is a defensive mission, the location of the aircraft you must defend.

Special Weapons: Fired with the [z] key.

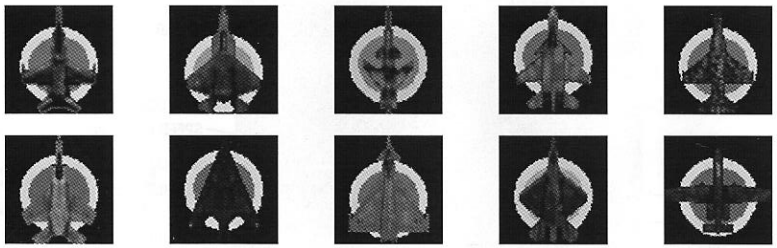
Computer Sights: Use the on-board computer sights to aim your machine guns and help lock-on to targets.

Radar Lock-On: After the initial lock-on, wait for the secondary lock-on before firing missiles.

## PICKUPS

Pickups, which appear as large rotating disks, perform a variety of bonus functions as explained below. To activate the Pickup, simply steer your aircraft directly into it.

### Bonus Planes:



Each of these Pickups awards you the option to choose a different bonus plane on the next level.

These are "extra lives", when you crash or are shot down, you lose the current plane.



Special Weapons:



REARM MISSILES - Rearms your aircraft with a total of five missles up to the maximum allowable load.



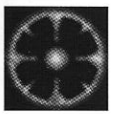
LITTLE RAY GUN - Enables your aircraft to fire a little ray gun weapon for sixty seconds.



BIG RAY GUN - Enables your aircraft to fire a big ray gun weapon for thirty seconds.



TUMBLERS - Arms your aircraft with five tumblers up to a maximum load of 20. A tumbler hit causes alien aircraft to spin out of control for a few seconds.



ELECTRO - MAGNETIC PULSE (EMP) - Arms your aircraft with five EMPs up to a maximum load of 20. An EMP hit stalls all power systems on the alien aircraft for a few seconds.

Other Pickups:



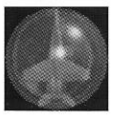
POWER-UP - Repairs minor or major damage to aircraft.




TIME EXTENSION - Adds sixty seconds to mission time limit.



ALIEN FREEZE - Freezes all alien aircraft in place for fifteen seconds.



INVINCIBILITY - Maximizes aircraft power and makes player invincible to enemy fire for twenty seconds.

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## Notes

## Notes



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