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# SEGA CD™

# AX-101™




ABSOLUTE™

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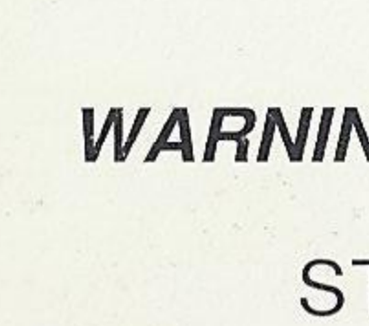
Rated by V.R.C.
GA
Appropriate for all audiences.
General Audience

***WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.***

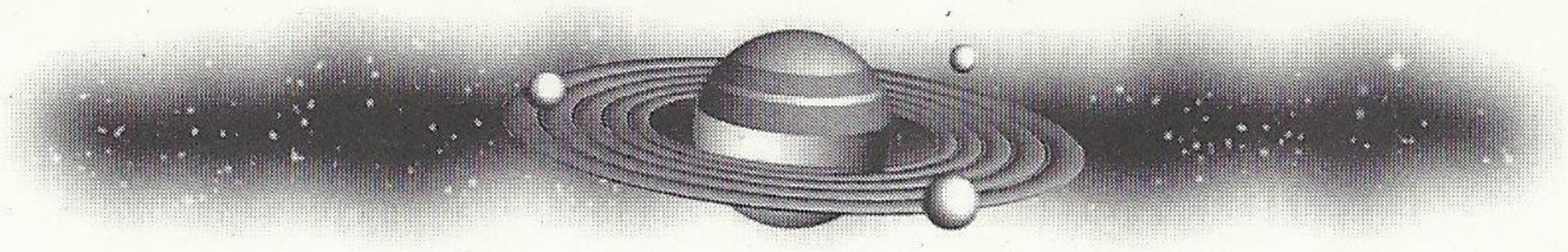
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce epileptic seizure in these individuals. Certain conditions may induce previously 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.

***WARNING TO OWNERS OF PROJECTION TELEVISIONS:***

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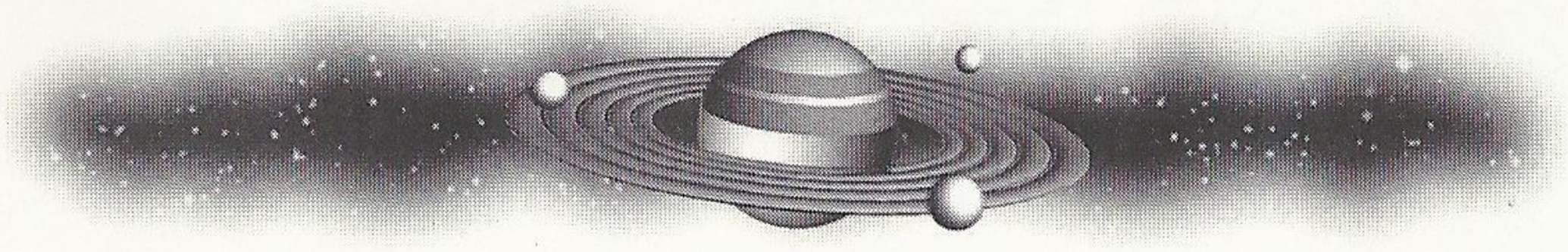
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# FREE EARTH!

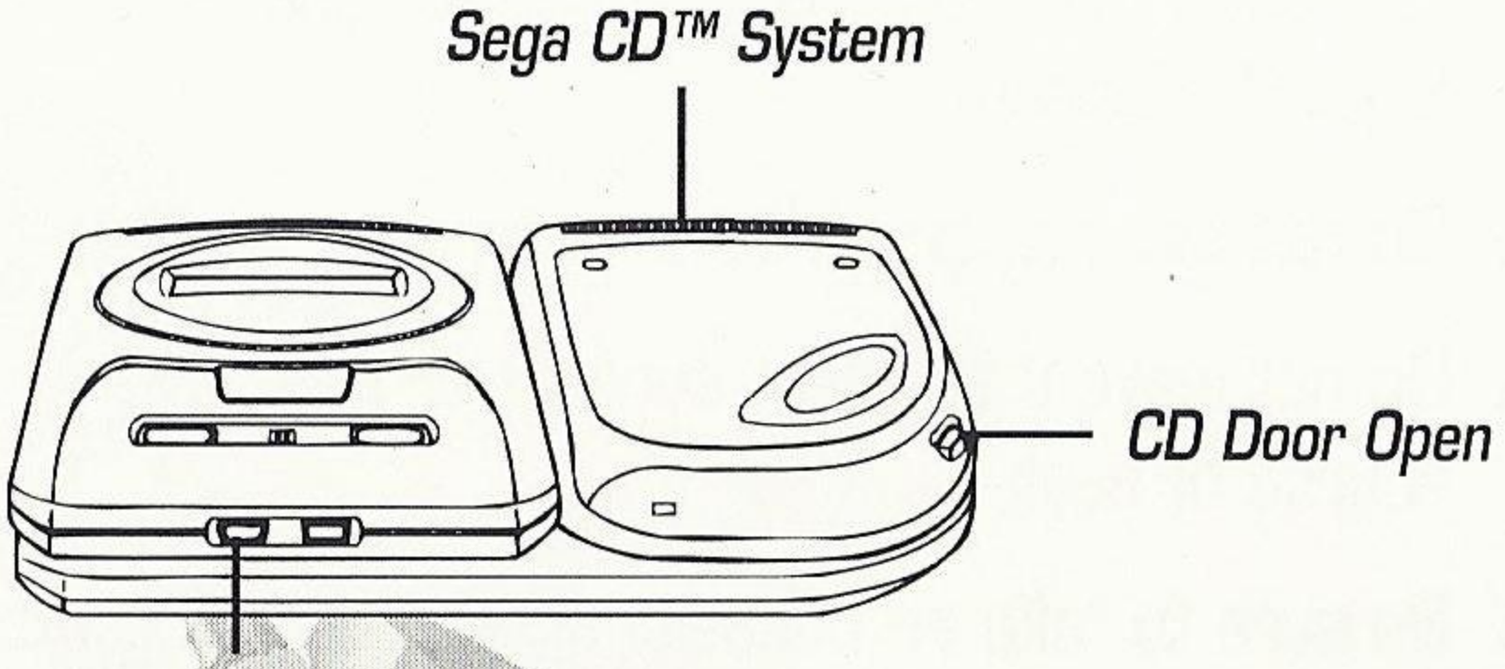
It is 2500 A.D. Mankind has attained the pinnacle of its technology and culture. The world has been at peace for centuries, and space travel has opened the solar system to industry. Science quickly finds uses for the large shipments of exotic extraterrestrial ores arriving daily into world-wide space ports.

Suddenly, contact with alien life is made. An emissary from the planet Prism contacts the Earth with a message of warning: the Earth is about to be attacked by the forces of the Gurzons—a war-like and despotic alien race. Within hours, the Gurzons appear, shattering Earth's cities and quickly crushing its quickly-organized Earth Defense Force (EDF).

After weeks of futile combat, there aren't many members of the EDF left. There is only one hope left: Prism's ultra-advanced starfighter weapon and computer upgrade system, the A/X-101. If an EDF starfighter can get through to Prism and attain the A/X-101, he or she might have the chance to turn back the Gurzons' forces and free the Earth.

And so, four of the best of the EDF's pilots take off on a desperate mission to gain the A/X-101 from Prism, and begin the battle for Earth's last shot at freedom! But they'll have to get past the Gurzons to do it!

# GETTING STARTED

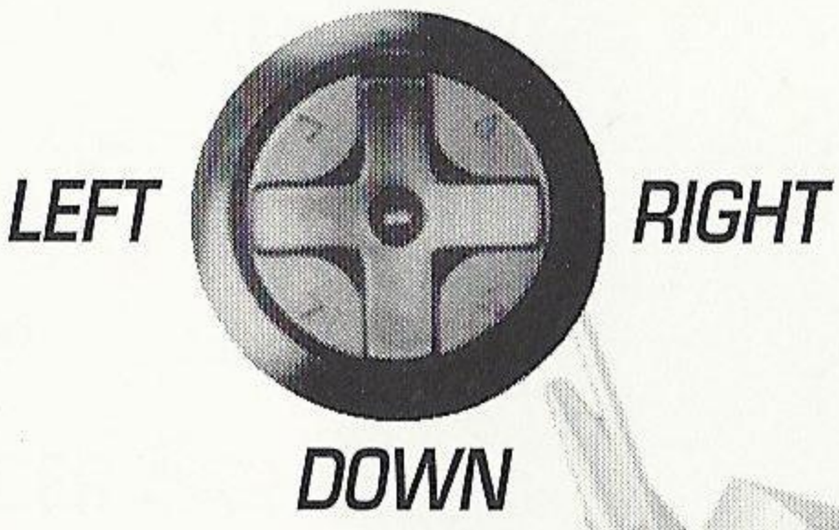


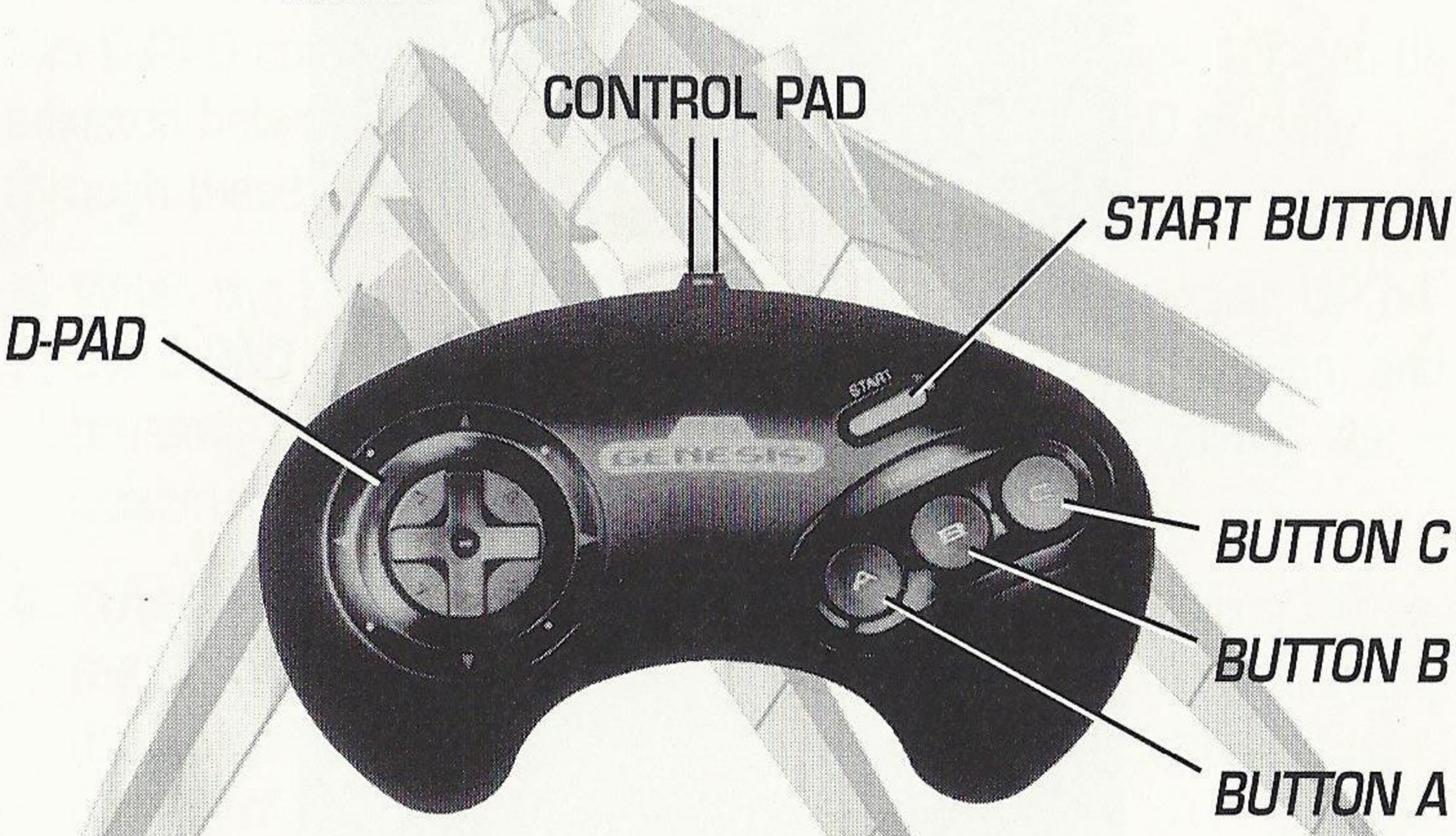

1. A Genesis Controller should be plugged into the "Control 1" port on your Sega™ Genesis™.
2. Make sure that there is not a game cartridge in your Sega Genesis System, and follow all Sega CD System directions to activate your Sega CD System.
3. Open the Sega CD drive. Press **RESET** and the disc tray will open.
4. Carefully place your **A/X-101™** CD disc into the Sega CD System with the label side facing up. Press **START** to close the tray and begin play.

# HANDLING YOUR SEGA CD DISC

- ▲ The Sega CD™ Disc is intended for use exclusively with the Sega CD 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, to rest yourself and the Sega CD™ Disc.
- ▲ **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

# THE CONTROL PAD




*The following are the basic controls of your starfighter:*

**D-PAD** . . . . . .Moves Laser Cannon Sight

**BUTTON A** . . . . . .Fires Laser Cannon

**BUTTON B** . . . . . .Launches Fusion Warheads

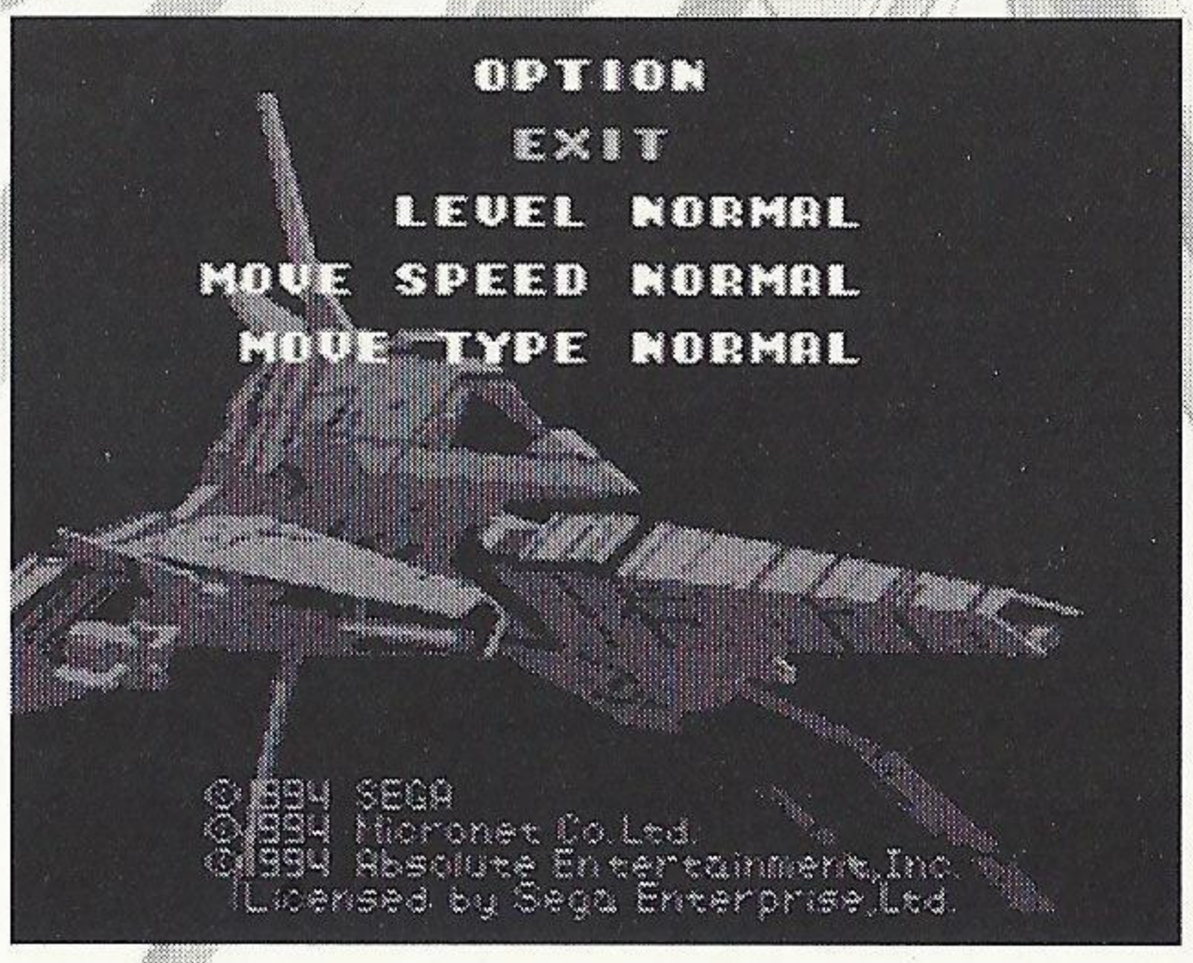
**BUTTON C** . . . . . .Fires Laser Cannon

**START** . . . . . .Pauses/Unpauses Game,
Advances through the Game
Story and Mission Screens

# OPTIONS

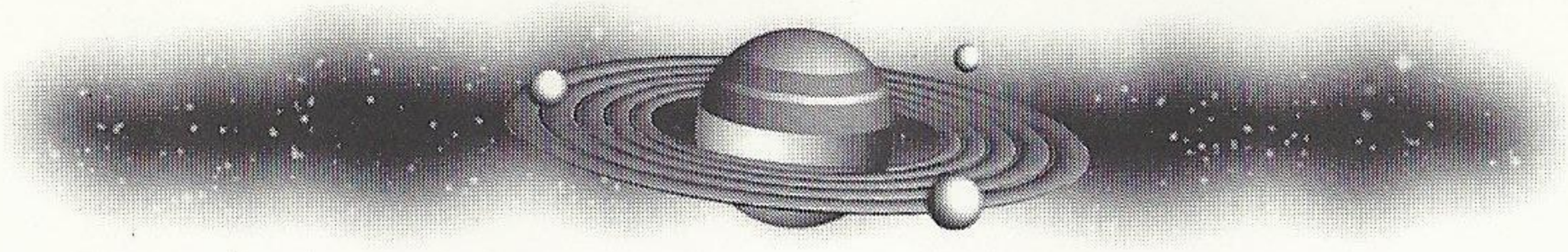



*Title Screen*




*The Options Screen*

The Options Screen can be opened by selecting **OPTIONS** on the Title Screen. On the Options Screen, the player can adjust the game's difficult level, the speed of the Laser Cannon Sight, and the movement speed of the Laser Cannon Sight. At the beginning of the game, all of these options are set to **NORMAL**.



## Difficulty Level (LEVEL)

The game can be played at three levels: **EASY**, **NORMAL**, and **HARD**. Use the **D-PAD** to cycle through these three options.

## Laser Cannon Sight Speed (MOVE SPEED)

The speed of the Laser Cannon Sight (see page 10) can be adjusted to **SLOW**, **NORMAL**, or **FAST**. Use the **D-PAD** to cycle through these three options.

## Laser Sight Control (MOVE TYPE)

The **D-PAD** control of the Laser Cannon Sight (see page 10) can be adjusted between **NORMAL** and **REVERSE**. Use the **D-PAD** to cycle through these two options.

- When the Laser Cannon Sight is set to **NORMAL**, pressing **UP** on the **D-PAD** will move the Sight toward the top of the screen, and pressing **DOWN** on the **D-PAD** will move the Sight toward the bottom of the screen.
- When the Laser Cannon Sight is set to **REVERSE**, pressing **UP** on the **D-PAD** will move the Sight toward the **bottom** of the screen, and pressing **DOWN** on the **D-PAD** will move the Sight toward the **top** of the screen.
- In both the Normal and Reverse modes, the Sight can **always** be moved to the right and left of the screen by pressing the **D-PAD RIGHT** and **LEFT**, respectively.

## Exit

Locks in selected options and returns the game to the Title Screen.

# WEAPONS

Earth Defense Force starfighters are armed with two weapons: the Laser Cannon and Fusion Warheads.

## LASER CANNON

The fighter's main weapon, the Laser Cannon gives the starfighter enough power to go up against the best that the Gurzons can throw at it.

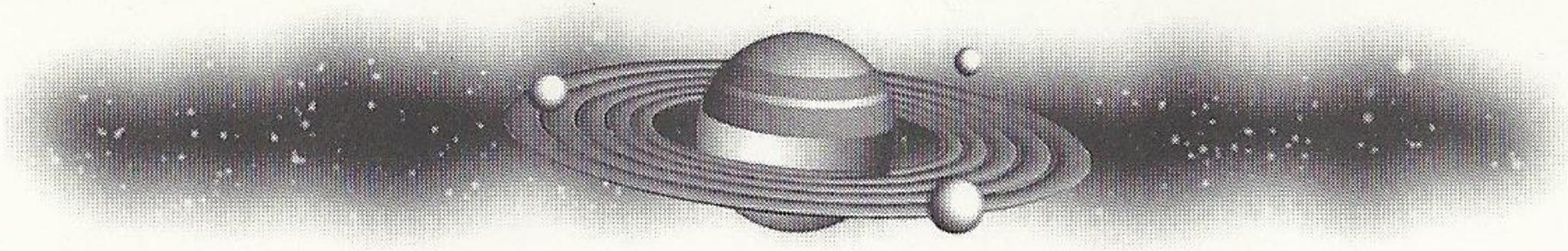
▲ Fire the Laser Cannon by pressing **BUTTON A** or **C**.

▲ Aim the Laser Cannon with the Laser Cannon Sight (see page 10) by using the **D-PAD**.

▲ When an enemy is directly in the Laser Cannon's line-of-fire, a green crosshair will appear in the middle of the Laser Cannon Sight.

▲ The Laser Cannon will not run out of ammunition. It's power, however, will vary. If the Laser Cannon is fired continuously, it's Gun Power (see page 11) will be reduced to a minimum. This power automatically restores itself when the Laser Cannon is not being fired.

▲ When the Gun Power (see page 11) is fully restored, its first shot will be powerful enough to destroy most enemy ships.

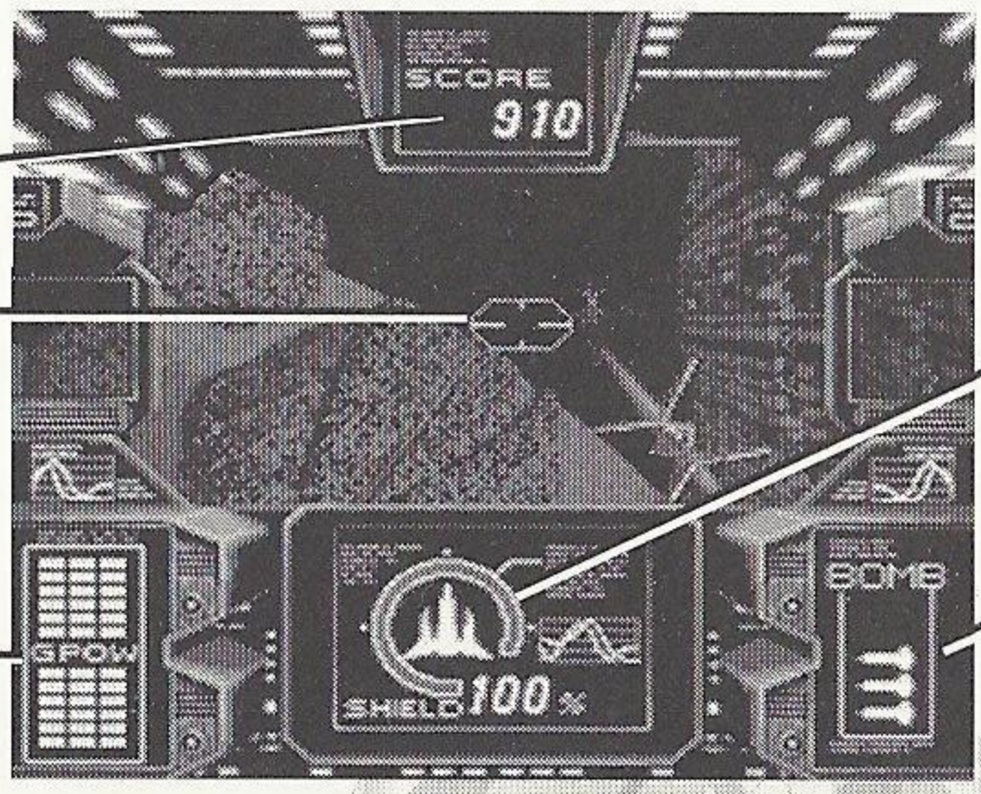


## Fusion Warheads

A weapon of incredible force. The Fusion Warhead will destroy all of the enemy ships or torpedoes on the screen (except for the largest and most powerful; these will be severely damaged, but may not be completely destroyed).

- ▲ Fire a Fusion Warhead by pressing **BUTTON B**.
- ▲ The area of effect for a Fusion Warhead is so large that it need not be aimed.
- ▲ Earth Defense Force starfighters are armed with a limited number of Fusion Warheads, so use them sparingly.
- ▲ Players will receive Fusion Warheads as a bonus for attaining certain scores.

# THE BATTLE SCREEN




*Current Score*

*Laser Cannon Sight*

*Gun Power*

*Shield Power*

*Fusion Warheads Available*

*The Battle Screen*

The Battle Screen is where the fate of Earth is determined. It is here that the player will meet the Gurzon forces in deadly combat. Earth's only hope is that her odd lot of pilots can stand up to the Gurzons' ruthless professionals!

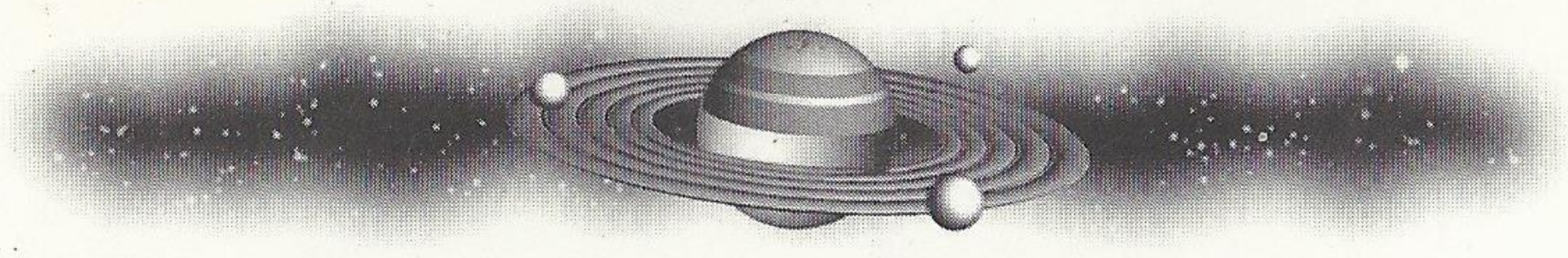
## CURRENT SCORE

Points will be awarded for each enemy ship destroyed. Players will have their supply of Fusion Warheads augmented as a bonus for attaining certain point totals.

## LASER CANNON SIGHT

Determines the area of impact for shots fired from the Laser Cannon.

- ▲ Use the **D-PAD** to aim the Laser Cannon Sight to any point on the screen.
- ▲ The **D-PAD** control of the Laser Cannon Sight can be adjusted (see Options on page 6 for more details).
- ▲ The speed with which the Laser Cannon Sight moves across the screen can be adjusted (see Options on page 6 for more details).



▲ When an enemy is directly in the Laser Cannon's line-of-fire, a green crosshair will appear in the middle of the Laser Cannon Sight.

## Gun Power

While the Laser Cannon will not run out of ammunition (it is an energy weapon and derives its power from solar energy absorbed through conductors affixed to the starfighter's fuselage), its power varies.

▲ If the Laser Cannon is fired continuously, its Gun Power will be reduced to a minimum. This power automatically restores itself when the Laser Cannon is not being fired.

▲ When the Gun Power is fully restored, the first shot from the Laser Cannon will be powerful enough to destroy most enemy ships or torpedoes.

## Shield Power

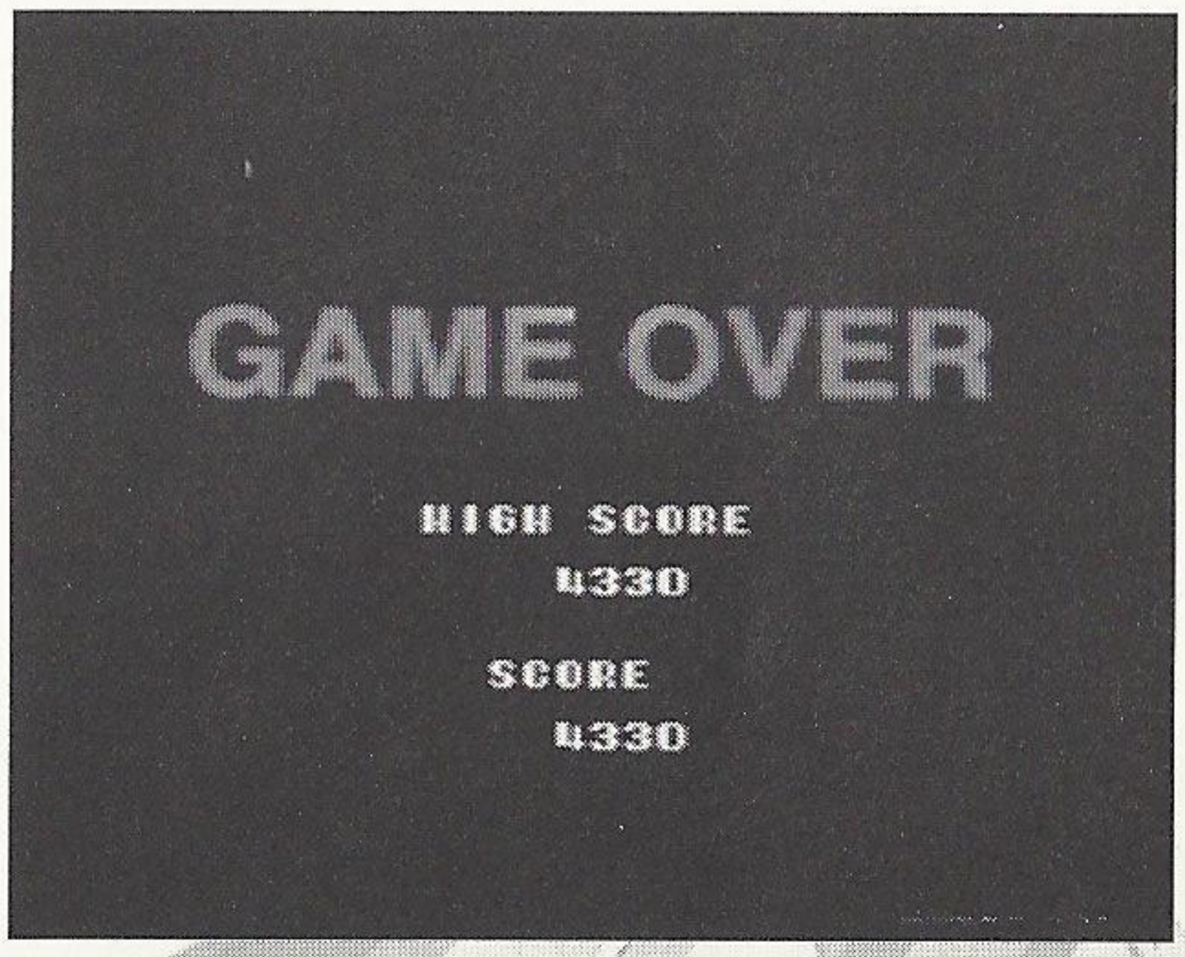
The shields of the starfighter are crucial to its survival; without them, it would be reduced to useless space junk by enemy fire in a matter of seconds. The power and strength of the starfighter's shields is displayed as a percentage. Each hit the starfighter receives will weaken the shields by a certain amount. When the shield is reduced past **0%**, the starfighter will be destroyed.

The largest threat posed to the starfighter's shields is from enemy torpedoes. There are different forms of enemy torpedoes (some appear as yellow polygons, others as large red balls), each of which will inflict a different amount of damage. These torpedoes can be shot and destroyed by the Laser Cannon before they hit the starfighter and inflict damage.

## Fusion Warheads Available

Displays the number of Fusion Warheads (see page 8) available for use.

# CONTINUING THE GAME




*The Game Over Screen*

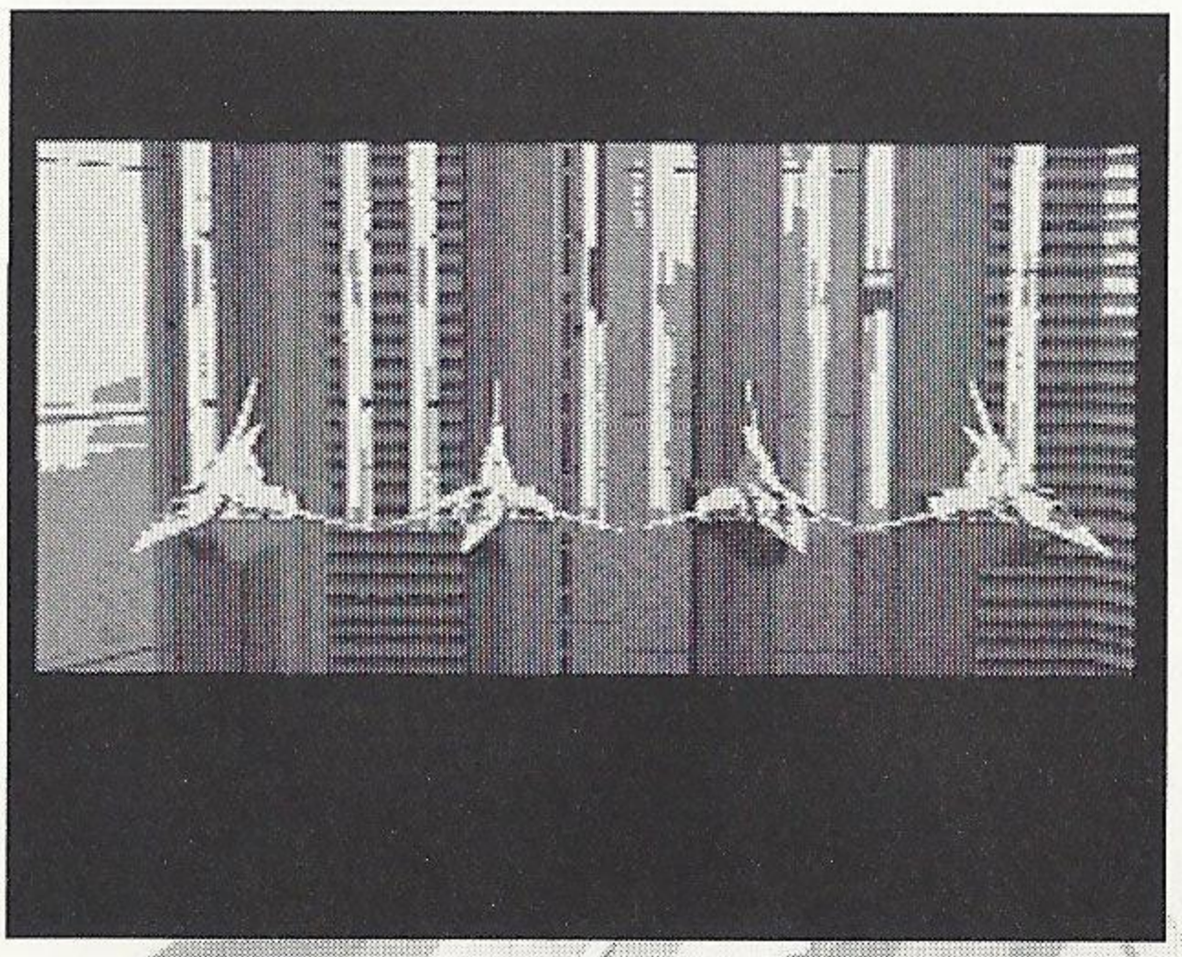
When your starfighter is destroyed, the Game Over Screen will appear, displaying your final score. Pressing **START** when this screen is displayed will return you to the Game Menu Screen where you will have the option of continuing the game.




*Continue Screen*

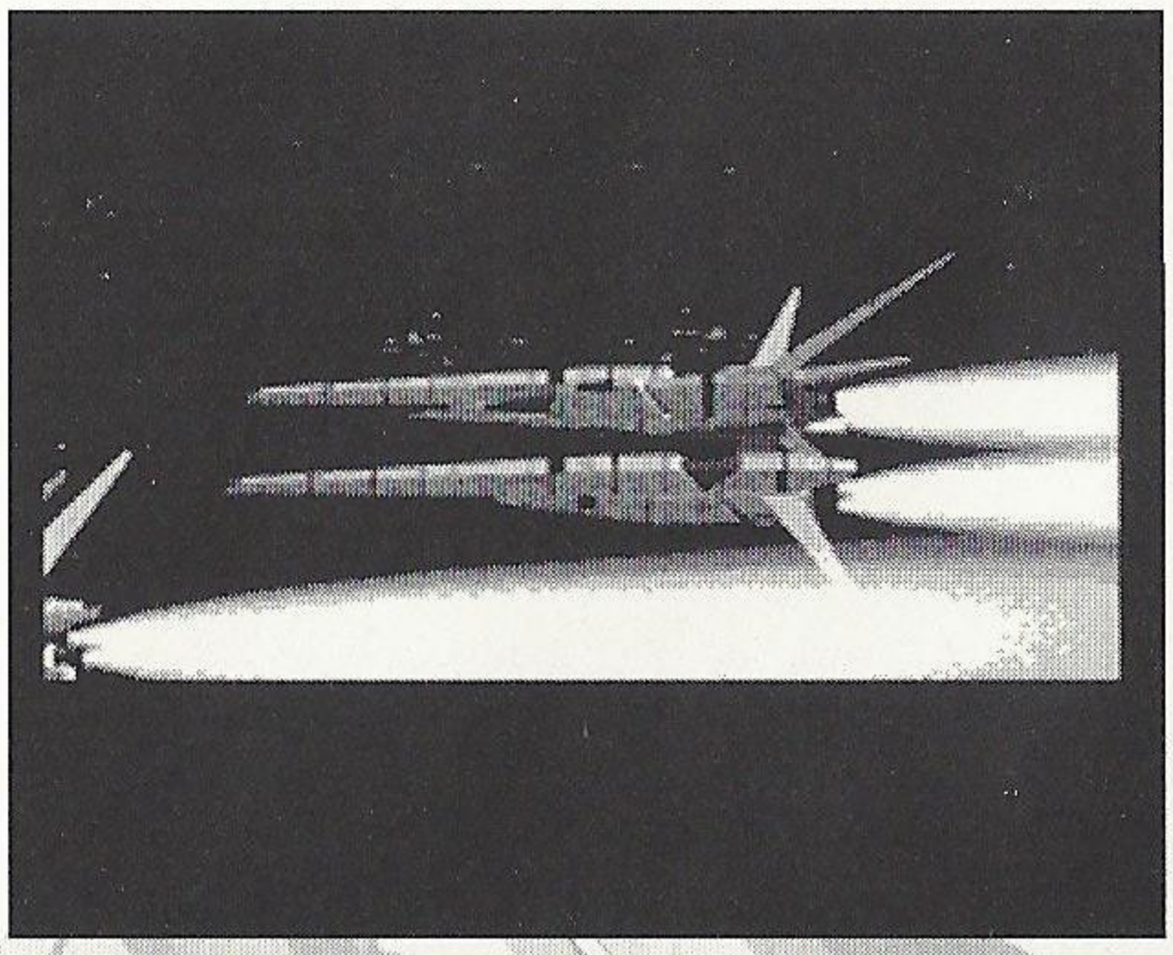
- ▲ You have three continues with each game (the number of continues remaining is displayed on the continue prompt on the Title Screen.
- ▲ Using a **CONTINUE** will allow you to resume the game from the beginning of the stage in which your starfighter was destroyed.

# EARTH DEFENSE FORCE FIGHTERS



## EARTH DEFENSE FORCE STARFIGHTER

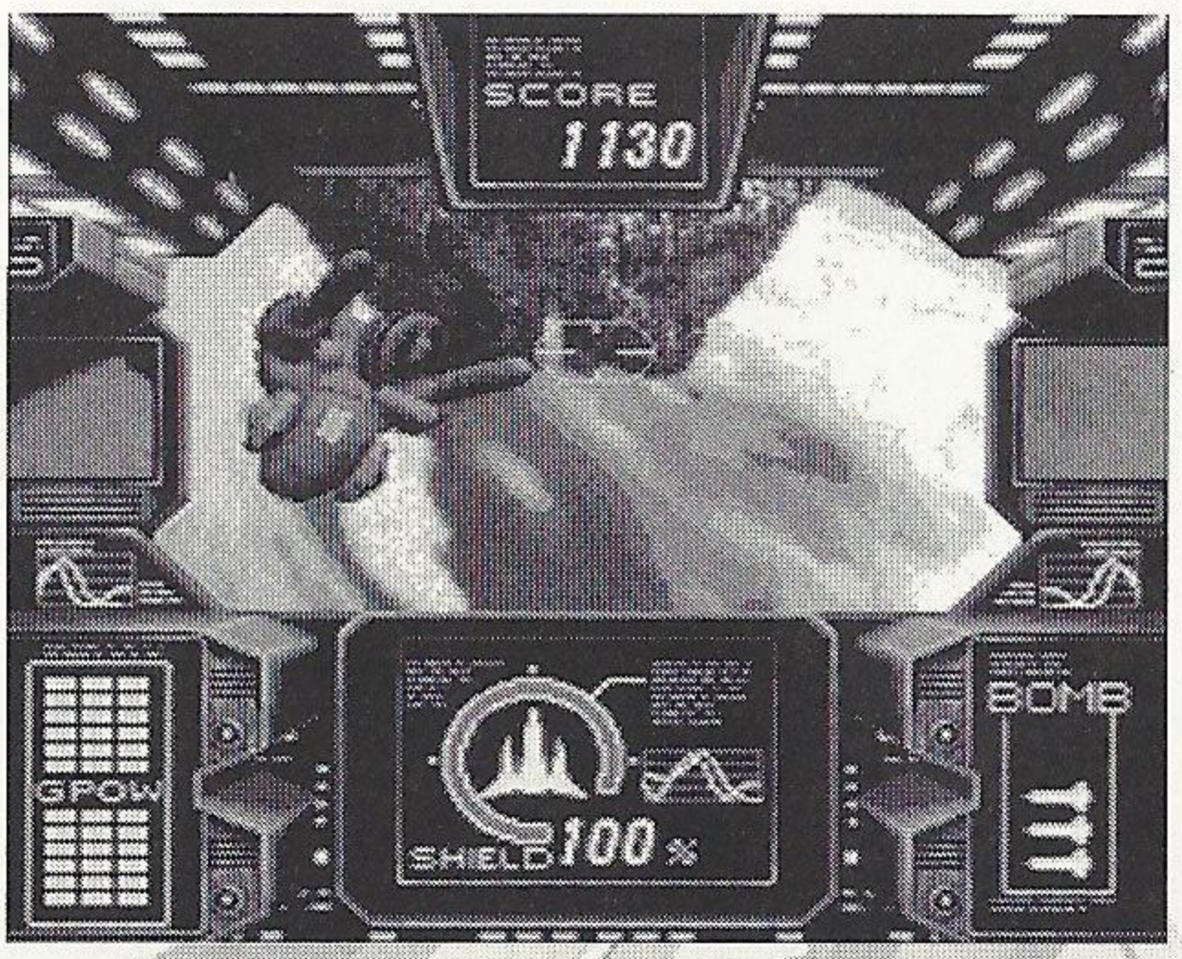
The basic EDF starfighter is the Earth's last hope. Its powerful Laser Cannon and Fusion Warheads make it a formidable weapon, and its long range is what gives it the ability to make a dash for the planet Prism.



## A/X-101—Equipped EDF Starfighter

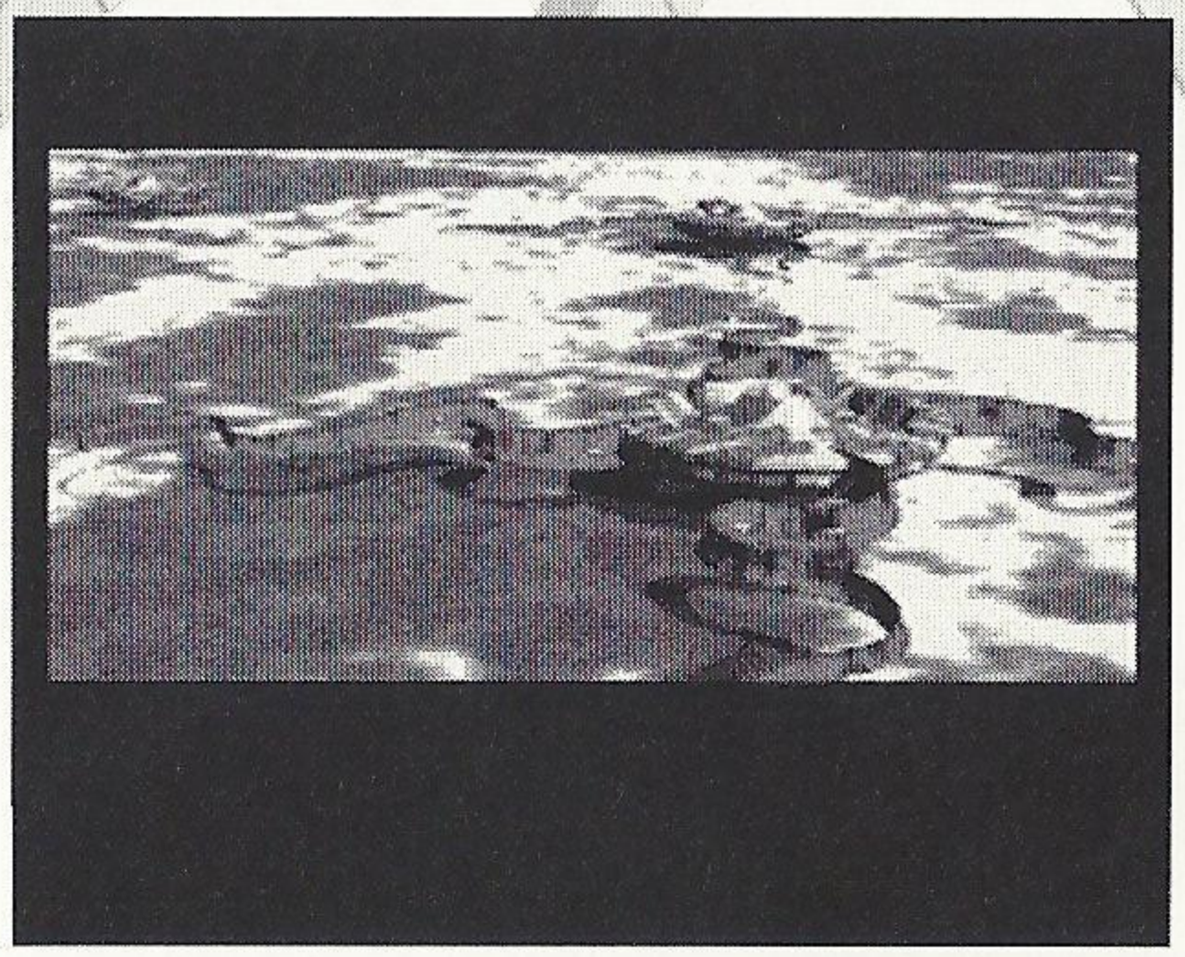
When an EDF starfighter is equipped with Prism's ultra-advanced A/X-101 starfighter weapon and computer upgrade system, its weapon power and defense systems are increased by 120%. It is this increase that will make it capable of going toe-to-toe with the Gurzons' legions.

# GURZON SHIPS AND DEFENSES



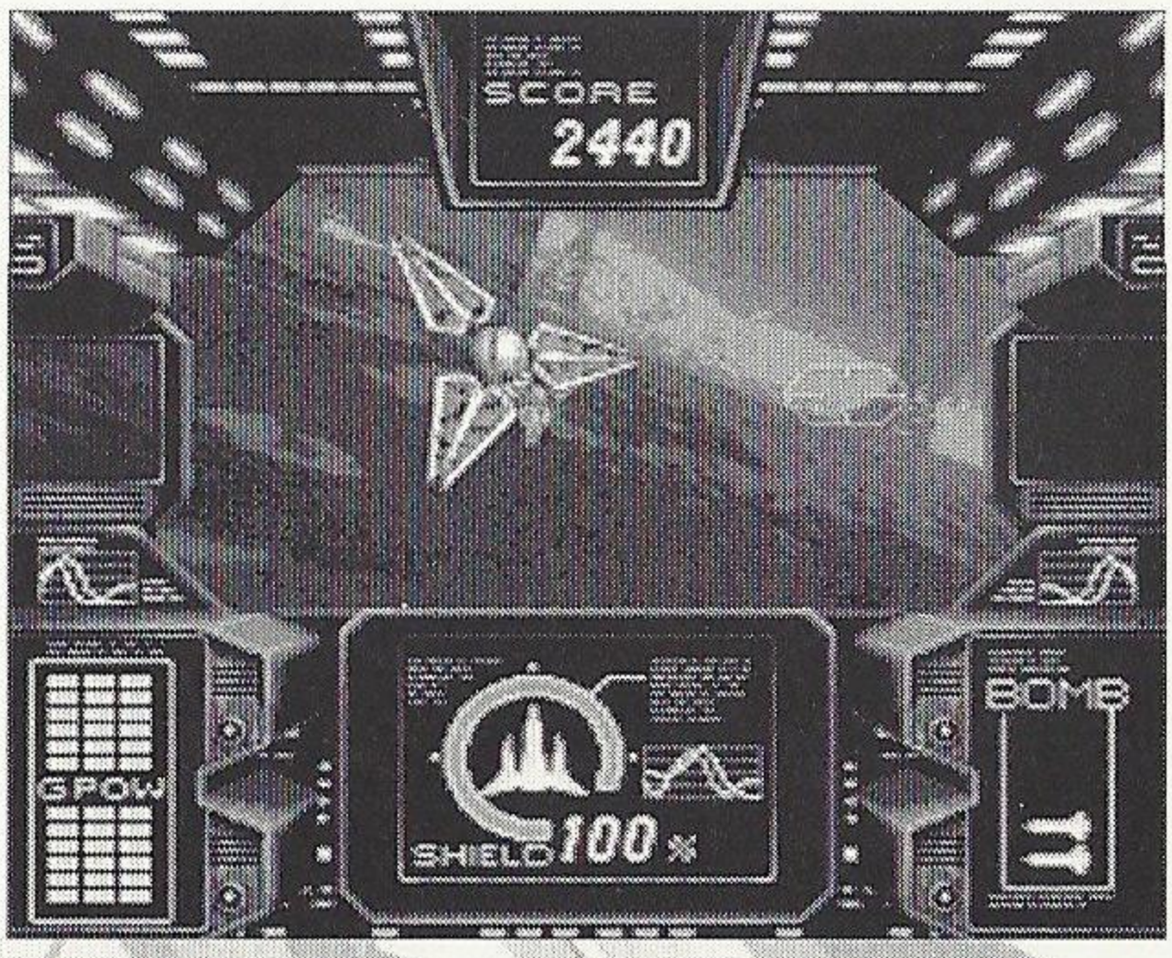

## HERMES

The main defenders of Gurzon command ships.



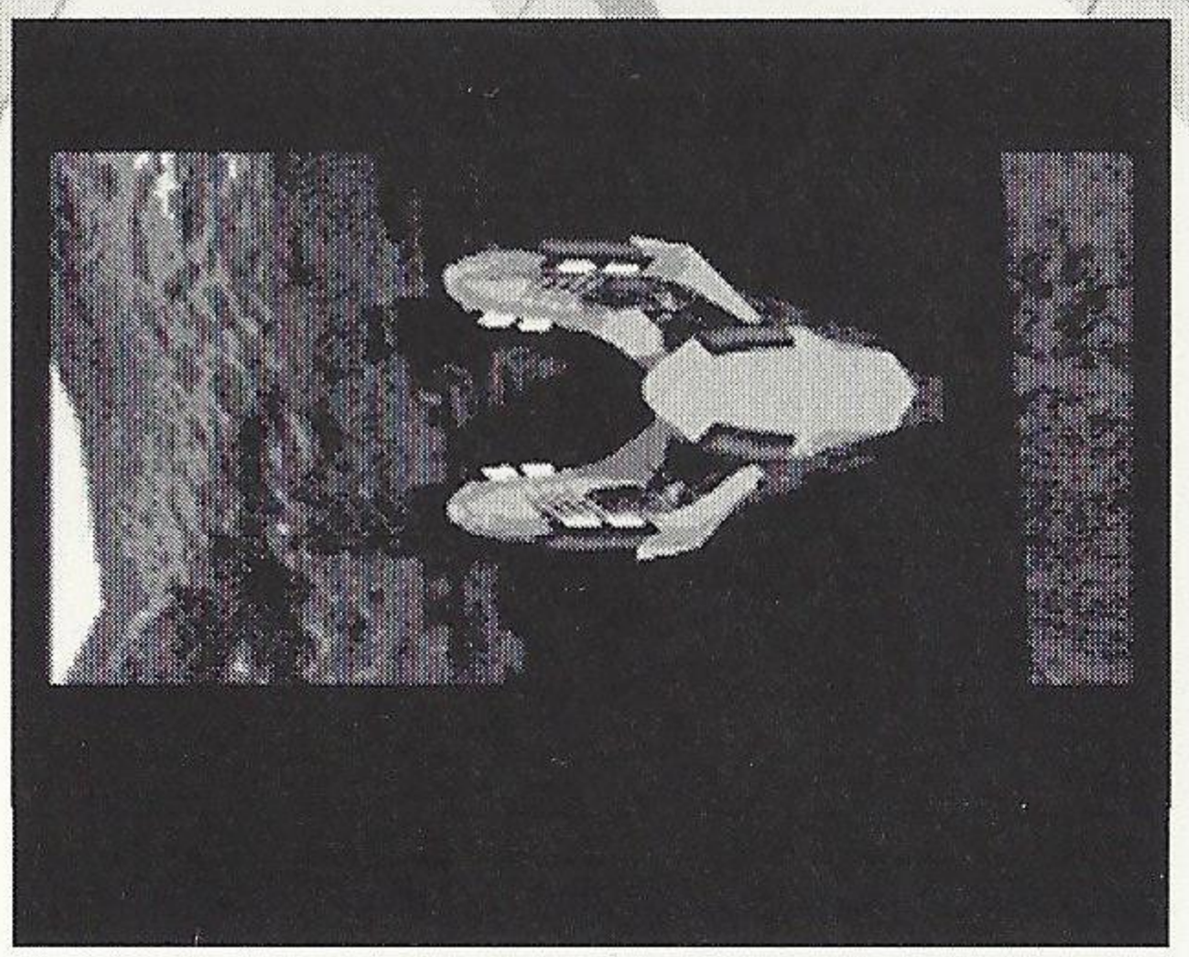
## ZEPHYR

Ground defense torpedo emplacement. Launches torpedoes at oncoming assault ships threatening Gurzon headquarters.



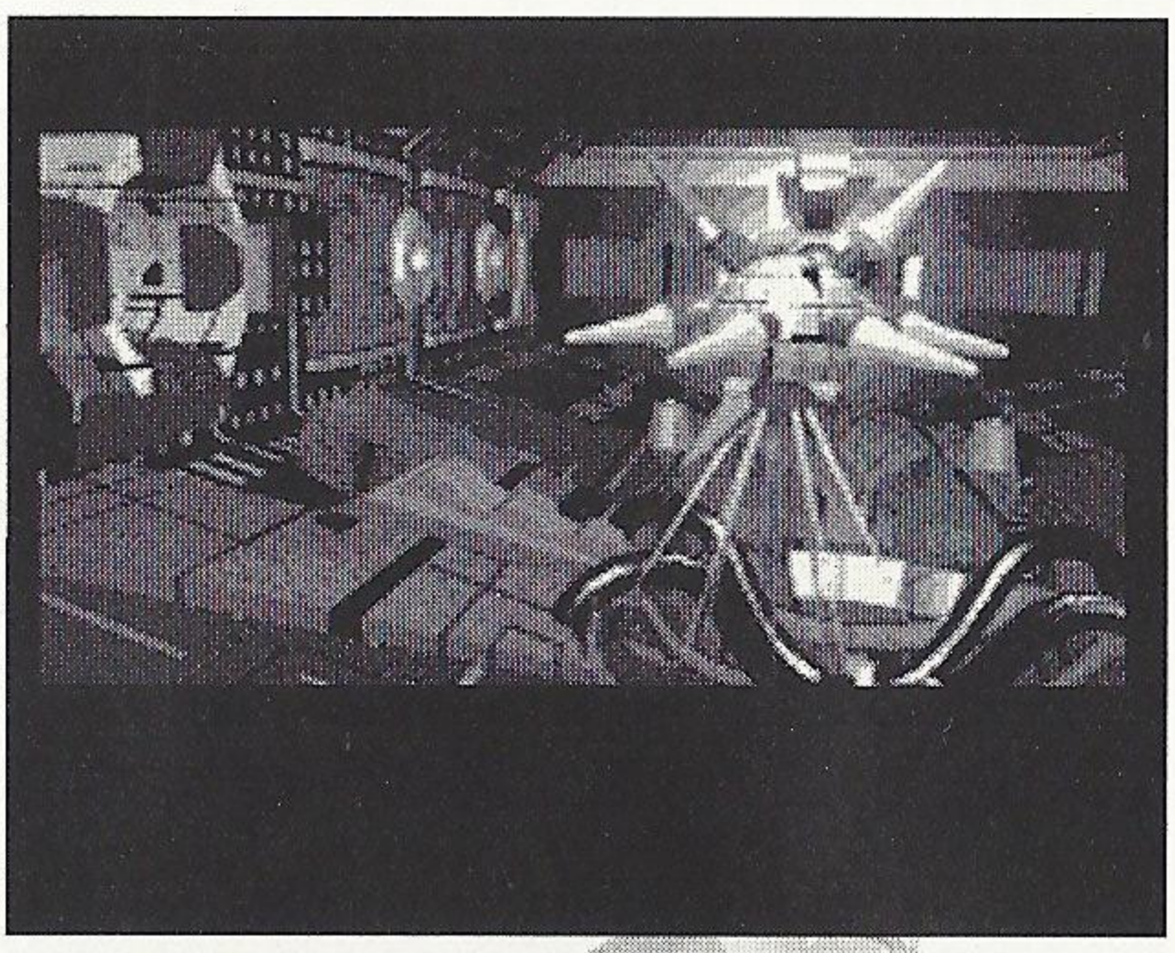

## Cyclops

A Gurzon intruder inquiry system that radios warning messages to enemy ships.



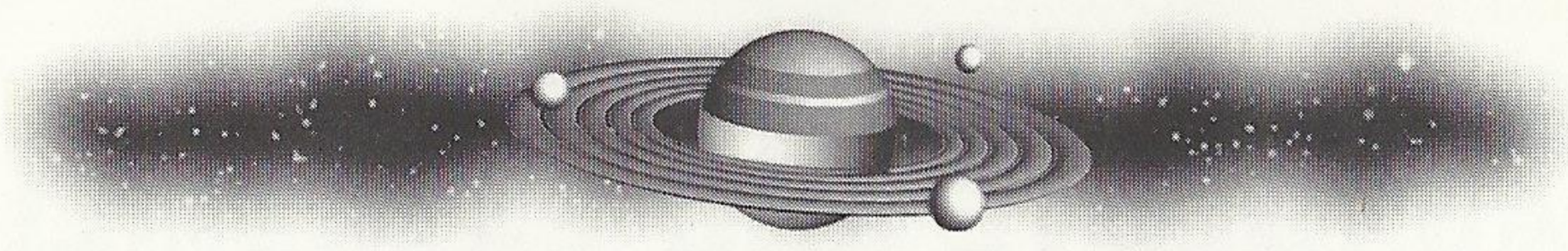
## Hercules

Main defense system guarding the entrance to the Gurzons' underground headquarters.



# Morning Star

The key to the defenses of the Gurzons' underground installations.



# CREDITS

## Game Design, Programming, and Conversion By

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## Package Design By

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Mike Buchman

## Manual Design by

Mike Buchman

## Manual By

Brian English

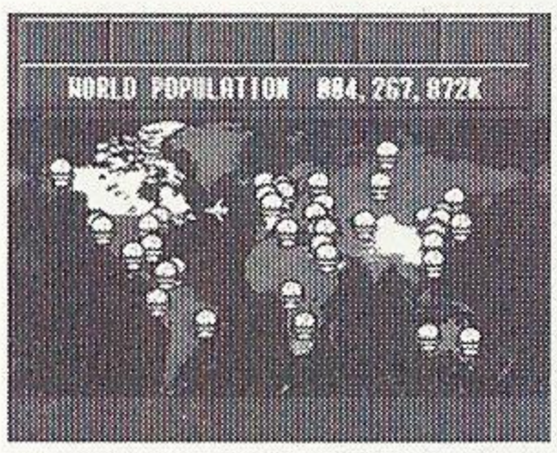
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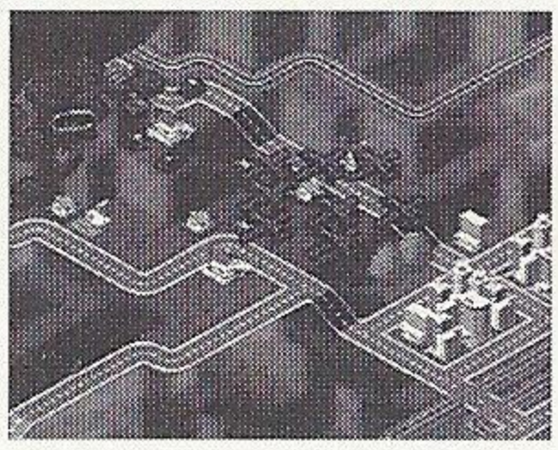
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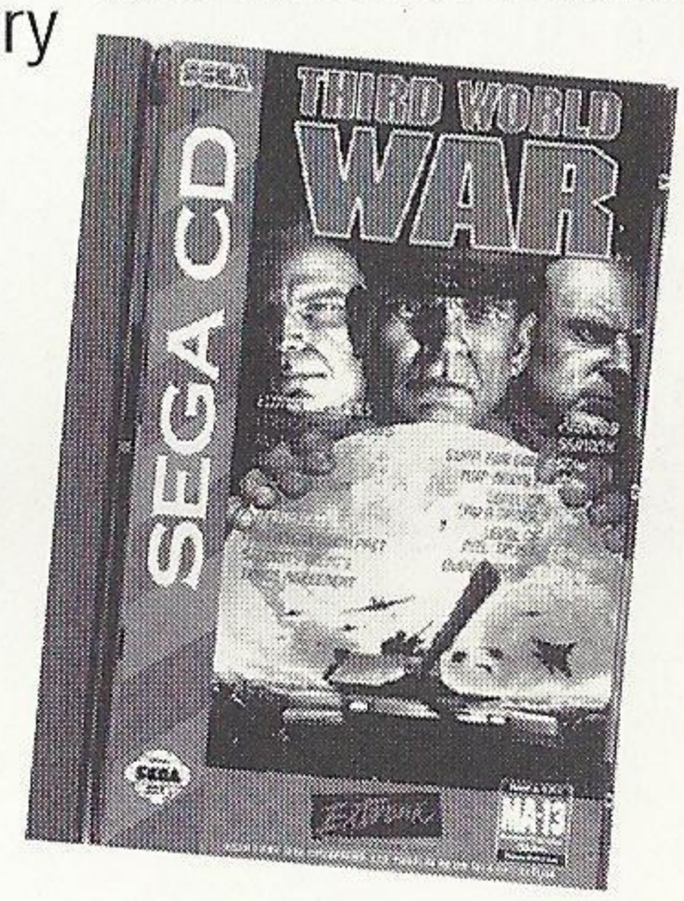
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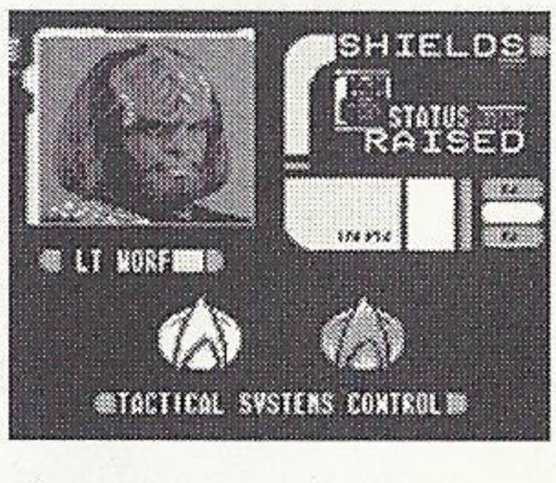
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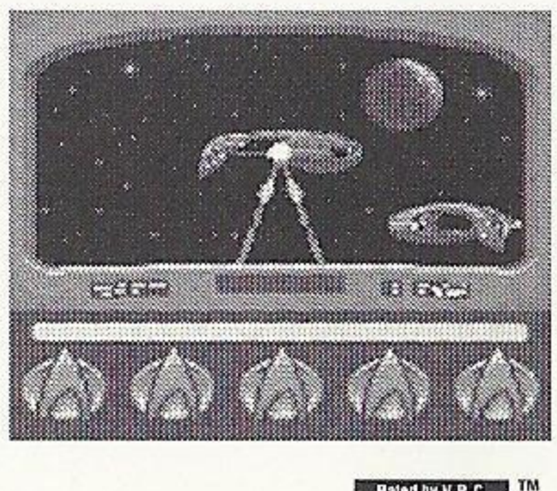
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**WARNING: NO PLAYER WILL BE PERMITTED TO JOIN THE GAME DURING THE FINAL CONFRONTATION WITH VENUM!**

- Each Revenger has secret hidden death moves that can lay waste to their foes!!

REVENGERS OF VENGEANCE™

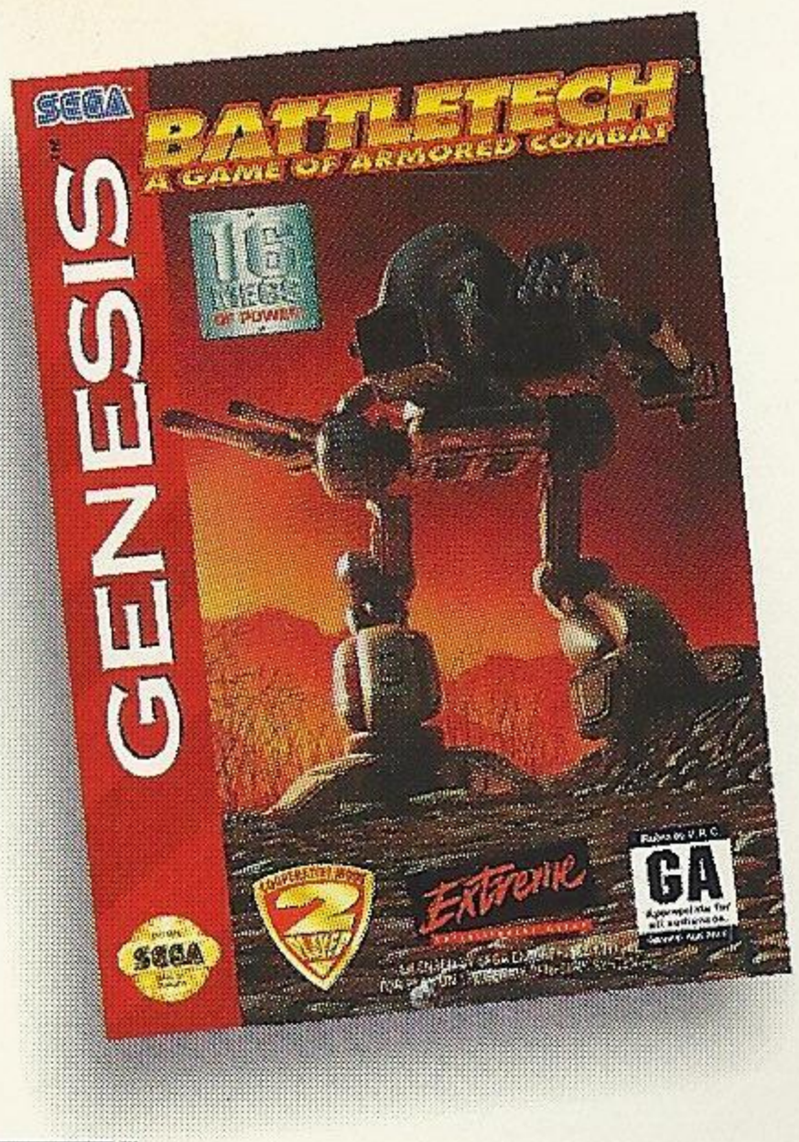



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BATTLETECH® A GAME OF ARMORED COMBAT

## Welcome to the 31st Century!




The year is 3050 and times are tough. The savage war of the Clans against the Inner Sphere is at a fever pitch. Seven-story, 75-ton BattleMechs hammer at one another barbarously for control of distant worlds. This is the world of **BATTLETECH®**!

Now the Clans need a ruthless and cunning MechWarrior® to pilot a new weapon—the "Madcat" Heavy OmniMech. It can take on an entire army all by itself . . . and win. That's where you come in. Success means honor and glory; failure means exile to a remote and hostile planet. Take your pick. . . .

- Use 9 futuristic and barbaric weapons systems to obliterate enemy resistance!
- 2-Player Cooperative Mode lets one player steer while the other controls the weapons systems!

Rated by V.R.C. GA Appropriate for all audiences. General Audiences ™

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