BLACKHOLE™

ASSAULT

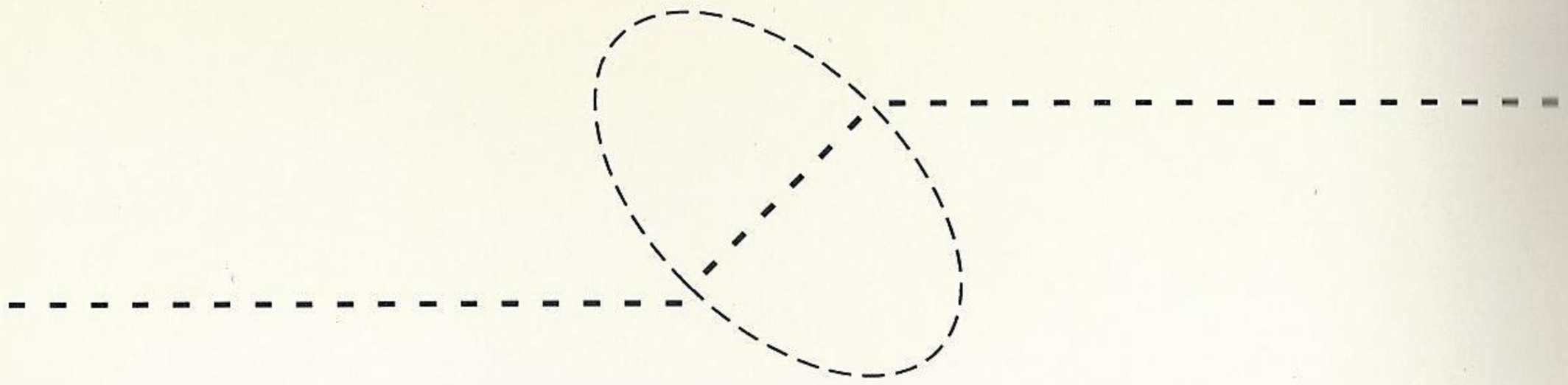
INSTRUCTION BOOKLET



Bignet U.S.A., Inc.

OFFICIAL SEGA SEAL OF QUALITY

SEGA CD



WARNING:

For 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 televisions.

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 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.



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™ CD™ SYSTEM.

CONTENTS

Getting Started 3

Names of Controller Parts 5

Piloting the C.A.M. 6

Main Game Menu 10

On The Battlefield 15

Operation BHA 16

Exhibition Mode 17

Tournament Mode 23

League Mode 24

Handling Your CD Disc

- The Sega-CD Disc is intended for use exclusively for the Sega-CD System.
- Handle it with care. 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.





GETTING STARTED



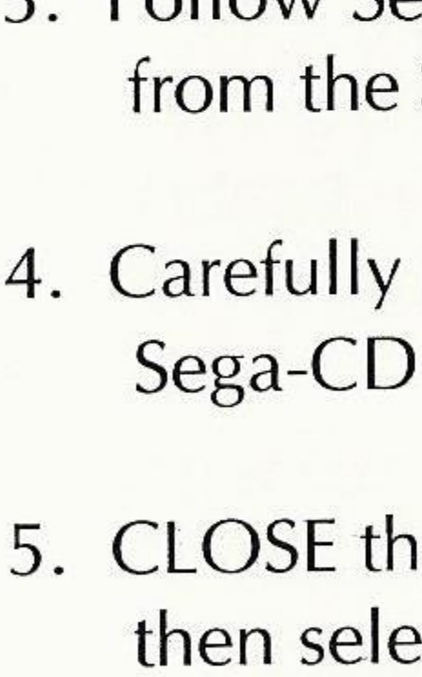
1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.

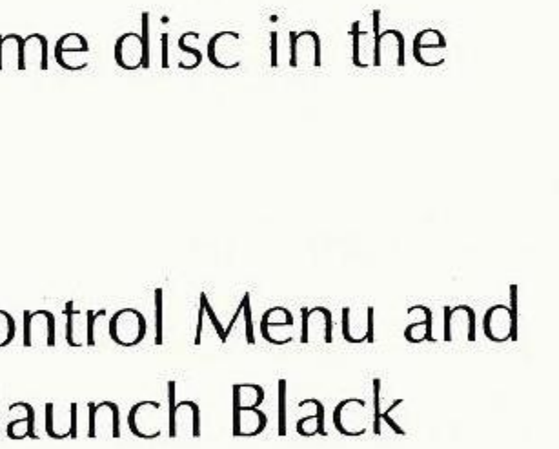
2. Make sure that there is no game cartridge in your Sega Genesis System and follow all Sega-CD System directions to activate your Sega-CD System.

3. Follow Sega-CD System directions to OPEN the Sega-CD drive from the Sega-CD Control Menu.

4. Carefully place your Black Hole Assault CD game disc in the Sega-CD System with the label-side facing up.

5. CLOSE the Sega-CD drive from the Sega-CD Control Menu and then select CD-ROM on the Control Menu to launch Black Hole Assault and begin play.





BLACKHOLE™
A S S A U L T

Earth — 2160

It's been 40 years since our victory in the Akirovian Wars and our military might is more powerful than ever.

Thanks to volumes of top-secret information captured from the defeated Akirovs, Earth is the sole possessor of the Cybernetic Anthropomorphic Machine (code name: C.A.M.) — the most lethal weapon in the universe.

Yet as we approach the 23rd Century, the planet is on the verge of extinction. Life-giving resources are dwindling at an alarming rate. Our rivers have dried up, food is scarce and once-abundant precious minerals are nowhere to be found. If we don't replenish our dwindling raw materials quickly, Earth will surely parish...and the C.A.M. will fall into the wrong hands.

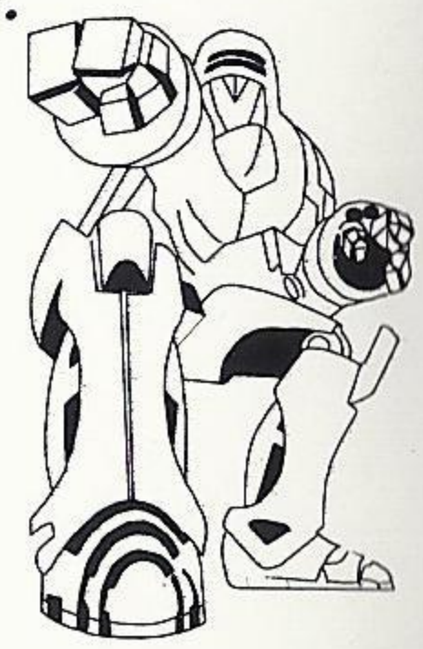
In desperate search of resources, exploratory missions have been launched toward the far reaches of the galaxy. But something has gone awry. One by one, our interplanetary probes are mysteriously disappearing.

We have reason to believe the Akirovs have broken the treaty and are once again on the warpath.

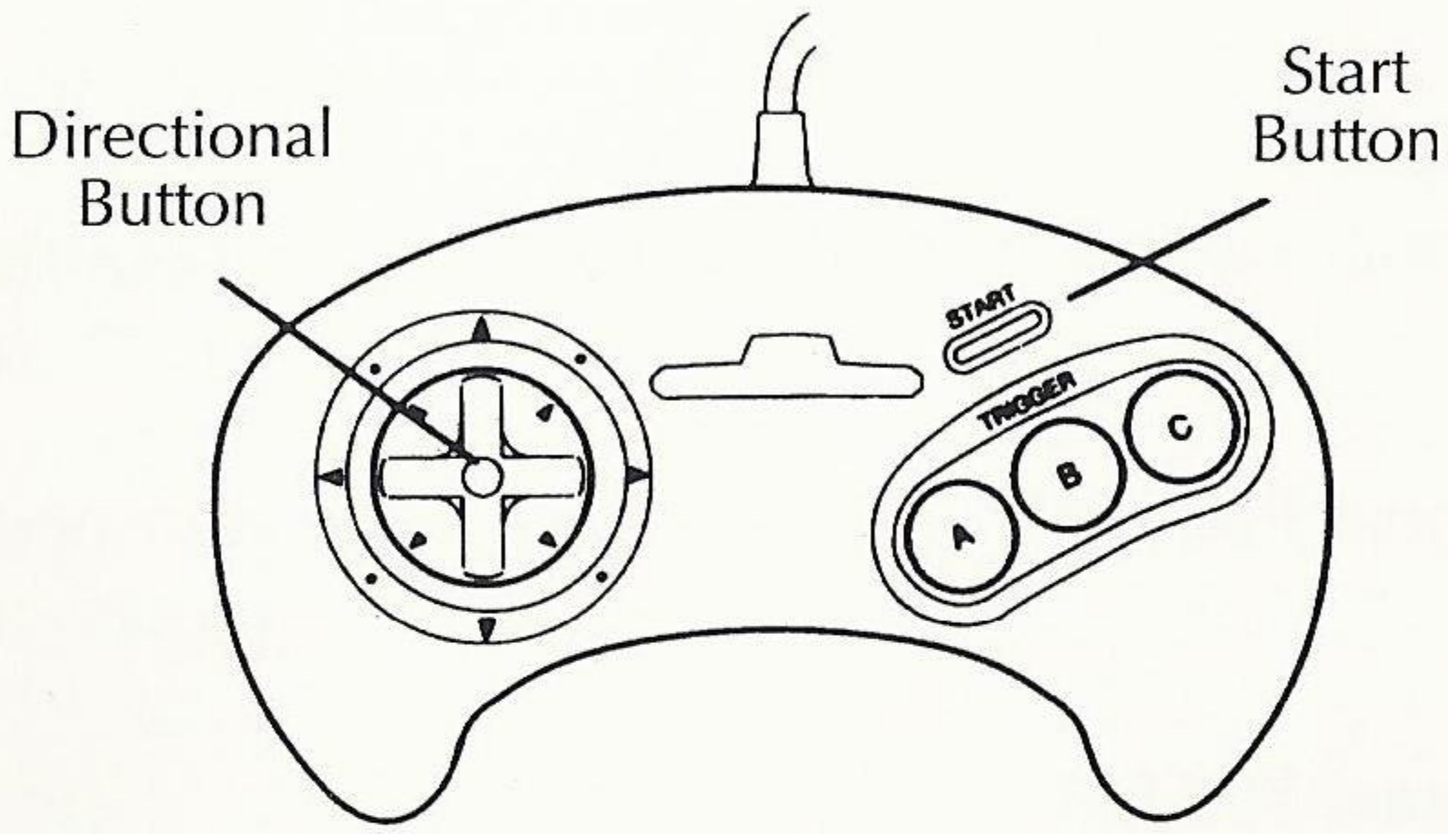
Mother Earth needs a new hero. You're the only one we've got to pilot the C.A.M. What's going on out there? Who or what is thwarting our plans to save the planet from total devastation?

You, C.A.M.rad, are the only hope.



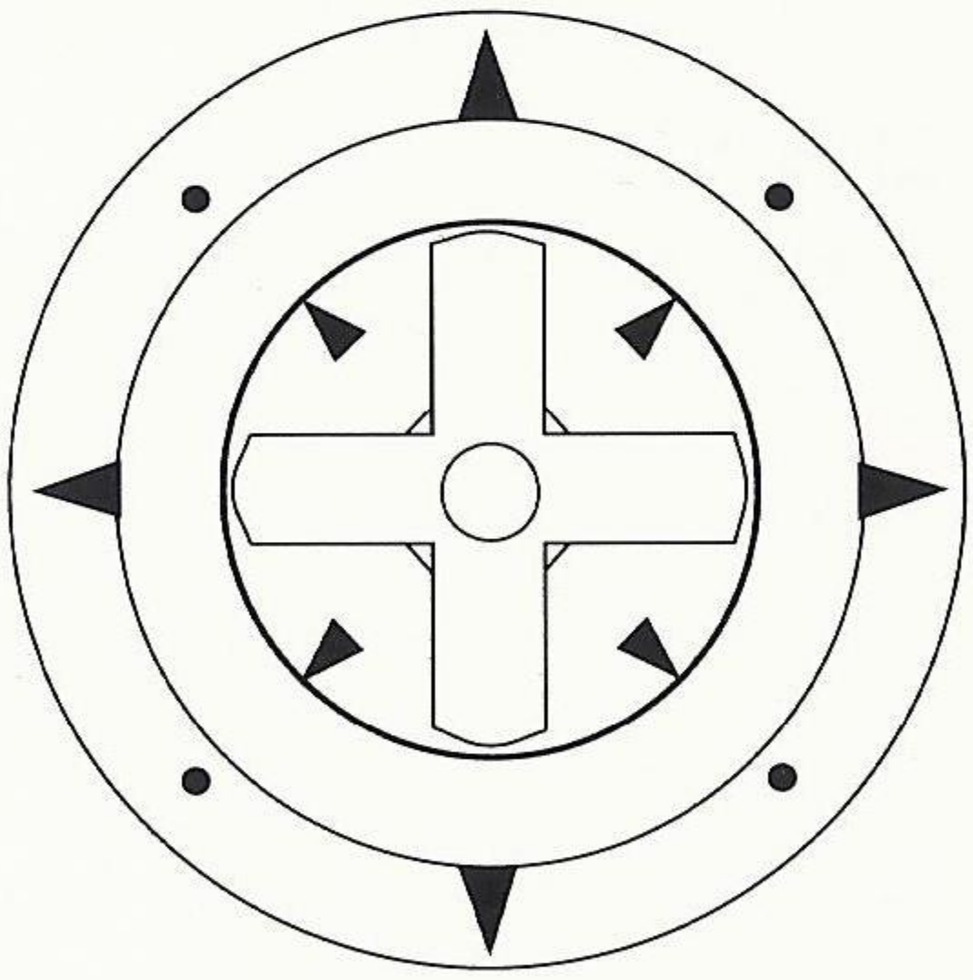


NAMES OF CONTROLLER PARTS



This manual refers to the following directions:

Directional Pad
UP

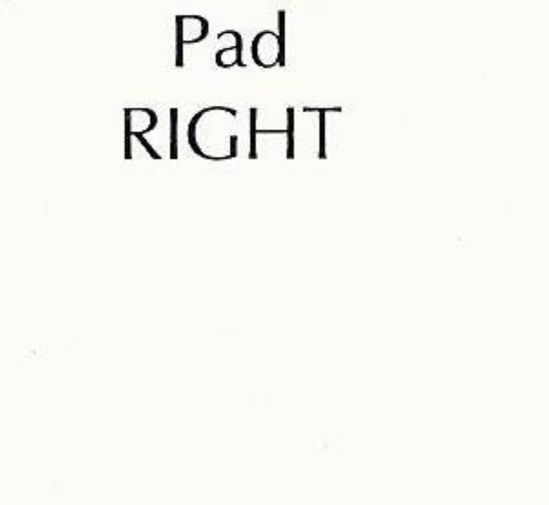


Directional Pad LEFT

Directional Pad RIGHT

Directional Pad
DOWN





PILOTING THE C.A.M.

MOVING YOUR C.A.M.

TO ADVANCE:
Press Directional Pad LEFT or RIGHT toward your opponent.

TO RETREAT:
Press Directional Pad LEFT or RIGHT away from your opponent.

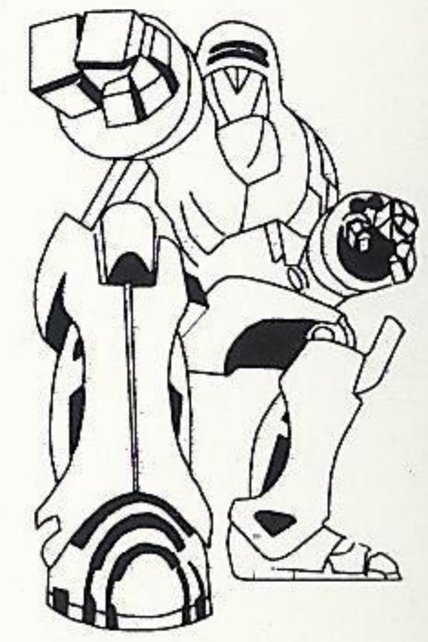
TO JUMP:
Press Directional Pad UP.

FRONT FLY-JUMP:
Press Directional Pad FOREWORD/UP.

REVERSE FLY-JUMP:
Press Directional Pad BACKWARDS/UP.

TO CROUCH:
Press Directional Pad DOWN.





BASIC ATTACKS

(Buttons can be modified: SEE CONFIGURATION)

TO PUNCH:
Press A BUTTON.

TO KICK:
Press B BUTTON.

KNEE KICK:
Press B BUTTON (close range only).

TO FIRE ARTILLERY:
Press A BUTTON (at far range).

TO THROW OPPONENT:
Press C BUTTON (close range only).

SLIDE:
Press Directional Pad twice rapidly and hold.

COMBINATION MOVES

(each enemy warbot has his own move. See page 21-23)

JUMP KICK:
Press Directional Pad UP then hit B BUTTON in mid-air.

FRONT FLY-JUMP KICK:
Press Directional Pad FOREWORD/UP and hit B BUTTON in mid air.

CROUCHING PUNCH:
Press Directional Pad DOWN and hit A BUTTON.

CROUCHING KICK:
Press Directional Pad DOWN and hit B BUTTON.

PUNCH-PUNCH-UPPERCUT:
Punch enemy twice, third punch will be uppercut smash.

KNEEKICK-HAMMER-KNUCKLE:
Tap B BUTTON, then A BUTTON (at close range).





DEFENSIVE MOVES

ENEMY THROWS A PUNCH:
Select CROUCH.

ENEMY THROWS A KICK:
Select JUMP.

ENEMY JUMP-KICKS:
Select CROUCH.

ENEMY SLIDE:
Select JUMP

ENEMY FIRES AT YOU:
Select CROUCH or JUMP.

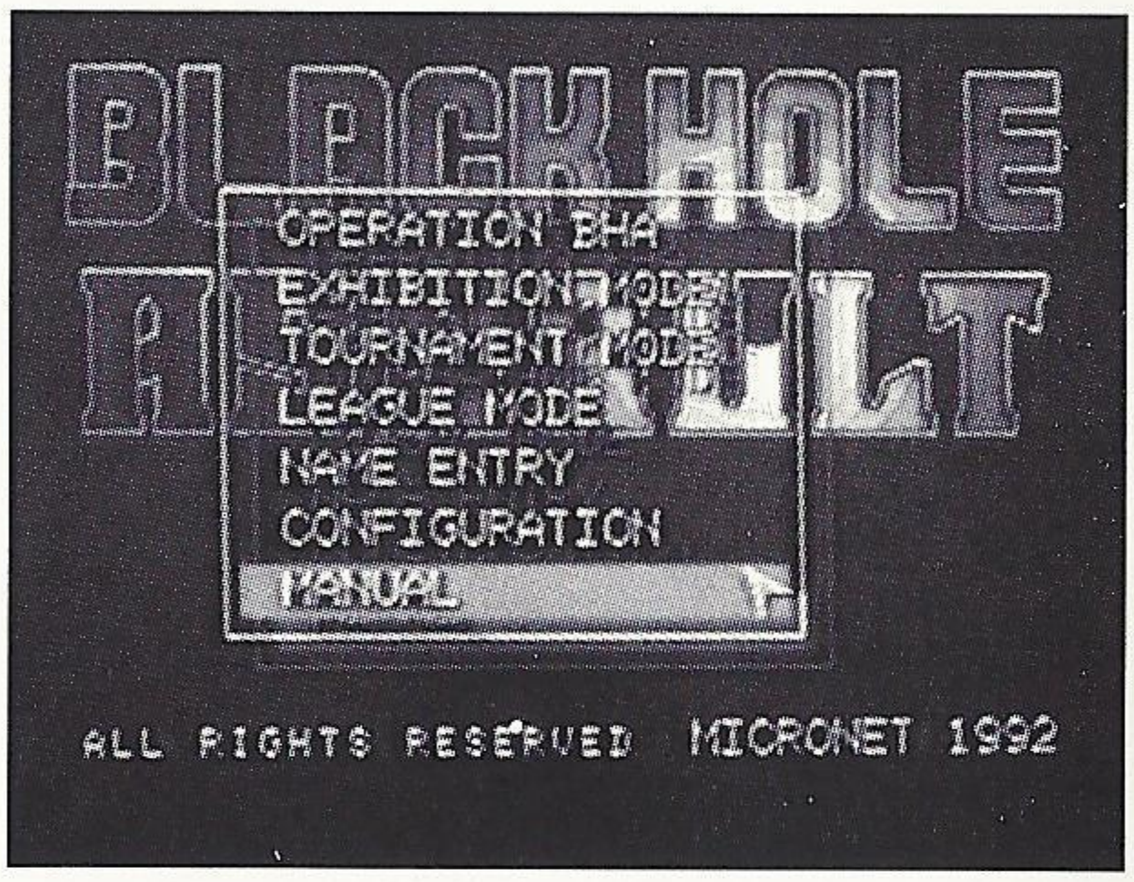
ENEMY TRIES TO THROW YOU:
Select CROUCH.

ENEMY HOVERS:
Press Directional Pad BACKWARDS and Press the C BUTTON.



MAIN GAME MENU

From the title screen press the START BUTTON to get to the MAIN GAME MENU. To make a selection highlight desired MODE using the cursor and the Directional Pad. To enter your selection press ANY BUTTON. This "SELECT" procedure will come in handy when making most of your gaming selections.



To exit the sub screens inside the MAIN MENU MODES and return to a previous selection, position the cursor on the box in the left hand corner of the screen and press the START BUTTON.

To pause the action during battle press the START BUTTON. Press again to resume play.

OPERATION BHA

It's show time! Your chance to be a hero and save Mother Earth from ultimate devastation has finally arrived. You've got eight battlestations to conquer and eight alien warbots to destroy. Good Luck.

EXHIBITION MODE

Before you take on the galaxy, you're going to need to do some heavy training. Polish your C.A.M. skills by going head-to-head with a buddy, take on the computer, or customize a robot and pick up some pointers from watching a computer battle. You can also choose any of the different battlefields to prepare for the harsh climatic conditions you must contend with in OPERATION BHA.

TOURNAMENT MODE

Go head-to-head against up to eight of your buds in this single-elimination contest format. Battle sequences can involve any combination of human and computer opponents.

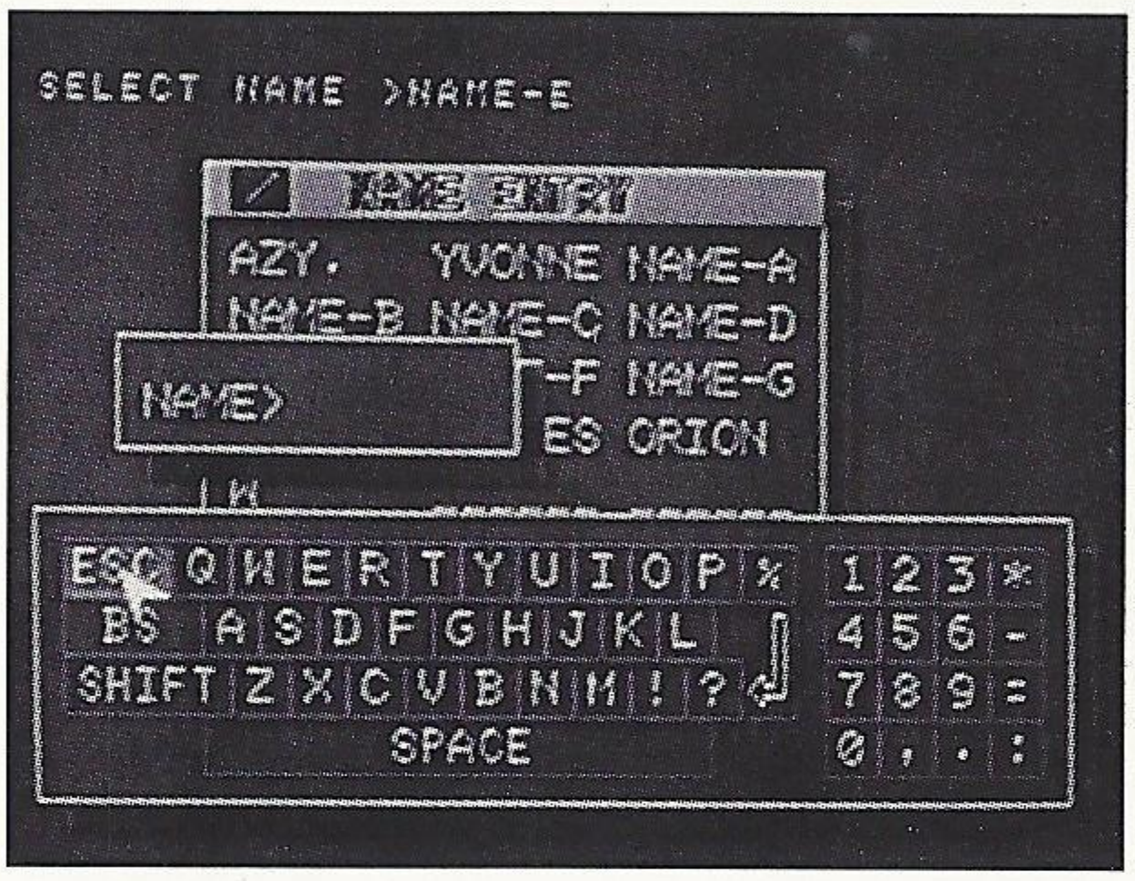
LEAGUE MODE

Take on up to eight of your friends in a Round-Robin competition.



NAME ENTRY

It's time to sign in, C.A.M.-patriot. To pilot a C.A.M. in OPERATION BHA, LEAGUE AND TOURNAMENT MODES, you must register with the fleet.



From the MAIN GAME MENU, select NAME ENTRY and press ANY BUTTON. Now, using the keyboard as you would a regular computer, select your code by highlighting the appropriate key. Using the Directional Pad to move the cursor, press ANY BUTTON to enter that selection.

Once you've finished entering your entire code, highlight the "Return" key, press Any Button and your call letters will be placed on file.



CONFIGURATION

Here's your chance to tailor the game to your own specifications.

RANK

You have two rank levels to choose from— "Easy" or "Normal." "Easy" has three enemy screens for the simulator training of C.A.M. pilots for OPERATION BHA. "Normal" takes you through OPERATION BHA to eight different planets, satellites and asteroids in pursuit of the villainous Akirovians. To make your selection position the cursor over one of the selections and press the A, B or C BUTTON to toggle between them.

FIELD TRAP

You can control whether or not you want atmospheric conditions (lightning, ice, lava, gravity, density) to effect your gameplay. (To make your selection use the same procedure described in RANK.)

ANIMATION

There are several cinematic sequences (with full stereo soundtrack) interspersed throughout OPERATION BHA Mode. You can choose to turn them off or keep them on.

MUSIC

You can sample from 15 different soundtracks. To cycle through the selections, position the cursor over corresponding directional arrow and press the A, B or C BUTTON. To sample your selection, position the cursor over the digital setting and press the A, B or C BUTTON.





SOUND

Sample from nine different bone-crushing sound effects to accompany your game play. (To sample a selection use the same procedure explained above.)

CONTROLS

You can customize the button assignments of the control pad to your specifications. Just position the cursor on either "1P" or "2P" then press A, B or C BUTTON to cycle through the combinations. Enter your selection by pressing the START BUTTON.

MANUAL

STORY

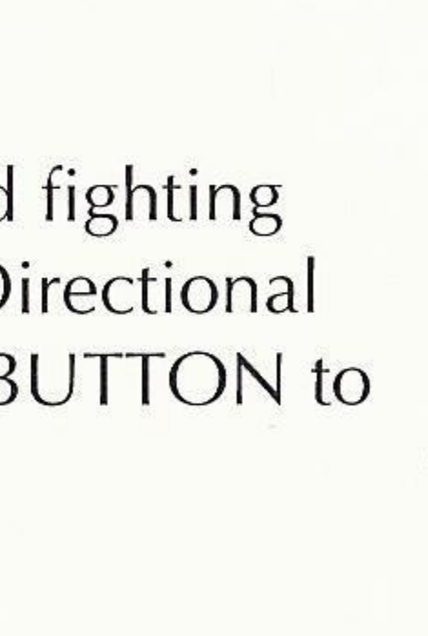
To review your assignment select STORY.

CONTROLS

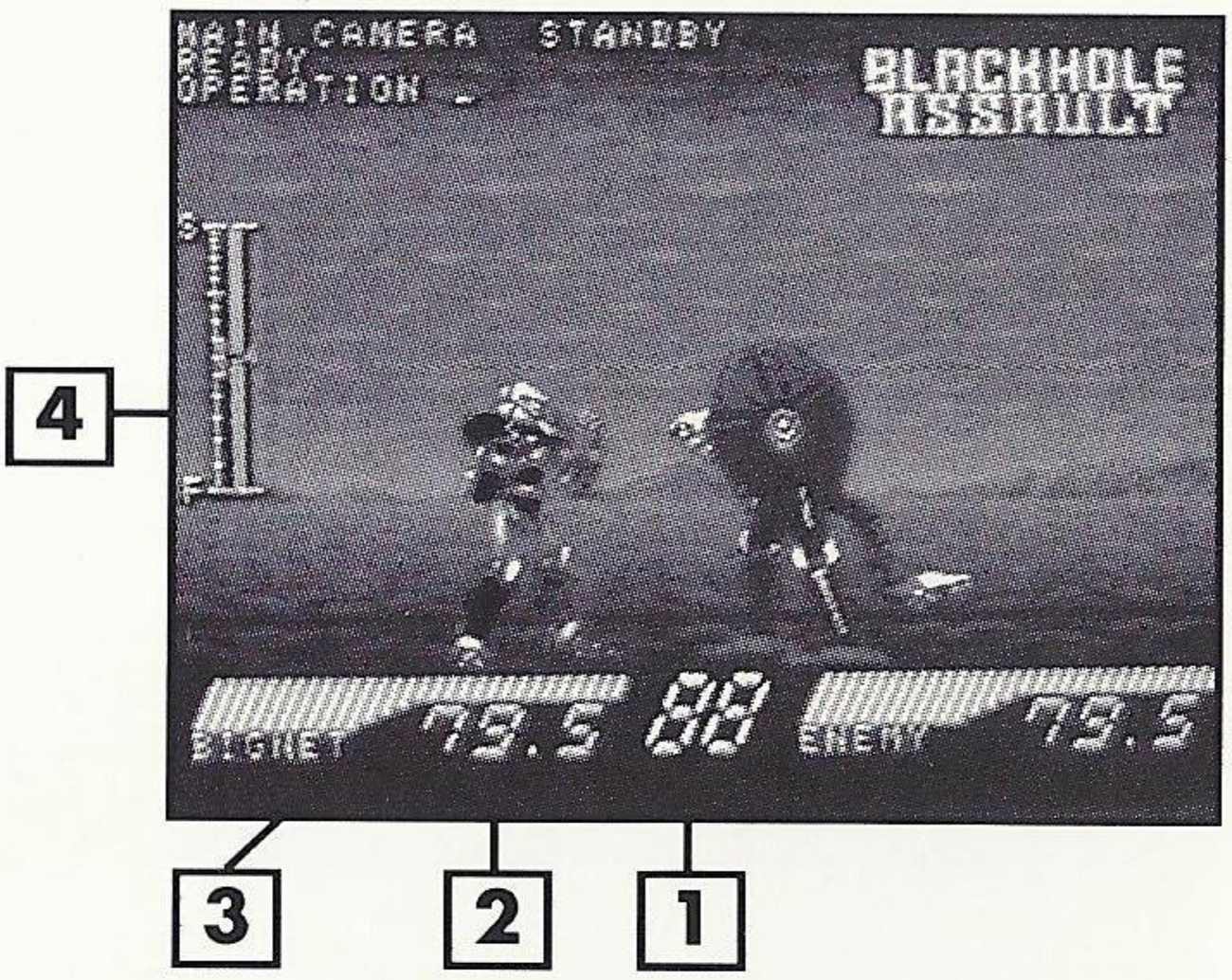
Here's an animated refresher course on the basic control operations of your C.A.M.

MACHINES

Here's where you'll find the names, specifications and fighting secrets of every war machine in the system. Use the Directional Pad to cycle through the selections. Press A, B or C BUTTON to enter selection.



ON THE BATTLEFIELD

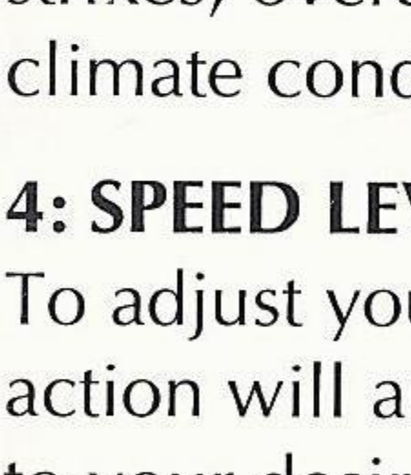


1: TIMER:
The time indicates the amount of time left to complete the battle. As time runs out, so does your energy level. It's best to destroy your opponent as quickly as possible.

2: ENERGY GAUGE
Each time you sustain an enemy blow your energy level will drop. Be careful! When your energy runs out, your C.A.M. will self destruct. You cannot use artillery when you have only one guage left.

3: POWER METER
Keep an eye on your power meter! Lose your stamina, lose the battle. Full power is indicated by a green meter. A red meter indicates a power loss. Power loss can be caused by enemy strikes, overuse of your lethal maneuvers, or C.A.M.-damaging climate conditions. Meter must read green to fire artillery.

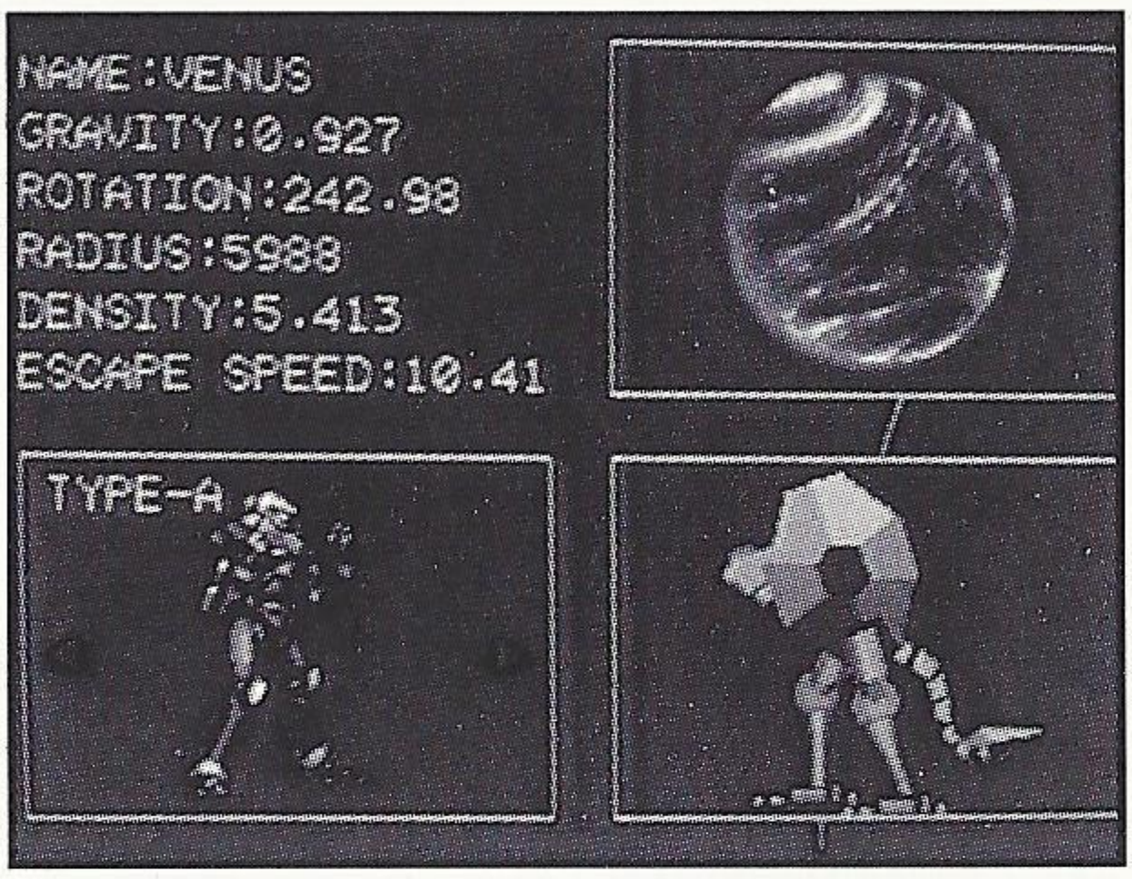
4: SPEED LEVEL
To adjust your fighting speed, press the START BUTTON and the action will automatically freeze. Use the Directional Pad to adjust to your desired speed. Once you've made your selection, press the START BUTTON and the battle will resume. You can doctor your fight speed at any time during battle. If game is left in the speed selection mode, there will be a delay before game play resumes.



OPERATION BHA

Time to rock, C.A.M.ster! From the Menu select OPERATION BHA. Now identify your access code, press the START BUTTON and get ready for round one. From the ASSIGNMENT/C.A.M. SELECTION MENU choose your C.A.M. with the Directional Pad. Once you've made your selection press ANY BUTTON and begin your mission.

OPERATION



The Akirovs have scattered their fighting machines on 8 different planets, asteroids and satellites throughout our galaxy. Here is a list of all the battlestations you must contend with. You have unlimited lives using the ally C.A.M.s (Cyquest and Orion). You can also choose to play on "Easy" Operation BHA, a simulation on Defcon 2 and Mars; or "Normal" Operation BHA where you'll venture to all 8 battlestations.

Venus
Phobos
Mars
Asteroid
Leda
IO
Rhea
Titan

EXHIBTION MODE

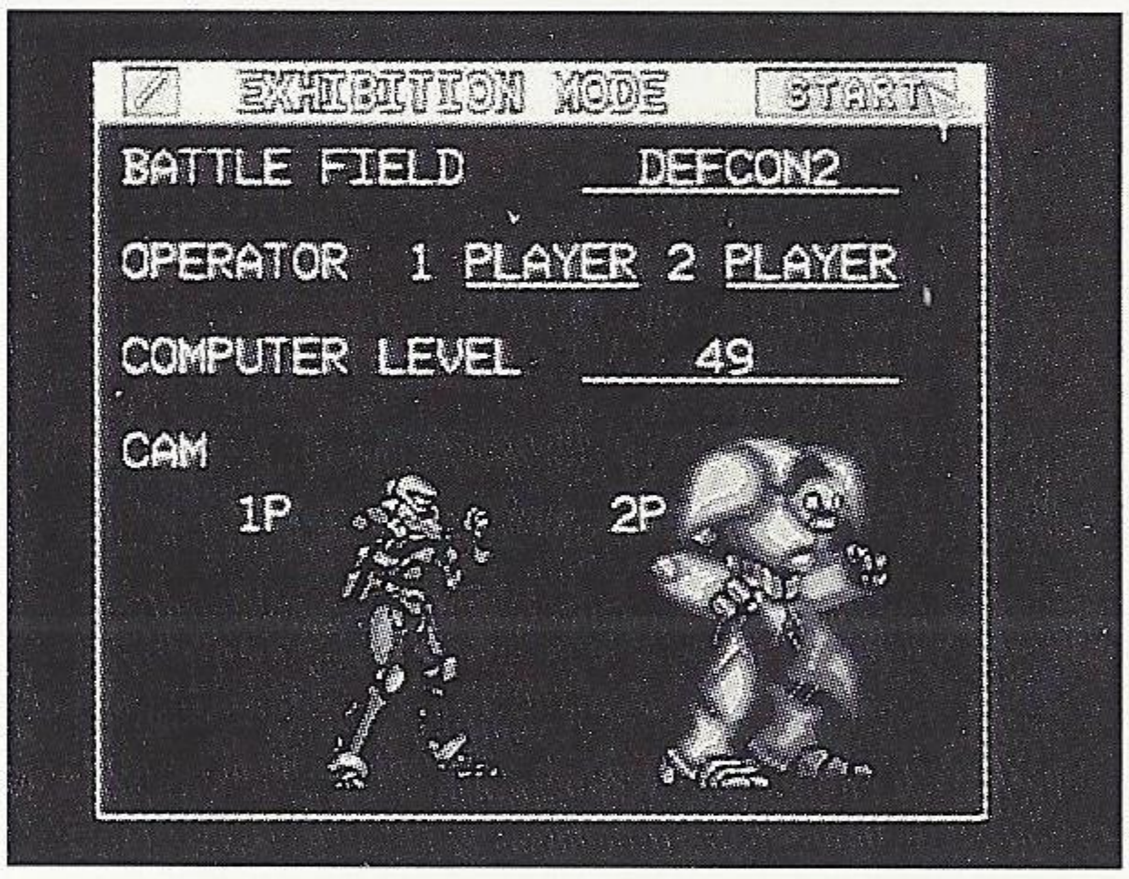
From the MAIN SELECTION MENU select EXHIBITION.

BATTLEFIELD

You have 10 intergalactic battlegrounds to choose from. To select a battlefield highlight the appropriate selection and press ANY BUTTON. You can now cycle through the selection by manipulating the Directional Pad LEFT or RIGHT. Once you've made your selection, press ANY BUTTON.

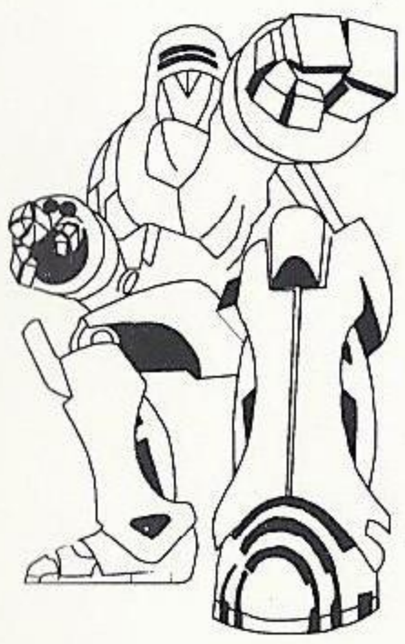
OPERATOR

You can either play the computer, challenge an opponent, customize a computer war machine or watch the computer battle it out with itself.



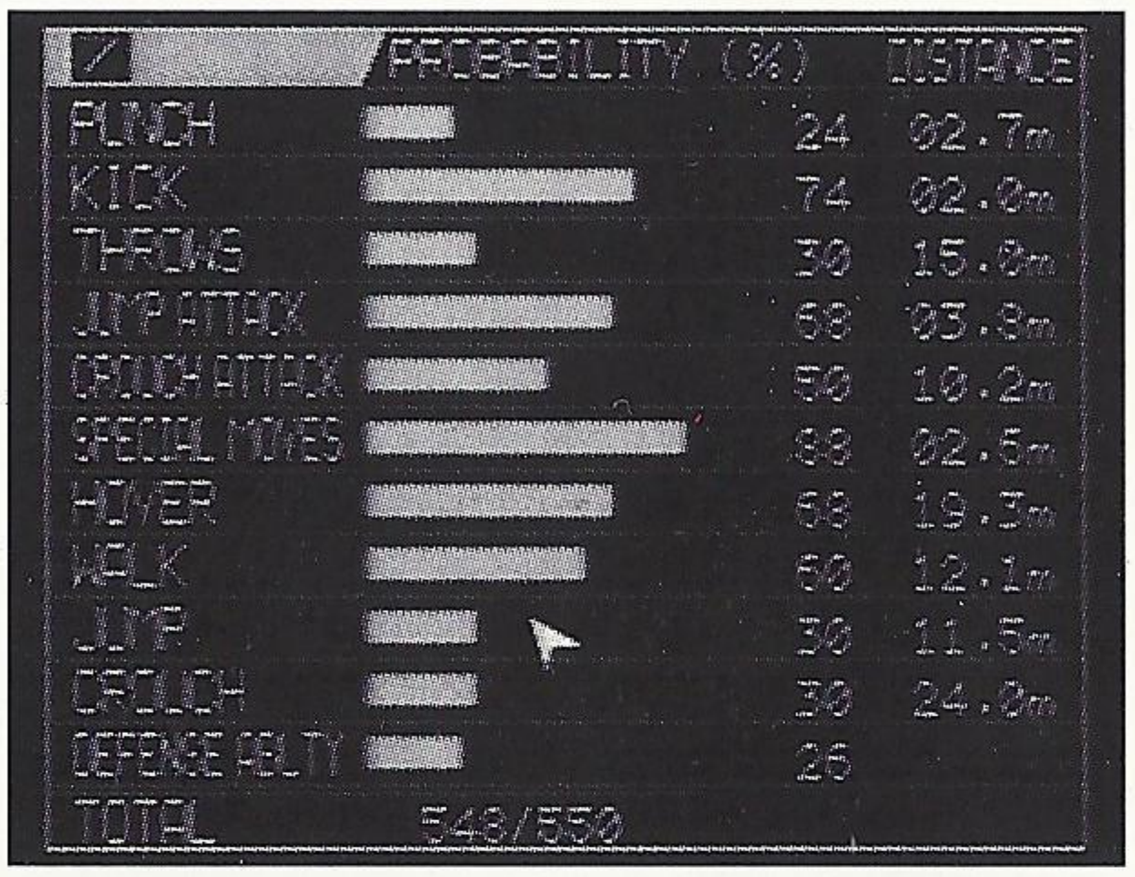
COMPUTER EDIT MENU

The computer is already set up in a PLAYER VS PLAYER MODE. To change to a PLAYER VS COMPUTER MODE highlight on "1 PLAYER" or "2 PLAYER" and press ANY BUTTON. Now select COMPUTER. You can select "Standard" and go against the computer-designed warrior, or create 10 customized artificial-intelligence settings. Select one.



CUSTOMIZING COMPUTER BATTLE PROGRAMS

If desired, you can customize the computer programs by selecting "EDIT" in the upper right hand corner of the screen.



MOVES

You can select from 11 different attack and defense moves to program into your war machine.

PROBABILITY

Probability determines how often, in percentage terms, the robot will make a desired move. With this feature you can test what moves works best with what war machines. For instance, if you set the probability level at 0, the robot will never do this maneuver. If you set the meter at 100%, when you approach the distance at which the robot is to do this move, the robot will definately try this particular move. Choose wisely—you have 550 points to work with.

To make your adjustments position the cursor in the box next to appropriate move. Then press the A, B or C BUTTON and drag meter to desired level using the Directional Pad. You can also do this by clicking the cursor on the digital percentage and cycling through selections with the Directional Pad. To enter your selection press ANY BUTTON.



DISTANCE

This setting determines the distance at which the selected move occurs. If you set the guage at zero, the robot has to approach to 0m before it will attempt the move. The distance scale is based on the C.A.M. being 10m high. The manipulation of the settings is crucial. Even if you adjust the probabilities appropriately, if your distance is off, your robot will be weak. Distance settings also vary considerably depending upon the opponent warbot. (To set desired distance follow procedure described above.)

COMPUTER LEVEL

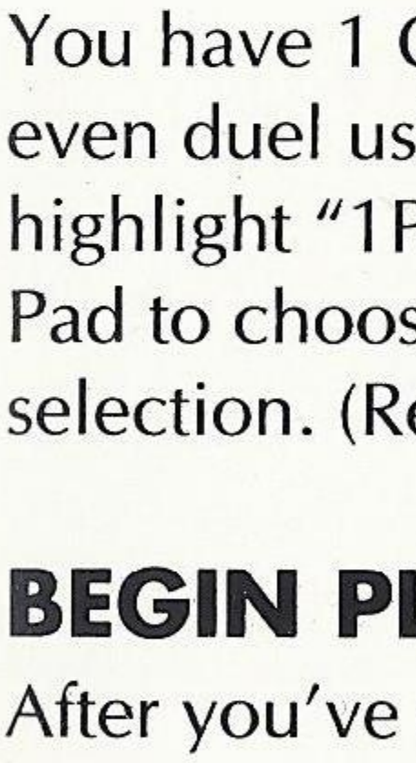
You can program how tough or how weak you want your computer opponent to be. To set the skill level, position the cursor on the digital setting and press the START BUTTON. You can now cycle through the settings using the Directional Pad. Once you've made your adjustments press the START BUTTON.

C.A.M./WAR MACHINE SELECTION

You have 1 C.A.M. and 7 alien robots to choose from. You can even duel using the same robots. To make your selection highlight "1P" and press ANY BUTTON. Now use the Directional Pad to choose a warrior. Press ANY BUTTON to enter your selection. (Repeat procedure for "2P")

BEGIN PLAY

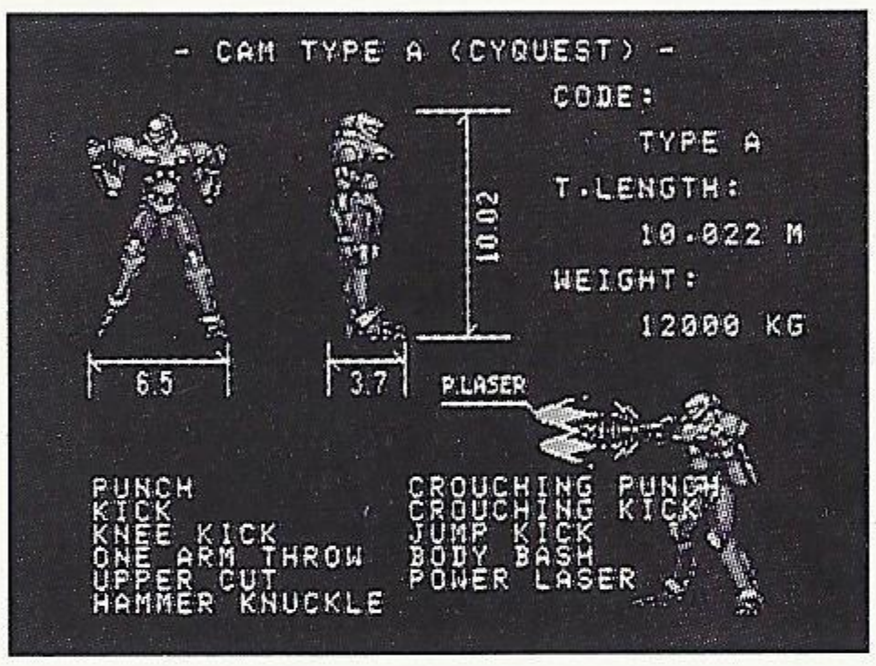
After you've entered all your selections move the cursor to the upper right corner of the Menu and click cursor on " START." Train hard.



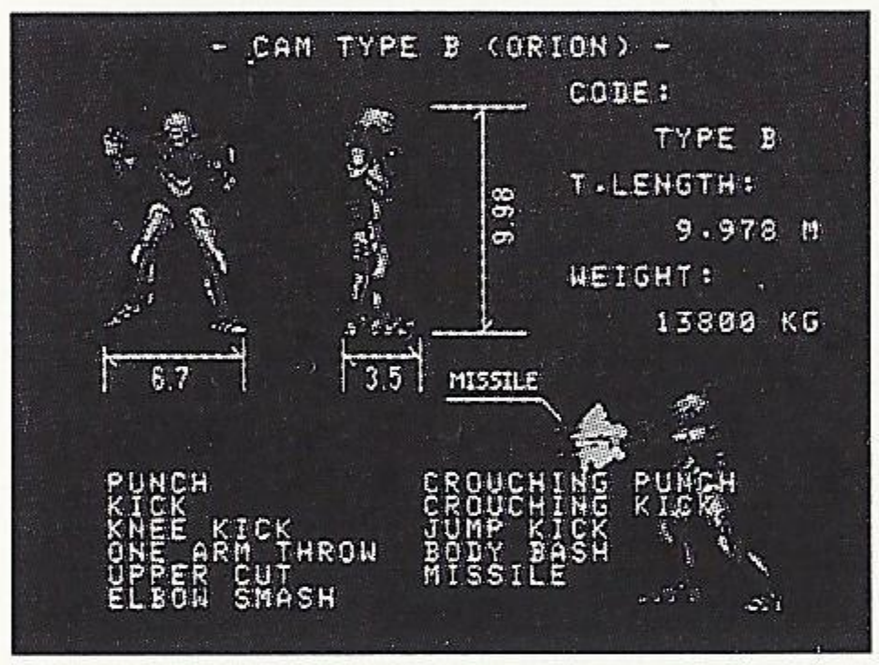
ALIENS

The alien local boys possess some hot firepower and unorthodox fighting styles. Watch out! You don't want to spend the rest of eternity...a human satellite.

Ally C.A.M.s

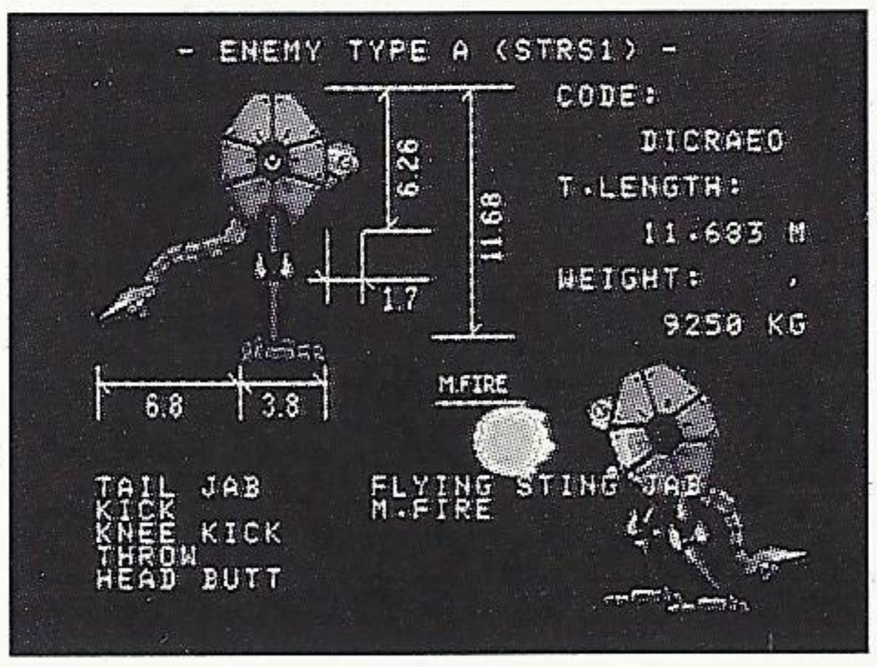


Cyquest



Orion

Enemy Warbot's Special Moves:



STRS1

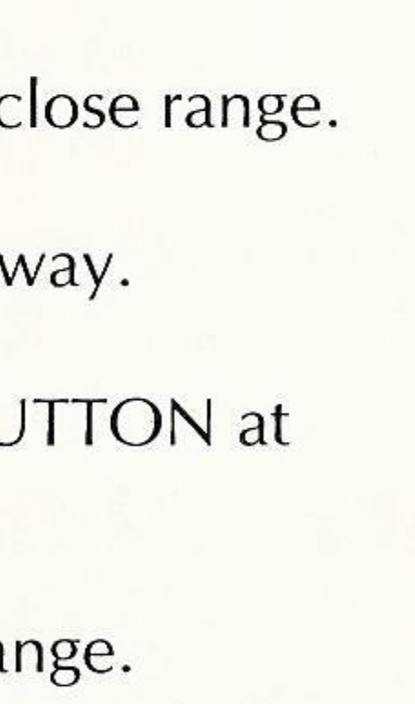
TAIL JAB:
Press A BUTTON at mid to close range.

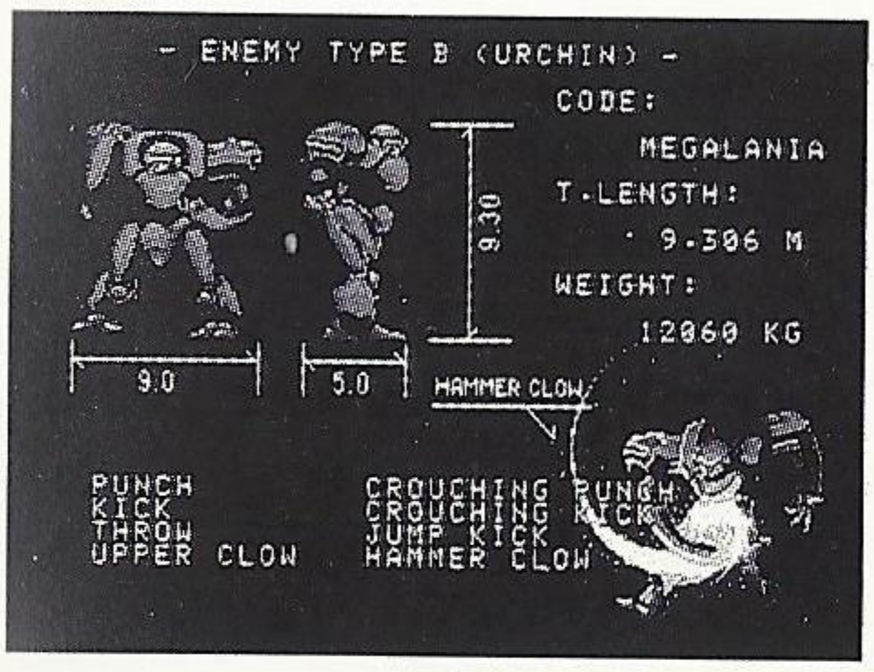
MISSLE FIRE:
Press A BUTTON from far away.

HEAD BUTT:
Press B BUTTON, then A BUTTON at close range.

THROW:
Press C BUTTON at close range.

KICK-KICK-ROUNDHOUSE:
Press B BUTTON three times at mid range.

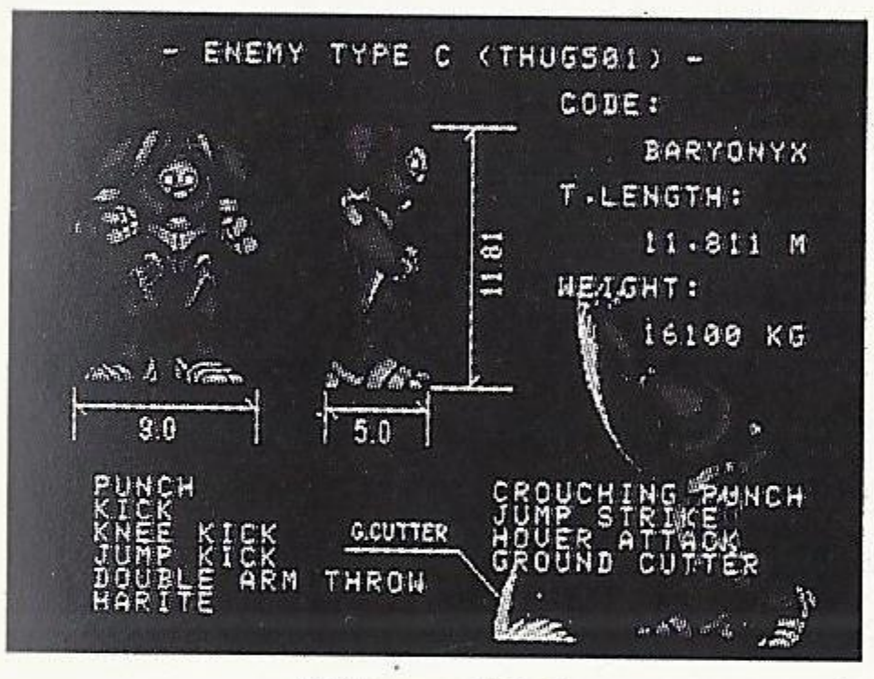




Urchin

HAMMER CLAW:
Press A BUTTON from far away.

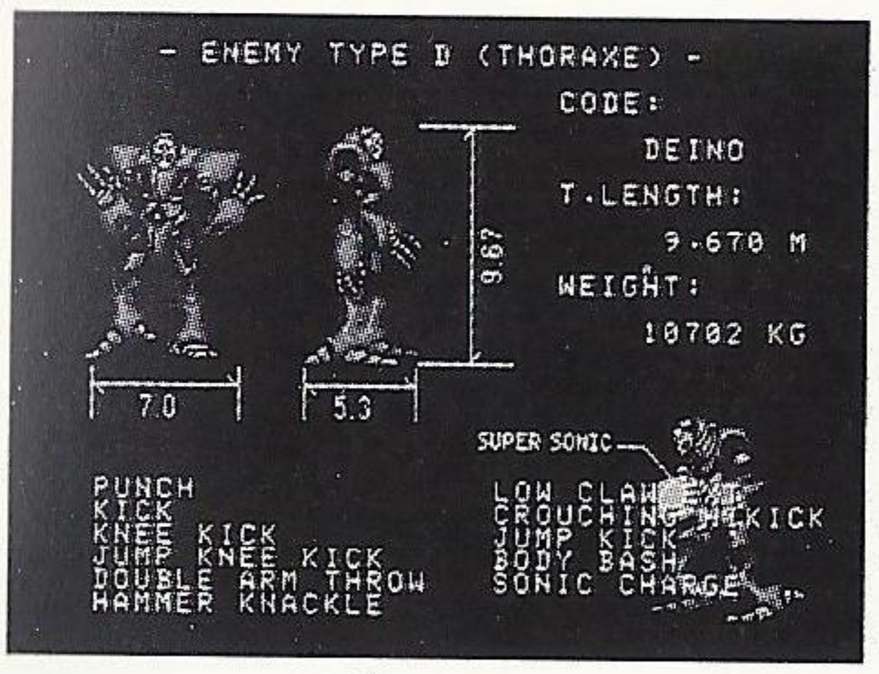
DOUBLE PUNCH UPPER CLAW:
Press A BUTTON three times at close range.



Thug 501

GROUND CUTTERS;
Press A BUTTON from far away.

DOUBLE ARM THROW:
Press C BUTTON at close range.



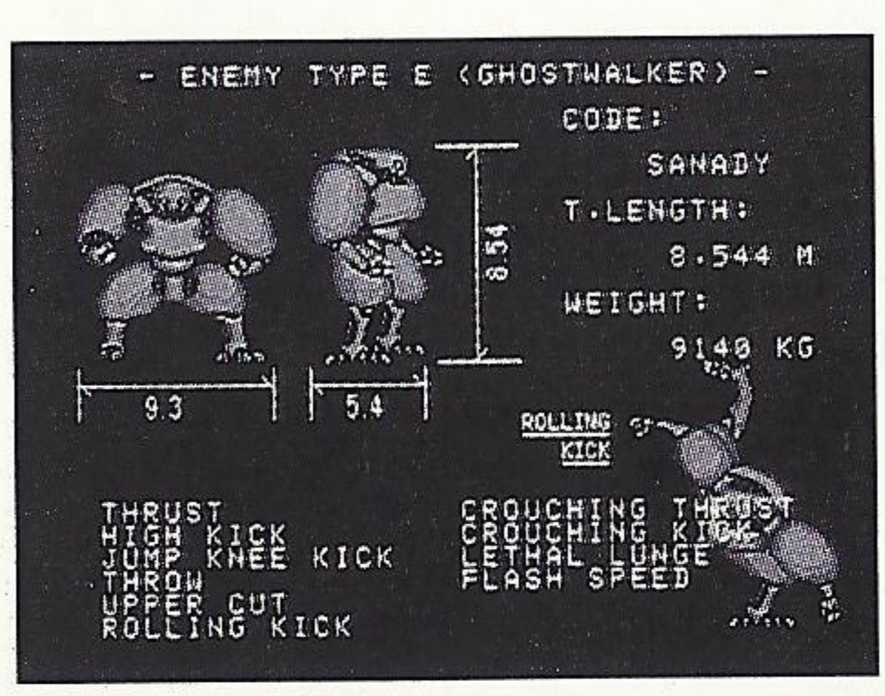
Thoraxe

SONIC CHARGE:
Press A BUTTON from far away.

HAMMER KNUCKLE:
Press B BUTTON, then A BUTTON at close range.

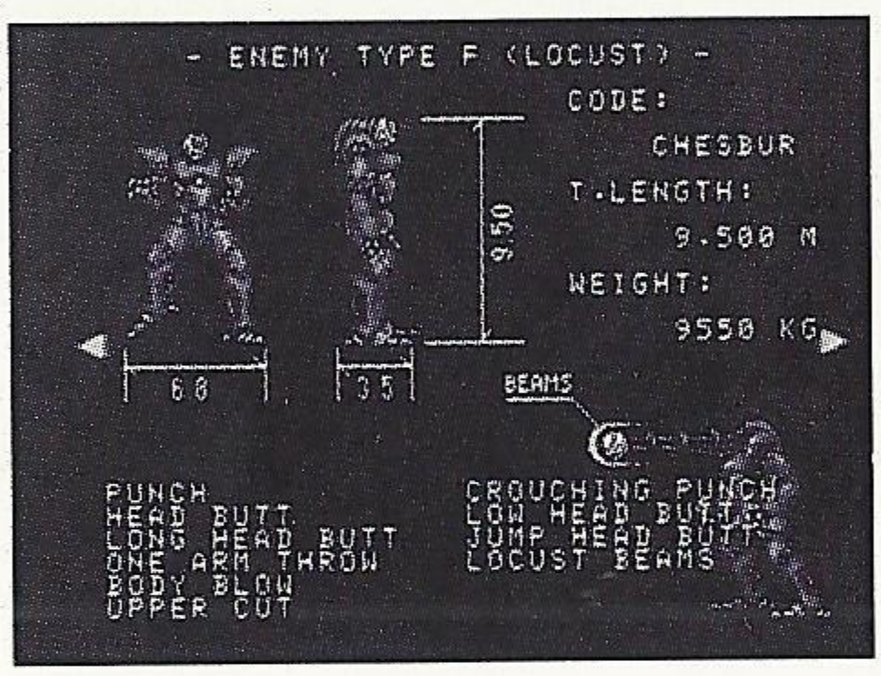






Ghost Walker

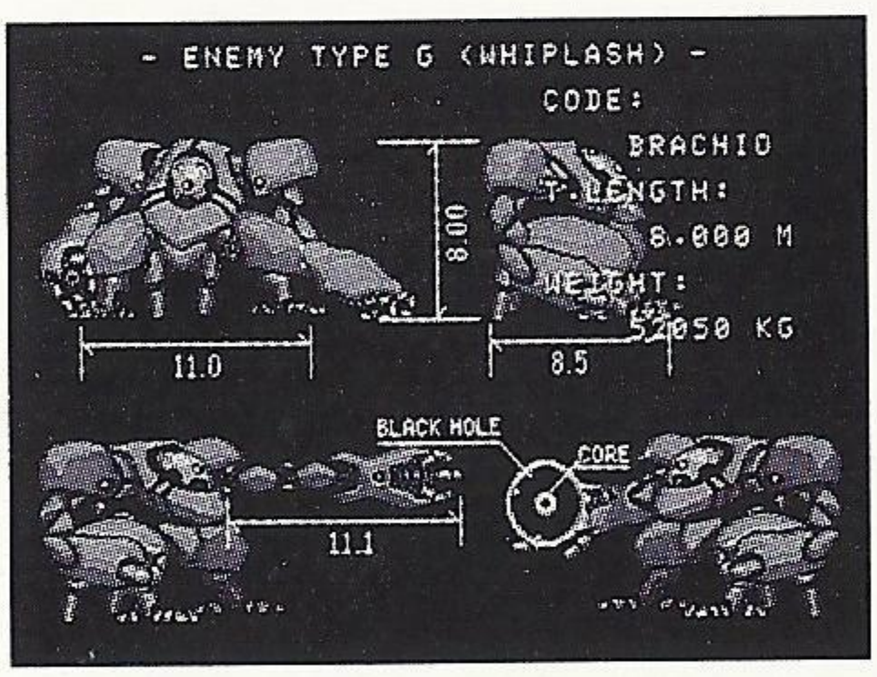
FLASH SPEED:
Press A BUTTON from far away.



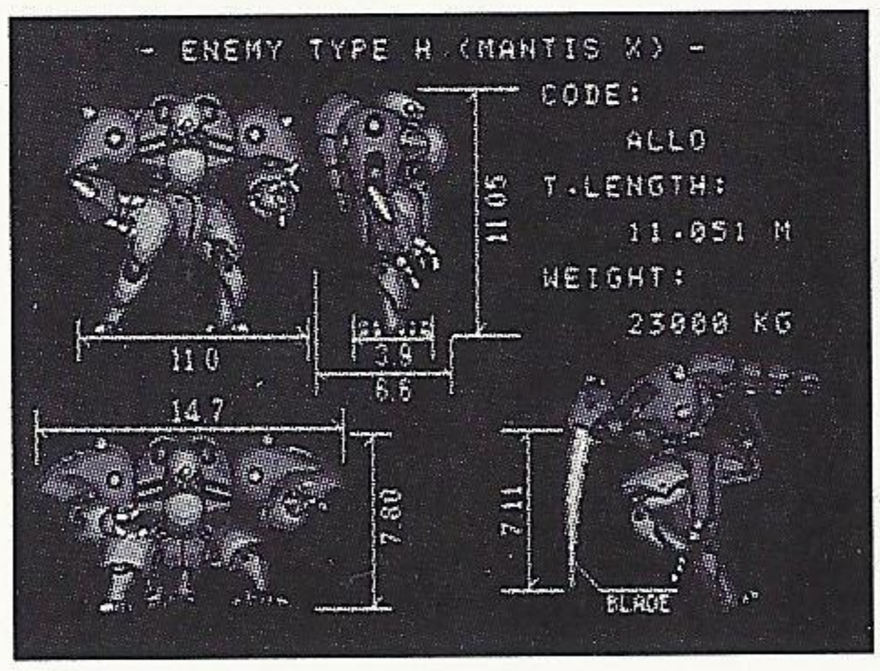
Locust

LOCUST BEAMS:
Press A BUTTON from far away.

HEAD BUTT:
Press B BUTTON at close range.



Whiplash

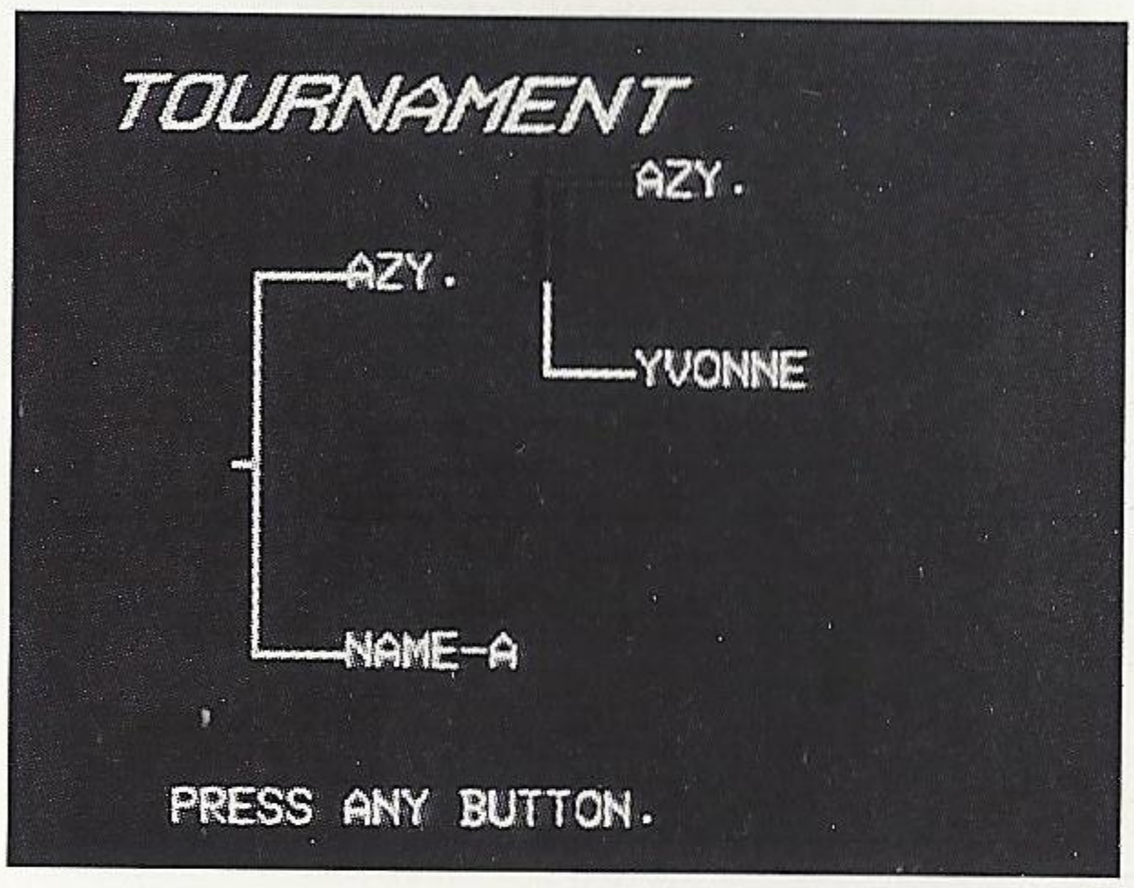


Mantis X



TOURNAMENT MODE

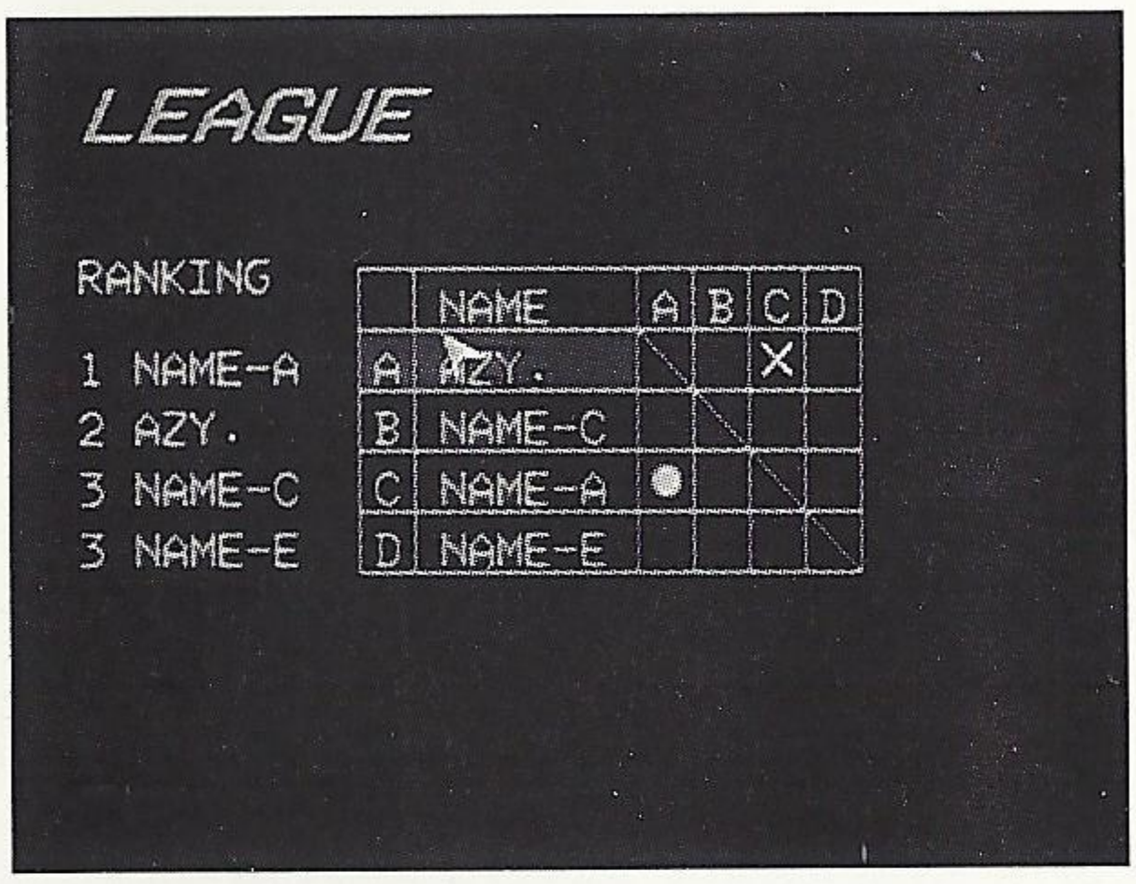
From the MAIN SELECTION MENU select TOURNAMENT MODE . You can enter up to 8 player names. To make an entry position the cursor over name space and press ANY BUTTON (see NAME ENTRY). Once all names have been placed on the roster, click the cursor on "LOAD" and you're ready to play. The computer will automatically tally battle outcomes.





LEAGUE MODE

To enter names, follow the same directions as described in TOURNAMENT MODE. The computer will automatically record your wins and losses and rank your position.



LIMITED WARRANTY

Bignet U.S.A. Inc., the U.S.A. Subsidiary of Micronet Co. Ltd., Japan warrants to the original consumer purchaser that the Sega-CD 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 CD at its option, free of charge.

This warranty does no 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.

If Bignet Consumer Service is unable to solve the problem by phone, we will provide you with instructions on returning your defective CD to us.

The cost of returning the CD to Bignet's Service Department shall be paid by the purchaser.

Limitations on Warranty

Any applicable implied warranties, including the 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.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, 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.

•FOR GAME TIPS AND TECHNICAL INFORMATION
CALL THE SEGA HOTLINE AT 800-USA-SEGA or 415-591-7529.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

SEGA CD™

This Game is Licensed By Sega of America for Play on the Sega CD™ System.

Black Hole Assualt TM and ©1992 Bignet U.S.A., Inc.

Bignet U.S.A., Inc.
388 Market Street Suite-350
San Francisco, CA 94111
Tel. (415) 296-3883

Licensed by Sega of America, Inc. for play on the Sega CD™ System.
Sega, Sega CD and Sega Seal of Quality are trademarks of Sega Enterprises Ltd.

Printed in the U.S.A.