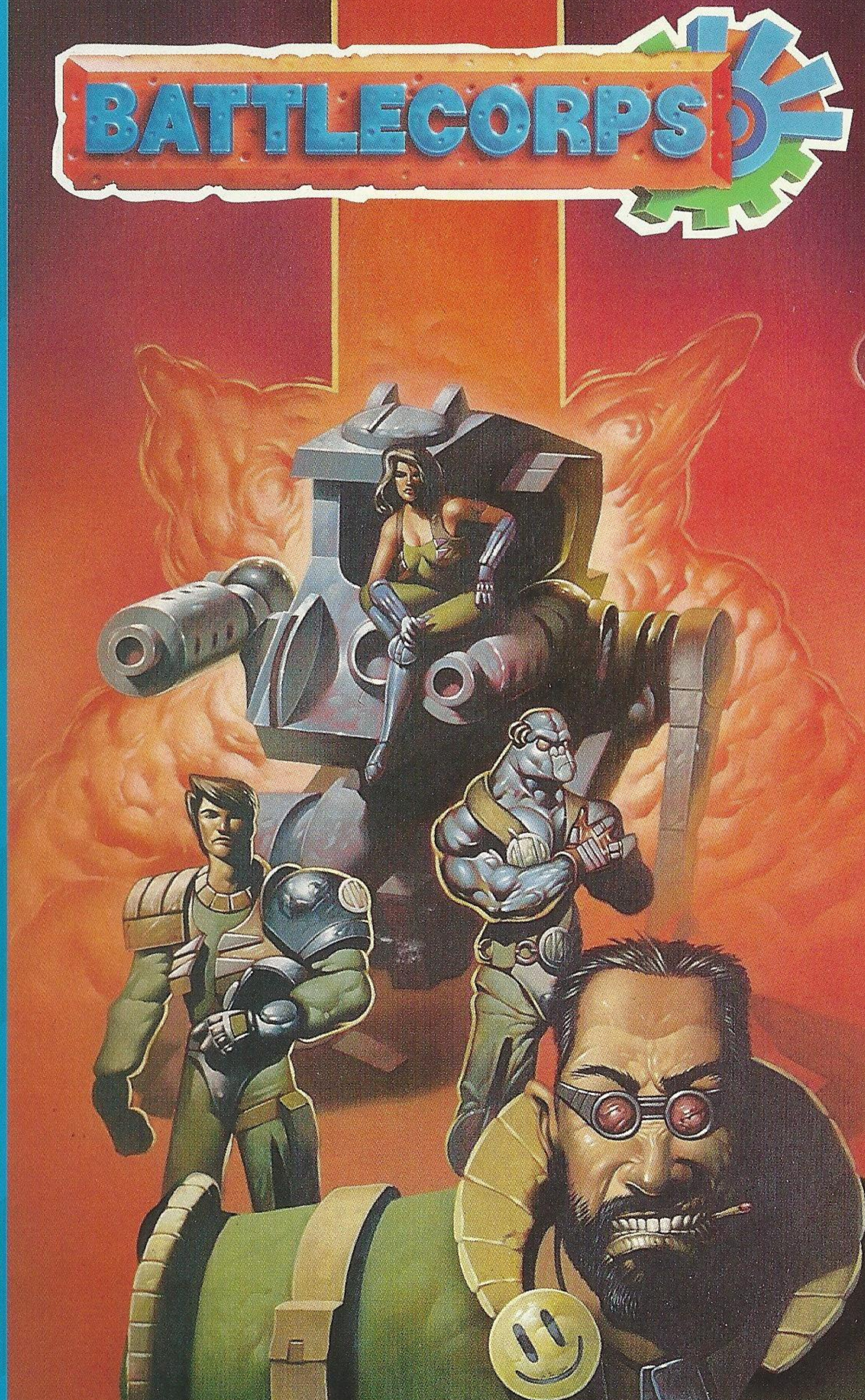
SEGA™

SEGA CD™

BATTLECORPS



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

CORE DESIGN INC.

OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS
AGES 6+
TM

PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR BEFORE ALLOWING YOUR CHILDREN TO USE THE 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 or while playing video games may induce a 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 any of 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.

Prior to use

- *If you or anyone in your family has an epileptic condition or has experienced altered consciousness when exposed to flickering light, consult your doctor prior to playing.*
- *Sit at least 2.5m (8ft) away from the television screen.*
- *If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.*
- *Make sure that the room in which you are playing is well lit.*
- *Play the game on as small a television as possible (preferably 14" or smaller).*

During use

- *Rest for at least 10 minutes per hour while playing a video game.*
- *Parents should supervise their children's use of video games. If you or your child experiences any of the following symptoms while playing a video game - dizziness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your doctor.*

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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.

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Starting Up: How to Use Your Sega CD

This CD-ROM can only be used with the Sega CD or CDX system. Do not attempt to play this CD-ROM on any other CD player. Doing so may damage the headphones and speakers.

1. Set up your Sega CD system by following the instructions in your Sega CD System Instruction Manual. Plug in Control Pad 1. For two-player games, plug in Control Pads 1 and 2.

2. Turn the system ON. The Sega CD animated display will appear on screen. If nothing appears on the screen, turn the system OFF and make sure it is set up correctly.

3. Press Button C on the Sega Drive Control Pad to make the on-screen Control Panel appear. Use the D-Pad to select EJECT, then press Button C to open the CD tray.

4. Place the disc in the well of the CD tray then press Button C. The CD tray will close and the words CD-ROM appear on the Control Panel.

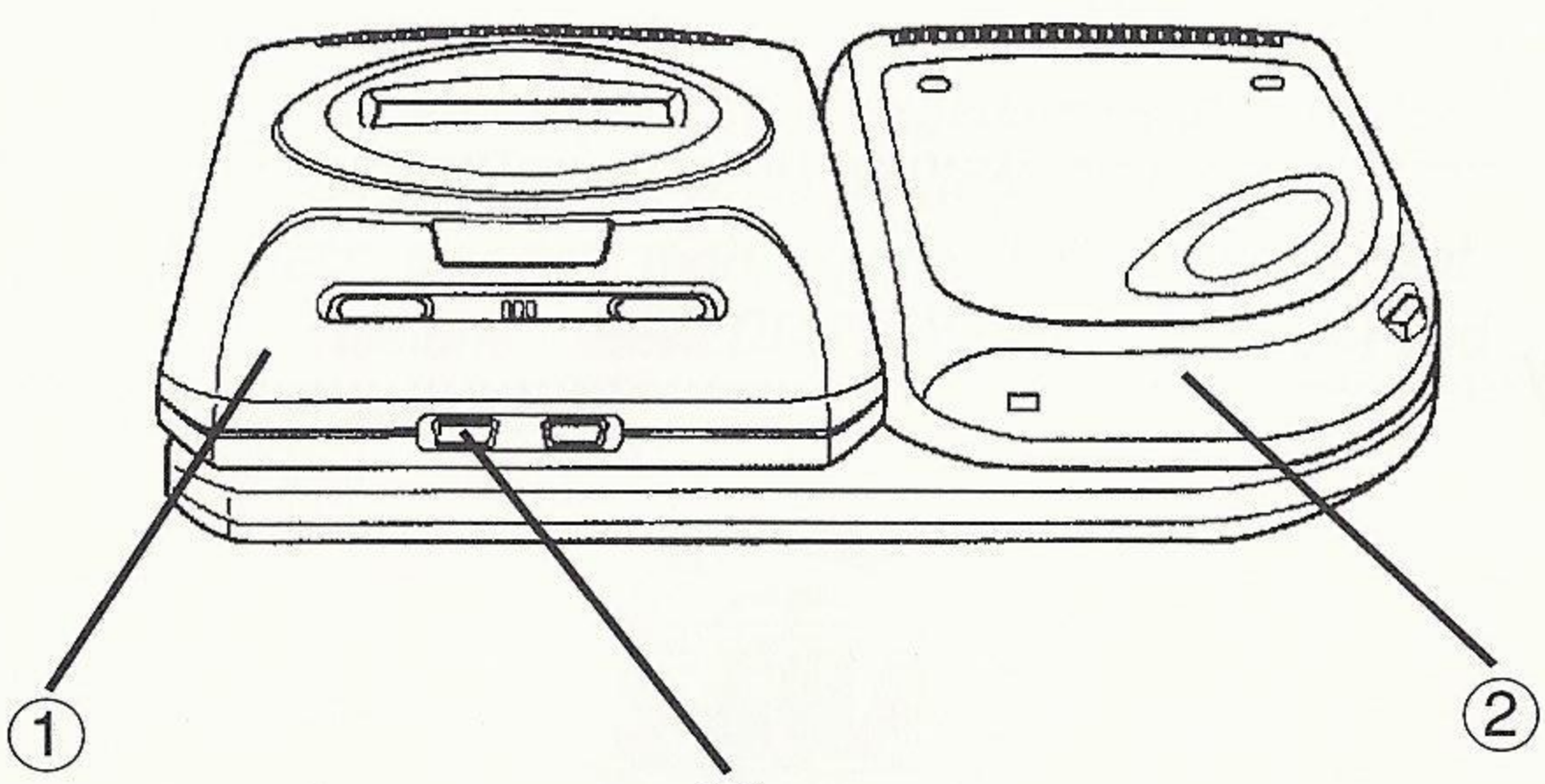
5. Use the D-Pad to move the cursor onto the CD-ROM button and press Button C. The opening screen of the game will appear.

6. If you wish to stop a game in progress, or if the game ends, press the Reset Button on the Sega Drive console to display the on-screen Control Panel.

① Sega Genesis System

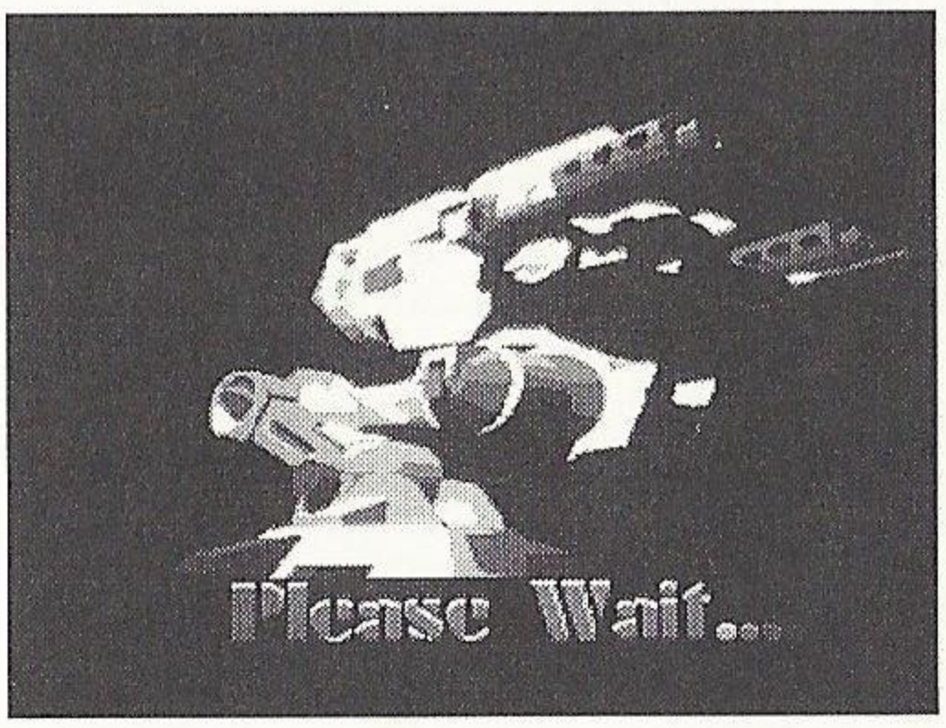
② Sega CD System

③ Control Pad 1



Call in the 'Corps!

The Corporate Wars have begun with weapons powered by the new turbo-breeder, 'Super Fission' reactors. Burning with a cold, dark flame at the core of these reactors is the rare, extraterrestrial element 'Meridium', which was discovered by the Interplanetary Mining Corporation (IMC) on a misbegotten planet known as 'Mandlebrot's World', located eight light years from Earth. A colony is soon established on Mandlebrot and it's manned by a small team of miners using the latest robotics mining and defense machines - the Battlebots. But when MOSES (Multicameral Organic Synergistic Energized System), the colony's bio-computerized operating system, is infected with a virus by a saboteur from a rival mining company, BioMechanical Incorporated (BioMech), all hell breaks loose. MOSES turns the Battlebots on the colonists. The Battlebots imprison the colonists and transform Mandlebrot into a heavily armed fortress. IMC immediately dispatches the BATTLECORPS combat-hardened veterans of the Corporate Wars. These veterans are downloaded into their Armordillo-Class, Bipedal Attack Machines (BAMs) and they must now take back the planet...



BAM Control

BATTLECORPS utilizes both the Standard Sega Control Pad and the Sega 6-Button Control Pad:

Standard Control Pad

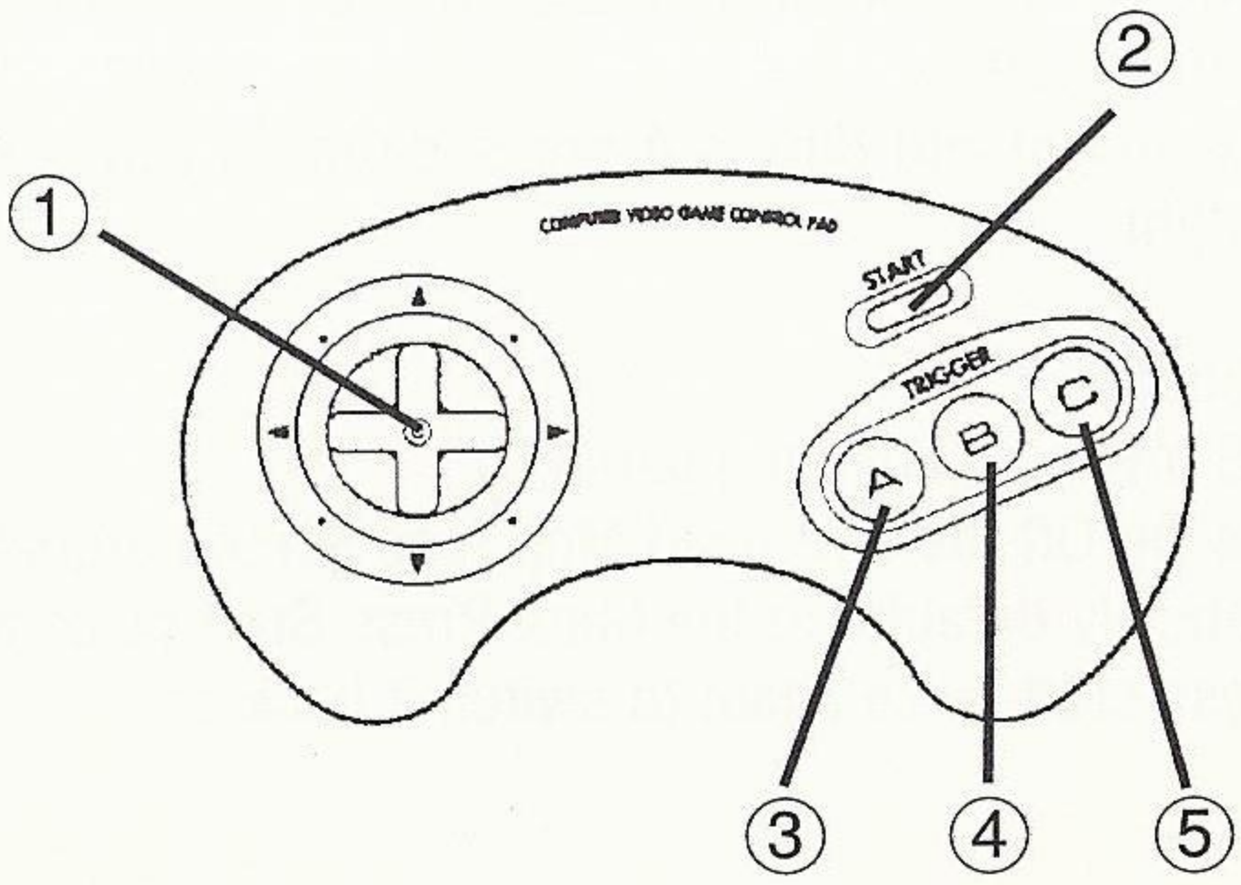
① D-PAD (Directional Button)

② Start Button

③ Button A

④ Button B

⑤ Button C



There are two Control Modes available in the game that can be selected from the Options Interface Menu (See Below):

Mode 'A':

① D-PAD (Directional Button)

- Press up to make your BAM walk faster.
- Press down to make your BAM walk slower, stop or go into reverse.
- Press left or right to make your BAM walk to the left or to the right.

① D-PAD (Directional Button) with Button A pressed simultaneously

- D-Pad up and Button A pressed makes your BAM's head go up
- D-Pad down and Button A pressed makes your BAM's head go down.
- D-Pad left/right and Button A pressed makes your BAM's head rotate left or right, independent of its base's direction of movement.

② Start Button

- Press Start to pause the game.
- Toggles On/Off the Overhead Map (see Screen Signals on page 8). Game automatically defaults to the Map. Press Start Button twice to toggle Map off or on.

④ Button B

- Press to fire current weapon.

⑤ Button C

- Selects weapon.

Mode 'B':

① D-PAD (Directional Button)

- Press up to make your BAM's head go up.
- Press down to make your BAM's head go down.
- Press left or right to make your BAM's head rotate left or right, independent of its base's direction of movement.

① D-PAD (Directional Button) with Button A pressed simultaneously

- D-Pad up and Button A pressed makes your BAM walk faster.
- D-Pad down and Button A pressed makes your BAM walk slower, stop, or go into reverse.
- D-Pad left/right and Button A pressed makes your BAM walk to the left or to the right.

② Start Button

- Press START to pause the game
- Toggles On/Off the Overhead Map (see Screen Signals on page 8). Game automatically defaults to the Map. Press Start twice to switch map off and press start twice again to switch it back on.

④ Button B
- Press to fire current weapon

⑤ Button C
- Selects weapon

6-Button Control Pad

① D-PAD (Directional Button)

② Start Button

③ Button A

④ Button B

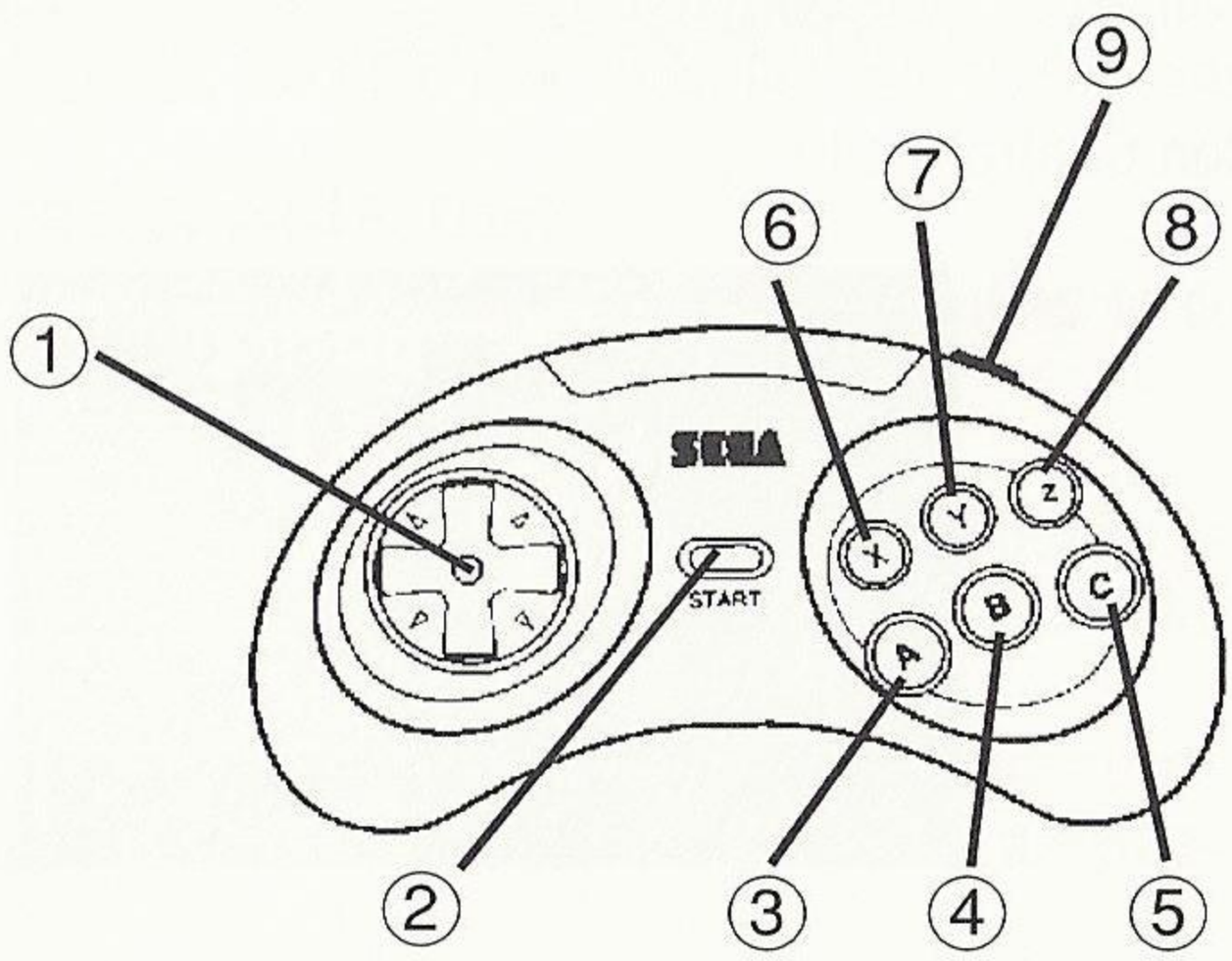
⑤ Button C

⑥ Button X

⑦ Button Y

⑧ Button Z

⑨ Mode Button



Select control Mode 'A' or Mode 'B' from Option Interface Menu (same as above.)

② Start Button
- Press to pause the game
- Toggles On/Off the Overhead Map (see Screen Signals below). Game automatically defaults to the Map. Press START Button twice to toggle Map off or on.

④ Button B
- Press to fire current weapon.

⑤ Button C
- Selects weapon.

⑥ Button X
- Selects Blast 'em.

⑦ Button Y
- Selects Mortar.

⑧ Button Z
- Selects Missile Launcher.

⑨ Mode Button with Button X pressed simultaneously
- Selects Twin Cannon.

⑨ Mode Button with Button Y pressed simultaneously
- Selects Triple Mortar.

⑨ Mode Button with Button Z pressed simultaneously
- Selects Flamer.

Being a Quitter

If at any time during play you want to quit the current game (to change your Control Mode, for example), press Start Button and Buttons A, B and C, simultaneously. (This will work with both the Standard Control Pad and the 6-Button Control Pad.)



Getting Started

BATTLECORPS begins with an animated introduction. After this, the SEGA, CORE DESIGN and BATTLECORPS logos appear on your screen. The Logo Screen is followed by the Main Menu. From the introduction, press Start Button to go to the Logo Screen. From the Main Menu, press Start to take you to the Cyberform Selection Screen, or use the D-Pad to select Options, then press Start.

Options Interface

The Options interface menu allows you to set certain conditions in the game. Select the category by pressing the D-Pad up or down, then make your choices in each category by pressing the D-Pad left or right.

Difficulty Level: Select an Easy, Medium, or Hard game. The more difficult the level, the harder the enemies are to defeat.

Control Mode: Select Mode 'A' or Mode 'B' (see BAM Control page 3).

Music: Play the game with the music on or off.

View Credits: Gaze upon the disembodied heads of the people behind the game.

Practice Mode: Select Start to enter the Practice Mode, to quit out of Practice Mode, press Start and Buttons A, B and C, simultaneously. (This will work with both the Standard Control Pad and the 6-Button Control Pad.)



Cyberform Character Selection

You have a choice of three Cyberformed Battlecorps Gunjoks to download into your BAM's operating system.

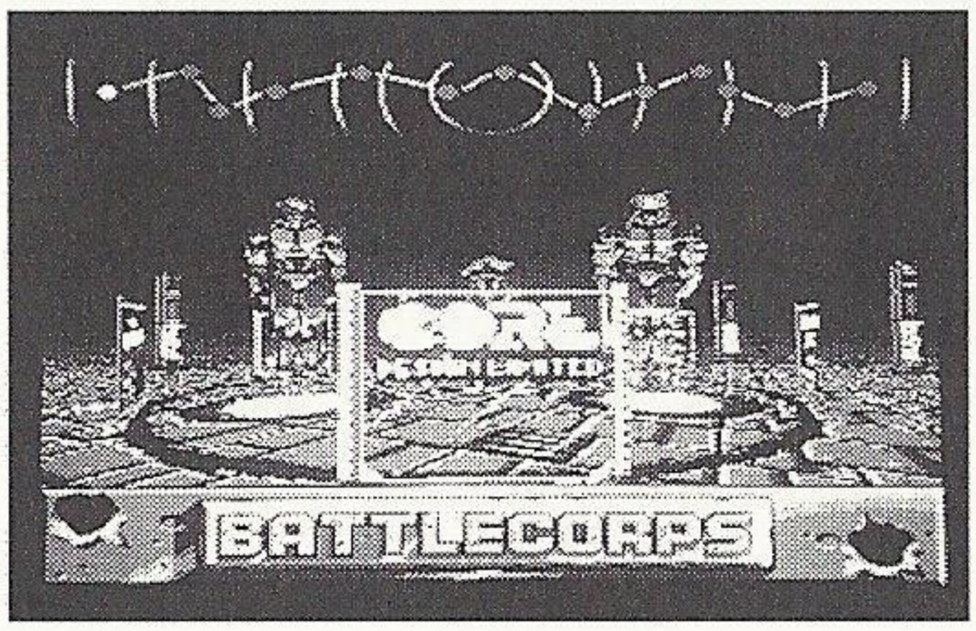
Becky Ojo: Becky's a pumped-up kick boxer from the corporate barrio. She's faster than a speedin' plasma pulse and badder than a Yakuza hitter.

Jack Cutter: Jack's got ten years in the 'Corps, five of them as a Cyberformed Gunjok. His bioware's got more edges than a battlescape polyhedron.

Dika 'A' Jang: Dika's a gene-spliced polymorph with a downloaded cyber-psychosis. He's a heavy hitter, and in a firefight he's worth his weight in ordnance.

To select a Cyberform, press the D-Pad left or right to rotate the Gunjoks, then press Button C when you've made your choice of which Cyberform you wish to control. Choose wisely each Cyberform has different levels of speed, power, and strength.

A graphical display showing your progress across Mandlebrot's World is located at the top of the Cyberform Selection screen.



Mission Briefing Sequence

During Cyberform Selection (see page 7), press Button B to attend the animated Mission Briefing, given to you by your Operational Controller, Lieutenant Calgary. It is important to attend this Briefing, as Calgary will tell you about what you can expect on each Mission. Once the Briefing is over you will be returned to the Cyberform Selection Screen. Press Button C from here to play each Mission.



Screen Signals

① **Text Box:** Text Messages from your BAM's CPU are displayed in the Text Box.

② **Overhead Map:** Your position in the game world is indicated by a white dot on the Overhead Map. The Map doesn't work on all missions, due to the fact that BioMech sometimes jams the satellite signal.

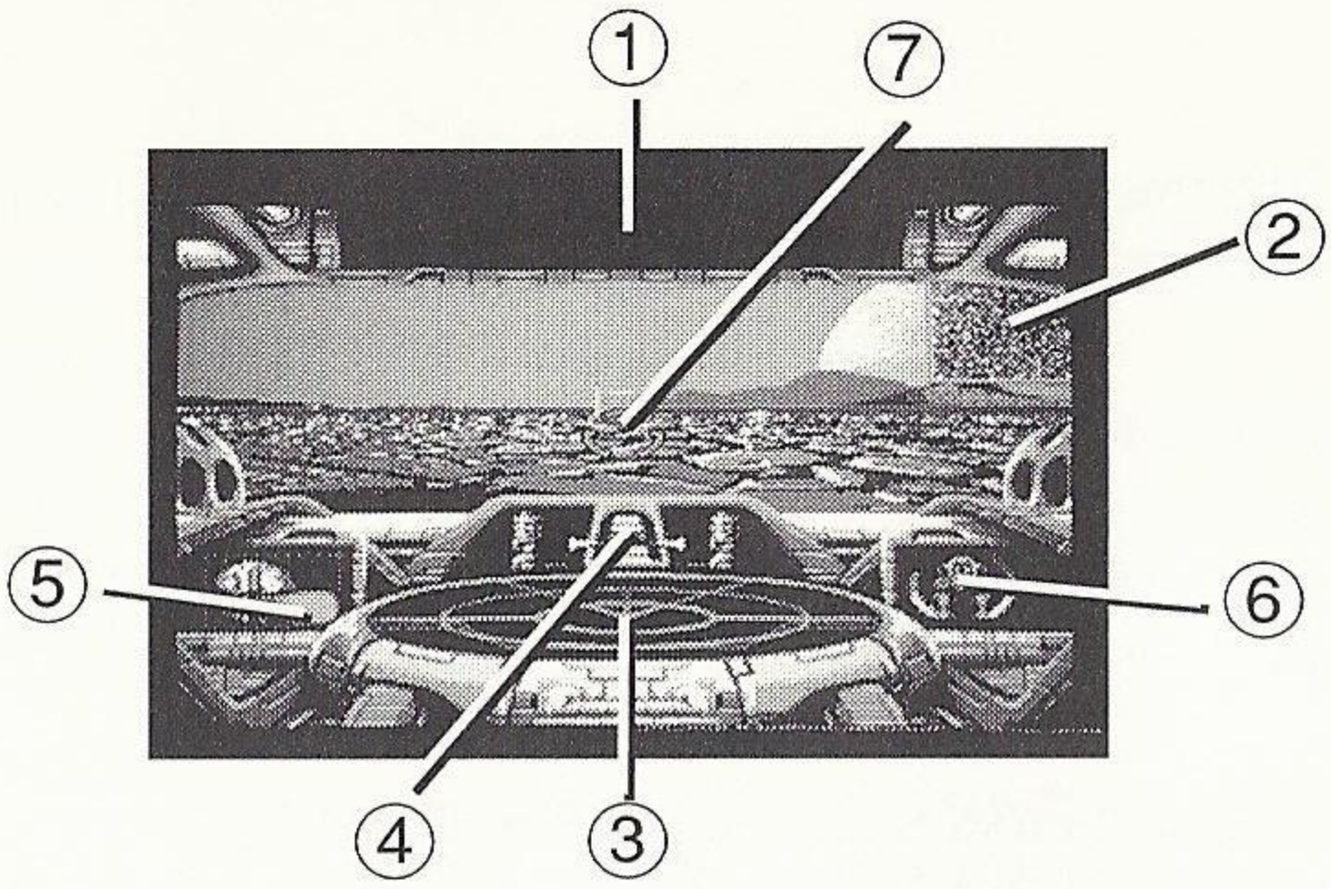
③ **Radar Screen:** Your BAM is situated at the center of the screen. Enemy Battlebots are shown as colored dots on your Radar Screen.

④ **Speed Indicator:** Your BAM has 3 incrementally increasing forward speeds and 2 incrementally increasing reverse speeds. To bring the BAM to a stop, the indicator must be at the third increment from the bottom.

⑤ **Current Weapon Display:** This shows your currently selected weapon and the number of shots you have left in that weapon.

⑥ **Shields Indicator:** Your BAM has two Energy Shields which reduce incrementally when you take a hit. With your Shields down, you are completely vulnerable to enemy fire and destruction is certain. These Shields can be powered-up by bringing your BAM to a halt on any of the Recharge Points (shown as pulsing, ground-based power lines), which are scattered throughout the game.

⑦ **Gunsight and Directional Cursor:** Your BAM's Gunsight is situated in the center of its Duraplas view screen. The Directional Cursor is the small triangle rotating about the Gunsight, and it indicates the direction in which you should go.



Continue

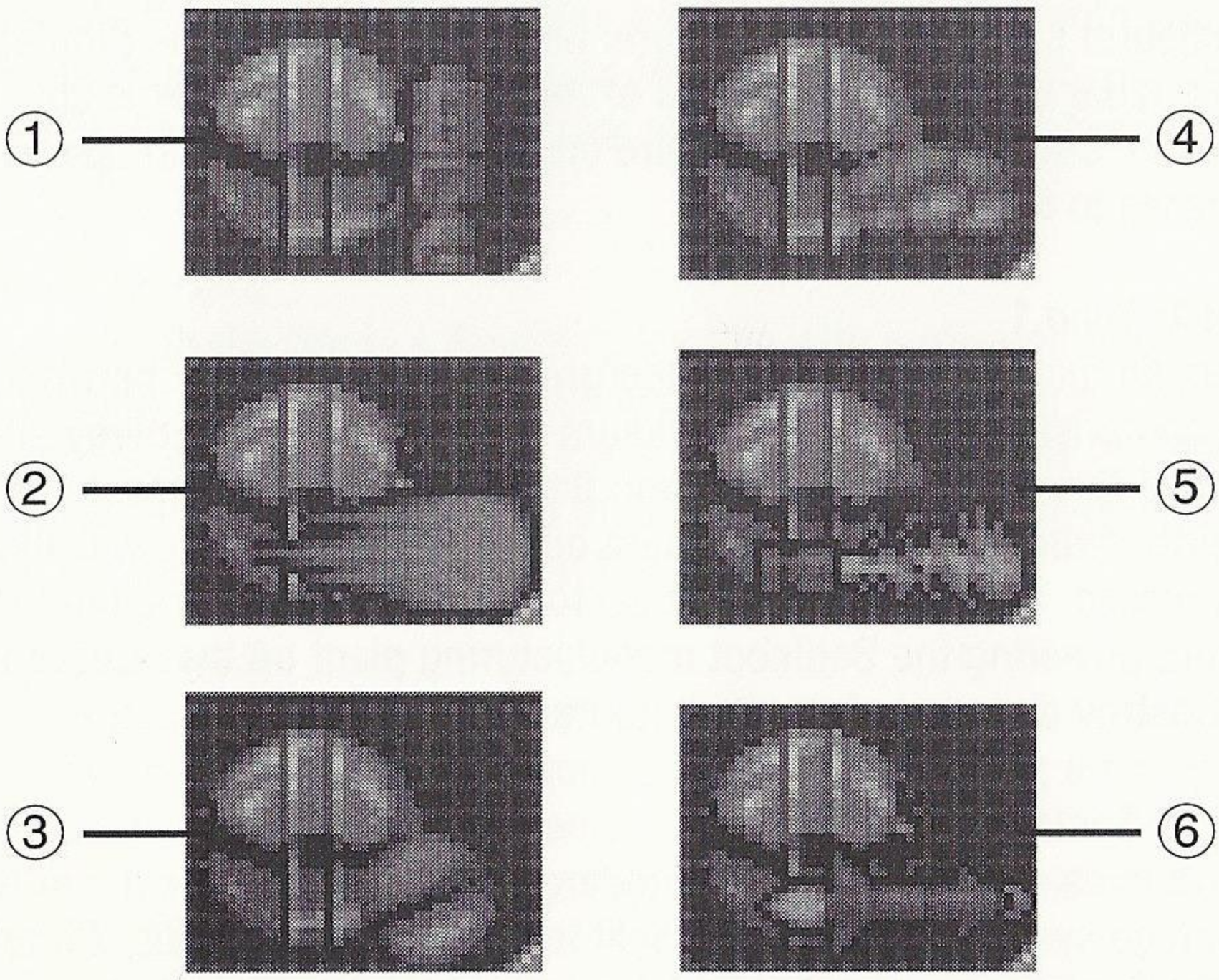
After all three Cyberformed Gunjoks have been consigned to data oblivion, you will get only one chance to continue from where your last Cyberform bit the data-dust. Select the Continue Button on the Menu, or restart from the beginning.

Game Over, Sweetmeat!

If all three Cyberformed Gunjoks bite the data-dust a second time and you have used up your Continue, then it's Game Over, sweetmeat...

BAM Weapons

Your BAM is fitted with 6 weapons. The number of shots for each is dependent on which Cyberform you select, except for the Twin Cannon which has an unlimited supply.



① **Twin Cannon:** Fires high-energy, plasma pulses, and is your BAM's standard weapon.

② **Blast 'Em:** Fires ramped-up, high-energy plasma pulses at a higher blast ratio than the Twin Cannon.

③ **Mortar:** Launches a spherical bomb at an angle of 45 degrees, and can be used to fire over obstructions at targets beyond.

④ **Triple Mortar:** Launches three spherical bombs at one time.

⑤ **Flamer:** Fires a stream of deadly, plasma-based flame from your BAM's left gun nozzle.

⑥ **Missile Launcher:** Fires a guided missile at enemy targets.

The Missions

As the spearhead for the main IMC force, your ultimate objective on Mandlebrot's World is to perform a good ol' laser lobotomy on MOSES' cyber-psychotic circuits. There are twelve sectors to clear before you reach the Cyberzone, where you'll confront MOSES. Each sector has its own individual hazards and mission objectives. Your primary concern, however, is to get through each mission piece and move on to the next via the elevators situated at the far end of each sector.

To access the Mission Briefing Screen, press Button B during Cyberform Selection. From the Cyberform Selection Screen, press Button C to begin play.

Mission 1: Lady 1

Your first mission takes place on the so called 'Lava Archipelago', located on Mandlebrot's Southern Hemisphere. MOSES has spread the BioMech virus to a radar cluster at the far end of the sector. This cluster is able to pinpoint the 'Corps' position anywhere on the planet. You must take it out and advance to the elevator.

Mission 2: Echo 1

Your second mission takes place underground in the complex network of tunnels comprising the planet's Meridium mining operation. Energy shields are situated throughout the sector, and they'll bar your progress. Locating the shields' switches and blasting them out of this hemisphere will allow you to proceed. At the far end of the sector there are four Meridium fusion generators powering the Battlebot manufacturing plant on the surface above. Destroy the generators, then go immediately to the elevator.

Mission 3: Sonic 1

Your third mission also takes place underground, but this time it's in Alpha 7's sewerage system. The sector is split into four Zones: Z1, Z2, Z3, and Z4. All the Zones are connected by teleportation devices. Locate the Teleports in Zones 1 to 3 to gain access to the elevator in Zone 4.

Mission 4: Aqua 1

Mission 4 takes place a mile beneath the surface of Mandlebrot's Northern Ocean. It's a straight run through a heavy concentration of enemy hostiles.

The only problem is there are several Energy Shields situated throughout the sector that barr your way. Locating the Shields' switches and blasting them away will allow you to progress to the elevator.

Mission 5: Indigo 1

Your fifth mission takes place on Mandlebrot's Northern Ice Cap. It's so cold up there that four of your weapons are inoperable. The two weapons that work are the Twin Cannon and the Flamer. Use the latter to unfreeze the switch mechanisms that operate the bridges linking ice islands. You're paving the way for the main IMC force, so creating those bridges and clearing the sector of Battlebots is vitally important.

Mission 6: Echo 2

You're back in the mines again for Mission Number 6. This sector has a moving conveyor belt running right through it. Take a ride on the conveyor belt to the elevator at the far end. Be warned, however, this ride won't be a smooth one.

Mission 7: Aqua 2

You're submerged once again in your seventh mission. This time you're defending the Meridium Mine Head on the ocean floor. It won't be easy! Those BioMech 'bots will be coming at you hard and fast. Take 'em all out and proceed to the elevator at the sector's end.

Mission 8: Lady 2

Mission 8 takes place in the 'Lava Archipelago' of Mandlebrot's Eastern Hemisphere. BioMech's got a satellite beam weapon locked onto your coordinates and it'll rip up the ground from under your feet if you don't move **REAL FAST**. Follow the concrete path and try to keep ahead of that blazing wall of death!

Mission 9: Indigo 2

You're down on the planet's Southern Ice Cap with a mission to defend IMC's recently established command and control center. The bridge to the left of your start position is where you can expect to meet the first BioMech attack wave. Advance across when the bridge is clear and make your way through the sector to the elevator at the far end.

Mission 10: Echo 3

Mission 10 should be a breeze! Just get through it as fast as you can! IMC's forward recon group in sector Aqua 3 is encountering a heavy concentration of hostiles. They need you there ASAP!

Mission 11: Aqua 3

A heavy concentration of BioMech bad guys is hampering IMC forces' forward advance. The ocean floor's bristling with mines and deadly booby traps - not to mention hordes of Battlebots. So tread carefully and make your way to the elevator at the sector's end.

Mission 12: Sonic 2

You're back in the sewer for Mission Number 12 - the last one before you come face-to-face with MOSES. The sector's split into ten Zones with teleportation devices in nine of them. Use the Teleports wisely to get through to the elevator in Zone 10.

Mission 13: Cyberzone

This is it! The Big One! Time to meet MOSES and perform that laser lobotomy on his cyber-psychotic circuits. Good luck you're going to need it!

Calgary's Clues

Your friendly neighborhood Operational Controller, Lieutenant Calgary, has some helpful hints for you to inwardly digest:

"Listen up, sweetmeat, and listen good! What I'm about to tell ya could save your stupid life..."

- The Battlebots are usually comprised of two parts - head/body and base. It's a mistake to shoot at the head/body, as this will leave the base intact. Even a decapitated Battlebot can be deadly. So, always aim for the base, since this will destroy the entire 'bot.
- Recharge Points can be very useful if your Shields are low, so watch out for 'em.
- Don't fire missiles at fixed, ground-based objects (i.e. Ground Mines) - use the Mortar instead.
- Use the Mortar against the Plasma Towers, if only for the spectacular explosion.
- Use your missiles against the floating mines. This stops 'em dead in their floaty tracks.
- On the snow missions, save your shots by ramming into and running over the two-legged Battlebots.
- Avoid enemy fire by walking sideways and shooting over your shoulder.
- If caught in a close firefight, use your Flamer and watch 'em burn!
- If all else fails, try crying. It won't save you, but it gets it all out of your system - doesn't it?

Credits

Programmed by:	Jon Hilliard
Graphic Artist:	Jason Gee
Game Design & Story by:	Jason Gee, Jon Hilliard, Guy Miller
Music & Sound Effects by:	Martin Iveson
Lieutenant Calgary:	Guy Miller
Live Guitar by:	Anthony Wheeldon
Software Evaluation by:	Bob Churchill, Guy Miller
Creative Manager:	Guy Miller
Cover Art by:	James Ryman
Produced by:	Jeremy Smith

Handling Your Sega Compact Disc.

- The Sega Compact Disc is intended for use exclusively with the Sega CD system.
- Be sure to keep the surface of the Compact Disc free of dirt and scratches.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight, near a radiator, or other sources of heat.
- Be sure to take an occasional break during extended game play to rest yourself and the Sega Compact Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in it's case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from centre to edge. Never use solvents or abrasive cleaners.

Warning to 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.

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PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this Core Design, Inc. game, please call a

Time Warner Interactive, Inc. game counselor at

(408) 433-3999

Monday through Friday from
8.30am - 5.00pm Pacific Time.

CORE DESIGN INC.

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