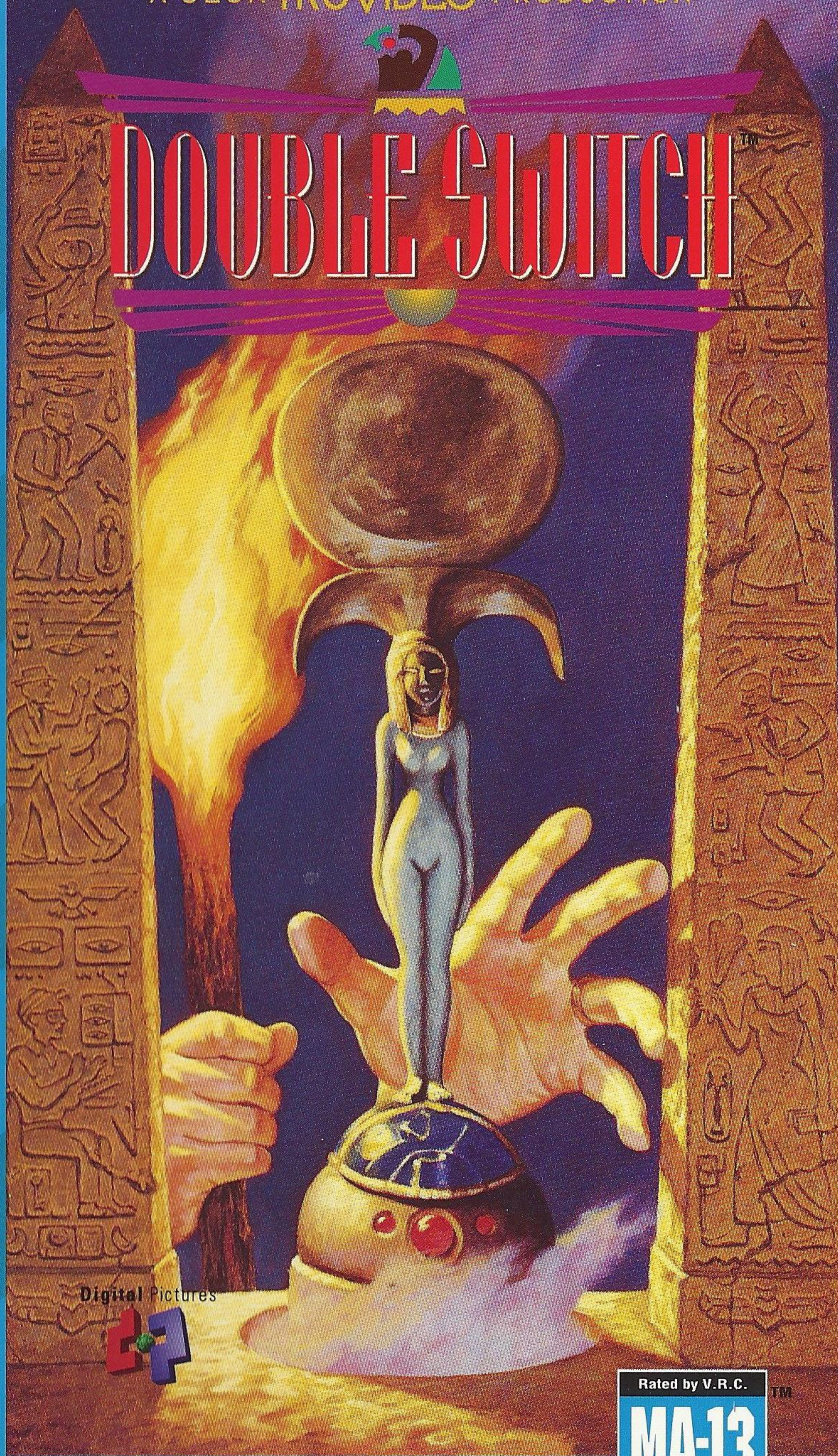
A SEGA TRUVIDEO® PRODUCTION

DOUBLE SWITCH™



Digital Pictures

FOR SEGA CD™

OFFICIAL SEGA SEAL OF QUALITY

SEGA™

Rated by V.R.C.

MA-13

Parental Discretion Advised.

Mature Audiences

™

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

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 TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.



DOUBLE SWITCH

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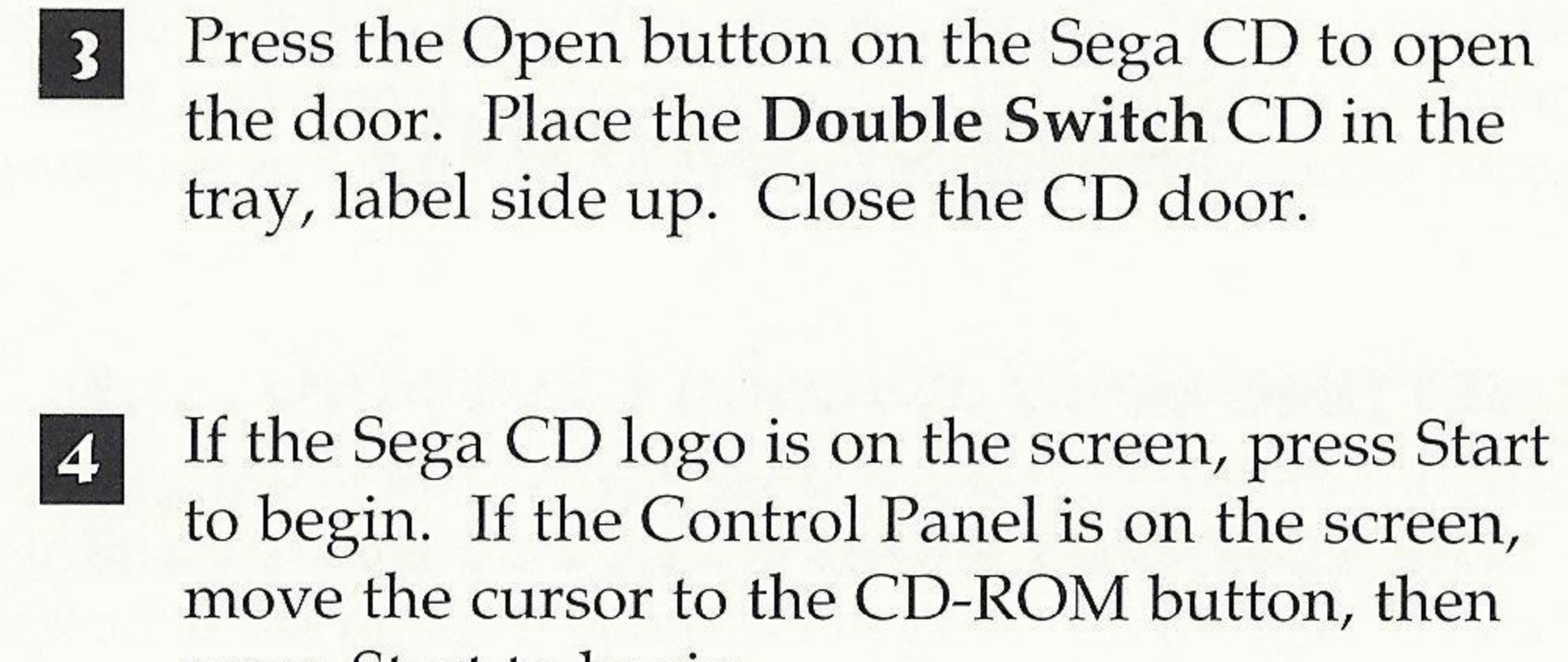
SETTING UP

1. Set up your Sega CD system according to the instructions in your Sega CD System Instruction Manual. Plug a Sega Genesis Controller into the Control 1 port on your Sega Genesis.

2. Turn on your TV, then turn on your Genesis. The Sega CD title screen will appear on your TV screen.

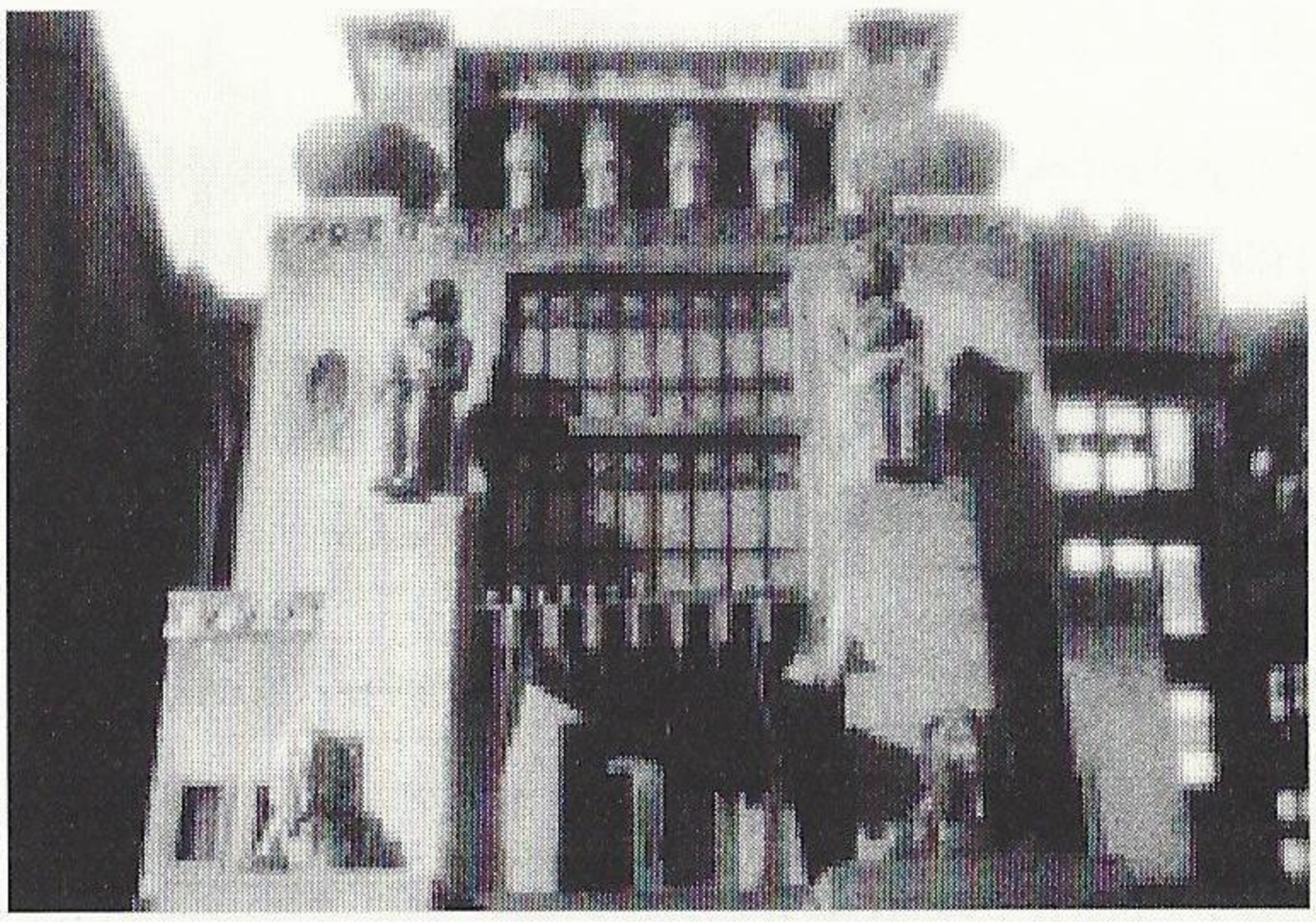
3. Press the Open button on the Sega CD to open the door. Place the **Double Switch** CD in the tray, label side up. Close the CD door.

4. If the Sega CD logo is on the screen, press Start to begin. If the Control Panel is on the screen, move the cursor to the CD-ROM button, then press Start to begin.



SEGA GAME PLAY HOTLINE: 1-415-591-PLAY

THE EDWARD ARMS



The Edward Arms was built at the turn of the century. It was originally the mansion of famous industrialist Lionel Atwater Edward III and his family. The lobby was once a grand entrance hall, built to resemble the interior of an Egyptian temple.

Lacing through the building like veins were dumbwaiters, laundry shoots, elevator shafts and staircases. Indeed, The Edward Arms was once an elegantly appointed palace where Presidents dined and dignitaries pontificated. And despite years of decline, some of that elegance still peeks through at us...

Years passed. Lionel Atwater Edward III died. And with him, the family fortune seemingly disappeared — though his descendants still lived in the house and rumors persisted that somewhere within he had hidden a vast haul of treasures. The neighborhood deteriorated. The heirs were forced to convert the once stately mansion into an apartment building. The laundry chutes were forgotten; the dumbwaiters rusted. Succeeding generations made alterations to the grand

estate: some knew what they were doing; others didn't.

Until Eddie went to work.

Raised by eccentric parents, Eddie explored every nook and cranny of the old mansion. He found the ancient dumbwaiter and rode it up and down. He explored the long forgotten laundry shoots. He found hidden spaces behind the walls where, decades ago, tenants had stashed their ill-gotten cash. He also uncovered secret passageways and chambers his grandfather had built.

Eddie knew his ancestral home more intimately than anybody has ever known a building. It was his world. His secret. He loved it.

And he wanted to protect it from enemies, outside and in. Fearing that it was prey to burglars, he built an elaborate security system.

As time went on, the criminals became more sophisticated. So too did Eddie's system. Some traps were designed to ward off intruders; others to punish; a few to eject unwanted or probing strangers from the building — a do-it-yourself criminal justice system.

As our story begins, someone has trapped Eddie in the basement and switched off his controls...

THE ANCIENT STATUE OF ISIX

In Egyptian Myth, Isix is believed to hold the key to the Pharaoh's riches. At the turn of the century, Lionel Atwater Edward III financed an expedition to the Valley of the Kings. As a side trip, he visited the Treasury of Isix. Even at the time, there were rumors of a vast treasure within the building, but they were largely disbelieved.

ONE FACT IS KNOWN: that the statue of Isix vanished from the tomb at that time.

Lionel Atwater Edward III returned to New York to begin construction of his mansion (the dig was assumed to be unsuccessful and was quickly forgotten). Columnists of the day were quick to spot the Egyptian influence in the building, but thought little more about it.

The building was praised and scorned by different architectural factions. Rumors grew up around it. One neighbor claimed that its rumblings sometimes woke her from her slumbers.

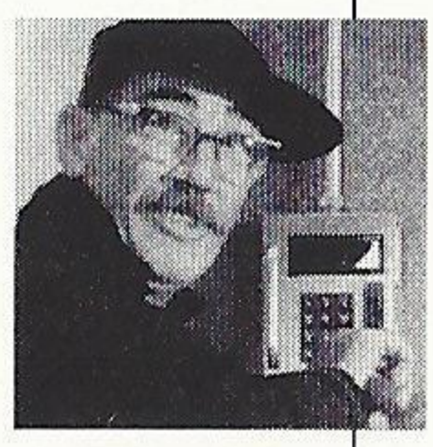
Lionel Atwater Edward III died shortly after the completion of The Edward Arms of what were reported at the time to be natural causes. His funeral was a society affair. Always the eccentric, he chose to be buried in his archeological khakis, with what one newspaper described as a "souvenir of his archeological pursuits" in his hands.

MAIN CHARACTERS



EDDIE

EDDIE is the lead character, the designer of the security system. Some bonehead locked him in the basement and he wants you to help him get out...



LYLE

LYLE is the Handyman. Eddie doesn't like Lyle.



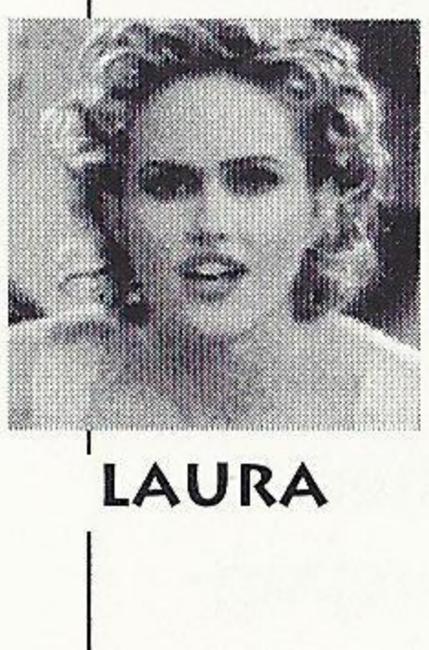
ELIZABETH

ELIZABETH is the manager of the Edward Arms.



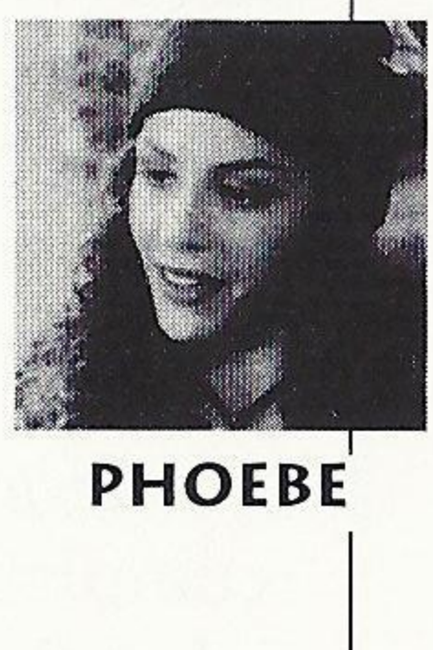
ALEX

ALEX is the young journalist, just out of college. She lives in the left apartment on the first floor.



LAURA

LAURA is the aspiring architect who lives with **PHOEBE**, the dynamic, young archeology student, in the right apartment on the first floor **(THE GRADS).**



PHOEBE

JEFF is the leader of Scream, the band that lives upstairs in the left apartment on the second floor.



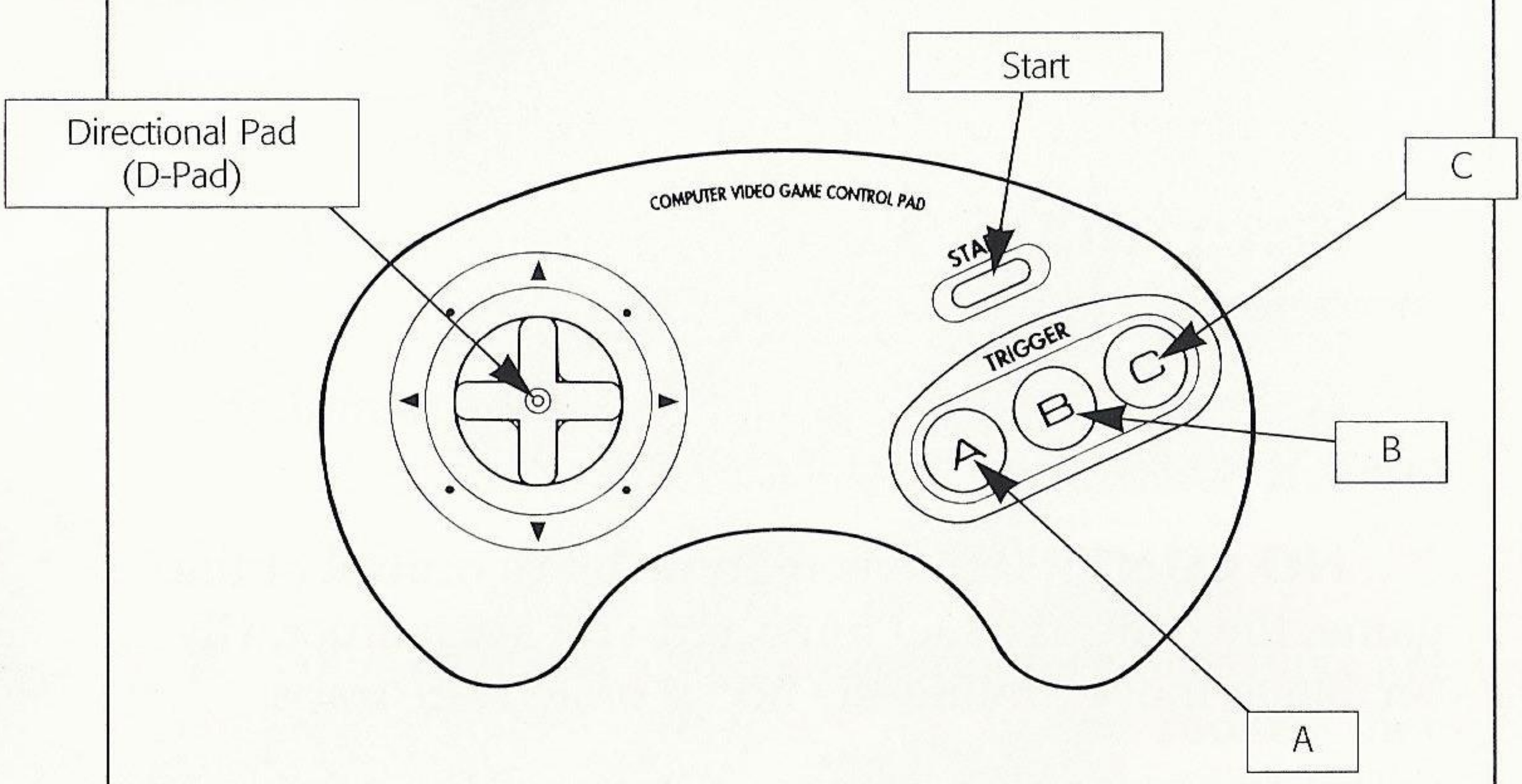
JEFF

BRUTUS is the dangerous, aging mobster who lives in the right apartment on the second floor. He's spent most of his life behind bars.



BRUTUS

TAKE CONTROL



START BUTTON: pauses the game and displays a blueprint of the room you're in, including the entrances and the traps (unless Eddie has control of the system - then the Start button simply pauses the action). Press the Start button if you want to skip the introduction or the credits.

DIRECTIONAL PAD (D-PAD): moves the cursor around within the two control panels on the main screen. The Building Map is on the left side of the screen. A white square highlights the room you are in. Blue arrows show rooms you can go to as you use the D-pad to move around the building. The Trap Control Panel is on the lower right of the screen. Move the D-pad left and right to choose the trap you want. Note: use the C-button to move the cursor back and forth between the Building Map and the Trap Control Panel.

A-BUTTON: is used in the Trap Control Panel to arm and activate the traps. Click three times to arm the

trap. The fourth click activates the trap. Use the A-button in the Building Map to go to a room once it has been selected. The A-button also allows you to skip Eddie's introduction.

B-BUTTON: is used to disarm the traps.

C-BUTTON: toggles your cursor between the Building Map and the Trap Control Panel.

A+B+C+START: press all four buttons simultaneously to restart the game.

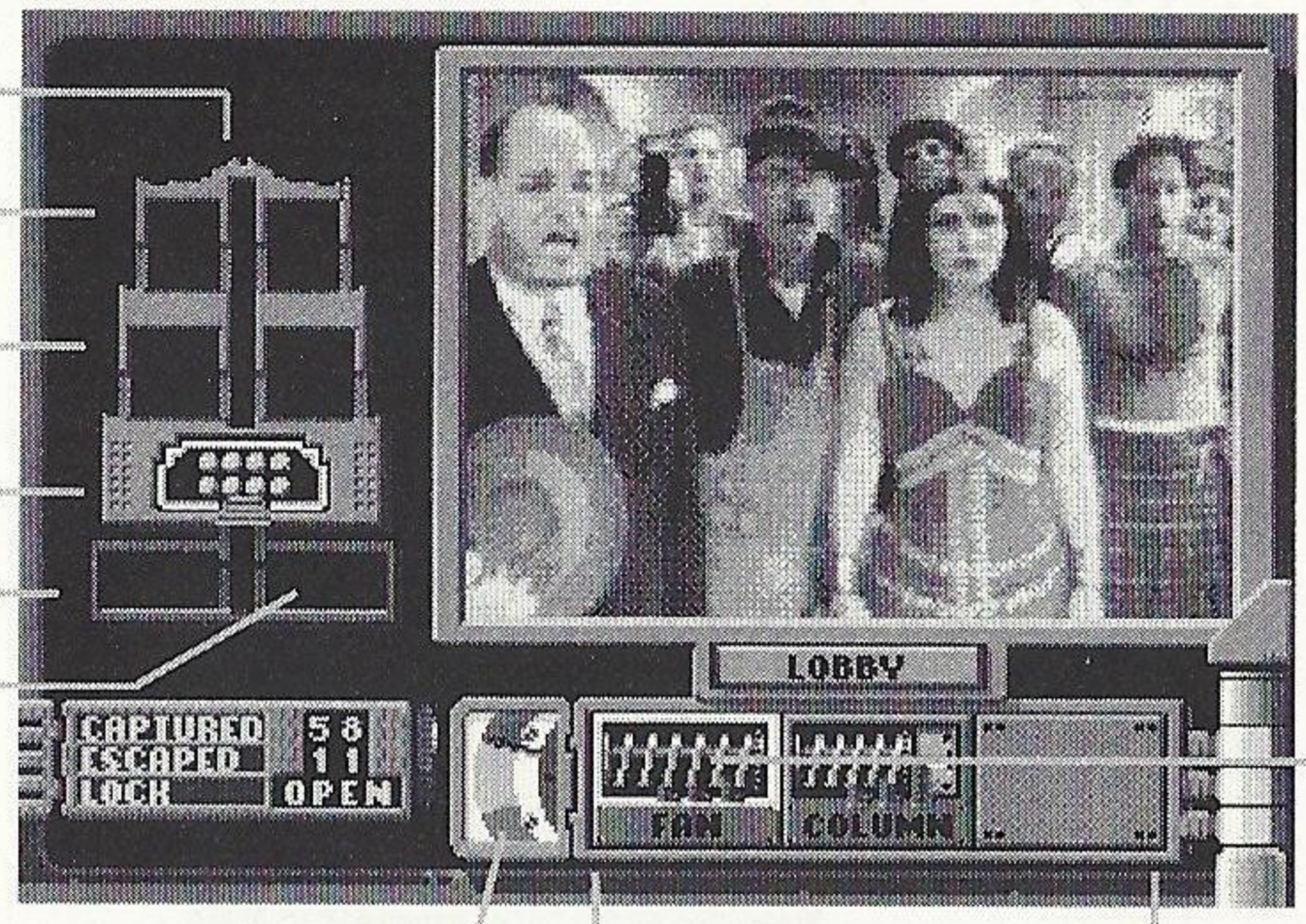
NO CONTROL: when Eddie takes control of the game, the control panel dims and you are temporarily unable to move around the house or activate traps.

NOTE: The principal functions of buttons A, B and C described in this section are the default settings, which can be interchanged in the Options screen (see page 11).

HOW TO PLAY

When you start the game Eddie welcomes you to the Edward Arms and introduces you to the residents (Elizabeth the manager, Lyle the handyman, Brutus the ex-con, and Alex the journalist). He encourages you to trap all outsiders (and one insider, Lyle the handyman), and help him get out of the basement by getting the lock code numbers.

On the left of the screen is the Building Map of the Edward Arms building. On the bottom right of the screen is the Trap Control Panel.



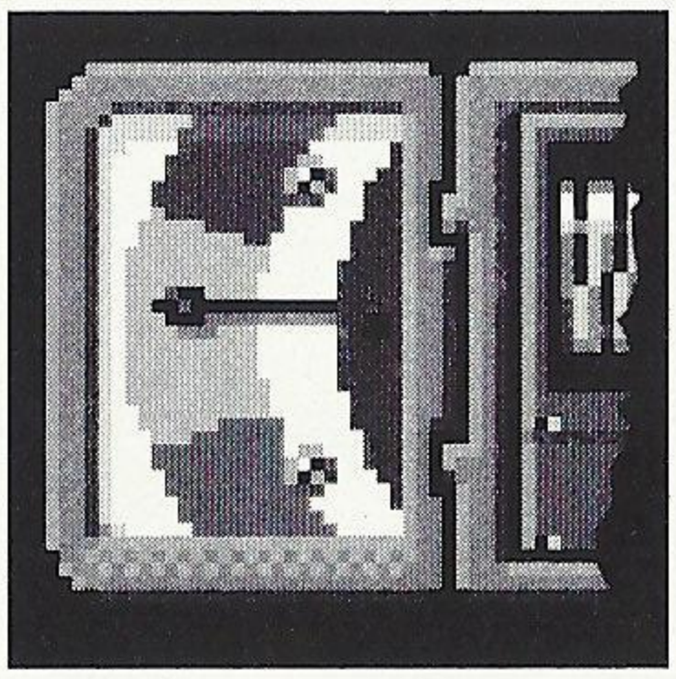
Follow the story by going to rooms where there are characters. When characters are in the rooms, they show up as colored shapes on the Building Map. Green circles are tenants, yellow squares are thugs and red octagons are intruders. Each character's entrance may be indicated by audio cues and flashing lights on the doors of the Building Map.

Go to rooms by switching from one video monitor to the next – select a room on the Building Map by moving the blue arrows with the D-pad, and activate the monitor in that room with the A-button.

To see where the traps in a room are located (or to pause), press the Start button – a blueprint of the room will appear showing the location of all traps and triggers. To return to the game, press the Start button again.

Set traps (on the Trap Control Panel): (1) move the cursor from the building elevation to the Trap Control Panel by pressing the C-button; (2) arm a trap by selecting it with the D-pad and pressing the A-button three times (with each press, the spring compresses until fully armed — you cannot spring a trap unless it is fully armed).

NOTE: each compression uses more building power — this can be dangerous.



CLOSEUP OF POWER METER

Although you can set more than one trap (in more than one room), don't try to set too many traps ahead of time, because you will cause a Power Overload and all set traps will spring. The Power Meter moves into yellow, then red when too many traps are set.

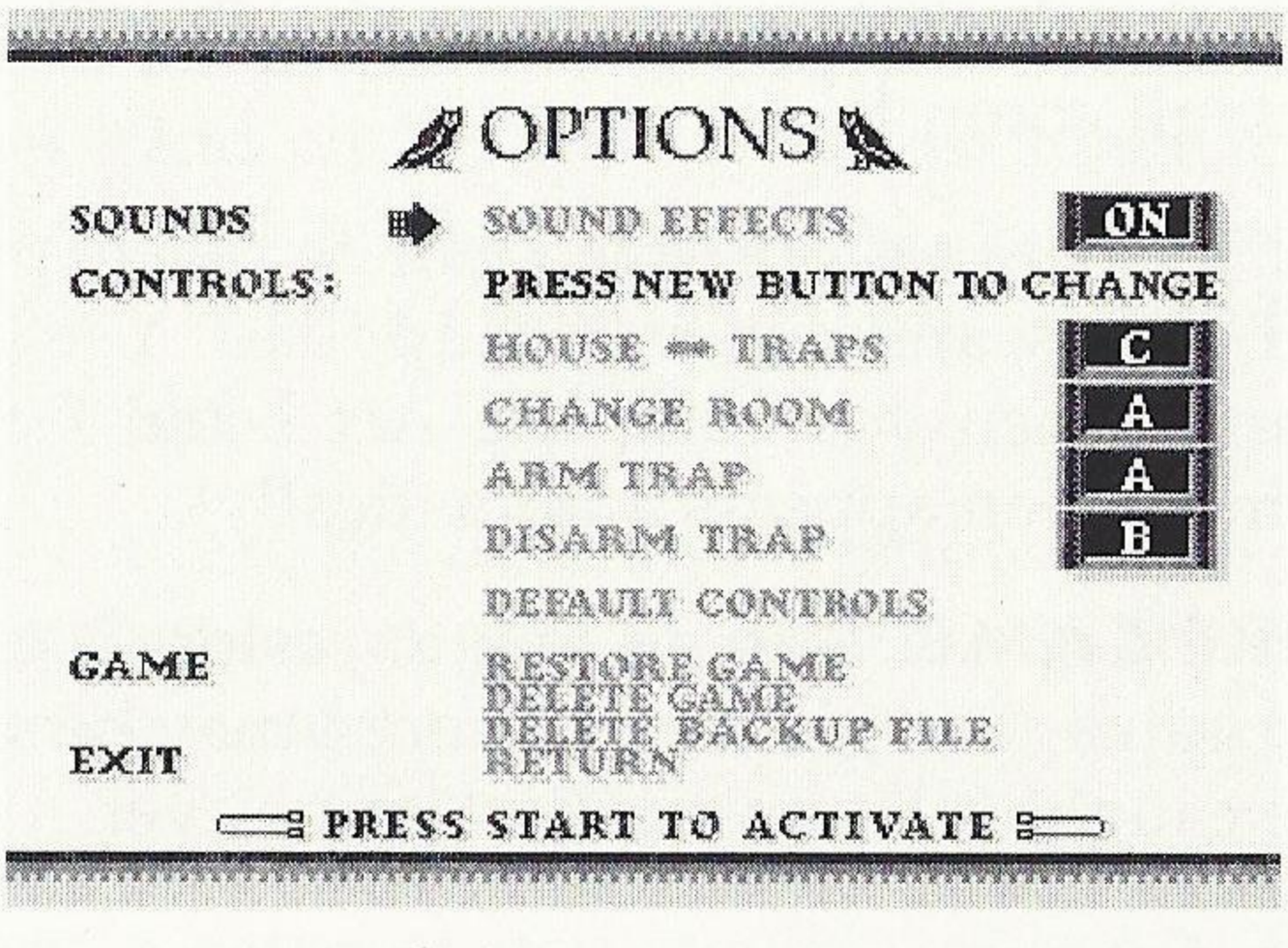
- When a character you want to trap touches or steps on a trigger (often a tile on the floor), spring the trap by pressing the A-button.

- Trap people who are threatening the tenants. If you don't protect the tenants, or you trap too many tenants by mistake, you'll have to start over.

- Look for code numbers in the power boxes in each apartment. If you don't discover the code numbers as the boxes are opened, Eddie won't be able to get out of the basement and will disconnect you.

- Before beginning the game you can change the configuration of the controls by selecting the OPTION screen. After a good game you can record your high score. After each act you can save your game.

OPTION SCREEN



Use the D-pad to move the cursor up and down on the option screen to make your changes.

SOUNDS: The Start button lets you turn sound effects off or on. However, the sound track that accompanies the picture image cannot be turned off.

CONTROLS: to change the button configuration, select a feature with the cursor (House-Traps, Change Room, Arm Trap, Disarm Trap) then press the button which you would like to control that feature (A, B, or C). The system will automatically adjust other buttons if it needs to. To return to the default configuration, select Default Controls and press Start.

HOUSE <-> TRAPS: Toggles between the Building Map and the Trap Control Panel (default is the C-button).

CHANGE ROOM: Go to a different room (default is the A-button, when cursor is in the Building Map).

ARM TRAP: Arms and activates traps (default is the A-button, when cursor is in the Trap Control Panel).

DISARM TRAP: Disarms the traps (default is the B-button, when cursor is in the Trap Control Panel).

DEFAULT CONTROLS: Press the Start button to reset default controls.

GAME: lets you restore saved games, delete previously saved games, and delete backup files. You can save your game when you complete Act I and Act II (the save game screen appears automatically).

RESTORE GAME: Allows you to restore a previously saved game. Ten games maximum may be saved, so don't be caught full on your best game ever.

DELETE GAME: Allows you to erase a previously saved game.

DELETE BACKUP FILE: You should erase backup files from battery backed up RAM when you get an error message saying that the battery backed up RAM is full.

EXIT: Choose Return and press Start to return to the main menu.

GENERAL TIPS

- Don't worry about letting characters escape, it isn't possible to capture all of them, and you don't need to capture all of them. A good rule of thumb is to try to capture at least as many as you let escape.

- Green dots indicate tenants, Eddie, and Elizabeth. Yellow squares are outsiders, and Lyle the handyman. Red octagons are trouble.

- Arm a trap to green (3rd click) before the character reaches the trigger, so that you only need to press once

to activate the trap as he/she touches the trigger.

- If two characters appear in two rooms simultaneously, arm the trigger for the trap that will be used last to yellow (2nd click), then go to the other room and trap the first character. When you switch back, your trap already will be armed, and your reaction time will be much faster.

- You can use the door and window alarm graphics cues to help you prepare for which trap the character might touch — so you can arm the trap before they get to it.

SPECIAL HINTS

- In Act I, Eddie wants you to trap the Handyman; but listen to the Handyman in Act II, he has quite a few interesting secrets!

- The code numbers always appear in the same order in Act I, so be sure to get the numbers or Eddie will find someone else to get them for him!

- Keep an eye on the storage room, because you can be switched off in the storage room at both the power box and the phone lines. When you see someone in the storage room, be sure that you go there quickly!

- When the mummy appears in Act II, you'll need to protect the tenants by disarming a trap, and then by trapping the mummy!

- Don't forget to protect the basement after Eddie switches the basement camera to you.

CREDITS

CREATED & PRODUCED BY	Digital Pictures, Inc.
EXECUTIVE PRODUCER	Tom Zito
PRODUCERS	Paul A. Levin, James Riley, Dena Maheras
DIRECTOR	Mary Lambert
ORIGINAL CONCEPT	James Riley
STORY	Christian Williams, James Riley
SCREENPLAY	Flint Dille
INTERACTIVE DESIGN	James Riley, Ken Soohoo
COMPUTER GRAPHICS	Cuyler Gee
COMPUTER PROGRAMMING	Ken Soohoo
MUSIC COMPOSER	Thomas Dolby
DIGITAL PICTURES	
LEAD TESTER	David Popovich
SEGA TEST MANAGER	Steve Patterson
SEGA LEAD TESTER	Dermot Lyons
SEGA TEST LIEUTENANTS	Maria Tuzzo, Rick Greer
SEGA PRODUCT MANAGER	Dean Fox
SEGA STAFF PRODUCER	Chris Bankston
SPECIAL THANKS	Charlie Ogden, Riley Russell
CAST:	(in alphabetical order)
ALEX	Camille Cooper
THE HANDYMAN	R. Lee Emrey
PHOEBE	Wendy Gazelle
EDDIE	Corey Haim
ELIZABETH	Deborah Harry
BRUTUS	Irwin Keyes
SLICK SAMMY	Taylor Negron
JEFF	David Packer
LAURA	Kim Oja
BANG	Brooke McCarter

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Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc 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 limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not 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 U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

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If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

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1. HOW TO ENTER: Completely fill out the registration card and mail it. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail.

2. JUDGING: There will be 4 drawings. Each of the drawings will take place on a quarterly basis, on or about March 31, June 30, September 30, and December 31, 1993. Winners will be selected at random from all entries received five (5) days before the drawing dates by Marden-Kane, Inc., an independent judging organization whose decisions are final. Only one prize per person, family, organization or household. If your registration card is received after any one of the drawings it will be automatically entered into the next drawing, except for the last drawing.

3. NOTIFICATION: Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and a Publicity/Liability Release which must be returned within 14 days from date of notification.

4. PRIZES: There will be 1 prize awarded in each of the four drawings. Each prize consists of approximately 60 music CDs. Approximate retail value $1,000.00 each. All taxes are responsibility of the winner. No prize substitutions, or transfers permitted.

5. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States and its possessions, except employees and their immediate family members of Sega of America Inc., its divisions, subsidiaries, affiliates, advertising and promotion agencies. Void where prohibited by law.

6. WINNERS LIST: For names of winners, send a self-addressed, stamped envelope to Sega CD Sweepstakes Winners, Inc., P.O. Box 712, Sayreville, NJ. 08871.

7. OFFICIAL SWEEPSTAKES RULES: Sweepstakes subject to complete Official Rules. To obtain a copy of official rules send a stamped self-addressed envelope to Marden-Kane, Inc., Sega CD Rules, 1255 Post St. Ste. 625, San Francisco, CA 94109.

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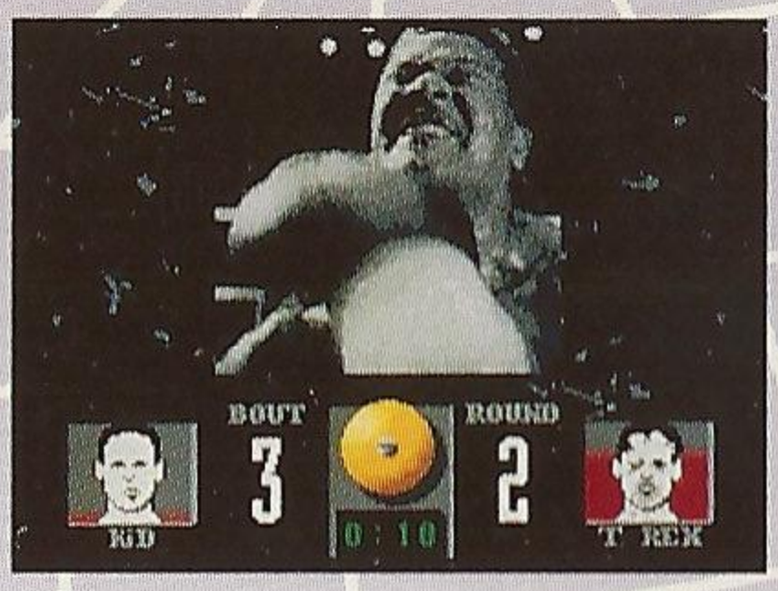
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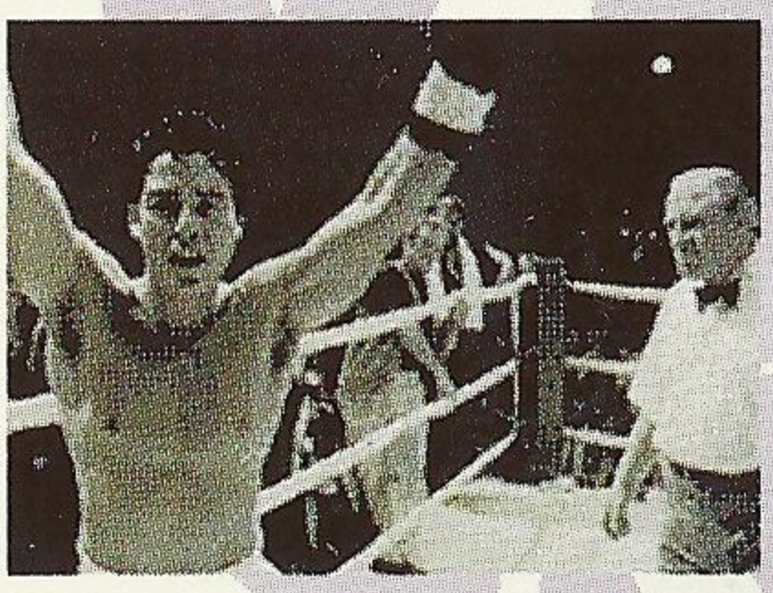
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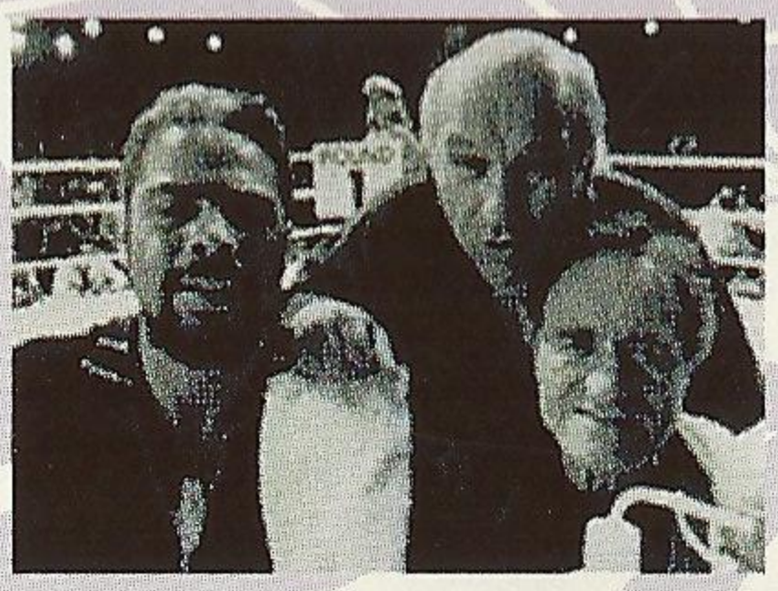
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