SEGA™

CD

32X™ CD

INCLUDED

SEGA CD™

BOTH DISCS IN CD

SEGA

OFFICIAL SEGA SEAL OF QUALITY

4438

A SEGA TRUVIDEO™ PRODUCTION

FAHRENHEIT™



TEEN

T™

AGES 13+

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.**

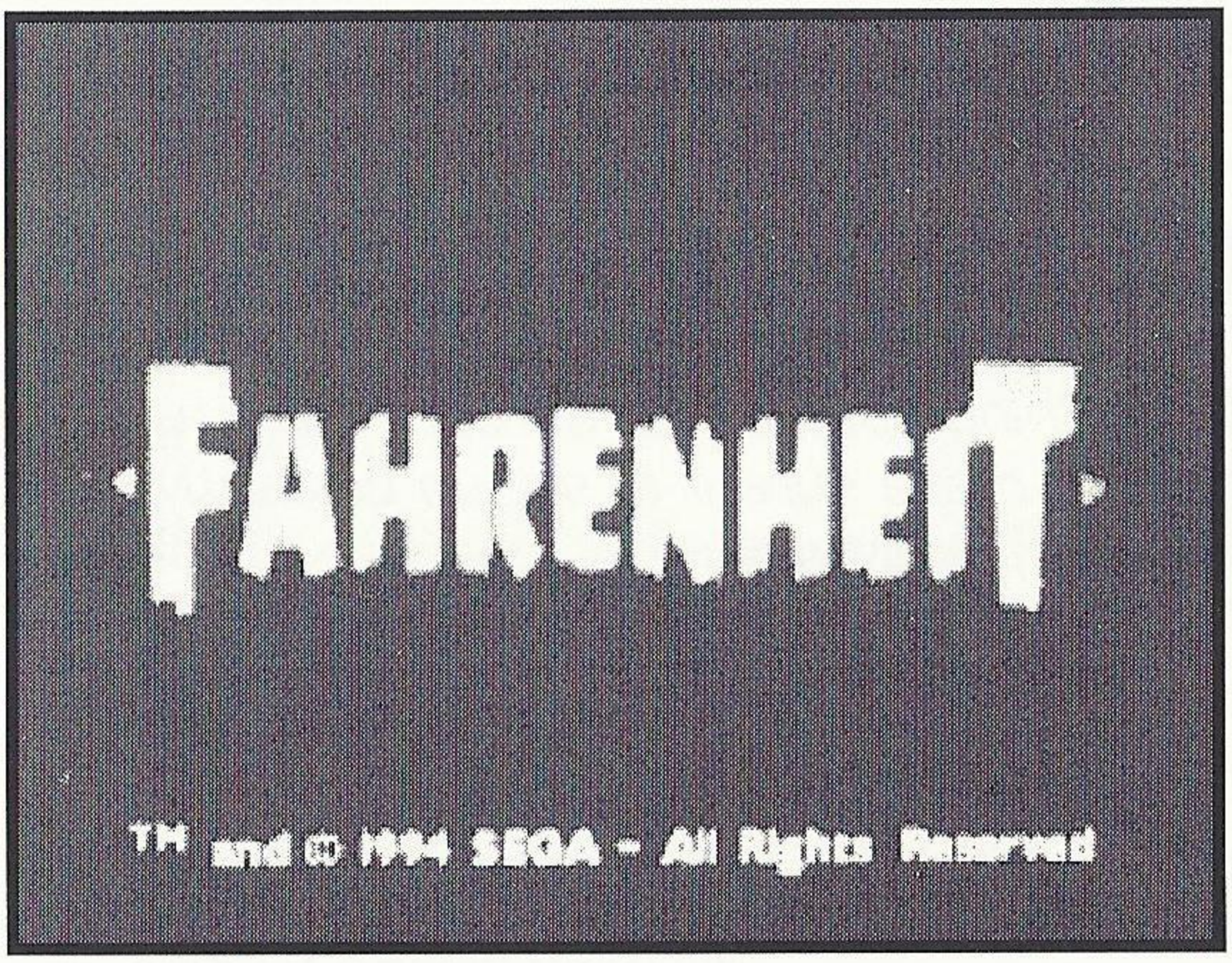
Owners of Projection Televisions

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.

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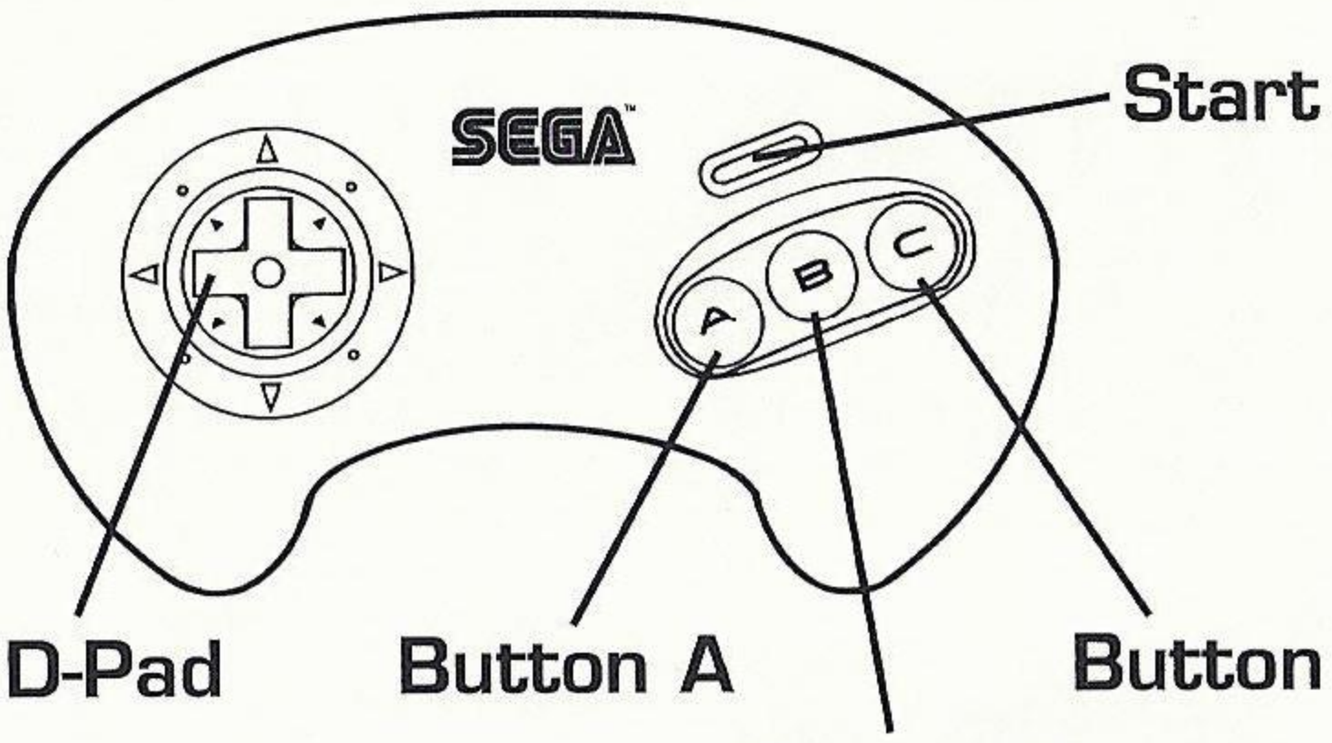
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SEGA GAMEPLAY *HOT*LINE
1-415-591-PLAY

STARTING UP

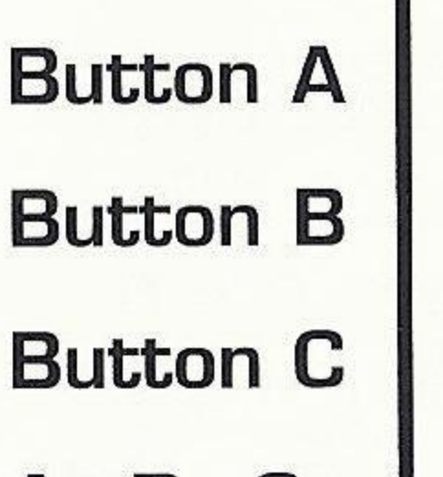
1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo should appear.

   NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.
3. Open the disc tray or CD door. Place the game disc into the disc tray, label side up. Close the tray or CD door.When the Sega CD logo is on screen, press START to begin the game.
4. Whether using Sega CD alone or with a 32X, **you must always insert Disc 1 first.** If a 32X is detected, you must then insert disc 2 and press start again to acces the 32X CD version.
5. As the story unfolds, take a few moments to learn about Fahrenheit and the dangerous rescue mission you're about to embark on.
6. Press START to display the Options screen.



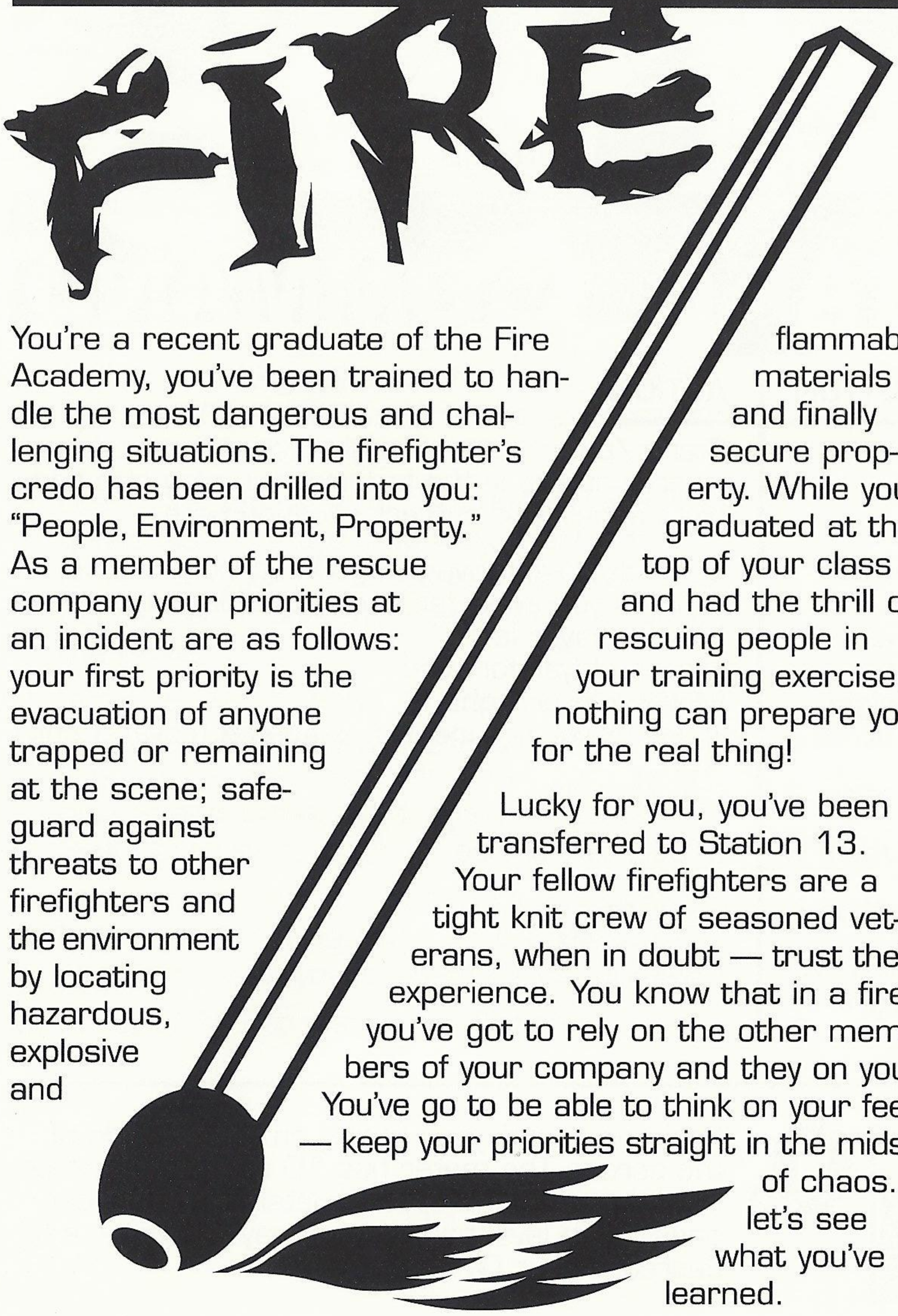
TAKE COMMAND

BUTTON	ACTION
Start	Starts/pauses game to give you a description of where you are in the building. You may also find hints about your current situation here.
D-Pad:	Controls your movement: On screen arrows blink as you consider each possible path.
• **left**	Moves player left
• **up**	Moves player forward
• **right**	Moves player right
• **down**	Turns player around in a dead end (Level 3 only)
Button A	Left text choice
Button B	Middle text choice
Button C	Right text choice
A+B+C+ Start	Reset



Look for your oxygen meter on the left side of the screen. The meter has 10 units of air which decrease one unit approximately every 30 seconds. Each level has its own way to increase or decrease your O_2 level instantly.

PLAYING WITH FIRE



You're a recent graduate of the Fire Academy, you've been trained to handle the most dangerous and challenging situations. The firefighter's credo has been drilled into you: "People, Environment, Property." As a member of the rescue company your priorities at an incident are as follows: your first priority is the evacuation of anyone trapped or remaining at the scene; safeguard against threats to other firefighters and the environment by locating hazardous, explosive and flammable materials and finally secure property. While you graduated at the top of your class and had the thrill of rescuing people in your training exercise, nothing can prepare you for the real thing!

Lucky for you, you've been transferred to Station 13. Your fellow firefighters are a tight knit crew of seasoned veterans, when in doubt — trust their experience. You know that in a fire you've got to rely on the other members of your company and they on you. You've go to be able to think on your feet — keep your priorities straight in the midst of chaos... let's see what you've learned.

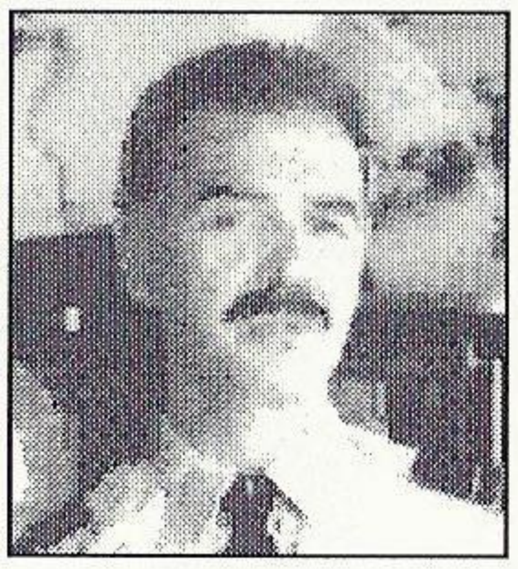
FIREHOUSE #13

The Firefighters:



You
Rookie Rescue Specialist — leader of the rescue company. Saved three lives your first time out. You're stepping into Chavez' old job.

Chavez
Station 13 Chief — a consummate professional. He's willing to give you a break, but he won't let you endanger the other firefighters or civilians.

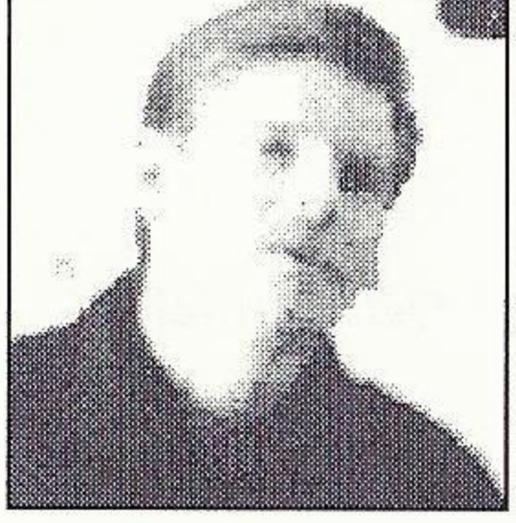




Washington
Forcible Entry Expert — works inside with you as part of the rescue company.

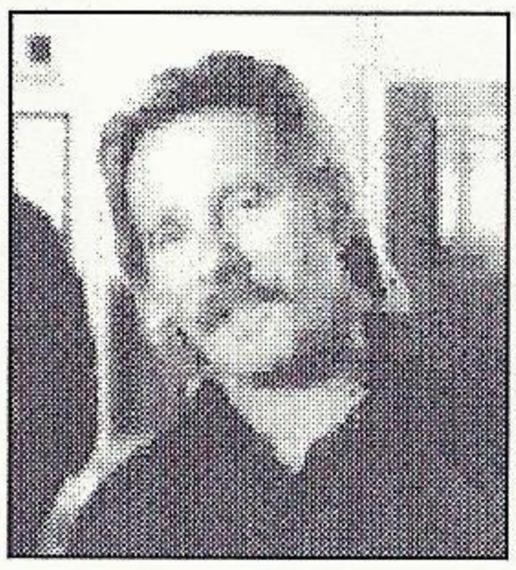
McGuire
Ventilation Specialist — also a part of the inside rescue company.





Hobbs
Captain of the hazardous material company — he'll help you deal with and dispose of any haz-mat.

Stinky
Engineer — a veteran who's seen it all, the Chief's right hand man. Always knows how to be in the right place at the right time. Listen to him.

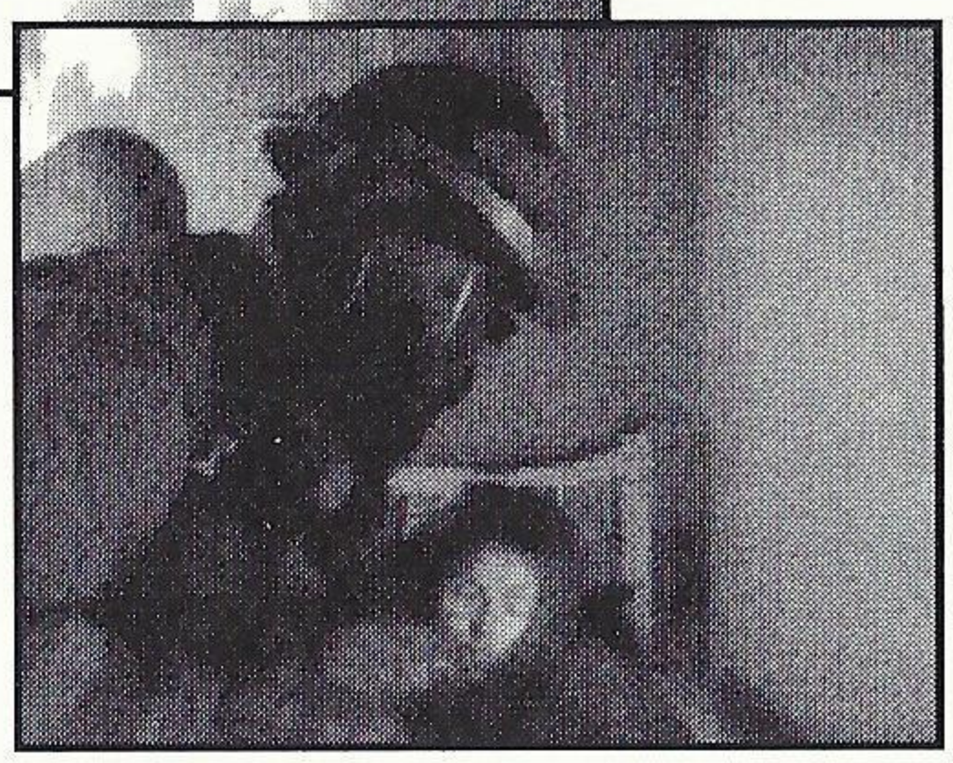


LEVEL 1

A house is on fire and the owner's daughter MAY be inside...







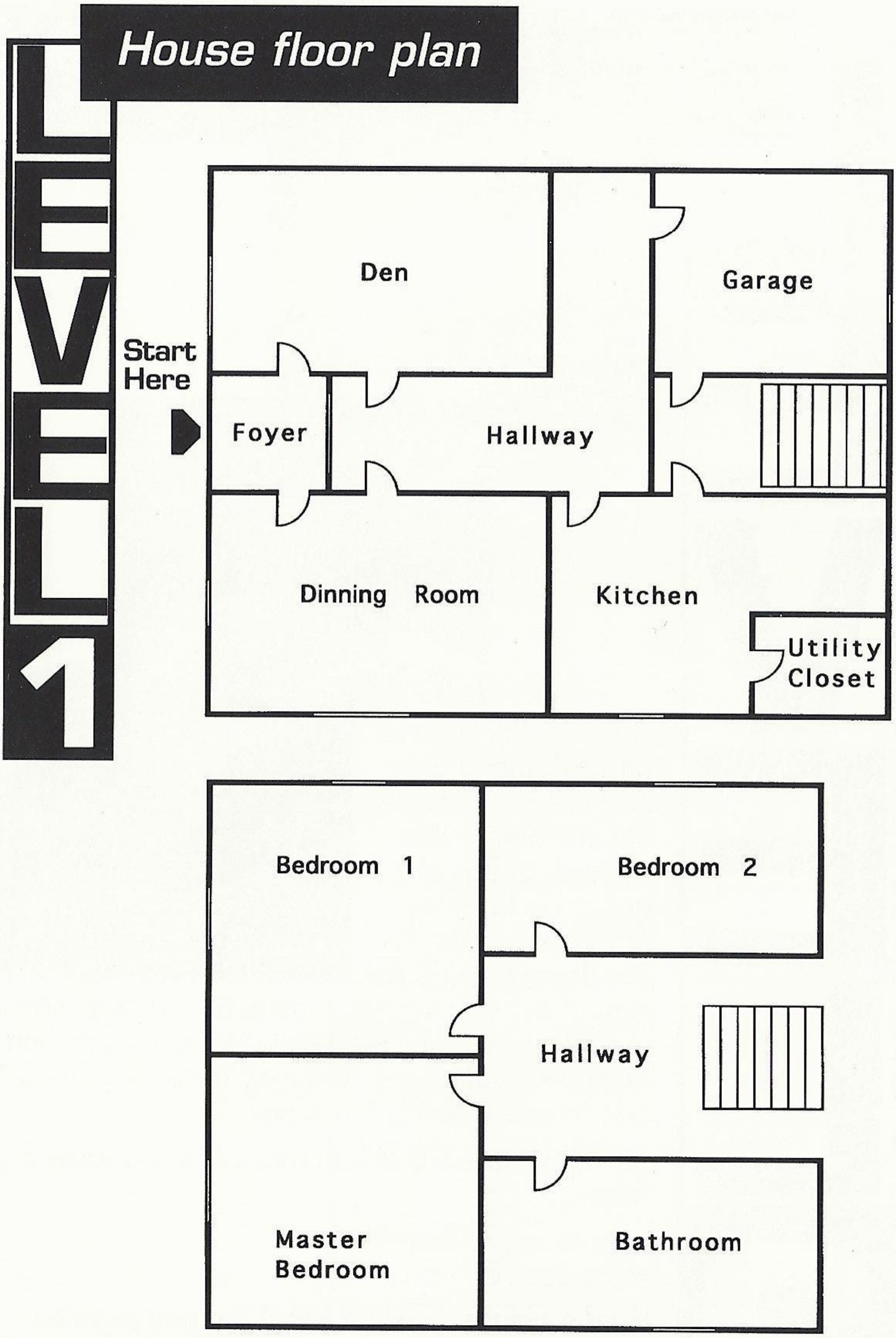
You must first find the girl. You're racing against time. The longer you take, the more O_2 you'll expend. Fire damage can block access to other areas of the house. To complete Level 1 you must:

- Find both hazards before going upstairs
- Find the daughter
- Exit the house

Bonus points: search the house for other items: including an escape route

O_2 You receive oxygen when you dispose of each hazard. You lose oxygen when you test doors.

House floor plan



Easy mode: You don't have to find the hazards first.

Hard mode: No extra O_2 from hazards!

LEVEL 2

A hotel is on fire and a woman is inside trying to save her pets...



A tenement hotel is on fire, a long time resident — a dodder-ing old lady — has refused to exit and has gone in search of her pet birds. As the flames rip up the side of the building, your job is to find Mrs. O'Hara and her bird. Your instinct tells you they're both behind locked doors. You may have to test each one to avoid deadly fire traps.

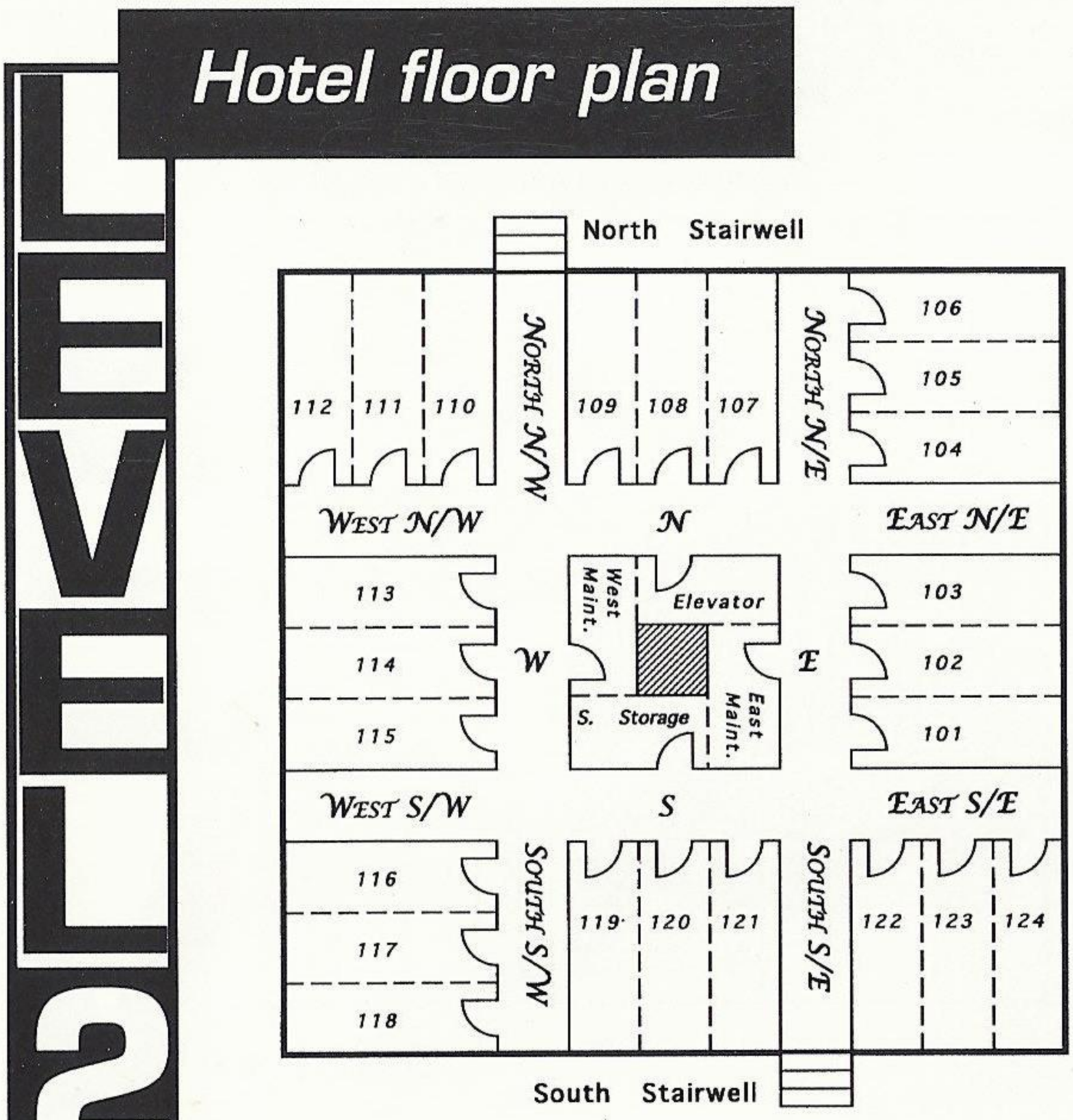
To complete Level 2 you must find the following hazards:

- Rescue the lady
- Rescue her bird

Bonus points: Search hotel for any possible hazards.

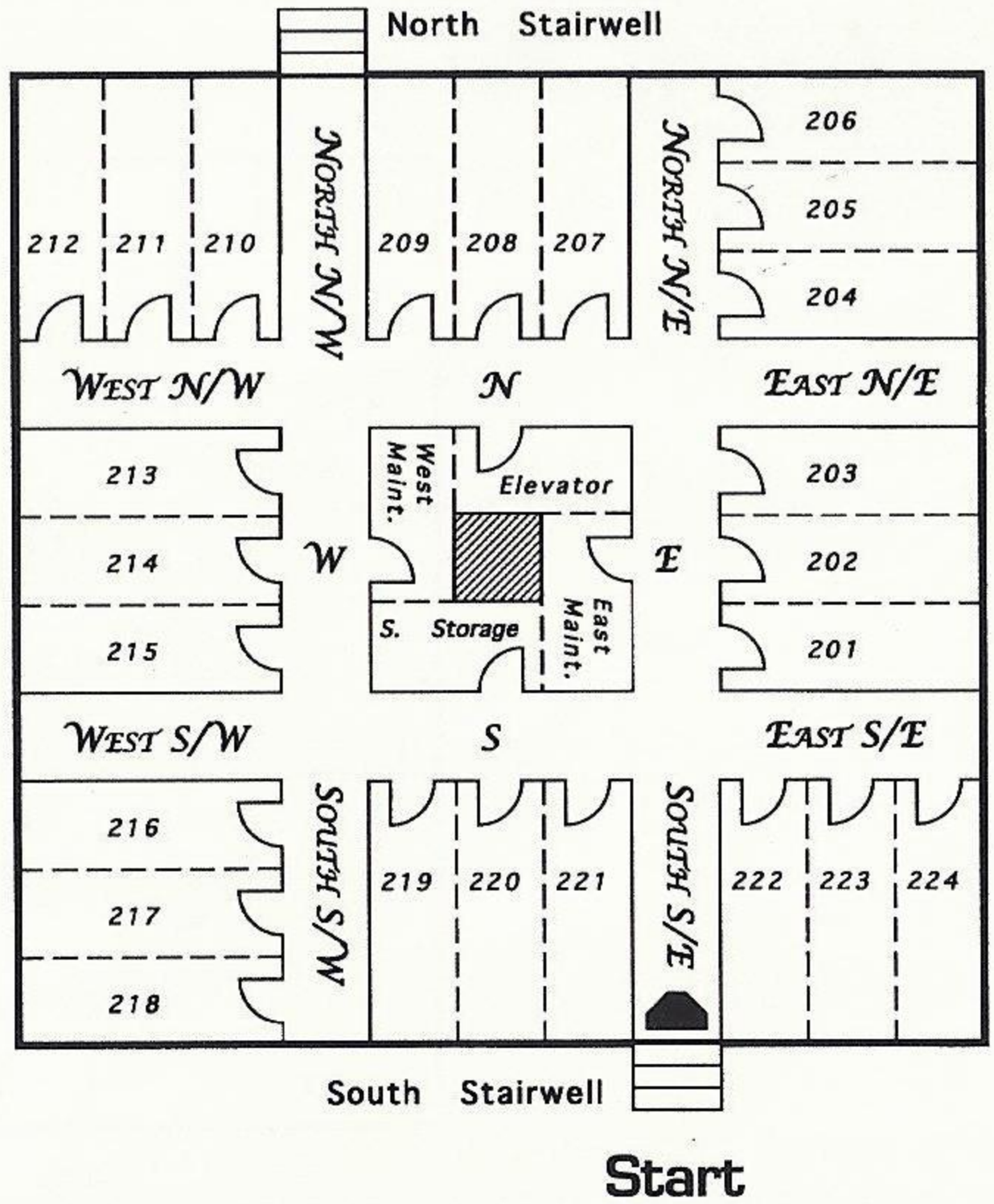
O_2 You receive oxygen every time you dispose of a hazard. You lose oxygen every time you test a door.

Hotel floor plan



Floor 1

Note:
You have to start on the upper most floor at the beginning of each mode!



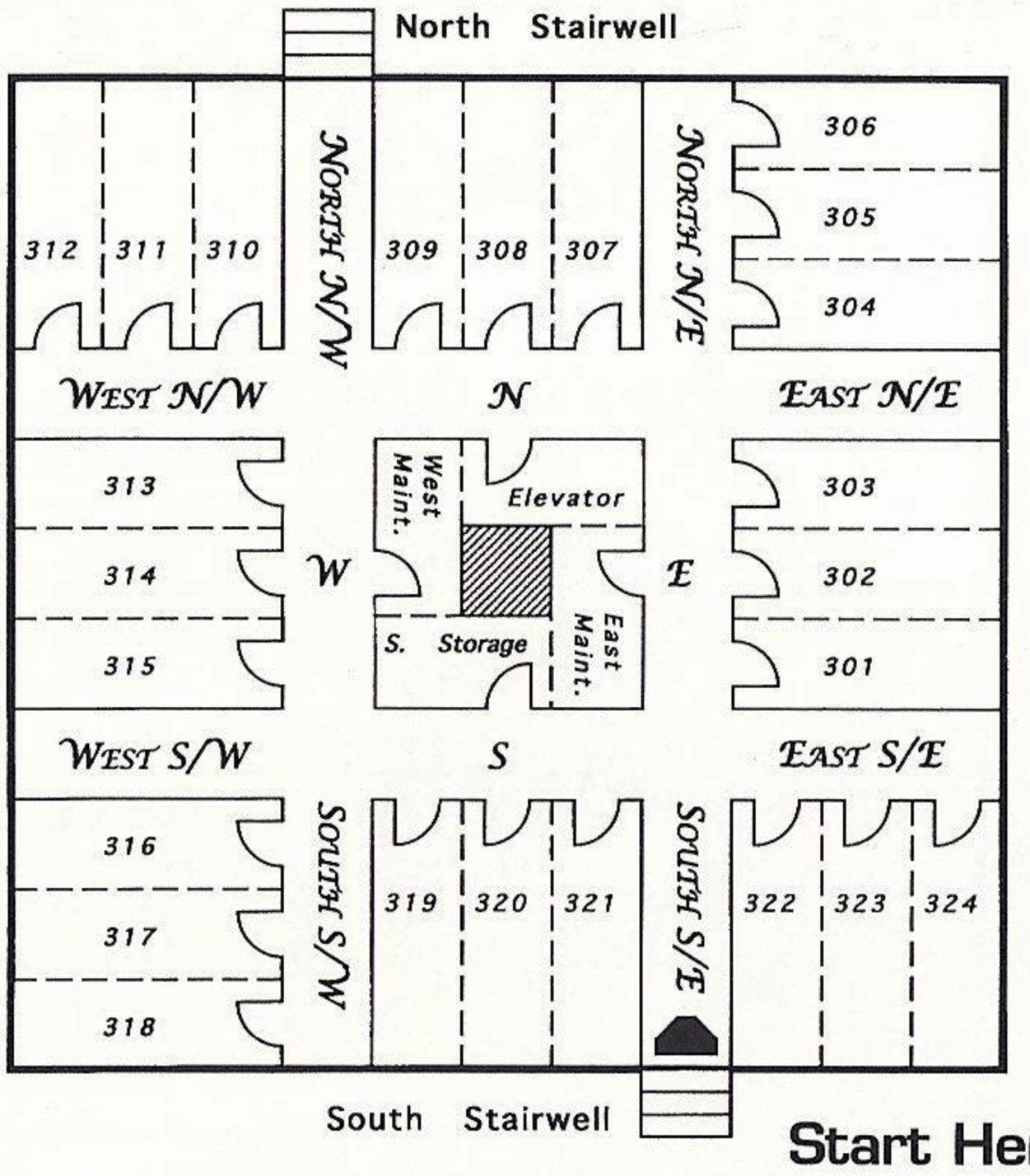
Floor 2

Start Here

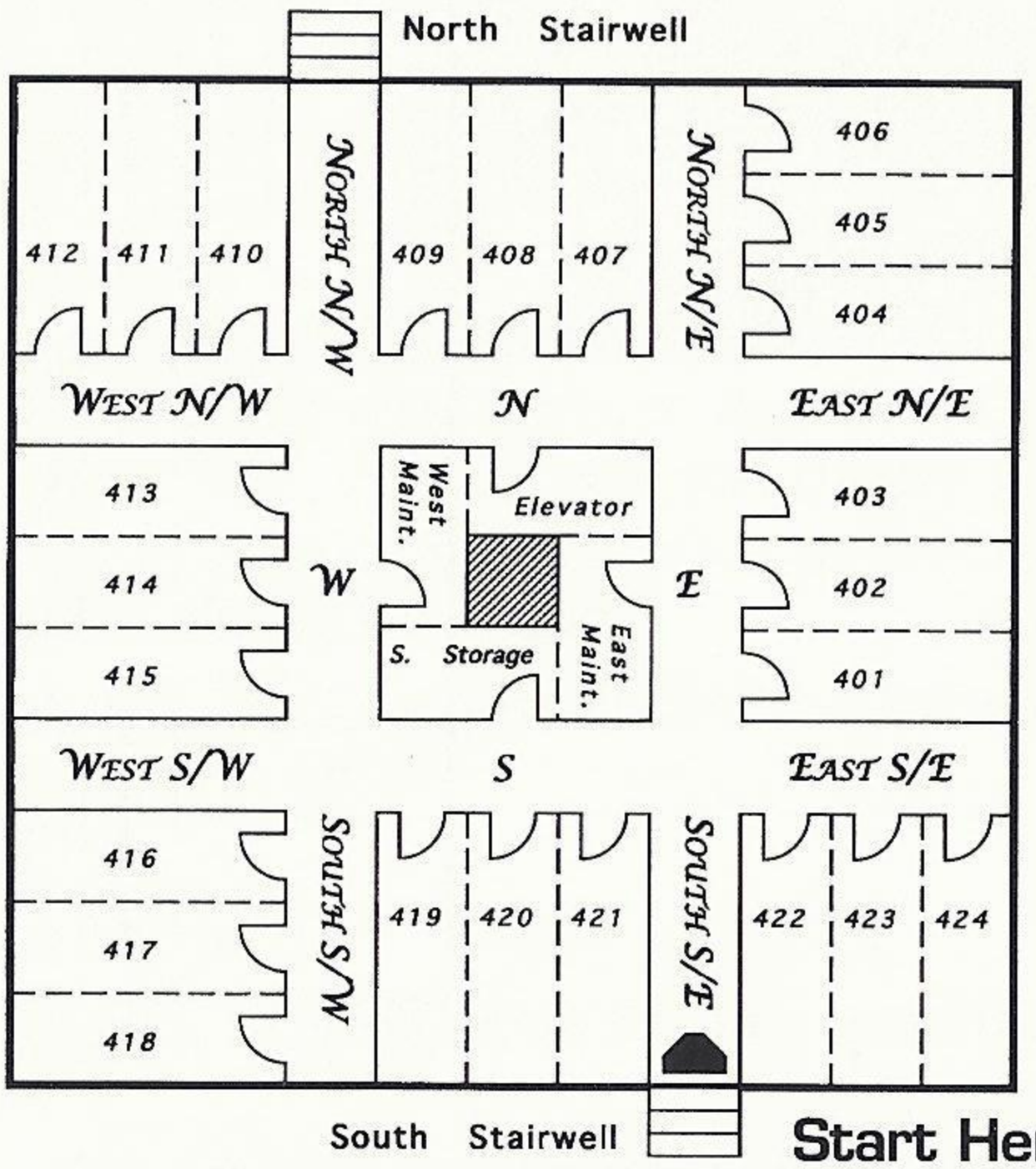
Easy mode 2 floors

Hotel floor plan

Normal mode three floors



Floor 3



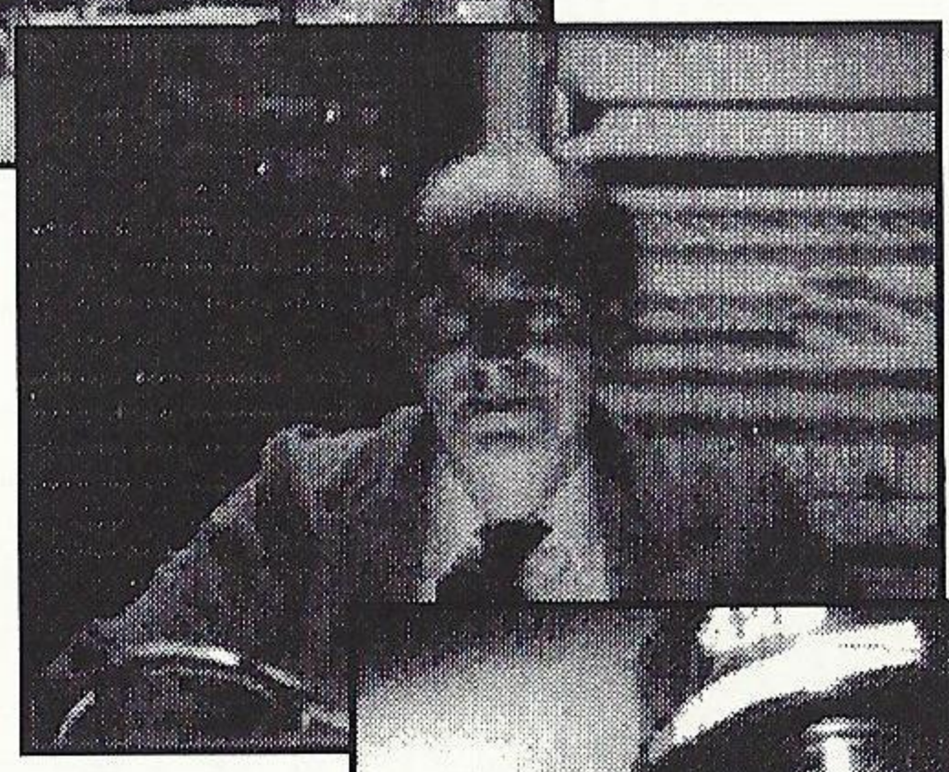
Floor 4

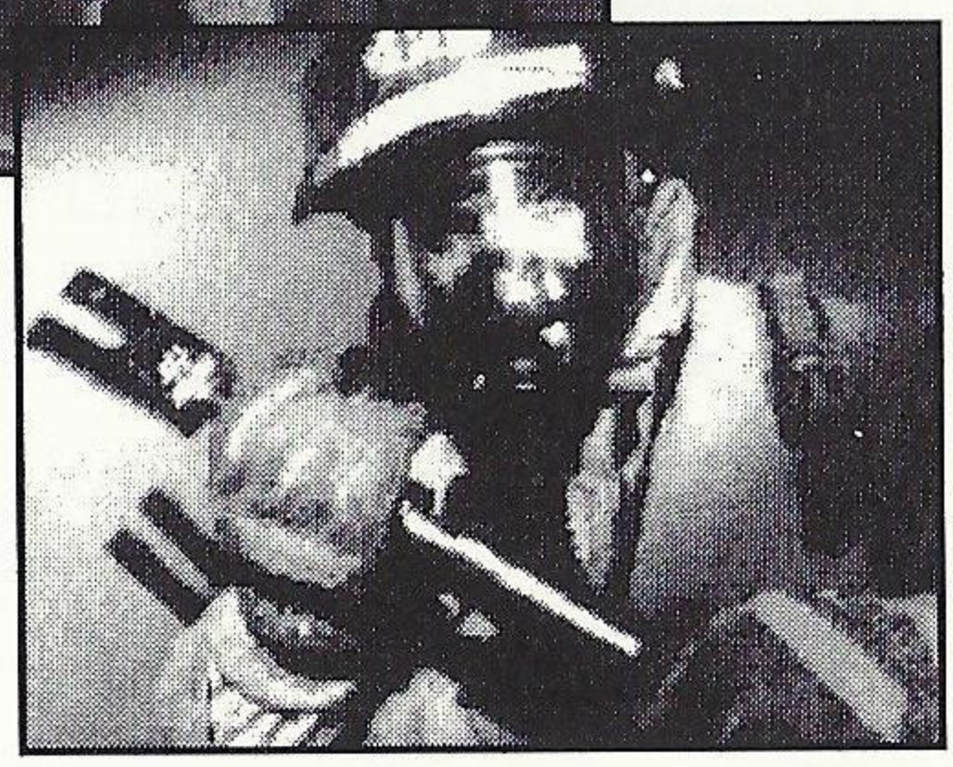
Hard mode all 4 floors

LEVEL 3

A mad scientist has taken over the university...





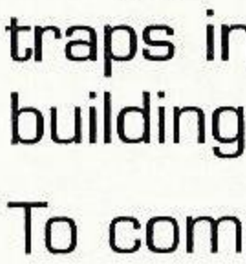


The science blocks of a university are under a state of siege and a professor of physics has finally snapped. He has started a chain reaction of booby traps in the basement and tunnel levels of all the buildings.

To complete Level 3 you must:

- Find the bomb and defuse
- Shut off power
- Capture the Professor

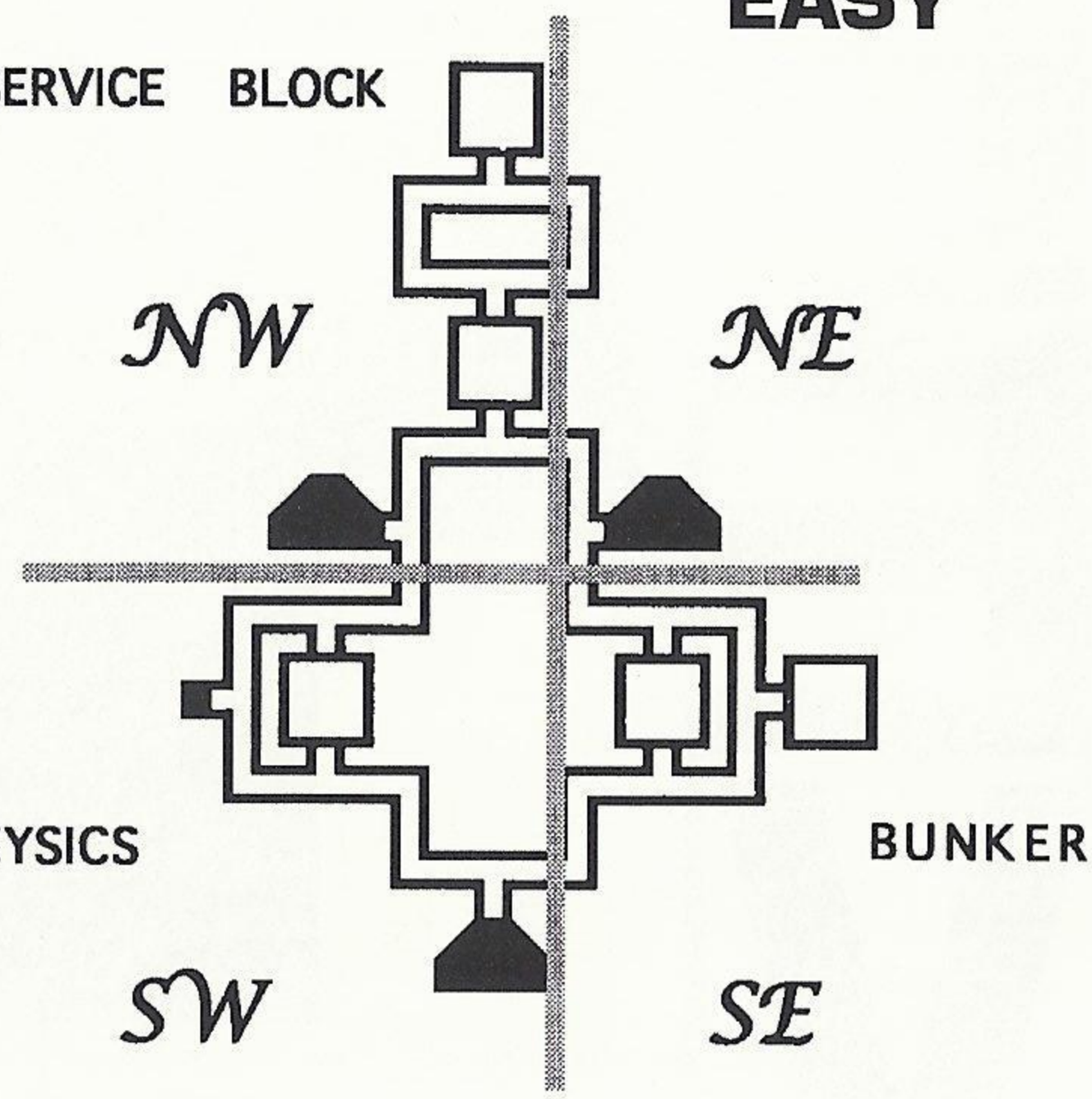
Bonus points: Find the valuables hidden away in bunkers.



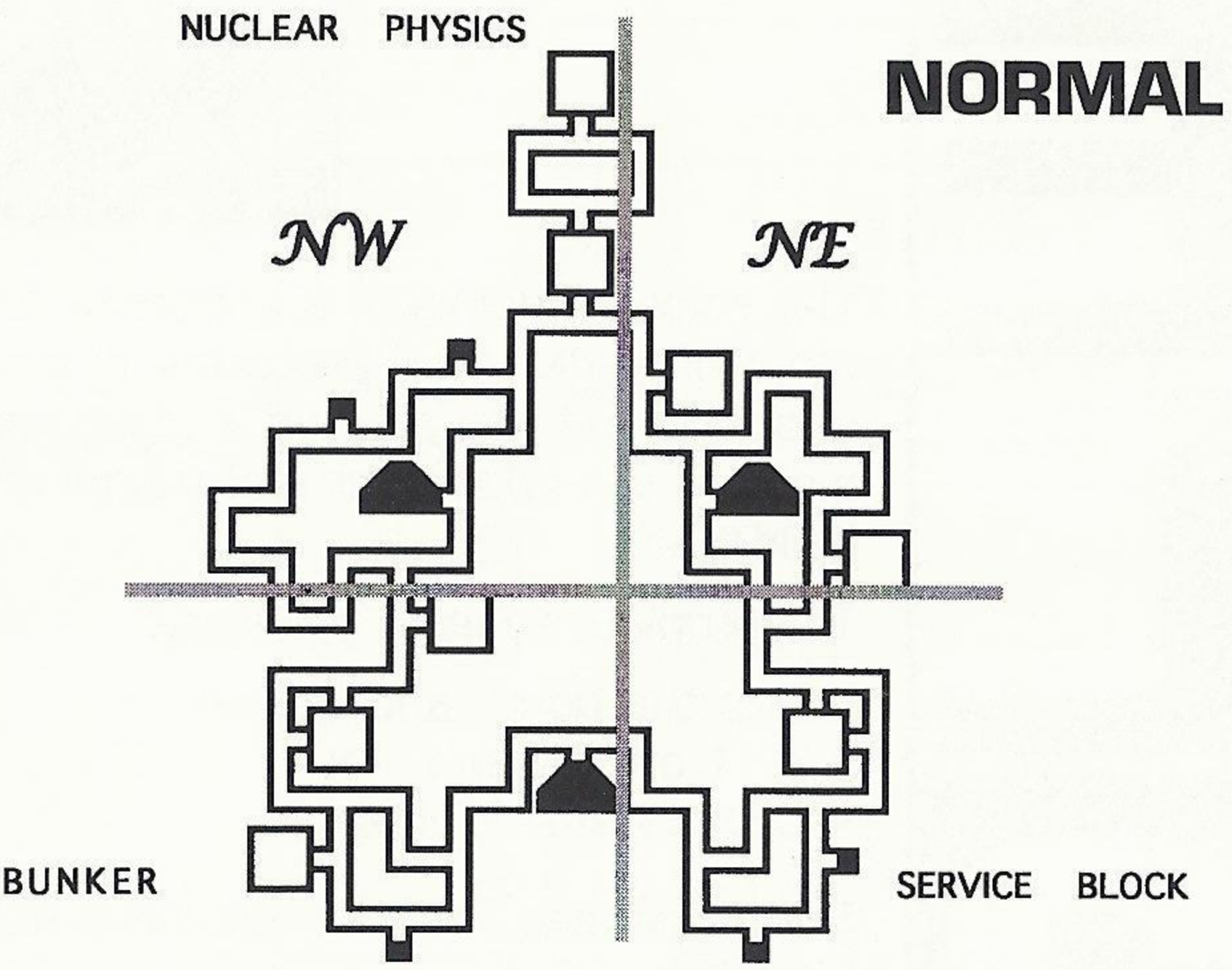
1 extra O_2 unit is awarded when entering Bonus Rooms. If you exit, your entire tank will be refilled.

University floor plan

EASY



NORMAL



Unknown Rooms Possible Entrances Dead Ends

University floor plan

HARD

NW

BUNKER

NE

NUCLEAR PHYSICS

SERVICE BLOCK

SW

SE



Executive Producer	Chris W. Bankston
Producer	Tony Van
Supervising Producer	Megan Hope-Ross
Assistant Producer	Vy Nong
Game Design	Chris W. Bankston, Megan Hope-Ross, Thibault LePoutre, Tony Van
Programming	Thibault LePoutre
Original Music	Domenic Troiano
Director of Photography	John Herzog
Director	Raymond Elias
Director of Digital Technology	Randy Fugate
Production Coordinator	Berj Beramian, Katie Weathers
	32x digital video compression
Lead Tester	Kim Rogers
Assistant Lead Tester	Sam Saliba
Product Manager	John Garner
Product Specialist	Nemer Velasquez
Testing	Sega Test Dept
Game Guide	Copy: Hillary Clayson Loeb Design: John Lucas

Cast

Chief Chavez	Barry Blake
Firefighter McGuire	Shelley Cook
Firefighter Hobbs	Robert Racki
Firefighter "Stinky" Stinkowski	John Stoneham Sr.
Firefighter Washington	Robert Thomas

Also Appearing *(in alphabetical order)*

Distressed Father	Scot Denson
Mrs. O'Hara (Bird Lady)	Barbara Franklin
World War II Veteran	Charles Hayter
Dr. Boyd Hatcher	Chas Lawther
Hotel Night Manager	Robert McKenna
Daughter in Burning House	Helen Scott
Nigel Amphyll	John Swindells

Film Production

Line Producer	Jeffrey Chadwick
Writer	Peter M. Lenkov
Art Director	Charles Dunlop
Post Production Supervisor	Andi Martindale
Off-Line Editors	Christopher Cooper, Terry Martindale
1st Assistant Director/2nd Unit Director	Neil Huhta
2nd Assistant Director	David "D.C." Carruthers

Second 2nd Assistant Director	Steve Webb
3rd Assistant Director	Anne Paynter
Steadicam Operator	Keith Murphy
Focus Puller/2nd Unit Operator	Roman Neubacher
2nd Assistant Camera	Laurence Borinick
Camera Trainee	Michael Yaremchuk
"B" Camera/2nd Unit Operator	David Perkins
Assistant Art Director	Andree Brodeur
2nd Assistant Art Directors	Michelle Perkovich, Wayne Wrightman
Set Decorator	Doug McCullough
Set Dressers	Garth Brunt, Ian Greig, Julian Peters
On-Set Dresser	Christine McLean
Property Master	P. Alan Doucette
Props Buyer/Builder	Donald K. Bennett
Lead Props	Imre Dejonge
Props	Kim Litmus
Wardrobe Designer	Antoinette Messan
Assistant Wardrobe Designer	Constance Buck
Wardrobe Mistress	Jennifer Buck
Wardrobe Assistants	Anne Steele, Sheila Radovancevic
Script Supervisor	Rachel Landry
Gaffer	David Willetts
Best Boy	John Baker
Electrics	Duane Gullison, Mark Akelson, Bob Hicks
Generator Operator	Randy Jones
Key Grip	Christopher Dean
Best Boy Grip	Phillip "Buck" Lanther
Grips	Barry Horsley, John Traynor
2nd Key Grip	Gordon Forbes
Special Effects Supervisor	Mark Molin
1st Assistant Special Effects	Jim McGillivary
Special Effects Assistants	Ted Shackleton, John Griffith, Peter Murley, John Enders
Construction Supervisor	John Bankson
Construction Foreman	Campbell Manning
Stand-by Painters	Bob Lomo, Andrew Evans
Stand-by Carpenters	Dave Cubitt, Al Westlake
Construction Crew	Wayne Roy, Dave Grotch, Steve Boyd
Stunt Coordinator	Branko Racki
Stunt Players	Shelley Cook, Robert Racki, Helen Scott, Robert Thomas
Make-Up & Hair	Jacklyn Hicks, Akiro Wilson
Sound Recordist	Dan Daniels
Boom Operator	Gary Vaughan
On-Set Production Assistants	Justine Whelan, John Edwards
Location Manager	David Bannigan Sr.
Location Production Assistant	Darren Sacks
Assistant Off-line Editor	Bill Oliver
Colourist	Chris Wallace
Online Editor	Paul Kirsch
Sound Designer	Terry Gordica
Sound Mixer	Paul Shubat

Dialogue Editor	Joe Mancuso
Foley Artist	Steve Baine
SFX Editor	Andrew Roberts
ADR Record	Ed Poty
"Feel The Heat" Sung By	Lou Nadeau
Music Engineers	Bob Fedder, Danny Sustar
Production Coordinator	Kristine M. Gilbert
Assistant Production Coordinator	Holden Chadwick
Production Office Assistant	Joseph L'Esperance
Production Accountant	Taylor Turzanski
Accounting Assistants	Norm Franks, Andrew Nicholson
Casting	Anne Tait Casting
Extras Casting	Pamela Barder Casting
Craftservice	Ingrid Izzard
Transport	Bob Donnelly
Drivers	Brian Kaulback, John Renicwick, Al Barnes
On-Set Nurses	Deborah Cossar, R.N., Nancy Erwin, Lindsay Hooke, Caroline Walsh
Security	Dave Noseworthy, Neil Lumlock

Services and Equipment Provided By:

Set Construction	Hot Sets
Special Effects Equipment	Laird McMurray Services
Cameras	William F. White Ltd.
Lighting	Panavision Canada Ltd.
Video Post Production	Dome Productions Inc.
Laboratory	Spot Labs Inc.
Sound Post Production	Sounds Interchange
Film	Kodak Canada Inc.
Catering	Amazing Food Services
Stills Photography	Lorne Wolk Photography Inc.
Stills Assistant	Ian Amyot
"B Roll" Footage	Martin Murphy, XM Productions
Security	Helie Security Services

Special Thanks To:

Executive Producers	Jon Sian, Richard Borchiver
Executive in Charge of Production	Janet B. Cuddy
Vice President, Finance	Harry Tremain
Director of Communications & Publicity	Anne O'Hagan
Production Estimator	Toni Blay
Production Auditor	Laurie Boyle
Post Production Supervisor	Lori A. Waters
"Fahrenheit" From A Concept By	Peter Loeb, Sega of America

The Toronto Fire Department, Toronto Metropolitan Police,
Toronto Film Liaison Office, The Ontario Film Development Corporation

The Sega Test Department, Joe Miller & Michealene Cristini Risley, Sonya Sigler Desbrisay, Lewis Henderson, Julie Shapiro, William Morris Agency and Gary Randall, PARAGON ENTERTAINMENT CORPORATION

Filmed in Toronto, Ontario, Canada with Thanks to the Agencies and People of Toronto



LIMITED WARRANTY

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.

Repairs after Expiration of Warranty

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.

Limitations on Warranty

Any applicable implied warranties, including 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 Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation 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.

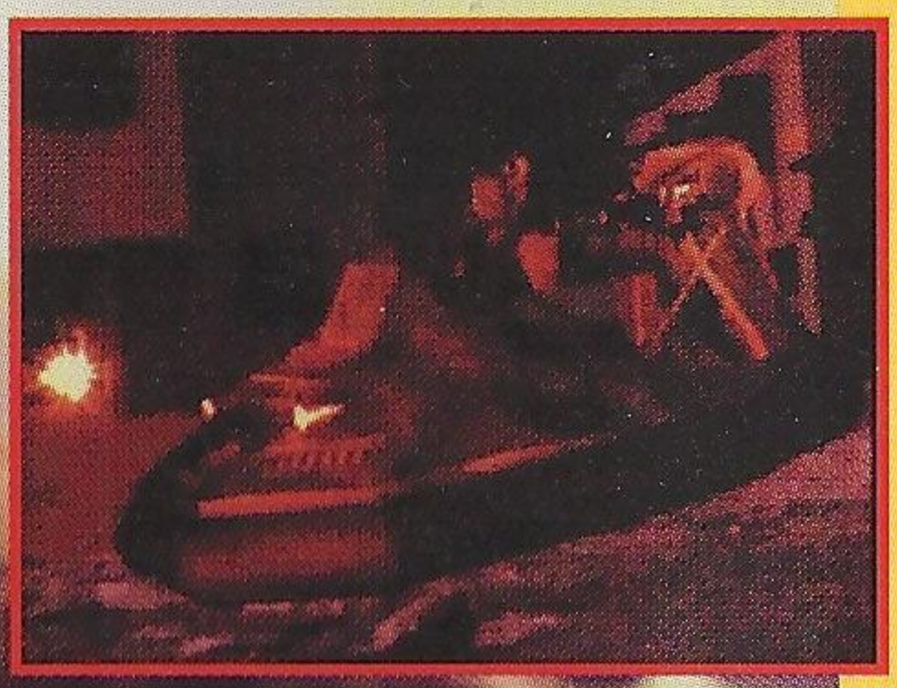
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SURGICAL STRIKE™



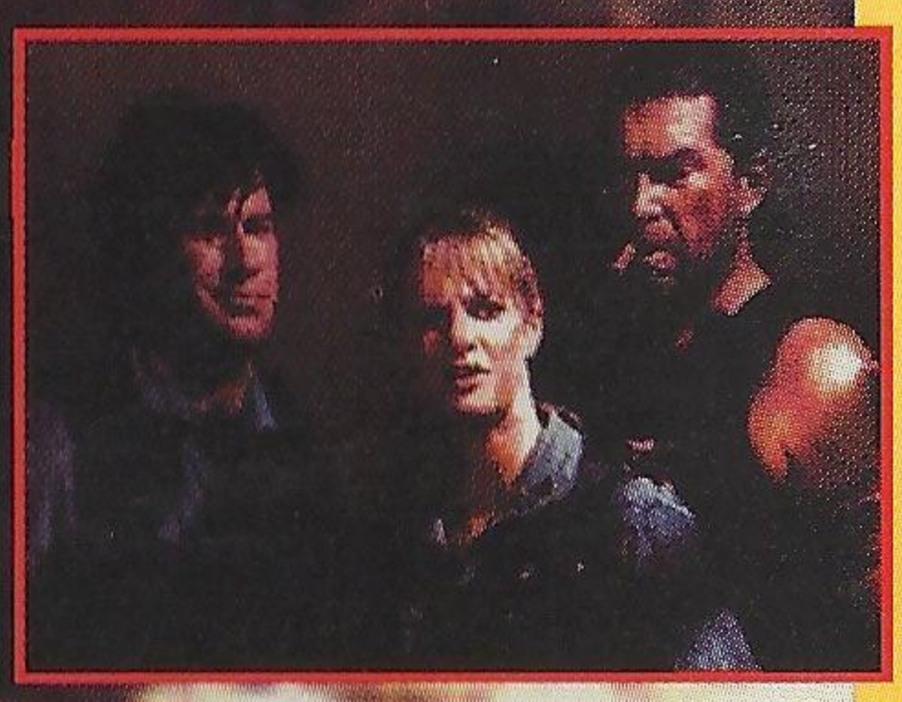
SEEK AND DESTROY!

In the future, war will be fought on an open battlefield. High-tech urban guerrillas will attack out of nowhere and then fade back into cities and villages to hide among the innocent population. To ferret out this invisible enemy without causing civilian casualties, the nations of the world have banded together to create an elite special forces unit,





The Surgical Strike Team.



- You're in total control of a highly maneuverable hovercraft charge enemies straight on, turn to explore new paths, or spin 180 degrees to face an attack from behind!
- Choose your weapon! Pepper terrorist snipers with a 30MM gatling gun or fire laser-guided rockets to take out enemy tanks with pinpoint accuracy.
- Access on-board electronic mapping to detect hidden emplacements while a circling AWACs C-130 provides you with up-to-the-minute intelligence.

NOW ON SEGA CD & 32X CD!

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