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PRESENT

FLASHBACK™

THE QUEST FOR IDENTITY™

CD

SEGA

All New Cinematic Sequences for Enhanced Game Play!

OFFICIAL SEGA SEAL OF QUALITY

4448

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.

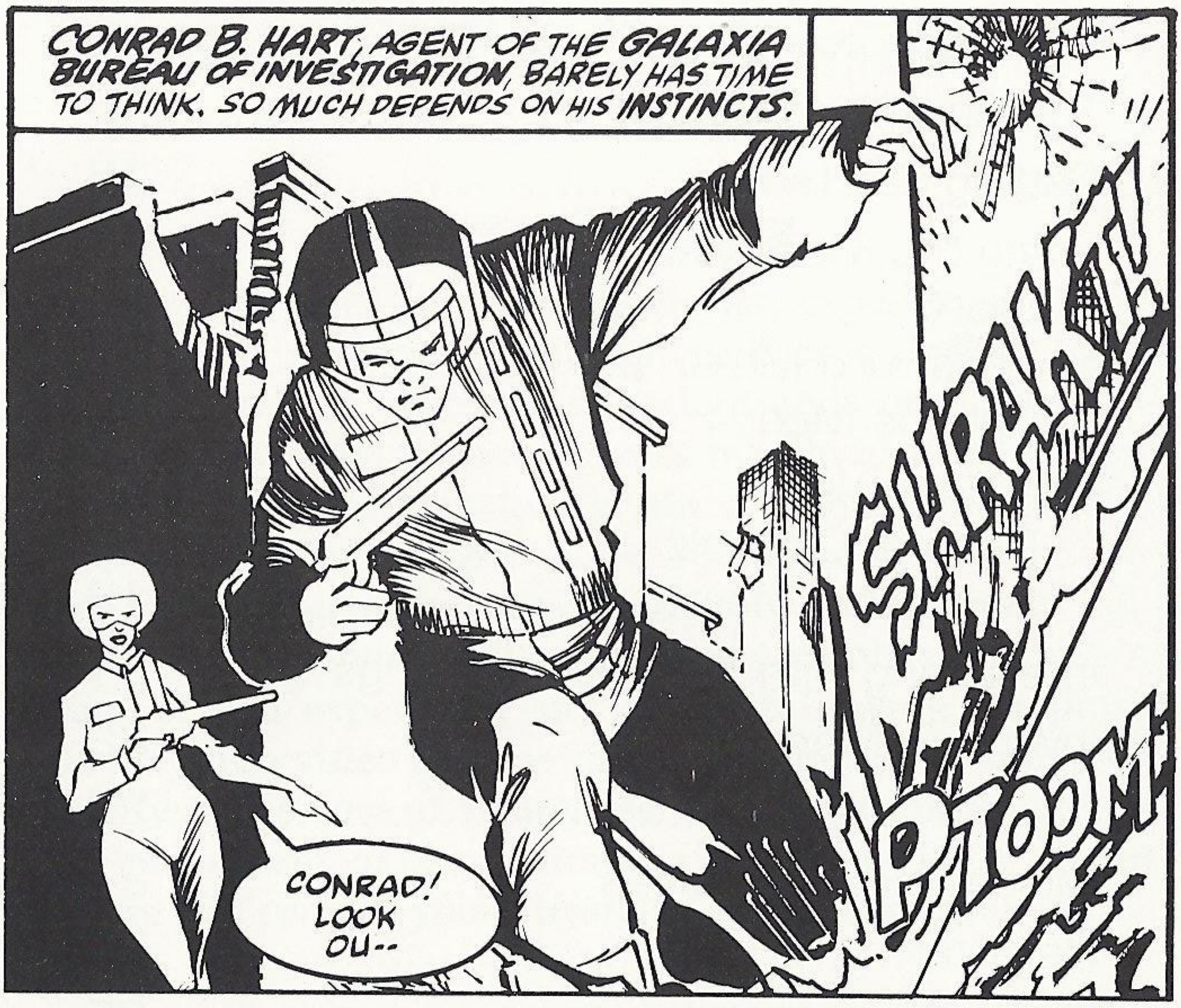
About Audio Connectors

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.

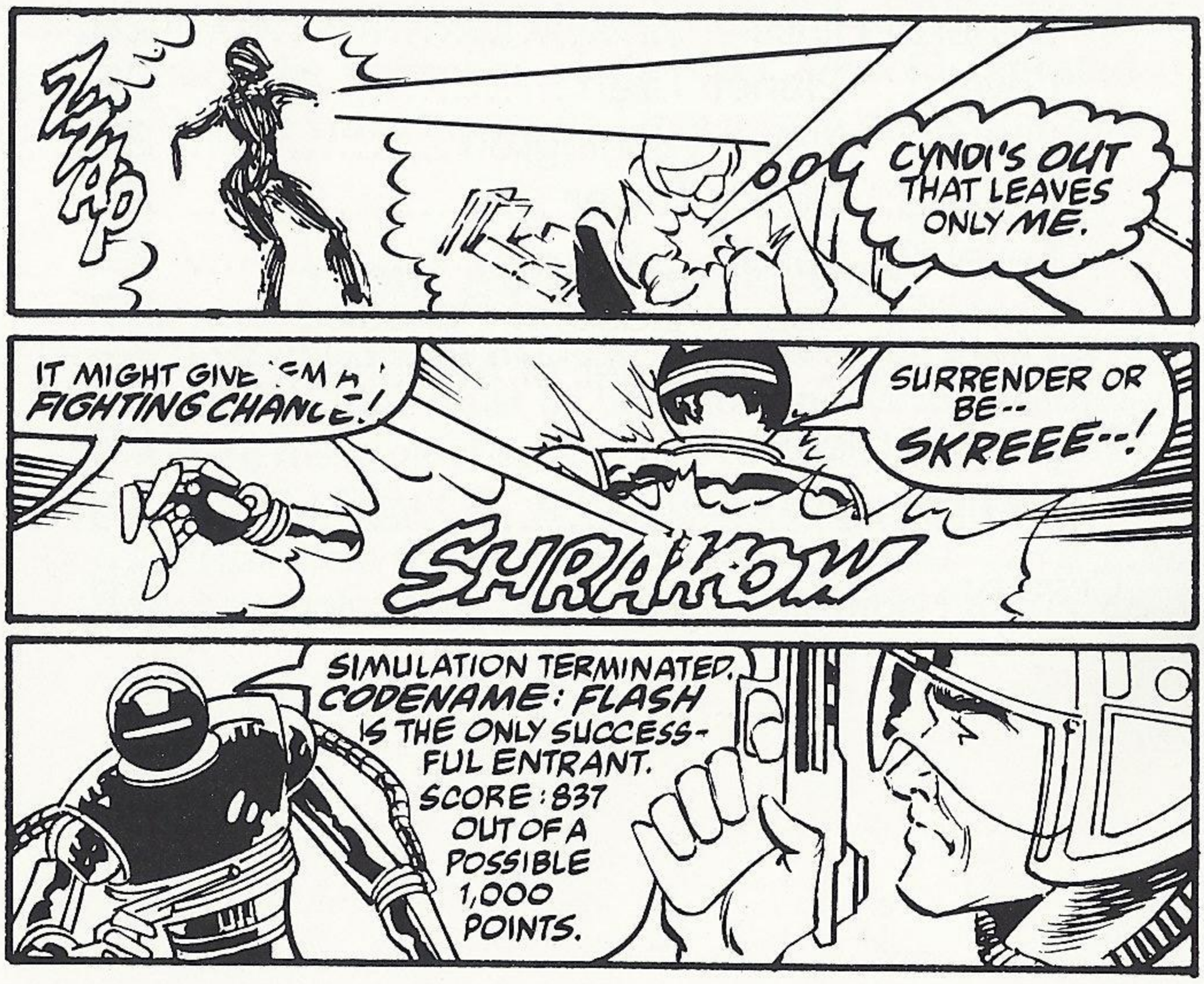
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FLASHBACK — The Comic Book



FLASHBACK: THe Quest for Identity™, Vol. 1, No.1. Writer: Jim Moore, Penciler: Mike Harris, Inker: Frank Percy, Letterer: Rick Parker, Editor: Glenn Herdling. Published by MARVEL COMICS.
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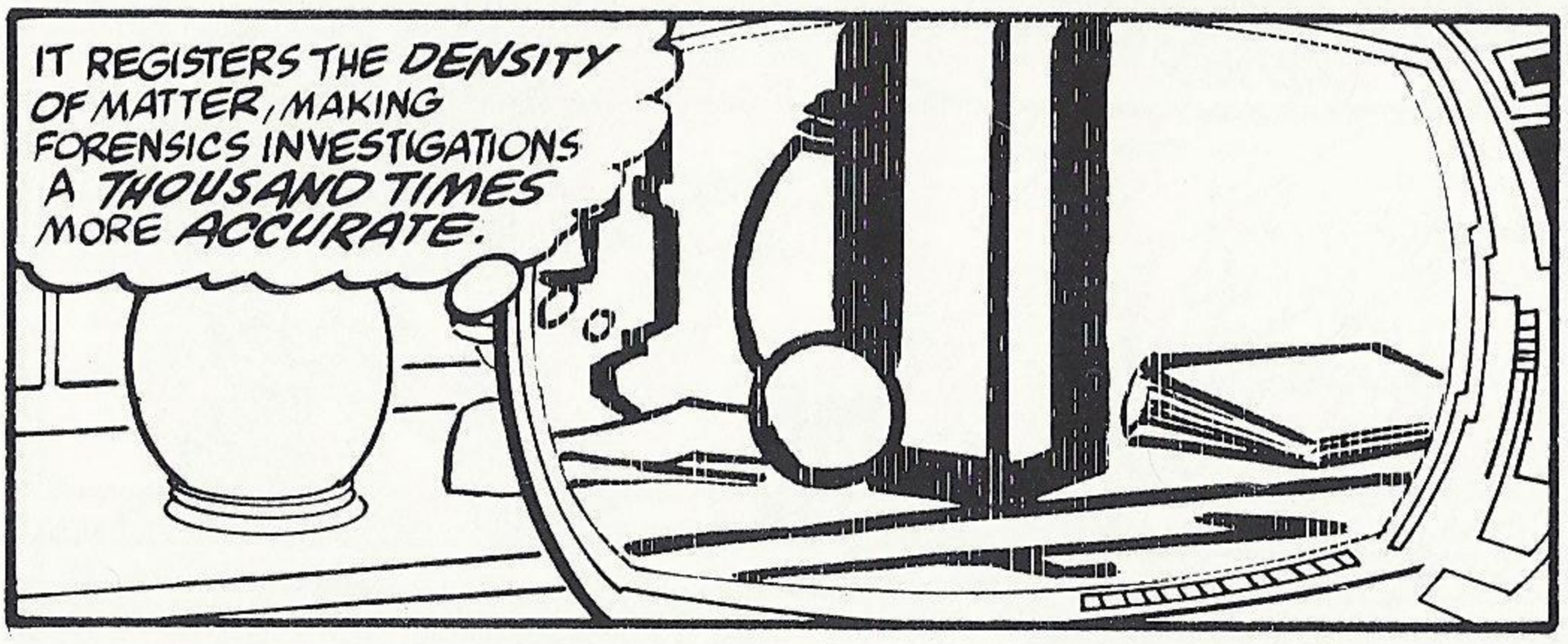
FLASHBACK — The Comic Book



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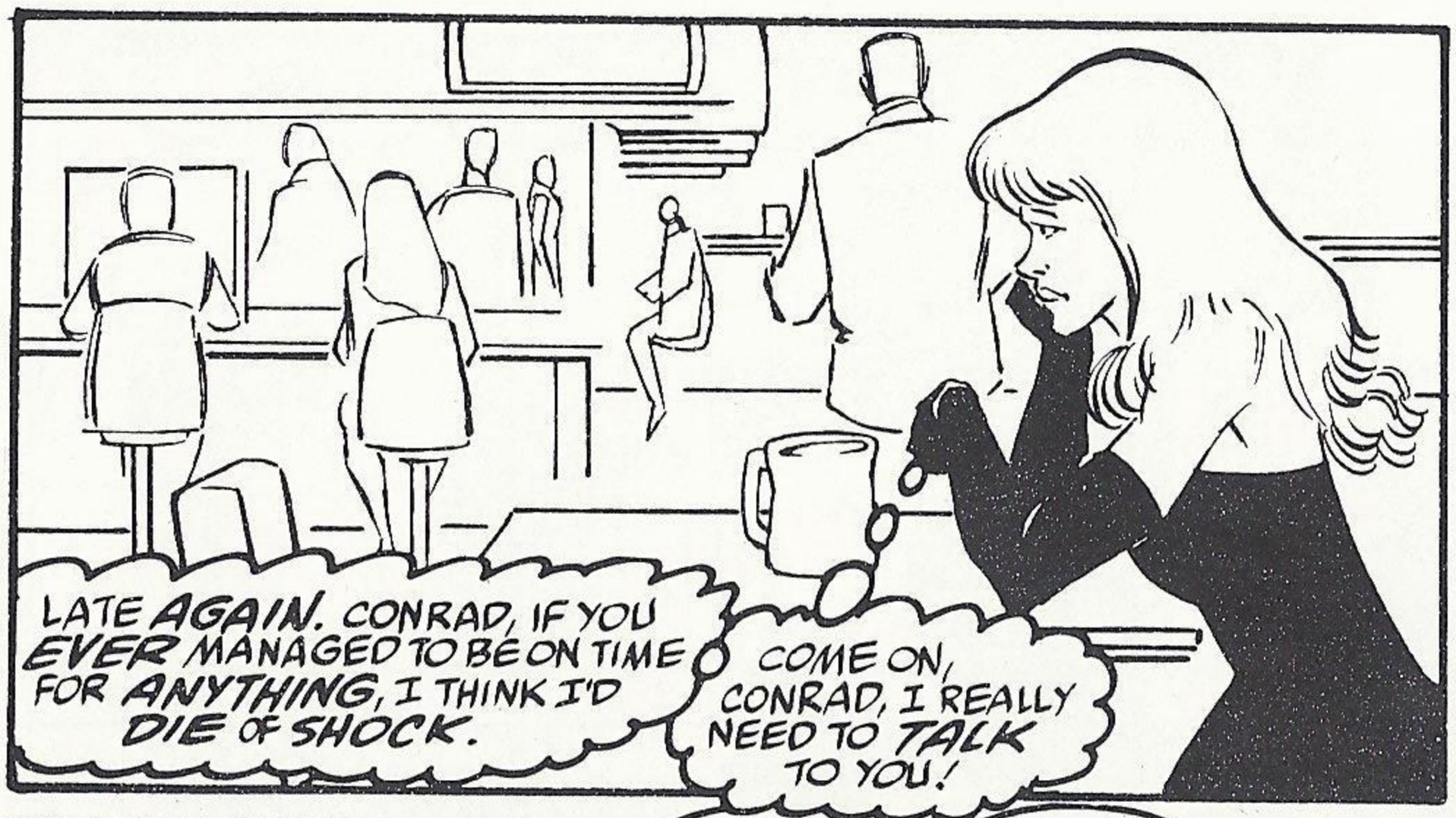
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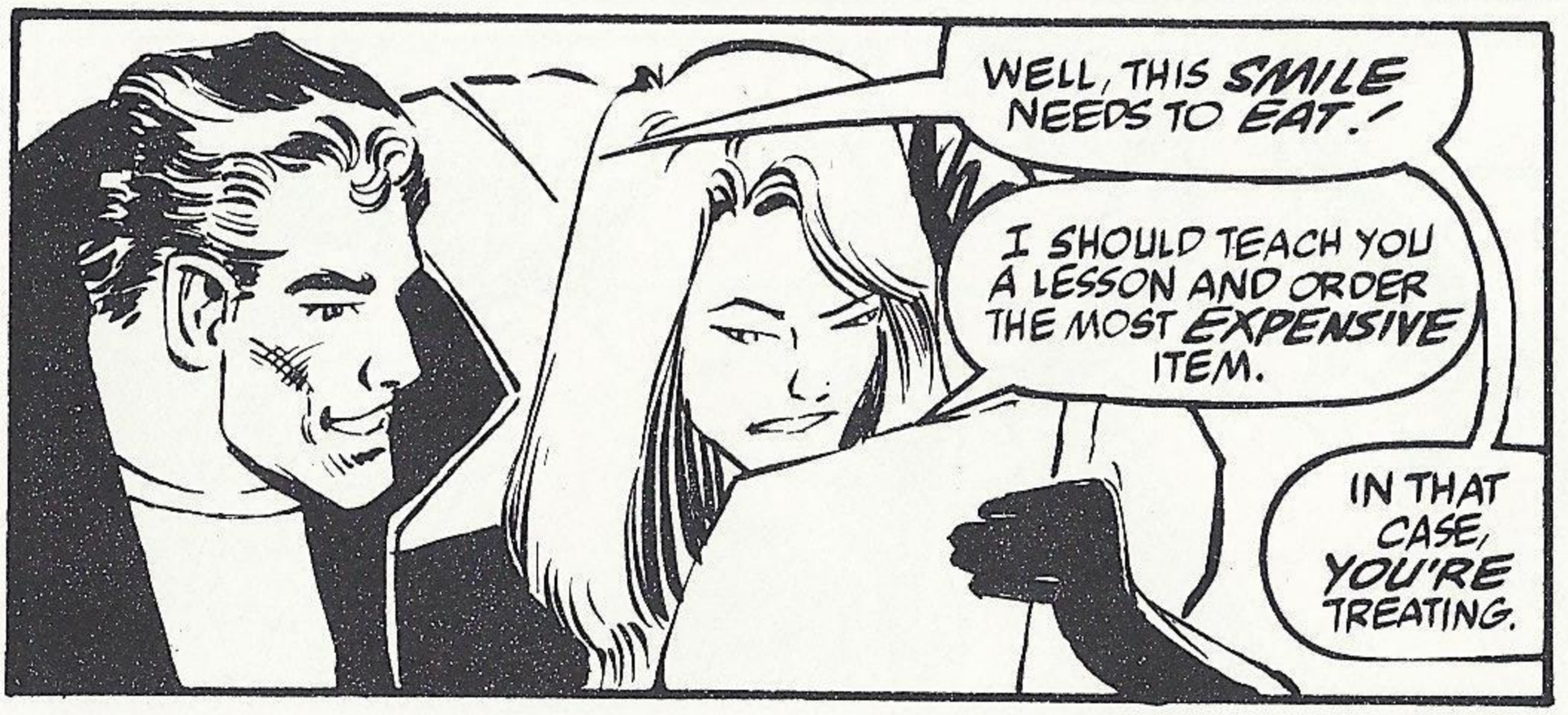


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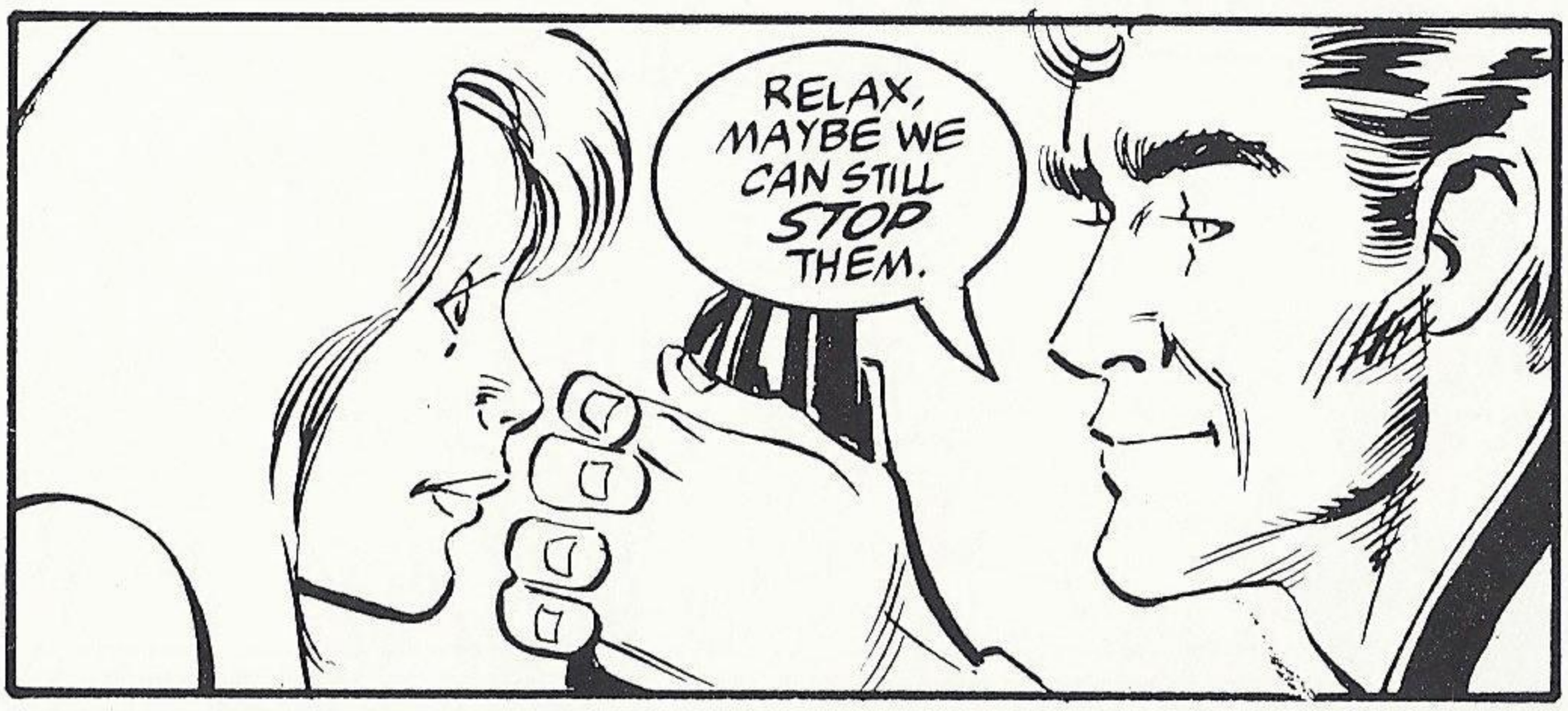


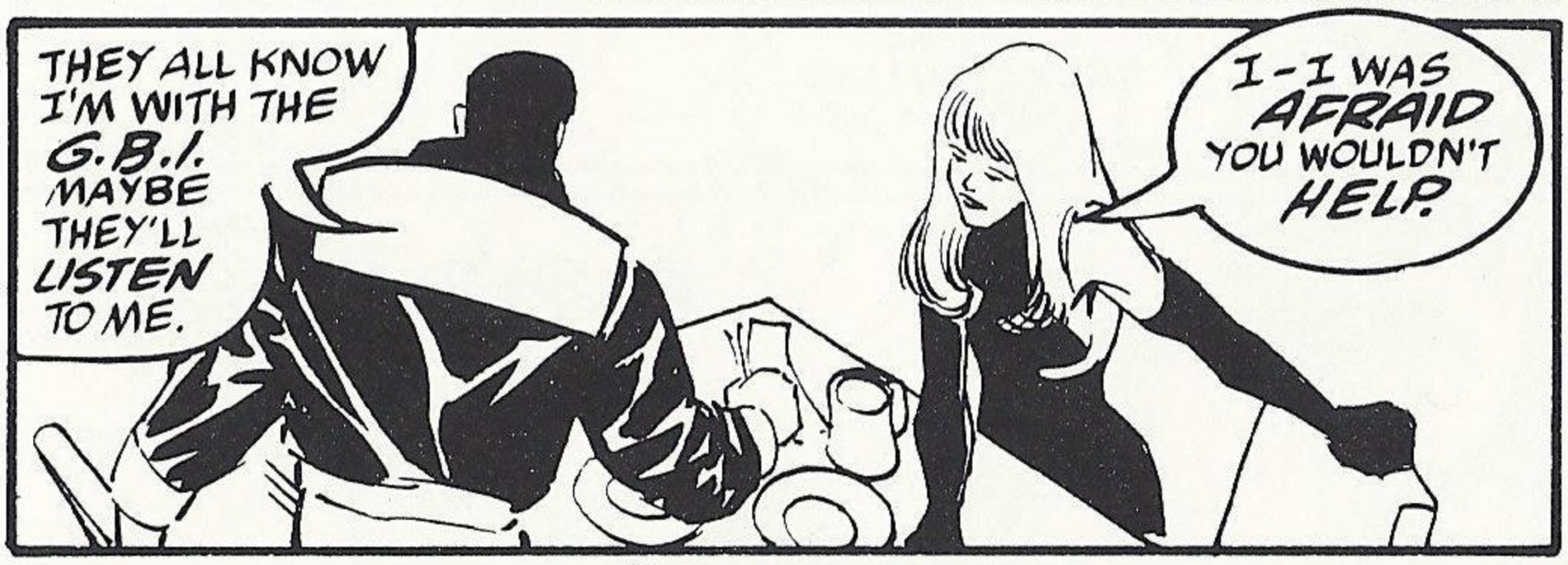
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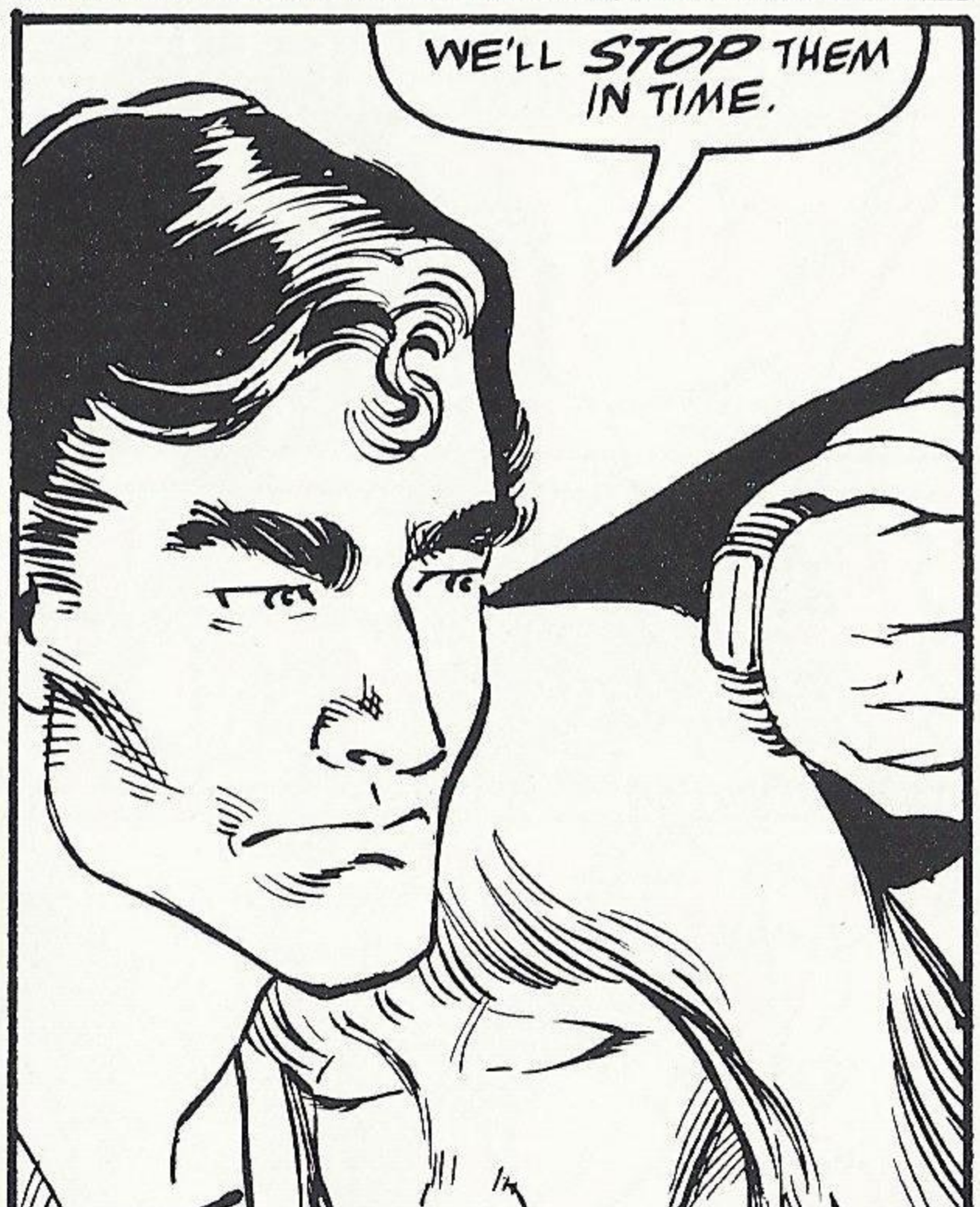
FLASHBACK — The Comic Book




RELAX, MAYBE WE CAN STILL STOP THEM.


THEY ALL KNOW I'M WITH THE G.B.I. MAYBE THEY'LL LISTEN TO ME.
I-I WAS AFRAID YOU WOULDN'T HELP.


YOU CAN ALWAYS COUNT ON ME.


WE'LL STOP THEM IN TIME.

FLASHBACK — The Comic Book



FLASHBACK — The Comic Book



FLASHBACK — The Comic Book

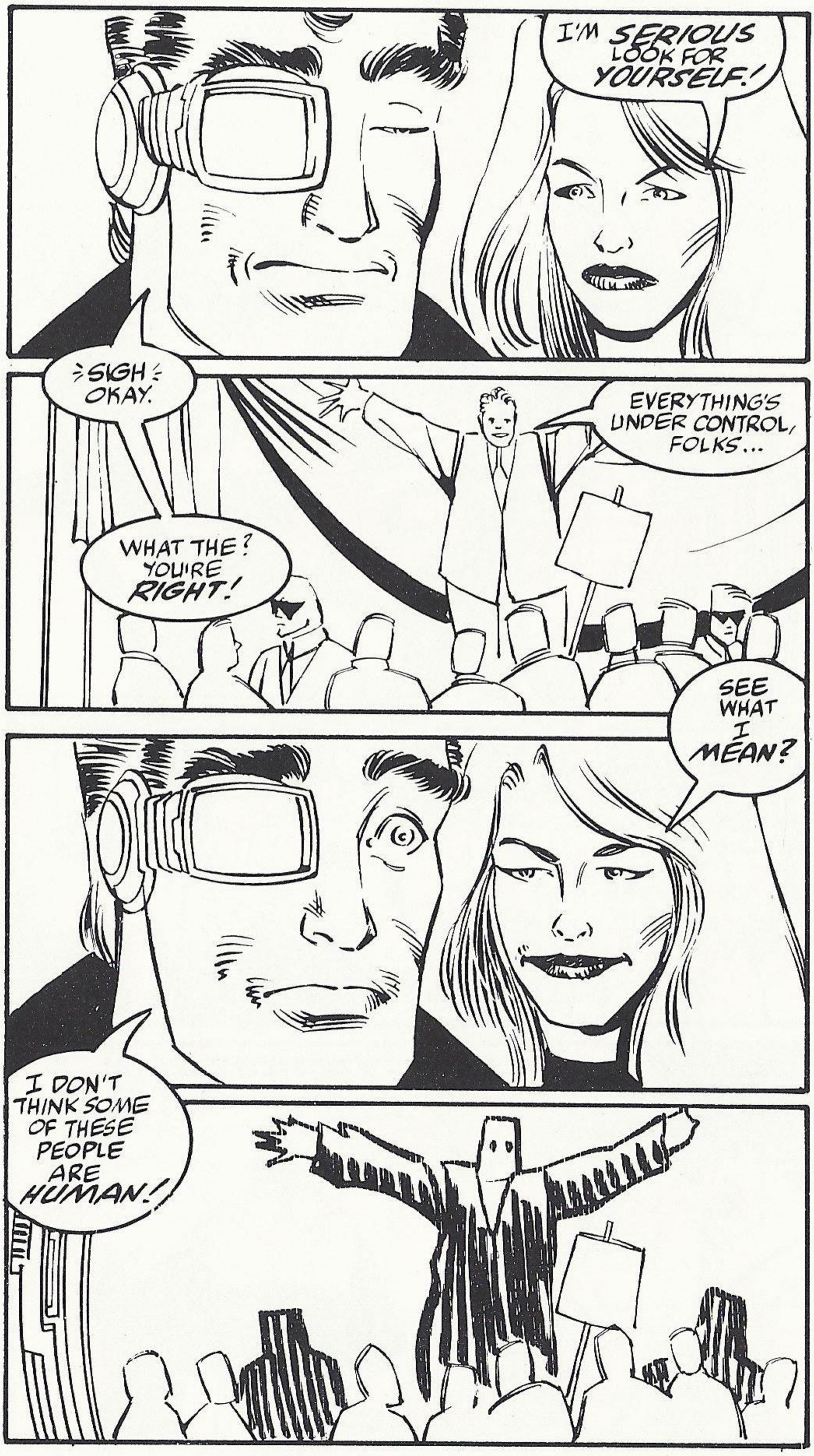








FLASHBACK — The Comic Book



FLASHBACK — The Comic Book



FLASHBACK — The Comic Book



THE ADVENTURE BEGINS

You are Conrad Hart, graduate student, agent of the GBI (Galactic Bureau of Investigation) and overall Cool Dude. But you've been reprogrammed by evil aliens who want to control the world! Among other important information, you've forgotten who you are!

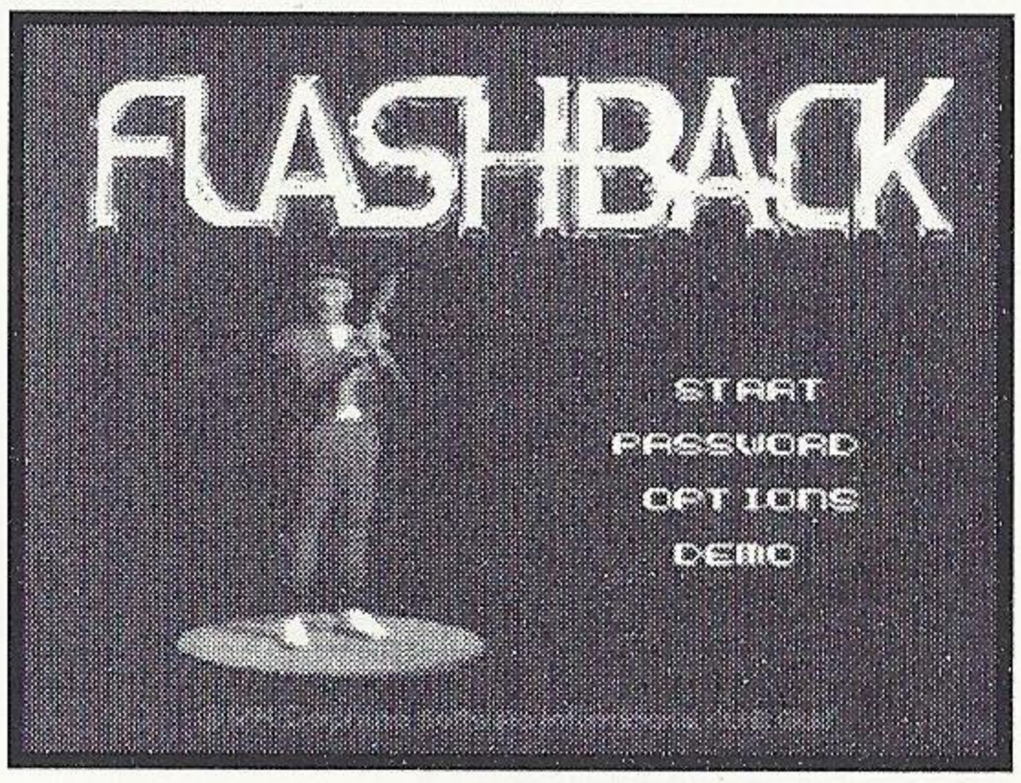
Now, on a quest for your lost identity, you must combat alien conspirators and their minions on Earth and other far-flung worlds. You must fight your way through seven hazard-packed levels to unlock the secrets of an invasion plot targeted to take over the universe! On your way, be on the lookout for allies who can offer advice and clues to help you complete your mission to save Earth!

GETTING STARTED

1. Set up your Sega CD™ and Sega Genesis™ systems by following the instructions in their manuals.
2. Plug in one control pad.
3. Turn on the TV or monitor and the Genesis. The Sega CD logo will appear on screen. (If nothing appears, turn the system off. Make sure it is set up correctly before turning it on again.)
4. Place the Sega CD compact disc into the disc tray, label side up. Close the tray or CD door.
5. If the Sega CD **logo** is on screen, press the **Start Button** on the control pad to begin the game. If the **control panel** is on screen, move the cursor to the CD-ROM button and press **Button A**, **B** or **C** to begin.
6. At the Title screen, press **Start** to begin an intense on- and off-world FLASHBACK adventure!

USING THE MAIN MENU

After the Title screen appears, an animation sequence starts playing. Press the **Start Button** to jump to the Main Menu. Then, use the **D-Pad** to highlight an option, and press **Start** to select it.

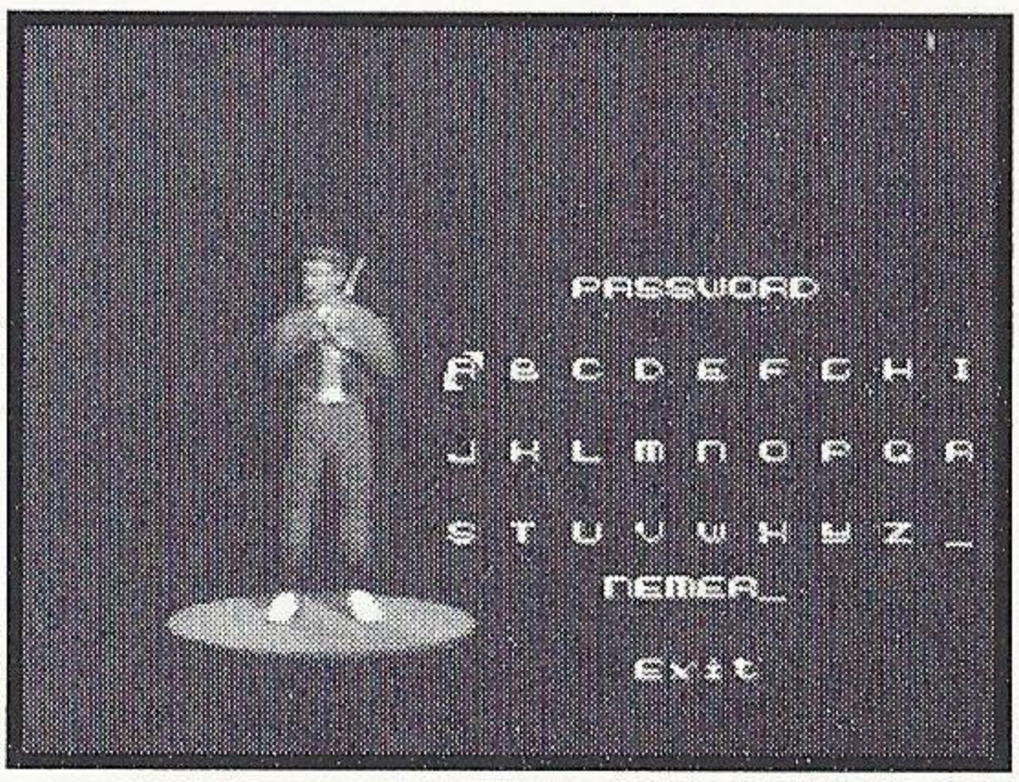


START

Select this to start a new game.

PASSWORD MENU

During the game, a different password will appear at the start of each level. Write it down so you can have it handy when you want to start the game at that level.

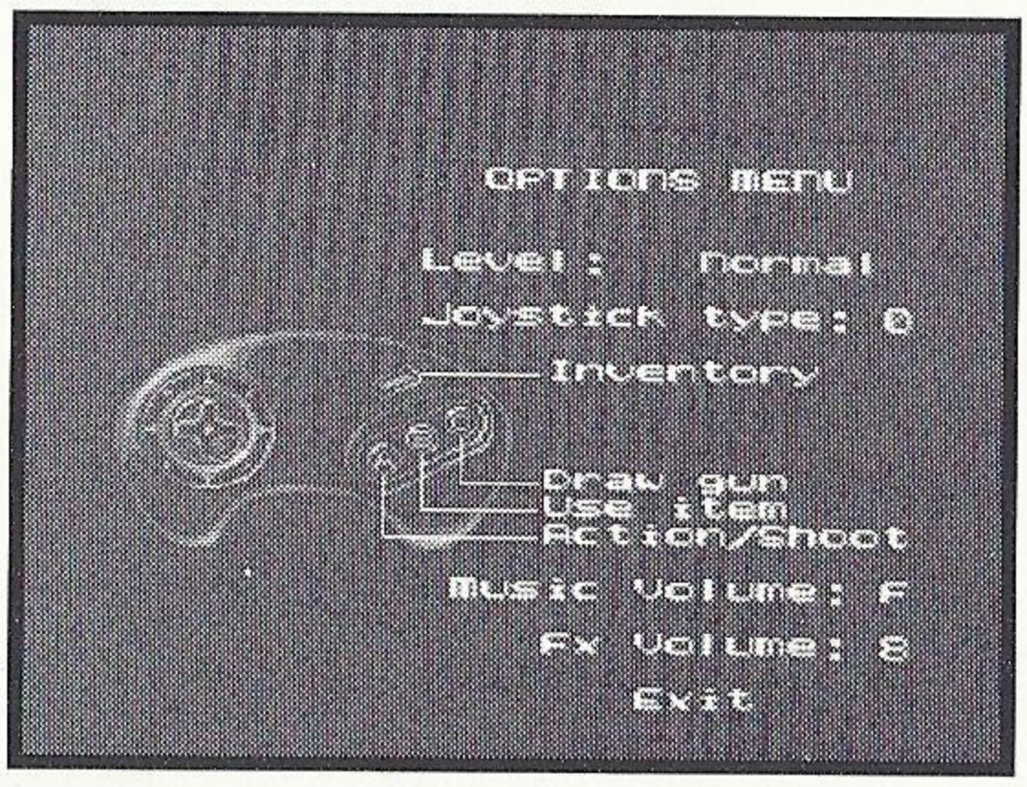


To do that, select the Password option to see its menu. Use the **D-Pad** to highlight a letter and press **Button A** to select it. Press **Button B** to backspace and erase one letter. Press **Button C** to clear all letters.

When you have entered all the letters, press **Start** to begin the level. If the password is incorrect, you will return to the Main Menu.

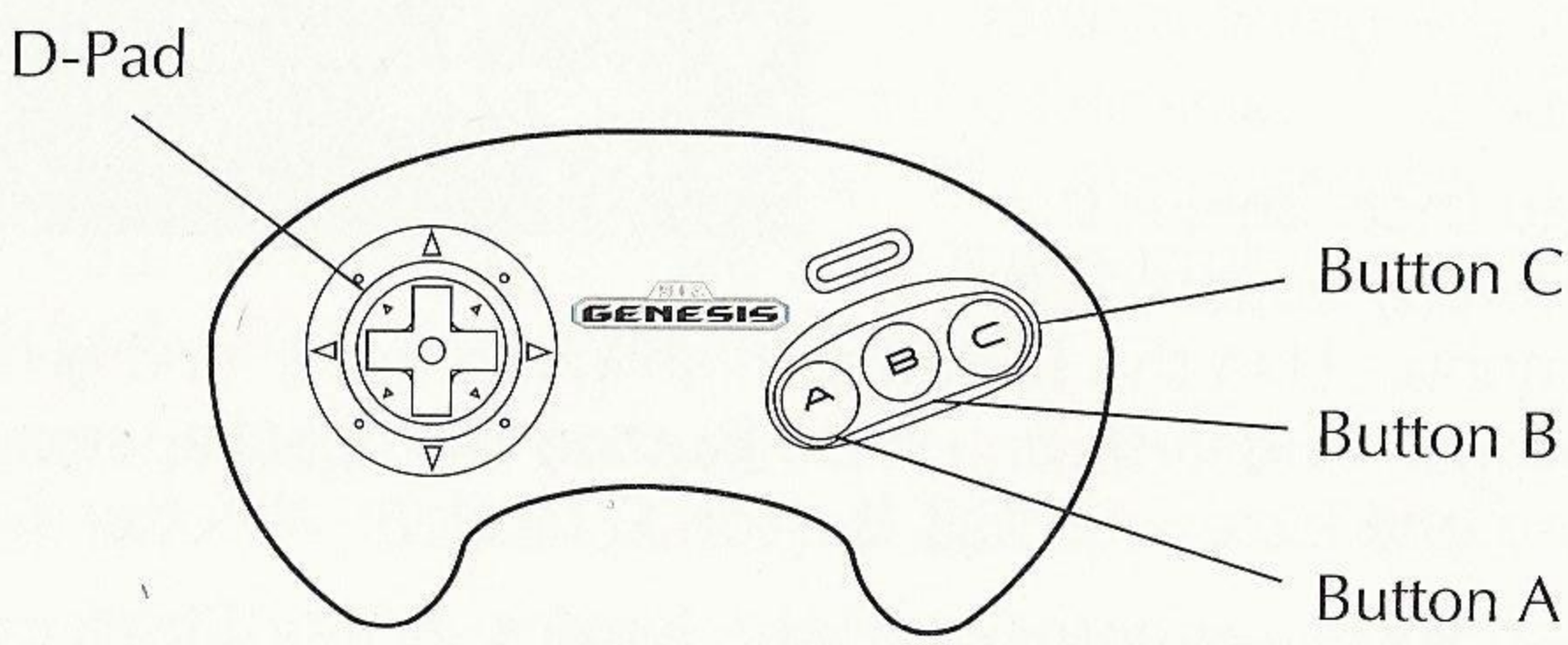
OPTIONS MENU

Press the **D-Pad** up/down to select an option. Press it left/right to change the setting.



- **Level of Difficulty:** Choose Easy, Normal or Expert.
- **Joypad Setup:** Choose from three different button configurations.
- **Music Volume:** Set the game music's loudness, from 0 (lowest) to F (highest).
- **FX Volume:** Set the loudness for the game's sound effects, from 0 (lowest) to F (highest).
- **Exit:** Return to the Main Menu.

PLAY CONTROLS



The Play Control descriptions on the next two pages are for the default control settings. You can change your button controls on the Options menu (see above).

GENERAL CONTROLS

D-Pad: Moves Conrad Hart.

Start: Opens and closes the inventory.

Shortens the animated scenes.

Button A: **Action** button makes Conrad run, jump, fire, pick up an object, talk, hang on a ledge.

Button B: **Use** button makes Conrad use an object selected from inventory. Also puts down an object when you press **Button B** and the **D-Pad down** at the same time.

Button C: Draws the gun or puts it away.

CHARACTER MOVES

Timing is essential for good play control. For the following instructions, "tap" means to quickly press and release a button. "Hold " means to continue pressing a button, often while pressing other buttons at the same time.

Walk Hold the **D-Pad** right or left.

Somersault: Hold the **D-Pad** down to crouch, and then press and hold the **D-Pad** right or left.

Raise or lower the elevator:
Hold **Button A** and then hold the **D-Pad** up or down.

Walk with gun: Tap **Button C** to draw the gun, press the **D-Pad** right or left to move with the gun drawn, and then press **Button A** to aim.

Somersault with gun: Tap **Button C** to pull out the gun, tap the **D-Pad** down to kneel, and then tap the **D-Pad** twice right or left to roll.

Run: Hold down **Button A** and press the **D-Pad** right or left.

Somersault while running:
Hold down **Button A** and tap the **D-Pad** right or left to start running, and then tap the **D-Pad** down to somersault

Jump: Hold **Button A** and then tap the **D-Pad** up.

Jump down one floor: Stand at the edge, hold **Button A** and then hold the **D-Pad** down.

Jump up one floor: Method 1. Stand under a ledge and hold the **D-Pad** up.

Method 2. Tap the **D-Pad** up, hold **Button A**, and then tap the **D-Pad** up to pull Conrad up.

Running long jump: Hold **Button A**, tap the **D-Pad** right or left, and then tap the **D-Pad** up.

Run and hang onto a higher floor automatically:
Hold **Button A** and then tap the **D-Pad** right or left.

Hang to the left or right towards a lower floor:
Hold **Button A**, tap the **D-Pad** down, and then tap the **D-Pad** in the opposite direction to turn around.

Drop down one floor with gun drawn on landing:
Tap **Button C** to draw the gun, press the **D-Pad** right or left to advance to the edge, and then tap the **D-Pad** right or left once more to drop down.

Climb up a floor with gun drawn:
Hold the **D-Pad** up, and then tap **Button C** while pulling Conrad up.

INTERACTING WITH YOUR SURROUNDINGS

As you move through each level, you will encounter many people and objects. Each time you come across one, its name and an icon will appear at the top left of the screen. The icon will explain which way you can interact with the person or object. Press the **Action** button (default **Button A**) to interact.

The FLASHBACK icons are:



Take: Pick up an object, such as a stone or key, and place it in your inventory.



Talk: Talk to a person.



Look: Examine an object or a notice.



Activate: Press a button to open a door, call an elevator, and so on.

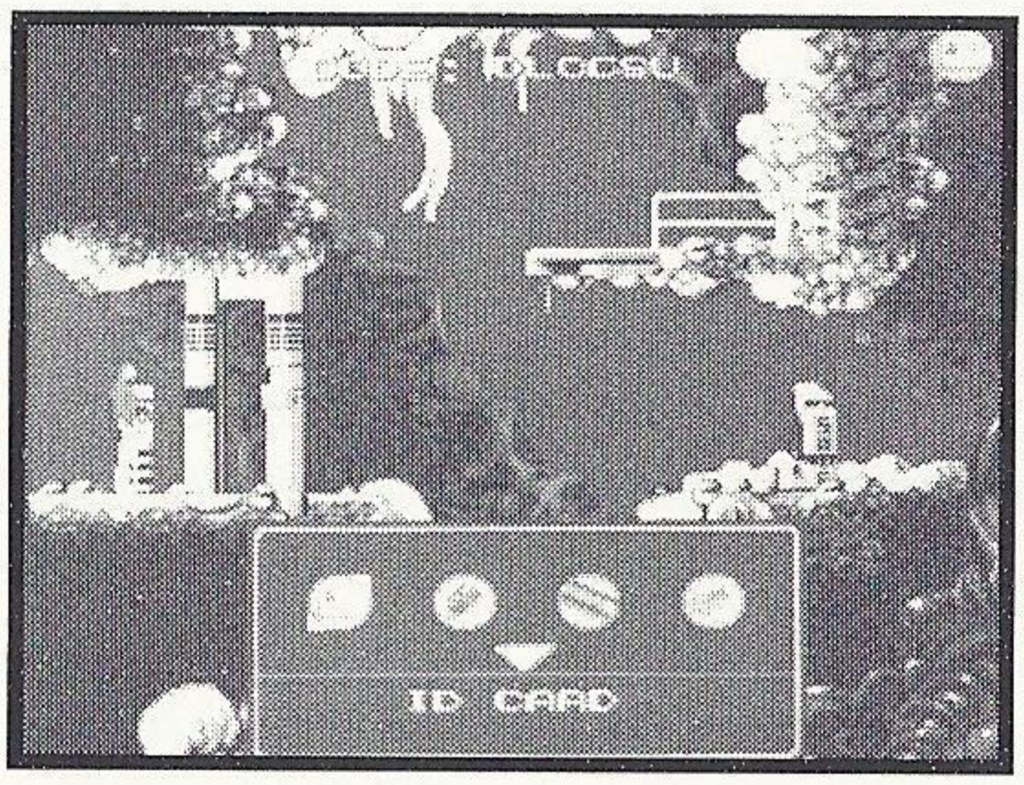


Recharge: Recharge your shield or cartridge.



Use: Insert an object into its appropriate device, such as a keycard into a card lock, or a cartridge into a recharger. Also, give an object to someone.

INVENTORY MENU



Press **Start** to open the Inventory menu. At the beginning of the game, several objects are already listed. The current object is displayed at the top right corner of the screen.

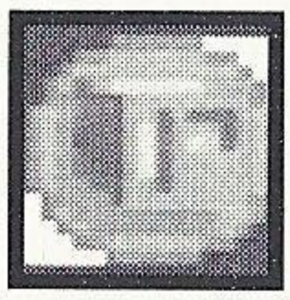
Use the **D-Pad** to highlight an object. Then press **Start** to select the object and close the menu. The last selected object will be moved to the beginning of the inventory. If you give away the object, the previously selected object becomes current again.

As you gather items while progressing through the levels, they are added to your inventory. At the end of each level, unnecessary objects are discarded, and you may receive extra objects to help you complete the next level.

Press **Button A**, **B** or **C** while in the Inventory menu to see the current score and difficulty level.

OBJECTS

Here are some of the objects you may find during the adventure. See what else you can find and figure out how to use.



Holocube: Contains important information.



Force Field: Creates an energy barrier that stops enemy shots.



Stone: Can be thrown or placed.



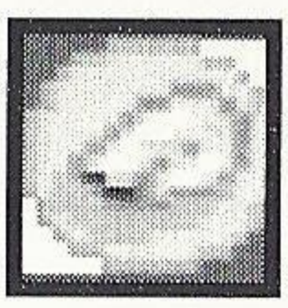
Credits: Money.



Magnetic Cartridge:
Creates an energy source when recharged and placed in the corresponding generator.



Mechanical Mouse:
Advances along the ground, setting off pressure pads and cameras.



Exploding Mouse:
Like the mechanical mouse, but explodes at the slightest touch. May be picked up when not moving.



ID Card: Identity card. Some may be used as keys.



Teleport Receiver:
Teleports you to where the receiver is thrown or placed. Works only with the teleport remote control.



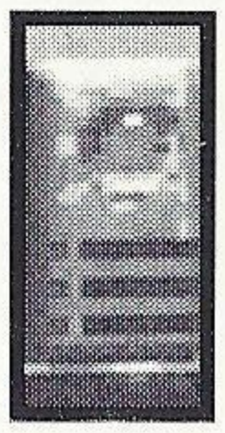
Teleport Remote Control:
Works only with the teleport receiver by teleporting you to the receiver's position. You can get the receiver back automatically by placing the teleport remote control on the ground.

MISCELLANEOUS DEVICES

The following devices activate certain objects.

Teleport: Teleports you toward a mission or to a place that is inaccessible on foot.

Energy Generator: Recharges the shield or magnetic cartridge.



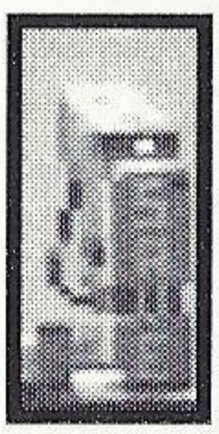
Switch: Opens a door or calls an elevator.

Camera: Opens or closes a door, calls an elevator and so on. It also triggers the laser cannon's fire.

Pressure Pad: Opens or closes a door, calls an elevator and may also set off an alarm.

Card Lock: Opens doors when used with a card.

Key Lock: Opens a door or trap door when used with a key.



Save Station: Saves the game at the point where the Station is found.

Shield: The shield is an item in your inventory. You start with four shields, and you lose one shield each time Conrad is hit. If you run out of shields and then Conrad takes a hit, you lose one life. You can recharge your shield with the energy generator. Look out for the following two death hazards, which are instantly lethal. . . .

Disintegrator: You lose one life if you cross this.

Electrified Floor: Run or jump over it, or lose one life.

HAZARDS

Throughout the mission, you'll encounter numerous enemies and deadly objects. You can destroy most of them by shooting them with your gun. However, the following deadly objects cannot be destroyed:

Land Mines: These explode when you pass over or near them, destroying one of your shields. Avoid them by jumping over them.

Falling Mines: These explode on contact with the ground, an object, a character or anything else, destroying one shield. Any object passing beneath one of these mines will cause it to fall.

Laser Cannon: Avoid its deadly rays. It is activated by a camera or pressure pad.

Multi-Floor Drop: Conrad will lose his life if he falls more than two floors at once. You can break a fall by making Conrad catch onto a side wall.

CALLING TRANSPORTATION

To call a taxi, face the taxi station and press the **Action** button (default **Button A**).

To take the subway, wait in the entry zone until the train arrives and then press the **Action** button. To get off at a station, press the **Action** button again.

STRATEGY GUIDE

GENERAL HINTS

- Before starting your quest, pick up the holocube and read the information.
- Get information from people you talk to.
- Search the screen for objects which may not be obvious at first glance.
- Keep an eye on your shields. You may be closer to your own demise than you think.
- Save the game often.

LEVEL 1: PLANET TITAN

Conrad awakens on the artificial jungle of the planet Titan. He has no memory of past events nor the circumstances that brought him to this place. However, he finds a holocube that contains information to help him piece together his memory. Conrad must fight hostile mutants and watchdog robots, and avoid deadly traps to find his way out of the jungle.

- **Hint**: Pressure pads can be activated by running or walking across them, or by the weight of an object.

LEVEL 2: NEW WASHINGTON

Conrad manages to find his friend Ian and recover his memory. He knows he must return to Earth to stop the Alien conspiracy. Unfortunately the voyage to Earth is expensive. Conrad must earn credits by completing certain jobs.

- **Hint**: Don't leave out any of your options during a last minute decision.

LEVEL 3: DEATH TOWER

Conrad becomes a contestant on The Death Tower TV game show to try to win a ticket back to Earth. The Death Tower is a dangerous labyrinth guarded by formidable replicants that move at breathtaking speeds!

- **Hint:** This is a real test of your reaction time. Be quick and aware at all times.

LEVEL 4: EARTH

Once Conrad reaches Earth, the aliens discover his true identity and try to liquidate him. After escaping their clutches, he finds his way to the aliens' headquarters. Now Conrad must face watchdogs, replicants, laser cameras and rockets — all deadly!

- **Hint:** There are lots of secret passages in this club. Can you find them all?

LEVEL 5: SECRET BASE OF PARADISE

In the Paradise Club, Conrad uncovers the aliens' plan to dominate the human race. The bad news is that Conrad is discovered by the aliens and captured.

- **Hint:** Practice using the teleporter.

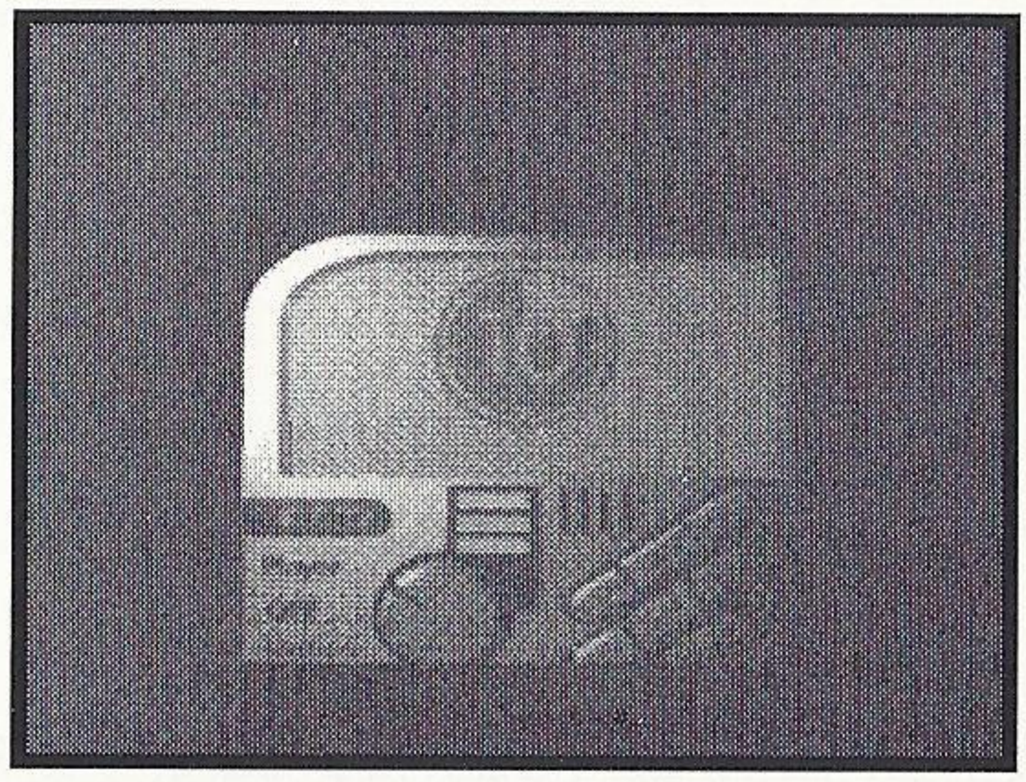
LEVELS 6 & 7: PLANET OF MORPHS

Conrad finds himself on the planet Morph, the home of the aliens. He sets out to find the crucial information that will destroy the planet.

- **Hint:** Sometimes the best thing to do is the most obvious.
- **Hint:** Try to attack the aliens from all sides.

RESETTING THE GAME

You can reset the game by pressing **Buttons A**, **B** and **C** simultaneously. Doing this will take you to the Continue screen. Read the next section for instructions on how to use it.



END OF GAME

If Conrad loses his life, the game is over, and the Continue screen appears. If you decide to continue, press **Start** to start the game from the last saved point or from the beginning of the last level.

If you don't want to continue, press **Button A**, **B** or **C** to speed up the counter.

CREDITS

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Product Specialist:	Nemer Velasquez
Manual Design by:	Carol Ann Hanshaw

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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.

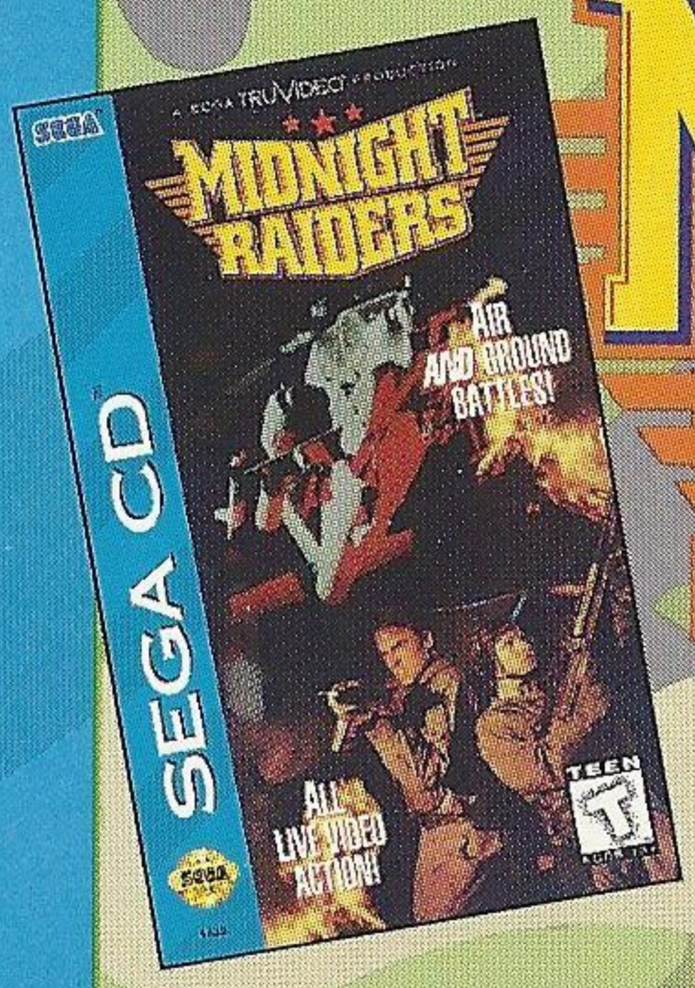
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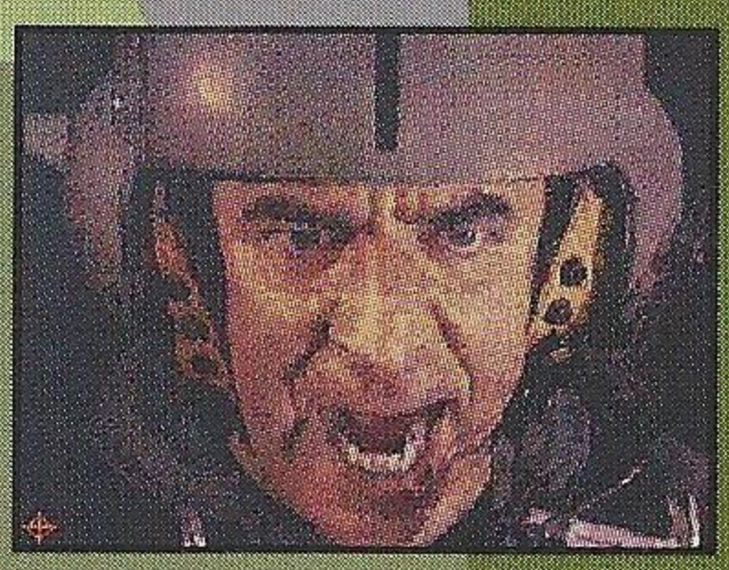
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MIDNIGHT RAIDERS™











YOU'RE EXPENDABLE!

You're joker. You and Your team — Stryker, Sparks, and Linus — get orders to execute a top secret CIA mission! Unfortunately for you, the CIA wants no survivors!

Terrorists have kidnapped Professor Mensch, the scientist that holds the formula for a deadly new nerve gas! Flying deadly Apache AH-64 helicopters, your team must blast into the A1 Shakkur installation. Once on foot, you must fight off the terrorists and find the scientist held captive somewhere inside.

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