SEGA™

TM

SEGA CD

DEC

TRUVIDEO

1995

GROUND ZERO TEXAS

SONY IMAGESOFT™

Digital Pictures

OFFICIAL SEGA SEAL OF QUALITY

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

Rated by V.R.C.

MA-13

Parental Discretion Advised.

Mature Audiences

TM

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.

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 previously 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.

HANDLING YOUR SEGA CD DISC

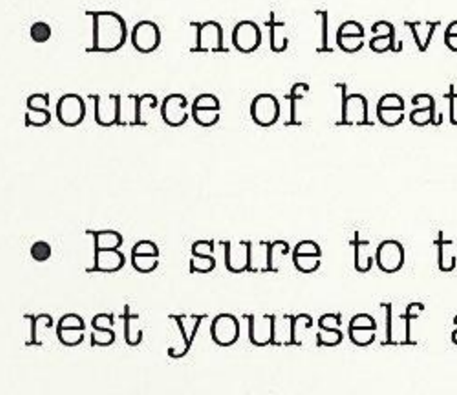
• The Sega CD Disc is intented for use exclusively with the Sega CD™ System.

• 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 thhe Sega CD Disc.

• KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



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.

GROUND ZERO TEXAS

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TOP SECRET
EYES ONLY

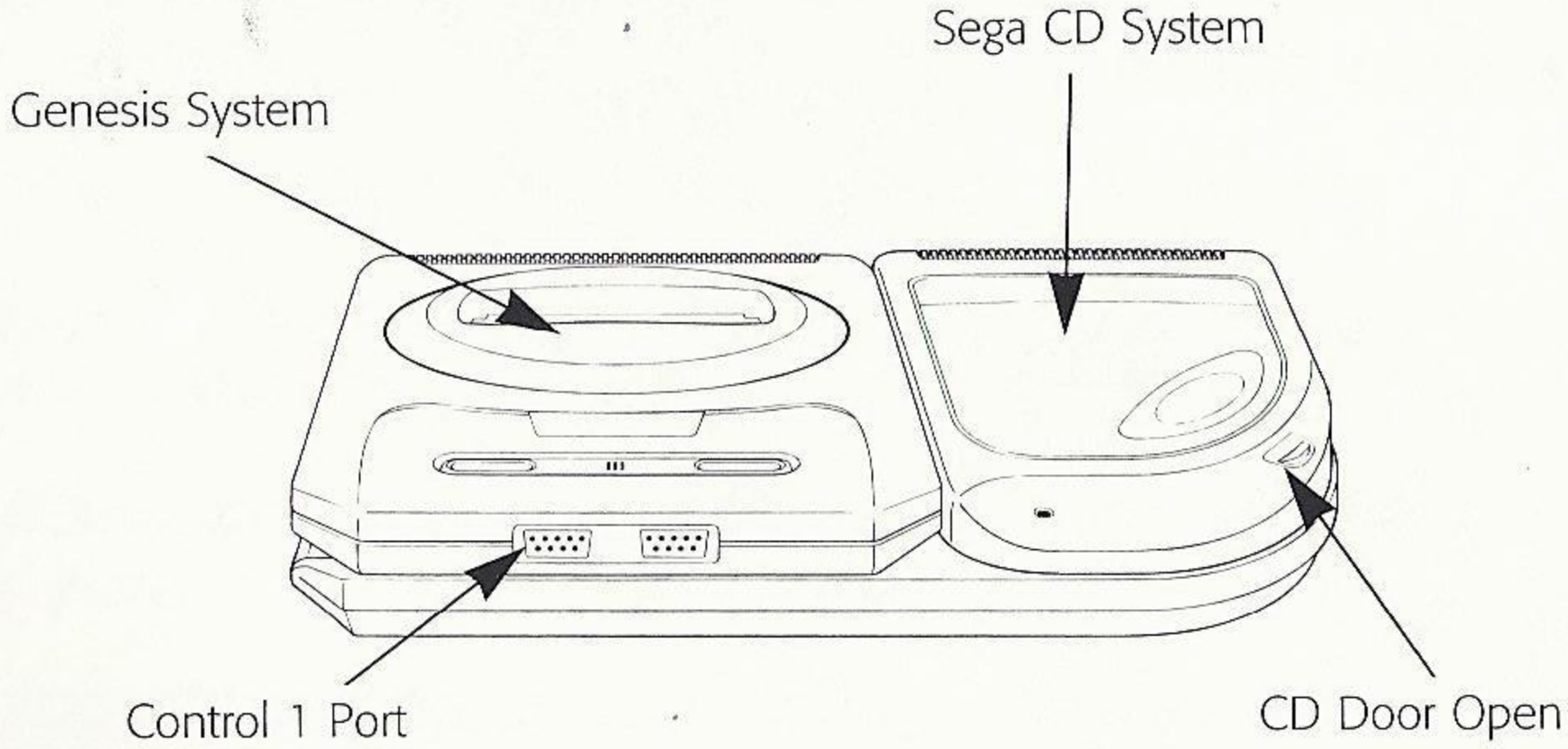
SETTING UP

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 Ground Zero Texas - Disc 1 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.



2 GROUND ZERO, TEXAS

FREEDOM OF INFORMATION ACT ACCESS

CENSORED FOR NATIONAL SECURITY REASONS

MARCH 15, 1999

TOP SECRET - EYES ONLY

TO: BRIGADIER GENERAL MORRIS JORDAN
SAT COM HQ

FROM: THE OFFICE OF THE PRESIDENT OF THE UNITED STATES

DEAR MOJO: Warren at State briefed me on this Texas town thing. We cooked up the biological accident story—the media seems to be buying it for now. Of course, I'll need you and all your egg salad techno-mumbo jumbo buddies at SAT COM with me on this, enhanced deniability and all that. Mojo, I just can't go with your B2 Doomsday Option yet, it's too messy, politically and otherwise. I know we go back to the Mekong and Tet and you've always been a straight shooter with me...I've decided on the One Man Show. The CJC thinks it's got a chance and DOD has come up with this [redacted] to be the tactical expert, very highly regarded in the field. Something of an attitude problem, but kicks butt and takes names. Sorry about this, Mojo, but you know how it is. Be sure to say hi to Emily and the kids for me. Why don't you kiss the lovely [redacted] for me too, you old charmer. And Mojo...keep the B2 flying and fueled. Nobody's perfect.

Sincerely,

PRESIDENT OF THE UNITED STATES

FROM: OPERATIONS CENTER
SAT COM CENTRAL COMMAND HQ
FORT MEADE

TO: LT. HARLAN T. REECE
FIELD AGENT - NINTH DIVISION

Report at once to El Cadron, TX where you will establish surveillance and possible aggressive ops vs. bogeys in all forms. Bogeys are non-terrestrial, repeat non-terrestrial and deemed unfriendly in the extreme. Sit reps confirm similarities to [redacted]K at Yucca Flats and the [redacted](Bikini Atoll incidents. Desirability of less extreme solution in this case high. Tactical Expert [redacted] arriving in 3 days at 0700 hours. Commence full briefing of TE at once and begin operation. Transcript of last sit rep to follow. Via con Dios, Reece.

TOP SECRET
EYES ONLY

TRANSCRIPT SATLINK RELAY 0327 HOURS
SIT REP EL CADRON
FIELD OP HARRINGTON JG

HARRINGTON: (static)...there's hundreds of 'em! They...they've infiltrated the whole town. It's just like XXX[redacted]ybe worse!

HQ: Get a grip on yourself, boy!

HARRINGTON: Okay, okay...the Reticulans can look just like anybody, you or me! They're in disguise. They've been kidnapping people all over town. They keep 'em frozen in meat lockers like HUMAN POPSICLES!

HQ: You expect us to believe...

HARRINGTON: I seen it myself! People are just DOGFOOD to these things! And that's just the regular ones, they got these stormtrooper robot goons with super weapons and armor...wait, I heard something out there...I gotta get outa...(screams...STATIC)

CONFIDENTIAL

MAIN CHARACTERS



Reece is the vet, the guy who is in charge of this whole mess.



Breen is your agent in the Cantina (BattleCam 1); good looking and flirtatious, he's a little new at this...



Matthews is your agent on Main Street (BattleCam 2). He is hard working and careful.

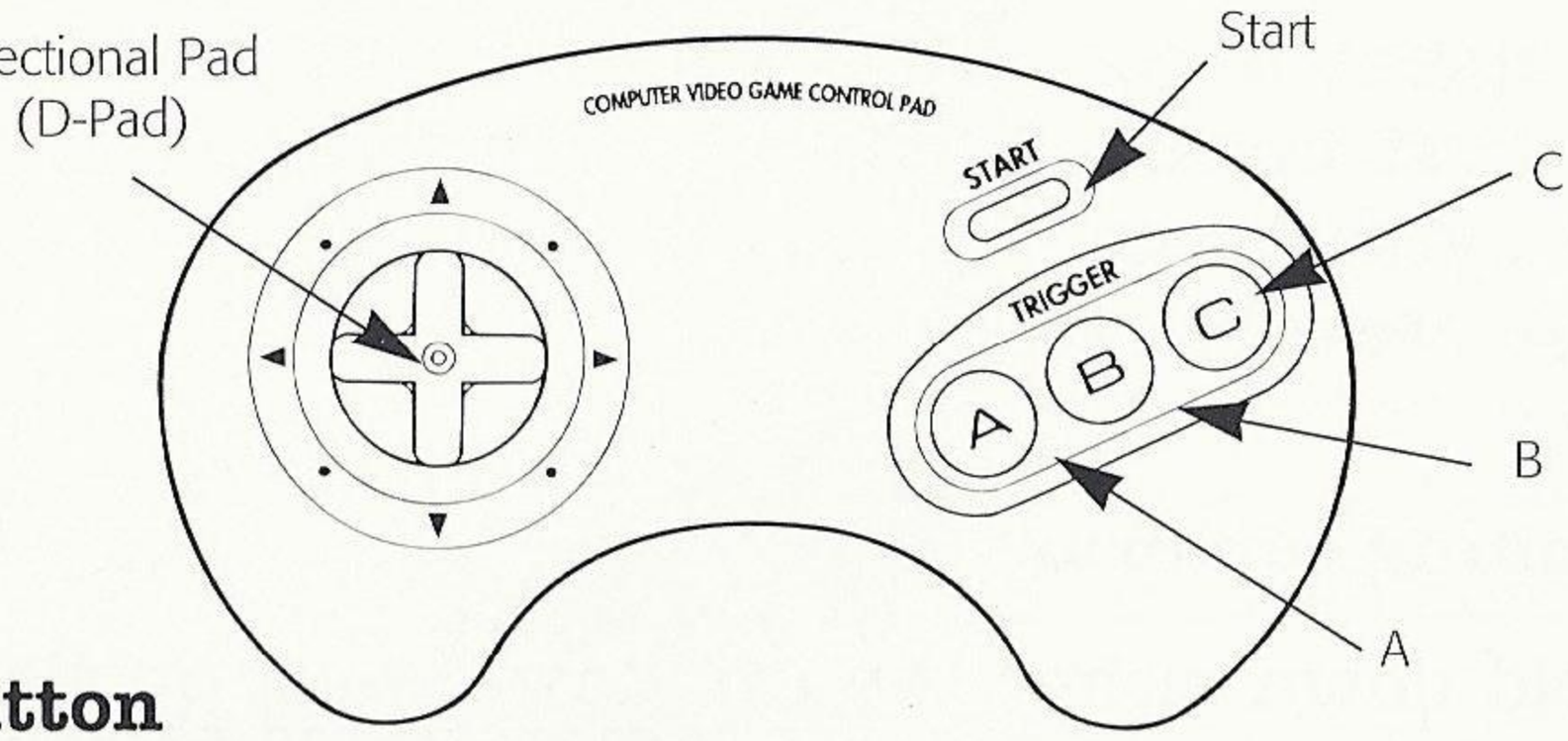


Pike is your agent at the Plaza Square (BattleCam 3). He is a wisecracker who's seen it all.



DiSalvo is your tough as nails second in command; she is also your agent at the Hotel Window (BattleCam 4). DiSalvo expects a lot from you.

QUICK CONTROL GUIDE



A Button

- Press with a direction on the D-pad (up, down, left, right) to choose a camera (or a location in RoverCam).
- Press with the START button to bypass SAT COM transmissions.

B Button

- Press to raise and lower the shield for each camera.

C Button

- Press to fire main weapon.

START Button

- Press once to pause the game (displays the help screen).
- Press again to view the options screen.

Directional Pad (D-pad)

- Press up, down, left, right on the D-pad to aim your BattleCam, RoverCam, or LaserCam.
- Press up, down, left, right on the D-pad with the A-button to choose a camera or location.
- Press up or down on the D-pad to move through menu selections on the options screen.

A + B + C + START

- Press A-B-C-START simultaneously to restart the game.
- Press A-B-C-START twice to view the Sega CD on-screen Control Panel.

Note: Disk 1 / Disk 2

This is a 2-disc product. Make sure you start with Disc 1. When you get far enough into the mission, the system will prompt you to insert Disc 2.

TACTICAL BRIEFING

Field Agent Reece will set you up in the hotel. Your first mission: check out the location monitored by the flashing camera. Hey! There's bogeys crawlin' all over town...GET OUT THERE!

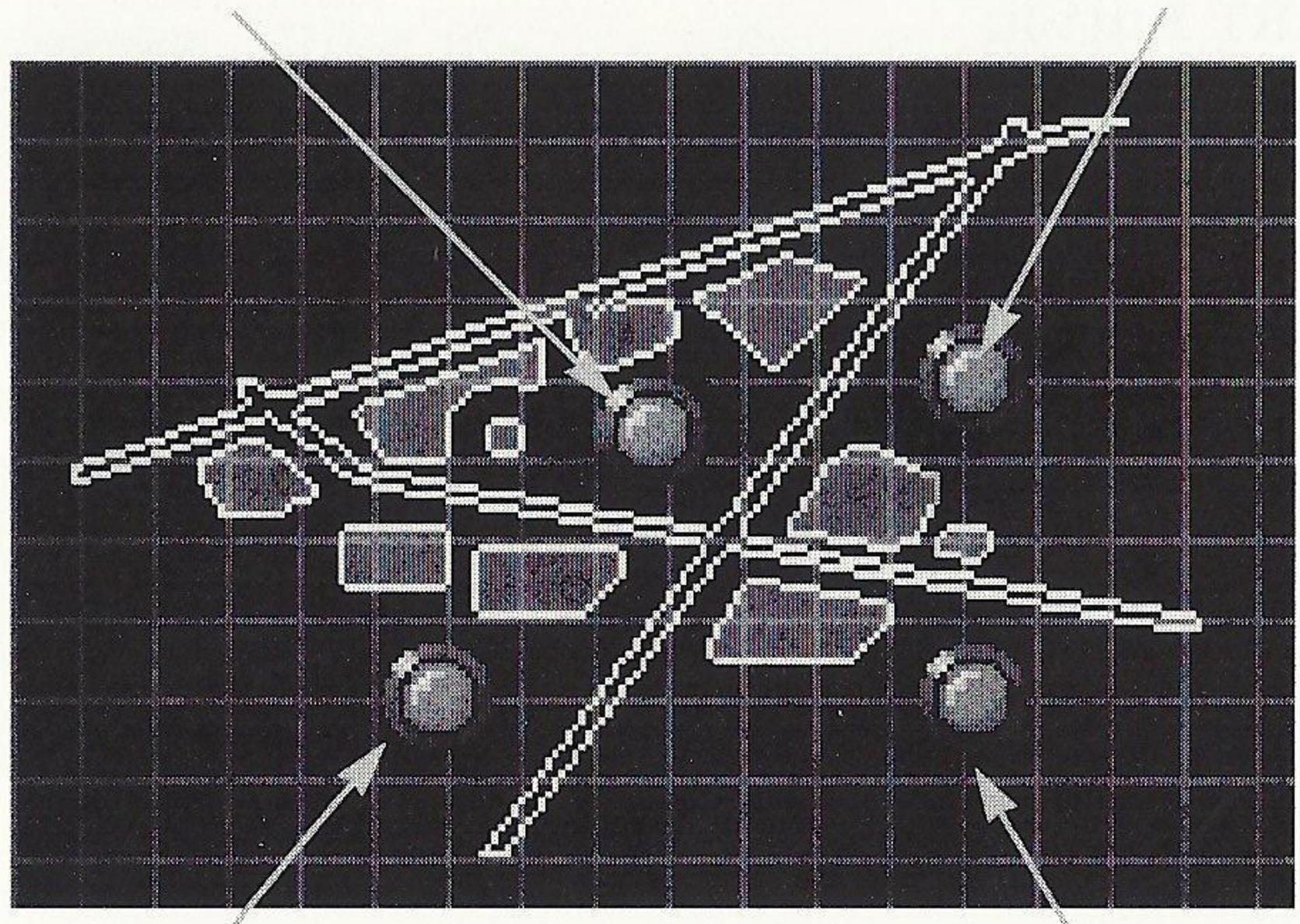
Switching cameras

- Hold down either the up, down, left, or right button on the D-pad and press the A-button to move to one of the four BattleCam locations.

As the BattleCam switches, you'll see the overhead map of [[El Cadron]] showing which BattleCam you're switching from and which BattleCam you're switching to.

Up + A [Cantina, BattleCam 1]

Right + A [Plaza square, BattleCam 3]

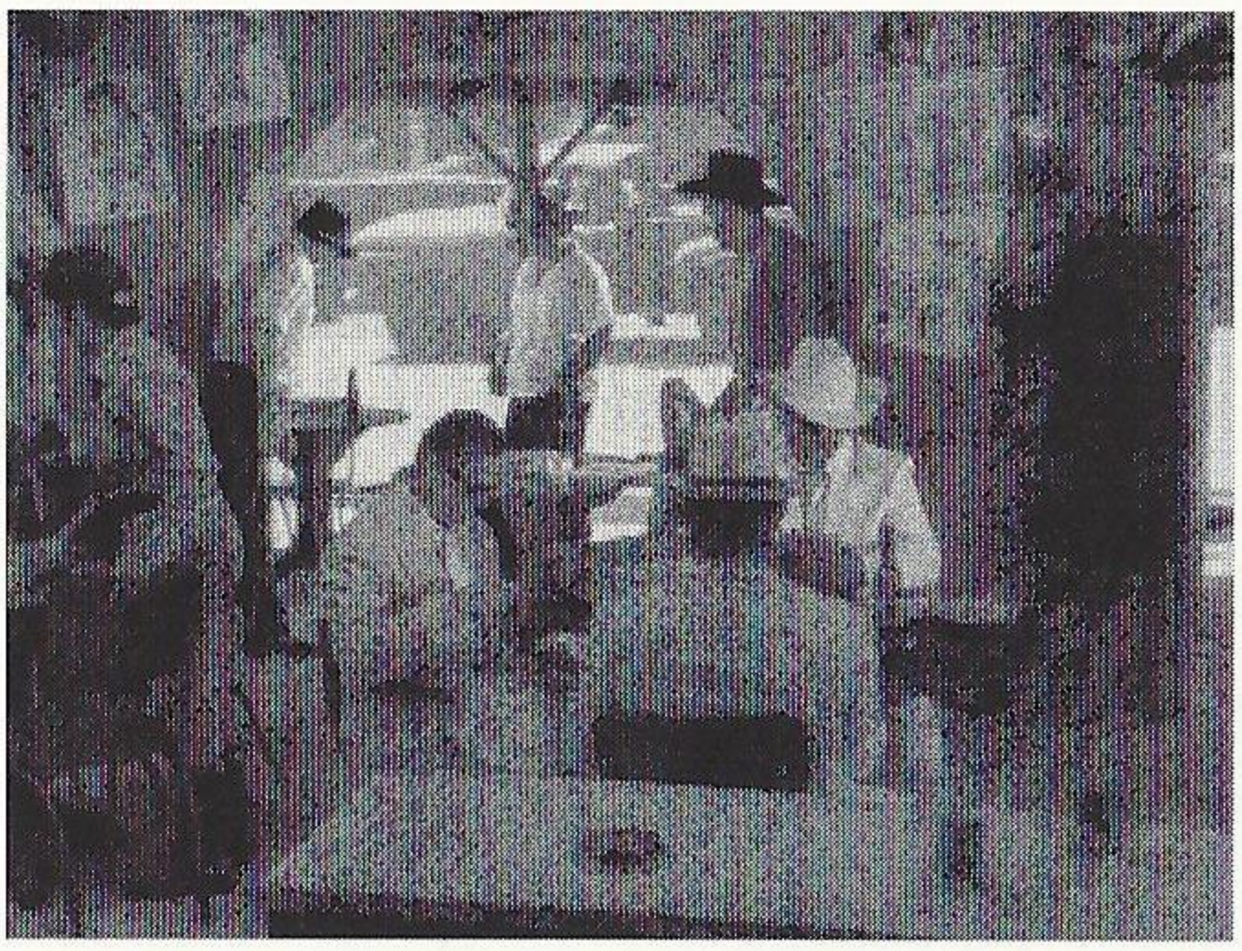


Left + A [Main Street, BattleCam 2]

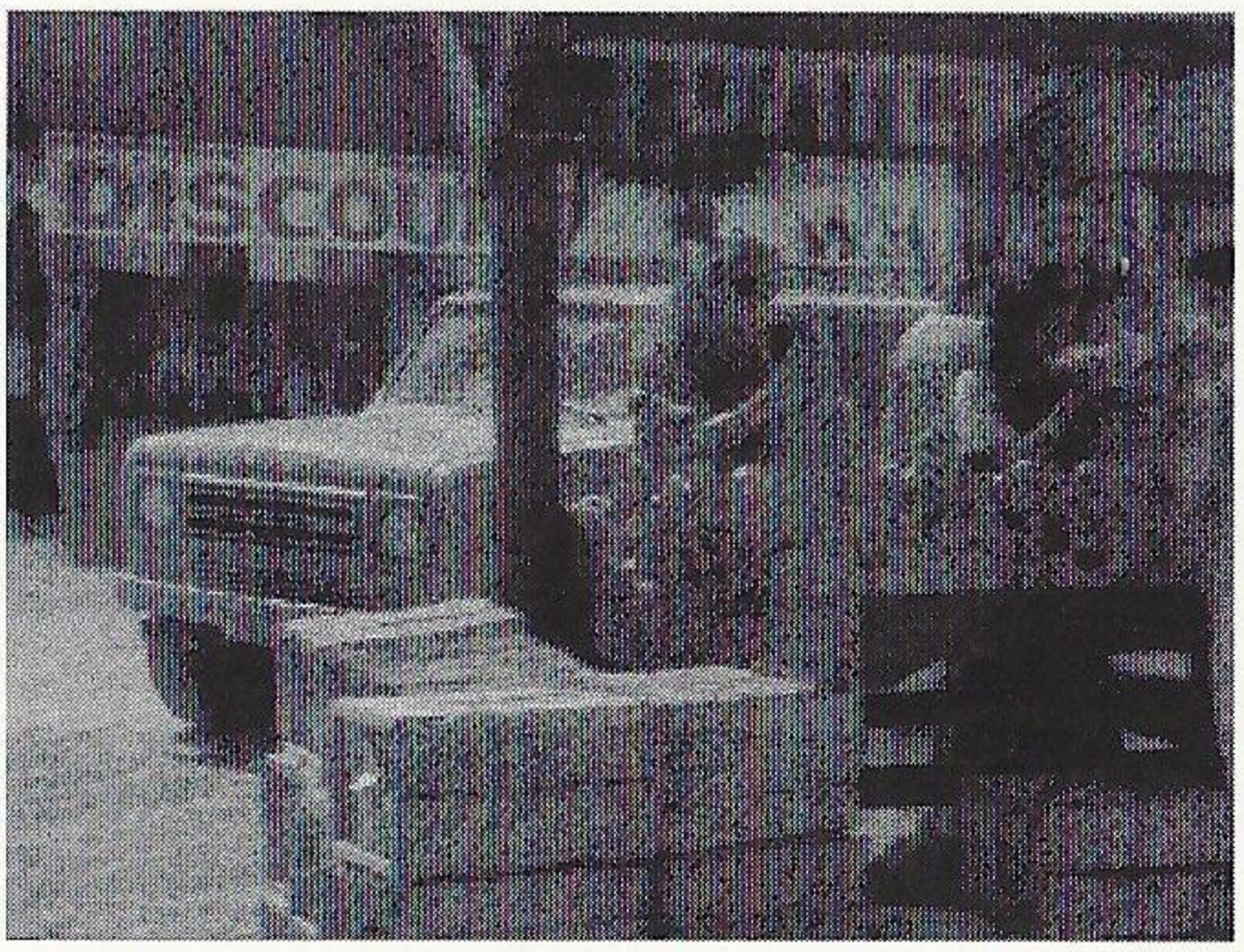
Down + A [Hotel Window, BattleCam 4]

EL CADRON OVERHEAD MAP

GROUND ZERO, TEXAS

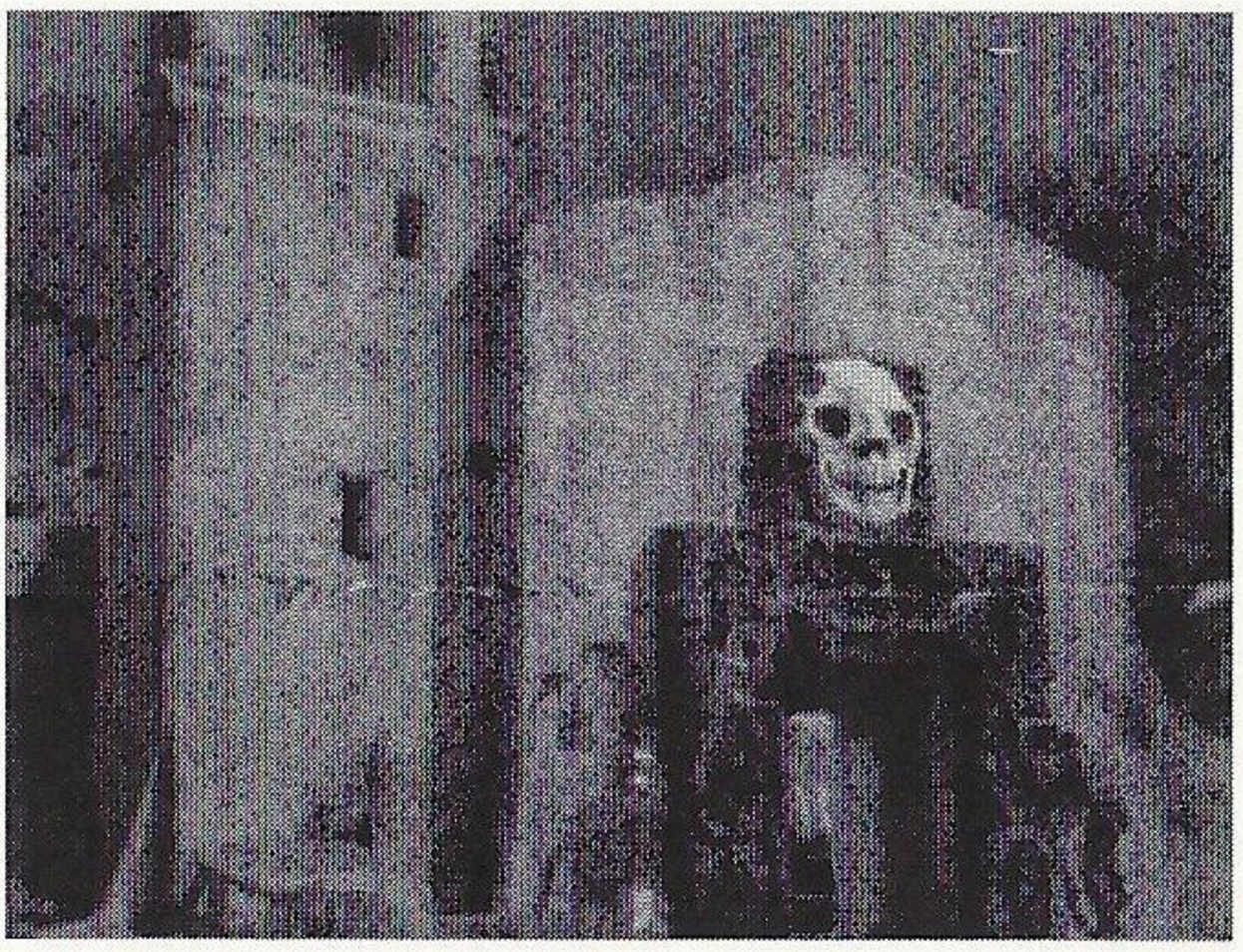


Cantina: the local watering hole, with some of the best gambling and the worst drinks in El Cadron. Everyone in town eventually passes through here.

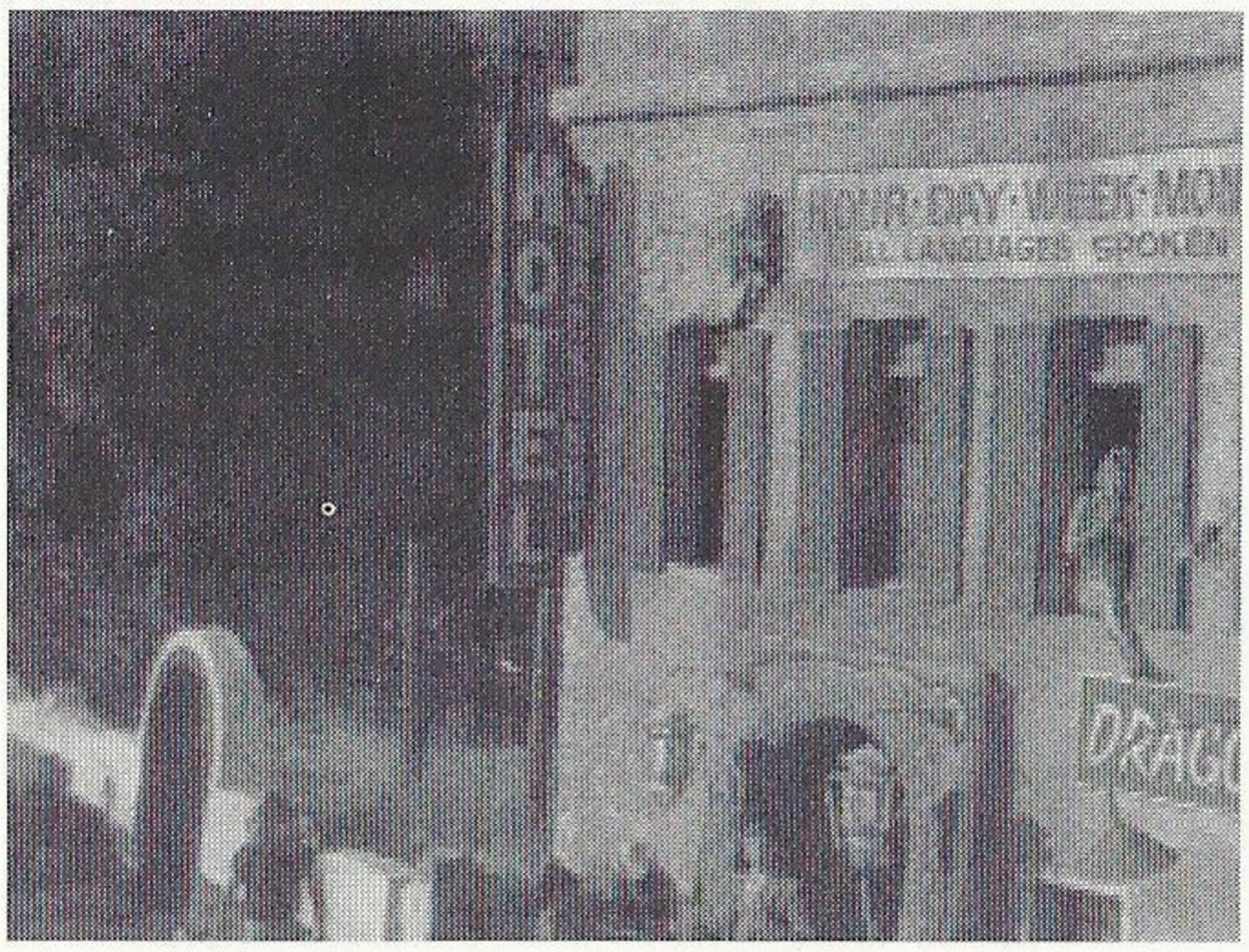


Main Street: home to the discount store, arcade, and pawnbroker. What else does a town need? The new manager of the discount store has really gotten things moving. Rumor has it that not everything he sells was purchased legally. And not everything he buys is sold at his store.

Plaza Square: generally quiet during the day. The Day of the Dead festival is going on right now which means that nights get pretty wild.



Hotel Window: view of the tourist part of town. Gringo cowboys who



come to buy feed for the season stay at these local stops. (Did you think there would be any other kind of tourism in this place?)

Target Acquisition

Use extreme caution. SAT COM doesn't know much about these Reticulans — aliens — but they do know this much: they're abducting humans and have the ability to take on the form of whomever they've kidnapped through some process of cellular regeneration. The bad news is that you won't know who's unfriendly until they pull a gun on you.

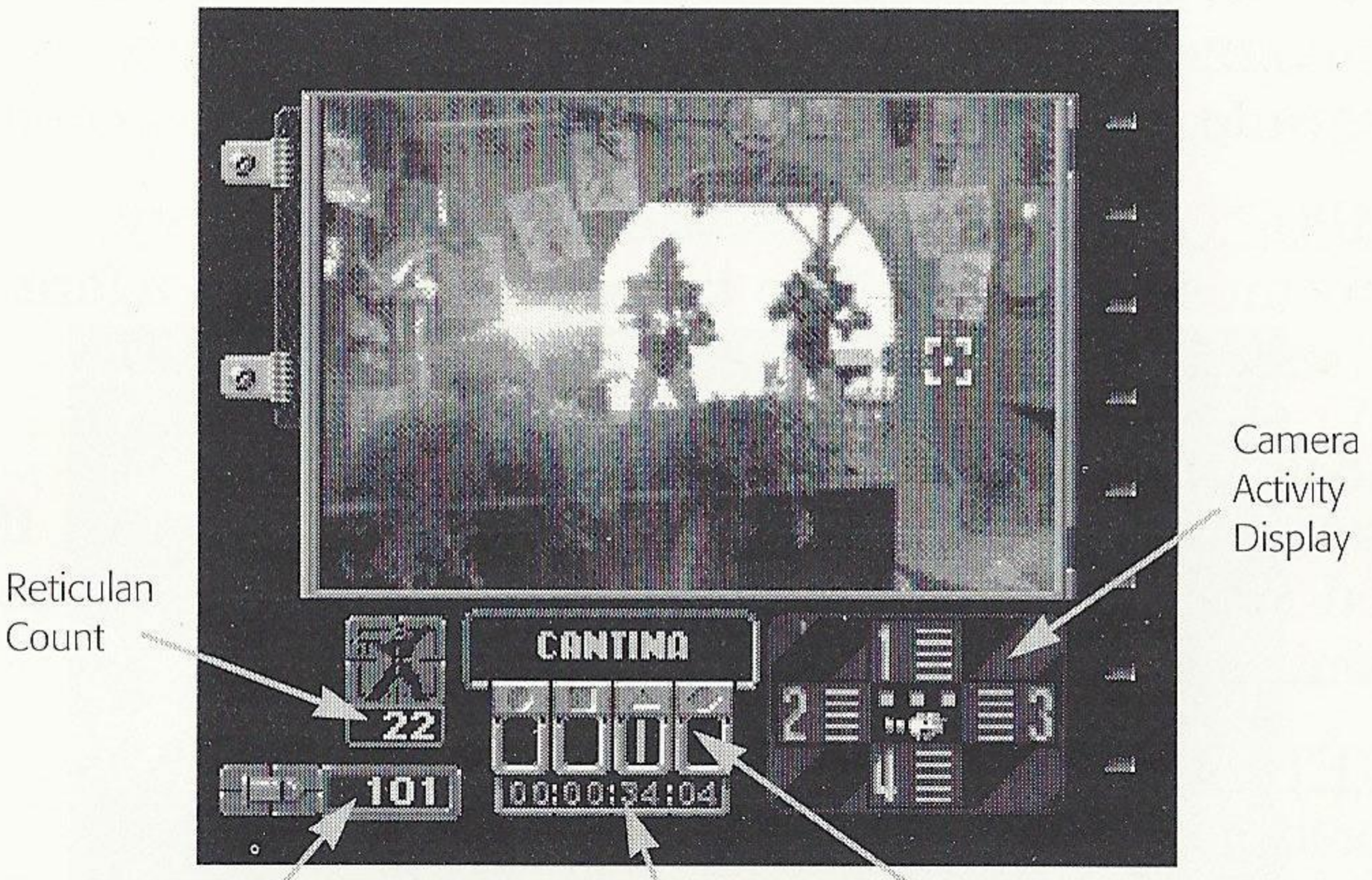
Be warned. You can't fire first and ask questions later. SAT COM breaks a lot of regs for a hot dog like you but there is one golden rule that even you must follow: Don't shoot humans! Reece has a problem with that, 'nuf said.

- To fire on legitimate bogeys, target with the D-pad and shoot by hitting the C-button.

NOTE: to bypass the opening video sequence and get directly to the action, choose a camera.

TECH SPECS

SAT COM has rigged you up with the finest surveillance system gringo dollars can buy. Pay close attention.



The display in the lower right corner of the screen shows camera activity and camera damage.

When a camera number is blue, it means you're in that location. When a camera number flashes red, it means something is happening in that location. You need to investigate. More than one camera can flash at a time.

When a camera number is black, it means that camera is out of energy because you've sustained too many hits.

The marks beside each camera number show how many hits the camera has taken. There are [[five]] marks for each camera that turn from green to yellow to red. When all the marks are red, your camera is out of energy.

ATTENTION: if a camera flashes but you can't get there for one reason or another, you will still see the energy being drained from that camera by the changing marks.

CAUTION: when the BattleCam energy reserves get low, the cameras lose targeting and image transmission abilities — the picture begins to degrade.

IMPORTANT: when a BattleCam loses energy, you must wait for it to be repaired by the agent in that location.

WARNING: if you let the agents get kidnapped, there will be no one left to repair your cameras. If you lose [[three]] cameras in any level, you will be terminated.

HINT: be careful of camera #4. Because it is positioned directly outside your hotel window, when it runs out of energy it becomes an easy target for the Reticulans. They will immediately overrun your location - and your file will be tagged [[former tactical expert - unsuccessful]].

Shields

In addition to firepower, each camera has a shield which can be activated while you go to another location.

- Activate and deactivate shields with the B-button.

Status of the shield for each camera is shown in a series of marks at the far right of the screen. The faster the lights cycle through the marks, the more damage your shield has sustained.

After a certain number of hits, the shield will break apart and be disabled for the remainder of that level.

Weapons

Your weapon is a remote auto-stabilizing photon-enhanced particle beam disruptor with stun capacity. It is enclosed in a bonded titanium casing to withstand maximal firepower. Internal refraction through diamond filaments permits motion sensitivity. This device triggers the flashing light when there is activity at the location.



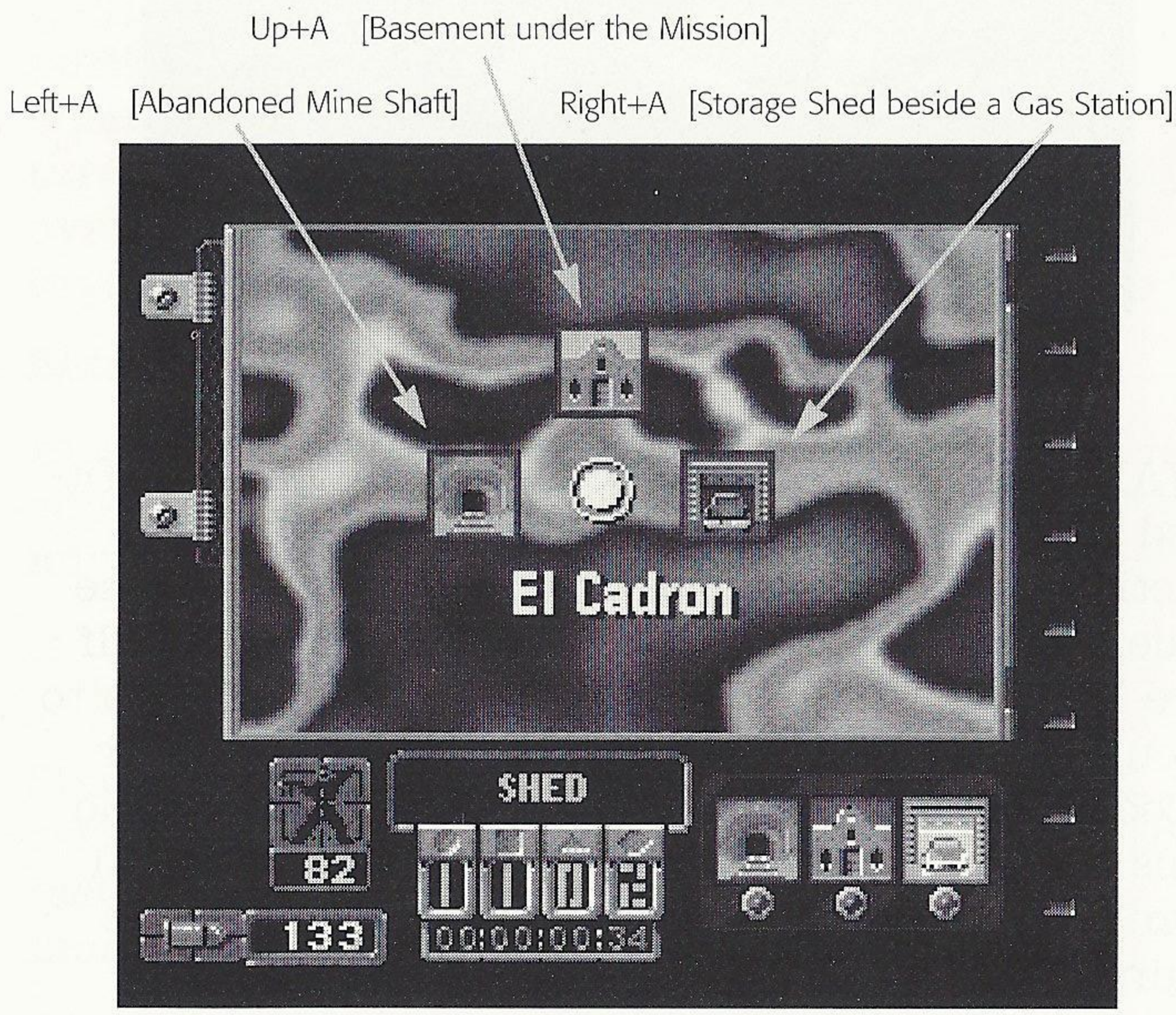
<u>WARNING:</u> the best weapons — which are outfitted on these BattleCams — can only stun the Reticulans. Even if you hit them dead on, these aliens will revive themselves within minutes. If we have any hope of winning this war, it's up to you to find where the aliens have hidden their stock of more powerful weapons. Use your field ops to help with this particular mission. If you can't find the arsenal, chances of survival are minimal.

ROVERCAM

If you manage to stun enough aliens to keep them at bay, Reece will be able to break out the portable miniaturized reconnaissance device, also known as RoverCam. SAT COM has narrowed down the possible locations for the weapons arsenal. But since you're the expert, Reece must ask you to make the call.

Choosing Locations

- Hold down either the up, left, or right button on the D-pad and press the A-button to choose one of the three possible arsenal locations. Hold the down button on the D-pad and press the A-button to display the RoverCam map.



Down+A [RoverCam map]

If you choose the correct location, you'll know what to do. If not, be forewarned. The longer you take to find the aliens, the more time they have to gather their forces to fight off your assault. Only two pieces of advice: first, don't choke if the aliens reveal themselves in their natural form; second, remember that Reece is your front man. Keep an eye on his health by watching the meter on the right side of the screen.

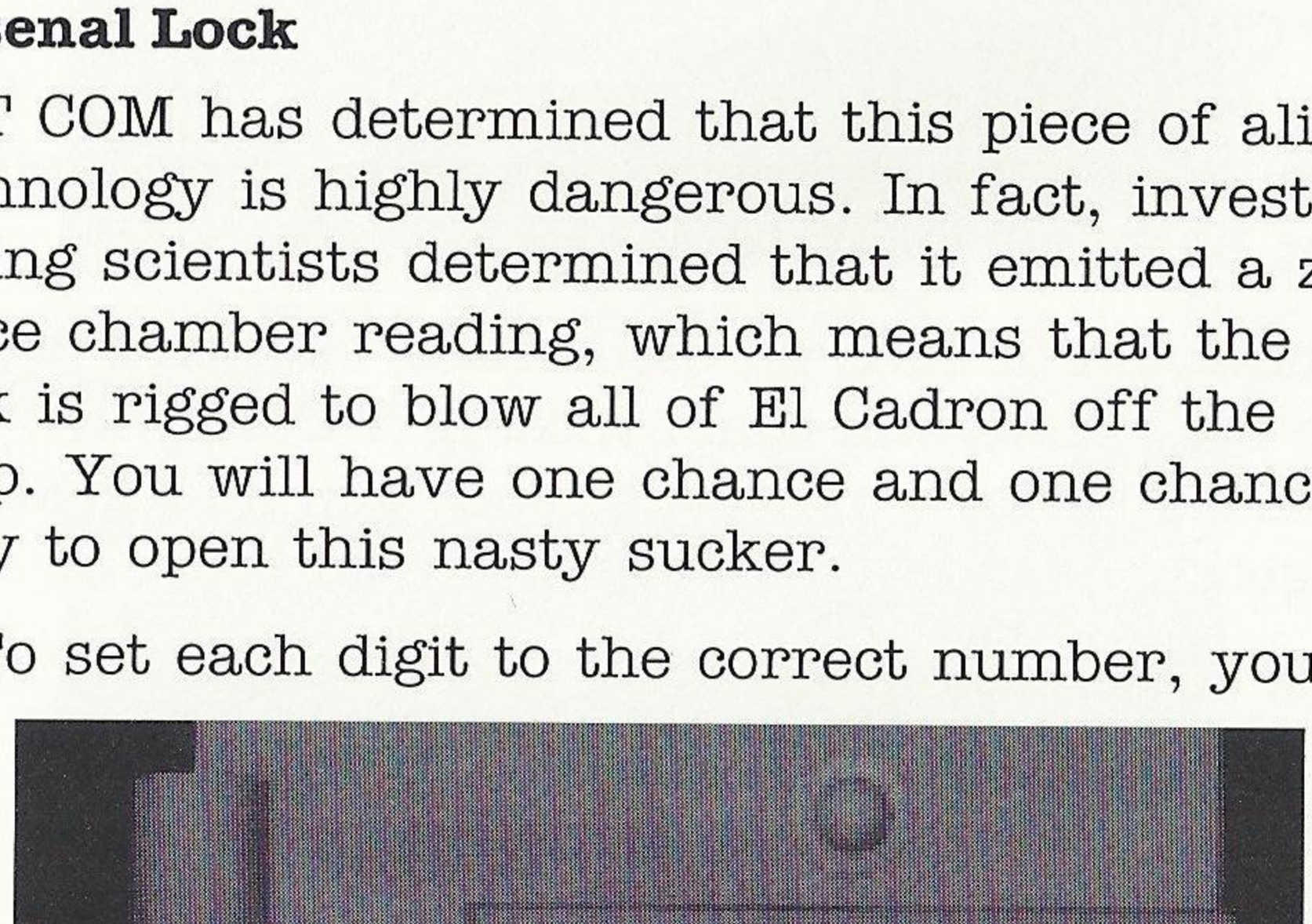
ALIEN TECHNOLOGY

Eggheads at HQ have compiled the following info on alien technology from intelligence reports gathered by SAT COM agents:

Arsenal Lock

SAT COM has determined that this piece of alien technology is highly dangerous. In fact, investigating scientists determined that it emitted a zero force chamber reading, which means that the lock is rigged to blow all of El Cadron off the map. You will have one chance and one chance only to open this nasty sucker.

- To set each digit to the correct number, you



must select a box with the triangle cursor by using the left and right buttons on the D-pad. Press the up button on the D-pad to increase the number; press the down button on the D-pad to decrease the number.

- When all numbers are entered, press START to open the lock.

Robot Stormtroopers

Intelligence reports from Field Op Harrington JG suggested the existence of alien controlled robotic stormtroopers. Reports from Harrington were sketchy - contact was disestablished before debriefing completed.

SAT COM predicts that a successful raid on the alien weapons arsenal will alert the aliens to the possibility of human reprisal and prompt deployment of Robot Stormtroopers.

In the event of such an occurrence, standard procedure RED FLAG will commence: SAT COM will download periodic sit reps to keep you informed of the activities of any encroaching enemy.

While downloading satellite transmissions, SAT COM temporarily overrides local control of your BattleCam station. Control is reestablished after material from SAT COM has been reviewed.

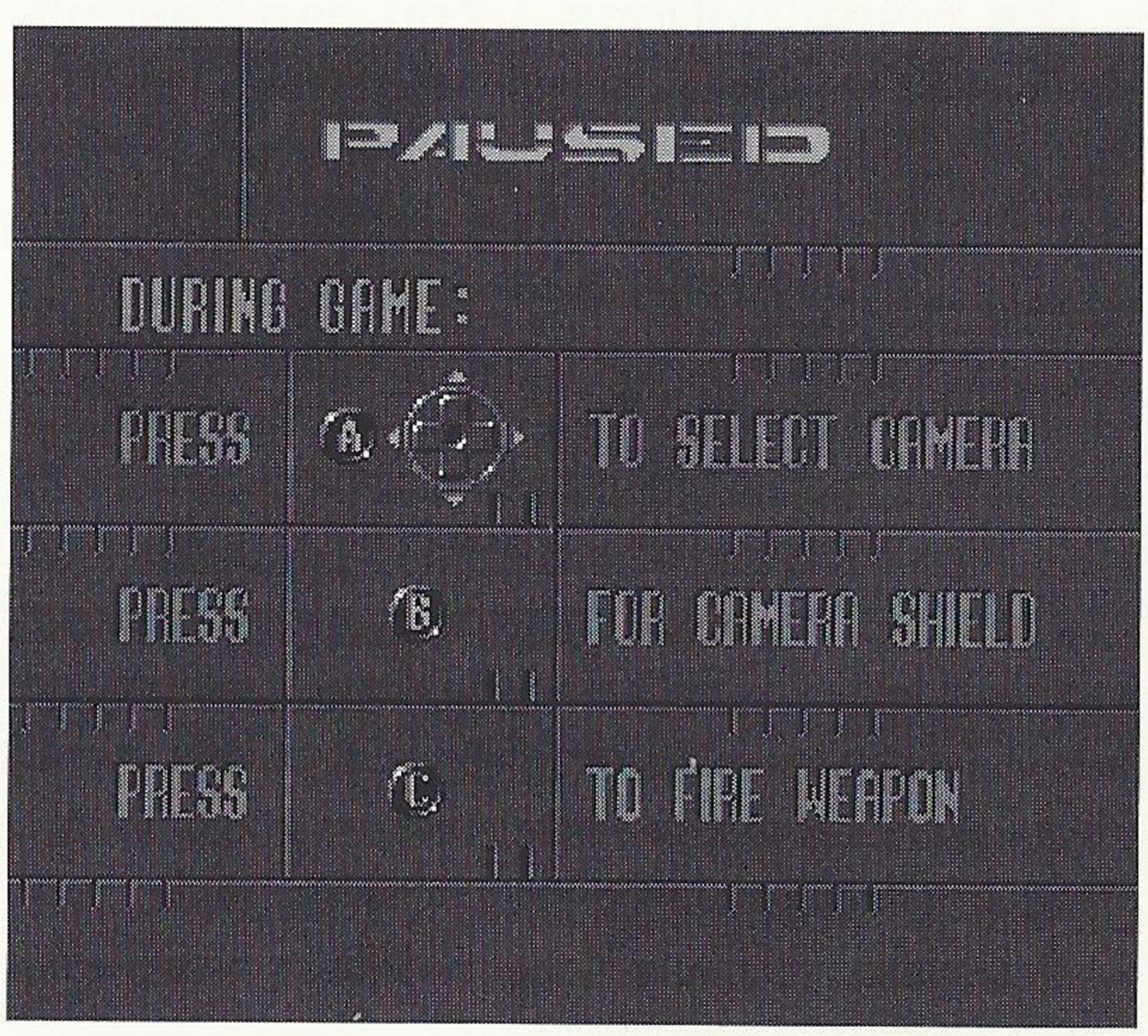
Although SAT COM transmissions contain important data, you may bypass by pressing START and the A-button simultaneously.

Laser Cannon

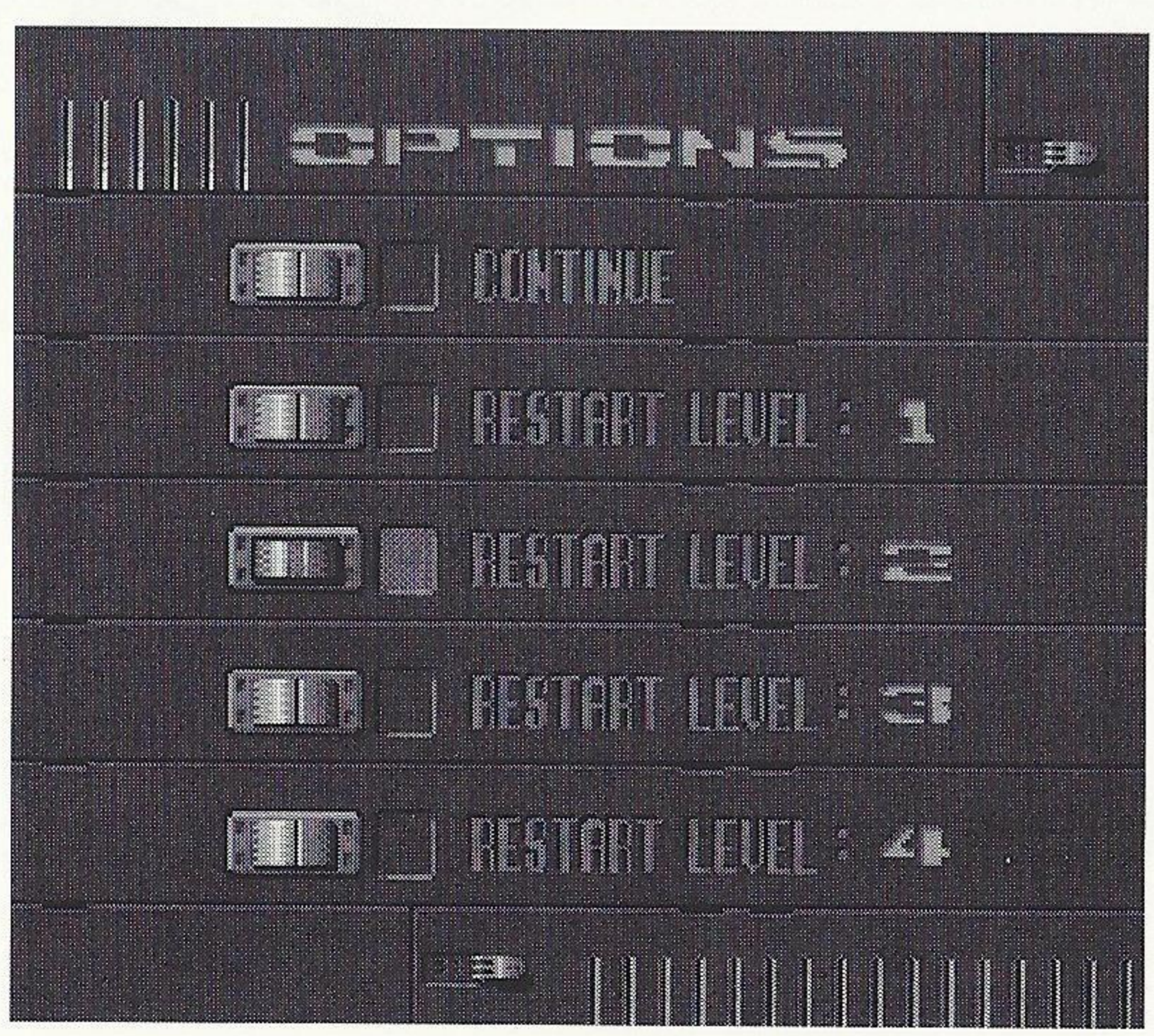
See Agent DiSalvo for a full briefing on this technology.

PAUSE & OPTIONS

You can pause the action at any point by pressing START. Pausing the game brings up a HELP screen.



Pressing START from the HELP screen brings up the OPTIONS screen.



When you complete each level, it will appear in the OPTIONS screen, allowing you to access it at any time in the future.

The up and down buttons on the D-pad cycle through the menu options. You can restart the story where you left off by choosing continue, or you can restart any other level that you have been given access to.

A+B+C+START

By pressing all four buttons simultaneously, you can restart the entire game. If you press them a second time, you will be returned to the CD control panel.



STRATEGIC HINTS

- Camera 4 is directly outside your window. Lose it and you get overrun by attackers immediately.
- Don't let your agent get kidnapped, or you don't get the clue to the lock on the alien weapons arsenal—and there will be no one around to repair your camera in Level 1 if it runs out of energy.
- If you see a human get kidnapped in Level 1, be careful. The next time you see them, they might have been turned into an alien themselves.
- Keep track of who fires at you. If you miss them once, they WILL fire again. They may not fire from exactly the same position though...
- BattleCam shields can only withstand a small number of laser blasts. The shield stays up even when you switch locations. BattleCams can sustain hits even when you are not there.
- Pressing the A-button and START button simultaneously will shortcut through SAT COM transmissions.
- Pressing the A-button plus a button on the D-pad will start a level even in the middle of an intro video segment.
- Targets vary from game to game. Don't try to learn the order.
- Pay attention to what scene - not what targets - comes before the agent abduction scene at each camera.
- On Level 4: if your camera is almost

destroyed, close the shield and shoot like crazy - you might get lucky. There are no humans to hit in Level 4. (Note: you'll need to save shield strength to keep this option open).

- If multiple locations are being attacked, switch to each one and close the shields before getting into a battle.

CREDITS

Created and Produced By	Digital Pictures, Inc.
Executive Producer	Tom Zito
Director	Dwight H. Little
Producers	Oliver Fuselier, Amanda Lathroum
Original Concept	Ken Melville
Story	Edward Neumeier, Joshua Stallings
Screenplay	Alan B. McElroy
Interactive Design	Amanda Lathroum, Mark Klein, Gene Kusmiak
Computer Graphics	Cuyler Gee
Computer Animation	Joshua Solomon
Computer Programming	Gene Kusmiak
Digital Pictures	
Lead Tester	Ken Brink, Jr.
Sega Test Manager	Steve Patterson
Sega Lead Testers	Tony Lynch, Darin Johnston, Atom Ellis
Sega Testers	Dusty Bedford, Steve Bourdet, Mark Fabela, Richie Hideshima, Jason Kuo, Heather Meigs, Sam Saliba, Gregg Vogt
Sega Product Manager	Dean Fox
Sega Staff Producer	Chris Bankston
Special Thanks	Charlie Ogden, Lode Coen, Dale Barcellos, Riley R. Russell III
Cast	
Reece	Steve Eastin
Disalvo	Leslie Harter
Pike	Scott Lawrence
Breen	Christopher Bradley
Mathews	Ricky Aiello

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