# SOL-FEACE™



SEGA CD™

WELCOME TO THE NEXT LEVEL™

INSTRUCTION MANUAL

# SOL-FEACE™

SEGA CD™ Logo

# Epilepsy 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 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.**

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# Computer King

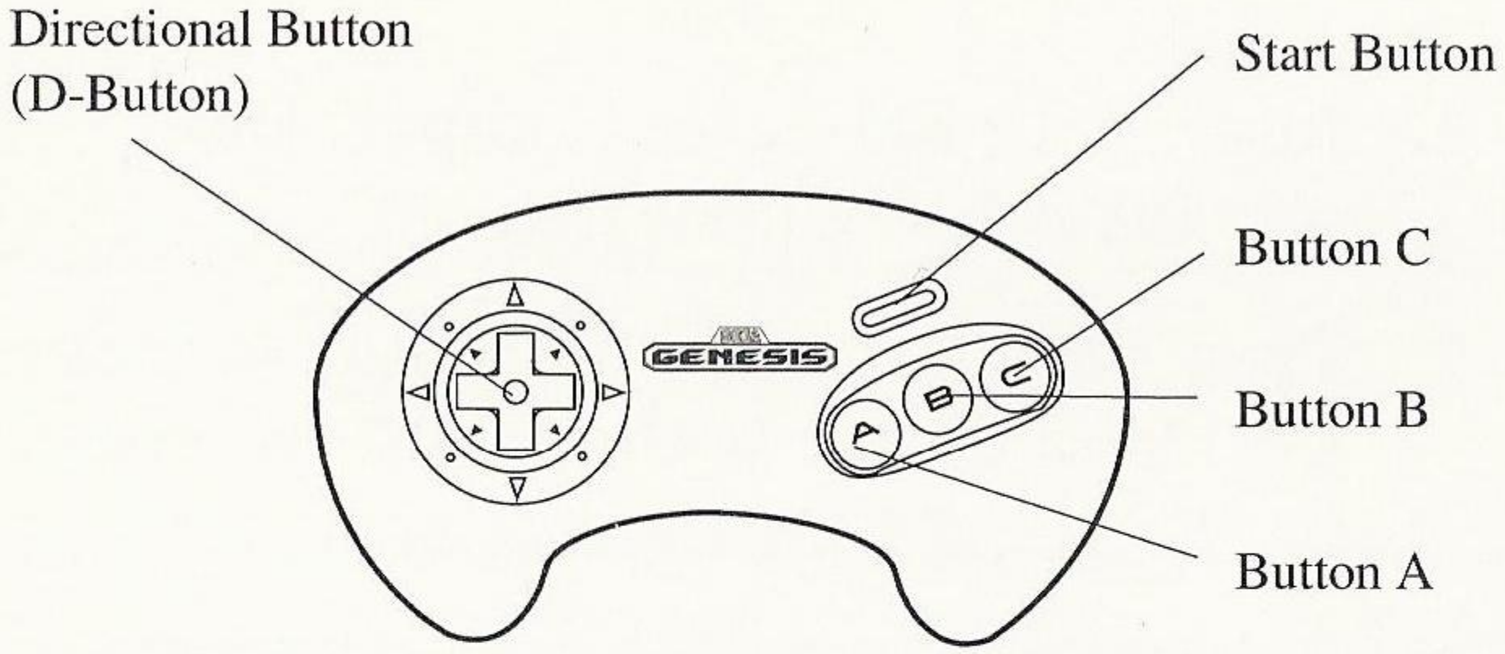
*At some point in the distant future (in present terms, the 31st century), the human race perfected the bio-logic circuit and created a master computer called the Gatefold Computer System, or GCS-WT. The computer took in information at a fantastic rate and became "self-aware" just a few days after going on-line.*

*Seeing itself as superior to humans, it immediately gave the inhabitants of Earth an ultimatum: Be ruled or be destroyed. The humans fought GCS-WT and most of their forces were defeated. A small group, however, managed to escape and regroup on a secret base near the star Sirius.*

*These last members of the resistance movement have used all their technical know-how to assemble the most powerful spacefighter ever. With the speed and weaponry of this ship, the resistance fighters believe that they can break through the defenses of GCS-WT and destroy it.*

*But the spacefighter is no good without a pilot . . .*

# Take Control!




## D-Button (Directional Button):

- ➢ Moves your ship in different directions.
- ➢ Highlights choices on the screen.

## Start Button:

- ➢ Starts the game.
- ➢ Pauses the game during game play; resumes the game when paused.

## Button A, B or C:

- ➢ Fires your weapons. All three weapons are rapid-fire; hold down the button to fire continuously.

## Countdown to Launch!

1. Insert your **Sol-Feace** Compact Disc into the SEGA CD system.

2. Press **Start**, or use the **D-Button** to move the Hand Cursor to the CD-ROM button on the SEGA CD Control Panel.

3. Press Button **A**, **B** or **C** to see the Title screen. At this screen, you can either begin a new game or go to the Configuration Mode screen.

4. To begin a new game, press **Start**. To change the game configuration, use the **D-Button** to select the Config Mode option, and press **Start**.

## Configuration Mode Options

### Speed:

Choose one of three speeds: Low, Medium or High.

### Rank:

Make your way through the **Sol-Feace** universe at the Normal level of difficulty. Or attempt to fight your way through the Mania level — this one is only for true maniacs!

### Music:

Listen to the thrilling music of **Sol-Feace**!

### S.E.:

All the sound effects used in **Sol-Feace** are here for you to hear!

Once you're through setting options, press **Start** to exit Configuration Mode and begin your mission.

## The Main Screen

### Current Score:

This shows your current score in the game. You increase your score by destroying enemies and collecting Power-Up Items.

### High Score:

This shows the highest score reached in the game. This score returns to zero when the power is turned off.

### Weapon Change Unit:

This item changes the type of weapon your ship is using. See page 9 for information about different types of Weapon Change Units.

### Player's Ship:

Here you can see your ship and the current weapon setting.

### Enemy Machine:

You'll encounter waves of different enemies on your mission. Destroy them before they destroy you!

### Ships Remaining:

This shows how many ships you have left. You start the game with four ships.

### Player's Rank:

This indicator shows the game level at which you're playing.

## Weapons Control

**Sol-Feace** is able to use one of four different weapons settings. Your options are:

- Fully Closed
- Upper Open
- Lower Open
- Fully Open

### To Set Your Weapons Directions:

1. Press the **D-Button** to the left (Fully Closed position) to concentrate your firepower in the front.
2. Press the **D-Button** up or down to set the upper or the lower weapon to the Open position.
3. Press the **D-Button** to the right to set both weapons in the Open position.

### Note:

You can't set the weapons directions while firing.

## Weapon Change Units

Weapon Change Units are found in deep space as floating debris from other ships. The power units from these destroyed ships are fitted to **Sol-Feace** for different types of weaponry.

The four Weapon Change Units are:

- Plasma Bullet
- Double Plasma Bullet
- Laser
- Missile

Fly past a Unit to pick it up. Remember that your ship uses three weapons. You can pick up one type of Unit for the top gun, a second for the main gun, and a third type for the lower gun!

Picking up a Unit means you lose the Unit you were using previously. Be careful not to lose a Unit you prefer to one you don't want!

## Destroy the Defenses!

The resistance fighters are counting on you to destroy the defenses that GCS-WT has set up. Once you succeed, the fighters can start their attack on the peripheral defense systems.

Be sure to familiarize yourself with the different areas you'll have to penetrate in order to reach and destroy the master computer!

### Sirius (The Dog Star)

This area is called "the graveyard of spaceships." But all is not dead here. GCS-WT's automated defense machines are waiting to attack **Sol-Feace**, hoping to leave it floating with the other destroyed ships.

### Enemy Arsenal

**Sol-Feace** must confront the arsenal of the GCS-WT and destroy all the weapons of destruction stored here. Many hazards await you — stay alert and be careful!

## ArtifiStar

**Sol-Feace** must pass through this artifical star to make an attack on P-1, GCS-WT's Pluto Base. GCS-WT believed that by igniting a gas giant (a planet similar to Jupiter in Earth's solar system), it could hide its base effectively. But spy ships discovered the base and reported it to the freedom fighters. A giant battle cruiser protects the base, so be careful!

## Pluto Base (P-1)

**Sol-Feace** has entered the solar system — and GCS-WT's inner defense system. Pluto Base is one of GCS-WT's largest power generators. It is vital that you destroy this base!

## Almathea (Third Moon of Jupiter)

The last barrier to freedom for mankind is waiting above Almathea. Under direct control of GCS-WT, these deadly weapons will demand your best piloting skill to defeat!

### Final Battle

Confront the last line of defense of the GCS-WT. Aim carefully and destroy the main computer. The future of mankind rests in your hands!

## Deep-Space Strategies

- Be sure to try all the different Power-Up Items and Weapon Change Units to see which ones work best for you.
- Practice changing your weapons settings. There's no telling where your enemies will come from next!
- Your main thruster engine does more than just speed up and slow down. Its explosive power can also destroy enemies directly behind you.

## Game Over/Continue

If you are destroyed and have ships remaining, the game will start at the place where you were destroyed. If you don't have any ships left, the Game Over screen appears, and then the Title screen with the words "Push Start" flashing. Once you press **Start**, you'll have three choices:

- **Game Start**
  Starts the game from the beginning.

- **Continue**
  Starts the game at the beginning of the area you were last in.

- **Configuration Mode**
  Lets you change the game configuration.
  See page 5 for instructions.

**Note:**

Once you turn off the SEGA CD's power, the high score is erased and you no longer have the option to continue.

# Sol-Feace Score Card

Name _____

Date _____ Score _____

Targets Destroyed _____

_____

Name _____

Date _____ Score _____

Targets Destroyed _____

_____

Name _____

Date _____ Score _____

Targets Destroyed _____

_____

## Handling Your SEGA CD Compact Disc

- The SEGA CD Compact Disc is intended for use exclusively on the SEGA CD.
- Always use the button controls to open and close the disc tray on the SEGA CD. Attempting to operate the tray manually may cause it to malfunction.
- Avoid bending the Compact Disc or touching, smudging or scratching its surface.
- Do not leave the Compact Disc in direct sunlight or near a radiator or other source of heat.
- Always store the Compact Disc in its protective case.

## 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.

## 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 warranty service, call the Sega Consumer Service Department at this number: **1-800-USA-SEGA**.

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 will provide you with instructions on returning your defective Compact Disc to us. 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 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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