

GENESIS™

# RANGER X™



SEGA™

## EPILEPSY WARNING

### 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.**



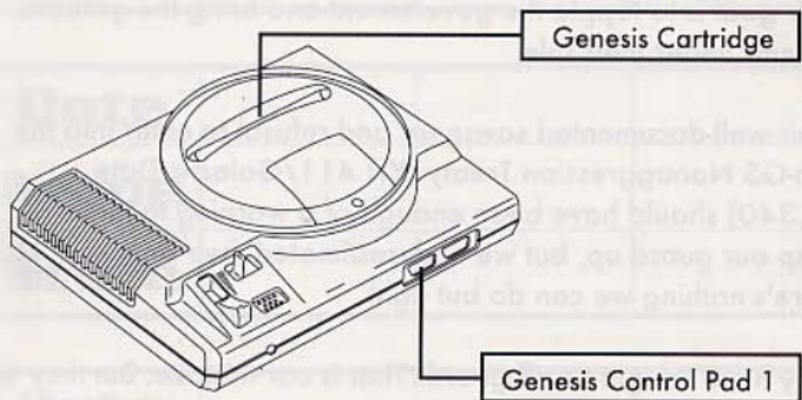
We use recycled paper.  
Wir verwenden Recyclingpapier.  
Nous utilisons du papier recyclé.  
Usamos papel reciclado.  
Utilizziamo carta riciclata.  
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Vi använder returpapper.  
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# Starting Up

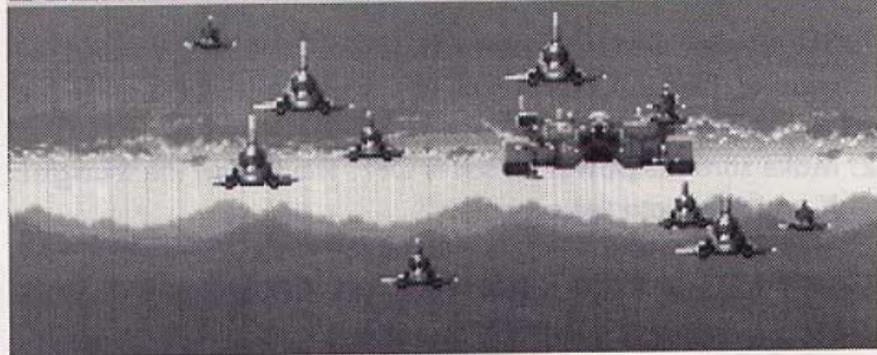
1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the **Ranger X** cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start Button when the Title screen appears.

**Important:** Always make sure the power switch is OFF before inserting or removing the cartridge.



**For Game Play Assistance, call  
1-415-591-PLAY.**

# SCENARIO X: STRATEGIC ASSAULT



An attack has been made on the Free Galactic Systems Council (GSC) based here on Homeworld. The Homeworld Tribes were unprepared for this sneak attack and all have suffered heavy casualties. Fortunately, Tribe Tech's capital on the far side of Homeworld wasn't targeted in the first assault wave and they managed to raise their city's Proton defense wall in time to repel the second wave.

Our attackers are the Rahuna, an Edgezone coalition of planets. This group of warrior beings have been envious of the GSC's control of the planetary systems, and we believe that their goal is to topple the government and bring the galactic systems under their rule.

Their well-documented savagery and refusal to enter into the Pan-GS Nonaggression Treaty (YH 411/Galactic Date 97,340) should have been enough of a warning to make us keep our guard up, but we underestimated their ambition. Now there's nothing we can do but fight.

They have caught us off guard. That is our mistake. But they will find that their attack on us is the greater error — we will fight for Homeworld and the safety of GSC to the last standing warrior. This is the Tribes' way.



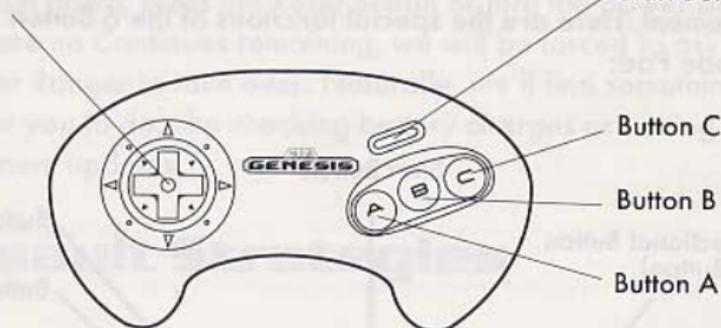
# Basic Controls Use

**Ranger X** can be used with either the 3-Button Control Pad or the 6-Button Arcade Pad. The Options screen will automatically change according to the type of pad you use.

**Note:** The settings below are the default settings for the game. See page 8 to change the control settings.

Directional Button  
(D-Button)

Start Button



## Directional Button (D-Button)

- Displays options
- Controls Ranger X's movement
- Moves Ranger X and the Couriers (transport vehicles) when Ranger X is riding them
- Allows Ranger X to get into/get out of the Couriers

## Start Button

- Starts the game
- Pauses the game when in play; returns to the game when paused

## Button A

- Plays selected Music and Sound Effects
- Fires laser

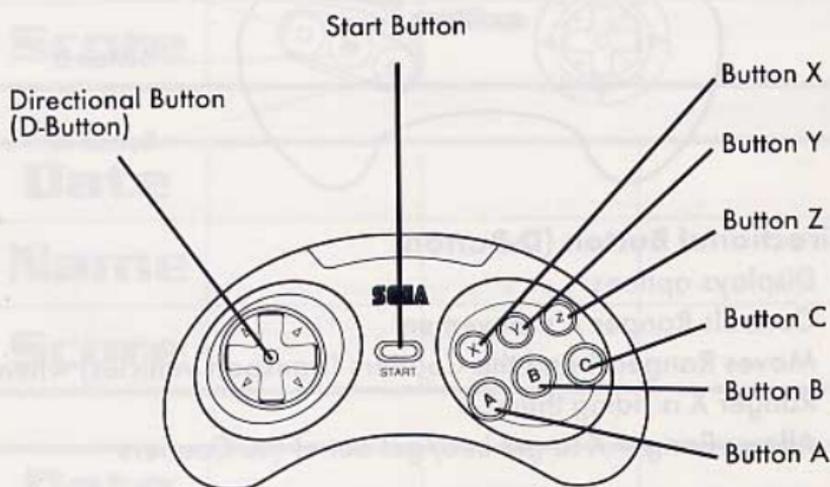
### Button B

- Selects special weapon when Ranger is in an Ex-Up/Fires selected special weapon when Ranger X is outside an Ex-Up

### Button C

- Plays selected Music and Sound Effects
- Fires laser

If you're using the 6-Button Arcade Pad, you will have separate control over Ranger X's actions and Ex-Up *Indra's* movement. Here are the special functions of the 6-Button Arcade Pad:



### Button X

- Moves Ex-Up *Indra's* to the left

### Button Y

- Selects special weapon when Ranger is inside an Ex-Up/  
Fires selected special weapon when Ranger is outside an Ex-Up

### Button Z

- Moves Ex-Up *Indra* to the right



# Special Movement and Weapons Control

- Use the D-Button to land Ranger X on Ex-Ups *Indra* or *Eos*, then press the D-Button down to enter the cockpit. Press Button B (if you're using the 6-Button Arcade Pad, Button Y can also be used) to change the special weapon Ranger X is using.
- When Ranger X is seated in Ex-Up *Indra*, press the D-Button down for a few moments and release to make *Indra* spring up. Press the D-Button left or right to control the direction of the spring.
- When Ranger X is standing on Ex-Up *Eos*, press the D-Button left or right repeatedly to move it.

## Pre-Mission Options

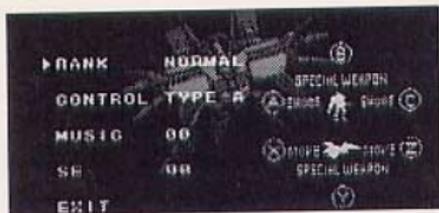


Once you turn on your Genesis, the SEGA logo will appear, followed by the **Ranger X** Title screen. Press Start to see the Main Menu. If you don't press Start, a demonstration of Ranger X's operation will begin after a few moments. At the lower left side of

the demo, a small Arcade pad or Control Pad will be shown (the pad shown on screen depends on the type of pad you're using). As Ranger X moves, you will see buttons on the pad light up, in a visual explanation of the current button controls.



Press the Start Button to return to the Main Menu, where you can select **START** to begin the battle, or **OPTIONS** to access the Options screen.



**Rank:** Select the level of difficulty, either **Easy, Normal, Hard** or **Heavy**.

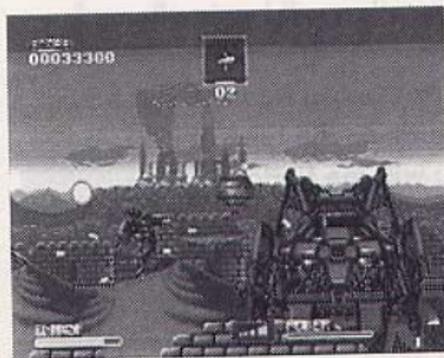
**Control:** Change the button configurations. With the 3-button Control pad, you can choose from Control Type A, B or C (Types D, E and F are also available when using the 6-Button pad). A diagram showing the button controls for each configuration will be displayed on the right side of the screen.

**Music:** Listen to any of the music tracks in the game. Press the D-Button left or right to select the track number, then press Button A or C to start the music.

**SE:** Hear **Ranger X's** sound effects. Press the D-Button left or right to select the track number, then press Button A or C to hear the sound effect.

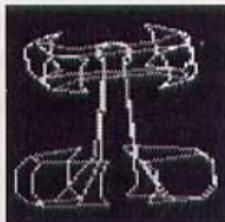
**Exit:** Select this and press any button to return to the Main Menu.

## Mission Overview



At this moment, Tribe Ranger and Tribe Paladin forces are moving toward the Council Hall, which is under siege. Your first mission is to knock out the artillery on the perimeter and move in to help with the evacuation. If all goes well, we expect to

smuggle the Council members out and hide them on a safe moon or asteroid.



The purpose of the following missions is to destroy the Rahuna bases set up in various strategic areas on Homeworld. A 3-D hologram of the area you will be battling in appears at the beginning of each mission.



Examine the hologram carefully, as it shows details of the type of enemy weapons you must destroy in that area. Be warned that there will be all kinds of air and ground support for the main enemy weaponry and that there will be a number of main weapons to destroy in each area. We've also received word that Rahuna troops have transplanted deadly creatures from Edgezone planets and are using them as biological weapons.

## **Armor and Machinery Specifications**

### **Ranger X and The Couriers**

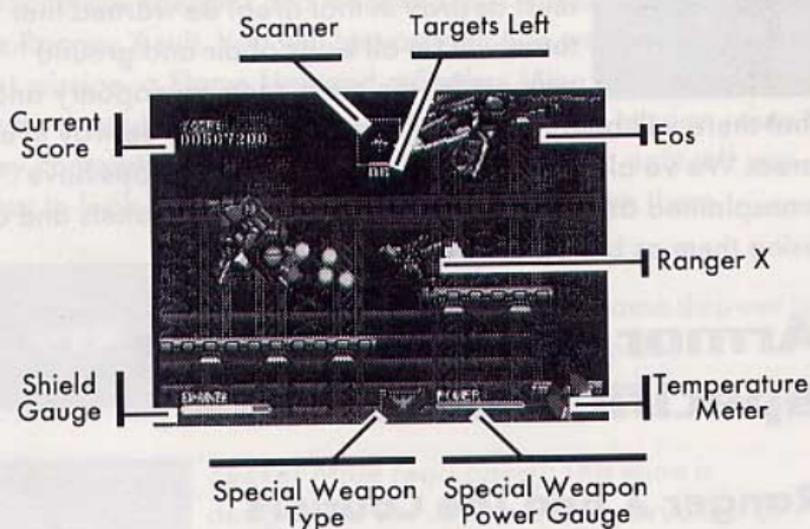


Tribe Tech and Tribe Ranger created this armored suit and Courier unit team to handle any attack that an enemy could come up with, and it looks like we're going to have a chance to test it sooner than we hoped. It's top-class equipment, but it won't withstand direct hits forever, so you must remember to use your Ranger instincts. Think carefully about the situation and the dangers involved before you jump into battle.



Specifications for Ranger armor and Couriers are shown below. A short outline of their offensive and defensive weaponry and techniques for their best use is included. Unless you understand what your equipment is able to do, you won't be able to neutralize the enemy forces.

## Visual Readout



**Current Score:** This shows your current point total.

**Scanner:** Use this to locate your Courier and the main enemy weapons. The center of the scanner indicates Ranger X's current location. The main enemy weapons are indicated by large flashing dots on the screen (if they are in close range) or by arrows pointing in the direction of the main weapon.

**Targets Remaining:** This number indicates how many main enemy weapons you have left to destroy.

**Shield Gauge:** This gauge shows you how much shield energy you have left. You start each Mission with a fully-powered shield. As you are hit, your shield gauge drops. If you are hit too many times, you lose your shield altogether and are

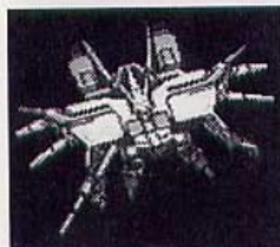
incapacitated. You can gain chances to continue play as you build up your score (continues are awarded at 100,000 points, 200,000 and thereafter in 200,000-point increments).

**Special Weapon Type:** This indicator shows you which special weapon Ranger X is currently equipped with. See page 12 for a list of special weapons.

**Special Weapon Power Gauge:** This gauge shows you how much energy you have left for your special weapon. You start each Mission with the weapon fully charged (the gauge shows completely green). You'll see the bar's red area increase as you use the weapon. Once the power gauge turns completely red, the weapon indicator will flash, which means there's no energy left. If you're standing out in the open or near a strong power source, the weapon will recharge itself.

**Temperature Meter:** This shows your thruster pack's temperature level. Once the needle reaches the red area, your thrusters can't function much longer, so it's a good idea to find a safe place to land to cool down (cooling down is almost instantaneous). If the needle reaches the yellow area, the thrusters will cut out, and you'll only have control over your glide path down.

## Ranger X



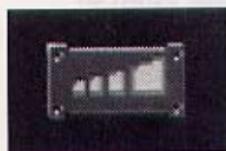
The X armor is the lightest and most durable armor yet developed. A Difocal Linked Thrust Pack is designed to carry you short distances at high speeds, with maximum maneuverability. Built into the suit is a set of high-absorption solar panels

which will recharge your suit's special weaponry, as long as you are in direct contact with a strong light source or the open sky. Anti-charge and anti-acid plating can take a lot of damage, which will be useful against the various attack techniques of the Rahuna forces.

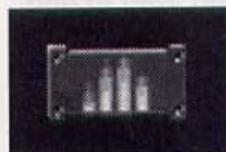
The standard weapon for the Ranger's armor is a long-range pulse rifle. The shaft of the rifle channels energy into bursts of disruptive power — no reloading is necessary.

## Ranger X's Special Weapons

Tribe Tech has been working on a number of projects using various forms of energy. At this moment they are working to adapt these energies into weapons you will be able to use with the Ranger X suit. You will be carrying two weapons from your first mission, a Flame Unit and a Seeker Mine. Tribe Tech will be air-dropping the other weapons along your mission route as they complete them. At the present time we can only tell you what to look for, and a little bit about how to use them.



*Flame Unit (equipped):* This flame thrower is designed to melt any known metal.

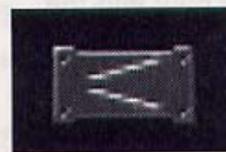


*Seeker Mine (equipped):* This mine is designed to disrupt the atomic structure of everything it comes in contact with after it's dropped (except Ranger X and the Couriers).

This device travels in a straight line and it continues to disrupt for about four seconds after its initial contact with the enemy.



*Seeker Falcon:* Searches and destroys most enemy weapons which are on the screen. As soon as an enemy is on-screen, send the Falcon after it.



*Seeker Charge:* Ranger X's suit builds up a massive electrical charge and releases it in a lightning-like stream of energy. Once this fixes on an enemy, the charge locks on and doesn't stop until the enemy is out of range, offscreen, destroyed or until the special weapon runs out of energy.



*Plasma Blast:* This item sends balls of plasma energy at the enemy.



*Proton Storm:* The Proton Cannon was originally designed to aid in tunnel digging. If you are able to pick this item up it should be more than enough to completely destroy anything you'll come across. Due to the incredible energy it disperses, you'll probably only be able to use it once before you need to recharge, so make sure to have the enemy directly in your sights before you pull the trigger.

## Couriers

A few members of Tribe Tech will be setting up bases in the areas you'll be battling in. They will supply you with the type of Courier best suited for the terrain. At the present time, there are two types of Courier, one for land travel, and one designed for air attacks. Both Couriers have features you may find useful. Here are the specs for the Couriers:



*Ex-Up Indra:* Light monowheel cyber cycle, equipped with a TL-11 pressure-gyro to allow for level riding on almost any terrain and limited vertical movement (with seated pilot). If Ranger X is seated in the cockpit, *Indra's* pulse rifle will automatically target on the attacking enemies – no need to aim!

**Note:** *Indra* is equipped with a separate shield that activates when a human is piloting it. It's a good idea to travel inside *Indra* whenever possible, to save your own shield strength.



*Ex-Up Eos*: Platform Courier type. This unit is equipped with a heavy-duty laser and targeting computer. Ranger X can move this Courier in a limited fashion, but

with its auto tracking laser, it's better suited as air cover for ground assaults.

## Power Conversion Unit



We've managed to smuggle in and air-drop a few of these units in the areas you're heading for. The unit converts power from the special weapon power charge into shield energy. Step into the

center of the unit and it will automatically open and begin power conversion.

## Mini Conversion Unit



These items are smaller, easier-to-hide versions of the Power Conversion Unit. They are single-use only, but we're sure they'll come in handy. To use the unit, just walk over

it to instantly exchange special weapon power for shield energy.

## A.G. (Artificial Ground) Platform



These platforms have been placed in areas where there is no ground to land on while Ranger X's thruster pack is cooling down. These platforms won't hold Ranger X's weight for more than a second, but it will give the thruster pack enough time to cool down.

## Game Over/Continue

You start out with a full power supply for your special weapons, a fully powered shield, and three chances to succeed. If your shield power is reduced to zero, the next direct hit will incapacitate you. If you have any chances remaining, you'll be contacted by Ranger Op Command and asked whether or not you want to continue your mission. Indicate your answer by selecting Continue, or you can let the timer run down, press the Reset Button or turn the power off. If there are no Continues remaining, we will be forced to ask another Ranger to take over. Naturally, we'll find something else for you to do, like checking battery charges or writing equipment updates.

## Assault Strategies

- There is no harm in moving carefully and slowly through each Mission area. The Rahuna are fierce warriors, but they rely too much on power and not enough on skill. Use your head and you're certain to get past traps and eliminate enemy forces successfully.
- The special weapons Tribe Tech is designing are sure to come in handy at one point or another. If you find an enemy that's dug in, drop Seeker Mines and avoid getting hit by enemy fire altogether. If you come across enemies that are extremely hard to hit, send your Seeker Falcon to do the job for you.
- Remember that your special weapons need light or a strong power source to recharge, so when you find yourself in dark areas such as caves, start looking around for weak areas to blast through to the open air.

## Ranger Victories

<b>Date</b>			
<b>Name</b>			
<b>Score</b>			

<b>Date</b>			
<b>Name</b>			
<b>Score</b>			

<b>Date</b>			
<b>Name</b>			
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# Ranger Victories

<b>Date</b>			
<b>Name</b>			
<b>Score</b>			

<b>Date</b>			
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<b>Date</b>			
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<b>Date</b>			
<b>Name</b>			
<b>Score</b>			

<b>Date</b>			
<b>Name</b>			
<b>Score</b>			

# Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis 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 the Sega Cartridge.

**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 Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety 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 cartridge or component part, 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 the following number:

**1-800-USA-SEGA**

To receive Canadian warranty service, call the SEGA Consumer Service Department at the following number:

**1-800-872-7342**

**DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

### Repairs After Expiration of Warranty

If your Sega Genesis Cartridge 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 cartridge 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 ninety 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 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.

# SHINOBI III

Return of the Ninja Master™

The Shinobi master of stealth and the lethal ninja arts is back, bigger and deadlier than ever! Joe Musashi's sworn enemy, the Neo Zeed, grips the city in a vicious crime ring. Shadow Master, a super ninja cloned from Joe's own bloodline, controls the Zeed's savage army of bio-ninjas. Musashi has no choice but to annihilate them all!

- Incredible acrobatics! Double-spin knife attacks, jump kicks, sweep kicks, somersault spin moves and sliding attacks!
- Musashi jumps up walls, swings hand-over-hand, gallops on a stallion and jet skis into river combat!
- Joe's shurikens, swords, and fierce ninja magic counter the Zeed's nonstop chain-gun fire, grenades and death star attacks!
- Over 25 furious stages with unbelievable, HUGE bosses!
- Real ninja sound effects and pounding battle tunes!



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