

GENESIS™

SUB TERRANIA™



INSTRUCTION MANUAL

Rated by V.R.C.™

GA

Appropriate for
all audiences.
General Audiences



SEGA™

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

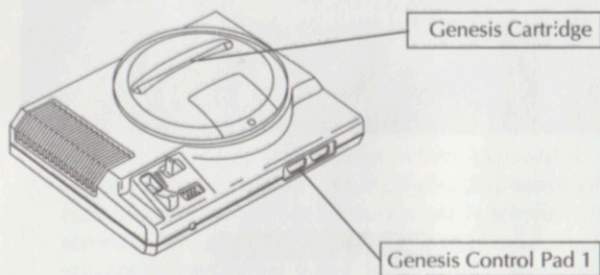
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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.**



CONTENTS

SETTING UP	2
TAKE CONTROL!	3
SETTING OPTIONS	4
SETTING CONTROLS	4
THE PRESSURE IS ON!	5
MISSION REPORTS	5
INSTRUMENT PANEL	6
POWER-UPS	8
SPECIAL EQUIPMENT	9
MISSION STRATEGY	10
SCOREBOARD	11
CREDITS	12

SETTING UP

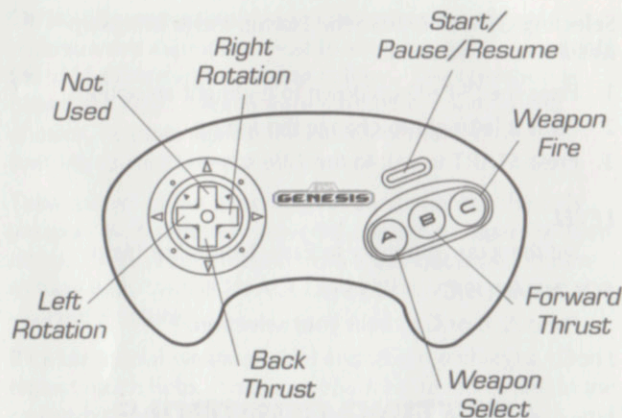


1. Set up your Genesis System. Make sure the power switch is OFF.
2. Plug a controller into Control Port 1.
3. Plug the game cartridge into the cartridge slot and press it down **FIRMLY**.
4. Turn the power switch ON. Suddenly you're trapped in the terror of a vicious alien takeover! In a moment, the Title screen and Startup menu appear.
5. Press START to begin the deadly rescue mission.
 – OR –
 Press the D-PAD down to highlight **OPTIONS** or **CONTROLS** and then press A, B or C.

IMPORTANT

- If nothing appears on screen, turn the power switch **OFF**. Check your Genesis setup, make sure the cartridge is **FIRMLY** inserted in the console, and then turn the power switch **ON** again.
- Always turn the power switch **OFF** before inserting or removing the cartridge.

TAKE CONTROL!



ADDITIONAL FUNCTIONS

START

- Exits the game demo, menus and submenus.
- Exits the Mission Report screens.

D-PAD

- Up/down highlights menu and submenu options.
- Left/right changes an option's setting.

A, B OR C

- Goes to the Options or Controls submenu from the Startup menu.
- Plays a **SOUND** or **MUSIC** selection on the Options submenu.
- Goes to the Training or Configuration screen from the Controls submenu.

TO RIDE THE RAILS

- Press the D-PAD up/down to travel on the rails.
- Press Forward Thrust (default B) at the end of a rail to disconnect.

SETTING OPTIONS

Selecting **OPTIONS** from the Startup menu brings up its submenu. To use it:

1. Press the D-PAD up/down to highlight an option.
2. Press it left/right to change the setting.
3. Press **START** to exit to the Title screen.

LEVEL

Set the game difficulty to Easy, Normal or Hard.

SOUND/MUSIC

Press A, B or C to hear your selection.

SETTING CONTROLS

Selecting **CONTROLS** from the Startup menu brings up its submenu. To use it:

1. Press the D-PAD up/down to highlight an option.
2. Press A, B or C to continue.

TRAINING

Enter a Training Grid where you can sharpen your piloting skills. The button controls are shown on screen. They will be either the default controls, or your personal controls set with the **CONFIGURATION** option. Press **START** to exit.

CONFIGURATION

Reset the default button controls to your personal combat taste. As each control description appears, press the action button (A, B or C) or D-PAD direction you want to configure. Press **START** to exit when all the functions have been set.

THE PRESSURE IS ON!

On an offworld asteroid, a red fire wipes the sky as headquarters explodes! Hostile alien forces have invaded the vital subterranean mining colony. The operation is blown sky high. Workers are trapped in crevices and chasms, helpless against the clouds of radioactive dust swirling toward them!

Take control of the experimental attack fighter, the only weapon even remotely powerful enough to repel the alien attack. Begin each mission from a combat base. Return to base with "MISSION ACCOMPLISHED," or count yourself a failure.

Pick up special weapons, fuel and shield recharges. Don't expect much help. Your one-of-a-kind fighter is still in the research stage. Indispensable equipment will be delivered to every area, but you have to find it!

MISSION REPORTS

Before you enter a stage, Mission Control will contact you via satellite. You'll see the Mission Report screen, which displays a stage map, a readout of your mission orders, verified data, suppositions about the combat situation, and strategy when available. Study the map and read the reports carefully; they contain vital information. You must begin and end the mission at the combat base and fulfill all mission orders to clear the area and advance.

INSTRUMENT PANEL

7 Acid Level (As Needed)

6 Mega Shot Power

5 Fuel Gauge



2 Score

1 Fighters/ Shield Strength

3 Miners Rescued

4 Weapon Enhancement

1 FIGHTERS/SHIELD STRENGTH

As you take damage and your shields lose power, the fighter symbol on the far right will begin turning red. You lose the fighter when it turns completely red and your shields destruct.

If you have fighters left, you'll return to the combat base in a new fighter to resume the battle, retaining some advantages you've gained in the stage so far. If you lose all your fighters, the mission fails and the game is over.

2 SCORE

Your current point total for the game.

3 MINERS RESCUED

The number of trapped P.O.W.s (Processed Ore Workers) you've picked up in the stage. To rescue miners, land near them and idle long enough for them to board.

4 WEAPON ENHANCEMENT

Your weapon's type and power level. The three weapon types, red, green and blue, range in fire-power from Level 1 (weakest) to Level 4 (strongest). Additional special weapons appear here and can be selected, once found, with Weapon Select (default A).

NOTE: In EASY mode only, you don't lose weapon enhancements when you lose a ship.

5 FUEL GAUGE

The length of the bar represents your fuel supply. A heads-up alert warns you when your fuel is low. Fuel Pods are strategically placed throughout the levels. Think ahead and plan where and when to refuel. Running out of fuel is a sure way to end the mission.

6 MEGA SHOT POWER

The length of the bar indicates the destructive power of your laser. When fully charged, the laser is capable of a Mega Shot, a very powerful multi-directional laser blast.

7 ACID LEVEL (AS NEEDED)

This bar lengthens during underwater combat. Keep your eye on the bar, and be sure to emerge from the water before the acidity corrodes your fighter's shields.

POWER-UPS

You'll find mission support pods and capsules scattered throughout the areas. Lower your ship onto these to take on their vital supplies. A heads-up readout tells you which supply you've loaded.

PODS

SUPPLIES

Life Capsules	Bonus Fighter (Life)
Missile Capsules	10 Missiles
Fuel Pods	Additional Fuel
Shield Pods	Shield Recharge
Laser Capsules	Weapon Enhancements. These capsules cycle through red, green and blue. You can take on the color of the laser you already have, to increase its power by 1, or you can take on a different color to change the laser's attributes.

SPECIAL EQUIPMENT

Search for special weapons, tools and parts that can make the difference between being a space hero and being blasted into space dust.

EQUIPMENT

USES

Sub-Modules	You must pick up six Sub Modules in order to prepare your fighter for subaquatic battle.
Deflector Shields	Transport these heavy metal shields to deflect the mining laser fire.
Unknown Weapons	With every mission success, you'll penetrate deeper into Sub-Terrania's mysterious, unexplored terrains. Who knows what you'll find in the recesses of the planet. Mission Control can only hope that by the time you get there, it will have developed and delivered the necessary advanced weaponry for the battles ahead.

MISSION STRATEGY

- Use the Training Grid to learn your controls. Your attack fighter is hyper responsive to every touch on the stick. If you're going to overcompensate on the turns or charge forward with too much thrust, it's best to do it in a safe place.
- Gravity: not just a good idea; it's the law. Instead of constantly burning fuel, let gravity do the work. Free fall as much as you can, kicking in with forward or back thrust only as needed.
- Don't loiter. Your fighter consumes fuel even when idling its jets. Let the miners climb aboard, but be ready to blast off instantly to escape attackers.
- Ride the mining rails — tracks set up to transport valuable ore. Position the fighter at either end of a rail, then press the D-PAD up/down to travel. Press Forward Thrust (default B) at the end of a rail to disconnect.
- You must return to base in order to complete each mission. Sub-Terranian mazes are confusing, so study the map before each patrol to check out the lay of the land and the direction you need to travel.

SCOREBOARD

Name _____ Date _____

Score _____ Levels Completed _____

Name _____ Date _____

Score _____ Levels Completed _____

Name _____ Date _____

Score _____ Levels Completed _____

Name _____ Date _____

Score _____ Levels Completed _____

Name _____ Date _____

Score _____ Levels Completed _____

Name _____ Date _____

Score _____ Levels Completed _____

Name _____ Date _____

Score _____ Levels Completed _____

Name _____ Date _____

Score _____ Levels Completed _____

Name _____ Date _____

Score _____ Levels Completed _____

CREDITS

PROGRAMMERS

David Guldbrandsen, Karsten L. Hvidberg, Jens Albretsen

ARTISTS

Jesper Vorsholt, Mikael Balle, Karsten Lund

MUSIC

Jesper Kyd

ADDITIONAL PROGRAMMING

Thomas Risager

PRODUCER

Tony Van

PRODUCT MANAGER

Jaime Wojcik

LEAD TEST

Conan Tigard

TESTERS

John Amirkhan, Jennifer Brozek, Blair Bullock,
Dan Caraballo, Atom Ellis, Lawrence Gibson,
Wesley Gittens, Rick Greer, Richie Hideshima,
Lawrence Jeung, Jason Kuo, Vasily Lewis,
Tony Lynch, Mike Madden, Jim McCarthy,
Mark Paniagua, Joanna Pataki, Andrew Podesta,
Siegie Stangenberg

MANUAL

Carol Ann Hanshaw

SPECIAL THANKS

Clint Dyer, David Fisher, Diane Fornasier

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 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 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: **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge 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 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 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 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 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 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.

Sega and Genesis are trademarks of SEGA. Sub-Terrania is a trademark of Scavenger. © 1994 Zyrinx.
© 1994 SEGA, 3335 Arden Road, Hayward, CA 94545. All rights reserved. The Video Game Rating Council,
its Rating System, symbols and indicia are trademarks of Sega of America, Inc. © 1994 SEGA.
Programmed, made and printed in the U.S.A.

670-4576