

ELECTRONIC ARTS®



TECUNO CLASH™





ABOUT THE ARTISTS

ZONO**Novak**

Novak produced San Francisco's first Punk Rock records in the '70s, only to vanish into the computer underground in 1980. Since then he's designed and programmed games for SEGA's Coin-Operated Arcade Division, designed a targeting system for Navy antisubmarine helicopters, devised the toy-to-tv interface for the "Captain Power" television show, and created the first line of "Virtual Reality" Nintendo games for Mattel's Power Glove. In 1990 he left Mattel and, with Ed Zobrist, formed ZONO, Inc., a company dedicated to producing quality mind-rot for fellow video freaks everywhere. **TECHNOCLASH** is Novak's first game for Electronic Arts.

Ed Zobrist

Ed Zobrist's background is almost as varied as Novak's. Among his accomplishments are earning an MBA from Wharton, working on David Bowie's "Serious Moonlight Tour", directing toy lines such as "The Real Ghostbusters", "Hot Wheels", and "RoboCop", and writing animation scripts for shows such as "He-Man".



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COMMAND SUMMARY

NOTE: When more than one button is pressed, they are listed in the order they should be pressed. Press and hold the first button, then press the second button (ex: **A+START** = hold **A** and press **START**).

	<u>3-Button</u>	<u>6-Button</u>
Swing Staff	A	A
Cast Spell (Fire)	B	B
Show Spell Matrix*	Hold C	Hold C
Highlight Spell (Matrix)*	D-Pad	D-Pad
Choose Spell (Matrix)*	Release C	Release C
Show Options Menu	START	START
Toggle Ronaan/Indar Views	A+START	A+START
Scroll Screen	A+D-PAD	A+D-PAD
Heal	A+B	MODE
Levitate	C+B	Y
Teleport	C+A	X
Invulnerable	A+C	Z

*These actions must be performed in the order they are listed.



STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™.
Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Console.
3. Insert the game cartridge into the slot on the Genesis. Press firmly to lock the cartridge in place.
4. Turn ON the power switch.

The EA logo appears, followed by the title screen. If you don't see the title screen, begin again at step 1.

5. Press any button to go to the Main Menu.

NOTE: If you don't press a button, the Introduction and Demo begin automatically. Press **START** to go to the title screen, then press **START** again to go to the Main Menu.





MAIN MENU



- D-Pad **up/down** to highlight **NEW GAME**, **PASSWORD**, or **INTRODUCTION/CREDIT**, then press any button to select the option.

For information on the 3-or 6-button option, see below.

3- or 6-button controller?

TechnoClash supports both the standard 3-button and the 6-button controller. To use a 6-button controller, you must plug it into Control 1 in before your Genesis is turned on (i.e. if you power up your Genesis with a 3-button controller plugged into Control 1, you will be unable to select 6-BUTTON from the Main Menu.)

To toggle 3- or 6-button controller:

1. D-Pad **down** to highlight **THREE- or SIX-BUTTON CONTROLLER**.
2. D-Pad **left/right** until the desired control mode appears.



PREPARE FOR TECHNOCLASH

From the Journal of Ronaan:

A daemon has arrived in the Inner Realm via an inter-dimensional portal. We call him the Engine Man — half man, half machine. His presence foretells the coming of the TechnoClash, the war between technology and magick which has been prophesied all these many years.

It is only a matter of time before armies of Engine Men follow this one and set about destroying the beauty of the Inner Realm with their harsh metal, their vile oil, the stench of their grinding gears.

Abaris, my mentor, called me to his side this day and honored me with these words:

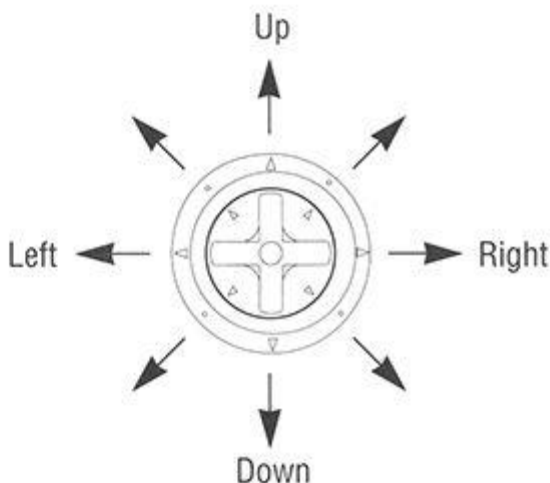
"It falls to you, Ronaan, as the Wizard Prince of the Inner Realm. The TechnoClash is at hand. You must assemble your bodyguards and chase the Engine Man into his own world, and there, destroy him and all that are like him. I will accompany you, and advise you, but you alone have the power to save the Inner Realm."

I have just learned that Abaris' Life Staff has been stolen. Its power must not fall into the hands of Technology — our situation is more dire than we thought. At dawn we cross through the one-way portal into the unknown — the Outer Realm. Only when we have discovered the source of the Engine Men and destroyed it, and recovered the powerful Life Staff, can we return. If we fail, the Inner Realm falls. I pray I will find it within me to do what I must do.





GETTING AROUND



MOVING RONAAN

Ronaan moves in eight directions, as shown above. Unless he runs into an obstacle, he continues walking until you release the D-Pad. If he encounters an obstacle, maneuver him around it.

- To move Ronaan, press the D-Pad in any direction. To stop, release the D-Pad.

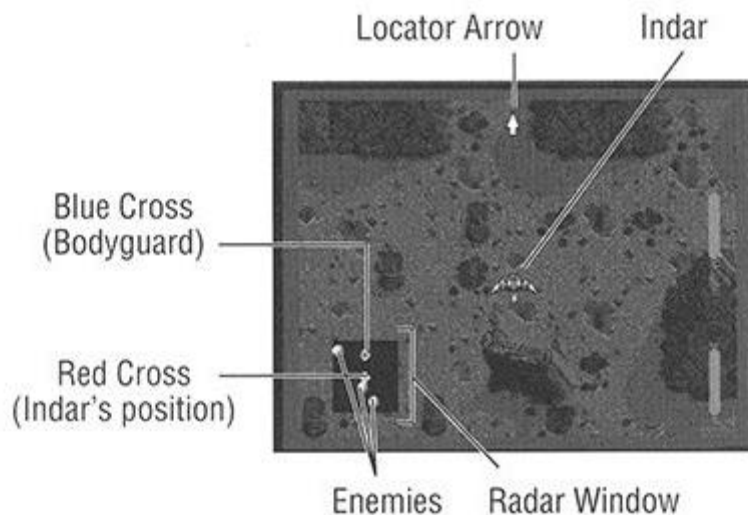
SCROLLING THE SCREEN

Sometimes enemies wait just out of sight, and their attacks seem to come out of nowhere. Using the Scroll feature you can see one screen away from Ronaan (ahead, behind, above, or below) at any time during combat, making it easier to defend against enemies just out of view.

- To Scroll the screen, hold **A** and **D-Pad** in any direction. When you release **A**, the screen centers on Ronaan again.



INDAR'S VIEW



Indar is the Falcon of Second Sight and Ronaan's constant companion. Through Indar's eyes, Ronaan can scour the terrain of the current level to spot enemies, portals, and other objectives. Action does not stop while in Indar's view.

The Radar Window shows the locations of enemies (gray dots) relative to Indar's position (marked by a red **+**). The Locator Arrow indicates the position of the current Bodyguard relative to Indar's position, enabling Ronaan to quickly locate his Bodyguard in the event they become separated.

- To bring up Indar's View from the Game Screen, hold **A** and press **START**.
- To bring up Indar's View from the Options Menu, D-Pad **up/down** to highlight **GO TO INDAR VIEW**, then press **A**.
- To move Indar, D-Pad in any direction. He continues in that direction until you D-Pad in another direction.



- To bring up the Options Menu (pause) from Indar's view, press **START**. Press **START** again to return to Indar's View.

NOTE: When the Options Menu is accessed from Indar's view, only GO TO FIELD VIEW is available.

- To return to Ronaan's view, hold **A** and press **START** again.





USING SPELLS AND WEAPONS

Ronaan uses a variety of spells for both combat and non-combat related purposes. During his travels he'll pick up spell tokens which give him additional "rounds" (up to 99 each) of each spell. He also carries a staff, which is described below along with instructions for casting spells.

NOTE: For specific information on each spell, see *A Wizard's Guide to Spells*, page 20.

RONAAN'S STAFF

Ronaan always carries his staff, which can be used as a back-up weapon when spells are running low. When used at close-range, the staff is a fairly powerful weapon.

The staff is especially useful for fending off incoming projectiles. Ronaan can swing the staff to block most bullets and spells, which sends them flying back at the enemy.

- To swing the staff, press **A**. Be sure Ronaan is directly facing his enemy when he swings.

SPELLCASTING

Spells can be selected and/or cast from the Game Screen (during play), or from the Options Menu (with the game paused). The following section contains instructions for casting Combat and Non-Combat spells. For descriptions of each spell, see *A Wizard's Guide to Spells*, page 20.



CASTING SPELLS FROM THE GAME SCREEN

Combat Spells

Be sure Ronaan is facing the enemy or object you intend to damage before you cast a combat spell.

- To bring up the spell matrix, press and hold **C** (this does NOT pause the action).



- Use the D-Pad to highlight the spell you wish to use, then release **C** to select it.

The spell's letter appears in the lower left section of the screen. The number above the spell indicates how many rounds you have left. In the case of the Basic Spell, the number above the spell tells you how many *rapid-fire* rounds remain (see *A Wizard's Guide to Spells*, page 20).

- To cast the current combat spell, press **B**.

Non-Combat Spells

	<u>3-Button</u>	<u>6-Button</u>
Heal	A+B	MODE
Levitate	C+B	Y
Teleport	C+A	X
Invulnerable	A+C	Z



CASTING SPELLS FROM THE OPTIONS MENU

While casting spells from the Game Screen is fast and easy, the Options Menu allows you to pause the game while selecting your spell.

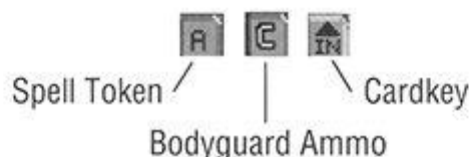
- From the Options Menu, use the D-Pad to highlight the desired spell, then press **A**.

NOTE: Non-Combat Spells take effect immediately. Combat Spells must be cast by pressing **B**.





TOKENS



Tokens appear on the ground as Ronaan and his bodyguard destroy enemies. Each token displays a color and a letter that indicate its type: spell, cardkey, or bodyguard ammunition (see below). Spells and ammo can be found in each level, and cardkeys only on some levels. For a list of spells and their tokens, see *A Wizard's Guide to Spells*, page 20.

- To pick up a token, move Ronaan over it.

Blue	=	Combat Spell
Purple	=	Non-Combat Spell
Red	=	Chazz Ammo
Green	=	Farrg Ammo



LIFE AND DEATH

THE LIFE METER

The Life Meters on the right side of the screen represent Ronaan and his bodyguard's health. Life meters are restored when a HEAL spell is cast, or whenever you return Ronaan to Camp.

When Ronaan's Life Meter hits bottom, the "Game Over" message appears. If you have Continues remaining, the Continue Screen appears (see *Continues*, below).

CONTINUES

Ronaan begins with three lives, or *Continues*. He can acquire additional Continues in the form of "beating heart" tokens found throughout the game. The number of Continues remaining is always displayed at the top of the Options Menu (see *The Options Menu*, page 17).

When Ronaan loses a life, the Continue screen appears with **YES** highlighted.





T E C H N O

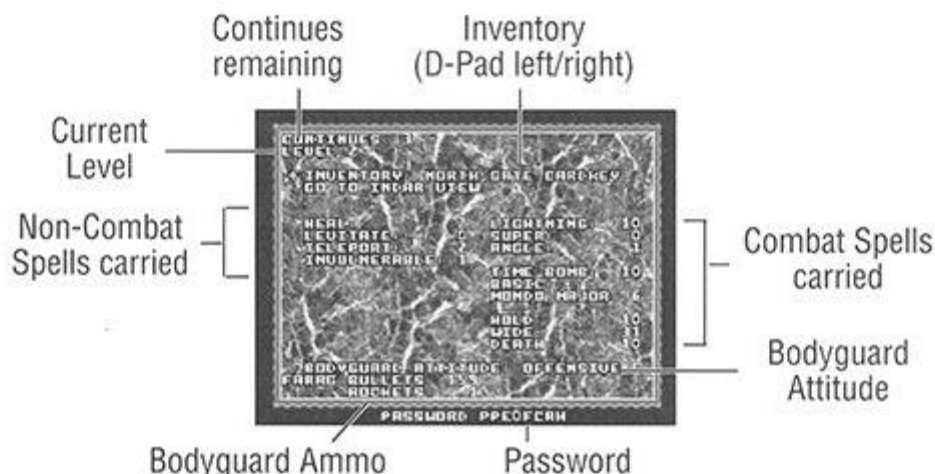
- To continue the game, press **B** with **YES** highlighted. Ronaan is returned to the beginning of the current level.
- To return to the Main Menu, use the D-Pad to highlight **NO**, then press **B**.

NOTE: Be sure to write down the password at the bottom of the Continue Screen in case you need to restore your game later (see *The Password Screen*, page 29).





THE OPTIONS MENU (PAUSE)



When the Options Menu is active, the game is paused. The Options Menu can be accessed from the Game Screen, as well as from Indar's View (see *Indar's View*, page 9).

- To pause the game and call up the Options Menu, press **START**.

NOTE: When the Options Menu is accessed from Indar's view, only GO TO FIELD VIEW is available.

The Options Menu gives you a status report on your remaining Continues (lives), current level, spells and ammo carried, and your Bodyguard's current *attitude* (see *Bodyguard Attitude*, page 18). At the bottom of the screen is your current password, which can be used to restore the current game (see *The Password Screen*, page 29).



THE SPELL LIST

Most of the Options Menu screen is devoted to the Spell List, which tells you how many of each spell Ronaan is carrying. You can also use the list to select a Combat Spell, or to cast a Non-Combat spell.

- To select a spell, use the D-Pad to highlight the desired spell, then press **A**. Non-Combat Spells take effect immediately. Combat Spells must be cast by pressing **B** at the Game Screen.

NOTE: For additional spellcasting instructions, see *Spellcasting*, page 11. For spell descriptions, see *A Wizard's Guide to Spells*, page 20.

INVENTORY

Inventory lists all the cardkeys you've picked up on your current level.

- To view your inventory D-Pad **up/down** to highlight INVENTORY, then **right/left** to scroll through items.

BODYGUARD ATTITUDE

You can instruct the bodyguard to behave in one of three ways: offensively, defensively (guard), or passively (shadow).

OFFENSIVE: Bodyguard seeks out and attacks the nearest enemy on the screen.

GUARD: Bodyguard sticks right by Ronaan at all times and battles the attacker nearest to him.

SHADOW: Bodyguard sticks right by Ronaan at all times, but





does not attack or defend against enemies. Bodyguard cannot levitate in this mode.

- To set Bodyguard Attitude, D-Pad **up/down** to highlight BODYGUARD ATTITUDE, then **left/right** to select OFFENSIVE, GUARD, or SHADOW.

NOTE: When the bodyguard is knocked unconscious and returned to the Camp, his attitude defaults to GUARD.





A WIZARD'S GUIDE TO SPELLS

Ronaan can acquire and cast thirteen different combat and non-combat spells. He begins the game with a few rounds of each spell, and he can pick up spell tokens throughout the game by walking over them. Each token is good for a certain number of rounds, indicated by the number that appears on-screen when the token is picked up. Ronaan can carry up to 99 rounds of each spell.

The following section contains specific information on each spell. For basic spellcasting instructions, see *Spellcasting*, page 11.

COMBAT SPELLS

There are nine combat spells, all of varying effect and potency. Select combat spells from the spell matrix while in combat.

THE BASIC SPELL

Ronaan is always equipped with the Basic Spell. It is the weakest combat spell, but its supply is inexhaustible, and it serves as an automatic back-up spell when the currently selected spell runs out. Additional *B* tokens Ronaan picks up boost the spell's power to *rapid-fire* mode for a limited number of shots (indicated by the number above the *B* spell).

In rapid-fire mode, the Basic Spell continues to fire while **B** is pressed (until there are no more rounds). When no number appears, the Basic Spell is in *single-fire* mode (one spell is cast each time you press **B**).





L THE LIGHTNING SPELL

The Lightning Spell's speed and range make it one of the handier combat spells. Though it's not terribly effective against high-level Generals, it does considerable damage to some lower-level ones.

S THE SUPER SPELL

The Super Spell is one of the most powerful combat spells available. Though it doesn't move fast, one shot can strike multiple enemies if they're standing close together. Use it wisely.

R THE ANGLE SPELL

The Angle Spell looks like a boomerang and bounces off walls and other solid objects. One drawback to the Angle Spell is that it moves slowly, and must be cast one round at a time (i.e. a second round cannot be cast until the first has disappeared). Its main advantage is that you can change its trajectory in mid-flight.

- To change the Angle Spell's trajectory, D-Pad in the desired direction immediately after releasing the spell.

T THE TIME BOMB SPELL

The Time bomb Spell is a highly specialized demolition spell. No other spell can destroy launch tubes, wall guns, and mobile launchers. Once you release a Time Bomb, you have three or four seconds to move Ronaan a few feet away and avoid the blast. This is the only spell that can hurt Ronaan or the bodyguard.



THE MONDO MAJOR SPELL

The Mondo Major Spell blasts all the enemies on the screen simultaneously. It's a good idea to save Mondo Major Spells until you really need them, like when Ronaan is taking hits from all sides.

THE HOLD SPELL

The Hold Spell freezes the enemy for a few seconds, allowing you to attack without fear of retaliation. Most enemies under the Hold Spell can be destroyed with a few blows from Ronaan's staff, which saves on combat spells.

NOTE: The Hold Spell is ineffective against Generals and some enemies. (For more information on Generals, see *Generals*, page 27.)

THE WIDE SPELL

The Wide Spell shoots three fireballs in a wide trajectory. It is especially useful against large groups of enemies.

THE DEATH SPELL

The Death Spell moves slowly, but it destroys many enemies in one or two blows. As one of the stronger combat spells, it is a good one to save up for use against Generals.





NON-COMBAT SPELLS

There are four non-combat spells available to Ronaan. Each provides him (and frequently his bodyguard) with some means of protection, escape, or travel.

THE HEAL SPELL

The Heal Spell restores Ronaan's Life Meter (as well as the bodyguard's). It is especially useful for reviving a bodyguard who has been knocked unconscious. (When a wounded bodyguard is left behind, he returns to The Camp and loses his ammunition.)

THE LEVITATE SPELL

The Levitate Spell raises Ronaan off the ground for several seconds, allowing you to move him in any direction using the D-Pad. Use the Levitate Spell to cross chasms and divides.

NOTE: Chazz can teleport to Ronaan's location when he levitates; Farrg cannot. (For more on bodyguards, see *Bodyguards*, page 25.)

THE TELEPORT SPELL

When you cast the Teleport Spell, a teleport appears near Ronaan. The teleport takes Ronaan back to the camp, where his Life Meter (and that of the bodyguard) is recharged. Upon leaving the camp, Ronaan is returned to the beginning area of the level with his accomplishments intact.



**I THE INVULNERABLE SPELL**

The Invulnerable Spell makes Ronaan invulnerable to attack for several seconds. Ronaan blinks while he's invulnerable and begins to flash rapidly just before the Invulnerable Spell wears off.





BODYGUARDS

Bodyguards usually accompany Ronaan in his travels and help him fend off enemy attacks. Each bodyguard has specific talents, making him uniquely useful on given levels. Bodyguard *attitude* can be adjusted on the Options Menu (see *The Options Menu*, page 17).

FARRG



Farrg is a barbarian — not too bright but very loyal. He's faster than Chazz, on his feet and with his weapon. He carries a broad sword, which does more damage than Chazz's staff. Though he's a good fighter, Farrg can't follow you when you levitate. He'll serve Ronaan well on the early levels.

CHAZZ



Chazz isn't a barbarian, though his manners aren't always perfect. In close combat he uses a staff, which is not quite as powerful as Farrg's broad sword. His spells, on the other hand, do more damage than Farrg's bullets. The best thing about Chazz is that, while he moves a little slower than Farrg, he can teleport to Ronaan's location when he levitates, making him the clear choice for bodyguard on later levels.



BODYGUARD AMMO



Each bodyguard uses special ammo for his weapon of choice. When Ronaan picks up a token for your current bodyguard (**C**=Chazz, **F**=Farrg), he gets more ammo. A bodyguard can carry no more than 255 rounds.

NOTE: Only tokens for the current bodyguard increase his ammo (**C** tokens don't help Farrg, and vice-versa).

THE CAMP (PAUSE)



The Camp is where Ronaan goes to regroup and get information from his mentor, Abaris, and the bodyguards. Whenever you return to The Camp, Ronaan's Life Meter (as well as that of the bodyguard) is refreshed. When you exit the Camp, you can choose a new bodyguard if you wish.

There are two ways to return to camp: by going back to the place where the level started, or by using the Teleport spell (see *The Teleport Spell*, page 23).





GENERALS

Generals (bosses) await Ronaan at the end of each level, when the level's goal has been achieved. Each level holds at least one General, sometimes more. Ronaan must destroy each General in order to advance to the next level.

Generals are much stronger than other enemies. When Ronaan battles a General, the General's Life Meter appears on the left side of the screen. Like Ronaan and the bodyguards' Life Meters, the General's Life Meter represents his health. When the Life Meter hits bottom, the General is destroyed.

Generals carry stolen shards of Abaris' mighty Life Staff. Life Staff Shards are described in the following section.





LIFE STAFF SHARDS

Each of the Generals carries a shard of Abaris' Life Staff. Shards appear as sparkling objects when a General is destroyed. Each Life Staff Shard Ronaan recovers makes his Life Meter grow larger, allowing him to survive more damage.

- To pick up a Life Staff Shard, move Ronaan over it.





THE PASSWORD SCREEN



At the Password Screen, you can enter a password to restore a game in progress. The password retains information about your current game, including your level, your inventory (rounded), and Continues remaining. We suggest that you write down your password often, and use it in the event of Ronaan's untimely demise.

A password appears on the Continue Screen when Ronaan loses a life. To get your password before tragedy strikes, press **START** during the game to bring up the Options Menu (see *The Options Menu*, page 17).

To enter a password and restore your game:

1. D-Pad **up/down/left/right** to highlight the first letter, then press **B** to enter the highlighted letter.

The letter you've chosen appears in the box at the top of the screen. If you make a mistake or change your mind, see the instructions after step 3.



2. Repeat step 1 until the entire password has been entered.
3. Press **START** to restore your game; you are deposited at the beginning of your current level.
 - To backspace over the last letter you chose, press **A**.
 - To move to the next space or letter, press **C**.
 - To begin a new game (instead of using a password), use the D-Pad to highlight **NEW GAME** and press **B**.

NOTE: In order to use the password screen, you must have a valid password (one you copied from the Options Menu or the Continue Screen).



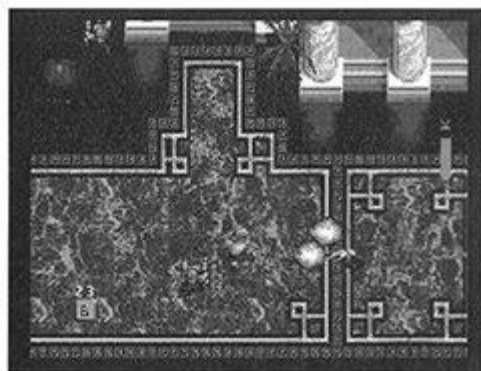


A GUIDE TO THE OUTER REALM

WARNING: The following section reveals hints some experienced gamers may not want to know!

The following excerpts from the journal of Ronaan explain the goals for each level, along with some hints for completing them. While you don't have to read this section in order to play the game, you may find it helpful.

LEVEL 1—LAS VEGAS CASINO



From the journal of Ronaan:

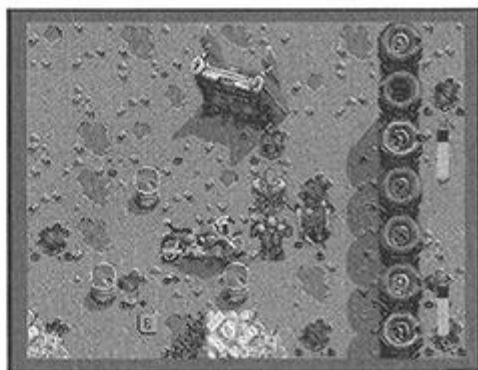
Having crossed through the portal, I have arrived in a land of much loud, bright, foul-smelling technology. I am alone but for Indar, my falcon. I can't continue alone; I must find Abaris, Farrg, and Chazz.

Through Indar's eyes, I can see that the way before me is thick with enemies. The Engine Man awaits me to the east — if only I can survive long enough to reach him! I'll save up my Death Spells and send him to meet his Creator, the Robot Lord.

Beyond the Engine Man is a stairway. I can only hope it will lead me to my friends.



LEVEL 2—THE JUNKYARD



*From the journal of Ronaan:
The Engine Man is everywhere.*

Our camp is in the center of a vast wasteland littered with ruined machines and other refuse. Four gates surround us, and our enemies spring from them like water from some cursed fountain.

We must find the cardkeys which will allow us to close each gate, then destroy every enemy within. Abaris warns me that we'll face stronger foes when that task is completed, and that more will certainly await us underground.





LEVEL 3—THE DESERT



From the journal of Ronaan:

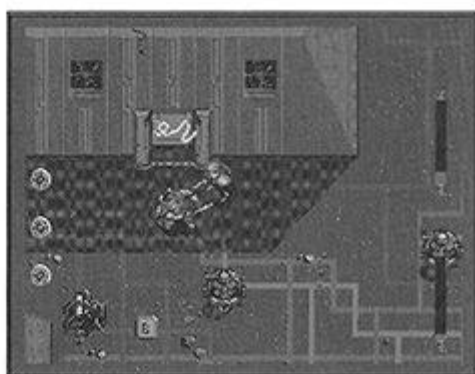
The desert is a savage place, filled with more mechanical abominations than any place we've yet seen.

Our goal is to open the door to the underground elevator — only then can we leave the desert. Abaris says we must enter each shack and touch each communication stalk to call forth the main elevator stalk. Each shack also houses a launch tube which spews forth deadly engine creatures — I may be able to slow their progress if I can find a way to destroy the launch tubes.

Somewhere in the desert lies a cardkey which will open the underground elevator. It must be inserted into the main elevator stalk to facilitate our escape. According to Abaris, the main elevator is guarded by the strongest Engine Man we've encountered thus far.



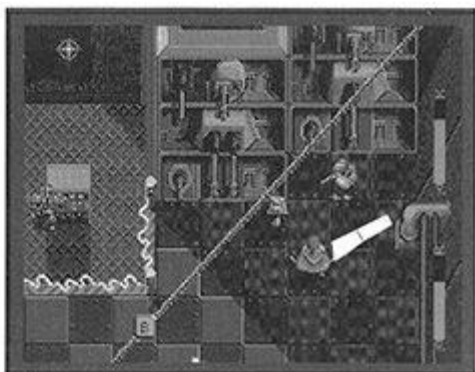
LEVEL 4—THE UNDERGROUND CITY



From the journal of Ronaan:

We have arrived in the Underground City, and our search begins for the laboratory from which the Engine Man and his brothers have come. Using the cardkeys we find, we'll search each building until we find the lab. Will the Robot Lord himself await us there? I pray we're strong enough to find him, wherever he is.

LEVEL 5—PORTAL CAVERN



From the journal of Ronaan:

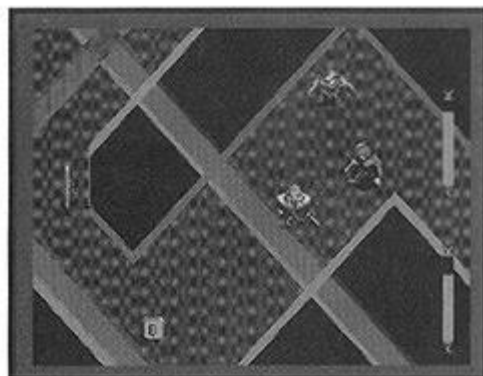
The cavern is filled with guns that fire on us ceaselessly. Time Bomb spells may be the only thing that will stop them.



There are three large generators from which our enemies pour by the dozens. Unlike the launch tubes we've encountered before, these seem to be invincible. I won't waste my precious spells on them.

Abaris says I must touch the two communications stalks to disable Creator Stiles' protective field. The field protects us as well as him — he is certainly the mightiest enemy we have met on our journey. I only hope I have enough spells to vanquish him.

LEVEL 6—'TWEEN PLACE



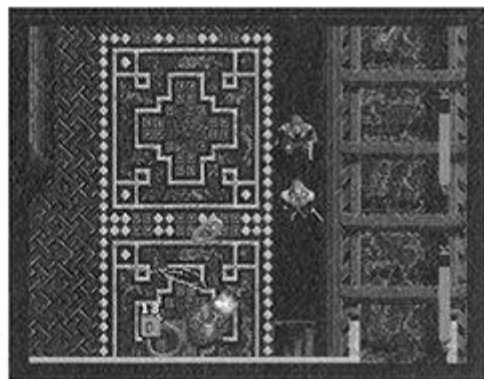
From the journal of Ronaan:

We are near the end of our journey. Abaris calls this the 'Tween Place — not here, nor there. It is a mind-boggling labyrinth of portals. I must stay focused if I'm to find my way through; some portals take me to places I've been before, where all my slain foes are resurrected and waiting to greet me.



Our goal is to reach the Final Cloud which is guarded by dozens of deadly robotic spiders. They protect a mysterious presence we must confront before we can go on.

LEVEL 7—TEG TEMPLE



From the journal of Ronaan:

This is the Teg Temple, the place where our final battle will take place. A maze lies before us, even more intricate than the one we've just traversed.

We must seal the portal once and for all, by moving the great stone blocks into the holds, all the while fighting the enemies that flow from yet more indestructible generators. This is the test that will tell whether the Inner Realm lives or dies. Will I emerge victorious and return to my home a hero, or a failure doomed to live out my days exiled to a world of machines?





CREDITS

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