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INTERNATIONAL

MARVEL
COMICS

PRESENT
FLASHBACK

THE QUEST FOR IDENTITY!



SEGA
GENESIS
16 BIT CARTRIDGE

OFFICIAL
SEGA
GAME OF
EXCELLENCE

CONRAD B. HART, AGENT OF THE GALAXIA BUREAU OF INVESTIGATION, BARELY HAS TIME TO THINK, SO MUCH DEPENDS ON HIS INSTINCTS.



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THERE IT IS!

I'D HAVE NEVER BEEN ABLE TO FINISH THE M.D.A. WITHOUT IAN'S HELP. IT WAS GOING TO BE OUR FINAL EXAM IN FORENSIC INVESTIGATIONS.



WELL, IT'S STILL MY FINAL EXAM, EVEN THOUGH IAN QUIT.



IT REGISTERS THE DENSITY OF MATTER, MAKING FORENSICS INVESTIGATIONS A THOUSAND TIMES MORE ACCURATE.



LOCATING EVIDENCE BECOMES EASIER BECAUSE THE MOLECULAR DENSITY OF A HIDDEN OBJECT WOULD BE DIFFERENT FROM THE DENSITY OF ITS SURROUNDINGS.







LATER...

SUGH I COULDN'T
EAT ANOTHER
BITE!

HEY, GUESS WHAT?
I HEARD FROM IAN
YESTERDAY!

HE'S ON THE
TITAN COLONIES,
WORKING IN A
CIVILIAN
POSITION FOR
THE G.B.I.

MM
HMM.

I BROKE THE
RECORD ON
THE ATHLETICS
TEST TODAY.

MM
HMM.

THEY BLEW
UP THE PLANET
MARS TWO
HOURS AGO.

THAT'S
NICE.

SONYA, YOU HAVEN'T
LISTENED TO HALF OF WHAT
I'VE SAID.

I'M SORRY, CONRAD.
I HAVE SOMETHING
TO TELL YOU, BUT I'M
AFRAID YOU'LL GET
ANGRY WITH ME.

HEY, YOU CAN
TELL ME. I
WON'T GET
ANGRY.





NO SIGN OF TROUBLE, YET.

MAYBE
THEY CHANGED
THEIR MINDS...

I HOPE SO.
THE SECURITY
GUARDS CAN
BE DANGEROUS!

SO, THESE
ARE THE
GLASSES.

LADIES AND
GENTLEMEN,
THE NEXT
PRESIDENT OF
OUR COUNTRY...









TWO DAYS LATER...

I'M BEING
FOLLOWED
AND I STILL
CAN'T REACH
SONYA...SHE'S
GONE--
JUST LIKE
IAN!

THESE
HOLOCUBES
ARE MY ONLY
CHANCE!
I JUST HOPE
I'M NOT...

TOO LATE!

AAARGH!

THAT
GOT
HIM!

NOW OFF TO TITAN'S
SPACE STATION FOR
REPROGRAMMING.

CONRAD'S
ONLY HOPE LIES
IN THE MISLABELED
HOLOCUBE
IN HIS JACKET...

THE ADVENTURE BEGINS

You are Conrad Hart graduate student, agent of the G.B.I. (Galaxial Bureau of Investigation) and overall cool dude. You must fight your way through 7 hazard-packed levels to retrieve your memory and probe hostile alien worlds to unlock the secrets of the invasion plot.

STARTING UP YOUR SYSTEM

1. Set up your Genesis System, following the instructions in your Genesis System Instruction Manual. Plug in Control Pad 1.
2. Make sure the console's power switch is turned Off.
3. Insert the Flashback cartridge into the console with its label facing towards you. Press the cartridge firmly into the slot.
4. Turn the power switch On. The Sega screen appears. **Note:** If nothing appears on screen, turn the switch Off. Check your cartridge to make sure it is inserted correctly, and check all cables to make sure they are properly connected. Then try again.

IMPORTANT: Always make sure your Genesis System is turned Off before inserting or removing the game cartridge.

5. Press the Start button on Control Pad 1. The Flashback adventure begins.

GETTING STARTED

After the Title screen appears, an animation sequence starts playing. Press the Start button to jump to the Main Menu.

Main Menu

Use the D-button to highlight an option, then press the Start button to select the option.



Start: Press to start a new game.



Password Menu: Enter a password to start the game from the beginning of the level that the Password corresponds to. Use the D-button highlight a letter and select using the A button. The B button will backspace one

space and erase one letter. The C button will clear all letters selected. When you have entered all the letters, press the Start button. If the password is incorrect, you will return to the Main Menu. At the start of each level, a new password will appear at the top of the screen. Write it down for easy reference.

Options Menu: Press the D-button up/down to select an option. Press the D-button left/right to change the setting.



Level of Difficulty: Choose easy, normal, or expert.

Language: Choose from English or French game text.

Joy Stick Setup: Choose from 3 different button configurations.

Music Test: Allows you to hear the game music and sound effects. Press the A button to listen to the selected track.

Exit: Returns you to the Main Menu

Demo: Runs a demo of the game. Pressing any button will return you to the Main Menu.

SUMMARY OF GENERAL COMMANDS

D-button Moves the character during the game.



Start button Opens and closes the inventory during the game. Shortens the animated scenes.

Default control settings:

A button "Action" button (running, jumping, firing, picking up an object, talking, hanging on a ledge)

B button "Use" button (use an object selected from the inventory). Also Places an object down when pressed with the down button.

C button Draws the gun or puts it away.

CONTROL PAD

The instructions below are for the default control settings:

Interacting with Your Surroundings.

As you move through each level, you will come across many people and objects. Each time you come across one, its name and an icon will be displayed at the top left of the screen. The icon will explain which way you can interact with the object. Pressing the "Action" button performs the action indicated by the icon. The various icons are as follows:

Take-Pick up an object (stone, key, etc), and place in your inventory.



Recharge-

Recharges your shield or cartridge.



Talk-Talk to a person.



Use-Insert an

object into a device meant for that purpose (ex. insert a key card into a card lock, a cartridge into a recharger). It will also give an object to someone.



Look-Examine an object or a notice.



Activate-Press a button to open a door, call an elevator, etc.



INVENTORY MENU

To Open/Close the Inventory, press the Start button. At the start of the game, there are already several



objects listed. As you 'Take' items while progressing through each level, they will be added to your inventory. At the end of each level, any unnecessary

objects will be discarded and you may be given extra objects to help you complete the next level.

After opening up the inventory, use the D-button to highlight an object. Select the object and exit the inventory by pushing the Start button. The last selected object will now be moved to the beginning of the inventory. If you give away the object, the previously selected object becomes current again.

The current object is displayed at the top right hand corner of the play screen.

Pressing the A, B, or C buttons while in the inventory menu will display the current score and difficulty level.

OBJECT LIST

Here are some of the objects which you may find in the course of the adventure.



Holocube

Contains important information.



Force Field

Creates an energy barrier which stops enemy shots.



Stone

Can be thrown or placed.



Magnetic cartridge

Creates an energy source when re-charged and placed in the generator.



Credits

Money.



Mechanical mouse

Advances along the ground setting off pressure pads and cameras.



Exploding mouse

Like the mechanical mouse, but explodes at the slightest touch. May be picked up when not moving.

**ID Card**

Identity card.
Some may be used
as keys.

**Teleport Remote Control**

Only works with
the Teleport Receiver by
teleporting you to the
receiver's position. You
can get the receiver back
automatically by placing
the Teleport Remote
Control on the ground.

**Teleport Receiver**

Only works with
the Teleport
Remote. It teleports you
to where the receiver is
thrown or placed.

MISCELLANEOUS DEVICES

Used with certain objects to activate them.

Teleport-Teleports you towards a mission or to a
place which is inaccessible on foot.

Energy Generator-Recharges the shield
or magnetic cartridge.



Switch-Opens a door or calls an elevator.

Camera-Opens or closes a door, calls an elevator, etc.
It also triggers the laser cannon's fire.

Pressure pad-Opens or closes a door, calls an elevator
and may also set off an alarm.

Card lock-Used with a card, opens doors.

Key lock-Used with a key, opens a door or trap-door.

Save-Saves the game where the sta-
tion is.



Shield-The shield is an item in your inventory. You
start with 4 shields, and each time you are hit, you

will lose 1 shield. If you have no shields left and you take a hit, you lose your life. You can recharge your shield using the energy generator. However, look out for the following death hazards.

Disintegrator - Loss of life if you cross this.

Electrified floor - Run or jump over it.

CALLING TRANSPORTATION

To call a taxi-Stand facing the taxi station and press button A.

To take the subway-Stand in the entry zone, wait for the train to arrive and press the A button. To get off at a station, press the A button.

HAZARDS

There are various enemy and killer objects in the game. Destroy enemies with you gun. However, some killer objects can not be destroyed. These objects are as follows:

Land mine-Explodes when you pass over or near to it. An explosion destroys one shield. Avoid them by jumping over them.

Falling mine-Explodes on contact with the ground, an object, or a character, etc. and destroys one shield. If any object passes beneath one of these mines it will cause it to fall.

Laser Cannon-Try to avoid its deadly rays. It is activated by a camera or pressure pad.

If Conrad falls more than two floors, he loses his life. However, it is possible to stop him from falling if he is lucky enough to catch a side wall.

HINTS AND TIPS

General Information

Before starting your quest, pick up the holocube and read the information. Get information from people you talk to.

Search the screen for objects which may not be obvious at first glance.

Keep an eye on your shields, you may be closer to death than you think.

Save the game regularly.

Level 1 - Planet Titan

Conrad awakens on the artificial jungle of the planet Titan. He has no memory of past events nor the circumstances which brought him to this place.

However, he finds a holocube which contains information to help him piece together his memory.

Conrad must fight hostile mutants, watchdog robots, and avoid deadly traps to find his way out of the jungle.

Hint: Pressure pads are activated by running or walking across them, or by the weight of an object.

Level 2-New Washington

Conrad manages to find his friend Ian and recover his memory. He knows he must return to earth to stop the Alien conspiracy. Unfortunately the voyage to earth is expensive. Conrad must earn credits by completing some jobs.

HINT: Don't leave out any of your options during a last minute decision.

Level 3-Death Tower

Conrad is a contestant on The Death Tower television game show to try to win a free ticket back to earth. The Death Tower is a dangerous labyrinth guarded by formidable replicants having the power to move at breathtaking speed.

HINT: The path that is most obvious is not always the quickest.

Level 4-Earth

Once on Earth, the aliens discover his true identity and try to liquidate him. After escaping he finds his way to the aliens' headquarters. Conrad must face watchdogs, replicants, laser cameras and rockets.

HINT: There are lots of secret passages in this club.

Level 5-The Secret Base of "Paradise"

In the Paradise Club Conrad uncovers the aliens' plan to dominate the human race. Unfortunately he is discovered by the aliens and captured.

HINT: Practice using the teleporter.

Levels 6 & 7-The Planet of Morphs

Conrad finds himself on the planet Morph, the home of the aliens. He sets out to find crucial information which will destroy the planet.

HINT: 1. Sometimes the best thing to do is the most obvious.
2. Try to attack the aliens from all sides.

RESETTING THE GAME

When playing the game, you may reset it by pressing the A, B, C and Start button simultaneously. This will take you to the Continue screen.

END OF GAME

If Conrad loses his life, the game is over, and the Continue screen will be displayed. If you decide to continue, press the Start button to start the game from the last saved point or the beginning of the last level. If you do not wish to continue, press the A, B or C button to speed up the counter.

CHARACTER MOVES

Timing is essential to good play control. Keep in mind that **tap** means to quickly press down then release a button. **Hold down** means to continue pressing down a button, even when pressing other buttons.

To make elevator go up/down:

Hold down the A button and up/down on the D-Pad.

To run:

Hold down the A button, then left/right on the D-Pad.

To Somersault while running:

Hold down the A button then tap left or right on the D-Pad; then tap down on the D-Pad to somersault.

Small jump:

Hold down the A button and tap up on the D-Pad.

Going down one floor:

Stand at the edge. Hold down the A button then down on the D-Pad.

Going up one floor:

Method 1-Stand under the ledge. Hold up on the D-Pad.

Method 2-Tap up on the D-Pad then hold down the A button. Tap up on the D-Pad to pull yourself up.

Running long jump:

Hold down the A button then tap left or right on the D-Pad, then tap up on the D-Pad to jump.

**Run and hang onto a higher floor automatically:**

Hold down the A button then tap left or right on the D-Pad.

Hang to the left or right towards a lower floor:

Hold down the A button then tap down on the D-Pad, then tap the D-Pad in the opposite direction to turn around.

Walk with the gun:

Tap the C button to pull out the gun. Press left or right on the D-Pad to move with the gun out. Press the A button to take aim.

Somersault with gun:

Tap the C button to pull out the gun. Tap down on the D-Pad to kneel, then tap left or right twice to roll.

Drop down a floor with the gun drawn on landing:

Tap the C button to pull out the gun. Advance to the edge by pressing left or right on the D-Pad. When at the edge, tap left or right once more on the D-Pad to drop down.

Climb up a floor with the gun drawn:

Hold up on the D-Pad. When pulling yourself up, tap the C button.

Somersault:

Hold down on the D-Pad. While crouching, press and hold left or right on the D-Pad.

For a list of more hints, send your name and address to:

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