

SEGA™

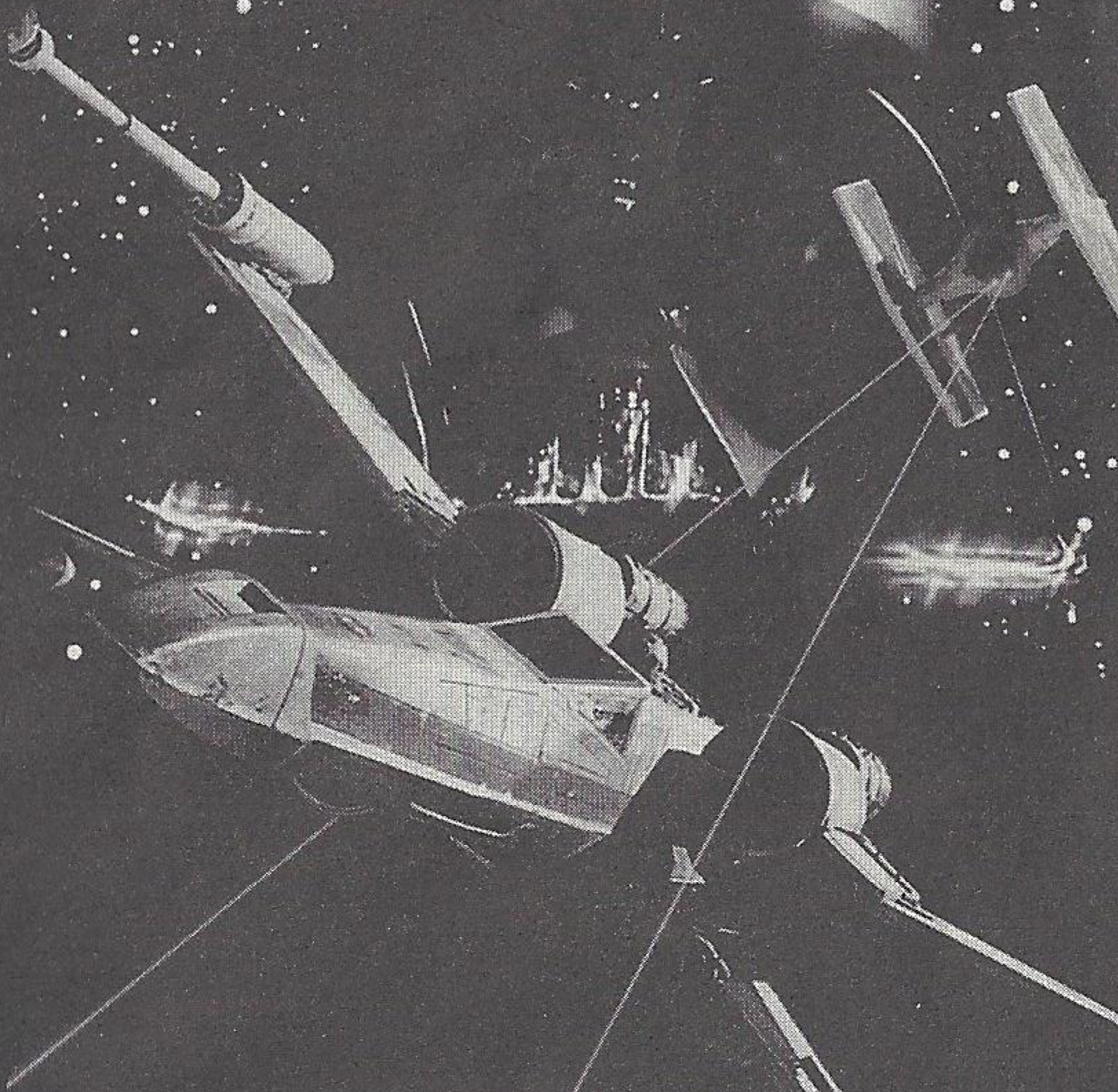
STAR WARS

A R C A D E

™
X
2
3

GENESIS

INSTRUCTION MANUAL



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

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.

WARNING TO OWNERS OF PROJECTION TVS

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.

HANDLING YOUR GENESIS 32X CARTRIDGE

- The Sega Genesis 32X cartridge is intended for use exclusively on the Sega Genesis 32X 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 break during extended play, to rest yourself and the Sega Genesis 32X cartridge.

**For game play help, call:
1-415-591-PLAY**

**For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342**

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Getting Started

1. Set up the Genesis 32X as described in its instruction manual.
2. Plug a Sega controller into control port 1 on the Sega Genesis. Plug in a second controller for 2 Player missions.

NOTE —

Use a Sega 6-Button Arcade Pad for best gameplay.

3. Make sure the power switch on the Sega Genesis is turned OFF.

IMPORTANT —

Always turn the power OFF before inserting or removing the cartridge.

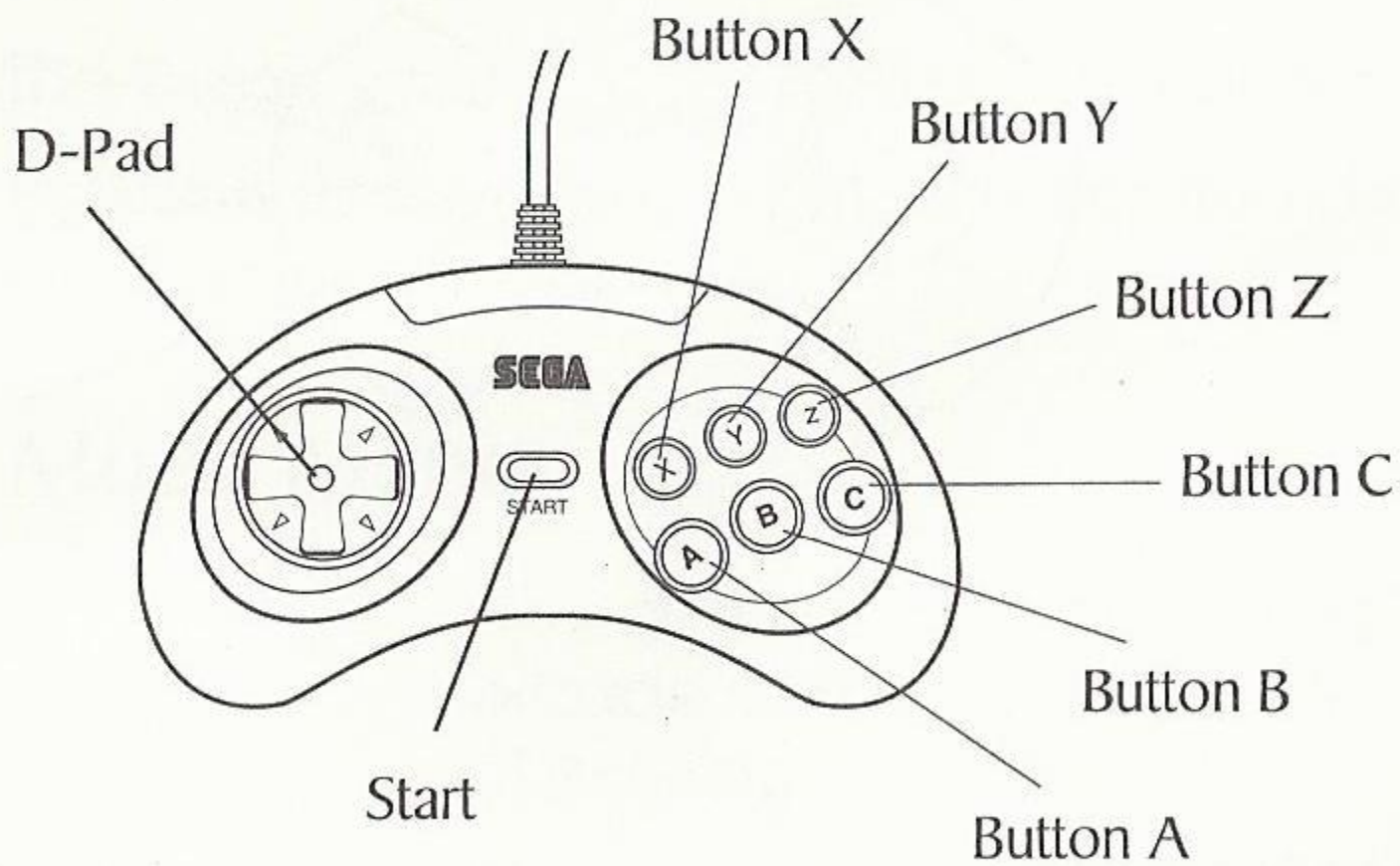
4. Fit the Genesis 32X game cartridge into the cartridge slot and press it down **firmly**.
5. Turn the Sega Genesis power switch ON. In a moment, the Sega logo appears, followed by the game's title screen and story.
6. When you see the Options menu, press **Start** to begin Star Wars Arcades' space combat for control of the galaxy!

IMPORTANT —

If you don't see the Sega logo, turn the power switch OFF. Check your system setup, make sure the cartridge is firmly positioned in the console, and then turn the power switch ON.

Play Controls

Sega 6-Button Arcade Pad



PRE-GAME MENUS

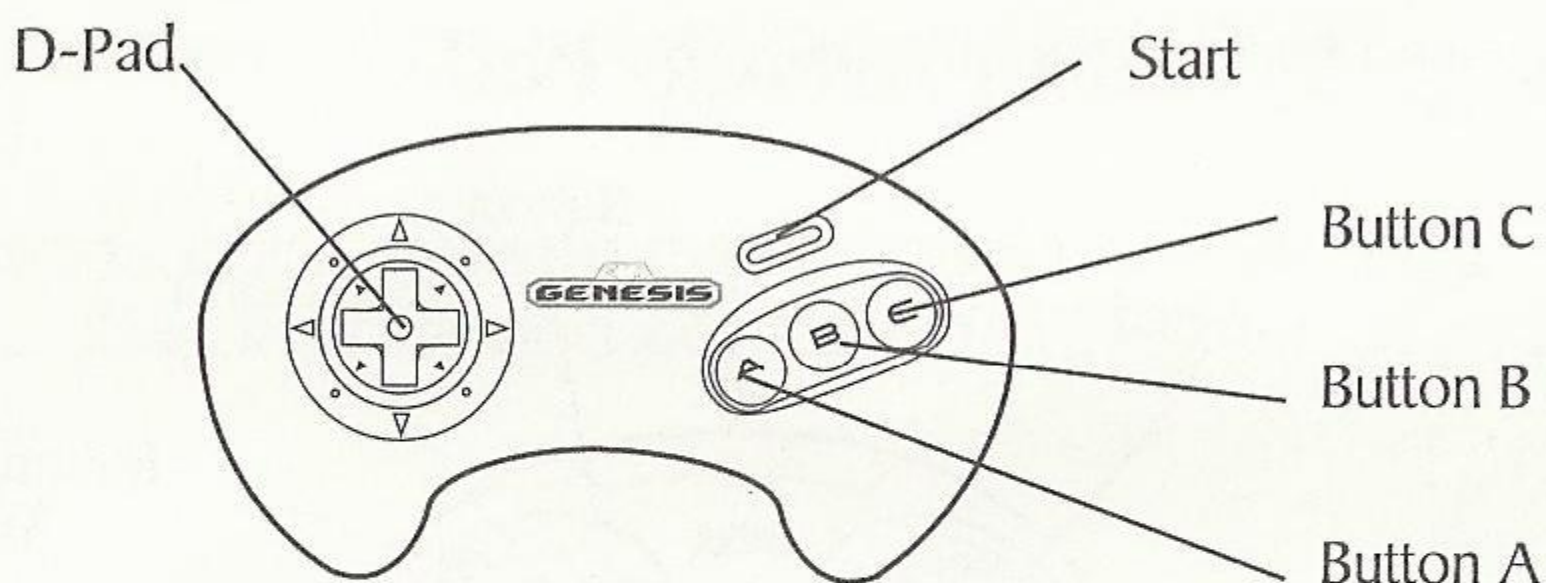
- Display Options menu ----- **Start button**
- Highlight an option ----- **D-Pad up/down**
- Select highlighted option ---- **Button A**
and move to next screen

COMBAT

- Maneuver your fighter ----- **D-Pad in any direction**
- Accelerate ----- **Hold down Button B**
- Decelerate ----- **Hold down Button A**
- Fire laser cannons ----- **Button C**
- Fire proton torpedoes ----- **Button Z when targeting
sight is locked on**
- Toggle between Cockpit ----- **Button X or Mode Button**
and Chase views

*NOTE —
Button Y has no function.*

Sega 3-Button Control Pad



PRE-GAME MENUS

- Display menu ----- **Start button**
- Highlight an option ----- **D-Pad up/down**
- Select highlighted option ---- **Button A**
and move to next screen

COMBAT

- Maneuver your fighter ----- **D-Pad in any direction**
- Accelerate ----- **Hold down Button B**
- Decelerate ----- **Hold down Button A**
- Fire laser cannons ----- **Button C**
- Fire proton torpedoes ----- **Button C and B together**
when targeting sight is
locked on
- Toggle between Cockpit ----- **Start button**
and Chase views

Choosing Your Mission & Players

1. Press **Start** at the Title screen to bring up the Options menu.
2. Press the **D-Pad** up/down to highlight your choice.
3. Press **Button A** to select the highlighted option and move to the next menu.

Game Mode Menu

- | | |
|--------------------|---|
| 32X Mode | Play all the action of the original arcade game, plus 4 new levels of exciting 32X thrills! |
| Arcade Mode | Play the original coin-op game, just like in your favorite arcade. |

Mission Options Menu

- | | |
|---------------------|--|
| Rebel Attack | Real combat where every kill counts! |
| Training | An easier practice mode to sharpen your combat skills and whet your appetite for the real thing! |

Player Options Menu

- | | |
|-------------------------|---|
| Pilot | 1 Player action. Alone, you face fierce, single-handed combat. The future of the galaxy is up to you! |
| Pilot and Gunner | 2 Player combat. Player 1 maneuvers the starfighter. Both players have targeting sights and fire weapons. |

New Hope in an Ongoing Fight

It is a period of civil war.

Rebel spaceships, striking from a hidden base, have won their first victory against the evil Galactic Empire.

During the battle, Rebel spies managed to steal secret plans to the Empire's ultimate weapon, the Death Star, an armored space station with enough power to destroy an entire planet.

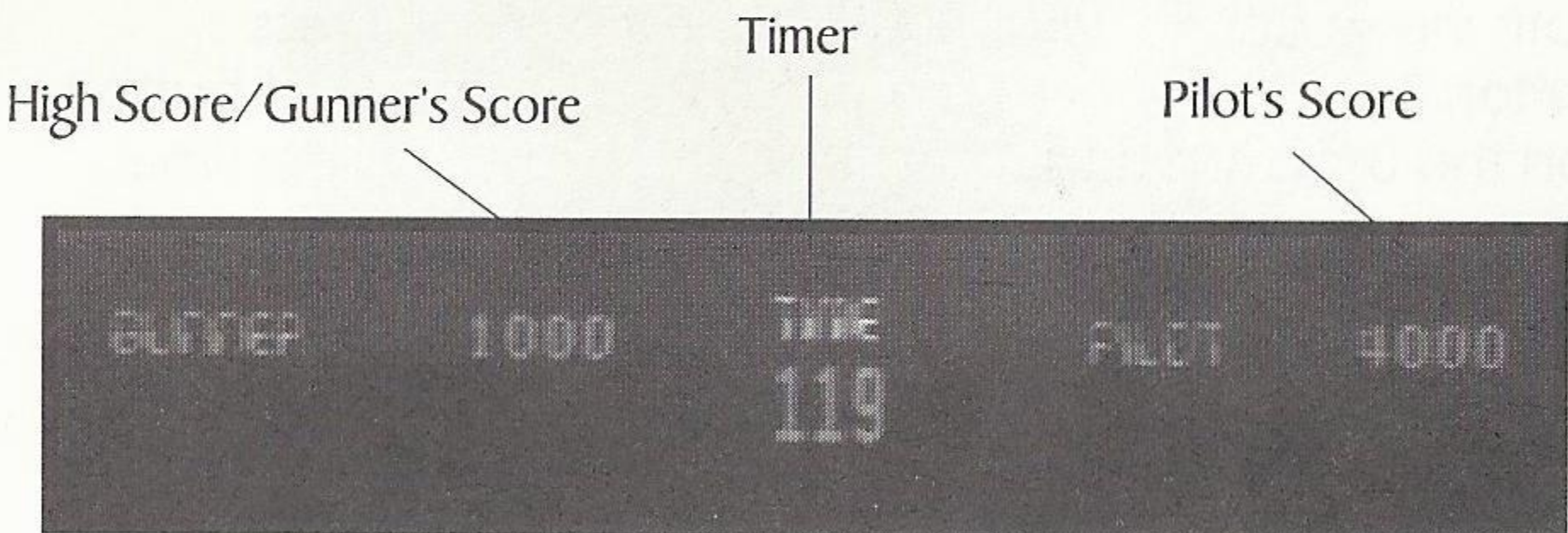
Pursued by the Empire's sinister agents, Princess Leia races home aboard her starship, custodian of the stolen plans that can save her people and restore freedom to the galaxy . . .



"May the Force be with You!"

Your Star Wars odyssey is an astounding challenge where only split-second maneuvering and dead-eye shooting can keep you in the pilot's seat.

Each mission is timed and scored, and these numbers always appear at the top of the screen.



HIGH SCORE/GUNNER'S SCORE

In 1 Player games, this shows the highest score earned. Beat this number and you can put your name at the top of the High Score screen.

In 2 Player games, the gunner's score is tallied here.

TIMER

The seconds count down fast. You must destroy all targets to complete your mission before the timer runs out, or the galaxy will be lost!

PILOT'S SCORE

Watch your points add up as your lasers and proton torpedoes hit their mark.

Combat Display

You can conduct your galactic war from two combat views:

- **Cockpit View** — You're at the controls inside your starfighter, viewing the battle from the pilot's seat.
- **Chase View** — Follow your starfighter into battle, watching the action from outside the ship.

Both views display vital combat information. Press **Button Z** (on the 6-Button Arcade Pad) or the **Start** button (on the 3-button controller) to switch views at any time.

COMBAT WINDOW

Shows the ongoing battle and combat alerts from mission control. Pay attention — they could save your butt!

SHIELDS

The Starfighter's protective shields disintegrate with continued damage. When you lose your last one, it's time to think about a desk job.

RADAR SCREEN

Shows incoming attackers in Cockpit view. Your Starfighter is always at the center of the display.

PROTON TORPEDOES

Keeps track of your remaining proton torpedo load. Fire your torpedoes for mass destruction when surrounded. You enter battle with a limited amount, so use them wisely — but be sure to use them up. You start each new level with fully recharged proton torpedoes.

YOUR STARFIGHTER

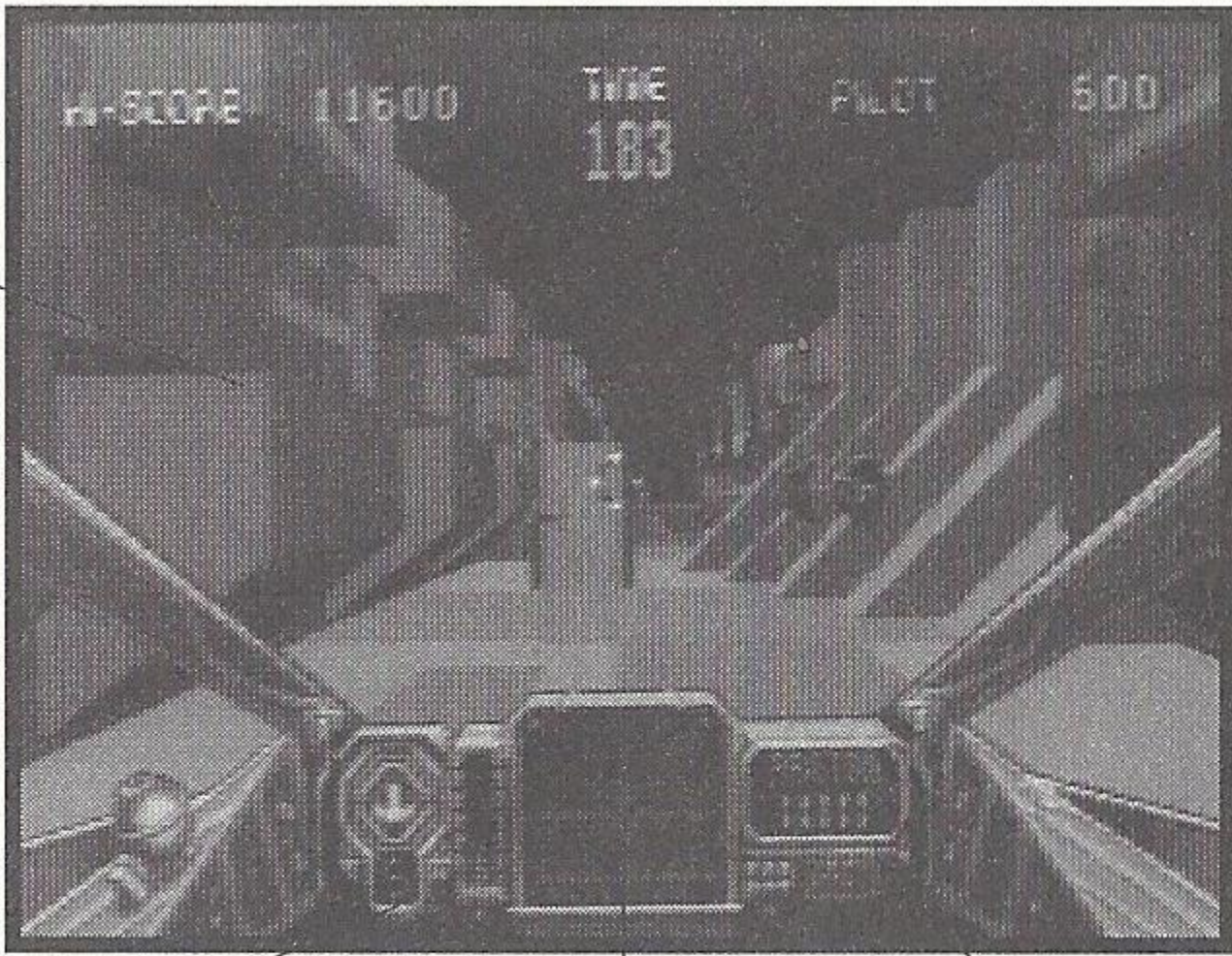
Your starfighter is always at the center of the action in Chase view.

REMAINING TARGET COUNT

You must destroy an increasing number of enemy fighters with each new mission. This counter tracks the number of targets remaining.

Cockpit View

Combat Window



Shields

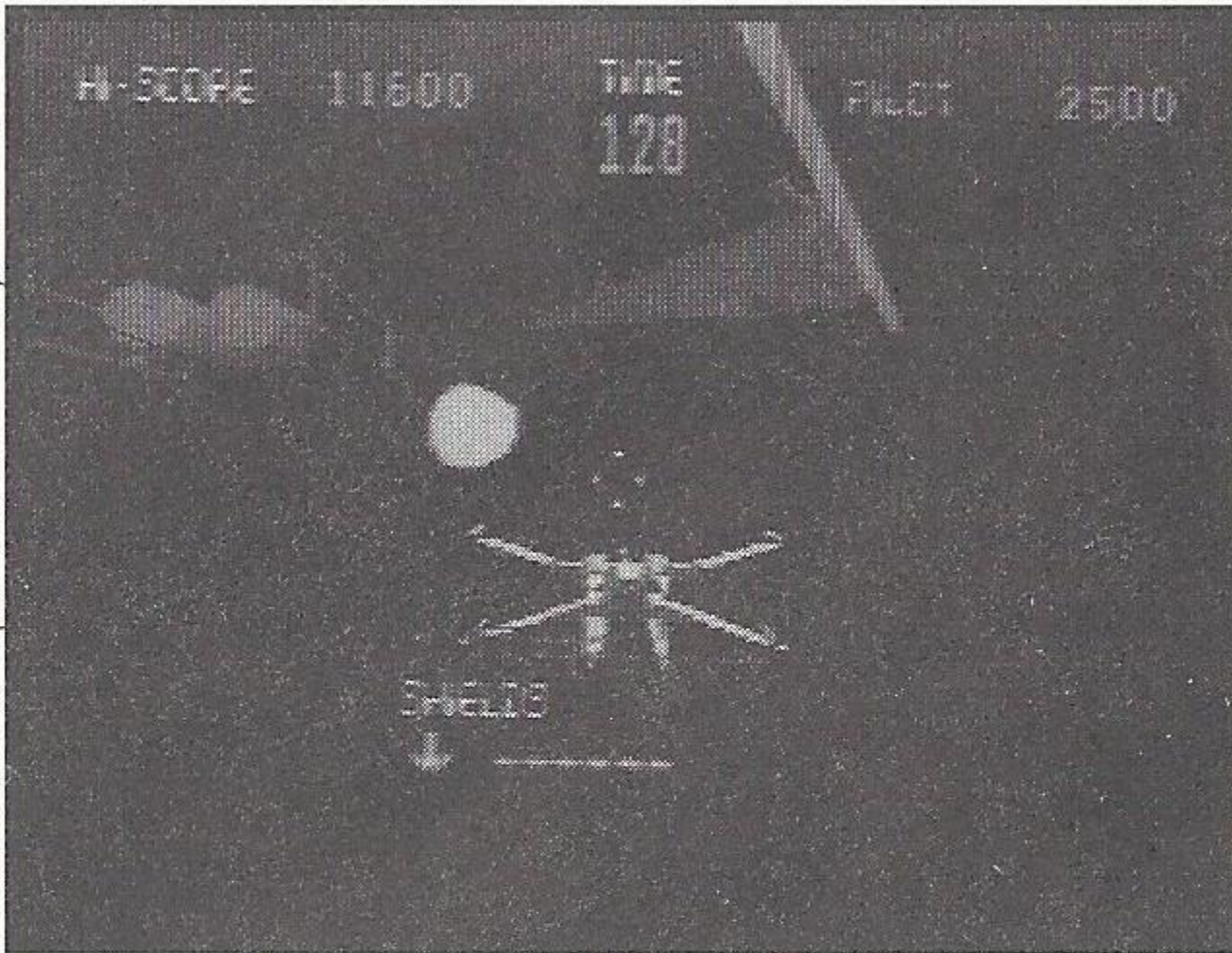
Radar Screen

Proton Torpedoes

Chase View

Combat Window

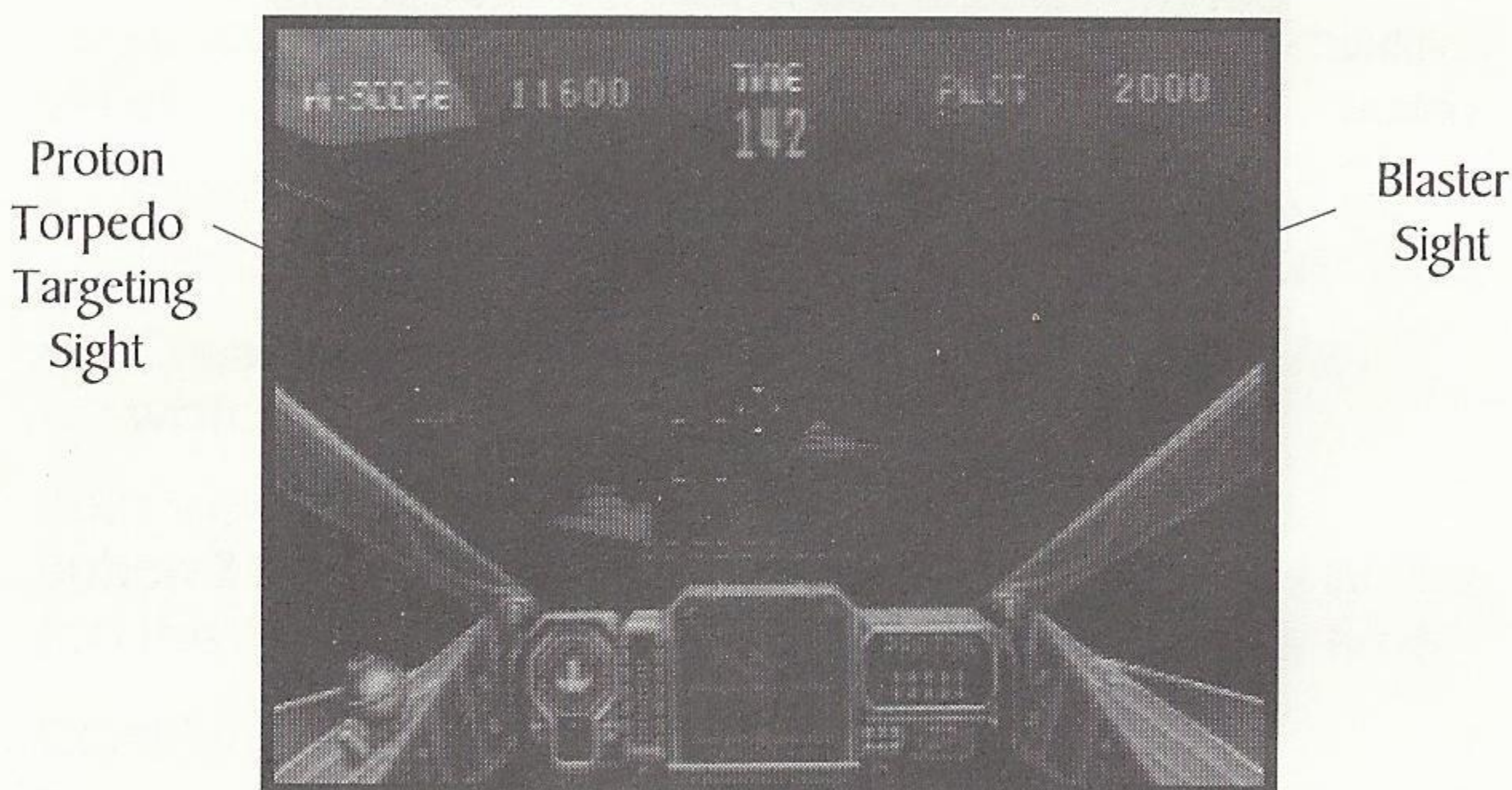
Starfighter



Shields

Remaining Target Count

Weapons & Targeting



You speed into explosive space action with two weapons at your control: laser cannons and proton torpedoes.

LASER CANNONS

This weapon is always available, with unlimited firepower. Your shots are directed by the small white laser gunsight in the center of the combat window. Watch incoming bogies and time your blasts for when they'll fly within your sight. If you play it right, you can't miss.

PROTON TORPEDOES

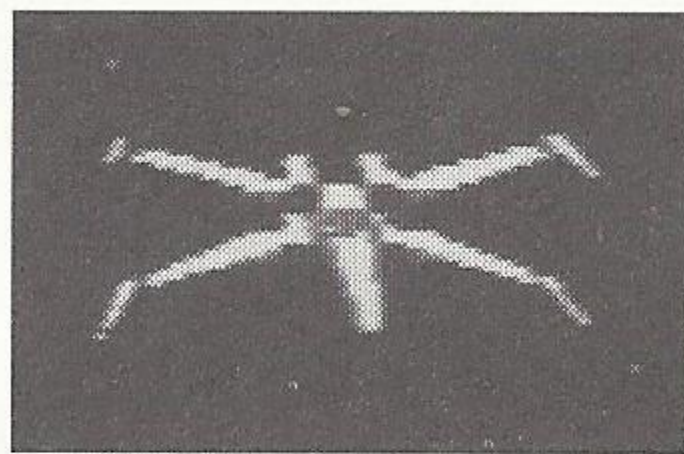
These heavy weapons deliver massive destruction. The large white proton torpedo targeting sight homes in on bogies automatically. When it locks on, you fire.

The sight must be locked on, or your shot will be wasted. That could be a fatal mistake, since your number of torpedoes per level is limited.

Combat Craft

Rebel Alliance Starfighters

Craft: Incom T-65B X-wing
Type: Space superiority fighter
Class: Starfighter
Crew: 1 and Astromech Droid
Length: 12.5m
Shields: 7
Weapons: 4 laser cannons, 2 proton torpedo launchers

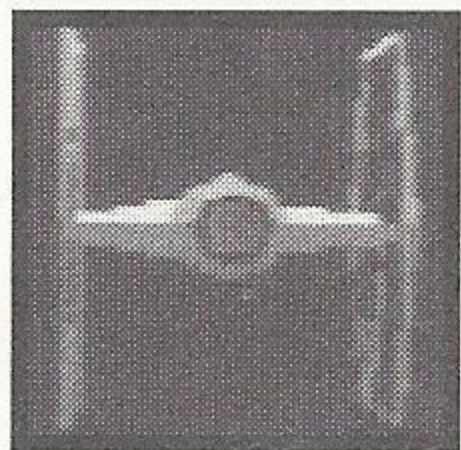


Craft: Koensayr BTL-S3 Y-wing
Type: Attack starfighter
Class: Starfighter
Crew: 1 and/or 2 and Astromech Droid
Length: 16m
Shields: 8
Weapons: 2 laser cannons, 2 proton torpedo launchers



Enemies of the Rebel Alliance

Craft: Sienar Fleet systems TIE fighter
Type: Space superiority starfighter
Class: Starfighter
Crew: 1
Length: 6.3m
Shields: None
Weapons: 2 laser cannons



Craft: Sienar Fleet systems TIE interceptor
Type: Space superiority starfighter
Class: Starfighter
Crew: 1
Length: 6.3m
Shields: None
Weapons: 4 laser cannons



Craft: Kuat Drive Yards Imperial I
Type: Star Destroyer
Class: Capital
Crew: 37,085
Length: 1600m
Shields: Yes
Weapons: 60 turbo blaster batteries



Mission Ops

Before each mission level, Admiral Ackbar briefs you on just what you're doing out there. Listen up!

32X Mode

LEVEL 1: FIRST BLOOD

Advance on the Cruiser's starfield, taking out 15 TIE fighters in your first encounters in space.

LEVEL 2: DOGFIGHT I

Demolish their advance squads of TIE fighters, while avoiding or damaging giant Destroyers.

LEVEL 3: SURFACE OPS

You've been spotted! Ferocious resistance counters your assault on the Death Star's surface. You'll need 10 trigger fingers and eyes in the back of your head to survive this massacre!

LEVEL 4: DEATH STAR TRENCHES

Fly an obstacle course through the trenches while dogfighting squads of TIE fighters. Destroy gun emplacements and ground installations. The battle rages on — with attackers firing from the Death Star's surface and in the air. Launch proton torpedoes through a vent to knock out the last defenders.

LEVEL 5: DOGFIGHT II

Wheel through attacking waves of TIE fighters. Pin those bogies with strafing laser fire! Save your proton torpedoes for the big guys — colossal Destroyers targeted on you!

LEVEL 6: SUPER STAR DESTROYER

Invade the Super Star Destroyer by penetrating its bases and strafing air attackers and ground installations. Blow up the main engine to explode the satellite.

LEVEL 7: SEARCH AND DESTROY

Skim the Death Star's surface in an explosive clean-up melee. Annihilate all attackers on this last-ditch foray toward the center of the Empire's stronghold.

LEVEL 8: DEATH STAR

In the final push, speed down the tunnels to the interior of the Death Star, blow up the main reactor and destroy the Empire!

Arcade Mode

LEVEL 1: DOGFIGHT

Demolish their advance squads of TIE fighters, while avoiding or damaging giant Destroyers.

LEVEL 2: SUPER STAR DESTROYER

Invade the Super Star Destroyer by penetrating its bases and strafing air attackers and ground installations. Blow up the main engine to explode the satellite.

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You've been spotted! Ferocious resistance counters your assault on the Death Star's surface. You'll need 10 trigger fingers and eyes in the back of your head to survive this massacre!

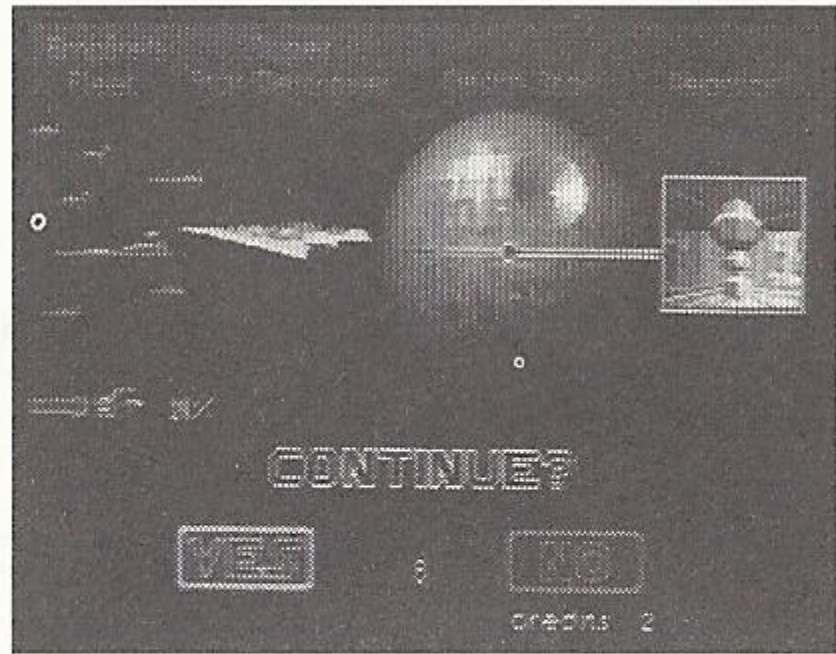
LEVEL 4: DEATH STAR

Fly an obstacle course through the trenches while dogfighting squads of TIE fighters. Destroy gun emplacements and ground installations. The battle rages on — from the surface and in the air. In the final push, speed down the tunnels into the interior of the Death Star, blow up the main reactor and destroy the Empire!

End of Game Screens

Continue

The first few times your starfighter is destroyed, you will be able to resume the game from the beginning of the last level you played. Press **Start** at the Continue screen before the timer reaches zero.



Continues are limited. Once they're gone, you've got to start the combat from the beginning. See how far you can get before using up your last Continue.

Score

When the game is over, you'll see your final score, and your Gunner's score in 2 Player games.

Rankings		
1st	12400	NMR
2nd	10000	JCT
3rd	9000	SCL
4th	8500	CRD
5th	8000	HCC
6th	7000	CTH
7th	6000	AKW
8th	5100	HQB
9th	5000	FHW
10th	4701	CRD

High Score

If you've racked up an exceptional score, you'll be able to enter your name (up to 3 initials) on the High Score screen.



Software Credits

<i>Producers:</i>	Jesse Taylor, John C. Brandstetter
<i>Assistant Producers:</i>	Vince Nason, Greg Becksted
<i>Marketing:</i>	Sarah Richmond, Nemer Velasquez
<i>Developed at:</i>	Sega Interactive
<i>Lead Programmer:</i>	Steven Lashower
<i>Polygon Engine:</i>	Christopher Warner
<i>Programmers:</i>	Alan Wise, Kevin Burley
<i>Lead 3D Artist:</i>	Herman Cheng
<i>3D Artists</i>	Albert Co, Fred Weimer, Steven Mclure, Willis Wong
<i>Background Artists:</i>	William Kier, Albert Co, Mike Chung
<i>Music Director:</i>	Tristan Des Pres
<i>Musicians:</i>	Jeffery Tveras, Dave Delia
<i>FM Sound FX:</i>	Mike Larkin
<i>Technical Director:</i>	Christopher Warner
<i>Lead Testers:</i>	Jeff Loney, Rey Alferez, Frank Hsu
<i>Assistant Lead Testers:</i>	Rick Greer, Janine Cook, Manuel Sousa
<i>Testers:</i>	Mark Subotnick, Fernando Valderrama, Ben Cureton, Bill Person, Kim Rogers, Arnold Feener, Steve Bourdet, Joel Breton, Sam Saliba, Tim Spengler, Mark Griffin, Mike Mansourian, Jeff Junio, William Beckman, Don Carmichael, Arnold Galano, John Harlow, Rachael Bristol, Caroline Trujillo, Dave Wood, David Dodge, Atom Ellis, Devon Hammack, Tony Lynch, Mike Williams, Jeff Ng
<i>Manual:</i>	Carol Ann Hanshaw
<i>Special Thanks:</i>	Dave Albert, Johnny Turbo, Haven Dubrul, Doria Sanchez, Bob Schonfisch

Music Credits

"STAR WARS" (MAIN TITLE)

(John Williams)

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"BEN'S DEATH AND TIE FIGHTER ATTACK"

(John Williams)

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"CANTINA BAND"

(John Williams)

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"THE LAST BATTLE"

(John Williams)

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"THE THRONE ROOM AND END TITLE"

(John Williams)

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"THE IMPERIAL MARCH"

(John Williams)

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"THE ASTEROID FIELD"

(John Williams)

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"HAN SOLO AND THE PRINCESS"

(John Williams)

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"YODA AND THE FORCE"

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"THE RETURN OF THE JEDI"

(John Williams)

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LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 32X 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 32X 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 32X 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.

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Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-155; U.K. No. 1,535,999;
France No. 1,607,029; Japan No. 1,632,396/82-205605 (Pending)