

SEGA®

A SEGA TRUVIDEO™ PRODUCTION

WIRED

SEGA CD™



4437



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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

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.

SEGA CD VIDEO GAME USE

This CD-ROM can only be used with the Sega CD system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

ABOUT AUDIO CONNECTORS — ORIGINAL SEGA CD MODEL

- If your Audio connection is made **from the Sega CD** to your television, you must use the Mixing Cable to connect the Headphone output jack on the front of the Genesis to the Mixing input jack on the rear of the Sega CD.
- If your Audio connection is made **from the Genesis** to the television (using either the RF cable or a Video Monitor cable), do not use the Mixing Cable.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

**FOR GAME PLAY HELP, CALL
1-415-591-PLAY**

**VISIT THE SEGA WEB FOR MORE INFORMATION AT
[HTTP://WWW.SEGAOA.COM](http://www.segoa.com)**

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



CONTENTS

Starting Up.....	2
Who's in Control?	3
Wirehead.....	4
Who's Who?	5
Directional Controls	7
Multiple Paths.....	10
Credits.....	14

**SEGA GAMEPLAY HOTLINE
1-415-591-PLAY**

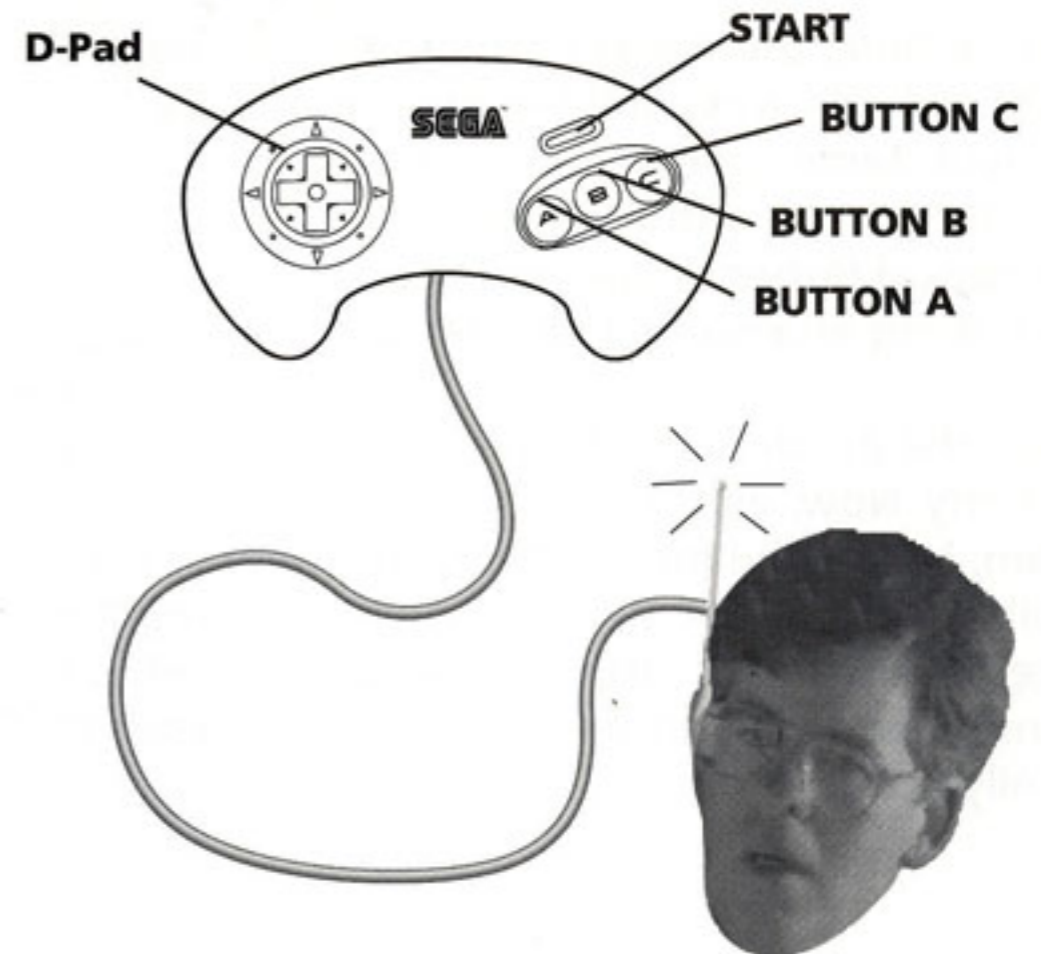
STARTING UP

1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo should appear.
NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.
3. Open the disc tray or CD door. Place the game disc into the disc tray, label side up. Close the tray or CD door.
4. If the Sega CD **logo** is on screen, press START to begin the game. If the **control panel** is on screen, move the cursor to the CD-ROM button and press BUTTON A, B or C to begin.
NOTE: If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.
5. Press START to display the Start screen.



2

WHO'S REALLY IN CONTROL HERE?



BUTTON

ACTION

START

Starts/pauses game

D-PAD in any direction.

LEFT, STRAIGHT or RIGHT

BUTTON A

Punch

BUTTON B

Kick

3

WIREHEAD™

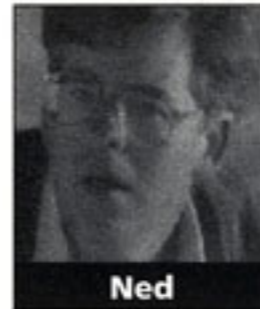
At one time, there was nothing special about Ned Hubbard . He was a mild-mannered history teacher, an avid stamp collector, and a birdwatcher. He was also the husband of the town librarian, Sally and the proud father of Lisa and Max. Now, there is no such thing as a normal day for Ned Hubbard.

Since the accident, Ned has been wired a little differently. Now, with a tiny computer chip in his brain, he's at the mercy of anyone holding his controller. [And Dr. Slitcon, the evil biotech engineer is after it.] But that's nothing compared to what happens when the controller falls into the hands of his family....



4

WHO'S WHO?



Ned

Ned is a 20 something year old history professor at a local high school. He's got a lot of great ideas just waiting to see the light of day. The only problem is, he's afraid of his own shadow. Someday, he'll build up enough courage to tell EVERYONE just where they can go.



Dr. Oja

Dr Oja specializes in Biotechnology and neurosurgery. Unfortunately, everyone around him wants to turn a profit from his creations.



Dr. Slitcon

Dr. Slitcon is an International Biotech engineer with only one thing on his mind-- POWER. He won't let anyone or anything stand in his way.



Laura

Laura's a cub reporter going after her first big story. She really cares about Wirehead and works with the Player and Max to save him.

5



RIP is a "freelance operative" who has no scruples and even less allegiance to his country. He'll work for the highest bidder, no matter what rock they crawl out from under. He's fast, clever and good at disguises.



Sticks is a mercenary and RIP'S sidekick.



Heels is DROP DEAD GORGEOUS. She's also a bounty hunter hired by Dr. Slitcon to find Wirehead. She's armed and dangerous from head to toe.

DIRECTIONAL CONTROLS

Movement Cues

Every time these arrows appear, you must make a selection! If you make an incorrect choice, the arrow will appear darkened



Vehicle Selection Cues

Use D-Pad to choose a vehicle

Fight Control Cues

Help Ned get out of a heap of trouble by selecting either A:Punch B:Kick



LIVES AND CONTINUES

You have 3 batteries (continues) and 3 charges per battery (lives). Each of these boxes represents one life. Watch the data readout. When your battery runs out, you become a headline



MULTIPLE PATHS

Sometimes there's more than one way out of a dangerous situation..but not always...



...And the wrong choice could cost you your life....



WIREHEAD CREDITS

Written/Directed by
Wirehead
Laura
Heels
Dr. Oja
Dr. Slitcon
Rip
Sticks
Sally
Lisa
Max
Sheriff
Deputy
Cowboy #1
Cowboy #2
Cowboy #3
Cowgirl #1
Cowgirl #2
Cowgirl #3
Jeep Girl
Slitcon Assistant
Stunt Coordinator
Stunt Performers

James Riley
Steve Witting
Leah Lail
Natasha Pavlova
John Fujioka
Vaugen Armstrong
Stephen Davies
Sonny Surowiec
Carol Whiteman
Paige Heuser
Joe Jutt
James Bell
Malcolm Stewart
Christopher Turner
Dorwin Horst
Wallis Horst
Dorothy Fehr
Sarah Richardson
Rachel Hayward
Mikka Dargel
Dean Choe
David Jacox Jr.
Charles Andre
Rick Pearce
Ernie Jackson
Dean Choe
Fiona Roeske
Jacob Rupp
George Josef
Yves Cameron
Vanessa Paris
Brad Loree

WIREHEAD CREDITS

Stunt Performers

Jim Dunn, Michael Langlois
Elaina Gavbli, Mellissa Stubbs
Michael Mitchell, Colin Hosu
Dawn Stoffer, Fred Perron
Cotton Mather, Alex Green
Kim Sheppard, Tony McRelli
Kirk Jarret, Danny Virtue

Casting

Sue

Unit Prod. Mgr.

Dirs. of Photography

Edited by

Produced by

1st Asst. Director

2nd Asst. Director

Prod. Coordinator

Focus Pullers

Clapper/Loader

Video Assistant

Key Grip

Best Boy Grip

Third Grip

Gaffer

Best Boy

Lamp Operator

Genny Operator

Sound Mixer

Boom Operator

Music Composed by

Art Director

Rosemary Weldon

Van Slee

James Goff Martin

Bernard Salzman

Daniel Nowak

Sloan Klevin

Michael Mullally

Blair Roth

Koa Padolsky

Laurie McLay

Kevin Hall

Holly Gregory

Marty Naucler

Ian Seabrook

David Bercovici

Tony Myland

Steve Larson

Irwin Figuera

Paul Slatter

George Campell

Steve Clarke

Paul Eougie

Jefry McLean

Martin Borycki

George Bondheim

Ron Kearney

WIREHEAD CREDITS

Set Decorator

Set Dresser

Props Master

Second Props

Third Props

Location Managers

Asst. Location Mgr.

Location Scout

Location P.A.

Special Effects Coord.

Special Effects Asst.

Wardrobe Stylist

Wardrobe Asst.

Make up Artist

Hair Stylist

Third Asst. Director

Trainee Asst. Dir.

Production Asst.

First Aid/Craft Serv.

Office Asst.

Picture Car Coord.

Transport. Coord.

Driver Captain

Drivers

Post Prod. Supervisor

Colorist

Color Correcting

Audio Design

Online Editor

Programming by

Paul Hanlon

Alexander Greig

Mark Hughes

Jason Lancel

Trevor Wise

Greg Jackson

Dan Redford

Joel Hurley

John Penhall

Darcy Wild

Al Benjamin

Rae Reedyk

Wellie Davis

Debbie Schfeiser

Delina Sheppard

Frederick London

J.P. Holecka

Glen Bottomley

Claire Welch

Lisa Chalmers

Hayley E. Wilson

Don Bell

Dave Fisher

Malcolm Jones

Peter Pantages

Simon Alexander

Troy Bassett

Ken Cathro

Ernie Moser

Achim Kapitza

Ewan Deane

Mike Ross

James Fisher

WIREHEAD CREDITS

<i>Add. Programming</i>	Colin Hogg Simon Morris Mark Kirkby Elliot Simon Gay
<i>Graphics by Sega Producer Sega Asst. Producers</i>	Joe Lewis Tony Van Vy Nong Greg Beckstead
<i>Digital Compression Product Manager Product Specialist Game Testing</i>	Katy Weathers John Garner Clint Dyer Sega Of America Testing Department
<i>Lead Testers</i>	Jeff Loney Abe Navarro Jay Vo
<i>Game Guide</i>	Hillary Clayson Loeb Gary Ferster
<i>Special Thanks</i>	Jef Feltman Larry Loth Willie Mancero Luis Arguero Pacific Video Resources Pacific Video Canada Gastown Post & Transfer Airwaves Sound Design Northwest Imaging & FX Creative Animal Talent
<i>Facilities Provided</i>	
<i>Koda the Bear Provided by Trained by</i>	Mark Weiner

LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega CD compact disc 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 compact disc 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 U.S. 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 CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc 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 disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega CD compact disc 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 compact disc 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.

HANDLING YOUR COMPACT DISC

- The Sega CD compact disc is intended for use exclusively on the Sega CD system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

FAHRENHEIT™

**THIS IS
-NOT A-
DRILL!**

People are still alive in there! But they won't be for long if you don't rescue them! Leading the Fire Fighters from Company 13 into the blaze, you've got to find the victims trapped inside and make it out alive!

Thick with smoke, and nearly 1,000 degrees near the ceiling, there's danger around every turn! Open the wrong door and you're toast.

To find the victims, you've got to make lightning fast decisions, overcome hazards, chainsaw through doors, and explore secret passageways—all before your oxygen runs out!

Three different challenges—a house engulfed in flames, a blazing hotel with 112 rooms, and a huge university booby-trapped by a crazed nuclear physicist.



**NOW AVAILABLE
ON SEGA CD
AND 32X CD!**

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