



SEGA

GENESIS



HERZOG™

★ zwei ★

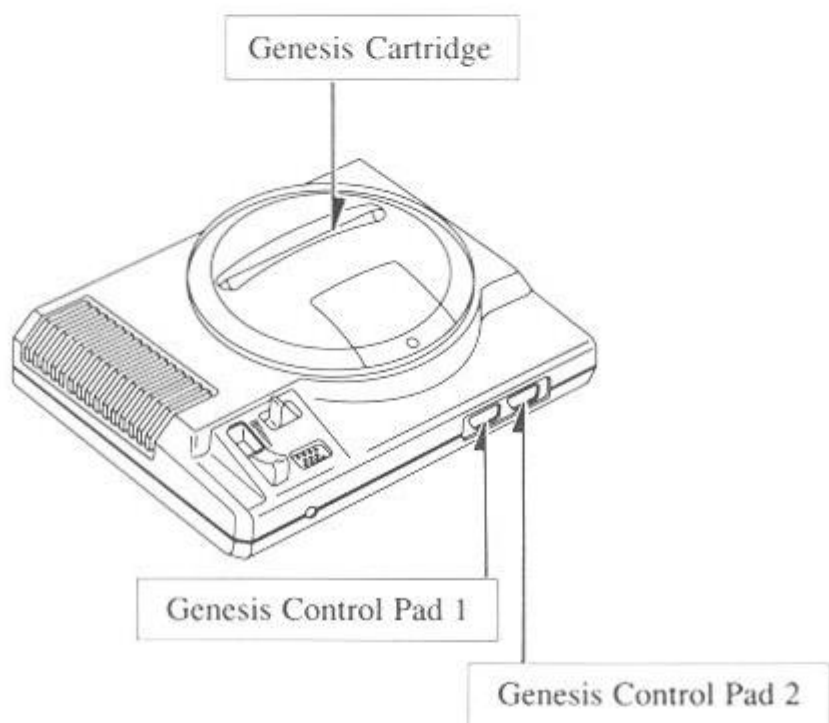
INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. For 1 Player games, plug in Control Pad 1. For 2 Player games, plug in Control Pads 1 and 2.
2. Make sure the power switch is OFF.
3. Insert the Herzog Zwei Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
4. Turn the power switch ON. If nothing appears on screen, recheck the Cartridge insertion.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

5. For 1 Player games, press the Start Button on Control Pad 1. For 2 Player games, press the Start Button on either Control Pad.



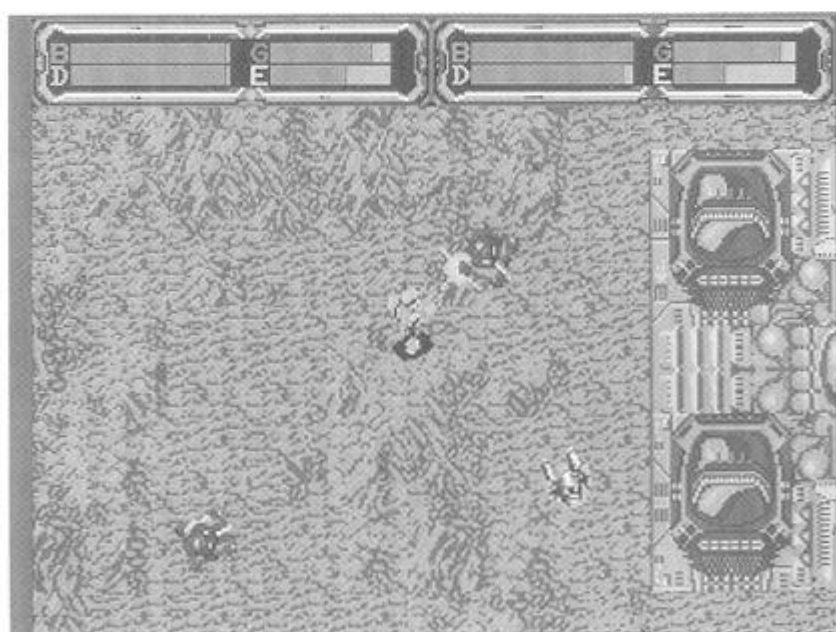
Herzog Zwei™

Defeat the Dictator!

The Aria Republic was a free world. But its military commanders lusted for power. Setting up an immense army, the tyrants fought their way to dominance. Now the world is enslaved under the rule of an oppressive dictator, Herzog Eins, Supreme Commander One.

But one high-ranking general, Ludwig, remembered the freedom of the lost Republic, and determined to put an end to tyranny. He secretly gathered a powerful armed force. Driven by hatred of the oppressors, this mighty army burst upon the enemy's strongholds in a tremendous revolt.

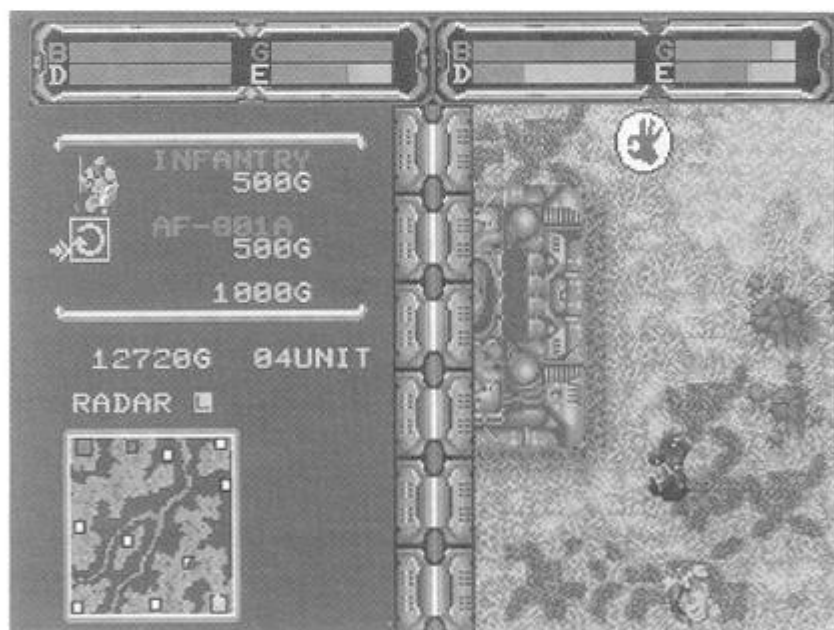
Now they face the war machines of General Balsaga, leader of the Herzog's forces. His orders: Destroy the rebels!



From their home bases, the armies advance with ground, air, and naval might. The sides are evenly matched, man for man, weapon for weapon. Each battle is an explosive struggle for control. Advance bases are gained, lost, and gained again! The battlegrounds roar with cannon fire, shatter under exploding missiles, and burn to the ground in bomb bursts.

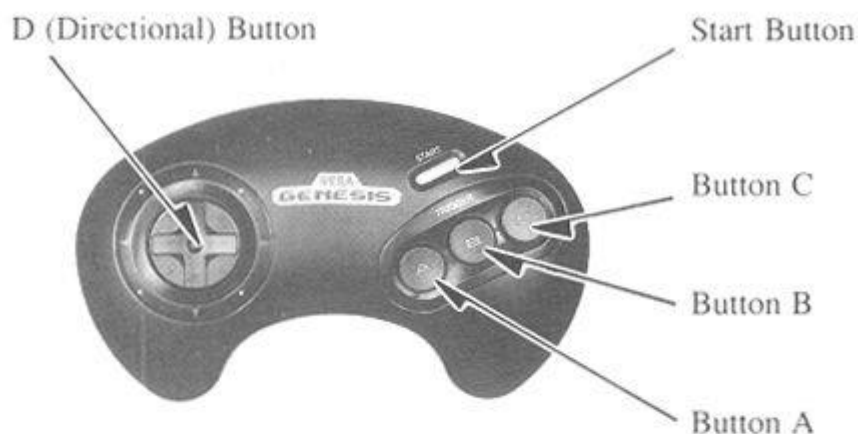
Each high commander plots a secret attack plan, then sends his forces into battle. From jungle to town to iceland, the whole world is at war! As battalions are destroyed, others mobilize to continue the fight!

Only one high commander can succeed. Will it be you? Can you overpower the enemy? Can you save the world? Can you become Supreme Commander Two — Herzog Zwei!



Take Control!

Here's how to use your Genesis Control Pad:



Start Button

- Press at the Title screen to get to the Configuration Mode screen.
- During play, press to pause game. Press button again to resume play.

D (Directional) Button

- Press up or down to move the marker through the selections on the Configuration Mode screen, Options windows, and Strategy screen.
- Press right or left to change options on the Options screens and Strategy screen.
- During play, press to move your fighting force in eight directions.

Button A

- Press to open Options windows on the Configuration Mode screen.
- Press to switch your fighting force between infantry soldier and attack jet during battle.

- Press to switch between attack jet and air transport when over ground troops or your base camp.
- Press to order new weapons on the Strategy screen.

Button B

- Press to close Options windows on the Configuration Mode screen.
- Press to fire weapons during battle.
- Press to order new weapons on the Strategy screen.

Button C

- Press to open and close Options windows on the Configuration Mode screen.
- Press to enter your selections from the Options windows.
- Press to open and close the Strategy screen during battles.

War!

The world is at war! When you turn on your Genesis Game System, the Title screen appears. Then the demonstration battles begin.

As high commander, you're in charge of mobilizing and controlling all troops. You must occupy the neutral bases and gain control of the enemy's advance bases. You decide what weapons to deploy and where to place your forces. You must also protect your occupied territory from enemy attacks. Your final objective — and the final battle — is destroying the enemy's base camp.

Player 1 always controls the red fighting forces. Player 2 or the computer always controls the blue forces. Press the Start button during a demonstration battle to get back to the Title screen.

Winning Battles

You attack the enemy in eight different battle stages of four levels each. With the right tactics you can occupy all neutral camps and seize the enemy's advance camps. When the enemy's total strength is low (see *Strength and Ammo Bars* on page 11), you have the best chance of destroying his base camp. Succeed and you win the battle! The level ends and you can begin a new battle.

Total Victory!

When you defeat the enemy in all levels of all stages, you win the war! If he gains the advantage and destroys you in all levels, he wins. The final victor becomes Supreme Commander!

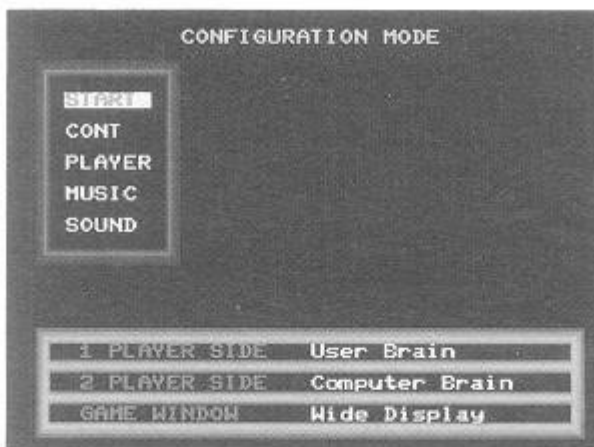
Configuration Mode Screen

At the Title screen, press the Start button to see the Configuration Mode screen. Press the D button up and down to move the marker to the selection you want. Then press button A, B, or C to either enter your selection or open an Options window.

Start

1. Press the D button up to move the marker to Start (if it isn't already there). Then press button A, B, or C to see the Battle Stages window. The top stage in the list is highlighted and its map is next to the list.

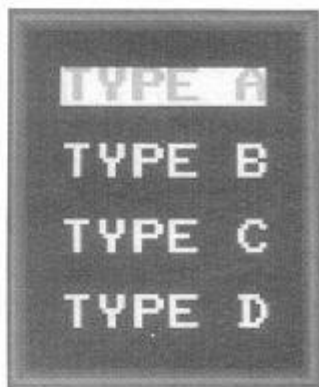
Configuration Mode Screen



Battle Stages Window



2. Press the D button up or down to look through the battle stages. The map changes to show each stage so you can decide which one you want to play.
3. When the stage you want is highlighted, do this:
 - In a two-player game, press button A or C to start the battle.
 - In a one-player game, press button A or C to see the Game Type window.



The computer's strength in battle depends on the game type you play. The computer is weakest in type A games and strongest in type D games. Use the D button to choose the game type you want. Then press button A or C to begin the battle.

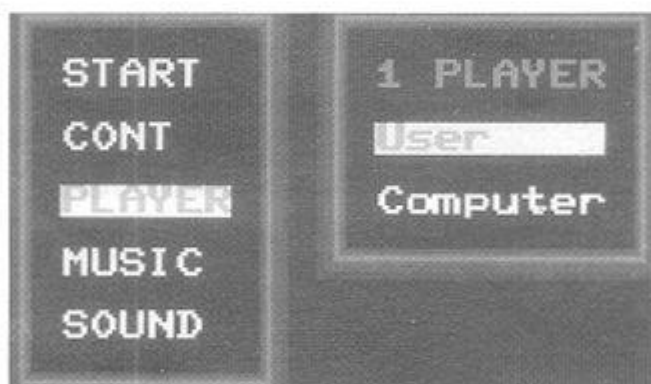
Note: Be sure to make the choices you want from the Player selection on the Configuration Mode screen before starting the battle.

Cont (Continue)

For an explanation of this selection, see page 23.

Player

1. Move the marker to Player on the Configuration Mode screen and press button A, B, or C. The Player 1 window appears.



2. Use the D button to choose User (you) or Computer as Player 1. Then press button A or C. Your choice appears in the box at the bottom of the screen.
3. The Player 2 window opens. Choose User as Player 2 if you're playing against a friend. Choose Computer if you're playing against the Genesis Game System. Then press button A or C. Your choice appears in the box at the bottom of the screen.

4. If you chose Computer as Player 2, this window opens:



- Choose Split to play on a split screen, with your battle action on the left and the computer's action on the right.
- Choose Wide to see your battle action on the full screen.
- Your choice appears in the box at the bottom of the screen.

Note: Two-player games are always played on a split screen.

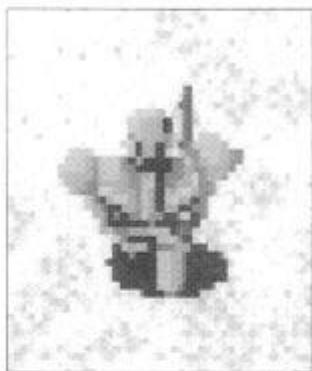
Music and Sound

1. Use the D button to move the marker to Music or Sound on the Configuration Mode screen. Choose Music to hear battle tunes. Choose Sound to hear game sound effects. Then press button A, B, or C.
2. The Music and Sound box opens. Press up or down on the D button to change the selection in the box. Then press the A button to hear it.
3. Press the B button to close the Music and Sound box.

Your Fighting Forces

Use your fighting forces to defeat the enemy! Press button A to transform your attack jet into an infantry soldier or air transport. Press button B at any time to fire weapons.

Note: As high commander, learn and remember the situations in which you CANNOT transform your forces.

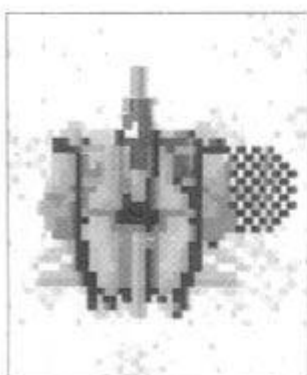
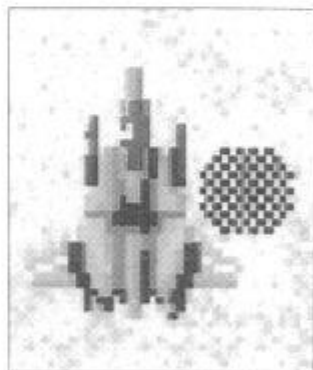


Infantry Soldier

This foot soldier attacks with a hand-held cannon during ground battles. He moves slowly and doesn't use much energy. He can only fight on level ground, and he can't climb or jump.

Attack Jet

This war machine moves fast, responds quickly, and is highly effective in battle. It gulps fuel, using three times as much energy as the infantry soldier.

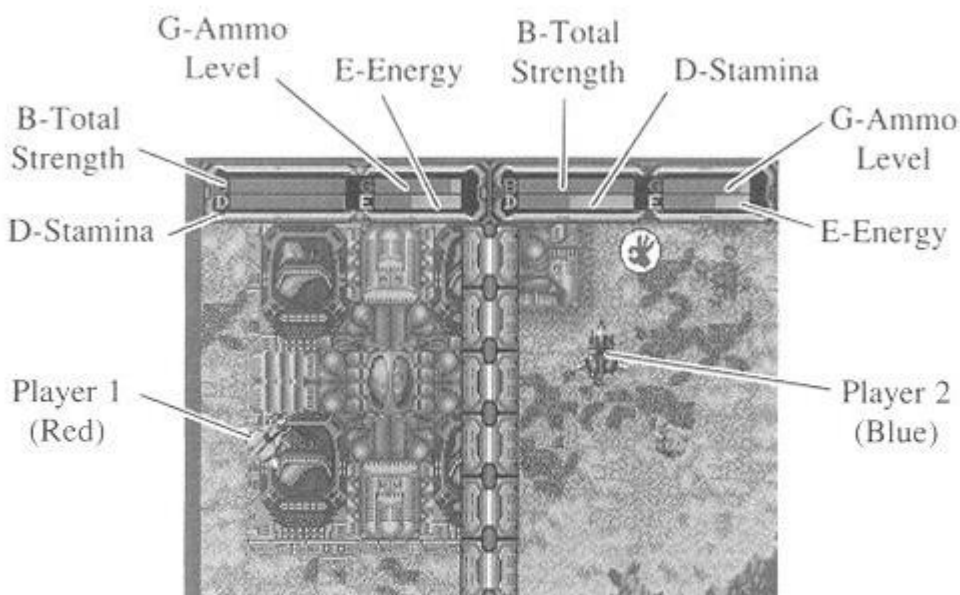


Air Transport

This super-sonic carrier picks up your ground troops and weapons and carries them to your next position. When loaded with cargo, it uses three times as much energy as when it's flying empty.

Strength and Ammo Bars

Bars on the Battle screen keep you updated on the strength and ammunition levels of both sides. You see both sets of bars even when playing in wide screen mode.



Bar B shows a side's total strength. Strength decreases as troops and weapons are hit by enemy fire. If this bar reaches zero, that commander's base camp is destroyed and he loses the battle.

Bar D shows the stamina of that side's fighting forces (infantry soldier, attack jet, and air transport). Taking enemy hits decreases stamina. When the bar reaches zero, that side's fighting forces are completely destroyed.

Bar G shows that side's remaining ammo rounds.

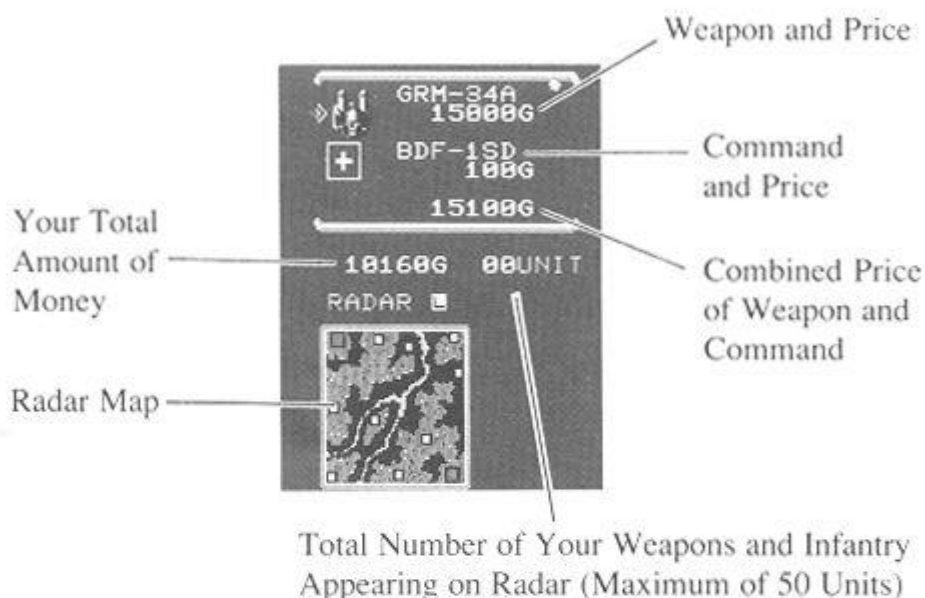
Bar E shows how much energy a side has left. This bar begins decreasing as soon as the fighting forces leave their base camps.

Keep a watch on your bars. If any bar is low, speed back to your base camp in your attack jet. Hover over the center of the camp to regain maximum bar levels.

The Strategy Screen

During battle, press button C to see the Strategy screen, where you can buy weapons and troops, plot strategy, and study a radar map of the battle action. During air transport, the Strategy screen gives you weapons information. Press button C again to return to battle.

Strategy Screen During Battle



Strategy Screen During Air Transport



- D = Total Damage to Weapons
- E = Total Weapons Energy Remaining
- G = Ammo Rounds Available
- M = Induction Missiles Remaining

Money

You need money to carry out your assault campaigns. Money buys new weapons, troops, and commands for your men to follow.

You earn money automatically as the battle progresses. You earn even more money when you capture enemy bases.

The Strategy screen shows the amount of money you have and the cost of military items. You'll only be able to buy what you can afford.

Buying Weapons, Troops, and Commands

You can buy new weapons, troops, and commands at any time (as long as you have the money).

1. Press button C to open the Strategy screen.
2. Press the D button up to move the marker to the weapons item (if it isn't already there).
3. Move the D button right or left to change the selection to the weapon or troop strength you want.
4. Press the D button down to move the marker to the command item.
5. Move the D button right or left to change the selection to the command that your new weapon or troops will follow.

Note: For a list of weapons and troops, see pages 16 through 19. For a list of commands, see pages 19 and 20.

6. Press button B to place your order. Your amount of money decreases by the total cost of your order. Then press button C to return to battle.

7. The Wrench symbol appears while your order is being filled.



8. The OK symbol appears when your new weapons or troops are ready for transport.



9. When the OK symbol appears, fly your attack jet back to your base camp. Hover over the center of the camp and press button A. The jet changes to the air transport and picks up the new cargo.
10. Fly to the attack position you've chosen and press button A to unload your cargo. The weapons and troops will deploy and begin their mission, following your command.

Moving Troops and Weapons

After they're in battle position, you can move troops and weapons to new locations. Hover over them in your attack jet and press button A. Your jet changes to the air transport and picks up its cargo. Then fly to the new location and press button A again to unload.

The Supply Truck

You'll see the Rescue symbol when your troops' energy decreases or your weapons run low on ammunition. Return to the Strategy screen and buy a supply truck.



Position the truck near your soldiers or weapons. The truck will automatically search for your army and supply it with energy and ammunition.

Other Symbols

The SOS symbol warns you that your base camp is under attack. Return immediately to defend it.



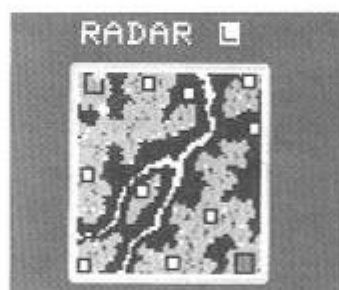
The Missile Homing symbol tells you which direction enemy missiles are coming from.



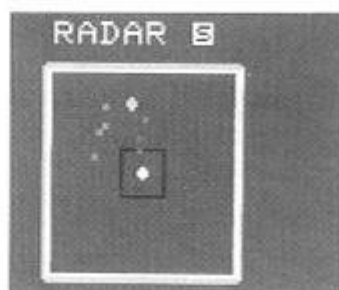
Radar

Both long range and short range radar help you find where your forces and your enemy are located.

1. Press button C to open the Strategy screen.
2. Use the D button to select Radar.
3. Press button B or move the D button left or right to select either long range (L) or short range (S) radar.
 - Long range radar shows the whole battle stage at once.



- Short range radar shows the area immediately around your soldiers and weapons. Your army is in the center of the radar screen, surrounded by a square.



4. Flashing "blips" on the radar screen show the positions of camps and weapons. Player 1's possessions are red and Player 2's are blue. The white "blips" are neutral bases.

Bases

There are three types of bases — yours, your enemies, and neutral bases. Colored dots above a base show whether it's occupied by the red or blue army. White dots mean the base is neutral.

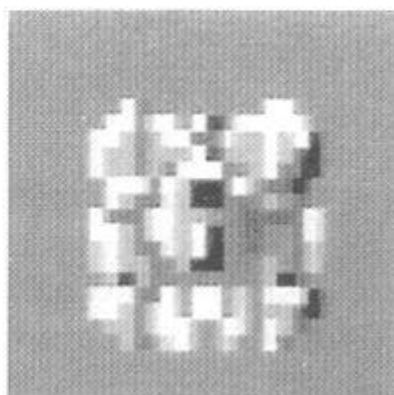
Your mission is to occupy all the bases by taking over neutral bases and seizing the enemy's bases. If you manage to get at least four of your ground soldiers into a base, it will become yours.

Weapons

Learn to choose the best weapon for the battle situation.

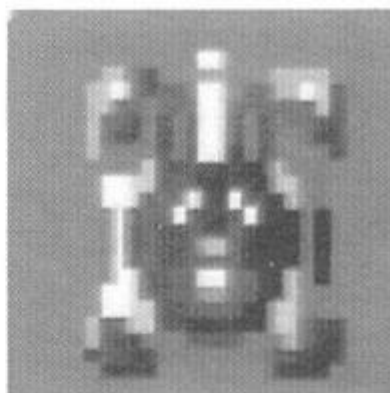
AMR-51D

Weapon type:	Armored car
Production cost:	1300
Production time:	3
Lasting power:	3
Mobile speed:	5
Spheres of activity:	3
Searching sphere:	1
Ammo rounds:	70
Attack power:	3
No. of missiles:	0
Place of activity:	Land



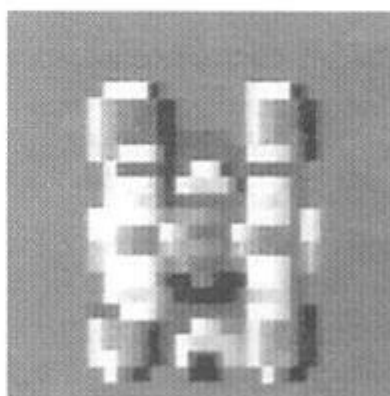
TAX-52

Weapon type:	Tank
Production cost:	3200
Production time:	4
Lasting power:	7
Mobile speed:	4
Spheres of activity:	5
Searching sphere:	1
Ammo rounds:	60
Attack power:	5
No. of missiles:	0
Place of activity:	Land



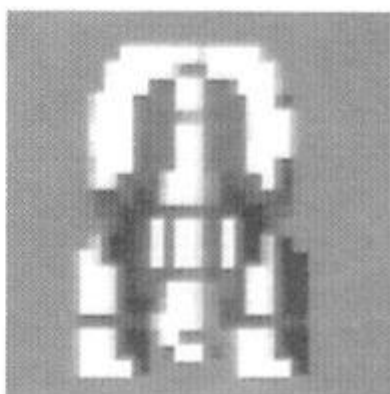
SAM-42

Weapon type:	Anti-aircraft tank
Production cost:	4300
Production time:	4
Lasting power:	5
Mobile speed:	2
Spheres of activity:	2
Searching spheres:	5
Ammo rounds:	0
Attack power:	7
No. of missiles:	10
Place of activity:	Land



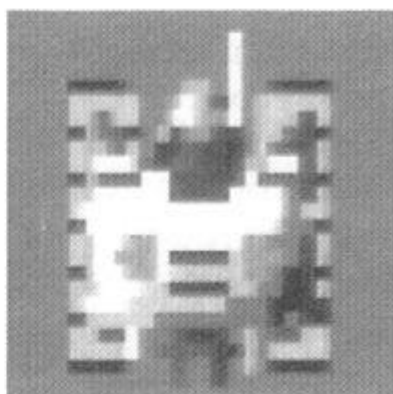
ST-57U

Weapon type:	Boat
Production cost:	3400
Production time:	5
Lasting power:	4
Mobile speed:	1
Spheres of activity:	6
Searching spheres:	3
Ammo rounds:	50
Attack power:	3
No. of missiles:	0
Place of activity:	Sea



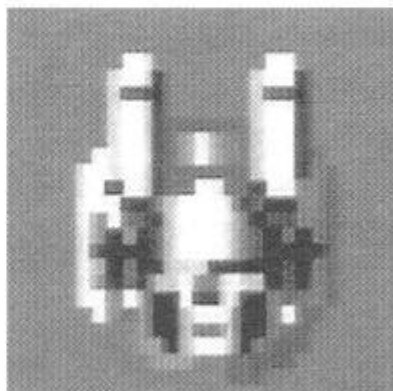
SUPPLY

Weapon type:	Supply truck
Production cost:	1500
Production time:	3
Lasting power:	3
Mobile speed:	3
Sphere of activity:	0
Searching sphere:	0
Ammo rounds:	0
Attack power:	0
No. of missiles:	0
Place of activity:	Land



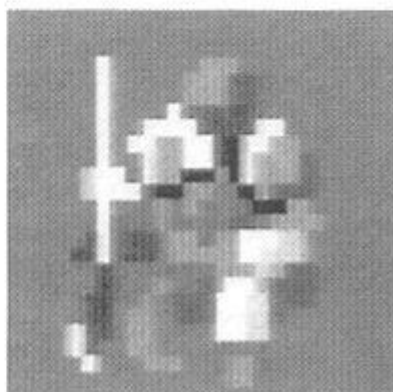
GMR-34A

Weapon type:	Stationary cannon
Production cost:	15,000
Production time:	6
Lasting power:	6
Mobile speed:	0
Sphere of activity:	0
Searching spheres:	2
Ammo rounds:	88
Attack power:	6
No. of missiles:	20
Place of activity:	Land



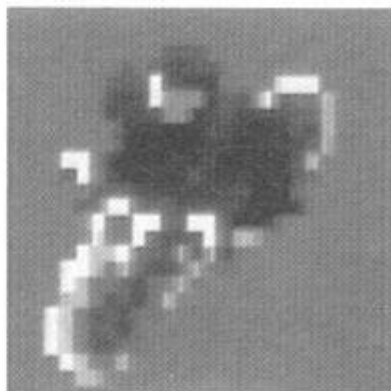
INFANTRY

Weapon type:	Infantry soldiers
Production cost:	500
Production time:	1
Lasting power:	1
Mobile speed:	1
Sphere of activity:	0
Searching sphere:	1
Ammo rounds:	80
Attack power:	2
No. of missiles:	0
Place of activity:	Land



FWA

Weapon type:	Motorcycle
Production cost:	950
Production time:	2
Lasting power:	2
Mobile speed:	6
Spheres of activity:	3
Searching sphere:	1
Ammo rounds:	30
Attack power:	1
No. of missiles:	0
Place of activity:	Land



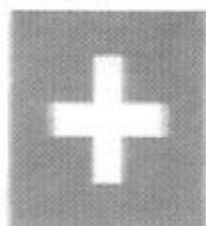
Commands

Learn to use your commands to effectively control your soldiers and weapons and win the war!

Note: Some commands cannot be given to certain weapons.

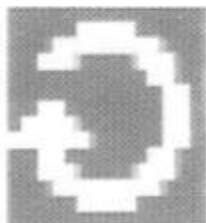
BDF-1SD

Cost:	100
Purpose:	Orders your army to attack from a fixed position.



AF-001A

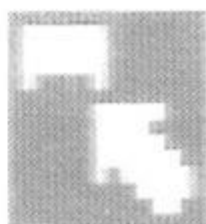
Cost:	500
Purpose:	Orders your army to attack within a limited area centering upon its original location.



AT-101

Cost: 1500

Purpose: Orders your army to destroy the enemy, then move to the closest neutral or enemy base in order to occupy it.



DF-F02A

Cost: 1000

Purpose: Orders the army to search from a fixed position. Upon discovering the enemy, it will move in for the attack. After destroying the enemy or losing sight of it, your army will return to its original position.



AT-101H

Cost: 1800

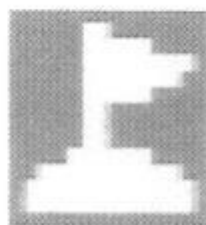
Purpose: Orders your army to begin moving towards the nearest neutral or enemy base for a take-over. Its second priority is to attack the enemy.



BA-001C

Cost: 3500

Purpose: Orders your army to advance on the enemy's base camp for the final attack.



PW-SS10

Cost: 580

Purpose: Orders the supply truck to find and revive troops and weapons in the field.



Battle Stages

The war takes place in eight different battle stages. The most effective weapons for each stage vary, depending on the terrain. Examine the maps for land contours that can help you choose the best weapons for your battle situation. Also check the maps for the locations of bases and enemy movements.

Stage 1: Abgrund (The Canyon)

Fighting takes place in the forests of a vast plateau. The middle of the plateau is split by a wide river flowing through a deep canyon.

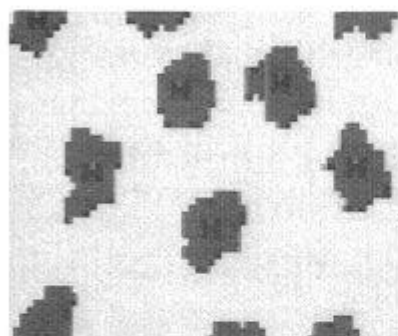


Stage 2: Vulkan (The Volcano)

A river of flaming lava flows across this volcanic cone. Any weapon or soldier unfortunate enough to come in contact with the lava is immediately incinerated.

Stage 3: Loch (The Cave)

The path through this cave is a twisting, puzzling maze.

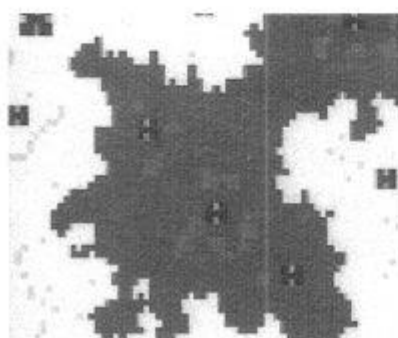


Stage 4: Strand (The Beach)

Bright green islands float in a vast blue sea. And out of this beauty erupts a tremendous battle.

Stage 5: Stadt (The Town)

This enormous industrial city has become a battleground! Use the space inside the abandoned factories for effective attacks.

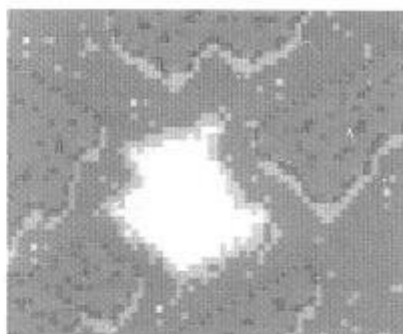


Stage 6: Eisfrei (The Icefield)

Ice and snow clog your weapons and hold back your ground troops. It's very dangerous — be very careful.

Stage 7: Waldung (The Jungle)

This wet, humid, lush jungle is almost impassable! Attack as soon as possible!



Stage 8: Oase (The Oasis)

You're dropped into a tiny oasis in a vast desert. Shatter the stillness with the roar of cannon fire — and win the war!

Cont (Continue)

One-player games (against the computer) offer a Continue selection on the Configuration Mode screen.

1. If you make it successfully through the first stage, you'll see a password on screen after each succeeding battle, whether you win or lose. Write down the password.
2. To continue your game, select Continue on the Configuration Mode screen. The Password window opens.



3. Press the D button up and down to move the cursor left and right on the password line, until it's over the letter you want to change.

4. Press the D button right and left to select the letter in the alphabet that you want to place in the password.
5. Press button A or C to place the selected alphabet letter in the password, in the position marked by the cursor.
6. When the password is correct, move the cursor to End and press button C.
7. If the password is correct, the message "Correct" appears. Press button A to see the Battle Stages window. The letters for the stage types you've already conquered will be dark. Now you can select your next stage and type from among the ones you haven't yet succeeded in.

The password remains on screen. Move the cursor to End and press button C to continue.

8. If the password isn't correct, the message "Password Error" appears. Press any button, then enter your password again.

End of Game Screen

At the end of a game, you'll see this screen:

WINNER 1 PLAYER SIDE		
TIME 00:17:56		
1P SIDE		2P SIDE
USER	BRAIN	COM
6	BASE	2
62	UNIT	79
4	BODY	9
PASSWORD		
GOGHCACACNI		

Brain =
the player

Base =
total bases
occupied

Unit =
total
weapons
bought

Body =
total
air-craft
deployed

Staying Alive!

- Effective strategy is the difference between victory and defeat! Occupy bases one by one and enlarge your sphere of influence.
- Deploy troops around your base camp and occupied bases to defend them from attack.
- Learn to give effective commands to your army. Memorize the commands, weapons, and troop code names so you'll know what they are at a glance..
- Closely watch your energy levels. If your air transport runs out of energy while in flight, it will crash, destroying all its cargo.

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

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 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 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 fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we 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 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 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 ninety 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 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.

©1990 Sega of America, Inc.

Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080

Printed in Japan