

SEGA

GENESIS

16-BIT CARTRIDGE



DARIUS™

INSTRUCTION MANUAL

RENOVATION
PRODUCTS

renovationsguide

Handling the Genesis Cartridge

- This cartridge is intended exclusively for the Sega Genesis System.
- Do not apply severe shocks to the cartridge. Avoid hitting or stepping on the cartridge. Do not take it apart under any circumstances.
- Touching or wetting the terminal of the cartridge can cause damage.
- Avoid leaving the cartridge in extreme hot or cold temperatures. Especially, avoid places that are in direct sunlight, near stoves, or humid areas.
- When cleaning the cartridge, do not use chemicals, such as paint thinner or benzene.
- Your eyes may become tired after long periods of game play. To avoid stress, take a 10 to 20 minute break every hour. Try to be as far as possible from the TV screen.

GAME HINT HOTLINE

If you have any questions about playing GAIARES, or you are interested in hints on how to play more effectively, please call the Renovation Game Hint Hotline at:

(415) 871-GAME

DISCLAIMER

The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblance between the persons, names, places, institutions and incidents in this game and actual persons, names, places, institutions and incidents is purely coincidental.

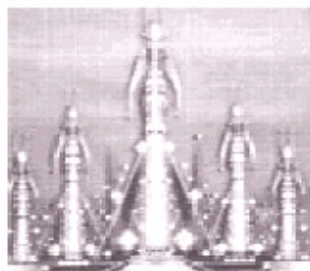
Thank you for purchasing this GAIARES Cartridge from Renovation Products for the Genesis System. Please read this instruction manual carefully to ensure proper handling of your game.

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THE STORY

Mother Earth has been turned into an environmental wasteland by careless humans. Now, the human race has one last chance to save the Earth... With your help.



The United Star Cluster of Leezaluth, the governing empire of the Galaxy, has sent a warning to the Earth: "To any surviving Humans — An inter-galactic terrorist group known as Guller is planning to invade your planet and use your polluted waste to build weapons. You Humans must stop Guller. If you cannot, we will be forced to super-nova your sun and destroy the Earth to stop them. But if you can stop Guller, we will give you a new planet like Earth to live on."

Unfortunately, Earth can no longer afford to maintain a standing army or military. But there is still one brave hero willing to fight for the survival of Earth. He is Dan Dare, a young ace-pilot who is ready to face Guller — and possible death — by himself.

Alexis, the messenger from Leezaluth, was awed by Dan's fighting spirit and decided to stay with him. She deliberately brainwashed herself of her own culture so that she could stay on Earth and fight alongside Dan. She modified Dan's spacecraft and is now the navigator of the TOZ weapon system on Dan's ship.



The last epic struggle for the survival of the Human Race and Mother Earth has just begun... All our fates rest in your hands.

CAST OF CHARACTERS

There are four main characters that appear on the screen, who are part of this epic space-struggle.

Dan

Twenty-one years old, he is an honest and true hero of Earth who has a strong sense of justice. He is the main hero of the game. He is also a first-rate pilot.

Alexis

She was sent to the Earth as a messenger, and she was awed by Dan's strong will to fight. She deliberately brainwashed herself of her own culture (which, of course, is forbidden in Leezaluth) so she could live among the humans and become the navigator of the TOZ for Dan. She is a bright and thoughtful 20-year-old girl from the Leezaluth star-cluster.

Natasha

She is the Queen of the United Star Clusters, Leezaluth. The sister of Alexis, Natasha is 25 years old. She worries about Alexis, who she sent to Earth as a messenger.

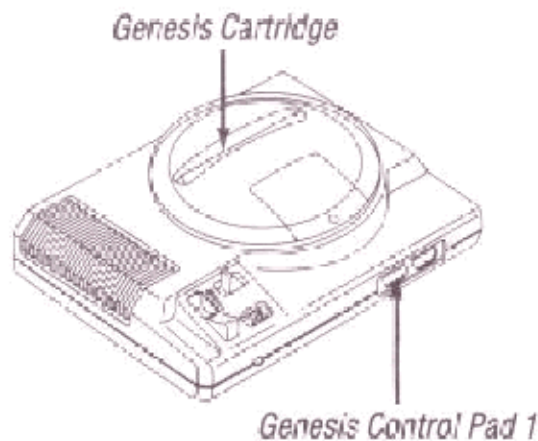
Queen ZZ Badnasty

The corrupt leader of the terrorist force, Guller. A cold-blooded Queen who is trying to utilize polluted materials on Earth for military weapons. Half her body is a robot. She has a habit of laughing hysterically at absolutely nothing. She is also an egomaniac.

GAME START

- 1) Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 player. Plug in Control Pad 1.
- 2) Make sure the power switch is off.
- 3) Insert the GAIARES 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 the screen, recheck the Cartridge insertion.

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

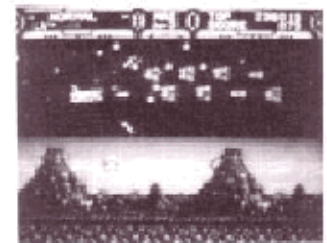


GAME OBJECTIVE

Operate your own ship and destroy every enemy of the Gulfer military coming up one after the other. The game goes as follows: opening visuals scene → game stages (8 stages total) → Boss stage (once at each stage) → ending visual scene.



OPENING



GAME STAGE

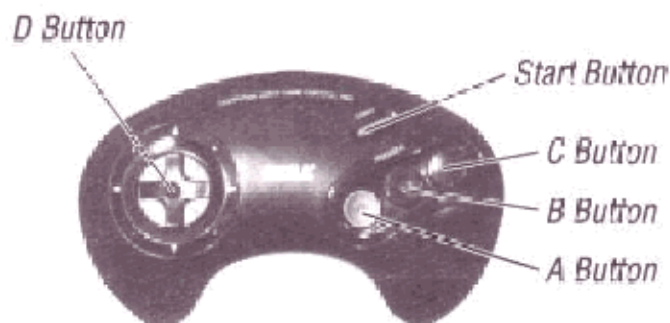


BOSS



ENDING

TAKING CONTROL



D (Directional) Button

Move ship. Press to move ship in any direction.

A Button

Speed change. Press to change the speed of ship in three levels: LOW, MID (medium), or MAX (maximum).

B Button

Attack. Press to shoot. Pressing continuously shoots rapid-fire shots. Even if you are using the Genesis Arcade Power Stick, the number of shots will not increase more than the standard rapid-fire.

C Button

Operate TOZ. Press to detach TOZ (see page 14 for details).

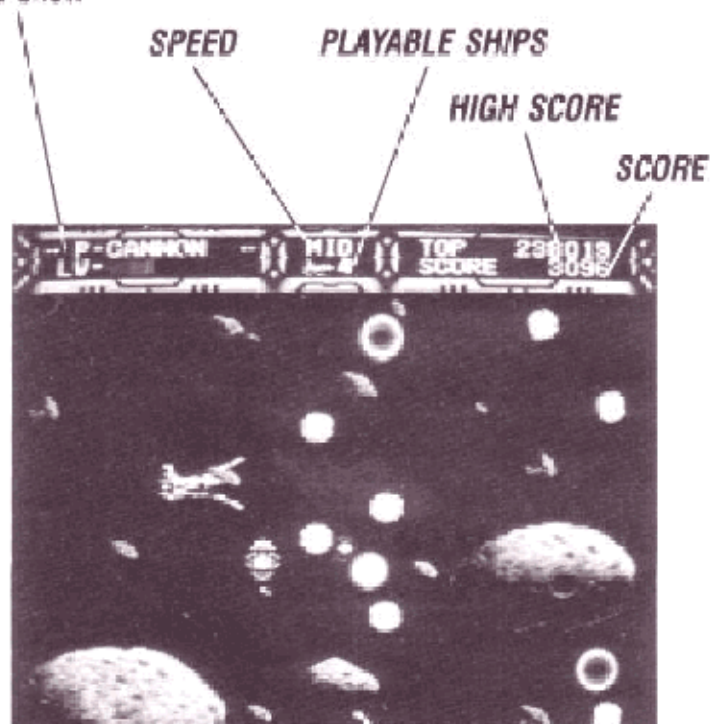
Start Button

Press to start game. During game, press to pause game. Press Button again to resume play.

Opening visual scene will appear after turning the switch on. Press Start Button to start game.

SCREEN INDICATORS

CURRENT STATUS OF TOZ: Shows status of TOZ, level and shot.



HOW TO PLAY

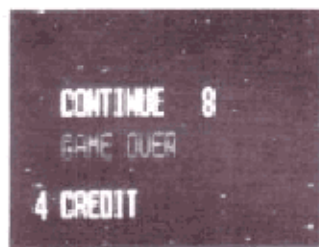
In this game, the ship will power up by learning attacking characteristics of enemies as you play. You must carefully watch the TOZ indicator in the upper left corner of the screen during operation of TOZ. Don't worry, you won't be too nervous about the indicator once you get used to it.

You can change the speed of the ship any time you want. The faster your speed is, the more likely you are to crash on the land or obstacles. Adjust the speed as you learn how to maneuver the ship.

When you lose a ship, you will be sent back to a certain position of the stage in which you lost the ship. Game over will happen when you lose all ships.

Continuation Feature

To continue the game, press Start Button before countdown reaches zero, after the game over message.



CONFIGURATION MODE

Configuration mode is available in this game, and the following modes can be changed.

Level

Change the level of difficulty of the game. Select from NORMAL or HARD. The number of playable ships and continuous plays are the same in each mode.

BGM test

Listen to the music in the game. (During game play, however, the computer will decide the music automatically.)

S.E.

Listen to sound effects in the game.

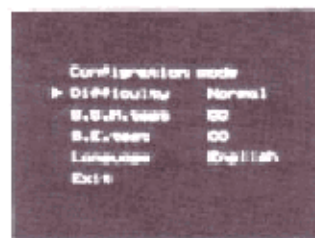
Language

Select either English or Japanese for opening and ending messages.

To select all options above, move D Button.

Note: Characters are named differently in English and Japanese.

To go to configuration mode, press Start Button while pressing either A, B, or C button at Title screen.

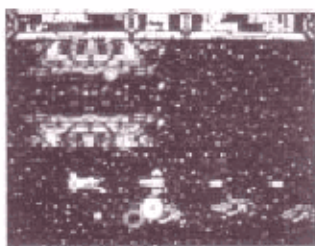


ABOUT THE TOZ

Power Up Your Ship!

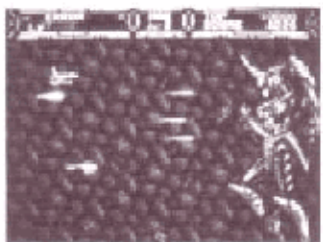
A learning unit, the TOZ, is an artificial-intelligence system that can adapt the attacking pattern of the enemy and transfer the same weapon the enemy has to the player's ship by docking to the enemy. When TOZ is docked to the enemy, the system analyzes and adapts the enemy's attacking pattern, and the information will be transferred to the ship. By doing so, the ship will be able to change weapons, power-up, and attack with multiple weapons. Now your ship has the same capability as the enemy.

The TOZ is standard equipment on the ship and you will not lose the system even when attacked. The level of weapon system acquired by TOZ will be kept even after a change of weapons is made. When the TOZ adapts the same kind of weapon later, the original weapon level will be resumed.



The most important game tip is to make the most of the TOZ system.

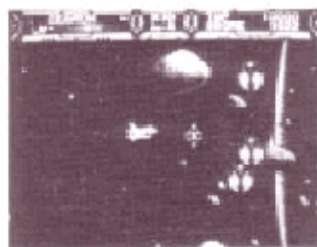
The TOZ cannot learn from Boss characters. Be careful not to detach TOZ system when fighting Boss characters.



How to Use the TOZ

The TOZ is detached by pressing C Button. Just press once. The weapon power level will be upgraded by learning the same weapon several times. The level of each weapon will be recorded and the same level will be resumed when TOZ re-equips with the same kind of weapon.

Note: Once the ship learns a special weapon, the TOZ will not dock with enemies that have the basic weapon. And, after learning a special weapon, the ship cannot use the basic weapon until you lose a ship.

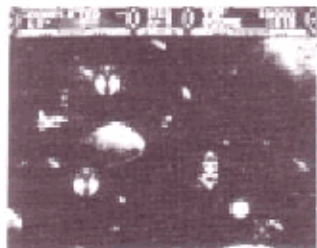
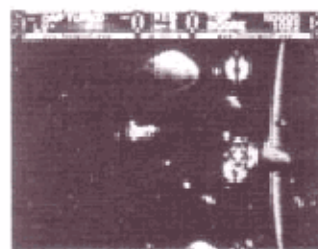


Search

Pressing C Button sets the TOZ in front of the ship immediately and detaches it horizontally. Then it docks with the enemy, if there is one on the same horizontal line.

Capture

If the detached TOZ judges that it is worth learning a weapon, it will dock with the enemy.

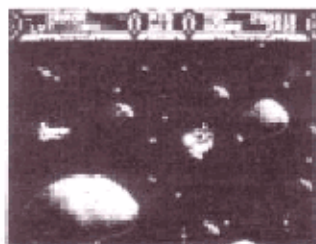


Completed

The TOZ returns to the ship after a short period of time. Only then is it possible for TOZ and the ship to attack enemies with a new weapon acquired.

Error

The TOZ will return to the ship if it cannot find an enemy on the straight line on which the TOZ sought along. Be careful not to detach TOZ without good reason, because the ship cannot shoot while TOZ is searching for an enemy.



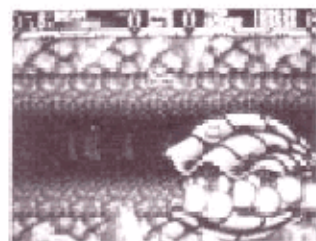
TOZ Level

Any basic or special weapon can be upgraded to a max of level three. The status of the level is seen in the upper left corner of the screen. The color changes from blue to red in the three levels.



The TOZ is Invincible

Wield a variety of attacks using TOZ's invincibility! TOZ is absolutely invincible. It even protects you from bullets of enemies in low levels. Move the ship, assuming that the TOZ traces on the extended line of the course on which the ship moved.

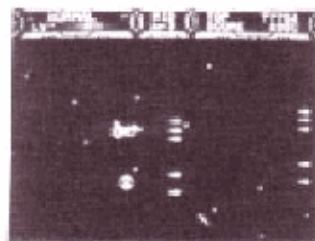
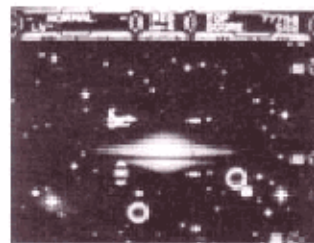


BASIC WEAPONS

The basic weapon is standard equipment that is loaded at the time of starting. The weapon can be powered up by using the TOZ system. However, it goes back to the lowest level when you are shot by an enemy.

Ionic Vulcan

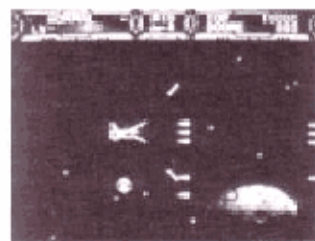
Bullets equipped as standard. They are automatic, but not powerful. You can fire three bullets at the same time by powering up.



When powered up.

Quark Missile

Missiles equipped as standard. Automatic firing and bi-directional firing is possible by powering up. It can also fire homing missiles after learning the same type of missiles from an enemy.



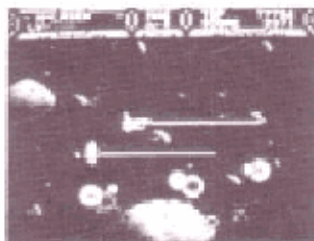
When powered up.

SPECIAL WEAPONS

Many kinds of powerful attacks are available through TOZI! Special weapons are ones obtained by learning from enemies using TOZ. The ship will gain more offensive power by learning the weapon of the same enemy repeatedly. Power up levels could be different depending on the type of weapon.

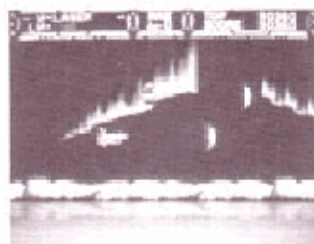
Horizontal Laser

A laser shot fired horizontally which goes linearly. Powered-up laser discharges more output and thus becomes more powerful. This is a weapon with high attacking capability and easy to aim.



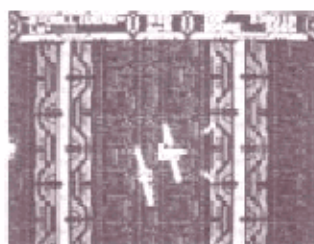
Vertical Laser

This laser forms a vertical wall and then goes straight. Shooting distance will be longer with power-ups.



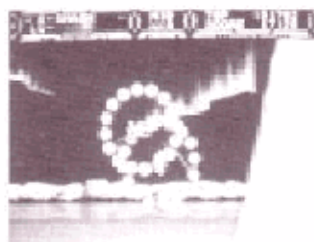
Rolling Colador

Multi-directional shots. Power-up makes it possible to shoot three, four, and five directional shots in each level. This is helpful when enemies appear frequently.



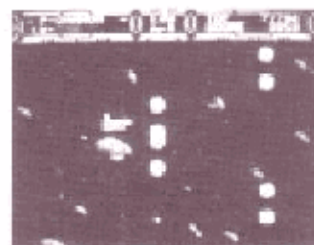
Energy Smash

Fires rotating bullet around the ship. The bullet charges energy while pressing B Button and fires when released. Number of bullets increases with power-ups.



Plasma Cannon

A laser shot gun which fires multi-directionally at the same time. It fires laser shots counter-clockwise and power-up makes it possible to fire two, four and eight directional lasers in each level.



Giga-Beam

An ultra-thick laser beam that launches forward. While a beam in basic level is powerful enough, it becomes even thicker and stronger with power-ups.



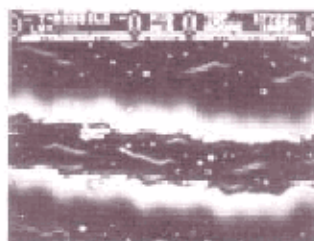
Summersalt Laser

A homing laser. With power-up, it obtains automated firing capability and fires more bullets.



Teklite Missile

Multi-directional missiles. They fly up to a certain distance and then explode. With power-up, the number of directions shot will increase.



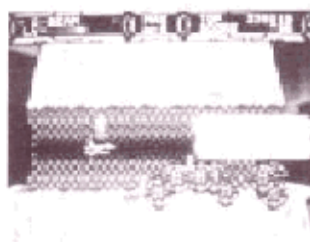
In the stages, there are many enemies from which the TOZ can learn.

LaGuide, which appears in the beginning of stage 2 right after the fast scrolling, will try to attack the ship with a laser cannon. The ship can also learn **SUMMERSALT LASER**. Try to get this effective homing missile!



LEARN AS MANY POWERFUL WEAPONS AS YOU CAN!

The other enemy whose weapon is worthwhile learning is **RE-FREDLY**. From this enemy, the ship can learn either the **HORIZONTAL LASER** or **GIGA-BEAM**. If the ship learns one of these, you will be able to take advantage of these later.



DEFENSE ITEMS

Detach TOZ when you find these Defense Items. Let TOZ catch the defense items in each screen and acquire their effective weapons. It's hard to identify the type of item from its appearance. Try it and see how it works.



Break Defender

The ship will have a barrier around it and will be invincible. It will lose its durability when attacked by an enemy.



Dimension Quake

This instantly eliminates all of the enemies on the screen.



Random Unit

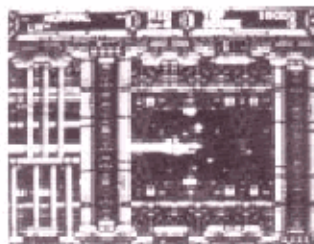
The ship will learn a weapon at random.

There are more defense items with various functions, not shown here. Detach TOZ and take the defense items as you find them.

GAME STAGES

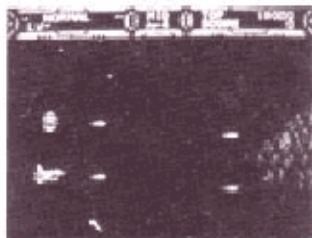
Floating Continent

After launching from the Space Attacker station and passing the Asteroids, try to destroy the boss character waiting at the inside of the huge cave of the floating continent, and you will clear the stage.



The ship makes a sortie at super high speed. Once the ship is launched from the catapult, it will travel into the complete darkness of space.

A turning point in the stage. Enemies' fighting power is different in the upper and lower sections. (A turning point is seen in each stage.)



The first boss character is GALUDIA. It fires three-directional bullets and discharges powerful energy beams when putting its arms together. It sometimes dashes into the ship. Do not let down your guard against the first boss character — it's really strong.

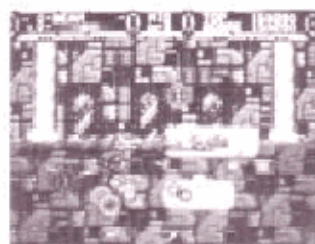
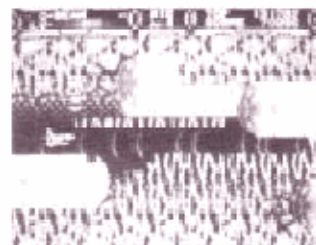
Glacial Planet

The ship enters into the atmosphere of the planet and passes through the tunnel of an iceberg. Escape from the inside of the big iceberg and into the ocean and destroy the boss hiding in the water, to clear the stage.



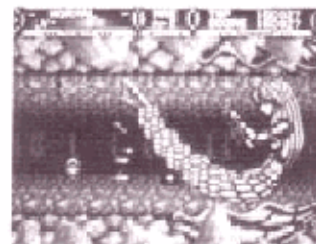
Laser batteries on the ground fire lasers at you at fixed angles. Find them and destroy the batteries!

Obstacles like the net surrounding an area must be blown away to go through.



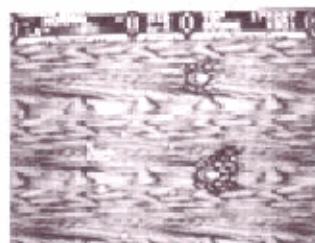
Just before the Boss character shows up, the ship will sink into the water.

The name of the Boss is Demarina. She's covered with hard shells, but she shows her true character as you damage her. She will fire shock waves from a crystal ball in her hands. The battle will take a relatively long time; BE PATIENT.



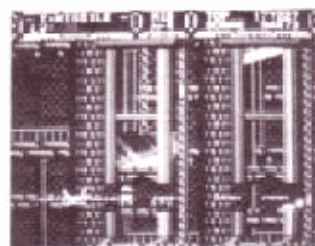
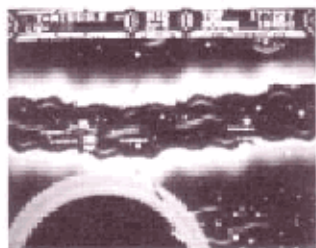
Space Sanctuary

In this stage, you fight while sailing at high speed into Nether Space. Get around the blackholes and destroy the Boss in the sanctuary.



You pass through Nether Space by high speed navigation. Don't let the dazzling scenery make you dizzy — Push yourself!

The intense gravity from the blackhole pulls the ship, and it's very hard to have full control in this area.



There are many hidden traps in the Sanctuary. Look and proceed very carefully.

The Boss, Death Ghetto, appears and disappears in front of you and behind you, and it throws big rotating blades. The ship can damage the Boss only when it is fully seen. The weak point is its face. Don't be overpowered by its huge body, and aim at the weak point as accurately as you can.



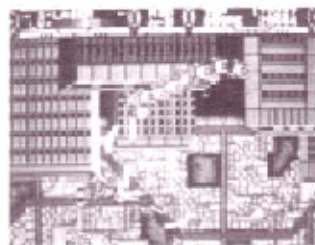
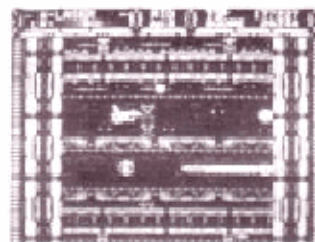
Space Colony

In this stage, you pass through a graveyard of space ships and robots. The ship must get into the inside of the Space Colony. The stage can be cleared by destroying the core of the Boss, BioMonster.



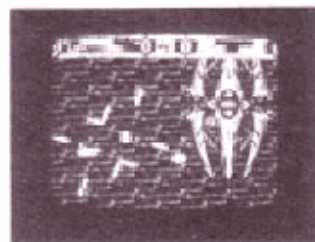
This area is the graveyard of space and has many obstacles. Obtain a powerful weapon and be prepared.

The elevator is installed at the entrance of the Space Colony. Many random enemies are floating around in here.



Inside the unattended colony, there appears a dragon called Rob. Its moves are tricky and it is hard to destroy.

This is a Boss area where the ship will be forced into a narrow space. The Boss, Guzalik, attacks you while spinning itself at high speed like a top. It momentarily stops spinning when shot by you, but then it shoots a ring of fire at you.



ENEMIES

In the Gulfer army, even small characters are hard to destroy.



VOLKEN:

Brothers born in Lavinka. They fire bullets from their arms.

RABUTE:

It shoots bullets toward you, moving up and down on the screen.



DESPIDER:

A number of ships come out in a formation and attack you from the center of the screen.

RUEDGE:

Rotates and attacks you.



REFREDLY:

It appears at very high speed and fires powerful laser beams.



ROB:

It flies around on the screen and attacks you. The shell is very hard.

GULTARTLE:

It appears in front of your ship and starts shooting as it slows down.



IZOLUST:

A number of Izolust appear in a line.

LAGUIDE:

It reflects its own bullets by the reflectors on right and left.



GILBASE:

A middle-class Boss of stage 1. Two or three bodies combine together and attack you.

WAVEDRAGON:

A middle-class Boss in stage 2.



LIMITED WARRANTY

Renovation Products, Inc. warrants to the original consumer purchaser that the Renovation 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, Renovation Products, Inc. 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.

DO NOT RETURN YOUR RENOVATION GENESIS CARTRIDGE TO YOUR RETAIL SELLER. RETURN CARTRIDGE WITH A DATED PROOF OF PURCHASE to the following address. The cost of returning the cartridge to Renovation's Customer Service Department shall be paid by the purchaser.

Renovation Products, Inc.
Customer Service Department
987 University Avenue, Suite 10
Los Gatos, CA 95030

Repairs After Expiration of Warranty

If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they 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 Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. 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 Renovation Products, 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 limitations or exclusions may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Check into these great games, also from Renovation.

WHIP RUSH™

In the 22nd century, Earth Defense Headquarters detected an unidentified object approaching our system. ... A gigantic, heavily-armed, flying fortress — bent on destroying Earth! All resources have been expended to create one mighty jet fighter: Whip Rush. You must pilot Whip Rush on a noble mission to deliver mankind from certain doom!

FINAL ZONE™

You are about to be transported 100 years in the future, where the latest wave in warfare is the New Age Power-Suit, or N&P — a robotic combat machine which gives the wearer unheard-of fighting ability. With this kind of firepower to command, your only limitation will be your own strategic sense and combat savvy. The ultimate battlefield awaits you!

GRANADA™

In 2016, weapons are limited to super strategic mobile weapons. Enter Granada. Hypertek-Cannon Tank. Granada uses shields and radar to create its defense mechanism. Offensive firepower is provided by the most awesome array of weaponry ever assembled on a battlefield, including multi-directional interceptors, long-range homing missiles, and a device designed to totally obliterate all opposing forces.

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