

# ZERO TOLERANCE™



<http://www.replacementdoes.com>

ACCOLADE™



FOR THE SEGA™ GENESIS™ SYSTEM

# ZERO

## WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

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 previously 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.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

# TOLERANCE



## CONTENTS

BRIEFING . . . . .	03
GETTING STARTED . . . . .	05
CONTROLS . . . . .	06
MAIN SCREEN . . . . .	08
OPTIONS . . . . .	10
EQUIPMENT . . . . .	14
TEAM DESCRIPTIONS . . . . .	20
HINTS . . . . .	25
CREDITS . . . . .	32
LIMITED WARRANTY . . . . .	34

# ZERO

## ▶ HANDLING YOUR SEGA CARTRIDGE:

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

Handle it with care. 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 recess during extended play, to rest yourself and the Sega Cartridge.

## ▶ WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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.

# TOLERANCE



## BRIEFING

The emergency siren shrills in your ear, the pulsating sound galvanizes your muscles into action. Leaping out of bed, you pull on your jumpsuit and strap on your gear. You know there isn't a second to lose when the siren is screaming.

As you buckle on your equipment belt, you glance at the wall clock. Three a.m. Great. Why do emergencies always happen before dawn?

WARNING<sup>03</sup>

0300 HRS



Lacing on your boots, you pause for a second to check your gear. Everything's secure and it only took you three minutes from the moment the siren started. Not bad, you muse as you race to the ready room. Maybe this time you'll be the first one there. As you enter the ready room, a quick glance shows you that you did make it in first for once. Moments later, the rest of the team enters, and with a few murmured words of greeting, you all settle in your chairs and wait for the briefing.

# ZERO

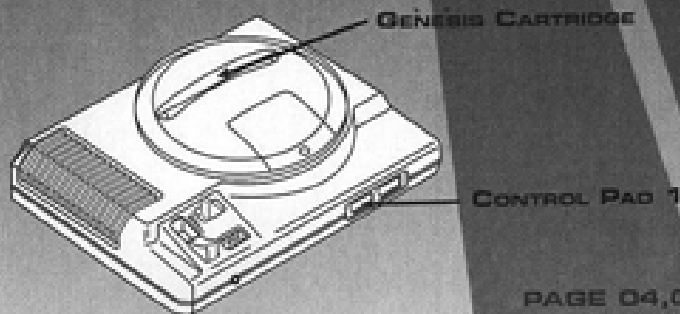
The briefing doesn't take long. The really nasty ones never do. This looks like the meanest assignment your squad has ever been handed. Hordes of alien and human killers, all with only one thought in their minds: To kill you. And there's only one way to stop them: Kill them first.



# TOLERANCE

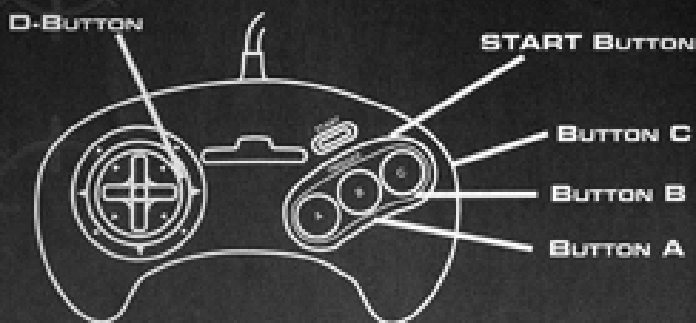
## GETTING STARTED

- ▶ Make sure that the power switch is OFF and that there is no game cartridge in your Sega Genesis System.
- ▶ Plug a Genesis Controller into the "Control 1" port on your Sega Genesis.
- ▶ Insert the *Zero Tolerance* cartridge firmly in the cartridge slot on the Genesis System and turn the system on. At the title screen press the START button to begin the game with the default settings. Press the D-Button ▲ or ▼ to control the speed of text; the A Button to stop the text. Press START to skip the introduction. Choose one of 5 team members to begin play. When your current team member dies, you can choose a different team member to continue play (that's the only way to change team members during play).



# ZERO

## CONTROLS



### ▶ START BUTTON

- Selects highlighted menu item
- Displays Map Screen and pauses game

### ▶ D-BUTTON

- Controls the direction of travel in the game

### ▶ B BUTTON

- Fires the selected weapon
- Activates the fire extinguisher



# TOLERANCE



## ▶ C BUTTON

- Toggles through the items in inventory

## ▶ SPECIAL MOVEMENT

- A + ▲ Jump
- A + ▼ Duck down
- A + ◀ Sidestep to the Right
- A + ▶ Sidestep to the Left



# ZERO

## MAIN SCREEN



The top row shows the items in your inventory; you can have up to five different items at any time. The number at the bottom shows the amount of shots or charges you have left in the item.

# TOLERANCE



The left hand counter shows the number of enemies remaining alive on the level. You must destroy all of the enemies to secure the level.

The right hand counter shows your current health. If it gets to zero, you're out of action. Better hope there's a team-mate handy to relieve you.

The middle area shows the view from your combat visor.

The bottom left area displays your computer readout showing items you have collected.

The bottom middle area is your radar screen, showing your current position on the level. Your facing is indicated by the narrow yellow line leading from the dot that shows your position. Enemies are shown as red dots.

Your ID card is displayed in the lower right corner.

# ZERO

## OPTIONS

→ Password: \_\_\_\_\_  
Players: One  
Music: On  
Voice: On  
Sound Test: 00  
  
Exit

The Options Menu lets you enter a Password, select one or two player mode, turn the music or voice on or off and test the sounds.

Press D-Button ▲ or ▼ to cycle through the options. Press any button to select an option.

### ► PASSWORD

You'll get a Password when you clear out all the enemies in a level and enter an elevator or stairwell to proceed to the next unsecured level. You can see the Passwords by pressing the START button to show the Map Screen. When you start the game over again, you can enter a new Password using this option.

ENTER PASSWORD:  
A B C D E F G H  
J K L M N O P Q  
R S T U V W X Y  
Z a b c d e f g  
h i j k l m n o p  
q r s t u v w x  
y z 2 3 4 5 6 7  
8 9 0 ! / - =  
DEL CANCEL DONE

# TOLERANCE



Use the D-Button to move to the letter or number you want, and use any button to select that character. Remember: it's important to use upper-case and lower-case letters just as shown in your Password. Select **DEL** to delete a character; select **CANCEL** to leave the Password Menu without choosing a Password; select **DONE** to choose the Password you've entered.

## ▶ PLAYERS

Select this option to set the number of players you want. One player is easy: it's just you against the enemies. You can also play *Zero Tolerance* with a unique two-player mode, and here's how:

- You'll need the special cable that is offered on the enclosed order card, two Sega Genesis game machines, two television sets, two control pads and two *Zero Tolerance* game cartridges.
- Make sure both Genesis machines are plugged in and connected to their TV set as normal. Also, make sure the systems are turned OFF before you begin.

# ZERO



- ④ Firmly plug a control pad into the first port on each Genesis. Next, take the special cable and firmly plug one end into the second port on Genesis # 1, and the other end into the second port on Genesis #2. The two Genesis machines should now be connected by the special cable in Port Two of each machine.
- ④ Now make sure you have a Zero Tolerance game cartridge properly installed in each Genesis.
- ④ Turn on both Genesis machines, and go to the Options Menu on each machine and select Two Players (via Cable).
- ④ Exit the Options menu and start the game on both machines.

Now both players will begin the game on the same level. You can see one another if you're close and facing the right direction. You can also shoot each other if you're not careful. Now the two of you can cooperate in clearing out the enemy. All the game controls function as described for One Player Mode.

# TOLERANCE



## ▶ MUSIC

Select this option to turn the music on or off.

## ▶ VOICE

Select this option to turn the voices and sound effects on or off.

## ▶ SOUND TEST

Select this option to test the various sounds that you'll find in the game.



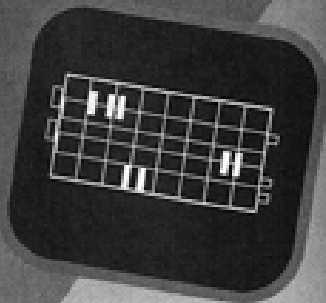
# ZERO

## EQUIPMENT

Your mission team may come across various items in the course of the game. You'll pick them up automatically by walking over them. Unfortunately, you only have room for five items at a time. So if you really have a hankering for that rocket launcher, you'll have to make sure you have room — you might even have to use up another item before you can pick up a new one.

### BIO SCANNER

This handy little device detects all life forms in your vicinity. Now you'll be the one who's jumping around a corner and surprising an unsuspecting enemy with a dose of energy. But you'd better make the most of it, because this scanner will run out of juice all too soon.



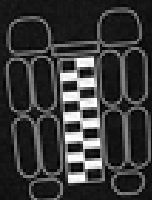


# TOLERANCE



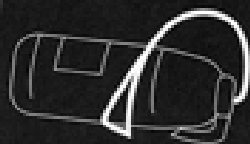
## BULLET PROOF VEST

You'll wish you could find a lot more of these. Be careful, because your vest will get torn up in combat and become useless before you know it.



## FIRE EXTINGUISHER

Those enemies have caused a lot of fires, and this is a great way to get past them. Get up close and squirt the flames down to nothingness. Be careful not to get too close and get burned!



## FIRE SUIT

Even better than the fire extinguisher, while you're wearing this suit you can walk right through the flames.



# ZERO

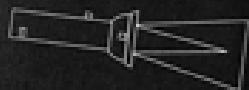
## FLAME-THROWER

This is the thing you want to have when the enemy is coming at you in waves. A stream of liquid fire will discourage them... permanently. Watch out: you won't get too many shots with this baby.



## FLASHLIGHT

Just the item you need for those dark passageways. The batteries don't last forever, so use it while you can.



## HAND GRENADES

A great way to get rid of a room full of enemies. The only drawback is that you have to wait a second or two after you throw a grenade before it goes off. Keep that in mind when you're tossing them. Warning: don't use hand grenades in close quarters like elevators or stairwells.



# TOLERANCE



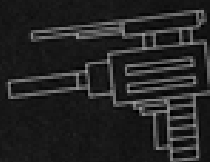
## HANDGUN

Your basic combat sidearm, it's a soldier's best friend. Nothing fancy, but it gets the job done when you need it done right.



## LASER AIMED GUN

Ah, the wonders of technology. This gizmo gives you a laser range finder so you'll always see a little red dot where your bullets will go. It's the perfect thing for those speedy enemies who never seem to be where you're aiming. And if you hold down the trigger, it's fully automatic!

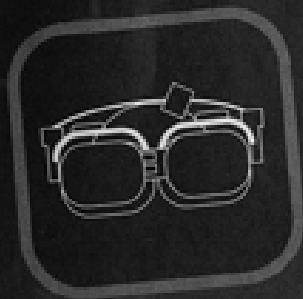


## MINE

You definitely want to be careful with this item. Just drop one of these where the enemies are thickest, then stand way back and watch the opposition take a rest.



# ZERO

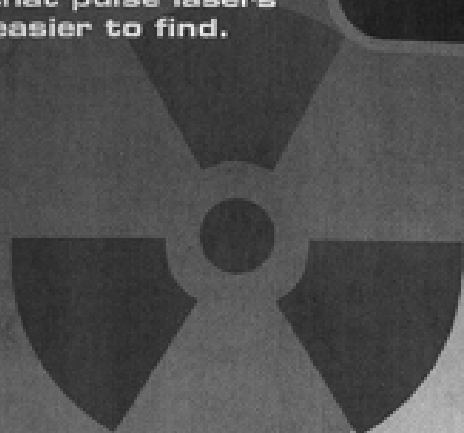
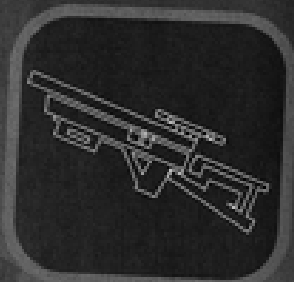


## NIGHT VISION

Having trouble finding your way through some of these dark passages? Then night vision goggles are the item for you. They'll light up the darkest corridors while they last.

## PULSE LASER

Here's some serious high-tech firepower that can knock out most enemies without hardly trying, especially at long range. You'll wish that pulse lasers were easier to find.

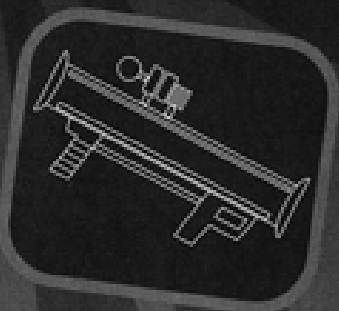


# TOLERANCE



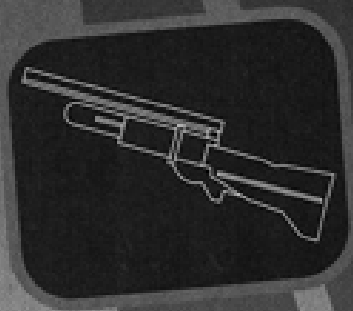
## ROCKET LAUNCHER

If you really want to reduce the enemy forces, try one of these. It's the ultimate in long-range destructive power. Just make sure you don't fire this at something that's too close, or else you'll get caught in the blast too.



## SHOTGUN

There's nothing like some traditional firepower in close quarters to make your day. Maybe it's not so good at long range, but there's nothing better up close.



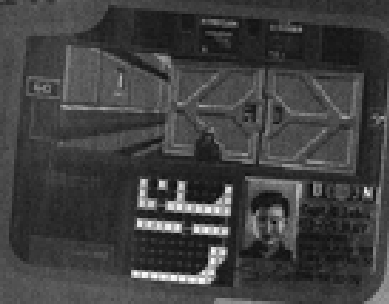
# ZERO

## TEAM DESCRIPTIONS

### ► CAPTAIN SATOE "SOBA" ISHII

She's fast, she's tough, and she's the best shot in the whole darn outfit. Tell her to shoot a fly on the wall 20 meters away, and she'll ask you "Which eye?" Soba can handle any situation, no matter how tough. She's been in the Corps for 5 years, and she's already racked up an

impressive service record. Her motto: Never send a soldier where you can send a laser beam.



# TOLERANCE



## ► MAJOR TONY "WEASEL" RAMOS

The Weasel is just a terrific all-around threat. He's fast and he's sneaky, and he's not bad with a gun, either. A good soldier to have around in a tough spot. Especially if you're out of ammo, because the Weasel is a deadly martial artist — his hands are lethal weapons.



# ZERO

## ► CAPTAIN SCOTT "PSYCHO" HAILE

Psycho just loves to watch things blow up, and he knows better than anybody how to make that happen. He's a real artist with a hand grenade or a mine,

and that can come in real handy when the enemy is crowded around you.





# TOLERANCE



## ▶ MAJOR JUSTIN "JJWOLF" WOLF

Major Wolf is a deadly soldier who has more medals than most soldiers have years of service. He's always in the thick of the fighting wherever he's been, and he's a crack shot with any pistol. With his medical training, you know he's a true survivor type: he'll make the most of those medipacks you may find.



# ZERO

## MAJOR THOMAS "BASSE" GJOERUP

Steady as they go, that's Basse. Maybe he's not as good a shot as he could be, but Basse is an awesome fighter. He's the toughest member of the team, and he won't let you down in a tight spot. Count on him.




# TOLERANCE



## HINTS

- Each team member has his or her own set of starting equipment and their own special abilities. Choosing the right team member for the right situation can help.
- You must enter the elevator or stairwell of a secured level to receive a Password for that level. And levels must be secured in sequence in order to get a Password; if you dash down to another level before clearing the one you're on, you won't get a Password even if you clear the lower level. Sometimes you have to skip a level to get to a lower one, but there'll be a way back up sooner or later.
- If you enter the game using a Password, all previous levels are emptied of equipment. Collect all weapons and medi-packs before obtaining passwords.
- Don't just charge into a room; play it cool. Wait for the enemies to show themselves, then blast them.

# ZERO



- Listen for the warning sound the enemy makes when they spot you. This will give you a chance to get them before they get you.
- Learn to keep one eye on your radar screen and one eye on your view. It's the ones that sneak up on you that will do you in.
- If you really want to use your flame-thrower's limited ammo supply efficiently, get a bunch of enemies chasing you down a corridor. You can collect an entire crowd that way; when you do, turn around and fry them.
- When you come to a corner and the enemies are around the corner, face the wall, hold down the A Button and press the D-Button ▶ or ◀ (depending on which way you want to go). You'll slide out in front of the bad guys, ready to fire. Surprise!

# TOLERANCE



- If you're having trouble throwing grenades far enough, try this out: Jump in the air before you throw the grenade. (This can be done by pressing **D-Button** **▲** simultaneously with the **A Button**.) In a tight corridor, bounce the grenade off a wall at an angle so it doesn't come back at you. Once you get good at this bouncing technique, you can hide behind a wall and lob grenades at enemies in the next room, and they'll never even see you.
- When you encounter a room full of shooters, don't just stand there and get shot — crouch down! Crouching makes it harder for the enemy to hit you, while you can still pick them off just fine. Press the **A-Button** simultaneously with the **D-Button** **▼** to crouch.
- The wise soldier knows that ammo management is a key to victory. When you know what type of ammo is to be found on a level, you can plan your strategy accordingly. For example, if you come to a level with a lot of shooters and you are running low on your shotgun ammo, use your handgun. This lets you stock up on shotgun shells when you find them. Meanwhile, you can use your handgun to pick off enemies; afterwards, run over them and pick up more bullets for your handgun.

# ZERO

- Sometimes weapons, equipment and ammo can be hiding in the oddest places. Be sure to check out every nook and cranny of the levels.
- Keep your eyes peeled for the security cameras in the high-rise levels. If you don't knock out those cameras, the enemy will sound the alarm and send forces in great numbers to that location. A really tricky soldier can sometimes use the cameras as an advantage.
- Know your weapons. The pulse laser has the best range, but the shotgun has a wider blast radius. The handgun is perfect for tight spots, while the laser-aimed gun is the best thing for taking care of a crowd (hold down the B-Button for full autofire).
- When you're using mines, be sure to place them carefully. Don't retrace your steps, because you might end up blowing yourself up. Use the mines to give your pursuers a nasty surprise.

# TOLERANCE



- Save plenty of weapons for the bosses (some weapons are more effective than others)
- Leave plenty of space between mines when dropping them. If they are too close, a chain reaction could hurt you badly.
- Make maps to track enemies, weapons and medi-packs.

# ZERO

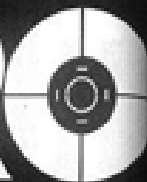
NOTES



# TOLERANCE



# ZERO



## CREDITS

### ► TECHNOPOP, INC

<b>Producer:</b>	<b>Randel Reiss</b>
<b>Programming/ Design:</b>	<b>Thomas Gjoep</b>
<b>Art Direction:</b>	<b>Scott Haile</b>
<b>Programming:</b>	<b>Justin Wolf</b>
<b>Lead Artwork:</b>	<b>Sheryl Knowles</b>
<b>Level Designs:</b>	<b>Tony Ramos</b>
<b>Music/SFX:</b>	<b>Dezso Molnar</b>
<b>Voice Over:</b>	<b>Maya Daniels</b>
<b>Conceptual Art:</b>	<b>Gary Jones</b>
<b>Industry Relations:</b>	<b>Desmond Crisis</b>
<b>Legal Counsel:</b>	<b>Curtis Karnow</b>
<b>Additional Support:</b>	<b>Lasse Faabeng</b>
	<b>Satoe Ishii</b>
	<b>Jo Ellen Reiss</b>
	<b>Patrick McEvoy</b>
	<b>Paul Puey</b>
<b>Special Thanks:</b>	<b>Steve Ackrich</b>
	<b>Nick Laveroff</b>
	<b>David Bamberger</b>
	<b>Kelly Flock</b>
	<b>John Skeel</b>
	<b>Peter Harris</b>
	<b>Al Miller</b>
	<b>Brendan Maloof</b>
	<b>Jim Barnett</b>


# TOLERANCE



## ► ACCOLADE

<b>Producers:</b>	James Kucera Troy Sheets
<b>Lead Tester:</b>	James Vitales
<b>Testers:</b>	Rich Gangwish Alex Cabal Ty Johnson Randy Hauser Seth Friedman
<b>Marketing:</b>	Karen Safran Megan Humpal Larry Wiesler Shirley Sellers
<b>Static screen Artists</b>	Patricia Pearson Craig Marshall Dale Mauk John Xu Shawn Monroe Scott Burroughs Ken Capelli Chris Peterson Tom Denmark
<b>Manual Writer:</b>	Steve Peterson

# ZERO



## LIMITED WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this cartridge that it will be free from defects in materials and workmanship. A defective cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. To receive warranty service:

- 1 **DO NOT** return your defective cartridge to the retailer.
- 2 Notify Accolade Customer Service of the problem by calling (408) 296-8400 between the 8 AM and 5 PM (Pacific Standard Time) Monday through Friday. Please do not send your cartridge to Accolade before calling Customer Service. We can also be reached 24 hours a day through America On-Line, CompuServe or our BBS system. (America On-Line keyword: Accolade, CompuServe: GOGAMPUB or leave a message for Accolade 76004,2132; BBS: 300, 1200, 2400 and 9600 baud rates: (408) 296-8800, 9600 and 14.4 baud: (408) 296-8810. Settings for all baud rates are 8 Data, No parity and 1 Stop Bit.
- 3 If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number on the outside packaging of your defective cartridge, and return it **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Accolade, Customer Service, 5300 Stevens Creek Blvd. #500, San Jose, CA 95129

# TOLERANCE



After the 90-day period, a defective cartridge may be replaced in the United States for \$15 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the cartridge, not other materials.)

This cartridge and the user manual are provided to the customer under license from Accolade, Inc. and are subject to the following terms and conditions, to which the customer agrees by opening the package of the cartridge and user manual and/or using the cartridge. Granting of this license does not transfer any right, title or interest in the cartridge or the user manual to the customer except as expressly set forth in this License Agreement.

Zero Tolerance is a trademark of Accolade, Inc. and Technopop, Inc. ©1994 Technopop, Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises Ltd. All other trademarks and registered trademarks are the properties of their respective owners. Neither the cartridge nor the user manual may be duplicated or copied for any reason. The customer may not transfer or resell the cartridge or user manual. The remedies provided above are the customer's sole and exclusive remedies. In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the cartridge or the user manual. Except as provided in the warranty section, Accolade, Inc. makes no warranties, either express or implied, with respect to the cartridge or the user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.



# YA GOTTA HA

The outrageous brawl-for-all takes fighting games to a humorous, all out cool, 3-D dimension. This is what fighting is all about — total humiliation, punishing your opponents, embarrassing them in combat and making them totally helpless.

**1 or 2**  
PLAYERS

Published and licensed by Accolade, Inc. Created by P.F. Magic, Inc. Brawl is a trademark of P.F. Magic, Inc. © 1994 P.F. Magic, Inc. All Rights Reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Super NES is a registered trademark of Nintendo of America, Inc. © 1991 Nintendo of America, Inc.

AVAILABLE FOR SEGA™ GENESIS™ (OCT. '94) AND  
SUPER NES® (NOV. '94) SYSTEMS AT YOUR LOCAL  
VIDEO GAME RETAILER OR CALL 1-800-245-7744  
TO ORDER

# AVE BALLZ!

- The only fighting game to use incredible 3-D perspective and scaling graphics.
- A hilarious, hip, fun game with an attitude whose characters use weird attacks and taunt their opponents.
- Over 3 times more special moves than flat, 2-D fighting games.
- Take on 16 outrageous characters and bosses created from a variety of clever balls, each with their own obnoxious personality.
- Check out the Jester's taunting billboards and video screens with hundreds of wisecracking taunts, special hints, and reactions to special moves.
- Watch your victory from any camera angle with an incredible zooming instant replay that takes you directly overhead.
- Morph to another character at any time with a secret morph power.

ACCOLADE



3050-00230

PAGE 36/37

# ACCOLADE

5300 Stevens Creek Blvd., San Jose, CA 95129  
(408) 296-8400

LICENSED BY SEGA ENTERPRISES LTD.  
FOR PLAY ON THE SEGA GENESIS SYSTEM

PATENTS: U.S. #'s 4,442,488/4,454,594/4,462,076/4,026,555; Europe # 80244;  
Canada #'s 1,183,276/1,092,351; Hong Kong # 88-4302; Germany # 2,609,826;  
Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029;  
Japan #'s 1,632,366/82-205605 (Pending)

3050-00230  
REV. A