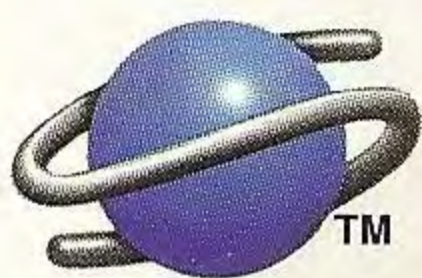


SEGA™



SEGA SATURN™

BRAIN DEAD 13



Now You Can Die Laughing!



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-12103H

WARNINGS

READ BEFORE USING YOUR SEGA SATURN

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 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.

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 SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn™ 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 Saturn™ 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.

HANDLING YOUR COMPACT DISC

- ◇ The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- ◇ Do not bend it, crush it, or submerge it in liquids. 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.
- ◇ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- ◇ Keep your Sega Saturn compact disc clean. Always hold the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

ESRB DISCLAIMER

"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".



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



SEGA SATURN

Object of the Game

You, our unsuspecting hero, Lance, get a late-nite "fix it" call to a mysterious castle. Upon reactivating the computers, you learn of Dr. Nero Neurosis' master plan... world domination!

A frantic race through the evil playgrounds of the demented Doctor's twisted castle is on! Fritz, the half-pet, half-human henchman of Dr. Neurosis is out to stop you from thwarting the evil Doctor's plans.

Battle numerous mishaps of science on your mission to reach "The Brain Chamber" where only the most cunning will defeat the wicked Dr. Neurosis!

"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."

Starting Up

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1. **NOTE: BrainDead 13** is a one-player game.

2. Place the **BrainDead 13** disc, label side up, in the well of the CD tray and close the lid.



3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. (If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.)

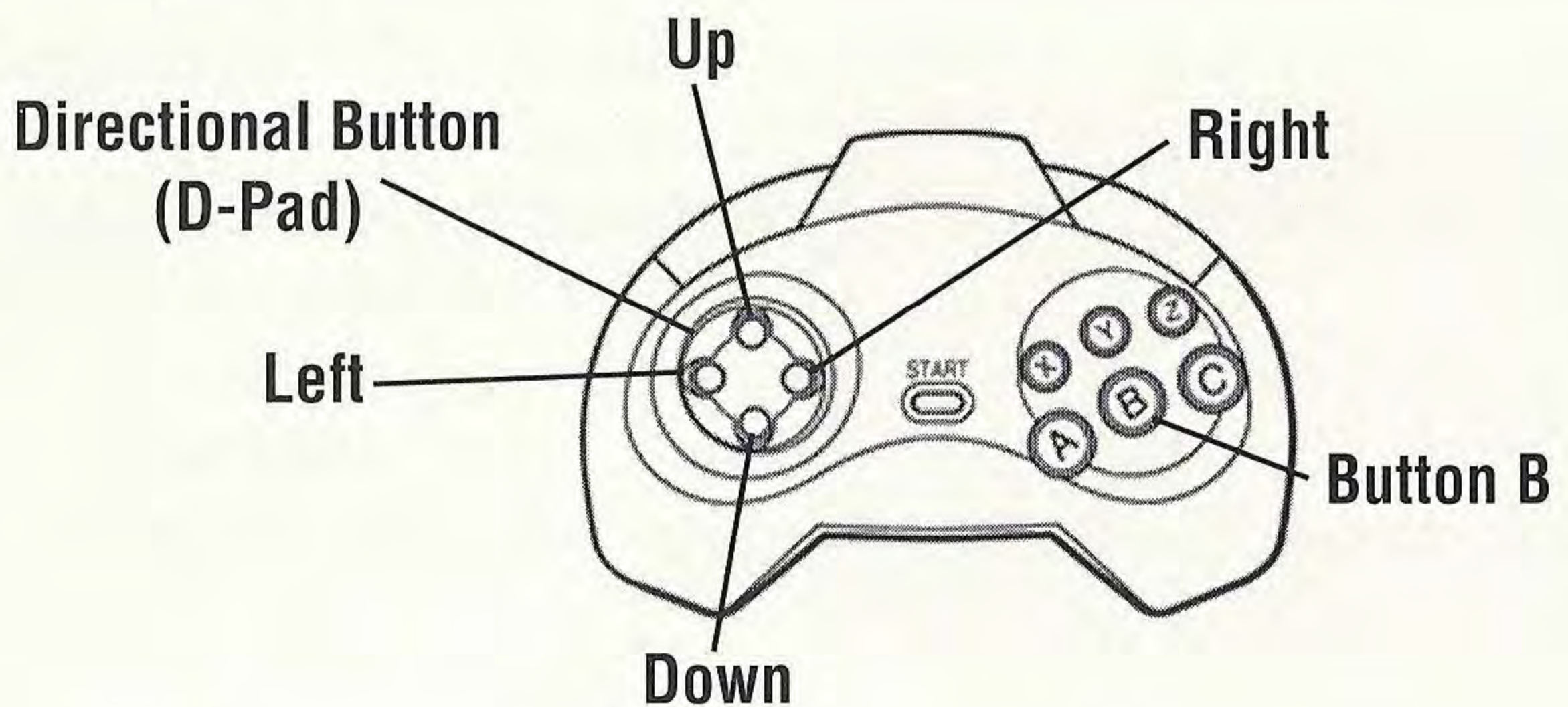
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console then press the Reset Button after the Sega Saturn logo sequence plays, to display the on-screen Control Panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



Controls

Use the directional pad to control Lance's movement. The directions you will require are "UP" (top arrow) to move into the distance, "DOWN" (bottom arrow) to move closer, "LEFT" (left side arrow) and "RIGHT" (right side arrow) on the directional pad. Use the "B" button for an action rather than a direction such as jumping, throwing or any other action that is required to complete a scene.



Getting Started

After the **BrainDead 13** CD has been inserted and the "Start" button has been pressed, the demo will automatically play. Press the "Start" button and the selection screen will appear. Use the "D" (Directional) pad to select an option and press "Start". To start playing the game, select "NEW" and press the "Start" button. In future, you will be able to select "CONTINUE" from where you left off in a previous game or "NEW" to start from the very beginning of the game.

Pausing/Stopping the Game

To pause the game, press the **"START"** button. Once paused, press **"START"** to resume play or select **"SAVE GAME"** which will save your current game position so you can continue later at the exact point where you left off. Press **"EXIT"** to return to the selection screen.

Playing BrainDead 13

You control Lance's reactions to the events that happen around him. As you watch the animation, you must decide which direction Lance should move and when.

Timing is very critical and often you may make a correct move at the wrong time. Many scenes require more than one move. Don't be surprised if Lance doesn't move immediately.

The **"Good Beep"** (higher tone) lets you know that your move has been accepted. You must defeat all the characters that you encounter along your mission, including Fritz, to get to Dr. Nero Neurosis himself and win the game!

You have an unlimited number of lives in **BrainDead 13** and you'll probably need them all! Keep in mind that timing is critical!



Note: Scenes will not necessarily appear in the following order.

Vivi's Funeral Salon:

The voluptuous vampiress will give you more than just a little off the top. The manicure is to die for and the experience could leave you feeling quite drained.



Bedroom:

The Slasher may keep you awake, but if he doesn't, the sheets may have a ghostly effect.



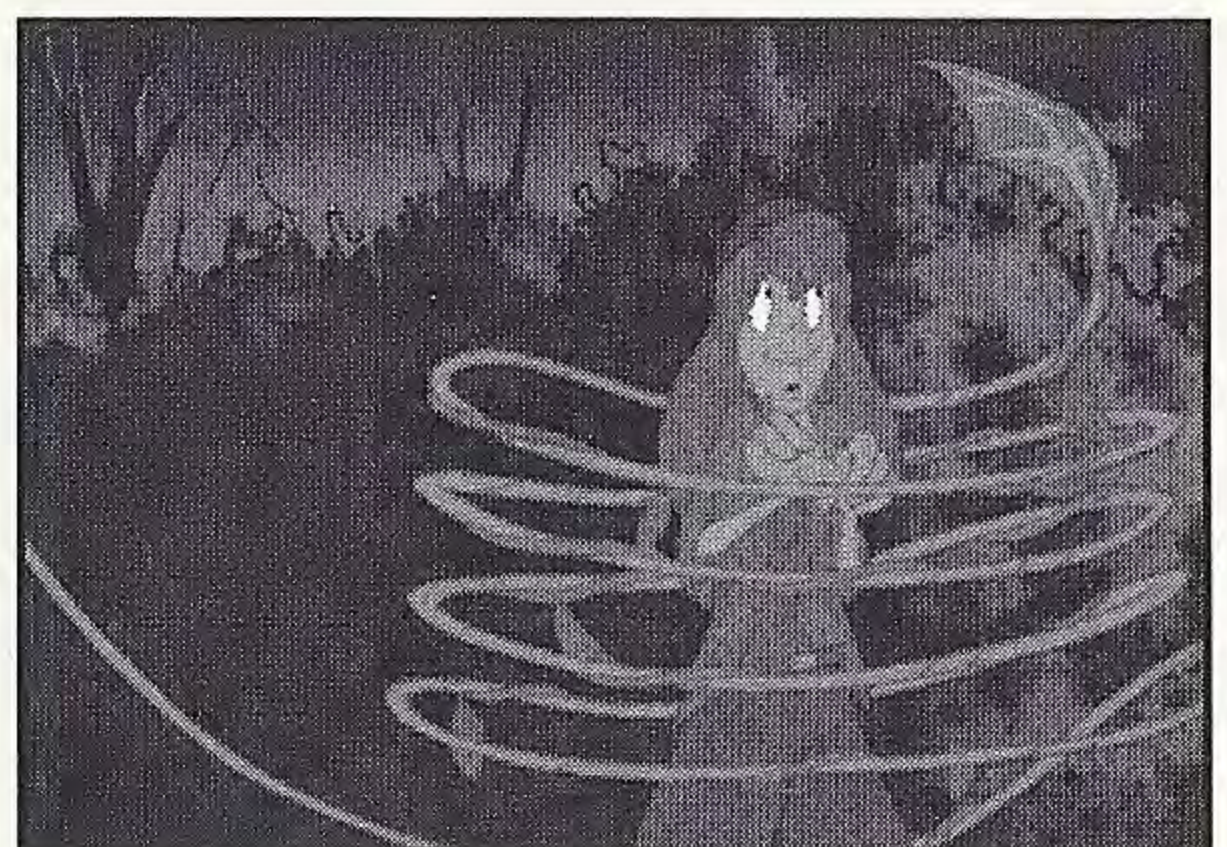
Moose:

Not so bright, but he has an assortment of athletic attacks. Be quick as lightning or you may need some athletic support!



The Garden:

A deadly maze crawling with man-eating vines, spiked pits and killer mushrooms. Fritz won't be far behind, so don't lose your head! Watch the "Statue of Limitations".



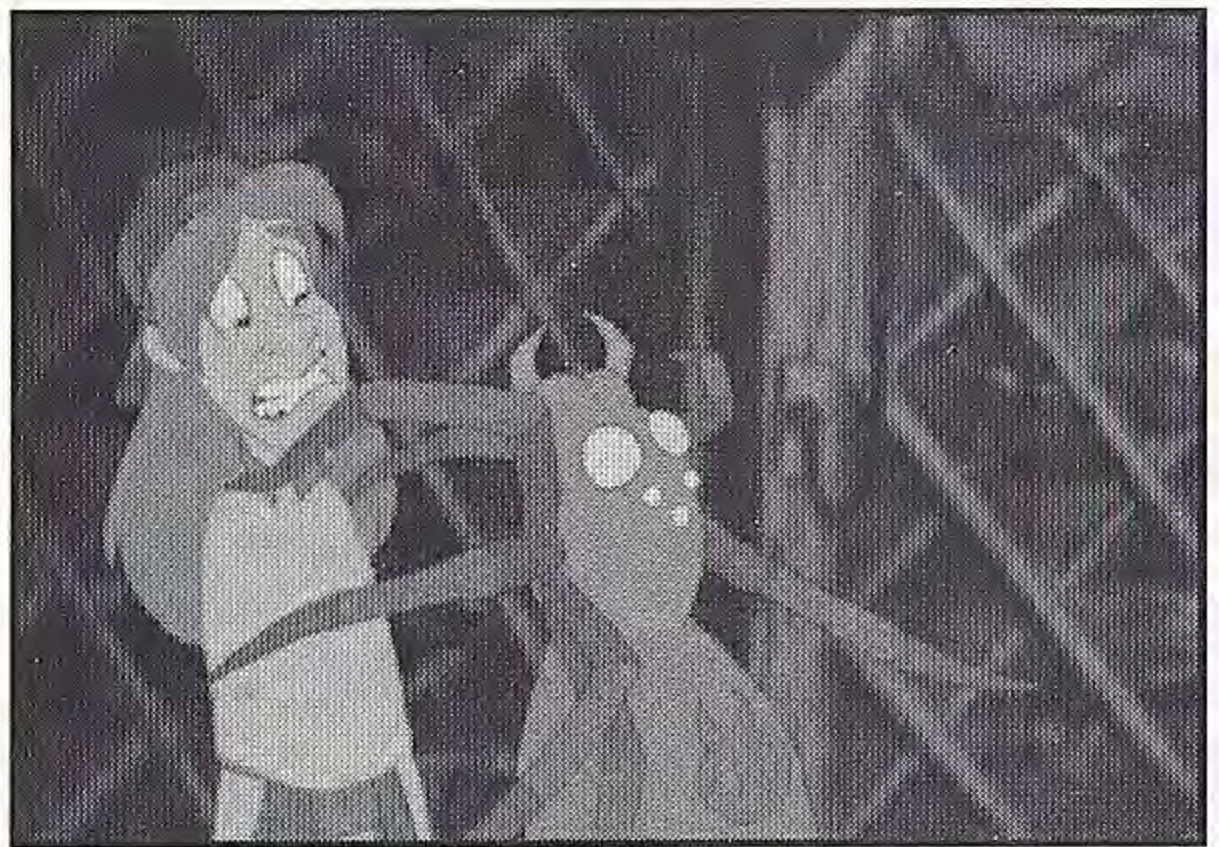
Kitchen:

Cajun cookin' is the special today... the gator has something hot 'n spicy in mind for you! If you can't stand the heat, stay away from the stove!



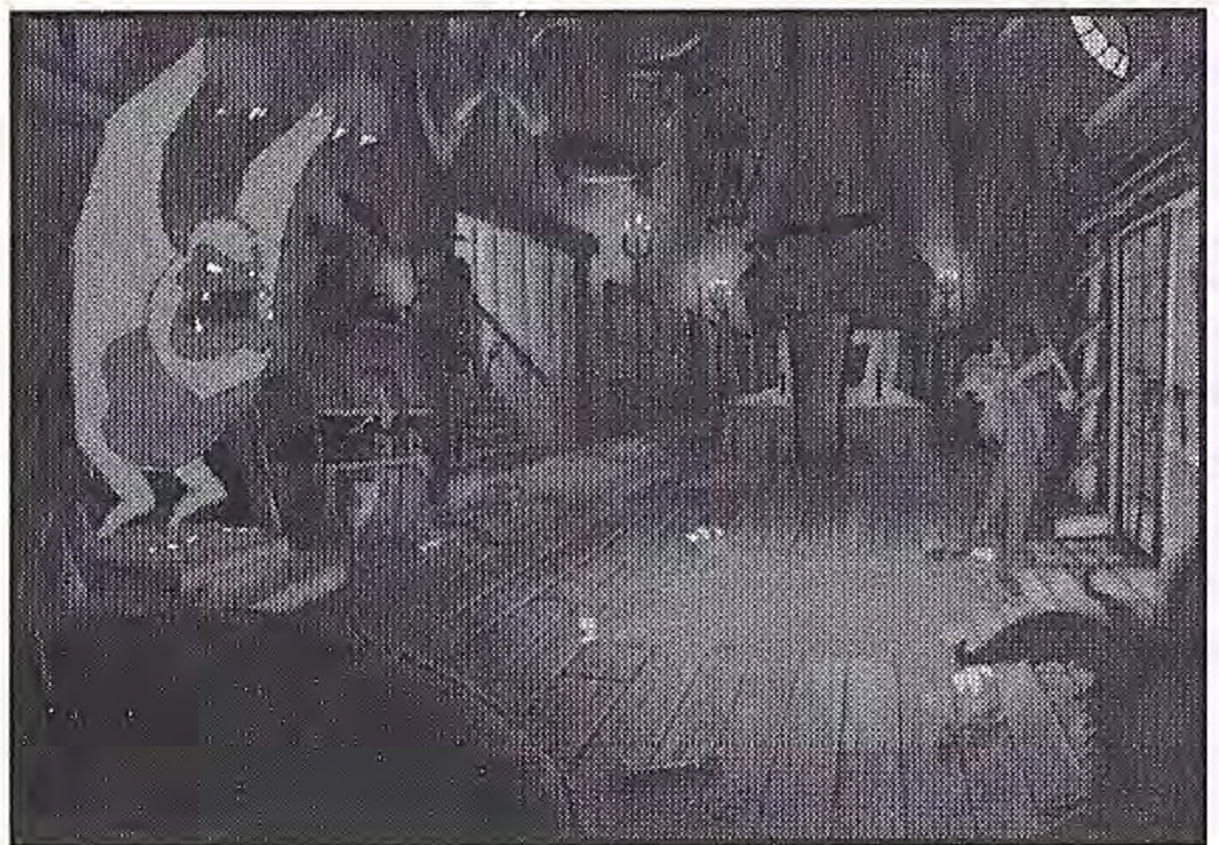
Cellar:

Keep a cool head... the centipede has a leg up on you and the spider is looking to weave a tangled web.



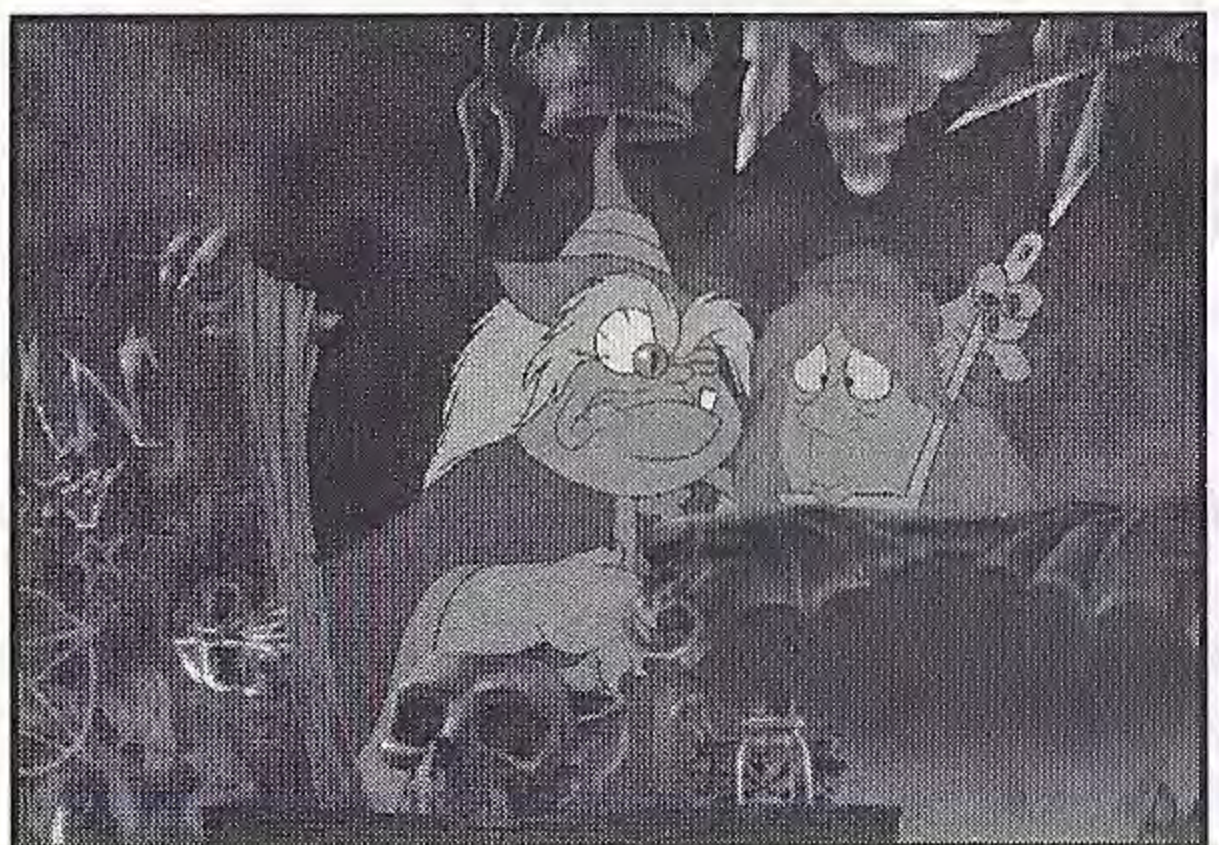
Trophy Room:

The symbols of excellence will hunt you down and Yeti will certainly wedge his way into your life.



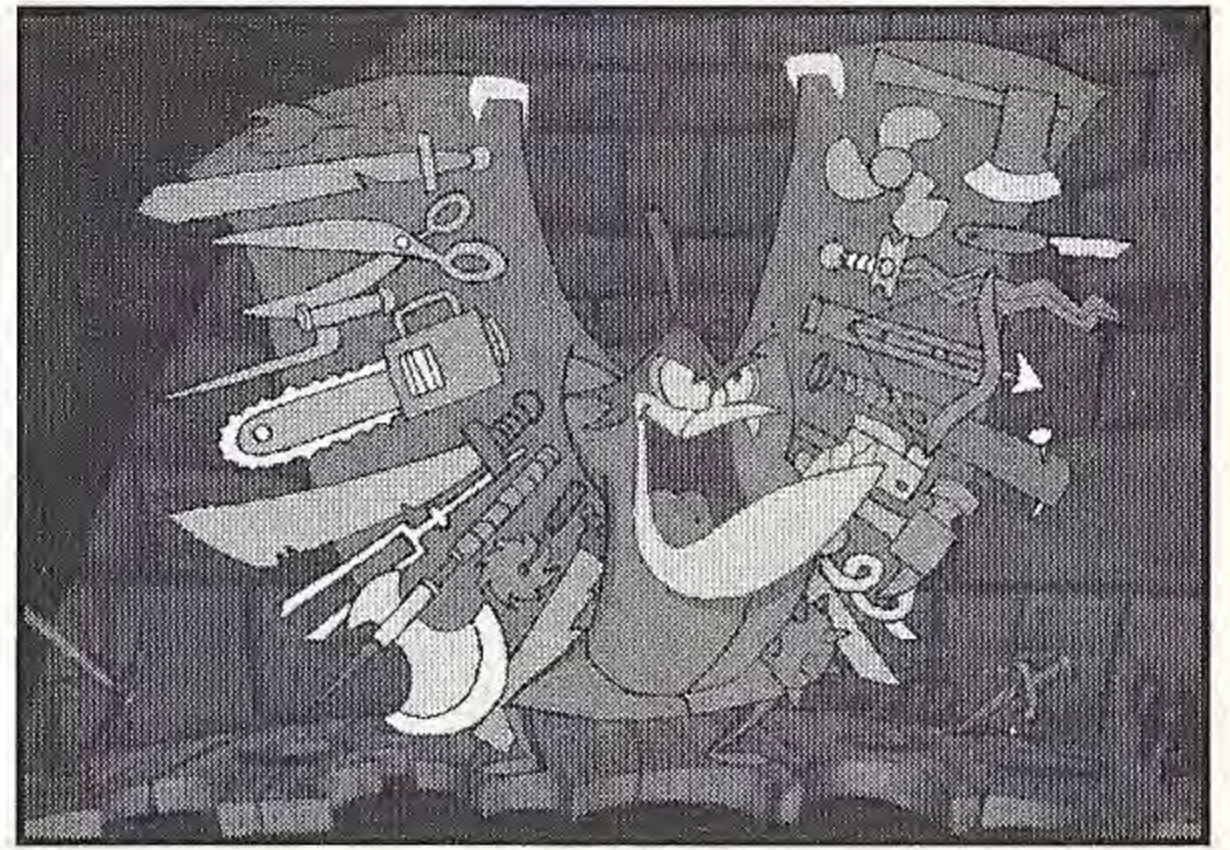
Witches:

In two separate rooms, sisters Evil Left Iris and Evil Right Iris will try and make your visit a CATastrophe. They'd like to have you for dinner, so make other plans and keep your eyes peeled!



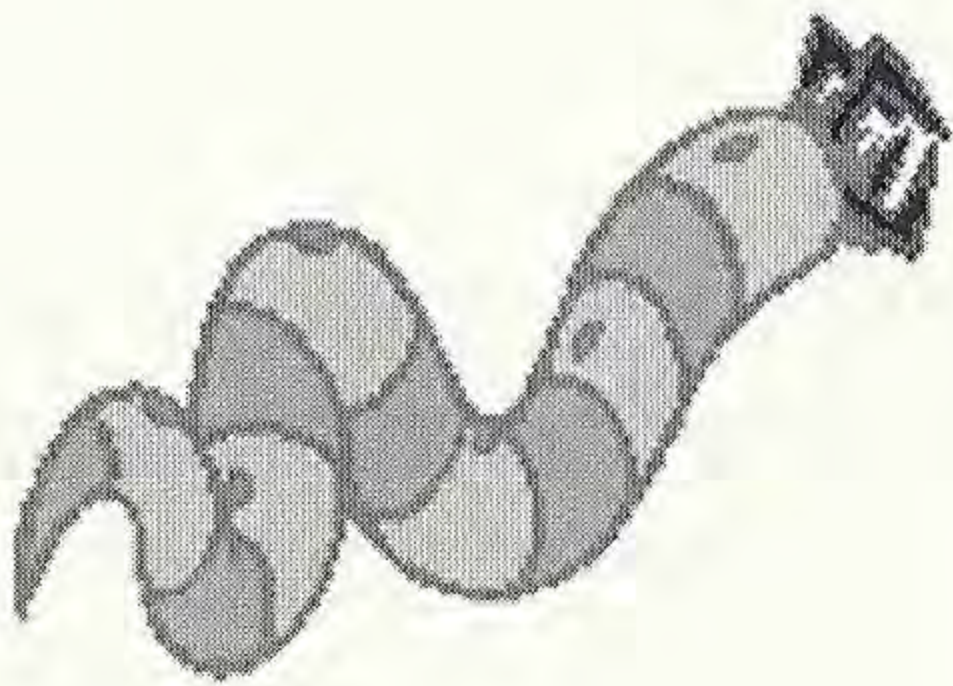
Fritz Room:

One-on-one, hand to hand combat. Do battle with Fritz and move to the final destination... **"The Brain Chamber"**!



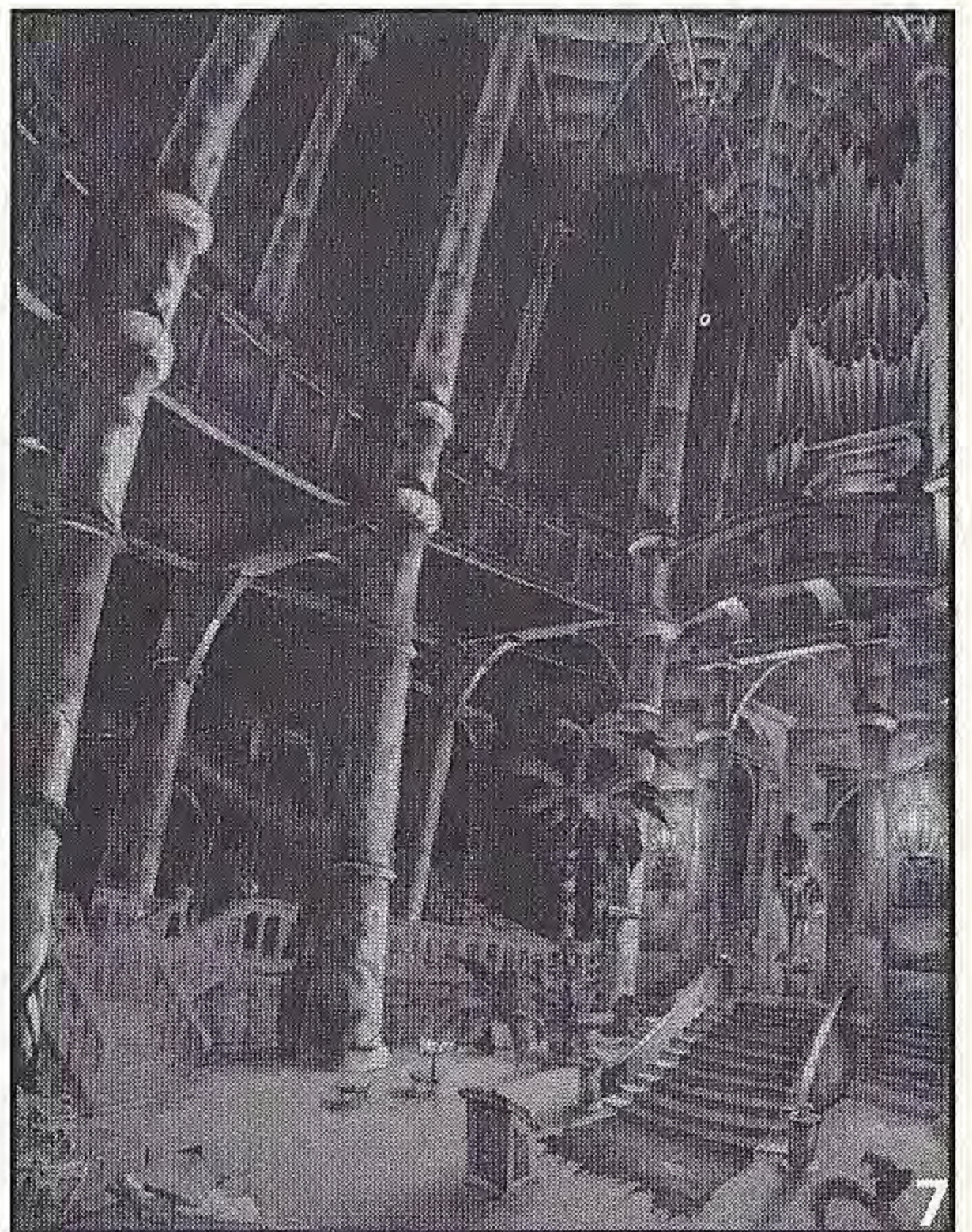
Library:

The Librarian may throw some literary expression at you and the Bookworms will feed off your visit.



Conservatory:

The marionette may look friendly, but there's strings attached!



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To receive warranty service, please
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KIDS TO ADULTS (6+)
ANIMATED VIOLENCE
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