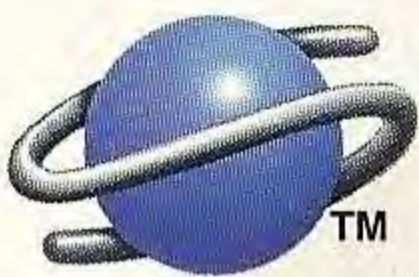


SEGA®



GHEN WAR™

SEGA SATURN™



81001



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 epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphone 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 compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

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

Visit Sega's Internet Sites at:

web site:	http://www.segaoa.com
ftp site:	ftp.segaoa.com
email:	segasaturn@segaoa.com
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French Instructions/Instructions en français1-800-872-7342



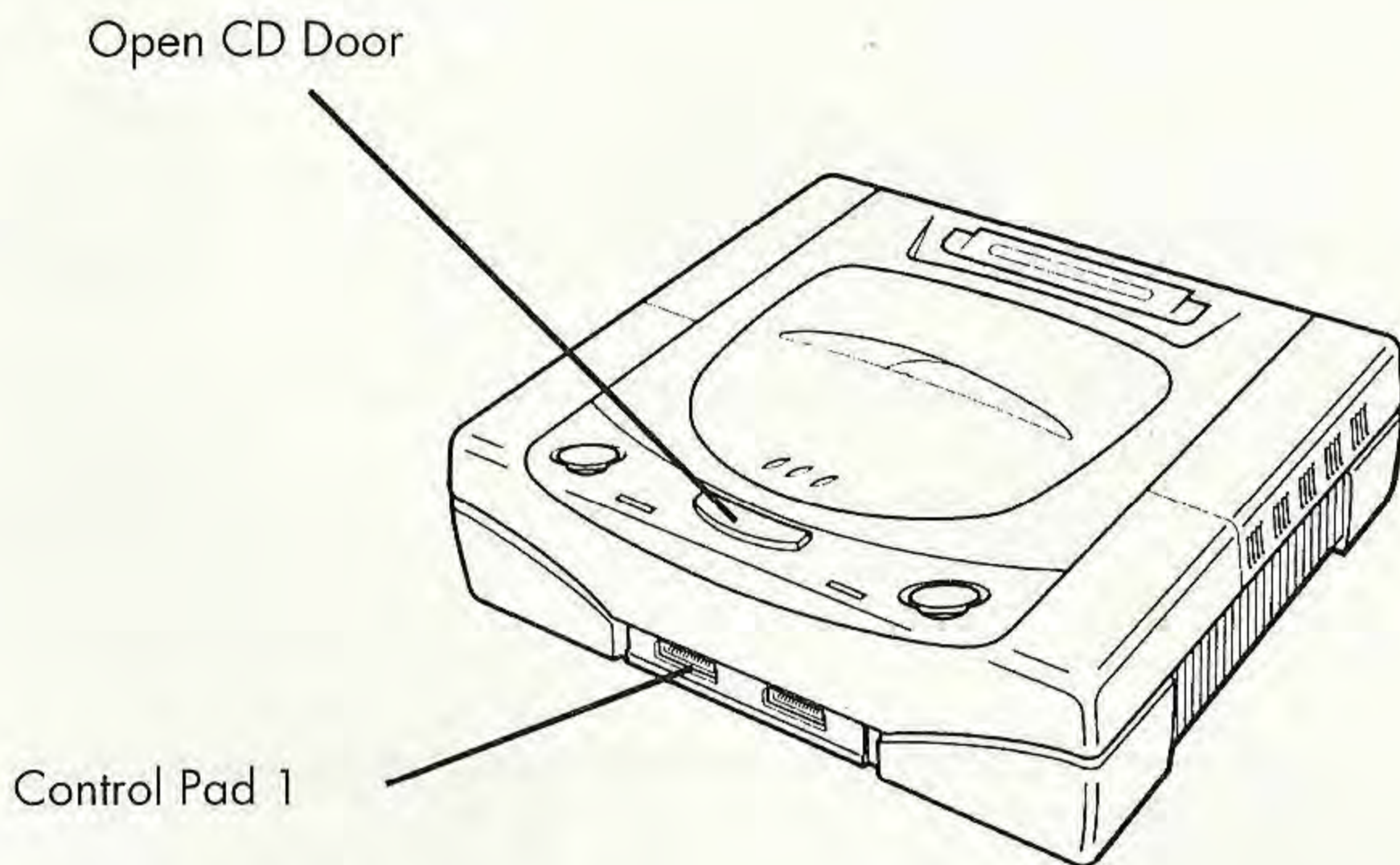
Contents

Using the Sega Saturn	2
Ghen War	3
Basic Operations.....	4
The Mission Stick Unit	5
Hypersuit Visor.....	6
Heads Up Display	7
Options Screens	9
Pause Screens	10
Weapons	11
Enemies	13
Powerups	17
Training Mission and Missions	18
Credits	21

Using the Sega Saturn

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1. Note: Ghen War is for one player.
2. Place the Ghen War 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 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.

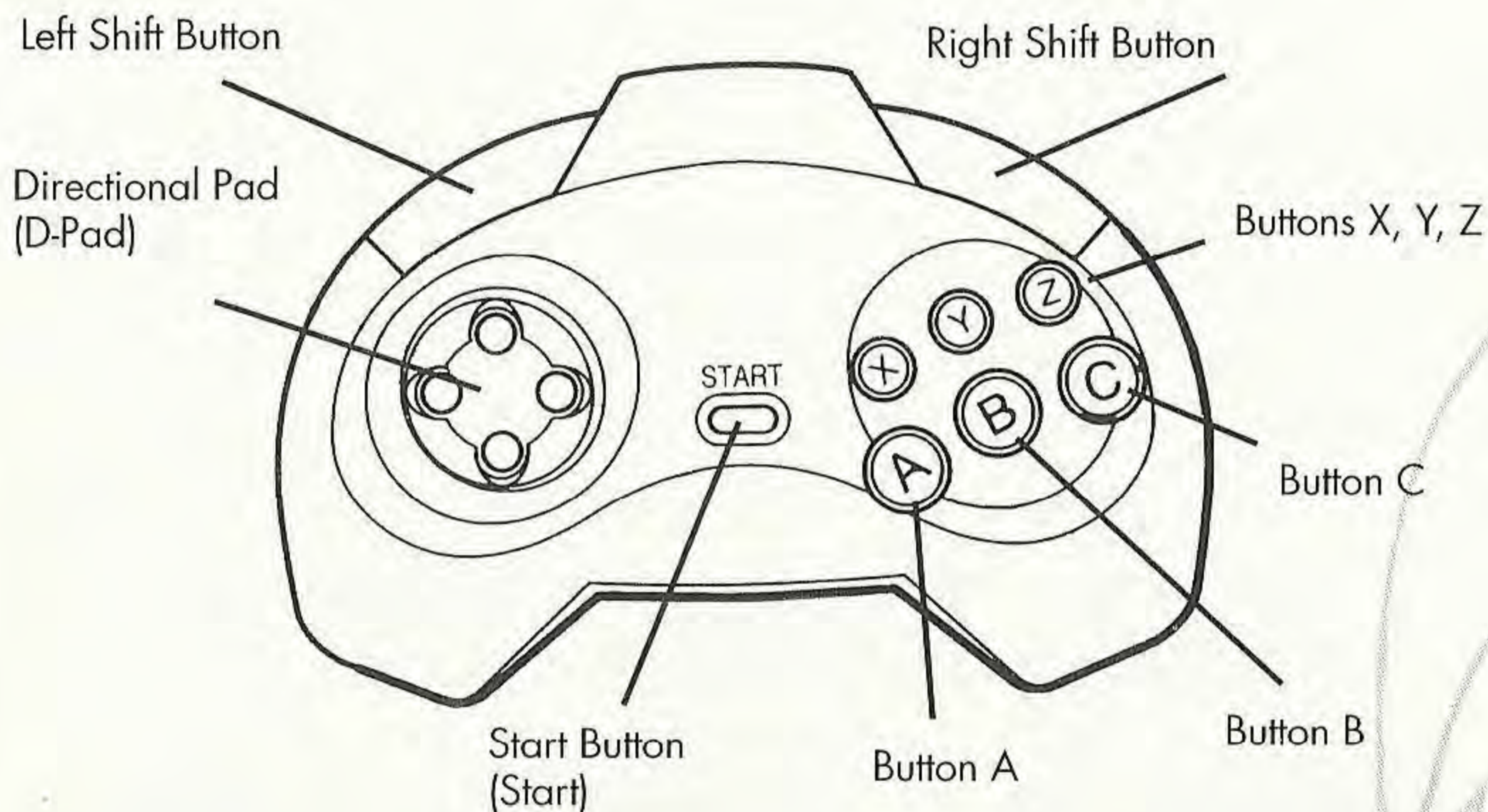


Ghen War

Our solar system has been overrun by a strain of hostile aliens known as the Ghen. As a Lieutenant, you are a surface engineer who is the sole remaining expert operator of a supercharged hypersuit that serves as a protective shield standing between you and the enemy. Your task? To rescue mankind from these evil invaders...but no pressure.

From the scorching hell of Venus to the top-secret underground labyrinths of NORAD, you'll trek from planet surfaces to cityscapes to unknown environments. But remember, we're all counting on you to save us from a grisly death....

Basic Operations



ACTION

Walk Forward.
 Walk Backward.
 Turn Left.
 Turn Right.
 Sidle Left.
 Sidle Right.
 Jump.

Run.
 Fire weapon.

Change weapon.

180 degree spin.
 Look around
 Center.

Pause the game.
 Return to game.

DESCRIPTION

Moves player forward at a walking pace
 Moves player backward at a walking pace
 Pivot left.
 Pivot right.
 Move left without rotating.
 Move right without rotating.
 Moves player upward.
 Player jumps in the appropriate direction
 Run instead of walk.
 Fires selected weapon until button is released.
 Select next weapon.
 Cycles through available weapons.
 Player quickly rotates 180 degrees.
 Look in all directions
 Re-centers view.
 Status/Map screen appears.
 Returns to game from Status/Map screen.

BUTTON PRESS

D-pad Up
 D-pad Down
 D-pad Left
 D-pad Right
 Left Shift Button
 Right Shift Button
 'A' Button
 'A' Button and Dpad
 'B' Button+Dpad
 'C' Button
 'Z' Button
 'Z'+L/R shift button
 'X' Button
 'Y'+Button+Dpad.
 Press and Hold
 'Y' Button
 Start Button
 Start Button

The Mission Stick Unit

Turn off the power to the Sega Saturn before connecting or disconnecting the Mission Stick.

Continuous Fire Switch – (Turn these switches "On" to make the corresponding buttons fire continuously when held)

Adjusts continuous fire speed; left slows down the fire rate, while right speeds it up

Buttons X, Y and Z

Left Shift Button

Base unit

Plug – (Connect this to Control Port 1 on the Sega Saturn)

Start Button

Right Shift Button

Buttons A, B and C

Trigger B

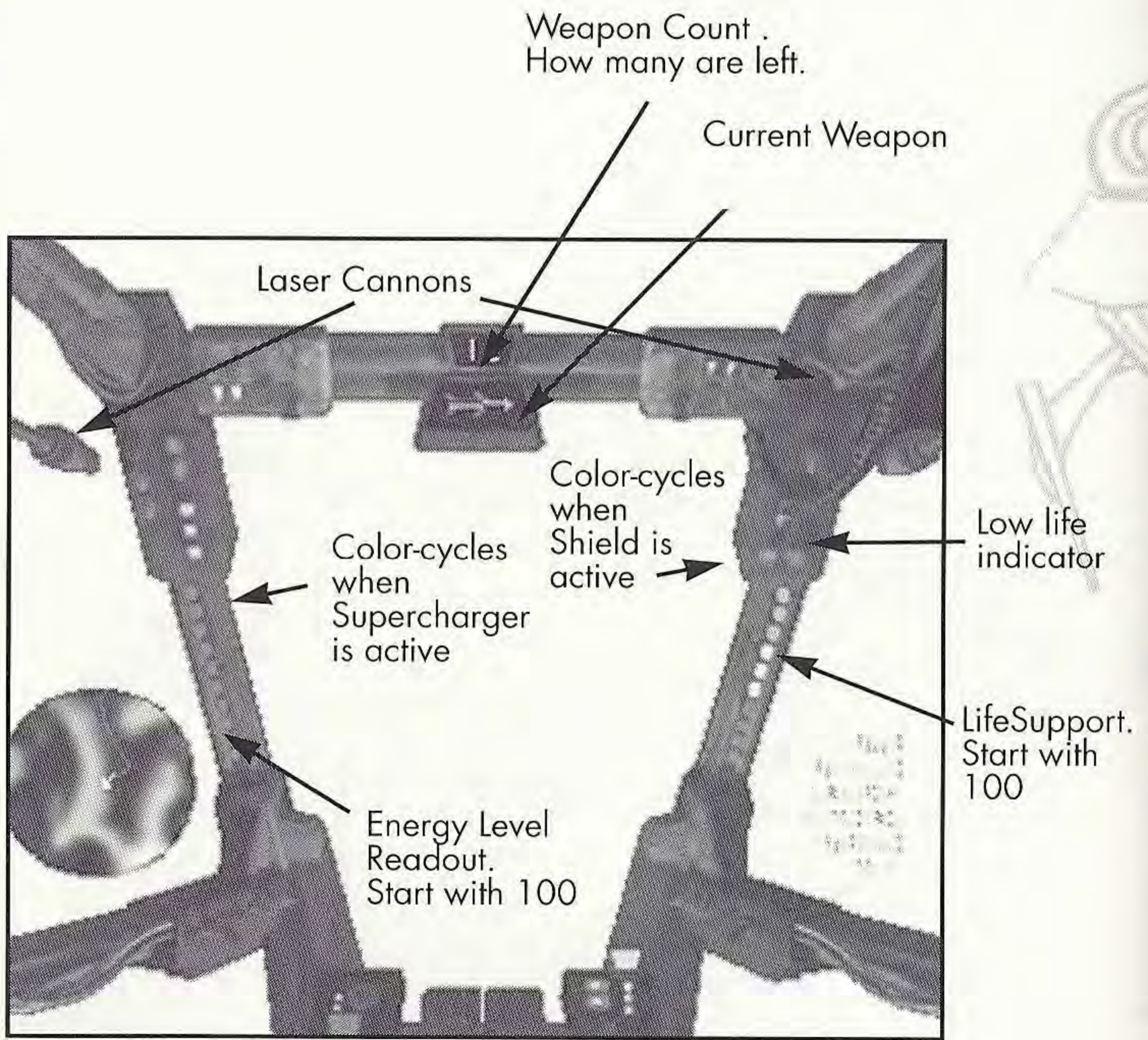
Trigger C

Trigger A

Stick (corresponds to the D-Pad on the Control Pad)

Stick unit

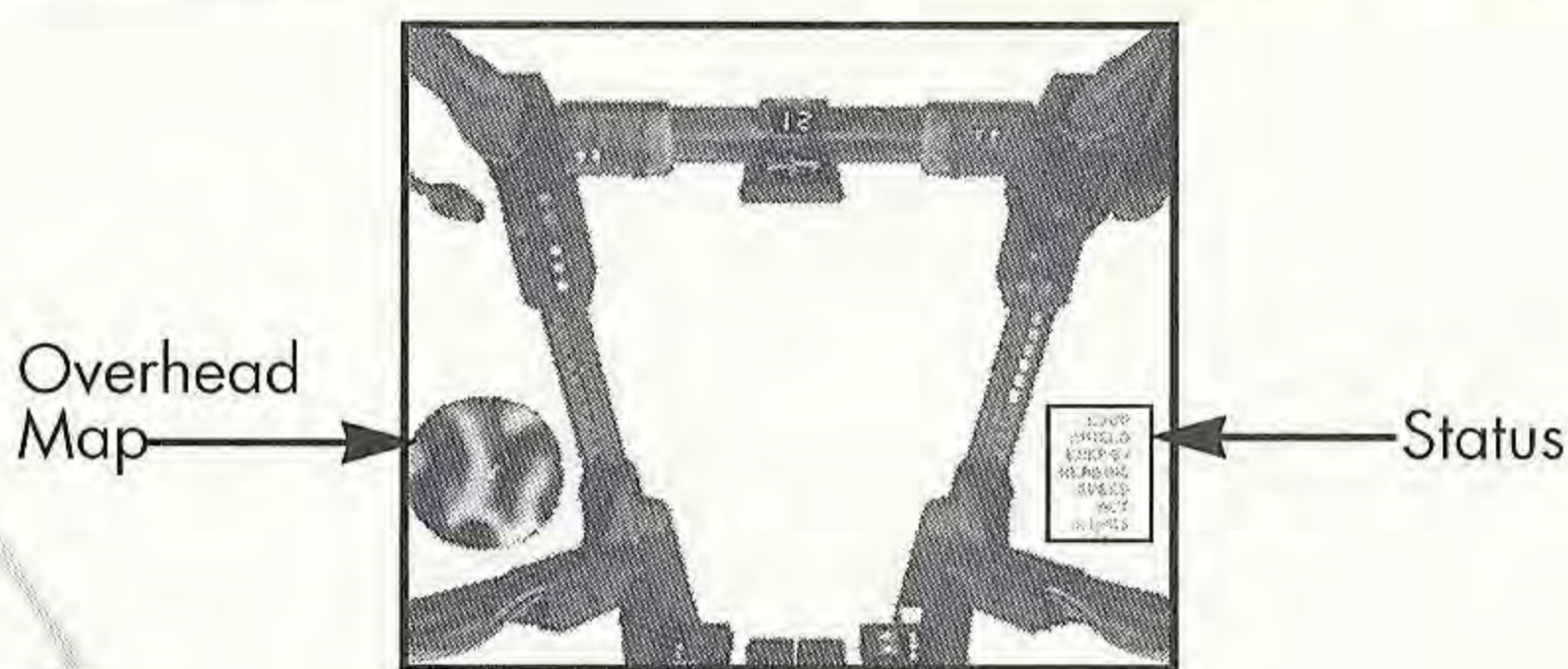
Hypersuit Visor



Combat Equipment on Hypersuit

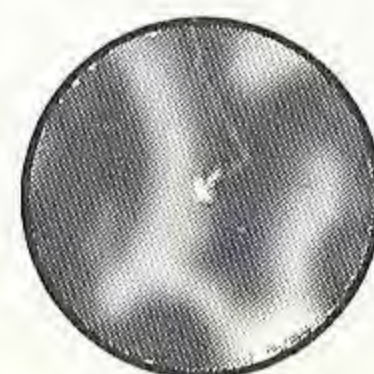
- Light Armor - standard equipment
- Jump Jets (G-1 rated) Can hover with Supercharger
- Laser - standard equipment
- Grenade Launcher
- Mine Ejector
- Rocket Launcher - non-tracking
- Missile Launcher- tracking
- Spike Launcher
- Decoy Detonator
- E-Cell Ejector

Heads Up Display (HUD)



Overhead Map

Shows a top down view of the map. Leaves a trail where the player has gone. The white arrow shows direction of the players movement. Includes Radar.



Note: Only Radar and positional information is shown in the interior missions.

Status (see above image)

LSUP: The current state of your life support system. 100 = systems working 100%. Numbers turn red below 50, indicating low health.

Shield: While shield is active, it protects your life support system from taking damage. Full shield = 100.

Energy: The current state of your internal energy systems. Full power is 100, but Supercharger will boost it up to max of 300. Supercharger remains active while energy is above 100.

Heading: The direction you are heading. Measured in degrees. 0 is North. 90 is East, 180 is South, 270 is West.

Speed: How fast the hypersuit is travelling (measured in Kilometers per hour).

ALT: How high the Hypersuit is relative to sea level when jumping or walking. Measured in meters.

LIVES: Shows number of lives left.

Auto-Target

Appears in the center of the screen and automatically targets enemies in its vertical path. It works differently for different weapons.

Laser: Moves only vertically to target on enemy

Missiles: Locks onto enemies until they are fired upon or out of range

Rockets: Does not move at all. Player must manually aim with rockets

E Cells: Collect all twenty to activate auto-target

Mining Explosive: Auto-Target only functional for objects that can be destroyed by this device

Options Screens

To Select Choices:

Use Up/Down Dpad to toggle thru options. Then, use L/R Dpad arrows to choose level, move slider or toggle choices on/off.



Start a new game

Continue last auto-saved game.

Go to main options screen (below) to select level of difficulty, music and sound levels



There are three levels of difficulty: Inept, Intense and Insane. You will only be able to play up to Moon Mission 5 at the Inept level setting.

Pause Screens

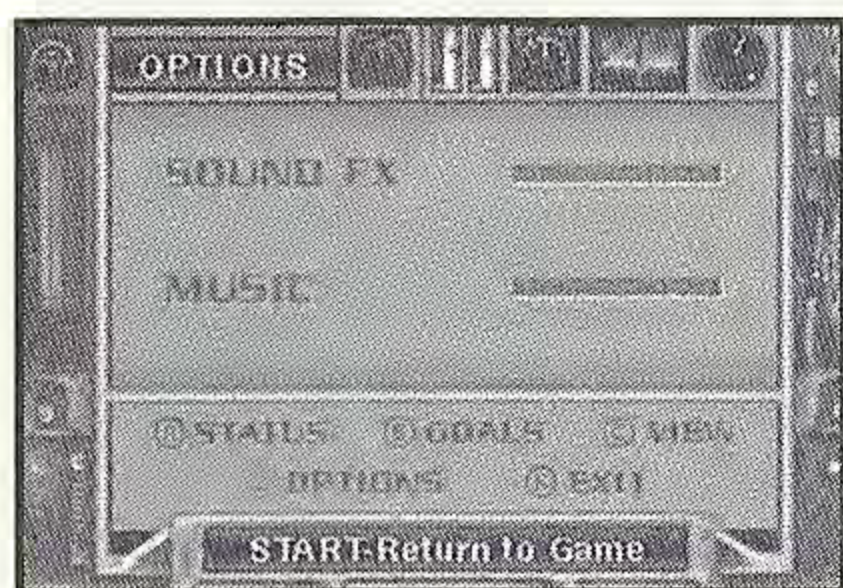
The MAP section will show the topography map in the current level for where the player has travelled



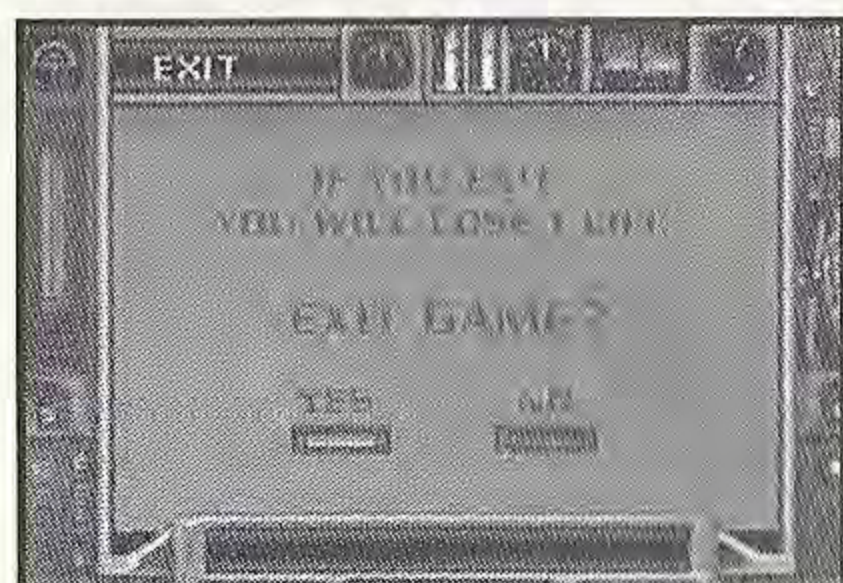
This will allow you to get an external view of the 3D world surrounding the Hpyersuit



Shows goals for current mission

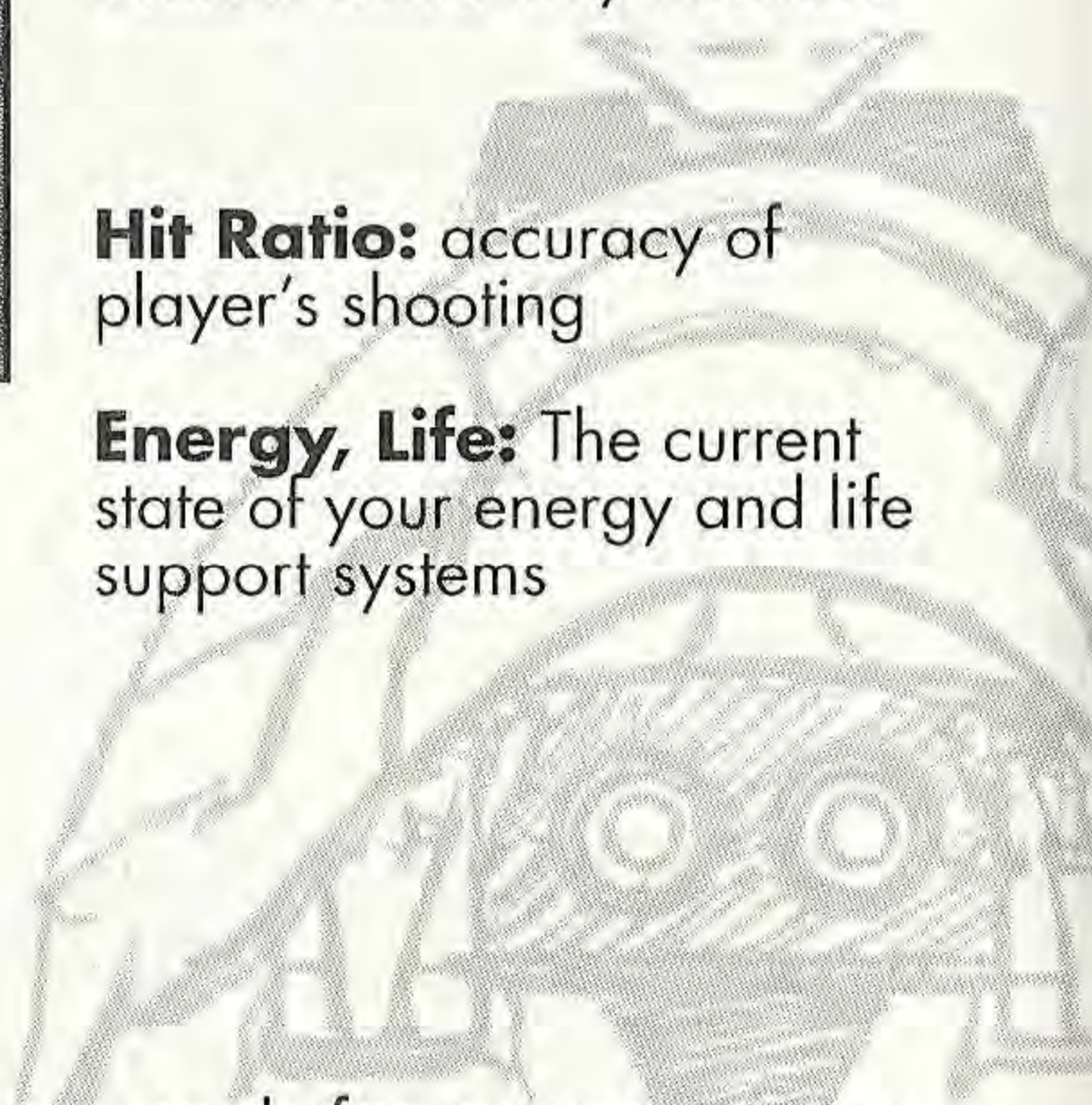


Can control sound and music levels during game

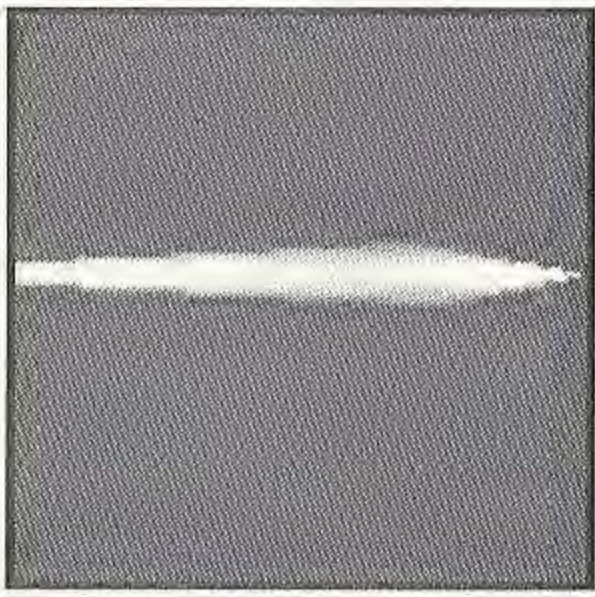


Will exit current level and auto-save game if you have any lives left

Note: See description of Lives and Auto-save.



Weapons



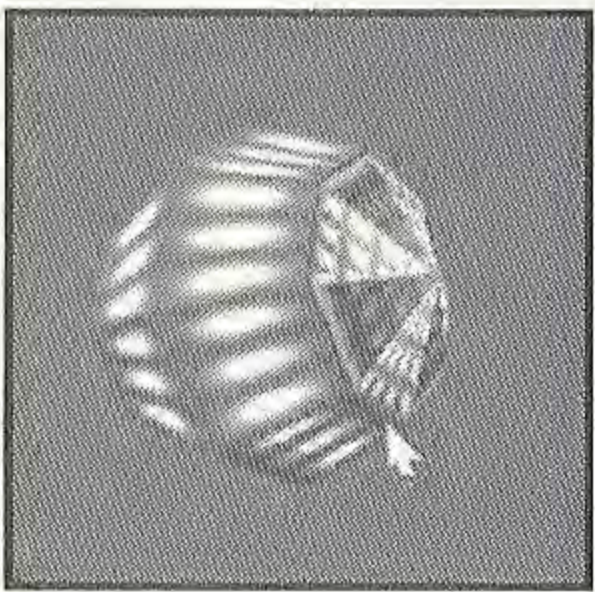
Lasers

Start with lasers. They are always available. No Powerup for these. Default weapon.



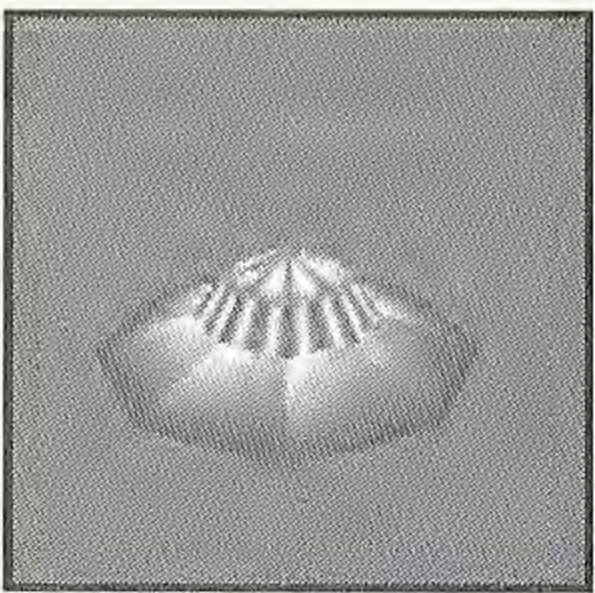
Neutron Lasers

Super-charged lasers.



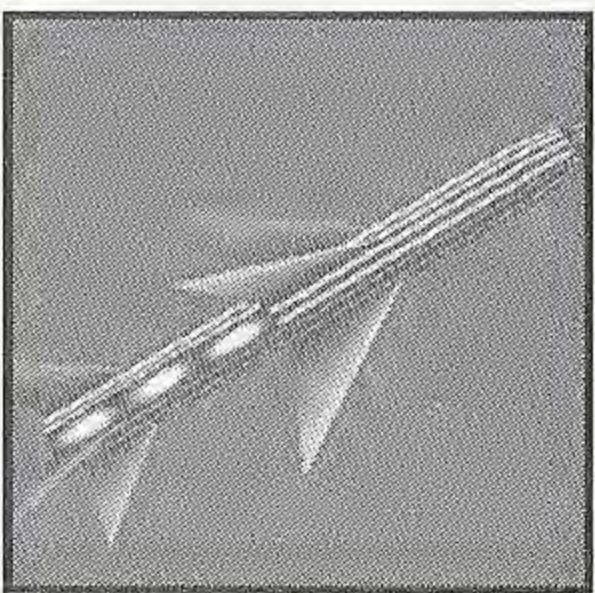
Grenade

High explosive - detonates on impact with enemy or after about 3 seconds



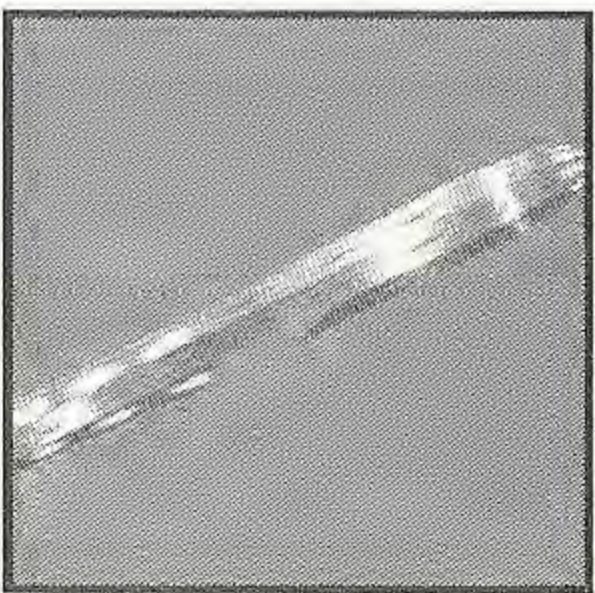
Mine

High explosive - proximity detonation. Hypersuit will NOT set these off



Missile

Tracking missile locks on to enemies

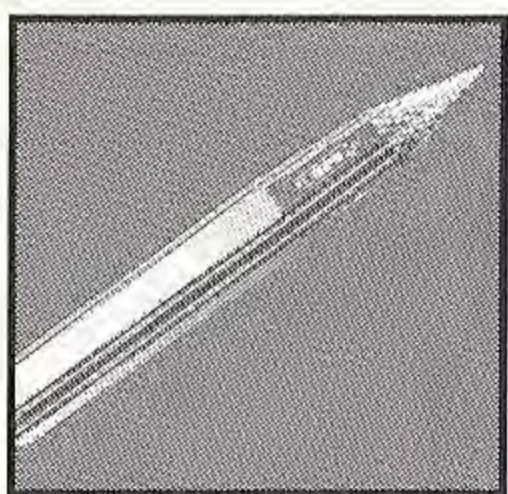


Impact Missile

Same as missile, but more deadly

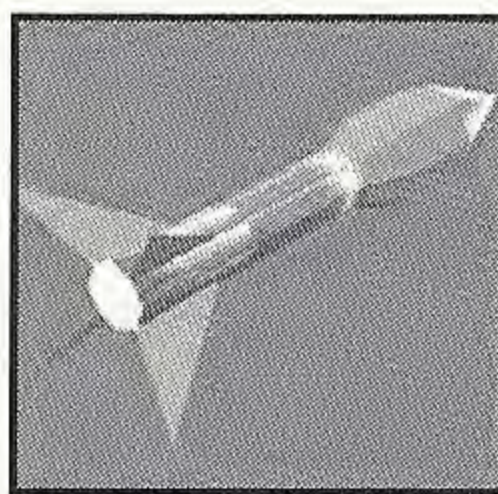
Hold 'C' Button down to throw these weapons further. The longer the hold, the further the throw.

Weapons



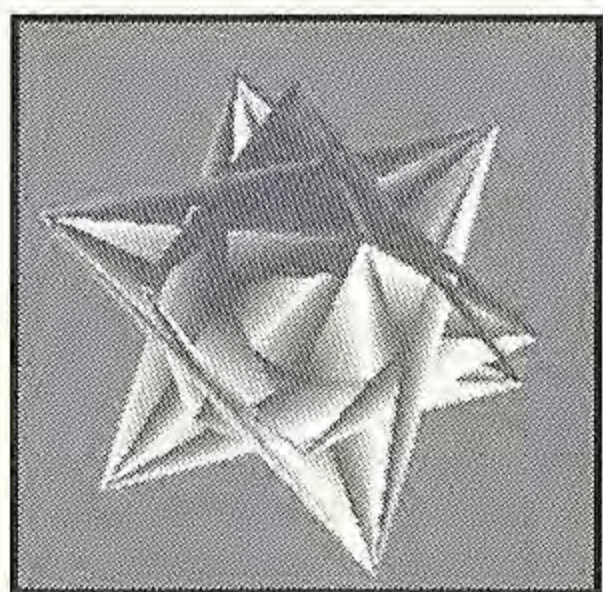
Rocket

Very powerful, but does not track



Armor Piercing Rocket

Same as Rockets, but more powerful



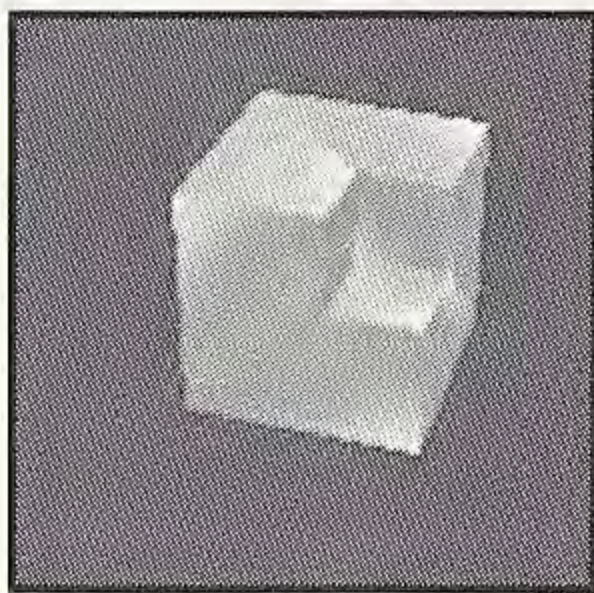
Spike

Stuns enemies for about five seconds.



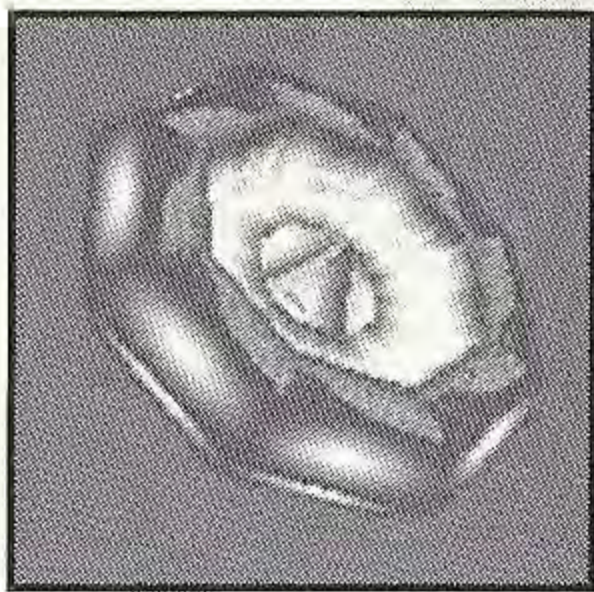
Decoy

Probably the coolest powerup. Shoot one out and the Ghen think it's you.



E-Cell

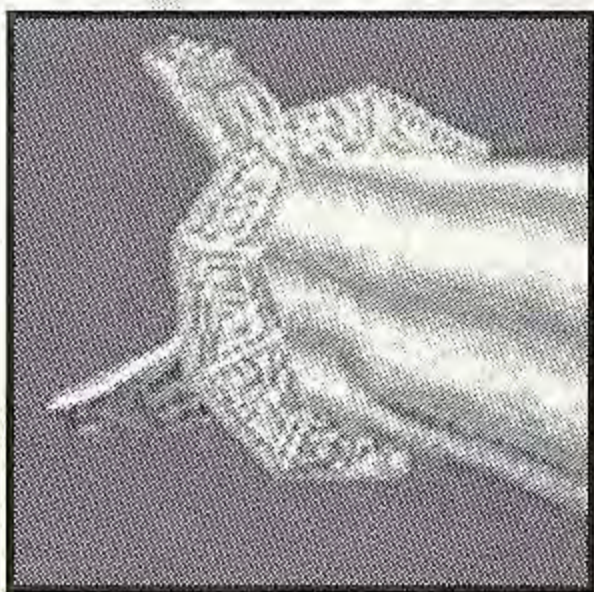
An external source of energy that can be used to power various devices.



Ghen Mining Explosive

Super weapon captured from the Ghen. This thing could even take out a refinery!

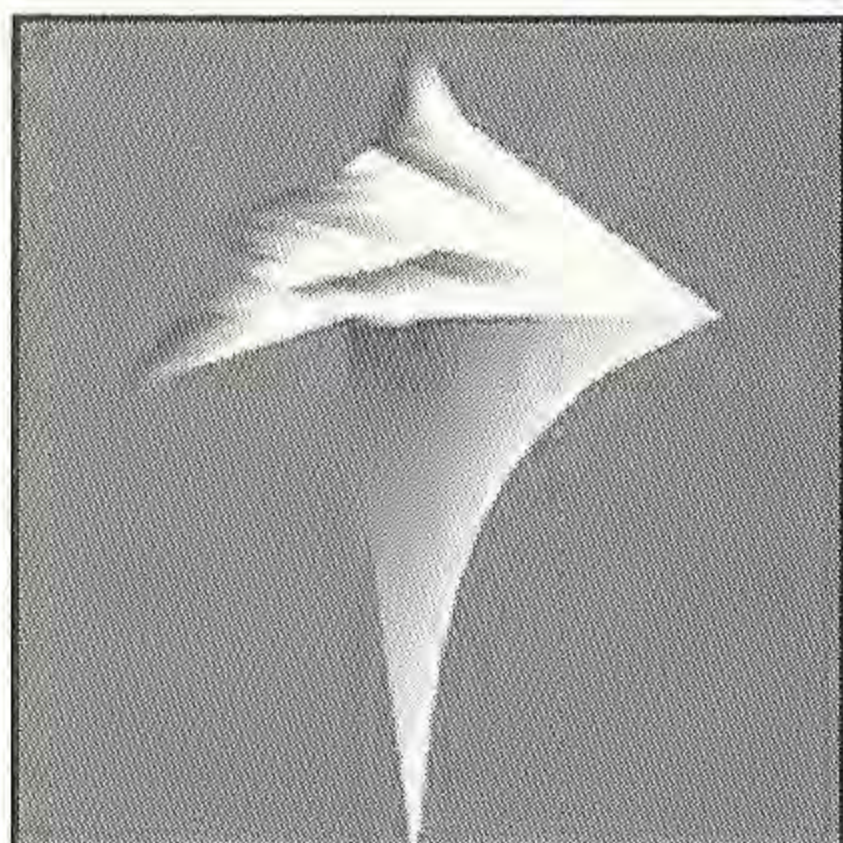
Your Right Arm...



Claw

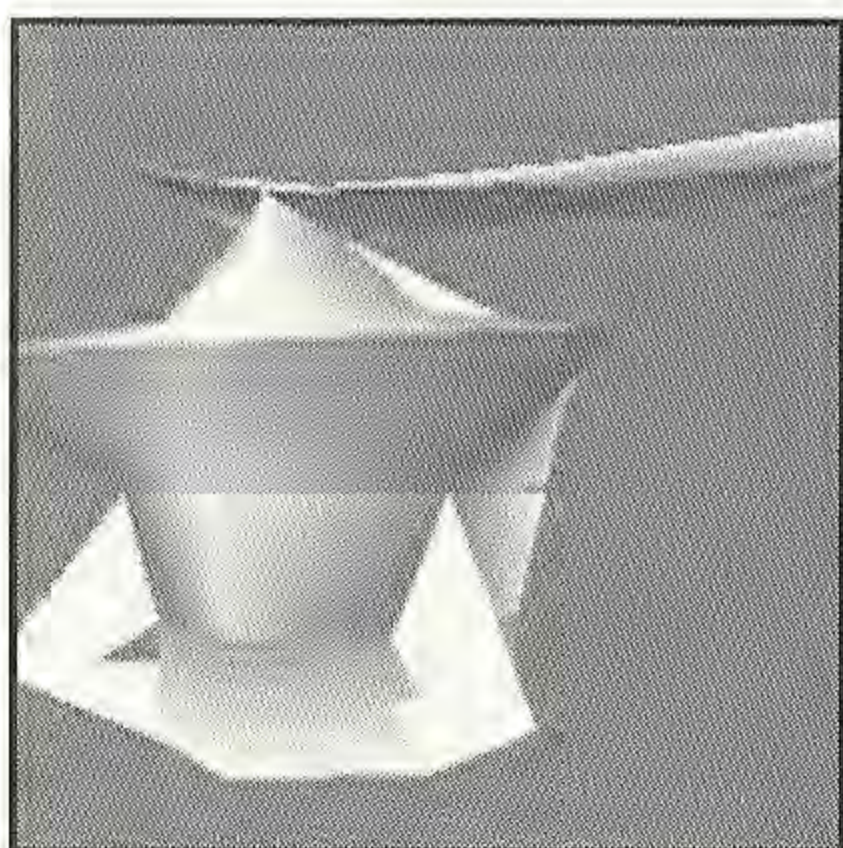
The claw will open lots of doors for you. If you know how to use it... use to make control panels operative.

Enemies



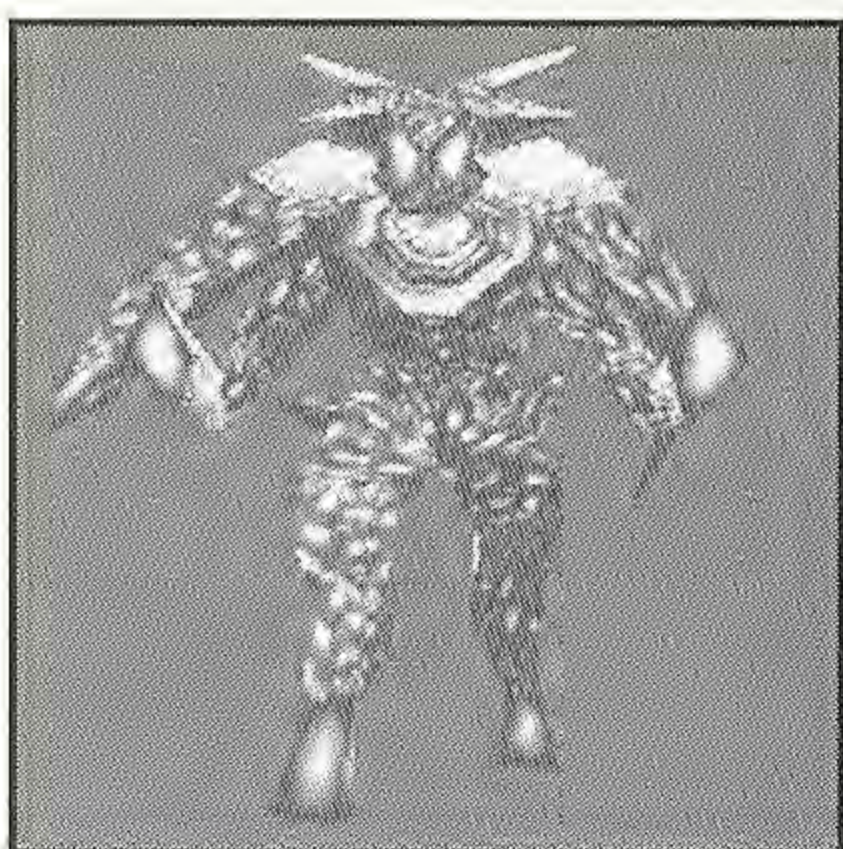
Bandit

Scout drone. Has limited attack ability. Relays player's position to other Ghen. Weapon: land mines



Burner

Automated laser turret. Scans horizon for intruders. Weapon: lasers



Grunt

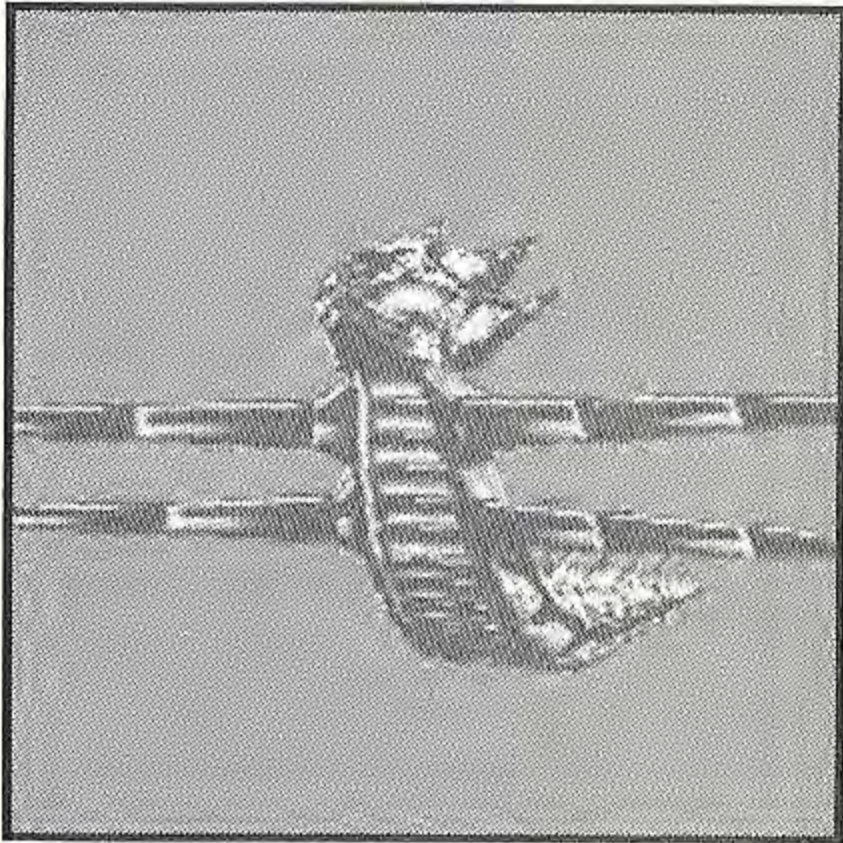
Foot soldier. Easiest Ghen to kill if you can hit him. Weapon: laser



Captain

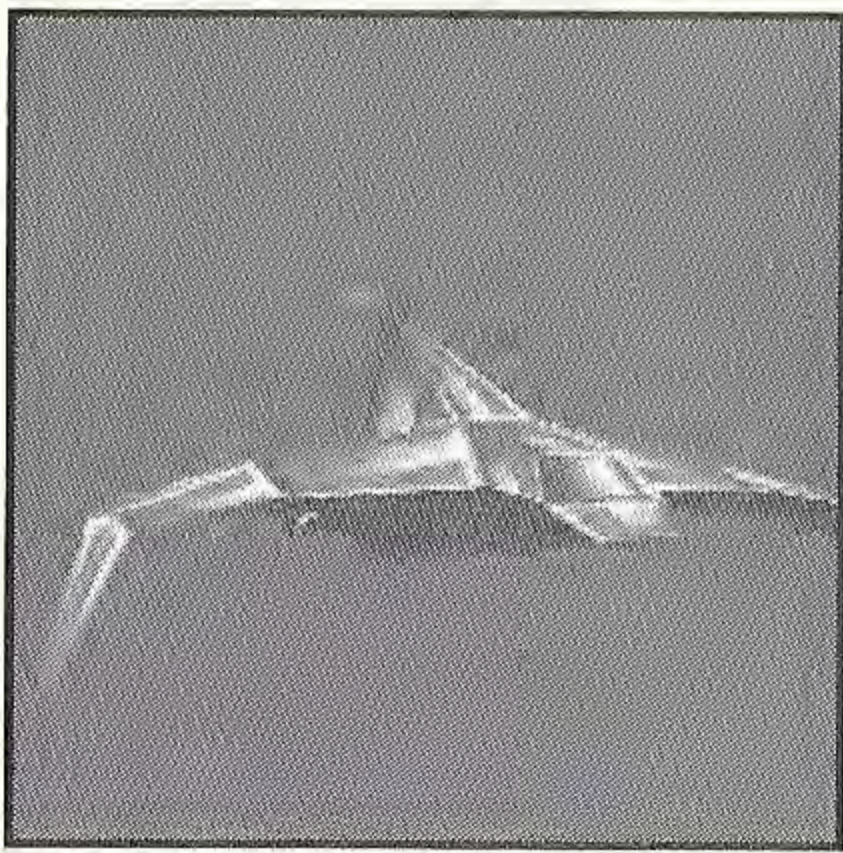
Bigger, badder version of Grunt. Heavier armor. Weapon: Super laser

Enemies



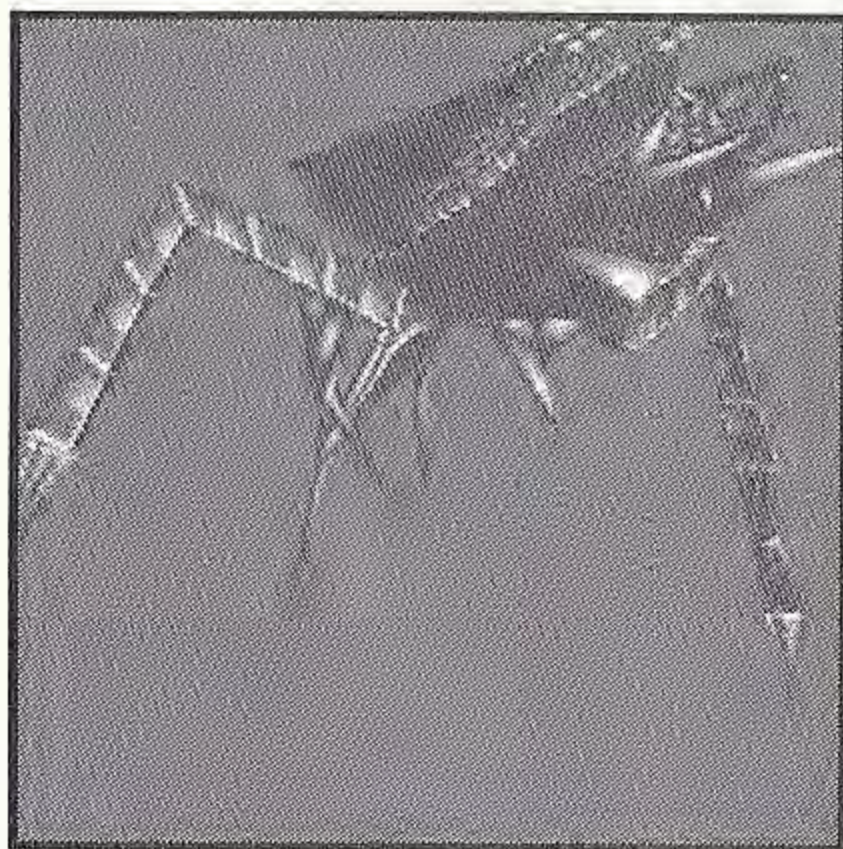
Behemoth

Like the name says, he's big. Boss type of enemy. Weapons: Laser/rockets



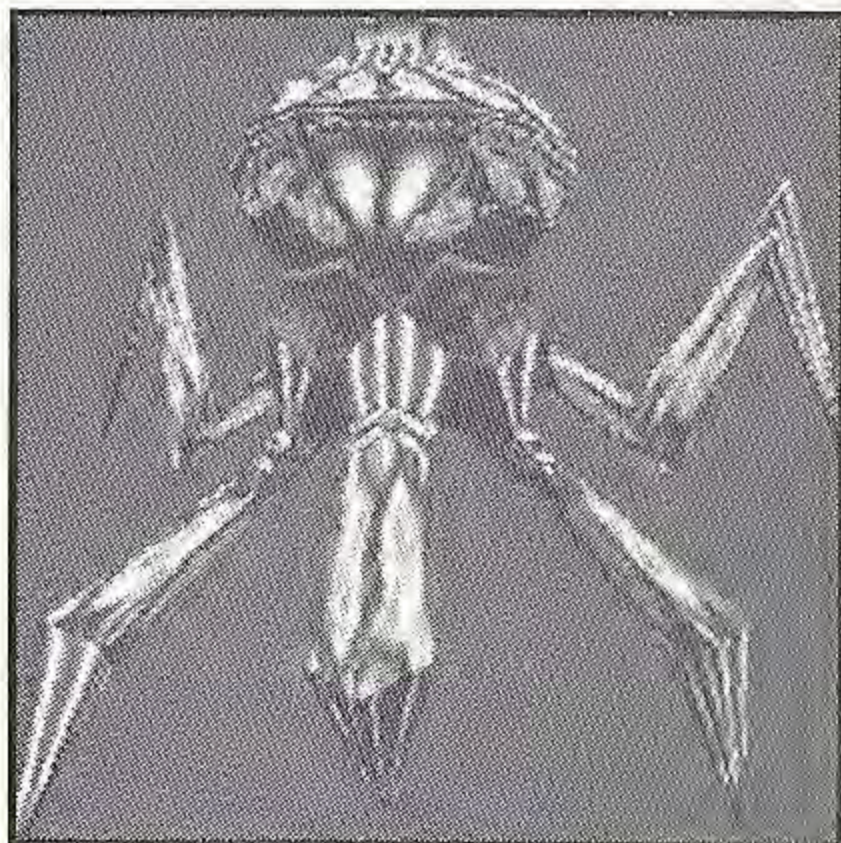
Dragon

Troop transport. Will drop off Grunts, Captains and Drones. Weapon: drops explosives to clear landing site



Gryphon

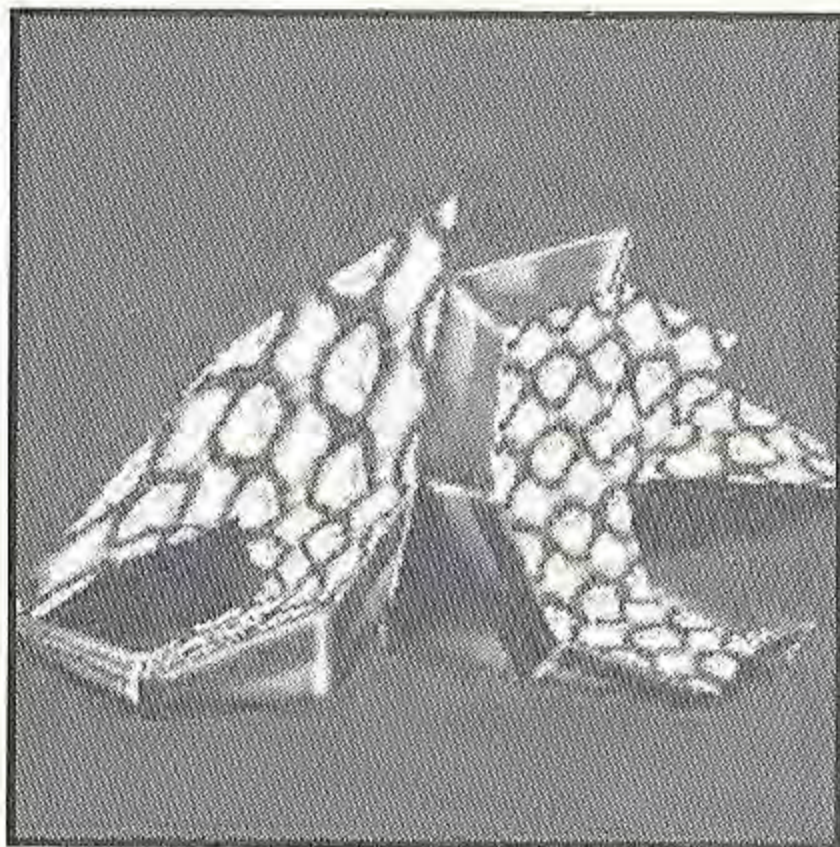
Large triped. Jumping ability. Very deadly. Weapon: plasma energy



Homer

Another triped. Quick, mobile. Weapon: power drain

Enemies



Marauder

When version of a tank.

Very quick.

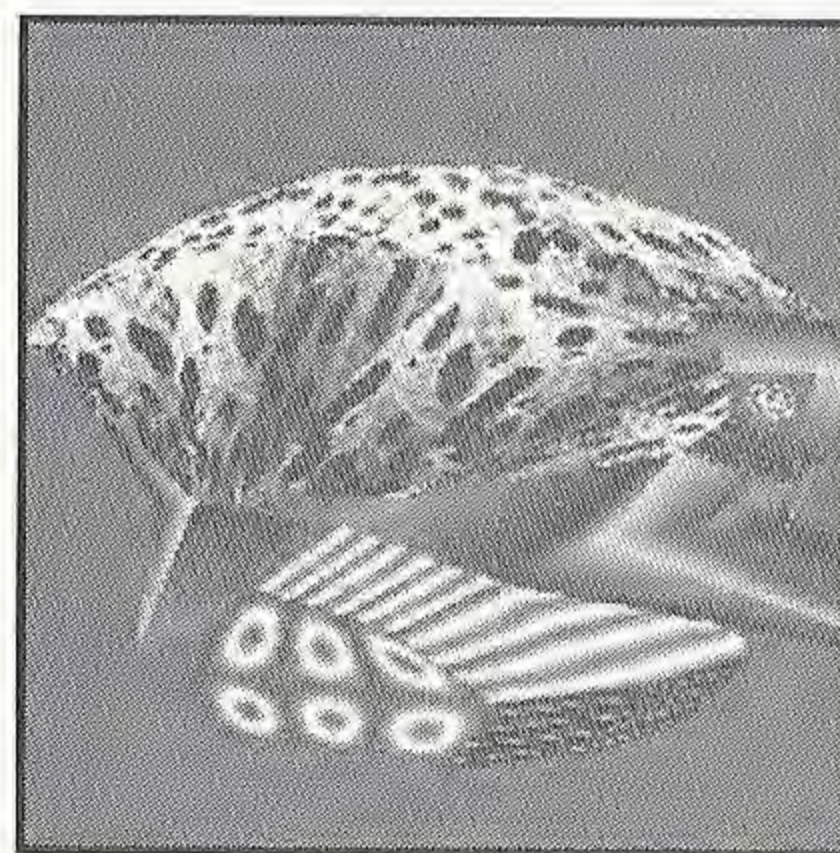
Weapons: plasma ball and ramming ability



Raider

Extremely mobile. Has extreme jumping ability.

Weapon: small plasma ball



Snail

Mining transport vehicle.

Useful for hiding behind in heavy conflicts.

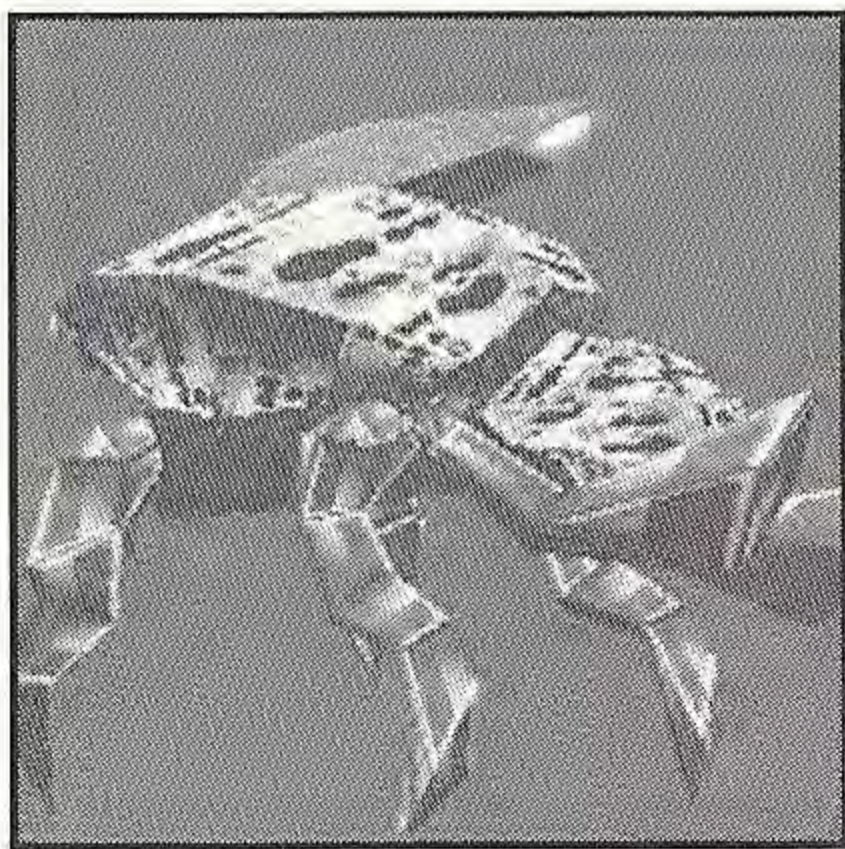
Weapon: none

Enemies



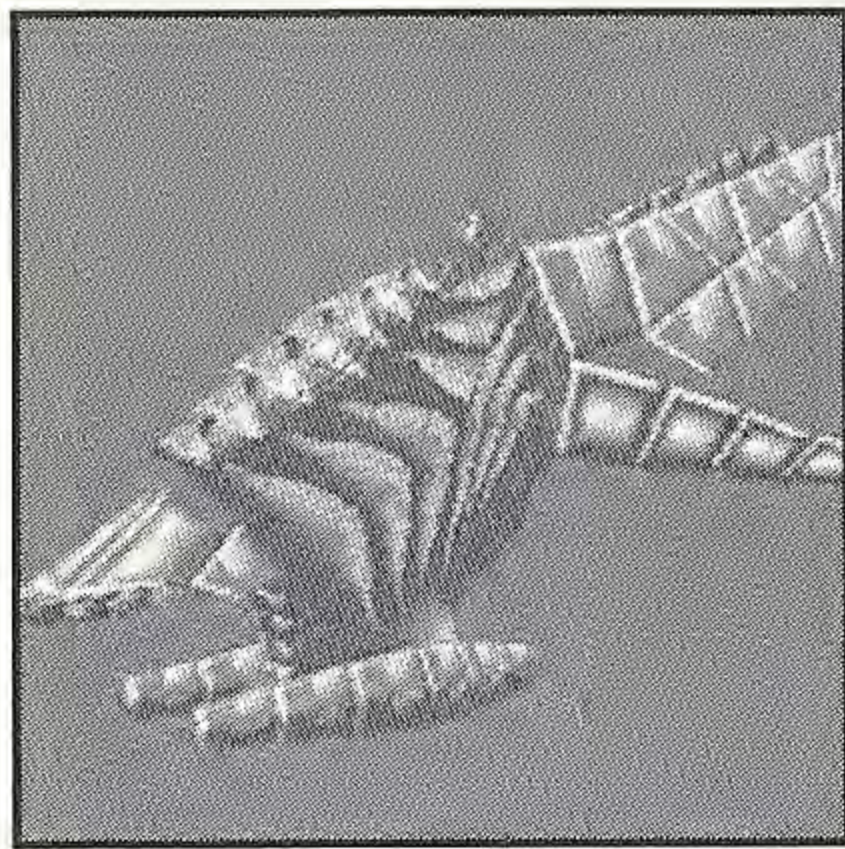
Spider

Quick. Can climb virtually anything.
Weapon: powerful laser



Thrasher

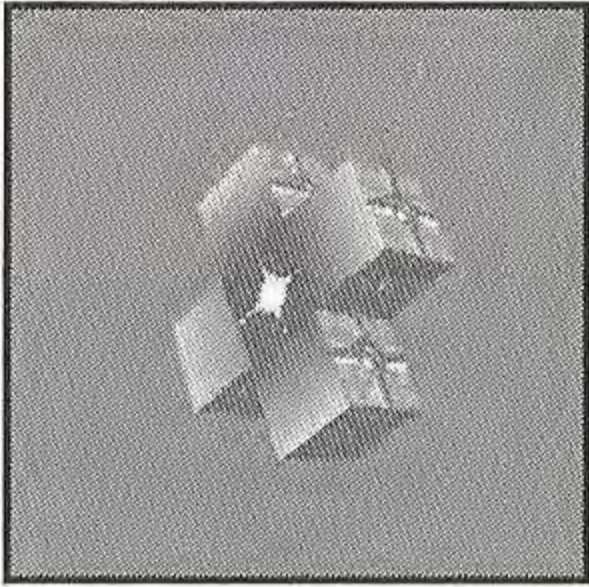
Walking tank. Slow, but difficult to kill.
Weapon: rockets



Vulture

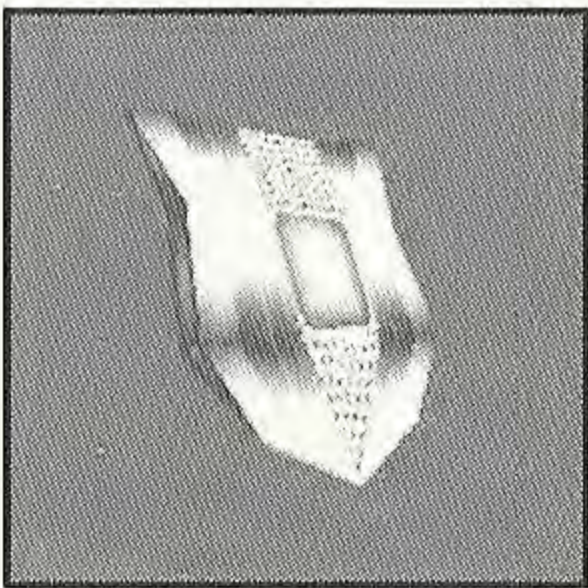
Attack fighter. Vicious attacker.
Weapon: dual laser canons

Powerups



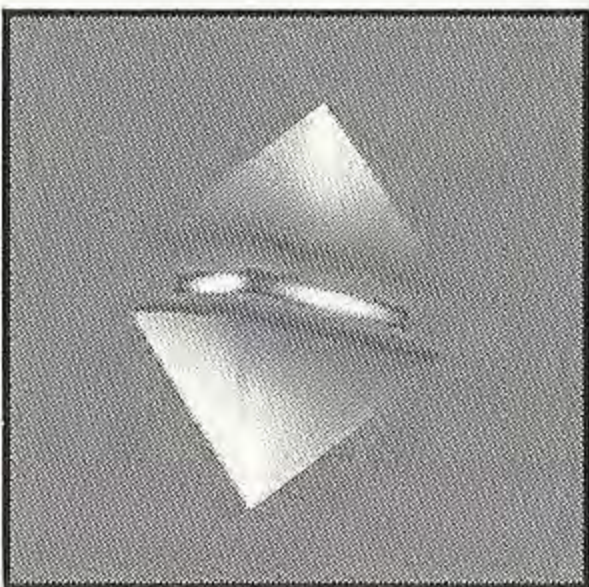
Repair

Boosts life support to 100.



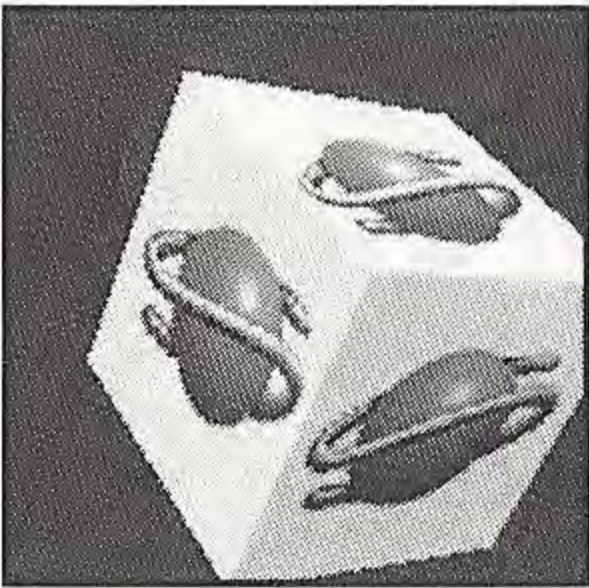
Shield

Activates shield. While shield is active it protects your life support system from taking damage.



Supercharger

Activates Supercharger. Boosts energy up to a max of 300! Allows the hypersuit to hover. Upgrades lasers to rapid fire, neutron lasers.



Extra Life

If you see this, grab it. It gives you one more life.

Lives and Auto-Saving

Lives:

You begin the game with 3 lives. You can tell how many remaining lives you have by looking at LIVES under the Altitude indicator on the HUD. This is how many lives you have left. You die when your live support reaches zero. You will know when you are getting close to death when you get to the red line on the life indicator. You have a chance to gain Extra Lives by discovering and picking up Extra Life powerups in some of the Missions. Number of Lives are carried over to the next mission.

Note:

Venus is a training mission that doesn't count in gameplay. You always start fresh at Mars Mission 1 with 3 lives and default number of weapons.

Dying:

If you die during a mission and have lives left, you will return to the beginning of that Mission supplied with the default weapons count—minus one life. If you die and have no lives left, the Game is over. Game Over deletes any saved game, so you'll start at Venus when you play again.

Auto Save:

Immediately upon termination of a mission (either successful; completing mission, or unsuccessful; dying), the game is auto-saved with the current number of lives. When starting a new game, if you choose the "Continue Last Game" option from the Main Screen, the last saved Mission will load automatically and you will be placed at the beginning of that Mission.

Lives and Auto-Saving

Exiting:

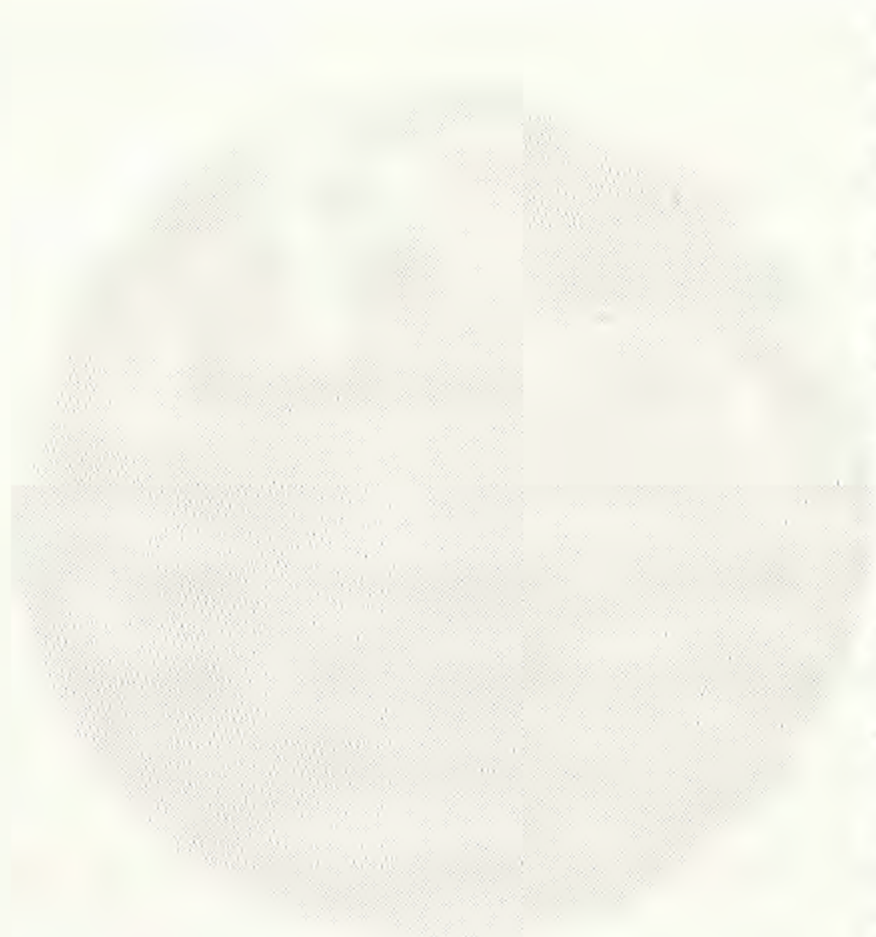
You can exit the game without penalty only when you successfully complete a mission. You must quit at the end of a Mission—during the Status screen that appears at the end of each level. Your game will be saved at the beginning of the next mission with NO loss of lives. You can choose to play this saved game when starting a new game by selecting the “Continue Last Game” option from the Main Screen. The last saved Mission will load automatically and you will be placed at the beginning of that Mission.

Caution:

A saved game will be automatically over-written if you choose “Continue Last Game” option next time you play a game and successfully complete a level that counts for gameplay.

If you exit gameplay during a Mission, your game will be saved at the beginning of the current mission—but you will be penalized and lose 1 life. (Exception: If you exit from Venus you will continue on to Mars.)

Training Mission-Venus



This rugged environment will prepare you for the challenges that lie ahead. As you battle holograms of the Ghen, you'll have 10 minutes to practice maneuvers and try out the weapons systems of the modified hypersuit. Your goal is to eliminate all

Ghen on Venus. Get some practice now- the real Ghen are much harder to kill.

Mars

Mission 1: Make your way to the Mars mining tunnels in the Northeast. Boxhead reports the forcefield's power source is somewhere to the West. You'll need to do some terra-scraping to complete this mission.

Mission 2: The Strontium tower in the Southwest corner is causing havoc on Mars' surface. Take it out!

The Ghen are holding human prisoners in a cell to the Northeast. Blow this cell open to aid their escape.

Head to the Northwest corner to the Caldera entrance and defeat the Ghen Marauders.

Mission 3: The Strontium Reactor Refinery is the Ghen's crowned jewel on Mars. The only weapon capable of destroying the Refinery is the Ghen's own mining explosive...

Mission 4: It's clean up time. There are three reactors left on the Martian surface. Take 'em out!

Deimos

Mission: The objective is simple. There are a few Ghen left on this Martian moon, Deimos. Eliminate them...



Moon

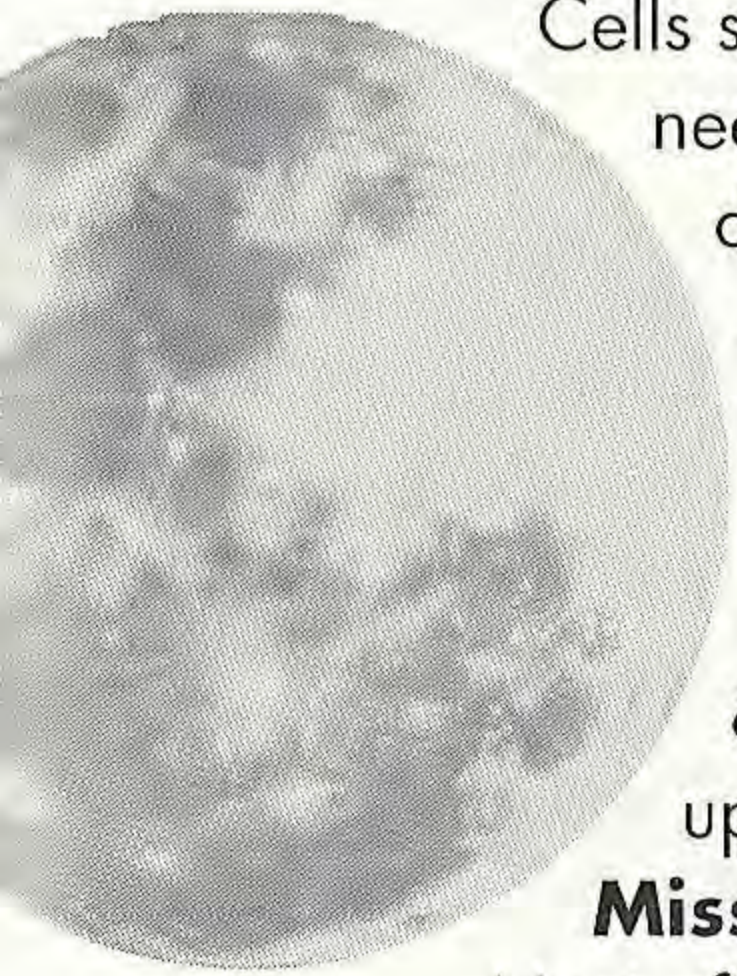
Mission 1: Lieutenant meet Gryphon. Gryphon meet the Lieutenant. Now that you're introduced, you're not going to like each other very much. There are twenty E-Cells scattered around the Lunar surface. You'll need these to power up a nuclear detonation device.

Mission 2: The Ghen have taken over the MoonBase. It's desolate except for the Ghen, and it's in need of some serious extermination work. Use the Claw inside to turn switches on & off. Somewhere, there's an elevator going up...

Mission 3: Welcome to the heart of the Moonbase. Most of the base is powered down. Powering up the base is only the start. Your only way out is an elevator leading up to the Space Port.

Mission 4: The Goliath, the Ghen's flagship, is just finishing its repairs. Close the hangar down so the ship can't take-off. Sealing the hangar could increase the chance of overthrowing the Ghen!

Mission 5: Afraid of Spiders? You should be, since they're five meters wide. Your mission, Lieutenant, is to blow the legs off all of the Spiders. Watch out for Dragons!



Australia

Mission 1: You've got to stop the Ghen from getting the raw materials they need to make more mind control implants. Destroy their ENTIRE operation. The Dragon in the northwest only seems invincible...

Mission 2: While you were sightseeing, those crafty aliens were busily jamming one final load of minerals into their 'Crate' bound for Sydney. The Crate is preparing to lift off. Your mission is to get aboard the Crate. You'll have to put on a 'stunning' performance to get inside the Crate.

Mission 3: Welcome to the Ghen alien craft. The Ghen have detected your presence and they don't consider you precious cargo. Find your way out of the cargo bays. Your goal is to find the bridge, take out the pilots and force a crash landing.

Mission 4: To the Northwest is the mind implant factory. It stands out from the rest of Sydney. Look for Armor Piercing Rockets and COMPLETELY LEVEL the factory!

Mission 5: Those natural resource hungry Ghen are at it again. Their Matter Railgun is sending more of Earth's minerals into orbit. Destroy the railguns in the Southeast corner. Remember the Refinery on Mars?

Norad

Mission 1: Last mission outside. Destroy the Gryphon and Behemoth and make your way to the Northeast tunnel. Good luck. (you're going to need it...)

Mission 2: You are inside now. Find your way through the Big Door and find out what's preventing you from entering the elevator.

Mission 3: The Ghen have tampered with the security system. Circumvent their defense. The War Room is just below you.

Mission 4: Stop the Ghen from destroying the Earth. The whole world is depending on you!

Credits

Game Production

<i>Original Concept:</i>	Robert Leyland
<i>Programmers:</i>	Eric Hammond Robert Leyland Steve Scholl
<i>Assistant Programmers:</i>	Brad Van Tighem, Brian Gebala, Scott LaValley
<i>Game Design:</i>	Robert Leyland, Eric Hammond, Greg Hammond, Eric Rawlins, Steve Scholl
<i>Art Supervisor:</i>	Jenny Martin
<i>Artists:</i>	Richard Antaki, John Broenen, Suzie Greene, Greg Hammond, Madeline Preisner, Brian Ransom, Arlin Robins
<i>Interior Modelling:</i>	Greg Hammond
<i>Level Music:</i>	Brian Coburn
<i>Sound Effects:</i>	Brian Coburn, Eric Hammond
<i>Ghen Creatures Original Concept Art:</i>	Marc Sasso
<i>Ghen 3D Models and Animation:</i>	Greg Hammond
<i>Sega of America Assistant Producer:</i>	Eric Rawlins
<i>Jumpin' Jack Producer:</i>	Lawrence Berkin
<i>Sega of America Sr. Producer:</i>	Steven Apour

Credits

Sega Support

Product Manager:

Doria Sanchez

Lead Tester:

Jeff Junio

Assistant Leads:

Benjamin Briones,
Mike Callahan,
Jeff Hedges,
Rob Prideaux

Testers:

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Alfred Dutton, Eric
Leonard Sayers, Eric
Masyk, Kemrexx
George, Stan Weaver,
Marc Dawson, Alan
Coe, Dan Webber,
Lorne Asuncion, Eric
Simonich, Nathan
Tan, Sam Saliba,
Janine Cook, Tony
Lynch, Dave Paniagua,
Fernando Valderrama,
Atom Ellis, Nick
Katakis, Tim Turner,
Cesar Lemus, Greg
Spalasso, Steve Perez
Renee Greenwood

Hardware Engineer:

Compression Engineers:

Eric Caplain, Katie
Weathers

Software Engineer:

*Game Manual Layout
and Design:*

Gail Tsujita
Hillary Clayson Loeb,
Gary Ferster

Packaging:

Bob Schonfisch

CD Technicians:

Jef Feltman, Larry Loth
Seth Gerson

Production Assistant:

*Music composed and
performed by:*

bygone dogs

Produced by:

Spencer Nilsen and

bygone dogs

Recorded by:

Dave Young for Sega
Music Group

Credits

bygone dogs are Joel Alvares: Guitar and Vocals; Tim Alan: Bassist; and Jean Claude Aknin: Drums. Contact bygone dogs at 415-267-1891 or see Sega Web Site: <http://www.segaoa.com>.

Movie Production

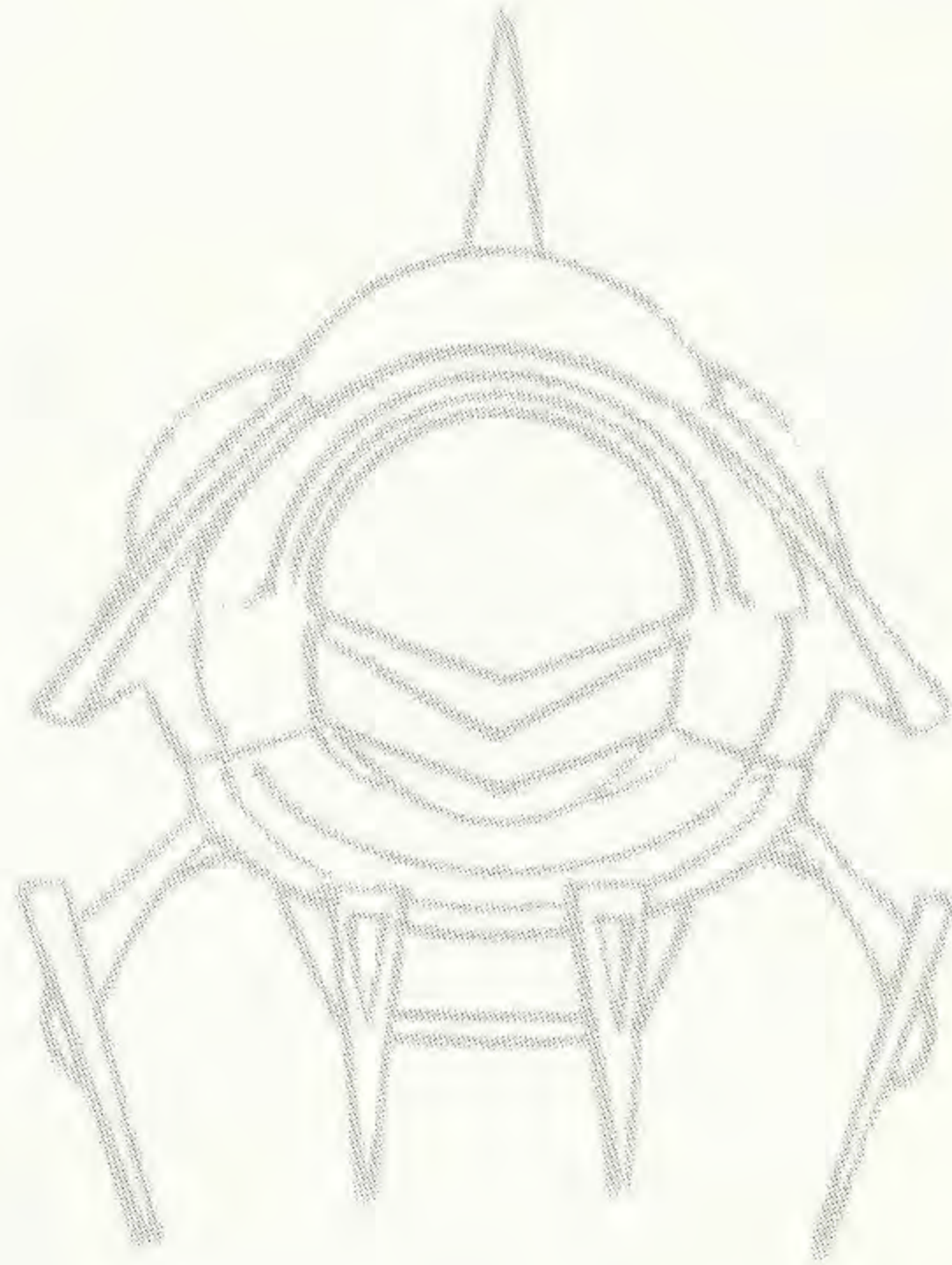
<i>Executive Producer:</i>	Steven Apour
<i>Director:</i>	Alan Haft
<i>Producers:</i>	Mark Bakshi, Alan Haft, Rick Singer
<i>Story by:</i>	Steven Apour, Scot Bayless, Alan Haft, Robert Leyland, Eric Rawlins
<i>Screenwriter:</i>	Al Haft
<i>Production Manager:</i>	Andrea Miloro
<i>Production Coordinator:</i>	Cari Chanin
<i>1st Assistant Director:</i>	Kris Kregel
<i>Production Designer:</i>	Steve Jordan
<i>Director of Photography:</i>	Tony Cutrono
<i>Casting Directors:</i>	Joy Dickson, Nicole Arbusto
<i>Construction Coordinator:</i>	Don Helderle
<i>Post Production Group:</i>	Michael Palermo Filmcore/Encore Antonio Soriano
<i>Gaffer:</i>	Craig Horowitz
<i>Key Grip:</i>	Cynthia Bachman
<i>Key Hair Make-up Artist:</i>	Coburn Hawk
<i>Propmaster:</i>	Ira Hurvitz , Dulanie Ellis
<i>Script Supervisors:</i>	Antoinette Ensley
<i>Set Decorator:</i>	Russell White
<i>Sound Mixer:</i>	Jeff Leemon
<i>Boom Operator:</i>	Ted Smith-Nelson FX
<i>Special Effects SFX:</i>	Tim Gamble
<i>Video Engineer:</i>	Ruieta and Deenan
<i>Visual Effects:</i>	DaSilva - Digital Illusion Gamela Fakhry-Smith
<i>Costume Designer:</i>	

Credits

Actors

Jenner:	Vaughn Armstrong
Boxhead:	William Youmans
Gina:	K.K. Dodds
Akira:	Jay Lacopo
Braxton:	Barry Cullison
Reynolds:	Al White
Wilson:	Tuesday Knight
Guard #1:	Mary Amadeo Ingersoll
Guard #2:	John Alves
Xylan's Voice:	Rick Singer

Special Thanks to: Tim Dunley, Steve Payne, Sarah Mason
Richmond, Scot Bayless, M and Away Team Members:
Dante Anderson, Eric Rawlins and Max Taylor



Notes

Notes



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To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number: 1-800-872-7342

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