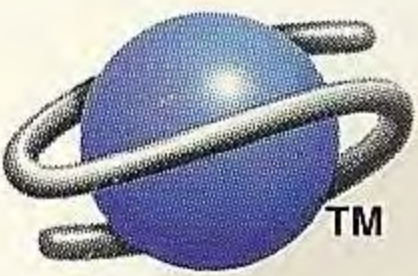
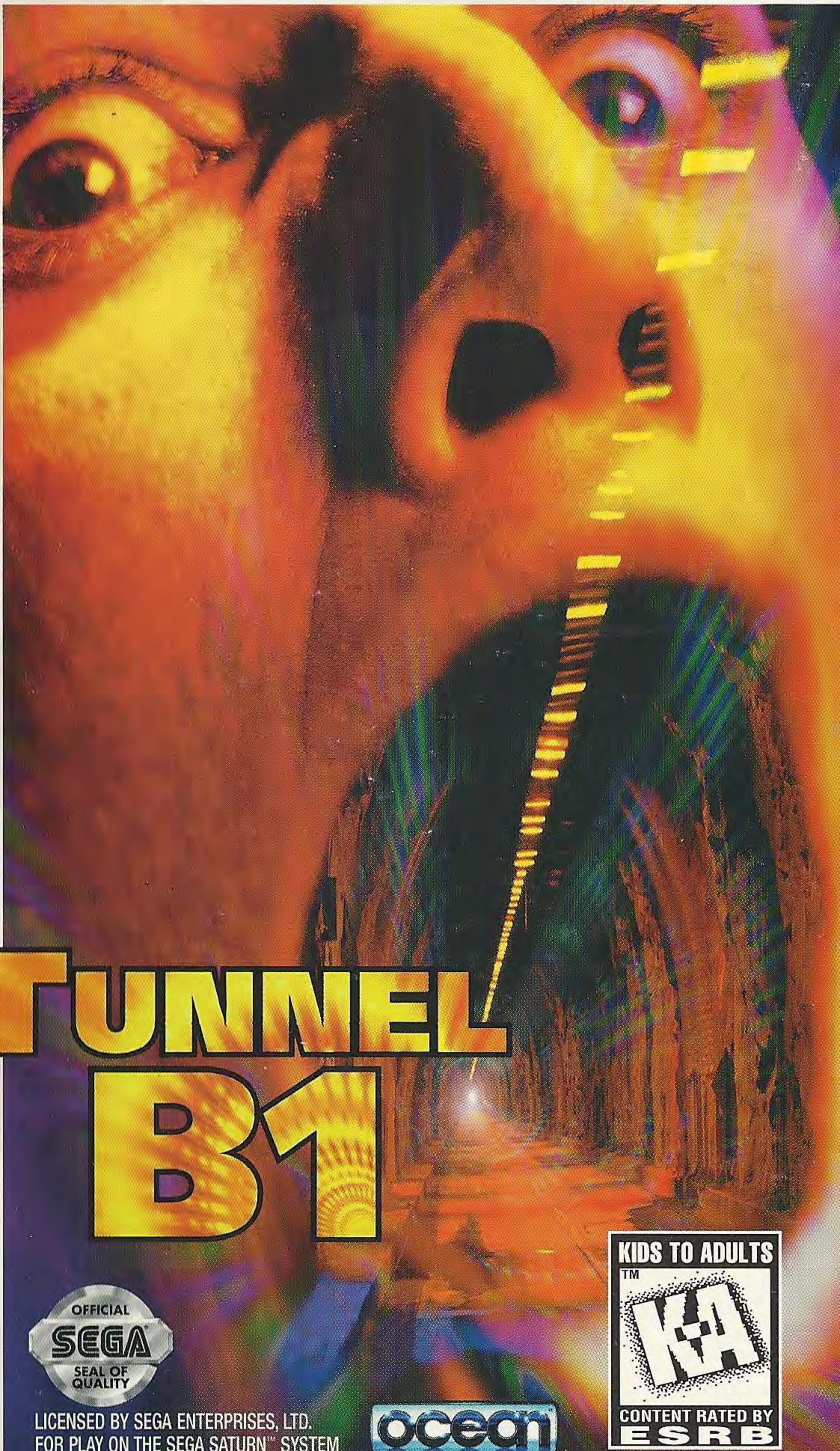


SEGA™

AKkaim[®]
entertainment, inc.



SEGA SATURN™



TUNNEL B1



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



T-8144H



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 SATURN™ SYSTEM.

HANDLING YOUR SATURN 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 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 Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by 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.

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.

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.

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.

TUNNEL B1



CONTENTS



INTRODUCTION	3
LOADING	3
CONTROLS.....	4
CRAFT CONTROL.....	4
MAP CONTROL	4
ADVANCED CONTROLS	4
SLIDE	4
STRAFE.....	4
SPEED	5
GETTING STARTED	5
THE MAIN MENU.....	5
THE OPTIONS MENU	5
THE PAUSE MENU.....	6
GAME OVER	7
HIGH SCORES	7
PLAYING TUNNEL B1	7
MISSION OBJECTIVES	7
PICK-UPS	8
GENERATORS	8
DANGERS	9
END OF LEVEL.....	11
USE OF WEAPONRY	11
AMMUNITION	11
WEAPON LOCKING	11
PRIMARY AND SECONDARY WEAPONS	11
OTHER PICK-UPS	13
SCREEN DISPLAYS	13
AN OVERALL VIEW	13
WEAPON DETAIL.....	14
ON-BOARD CPU	15
THE MAP	15
HINTS AND TIPS.....	16

INTRODUCTION

In a future world the world remains the same: the need to protect, the need to preserve.

Upon twisted, groaning girders, in the sluce of a castoff generation, society has been built to the brink of its own destiny, developing weapons beyond its capacity to control. Gone are the safeguards of counter technology with no levels left in which to sink.

Everything is base and we scabble for the scraps of redundant ideologies. The die has been cast and the sides have been set. Yet it seems that even in this world there are those who are determined to rule by force.

It begins with one man - a dictator by any measure - and the creation of a weapon too fearsome to ignore, too deadly to employ by anyone other than he. That's all that is needed for our side to react. Even they see that this weapon has to be destroyed and the status quo restored.

As for me, as desperate as anyone in this defiled world, I get to remove humanity's last, sweet chance at oblivion using the only edge possible in this world of base equations - skill.

It'll take skill to get past His defenses now. Skill to destroy the one weapon our side never developed but always wished it had.

So it's up to me now. The craft is on the launch pad - another willing accomplice in this fetid war.

I know what must be done: weapon on weapon, destroy to preserve.
THIS ISN'T GOING TO BE EASY.

LOADING

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1.

NOTE: TUNNEL B1 is for one player.

2. Place the TUNNEL B1 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 appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

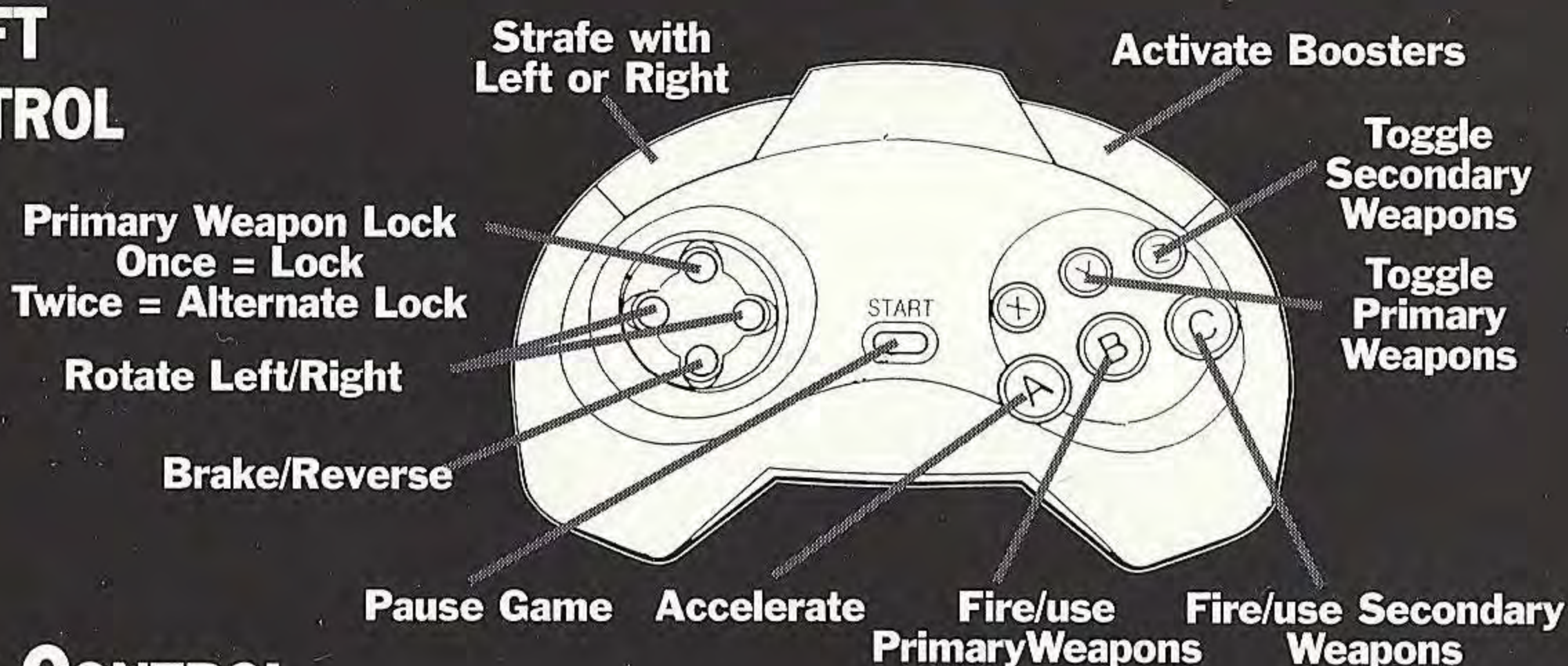
IMPORTANT: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out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



CONTROLS

The default controller configuration is as follows:

CRAFT CONTROL



MAP CONTROL

- Toggle Map Mode on - X / off - START
- Cycle Through Mission Objectives and Player Icon Y - forward / Z - backward
- Zoom In R
- Zoom Out X

ADVANCED CONTROL

Your craft is capable of advanced maneuvers that operate far beyond the basic control method. Proficiency in the following areas will save your life.

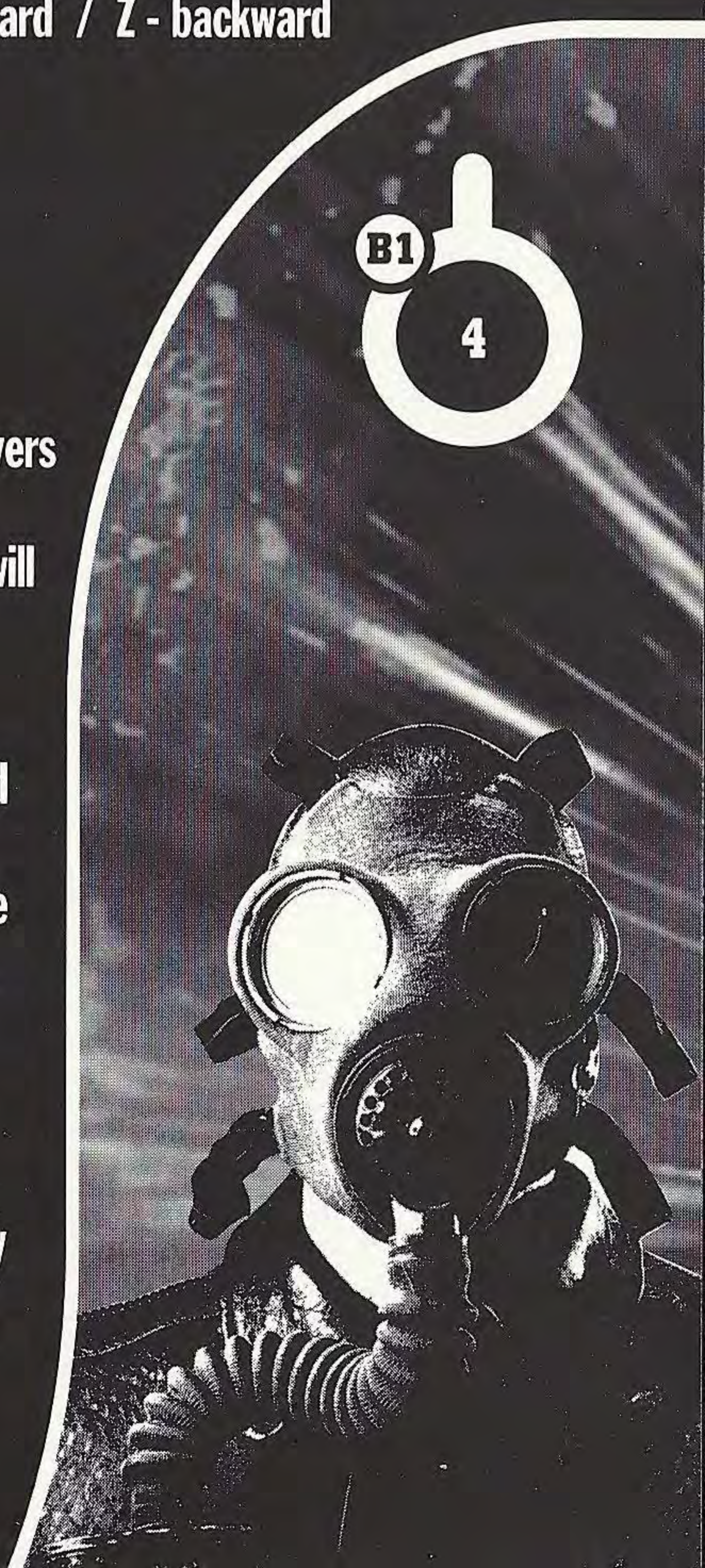
SLIDE

Press the Brake Button (default Down) and the Accelerate Button (default A) simultaneously while rotating left or right. The slide is often essential for escaping attacks.

STRAFE

Press the Strafe Button (default L) and move left or right to strafe.

Strafe allows the craft to sweep smoothly to the left or right and vastly increases its maneuverability. This move may also be used in conjunction with Slide to take on powerful opponents.



SPEED

Press the **Booster Button** (default R) to activate your craft's boosters.

Controlling your craft at high speeds is an integral part of Tunnel B1. Extra time may be gained in which to search out any additional weapons. On certain stages this time will be vital in completing the mission.

GETTING STARTED

Once the title screen appears press the **START** button to bring up the **Main Menu**.

The **Options Menu** can be accessed from here or at the end of each level.

Use **Up** and **Down** on the **D-pad** to highlight an option.

Press **START** to select the highlighted option.

To exit a menu or option, highlight **'EXIT'** and press the **START** button.

THE MAIN MENU

START GAME

Select this option to begin playing Tunnel B1.

OPTIONS

Select this option to enter the **Options Menu**.

THE OPTIONS MENU

BACKUP RAM

Warning: The power must be off when you install or remove a cartridge. If it is not, you can damage your cartridge.

Do not turn off the Power when saving or loading files. They might not save or load correctly. The following two options can be accessed from here:

LOAD DATA

Use **Up** or **Down** on the **D-pad** to highlight a game title and press **START** to load.

Switch between **System Memory** and **Cartridge Memory** by selecting the option and pressing **START**.

SAVE CONFIG

Press **Up** or **Down** on the **D-pad** to highlight a save slot.

Press the **START** button to select the slot and use **Left** and **Right** on the **D-pad** to cycle through the letters.

START accepts a letter. To quit the process press **Up** or **Down** on the **D-pad**.

NOTE: A GAME CAN BE SAVED VIA THE OPTIONS OFFERED AT THE END OF LEVEL. THE SAVE CONFIG OPTION CANNOT BE USED TO EMPLOY A DIFFERENT CONFIGURATION AFTER LOADING IN A SAVED GAME.

CONTROLLER CONFIG

To change the configuration setup for the in-game controls use the D-pad to highlight a task and START to select it.

Exchange this with another task by repeating the process.

Highlight 'CANCEL' and press START to cancel any changes and return the default pad configuration.

To return to the default settings at a later stage, highlight and select 'RESET'.

SOUND CONFIG

This screen allows you to adjust the audio levels for every aspect of the game.

Highlight a sound element using Up and Down on the D-pad and press START to play.

Toggle between Mono or Stereo sound by pressing Left or Right using the D-Pad.

DIFFICULTY

Change the number of lives allotted (to a maximum of 6) by cycling Left or Right using the D-pad.

HIGH SCORES

View the high scores, who scored them and at which stage of the game.

THE PAUSE MENU

Accessed by pressing START during the game.

RESTATE MISSION

Select this option to instruct the onboard computer to display the Mission Brief again.

RESTART

Re-play Tunnel B1 from the start of the level in progress. Selecting this function will cost one life.

QUIT

Confirm your decision (select YES or NO) to quit the game and return to the High Score Screen.



GAME OVER

When the last life has been lost the game ends and offers the following options:

CONTINUE (number of continues remaining)

Select this option to continue from the level last played (assuming any Continues are left). You begin the game with two continues. Selecting Continue will clear the previous game's score.

RESTART

Restart from the first level. Selecting Restart will also clear the previous game's score.

QUIT

Confirm your decision (select YES or NO) to quit the game.

HIGH SCORES

To store your score achievements without completing the game, you must QUIT out of the game from either Pause, Stage Cleared or Game Over.

PLAYING TUNNEL B1

The object of the game is to carry out each of the compulsory Mission Objectives and progress to the next stage.

To start with, the player is armed with the basic Machine Gun. Any hits sustained by the craft will result in loss of energy (indicated on the ENERGY BAR). When the energy is fully depleted one life will be lost. This energy may be replenished as may certain kinds of ammunition.

MISSION OBJECTIVES

The mission objectives are provided in two ways: firstly as a Mission Brief and then as Map Symbols.

MISSION BRIEF

The On-board CPU outlines which phase of the main computer defenses are being initiated and what primary and secondary objectives are involved. Negotiate each phase and progress into the Dictator's underworld by fighting the defenses and fulfilling the mission objectives. Primary objectives must be completed whereas secondary objectives are optional but make progress easier on later levels. If, during a mission, these objectives alter, then, the computer will update the information.

To restate the brief, select Restate Mission from the Pause Menu.

MAP SYMBOLS

These are marked out on the MAP which may be called up at any time during the game by pressing X.

Both the type and color of these symbols is significant.

RED symbols indicate Primary Mission Objectives that **MUST** be completed.
YELLOW symbols indicate Secondary Mission Objectives that **SHOULD** be completed.
GREEN symbols show optional objectives that may be carried out for bonuses.

The symbols have the following meaning:

Target. . . . Destroy whatever appears at this location.

Arrows. . . . Reach this point within the allocated time span.

Circle. . . . Collect the object located at this position.

Small White Triangle. . . . Player's position.

RED X . . . Level EXIT. Reach this point once **RED** and **YELLOW** Mission Objectives have been fulfilled.

PICK-UPS

Weapons and other useful items can, and sometimes must, be collected throughout the game. For a description of the weapons see Primary and Secondary Weapons. For a description of the other items see Other Pick-ups.

GENERATORS

Generators provide the power for specific security circuits within a level. To disable a circuit you must completely destroy the generator. Once this has been achieved, a countdown will appear at the bottom left of the screen, beside a wrench icon depicted in the generator's color. This countdown represents the time remaining until the circuit re-establishes itself.

Generators can be destroyed using Seeking Rockets, Seeking Missiles, Mines, Smart Bombs or Super Smart Bombs.



The effects of disabling a circuit are as follows:

Blue, Purple and Red..... All associated door and light barriers fail.

Cyan All cyan based shields reduced in strength.

DANGERS

RADIOACTIVITY

When a generator or energy container is destroyed, dangerous levels of radioactivity are released.

Most areas around generators are contained by heavy shield doors although these do not completely prevent radiation leakage.

When an energy container is destroyed the player has the chance to collect its contents. Unless this is carried out within a short time the container will explode, leaking radioactivity.

Radiation causes energy to deplete until the area is vacated.

ALARMS

Alarms are triggered by passing through certain areas or by guardians rising up the Tunnel section shafts. When activated, all alarms will result in hostile action being taken.

LIGHT BARRIERS AND SENSORS

Passing through any color of lightbarrier will trigger a reaction somewhere within the level. This can take the form of doors opening or closing or alarms being set off.

Red Sensors are activated by driving the craft over them. When the light changes to green, a door will open.

SHIELDS

Whether the shield is Cyan or Orange based, its strength can be determined by its transparency. The greater the shield's density, the greater its power.

Orange based Shield Systems are 50% more resistant than Cyan.

Cyan based Systems can be disabled through the destruction of their Generator.

Both are vulnerable to attack.

END OF LEVEL

The end of a level is marked by a circle of yellow arrows.

Once this has been reached, your achievements will be assessed with points awarded for every RED, YELLOW and GREEN objective achieved. If the bonus for a group of objectives is shown in red, then you have achieved all of that group's objectives. If the bonus is shown in grey, then there were no objectives of that color on the level.

WHEN ASSESSMENT IS COMPLETE:

Highlight 'Continue' and press the START button to load the next level.

Highlight 'Options' and press the START button to access the options to either save data, adjust controller config, adjust sound config or quit.

A score of 1,000,000 is rewarded by an extra life with additional lives for every 1,000,000 after that.



USE OF WEAPONRY

At the start of the game your craft is armed with a simple Machine Gun. Other, more powerful weapons will become available at various locations throughout the game.

Each additional weapon to be collected is installed in your vehicle and indicated on the Weapon Detail strip at the top of the screen.

AMMUNITION

All weapons except for the Machine Gun require ammunition. Collecting ammunition for a weapon before actually collecting the weapon will result in a dimmed weapon symbol being displayed.

The ammunition count is indicated below the symbol and can be replenished (to a maximum of 99) by collecting the 'Extra Containers'. Some opponents will drop these containers when defeated.

WEAPON LOCKING

Select a weapon capable of locking (Seeking Rocket or Seeking Missile).

Green target arrows will appear.

Press the lock-on button and the arrows will turn red and indicate they are locked onto an opponent.

Press the lock-on button once more to lock onto an opponent's weapon. The arrows will change from red to blue.

Fire!

To abort the lock, move the B1 craft so that the target is no longer visible. This will break the lock. Opponents are easier to destroy using a Blue Lock. However, when targetted in this fashion, the enemy vehicle will not leave any collectibles behind.

PRIMARY AND SECONDARY WEAPONS

Primary weapons appear on the right hand side of the Weapon Strip as cyan symbols.

Secondary weapons appear on the left hand side of the Weapon Strip as orange symbols.

Only installed weapons can be activated.

PRIMARY WEAPONS

MACHINE GUN

This basic, weak weapon requires no ammunition and is the fall back support for your craft.

Upgrades available: TWIN BARREL and TRIPLE BARREL.

ROCKET

Standard rockets affect a burst area upon impact. Any craft, even the player's, will take damage if caught within this area.

Upgrades available: **TWIN ROCKETS** and **SEEKING ROCKETS**.

Seeking Rockets can be locked onto a target before firing.

MISSILE

Similar to Rockets though with the advantage of being smaller and far more maneuverable. Upgrades available: **TWIN MISSILE** and **SEEKING MISSILE**.

The Seeking Missile can be locked onto a target before firing.

ARGON LASER

The Argon Laser is primarily used to deplete an opponent's shield capacity but causes relatively little damage to the target craft. Upgrades available: **TWIN LASER** and **NEON LASER**. The Neon laser inflicts twice normal damage.

SECONDARY WEAPONS

FLARES

When an opponent uses Seeking Rockets, firing a flare will attract them away from the player's craft.

MINES

Useful for detonating other minefields, blowing doors or containers, or as a strategic aid in regular combat. Mines are deployed directly before the player's craft and continue to slide along the same trajectory (see *The Hints And Tips*).

SMART BOMB

Affects both craft and firepower in a wide area burst. Only strong armor plating or shields can withstand a smart bomb explosion.

SUPER SMART BOMB

Five individual components must be assembled to create the Super Smart Bomb that releases ten times the energy harnessed by the regular smart bomb. Only the very strongest opponents can hope to withstand such an attack.



OTHER PICK-UPS

BOOSTERS

Collect these for extra speed boosts (to a maximum of 3). Once activated, Boosters will last for a short time before your craft resumes normal speed (see The Hints And Tips). The percentage of booster energy remaining is shown by a counter beneath the booster icon.

ENERGY

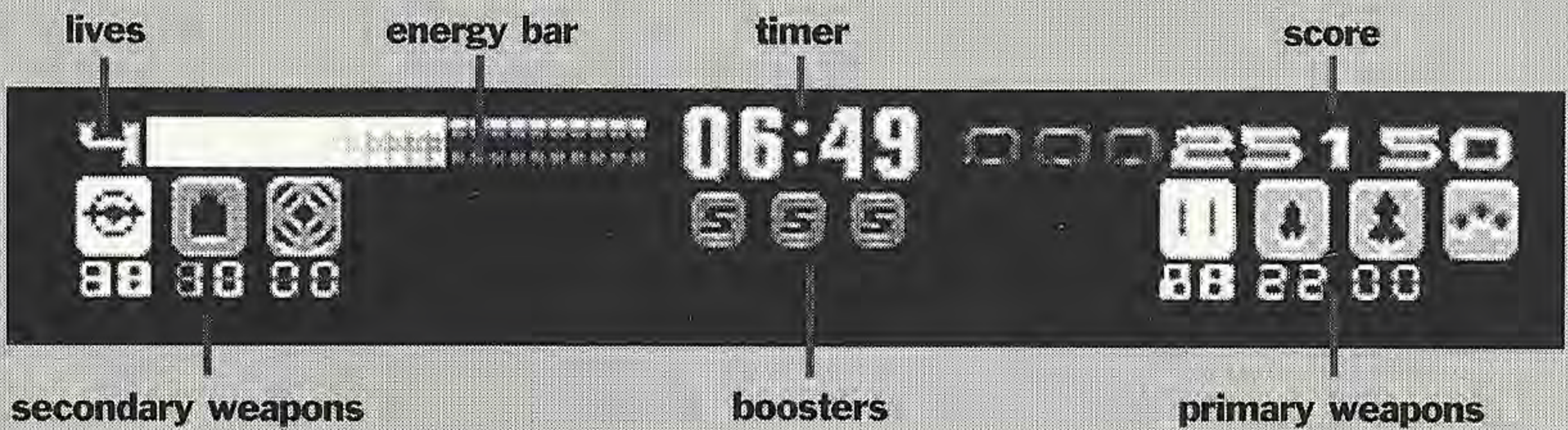
Replenishes depleted energy levels.

TIME

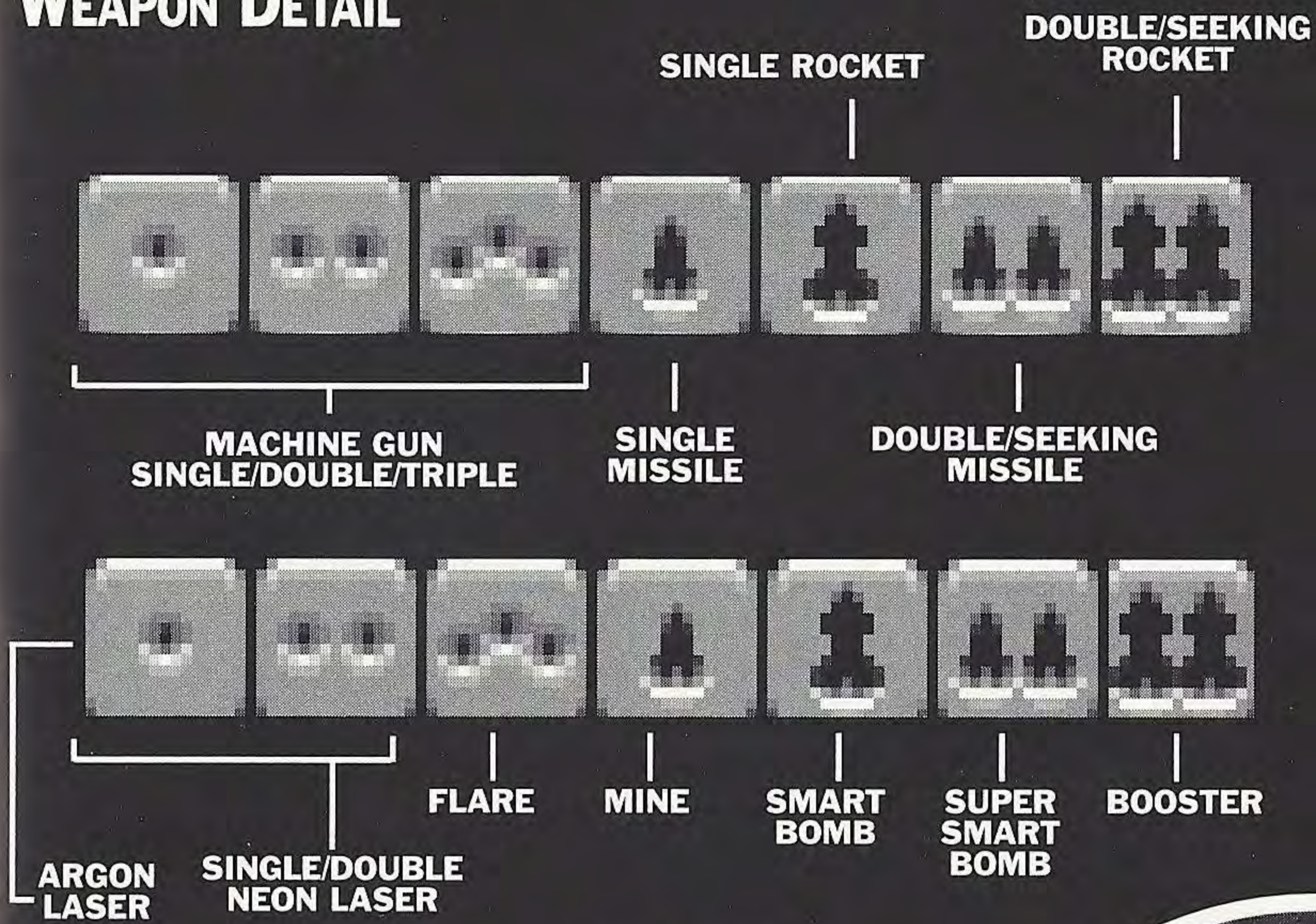
Adds vital seconds to help complete time dependent levels.

SCREEN DISPLAYS

AN OVERALL VIEW



WEAPON DETAIL



Symbols displayed here represent all installed weapon systems. Primary weapons are on the right side of the screen. Secondary weapons are on the left side of the screen.

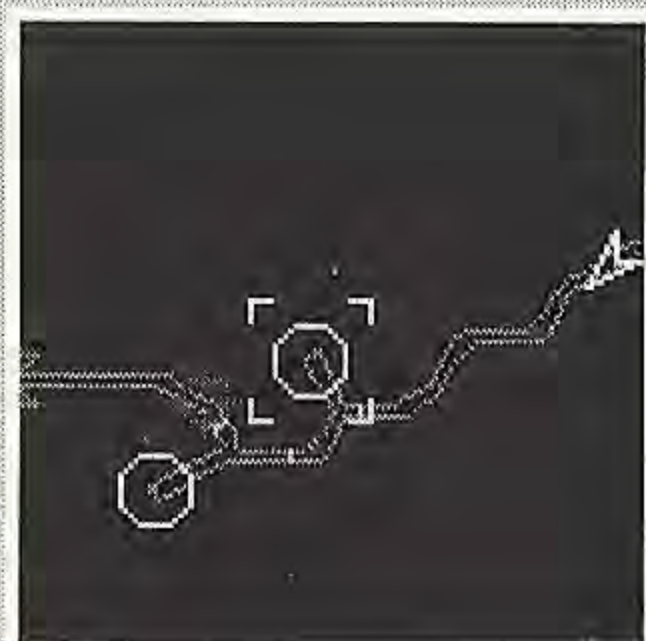
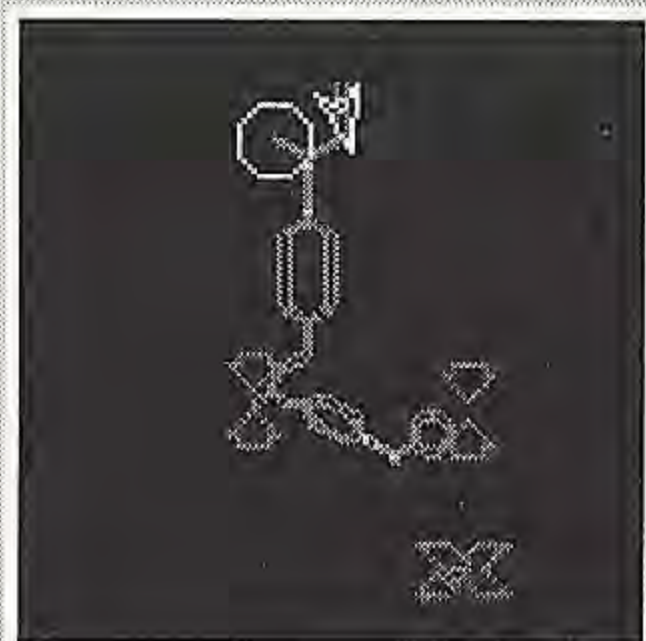
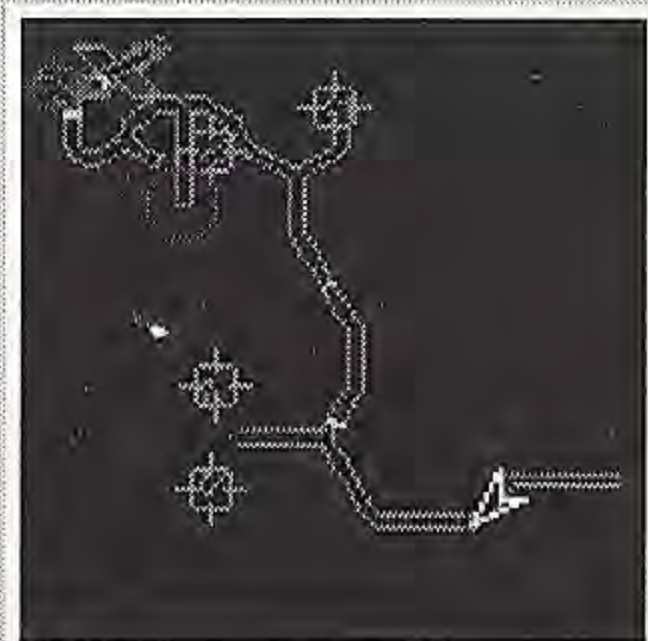
If a particular weapon requires ammunition then a two digit counter is placed beneath its symbol. This counter indicates how much ammunition is currently available for the weapon. When zero, this counter is colored orange.



ON-BOARD CPU...

The Mission Brief and any additional information that requires the player's immediate attention is displayed here during play and without interrupting the game flow. To restate the mission brief select Restate Mission from the Pause Menu.

THE MAP...



Press X to call up the Map.

Zoom In by pressing the R button.

Zoom Out by pressing the X button.

To cycle forwards and back through the Map Symbols use Y or Z respectively.

Realtime freezes whenever the Map is onscreen. From here you can plan your route by using the D-pad to scroll the display. The MAP also shows a series of Symbols that refer to the Mission Objectives. For a description of these see Mission Objectives.

HINTS AND TIPS

- Whenever an ON-BOARD CPU message appears, be sure to check your map.
- To avoid becoming trapped in rooms be sure to keep a careful eye on the timer and generator repair countdown.
- When you reach the Tunnel levels - DO NOT rush in!
- Master the Strafe and Slide controls (see Advanced Controls). They will be vital skills for tight timer situations.
- Following certain enemies can be a help.
- Mines can be 'kicked' as well as placed though practice is strongly advised.
- Some enemies may require more than one hit.
- The B1's advanced targeting systems ensures missiles and rockets are capable of attacking around corners.
- If, while using a BOOSTER, the craft comes to a halt, press the booster button again for a quick burst of acceleration. This is done at the cost of some booster energy.



NOTES

ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

Developed by Neon. Copyright © 1996 Ocean Software Ltd. Licensed to Ocean of America, Inc. Ocean is a registered trademark of Ocean Software Limited. All rights reserved. World Wrestling Federation and its logos are trademarks of TitanSports, Inc. © 1996 TitanSports, Inc. All Rights Reserved. Developed by Sculptured Software, Inc. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1996 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc. One Acclaim Plaza, Glen Cove, NY 11542-2777.

Join the Nation at <http://www.acclaimnation.com>

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/5,371,792; Europe # 80244; Canada #'s 1,183,276; Hong Kong # 88-4302; Singapore # 88-155; U.K. # 1,535,999.

LOOK FOR



THERE GOES
THE NEIGHBORHOOD!

WF IN YOUR HOUSE

SEGA SATURN™



Acclaim[®]
entertainment, inc.



Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. For more information on game ratings contact the ESRB at 1-800-771-3772. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1996 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

This game is licensed for use with the Sega Saturn™ system only. Security Program ©SEGA 1994 All Rights Reserved. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. All rights reserved.