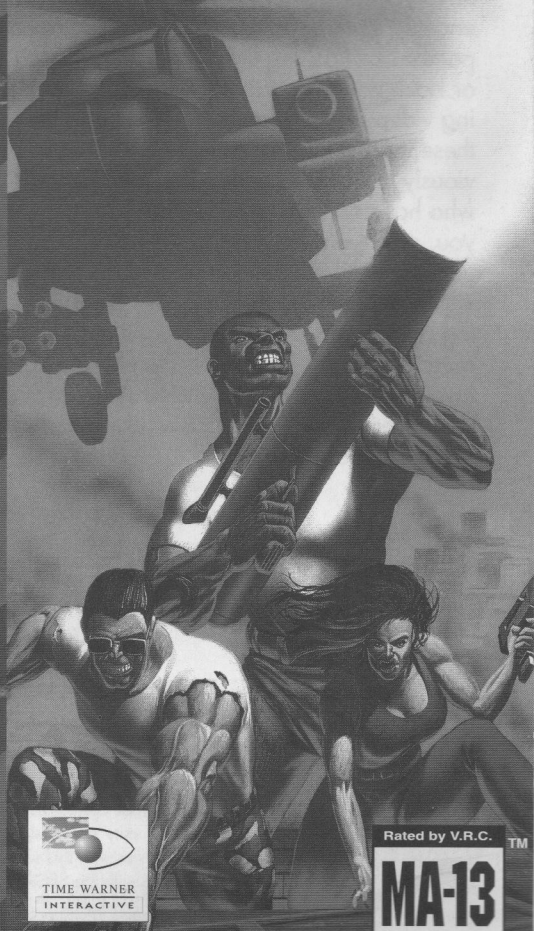


SEGA

RED ZONE™

INSTRUCTION MANUAL

SEGA™
GENESIS™
SYSTEMS



Rated by V.R.C.™
MA-13
Parental Discretion
Advised.
General Audiences

MANUFACTURED FOR PLAY ON THE
SEGA™ GENESIS™ SYSTEM.

Yamaguchi & Leifer

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

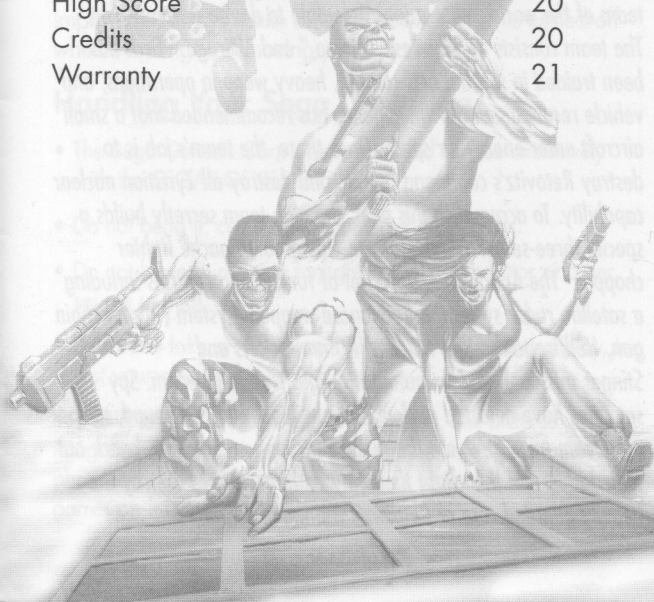
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen, or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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.

TABLE OF CONTENTS

The Briefing	2
Getting Started	3
Game Control	4
Menu Selections	4
Player Controls	4
Game Options	7
The Demo	8
The Objective	8
The Commandos	9
Commando Selection	10
Ground Missions	11
The Apache	12
Enemy Ground and Naval Targets	16
Mission Statistics	19
High Score	20
Credits	20
Warranty	21





2

THE BRIEFING

A radical party has succeeded in a cruel military coup in a small, former communist country. The leader, Ivan Retovitz and his Zyristian Party, have taken over the old Russian nuclear weapons creating a dangerous threat to the new world order. Retovitz is a ruthless leader who has used drug trafficking to finance and purchase middle-eastern weapons to use in extreme right-wing terrorist attacks. With their newly acquired military firepower, Retovitz's Zyristian party issues an ultimatum to the world:

"The world must recognize the newborn Zyristian state and its leader as the emperor of 'The Fourth Empire'. Should this proclamation be rejected, the world will become a radioactive desert of death."

In a last desperate attempt to overthrow Retovitz's Zyristian Party, a team of the world's elite troops assemble to devise a covert plan. The team consists of "Shades," "Rocco," and "Mirage." Each has been trained in martial arts combat, heavy weapon operations, and vehicle reconnaissance. Intelligence has recommended that a small aircraft enter enemy air space. Once there, the team's job is to destroy Retovitz's command centers and destroy all Zyristian nuclear capability. To accomplish this plan, the elite team secretly builds a special three-seater (Pilot, Gunner, Navigator) Apache fighter chopper. The Apache has a full set of functioning controls including a satellite radar system, an advanced weapons system (30mm chain gun, Hellfire tank killer missiles, 70mm rockets and Stinger missiles), and an automatic night tracking system. Spy satellites have detected nuclear stations hidden underground, so the elite team must navigate the Apache through enemy fire, knock out their radar, and then fight their way underground to destroy the heavily guarded core of Retovitz's command center.

3



GETTING STARTED

1. Set up your Sega Genesis System as described in its instruction manual.

2. Make sure the power is off, then insert this cartridge into the Genesis console.



3. Turn the power switch on. In a few moments the title screen appears.

4. Press the **Start Button** on the Genesis Control Pad to advance past the title sequence and begin play.

5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on.

Important: Always make sure the power switch is turned off when inserting or removing your cartridge.

Handling Your Sega Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the SEGA™ GENESIS™ 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 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.



4

GAME CONTROL

The manual refers to the following directions:



MENU SELECTIONS

- **D-Pad Up/Down/Left/Right** to highlight options.
- Press any button to select.

PLAYER CONTROLS

Before you take on Ivan, familiarize yourself with the game's controls.

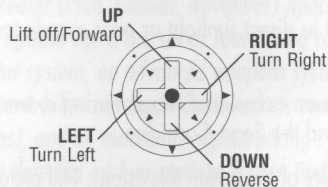
Flying the Apache

LIFT OFF: **D-Pad Up**

FORWARD: **D-Pad Up**

TURN LEFT/RIGHT: **D-Pad Left/Right**.

REVERSE: **D-Pad Down**



TO LAND: (over Landing Pad only): Hover over Pad - Landing is automatic.

5



Using Apache Weaponry

TO AIM YOUR SHOT: Place aiming cross-hair over target. It turns red when it locks on.

TO FIRE 30MM CHAIN GUN: Press the **A Button**

TO SELECT YOUR SECONDARY WEAPON: Press the **C Button** repeatedly to toggle weapon types.

TO FIRE THE SELECTED WEAPON: Press the **B Button**.

Using the Apache's Intelligence Screen

TO VIEW A GRID MAP OF THE QUADRANT: Press **START** any time during flight (see **Apache Intelligence Grid Map**, pg. 14, for details).

TO VIEW CHOPPER CONSOLE (at Quadrant Screen): Press the **A Button** (see **Apache Intelligence Options**, pg. 15, for details).

TO HIGHLIGHT AND SELECT CONSOLE OPTIONS: Press **D-Pad Up/Down**, then press the **A Button**. Press the **C Button** to exit an option and return to console options.

*Note: Press **START** at any time to exit maps and return to the Apache control.*

On the Ground

TO WALK: Press **D-Pad Up/Down/Left/Right**.

TO CLIMB OR JUMP: Press the **C Button**.

TO FIRE MAIN WEAPON: Press the **A Button**.

TO THROW A HAND GRENADE (SHADES), FIRE ROCKETS (ROCCO), OR THROW DAGGERS (MIRAGE):

Press the **B Button**. (Press and hold the **B Button** to throw hand grenades or daggers farther).



6

TO MOVE A METAL DRUM: Stand in front of it and press the **D-Pad** in the direction you want to push it, then press the **C Button**.

TO OPEN FIRST AID, AMMO, GRENADE, AND EXPLOSIVES CRATES: Stand in front of the crate and press the **D-Pad** in the direction of the crate, then press the **C Button** to open it. Repeat the process if you have trouble opening a crate. You'll obtain the item automatically. Each crate has a letter or red cross to indicate its contents:

A = Ammo

G = Grenades (Shades), Rockets (Rocco), or Daggers (Mirage)

E = Explosives

"Red Cross" = Health

TO SET EXPLOSIVES: Press the **A** and **B Button** simultaneously.

TO ACCESS COMPUTER: Stand directly in front of it.

TO FLIP SWITCHES: Move next to the switch, then press the **C Button**.

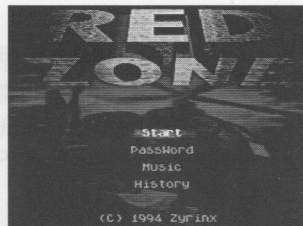
Note: Once you've finished your part of the mission on foot and exited the complex, you'll automatically return to the chopper.

7



GAME OPTIONS

After you power up, the Title Screen appears. Press the **D-Pad Up** or **Down** to highlight one of the options, then press **START** to select.



The options are:

Start

You have 24 hours! If you feel you're ready to save the world from a nuclear nightmare, select this option to go to the Mission 1 Briefing Screen. Read the briefing very carefully, then follow the exact instructions to attempt your first mission.

Note: Do not deviate from the mission directives; there's no time or supplies to support a hot shot "Loose Cannon".

Password

Select this option to enter a saved password and return to a previous game. Each password consists of a combination of the letters A, B, and C that correspond to the buttons on your Control Pad. At the Password Screen, press the **A**, **B**, or **C Button** to enter the letter. When you're finished, press **START** to return to the game. Passwords appear at Mission Briefing Screens that follow each completed mission.



Music

Red Zone has 16 music selections to select and sample. Press the **D-Pad Up, Down, Left, or Right** to highlight a sample, then press any button to hear the sound. Highlight **RETURN** and press any button to return to the Main Menu.

History

Select this option to read the history of Ivan Retovitz's climb to power and the Zyristian army's formation. This documentation of his brutality will give you plenty of incentive to crush his army and save the world from a nuclear nightmare.

THE DEMO

It's a good idea to view Red Zone's demo to learn more about the characters and the missions you'll be expected to accomplish. Some parts of the demo show you certain ways to approach or destroy the enemy. Press **START** at any time to return to the Main Menu.

THE OBJECTIVE

The team's main objective is to pilot the Apache fighter through enemy fire, utilizing their navigational maps to find enemy outposts, fighter jets, and nuclear missile sites. Allied repair outposts, ammunition, and fuel are scarce, so the team must carefully ration and use their supplies sparingly to successfully complete each mission.

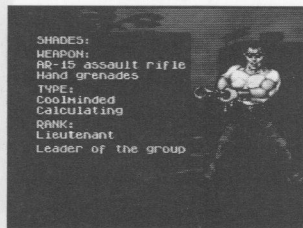


THE COMMANDOS

Red Zone's elite team of highly trained commandos consists of three intensely trained martial arts and combat experts. Here are personal profiles and talents of each soldier:

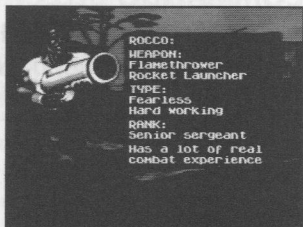
Joe "Shades" Becker

Before the war, Lieutenant Joe "Shades" Becker was a Covert Operations Coordinator for the government. His brilliant days in the field were a thing of the past, but he and his superiors made the effortless decision to put his intense expertise back in the field. His leadership and split-second decision making would give the team the best chance for success. He's seen it all and done it all in every location on the planet, but *this* mission has hit home; it's the test of his life.



Ralph "Rocco" Stratton

Senior Sergeant Ralph "Rocco" Stratton has been Shade's "tower of strength" in almost every covert operation he's coordinated. Rocco's fearless demeanor and robot-like military execution made him an indispensable member of Shades'

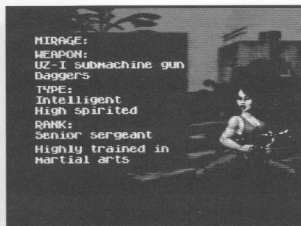




previous team. In turn, he was the first choice to join the Apache attack team. His incredible physique slows him down a bit, but his strength and firepower strike fear into the enemies he encounters. He'll blast or torch an enemy without batting an eye.

Jade "Mirage" Takao

As Shades was forming his attack team, he was careful to select the most physically and mentally tough military personnel. His decision to enlist the services of Mirage was uncontested and considered brilliant by his superiors. She's fast and fierce, and her stealth ability to take out enemy personnel was a necessity in the field. Her use of daggers and cat-like stalking ability landed her the nickname: Mirage. The enemy can see her for one moment and then she's gone.



COMMANDO SELECTION

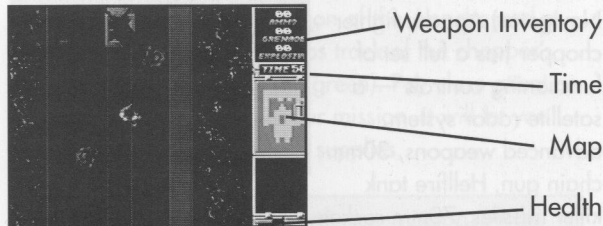
Before each ground mission, the Commando Selection Screen will appear. Press **D-Pad Up, Left, or Right** to highlight the character, then press the **START** Button to select and begin the mission.



Note: When a commando is terminated by enemy forces, the Commando Selection Screen will appear again. Repeat the process to select the next character. When all characters have perished, the mission fails and the game is over.

GROUND MISSIONS

Once you've successfully infiltrated the enemy complexes on the ground, your view will be directly above the commando. To the right of the screen is the Mission Status Bar. It displays the following information:



- **Weapon Inventory** - The inventory changes depending on which commando you have selected (Grenade = Shades, Rockets = Rocco, and Daggers = Mirage). The Ammo and Explosives counts are always displayed. **Note:** When Mirage is selected, she may recover daggers that missed their target.
- **Time** - This digital clock counts down after an enemy complex is set to destruct. Your commando must then exit the complex when this time begins to count down. If he/she doesn't make it out in time, you'll have to continue the mission without his or her services.



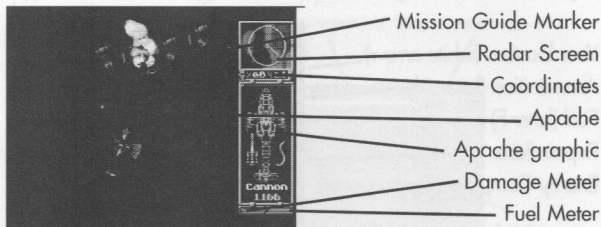
- **Map** - Before you begin to move through the complex, the map is dark. It becomes more detailed as you explore. Remember where you came from, so you can get out before time runs out.
- **Health Monitor Bar (Red)** - As your commando takes damage (explosions, enemy bullets), the red meter will diminish. Look for First Aid Crates to replenish health (see **On the Ground**, pg. 5, for details).

THE APACHE

This secretly built three-seater (Pilot, Gunner, Navigator) Apache fighter chopper has a full set of functioning controls — a satellite radar system, advanced weapons, 30mm chain gun, Hellfire tank killer missiles, 70mm rockets, Stinger air missiles for air-to-air combat, and an automatic night tracking system. It's the team's pride and joy, and they'll use all of its advanced technology to torch the enemy forces of Ivan Retovitz. During your missions, you'll need to replenish the Apache's supplies to continue. Each supply is represented by a letter on the Apache Intelligence Grid Map (see **Apache Intelligence Grid Map**, pg. 14, for details).



In the Air



While in flight, your view is directly above the Apache. To the right, the screen displays these elements: a radar screen with your coordinates on the grid map listed below, a graphic representation of the Apache and a damage meter (red) that keeps track of the chopper's condition, and a fuel gauge (green). Pay close attention to this information during your mission. It will let you know when to replenish your supplies.

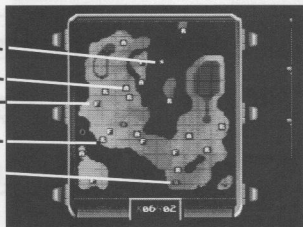
Tip: Fly the Apache toward your Mission Guide Marker [red dot(s)] to help guide you directly to each mission's main destinations. Multiple dots appear when you have multiple targets to destroy.



14

Apache Intelligence Grid Map

- Your location (white arrow)
- Ammunition (letter A)
- Fuel (letter F)
- Repair (letter R)
- Enemy Complexes (red squares)



Press the **START** Button to view a grid map that displays the mission's surrounding area. The map consists of an 11x11 grid (X=down and Y=across). Your Apache is represented by a white arrow, and its exact location can be found in the coordinates box at the bottom of the screen. On-screen letters represent available supplies for the Apache. They are:

- **R** = Repairs. Land the Apache next to the repair supplies, and all damage to the chopper will be automatically repaired.
- **A** = Ammo. Land the Apache next to the ammo box, and all chopper weaponry will be automatically replenished.
- **F** = Fuel. Land the Apache next to the fuel tank, and the chopper's fuel tanks will be automatically replenished.

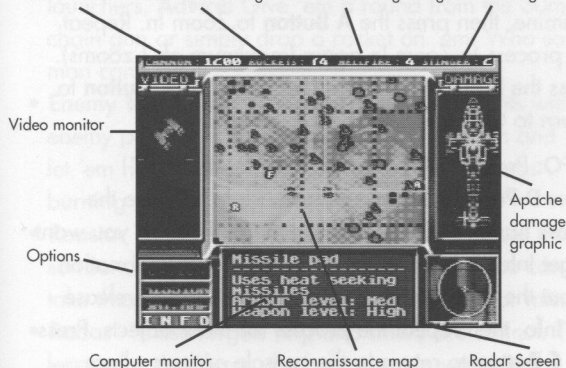
Note: Each supply can only be used once, so ration each one carefully.

15



Apache Intelligence Options

Cannon rounds Rockets remaining Hellfires remaining Stingers remaining



At the Grid Map, press the **A Button** to display the Apache's flight console. The screen consists of the chopper's ammunition inventory, a video screen, a reconnaissance map of the surrounding area, a Damage Screen with a graphic representation of the Apache, a radar screen that pinpoints your location, a computer monitor that displays important mission and spy information, and three options. Press **D-Pad Up/Down** to highlight a console option, then press the **A Button** to select one of these three options:

- **MISSION:** This option displays information about each mission. Press **D-Pad Up/Down**, then press the **A Button** to view text. Press the **C Button** to return to Console options.



- **SAT. (satellite) MAP:** Press **D-Pad Up/Down/Left/Right** to move the “cross hairs” over the area you want to examine, then press the **A Button** to Zoom In. Repeat the process to Zoom In again (maximum of 2 zooms). Press the **B Button** to Zoom Out. Press the **C Button** to return to Console options.
- **INFO:** Press the **A Button** to view “cross hairs”. Press **D-Pad Up/Down** and **Left/Right** to move the “cross hairs” to create a box around the area you want to get Info, then press the **A Button** to get Information about the selected object. Press any button to release the Info, then repeat the process for other objects. Press the **C Button** to return to the console options where you can access the SAT. MAP or the MISSION briefings. Press **START** to leave the Console and return to the chopper.

Tip: The blinking red squares on the Quadrant Screen are locations of enemy Control Centers and some Radar Complexes. You can only land at Complexes with landing pads. You'll leave the chopper and enter the complex automatically if your mission calls for you to be there.

ENEMY GROUND AND NAVAL TARGETS

While in the Apache, you'll be under constant fire from Ivan's ground forces. Use the Apache Intelligence Options to find and get information on each of the targets (see **Apache Intelligence Options**, pg. 15 for details). The following is a list of the weaponry or targets you'll need to destroy:



- **Enemy Personnel** - Seen as a small, green or yellow moving object, these infantry carry guns or rocket launchers. **Advice:** Give 'em a round from the 30mm chain gun or simply drop a rocket on 'em. Who said man can't fly?
- **Enemy Tent Camps** - Look for these green tents with enemy personnel activity, then pick a weapon and let 'em have it. **Advice:** Don't hit tents with flares burning nearby; they're allied tent camps.
- **Reactor** - The reactor powers the electric fences that surround vital enemy installations. **Advice:** You can take these out with your chain gun, Hellfire, or missiles.
- **Radar** - These targets (big and small) are critical. The less radar they have, the less advance warning the ground forces will have as you approach. The radar also helps pinpoint nuclear targets. **Advice:** Simple. If you see one, take it out.
- **Missile Pad** - These deadly launchers use a barrage of heat-seeking missiles that don't often miss. They consist of a medium armor level, but their weapon level is high. **Advice:** Fly past them quickly before they can lock on the chopper, or light 'em up with a Hellfire.
- **Rocket Pad** - Ivan has spread this anti-aircraft artillery everywhere. Their armor level is medium, and the weapon level is low. **Advice:** It's not hard to fly right by this artillery, but don't stop and look around. When they lock on, they let the rockets fly.
- **Jeep** - These targets have a very low armor level, and usually carry no weapons. They're primarily used to transport military officers to various outposts. **Advice:** Take 'em out.



- **M10 Battle Tank** - Considered an easy kill from the air, their armor and weapon level is medium.
Advice: Torch 'em with your 30mm chain gun, or hit'em with a couple rockets.
- **MIG 21** - These jet's are the Apache's toughest test. When airborne, they waste no time in engaging you. Their armor level is low, but their weapon level is high.
Advice: If they're heading your way, you'll get a count down from "9". Aim your Stinger towards the number and fire. Seems easy, but remember, you only have four Stingers. Use them sparingly.
- **Enemy Helicopters** - These choppers carry air-to-air missiles. They're not much of a match for the Apache, but they have you outnumbered. **Advice:** The Stingers and the 30mm Chain Gun take them out quite nicely.
- **CB-ia Cannon Boat** - These quick and lethal targets use heat-seeking missiles. Their armor level is low, and their weapon level is medium. **Advice:** Lock on with a Hellfire or spray them with 30mm rounds.
- **Submarine** - These large targets are easy to find, but the price is high to take one on. Their armor and weapon levels are high. **Advice:** Give 'em the works with 30mm rounds and rockets. They're going to inflict some damage to the Apache, but if you make contact, you should prevail.
- **Protector Gun** - This highly powerful gun protects one of the main enemy complexes. When functional, its firepower can quickly overwhelm the Apache in seconds.
Advice: It requires electricity to function, so find a way to cut its power.



MISSION STATISTICS

If you failed in your mission to save the world, a Statistics Screen will appear displaying the following combat statistics:

STATISTICS	
Missions completed	0
Tanks destroyed	0
Rocket pads destroyed	0
Missile pads destroyed	0
Enemy personnel losses	20
Secondary targets destroyed	1
30-mm rounds fired	632
Hellfires fired	2
Rockets fired	41
Score	38500

- **Missions Completed** - The number of missions you completed.
- **Tanks Destroyed** - The number of enemy tanks you destroyed.
- **Rocket Pads Destroyed** - The number of enemy Rocket Pads you destroyed.
- **Missile Pads Destroyed** - The number of enemy Missile Pads you destroyed.
- **Enemy Personnel Losses** - The number of enemy casualties.
- **Secondary Targets Destroyed** - The number of other targets destroyed. (e.g. submarines, jeeps, fuel tanks, jets, etc.).
- **30mm Rounds Fired** - The number of 30 mm rounds fired from the Apache.
- **Hellfire Rounds Fired** - The number of Hellfire Rounds fired from the Apache.
- **Rockets Fired** - The number of Rockets fired from the Apache.



HIGH SCORE

If your game's score is high enough, you can enter your initials among the top 5 scores.

TO ENTER YOUR INITIALS:

1. Press the **D-Pad Left** or **Right** to scroll through the characters.
2. Press the **B-Button** to select a character. If you make a mistake, press the **A-Button** to back up, or press the **C-Button** to move forward. Repeat the process to select the next letter.
3. When the characters you want are displayed, press the **START Button** to enter them.

CREDITS

PRODUCERS:	Ken Humphries Daniel Small
CODE:	David Guldbrandsen Karsten L. Hvidberg Jens Albretsen
GRAPHICS:	Mikael Balle Jesper Vorsholt
MUSIC:	Jepser Kyd
MANUAL WRITER:	Jon Mongelluzzo
ADD. CODE:	Thomas "Guz" Risager
CHARACTER ANIMATION:	Dan Harder
ACTING & MATH SUPPORT:	Sami Badawi



90-DAY LIMITED WARRANTY

Time Warner Interactive warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. Time Warner Interactive agrees to either repair or replace at its option, free of charge, any Time Warner Interactive software product. Before any returns are accepted you must call our warranty department (408) 473-9400 for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL TIME WARNER INTERACTIVE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

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 and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence regarding this Time Warner Interactive game to:

Time Warner Interactive Warranty Department, P.O. Box
360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your Time Warner Interactive game cartridge develops problems after the 90-day warranty period, you may contact Time Warner Interactive at 1-408-473-9400. If the Time Warner Interactive customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Time Warner Interactive. Return the defective game cartridge, freight prepaid, to Time Warner Interactive at the address below. Enclose a check or money order for \$12.00, payable to "Time Warner Interactive." Time Warner Interactive will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the \$12.00 payment refunded. Time Warner Interactive, Inc. 675 Sycamore Drive, Attn: Customer Service, Milpitas, CA 95035-0782

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244;
Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155;
U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).



PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this Time Warner Interactive game, please call a **Time Warner Interactive game counselor** at **(408) 433-3999** Monday through Friday from **8:00AM - 5:00PM Pacific Time.**



TIME WARNER
INTERACTIVE

675 Sycamore Drive, Milpitas, CA 95035

SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

Red Zone™: TM & © 1994 Scavenger. All rights reserved. Exclusively licensed to Time Warner Interactive, Inc. for play on Sega video game systems.

PRINTED IN U.S.A.