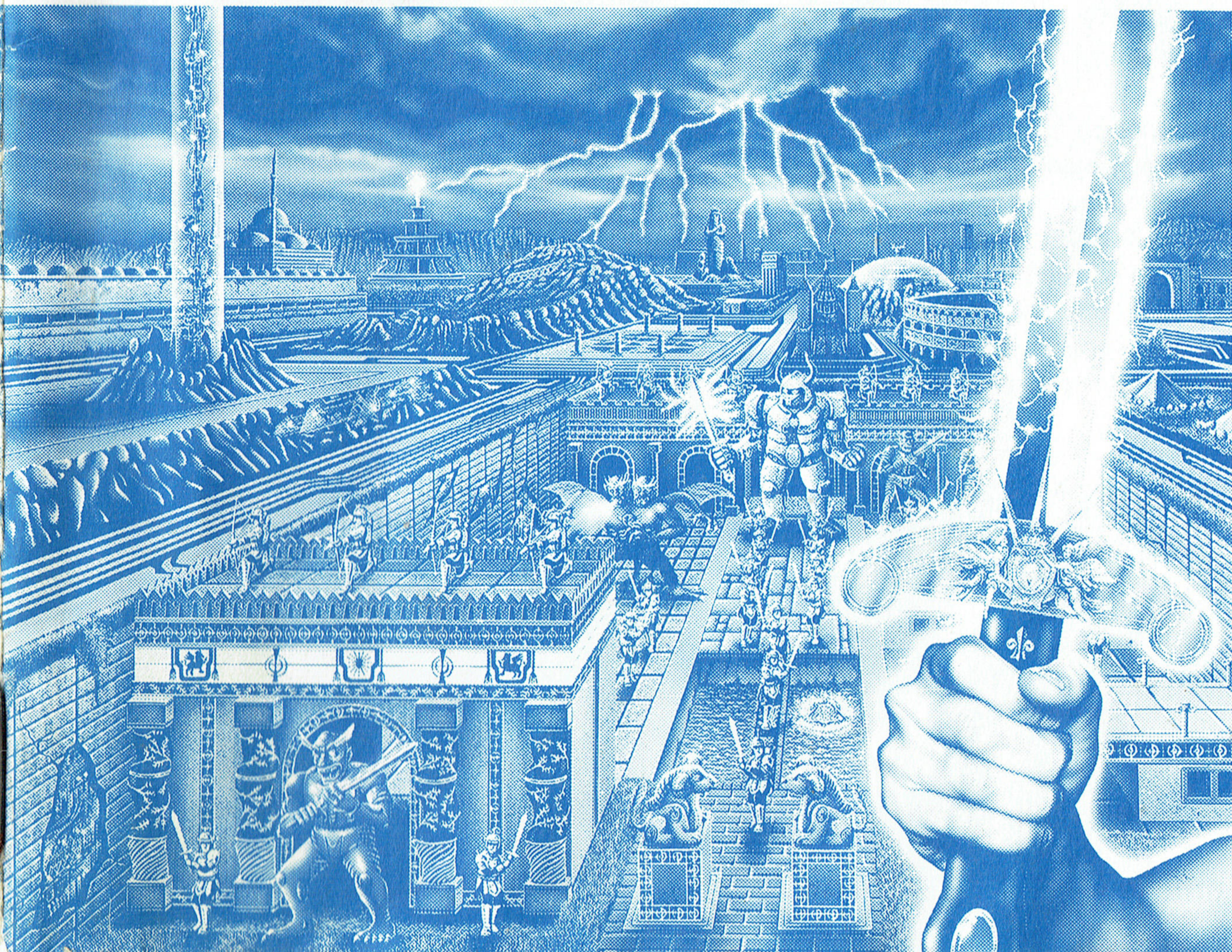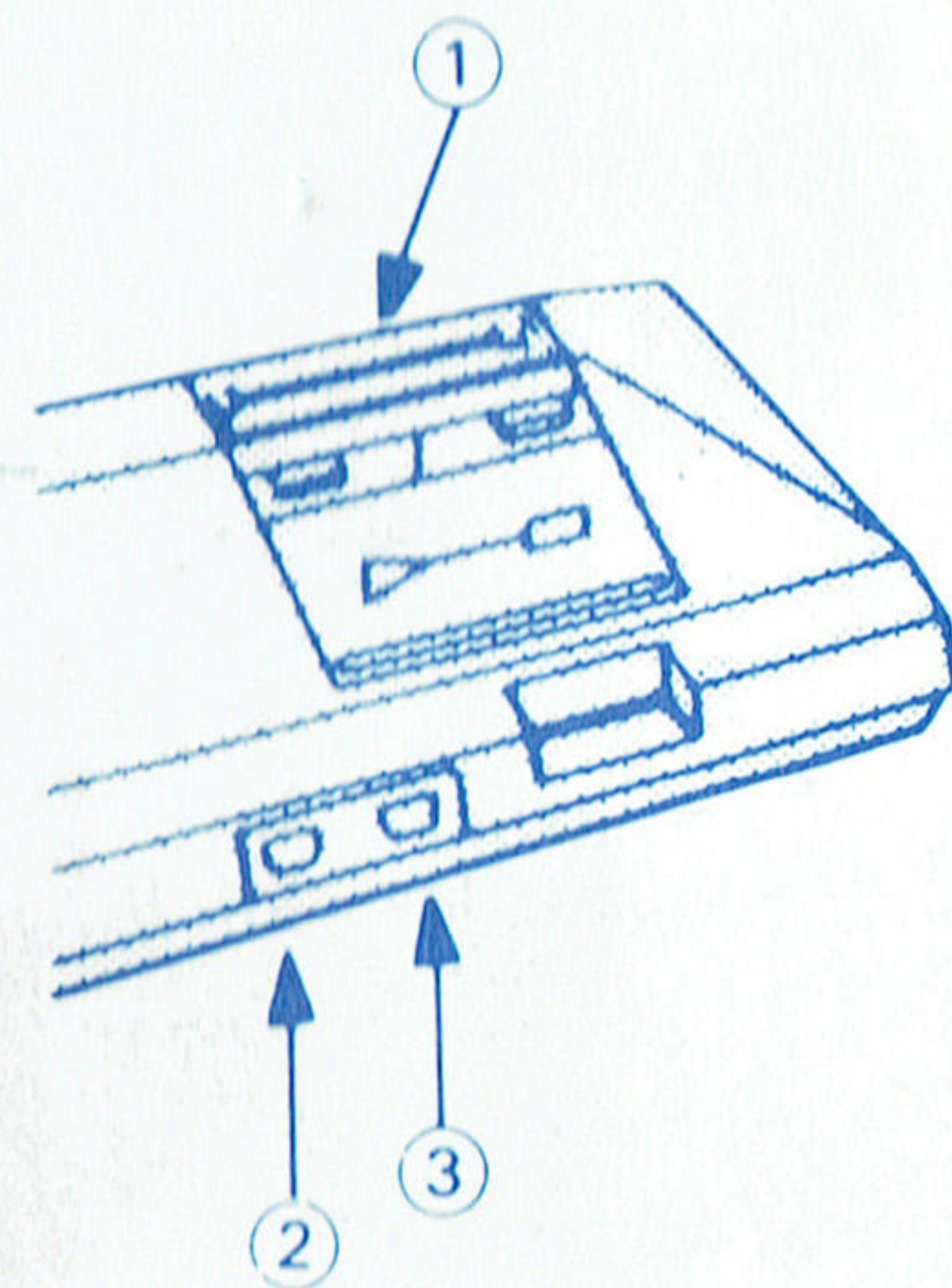# Gain Ground™

SEGA

Loading Instructions:

Starting Up:

1. Make sure the power switch is OFF

2. Insert the game cartridge in the Power Base as described in your SEGA SYSTEM manual.

3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.

4. At the title screen, to start the game, press Button 1 or Button 2.

IMPORTANT:
Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.

① Insert Mega Cartridge

② Insert Control Pad 1

③ Insert Control Pad 2

Gain Ground

In the year 199X, everyone was talking about the latest Human vs. Android competition. The game was called Gain Ground, and people came from everywhere to see the contests at the Shokane Coliseum. The object of the game was for the human contestants, brave and skilled warriors all, to make their way through a land maze that was heavily populated with dangerous android enemies!

One day, though, just as the contest was about to begin, the Mother Computer that controlled the androids went berserk! The innocent folks who had come to witness the popular sporting spectacle became unwilling participants! Those not quick enough to escape were trapped on the battlefield!

Realizing that something had to be done, 3 of the top Gain Ground runners got together and decided to run the entire maze. Along the way, they planned to rescue the people who had been trapped. Their final objective was to get to the Master Control Room and completely destroy the Mother Computer!

They're just about to get started, and they sure could use your help! Now it's time to find out if you have what it takes to defeat the system! Become a Gain Ground runner, and more importantly, save innocent people from a horrible fate!

Take Control!

Learn the functions of each button on your Control Pad before beginning play.
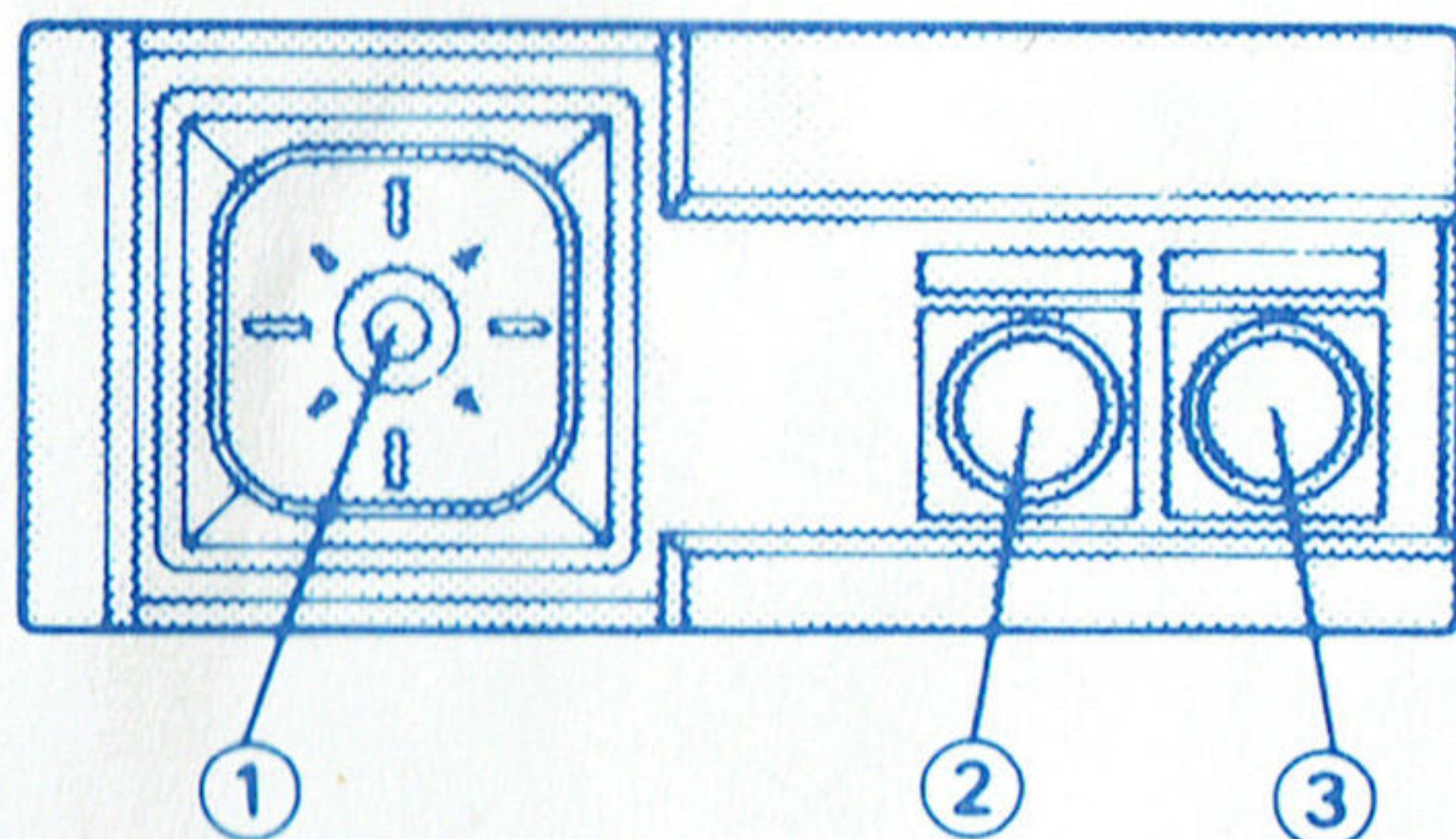
① Directional Button (D-Button)

- Press up or down to select a Stage at each Round's Title screen.
- Press left or right to choose a Fighter.

② Button 1

- Press to select a Stage or a Fighter.
- Press to fire a Fighter's Normal Shot.

③ Button 2

- Press to select a Stage or a Fighter.
- Press to fire a Fighter's Special Weapon.

Game Objective

The game is made up of 5 Rounds, each containing 10 Stages. Move your Fighters to the exit in each Stage, or dispatch all of the droids, and move on to the next Stage or Round. Your final goal is to make it to Round 5, Stage 10 with as many Fighters as possible. The more Fighters you have when you attempt to destroy the Mother Computer, the better your chances for success. If you make it all the way to the Master Control Room and fail to stop the computer, you lose!

As you move through each Stage, you should try to rescue the people who have been trapped on the field. You may not be able to get them all out safely, but the ones you can save begin fighting for you from the next Stage. Good luck!

Game Over

The game can end in any of the following ways:

1. When all of your Fighters have been trapped on the battlefield.
2. When the Timer reaches 0 before you clear the Stage.
3. When you successfully obliterate the Mother Computer in Round 5, Stage 10. At this point, the game is really over — you did it!

Note:
Beware! If your final Fighter fires at the Computer, destroying it, but at the same time is hit by the enemy machine's fire, you lose and the game is finished. Ties go to the Computer!

Continue

Even if you've run out of Fighters, you can continue playing. When your last warrior is exhausted, CONT? appears in Player 1's Data window. From this point, you have 10 seconds to decide whether or not to keep playing. To continue, press either Button 1 or 2 before the Continue timer reaches zero. If time runs out before you decide, GAME OVER appears, followed by the high score screen (page 38).

If you continue, you receive 3 new Fighters and a count of 99 on the Timer (making you ineligible for a Time Bonus in that Stage — see page 36). Your score, however, is erased. You must start from zero again.
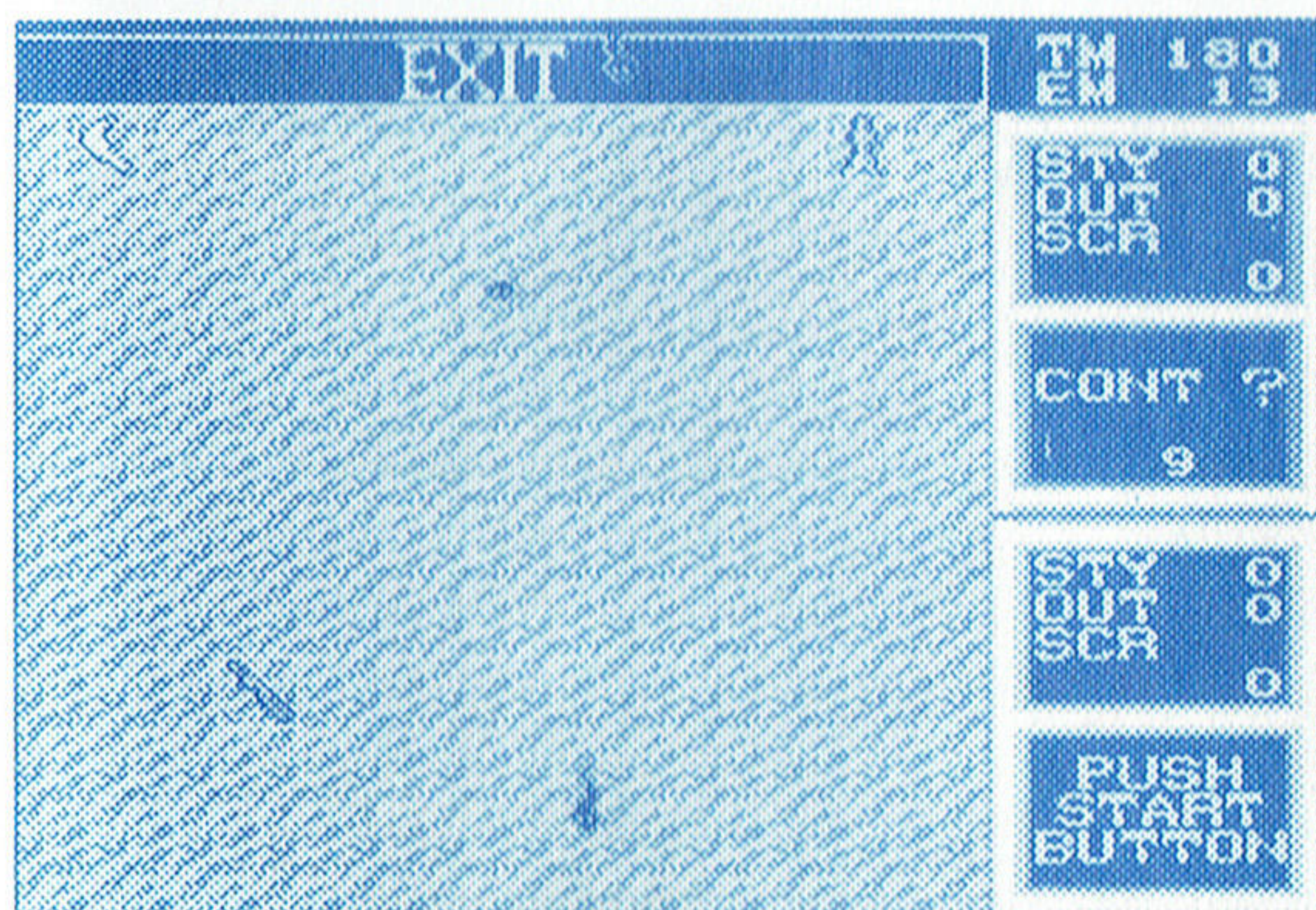
Playing the Game

Press Button 1 or 2 when the Title screen appears, and the game begins from Stage 1 of Round 1. If you want to see a short demonstration before you start playing, don't press any buttons. To return to the Title screen from the demo, press Button 1 or 2. Press either button once more, and the game begins.

Choosing a Stage

When playing in Rounds 1 through 3, you can choose a particular Stage to play. At the Round Title screen, press the D-Button up or down, and you see that the Stage number changes. Keep pressing until it shows the number of the Stage that you want to play, and press Button 1 or 2. The game then begins from the Stage you selected.

2-player Game

Gain Ground is for 1 or 2 players. If there are 2 players, a second Control Pad is necessary. Plug it into Control 2 on your Power Base. Player 2 can enter the game at any point in rounds 1 through 4. If Player 1 is moving through the Stages, and another player wants to join in the action, plugging in the second Control Pad is all that's required. PRESS START BUTTON appears in Player 2's Data window. Player 2 should then press Button 1 or 2 on Control Pad 2, and he or she can begin play. Player 1's Data window and Fighter photos appear in the top right corner of the screen, and Player 2's appear in the bottom right corner.

Game Screen

You have a better chance of succeeding if you recognize the screen indicators at a glance.

① **TM:** This shows how much time you have to clear the Stage. If time runs out, the game ends. If you can clear the Stage before the timer reaches 100, you can receive a Time Bonus (page 36).

② **EM:** This tells you how many enemies remain in the Stage that you're playing. If you blow away every enemy, you receive a Special Bonus (page 36). There are some Stages from which there's no exit; your only course of action is to wipe out every enemy in the area!
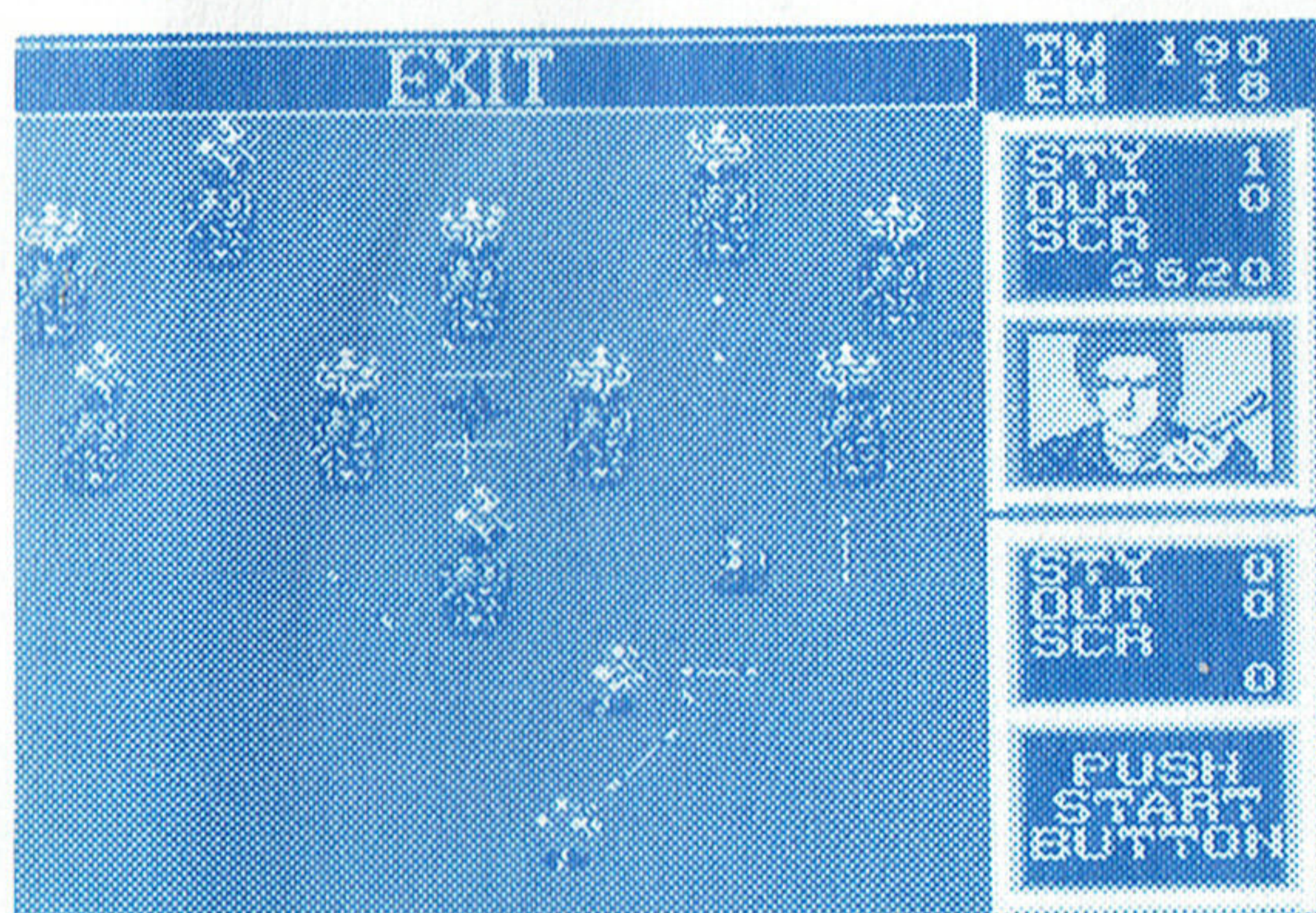
③ **STY:** This tells you how many of your fighters have not yet cleared the Stage. This includes any Fighters you haven't yet used, and any Fighters who have been trapped on the field by the enemy droids. It does not include enemies who were trapped before you arrived.

④ **OUT:** This shows you how many of your Fighters have successfully made it to the exit. If a Fighter exits alone, the count increases by 1. If he or she was attempting to rescue someone and made it out safely, the count increases by 2.

⑤ **NOTE:** It's a good idea to help as many of the victims as you can, because from the next Stage they can start fighting with you!

⑥ **SCR:** Your current score. If the game ends and you continue playing, your score returns to zero.

Battle and Escape Techniques

You start Gain Ground with 3 Fighters. Press the D-Button left or right to see the Fighter's photos, and choose the one you want to send into battle by pressing Button 1 or 2.

Player 1's Fighters appear in the bottom left corner of the screen, and Player 2's appear in the bottom right corner. Use the D-Button to maneuver them toward the exit. If you have to attack to clear a path to safety, press Button 1 to fire Normal Shots (it usually takes more than 1 shot to subdue an enemy), or Button 2 to fire each Fighter's Special Weapon (1 shot may be enough, depending on the enemy).

The enemies fire at you, and they also charge you and try to block your path. If your Fighter is hit by fire, or if he or she comes in contact with an enemy, that Fighter becomes trapped. Instead of the Fighter, you see a symbol of that Fighter's Special Weapon lying at the point where he or she was hit. When this happens, you STY indicator count increases by 1 (or 2, if the Fighter was in the process or rescuing someone). As you start Round 5, you see that you have more than just enemy androids to

worry about. You are suddenly besieged by several kinds of Traps! There are moving traps, turn traps, and kill traps. Good luck trying to figure out how to get by each type!

Trapped!

There are 2 type ...s. A Type 1 victim is one of your Fighters who is caught by an enemy droid while trying to clear a Stage. A Type 2 victim is one of the unfortunate souls who was trapped before you arrived. The Weapon symbol tells you what kind of Fighter that person will be if you can rescue them. The Type 2 victims appear in Rounds 1 through 3.
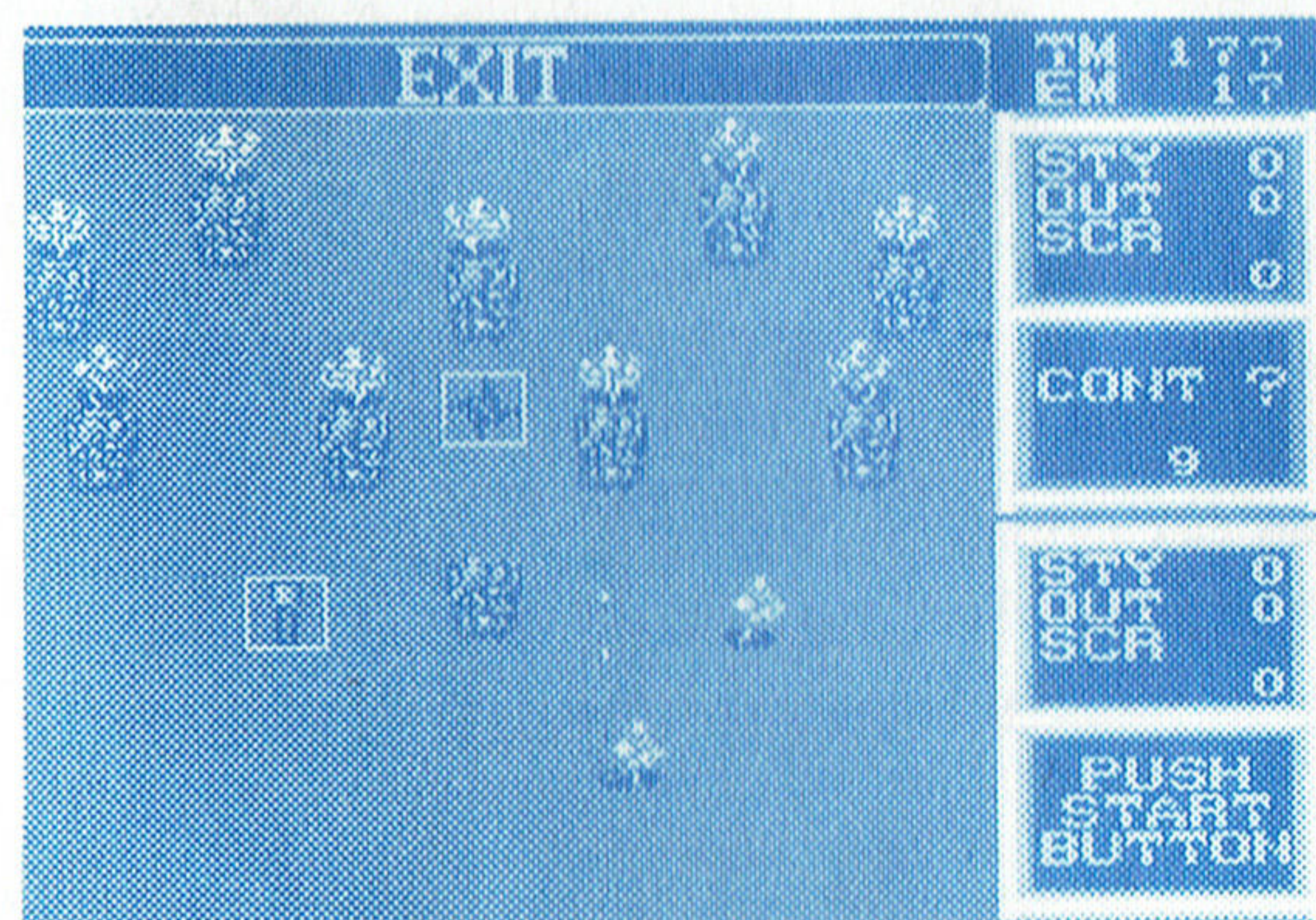
When your Fighter touches one of the Weapon symbols, it becomes a Bin which the Fighter then tries to drag to the exit. If he or she is successful in the rescue attempt, you have one more Fighter to attack with starting from the next Stage.

If a Fighter is trapped while trying to exit the Stage, he or she becomes a Type 1 victim. If the next Fighter tries to rescue him or her but is also caught, the previous victim is eliminated and the rescuing Fighter becomes a Type 1 victim. When a warrior becomes a Type 1 victim, any other Type 1 victims on the field are erased automatically. Type 2 victims remain, though, waiting for you to save them!

Rounds and Stages

Gain Ground is made up of 5 Rounds that each contain 10 Stages. Get your Fighters to the exit, and rescue as many victims as you can, and clear the Stage. In Stage 10 or each Round, you face an Archenemy. There's no exit, so you must destroy the Archenemy if you hope to advance to the next Round. Try to do the supermonster in quickly, and save your Fighters for the next Round.

Clearing a Stage

If you can get some or all of your warriors out, or if you wipe out every enemy droid, you clear the Stage. Even if your last Fighter is trapped while trying to escape, you can advance to the next Stage. When there's no exit, kill all enemies to advance.

Fighters and Weapons

Player 1's Fighters are men, and Player 2's are of the female persuasion. In addition to a standard shot, each Fighter is equipped with a powerfull Special Weapon! It's important to remember each warrior's secret Weapon, as some ar more effective in certain situations than others. For example, the Ninja Fighter can poison the ground around him. People aren't affected by the poison, but the Snakes that appear from time to time can't survive it! There are also certain Fighters who are faster than others — this is crucial, as sometimes the run for the exit turns into a footrace!

Special Weapons include Spears, Rockets, Hand Grenades, Rifles and a mesmerizing Water Gusher!

Know the Score

Normally, you receive points for dispatching enemies. There are also some Bonuses you can get for exceptional play.

Time Bonus: If you can clear a Stage before the timer reaches 100, you receive a Time Bonus of 500 points.

Special Bonus: You can get a Special Bonus of 500 points for destroying all droids in a regular Stage. Clearing a Round (defeating an Archenemy) brings a Bonus of 2,000 points, and successfully disintegrating the Mother Computer in Round 5 nets you a whopping 10,000 points!
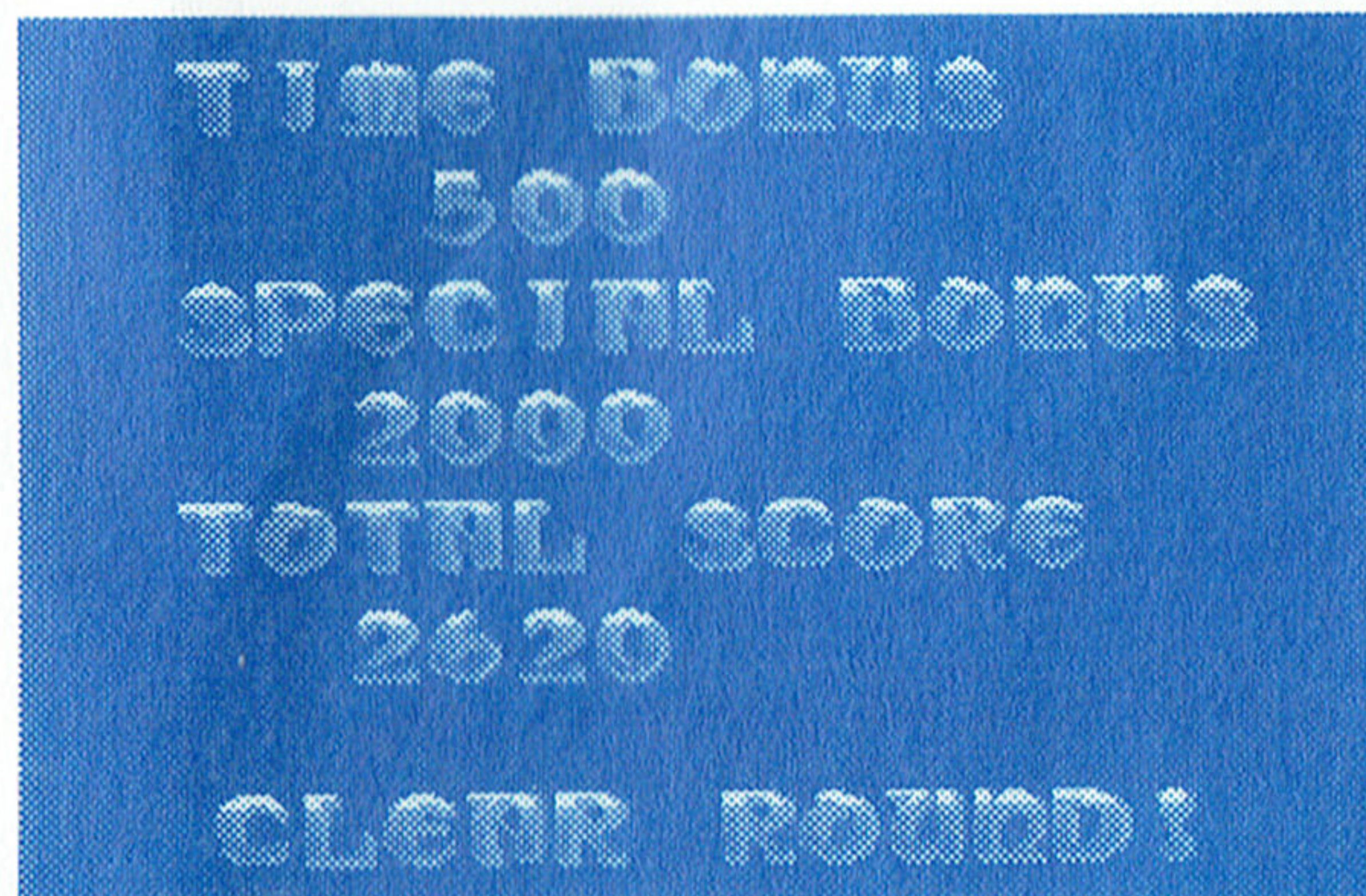
High Score

When your game ends, the game screen fades out and GAME OVER appear. Press Button 1 or 2 to call up the SCORE BEST 5 screen. The top 5 scores, along with the last Round and Stage cleared, are displayed. If you can become good at rescuing victims, you're a cinch to get on the list!
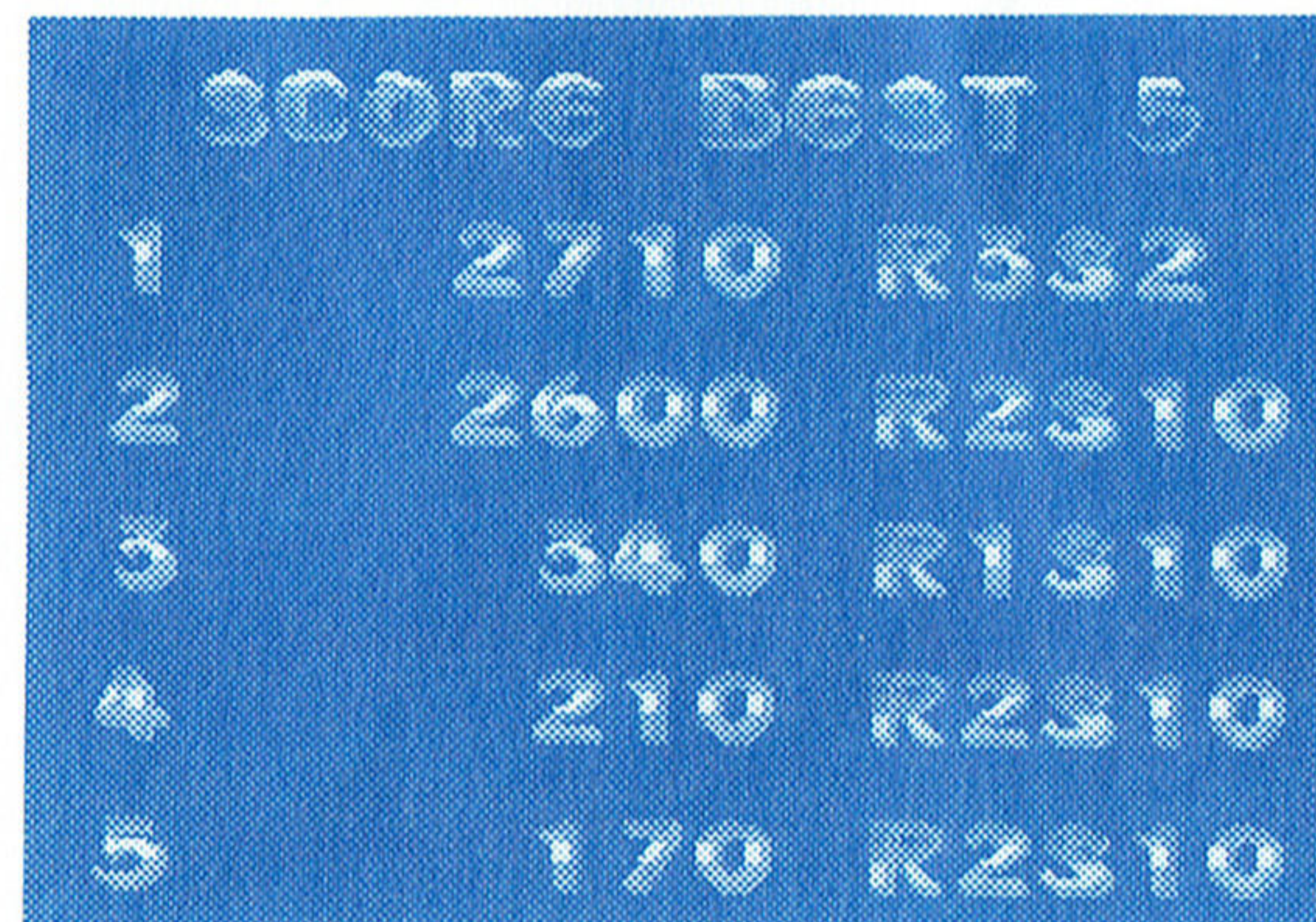
The Archenemies!

In Stage 10 each Round, you must battle the nastiest creations Gain Ground has to offer — the Archenemies! A feeble attack spells certain doom for you, so throw everything you have at them! Remember, though — if you get through this battle, but have only 1 or 2 Fighters remaining, your future is less than bright. Save as many Fighters as you possibly can to take into the next Round. When attempting to blow up the Mother Computer, there is no tomorrow! Show no mercy!
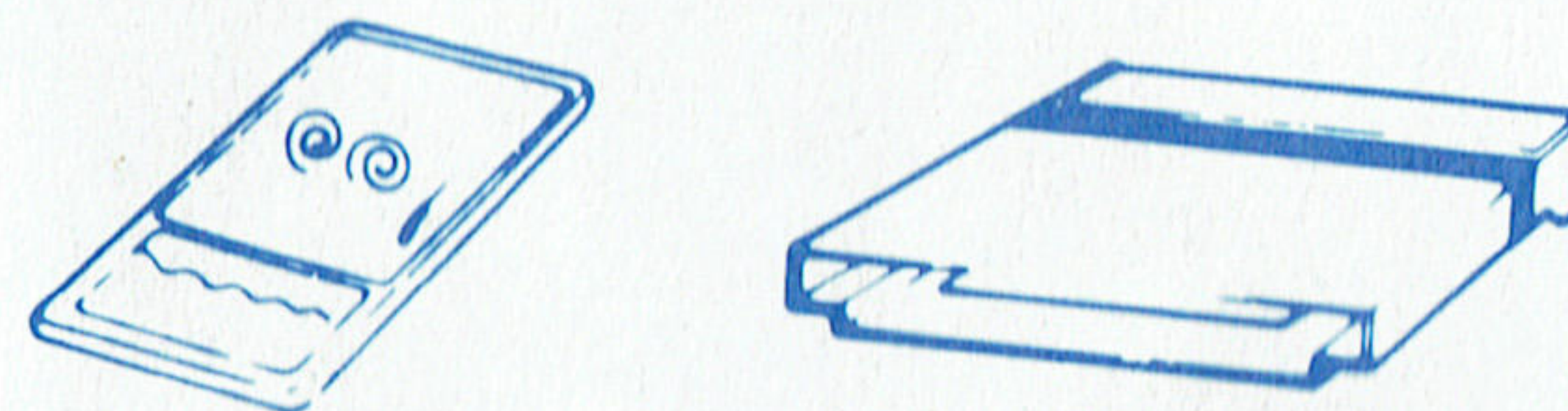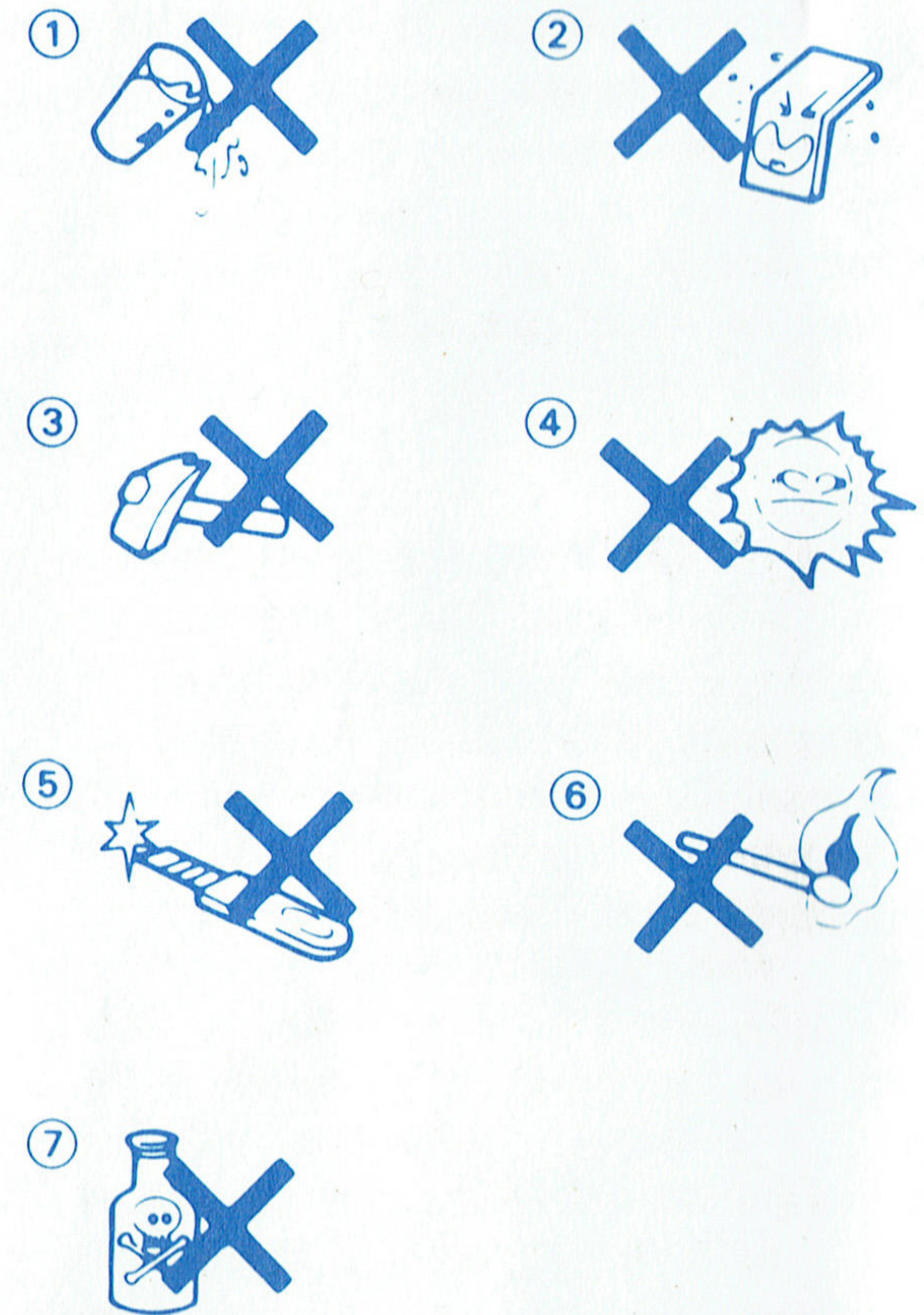
7
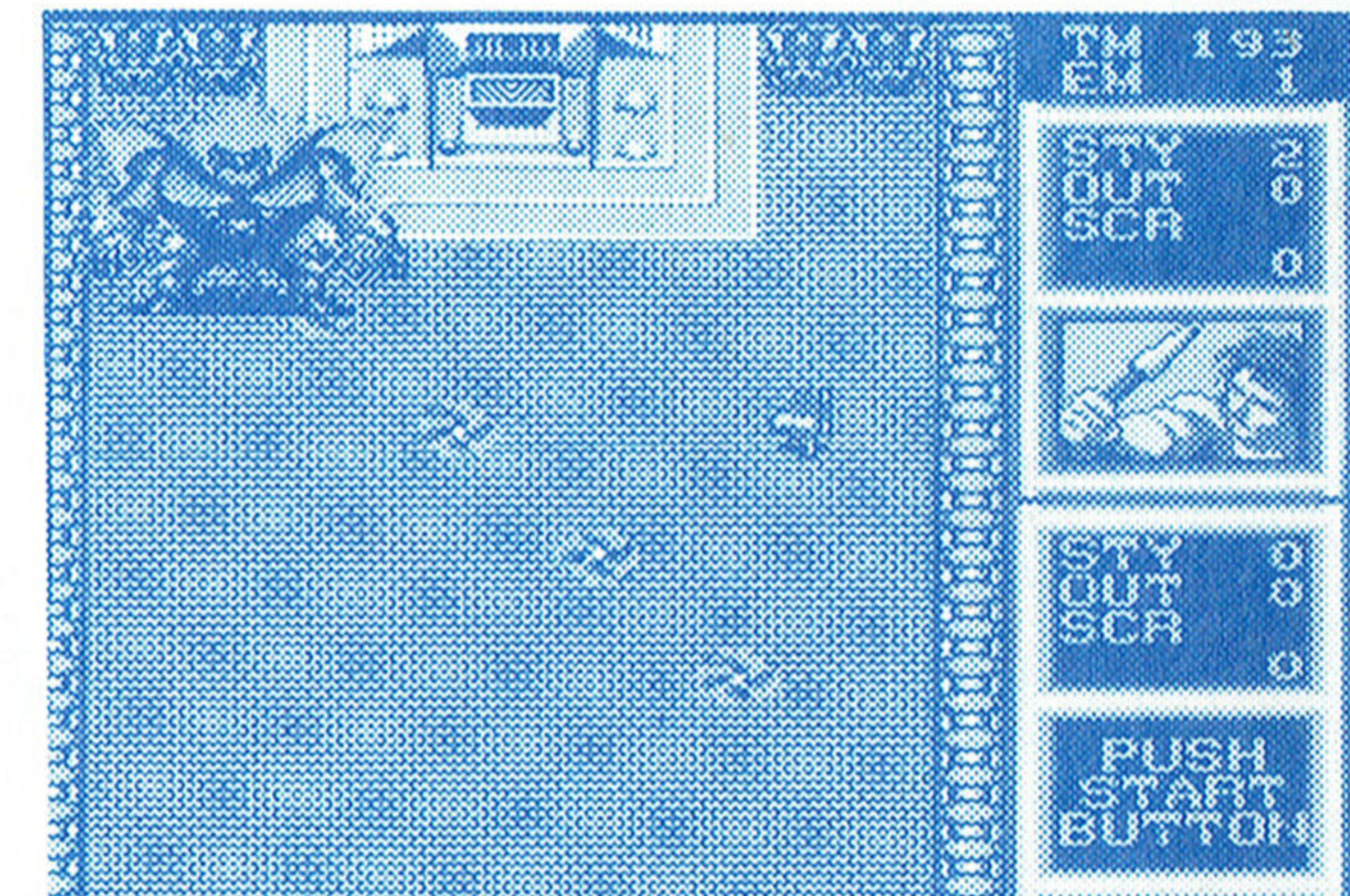
Helpful Hints

- From the beginning of Round 1 to the end of Round 4, collect as many Fighters as you can. Type 2 victims no longer appear, and the enemies get really tough, so Round 5 is not a good place to think about increasing the size of your army!

- You can play any one Stage as many times as you like. If you find one that's particularly easy, play it repeatedly and collect new Fighters!

- No matter how many times you play Stage, the Type 2 victims always appear in exactly the same place. This should help you to build a formidable army!

- Decide, as you begin a new Stage, whether you can attack and score points easily, or if you'd be better off running for the exit.

- Try to remember the enemies' battle techniques, as it should be easier to get by them the next time you face them.

HANDLING THE MEGA CARTRIDGE

The MEGA CARTRIDGE is intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

1. Do not immerse in water!
2. Do not bend!
3. Do not subject to any violent impact!
4. Do not expose to direct sunlight!
5. Do not damage or disfigure!
6. Do not place near any high temperature source!
7. Do not expose to thinner, benzine, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.

* Be sure to take an occasional recess during extended play.

SEGA