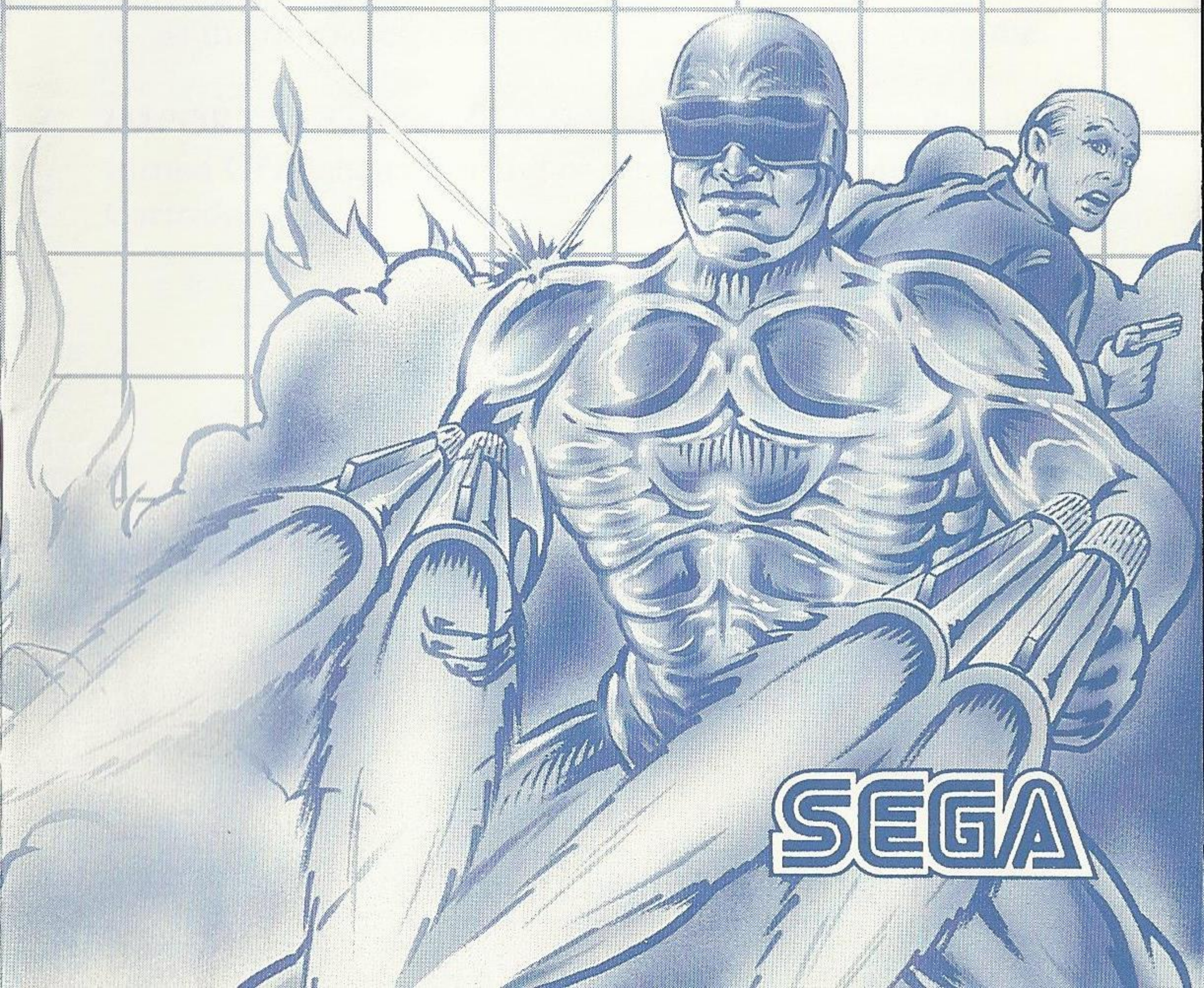


E-SWAT™

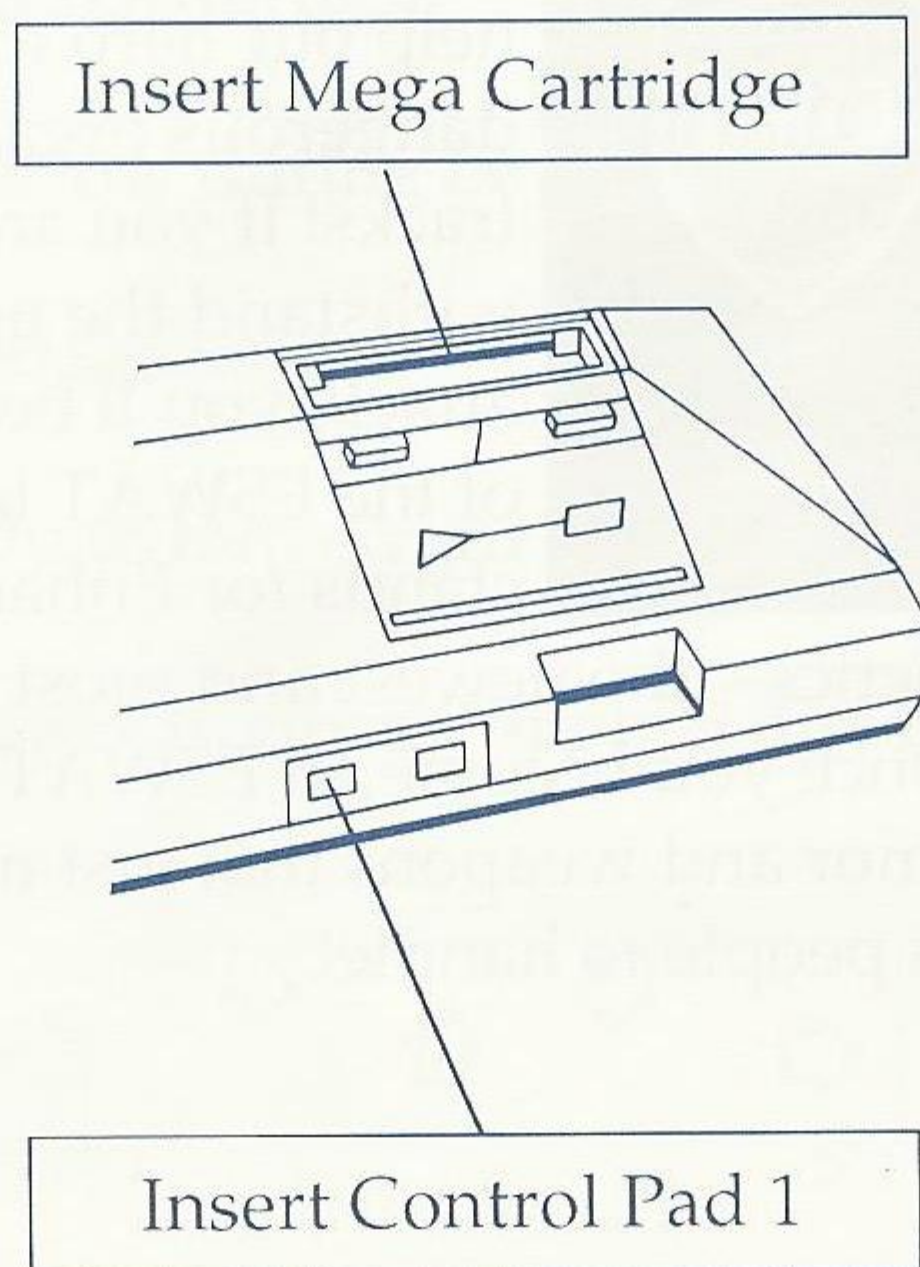


SEGA

Loading Instructions: Starting Up:

1. Make sure the power switch is OFF.
2. Insert the ESWAT cartridge in the Power Base (shown below) 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, press Button 1 or 2 to start the game.

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

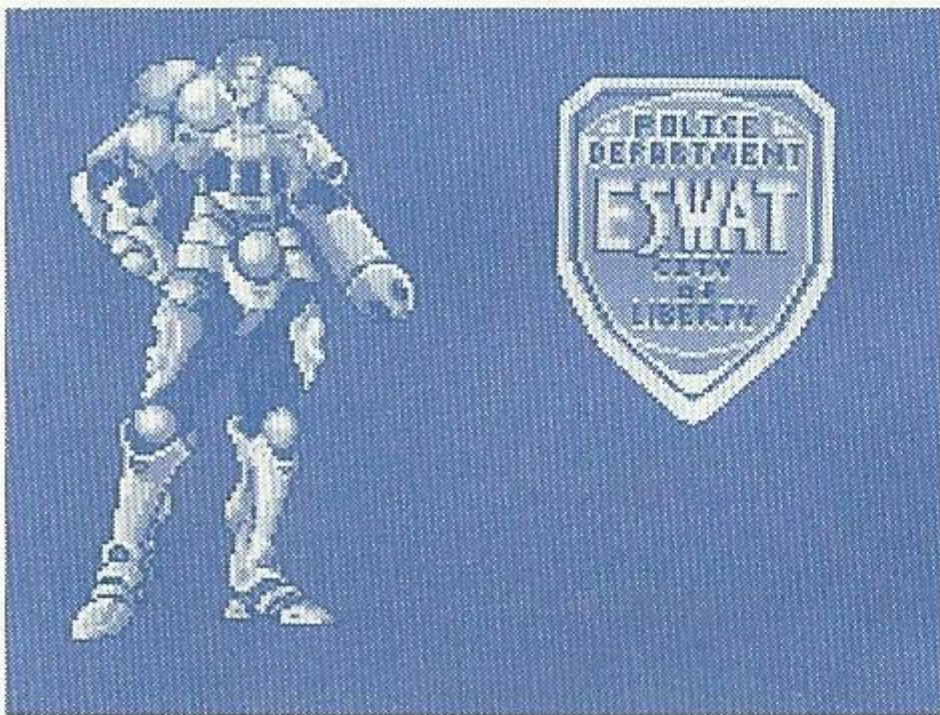


Crime Bosses Beware!



Balzar, the Mad Scientist who is always conspicuously dressed in green, is the mastermind behind the latest criminal organization aspiring to control the world. He directs operations from his master chambers (the location is a carefully-guarded secret), while his extremely loyal followers carry out his orders on the outside.

One evening, an average police officer was walking his beat when suddenly, everything exploded around him— Balzar's people had taken over the streets! The knife-throwing, gun-toting thugs were everywhere! Our hero realized instantly who was responsible, and what had to be done. The question was, could he pull it off alone?

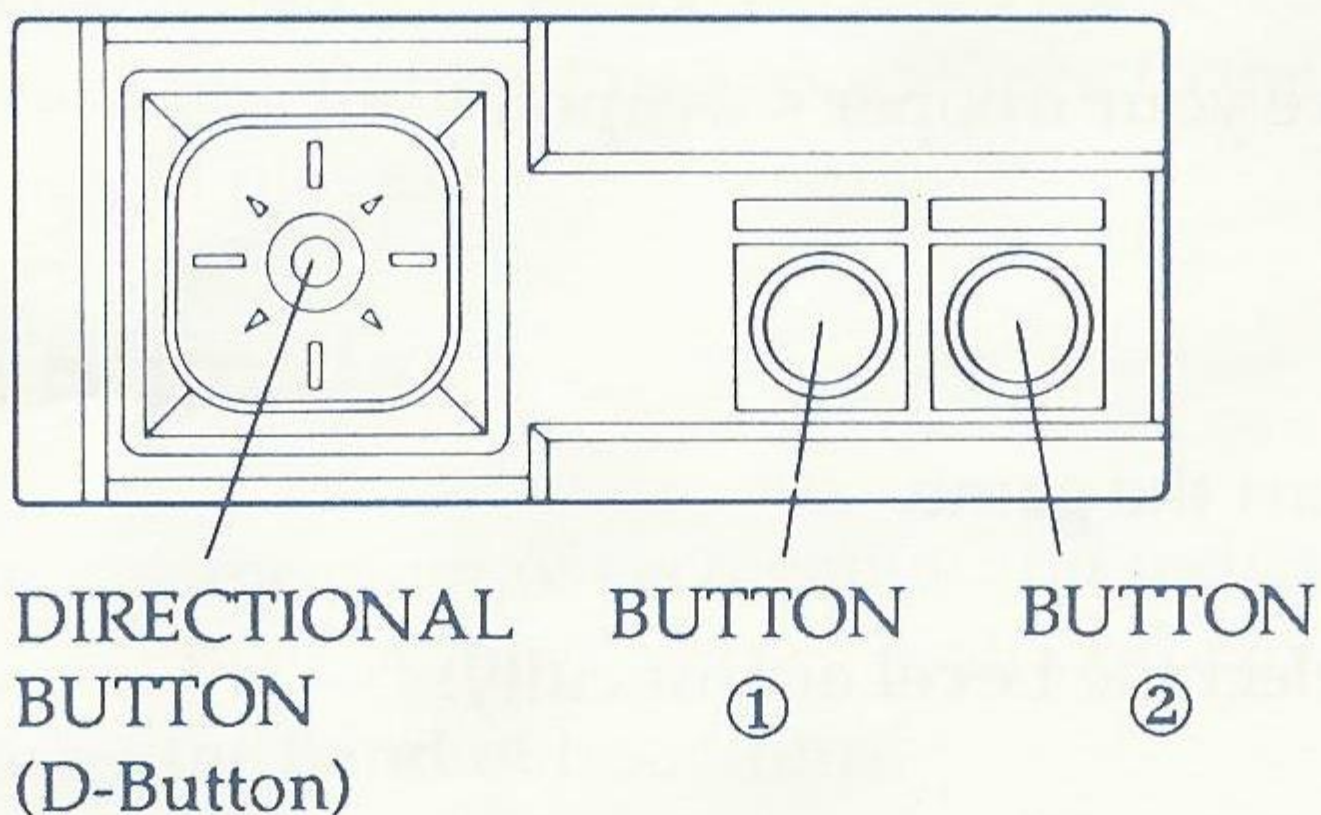


Now you can join the fight, and help our hero to stop this dangerous organization in its tracks! If you are able to withstand the initial surprise attack, you'll become a member of the ESWAT team! ESWAT stands for Enhanced Special

Weapons And Tactics— the newest and most powerful crime-fighting group. Once you become an ESWAT trooper, you'll have access to armor and weapons that just may be too much for Balzar and his people to handle!

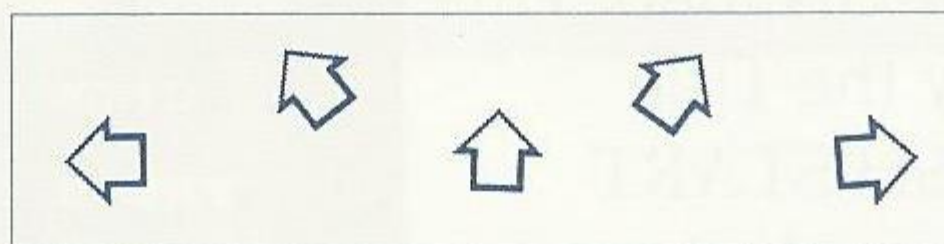
Lock and Load!

Before you join the fight, you'd better learn how to handle your Control Pad. One slip, and you'll become just another victim!



Directional Button (D-Button):

- 1) Press to move arrow during Level of Difficulty selection.
- 2) Press down to make your trooper duck to avoid enemy fire.
- 3) Press left or right to move your trooper in either direction.
- 4) Press to direct your trooper's fire in 5 directions:



Button 1:

- 1) Press to start the game.
- 2) Press to select the Level of Difficulty.
- 3) Press to advance through the Round Title screens.
- 4) Press to fire your trooper's weapon.

Button 2:

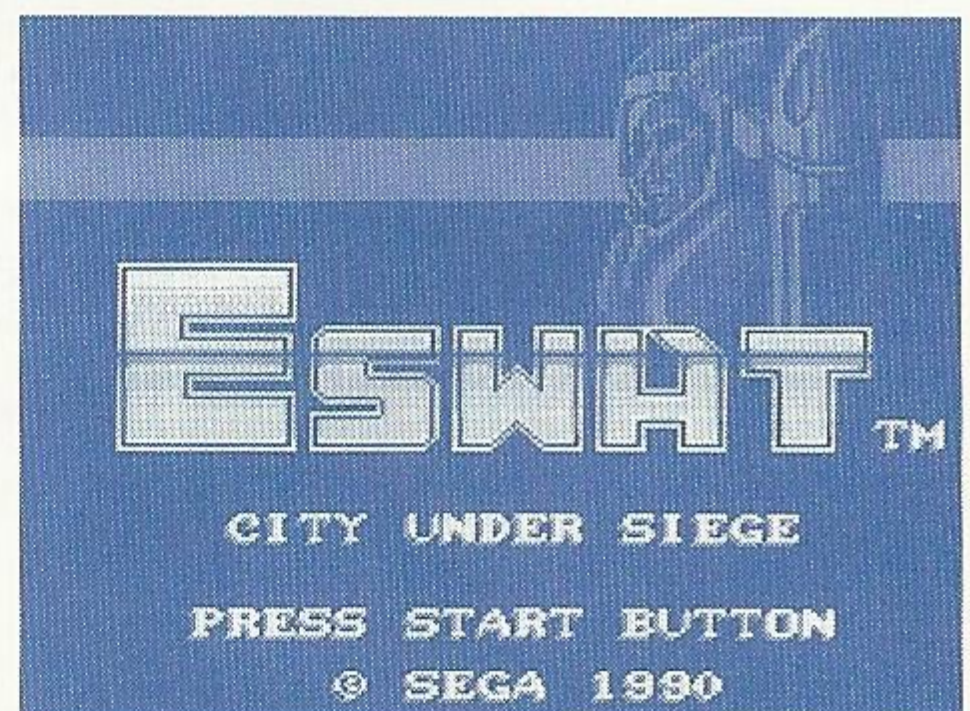
- 1) Press to start the game.
- 2) Press to select the Level of Difficulty.
- 3) Press to advance through the Round Title screens.
- 4) Press to make your trooper jump.

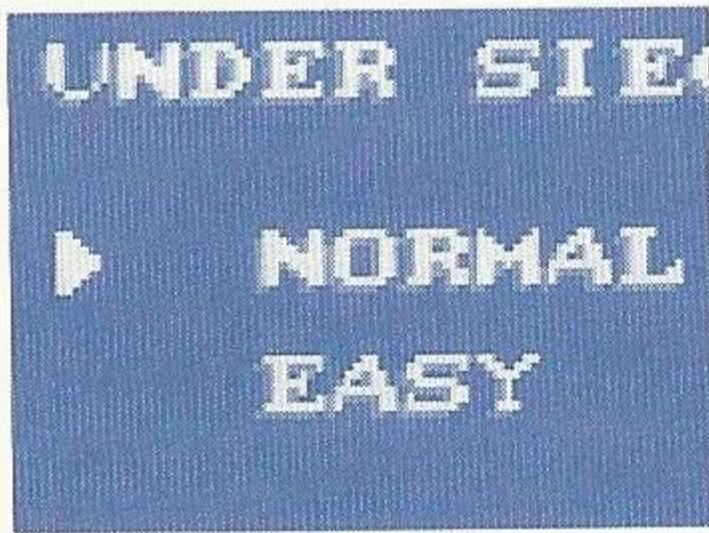
Button 1 + Button 2:

- 1) Press simultaneously to use Items.

Getting Started

Once you've inserted the cartridge and turned the power on, you'll see the SEGA logo. This will be followed by the Title screen. When "PUSH START BUTTON" appears at the bottom



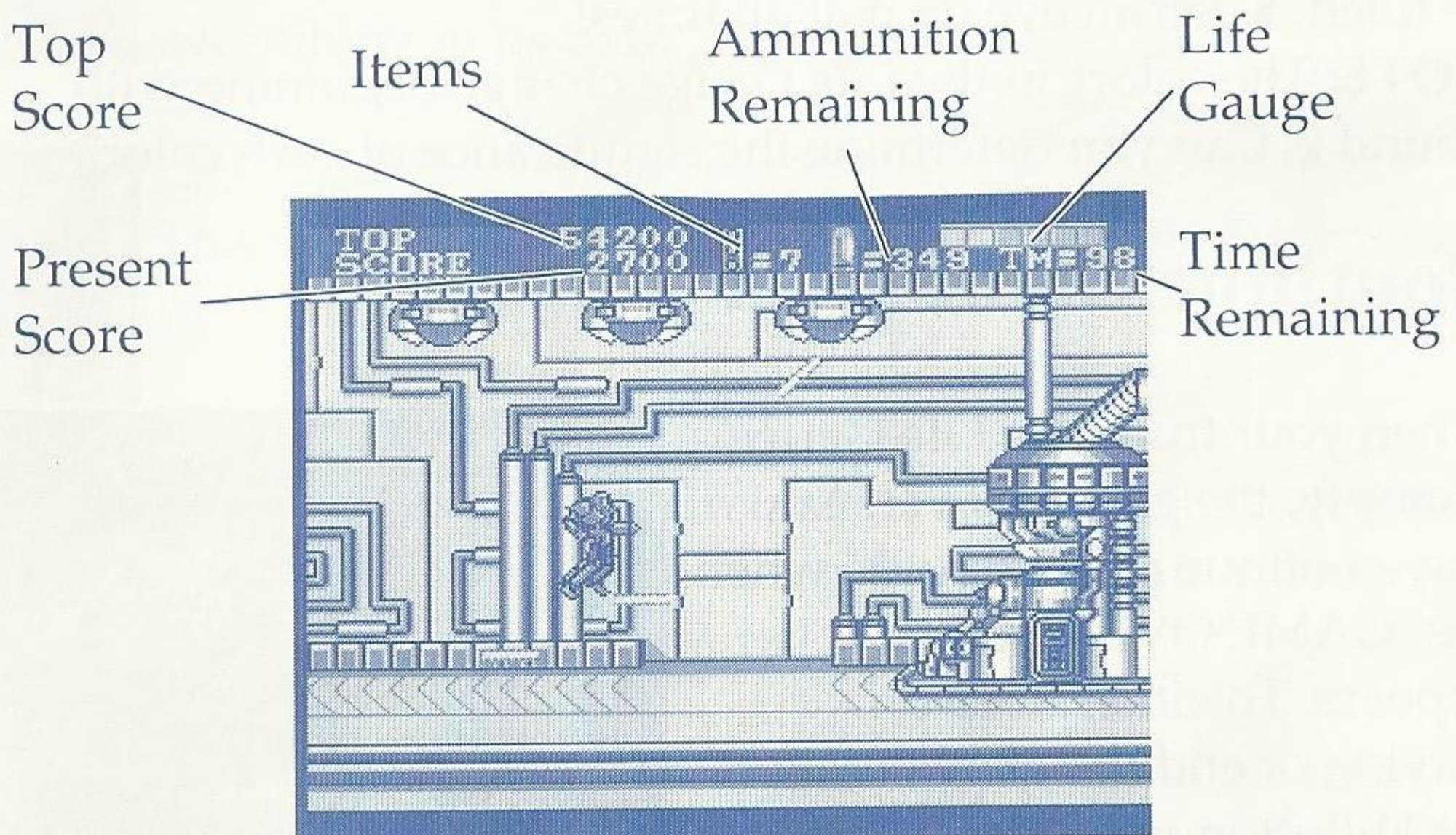


of the screen, press either Button 1 or 2. The Level of Difficulty screen will then come up. To choose either "NORMAL" or "EASY," move the selection arrow up or down using the D-Button, and then press Button 1 or 2.

After you've selected a level, the Round Title screen for Round 1 will appear. Press Button 1 or 2 to advance to the game screen and begin playing.

Screen Signals

Get to know the meaning of each gauge and indicator that appears during play. A quick glance is all you can afford while under siege by the band of hoodlums!



The Ammunition Remaining indicator will tell you how many Bullets you still have. You may pick up a fresh supply each time you see the Bullet symbol. You can stockpile as many as 999 Bullets at any one time. There are other Weapons that will become available to you if you survive past the first round (see Items, page 7).

The TM indicator displays the amount of time in which you must clear the round. If you are battling the wave of cutthroats and the TM indicator reaches "00," you've danced your last Waltz.

The Life Gauge is divided into 6 sections. In Round 1, only 2 sections of your policeman's gauge will be filled. With every 2 hits that he takes, 1 section will disappear. If both sections vanish, he's history. The moment he's promoted to ESWAT, however, he receives extra Life. All 6 sections of his gauge will be filled. Keep an eye on it at all times!

NOTE: The colors in the Life Gauge change beginning with Round 2. Can you determine the significance of each color?

Continue/Game Over

When your trooper's Life Gauge is empty, the game is over. You may continue play, though, when the "GAME OVER" screen appears. To either keep on playing or end the game, move the D-Button up or down, and press Button 1 or 2. You can



continue up to 3 times. When you select "CONTINUE," the game returns to the start or middle of the round you were in.

Items

In Round 1, the only Weapon you'll have with which to fend off the hooligans is the regular type of Bullet. From Round 2, certain symbols will begin to pop up. Take them at every opportunity, as they'll give you new attack capabilities. To use an Item, press Buttons 1 and 2 simultaneously. You may have as many as 9 Items at any one time.



This symbol represents a fresh supply of Bullets. They'll be available to you in each round, and are your most important resource. Each symbol gives you 50 Bullets in "EASY," and 25 in "NORMAL."



This symbol gives you use of the lethal Heat Charge. When fired, it moves back and forth across the combat area several times, inflicting heavy damage on everything in its path.



This symbol allows you to fire a wide-angle Spray shot in two directions.



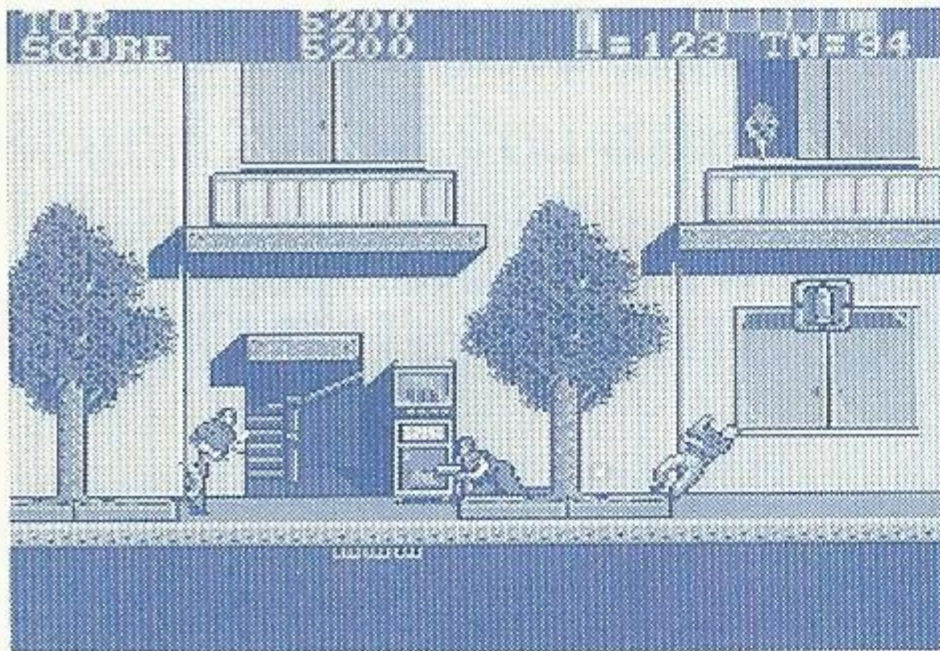
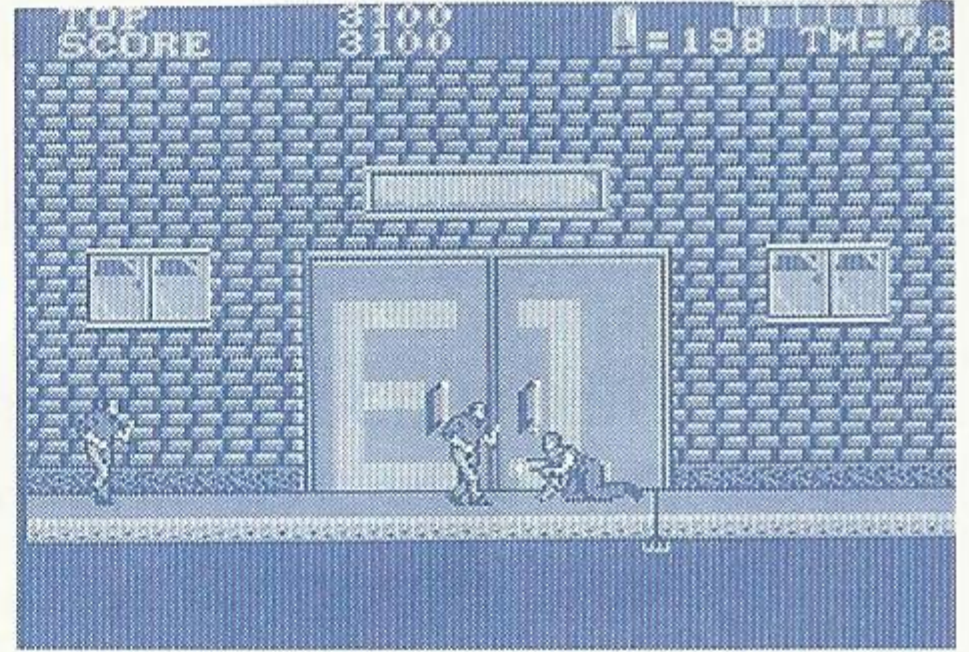
This symbol lets you fire a wide Laser blast. Each time you fire, 3 wide lasers sweep the immediate vicinity, and when they hit, it hurts!

NOTE: You'll be able to restock your supply of Bullets from the beginning of the game. The other Items, however, won't be available to you unless you make it to the second round! You can keep only one type of Item at a time, but you can stock up to 9 shots.

Let's Do It!

Round 1: Rescue Little Cindy!

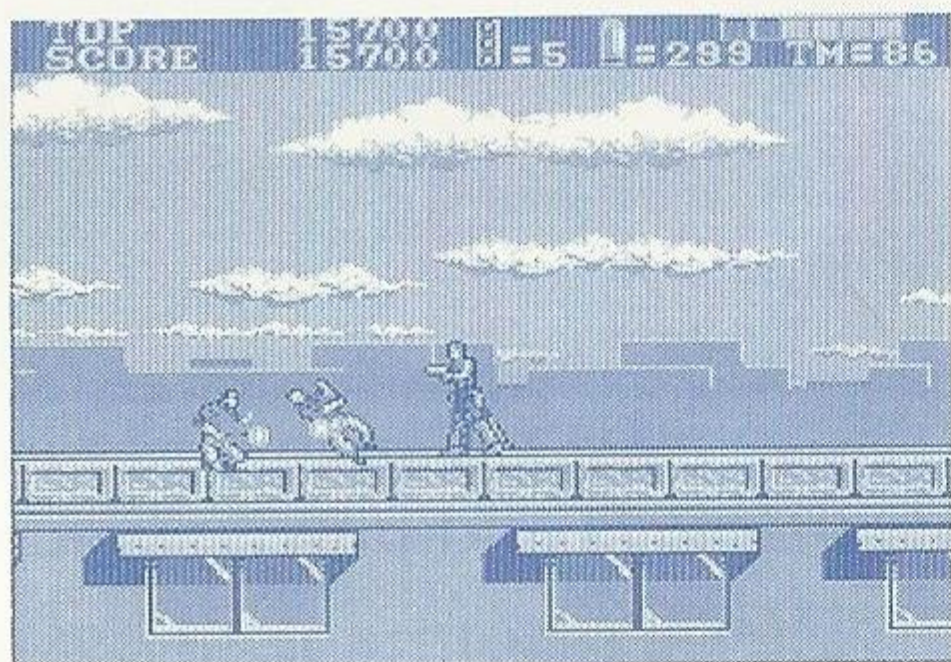
The first wave of thugs floods the streets of this quiet town. Our hero must get to the other end of the block to rescue little Cindy, who is being held captive by an especially demented character. To advance, always move your trooper to the right, and watch out for attacks from the front as well as the back. One more little problem (as if there weren't enough already)—second-story snipers try to pick your man off as he plods forward.



Be sure to grab all of the Bullet Item symbols on the way, as your remaining supply can be carried over into the next round. The middle boss is a pudgy slob called the Rolling Man—put him down, and watch for the bursts of fire! His aim is deadly! Finally, to

take care of Nasty Nick, little Cindy's captor, aim your fire at his head when he comes out of hiding. Stay out of the path of his electric boomerang, and get that sweet little girl out of danger!

Round 2: Enter the Enemy Zone!



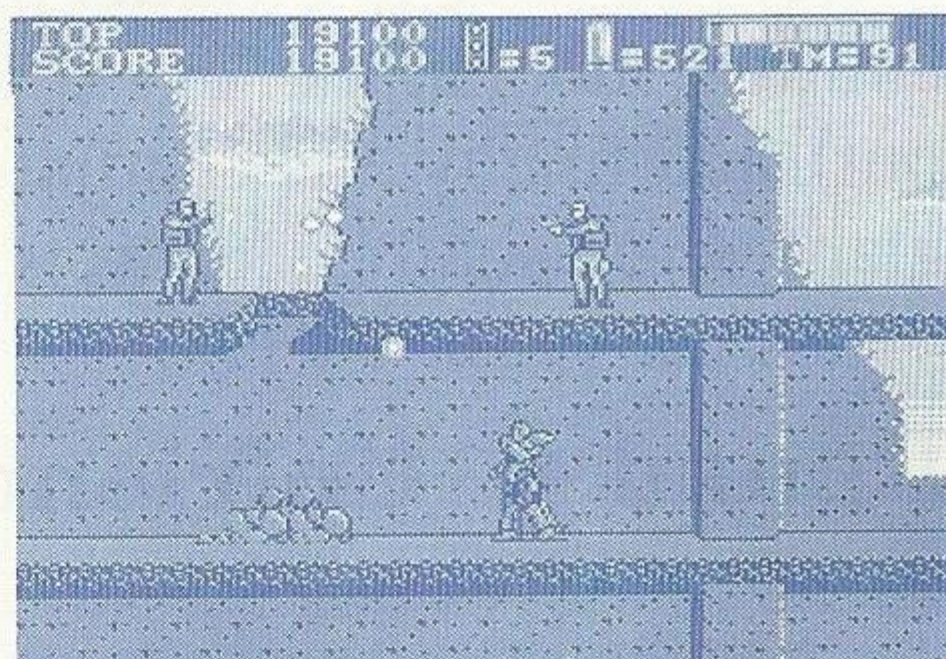
Having gotten past the first band of unfriendlies, you have been promoted to ESWAT!

Congratulations! You now have the added protection of a specially-designed combat suit!

You have no time for partying, though— you'd better concentrate

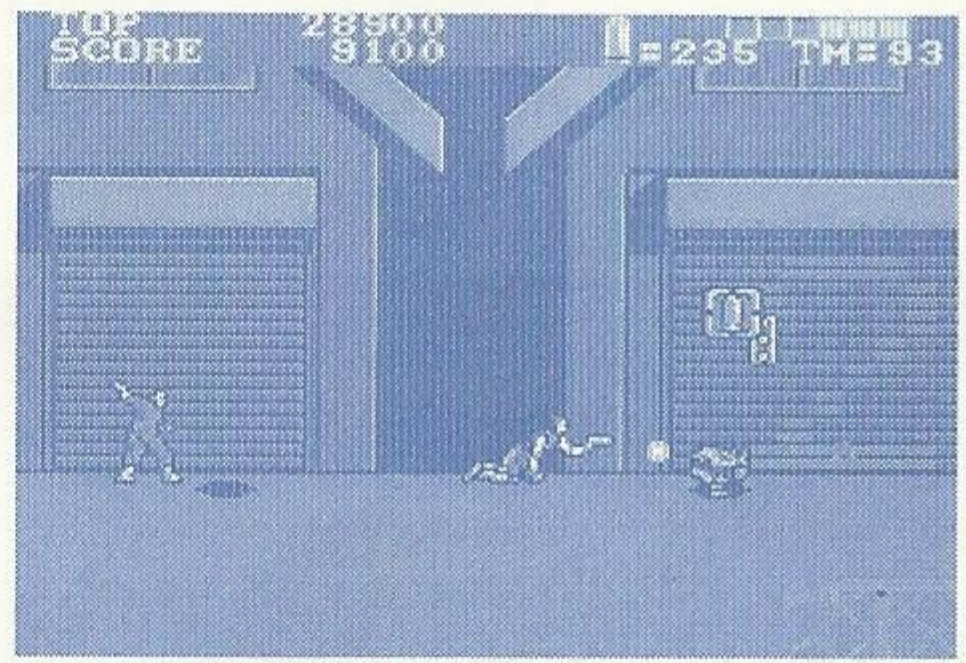
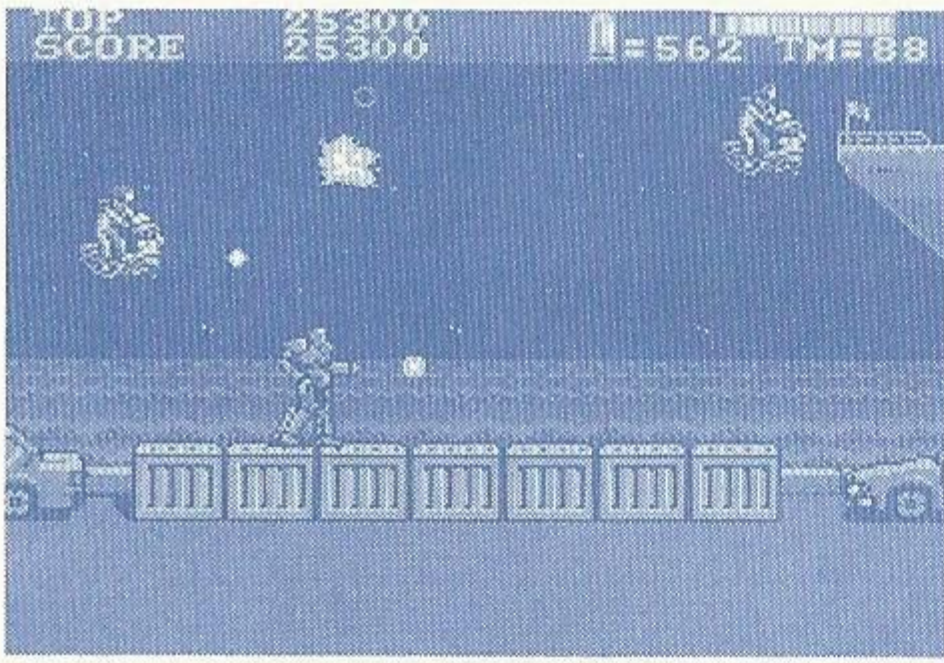
on survival! Race along the rooftops, blasting away and avoiding enemy fire! Some new hoodlums enter the foray at this point. Watch for the different attack techniques.

Exercise caution as you move through the condemned building. Footing is a bit tricky, and one slip will send you plummeting to the street below! The bosses in this second round are the Fireman (with his crude but effective flamethrower) and the Rocket Man! He fires missiles and keeps coming at you! You've got to outlast him, though, if you expect to move any further!



Round 3: Peril at Pier 36!

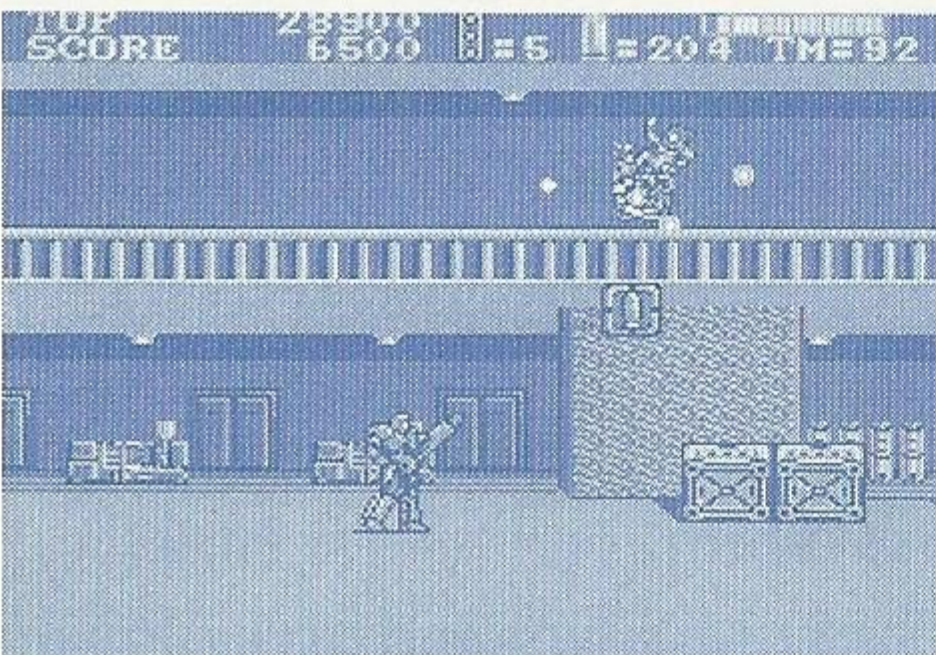
You've moved our hero deep into enemy territory, down at the docks. The newest group of troops is a band of ferocious fighting females! They are certainly more dangerous and persistent than any of the hooligans you've encountered so far!



Fragmentation grenades, martial arts displays and newfangled flying attack vessels are your next obstacles!

The ESWAT Headquarters received an anonymous tip regarding the location of Balzar's chamber of horrors— it's supposedly in the warehouse at the dark end of the pier. To get there, you have to outduel the bosses— a computerized laser emitter (shoot at the "eyes," and any place where lasers come out), and finally, the Gladiator! He's a merciless, black-hearted giant who usually gets his way! Cut him down to size!

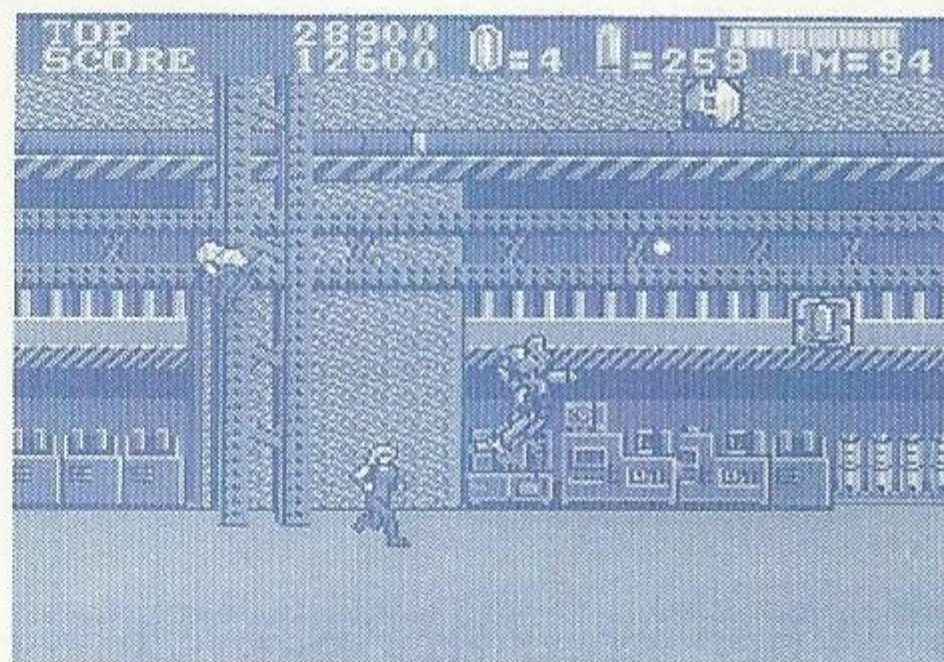
Round 4: Unfriendly Confines!



You and your ESWAT trooper have blasted your way into the warehouse. Now the real fight begins! Balzar's loyal followers will stop at nothing to insure the safety of their mentor!

Swordsmen, and Sensor Cannons that fire at you from above, are the latest additions to an already formidable arsenal.

In this round, to get into the secret chamber where the raving lunatic waits, you must disintegrate the flying skulls. They fire 3-way lasers at you whenever they're hit, so don't stand in one place too long! Last, but by no means least, come the Chameleon twins! They are at their most dangerous when they shed their armor! You must use every ounce of your agility and speed, as they move like lightning, never striking twice in the same place!



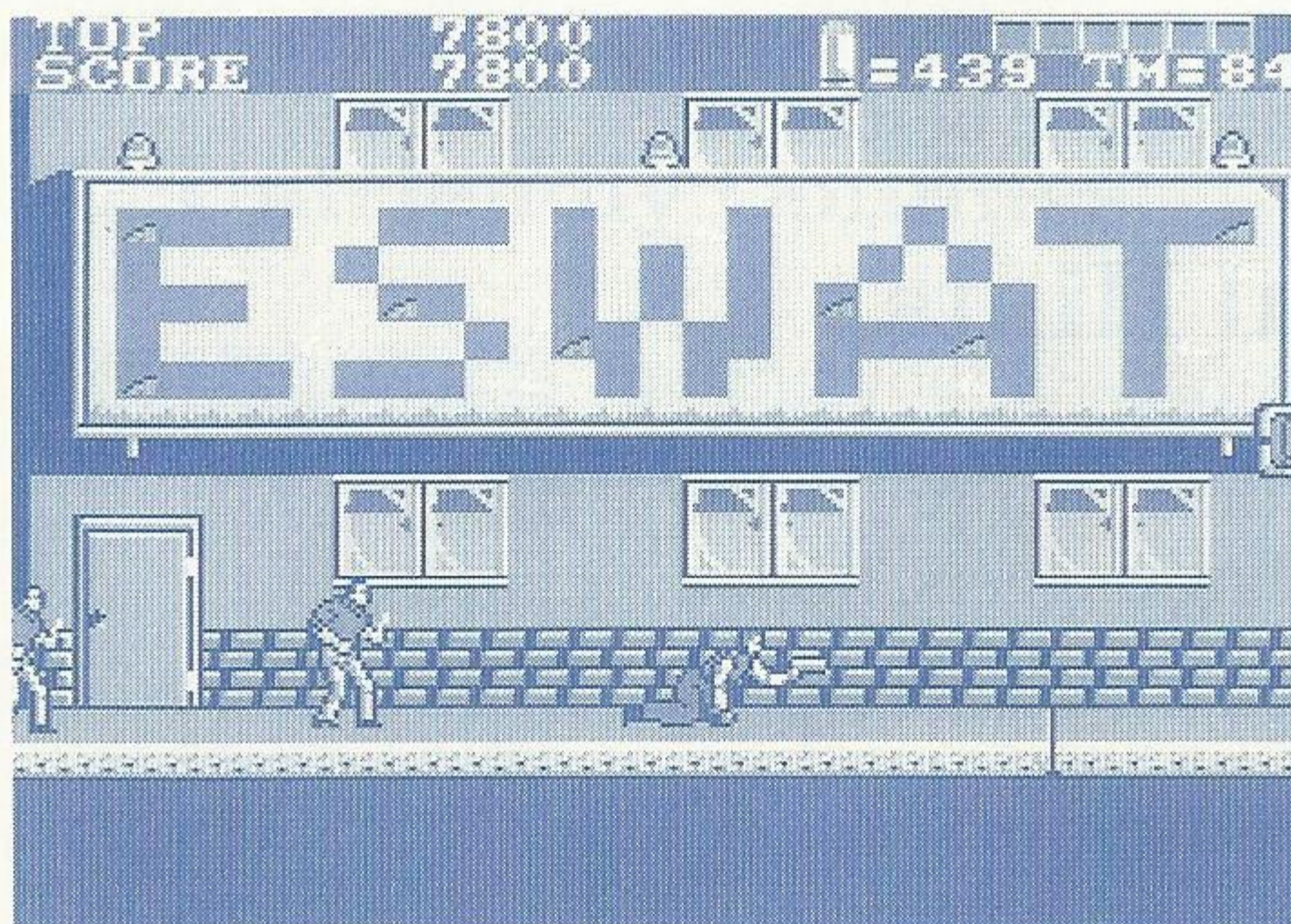
Round 5: ???

No one's ever succeeded in getting this far, so there are no records concerning the dangers that await you. Rely on what you've learned in getting to this point, but be ready for absolutely anything! Best of luck!

Helpful Hints

- Learn to time your fire. Some of the bad guys will fire at you, or fling daggers, from their knees, so ducking won't help. The best strategy is to get them before they let go!
- Recognize the Item symbols, and be certain to press Buttons 1 and 2 at precisely the same time! If your timing is anything less than perfect, you'll leave yourself vulnerable!
- Remember— without your special combat suit, you'll be unable to use any of the powerful Items you may have obtained along the way!

- Some of the bosses come in pairs, so conserve your ammunition and Items for 2 battles instead of just 1.
- Collect as many Bullets as you can on your way into Balzar's chamber. If you run out, there's nothing you can do but wait for the inevitable!
- When your trooper is hit, he'll flash for a short time. While he's flashing, he'll be immune to enemy fire. You should be sure to do as much damage as possible during that time!
- If your man runs out of Bullets and other Items, his only weapon will be his leg. He packs a mean kick, but to touch some of the bad guys is the same as taking a hit, so watch yourself and your supply of ammunition!



Scorebook

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Handling This Cartridge

- This Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 8:00 a.m. to 8:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. **DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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