

SEGA
GENESIS

Target Earth

Instruction Manual



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INSTRUCTION MANUAL



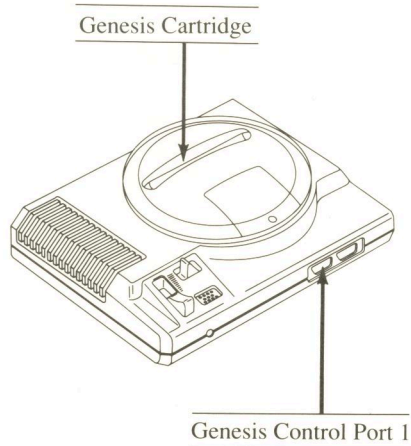
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Loading Instructions/Starting Up:

- 1) Make sure the power switch is OFF.
- 2) Insert the Target Earth™ game cartridge in the Genesis System Cartridge Slot (shown below) as described in your GENESIS SYSTEM manual.
- 3) Turn the power switch ON. If nothing appears on the screen, recheck insertion.

IMPORTANT: Always make sure that the System is turned OFF when inserting or removing your Genesis Cartridge. Target Earth™ is designed for one player, so check to see that Genesis Control Pad is connected properly to Control Port 1 on the Console.



A forgotten bit of history has come back to haunt the Earth and all her space bases. In 2101 a Space Exploration Team was sent out to search the farthest reaches of the galaxy for new life. The news of their launch was lost in the breakdown of communication between the world's most powerful nations. War was declared and the resources devoted to tracking the Space Team were diverted to making nuclear warheads. The last communication from the Space Exploration team came from beyond Venus... "Help us! We have lost engine power. Help..." The rest was lost in static as the first bombs began to fall.

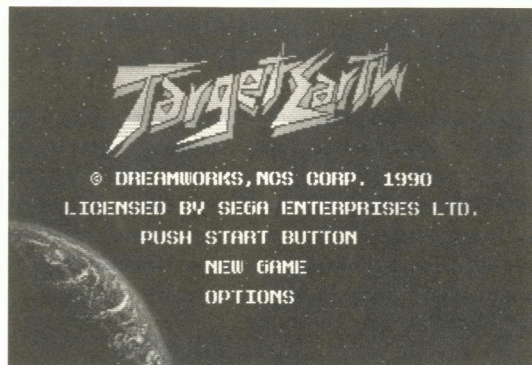
It took years for the dust to settle. Out of the ashes emerged an Earth unified in peace. Expanding technologies gave man the power to live anywhere in space and shortly thereafter the planets had frontier colonies. The Earth Defense League was formed to protect these colonies and the mother planet. At the heart of the defensive movement was the ASSAULT SUIT... a twelve foot tall armored battle machine with awesome fighting capabilities.

You joined the Earth Defense League as a buck private. Now you command an ASSAULT SUIT WING at Jupiter's Ganymede Base. Your name is Rex and you are a master at assault suit combat. And your special skills are being called for because a new enemy is attacking Earth and all her bases!

Little is known about their nature or purpose. Only their name, Chron, and that they fight with lightning fury! Your mission is to protect the interests of Earth and discover just who the enemy is. If you can defeat their evil power the Earth will be safe. Fail and all will be doomed! So gear up your Assault Suit. Load your weapons. It's battle time!

Object

Target Earth™ is a game of eight stages. Each stage is a mission in itself...each with different purposes that require the cunning and fighting abilities of an ASSAULT SUIT WING Commander (see MISSIONS). The missions take place in outer space, on land, in the air and below ground. Overcome the challenges of each mission and you will learn the true secret of Chron.



Getting Started

After the opening scenes showing the beginning of the battle for Earth, the title screen will appear. The title screen gives you three beginning choices for your game play. Select one with the D-Button and press the Start Button to confirm your choice.

NEW GAME: Starts Target Earth™ from the very beginning.

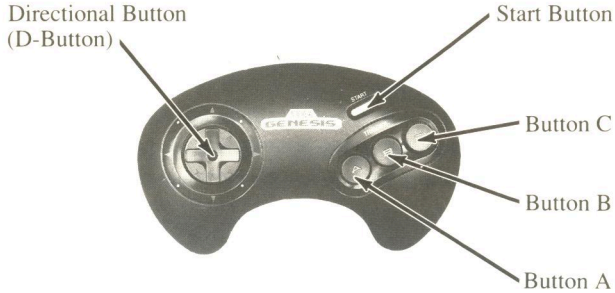
CONTINUE: Starts the game from the beginning of the last round you played in. The number after the continue shows how many "continues" you have left. CONTINUE will not work if the power has been shut off between plays. It will place you at the very beginning of the game.

OPTIONS:

Using OPTIONS allows you to change and examine various features of the game.

- **GAME LEVEL:** Lets you adjust the game difficulty from NORMAL, HARD and HYPER.
- **C BUTTON:** You may adjust the C Button on your Control Pad to either act as a WEAPON SELECT button during play, or to have no function at all (CANCEL).
- **AIMING MODE:** This controls the firing movement of your assault suit during ground combat. TYPE A maneuvers by pressing the D-Button in the direction you wish to move or fire. TYPE B is a reversal of the D-Button. Choose either TYPE A or TYPE B.
- **PAD RESET:** When ENABLE is selected, you can reset the game during play by pressing the Start Button and Button C at the same time.
- **SOUND TEST MODE:** Allows you to sample the music and sound effects of Target Earth.
- **DATA ROOM:** When multiple games have been played, The DATA ROOM keeps track of high scores and rounds. Shutting off the power erases the data.
- **EXIT:** Returns you to the title screen.

Taking Control



Control Pad 1:

D-Button:

- ON THE GROUND: Moves the ASSAULT SUIT LEFT and RIGHT.
- Moves the firing arm UP, LEFT, RIGHT, DOWN and ALL DIAGONALS.
- IN THE AIR: Moves the ASSAULT SUIT and the firing arm ALL DIRECTIONS.
- WEAPON SELECT SCENES: Moves bracket from weapon to weapon for selection.
- RESUPPLY SCENES: Moves bracket to weapons to be refilled or exchanged.

Start Button:

- Starts Game
- Pauses Game
- End Weapon Selection Scenes
- Return to Battle Scenes

A-Button:

- To fire selected weapons.

B-Button:

- To JUMP. Push once for a small jump. Push repeatedly for a large jump.

C-Button:

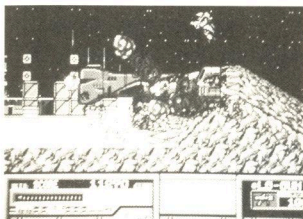
- To change weapons when enabled from the OPTION MODE.

Maneuvering in the air and on land are slightly different. In the air, you will move in whatever direction the firing arm is pointed. On the ground your movement choices are restricted by left or right, and how high you jump.



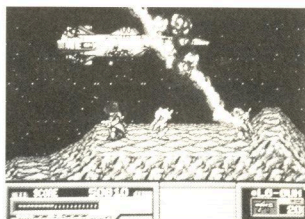
Missions

Target Earth™ has eight stages or missions. Each has a different objective. You will be told what you have to do at the start of each round by the information windows at the bottom of the screen. You are Rex, the ASSAULT SUIT Commander. You will learn other characters' names as you play! Here are, briefly, what you must accomplish in each stage:

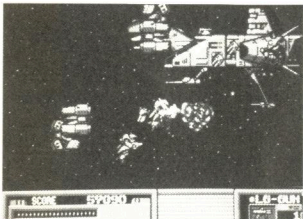


STAGE 1:
Raid on Ganymede

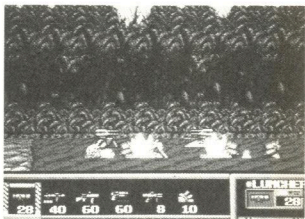
You begin on Ganymede Base. When the enemy is spotted, you must defend the base from attack.



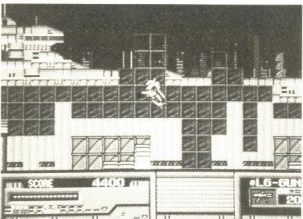
STAGE 2:
Escape
Overwhelmed! Protect the base inhabitants as evacuation procedures are carried out.



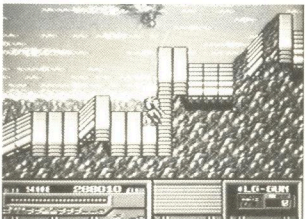
STAGE 3:
Orbital Attack
Guard the space shuttles before atmosphere re-entry.



STAGE 4:
Front Line Assault
Destroy the enemy's power reactor.



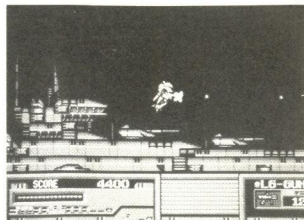
STAGE 5:
Surprise Attack
Take your turn at guard duty. Defend the base against an enemy surprise attack.



STAGE 6:
Headquarters Blitz
Infiltrate and attack the enemy headquarters.



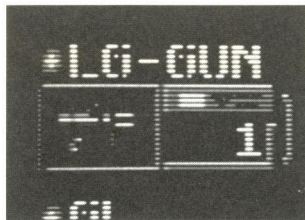
STAGE 7:
Space Colony Smash
Recapture the space colony and destroy the enemy war ship.



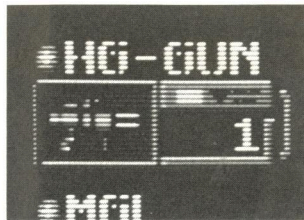
STAGE 8:
The Final Conflict
Can you discover the true nature of Chron?

Weapons of War

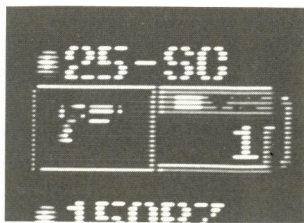
The ASSAULT SUIT carries the most powerful array of weapons known to man. As the game progresses you will be able to select from a growing field of weapons.



LG Gun
A single shot gatling gun. The least powerful weapon. Can fire continuously. Destroys by direct hits.

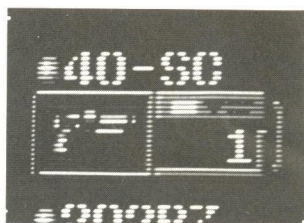


HG Gun
A larger, higher power version of the LG Gun. Carries a limited number of bullets.



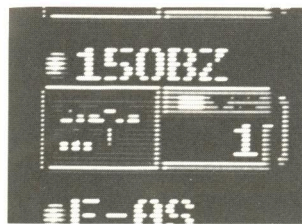
25-SC

A weapon that fires three shots with every burst. Can destroy multiple targets at once.



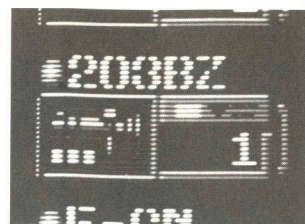
40-SC

A more powerful version of the 25-SC. Fires three shots with every burst.



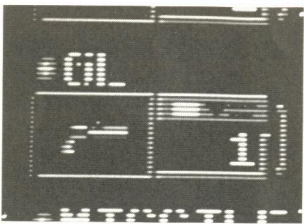
150 BZ

A bazooka type weapon. Fires high explosive straight line projectiles.



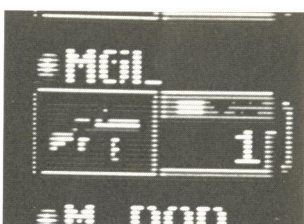
203 BZ

A more powerful version of the 150 BZ. Can destroy large ship targets with relatively few shots.



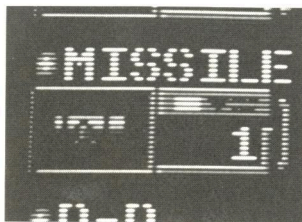
GL

A pistol-shaped grenade launcher. Explodes with contact of either enemy or the surface.



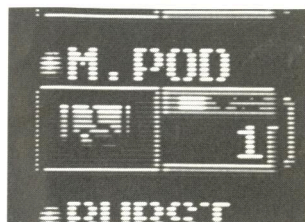
MGL

A more powerful version of the GL. Has a larger blast radius.



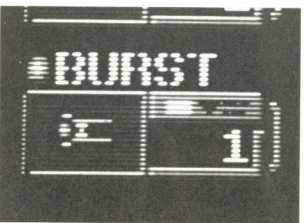
MISSILE

Shoulder launched, guided missiles strike the closest enemy target.



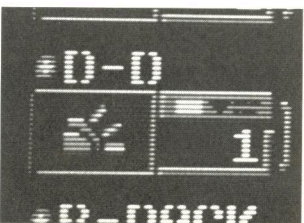
M-POD

Missile Pod has more fire power, but missiles are not as strong.



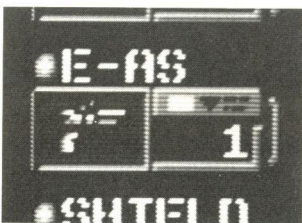
BURST ATTACKER

A bouncing weapon which explodes on contact with the enemy...or after a certain amount of time.



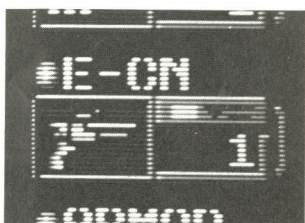
D. D.

A variable direction launching grenade that explodes in the air, releasing a small cloud of explosive projectiles. Provides good protection in outer space.



E-AS

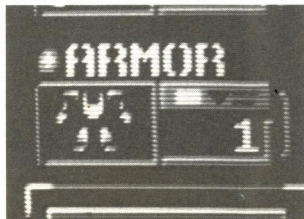
A laser weapon that fires a piercing beam. Can only be fired horizontally.



E-CN

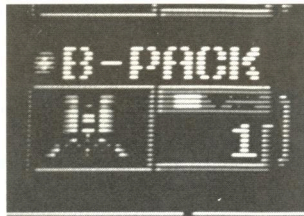
BLASTER: Hand held beam generating weapon. Extremely effective against mechanized enemies. Can only be fired horizontally.

Defensive Items



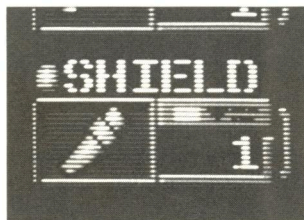
Armor

Armor gives you added protection against enemy fire and contact. It grows in strength with each round that you own it.



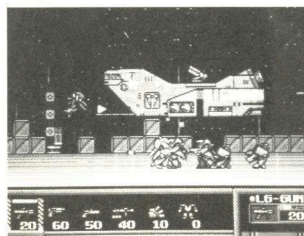
B-Pack

The Back Pack will give you the ability to fly for short periods of time in gravity environments. It can get you out of many a tight squeeze by putting you above the line of fire.



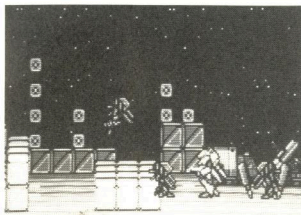
Shield

When worn, it will cut the damage inflicted by the enemy in half. A very useful item.

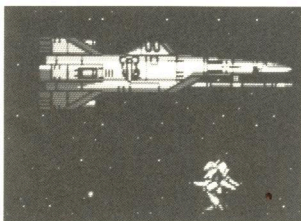


Know Your Friends

In the course of the game you will interact with many characters both good and evil. When battling, you can identify your friends by their colors. Friendly troopers of the ASSAULT SUIT WING wear brown armor, and fly in brown or white spacecraft. Their laser fire is blue and cannot hurt you.



Worker



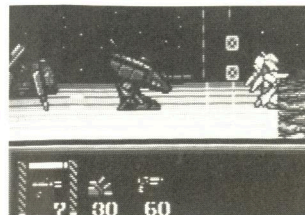
Versuit



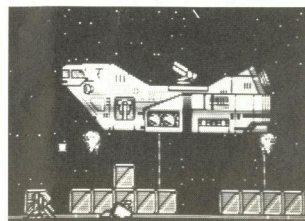
Deck

Know Your Enemies

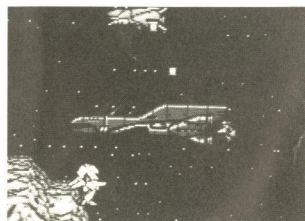
Your Chron enemies will be wearing green or blue armor. They will fire at you as soon as you are seen! Here is a partial list of what you can expect to battle against.



Caster



Vercis



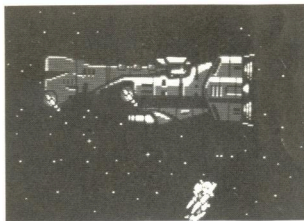
Crighton



Zar-Ain



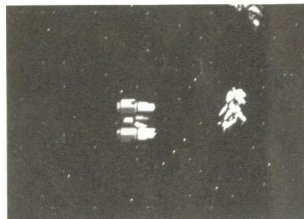
Durint



Widerum



Drednote



Zoutfaiel