

SEGA™

A SEGA TRUVIDEO™ PRODUCTION

DOUGLAS™

SURGICAL STRIKE™



FREE*
32X CD Offer Inside!



4435

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

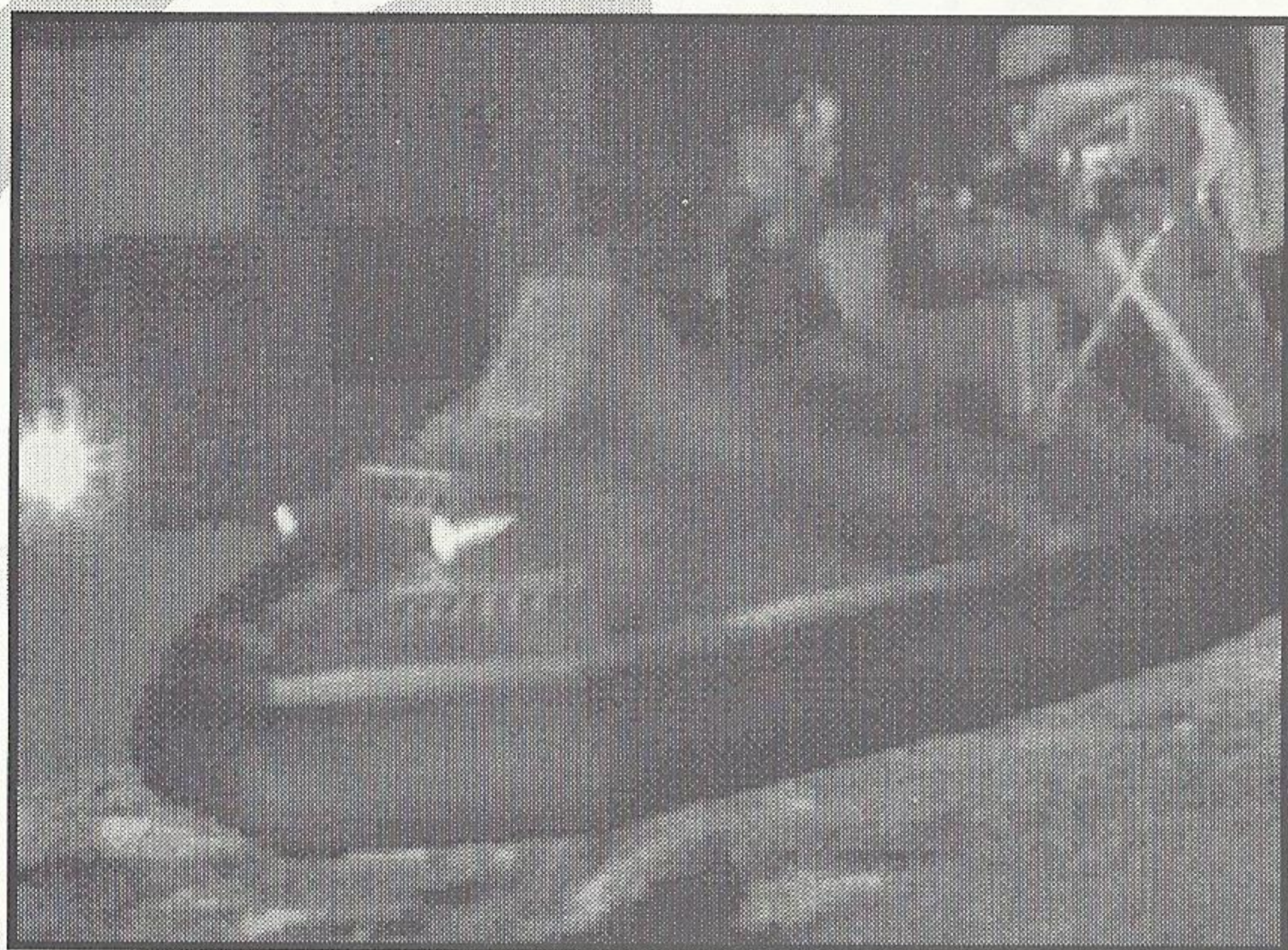
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions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

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 TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.



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SEGA GAMEPLAY HOTLINE
1-415-591-PLAY



STARTING UP

1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo should appear.

NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.

*For 32X users: To initialize system, You must first insert the SEGA CD (disc 1) then remove SEGA CD disc and insert 32X CD.

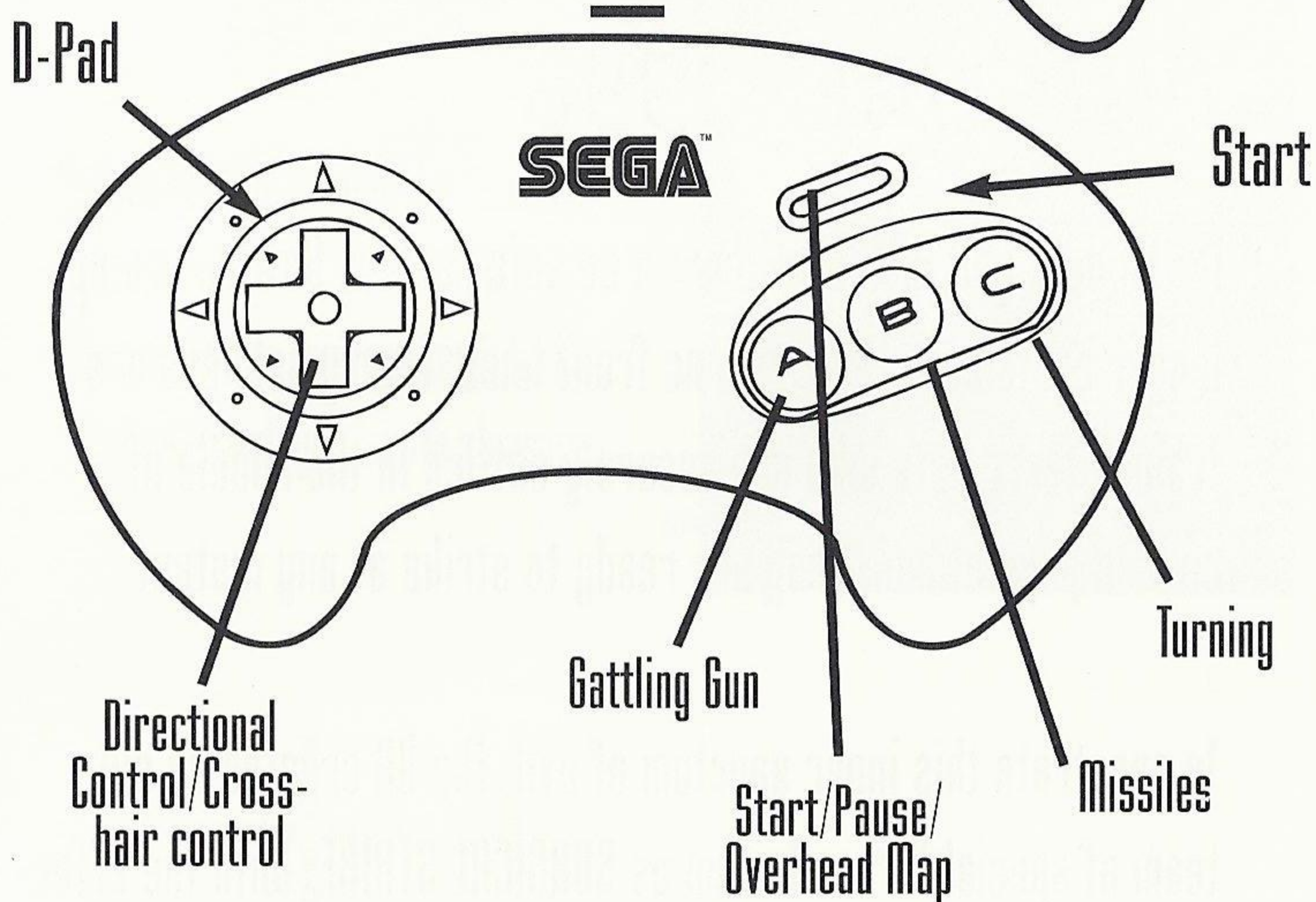
3. Open the disc tray or CD door. Place the game disc into the disc tray, label side up. Close the tray or CD door.
4. If the Sega CD logo is on screen, press START to begin the game. If the control panel is on screen, move the cursor to the CD-ROM button and press BUTTON A, B or C to begin.

NOTE: If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.

5. Press START to display the Start screen.
6. Go to exit to begin Phase One of your mission. Selecting the options menu gives you the opportunity to see key assignments, choose level of difficulty and view credits.



TAKE CONTROL




- START** Pauses the game and brings up an overhead map of that level. Press A, B, or C to toggle status icon.
- D-PAD** Moves the cross-hair; turns your hovercraft when holding "C" button
- A** Gatling Gun: A single 30mm gatling canon capable of 6000 rounds of high velocity armor piercing bullets per minute.
- B** Missiles: Laser guided rockets capable of penetrating up to 5 inches of armor. Ideal for taking out heavily shielded battle tanks. Keep an eye on your missile counter 'cause you don't have many.
- C** Turning: Hold down to engage D-pad for direction change




DATELINE--1998

In the post gulf war era, there's no safe harbor. Battles are no longer contained. There are no front lines. Enemy soldiers are trained terrorists who are securely settled in the middle of civilian populations. They are ready to strike at any instant.



To penetrate this inner sanctum of evil, the UN created an elite team of special forces known as SURGICAL STRIKE. With the effectiveness of a mechanized marine battalion, each unit can boast 4 highly trained specialists (including the Player) with advanced recon, weapons and vehicles (attack hovercraft) specifically designed for stealth, speed and firepower in any arena.

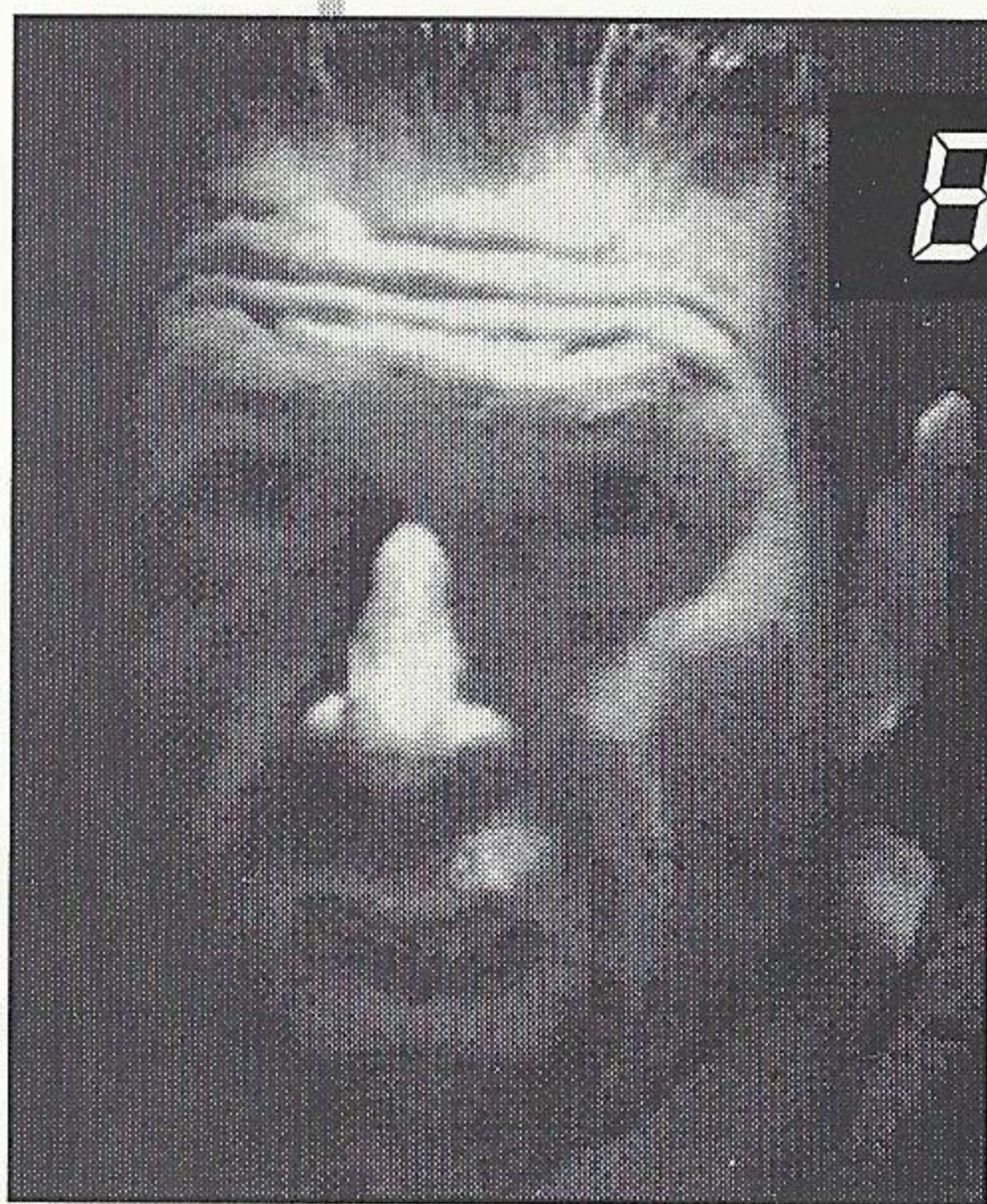
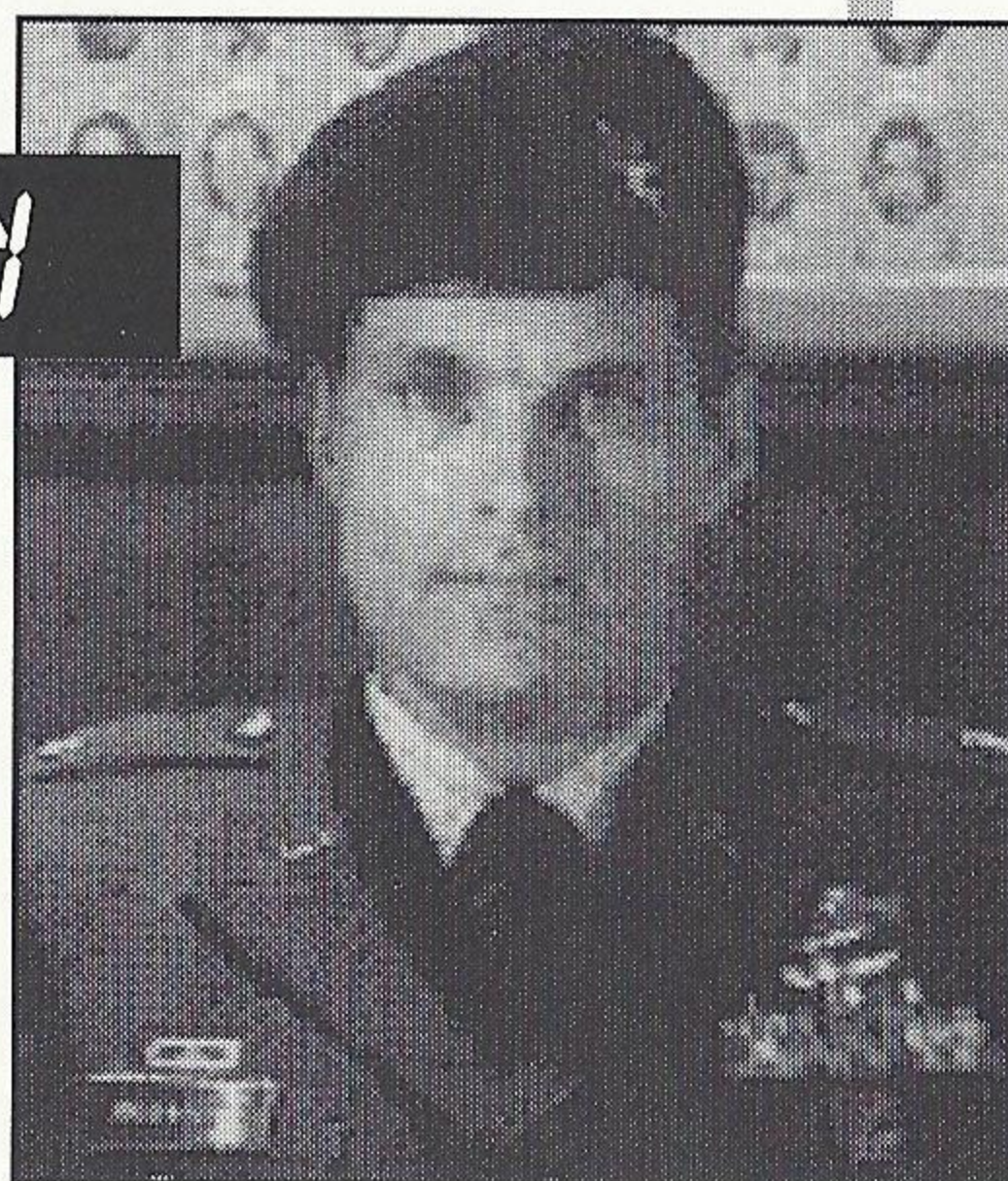


As a member of the surgical strike team, you have to be ready to ferret out this human waste and dispose of it appropriately.

THE TEAM

BRANSON

Before you face Kabul, Commander Branson will brief you on your mission. If you don't succeed, he'll court-marshal you -- with pleasure.

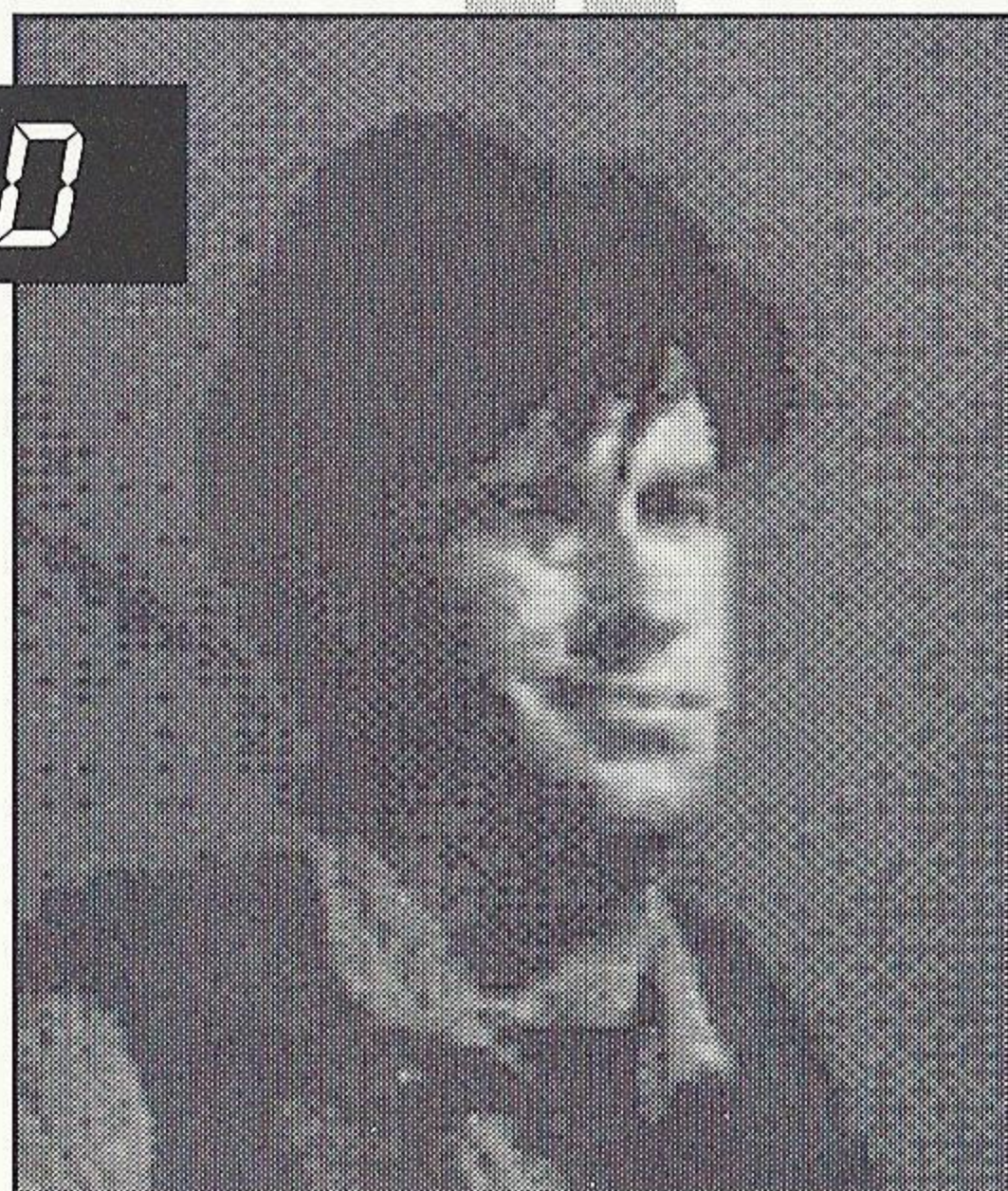


BULLDOG

A slab of muscle and jawbone -- which he never keeps shut. For him, war is family. It's all he knows. He doesn't like peace. He doesn't like quiet. And he doesn't like Players that have no respect.

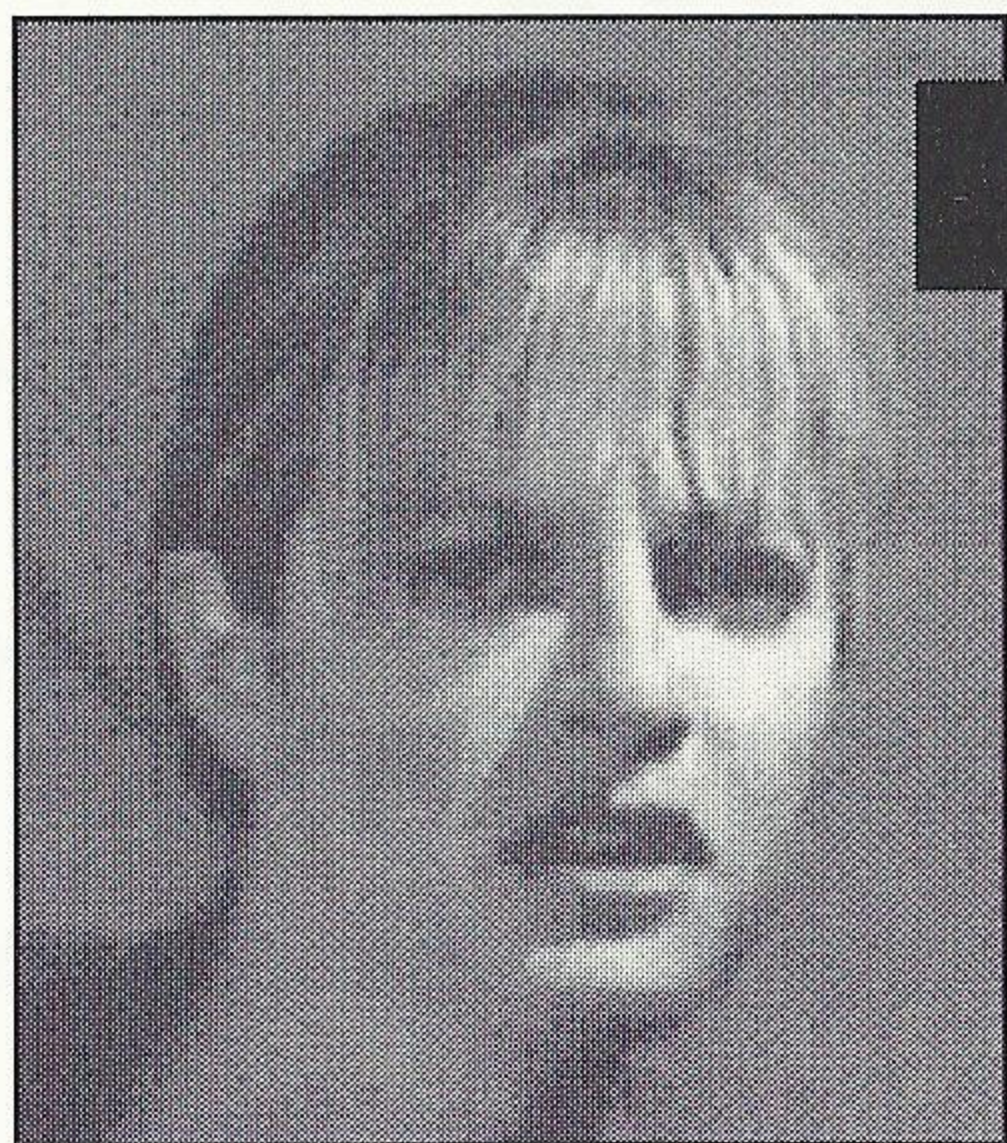
REED

A hard core special forces member STRIKE TEAM. Reed has seen more combat than most 65 year old generals. Off the battlefield, he appears quiet almost bored, but in the heat of battle he's fast and lethal. REED has no patience for Player's that can't keep up with the team.



ALI

Intelligent, independent, and adventurous as in "Alley Cat". She didn't join special forces to prove her "manhood" or for some high concept to fight the evil forces of mankind. She just wanted to have fun. And that was never a problem for her. Ali is not pretty -- she's striking. Her slender frame betrays a strong body, and her mind is totally unpredictable.



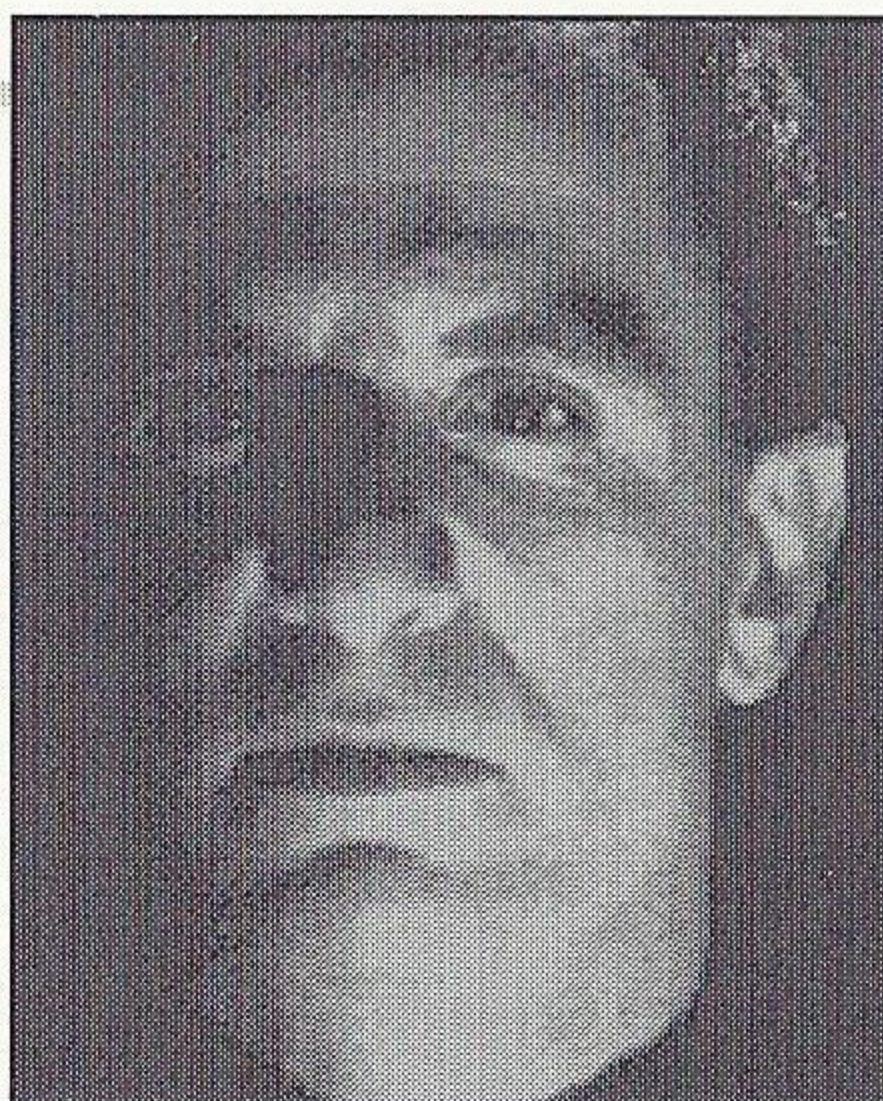
JJ

The Strike Commander, "JJ", is smart, beautiful, and caring. She is the eyes and ears of the STRIKE team operating from an AWACS C-130 overhead. Looks more like an aerobics instructor than a recon specialist. Takes a personal interest in saving the lives of the team, especially new recruits like the Player.

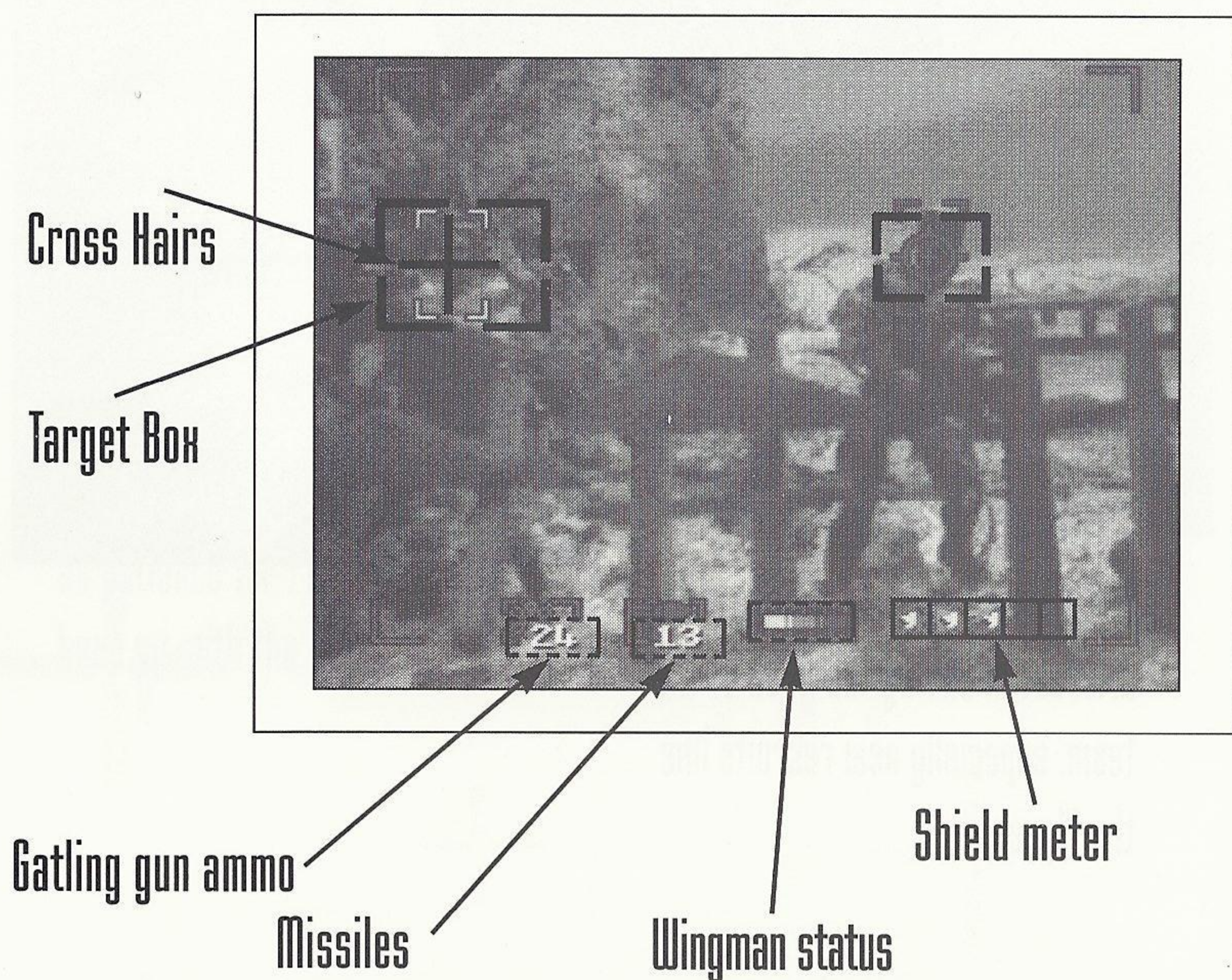


KABUL

One of the most treacherous high-tech terrorists that the world has ever known Kabul has no conscience and no concern for human life. His formula for success is "world destruction equals personal gain." He is clever, well fortified, and difficult to capture.



HEADS UP DISPLAYS



- Wingman Status: Shows remaining team members.
- Shield Meter: Shows shield status of current wingman.
- Cross Hairs: Use D-Pad to target enemy positions.
- Target Boxes: Are used to indicate enemy targets.

Red boxes indicate mission objectives. Yellow boxes indicate enemy targets.

Directionals - Icons will appear at the top of the screen indicating when alternate routes are available.

If no direction is selected, straight ahead is the default



WEAPONS

GATLING GUNS-- (BUTTON A) A single 30mm gatling canon capable of 6000 rounds of high velocity armor piercing bullets per minute. Effective against soft targets like Kabul's rebels and sniper emplacements.

MISSILES-- (BUTTON B) Laser guided rockets capable of penetrating up to 5 inches of steel plated armor. Effective against all targets, but you have a limited supply ; save them for tanks, helicopters, underground missile silos and bunker entrances.

HINT--Do not shoot missiles when indoors!

DEFENSE SYSTEMS

Shields--Each one of your wingman has a shield protecting their craft. If you fail to protect your team, your wingman's shield will sustain damage. When the shield drops to zero you will lose the wingman. Losing all your wingmen will abort the mission.

HINT: Shields of remaining wingmen regenerate slowly with time

RECON SYSTEMS

SATELLITE ELECTRONIC MAPPING-- top down view. Marks all mission targets. Shows you where you are in the battlefield.

AWACS-C-130--At key intervals during the game, "JJ" the strike controller will give you up to the minute intelligence reports regarding Kabul's whereabouts.



MISSION 1

THE DESERT TOWN

Kabul has taken over the town hall and is threatening to launch missiles against innocent civilian targets. Your mission : to find and destroy these missiles -- but watch out, Kabul is one step ahead of you! Make the right choice and you've destroyed the evil that has held the world captive to the whims of a crazed terrorist, make the wrong decision and you're history.

HINT: Check the map to see where Kabul's missiles are. You can only successfully attack the missile silos from one direction.

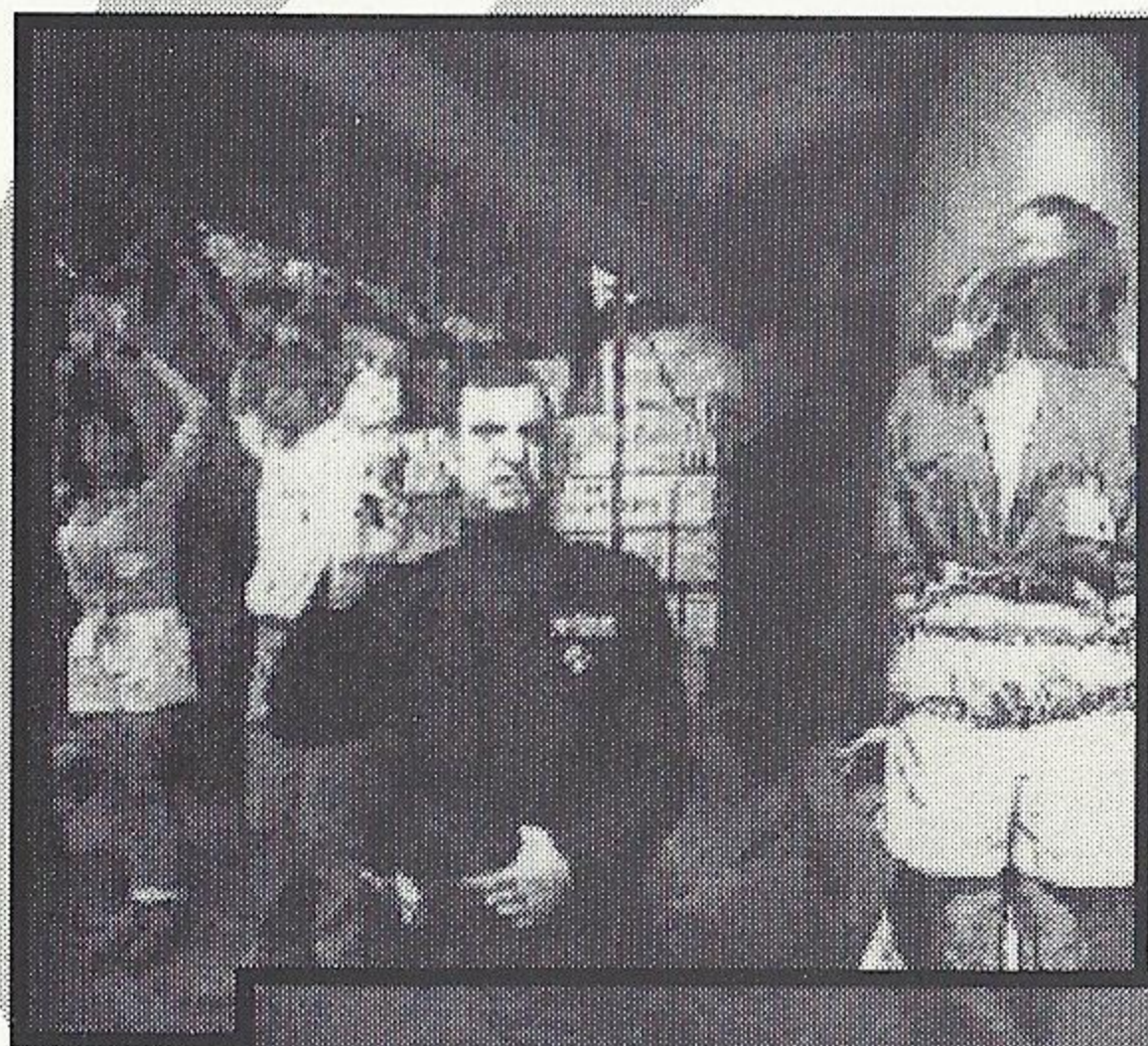


MISSION 1 MAP

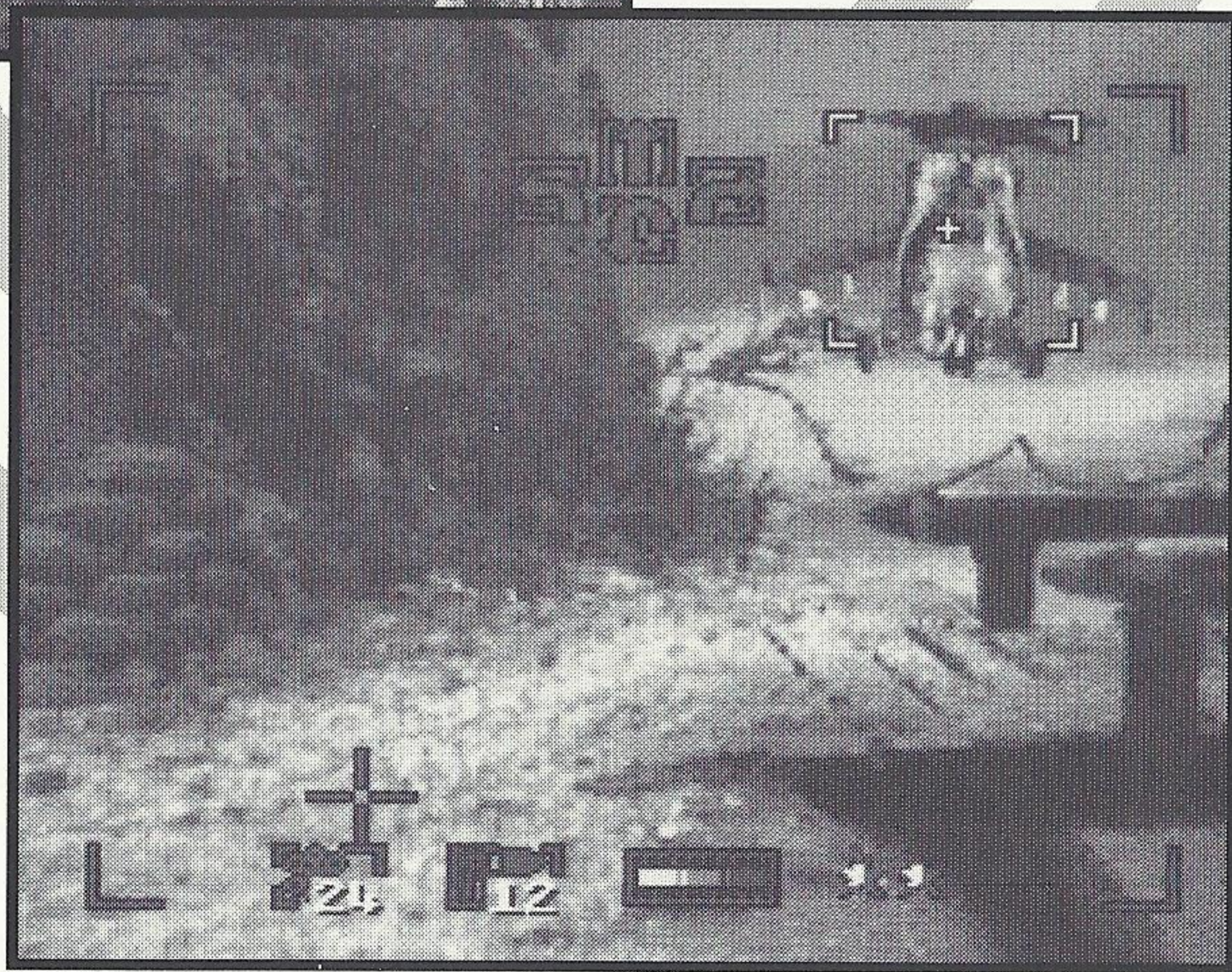


MISSION 2

THE MOUNTAIN FORTRESS



Congratulations--your last mission was successful but Kabul has slipped away into a secluded mountain hideout.

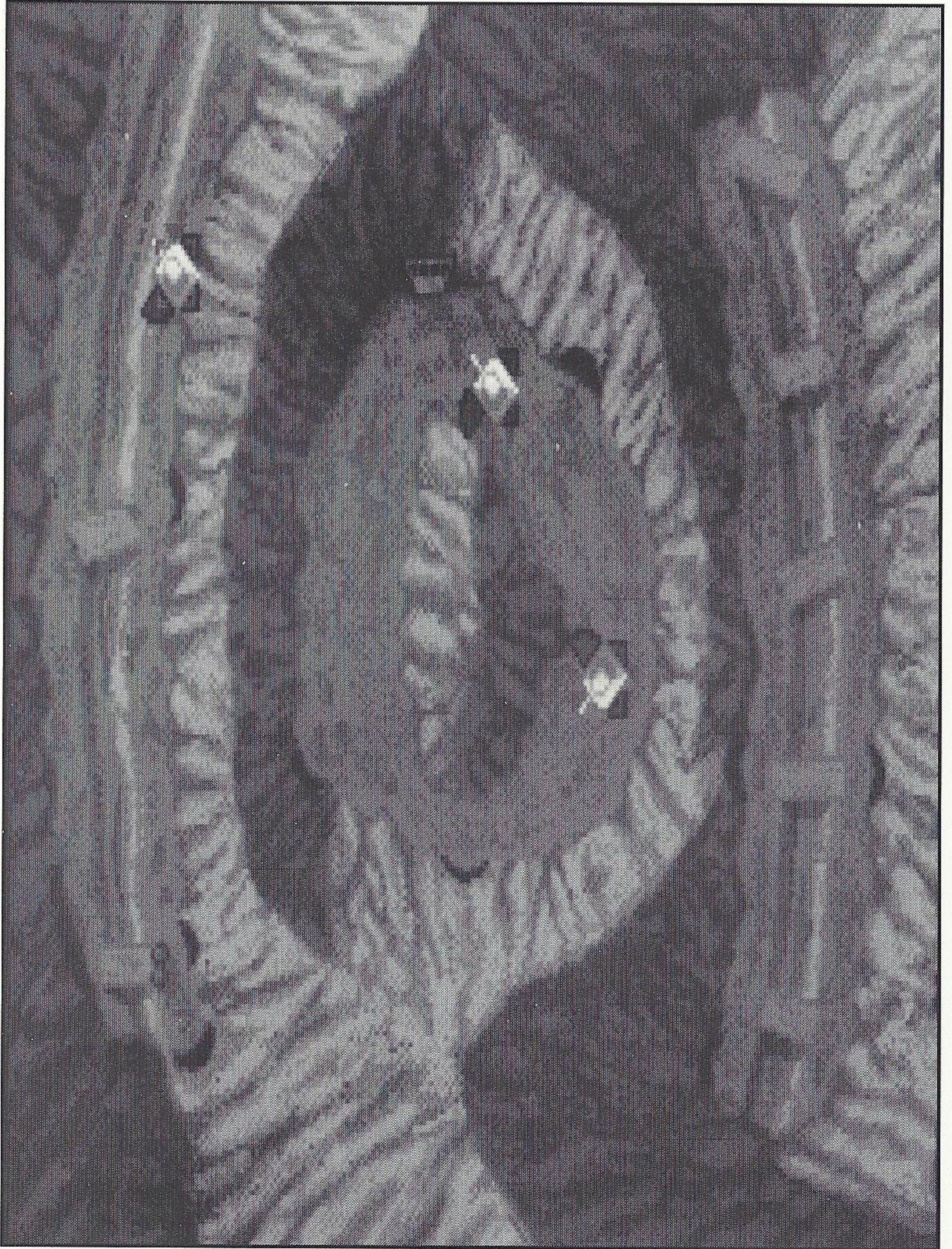


But this time, the stakes are a lot higher. He has kidnapped the UN Secretary's daughter!

To get into his bunker you've got to defeat a ring of armored tanks and helicopters.



MISSION 2 MAP

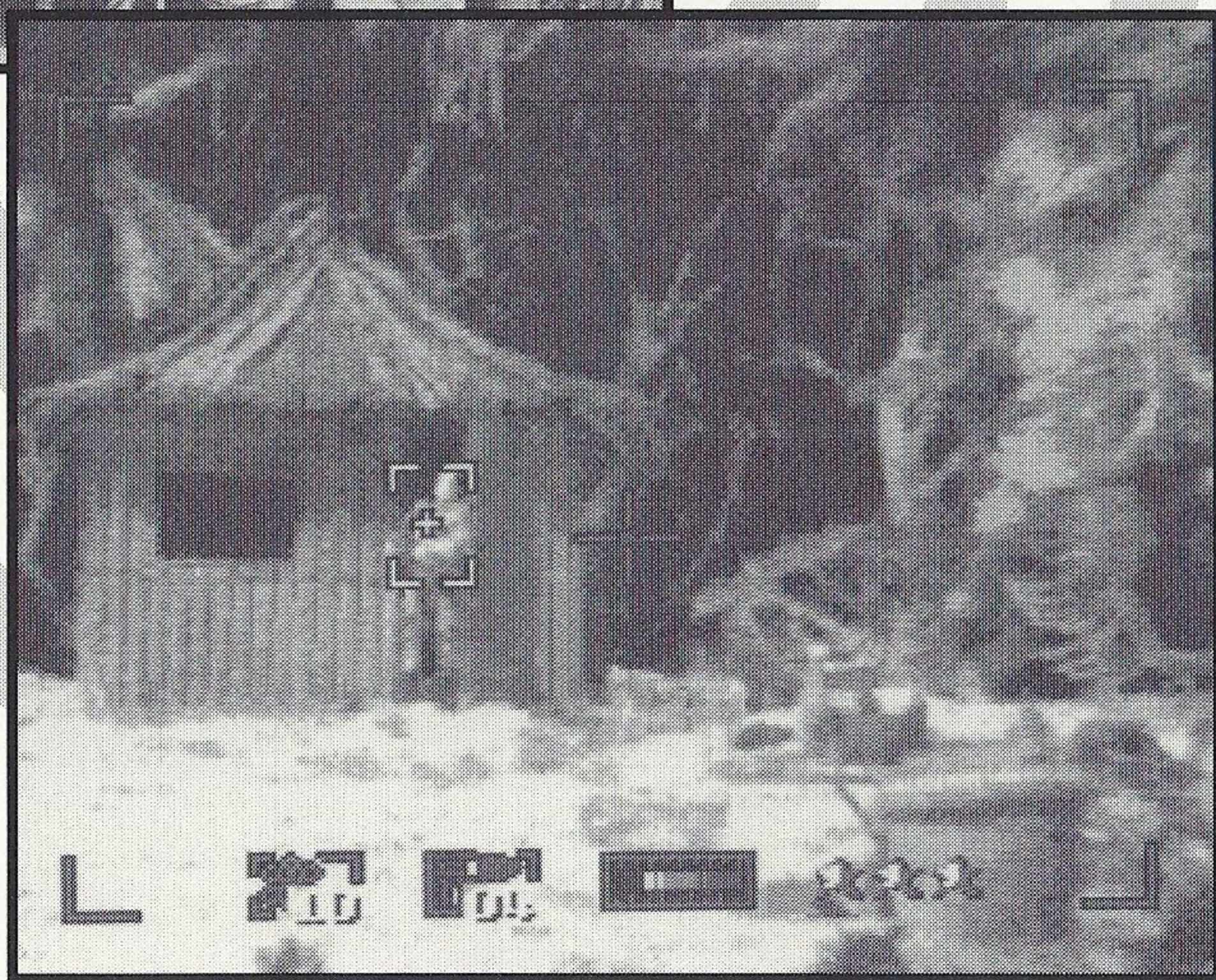


MISSION 3

ISLAND PARADISE



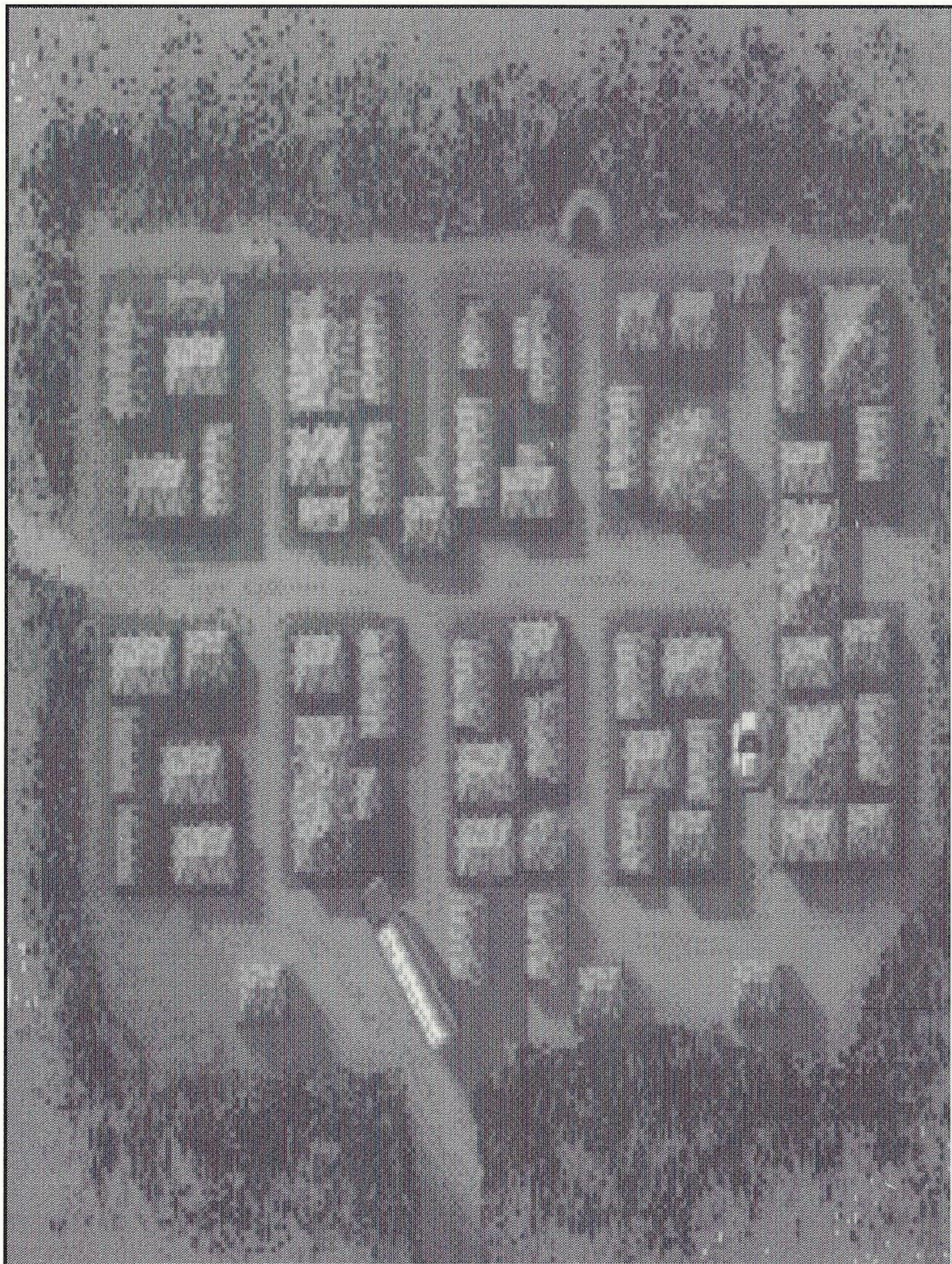
Ahhhh just what you needed a little R&R--just you, a tropical island and nothing but...what's this? Are you dreaming?



This is not just fun and frolicking in the sand. This time, Kabul has Ali!

Unless you defeat Kabul, he'll launch his full compliment of missiles against innocent civilian targets.

MISSION 3 MAP



CREDITS

| | |
|--------------------------------------|--|
| Executive Producer | Chris W. Bankston |
| Producer | Tony Van |
| Assistant Producer | Vy Nong |
| Designed by | James Riley |
| Programming | Colin Hogg |
| Director of Digital Technology | Randy Fugate |
| Production Coordinator | Berj Beramian |
| Additional Digital Video Compression | Katy Weathers |
| Lead Tester | Rick Greer |
| Assistant Lead Tester | Lorne Asuncion, Lloyd Kinoshita, Steve Wong |
| Testing | Sega Test Department |
| Product Manager | John Garner |
| Product Specialist | Clint Dyer |
| Game Guide | Copy: Hillary Clayson Loeb Design: Kathy Garfield |

CAST

| | |
|---------|-----------------------|
| Reed | Joe Flanigan |
| Branson | Marshall Teague |
| Kabul | Michael Saad |
| Ali | Andrea Elson |
| Bulldog | Ryan "Rhino" Michaels |
| JJ | Linda Hoffman |

FILM PRODUCTION

| | |
|----------------------------------|--|
| Director of Photography | Sam Nicholson, Dan Schmit |
| 2nd Unit Director of Photography | David Kuklish |
| Written by | James Riley, George Blackhawk, Flint Kille |
| Produced by | Sam Nicholson, Tony Cabalu |
| Directed by | James Riley |
| Original Score and Sound Design | Mars Lasar |

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 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 compact disc 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 U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

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

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc 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 or she 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 compact disc 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 90 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.

The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

FAHRENHEIT™




**THIS IS
-NOT A-
DRILL!**


People are
still alive in
there! But
they won't be

for long if you don't rescue them!
Leading the Fire Fighters
from Company 13 into the blaze,
you've got to find the victims
trapped inside and make
it out alive!




 Thick with smoke, and nearly
1,000 degrees near the ceiling,
there's danger around every
turn! Open the wrong door and
you're toast.



 To find the victims, you've got to make lightning fast
decisions, overcome hazards, chainsaw through doors, and
explore secret passageways—
all before your oxygen runs out!.



 Three different challenges—a house
engulfed in flames, a blazing hotel
with 112 rooms, and a huge university
booby-trapped by a crazed nuclear
physicist.

**NOW AVAILABLE
ON SEGA CD
AND 32X CD!**

