SEGA™

SEGA SATURN™

SHOCKWAVE ASSAULT

OFFICIAL SEGA SEAL OF QUALITY

ELECTRONIC ARTS®

KIDS TO ADULTS
K-A
AGES 6+™

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-5005H

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.

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.

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 SATURN™ SYSTEM.

Handling Your Compact Disc

- The Sega Saturn disc is intended for use exclusively in the Sega Saturn™ 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 Saturn compact disc.

- Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.
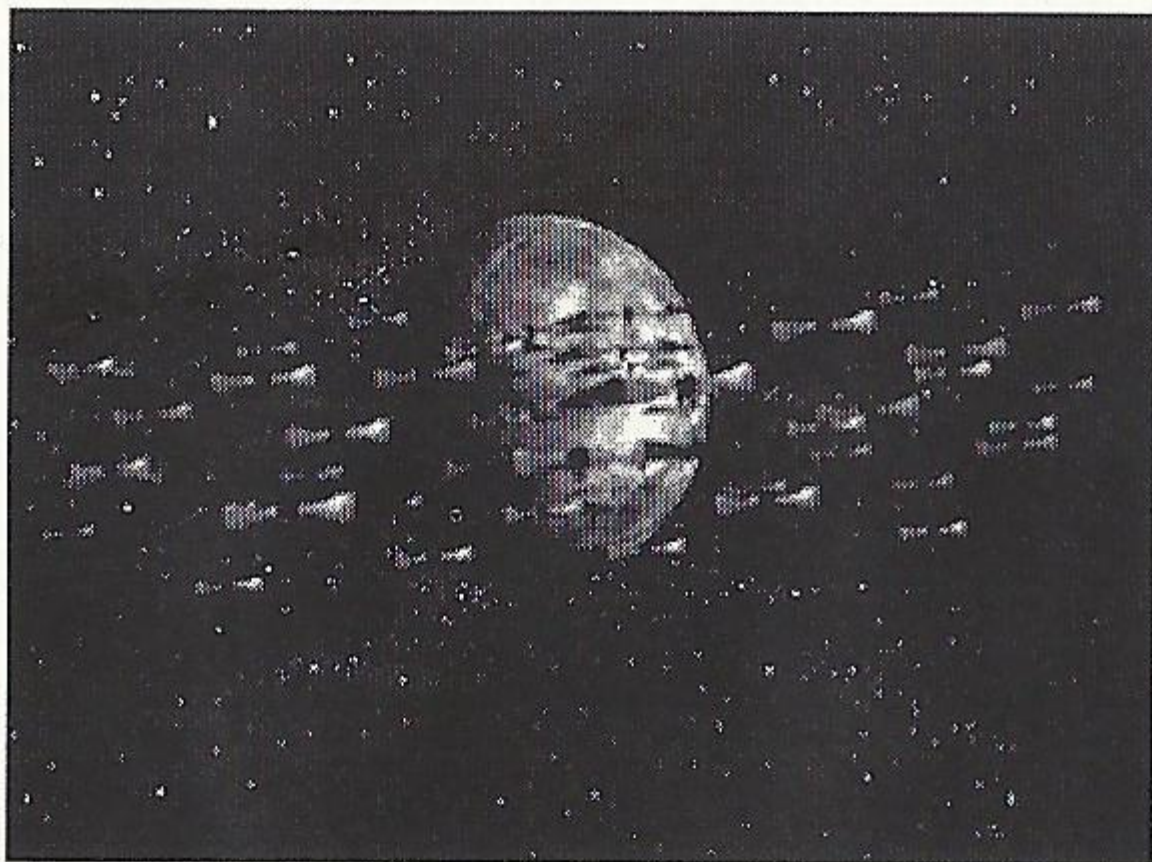
SHOCKWAVE ASSAULT

CONTENTS

ATTENTION:

It was presumed to be a meteor shower. Now we know better.

A legion of hostile aliens has descended upon our planet, and thousands are currently swarming throughout our atmosphere. If we don't destroy them, they will certainly destroy us. Earth's entire military force is assembling in every violated region. Join your fellow pilots and annihilate these alien invaders.

STARTING THE GAME

1. Open the disc tray and place the *Shockwave*™ *Assault* disc inside.

2. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.

3. Turn ON the power switch on your Sega Saturn™ system.
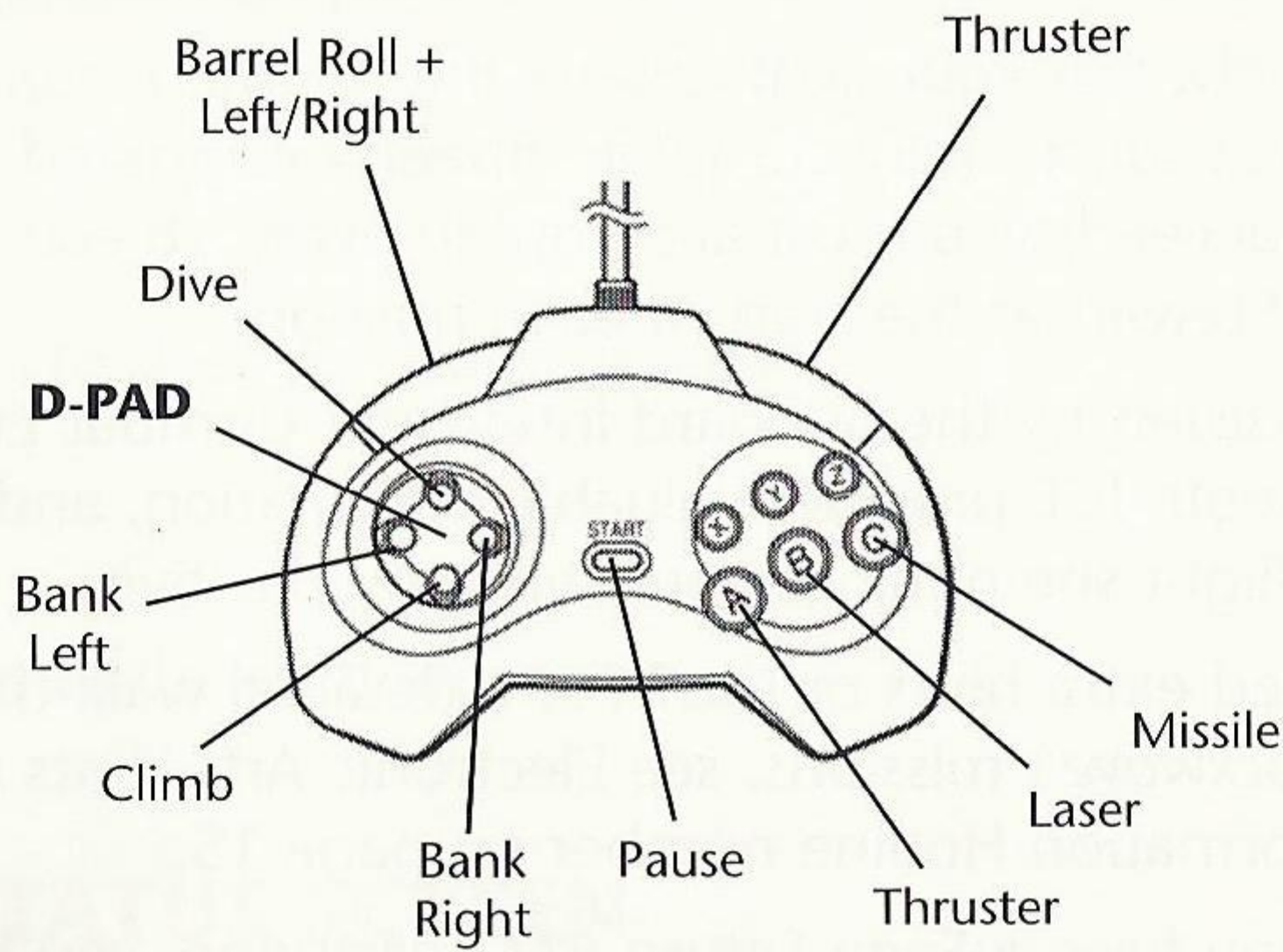
4. Press **START** to advance to the Game Setup screen.

INTRODUCTION

Shockwave Assault is composed of two episodes. In the first episode, *Invasion Earth*, you combat the alien assault across the continents of Earth. The second episode, *Operation JumpGate*™, continues the battle throughout the solar system.

CONTROL SUMMARY

Barrel Roll +
Left/Right

Thruster

Dive

D-PAD

Bank
Left

Climb

Bank
Right

Pause

Thruster

Missile

Laser

GENERAL

Pause/Continue the game	**START**
Exit a mission	**START** then **Z**

MENUS

Highlight a button	D-Pad any direction
Select highlighted button	**A** or **C**
Return to previous menu	**B**

VIDEO

Skip the video	**START**

FLYING

Turn Left/Right	D-Pad ←→
Climb	D-Pad ↓
Dive	D-Pad ↑
Barrel Roll	**Left SHIFT** + D-Pad ←→
Thrusters	**Right SHIFT** or **A**
Refuel and Reload weapons	Fly under refueling drone.

WEAPONS

|	
Fire Lasers	**B**
Fire Missiles	**C**

ADVANCING THROUGH MISSIONS

Listen closely. It is your goal to save the human race, and to do so you must successfully complete fifteen designated missions. In order to succeed, you must accomplish every objective outlined by Major Stewart at the start of each mission.

You are assisted by the onboard Intelligent Combat Engine (ICE). Before takeoff, ICE provides valuable information, and throughout each flight she outlines your mission objectives.

Note: Need extra hints or tips? For a detailed walk-through of *Shockwave's* missions, see Electronic Arts Hints and Information Hotline number on page 15.

Note: If you have a Sega Saturn RAM cartridge, you have the option of saving your pilots either on the RAM cartridge or in internal System Memory. Prior to the Main menu you are prompted to select an area where you'd like to save your pilots. Future games are automatically saved to the selected area. D-Pad up/down to toggle options; press C to select. If you need to change the save location, use the Sega Saturn Memory Manager. See your Sega Saturn documentation for more information.

MAIN MENU
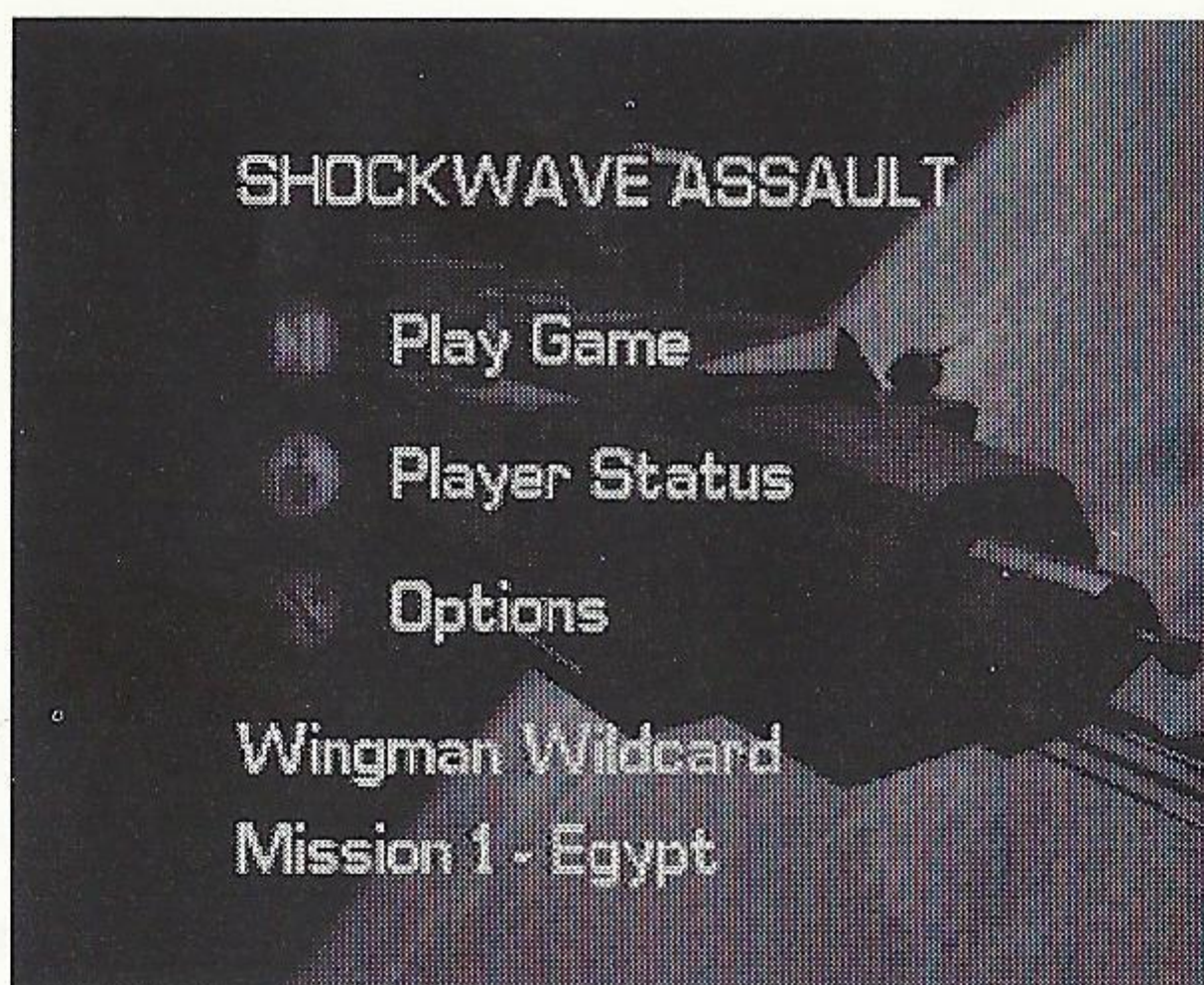
1.   To highlight a button, D-Pad any direction.

2.   To select the highlighted button, press **A** or **C**.

Launch the current mission.

Note: Each mission consists of several objectives. If you do not successfully complete an objective, you receive another chance and automatically restart at the beginning of that objective.
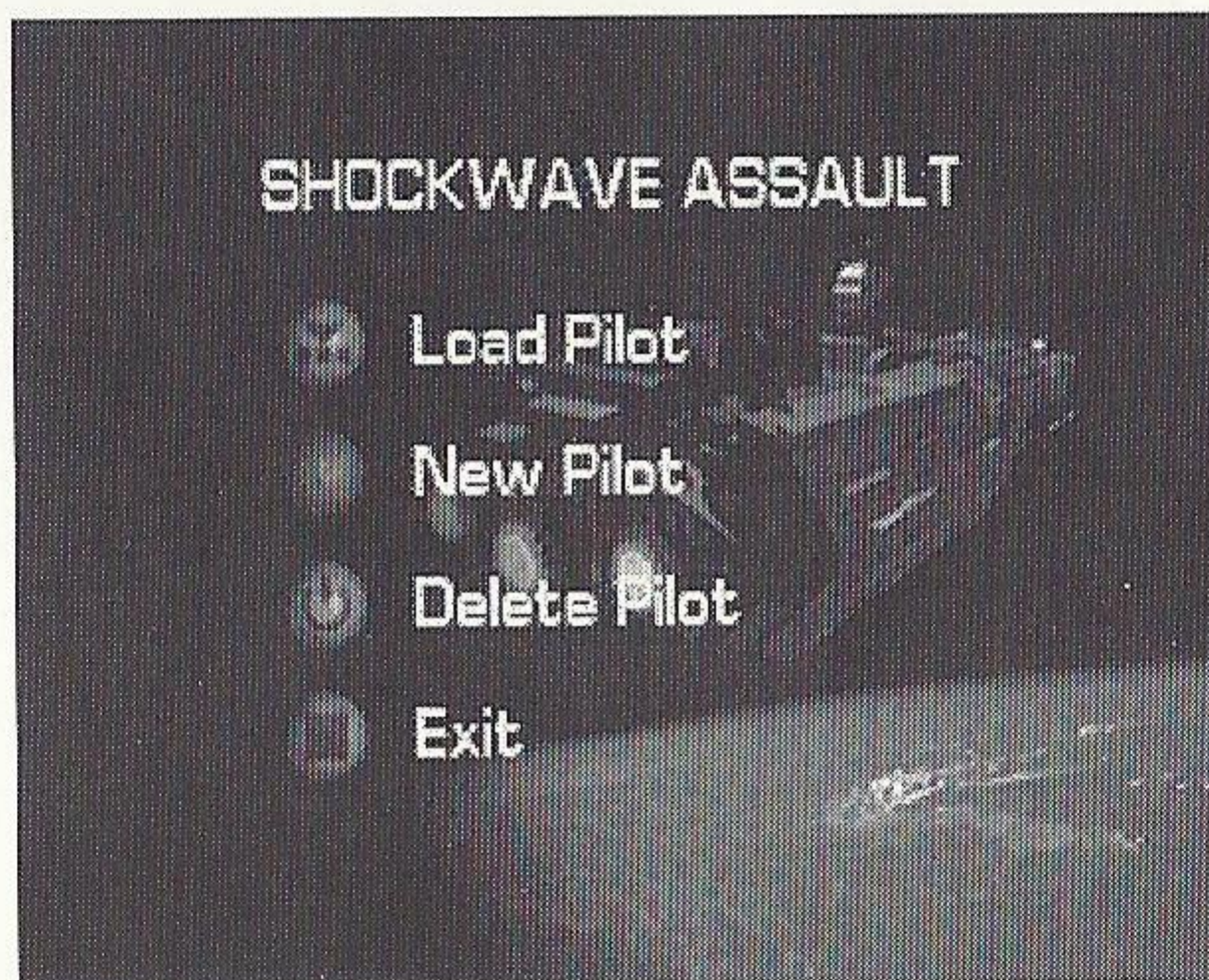
Go to the Pilot Status screen.

Go to the Options screen.

PILOT STATUS SCREEN

Create a new pilot and load saved pilot status.

SHOCKWAVE ASSAULT

Load Pilot

New Pilot

Delete Pilot

Exit

1. To highlight a button, D-Pad any direction.
2. To select the highlighted button, press **A** or **C**.

Load any pilot from the roster.

Go to the New Pilot screen.

Note: Once you create a New Pilot, your progress is saved as you advance through each mission.
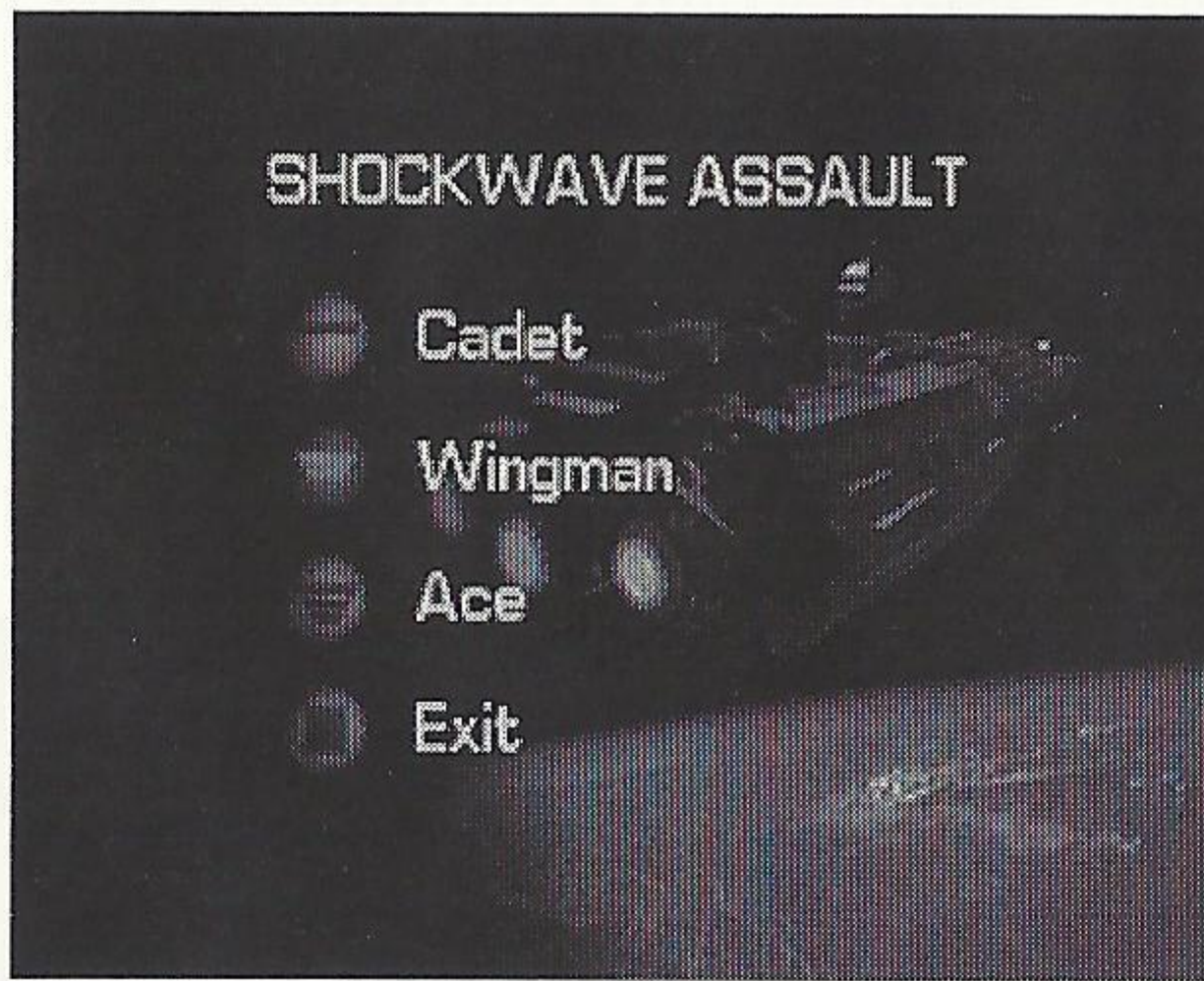
Delete any pilot from the roster.

Return to the Main menu.

NEW PILOT SCREEN

The three levels of difficulty are *Cadet*, *Wingman*, and *Ace*. Fly as a *Cadet* and you receive increased shields, laser power, and fuel. Select *Wingman* and you enter combat with the standard shields, laser power, and fuel. If you choose *Ace*, these same aircraft supplies are reduced.

1. To highlight a button, D-Pad any direction.
2. To select the highlighted button, press **A** or **C**.

Beginners select the *Cadet* level of difficulty.

Intermediate pilots select the *Wingman* level of difficulty.

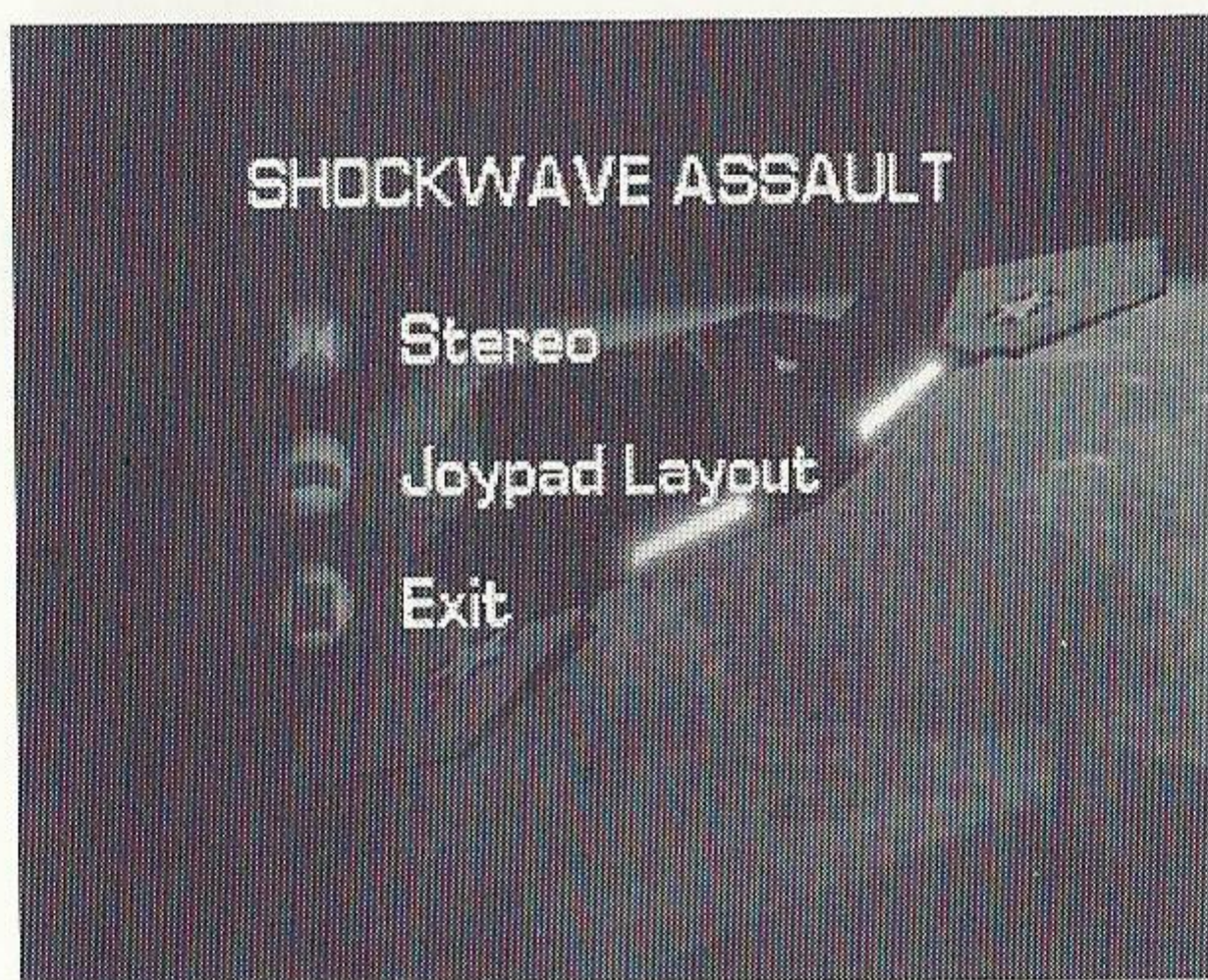Advanced pilots select the *Ace* level of difficulty.

Return to the previous screen.

To enter a new pilot name:

1. To highlight a letter, D-Pad any direction.
2. To select the highlighted letter, press **A** or **C**.

OPTION SCREEN

SHOCKWAVE ASSAULT
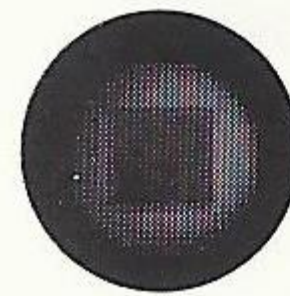
Stereo

Joypad Layout

Exit

1. To highlight a button, D-Pad any direction.
2. To select the highlighted button, press **A** or **C**.

Hear Shockwave's sounds in stereo.

View onscreen Controller descriptions.
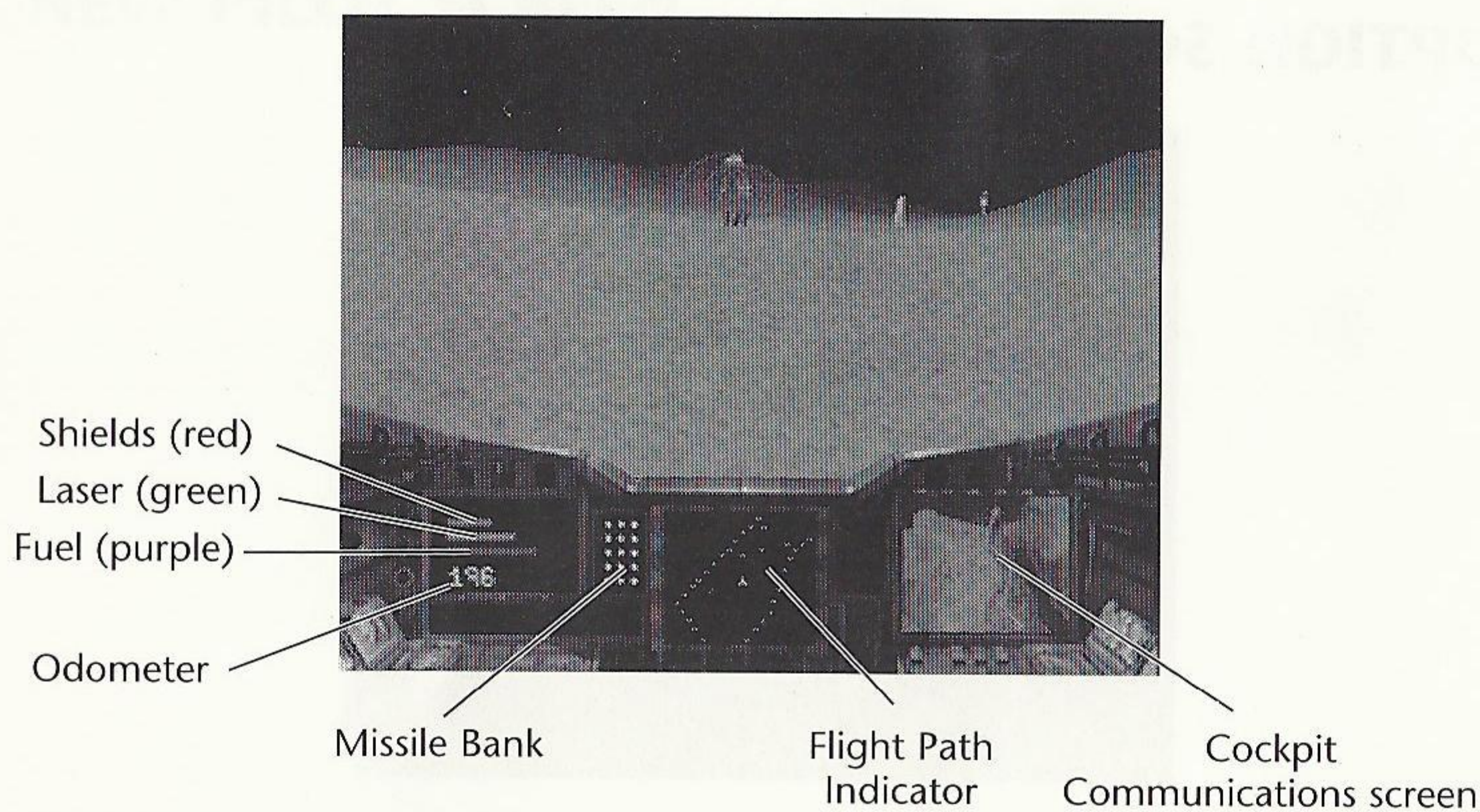
Return to the previous screen.

YOUR AIRCRAFT/COCKPIT

The F177 is armed with lasers and missiles. The Mothership, *Omaha*, supplies the fighter before each mission according to the current objectives.

COCKPIT

Shields (red)
Laser (green)
Fuel (purple)

Odometer

Missile Bank   Flight Path   Cockpit
                      Indicator   Communications screen

SHIELDS INDICATOR
Displays remaining shield energy. Once the red bar disappears, the F177 is defenseless against enemy weaponry.

LASER INDICATOR
Displays laser energy remaining. When the green bar disappears, the F177 cannot fire its lasers.

FUEL INDICATOR
Displays fuel energy remaining. When the blue bar disappears, the F177 runs out of fuel and crashes.

COCKPIT COMMUNICATIONS SCREEN
Displays incoming messages from both the *Omaha* and other F177 pilots.

ODOMETER
Indicates the distance to the final mission objective.

MISSILE BANKS

Indicates the number of remaining missiles.

FLIGHT PATH INDICATOR

Indicates the "Safe Zone" boundary. The F177 must stay within the "Safe Zone" to avoid friendly fire. Colored dots represent mission targets and refueling drones.

Safe Zone Boundary:	White
Ground Targets:	Green
Flying Targets:	Orange
Refueling Drone:	Blue

TARGETING AND FIRING

- To target the enemy, maneuver the F177 until the mid-screen cross-hair is red.

- To fire lasers, press **B**. Hold **B** to fire continuously.

- To fire a missile, press **C**. After firing, each new missile takes a moment to load.

Note: If using a Mission Stick™, press **A** or **B** to fire lasers, and press **C** to fire a missile.

CONTROLLING THE F177

Your F177 fighter is equipped to perform standard and specialized maneuvers.

- To bank left/right, press D-Pad ←→.
- To dive, press D-Pad ↑.
- To climb, press D-Pad ↓.
- To perform a Barrel Roll, press **Left SHIFT** + D-Pad ←→ to roll left/right.
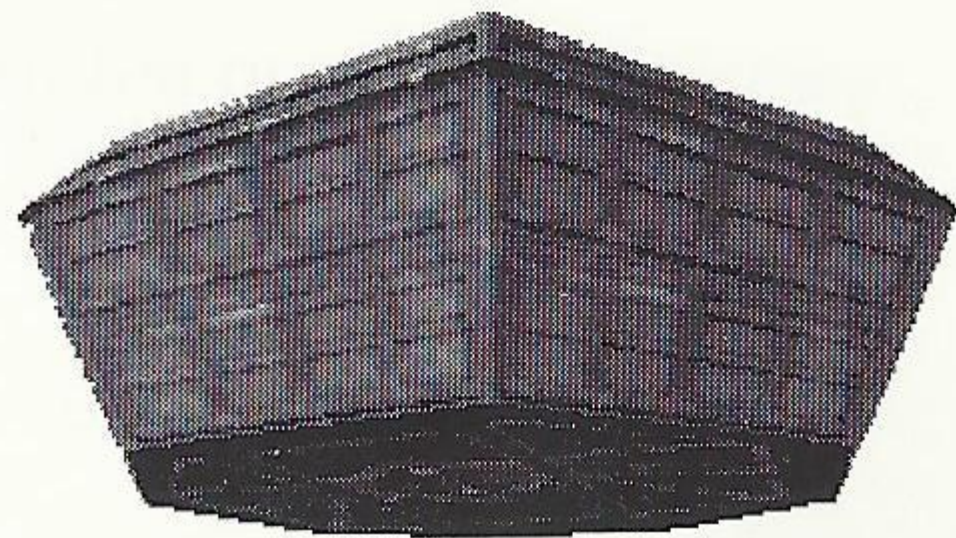- To utilize your thrusters, press **Right SHIFT** or **A**.

Note: If using a Mission Stick, press **Right SHIFT** to utilize your thrusters.

REFUELING

Inevitably you'll run low on fuel, ammunition, and shields. ICE informs you when a refueling drone is expected. The drone appears as a blue dot on the Flight Path Indicator.

Refueling Drone

- To replenish the F177's fuel and armament, fly directly under one of the refueling drones located throughout each mission.

Note: If you destroy non-enemy structures, you receive only partial re-load from the refueling drone.

CREDITS

SHOCKWAVE ASSAULT TEAM

AT PARADOX

Lead Programmer	Ian Sabine
Technical Assistance	Phil Watts
Project Director	Steve Hughes
Touch up Art	Damon DuBois

AT ELECTRONIC ARTS

Producer	Lucy Bradshaw
Project Director	Philippe Tarbouriech
Assistant Producer	Joanna Pataki
Computer Graphics	Neil Strudwick, Erik Holden, Don Woo
Sound	Marc Farly, Dave O'Neal
Media Production	Eric Kornblum, Frederique Guette
Product Management	Albert Penello
Package Design	Davidson Group
Package Illustration	Don Woo
Documentation	Andrea Engstrom
Documentation Layout	Tom Peters
Product Testing	Tim-John deVroede, Joanna Pataki, Kurt Heinzman, Jason White, Javier Maldonado, Michael Yasko
Quality Assurance	Donald Rottiers, Bobby Lew Jr., Rosalie Vivanco
Special Thanks To	Kris Theofelis

SHOCKWAVE VIDEO TEAM

Director	Roy Anthony Cox
Line Producer	Brian Pratt
Director of Photography	Robin Mortarotti
Script Supervisor	Paula Frankel
Technical Director	Mary Ann Fabian
Video Engineer	Jim Rolins
Audio Technician	Phil Perkins
Gaffer	John Dannenfelser
Key Grip	Luke Seerveld
Grip	Grant Washburn
Makeup and Costume	Debora Dorazi, Milo Coates
News Reel Footage	ARCHIVE FILMS
EA Video Producer	Mark Day
Production Company	Electronic Arts Productions, Inc.

CAST

Commander Crane	Will Marchetti
Major Stewart	Marcia Pizzo
Daniel Barton	Kenneth Warne
Lt. Major Eason	Steven A. Jones
Lt. Houser	Cintra Wilson
Lt. Scott	Michael Wright
Lt. Alomar	George Castillo
Lt. Chang	Melodie Soe
Dr. Lawrence	David Hodges
Comm Op1	Anthony Pinson

VOICES

ICE	Kristina Holland
Alomar	Steve Garland
Scott	Rob Keefe
Various Voices	Nick Scoggin, Toby Gleason, Sammy Choy, Joe Paulino
Audio Processing	Poolside Studios

SHOCKWAVE: OPERATION JUMPGATE VIDEO TEAM

Director	Bob Rossman
Line Producer	Mark Day
Director of Photography	Michael D. Hardwick
Technical Director	Mary Ann Fabian
Video Engineer/Ultimattist	Bob Kurtez
Audio Technician	Curtis Choy
Gaffer	Rubin O'Malley
Key Grip	John Lythe
Makeup and Costume	Suresa Dundes
Newsreel Footage	ARCHIVE FILMS
EA Video Producer	Mark Day
Production Company	Electronic Arts Productions, Inc.

CAST

Admiral Crane	Will Marchetti
Commander Stewart	Marcia Pizzo
Dr. Lawrence	David Hodges
Comm Op1	Anthony Pinson

VOICES

ICE	Kristina Holland

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $15.00.

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need technical assistance with this product, call us at (415) 572-9448 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time. **EA Tech Support Fax**: (415) 286-5080

HOW TO REACH US ONLINE

CompuServe: Game Publishers Forum A (GO GAMAPUB)
Or send e-mail to 76004,237

America OnLine: Send e-mail to ELECARTS

Internet E-mail: support1@ea.com
Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

World Wide Web: Access our Web Site at http://www.ea.com

FTP: Access our FTP Site at ftp.ea.com

Electronic Arts Hints and Information Hotline (900-288-HINT(4468) in US); 900-451-4873 in Canada.

$.95 for the first minute, $.75 each additional minute. In Canada $1.15 (Canadian) per minute.

If you are 18, be sure to get a parents permission before calling. Hotline requires a touch-tone phone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

Shockwave Assault and *Operation JumpGate* are trademarks of Electronic Arts.

The Mission Stick is a trademark of Sega Enterprises, Ltd.

SPACE·HULK ™

Vengeance of the Blood Angels ™

A huge and out of control derelict spaceship is racing towards the Imperial Planet Delvar III. The honor has befallen the Blood Angels chapter of Imperial Space Marines® to board this gargantuan Space Hulk, battle through hordes of Genestealer® Aliens, divert it from its course and save the planet from certain destruction.

- Complete freedom of movement in a full screen, highly detailed 3-D environment
- Ray-traced character animations
- Fully interactive, first person, 'in your face' combat
- A complex Campaign for strategy and depth
- Interactive Training missions enable easy entry into the game
- Highly realistic and reactive digitized speech and sound effects

SEGA SATURN

SPACE·HULK
Vengeance of the Blood Angels