

SYSTEM 24

SEGA®

GAIN GROUND

**A DRAMATIC WAR ACTION GAME
WAGED IN THE BATTLEFIELDS
OF THE PAST & THE FUTURE!**

A long period of peace has deprived the earthlings of their instinct to wage war. The Federated Government, greatly concerned regarding this ever increasing dangerous situation, developed a GAIN GROUND simulation system in the year 2,348 in an effort to instigate their ever waning fighting spirit. However, suddenly without warning, the Supercomputer went berserk and took many of the citizens as hostages. In order to rescue the POWs, three of the bravest warriors were urgently dispatched to go forth into the deadly GAIN GROUND.

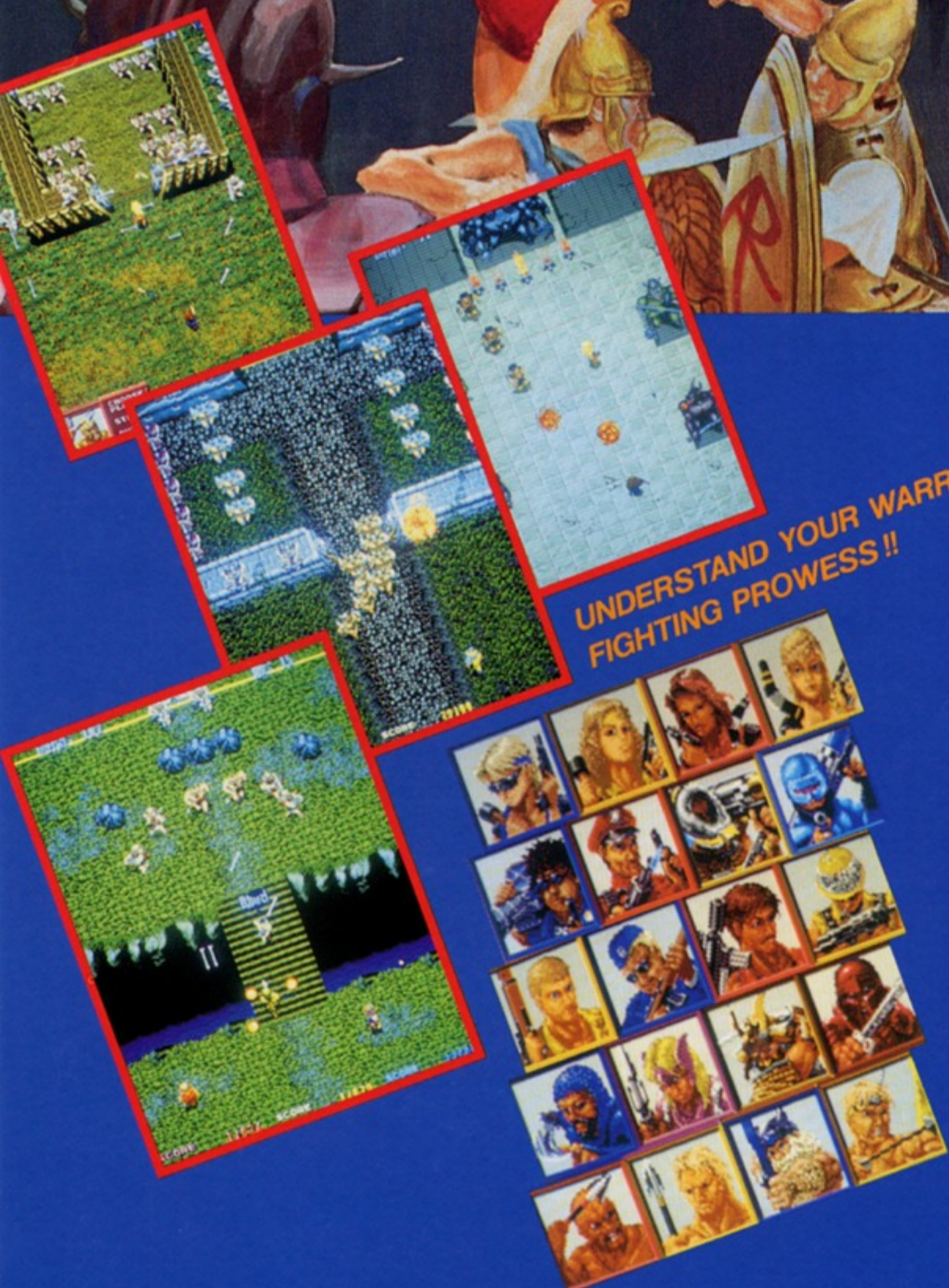
FEATURES

- There are 20 different kinds of warriors appearing one after another. Understanding each one's capabilities allows you to create various strategies.
- In the fighting scene backgrounds, there are 5 different periods depicted, which date back from the ancient Greek era, on to the Roman Empire and then into the future.
- Furthermore, since each has 10 stages, many colorful battle scenes appear one after another to add to the play appeal.
- Utilizing the SYSTEM 24's floppy disk with its beautiful graphics and superb horizontal high-resolution images, gives you the most authentic settings possible.

HOW-TO-PLAY

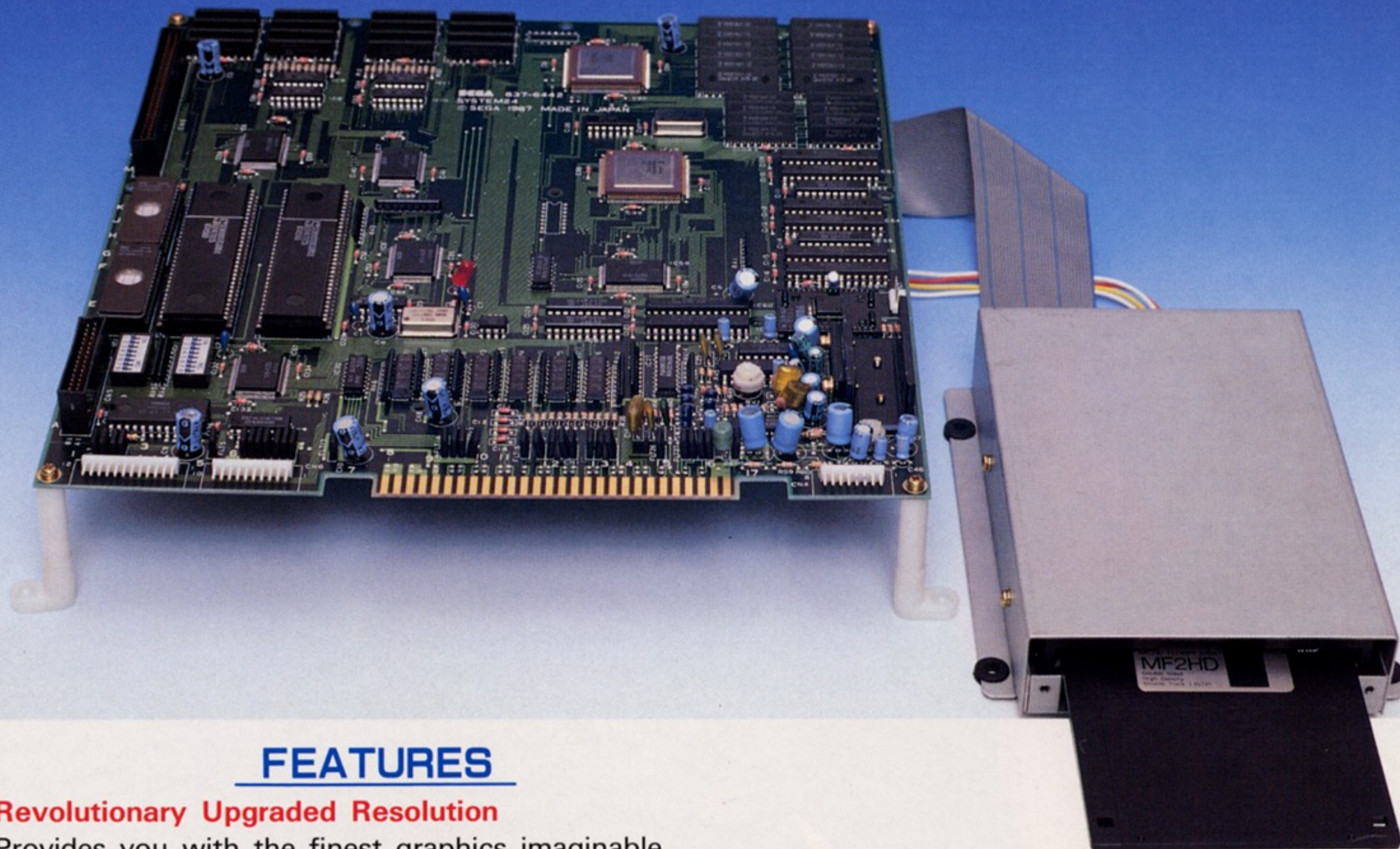
- To clear a stage, destroy all of the enemies or move the warriors to the EXIT.
- Before starting the game, use the JOYSTICK to choose the warriors best suited to meet your strategy.
- Bringing the flashing hostage to the EXIT allows him to participate as a new warrior from the next stage on.
- To control the warriors, use the 8-WAY JOYSTICK and 2 BUTTONS.

**UNDERSTAND YOUR WARRIOR'S
FIGHTING PROWESS!!**



SEGA's "SYSTEM 24" MOTHER BOARD

The Next Generation of Game Software



FEATURES

○ **Revolutionary Upgraded Resolution**

Provides you with the finest graphics imaginable.
 HORIZONTAL RESOLUTION 65% higher than ordinary monitors
 VERTICAL RESOLUTION 50% higher than ordinary monitors

○ **Game Change through a Disk Replacement System**

Changing to a new game can be made by simply replacing the Floppy Disk and Security chip.

○ **Frame Buffer System Adopted**

This enables the characters which were previously represented only by lines, to be displayed in SPRITE (animation). A maximum of 2,048 SPRITES can simultaneously be utilized to vividly depict even the most minute on-screen movements.

○ **Two 16-Bit CPU's are used.**

For the very first time in a System Board, two 16-Bit CPU's are utilized to reproduce high-level simulation games with vivid graphics.

○ **Headphone Connector**

The board is equipped with a Stereo Headphone Jack Connector to allow the player to fully enjoy the renown SEGA Game Sound.

SYSTEM 24 SPECIFICATIONS

CPU	2 CPU's, 6800-10 (16-bit)	Audio	FM source, 8 channels; D-A converter (for speech and sound effects) Stereo Headphone Jack
Scrolling	4,096 characters (8×8 dot)		
Sprites	2,000 characters (16×16 dot)		
Screen	2 scrolling screens and 2 window screens. 2,048 sprites(max.)	Memory	RAM 1,360-K-bytes ROM 256-K-bytes
		Colors	4,352 out of 32,768 colors, selectable

Simple replacement of the Floppy Disk and Security allows you to enjoy a new game!

Design and specifications subject to change without notice

OD-3106-12

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