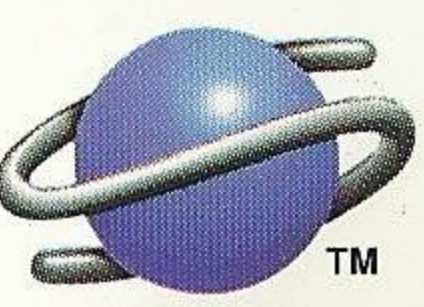


SEGA™

CRYSTAL
DYNAMICS™

SOLAR ECLIPSE™



SEGA SATURN™



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



T-15911H

WARNING: READ BEFORE USING YOUR SEGA SATURN

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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

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.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.



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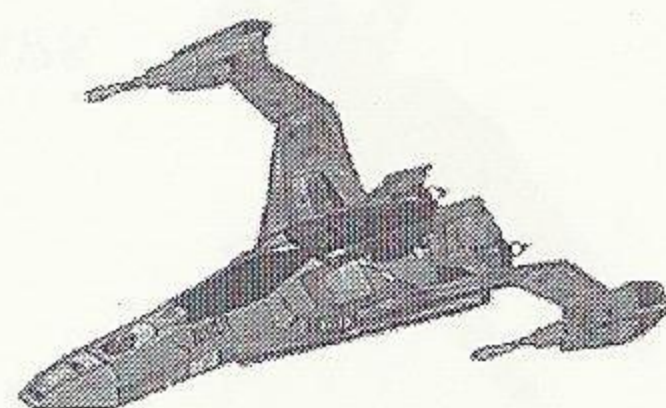
**FOR MORE SOLAR ECLIPSE GAME HINTS, CALL
1-900-737-4SOS (4767)**

\$0.85/minute – 18+ – Touch Tone Only

Presented by Crystal Dynamics of Palo Alto, California

For tech support or warranty information, call 1-415-473-3434.

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.





GETTING STARTED

1. Set up the Sega Saturn system by following the instructions in its manual.
2. Open the CD tray. Place the SOLAR ECLIPSE disc in the tray, label side up, and lightly press it into place. Close the tray lid.
3. Turn on the system by pressing the console's POWER button. In a few moments, you'll see the Sega Saturn logo, followed by the game's Title screen.



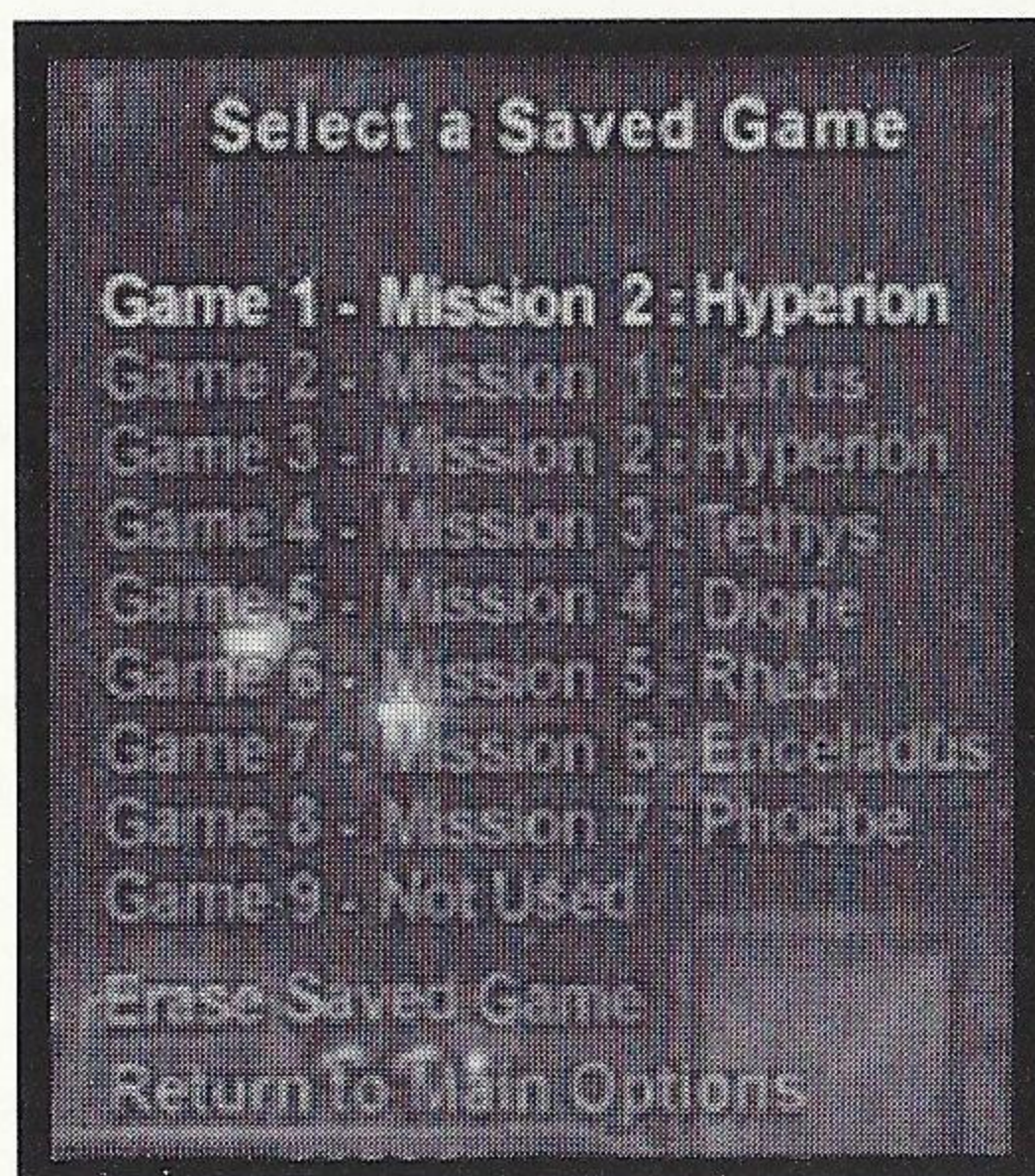
NOTE: If nothing appears on screen, turn the Sega Saturn OFF. Make sure the system is set up correctly, then turn the unit ON.

4. Press the controller's **Start Button** to reveal the game's Main Menu.
5. With PLAY GAME highlighted, press the **Start Button** again to start a new game.



NOTE: To use the other Main Menu options, highlight your selection with the **D-PAD** and press **Start** to continue. See page 4 for CONTROLS, and page 20 for SOUND and PREVIEWS.

6. The next menu you'll see is titled SELECT A SAVED GAME. Use the **D-Pad** to highlight any slot labeled NOT USED, and press **Start**.



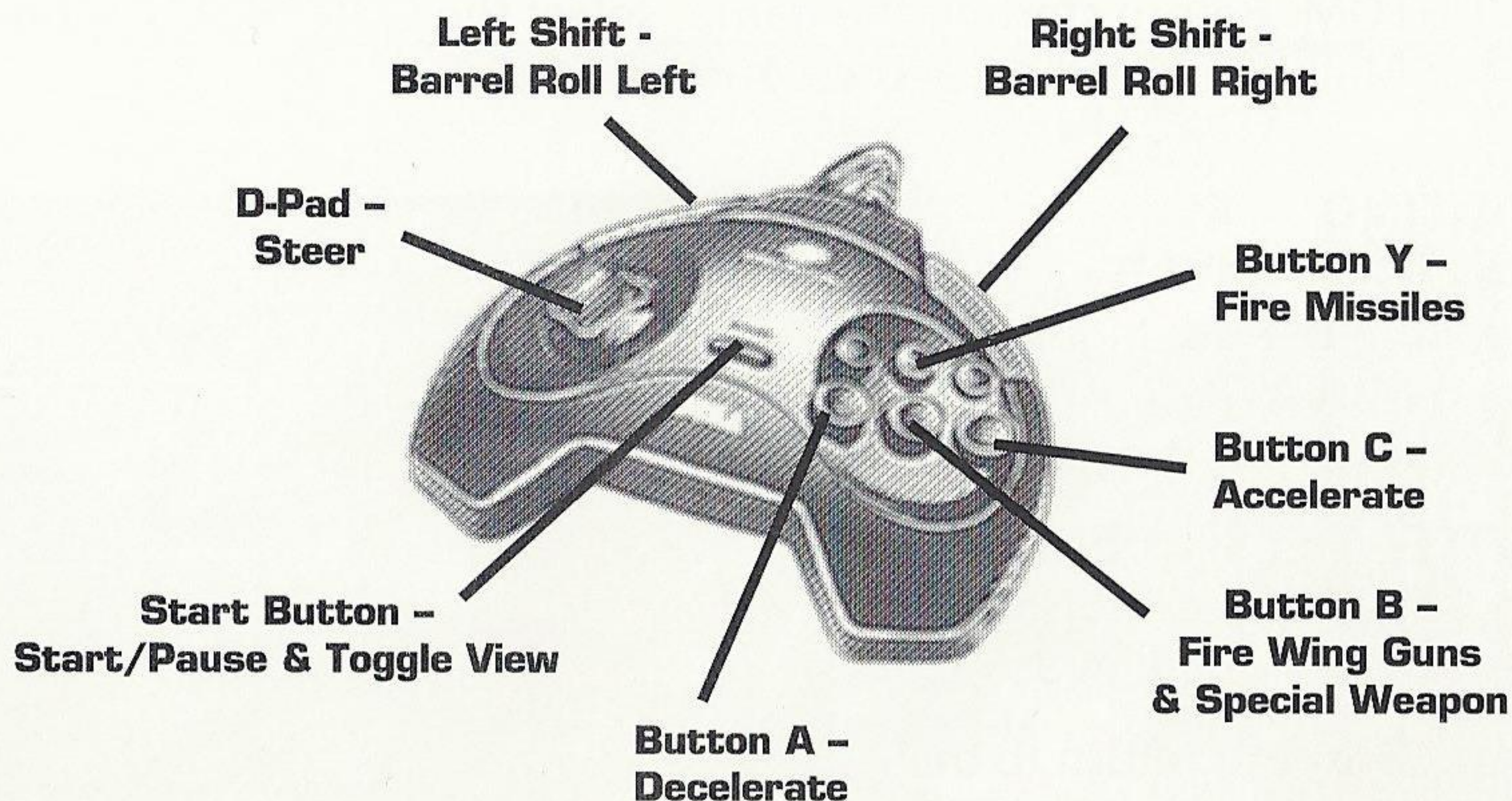
NOTE: The new game will immediately auto-save to the same slot, and will continue auto-saving as you complete each game mission.

See page 19 for instructions on resuming a saved game.



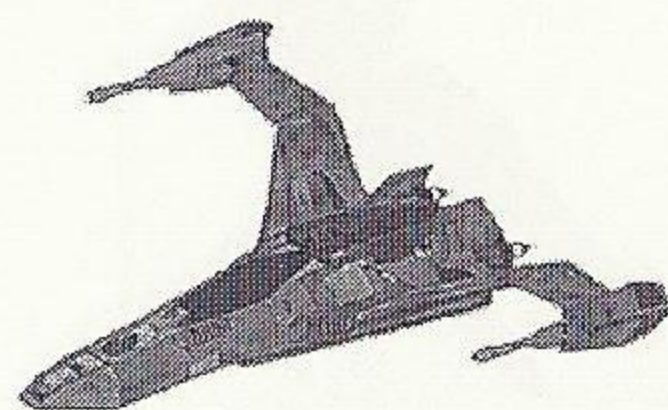


FLIGHT CONTROLS



- Start Button** Start play; pause to toggle view, set volume or abort the mission
- Button A** Decelerate (press and **hold**; release to resume standard flight speed)
- Button B** Fire wing guns plus special weapons, enabled by collecting Weapons power-ups; different special weapons have different fire button control; see pages 12-13 for details.
- Button C** Accelerate (press and **hold**; release to resume standard flight speed)
- Button Y** Fire missiles
- L Shift** Roll left (press and hold)
- R Shift** Roll right (press and hold)
- L + R** Level out (tap buttons simultaneously)
- L + L or R + R** Roll 90° (double-tap either **Shift** button)
- Simulation D-Pad**
- up** dive
 - down** climb
 - left/right** bank left/right
- Arcade D-Pad**
- up** climb
 - down** dive
 - left/right** bank left/right

NOTE: You can remap the controls on the CONTROL menu, as described on page 4.





SETTING YOUR FLIGHT CONTROLS

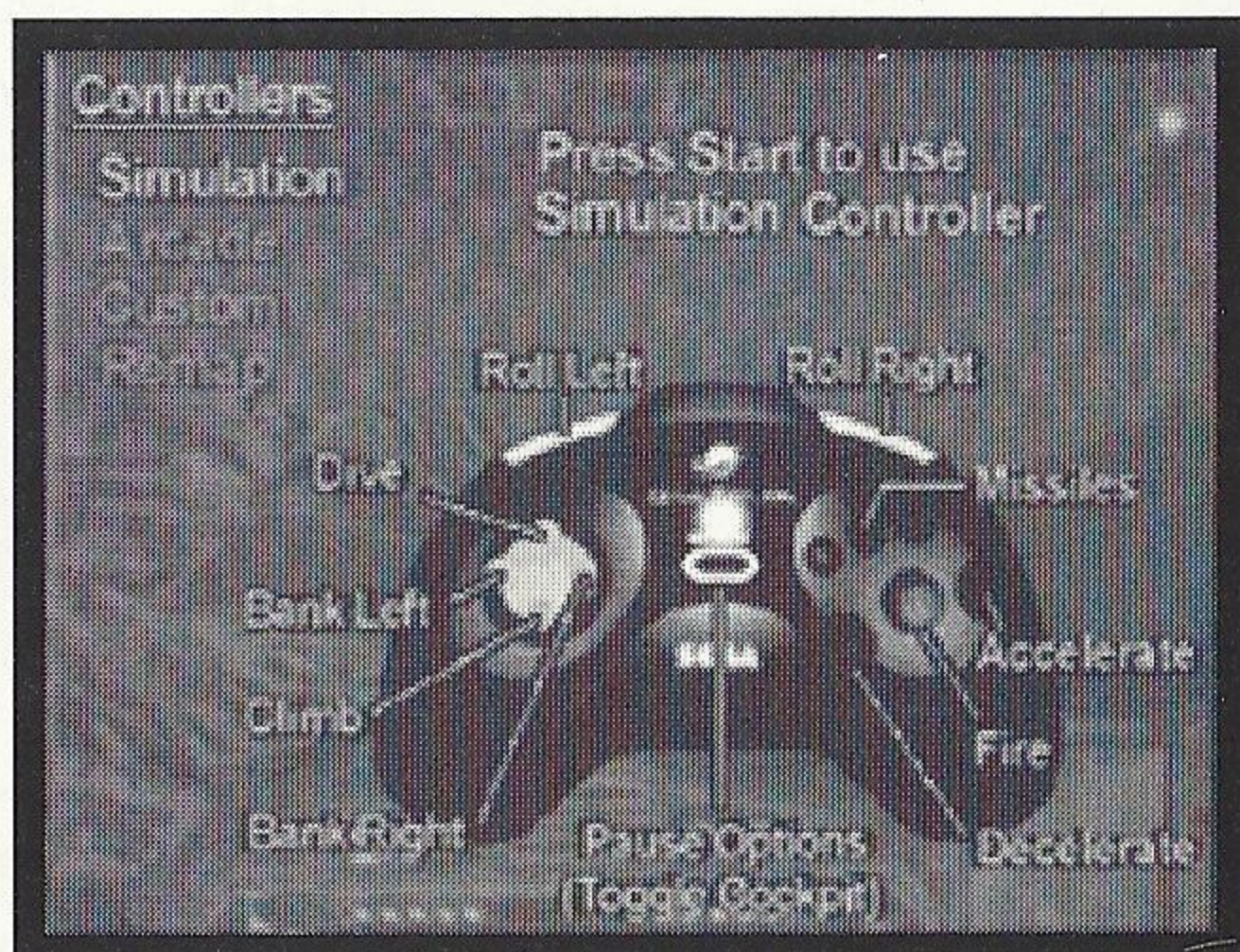
SOLAR ECLIPSE provides three control styles: SIMULATION, ARCADE and CUSTOM. Before starting the game, select the CONTROLS option from the Main Menu to reveal the Controls screen.

SELECTING A CONTROL STYLE

1. With the **D-Pad**, highlight the SIMULATION, ARCADE or CUSTOM setting.

NOTE: The SIMULATION and ARCADE controls are also shown on page 3.

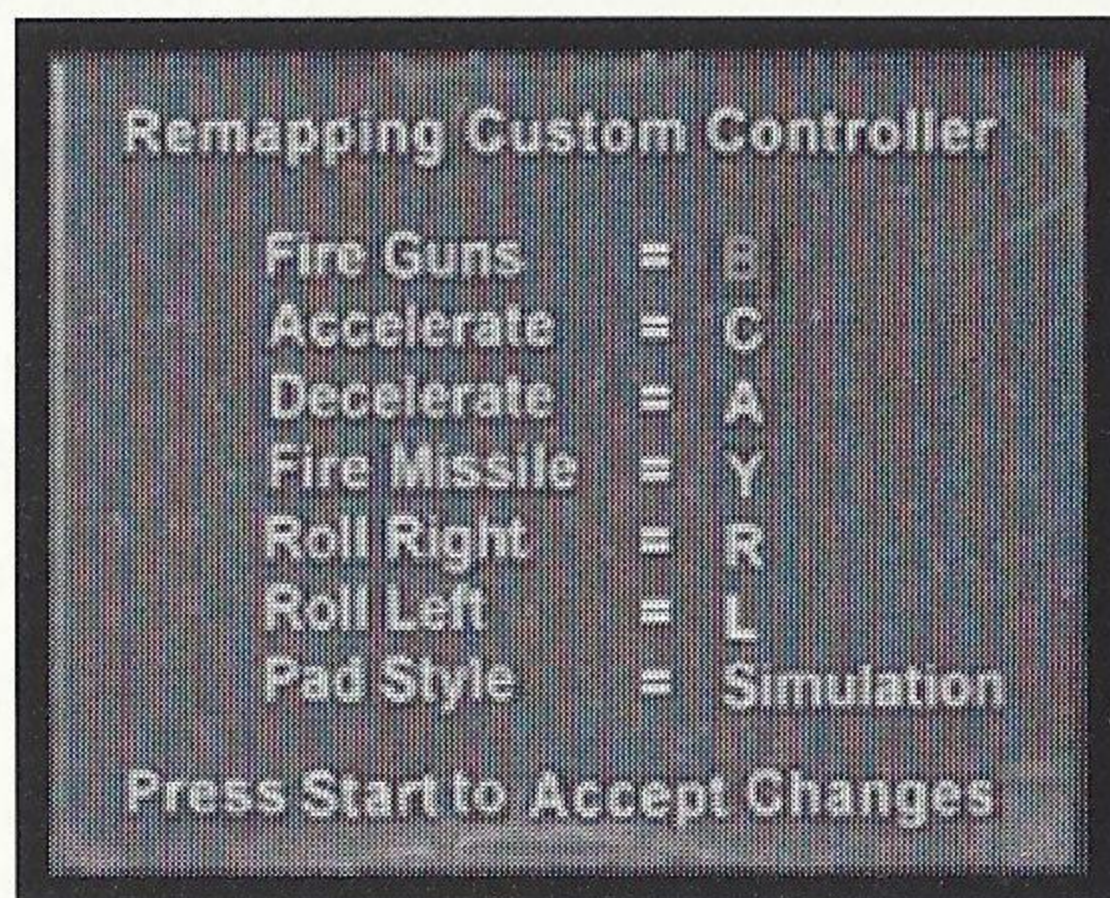
2. Press **Start** to return to the Main Menu.



RECONFIGURING THE CUSTOM CONTROLS

Use the REMAP feature to advance to a screen where you can customize your controls to your personal style.

1. To remap the CUSTOM controller, highlight the REMAP option and press **Start**. The Controls menu appears.
2. Use the **D-Pad** to highlight an action, and then press the actual controller button you want to map to it. Each button can be set to only one action. (The selector on the menu automatically moves to the next action after you make a choice.)
3. When D-PAD STYLE is highlighted, press the **D-Pad** left/right to choose between SIMULATION (**up** to dive; **down** to climb) or ARCADE (**up** to climb; **down** to dive).
4. Press **Start** to return to the Main Menu and enable the CUSTOM settings.





ECSC COMMUNIQUE



GST: 7/18/2092/12:32:02

FRM: ECSC:SUPSYSHQ/SYSFLTCOM

CLRNC: ULTRA

DST: DAC4-02 TOMLINSON/CPTKIRNAK/MAJKELT/BRIGGROLL

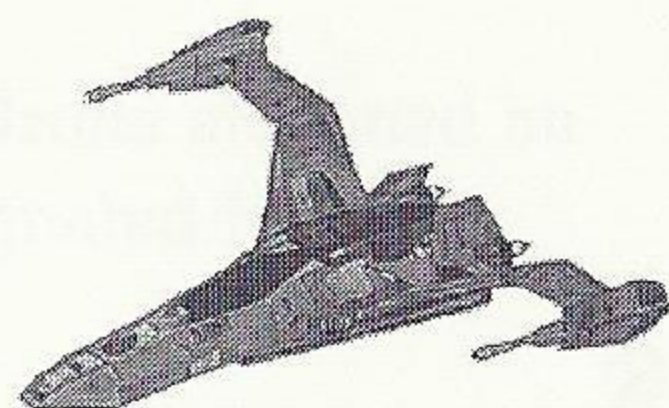
**PROCEED IMMEDIATELY TO SATURN. INVESTIGATE LA GRANGE
MINING COLONIES LOCATED ON MOONS.**

**G-2 HAS INTERCEPTED SIGINT FROM COLONY. PREPARE TO
DOWNLOAD. ANALYSIS UPDATES WILL FOLLOW.**

NO LINK TO KEPLER COLONY INCIDENT.

OBSERVE ELECTINT SECURITY PROCEDURES.

OVER.

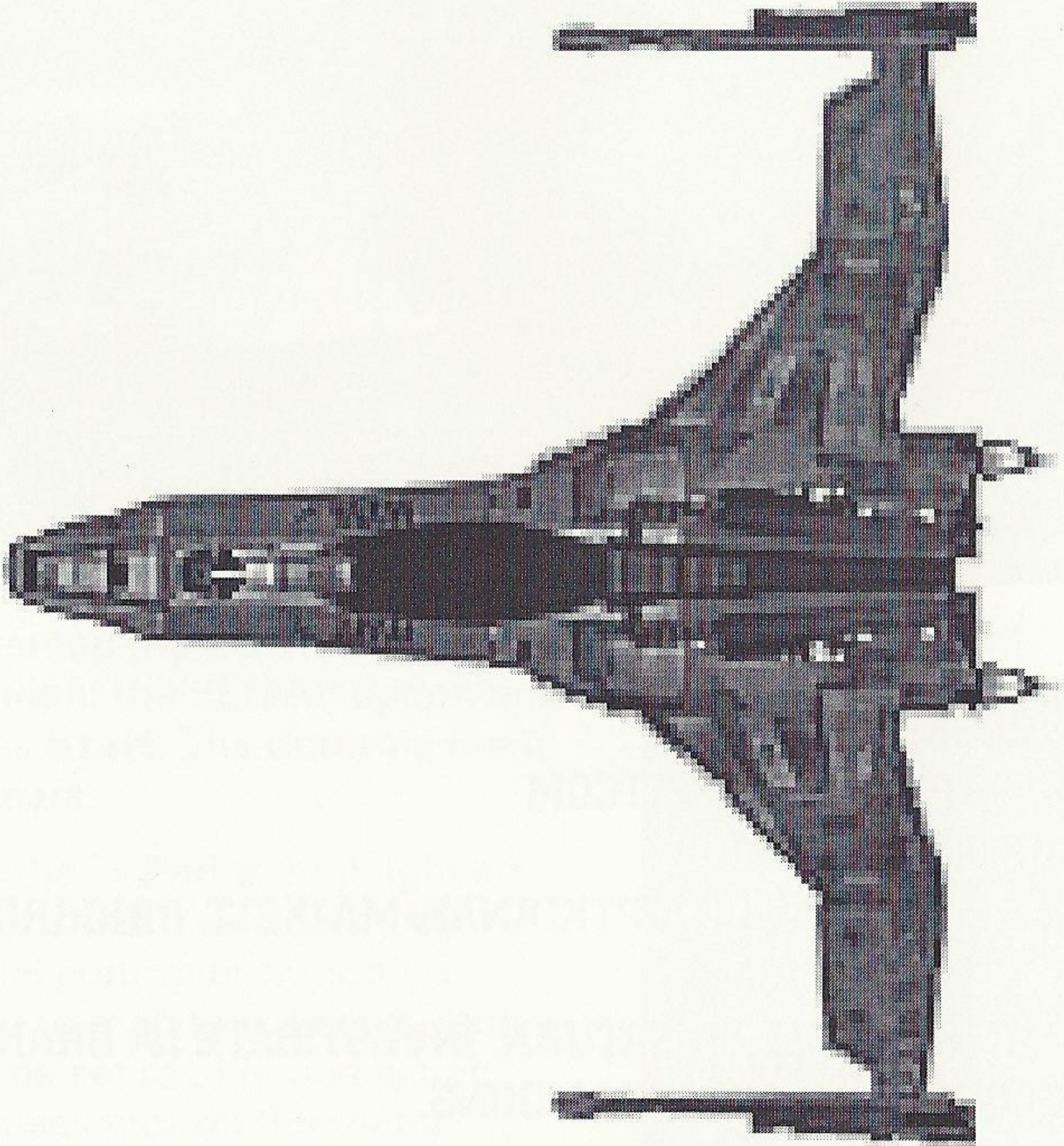




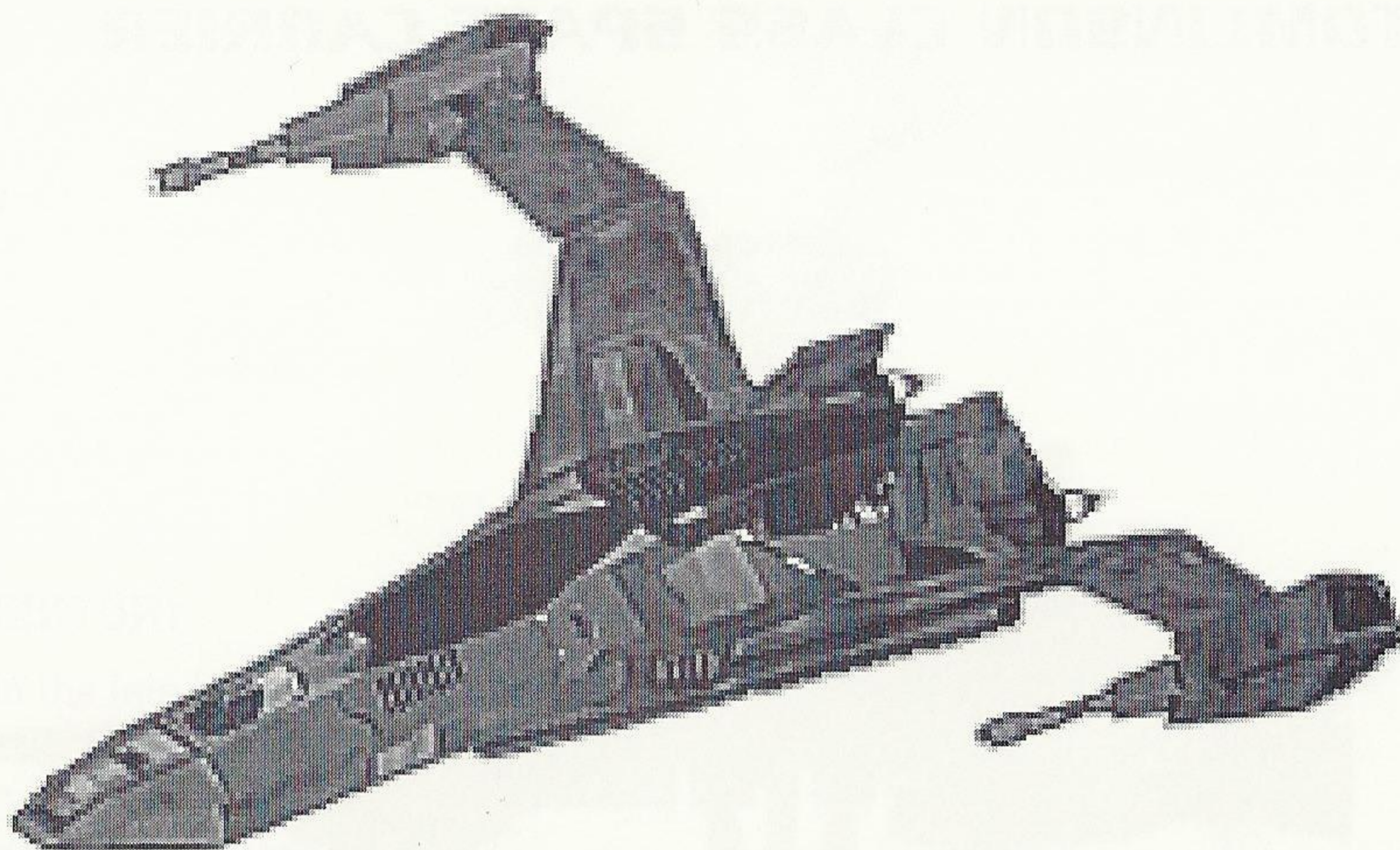
FIGHTING SPACE SHIPS

*This section is used by permission of
Fighting Space Ships, London, 2092.*

SCA-111G POLECAT



- Crew:** 1 pilot
- Armament:** 2 wing mounted Mk. III pulse lasers
1 centerline hardpoint for additional ordnance
- Aarmor:** Composite ceramic and titanium hull with
Kobayashi Industries Threat Level 5 shielding
- Powerplant:** Twin model 615-96JEM vacuum cooled turbines
developing 139,000 lbs of thrust at 12,000 rpm



HISTORY

The 111 series of Space Control/Attack ships was first commissioned by the ECSC in FY2066. Testing was completed in FY2074. Delivery of the first production units began in FY2077.

A total of 144 SCA-111s were delivered. Model A upgrades consisted of new sensor packages. The Belt Rebellion of 2081-2084 was the SCA-111's first exposure to combat. The SCA-111 achieved a 4.3:1 kill ratio against the rebels Daewoo Consortium FV-34s and Brazilian "Wasps." The Polecat also proved quite effective in neutralizing hardened ground targets.

Experience in the Belt Rebellion led to Model E improvements in the ECM and ECCM packages. The fuel system was also armored. Earlier models retrofitted to E standards have been designated Model F.

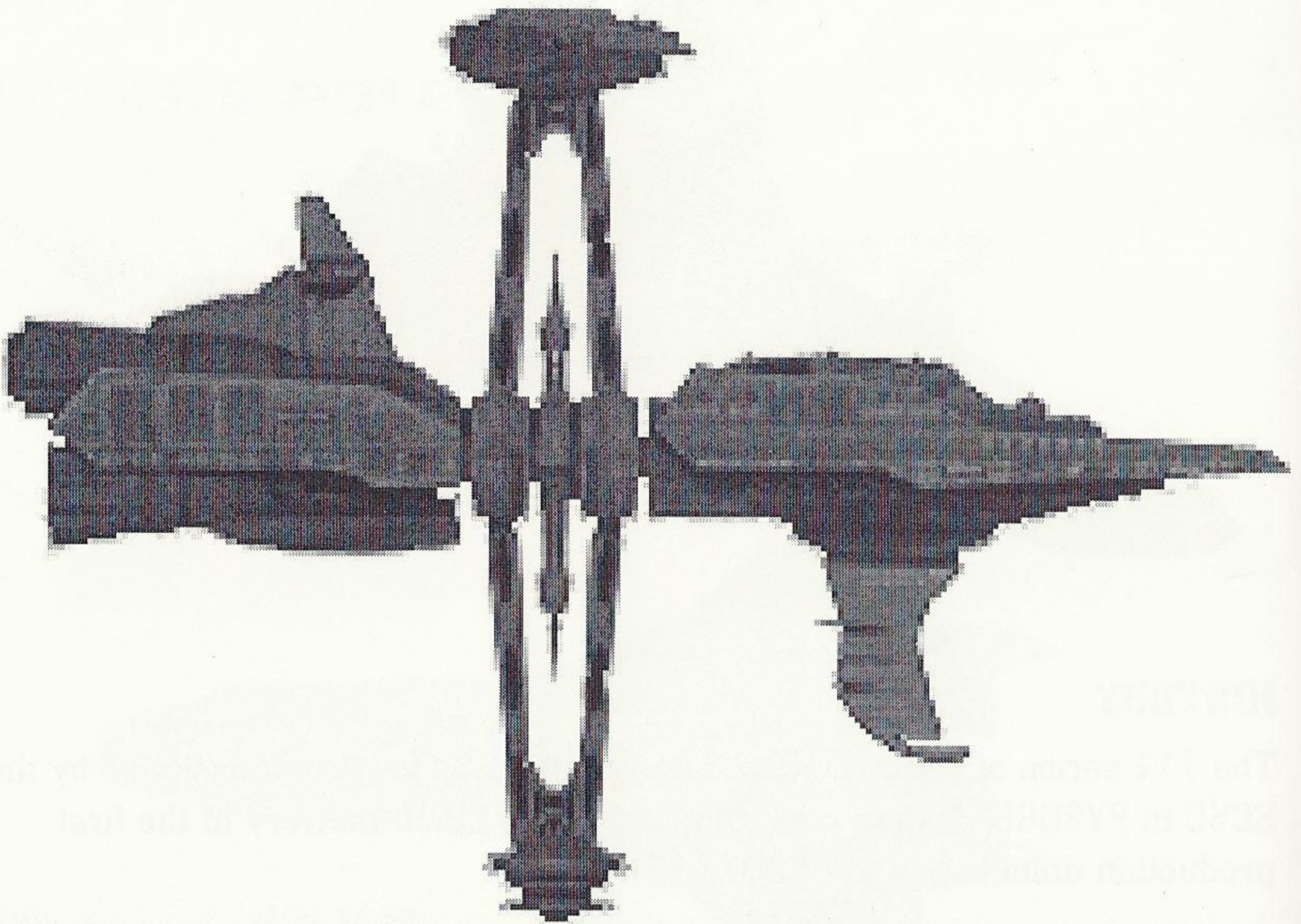
The Belt Rebellion also highlighted the Polecat's weakness in atmosphere. Built for vacuum combat, the Polecat's performance was compromised when it was called upon to strike targets located in an atmosphere.

Model G improvements were intended to resolve those issues. New avionics and software allow the SCA 111G to realize greater maneuverability in atmosphere and/or gravity. Improved targeting systems from Silicon Forge Inc. have extended the attack envelope.

Currently the Model G is only in service with ECSC squadrons stationed on Tomlinson class carriers. Retrofitted models will be designated Model H.



TOMLINSON CLASS SPACE CARRIER



- Crew:** 54 officers
2400 enlisted
1800 Marines
- Armament:** 22 close-in defense systems (CIDs), fully automated
10 triple mounted heavy pulse laser turrets
with improved Silicon Forge Mk. 11 directors
2 vacuum launched missile systems (VLMS) batteries
consisting of 44 tubes per battery. The VLMS is
capable of firing a variety of munitions from AS
(anti-space craft) to planetary bombardment
- Armor:** Vacuum formed improved steel superstructure with
composite ceramic applications over critical systems
- Powerplant:** 6 Model 1245 vacuum cooled turbines developing
1,200,000 lbs of thrust at 9,000 rpm



HISTORY

In the late 70s, as tension with the Belt Colonies increased, the ECSC realized the need for a space carrier to project power throughout the system. The Tomlinson class, named after Capt. Klaus Tomlinson, hero of the 2004 Pacific war, was commissioned in FY2078. The hull was laid down the same year in General Ships lunar yard, Echo One. Construction was completed in FY2082, with the Tomlinson (DAC4-02) ready for duty in FY2083.



The Tomlinson's entry into the Belt Rebellion resulted in ECSC space control over the embattled sectors, enabling the Marines to capture strategic asteroids and destroy the logistics infrastructure of the rebels, thus ending the conflict.

The Tomlinson's success justified the construction of the Edinburgh, the second ship of this class. Construction began in FY2086. The Edinburgh entered service in 2091.

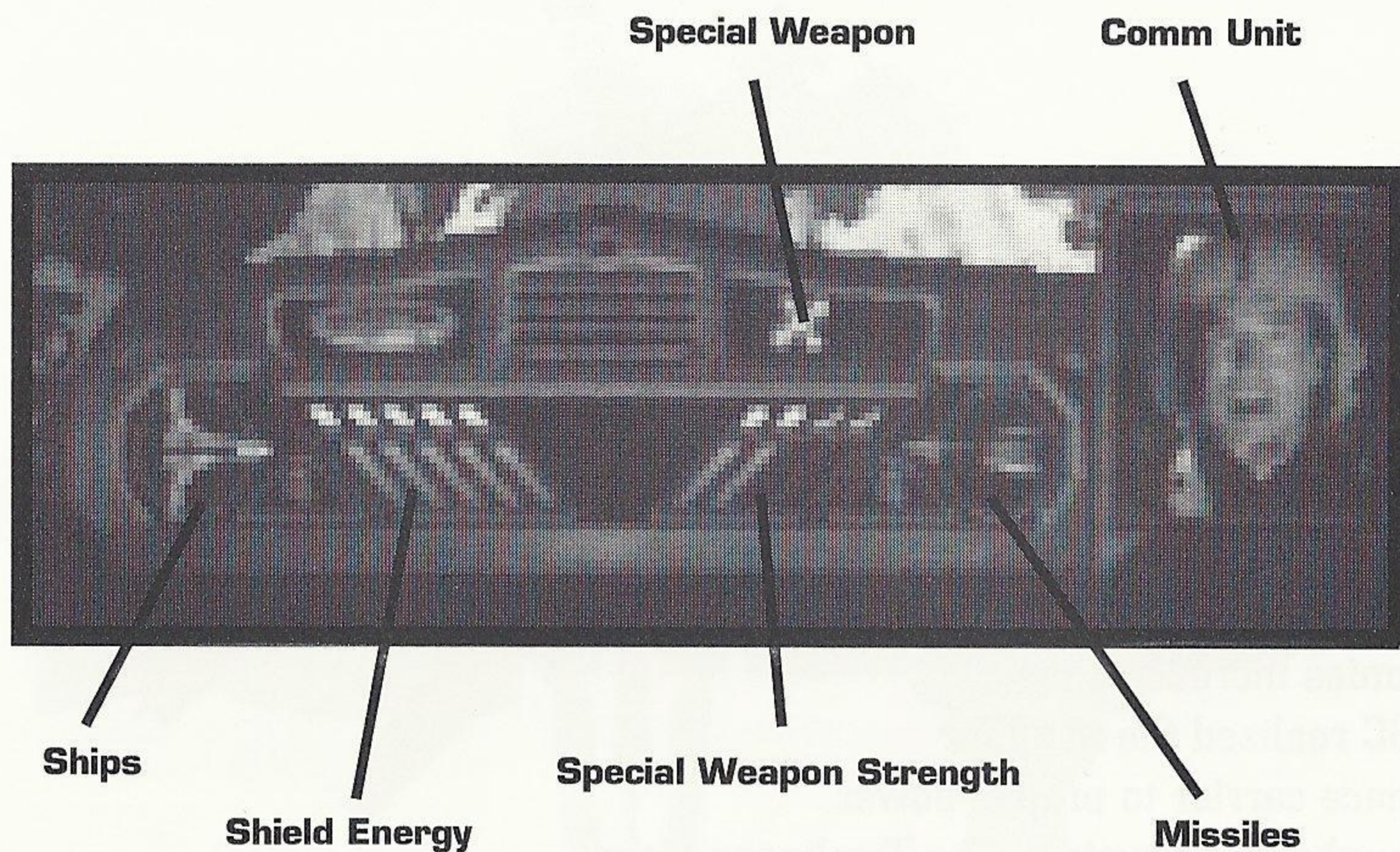
The Tomlinson class represents the most significant concentration of power in the history of humanity. The VLMS batteries have demonstrated their ability to devastate small moons and defend against attacking ships.

However, the true benefit of the Tomlinson class is as a space carrier. Normal loadout for a carrier is two squadrons (48 ships) of SCA-111s for space control and attack, and one squadron (24 ships) of PAK-10 for landing the carrier's complement of Marines. The dual gravity assisted catapults (GACs) can launch four ships per minute, giving the Tomlinson class the ability to rapidly launch devastating strike forces.

Current plans are to construct a third carrier, the Ashikaga, in FY2109.



HEADS-UP DISPLAY



SIGHT (Cockpit View Only)

Defines your targeted attack zone. Steer with the **D-Pad** to target your next victim.

SHIPS

You start with four ships. A ship is lost when your Shield Energy zeroes out. Get more ships (to a maximum of nine) by collecting 1-Ups. (See page 14.) Lose all your ships, and it's "Hasta la bye-bye."

SHIELD ENERGY

Shield Energy levels are shown in the lighted bullets and bars. Shield Energy dissipates as the Polecat takes damage. (You see this phenomenon in Chase Plane view as a momentary, glowing magenta halo surrounding your ship.)

When your Shield Energy meter is nearly empty, an emergency system kicks in to insure maximum survivability. The Polecat's EETR (Emergency Energy Transfer and Resurge) system siphons energy from the Special Weapon Strength meter to the Shield Energy meter at the critical moment. If the Special Weapon Strength meter is also dry, the Polecat augers in. (See Special Weapon Strength on page 11.)



Recharge the Shield Energy meter with Shield Energy, Double Shield Energy and Supercharge power-ups. (See page 14.)



WEAPON

You carry only wing guns initially, but you can augment your firepower by collecting special weapon icons. Pick up additional same-weapon icons to increase the Special Weapon Strength (see below). Pick up different icons to swap one special weapon for another. (See pages 12-13.)

SPECIAL WEAPON STRENGTH

Your current store of special weapon power is shown by the lighted bullets and bars. Special Weapon Strength rises to power 1 when you collect the first special weapon icon. Picking up duplicate icons increases Special Weapon Strength by one level per icon, up to a maximum of four.

Special Weapon Strength remains intact when you swap weapons. For example, when firing Maelstrom Cannon shots at power 3, picking up a Saber icon will give you Saber shots at power 3.

For survival purposes, Special Weapon Strength also serves as reserve Shield Energy. The Polecat's EETR system automatically transfers all Special Weapon Strength to the Shield Energy meter at the moment of imminent Shield Energy failure. Your special weapon is immediately disabled as a result, and the Polecat's firepower is reduced to wing guns. The EETR system has no override. Do not be lured into a dogfight when your Shield Energy is low or your Special Weapon Strength nil.

Restore Special Weapon Strength by collecting Supercharge icons. (See page 14.)

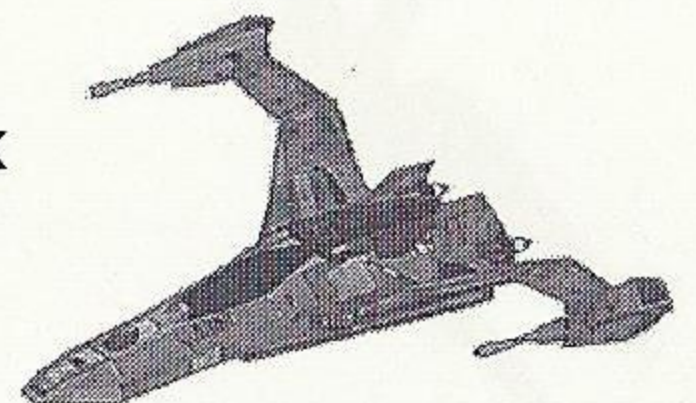
MISSILES

Get 'em in the lips. You start out with four Yellow Jacket missiles armed with warheads packed with a hive of mini-homing missiles. When fired, these sub-munitions burst forth in a swarm of explosive destruction. Pick up Missile icons to replace spent ordnance and increase your Yellow Jacket supply (to a maximum of nine).

COM UNIT

Listen up! Com units give you important data from your wingman and On-board Tactical Computer (OTC).

NOTE: You can disable the com unit by pressing **Start** to pause the mission, and using the Sound menu. (See page 20.) The game music and sound fx will play uninterrupted by the com unit audio.





SPECIAL WEAPONS



MAELSTROM CANNON (Scatter)

- Press fire button and hold continuously to launch.

The Maelstrom fires a blast of super-heated plasma orbiting a nucleus of manufactured dense matter. The plasma destroys shielding or molecular structure while the dense matter acts as a kinetic energy penetrator round. The Maelstrom cannon was developed by New Amsterdam Industries of Jamaica Orbital 3.

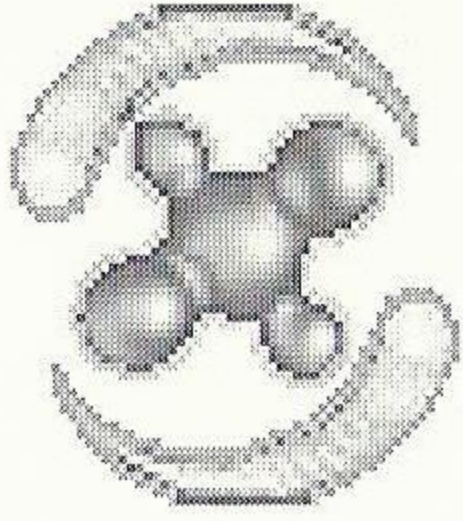


SABER (Guidable)

- Press and release fire button to launch.
- Use **D-Pad** to guide.

When a Sabre is fired, the projectile can be guided by the pilot. If another round is fired, the first round goes "dumb" and continues unguided on its ballistic course. The Sabre was developed and distributed below cost by Kobayashi Industries (KI) to encourage use of their shielding technology. Currently, KI shielding is the only technology known to be capable of defeating this weapon.





COMDET MUNITION (Detonating)

- Press and hold fire button to launch.
- Release fire button to detonate.

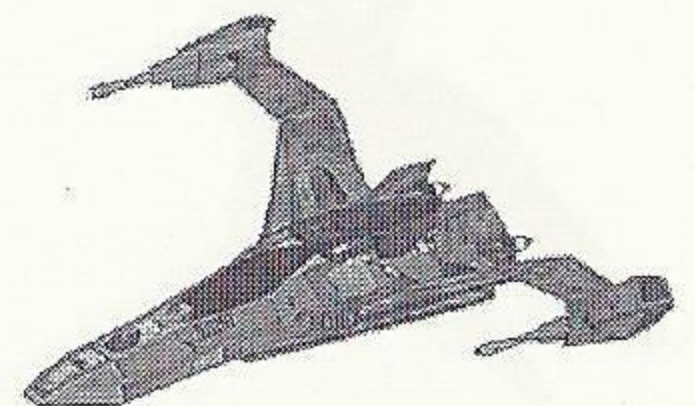
The COMDET (command detonating) munition was developed by the ECSC ordnance section for destruction of hardened AS (anti-space craft) sites. The warhead is studded with 288 1kg flechettes of depleted uranium. When the warhead is detonated, these balls shoot out, devastating their targets.



FTP COMET (Tracking)

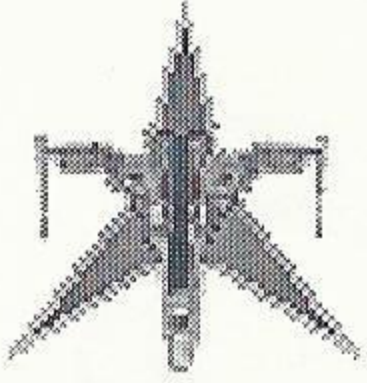
- Press and hold fire button to launch.
- Release fire button to fragment, splitting the projectile into comets.
- Increasing the weapon's power level also increases the number of comets generated at fragmentation.

Manufactured by Livermore Inc., the FTP (frangible tracking plasma) is a homing weapon that delivers a 40kg payload of plasma. The FTP is programmed to home on a variety of criteria, including heat, jamming, magnetism, movement and sound. The pilot has the option of splitting the warhead into smaller chunks of plasma that can track different targets. Obviously, as the warhead splits and the amount of plasma delivered on target is reduced, as is the destructive power of the weapon.



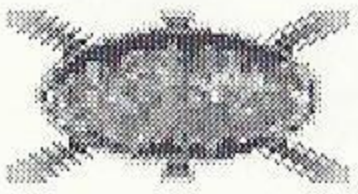


POWER-UP ICONS



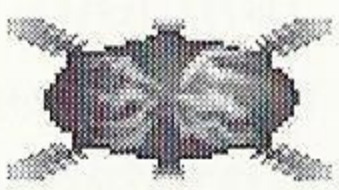
1-UP

Awards one additional ship.



INVINCIBLE

Nothing can damage your ship while the effect lasts. However you can still collide with the terrain, in which case you'll be getting a body bag for Christmas.



ENERGY SPONGE

Enemy hits actually INCREASE your Shield Energy while the Energy Sponge is in effect.



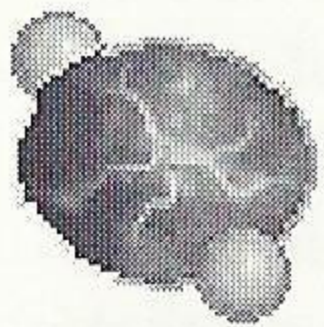
CLOAK

Your Polecat becomes nearly invisible to enemy radar for a short time, making your ship virtually impossible to track.



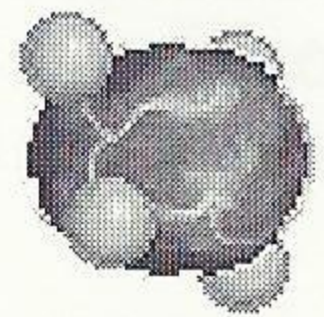
MISSILES

Increases your supply of Yellow Jackets, each one containing a killer salvo of mini-homing missiles.



SHIELD ENERGY

Increases Shield Energy by one bar, just enough to squeak by.



DOUBLE SHIELD ENERGY

Ups Shield Energy by two bars, good enough to fight on.



SUPERCHARGE

Supplies full Shield Energy AND Special Weapon Strength recharge.



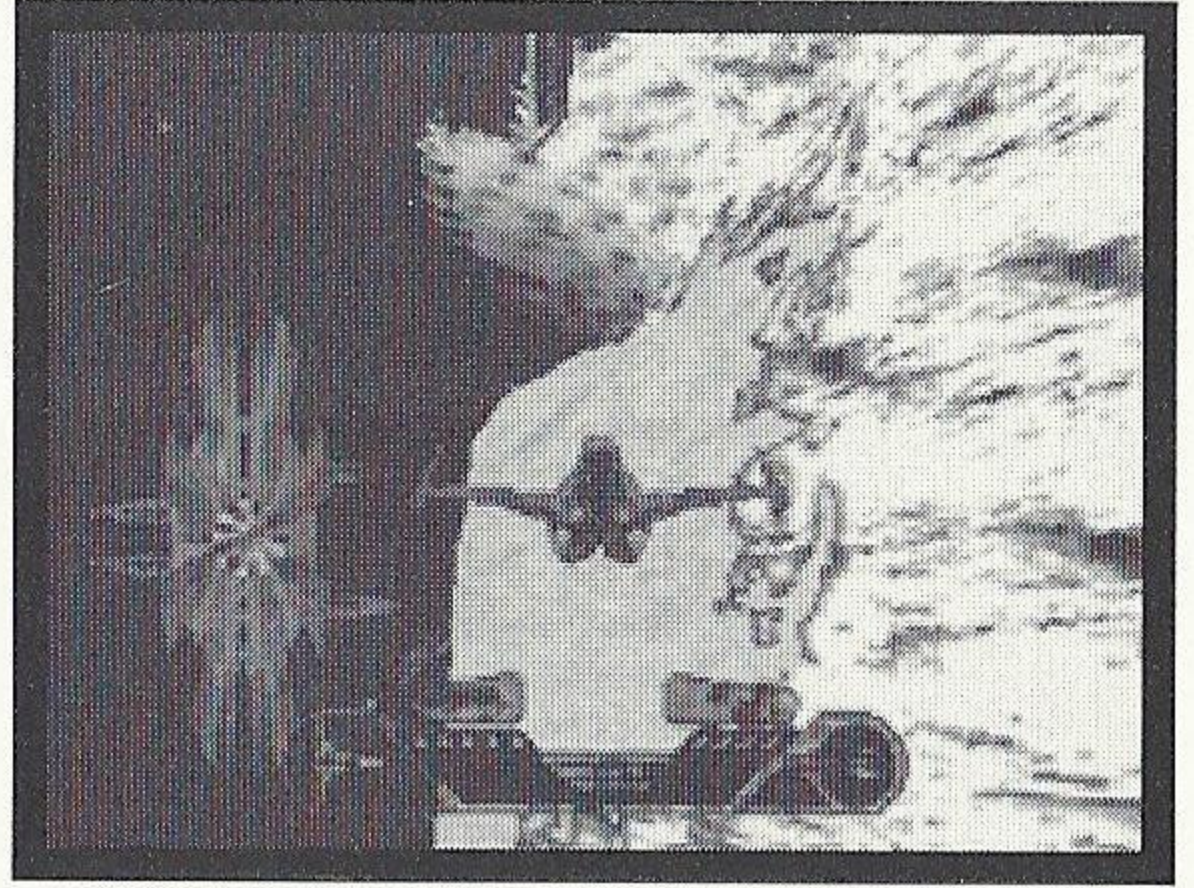


OFFENSIVE BFM

(BASIC FIGHTER MANEUVERS)

BARREL ROLLS

- The **Shift** buttons control your rolls. Press and hold down either **Shift** button to roll continuously either left or right.
- Use rolls to rapidly sheer off from incoming guided missiles.



90° ROLL

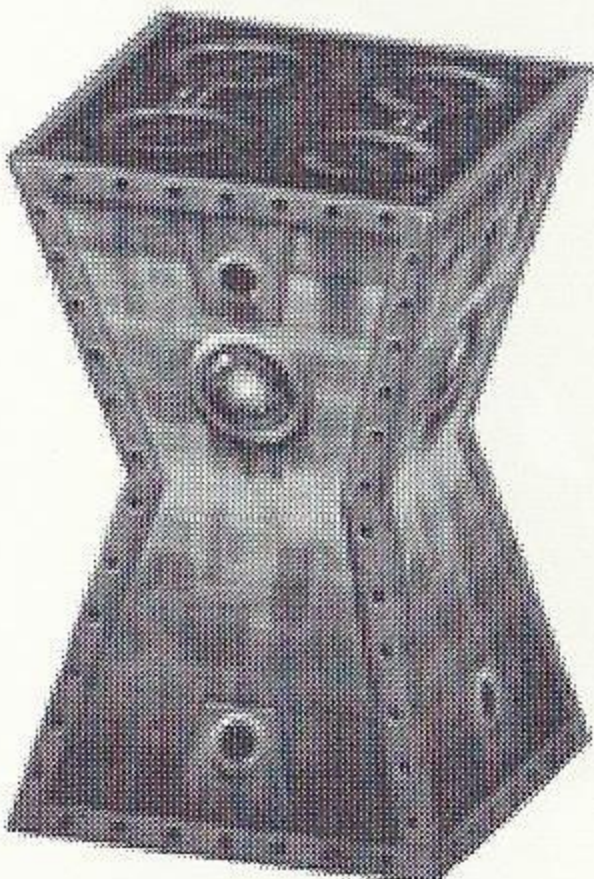
- Get sideways by rapidly double-tapping either **Shift** button.
- Use 90° rolls to slide through narrow apertures.

AUTO-LEVEL

- Get your head back over your hindquarters quickly by tapping both **Shift** buttons simultaneously.

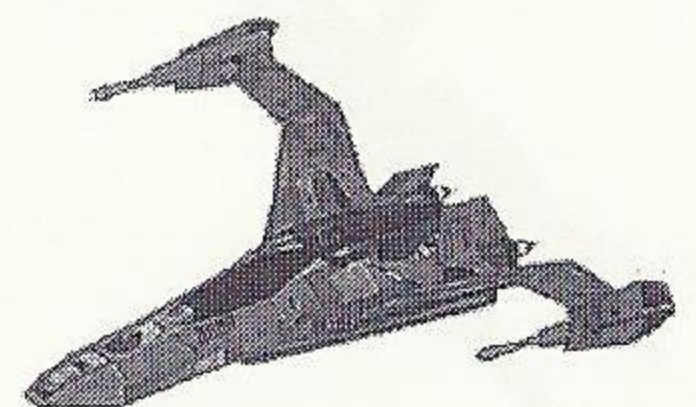
CAVERNS

- Up is not always the way to go. You'll often need to head down into caverns that are more like wormholes through a satellite's mid-section.
- Be ready to boogie as the caverns corkscrew and split into multiple paths.



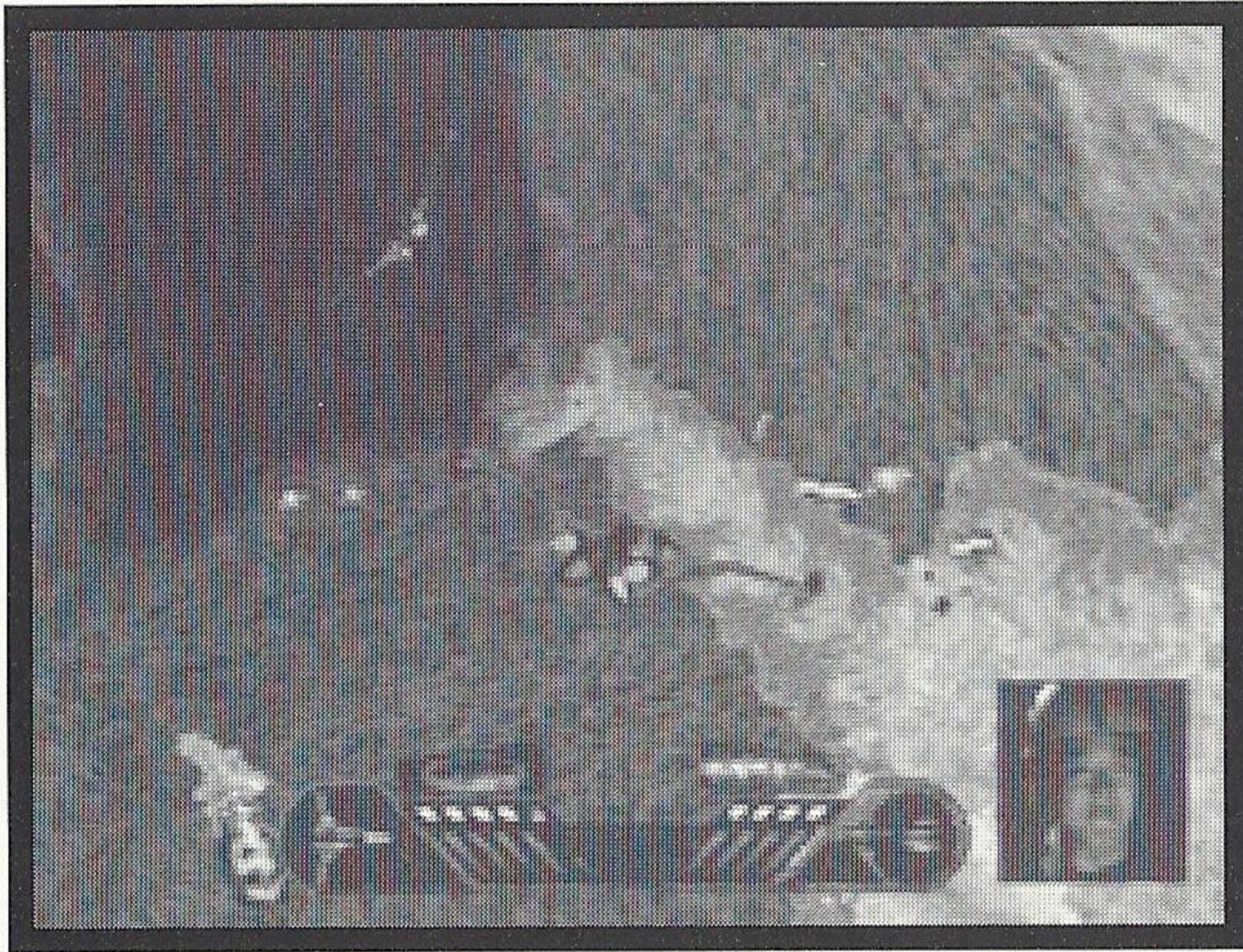
BUNKERS & CANISTERS

- Ground bunkers and floating canisters always contain power-ups. Do not pass these by empty-handed.
- Different bunkers hold different weapons. Learn what they are.





MISSION OBJECTIVES

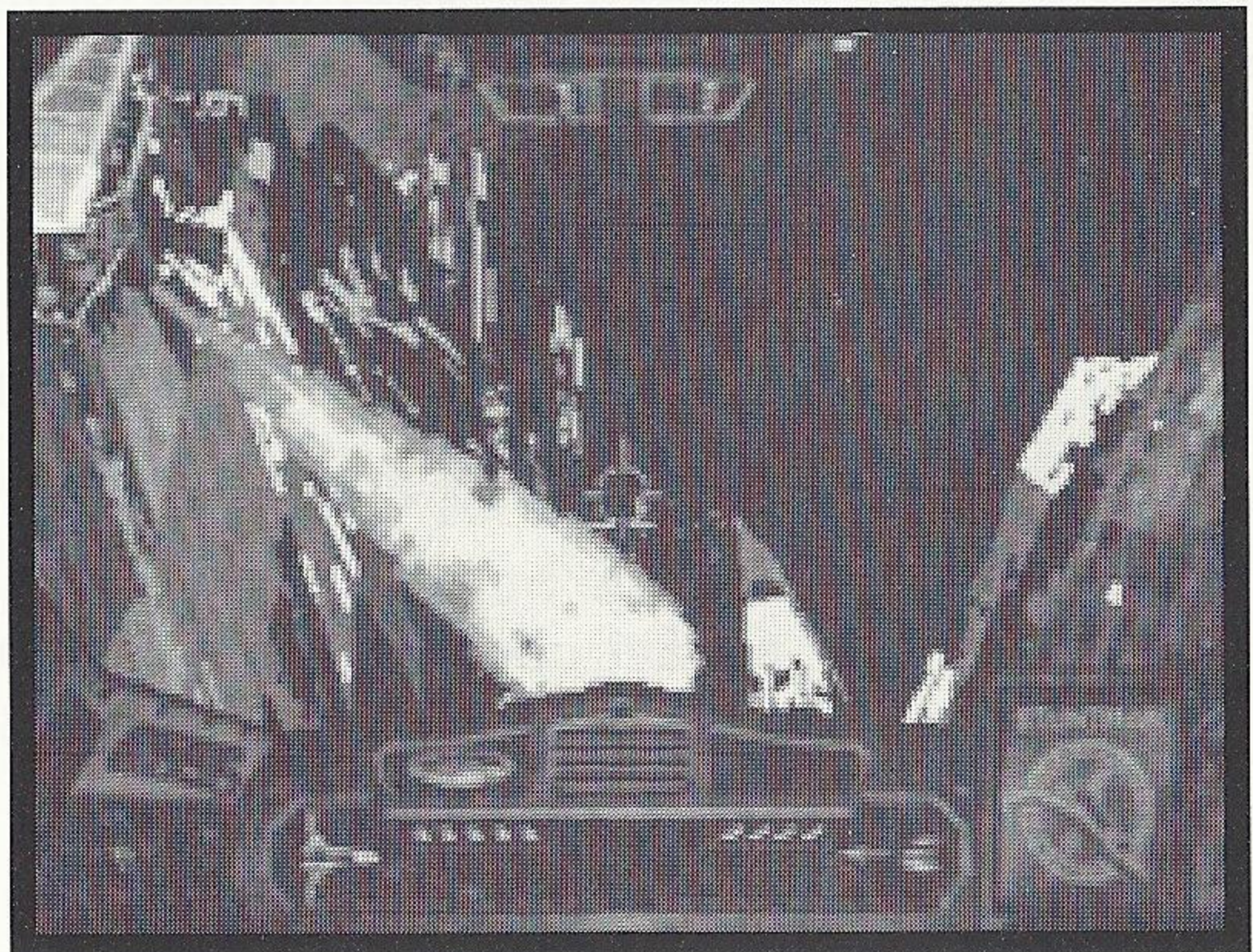


MISSION 1: JANUS

Fly recon over the La Grange Mining Colony outpost on a Saturn moon studded with erupting geysers. Verify that the colony's satellite uplink towers are still standing.

MISSION 2: HYPERION

Slither through grand lunar canyons and knock out the colony's auto-defense Command & Control station.



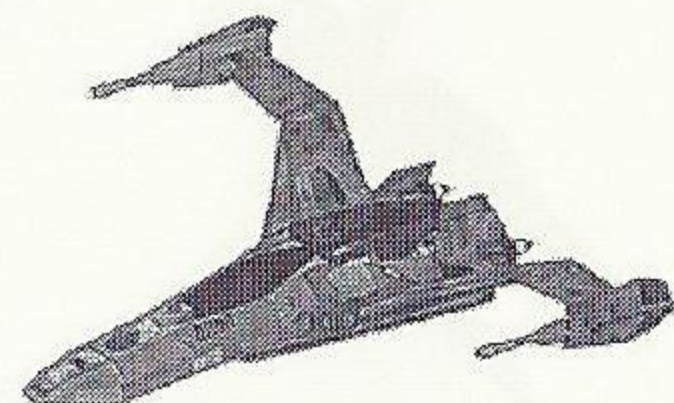
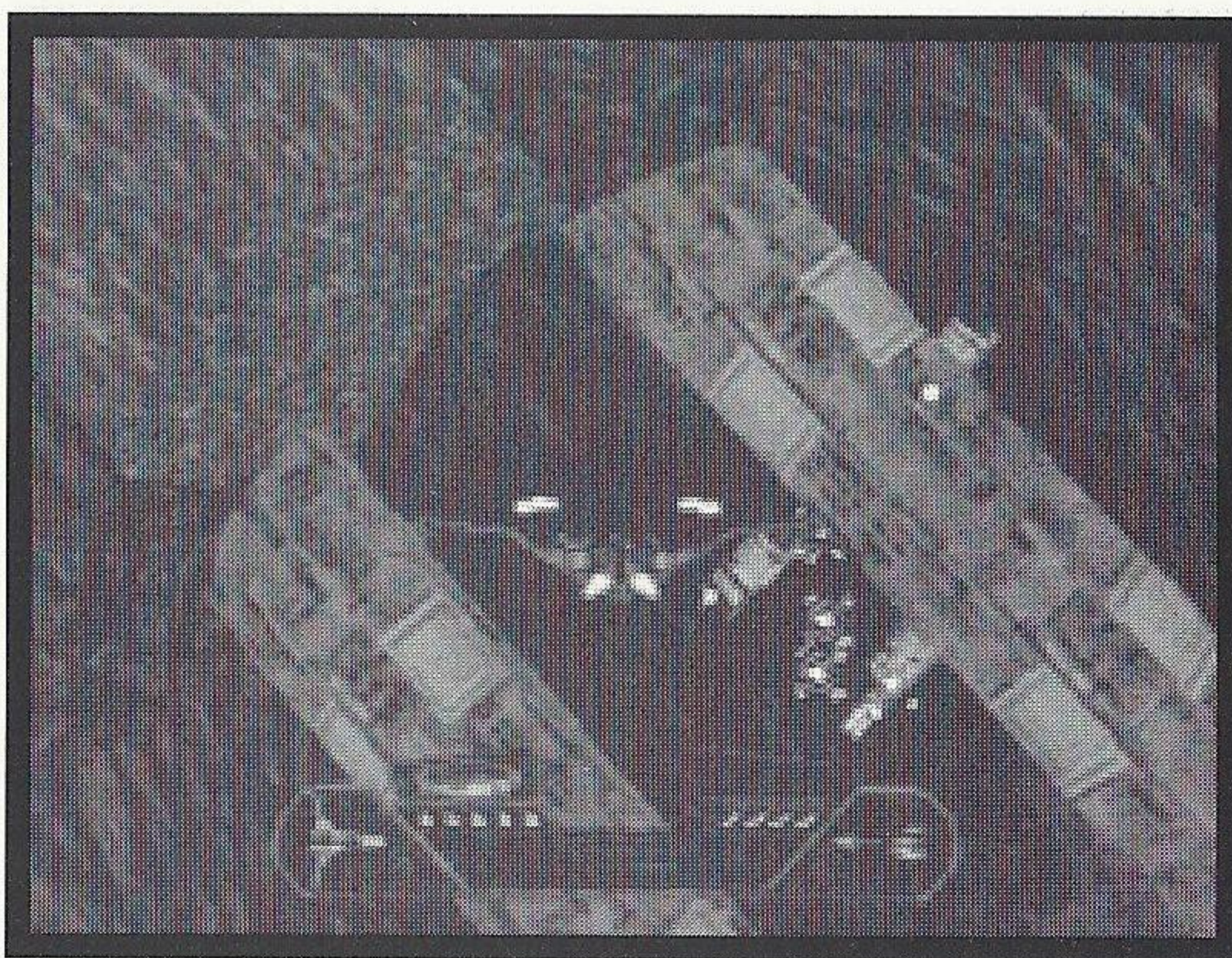


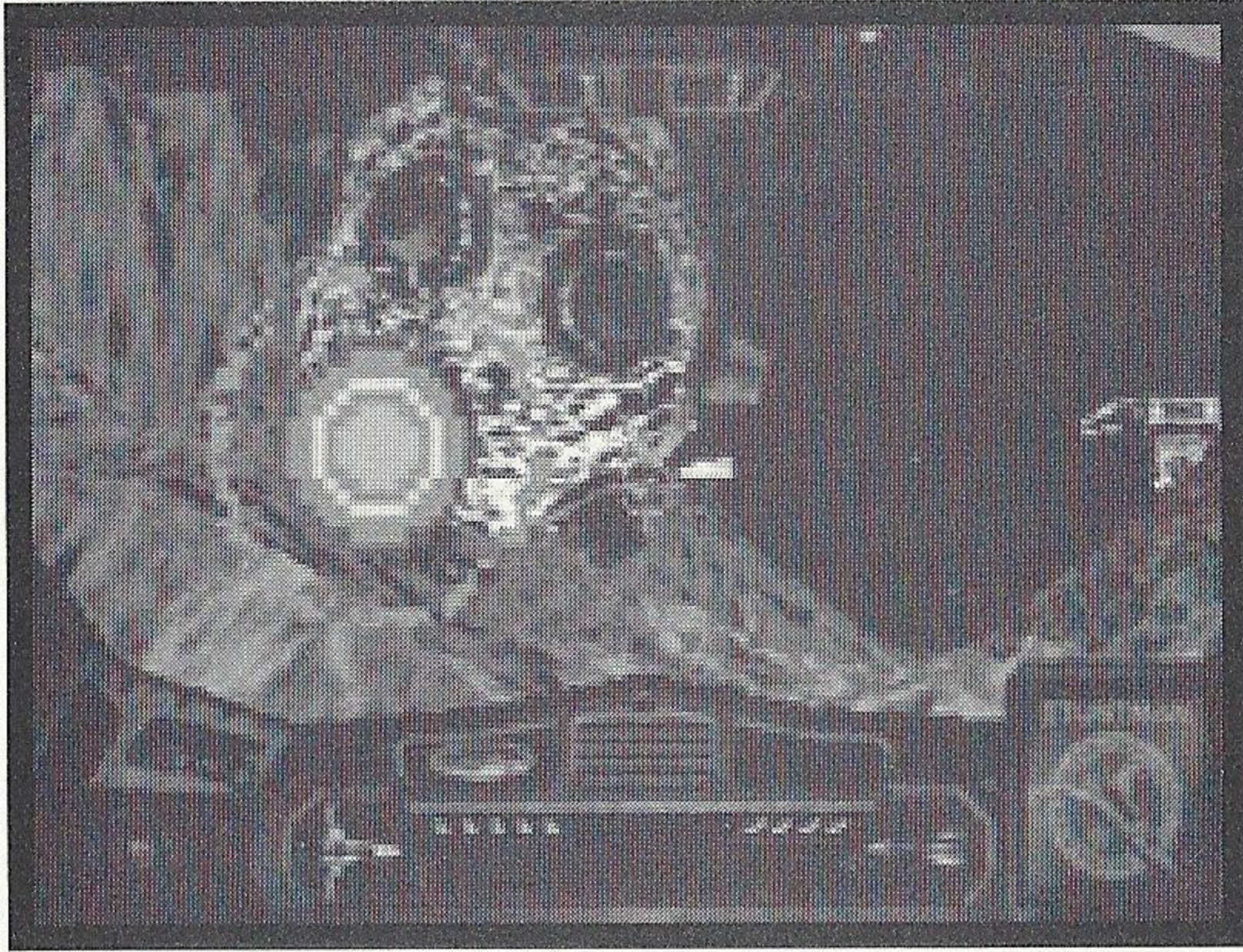
MISSION 3: TETHYS

Heat up this forbidding glacial moon to the boiling point by neutralizing the main energy production platform.

MISSION 4: DIONE

Cruise this dark, flameless hell and hammer the colony's telecommunications complex.





MISSION 5: RHEA

Welcome to the dunes of Rhea, where virtually all ordnance transport begins. Smash the weapons station to seriously compromise the enemy's war-waging ability.

MISSION 6: MIMAS & ENCELADUS

Waste the mobile sensor array. Put a few more craters on Mimas, and then attack the briny seas of Enceladus.





MISSION 7: PHOEBE

Fiery volcanic lava surrounds this mission sector. Blow the cover on the enemy's brains in a search-and-destroy chase.

MISSION 8: TITAN

Invade the fortified central subterranean compound in the final, obliterating holocaust!

SAVING & RESUMING GAMES

SAVING GAMES

SOLAR ECLIPSE auto-saves your game whenever you complete a world. The game is saved to the slot you chose on the Select a Saved Game menu before starting play. (See page 2.)

RESUMING SAVED GAMES

You can resume a saved game from the Main Menu. Select the PLAY GAME option to reveal the Select a Saved Game menu, which holds up to nine games.

1. Use the **D-Pad** to highlight a slot containing a saved game.

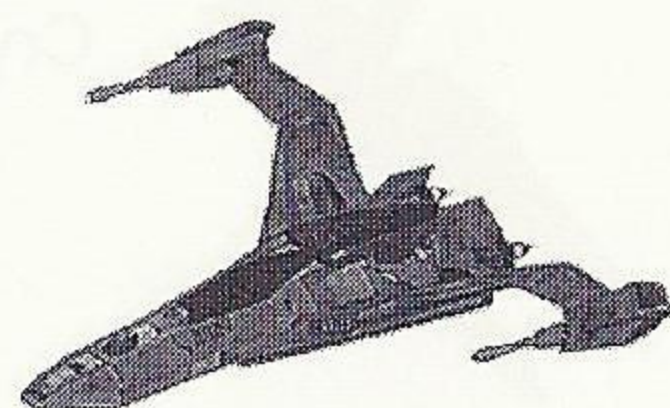
NOTE: Select an EMPTY slot to begin a new game.

2. Press **Start** to resume the saved game at the beginning of the last world you reached.

ERASING SAVED GAMES

If all the Select a Saved Game slots are in use, you must erase one or more saved games in order to play a new game.

1. Select ERASE GAME at the bottom of the menu and press **Start**.
2. Follow the on-screen prompts to complete the action.

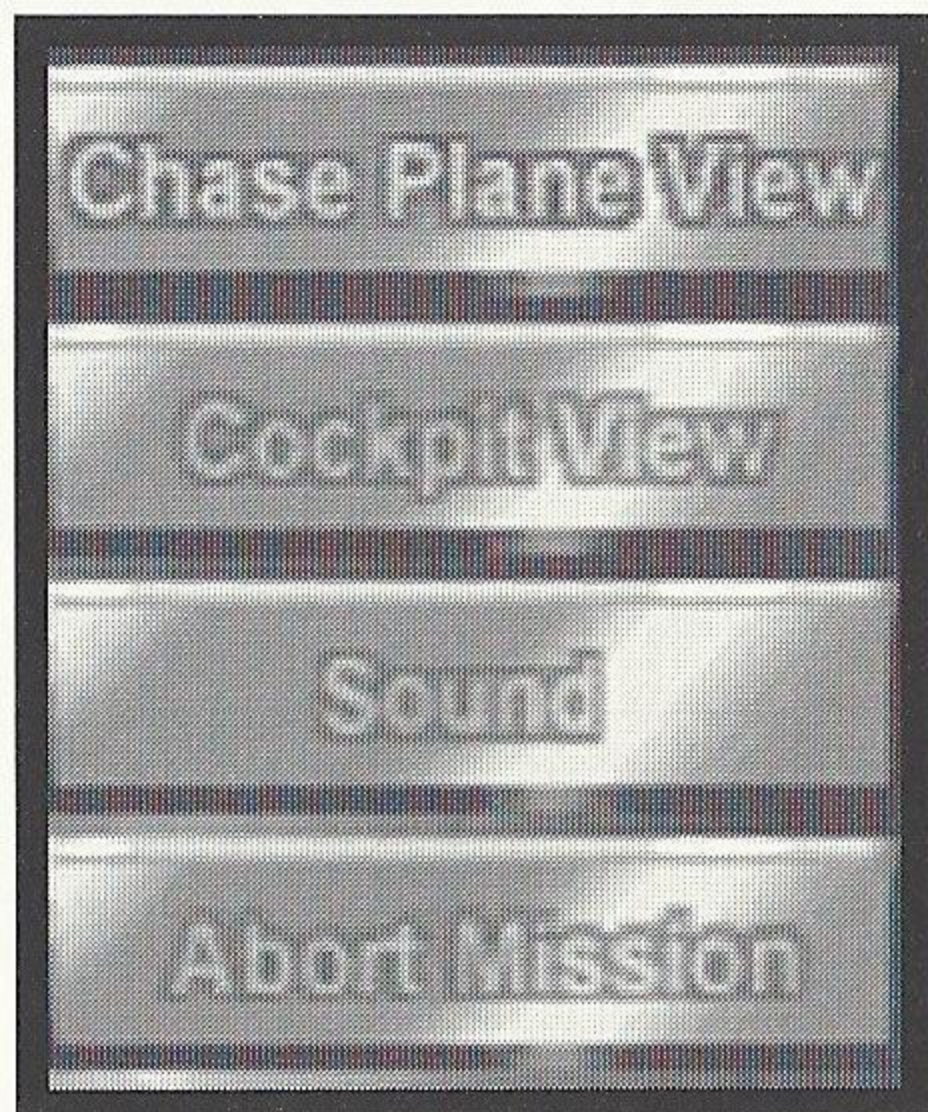




ADDITIONAL MENU OPTIONS

During play, press **Start** to pause the action and take advantage of the Pause menu options.

- Use the **D-Pad** to highlight a selection.
- Press **Start** to enable your selection or reveal a submenu.



CHANGING THE VIEW

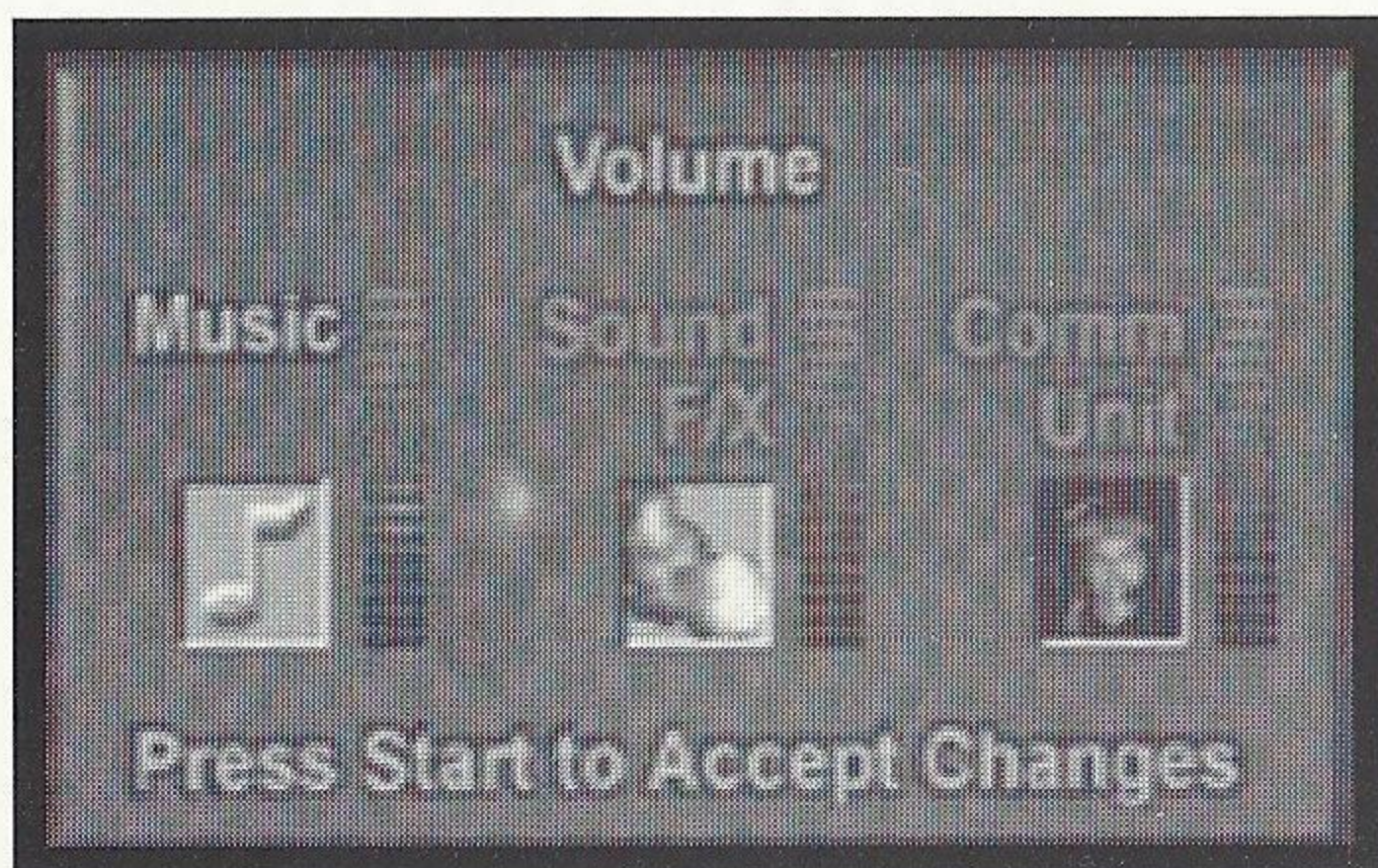
Select a view option on the Pause menu.

- COCKPIT puts you at the stick.
- CHASE PLANE lets you control the action from behind your Polecat.

ADJUSTING THE SOUND VOLUME

You can adjust the game's music, sound fx and comm unit volume, from both the Pause menu and the Main Menu.

1. Select the SOUND option to reveal the Volume Set menu.
2. Press the **D-Pad** left/right to select a sound category, and up/down to adjust its volume setting.
3. Press **Start** to confirm the setting and exit the menu.



ABORTING THE MISSION

Select ABORT MISSION on the Pause menu to quit the game.

PREVIEWING NEW TITLES

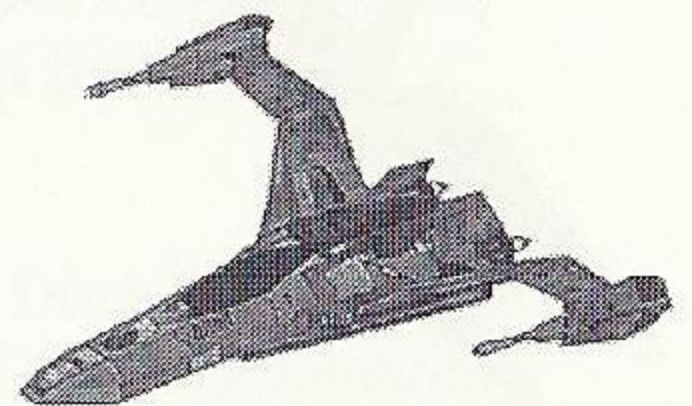
At the Main Menu, highlight PREVIEWS and press **Start** to check out the incredible new games from Crystal Dynamics.





TOP GUN SPACE ACADEMY

- Down to wing guns? Fire continuously with constant pressure on the fire button while nudging the **D-Pad** left and right to line up on incoming targets.
- Hold down the fire button for effective FTP Tracking shots. Instead of splitting into comets, the shots will pound into the target with concentrated hits.
- For accurate Saber shots, fire the shot first, and then steer it into your target.
- Detonating shots don't explode until you release the fire button. For more effective attacks and precision control, time your shots SAC by lingering on the fire button until you want detonation.
- Grab all Energy icons. You can never have enough Shield Energy.
- Many enemy units fire directly at your position. Feint left and right to foil their aim.
- Barrel roll to thwart attackers' missile lock-on.
- Haul tail (press the Accelerate button) when you're outgunned and overwhelmed. Ease up (press Decelerate) when you jam into squads of slower targets. Blast them and seize their power-ups.
- If one vector to a target is too rough, search out an alternate path.
- Learn your adversaries. They all fight differently. Analyze the bandits, then vary your attacks so you can destroy them without taking damage.
- A squadron or attack group may drop a power-up if you score kills on them all.
- Don't be so fast to disable your comm unit. Some areas are nearly impossible to navigate through without your wingman's direction.





SOLAR ECLIPSE CREDITS

**LIVE ACTION
PRODUCED & DIRECTED BY**

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It's Tail Time!

