

More Military Action
from SEGA—

TWIN COBRA™ Desert Attack Helicopter



You're an elite chopper jockey, ready to launch your Cobra against the coastal defenses of an evil super-power. They've got the numbers. You've got the might and fight! You're Twin Cobra, the most awesome attack weapon in the skies!



Bank in low over the desert and start pounding. The enemy's all over you! Knock out swarms of attack copters while you avoid smoking sheets of ground fire! Blast battalions of tanks into smoking craters.

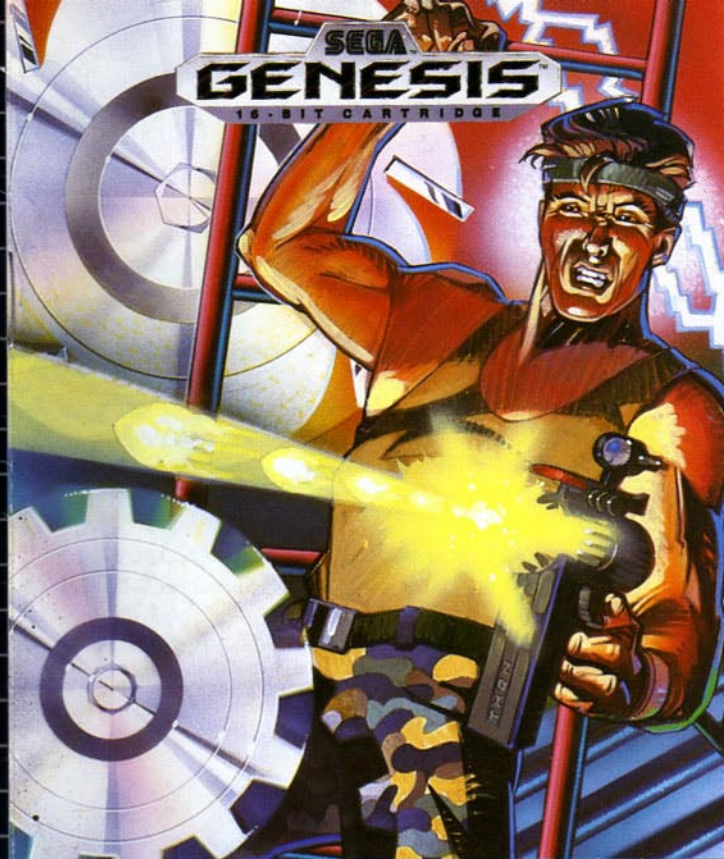


Then it's open ocean warfare! Machine-gun a fiery trail through wave after wave of heavily armed gunboats. Bomb huge battleships and destroyers. Strafe gigantic armored carriers as they pour on the fire-power.

The longer you live, the tougher you get. Your weapons fire faster and harder. But the hostiles keep coming! See how much you can make the ground grunts scream! It's your war now.

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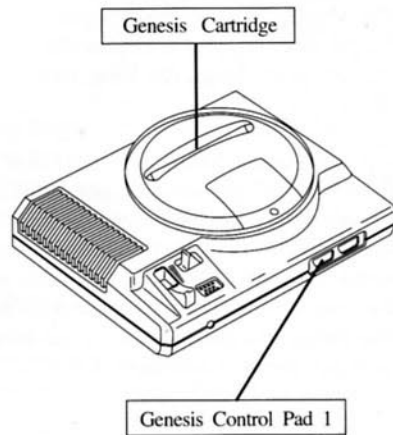
MIDNIGHT™
RESISTANCE
INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Midnight Resistance cartridge into the console.
3. Turn the power switch ON. In a few moments, the Midnight Resistance Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the cartridge.

Note: Midnight Resistance is for one player only.



One Last Battle...



Johnny Ford was the government's ace NCA (Narcotics Control Agency) operative for 15 years. He personally foiled countless attempts by South American drug cartels to transport more of their deadly wares to the

civilized world. Johnny's father, Dr. Malcolm Ford, had spent that same time researching a serum that would break people's addiction to lethal drugs. He had tested it successfully on laboratory rats, and was in the process of making it safe for use by human beings. The father/son team worked to combat the killer plague known as drug abuse.

The Crimson King, the head of the most powerful cartel, had maintained surveillance on the outspoken doctor, and constantly worried about what he might be researching. When his own agents sent word that they believed Dr. Ford had developed a vaccine that could all but eliminate addiction to drugs, the King wasted no time taking action.

Johnny returned home after completing what was supposed to have been his last mission, only to find an empty house. There were signs of a struggle, and he found a note on the table. "You and your father have caused me no end of trouble. I could not sit back and watch while the two of you toppled my empire. You'll notice that some things are missing from your lovely home. Come and get them- if you dare..."

Johnny immediately started for the tropical island called Matano. He knew the Crimson King's organization inside and out, and he knew that this was where his family was being held. The Crimson King didn't want to hide from Johnny- he wanted to lure him into a trap from which there was no escape!

Guide Johnny into the vast complex, with its fiercely loyal soldiers and nightmarish machinery, and rescue his family. The King has made a major mistake. Help Johnny make him pay!

Take Control!

Learn the functions of each button on your Control Pad before beginning play.



D-Button

- Press to move in any direction.
- Press up or down at the Options screen to highlight choices.
- Press up to use a Backpack weapon (see page 8).
- Press to direct your fire (Control Mode A only).

Start Button

- Press to start the game.
- Press to pause the action; press again to resume play.

Button A

- Press to begin firing; press again to cease fire.

Button B

- Press to fire in one direction only (Control Mode A only).
- Press to control the direction of your fire (Control Modes B1, B2, B3). While you hold down Button B, your weapon rotates. Releasing the button stops the rotation (see Options for more information).

Button C

- Press to jump.

Getting Started



The Title screen follows the Sega logo. At the bottom of the screen are the words "Start" and "Option." Press the D-Button up or down to highlight your choice, and press the Start Button to advance to the next screen. Selecting Start takes

you to the beginning of Johnny's battle. Choosing Option brings up the Options screen.

Option Screen

Here you can select the actions of Button B on your Control Pad. You can also choose the level of difficulty, the number of players you have to finish off the cartel,

and the number of times you can continue play. Press Button B to highlight a category, and then press the D-Button to highlight a specific choice.



CONTROL MODE: There are four arrangements to choose from. Try all of them and find the one that suits you. Control Mode A is the best arrangement for beginners. In Control Mode A, hold down Button B to fire in one direction only. Button B controls the direction of your fire in Control Modes B1, B2 and B3. The direction of your weapon's rotation is as follows: Alternating clockwise and counter-clockwise (B1), clockwise (B2) and counter-clockwise (B3).

Note: Control Mode A is best for beginners.

DIFFICULTY: Select from Easy, Normal, Hard, and Very Hard. The number of enemy soldiers and the intensity of the overall enemy defense increase as you play harder levels.

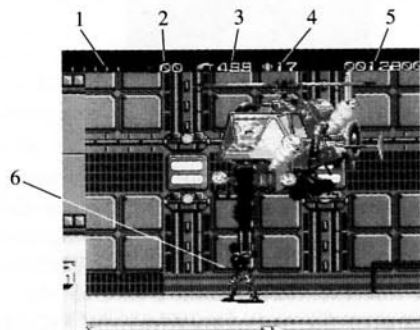
PLAYER: Begin the game with 1 to 5 players.

Note: You are automatically given 1 life, so you can actually start with as many as 6 lives.

CONTINUE: You can continue playing, after being wiped out, as many as 5 times. When your players are all exterminated, you must select "Continue" in order to keep playing.

When you've used all your Continues, the game ends. Follow the procedure for starting play (as explained earlier) and the game begins again from Stage 1.

Screen Signals

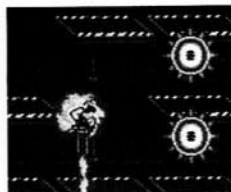


- 1) You acquire Keys as you battle enemy soldiers. Use them to upgrade your weapons (see page 7).
- 2) The number of players remaining. When they have all bitten the dust, the Continue screen appears (see page 10).
- 3) The counter for your hand-held weapon. The maximum count is 999.
- 4) Your Backpack weapon counter (maximum 99).
- 5) Your current score.
- 6) Johnny, the defiant soldier, seeking to free his family.

All or Nothing!

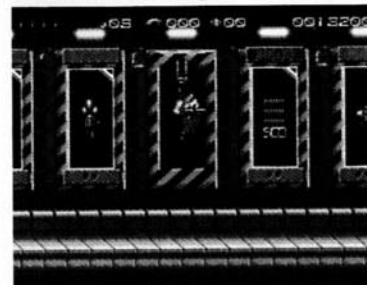
The Crimson King is holding the Ford family hostage. You must fight your way through the drug lord's home ground and free them. Enemies come at you from all directions— fire relentlessly and stay mobile. Machines

with various attack methods block your path. Certain weapons fit certain situations better than others; knowing this and taking advantage of it will get you a long way toward your goal!



Weaponry

As you blast through the door at the end of each stage, you enter the Weapons Supply room. There are six glass cases, each holding one weapon or item. Open the cases

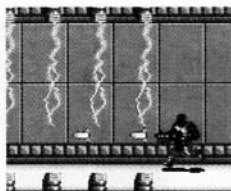


using the keys you collect in battle. You can carry as many as six keys. Each weapon has its own value (or number of keys required to open that case). Stand in front of the case that holds the weapon or item you want, then press Button C to jump. Catch the weapon or item as it flies out. You'll never be able to open every case, so you should experiment early with each different type of weapon and find out which one(s) are most effective.

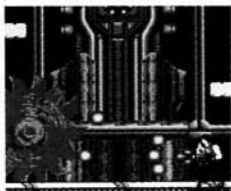
Hand-Held Weapons

There are four types of guns to choose from. They may not all be available in the same supply room, but you will have a chance to obtain each of them at some point in the game.

Full
Auto



3-Way



Fire



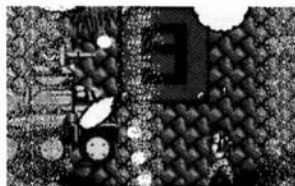
Shot
Gun



Backpack Weapons

Backpack weapons are used differently than the standard gun-type weapon. Press Button A to begin firing your hand-held weapon, then press the D-Button up and watch the fireworks! Keep an eye on the counter to the left of your current score. You begin with 50 rounds. When you've expended your supply, the counter shows "00."

Nitro



Shower



H. M. (Homing Missile)



Extra Protection

These items aren't used for attacking, but can be a great help in battle nevertheless.



Bullet: Increases the count on your hand-held weapon counter by 500!



Barrier: This deadly energy field circles around you, taking out unlucky enemy slimeballs!



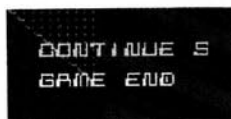
S. (Super) Charger: Gives your hand-held weapon a little extra kick. It lasts until you lose that player.



1 Up: Provides you with an extra player to send up against the drug organization's massive defense system!

Game Over/Continue

If you come in contact with an enemy or are downed by enemy fire, you lose one player. When you lose all your players, the game ends. To keep playing, highlight Continue using the D-Button and press the Start Button



before the timer runs out. Press the D-Button down to highlight Game End if you want to start over again. When you choose to continue, the game restarts from

the Supply Room at the beginning of the stage in which you ran out of luck.

The number of times you can continue is determined by your selection at the Option screen. When you've used up all of your chances, the game is truly over and the High Score screen appears.

High Score Screen

The top 10 "resisters" have their initials and scores displayed here. If your score qualifies, you'll see the High Score screen with your score flashing in red. Here's your chance to see your name in lights! Press the D-Button

RANK	BEST SCORE	NAME
1ST	0710000	WED
2ND	0100000	EKE
3RD	0088800	PAW
4TH	0088800	YKE
5TH	0078800	WAW
6TH	0088800	TAT
7TH	0088800	ERA
8TH	0048800	WBI
9TH	0038800	EHK
10TH	0028800	SID

left or right to reveal different characters, and press Button A to enter them. You can enter as many as three characters. Press Button B to go back and change a previous selection. When you've entered three characters, press the Start Button and bask in your glory for a short time. Press Start again to return to the Title screen.

Survival Tips

- When Johnny is hit, he drops his weapon(s) and any keys he may be carrying. Be sure to pick them all up, but get your weapon(s) first. The keys will still be there after the area has become safe!
- Learn to use your weapon(s) economically. When the respective counters reach zero, you're left with only a Machine gun!



Scorebook

Date			
Score			
Rescue?			

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Rescue?			

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Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.
- For game play information, call (415) 871-GAME.

WARNING: For 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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety 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 cartridge or component part, 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 warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge 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 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 cartridge 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 ninety 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 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.