

MENACER™



Menacer comes with its own 6-game cartridge for non-stop, hot-shot fun! Pick out the bad guys before they get you in Rockman's Zone™! Draw on aliens in Space Station Defender™! Defend your post in Frontline™. Be ToeJam and lob tomatoes. Exterminate the pizza-loving bugs in Pest Control™! Or, grab control and win at Whackball™!



You'll do it all and win with the Menacer.

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SEGA
GENESIS
16-BIT CARTRIDGE



**BIO
HAZARD
BATTLE™**

INSTRUCTION MANUAL

Patents: U.S. No. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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EPILEPSY WARNING

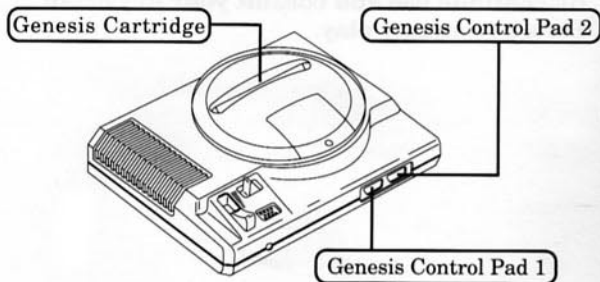
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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 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.**

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the *Bio-Hazard Battle* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start button when the Title screen appears.

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



**For Game Play Assistance, call
1-415-591-PLAY.**

The Biowar



During G-Biowar I (the first global biowar), a powerful new form of retrovirus was released as a deadly reprisal from the enemy. The viruses unleashed biological forces which couldn't be stopped, leaving the planet filled with new and deadly forms of life.

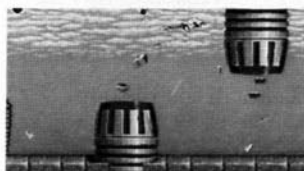
Only a few survivors remain in suspended animation in O.P.

Odysseus, an orbiting platform circling Avaron. The space



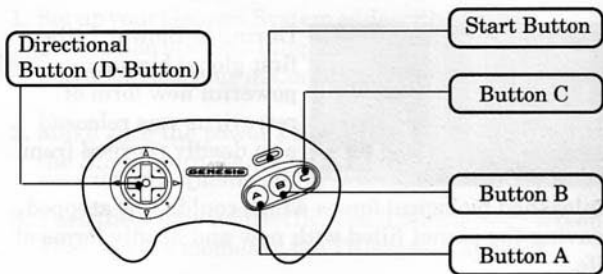
station's purpose is to keep the surviving humans alive until Avaron is habitable again. The crew of the *Odysseus* have been frozen in cryogenic tanks for hundreds of years, and now the onboard computer has awakened them.

Computer probes show that conditions on Avaron are hostile but livable. The question is; where can the crew of *Odysseus* set up a colony? This is the question you have been assigned to answer. You must pilot a



Bioship to Avaron, fly over the areas which the probes have labeled least hostile, and check out the conditions there. Find a new home for the last survivors of G-Biowar I!

Take Control



Directional Button (D-Button)

- Highlights choices in Selection screens.
- Highlights Bioships in the Bioship Select screen.
- Moves the Bioship in the Game screens.

Start Button

- Returns to the Bioship Select screen or the Title screen from the Continue screen.
- Starts the game from the Title screen or the Continue screen.
- Pauses the game when playing; resumes play when game is paused.

Button A, B or C

- Fires weapons.
- Returns to the Bioship Select screen or the Title screen from the Continue screen.
- Starts the game from the Title screen or the Continue screen.
- Selects the highlighted Bioship in the Bioship Select screen.

Note: Button A is the autofire button, and can't be used to fire the Plasma Wall.

Getting Started



Once you've inserted the game cartridge and turned the power on, the SEGA logo will appear, followed by the *Bio-Hazard Battle* Title screen. Press the Start Button to see the Main

Selection screen and start the game, or wait to see a demonstration. To leave the demonstration, press the Start Button to return to the Title screen.

1play start
2play start
Options

After you press the Start Button, you will see the Main Selection screen. Here, you have three choices.

1 Play Start: For a one-player battle.

2 Play Start: You and another player fight the Bio-Hazards together!

Options
Level Practice
Sound Test 0
Exit

Options: In the Options screen, you have a chance to change the following game parameters:

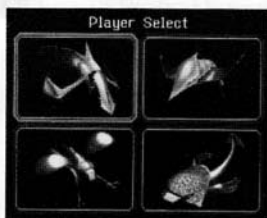
- **Level:** Choose from Practice, Easy, Normal, Hard and Hardest.

Note: In the Practice mode, you can only go as far as level 5.

- **Player:** You can choose from 3, 4 or 5 lives.

- **Sound Test:** Listen to the mysterious sounds and music of *Bio-Hazard Battle!*

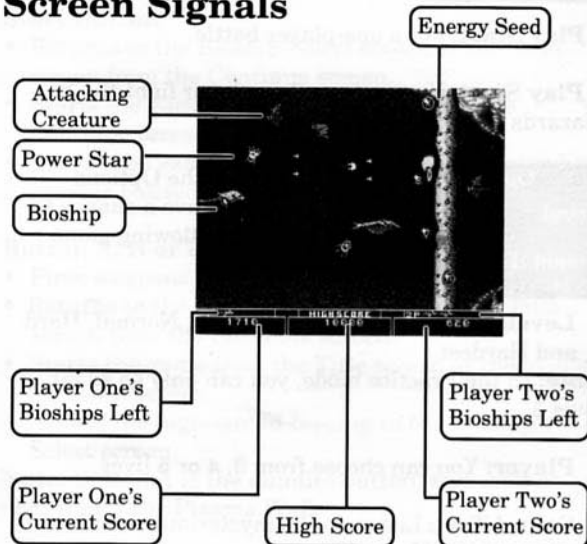
- **Exit:** Highlight this and press any button when you finish setting your options and wish to return to the Main Selection screen.



After you have selected a one or two player game, the Bioship Selection screen (Player select) will appear. You can choose any of the four Bioships. Highlight your Bioship choice with the D-Button, and press the

Start Button to start the game (Player 1 uses the red highlighter and Player 2 uses the blue highlighter). Once you see the Bioship (or Bioships) launched from beneath the O.P. *Odysseus*, get ready for action!

Screen Signals



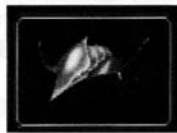
The Bioship

You are the captain of a Bioship: both machine and living being. It is a fantastic creation and more; it's you and your crew's only chance to return to Avaron and find a place safe to live in. You have a choice between four types of ships, as shown on the Ship Selection screen.

ORESTES



ELECTRA



HECUBA



POLYXENA

Bioship Specifications

SHIP	SPEED	YELLOW	ORANGE	BLUE	GREEN
ORESTES	FAST	FIRE PETAL	PLASMA RING	NOVA	PODS
ELECTRA	SLOW	FIRE PETAL	SEEKER LASER	BOND	PODS
HECUBA	FAST	SPIN LASER	PLASMA RING	BOND	PODS
POLYXENA	SLOW	SPIN LASER	SEEKER LASER	NOVA	PODS

Energy Seeds

Energy Seeds are scattered by the space station along the flight path your Bioship will take. There are four types of Seeds, Yellow, Orange, Blue and Green. Each Seed changes the Bioship's genetic structure, enabling the ship to generate a different type of weapon.

Your Bioship ingests Seeds by passing over them and the energy is transferred to your ship's Power Star. The Power Star, both a shield and a weapon, floats near the Bioship. As a shield, it stops most creatures from hitting your Bioship. More importantly, it uses power from the Energy Seeds to generate weapons.

Seed Weapons

Yellow Seed

- Spin Laser: A spinning twin laser beam.
- Fire Petal: A stream of white-hot fireballs.

Orange Seed

- Plasma Ring: A spinning ring of energy which bounces off of inert matter and detonates upon contact with living matter.
- Seeker Laser: Homes in on potential hazards and destroys them.

Blue Seed

- Bond: Blue globes of plasma which attach to the creature and explode.
- Nova: A multi-directional burst of energy.

Green Seed

- Implosion Pods: Create a vacuum upon contact, causing damage.

Note: This is the Power Star's default weapon.

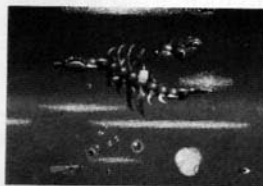
Bioship Weapon



The front of the Bioship is equipped with a weapon which can be used in two ways. The Bioship normally fires a plasma beam at the same time as the Power Star, but by holding down the fire button for a few moments, the Bioship pulls plasma energy into its power core and releases it in one massive burst, called the Plasma Wall. This wall of energy is powerful enough to destroy almost anything with one burst.

Note: This massive build-up and release of energy prevents the Power Star and the plasma gun from functioning until the Plasma Wall is released.

Flight Path



Reentry (Stage 1): Your Bioship is well equipped to withstand the heat generated when you hit Avaron's atmosphere. The *Odysseus* has already started dropping Energy Seeds, so you should find them almost immediately. Watch out for giant bees and other flying hazards.



City Ruins (Stage 2): You will pilot the Bioship through a major metropolis. Two of the probes sent down were destroyed by the city's defensive weapons. It seems some of the city's computers are still operational. Watch yourself.



Forest (Stage 3): The great forests and jungles of Asia have become alien and dangerous. Scans show giant flying centipedes and massive airborne spores which you'll have to watch out for.



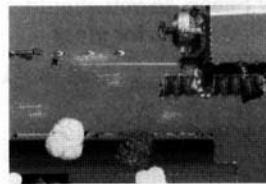
Bauxite Mine (Stage 4): Com-Tec ultrasound readings of these caverns show a variety of life forms inside. The mine is relatively wide, so you'll have maneuvering room, but you're going to

have to deal with some nasty creatures.



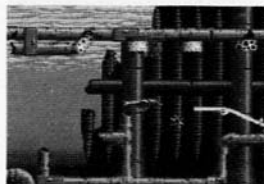
Oceania (Stage 5): A colony could be set up beneath the ocean if conditions there are safe enough, but *Odysseus'* probes couldn't dive deep enough to give detailed information. Investigate the

ocean floor and find out if it's safe.



Flying Destroyer (Stage 6): Com-Tec infrared scans have picked up a massive energy reading. Computer records indicate it is an automated warjet, a leftover from G-Biowar I. A gigantic

weapon of destruction, it would seek out and obliterate any colony we could build. You have to attack and destroy this warjet or the human race has no future on Avaron.

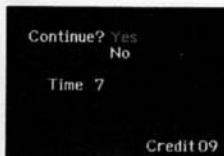


Biowar Lab Grounds (Stage 7): Scientists on the *Odysseus* need more information on the kinds of gene manipulation experiments that were going on when G-Biowar I started. To do that,

you're going to have to pilot your Bioship through the Biowar Labs complex. The lab's defense system is still working, and genetically altered creatures are sure to be everywhere.

Biowar Lab Core (Stage 8): After entering the lab, proceed to the core, where the Biowar materials are kept. If we can find these materials, we may be able to stabilize Avaron's biosphere. Com-Tec's scans were unable to penetrate to the core of the Biowar Lab, so we don't know what you will encounter. This will be your toughest mission, but we're counting on you. The future of the human race is in your hands.

Game Over



You start *Bio-Hazard Battle* with 9 Continues, and 3, 4, or 5 Bioships (see Options on page 4). When your last Bioship is destroyed, the game ends. If you have Continues left, the Con-

tinue screen appears. You have 10 seconds to make a choice. Highlight Yes (to continue playing) or No (to quit) with the D-Button and choose with any of the other buttons. If you choose Yes, the game returns to the Bioship Selection screen, then back to the beginning of the last stage you were in. If you choose No, the SEGA logo appears, followed by the Title screen. If you have no Continues left, the SEGA logo appears, followed by the Title screen.

From the Com-Tec Bioship Files

August 19, 2116 pilot briefing excerpt: “The Power Star is a versatile weapon for defense and offense. Practice aiming it in different directions to improve your shielding accuracy and shooting ability. “

August 21, 2116 pilot briefing excerpt: “The Energy Seeds are incremental in effect, that is, as the ship ingests the Seeds, the weapon’s power increases. Remember that this power increase only happens when you pick up Seeds of the same color. Maximum power capability is reached when the Bioship ingests three Seeds of the same color.”

• **August 27, 2116 pilot briefing excerpt:** “The creatures will be drawn towards the Bioship because of the energy it emits. They will probably come at the ship from all sides, so don’t allow yourself to be trapped in valleys, dead-ends or areas you can’t maneuver in easily.”

BIO-HAZARD VICTORIES

DATE			
NAME			
LEVEL			
STAGE			

DATE			
NAME			
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BIO-HAZARD VICTORIES

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Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis 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 Cartridge.

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.

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.
