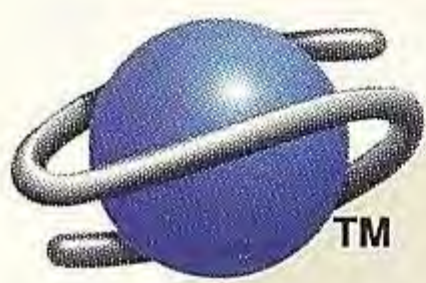


SEGA™



# SHOCKWAVE ASSAULT™

SEGA SATURN™



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

KIDS TO ADULTS



AGES 6+

T-5005H



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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.



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### **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

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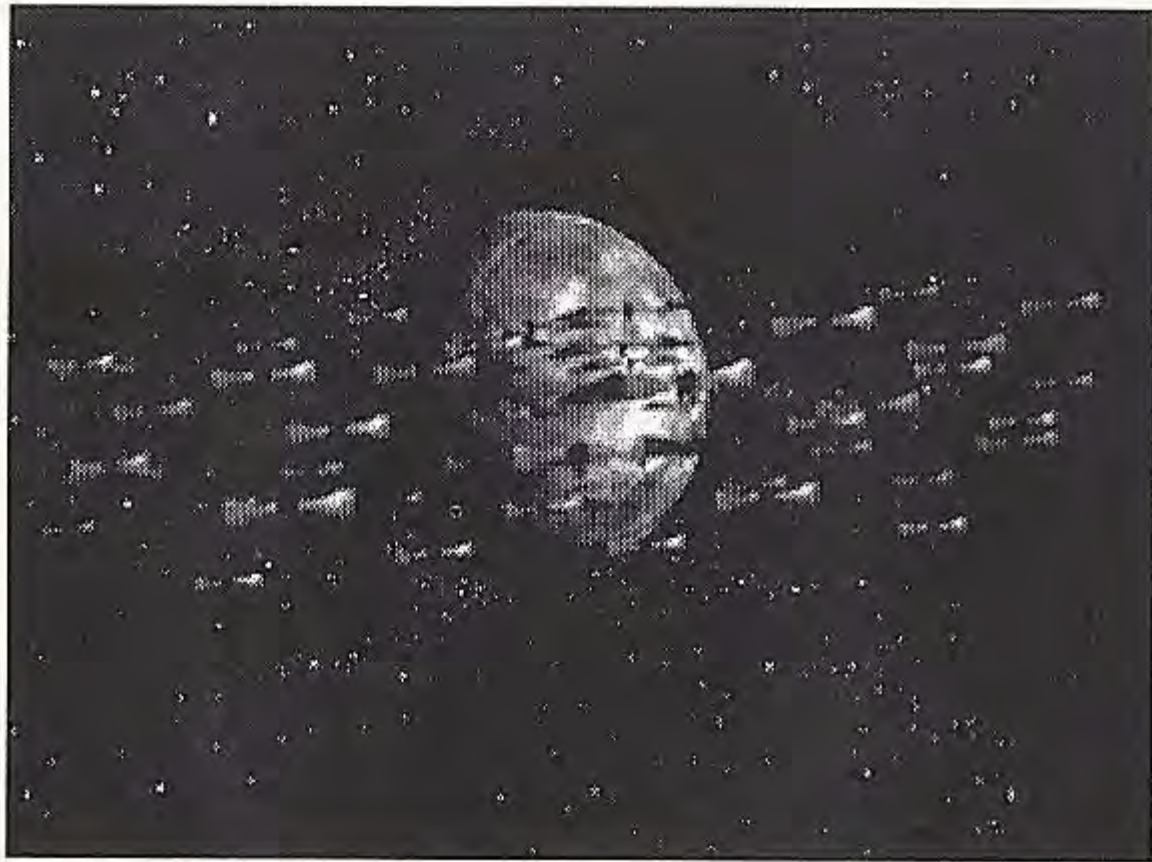
<b>ATTENTION:</b> . . . . .	<b>2</b>
<b>Starting The Game</b> . . . . .	<b>2</b>
<b>Introduction</b> . . . . .	<b>2</b>
<b>Control Summary</b> . . . . .	<b>3</b>
GENERAL . . . . .	3
MENUS . . . . .	3
VIDEO . . . . .	3
FLYING . . . . .	3
WEAPONS . . . . .	3
<b>Advancing Through Missions.</b> . . . . .	<b>4</b>
MAIN MENU . . . . .	4
PILOT STATUS SCREEN . . . . .	5
NEW PILOT SCREEN . . . . .	6
OPTION SCREEN . . . . .	7
<b>Your Aircraft/Cockpit</b> . . . . .	<b>8</b>
COCKPIT . . . . .	8
TARGETING AND FIRING . . . . .	9
CONTROLLING THE F177 . . . . .	10
REFUELING . . . . .	10



# SHOCKWAVE ASSAULT

## 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

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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.



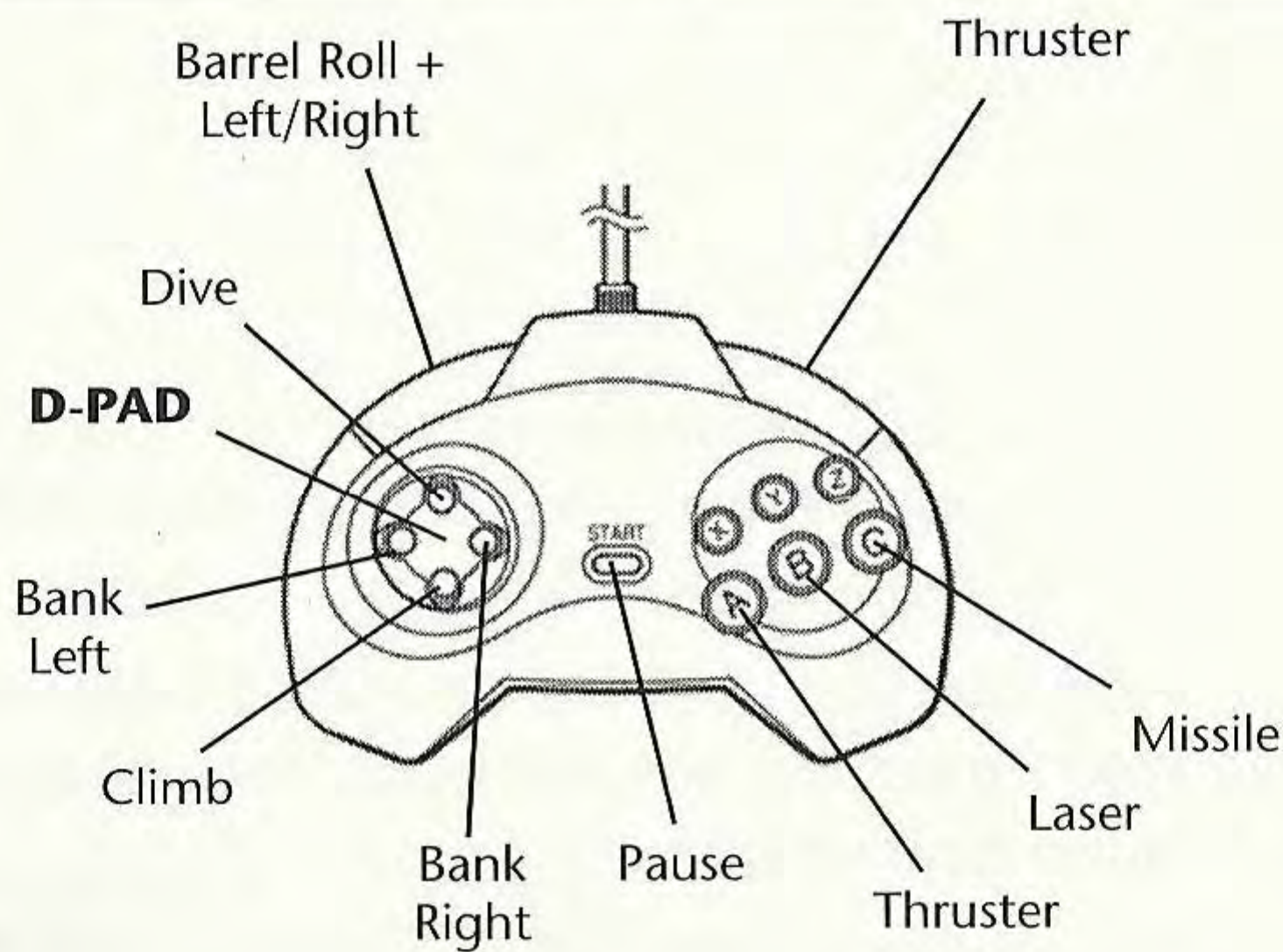
## INTRODUCTION

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*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



## GENERAL

Pause/Continue the game	<b>START</b>
Exit a mission	<b>START</b> then <b>Z</b>

## MENUS

Highlight a button	D-Pad any direction
Select highlighted button	<b>A</b> or <b>C</b>
Return to previous menu	<b>B</b>

## VIDEO

Skip the video	<b>START</b>
----------------	--------------

## FLYING

Turn Left/Right	D-Pad $\leftrightarrow$
Climb	D-Pad $\downarrow$
Dive	D-Pad $\uparrow$
Barrel Roll	<b>Left SHIFT</b> + D-Pad $\leftrightarrow$
Thrusters	<b>Right SHIFT</b> or <b>A</b>
Refuel and Reload weapons	Fly under refueling drone.

## WEAPONS

Fire Lasers	<b>B</b>
Fire Missiles	<b>C</b>



# SHOCKWAVE ASSAULT

## ADVANCING THROUGH MISSIONS

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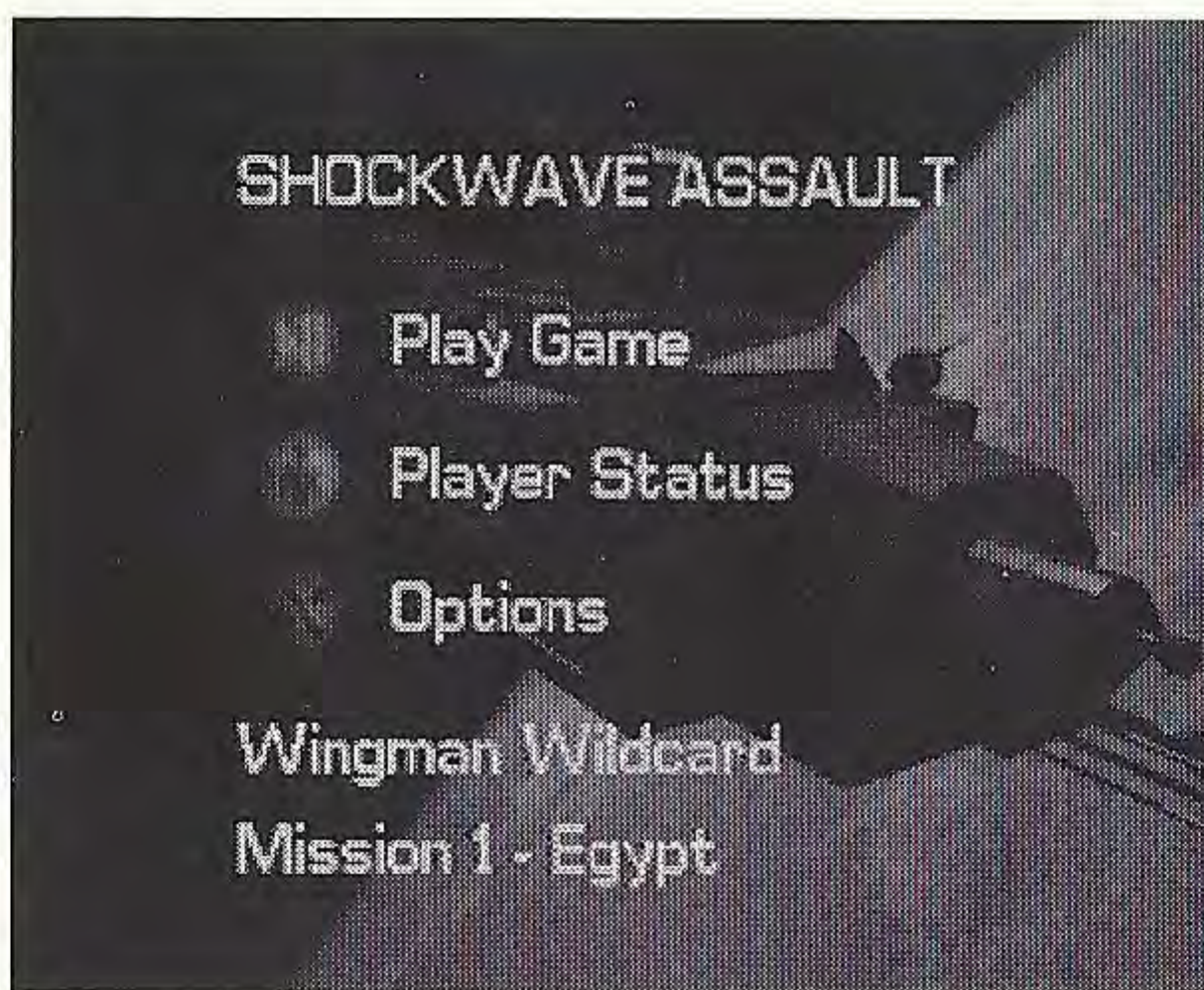
Listen closely. It is your goal to save the human race, and to do so you must successfully complete fifteen designated missions. In order to succeed, you must accomplish every objective outlined by Major Stewart at the start of each mission.

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.



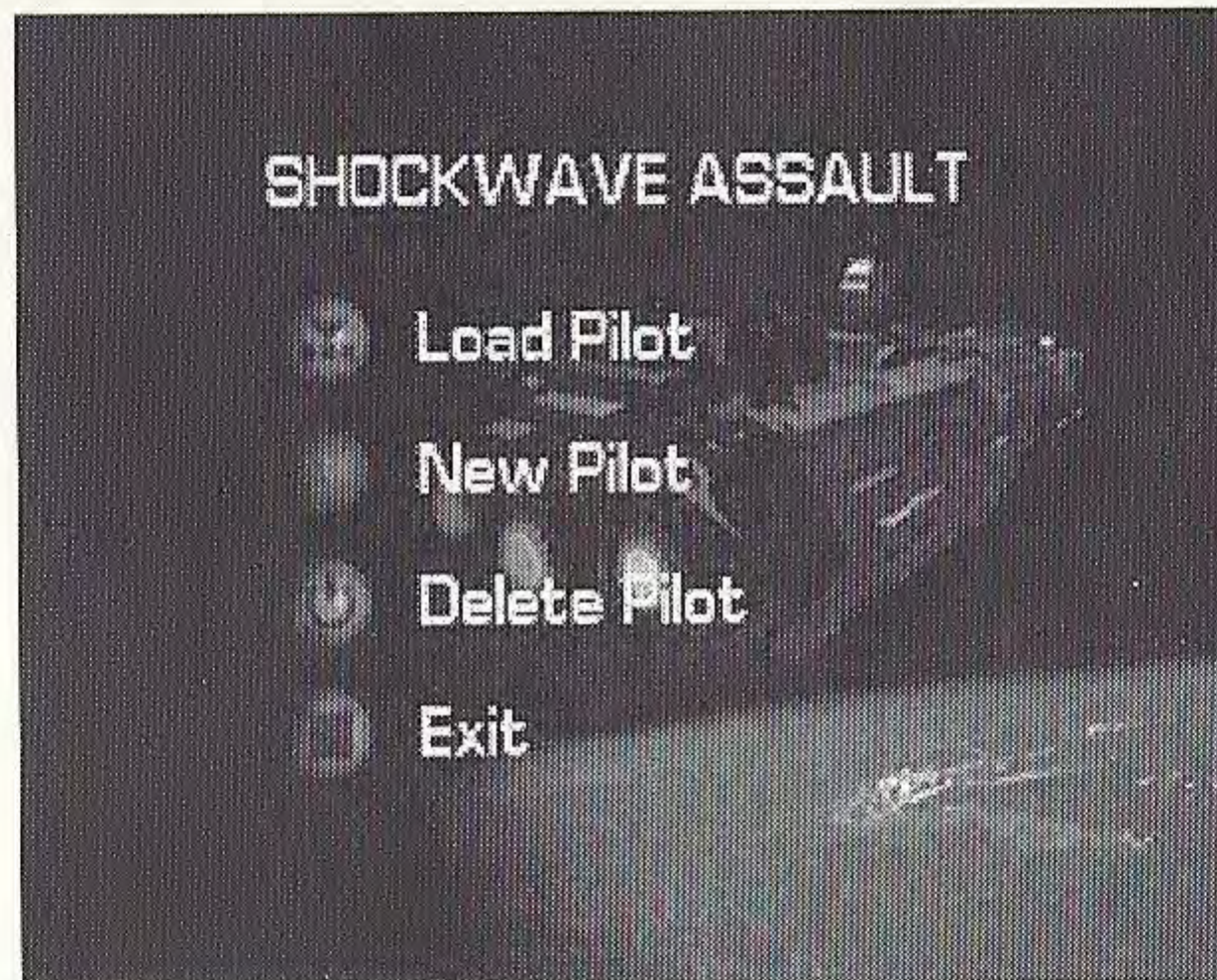
Go to the Pilot Status screen.



Go to the Options screen.

## PILOT STATUS SCREEN

Create a new pilot and load saved pilot status.



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.



# SHOCKWAVE ASSAULT

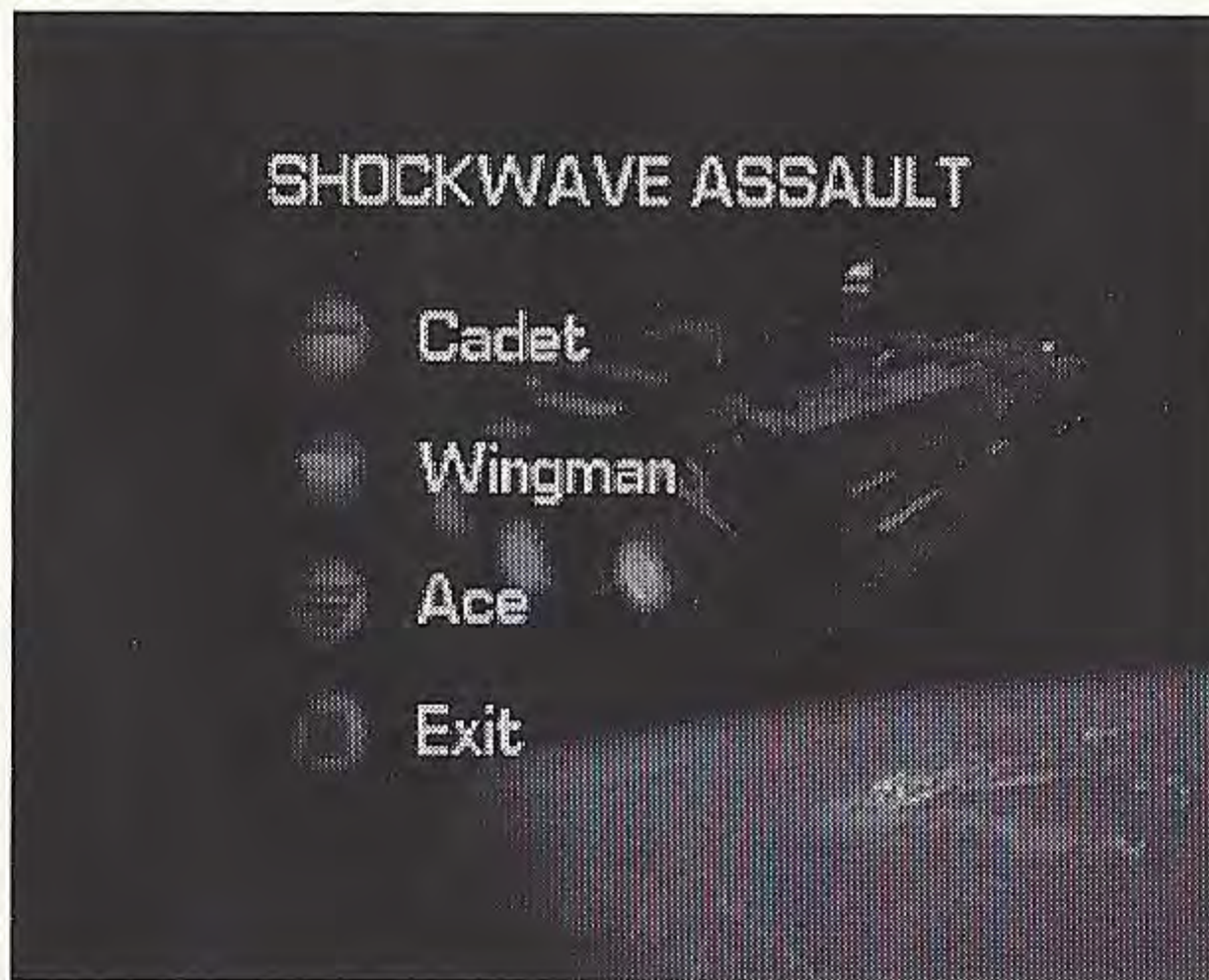


Delete any pilot from the roster.



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.



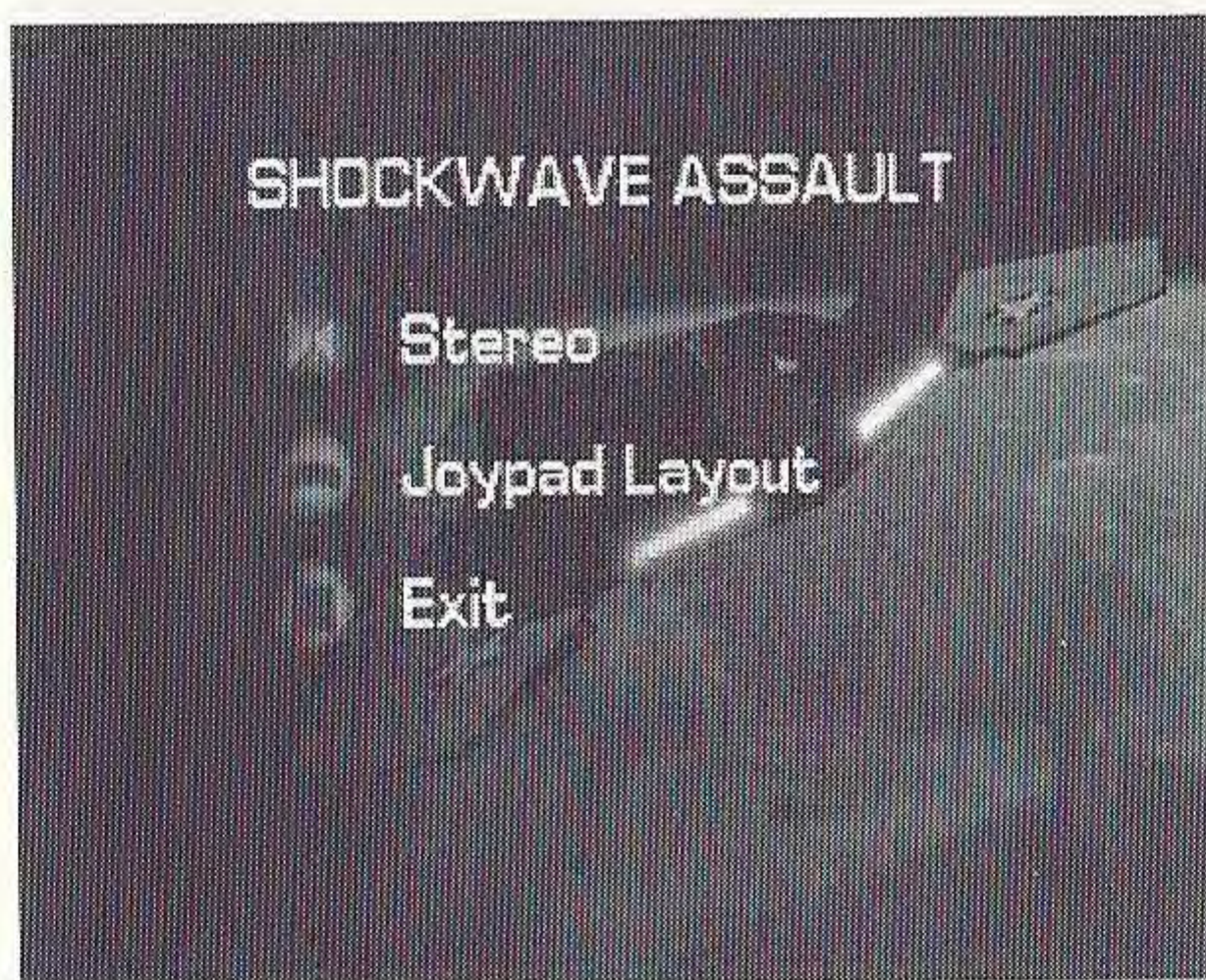


Return to the previous screen.

### 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



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.



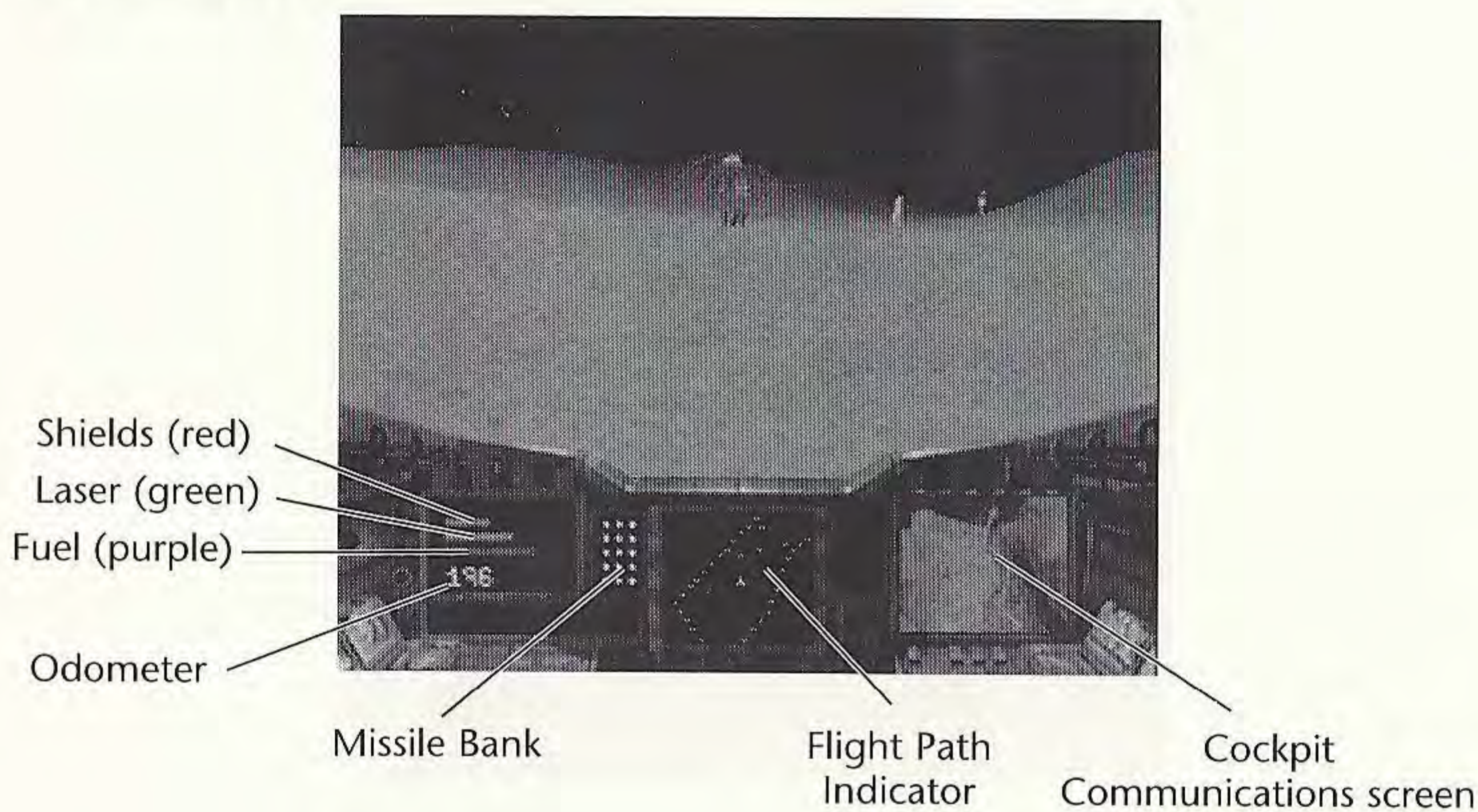
# SHOCKWAVE ASSAULT

## 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 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



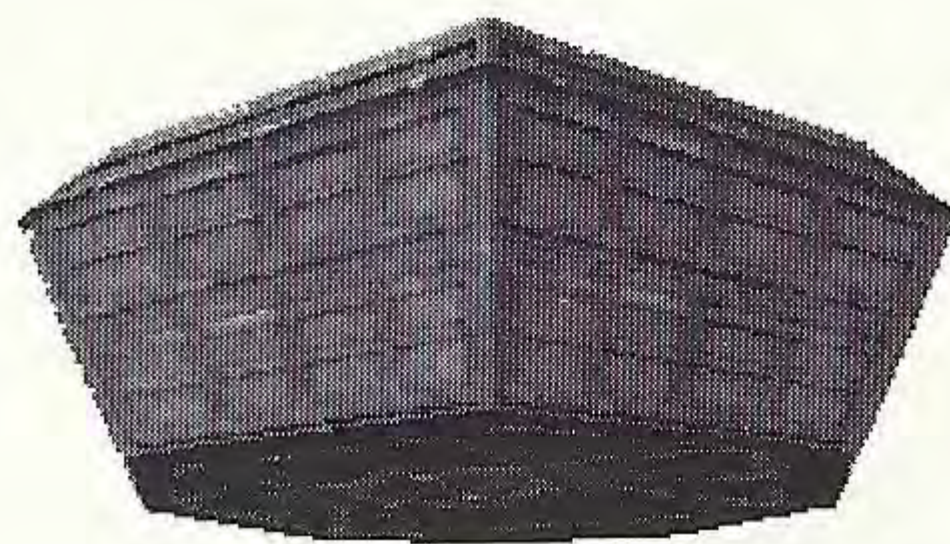
Your F177 fighter is equipped to perform standard and specialized maneuvers.

- To bank left/right, press D-Pad  $\leftrightarrow$ .
- To dive, press D-Pad  $\uparrow$ .
- To climb, press D-Pad  $\downarrow$ .
- To perform a Barrel Roll, press **Left SHIFT** + D-Pad  $\leftrightarrow$  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**

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News Reel Footage	ARCHIVE FILMS
EA Video Producer	Mark Day
Production Company	Electronic Arts Productions, Inc.



# SHOCKWAVE ASSAULT

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Lt. Houser	Cintra Wilson
Lt. Scott	Michael Wright
Lt. Alomar	George Castillo
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## CAST

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Dr. Lawrence	David Hodges
Comm Op1	Anthony Pinson

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## **THANKS**

To all the people that worked on *Shockwave Assault* and *Operation JumpGate*. Without them, nothing would have been possible... Murray Allen, Charles Austen, Eric Baldeschwieler, Tony Berkeley, Stewart Bonn, Laurent Benes, Michael Becker, Marc Farly, Monty Finefrock, Lou Giacalone, Cyndi Hill, Jeff Jacka, John Knight, Eric Kornblum, Jerry Newton, Kelly Pope, David Pettigrew, Bob Rossman, Don Woo, Erik Holden, Bob Rossman, Jeff Smith, Stig Smith, Mike Sweeney, Philippe Tarbouriech, Peter Traugot, Don Veca



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# SHOCKWAVE ASSAULT



Patent numbers: U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792;  
Europe No. 80244; Canada Nos. 1,183,276; Hong Kong No. 88-4302;  
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- 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

