

SEGA  
**GENESIS**  
16-BIT CARTRIDGE



**ESWAT**

**CITY UNDER SIEGE  
INSTRUCTION MANUAL**



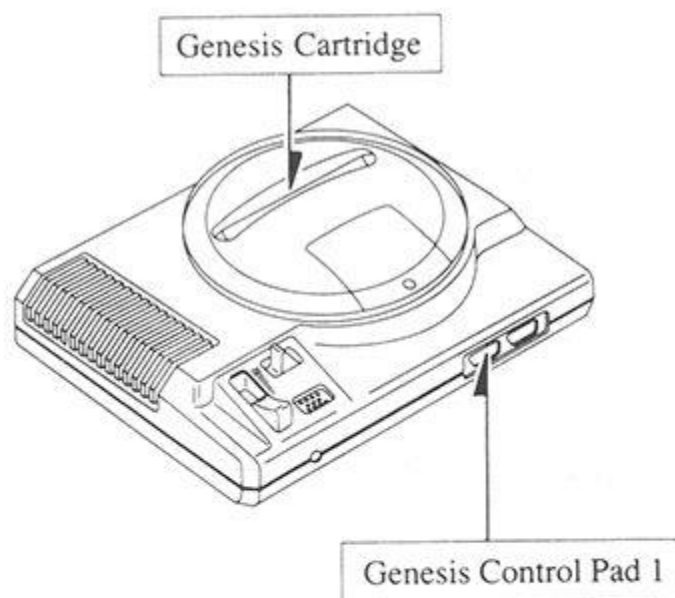
# Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the ESWAT cartridge in the Genesis System (shown below) by following the instructions in your Genesis System manual.
3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

**IMPORTANT:** Always make sure that the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player only:

Press the Start Button on Genesis Control Pad 1.



# Evil E.Y.E.

Crime has always been a problem, but recently it has grown into a monster that seems prepared to devour the entire world. The major source of fear among citizens of the world is the terrorist organization known as "E.Y.E." There appears to be no end to the pure havoc they are capable of creating. Life, as we know it, is in serious danger of vanishing!

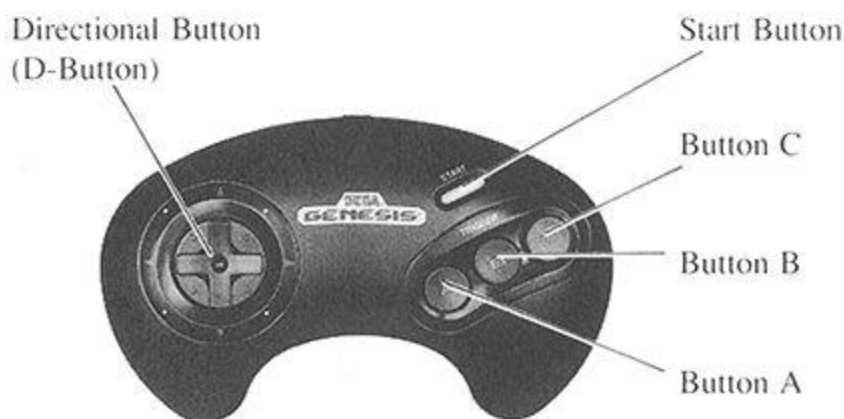
Realizing the potential results of E.Y.E.'s continued dominance, the government has sent for a group of soldiers who have been trained for just such a situation—"ESWAT!" ESWAT stands for "Enhanced Special Weapons And Tactics." These specially-trained defenders of free society may be the final obstacle between E.Y.E. and total control of Earth!

The ESWAT troopers are master marksmen, and are among the fastest, strongest and most agile people alive. Wearing state-of-the-art Ice Combat suits, they set out to shut the door once and for all on E.Y.E., and insure a long, safe future for people of all nations. However, the leaders of the terrorist syndicate are aware that the ESWAT troopers are on their way, and have prepared some special surprises for our heroes.

Do you deserve to join the ranks of ESWAT? You'll find out soon enough— 8 different missions lie ahead, each with its own traps and perils. In order to successfully run E.Y.E. into the ground for good, you must complete every mission, and survive to tell the story. The world's future hangs in the balance— do your duty, and help ESWAT to win this crucial struggle!

# Take Control!

Here's how to use your Control Pad to help destroy the terrorists.



## D-Button

- Press up or down to highlight different options in the Options menu.
- Press left or right to view sub-options in the Options menu.
- Press down to make your soldier squat in tight areas.
- Press up to jump higher, or down to jump down (used in conjunction with Button C).
- Press left or right to move your soldier through each mission, or to fire in either direction. Press up and hold to fire at enemies above you.
- When using the Burner, press up to fly higher. Press left or right to fly in either direction.

## Start Button

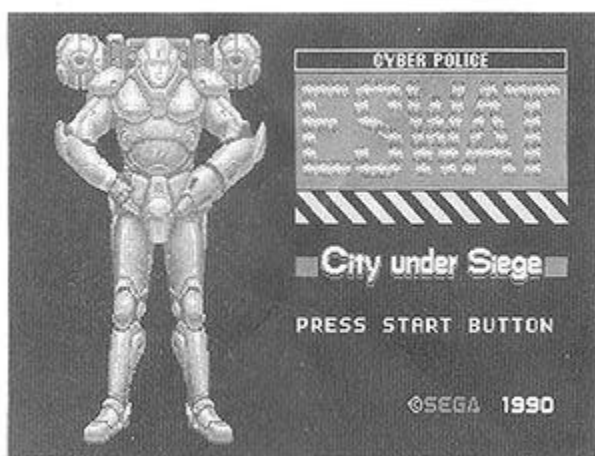
- Press to advance through the Title and Options screens.
- Press to start the game.
- Press to pause the action, and to resume play.

## Buttons A, B and C

- These buttons can be used interchangeably to Select, Attack and Jump. Choose the function of each button when the Options screen appears.

# Getting Started

Prior to the title screen, you'll watch as one of the special Ice Combat suits worn by the ESWAT troopers is inspected. To bypass these screens, press the Start Button. When the Title screen appears, and the words PRESS START BUTTON turn blue and begin flashing, press the Start Button and the Mode Selection screen appears. (If you want to view the Story screens, don't press the Start Button. Wait about 5 seconds, and they appear automatically.)



**NOTE:** If you view the Story screens, that means you have bypassed the Mode Selection and Options screens. You are unable to change any game conditions. If you don't change anything, your level is **NORMAL**, and you begin your battle against the terrorists with 3 troopers. Button A on your Control Pad is used to Select, Button B to Attack, and Button C to Jump.

## Mode Selection

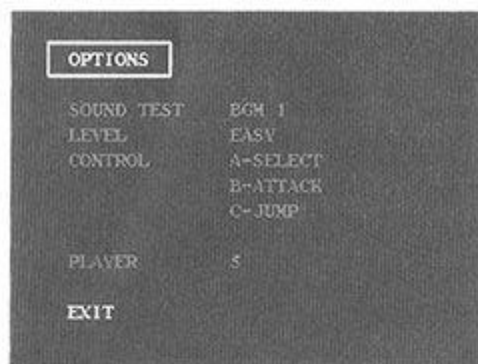


A box containing the words **START** and **OPTIONS** appears if you press the Start Button at the Title screen. To select one, press the D-Button up or down, and then press any other button.

Choosing **START** takes you to the 1st Mission. Selecting **OPTIONS** allows you to view the Options screen.

## Prepare Yourself

The Options screen is a feature that gives you the opportunity to set certain conditions as you like before beginning play. To select 1 of the 5 options, press the D-Button up or down until your choice is highlighted. To select a sub-option, press the D-Button left or right. When you're satisfied with your selections, press the D-Button down so that **EXIT** is highlighted, and then press any other button to leave the Options screen.



- 1) **SOUND TEST:** You can listen to any of the sound effects.
- 2) **LEVEL:** There are 3 Levels of Difficulty– EASY, NORMAL, and HARD.
- 3) **CONTROL:** Here's where you decide which button on your Control Pad performs which function.
- 4) **PLAYERS:** You can choose to begin the game with 1, 3, or 5 troopers.

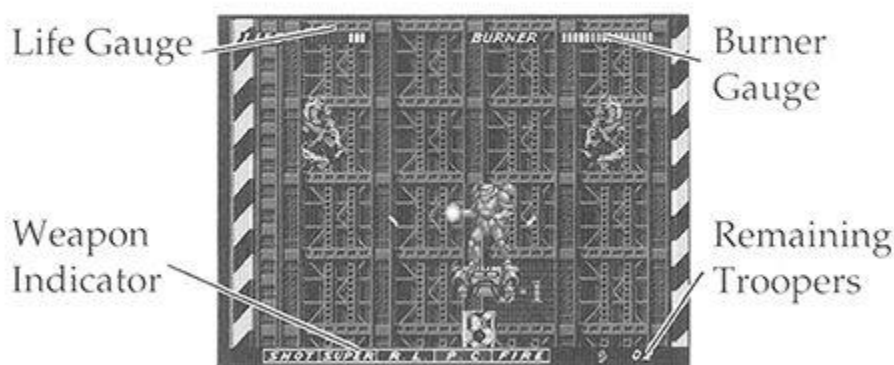
After you've finished setting conditions, the Mode Selection screen reappears. Press the D-Button up so that START is highlighted, and press any of the other buttons. You may now begin play from the 1st Mission.

## Pause and Resume Play

If you wish to stop playing for a moment, you may press the Start Button at any point. To resume play, press the Start Button again.

## Screen Signals

You should become familiar with the various indicators that appear on the screen during the game. If you start play without fully understanding them, and take a long look at an indicator while battling the terrorists, you may make an early exit from the game.





# The World's Under Siege!

Your objective is to use your troopers' Weapons and agility to move through each of 8 grueling Missions. The successful completion of each Mission brings you one step closer to closing the E.Y.E. for good. To move on to the next Mission, you must destroy the final obstacle in the Mission you're fighting. It's not necessary to blow away everyone and everything in each scene, but you can't advance without annihilating the last helicopter, machine, or monster. When you see an arrow with the word GO inside of it, you should move your trooper in the direction of the arrow to continue the game.

The Weapon Indicator tells you which of your Weapons is presently in use. At the beginning of the game, you have the use of regular fire, or SHOT. Later, you'll come across certain Items that give you different capabilities (see page 16). To select a Weapon, press the Select Button. The box denoting the Weapon in use lights up. Each time you press the button, the box to the immediate right lights up. You should continue pressing the Select Button until the box representing the Weapon you want to unleash is highlighted.

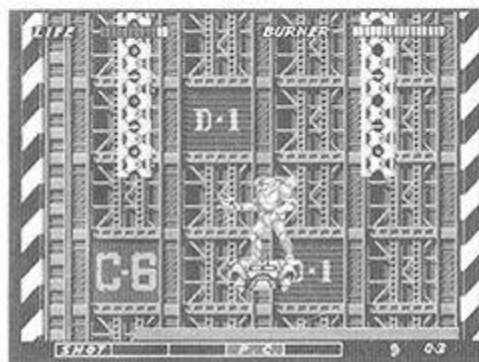
Watch your Life Gauge carefully. In the first 2 Missions, it consists of 4 bars. After that, however, with the more treacherous Missions come added bars. The size of the gauge also depends on the level you're playing.

If the Remaining Troopers indicator reads 00, and all bars on the Life Gauge are white, the game is over. Of course, GAME OVER appears (see page 15 for information on continuing play).

## Burn, Baby, Burn!

The jet-pack built into your man's Ice Combat suit will save you in the most threatening situations. Don't let the Energy run down, though, because it takes a bit of time to recharge.

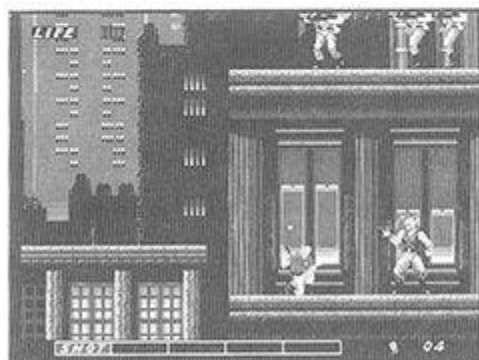
- When the Burner Meter is in the red zone, you can make use of the FIRE Item (see page 17).
- When the Burner Meter reads in the red zone, you can move your trooper in either direction during flight. He is also capable of hovering.
- When the Burner Meter is down in the yellow zone, he's unable to move around in the air. He still has hovering capability, though.
- When the bars on the Burner Meter all turn white, that means that your Burner Energy has been completely used up. Give it a short time to re-energize.



**NOTE:** In the 5th Mission, you need to use a slightly different technique in order to maneuver your trooper safely. Some sections are very tight, and there are many areas that are unsafe for foot travel. Pressing the Jump Button quickly and repeatedly should give you a bit more control for those more precise movements.

# Let's Do It!

## 1st Mission: GUARD SILENT CITY!!

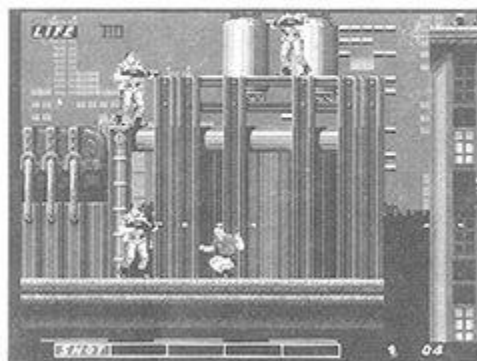


This city isn't silent anymore. E.Y.E. has taken over, and their people and machines are everywhere! This Mission finds your trooper battling the enemy at the tops of the highest buildings in the city. As

you jump from one ledge to another, watch out, as they like to sneak up on you and catch you off guard. The key to success in this Mission is to make it to the top of the very highest building.

Once you've done that, you'll see what your next move is. You must face one of E.Y.E.'s monster helicopters and destroy it in order to move on to the 2nd Mission. How do I find the copter, you ask?

Here's a hint- look out below!!

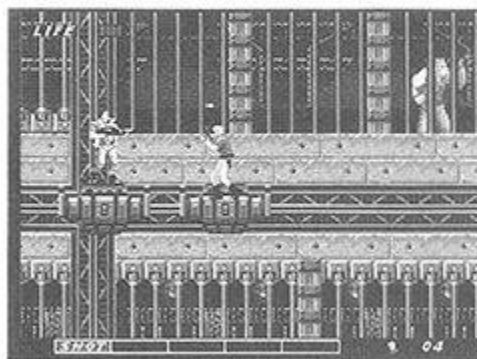


### **SPECIAL DANGERS:**

Sliding suicide soldiers, men and machines firing at you from above, and tricky footing- remember, you're 40 stories above the street!

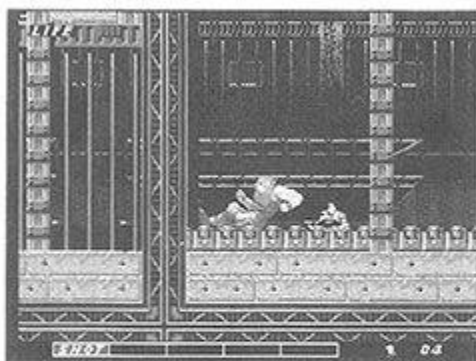


## 2nd Mission: INFILTRATE CYBER PRISON!!

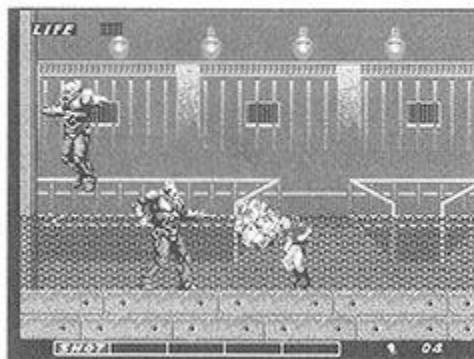


Your trooper must now battle his way past some very mean prison guards, and even meaner prisoners. You should make use of the car that's provided, as it can take you to one of the gaps in

the fence. Press the D-Button to move in 4 directions (up, down, left, and right). You have to find a gap, or you can't get into the prison. When you see IN, press the D-Button up, and then press the Jump Button. Once inside, keep moving—they'll be all over you, and if you stand still, you're finished. Keep firing, and make use of your trooper's ability to squat in order to avoid taking a hit. It's time to meet this Mission's final obstacles! Good luck getting out of this one!



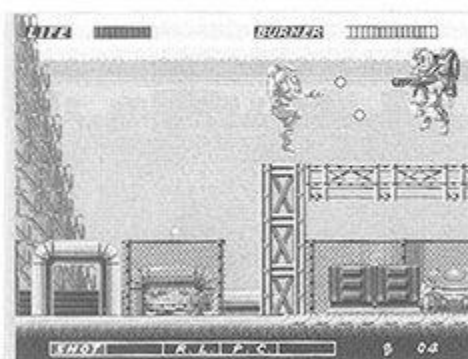
**SPECIAL DANGERS:** Small automatons will suddenly appear on the car tracks. Prisoners, if not disposed of in a timely manner, will attack quickly and leave you no time to react.



### 3rd Mission: DEFEND NEO THREE-MILE!!

Your trooper is now at what appears to be a nuclear power plant. He's donned his Ice Combat suit—a warning that things are going to get even more dangerous! You'll be assaulted by more terrorist soldiers and more killer

bots than you've ever seen assembled in one place! Even in the face of these long odds, you have an extra little protective device. The Ice Combat suit your ESWAT



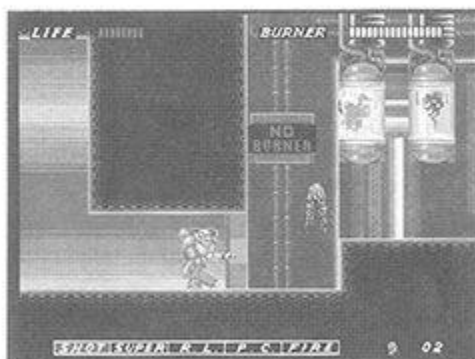
trooper has on is equipped with a jet-pack! Watch the Burner Gauge at the top right of the screen. When your Burner is fully charged, the bars on the gauge are red and yellow. As your pack loses power, the bars turn white. If this

happens, wait for the bars to change to red and yellow again before you try to use the Burner. You must use your newfound flying ability in order to get to the end of this Mission, and the nasty surprise that's waiting for you in a high place!

**SPECIAL DANGERS:** The terrain is your enemy in this area. There's very little room to maneuver, so your aim had better be true!



## 4th Mission: ATTACK MAD SCIENTIST!

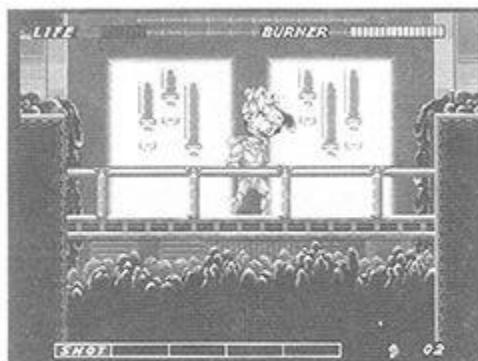


In this Mission, our man from ESWAT has gained entry to E.Y.E.'s laboratory, where a most diabolical man is at work. His "experiments" lunge at you, so watch your step at all times! Alas, you can't

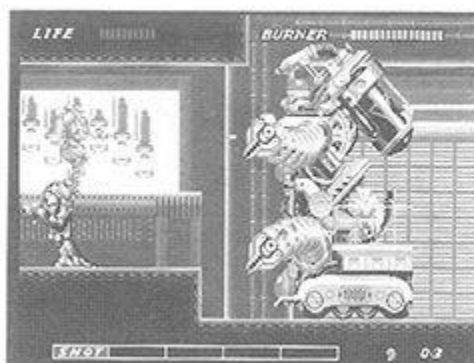
make use of the Burner while inside the lab, but since the area is rather small, you probably won't miss it. Be sure not to come in contact with the purple ooze that seems to be everywhere.

If you manage to get to the end of this Mission, you won't believe what the scientist has in store for you— a contraption that appears to be indestructible! Losing hope yet? Don't worry,

because you'll regain the use of something very valuable just in time to take on the Mad Scientist!



**SPECIAL DANGERS:** The purple substance is everywhere, and will change forms and attack you. It's very difficult to evade, but deadly to the touch. Learn quickly how to buy yourself some time!

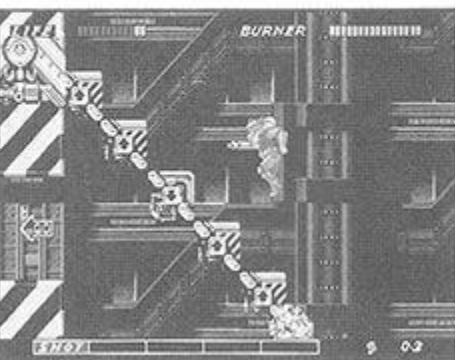


## 5th Mission: DESTROY DARK BASE!!

Once again, the ESWAT trooper has moved inside to do battle with the nasty terrorists. This time, he's inside E.Y.E.'s base, where he must defeat a very powerful, imposing machine.

Before he can get to that point, he must blast his way through security guards and flying creatures.

The key to this Mission is to find the sliding doors in each section.

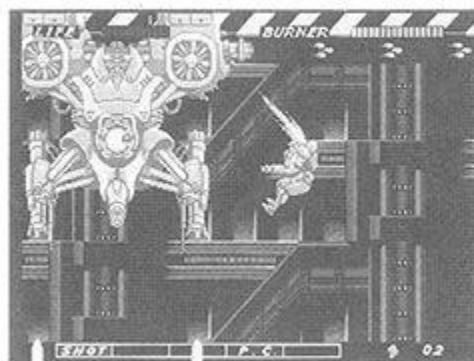
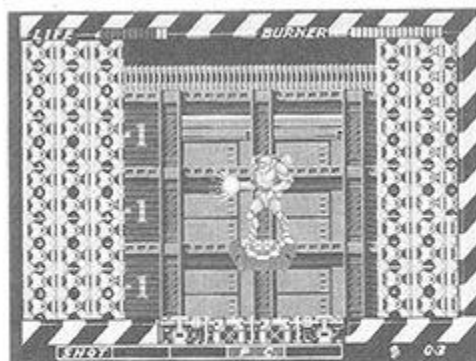


You must destroy the largest enemy in that area before the doors will be opened.

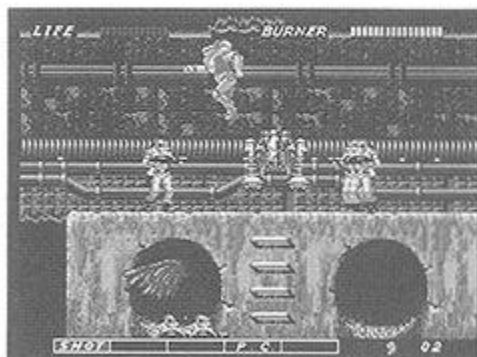
There's also an escalator in your way, but it's nothing like you've ever seen at a department store. To get to the section where you

attempt to survive that final attack, find motorized transportation and hop aboard!

**SPECIAL DANGERS:** Don't set foot on any area that is flashing red. Also, the aforementioned escalator must be approached with due caution. The arrows are the key!

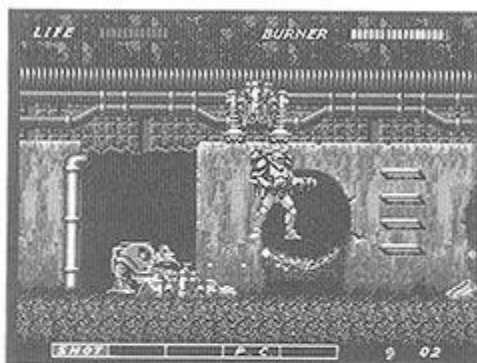


## 6th Mission: PENETRATE SECRET SEWER!

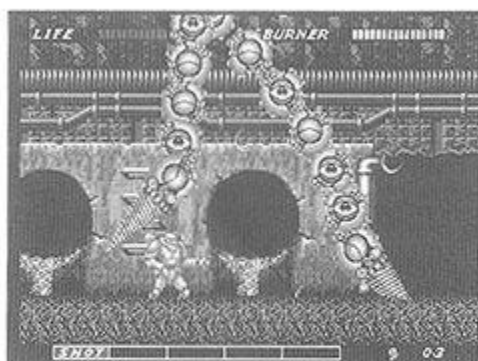


What a place to have to fight– if the enemies don't do you in, the smell just might! Now your soldier is well underground, and faces an all-new assortment of machines and creatures! You will

benefit from using your Burner in this Mission. Also, don't be in a hurry to get out. Patience may be your biggest weapon, so even though it's less than aromatic down there, take your time and get to the final battle safely. The last fight you must win takes place down below, against a slimy, slithering monster who doesn't mind the smell a bit! Wipe him out, and you're on your way!



**SPECIAL DANGERS:** The biggest dangers here are the overhead missile launchers, and the creatures that float up from the slime below.





## 7th Mission: DESTROY TACTICAL COMPLEX!

Somehow, our man has managed to get inside E.Y.E.'s planning and strategy center. The security guards aren't particularly pleased to have ESWAT troopers as visitors! Clash with them, and survive encounters with several very large, very angry machines! Find the transporters, but be sure not to enter the wrong one. You might find yourself moving backwards!

## 8th Mission: BREAK E.Y.E.'S PLAN!

The battle that will either allow the terrorists to continue wreaking havoc, or be the final nail in their coffin, takes place at a lower level. On your way down, beware of the guards (human and bionic), and get as many of them as you can. As for what's waiting for you down there, you're on your own!

## Continue/New Game

When your first group of troopers has been put out of action, the Game Over screen appears. Your score and the high score to that point are displayed. This screen is followed by the Continue/New Game screen. You can launch 3 more assaults on the terrorists. To continue playing, check to make sure the selection marker is pointing to CONTINUE 3, and press Button A, B or C or the Start Button. As each game ends, the number following the word "CONTINUE" will become smaller. To return to the beginning, select NEW GAME by pressing the D-Button down, and then press Button A, B or C or the Start Button.



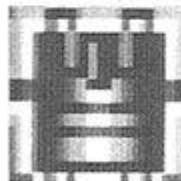
# Items

## Choose your Weapon!

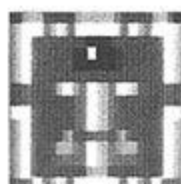
As mentioned earlier, you'll occasionally come across some small, square boxes. These boxes, when picked up, provide you with new Weapons to use against E.Y.E., Energy for your Life Gauge, a new trooper, or a full supply of Energy for your Burner. The symbol for each Item is as follows:

**SHOT:** This is the only Weapon that you have when you start out. This isn't such a liability, though, because when you and an enemy fire at the same time, your shot erases his shot. In a sense, it's both an offensive and defensive Weapon. Use it well, and it'll take you far.

**SUPER:** By acquiring and selecting this function, you gain rapid-fire capability. Press and hold the Attack Button to fire continuously.



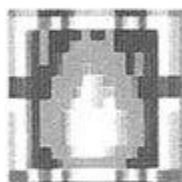
**R.L. (ROCKET LAUNCHER):** You can fire 2 Rockets in rapid succession, but then for a very short interval, the Launcher is non-operational.



**P.C. (PLASMA CHARGE):** Normally, the charge is rather small. You can fire often, but the damage you cause is minimal at best. Let the charge build up until you see a glowing ball at the end of your trooper's hand, and then let 'er rip. At full power, this Weapon's strength is incredible!



**FIRE:** This may be the single most devastatingly powerful Weapon available to you, but take care and remember 2 things– first, you can only use this Item when your Burner Meter is in the red zone. Secondly, it can only be used once. When used, it is sure to cause serious damage to all soldiers and most machines in the area. After using the FIRE Item, your Burner will need some time to recharge, so don't expect to do any flying right away.

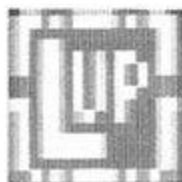


**NOTE:** If your trooper doesn't attain the rank of "ESWAT," all Weapons other than SHOT will be unavailable. Check the rank of your soldier at the beginning of each Mission.

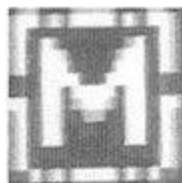
## A Second Chance

The following Item symbols give you extra Life, or Energy for your Burner.

**LIFE UP:** Taking this Item gives you 2 more colored bars in your trooper's Life Gauge.



**LIFE MAX:** If you pick up this Item, Your Life Gauge will be filled (symbol is blue).



**BURNER MAX:** Picking this Item up gives you a complete supply of Energy for your Burner. This may return to you the use of the jet-pack, or allow you to unleash the FIRE Item (symbol is red).



**1 UP:** If you latch on to one of these, you get another trooper to help you continue the fight. Check the Remaining Troopers indicator at the bottom right of the screen.



## Helpful Hints

- Be sure to remember the function of each of the buttons on your Control Pad. There is no let-up in the action, and the tiniest slip could do you in!
- Learn the benefit of each Item symbol, and the best situations in which to use them. Fire, for example, can only be use once. If you misuse it, you'll be without it in a situation where it just might have saved you!
- You can make your trooper squat by pressing the D-Button down. Every Mission contains areas where you can't survive without squatting down— either to avoid fire, or to move in cramped quarters. Learn to make your soldier squat without moving left or right!
- Don't forget that the machines must be hit more than once by regular fire, or they will keep coming at you. You may want to call up one of the other weapons you've collected, unless you're very agile and can avoid the enemy contraptions long enough to disintegrate them.

The troopers of Enhanced Special Weapons And Tactics are extremely good, but they don't stand a ghost of a chance without you at the controls. They're waiting for you right now! Suit up and let's get cracking! Bury E.Y.E., and save the world from a horrible fate!!

# 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.

## 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**

Our Consumer Service Department is in operation from 8:00 a.m. to 8:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. 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.

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