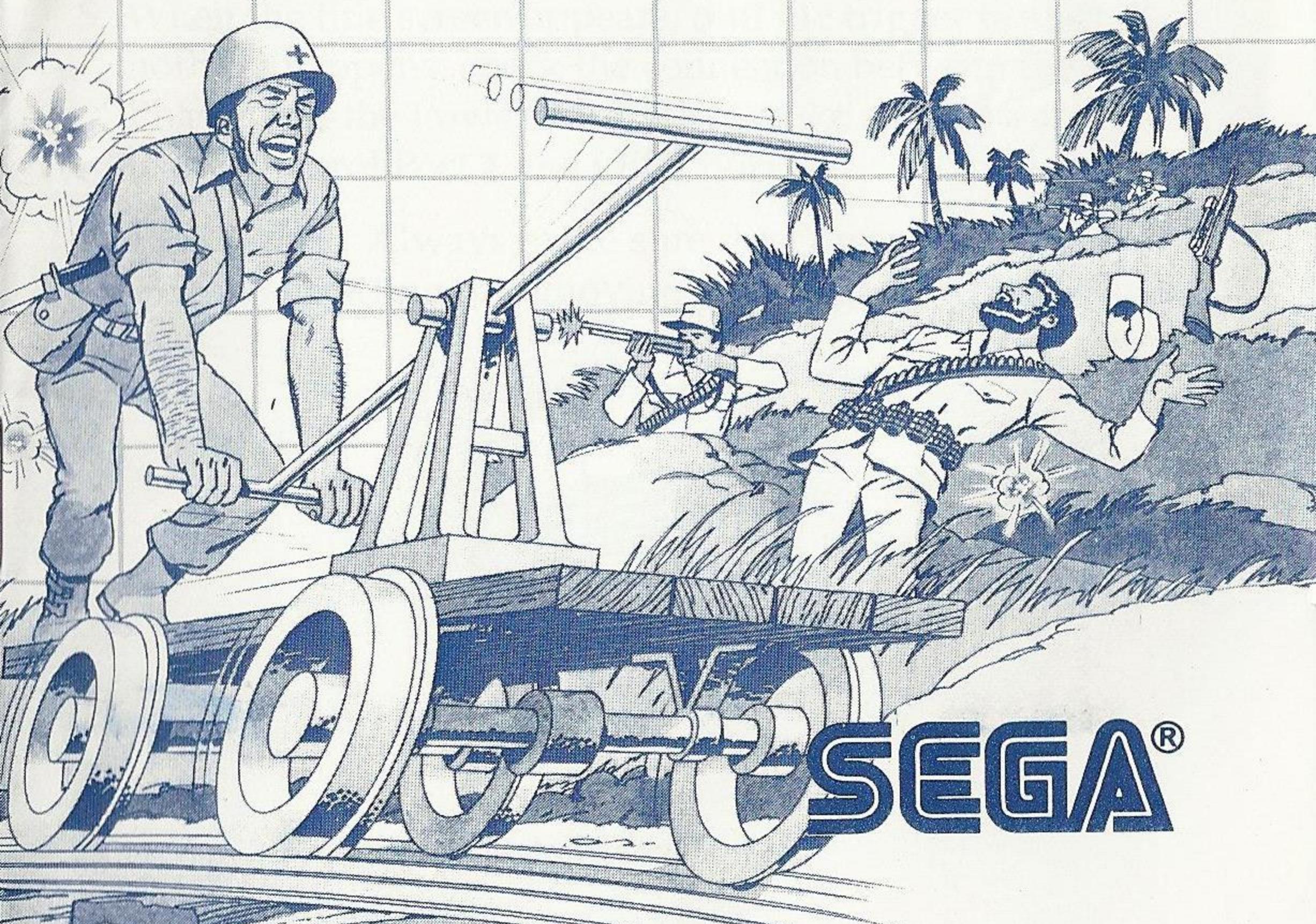


Rescue MissionTM

Your friends are trapped behind enemy lines. They're wounded and need your help to escape. You're taking the medics in...on a dangerous rescue mission.



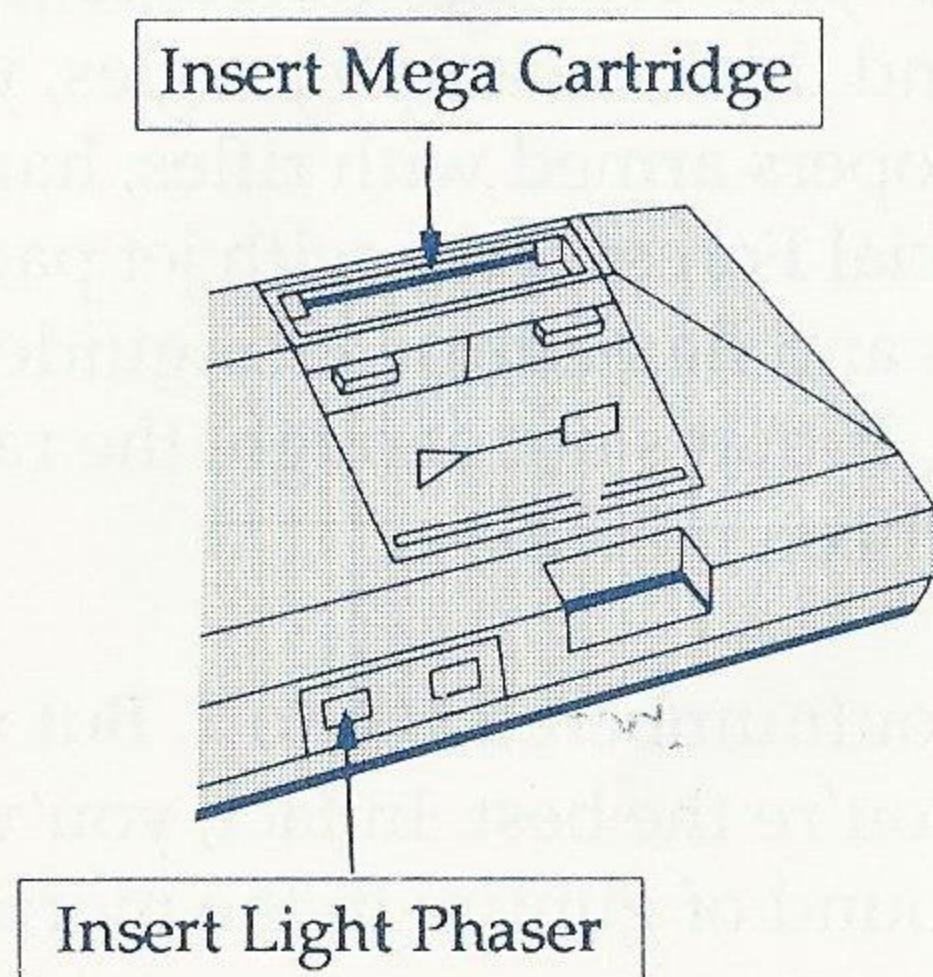


Loading Instructions: Starting Up

RESCUE MISSION™ is designed for use with your Sega Light Phaser.™ No other peripherals are necessary.

1. Make sure the power switch is OFF.
2. Plug your Sega Light Phaser™ into Control Port 1 on the Power Base.
3. Insert the RESCUE MISSION™ cartridge in the Power Base as described in your SEGA SYSTEM™ manual.
4. Turn the power switch ON. If nothing appears on the screen, recheck insertion.
5. When the title screen appears, pull the trigger to start. If nothing happens, check the connection between the Light Phaser and the Power Base. Also, make sure you are using Control Port 1, the LEFT port.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge.™



The Rescue Mission

It's jungle warfare, and you're on the front line. As the army's number one sniper, you're the one they call when they need someone to shoot straight...and fast.

Now, Central Command is calling on your special talents for a dangerous mission. Army troopers...your friends...have been wounded and are trapped behind enemy lines. They need medical attention before they can be rescued. Central Command needs someone with guts and experience to lead the Rescue Mission. They need you!

For transportation you have an old, rickety handcart. For medical support you have three medics, Mike, Steve and John. They'll ride the handcart and treat the wounded. But because they are medics, they carry no weapons. That's where you come in. You have the powerful Sega Light Phaser.TM You must provide covering fire against everything the enemy throws at you!

The odds are against you. Through mile after mile of twisting railroad track and thick, swampy jungles, you'll shoot it out with enemy troopers armed with rifles, hand grenades and bazookas...Special Forces units with jet packs, boomerangs, tear gas shells and flamethrowers...guided missiles and floating bombs. If that's not enough, the railroad track you'll travel on has been mined!

In this fight you're outnumbered 100 to 1. But when it comes to jungle warfare, you're the best. In fact, you've been heard to say; "I love the sound of gunfire in the morning!"

Make it through, and you'll earn the Medal of Valor. Fail, and your friends will share your dismal fate...defeat!

The Object of Rescue Mission™

Your job on this mission is to protect the three medics from enemy attack while they give treatment to your wounded soldier friends. The enemy territory you'll fight in consists of five fields of battle (Rounds). In order to complete a round, the medic must treat and rescue the wounded soldiers and make it to the field tent. If at least one of the medics makes it to Headquarters, your mission will be successfully completed.

Round 1	Jungle
Round 2	Swamp
Round 3	Village
Round 4	Bridge
Round 5	Ammo Depot

If the enemy kills all three of your medics, the game...and your mission...are over.

Taking Control

Since Rescue Mission™ is a Light Phaser game, all commands are carried out by following the prompts on the screen and pulling the trigger.

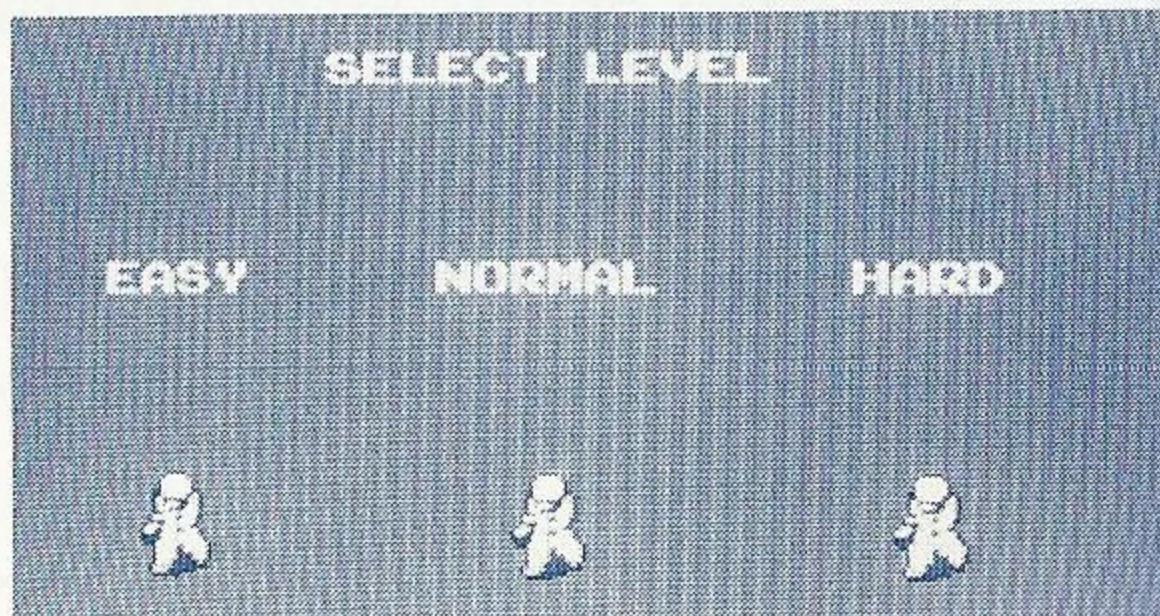
You can exit from any screen that displays text or instructions by pulling the trigger. This puts you in the next screen. The only screen you cannot skip is the end of the fifth round. But who would want to? If you make it that far, you'll be decorated with a medal!

Ready...Aim...Fire!

To Start the Game: Point your Sega Light Phaser™ at the title screen on your T.V. and pull the trigger.

You'll see this screen:

To select the level of difficulty, point your Light Phaser at the figure representing the level you wish to play at; EASY, NORMAL or HARD, and pull the trigger. The figure gets blown away...and you enter Central Command, where the medics are getting their instructions for the Rescue Mission.™



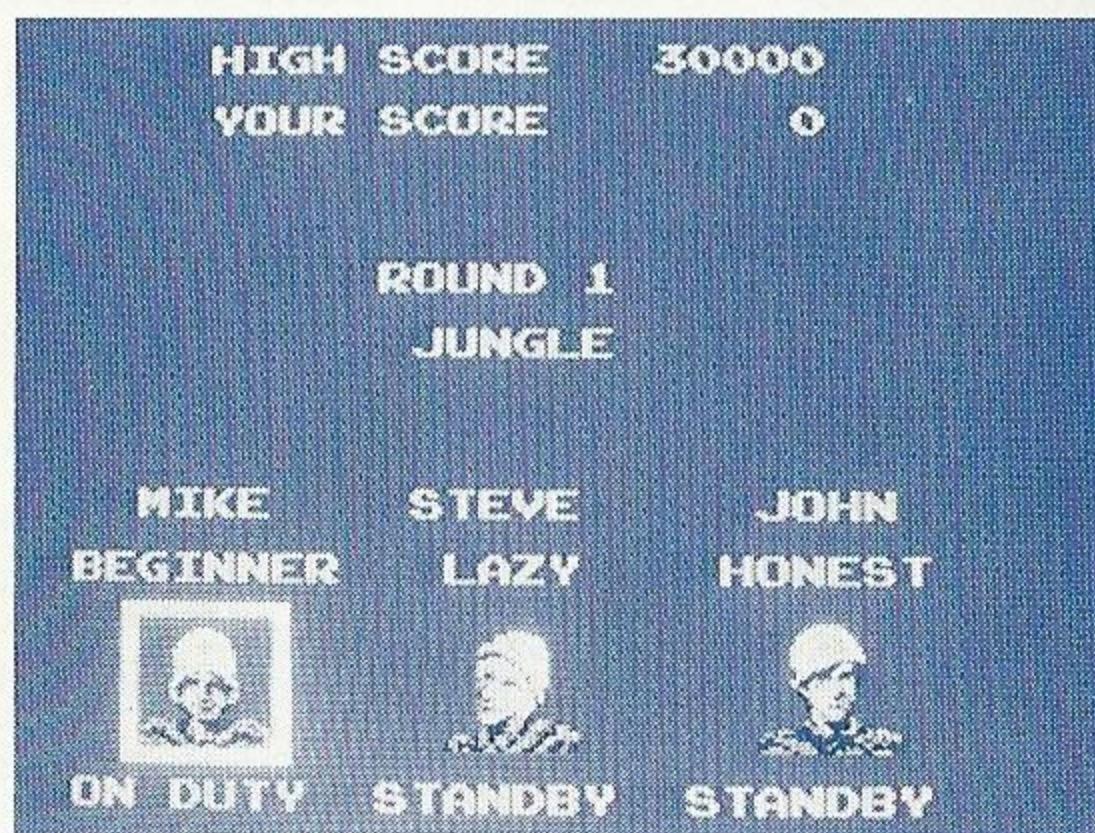
(NOTE: You can skip this section by pointing your Light Phaser at the screen and pulling the trigger.)

Once the orders are given, you enter the Round Status screen:

Round/Area

Medic's Name

Medic's Status



Medic's Mission Profile:

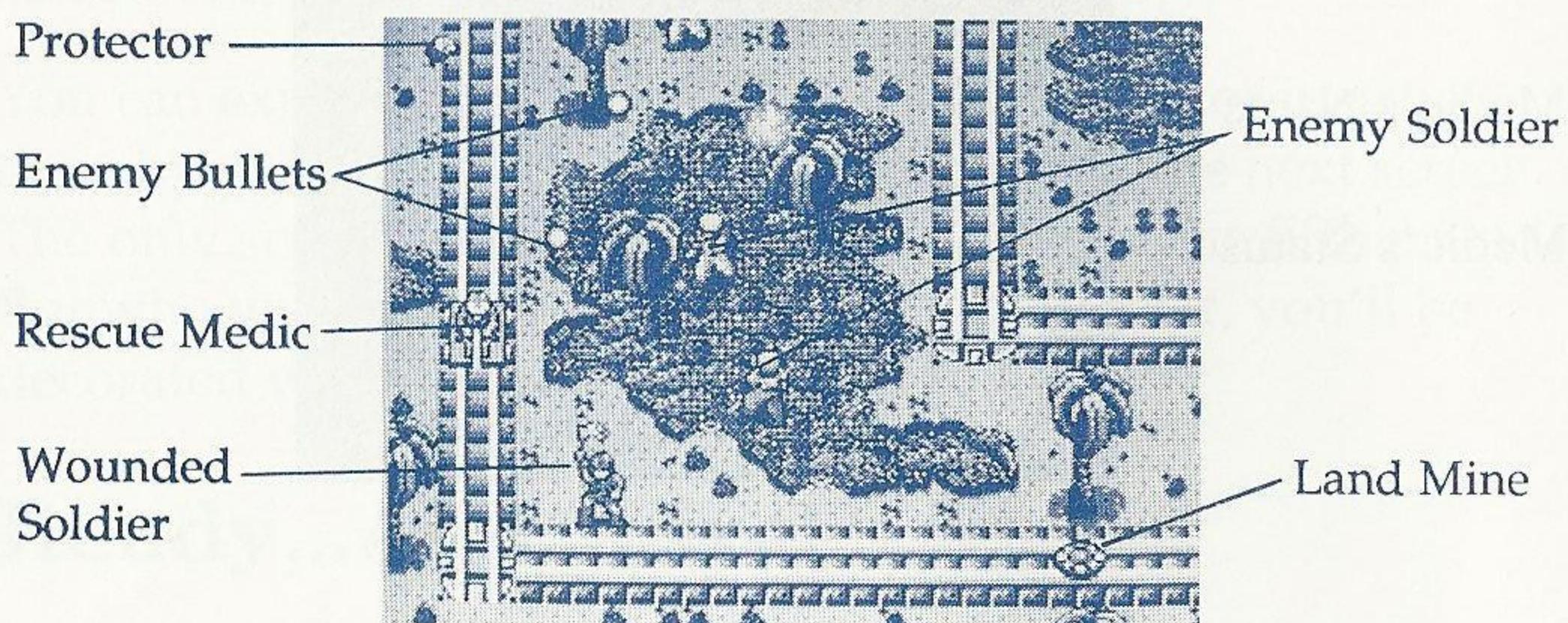
Mike (Beginner): Mike rides the handcart steadily, but slow. Because he's a beginner, it takes him a long time to treat the wounded.

Steve (Lazy): He has to take a rest after riding the handcart for awhile. But he's a good medic and provides pretty fast treatment.

John (Honest): The most experienced medic. John is fast on the handcart and gives swift medical treatment.

UNDER FIRE!

As soon as the Rescue Mission™ hits enemy territory, the bullets will start to fly. And this is what you'll see:



Covering Fire

When the mission begins, the medic will enter enemy territory riding a handcart on the railroad tracks. Since the medic drives the handcart, you don't have to worry about keeping it moving. The handcart will automatically stop in front of the wounded soldiers...who are waving white flags...so they can receive medical treatment. After treatment is completed, the handcart will begin moving and SPECIAL ITEMS will appear where the wounded soldiers were standing. (See explanation under SPECIAL ITEMS.)

Your part in this mission is to provide covering fire for the medics. When the medics enter enemy territory, the enemy will appear in various numbers. Since the enemy moves quickly, your shooting will have to be both fast and accurate. But if you shoot before you know your target, you may hit your own wounded soldiers.

The Wounded

The wounded soldiers will be waiting for the medics along the train track. You can spot them by looking for the waving white flag. Once they have received treatment, the soldiers will leave special items for you to use to defend yourself.

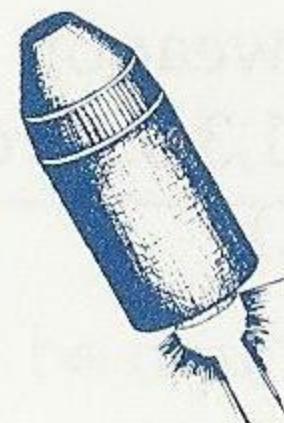
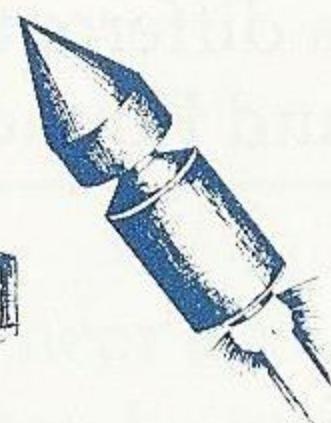
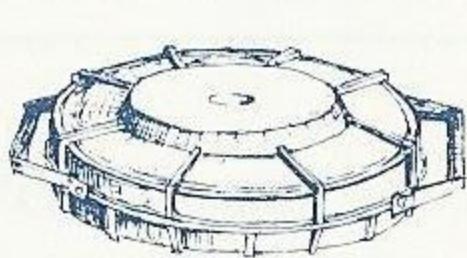
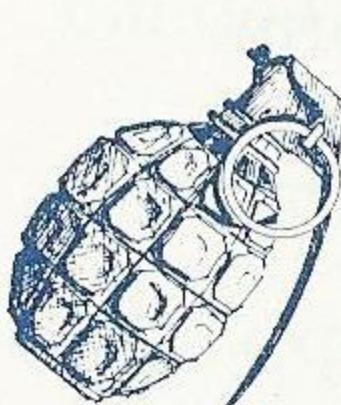
Since they are already wounded, your friends cannot be hit by enemy bullets. If you mistake a wounded soldier for an enemy trooper and shoot him, the wounded will die and you will lose the special items.

The Medics

The medics are not armed...and can't fight back. They will suffer injuries if hit by enemy fire! When a medic is hit, the handcart will shake and its speed will decrease.

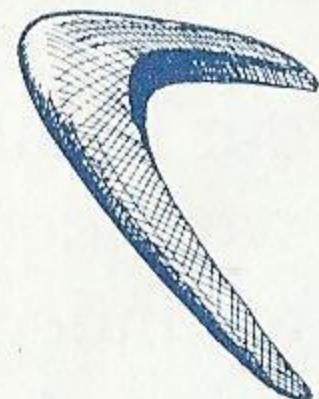
A warning tone will sound when the medic has been hit twice. If the medic is hit a third time, he dies...and is replaced by the next medic in the lineup. The game continues from the beginning of that round. When all your medics have been shot down in the line of duty, the game is over.

Your medic is killed instantly if he is directly hit by any of the following:

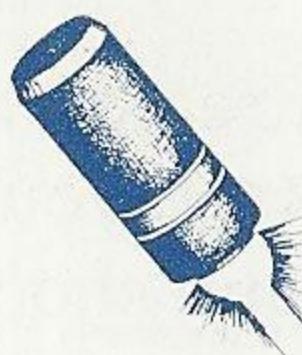


Grenade Land Mine Bazooka Balloon Guided Fireball
Bomb Missile

If a medic is hit by a boomerang, a tear gas bomb or shot by you, he will become unconscious and stars will circle around his head. After a period of time he will regain consciousness. You can speed up this process by shooting down the stars circling his head.



Boomerang



Tear gas bomb

Enemy Troops

Infantry: Advances toward the medics, taking cover behind obstacles and shooting as they move. Infantry cannot advance in a straight line across trees, buildings, sandbags, etc. You earn points for shooting their bullets out of the air...but they are small and hard to hit! (Rounds 1, 3, 5)

Air Troopers: Have jet packs and move in fast! Can cross any obstacle, even rivers. (Rounds 2, 4)

Special Forces: Only one Special Forces trooper can be on the screen at a time...but they are very dangerous! Each uses a special weapon and wears a different colored uniform. (Rounds 1,3,5...are Infantry, and Rounds 2 & 4...are Air Troopers.)

Effects of Enemy Weapons

Type	Damage	Effects
Your Bullets	0	Fainting for a moment. Spell ends if you shoot down the stars over the medic's head.
Tear Gas	0	
Rifle Bullet	1	When hit, speed of the handcart decreases.
Boomerang	1	
Bomb Blasts (Bazooka shells and other explosions)	1	

DIRECT HITS

Grenades	3	Direct hits from any of these weapons will destroy the handcart and cause the death of your medic.
Land Mines	3	
Bazooka	3	
Balloon Bombs	3	
Guided Missiles	3	

If an explosion occurs near a medic, he will be injured. The extent of the damage can be told by the decrease of the handcart's speed.

Special Forces Weapons

Although only one Special Forces trooper appears on the screen at a time, they are very deadly. Try to shoot them first. In many cases, one hit from their weapons is enough to kill your medic.

Weapon	Description	Damage
Boomerang	Returns to thrower.	Direct Hit: 1
Balloon Bomb	FLOATS over medic and explodes.	Direct Hit: Death Explosion: 1
Tear Gas	Knocks out medic, Handcart stops.	Loss of consciousness on direct hit
Fireball	Carried by Jet Troopers.	Direct Hit: Death
Guided Missile	Homes in on Handcart.	Direct Hit: Death

Special Items

Once the wounded soldiers have been treated, they will escape and leave a special ITEM behind for you. You pick up these items by shooting them with your Light Phaser.TM

There are 3 kinds of items: Protectors, First Aid Kits and Smart Bombs. You will receive a different type of item depending on what kind of situation you are in. Each has several application possibilities.

Protectors

When the medic is without protection from enemy fire, the Protector will be the first item to appear on the screen. If you shoot it with your Light Phaser, the Protector symbol will appear at the top of the screen. This will protect the medic from damage caused by Special Forces weapons.

NOTE: This will NOT protect the medic from the enemy's or your bullets! Choose your targets carefully!

Protector Symbols



Round 1
Army
Helmet



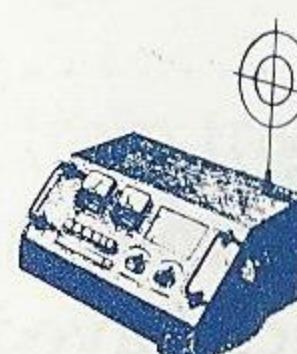
Round 2
Bulletproof
Shield



Round 3
Gas Mask



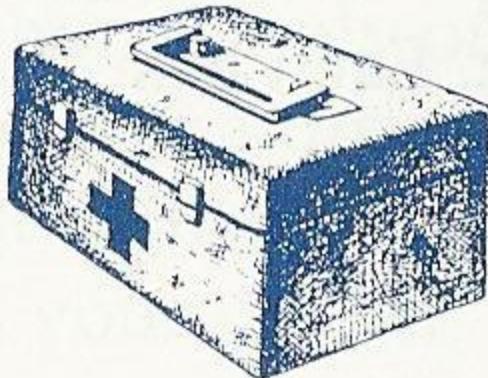
Round 4
Fire
Extinguisher



Round 5
Radio
Jammer

The protector unit will stay on the screen until the medic is killed or clears the round. In each round, a new protector item must be obtained.

First Aid Kits



First aid kits serve two purposes. If the medic has sustained damage, getting a kit will remove 1 point of damage until the medic is fully revived.

If the medic has not been injured or is fully revived, the first aid kit will act as a "smart bomb," and kill all the enemies currently on the screen.

Know the Score

Your score will appear at the end of each round.

Enemy Infantry	100 points
Rifle Bullet	200 points
Hand Grenade	200 points
Bazooka Shell	200 points
Special Forces Trooper	200 points
Special Forces Weapon	300 points
Land Mine	300 points
Item (getting)	200 points
Ring of stars (from fainting)	500 points
Points for Each Saved Soldier	100 points
No Damage Bonus	1,000 points

Survival Bonus

If you clear Round 5, you will receive a bonus based on how many medics you have left.

With 1 Medic Left 100,000 points

With 2 Medics Left 250,000 points

With 3 Medics Left 450,000 points

In addition, you will be awarded the Medal of Valor for saving your friends and helping to turn the tide of the Battle!

Helpful Hints

Gain an understanding of the battlefield as quickly as possible. Spot the enemy troopers, land mines and wounded soldiers...and know which is which!

Shooting your own wounded will cause you to lose your protective items.

Since the handcart keeps moving on the train track, it's best to shoot the land mines as soon as you spot them.

Scorebook

Date				
Name				
Score				

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Scorebook

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Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty Sega® Card/Cartridge

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90-Day Limited Warranty

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This 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.

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Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

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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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