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CD™

IRON HELIX

A deadly war game gone awry...



DREW PICTURES

Spectrum HoloByte

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FOR PLAY ON THE SEGA CD™ SYSTEM.

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MA-13

Parental Discretion Advised.

Mature Audiences

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

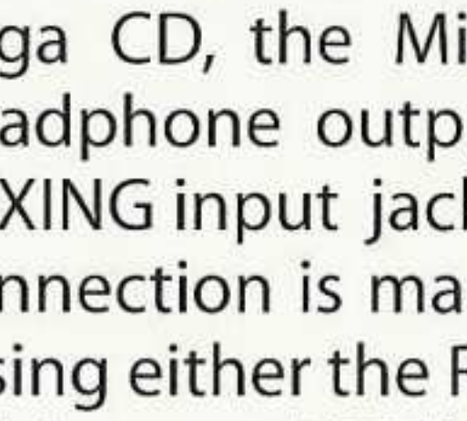
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

STILL PICTURE 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.

ABOUT AUDIO CONNECTORS

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ CD™ SYSTEM.

COMMAND OPERATIONS MANUAL
CERBERUS CLASS VESSELS
REVISED 31 MAR 2365

EGNDOC-CCV-001

IRON HELIX™



OPERATIONS MANUAL

Commanders are responsible for bringing this publication to the attention of all relevant personnel cleared for operation of Cerberus Class Destroyers

Published under authority of the
Secretary of the Earth Galactic Navy

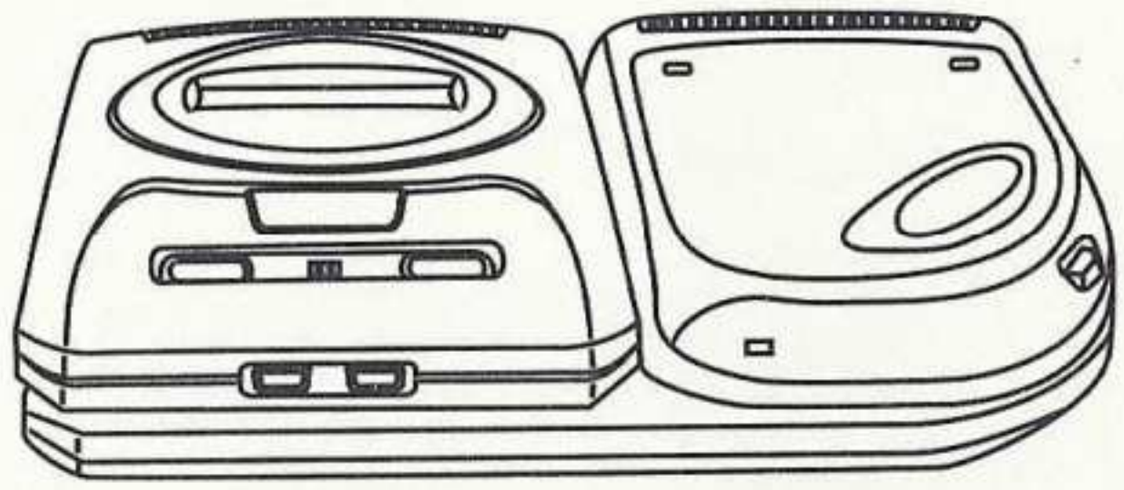
DREW PICTURES

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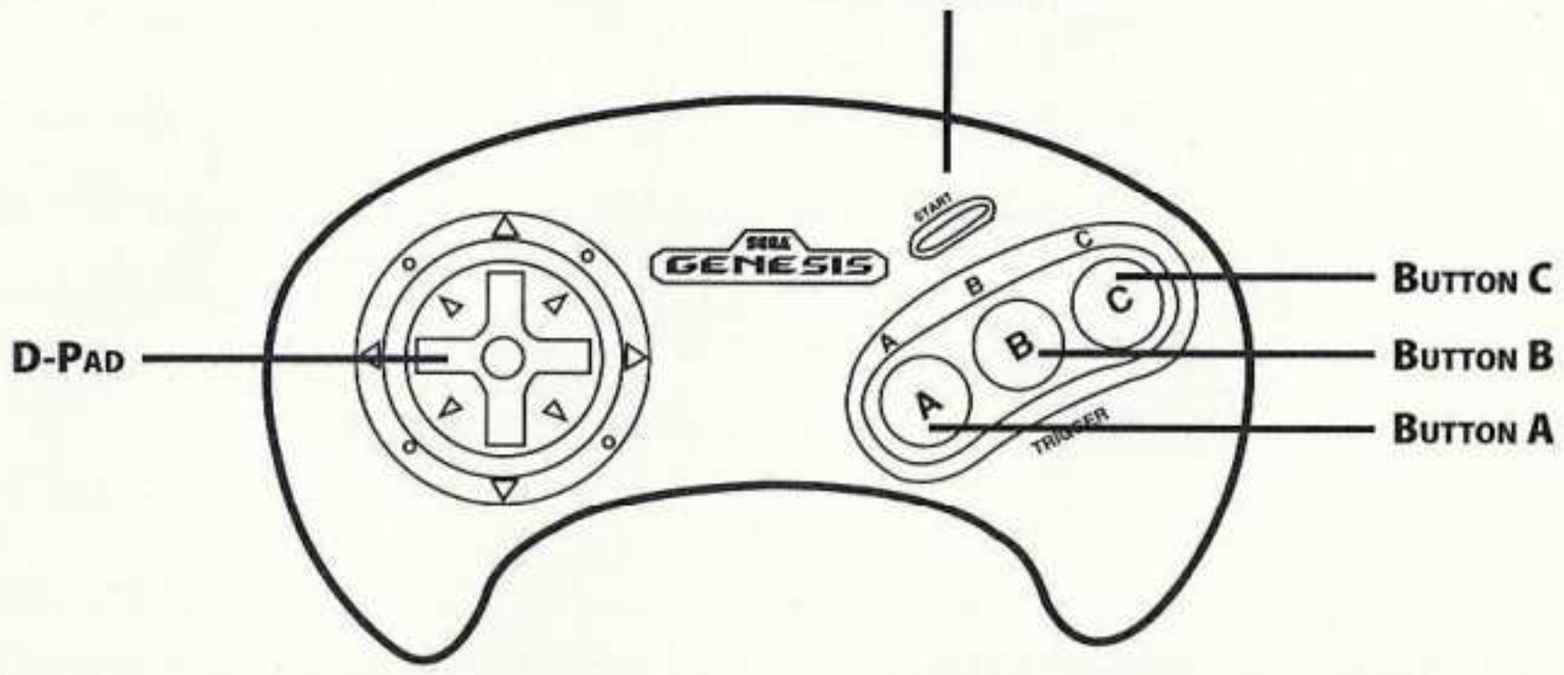
Getting Started



1. Set up your Genesis and Sega CD according to the instructions in the Sega CD System Instruction Manual and plug in Control Pad 1.
2. Open the Sega CD disc tray, insert the *Iron Helix* CD label side up and close the door.
3. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo should appear on your screen. (If nothing appears, turn off your TV and Genesis, and make sure everything is set up correctly.)
4. Press any Button to begin the intro to the game. (You can skip the first part of the intro by pressing any Button. There are two parts to the intro, so you'll have to press one of the Buttons twice to get to the Main Menu.)
5. After the intro is finished, you will be presented with the Main Menu.

YOUR GOAL is to send a remote-controlled probe on board a renegade spaceship. Somehow you must find a way to stop the ship before it delivers a horrible doomsday weapon on an alien planet. The crew of the ship is dead, but hidden throughout its many rooms are video clues which may help you destroy the ship and its deadly guardian robot, *The Defender*. First, you must search for and find DNA left by the crew, then you must explore all of the rooms on board looking for the hidden videos. Use clues you find to booby-trap the deadly Defender and then use your wits to stop the ship before it is too late.

Quick Start
Controls



D-Pad

Movement

- UP moves probe forward
- DOWN moves probe backward
- LEFT turns probe to the left
- RIGHT turns probe to the right
- UP TWO TIMES moves probe up a ladder chute
- DOWN TWO TIMES moves probe down a ladder chute
- Hold down any direction for continuous motion

Other

- LEFT and RIGHT change levels in the elevator
- UP and DOWN move through options in the probe's computer

START Button

- Accesses the probe's on-board computer

Button A

- Activates the probe's robotic arm (to collect DNA and connect with data ports)
- Accepts selection in the ship's computer
- Locks on DNA samples

Button B

- Turns on the probe's electronic jamming device (for use when the Defender is too close)

Button C

- Toggles between the three map displays: probe location, Defender location and orthographic (side) view
- Cancels selection in the ship's computer

NOTE: If you have a 6 Button Arcade Pad, the **X**, **Y** and **Z Buttons** function for the probe location, Defender location and orthographic map views respectively.

How to Play

You must stop the *Jeremiah Obrian* from reaching and destroying the peaceful planet of Calliopé. To do so, you will enter the *Obrian* with a remote probe with the purpose of finding a way to stop the ship. The *Obrian* has a robotic Defender that hunts down intruders. You have three probes to work with. Good luck.

There are four phases in *Iron Helix*. You must complete all four phases in succession to win the game.

Phase 1: Collecting DNA

Move around the ship to collect the Captain, First Officer and either the Chief Engineer or Weapons Officer's DNA. Use your scanner (the circle around the direction arrows) to locate organic material. When a direction on the scanner is highlighted, rotate to that direction and use the robotic arm to scan for samples and acquire DNA.

Phase 2: Locating Video Clues

You need to find two messages: one to stop the Defender robot and the other to destroy the ship. Use the robotic arm to log onto data ports when "Message in Data Port" appears on your screen.

Phase 3: Eliminating the Defender

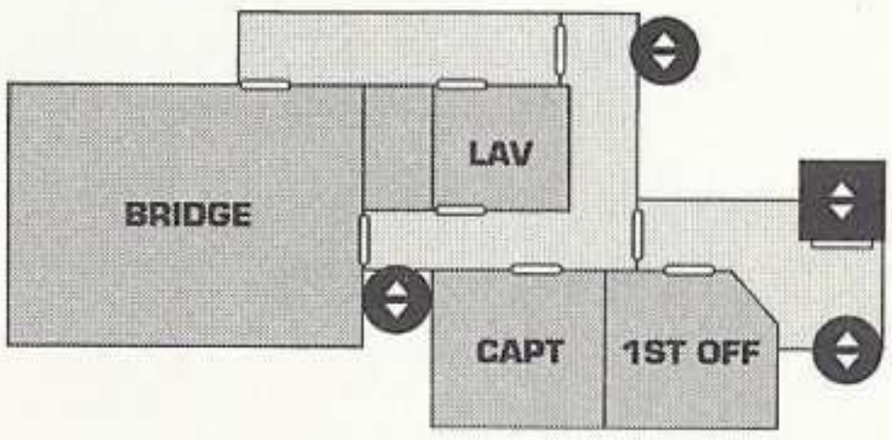
The video clues will give codes that you can use at a location specified in the clue to destroy the Defender. Once at that location, use the ship's computer (in a data port) to enter the access code.

Phase 4: Destroying the Ship

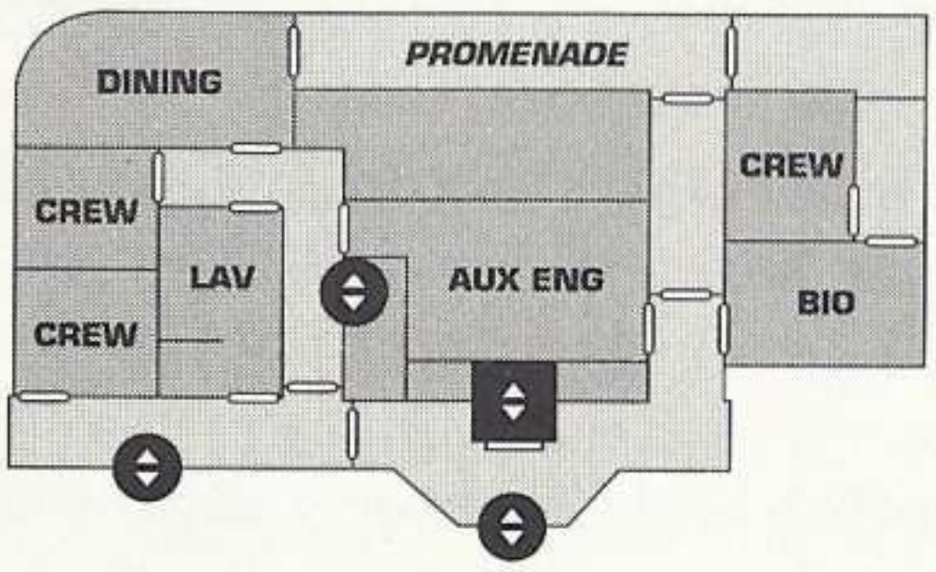
When the Defender is destroyed, you have about five minutes to input the code to destroy the ship before another Defender is launched. If you complete these stages flawlessly, you win the game.

Jeremiah Obrian Deck Plans

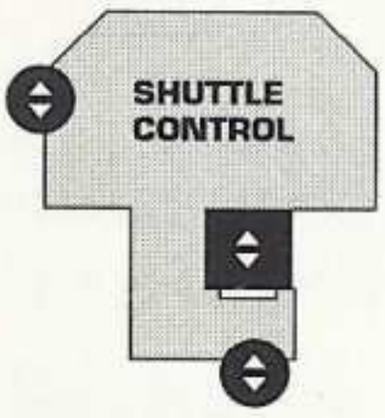
DECK 1: BRIDGE



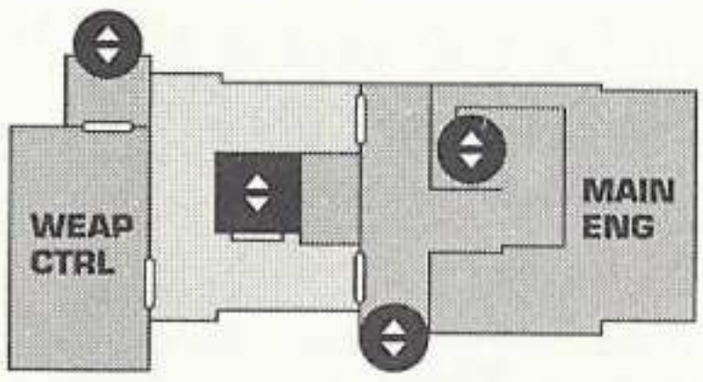
DECK 2: MAIN



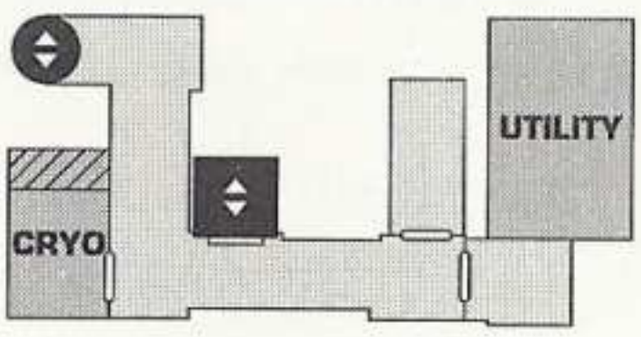
DECK 3: SHUTTLE CONTROL



DECK 4: SHUTTLE/UTILITY



DECK 5: WEAPONS/ENGINEERING



DECK 6: LOADING/WASTE

ELEVATOR LADDER DOOR

The Story

It is far into the future, and the Earth is in a state of cold war with an alien race known only as the Thanatosians. Humanity, having solved its own problems of disease and prejudice, has found a new enemy on which to vent its hatred.

Soon all of Earth's resources are directed towards preparations for an impending war that could occur on a galactic scale. The Earth's military industrial complex begins to work feverishly on powerful new weapons of doom, and tension mounts as armies of ships are deployed.

Somewhere, in a highly classified sector of space, a powerful ship carrying a doomsday weapon is participating in war game maneuvers. The ship is a Cerberus Class Destroyer named the *SS Jeremiah Obrian,* and it contains a payload so secret that even the crew is ignorant as to its exact nature. The ship is carrying a new weapon considered to be the H-bomb of its era, armed and ready to be used against the Thanatosians.

The war game is terrifyingly realistic, perhaps too realistic for the ship's computers. The computer takes control of the *Obrian* and initiates an attack plan for Calliopé, a small, Earth-like Thanatosian planet. The ship's crew and Captain attempt to override the computer, but the computer fails to recognize the Captain's DNA access code and ignores all attempts to stop the ship.

Unbeknownst to the crew, the weapon they are carrying contains a deadly virus which quickly attacks the cells of an organism, mutating DNA and rendering the body unable to carry out vital metabolic functions. Within hours, an infected organism dies, deprived of its ability to manufacture vital metabolic proteins.

Unable to resist the virus or interface with the computers, the crew dies off one by one. The ship heads towards Calliopé carrying a weapon that will start a war that could end all life in the universe.

Meanwhile, only a few high-ranking officials are aware of the ship's cargo and programmed target. Precious time elapses before word reaches military HQ, but by then the Cerberus *Obrian* is all but unstoppable, programmed to deliver its virulent payload swiftly and with deadly precision. A high-priority emergency beacon is broadcast in the slim hope that someone, somewhere, might intercept the ship.

Someone *does* receive that beacon, and that someone is **YOU**!

Where You Come In

You are on board the Science Ship *Indiana*. It is poorly manned and weaponless, but it does have a powerful tractor beam. It could latch onto the *Obrian* and tow you along while you figure out a way to stop it. Your ship may be slow, but what it lacks in speed it makes up for with navigational accuracy. You're able to plot an intercept course and proceed to the correct coordinates.

With a potentially deadly virus on-board, your only option is to send in a probe and hope it can get past whatever defense mechanisms the ship might possess. The only hope of destroying the ship or disarming the weapon is your Darwin 5 probe. With just six hours before the *Obrian* breaches Thanatosian space, you have little time to spare.

The Zoological Probe you carry can only observe and gather microsamples of organic life. It cannot attack or even defend itself, but it *can* interface with the *Obrian*'s computers, and that just might be enough for you to sabotage the mission and avert a holocaust.

The Main Menu

Once the introduction is complete, you will be at the Main Menu. The Main Menu consists of three numbers at the top of the screen (the Skill Levels), and four options below the Skill Levels: Begin New Game, Load Saved Game, Replay Intro and Quit.



Skill Levels

Each Skill Level of *Iron Helix* is a different game. There are different kinds of booby traps for the Defender, different ways to stop the ship and some extra surprises in each level. If you complete one skill level, play again on a more challenging level. You may discover more surprises.

Use the LEFT and RIGHT controls on the D-Pad to select a Skill Level.

Level 1: This is the least challenging level and is designed to get you familiar with the game. DNA is abundant, video clues are easy to find and the Defender is slow.

Level 2: This level is more challenging. DNA is intelligently placed, video clues are sparse and booby traps are tough to execute. There is also a hidden room not found in the previous skill level that contains a vital clue.

Level 3: This level is for the real gamers. The Defender is wicked fast, clues are tough to locate and high-ranking DNA is nestled within three or more layers of rooms. There is also another secret room to explore.

Begin New Game

Once you've selected a Skill Level and are ready to play, move the D-Pad to this option and press any Button.

Load Saved Game

This option allows you to load a previously saved game from your Sega CD's battery backup. Use UP and DOWN on the D-Pad to scroll through the displayed list of saved games, RIGHT to view the next list (if "more" appears at the bottom of the screen) and LEFT to view the previous list. Once you find the game you want, press **Button A**. On the following status screen, select **A** to accept the game or **C** to cancel your selection.

You can save a game (by using your probe's on-board computer) by hitting the **START Button** during play, selecting SYSTEM and then SAVE GAME. See "Using the Probe's Computer" for more information.

Replay Intro

Selecting this replays the introduction/background to *Iron Helix*.

Quit

This option exits your game of *Iron Helix*.

Playing *Iron Helix*

To successfully finish *Iron Helix*, you must complete four separate phases of the game. A status screen will inform you when you complete each phase.

Phase 1: Collecting DNA

To complete Phase 1, you need to locate three different DNA samples from high-ranking crew members (Captain William Parrish, First Officer Catherine Ingram and either Chief Engineer Joseph Geist or Weapons Officer Robert Benedetti). These crew members' DNA will allow you access to computer banks and secured areas of the ship.

Finding DNA Samples

The Scan Direction Indicator circling the Probe Direction Controls will alert you to organic material in your probe's immediate area. The Indicator will highlight in the direction where you should turn to scan the material. To scan for DNA, maneuver your probe so that the highlight is on the top of the circle (this means the sample is directly in front of you).



SCAN DIRECTION INDICATOR

Once you are facing the direction of the sample, use **Button A** and the location of the material will blink on your video monitor (if the default Pre-Scan mode is ON). First, move the robotic arm to the circular cross hairs on the screen. When the cross hairs blink, you may hit **Button A** if you wish to acquire the sample. The sample will then be stored in the probe's data bank. (Only three DNA samples can be stored at a time. If you want to remove a sample, hit the **START Button** to access the probe's computer and select the DNA BANK option to remove the sample.)

Staying Alive

You must constantly avoid the Defender to stay alive while collecting the clues you need to advance to the next phase. Remember that you only have three probes to work with, so do your best to avoid getting killed.

There are three map displays you need to use to navigate through the ship and keep track of the Defender. (Use **Button C** to switch between the three maps.)

You can also temporarily confuse the Defender by jamming it. When the Defender is close to your probe, the circle around your Direction Controls will flash yellow. If you are in immediate danger, this circle will flash red. You can then use **Button B** to jam and disorient the Defender. (Jamming does deplete your probe's energy which could then result in probe failure.) **NOTE**: Jamming is more effective when you move after you jam.

Phase 2: Locating Video Clues

Once you get the three DNA samples you need, your probe's power will be restored and you must then find the video messages left by the crew. You need to find at least *two* distinct types of messages. One will show a way to eliminate the Defender, and the other will show you a way to stop the ship. These messages are located on various computer data ports in rooms throughout the ship.



DOOR DATA PORT



DESK DATA PORT

Accessing Data Ports

When you are at a location that has a video message in the data port, you will see "Message in Data Port" on your screen. Use your probe's arm (**Button A**) to hook up to the data port. After the message is played once, the key parts of the information will be recorded as notes in your computer database. The clue can be called up by hitting the **START Button** and choosing NOTES.

Phase 3: Eliminating the Defender

Once you have found the two video clues necessary to complete the game, you must use the one that explains how to disable or destroy the Defender robot first. **NOTE:** You may find and use more than one of each clue (in case the Defender re-launches).

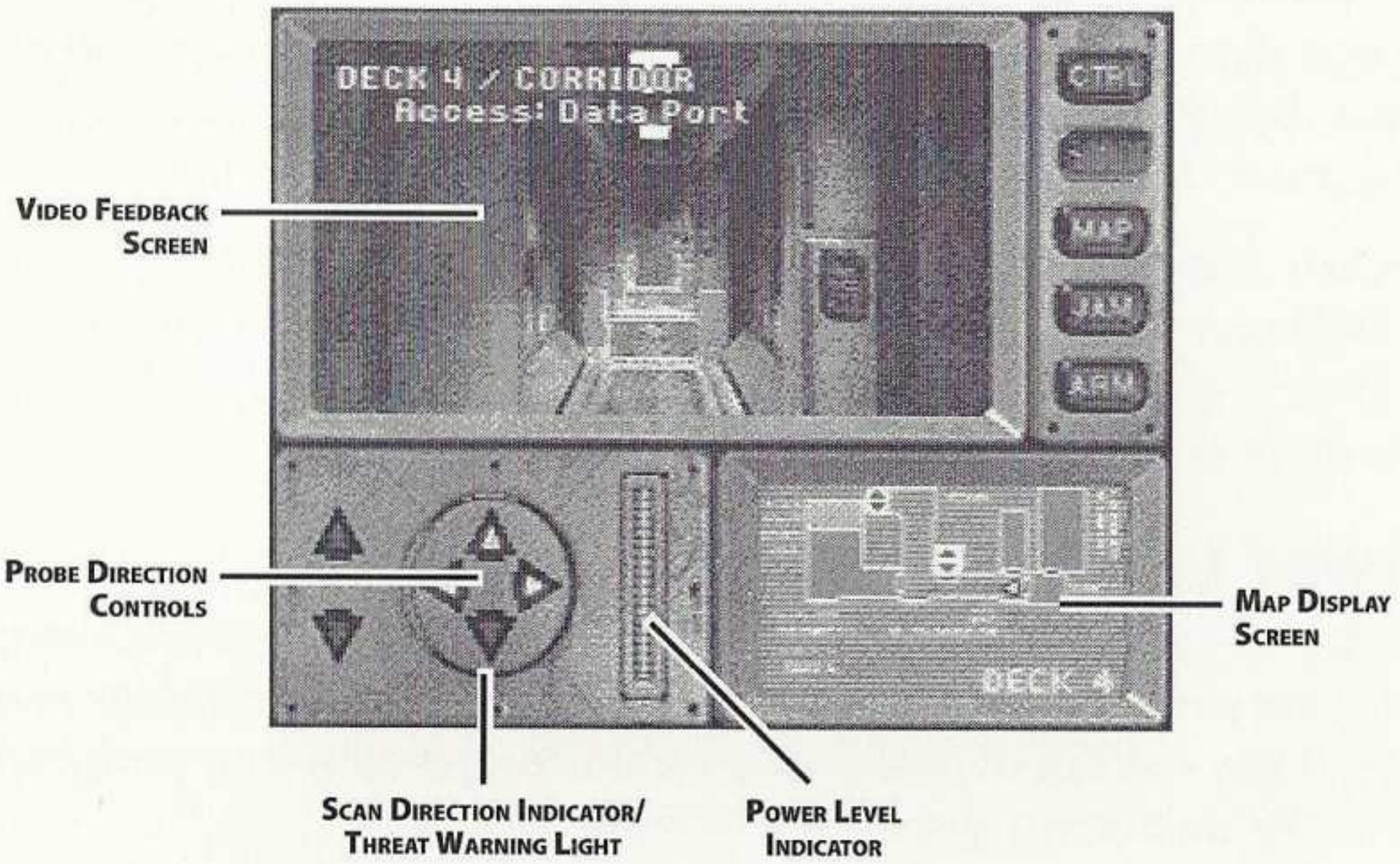
Using Access Codes

Some of the clues will explain how to defeat the Defender. Listen carefully to the video, go to the location indicated in the clue, and then use the ship's computers to execute the access code that will stop the robot. You can access the computers by linking with the data port specified in the clue.

Phase 4: Destroying the Ship

Once the Defender is out of the way, you have about five minutes to input the access code to stop the ship. If you wait too long, another Defender will be launched. Move your probe to the location given on the video message and hook up with the data port there. After you enter the access code, congratulations! You're victorious and the universe is safe again. Try again on a higher level, where the Defender gets nastier and the clues are harder to find.

The Game Screen



The *Iron Helix* screen takes the form of a remote interface. You are controlling the probe from on board the *Indiana* using a remote control device. Following is a description of each function or display on this device.

Video Feedback Screen

This shows a view as seen from your probe. As you move about, this screen will display rooms and corridors. It also is used to display DNA samples when they are scanned.

Probe Direction Controls

When these arrows glow green, it means that your probe can move in that direction. (Use the D-Pad for direction control.) If the up arrow is red, there is a door in front of your probe that can be opened by pressing UP on the D-Pad.

Scan Direction Indicator/ Threat Warning Light

Around the Probe Direction Controls is a circular LED that serves a dual purpose. If one of the four compass points on this circle is highlighted, it means that there's an organic sample in that direction. (Turn to the appropriate direction and use **Button A** to scan for the sample.)

The circle also doubles as a Threat Warning Light. If the circle is lit green, the Defender robot is within a safe distance. If the circle turns yellow, the Defender is nearby and within jamming range. And, if the circle turns red, the Defender is almost on top of you.

Power Level Indicator

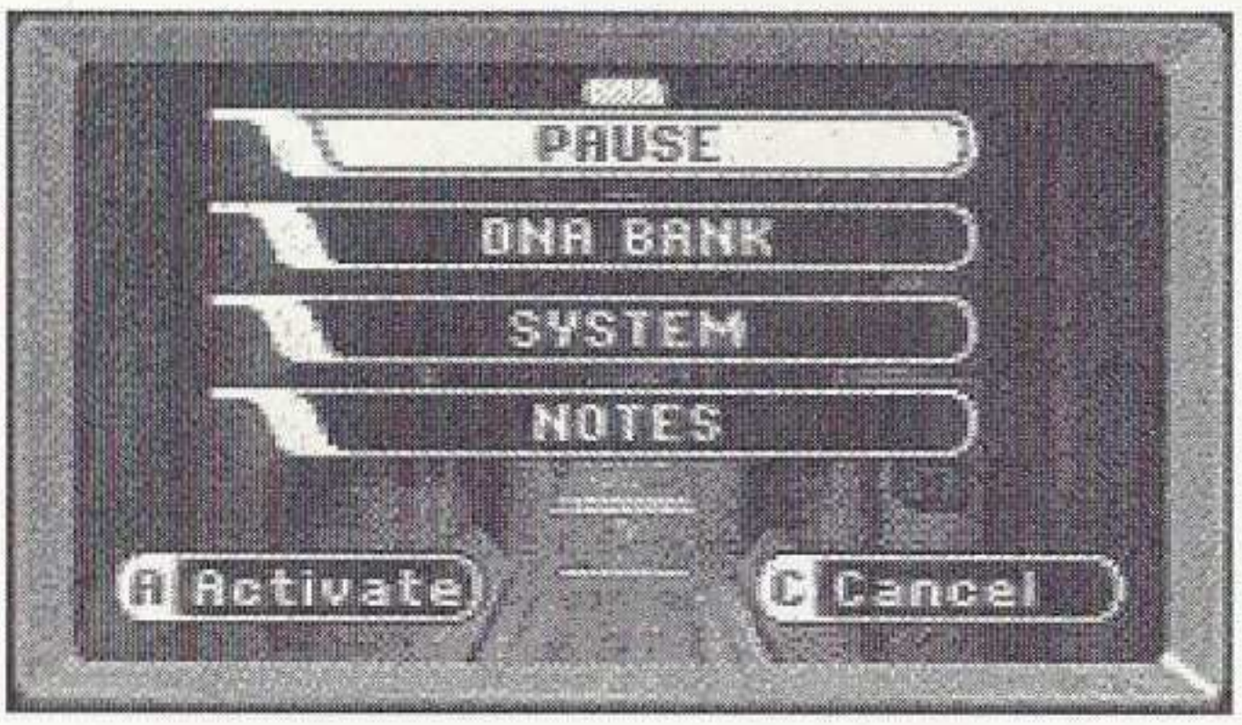
This green bar shows how much power your probe has remaining. Every time you scan for DNA or use the jamming device, the power level drops. If you run out of power, you can no longer jam; your probe will eventually shut down and be destroyed.

Map Display Screen

This screen displays one of three maps showing different decks of the ship. (Use **Button C** to switch between maps.) The first map shows the location of your probe (indicated by a triangle). The second map tracks the location of the Defender (indicated by a square). The third map shows a side view of all the levels of the ship and both the probe and the Defender.

Using the Probe's Computer

You can access the probe's on-board computer and database by hitting the **START Button**. This brings up four options: PAUSE, DNA BANK, SYSTEM and NOTES. Use the D-Pad to move through the options and **Button A** to select. You can exit by pressing the **START Button** again.



PAUSE

This pauses your game of *Iron Helix*. Press any Button to continue.

DNA BANK

This option allows you to see what DNA samples you have stored. You can only store three samples at a time. Use **Button A** to delete a sample, **Button C** to cancel.

SYSTEM

The SYSTEM option brings up a sub-menu of four other options: RE-BOOT, SAVE GAME, STABILIZE and AUTO SCAN.

REBOOT

This option resets the probe in case of mechanical failure. If your probe shuts down, use this option to reboot it. Rebooting will not remove any samples in the DNA Bank.

SAVE GAME

When you select this option, it saves your game of *Iron Helix* in its present state. Use the Load Saved Game option from the Main Menu to restore your saved game.

STABILIZE (On/Off)

If STABILIZE is Off (the default), your probe will bounce and sway when it it not being commanded. When STABILIZE is turned On, the probe will remain motionless while at rest.

AUTO SCAN (On/Off)

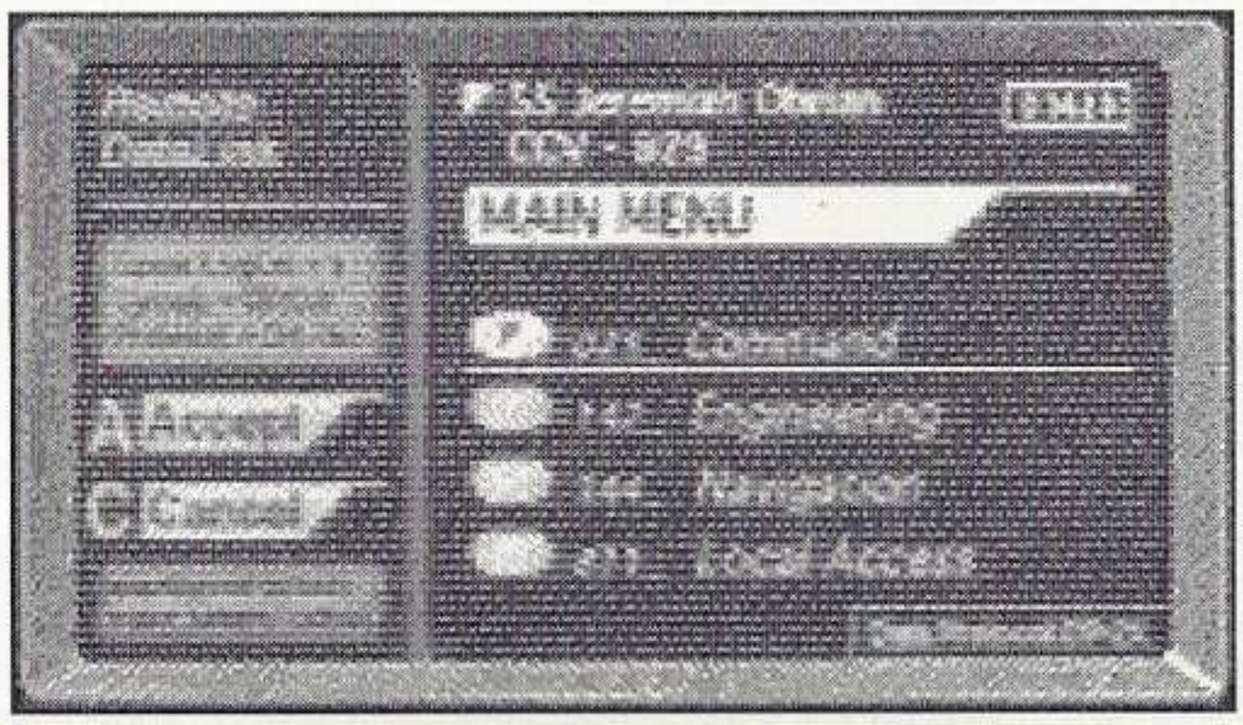
When AUTO SCAN is On (the default), the DNA cross hairs will appear when you use the arm to look for a DNA clue. Otherwise, in the Off position, you will have to manually scan the entire screen for a DNA clue. (The Off position uses no probe energy.)

NOTES

Selecting this option will display any video clue notes you have collected during Phase 2.

Accessing Data Ports

When you plug into a data port using your probe's robotic arm, you will be presented with four options (assuming you have the proper DNA): Command, Engineering, Navigation and Local Access.



Command

The Command option has four sub-options: Mission Profile, Weapon Control, Crew Roster and Security. (Details on the Crew Roster can be found following this section.)

Engineering

Engineering has four sub-options: Anti-Matter Containment, Reactor Control, Field Flux Intermix and Warp Mod Envelope.

Navigation

The Navigation option has three additional options: Helm, V-Proc Computer and ETA on Target.

Local Access

With Local Access, you can interface with the Loading Dock or the Incinerator if you are in either of those locations.

Crew Personnel Dossiers

The following crew members were assigned to the *SS Jeremiah Obrian* when it deployed 17 Oct 2378:



William "Buck" Parrish
Fleet Commander



Cate Ingram
Fleet Lieutenant Commander, Special Forces Officer and Covert Operations Specialist



Jake Blatman, MD, PhD/Surgeon
Physician and Psychiatrist



Tatyana Semenovsky
Security Officer



Joe Geist
Fleet Engineer 1st Class



Carla Zyzinski
Fleet Engineer 1st Class



Jack Ichikawa
Fleet Navigation Specialist



Bobby Benedetti
Fleet Ordnance and Special Weapons Officer



Wayne "Wayne-O" Hendryx
Fleet Communications Officer 1st Class

continued...



Jim Garrett
Ensign 1st Class



Frank Stafford
Ensign 2nd Class



Chris Franc
Fleet Science Officer 1st Class, PhD Astrobiology

Hints and Tips

If you're having trouble figuring out what to do, how to stay alive, how to win the game or if you just want some general clues and hints, read this section.

WARNING! Reading this portion of the manual will greatly reduce the challenge of figuring out the game for yourself and could reduce your playing time.

For additional help, you can call our Hint-line at **1-900-773-HINT ($.95 per minute)**. If you're under 18, don't forget to ask your parents before you call. The Hint-line requires a Touch-Tone telephone and is only available in the U.S.

Skill Levels

- Skill Levels above Level 1 are more challenging. Not only is the Defender faster, it is also smarter. Every time you open a door or plug into a data port, the Defender will move towards that location. (You can use this as a way to lure the Defender to its death or to lure it away from areas you wish to explore.)

DNA

- There are three levels of crew DNA. High-ranking crew DNA will allow you to access the video messages and computers. These are the Commander (William Parrish), Lieutenant Commander (Catherine Ingram), Chief Engineer (Joseph Geist) and the Weapons Specialist (Robert Benedetti).

- The Medical Officer (Jacob Blatman) and the Security Officer (Tatyana Semenovsky) are crew members who had access to most of the ship, but not to the codes for the weapons or ship controls. Their DNA will act as skeleton keys, allowing you to travel freely throughout most of the rooms where you'll find the higher level DNA.
- Other crew members' DNA will provide access to some rooms, depending on that crew member's function and rank. Non-human DNA will not help you.
- In Level 2 and Level 3, high-ranking DNA will always be found in rooms, never in hallways or common areas. The higher the level, the fewer the number of DNA clues and video messages.

Rooms

- Rooms you may have thought were inaccessible may not actually be locked at all times. There may be important information contained within.

Movement

- Use ladder chutes to move undetected between floors. But be careful! The Defender moves quickly in ladder chutes, but does not use elevators.
- There is a "secret" dead-end ladder chute that the Defender won't use. You can hide in it undetected.

Customer Support

For technical problems only, please call Spectrum HoloByte's Customer Support at (510)522-1164.

Credits

Creators of *Iron Helix*

Drew Pictures

Drew Huffman
Producer/Director, Story and Concept, 3-D Modelling and Industrial Design, Animation and about a thousand other things

Vinny Carrella
Assistant Producer, Script, Story and Manual Writing, Digital Microscopy, Director of Live-Action Video, Marketing/Public Relations and about a thousand other things

Rich Cohen
Creative Director, Art Direction, Color and Lighting, 3-D Rendering, Interface Graphics, Animation, Photoshop Mentor and about a thousand other things

J.A. Nelson (Macintosh version)
Interactive Programming, Interface Design and about a thousand other things

Bill Zettler (PC version)
Interactive Programming, Interface Design and about a thousand other things

Erin Manning
Business Administration, Product Testing and about a thousand other things

Charles Rose
3-D Rendering and Modelling, Image Compositing and Animation

Phill Simon
Producer—Sega CD Version, Technical Director of Live-Action Video Sequences and 3-D Modelling and Animation

Dan Meblin
3-D Logomation, 3-D Modelling and Animation

Peter Stone
Original Music Sound Tracks and Sound Effects

Chris Green
Special Visual Effects and Virtual Pyrotechnics

Larry Chandler
Ship's Computer Screens and Microscopy Animation Processing
Scott Burgess
Special Programming Assistance
Alex Louie
Special Programming Assistance
Mark Sullivan
Special Graphics and Design Assistance
Fred Sharpels
Production Assistant
Dave Shields
Initial Prototype Programming & Additional X-Object Programming
Anna Esquavel
Production Assistant
Alicia Strain and **Stephanie Winters**
Live-Action Characters (Semenovsky and Ingram)
Jim "Goopy" Rossi and everyone at Arborescence
Technical Assistance on Live-Action Sequences and Free-running Demo
Cintra Wilson
as Admiral Arboc

Brian A. Rice, Inc.

Brian A. Rice
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Glenn Leszczak
Project Management—Sega CD Version
Dave Matthews
Production
Charles Wiltgen
Production
Cliff Falls
Additional SFX
Russell Eberts
Testing
David Leszczak
Testing

Spectrum HoloByte

Harvey Lee
Producer—Sega CD Version

Robert Giedt
Manual Layout/Design, Editing and a Smidgen of Writing and Art

Marisa Ong
Manual Editing

Tom Byron
Product Marketing Manager

Kathryn Lynch
Marketing Services Manager

Carrie Galbraith
CD-ROM Art, Deck Plans and General Graphic Arts Sorceress

Marjorie DeWilde
Director of Quality Assurance Wizards

Wi Kian Tang
Lead Quality Assurance Wizard

Chris Evans, Duc Le, Tan Nguyen, Justin Van Den Berg and **Robert Wong**
Additional Quality Assurance Wizards

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Technical Notes

If you have any comments about how *Iron Helix* was made or questions about any of the great products used in its creation, please call us and we'll give some more information. Here's how we can be reached:

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246 First Street
Suite 402
San Francisco, CA 94105

(415) 247-7600
(415) 974-6733 Fax
America Online: DREW PIX
AppleLink: PICTURES
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Spectrum HoloByte

2490 Mariner Square Loop
Alameda, CA 94501

90-DAY LIMITED WARRANTY:

Spectrum HoloByte warrants to the original consumer purchaser that this cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Spectrum HoloByte will repair or replace the cartridge, at its option, free of charge.

To receive this warranty service:

1. Do not return your defective cartridge to the retailer.
2. Notify Spectrum HoloByte's Customer Support department of the problem requiring warranty service by calling (510)522-1164. Our Customer Support department is in operation from 9:00 AM to 5:00 PM Pacific Standard Time, Monday through Friday.
3. If the Spectrum HoloByte Customer Support Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective cartridge, and return your cartridge postage paid, at your risk of damage, together with your dated sales slip or similar proof-of-purchase within the 90-day warranty period to:

Spectrum HoloByte
Customer Support Department
Attn: Iron Helix Sega CD
2490 Mariner Square Loop
Alameda, CA 94501

This warranty shall not apply if the cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

Warranty limitations: 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 Spectrum HoloByte be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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2490 Mariner Square Loop
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