SEGA CD™

Sewer Shark™



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DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc 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 or she 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 compact disc 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 90 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.

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GAMEPLAY HOTLINE

For gameplay help, call 1-415-591-PLAY.

★★★

From: Commissioner Stenchler
Attn: Dogmeat
Re: Flight Manual/Assignment Orders

OK, junior jock, listen up:

I know . . . I know . . . those hotshots at TopRat got you all wound up thinkin' you're the best Sewer Jockey to ever shoot the Tubes. Well, let me tell you somethin', Mr. Big Head. Down here we got no fancy-pants high-tech simulators where you can hit the wall and just say, "Oops — sorry, teacher. Can I try again?" Down here it's life and death, pal! YOU I don't care about. YOU can be replaced. But if you so much as put a single scratch on one of my Sewer Sharks, I'll . . . I'll . . . well, you'll just have to wait and see what I do. But believe you me, buddy boy, it won't be good. So get out there and clean up my sewers. I'm gettin' reports of vermin runnin' all up and down like they owned 'em. HEY, I OWN THEM SEWERS! And if I didn't have pressing administrative duties up here in Solar City, I'd be down there blastin' some ratigators myself.

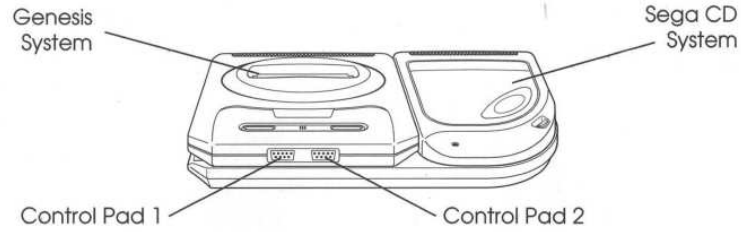
Guess what? I'm gonna make it worth your while to get them sewers clean. Blast me a million pounds of sewer vermin and you'll earn your way to Solar City. Rumor has it super-jock Falco's been up here sippin' banana fizzies. Come and rescue her, pal.

Dream on, Dogbreath. No Sewer Jock's ever made it this far. But I betcha you think you're gonna be the first. Yeah, and I got a T-bone and a cold one just waitin' for ya. Not!



Commissioner Stenchler

SETTING UP



1. Connect your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.
3. Press the Open button on the Sega CD console to open the CD door. Place the *Sewer Shark* CD into the tray, label side up. Close the CD door.
4. If the *Sega CD logo* is on screen, press **Start** to begin your mission. If the *Control Panel* is on screen, move the cursor to the CD-ROM button, and then press **Button A**, **B** or **C** to begin.

   Note: If the *Sewer Shark* compact disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.
5. The Sega screen appears, followed by the License, Credits and Title screens.
6. Listen to super-jock Falco's wise words. Then pay particular attention to your briefing by Ghost, your new co-pilot. Among other things, he'll advise you on attitude adjustment.

TAKE CONTROL!



START

- Bypasses the introductory sequence.
- Pauses the game.

D-PAD

- Aims your Gatling gun when steering controls are OFF.
- Steers the Hole Hawg through directed Tube Jumps and Recharge Stations when steering controls are ON.

BUTTON A

- Fires your Gatling gun at the crosshair target.

BUTTON B

- Turns the **D-Pad** steering controls ON.

  Important: Steering controls automatically turn OFF after a turn. If you're making two or more turns in succession, you must press **Button B** before each turn.

BUTTON C

- Shoots off hydrogen flares. (Only active when your Hydrogen gauge is in the red Danger Level.)

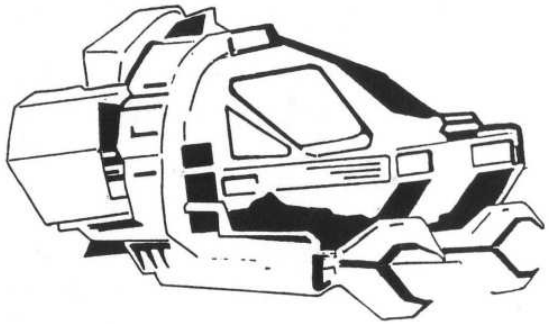
MEET YOUR MISSION, DOGMEAT!

MISSION ASSIGNMENT DATE

Immediate. Tour length undetermined.

HOLE HAWG

Your ride. Ain't she a beaut! The Hole Hawg is a customized Exterminator Class Sewer Shark equipped with hydrogen flares and a Recon Probe Com Link. As you dive farther into the tubes, you will pick up a pair of Thompson superchargers on the thruster coils, and "Sweet Little 16," a rambunctious power blaster with a hearty magazine and a penchant for blastin' sewer scum.



GHOST

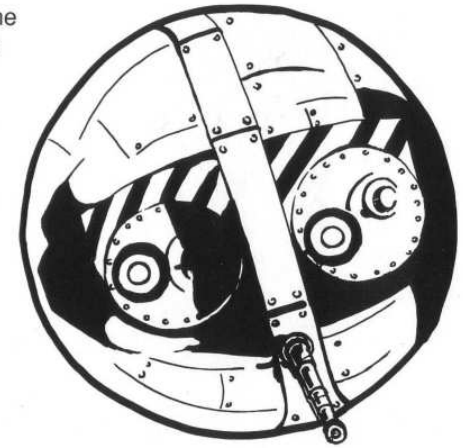
Your Backseat (that's "co-pilot" to you). Listen to him, Dogmeat. He's an Ace Jock with an attitude and a service rating of 98.9.

YOUR CALL SIGN

Dogmeat, for starters.To be assigned (and re-assigned) by Backseat, based on performance.

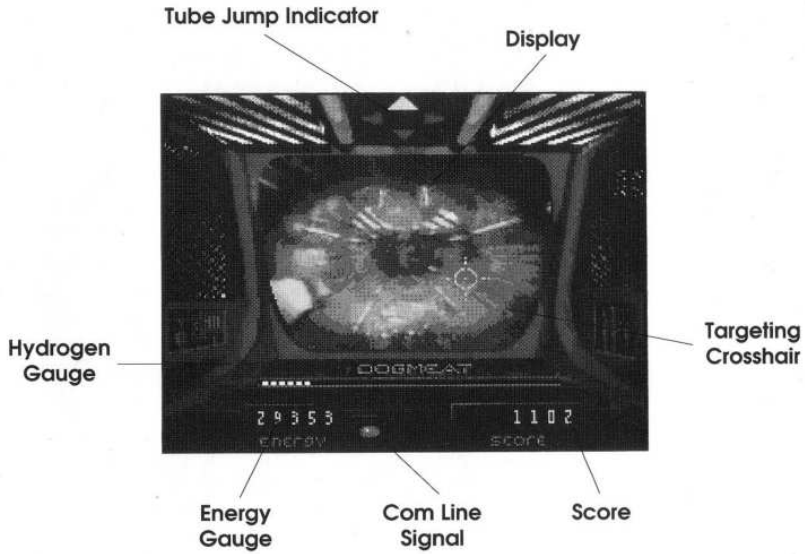
CATFISH

Your guide. Your eyes and ears. The best when it comes to target location and navigational assistance. Lose him and they'll be using paper towels to wipe you off the walls.



IN THE COCKPIT

Heads-Up Display



TUBE JUMP INDICATOR

As you approach Tube intersections, the indicator arrows will light up to show the directions of upcoming Tubes and the locations of available Tube Jumps. The arrows represent the clockface navigational directions you will hear from Catfish: Twelve (UP), Three (RIGHT), Six (DOWN), and Niner (LEFT). Even though a turn is available, it may not be the best way to go. Watch out!

DISPLAY

Your view of approaching tunnels and targets.

TARGETING CROSSHAIR

Aims your Gatling gun at various vermin.

HYDROGEN GAUGE

Tracks the hydrogen levels outside the Hole Hawg. As you travel deeper into the sewers, the hydrogen level will reach critical stage and the indicator will go red. When it does, you better fire a flare to explode the hydrogen in the Tubes ahead of you.

ENERGY GAUGE

Shows the Hole Hawg's remaining energy. Recharge as often as possible. If you run out of energy, you become ratigator bait.

COM LINE SIGNAL

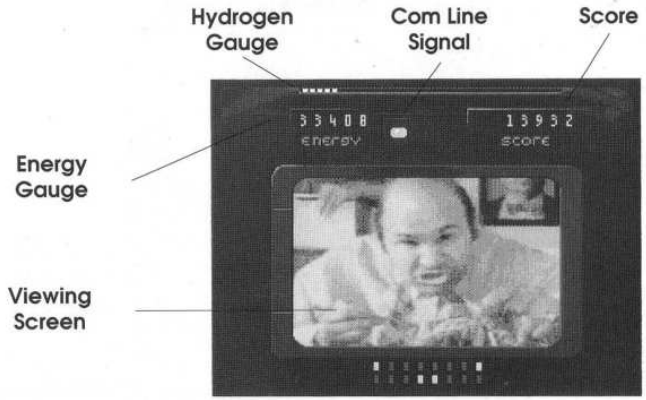
Flashes when you're about to receive an incoming message on the com line. You will automatically switch to the Monitor (page 10) to view the incoming message.

SCORE

Tracks the number of pounds of sewer vermin you've killed.

Monitor

Your view will automatically switch to the Monitor to view an incoming com message. The Monitor is located on the Hole Hawg's dash, just below the Heads-Up Display.



COM LINE SIGNAL

Flashes when the incoming message is almost complete. After the com transmission, your view will automatically switch back to the Heads-Up Display.

VIEWING SCREEN

Displays the incoming transmission

SHOOT THE TUBES!

Blast that Vermin!



To eradicate the various sewer dwellers you'll encounter, aim the Targeting Crosshairs over the little pukes and fire!

BUTTON CONTROLS:

1. Press the **D-Pad** in any direction to move the crosshair.
2. Press **Button A** to fire.

Make the Jump!



Catfish is running recon for you ahead of the Hole Hawg. He's locating potential targets on your Heads-Up Display, and opening the sewer system's flow-hatch doors in your path. At your rate of speed, you don't want to ride into a Tube where the hatch door is closed — or it will be the last Tube you ride.

Catfish will give you directions to target locations. He'll also tell you the path where he's opened the hatch doors by calling out clockface directions: Twelve, Three, Six and Niner. His directions are the Tube Jumps you'll need to make to follow him.

Catfish's directions will require you to make three consecutive Tube Jumps. For example, he'll call out "Three, Niner, Six." You must then make Tube Jumps at the three intersections immediately following his directions, first RIGHT (Three), then LEFT (Niner), then DOWN (Six). If you don't follow Catfish's directions exactly, he'll try his best to find you and open hatch doors ahead of your new course, but he won't always make it . . . and neither will you.

A flashing green light means you have an option to jump to another Tube. You don't have to take it. To make a Tube Jump, you'll need to engage the Hole Hawg's steering controls, then steer into the Tube you want. If, following a jump, the light changes to yellow, your jump is locked in. If the light turns red, you've made the wrong turn or missed the correct turn.

BUTTON CONTROLS:

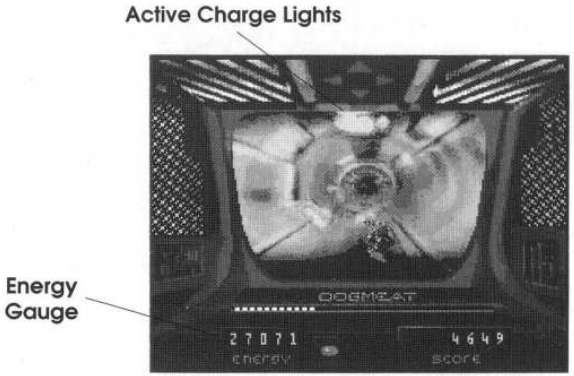
1. Press **Button B** to activate the steering controls.
2. Press the **D-Pad** UP, DOWN, LEFT or RIGHT to steer the Hole Hawg in the direction of the Tube Jump you need to make. For example, if Catfish calls out "Twelve, Niner, Niner," your controls would be:

   Button B to activate steering, then **D-Pad** UP when you see the UP arrow on the Tube Jump Indicator flashing; then

   Button B to activate steering, then **D-Pad** LEFT when you see the LEFT arrow flashing; then

   Button B to activate steering, then **D-Pad** LEFT when you see the LEFT arrow flashing.
3. A turn is registered when the arrow turns yellow.

Get Charged Up!



Watch the Energy gauge, and recharge as often as you can. Running out of energy is a meathead thing to do. Recharge Stations are located throughout the sewers to power up the Hole Hawg, and Ghost tells you when they're coming up. Each Station has two entrances, LEFT and RIGHT. But only one entrance will be active.

You won't know which entrance is active until you approach it and check out the two Active Charge Lights on the Tube ceiling. These lights represent the two entrances to the Station. One light will be green, the other red. The green light shows which path into the Station is open, LEFT or RIGHT.

Just because the light is red doesn't mean you can't get through that path. It simply means you won't recharge the Hole Hawg. Very dumb, Dogmeat.

WHAT THE @#$%&*! IS THAT?

After decades of ever-increasing toxins filtering through the sewer system, you see some pretty disgusting freaks of nature down in the Tubes.

BATS

Giant bats are everywhere, and they're a nuisance. You gotta get 'em, or Stenchler will get you!

Average Weight: 200 lbs.



RATIGATORS

Ratigators are a snarling mutation of rats and sewer alligators. Wipe 'em out, or your life won't be worth a ratigator's hide.

Average Weight: 500 lbs.



SCORPIONS

Watch out for these gigantic crusty vermin. Scorpions are far more aggressive than bats or ratigators. If you don't shoot them, they will attack the Hole Hawg and drain its energy. Hit 'em more than once to make sure they're dead.

Average Weight: 2,000 lbs.



MOLES

Before Sewer Jockeys, the department used these automated moles to keep the sewers clean. But they've gone renegade and will attack Sewer Sharks without warning. Moles have diamond-edged ripsaws and pointed battering rams for hands. If you encounter a mole, it's it or you — only one of you will survive. So don't spare the ammo.

Average Weight: 20,000 lbs.



ZERKS

Zerks are dangerous strains of fireflies that live deep in the sewers and feed on hydrogen and power from Recharge Stations. Zerks have evolved into high-density energy forces and have been known to suck out the brains of any Sewer Jockey who crosses their path. To put it simply: blast 'em or get an instant full-cranial lobotomy.

Average Weight: 50,000 lbs.



THE CRAZY-LOOKING THING

Recent reports from long-lost deep-dwelling Sewer Jocks mention a "Crazy Looking Thing" hanging out in the far reaches of the Tube. Its existence has yet to be confirmed, but the word is this "Thing" apparently showed no hostile signs. It may be an ally, but until you determine its nature and intentions, approach with caution.

Average Weight: Unknown



SEWER SURVIVAL TIPS

In case you've forgotten all your training, rookie, here's a refresher course on TopRat's Top 10 Sewer Jockey rules:

1. Always listen to your Backseat.
2. Don't lose track of the jump coordinates Catfish gives you.
3. When facing two or more targets, always shoot the most dangerous one first.
4. Feed your Sewer Shark often at Recharge Stations.
5. Learn the locations of Recharge Stations.
6. Watch your Hydrogen gauge. Shoot a flare (**Button C**) as soon as the gauge turns red.
7. Keep track of your fellow Sewer Jocks.
8. When it gets really hairy down there, just picture yourself sitting on the beach in Solar City.
9. Don't get cocky.
10. Don't trust Stenchler.

GLOSSARY OF SEWERSPEAK

Backseat: Your co-pilot and navigator, sitting behind you in the Sewer Shark.

Eyes: Catfish's recon camera.

Hole Hawg: Ghost's customized (not entirely legal) Sewer Shark.

Jump: A move into a different Tube.

Mole: Roaming maintenance robot that cleans debris from the sewers with a ripsaw and battering ram.

Ratigator: A combination rat and alligator that inhabits the sewers.

Sector 19: A forbidden zone that holds many secrets and surprises, as well as extreme danger.

Sewer Jockey: Sewer Shark pilot.

Sewer Shark: The Municipal Sewer Department's Exterminator Class vehicle in which you'll shoot the Tubes.

Solar City: An off-limits paradise up on the surface — sun, surf, sand and . . . . Top Sewer Jockeys are rewarded with a one-way ticket to Solar City, if they can make it there in one piece.

T/A: Target acquisition or target sighted.

TopRat: Sewer Jockeys' elite flight-training school.

Tubes: Sewer tunnels.

Twelve O'Clock: Navigational direction based on the clockface:
Twelve - UP
Three - RIGHT
Six - DOWN
Niner - LEFT

Up Screen: The pilot's Heads-Up Display.

Zerks: Brain-eating fireflies that infest the Tubes.

WARNINGS

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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

PROJECTION TELEVISION WARNING

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 TVs.

SEGA CD VIDEO GAME USE

This CD-ROM can only be used with the Sega CD system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega CD compact disc is intended for use exclusively on the Sega CD system.
- Avoid bending the compact disc. Do not touch, smudge or scratch its surface.
- Do not leave the compact disc in direct sunlight or near a radiator or other source of heat.
- Always store the compact disc in its protective case.

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