

SEGA
GENESIS
16-BIT CARTRIDGE



2 PLAYERS

GAID GROUND

TM

INSTRUCTION MANUAL

RENOVATION
PRODUCTS™

Handling the Genesis Cartridge

- This cartridge is intended exclusively for the Sega Genesis System.
- Do not apply severe shocks to the cartridge. Avoid hitting or stepping on the cartridge. Do not take it apart under any circumstances.
- Touching or wetting the terminal of the cartridge can cause damage.
- Avoid leaving the cartridge in extreme hot or cold temperatures. Especially, avoid places that are in direct sunlight, near stoves, or humid areas.
- When cleaning the cartridge, do not use chemicals, such as paint thinner or benzene.
- Your eyes may become tired after long periods of game play. To avoid stress, take a 10 to 20 minute break every hour. Try to be as far as possible from the TV screen.

GAME HINT HOTLINE

If you have any questions about playing GAIN GROUND, or you are interested in hints on how to play more effectively, please call the Renovation Game Hint Hotline at:

(415) 871-GAME

DISCLAIMER

The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblance between the persons, names, places, institutions and incidents in this game and actual persons, names, places, institutions and incidents is purely coincidental.

Thank you for purchasing this GAIN GROUND Cartridge from Renovation Products for the Genesis System. Please read this instruction manual carefully to ensure proper handling of your game.

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THE STORY

By the year 3000 AD, the human race had progressed almost to the point of perfection. With no more poverty, war, or discrimination, the worries of mankind seemed to be over.

But the human race had created a new crisis for themselves. They had no idea how to defend themselves, or how to survive a major holocaust — the long period of peace had diminished their survival instinct. The United Earth Government decided that they needed to stimulate this instinct in the people, to revive their will to fight for their lives if the need arose. So they developed an awesome simulated war environment, run by a super computer — the Gain Ground system.

However, something went wrong while testing the system. It refused all input and went berserk, and all of its creators became its captives. The government sent a rescue party, but they too fell captive to robotic soldiers. After several more futile attempts, one last rescue party was assembled — but if this one failed, then the entire system-world would have to be destroyed.

Three brave soldiers, carefully selected for the last attempt, have entered this vast, hostile battleground — determined to survive and to save their fellow men.

STARTING UP

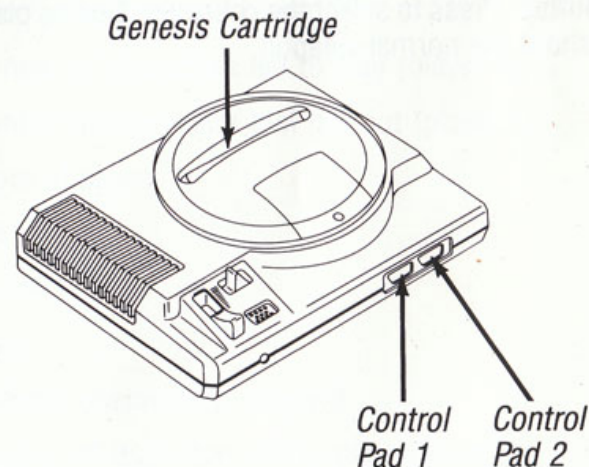
- 1) Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 or 2 players. Plug in Control Pad 1 for 1 player, or plug in Control Pad 1 and 2 for 2 players.

Note: Control Pad 2 is optional for the Genesis System.

- 2) Make sure that power is off.
- 3) Insert the GAIN GROUND Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge slot.
- 4) Turn the power switch ON. If nothing appears on the screen, recheck the Cartridge insertion.

IMPORTANT: always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

- 5) To play the game, press the Start Button on Control Pad 1.



TAKING CONTROL



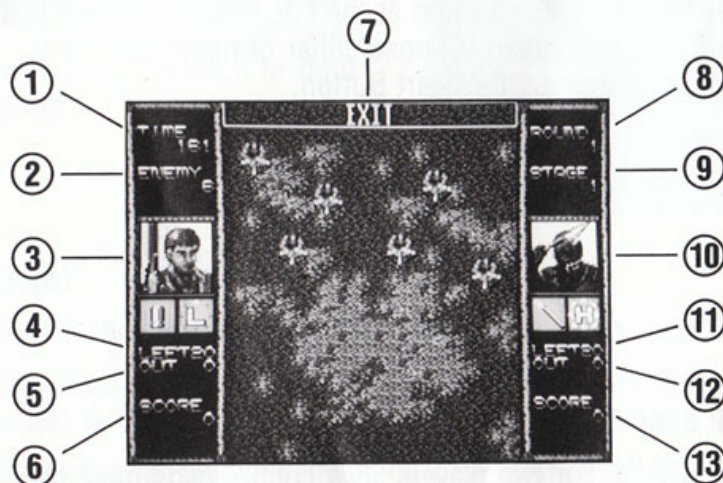
Start Button: Press to start game. During play, press to pause game. Press the button again to resume play.

D (Directional) Button: Press to select a character. During play, press to move the character in eight directions.

A or C Button: Press to select the character. During play, press to shoot the special weapon.

B Button: Press to select the character. During play, press to shoot the normal weapon.

SCREEN INDICATORS



- ① Remaining time.
- ② Number of enemies left.
- ③ Selected character of player 1.
- ④ Number of characters left to play (player 1).
- ⑤ Number of characters that got out (player 1).
- ⑥ Score of player 1.
- ⑦ Exit
- ⑧ Round
- ⑨ Stage
- ⑩ Selected character of player 2.
- ⑪ Number of characters left to play (player 2).
- ⑫ Number of characters that got out (player 2).
- ⑬ Score of player 2.

MODE SELECT

Pressing the Start Button at the title screen will lead you to the select screen. Choose either of the modes by D Button and press the Start Button.



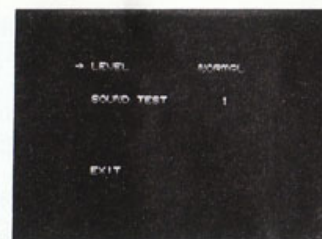
1P START: For one player.

2P START: For two players. Two control pads must be connected to choose.

OPTIONS: The screen will lead you to the Options Screen.

OPTIONS SCREEN

Move D Button up or down to choose options and select by moving D Button to right or left.



Level

Change the difficulty of the game with three different levels.

The speed of enemies will be faster in NORMAL mode and fastest in HARD mode.

EASY: You can continue the game up to 8 times. There will not be a Round 4.

NORMAL: You can continue the game up to 4 times.

HARD: There is no continue in the game. You will have all 20 characters at the start of the game and there will be no captives.

If you do not change the difficulty of the game, it will remain set at NORMAL level.

Sound Test

You can listen to the music and sound effects in the game. Move cursor to "SOUND TEST" and move D Button to right or left to select. Press either A, B, or C Button to start.

During game play, however, the computer will decide the music automatically.

Exit

Press either A, B, or C Button to go back to Mode Select screen and press Start Button to start with conditions changed in the Options Screen.

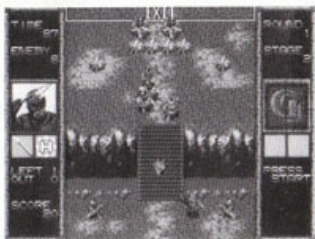
HOW TO PLAY

Choose a character by moving D Button and press either A, B, or C Button to start.

You clear each stage when you destroy all of the enemies or all of the characters can get out at the EXIT.

Game over will occur when you lose all of your characters or the remaining time reaches zero.

To join the game in the middle of play: If the second controller (Control Pad 2) was connected at the time of game start, the second player can join the game by pressing Start Button (of Control Pad 2) while the screen shows "PRESS START." The second player cannot join the game if the Control Pad 2 was not connected at the time of game start.

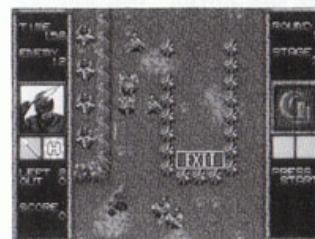


Continue

For 1 player: Press Start Button before count down goes to zero.



For 2 players: Press Start Button(s) of both or either controller(s) while "PRESS START" is displayed.



How to Use Characters

20 characters are provided in this game. Think about the capabilities of each character and choose the appropriate one to destroy the enemies and reach the EXIT.

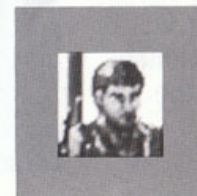
Three characters are provided at the start of the game (in EASY or NORMAL mode).



ASHRA



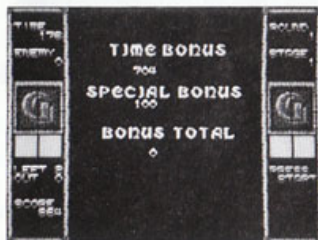
BETTY



JONNY

Score and Bonus

As you attack enemies, the score will automatically add up. When you clear the stage, the screen will show your scores.

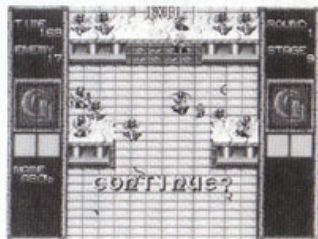


Time Bonus: You will get a bonus when you clear the stage with time remaining.

Special Bonus: You will get a bonus when you destroy all the enemies in the stage.

Name Entry

If your score is good when the game is over, the screen will show "NAME" and you can enter your initials (up to three characters).



To enter your initials:

- 1) Move D Button in four directions and select a character.
- 2) Press either A, B, or C Button to enter the character chosen.
- 3) After entering initials, choose "ED" (means "end"), and press either A, B, or C Button to end. Your initials will be displayed in the Ranking screen.

RANKING				
RANK	NAME	ROUND	STAGE	SCORE
1	QMS	2	2	8000
2	IMJ	2	1	6000
3	BAD	2	4	3000
4	RM	1	2	2000
5	N.O	1	7	1000
6	MMN	1	4	800
7	STV	1	2	800
8	T.H	2	1	500
9	S.U	1	2	500
10	T.M	1	2	400

RESCUING CAPTIVES

When your character touches an enemy or is damaged by an enemy, the character will fall to the ground. Any character who falls will be left there as a captive.

Note: In EASY and NORMAL modes, captive characters are left on the screen from the beginning.



To rescue a captive, touch him or her and get out through the EXIT together. (Each character can rescue only one captive at a time.) Characters rescued can be used in the next stage.



Note: In a stage which has no EXIT, you cannot rescue any captives.

PLAYABLE CHARACTERS



ASHRA

Normal Weapon: Spear, 8 directional.

Special Weapon: Spear, 8 directional. Flies up and then down.

Characteristics: Swift runner. Attacks high places. Short effective range.



GASCON

Normal Weapon: Spear, 8 directional.

Special Weapon: Frontal attack. Flies up and then down.

Characteristics: Swift runner. Attacks high places. Short effective range.



WEBAD

Normal Weapon: Spear, 8 directional.

Special Weapon: Spear, 8 directional. Flies up and then down.

Characteristics: Attacks high places. Long effective range.



MARTY

Normal Weapon: Spear, 8 directional.

Special Weapon: Spear, 8 directional. Flies up and then down. Frontal attack.

Characteristics: Attacks high places. Long effective range.



FIRE KNIGHT

Normal Weapon: Fire bomb, 8 directional.

Special Weapon: Fire magic. Frontal attack.

Characteristics: Sets trap in enemy's way. Effective on flat places.



WATER KNIGHT

Normal Weapon: Magic bomb, 8 directional.

Special Weapon: Water magic, 8 directional.

Characteristics: Freezes enemy. Effective on flat places.



WIND KNIGHT

Normal Weapon: Magic bomb, 8 directional.

Special Weapon: Wind magic, effective in 360 degrees.

Characteristics: Tornado destroys enemies. Effective on flat places.



LIGHT KNIGHT

Normal Weapon: Magic bomb, 8 directional.

Special Weapon: Light magic.

Characteristics: Powerful in close battles. Effective on flat places.



JONNY

Normal Weapon: Rifle, 8 directional.

Special Weapon: Rifle, frontal attack.

Characteristics: Shoots speeding bullets. Long range.



PROFESSOR

Normal Weapon: Rifle, 8 directional.

Special Weapon: Rifle, shoot left and right.

Characteristics: Attacks enemies to left and right at the same time.



HOWIE

Normal Weapon: Machine gun, 8 directional.

Special Weapon: Machine gun, frontal attack.

Characteristics: Long effective range. Rapid firing. Very powerful.



KIP

Normal Weapon: Machine gun, 8 directional.

Special Weapon: Machine gun, shoot left and right.

Characteristics: Attacks enemies to left and right at the same time. Powerful.



MUD HARRY

Normal Weapon: Pistol, 8 directional.

Special Weapon: Bazooka. Frontal attack.

Characteristics: Long effective range. Powerful but moves slowly.



GENERAL

Normal Weapon: Pistol, 8 directional.

Special Weapon: Fire thrower, 8 directional.

Characteristics: Short effective range. Burns when close to the enemy. The most powerful.



ROBIE

Normal Weapon: Pistol, 8 directional.

Special Weapon: Rocket bomb, 8 directional.

Characteristics: Attacks both flat and high places. Long effective range.



SYBER

Normal Weapon: Pistol, 8 directional.

Special Weapon: Multi-warhead missile. 6 directions at the same time.

Characteristics: Long effective range.



HOBEO

Normal Weapon: Pistol, 8 directional.

Special Weapon: Grenade. Flies up and then down, 8 directional.

Characteristics: Attacks high places.



BETTY

Normal Weapon: Pistol, 8 directional.

Special Weapon: Grenade. Flies up and then down.

Characteristics: Attacks high places in front.



BACKILLY

Normal Weapon: Pistol, 8 directional.

Special Weapon: Boomerang, 8 directional.

Characteristics: Good at attacking enemies hiding behind obstacles.



MUM

Normal Weapon: Pistol, 8 directional.

Special Weapon: Boomerang, frontal attack.

Characteristics: Good at attacking enemies hiding behind obstacles.

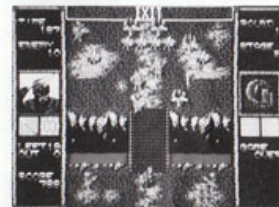
ROUNDS AND STAGES

This game consists of 5 rounds and each round consists of 10 stages. This manual introduces some of the stages out of fifty.

In the last stage of each round, you will confront enemy boss characters. Destroying the boss will clear the stage.

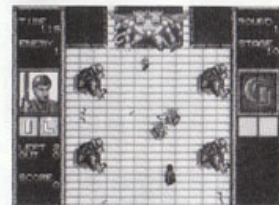
Round 1, Stage 2

This is ancient times. Most of the enemies' weapons are knives, dirks and spears. Be careful of enemies emerging suddenly.



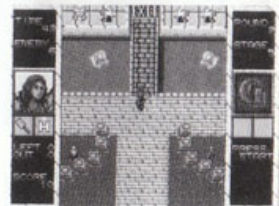
Round 1, Last Stage

The boss character shoots fire bombs from its dual heads. Attack its heads.



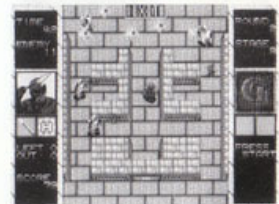
Round 2, Stage 5

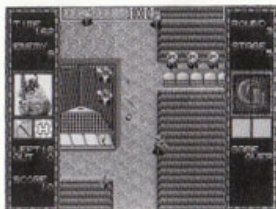
This is medieval times. If you are taken off guard on the bridge, when monsters appear out of the river...



Round 2, Stage 8

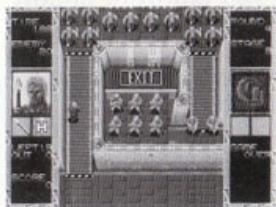
You will have a hard time with magicians appearing in unexpected places.





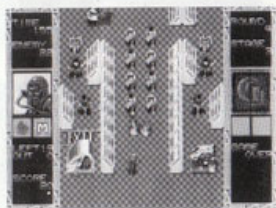
Round 3, Stage 5

This is modern times. Use spears to destroy enemies on the roof.



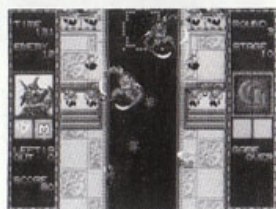
Round 3, Last Stage

The bosses brandish swords toward your characters. They are called "The Evil Sword Demons."



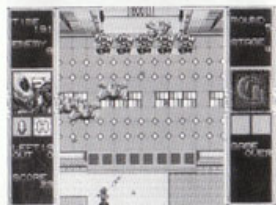
Round 4, Stage 3

This is in the present. You must be familiar with some of the games in this game center.



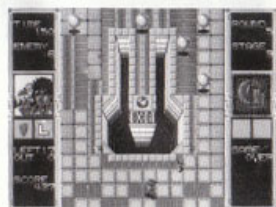
Round 4, Stage 8

On the moving sidewalk in the factory, use a fast runner to clear.



Round 5, Stage 4

Enemies in the future are stronger. Use missiles to destroy them!



Round 5, Stage 9

Concentrate attacks by light balls. Be cool and destroy them. The ending stage will be coming soon!

PLAYING HINTS

Learn the basic strategy to beat the enemies. Use a powerful character to beat the enemies. If this fails, then rescue them using a fast runner and get out of the exit. This is a basic technique of the game.

Use a suitable character for each particular stage. Selecting and learning how to use the character is very important to defeating the enemies. Learn the abilities of each character and select the most appropriate one in the stage.

Shoot the enemies when they come out. Enemies emerge at the same places consistently. Wait until they emerge and then shoot them as soon as they come out.

Obtain as many characters as possible in the early stages. There are no captives or continues available in round 5. So, you'd better collect as many characters as you can, and be prepared, before you get into round 5.

LIMITED WARRANTY

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

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.

DO NOT RETURN YOUR RENOVATION GENESIS CARTRIDGE TO YOUR RETAIL SELLER. RETURN CARTRIDGE WITH A DATED PROOF OF PURCHASE to the following address. The cost of returning the cartridge to Renovation's Customer Service Department shall be paid by the purchaser.

Renovation Products, Inc.
Customer Service Department
987 University Avenue, Suite 10
Los Gatos, CA 95030

Repairs After Expiration of Warranty

If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they 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 Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. 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 Renovation Products, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this 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 limitations or exclusions may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Check out the ultimate in
game play from Renovation.

WHIP
RUSH™

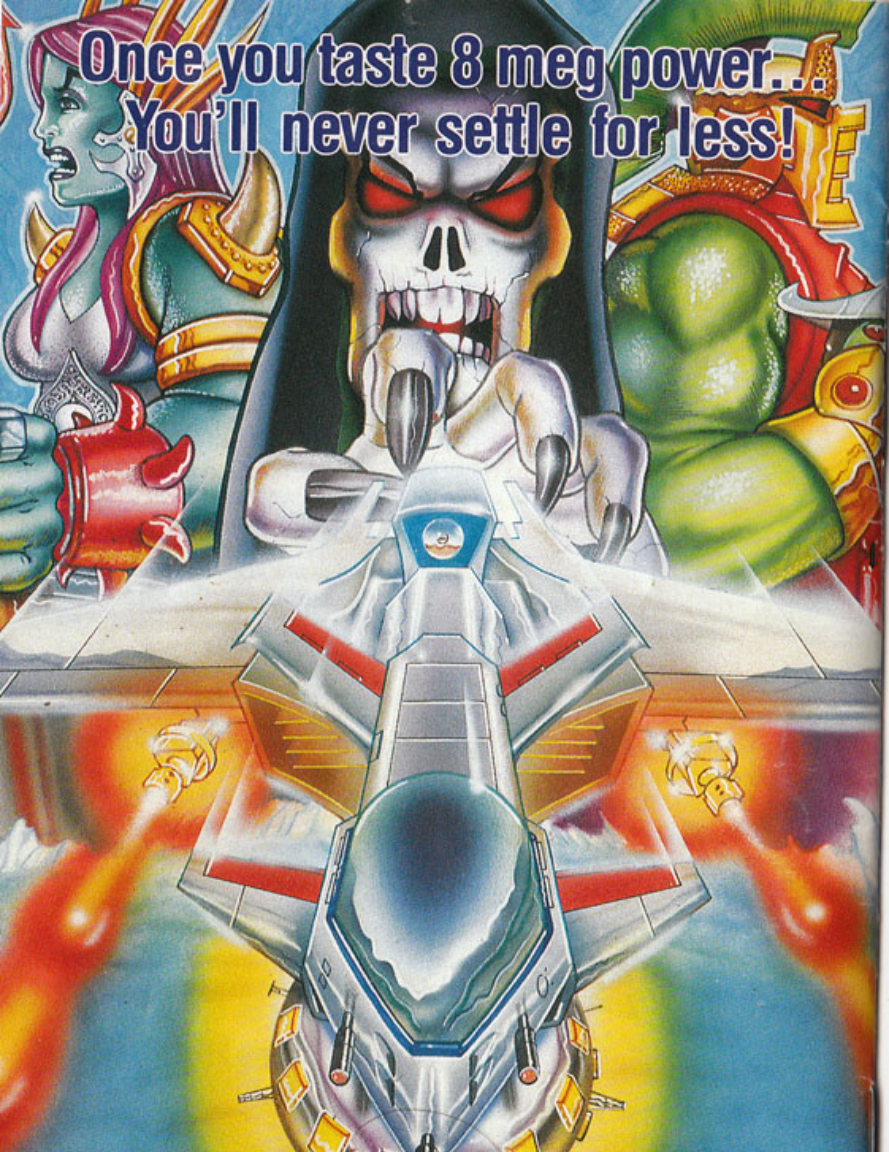
FINAL ZONE™

Y-Granada™

ARROW
FLASH™

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PRINTED IN JAPAN