SEGA

GENESIS™

GRIND STORMER™

OFFICIAL SEGA SEAL OF QUALITY

TENGEN

MANUFACTURED FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

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 previously 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.

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™ GENESIS™ SYSTEM.

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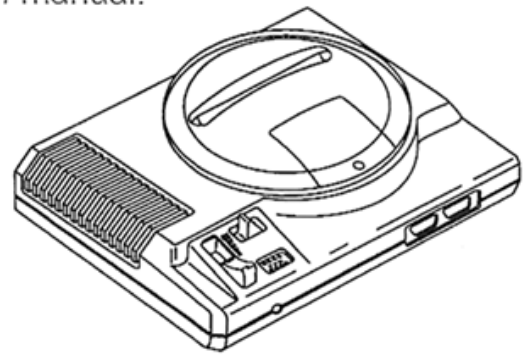
Are you ready for the ultimate in high-speed blaster action? Fight the evil alien hordes and stop them before they can threaten the Earth! Six awesome stages of incredible action await you in... *GRIND STORMER!*

STARTING THE GAME

1. Set up your Sega™ Genesis™ System as described in its instruction manual.
2. Make sure the power is off, then insert this cartridge into the Genesis console.



3. Turn the power switch on. In a few moments the title screen appears.
4. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on again.

Important: Always make sure the power switch is turned off when inserting or removing your cartridge.

1 Player: Press Start Button on Genesis Control Pad.

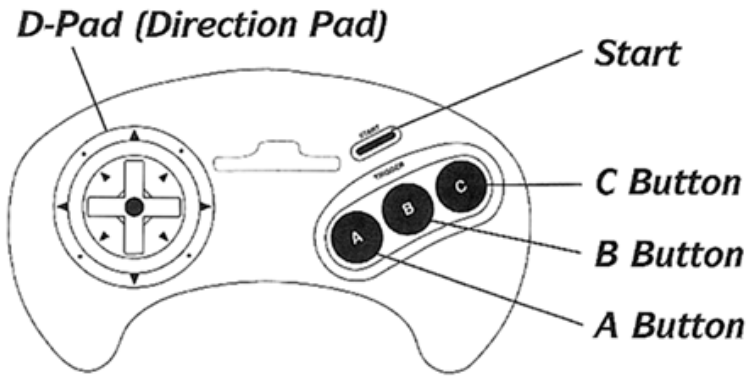
HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the SEGA™ GENESIS™ SYSTEM.
- Do not bend it, crush it, or submerge it in liquids.

- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: 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 televisions.

USING YOUR CONTROLLER



Use the Direction Pad on your controller to guide your ship during game play. Before the game begins, you also use the Direction Pad to select menu options. Press Up or Down on your Direction Pad to highlight an option, then use Left and Right to select the options you wish.

Use the buttons on your controller as follows:

A & C Buttons: These buttons fire weapons. Hold down button for continuous fire.

B Button: This sets off a bomb right where you are at that second. You may only use as many bombs as you have highlighted in the right hand status window.

A, B, C & START Buttons: Hold down all buttons at the same time to reset the game. This is the same as pressing the reset button on your Sega Genesis.

THE OPTIONS MENU

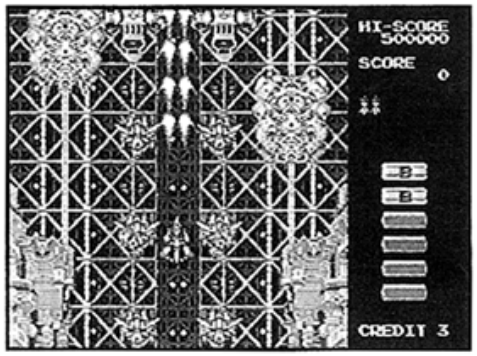
From the demo screens, press START to go to the title screen. Press A, B, or C for the Options Menu. Here you may choose which game to play, GRIND STORMER or V-FIVE (see page 7). You may also choose difficulty, handedness of the controller, change the controller scheme, increase or decrease the number of lives and credits, enable the pause (which will allow you to pause during play), go into training mode, and change or test the sound. Once you have made your selections, press START to exit the Options Menu, and START again to begin the game.

TRAINING MODE

Selecting "yes" for the Training option will allow you to jump ahead and select whichever level you'd like to play. When you press START to begin the game, it will display "Select A Stage 1-1". Use the right and left Direction Pad to change this number. Press START to begin. Stages 2-1 through 2-6 are exactly the same as Levels 1 through 6, only more challenging.

It is also important to realize that when you use the training mode, you do not continue to the next level after you succesfully complete a level.

GAME SCREEN



The Game Screen is made up of two major parts — the Playfield and the Status Bar (located on the right side). The Playfield is where the action takes place. The Status Bar includes vital information such as the current High Score, your current score, the number of bombs you have (up to the maximum of 6), plus the number of credits remaining.

WEAPONS

During play, you have the opportunity to use several different weapons by gaining different power-ups. These weapons work as described below:

POWER: This makes the shots you fire more powerful. Will work with all other power-ups.

S-DOWN: This causes the ship to move and maneuver slower on the screen. *Note: only available after the ship is at full speed.*

MISSILE: This allows the ship to fire missiles. Also, the side pods of the ship will follow the main ship around, firing as long as the main ship fires.

SEARCH: This causes the side pods to seek out targets and attach themselves until that target has been destroyed. This is particularly useful when there are a lot of enemies.

S-UP: This causes the space ship to move and maneuver faster on the screen. Additional "S-Up" will cause the ship to move even faster until the ship has reached maximum speed.

SHOT: This makes the ship fire as it does when the game starts.

DIAMOND: This gives you another bomb (6 max.).

BONUS GAME: V-FIVE

This is another complete game, included for FREE! It plays very similar to GRIND STORMER, with a few minor changes. First, there are no bombs in V-FIVE. Second, the way you get special weapons is different. There is a status bar on the right side, just where the bomb indicators were in the GRIND STORMER game. Each time you get one of the diamonds, it advances the indicator one step. If you press the B Button when the indicator is highlighted, that weapon takes effect.

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Address all correspondence regarding this TENGEN game to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

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TENGEN Inc., 675 Sycamore Drive, **Attn: Customer Service**, Milpitas, CA 95035-0782

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PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this Tengen game, please call a **Tengen game counselor** at

(408) 433-3999

Monday through Friday from
8:30AM–5:00PM Pacific Time.

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