

ELECTRONIC ARTS®



FATAL REWIND™



PSYGNOSIS:

MAKING GAMES PEOPLE PLAY

Psygnosis is an international software developer whose name has become synonymous with quality 16-bit games in the Commodore Amiga and Atari ST markets (with hit titles such as *Awesome*, *Barbarian* and *Lemmings*), and is now establishing itself as a player in the video game market as well. Electronic Arts is proud to present their first Sega title to date: **FATAL REWIND**.

!WARNING!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions. If you use your projection television with this video game, neither Electronic Arts nor Sega of America, Inc. will be liable for any damage.

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Starting The Game

1. Flip OFF the power switch on your SegaTM GenesisTM.

Never insert or remove a game cartridge when the power is on.

2. Make sure a Controller is plugged into the port labeled Control I on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.

The Electronic Arts[®] logo will appear. If you don't see it, begin again at step 1.

5. The next three screens introduce the game followed by the title screen and the High Scores screen.
6. Press START to play

If you don't press START, you'll see a short demo of characters moving, stuff exploding, etc. and then back to the beginning. Press any button to by-pass the demo.

Options

At the Start Game screen, D-Pad DOWN to select **OPTIONS**. Press any key to enter the **OPTIONS** menu:

1. D-Pad UP or DOWN to place the alien head beside the option you wish to change.
2. D-Pad LEFT or RIGHT to adjust the settings.

GAME DIFFICULTY - Normal, Hard, Hardest

LIVES - 1, 2, 3, 4 or 5

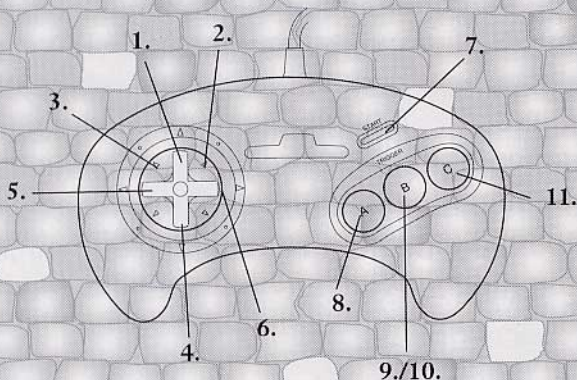
CREDITS - 0, 1, 2 or 3

PLAYERS - 1 or 2 (one at a time)

SOUND - ALL, MUSIC, SFX or NONE

3. Press any button to play.

Controls



- 1. UP - Jump Up/Climb up
- 2. UP/RIGHT - Jump up to the right
- 3. UP/LEFT - Jump up to the left
- 4. DOWN - Kneel/Pick up tools and weapons, climb down
- 5. LEFT - Move left
- 6. RIGHT - Move right
- 7. START - Pause/Unpause
- 8. A - Fast Forward (during replay)
- 9. B - Fire weapon
- 10. HOLD B - Press and hold **B** to use current tool
- 11. C - Jump

NOTE TO ARCADE POWER STICK USERS:

Holding down the B button with Megafire activated will not activate the current Tool.

Fatal Rewind

You've just died horribly and you're about to have another go-round. Your screen reads: GET READY TO DIE — wait a few seconds and a demo begins — hey, that's not a demo, that's your last round! Watch it, press **A** to fast-forward it, and press the D-Pad to take control!!

What's All This Then?

The Object of the Game

Fatal Rewind takes place on a futuristic holographic game show called Fatal Rewind. You are a contestant.

At the beginning of the game, you're standing (slightly dazed) at the bottom of the first Pit Of Death. Right, this is no day at the beach. From the get-go you're in trouble. Suddenly Hostile Artificial Life Forms (HALFs) are released to turn your confusion into a living nightmare. And someone with a really twisted sense of humor starts pumping a lethal ooze called Deadly to Organic Life Liquid (DOLL) into the pit.

Not surprisingly, your objective is to escape from this nasty environment—with most of your body parts intact.

Your armored torso provides a bit of protection but you won't have much time to learn how it works.

Camouflaged containers concealing weapons, tools or access keys are scattered throughout the pit. Shoot them to reveal their contents and crouch over the object to collect it.

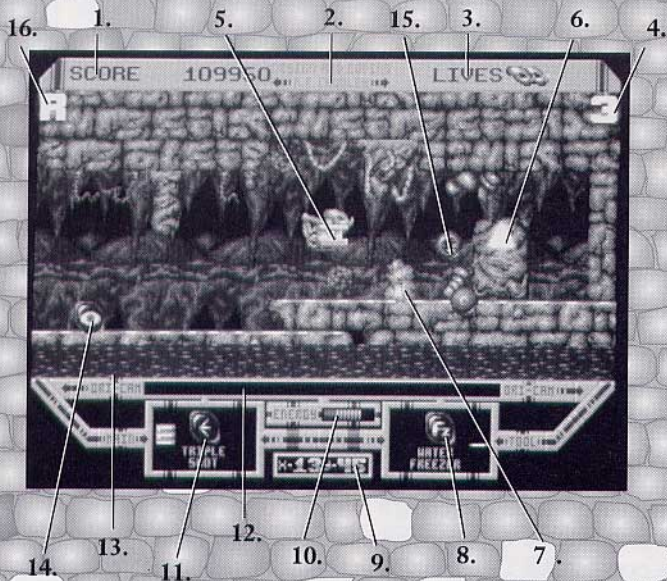
Jumping at a wall activates your climbing equipment. If you fall, pressing the D-Pad in the direction of the nearest wall gives you a chance to save your butt.

If you don't make it to the exit (this happens a lot) a video replay of your last attempt is shown so you can see where you went wrong. You can take over at any point during the replay and continue your attempt to escape.

Rules Of The Game

You may carry only one weapon and one tool at any time.

Screen Layout



Screen Layout (Cont.)

1. **Score** - Your current score.
2. **Credits** - Number of credits (games) left - when you run out of credits, you won't have the option of continuing from the last level played.
3. **Lives** - Number of Thugs.
4. **DOLL Timer** - Begins counting down at 10 seconds to contact.
5. **Contestant or Thug** - You.
6. **Key Slot** - Place similarly shaped Key here.
7. **Cannister** - Located throughout each level, these contain various weapons and tools.
8. **Tool** - Displays the tool you are currently carrying.
9. **Coordinates** - Shows your current location in the maze.
10. **Energy** - Might as well be blood — if you run out, you die.
11. **Weapon** - Weapon you are currently using.
12. **Messages** - Displays messages from Oracle (see TOOLS, page 8).
13. **DOLL** - Deadly to Organic Life Liquid — don't get any on you!
14. **Uncollected Tool** (Oracle) - Cannister has been blasted, but tool hasn't been grabbed yet.
15. **H.A.L.F.s** - Hostile Artificial Life Forms — they're out to get YOU!
16. **Replay** - You're currently watching an "instant replay" of your last attempt — jump in anytime and start playing!

Weapons And Tools

Each contestant begins Fatal Rewind with a low-powered, low-range weapon and no tools. Blast the cannisters to get better weapons and to find useful tools.

Weapons

Press **B** to use the following weapons:

1. **Triple Shot/Lasers** - Shoots 3 bullets in cone formation
2. **Missiles** - Shoots missiles
3. **Sky Missiles** - Shoots multiple missiles
4. **Laser** - Bigger beam
5. **Side Shot** - Shoots bullets up, down and forward
6. **Mine Sweeper** - BIG laser beam
7. **Laser Bolt** - Double energy bolt
8. **Rear Shot** - Shoots bullets forward and backward
9. **Triple Missiles** - Shoots 3 missiles in cone formation

Tools

Press and hold down **B** to use the following tools:

1. **Oracle** - Provides an IMPORTANT clue or a smart-alec remark, depending on the location.
2. **Water Freezer** - Stops the DOLL from rising for a short period of time. Press and HOLD DOWN **B** to keep it activated!!
3. **Shape Keys** - Place in key slots of same shape (see Screen Layout) to disarm booby traps, deactivate forcefields, etc.

4. **Key Swapper** - Place holder; allows you to drop a tool and pick up another.
5. **Red Herring** - Surprise! This tool is completely useless!
6. **Half Energy** - Restores half of energy bar — wait 'til you're half empty!
7. **Full Energy** - Restores full energy bar
8. **Energy Replenisher** - Hold down B to fill up energy bar — supply is limited.
9. **The Collector** - Collects items on the screen.

Be a Hero — Take the Fearian Way

The following is an excerpt from the diary of Eric Icarus, intergalactic freedom fighter. Arrested as a criminal by the authorities on Klaxos 9, he was condemned to be a contestant on the notorious holographic game show, *Fatal Rewind*. He was presumably victorious and is currently 'at large'. The Klaxonian Tyrants are offering 5000 carbon ribolians for information leading to his arrest or death.

30.07.2096

I am writing from a prison cell in an unknown location following my capture by the Secret Police of 21st CGI. I have a pretty good idea of what my hosts have in store for me, and not a lot of hope for my survival. I can only pray that this diary will make it into the right hands in time to do someone some good.

I knew something was wrong even before I reached the bunker, but it was just a feeling and I wrote it off as paranoia. What were the chances we'd been discovered? This was only one of dozens of meeting places kept by the rebel movement — groups like ours are working all over the planet. Our purpose: to displace those cosmic bozos at 21st Century Government Inc. The corruption has gone far enough.

Anyway, I was a little nervous, but we've all been sort of skittish lately; last week a few of our safe houses and meeting rooms were raided. It was a relatively small number so I'd been trying to avoid a panic — now I wish I'd been more cautious. I think we must have a traitor in our midst, but I haven't got a clue as to his, or her, or its identity.

I put my ear against the cold metal of the bunker door and tapped out the entry code. After half a minute's silence I heard the soft tapping — an all clear from inside. Relieved, I gave the reply and the heavy door swung open.

The instant I took in the scene, I knew. Half silhouetted in the dust-filled room stood Lucy, my friend and colleague. The rest of the group stood around her, looking a little too posed. Instinctively I turned and ran madly back the way I'd come. There was a big commotion behind me, but I kept going, expecting to be cut down at any moment.

I managed to grab the bottom rung of a steel ladder just as I heard pounding feet in the corridor behind me. It took every bit of strength I had to pull myself up into the dark shaft as three or four bullets whizzed past my legs, ricocheting off the metal ladder and sending echoes tumbling back down the tunnel. As I fumbled my way up the ladder I kept repeating, "Don't panic, don't panic," but my heart was pounding like a jackhammer. I stopped for a second to listen — silence.

They'd given up the chase! I reached the top of the shaft and kicked out the grid, which covered the shaft opening. Just as I thought I was free and clear a pair of rough hands grabbed me from behind. I felt a sharp pain in my shoulder, and everything went black.

I came to a few hours ago in this cell. I recognized a few of my cellmates from the underground — obviously the raids have been more frequent and more successful than any of us suspected. My eyes rested on the tired old face of a guy I'll never forget — Leon James, one of the founding members of the rebel movement.

He managed a weak smile as I crawled towards him. "They've done their worst this time Eric," he croaked, "You want to know why we're not dead? Because they want to make an example of us all — we're going to 'star' as contestants in an abominable holo contest: Fatal Rewind. We can't win."

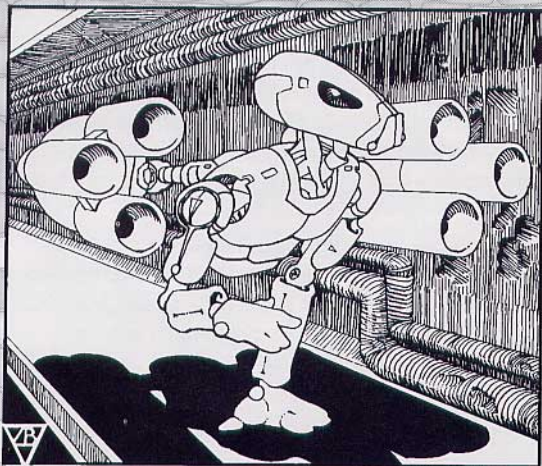
"Just for the sake of argument, Leon, what if one of us was to make it?" I asked him.

The old man looked hard at me through bushy eyebrows before replying.

"If you were to make it Eric, you'd be an intergalactic hero. Nothing could stop you then..."

I'll have to wind this up. Two goons from 21st CGI just walked into the cell and they're making noises like I'm supposed to follow them. I hope someone gets to read this before it's too late. Farewell, and remember to fight the good fight. Peace.

What They do for Fun on Klaxos 9



What follows is the unedited telescript for episode 3,978 of Fatal Rewind. It was from this disgusting monument to bad taste that Eric Icarus is believed to have made the escape, which simultaneously thrilled the entire eastern rim of the galaxy and infuriated the wicked rulers of Klaxos 9.

ANNOUNCER: Incredible! Sensational! Unbelievable! The hottest holo program in the universe—**FATAL REWIND!** We guarantee zero nanoseconds of boredom. **FATAL REWIND** is broadcast for your delight every night on Channel KGS. It's the deadly contest where players

push themselves to the limit to win first prize: their lives!

Before we get into the action let me tell our first-time viewers a little bit about the game. We've constructed 12 tasteful and beautifully designed Pits Of Death on six of our custom-built satellite moons. The Pits Of Death are packed with Hostile Artificial Life Forms, especially created by our very own scientists. Count on them to do what they do best: KILL!

To add spice to the proceedings, we've added a splash of DOLL (Deadly to Organic Life Liquid) to each pit. Anything organic, like a plant or animal, that falls into this boiling stew is history!

Now if you are wondering "what's the big deal in watching customized killing machines whizz 'round a pit that's slowly filling up with ooze," let me remind you of the most sporting element in our game, the so-called contestants, or 'Thugs' as we call them. These reluctant participants are scum, law breakers, and other riff-raff intent on causing social and political unrest and spreading vicious lies about our generous sponsor, 21st Century Inc. We give them an opportunity to redeem their worthless lives by providing entertainment for the rest of us. What could be fairer?

Since we have a little time before the first Thug enters Pit One, let me say a few words about our contestants: We provide them with limited-protection body armor, at no expense to them! Here's how: The moment a suitable Thug is arrested (an' I must admit we're not too fussy about who we choose) we take him (or her, we're nothing if not fair!) off the authorities'

hands and prepare them for the game of - and for - their life.

Of course, to help keep the beneficiaries alive, we do our best to protect what vital organs they have left from unreasonable harm. Our skilled surgeons then replace their frail skin with a coating made up of a strong malleable metallic element. This element is especially reinforced around the arms 'cause they need these limbs to not only walk 'round each pit but also to pick up and use weapons and tools. Also attached to the arms are touch-sensitive, vacuum suckers that enable Thugs to climb walls.

Now, what the contestants have to do is travel from the bottom of each pit to the top, before the DOLL gets 'em. Sounds easy doesn't it? Well, you might not want to try it. Not only are our HALFs out for blood, but each Thug has to solve intricate puzzles to access higher levels while avoiding some very entertaining traps.

We've scattered weapons around each pit for the Thug to pick up an' use, plus some pretty nifty tools essential to winning. Of course even if the Thug makes it out of the pit it ain't all over, there's another 11 to go...but you'll probably never see beyond the second one anyway...

Well, it looks like we're ready to roll. Number One pit is active and in goes the first Thug! So sit back and enjoy the life an' death thrills of FATAL REWIND...

Chance of a lifetime!

About the Designer

Martyn Chudley is a fairly normal sort of guy, for a programmer; he generally toils from 9:00 a.m. to 6:30 p.m. and tries to avoid weekend work as much as possible. In *Fatal Rewind*, Martyn has tried to combine the best elements of "Platform" and "Shoot 'em Up", his two favorite types of games. He looks forward to creating more terrific products for the video game market.

Credits

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Art: **Martyn R. Chudley, Jeff Bramfitt, Jim Bowers, Pete Lyon**
Producer: **Keith Francart**
Technical Director: **Dominique Philipine**
Sounds and Music: **Sound Images**
Product Management: **Chip Lange, Lesley Mansford**
Package Design: **Lance Anderson**
Cover Illustration: **Roger Dean (Yes, THAT Roger Dean)**
Documentation: **Marti McKenna**
Documentation Layout: **Chandler Briggs**
Manual Illustrations: **Adrian Bourne**
Testing: **Gerald McLane**
Quality Assurance: **Tim LeTourneau, Kevin C. Hogan**

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