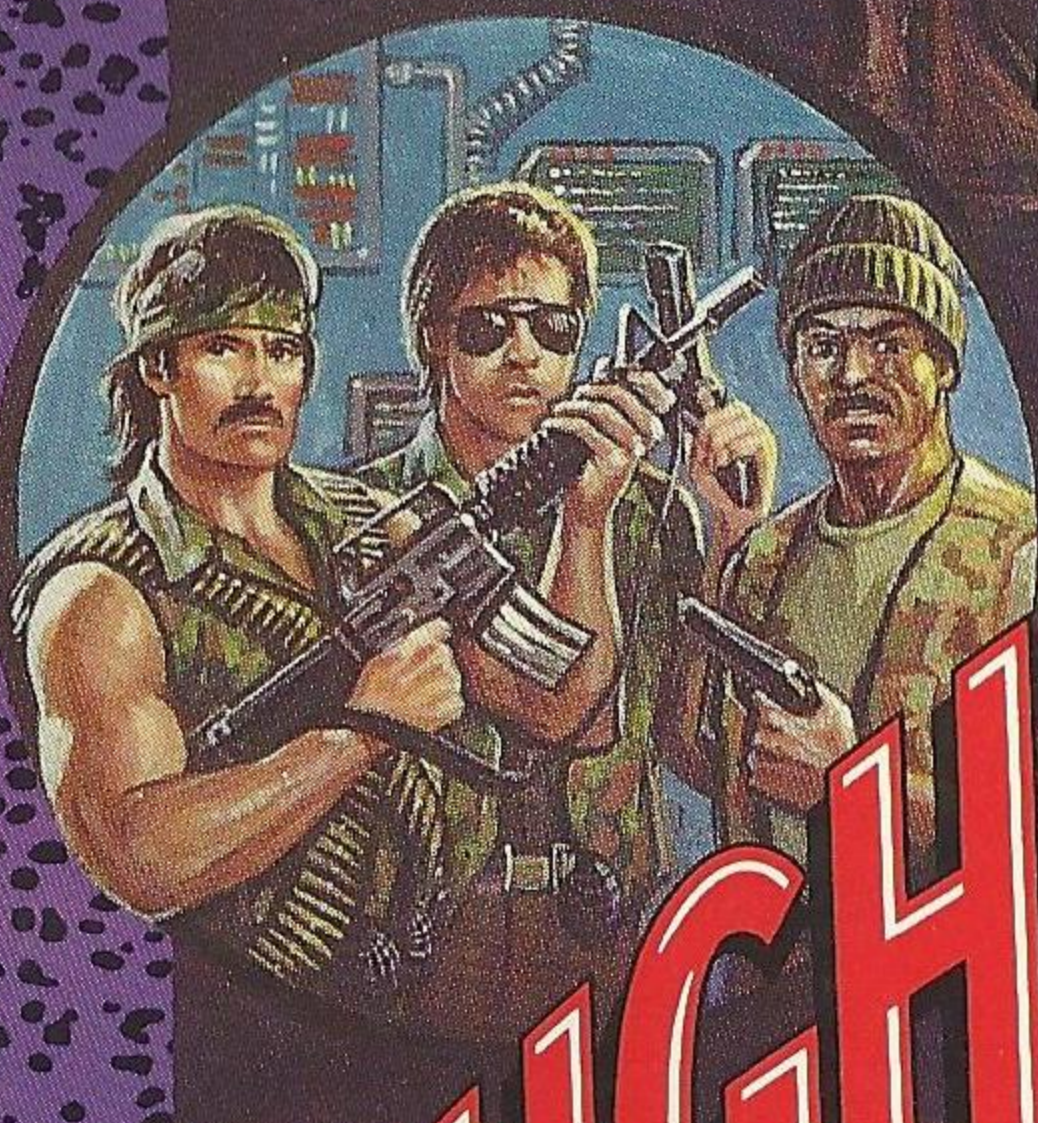


SEGA™

INSTRUCTIONAL MANUAL AVAILABLE

NON-STOP
ACTION!



NIGHT TRAP™

OVER 1½ HOURS
OF REAL VIDEO



SEGA CD™

WELCOME TO THE NEXT LEVEL™

Epilepsy 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 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.

S.C.A.T.
OPERATION BRIEFING FILE
CONFIDENTIAL

EYES ONLY

Code Name: **NIGHT TRAP**

Assignment No.: **230**

Commanding Officer: **CMDR. SIMMS**

BACKGROUND

This office has been alerted to the unexplained disappearance of five (5) civilians in the Lakeshore vicinity. The missing persons and possible victims were last seen traveling north on Vineyard Ave. Assumed last whereabouts of the subjects is the winery estate of Mr. and Mrs. Victor Martin.



S.C.A.T. BRIEFING FILE: NIGHT TRAP

Police reports reveal that the subjects were invited to spend the night at the Martin property. Under questioning, the Martin family claims that all five (5) subjects arrived at the estate on Saturday and left the property on Sunday at approximately 4 P.M. Victor Martin refused to allow police investigators to search the property.

Continuing police investigation to date has failed to turn up evidence of the subjects' current whereabouts. The case has now been assigned to Sega Control Attack Team — S.C.A.T. — for immediate resolution.

OPERATION STATUS

Two days ago S.C.A.T. agents were able to conduct a surreptitious but thorough search of the Martin house. Investigation uncovered three highly suspicious and previously unknown features:

1. The house is riddled with trap doors cleverly concealed in each room.

2. A series of hidden surveillance cameras allows secret scrutiny of eight (8) sections of the house.

3. A control unit in the basement operates the traps and cameras.

S.C.A.T. BRIEFING FILE: NIGHT TRAP



S.C.A.T. examination revealed that the traps are protected by an ACCESS CODE with six (6) color variations. The Martins can change the access code at will. The traps can only be operated when the correct access code is enabled at the control unit.

Yesterday, S.C.A.T. operatives successfully completed Assignment No. 229, code-named TRICK WIRE. While the Martin family was absent, agents secretly spliced an override cable into the trap and camera control system. The cable terminates in a control panel located in the back hallway of the house. The override system enables you, as our internal S.C.A.T. operative, to hide yourself in the house and remotely control the camera and trap units.

MISSION COMPLICATIONS

At this moment, five (5) more house-guests, all unattached, beautiful females between the ages of 16 and 19, are on their way to the winery estate at the Martin's invitation.

S.C.A.T. has been able to position Kelli Medd, one of our best undercover agents, within the group. None of the other co-eds is aware of Kelli's true identity. For their own protection, the women must be kept under constant surveillance through the hidden cameras. Additionally, agent Medd's identity must be kept an absolute secret.



S.C.A.T. BRIEFING FILE: NIGHT TRAP



The Martin family includes Mr. and Mrs. Martin, their daughter Sarah, their son Jeff, and a cousin, Tony. Information leads us to believe that the Martins regularly change the access code color as a safety precaution. Since any one of the Martins can change the code, their activities and conversations must be constantly monitored.

From your cover at the override control panel, you must be alert to any change in the access code color. You must immediately enter the new code into the override system in order to maintain control over the traps.

Certain evidence indicates that unidentified persons or things may also be entering the house.

ASSIGNMENT ORDERS

1. Take your position at the override control panel in the back hallway of the Martins' house. Maintain constant surveillance on all rooms. Kelli will transmit clues to you via the cameras whenever possible without jeopardizing her cover.

2. Change the access code as needed to maintain control over the traps.

3. Capture anyone or anything that may endanger the guests. **DO NOT TRAP THE WOMEN.**

4. Discover what happened to the first set of houseguests.

5. Apprehend all perpetrators, if any.

6. **REMEMBER:** Once you take control of the override system, the entire operation is in your hands. The outcome of this assignment depends entirely on you.

7. **DON'T BLOW YOUR COVER.**

Activating the Override Controls

1. Set up your Genesis™ and SEGA CD™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on the Genesis.
3. Press **Start** or **Button A, B** or **C** when you see the SEGA CD logo to display the SEGA CD Control Panel.
4. Press **Start** or **Button A, B** or **C** again to open the disc tray.
5. Place **NIGHT TRAP CD 1** into the disc tray, label side up. Press **Button A, B** or **C** to close the tray.
6. Press **Start** to move the hand cursor on the Control Panel to the CD-ROM button.
7. Press **Button A, B** or **C** to begin your S.C.A.T. assignment. Pay attention to your briefing by Cmdr. Simms.
8. Press **Button A** to activate the override controls.
9. When prompted, open the disc tray and insert **NIGHT TRAP CD 2**. Close the tray to continue the mission.

Operating the S.C.A.T. Controller

D-Button moves the marker from one hidden camera view to another. The view that's marked will highlight.

Start displays the floorplan. Press again to return to room surveillance.



Button C changes the color of the access code.

Button B triggers a trap.

Button A switches the display to the highlighted camera view.

S.C.A.T. MEMO

From the office of CMDR. SIMMS

DUE TO THE SENSITIVE NATURE OF THIS MISSION AND THE POSSIBLE ENDANGERMENT OF OTHER CIVILIANS, ALL S.C.A.T. PERSONNEL ARE UNDER 24-HOUR MISSION ASSIGNMENT UNTIL THIS CASE IS SOLVED.

Using the Override Control Panel

Current Surveillance View

Surveillance
Time

Current
Room View

Counters



Access
Code

Trap
Sensor

Hidden Camera Views

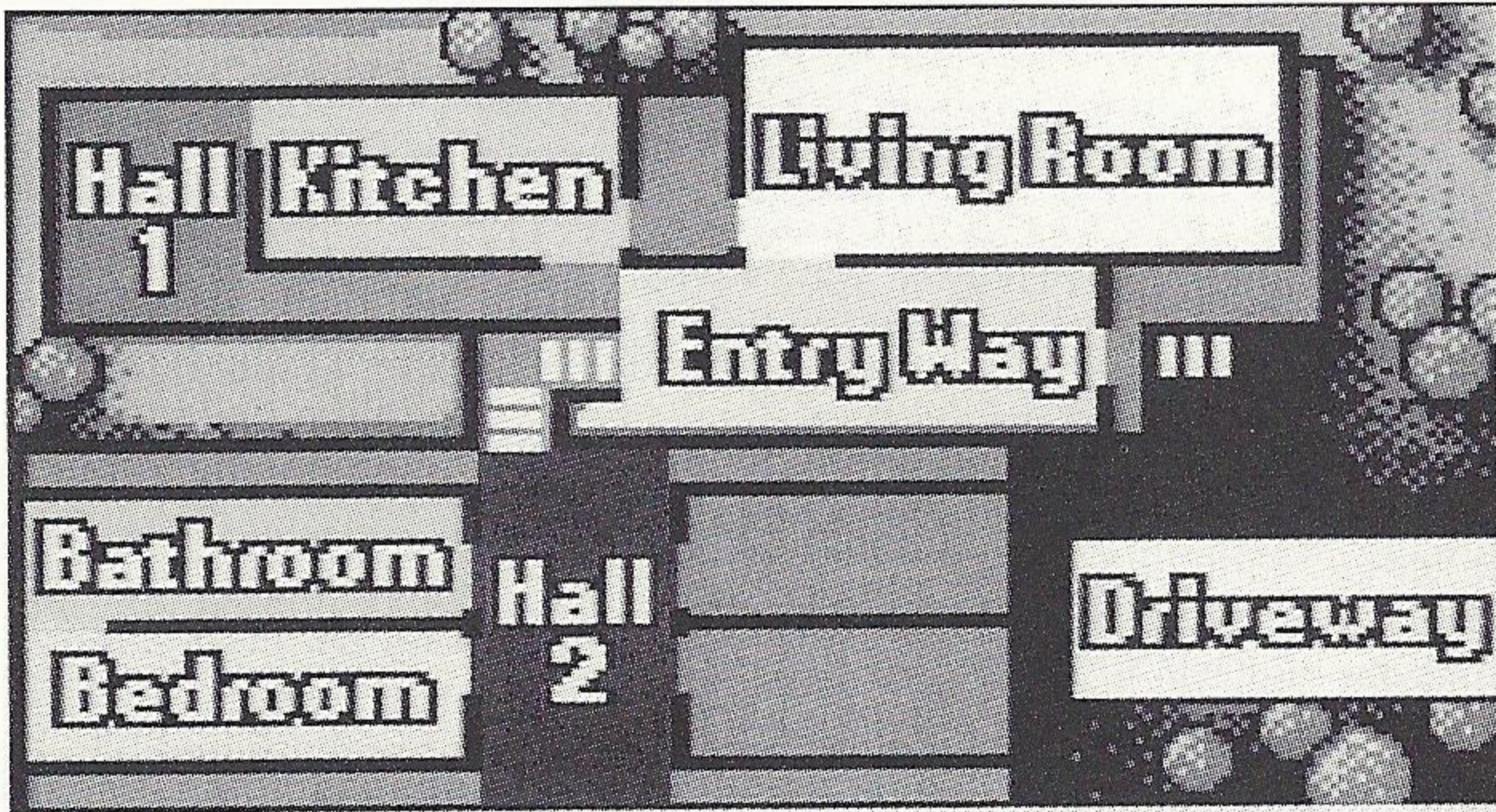
OPERATING PROCEDURES

- Switch surveillance views to keep tabs on the household's activities. Listen to conversations to pick up clues. Don't linger in a room where nothing's going on.
- The access code is BLUE when your mission begins. Other possible code colors are red, green, yellow, orange and purple. Eavesdrop to find out when the code is changing, and what the new color will be. Wait until the speaker leaves the room before changing the code. Then press **Button C** until the Access Code indicator changes to the correct color.

- Each trap has a built-in sensor that detects when someone or something is within range. When the sensor bar moves into the red zone, immediately press **Button B** to capture a perpetrator.
- The traps **WILL NOT TRIGGER** if your access code is wrong. Instead, you'll be advised "Access Denied."
- The counters show how many perpetrators have entered the house, and how many have been captured. Don't let the **POSSIBLE** number get out of control. Keep that **CAPTURED** counter moving.

VIEWING THE FLOORPLAN

Switch to the floorplan (press **Start**) to study the layout of the Martin's house.



Handling Your Compact Discs

- The SEGA CD Compact Discs are intended for use exclusively on the SEGA CD.
- Always use the button controls to open and close the disc tray on the SEGA CD. Attempting to operate the tray manually may cause it to malfunction.
- Avoid bending the Compact Discs or touching, smudging or scratching their surfaces.
- Do not leave the Compact Discs in direct sunlight or near a radiator or other source of heat.
- Always store the Compact Discs in their protective case.

Warning to Owners of Projection TVs

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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the SEGA CD Compact Discs 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 limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact discs at its option, free of charge. This limited 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. To receive warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA.

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

Repairs after Expiration of Warranty

If your SEGA CD Compact Discs require 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 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 Discs cannot be repaired, they 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.





\$1,000 MUSIC CD SWEEPS ENTRY

Free SEGA VISIONS™ Subscription

Hot New Game Info

Exclusive Offers

Charter Membership

ALL YOURS

**AND MORE WHEN YOU REGISTER
YOUR SEGA CD™ PURCHASE.**

DO IT TODAY!

USE THE CARD AT RIGHT TO REGISTER YOUR SEGA CD™ SOFTWARE AND GET LOTS OF COOL STUFF.

- **WIN A \$1,000 MUSIC CD COLLECTION.** Think of it — just by registering your Sega CD purchase you could win dozens of FREE CDs featuring today's hottest bands!
- **A FREE SUBSCRIPTION TO SEGA VISIONS™** the magazine published just for Sega™ gamers. It's packed with news and reviews from the world of Sega.
- **HOT-WIRED™! EXCLUSIVELY FOR SEGA CD OWNERS:** *Hot-Wired* puts you on our priority mailing list for fast-breaking news on SEGA CD technology, radical new games, cool new sounds and exclusive offers.
- **CHARTER MEMBERSHIP ELIGIBILITY** in our soon-to-be announced Sega CD owners club.

REGISTER TODAY AND WATCH FOR MORE INFORMATION!

- 1. HOW TO ENTER:** Completely fill out the registration card and mail it. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail.
- 2. JUDGING:** There will be 4 drawings. Each of the drawings will take place on a quarterly basis, on or about March 31, June 30, September 30, and December 31, 1993. Winners will be selected at random from all entries received five (5) days before the drawing dates by Marden-Kane, Inc., an independent judging organization whose decisions are final. Only one prize per person, family, organization or household. If your registration card is received after any one of the drawings it will be automatically entered into the next drawing, except for the last drawing.
- 3. NOTIFICATION:** Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and a Publicity/Liability Release which must be returned within 14 days from date of notification.
- 4. PRIZES:** There will be 1 prize awarded in each of the four drawings. Each prize consists of approximately 60 music CDs. Approximate retail value \$1,000.00 each. All taxes are responsibility of the winner. No prize substitutions, or transfers permitted.
- 5. ELIGIBILITY:** Sweepstakes open to all persons who are residents of the United States and its possessions, except employees and their immediate family members of Sega of America Inc., its divisions, subsidiaries, affiliates, advertising and promotion agencies. Void where prohibited by law.
- 6. WINNERS LIST:** For names of winners, send a self-addressed, stamped envelope to Sega CD Sweepstakes Winners, Inc., P.O. Box 712, Sayreville, NJ. 08871.
- 7. OFFICIAL SWEEPSTAKES RULES:** Sweepstakes subject to complete Official Rules. To obtain a copy of official rules send a stamped self-addressed envelope to Marden-Kane, Inc., Sega CD Rules, 1255 Post St. Ste. 625, San Francisco, CA 94109.

NON-STOP ACTION!

Digital Pictures



Sega, Genesis, Sega CD and Welcome to the Next Level are trademarks of SEGA. Night Trap™ is produced by Digital Pictures, Inc. for Sega of America, Inc. ©1992 Digital Pictures, Inc. Portions ©1992 SEGA. All rights reserved. Night Trap is a trademark of Hasbro, Inc. U-Direct is a trademark of Digital Pictures, Inc. ©1992 SEGA, 3375 Arden Rd., Hayward, CA 94545. All rights reserved. Made in the U.S.A.