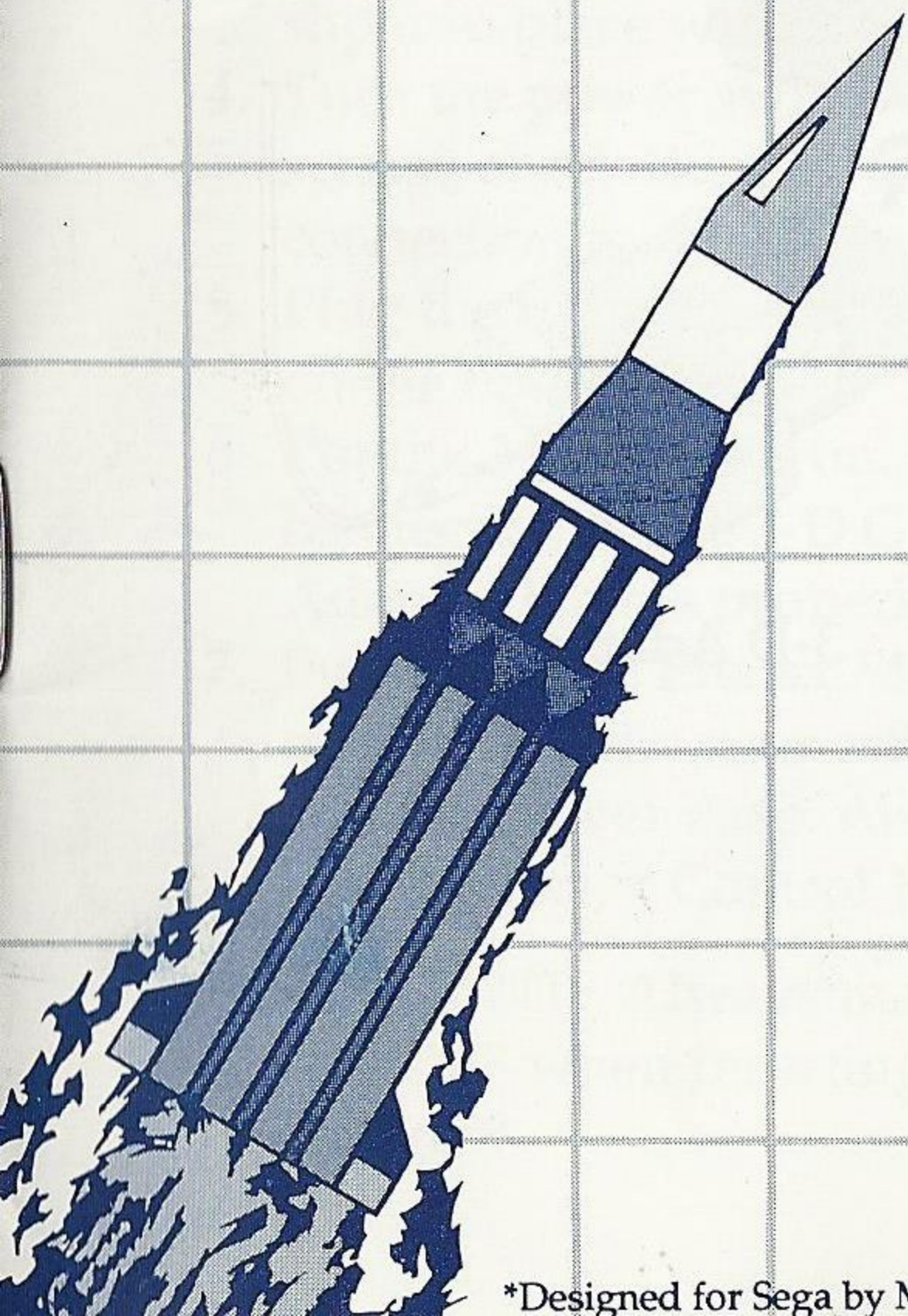


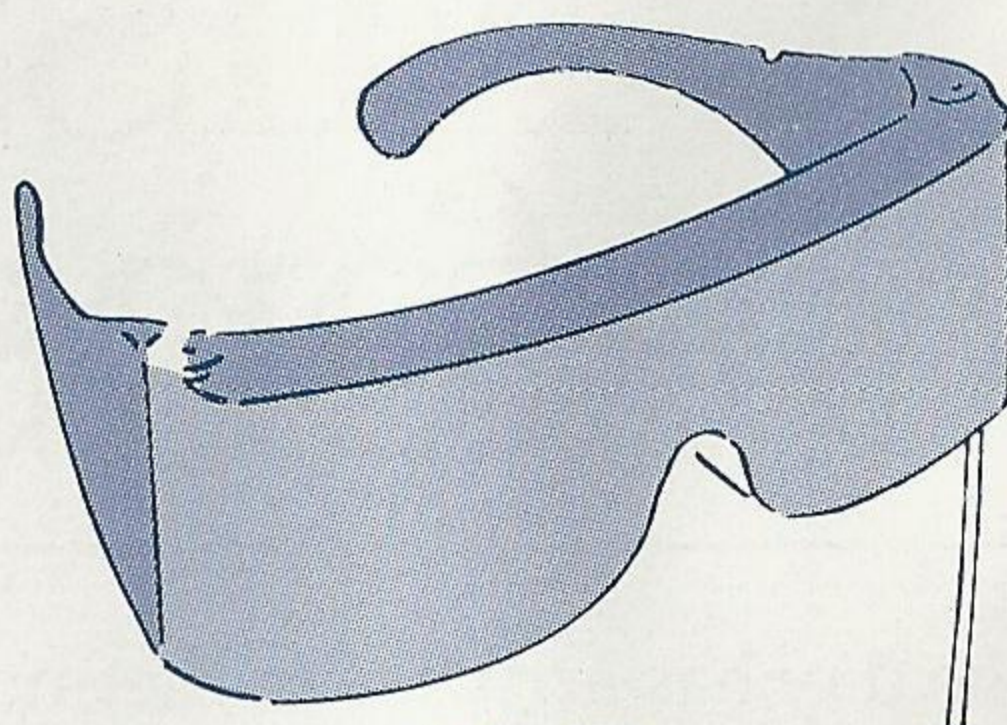
Missile Defense 3-D^{TM*}

The day has arrived for thermonuclear warfare.
But there is one hope.



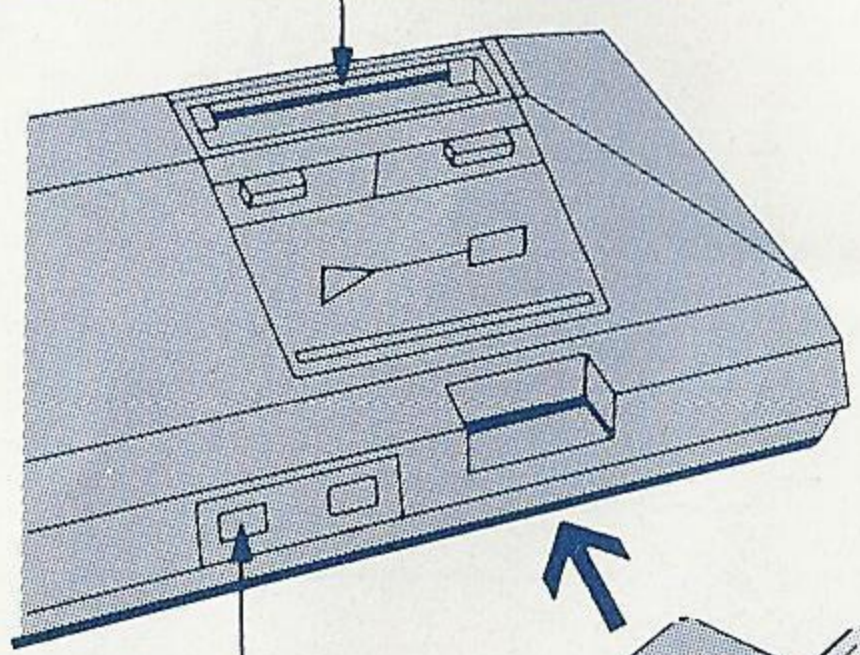
SEGA[®]

*Designed for Sega by Mark Cerny.

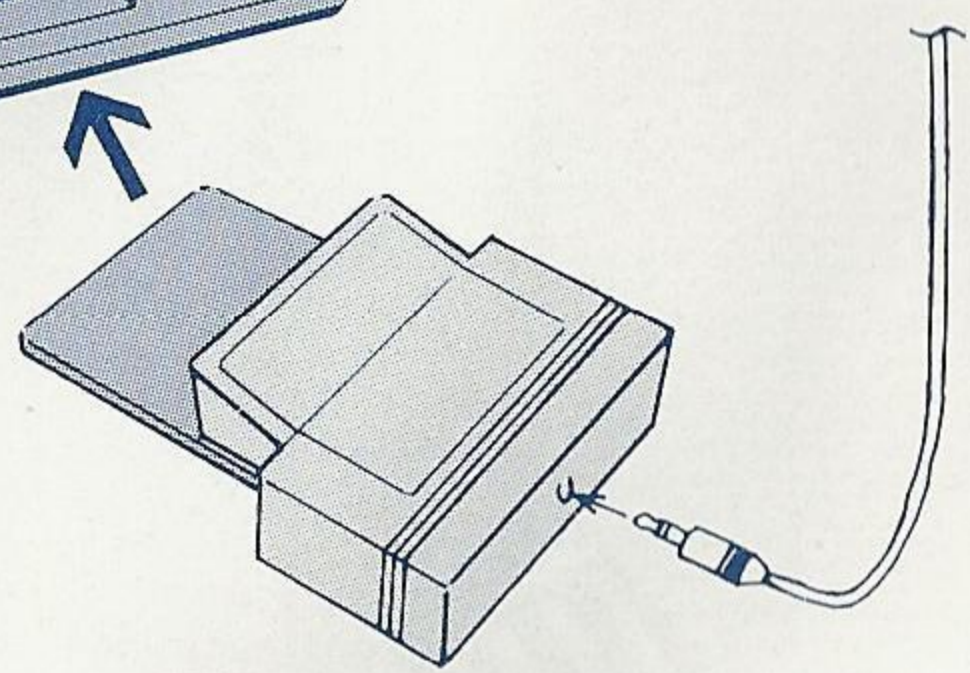


3-D Glasses

Insert Mega Cartridge



Insert Light Phaser



3-D Adaptor

Loading Instructions:

Starting Up

MISSILE DEFENSE 3-D™ is designed for use with your Sega Light Phaser™ and 3-D Glasses.

It's first in a series of many games that takes you beyond the experience of two-dimensional playing and makes your screen come alive for greater interaction.

The following are some simple instructions for game setup:

1. Make sure the power switch is OFF.
2. Insert the 3-D Adaptor Unit into the Power Base card slot. Insert the 3-D Glasses jack into the 3-D Adaptor Unit's jack port.
3. Gently insert the MISSILE DEFENSE 3-D™ cartridge into the Power Base. If the cartridge is properly aligned, it will slip into place without strong force.
4. Turn the power switch ON. If nothing appears on the screen, check the cartridge insertion and the Power Base connection to the TV.
5. Plug the Light Phaser™ cord into the "Control 1" input on the Power Base.
6. Put the 3-D Glasses on. If there is no 3-D effect, check the connection to the 3-D Glasses, and check that the 3-D Adaptor Unit is properly installed.
7. Pull the Light Phaser™ trigger to start. If nothing happens, check the connection between the Light Phaser™ and the Power Base. Also make sure you are using the left control port, "Control 1."

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge™.

The Big Picture

It's Earth in the far future. Countries have changed. People have changed. And down on the planet the deadliest war of all is about to begin.

You're a nuclear engineer aboard the fugitive space station, Ulysses, where you've discovered "The Eliminator" - the only antinuclear laser that works. With limited supplies, you've constructed three of the huge lasers. And just in time, because two militaristic countries are getting ready for thermonuclear warfare.

You've got to stop them. Before they destroy everything, everywhere.

What To Do

Your mission is twofold. Stop all nuclear missiles in mid-flight, and skillfully destroy those missiles launched in your direction. Because you're a target too, now that both hostile countries want to stop your peacekeeping efforts.

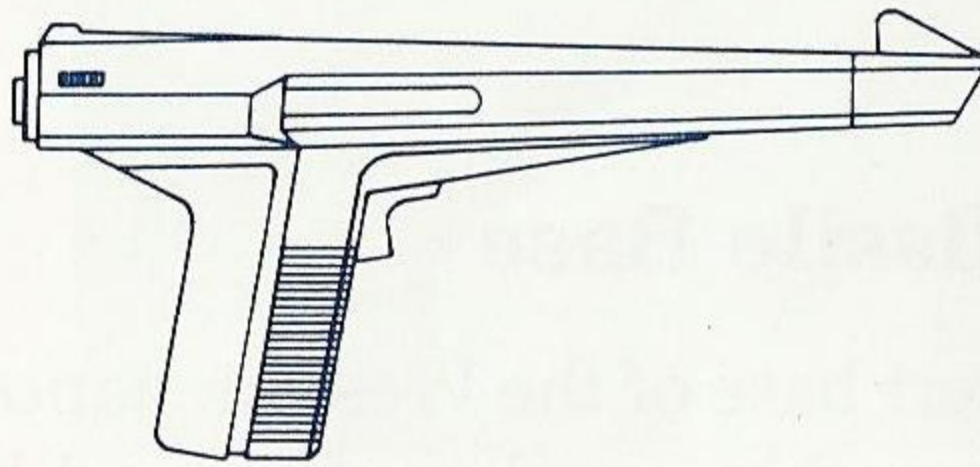
You'll have three chances to destroy each salvo of missiles, as they travel the long distance from their launch base to their target city. But if you can't stop ALL of them, they will destroy a city. And as your mission to avoid bloodshed will have failed, the game will end.

Some of those missiles will veer off their course and head directly towards you. If you don't react quickly, the screen will flash red as one of your few Eliminator lasers is destroyed. If you lose all your lasers, you'll be helpless to stop the bloodshed and the game will be over.

Although, maybe with your courage and nerves of steel, you'll be able to hold out until all the missiles are destroyed - maybe!

Take Control

Plug the Light Phaser™ into the "Control 1" port. MISSILE DEFENSE 3-D™ can be played at any distance from directly in front of the TV to six feet away.

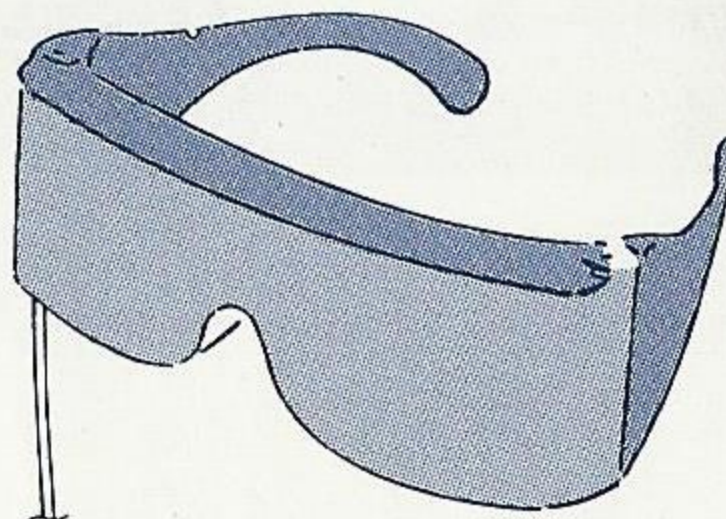


The 3-D Experience

The 3-D Glasses bring a new dimension to video games. Here's how.

We can see in three dimensions because we see a slightly different picture from each eye. MISSILE DEFENSE 3-D™ displays both pictures. That's why, without the glasses, the screen appears so distorted.

When we put the glasses on, they filter the screen so that each eye sees only one of the two pictures. The total effect: 3-Dimensional.



Lines Of Battle

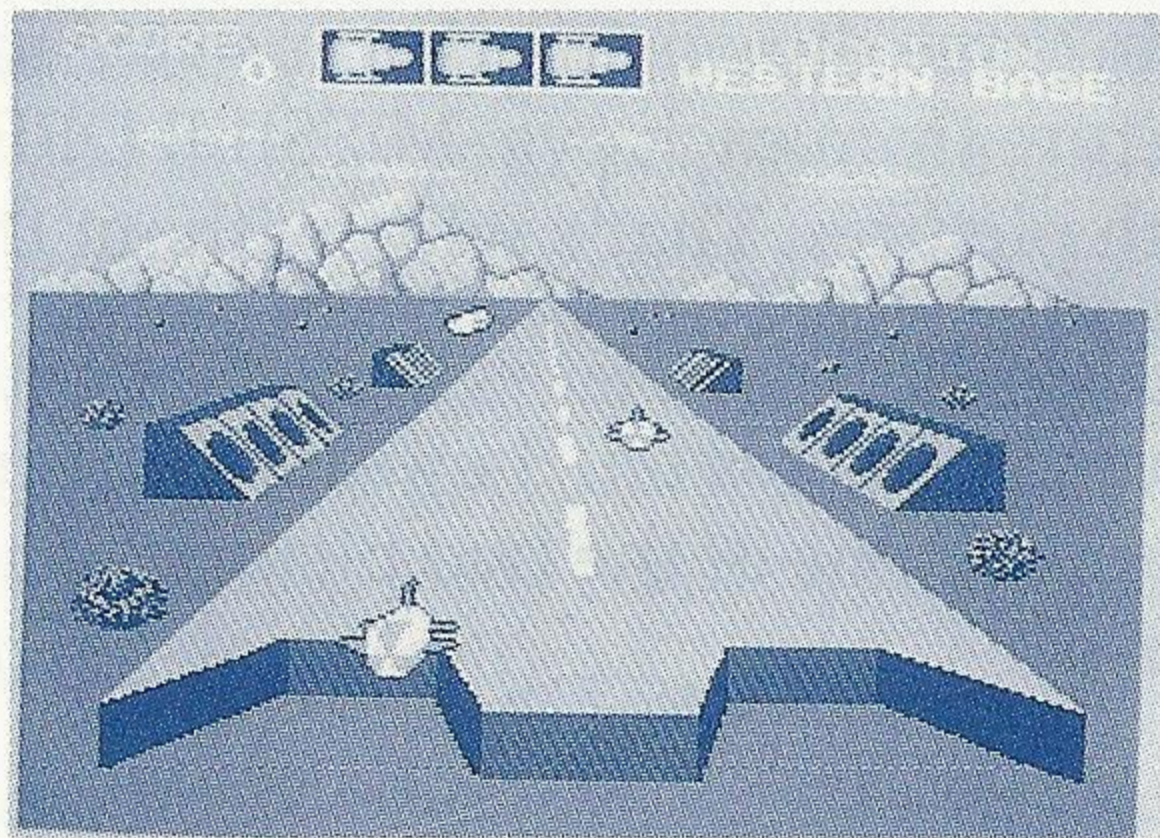
The nations at war don't exist today; we can only call them East and West. Negotiations have exploded, and the count-down has begun.

Pull the trigger to start.

Strike

The Western Missile Base

Before you is the desert base of the Western nation. This nation attacks first, launching a salvo of ground-hugging cruise missiles aimed at the Eastern Capital. You have to make sure that **NONE** of them reach their common target, so shoot down as many as possible during this launch scene.



The Arctic

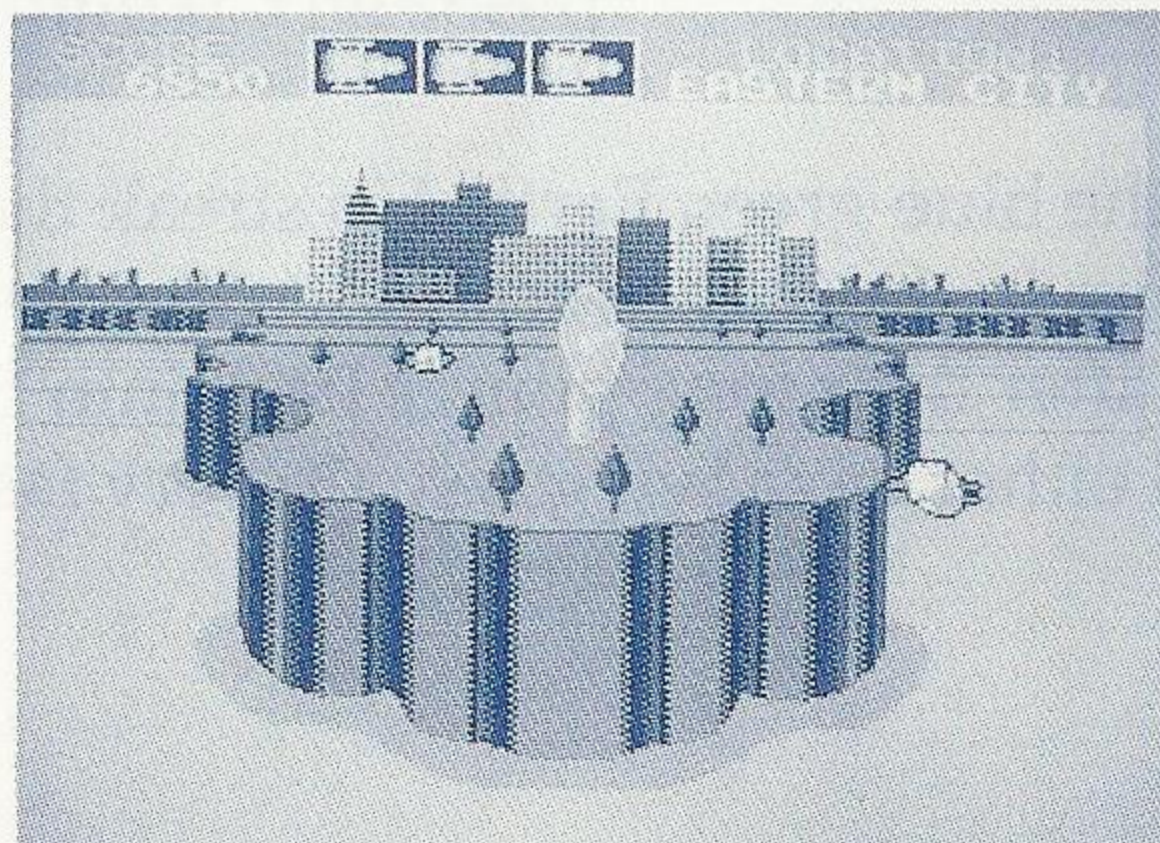
Below you is an expanse of cold and icy terrain. All of the missiles you failed to destroy during launch pass below you. Try to shoot them now; if they escape, their detonation time is near.



The Eastern Capital

Target of the missiles, the Eastern Capital, stands before you. Shoot down ALL the remaining warheads, as any that escape your laser fire will destroy the city. If your defensive shield is perfect, congratulations! You've saved a city and bought enough time to build another huge Eliminator laser.

If even one missile escapes your fire, though, the Eastern Capital is destroyed and the game ends.

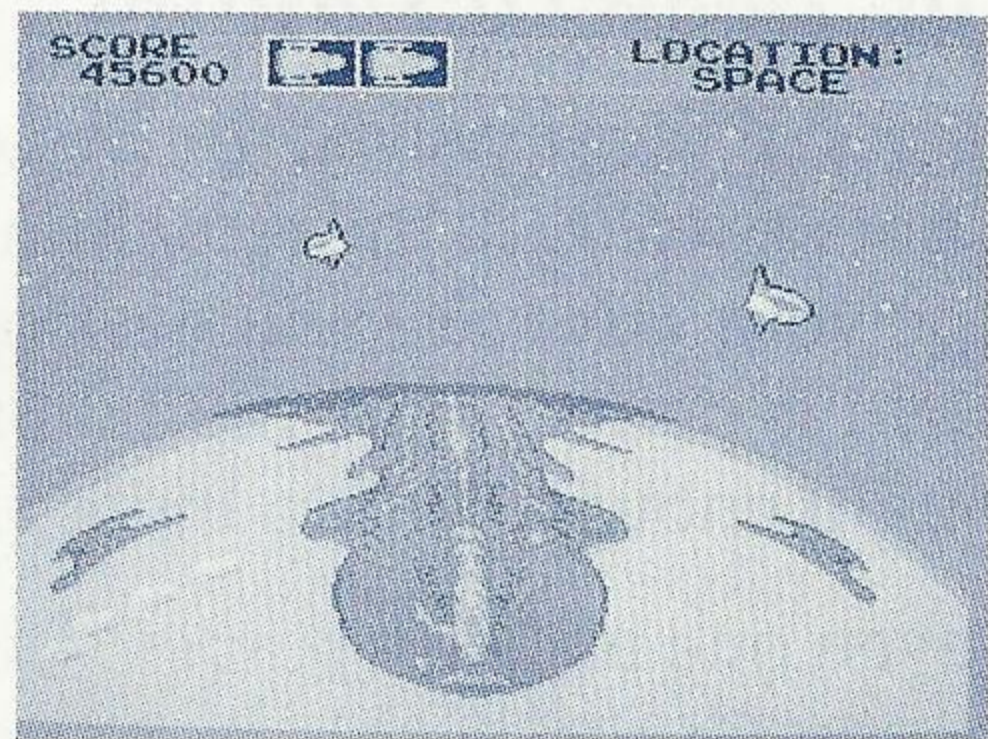
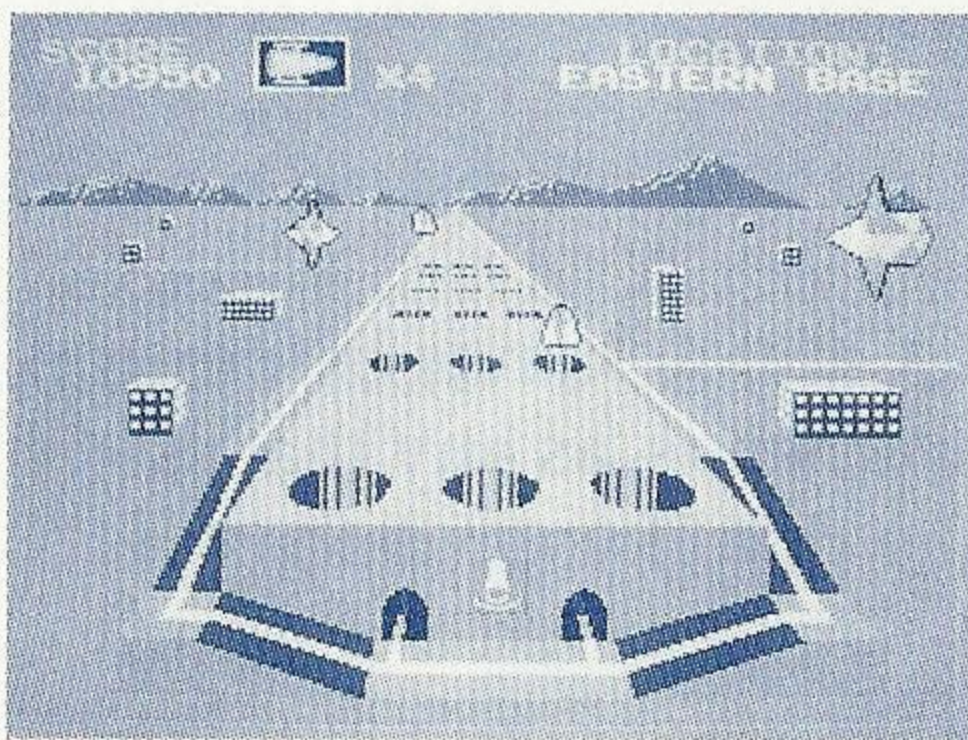


Counterstrike

So you managed to protect the Eastern Capital. Very good! But the Eastern nation isn't happy. And its counterstrike is a salvo of high-flying ICBMs. Inter-Continental Ballistic Missiles. Weapons that fly up out of the atmosphere, arc through space and descend straight down on their targets.

The Eastern Missile Base

Before you are the ICBM silos. The missiles they launch fly faster than the cruise missiles. And there are more of them. But if you miss any, you can catch up to them in the next scene.

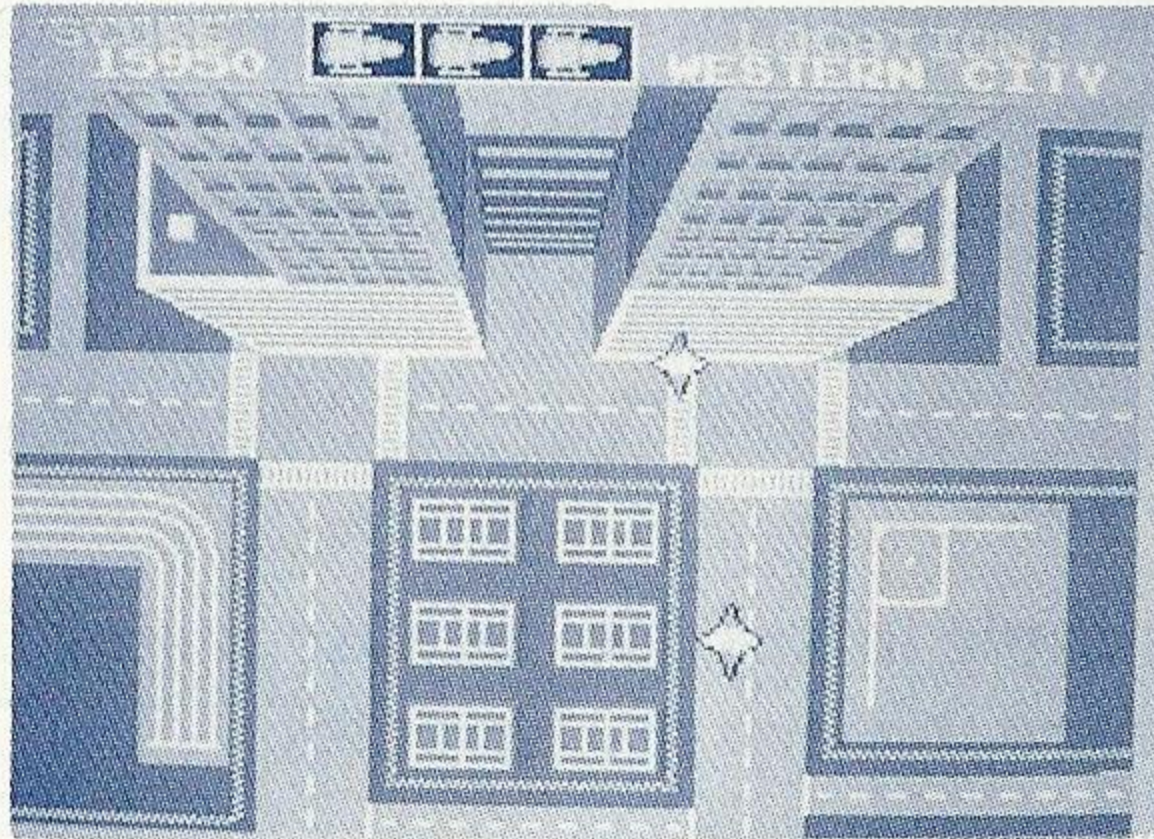


Space

Below you is the blue-green Earth. Up streak the ICBMs that evaded your fire in the launch scene. It's best to shoot them now, because after their long plunge back into the atmosphere, they'll either be moving fast. Or very fast.

The Western Capital

The last few missiles race straight down towards the Western Capital. Don't miss! If the city survives, you will be awarded another bonus Eliminator laser with which to continue the struggle. If the city is destroyed, though, the game will end.



And So On

The war won't end until both sides run out of missiles. And they have hundreds! So Western strike and Eastern counter-strike will continue for four more grueling rounds. Have you got the stamina? The speed?

Victory

How To Win:

The game is very simple to win, it's just hard to play. Here is the golden rule.

- You win the game if you successfully complete the six scenes in five separate rounds. This totals thirty scenes in all which you must progress through by annihilating all missiles.

How To Lose:

The game is simple to lose too because there are no second chances. Here are the two golden rules.

- You are armed with only three Eliminator lasers. The gauge in the upper left of the screen will show you how many lasers you have left, so watch it closely to see if you're close to defeat.

If you suffer three hits, the game will end since you are left defenseless and the missiles are free to reach their targets. You have lost.

- If any missile reaches its target in any scene, the game will end since one detonation destroys the world. So you can lose in Scene One or Scene Four, etc. . . .

Know The Score

You are awarded points for all the missiles you shoot down. The earlier in their flight you shoot them, the higher your score. Here are the points per missile by scene number.

SCENE NUMBER	POINTS PER MISSILE
SCENE 1 - 6	100 - 500
SCENE 7 - 12	100 - 500
SCENE 13 - 18	250 - 1,000
SCENE 19 - 24	250 - 1,000
SCENE 25 - 30	500 - 2,000

There are also special bonuses if you manage to destroy all missiles during launch (Missile Base) or intermediate (Arctic, Space) scenes.

The Final Word

During a round, if you pull the trigger and NOTHING happens, the Light Phaser™ is probably not pointed directly at the screen. Aim carefully and try again.

Your gun takes a little time to reload, so after shooting, wait a quarter-second before shooting again.

If you have trouble hitting your targets at first, move in a little closer. It takes practice to master the Light Phaser™.

Scorebook

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Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty

Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, 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.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

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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 Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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