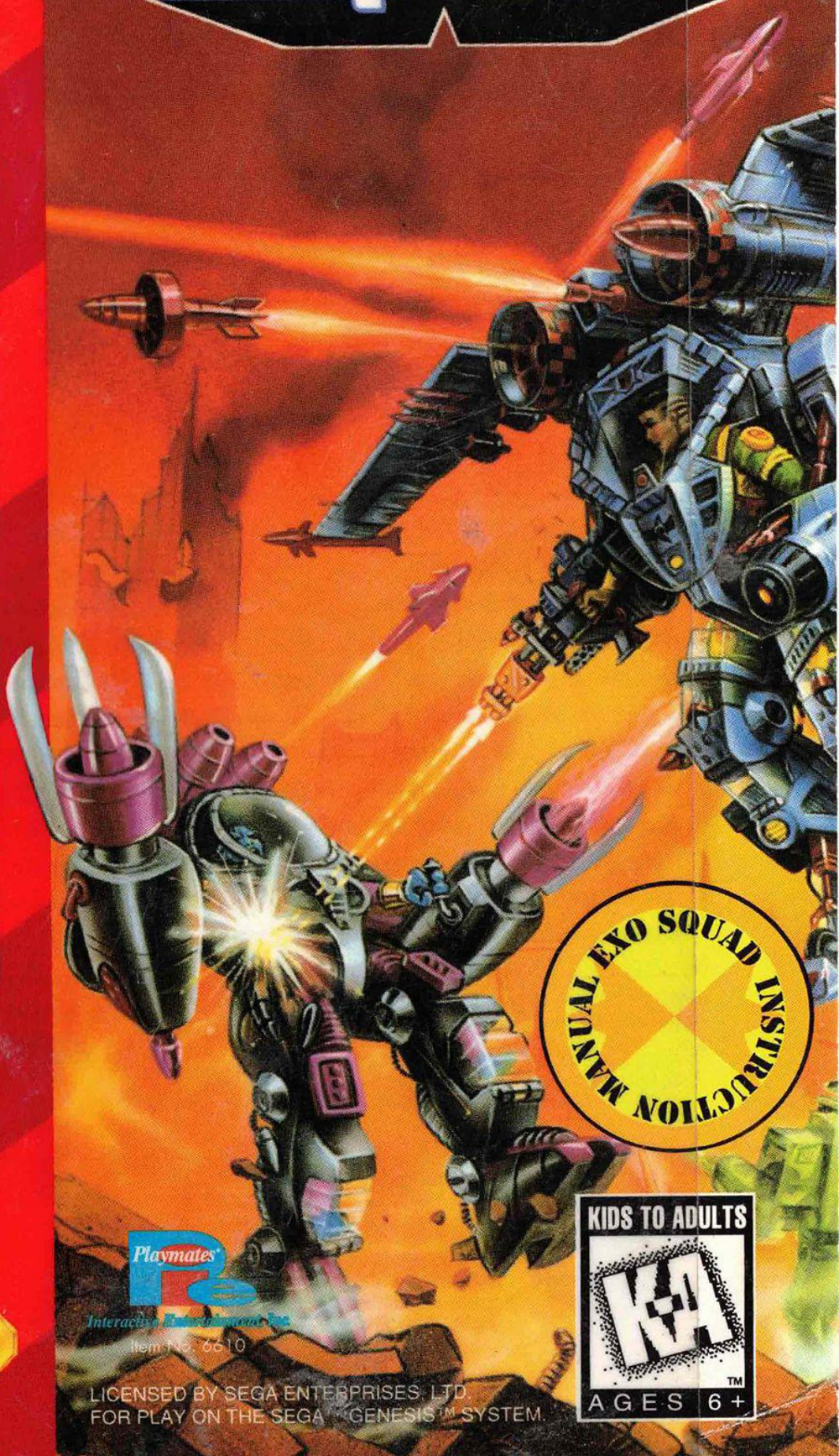


SEGA™

GENESIS™

EXO SQUAD™



MANUAL EXO SQUAD INSTRUCTION



Playmates
P

Interactive Entertainment Inc.
Item No. 6610

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA GENESIS™ SYSTEM.

KIDS TO ADULTS
KA
AGES 6+

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: 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.

SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

ExoSquad™ & © 1995 Universal Cartoon Studios, Inc. All rights reserved. Licensed by MCA/Universal Merchandising, Inc. © 1995 Game design and software code Novotrade.

Designed and Developed by

NOVOTRADE
INTERNATIONAL



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.



Interactive Entertainment, Inc.

Item No. 6610

Playmates Interactive Entertainment, Inc.
16200 S. Trojan Way
La Mirada, CA 90638
Consumer Service (714) 562-1720

SUIT UP!

1. Set up your Sega Genesis.
2. Be sure that Control Pad 1 is properly plugged in.
3. Make sure the power switch is turned OFF. Place the ExoSquad cartridge into the cartridge slot and press it down firmly.
4. Turn the power switch to ON. You should see the Sega title screen, then the ExoSquad title screen.



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.

TABLE OF CONTENTS

One Hundred Years From Now	4
Main Menu	5
Options	6
Arcade Options	9
Duel Options	10
Controlling Your E-Frame	11
Arcade Mode Controls	12
Arcade Flight Mode	13
Duel Mode Controls	14
The Players	15
Hints and Tactics	18
Notes	21
Warranty Information	26

ONE HUNDRED YEARS FROM NOW, ON THE PLANET WE CALL EARTH . . .

Man stretched outward toward the other planets of the solar system. Slowly, we humans began to "Terraform" Venus and Mars in order to relieve the stress on our overcrowded home world. EXOTECHNOLOGY was developed to assist in the development of these planets. This technology was the basis for our ExoSquad Operations Network (EON), which handles our interplanetary and planetary military and police operations.

In 2040 our genetic researchers created the NEOSAPIENS. They were supposedly the next evolutionary step for human beings. Incredibly powerful, and with an intelligence that far surpassed normal Homo Sapiens, we used them in the Martian mines and factories. We, the Terrans (as we humans now call ourselves), have recognized the Neosapiens as a true race and not our 'pets.' We have tried to establish equality between the races. The Neosapiens want more than equality, it seems. Their leader, Phaeton, will stop at nothing less than Neosapien rule of the galaxy. If it ever comes to a war between Terrans and Neosapiens, the ExoSquad would be our only hope

From The Chronicles of Terra, Vol. IV

MAIN MENU



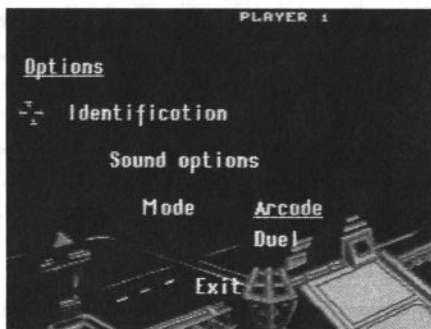
Press the **Start** button when you arrive at the title screen. To jump right into the game, press the **Start** button while the crosshair is at "Start game". This begins the adventure at the setting that appears at the bottom of the Main Menu screen.

Using the **D Pad** to move the crosshairs to "Options" and pressing **Button B** brings up the available options for you to choose from.

Using the **D Pad** to move the crosshairs to "Arcade Password" and pressing **Button B** allows you to enter a password you received after finishing a previous level, which allows you to begin at the last level you reached.

Note: If you are using a control pad or joystick with turbo or autofire options, it is recommended that you deactivate these functions while using the Menu screen, as they may cause difficulties.

OPTIONS



The Options menu features multiple categories that allow you to tailor the game to your preferences. These categories include: Identification, Sound Options, and Mode (Arcade or Duel). Use the D Pad to move the crosshair to the desired selection and press Button B to make your choice.

OPTIONS (CONTINUED)

The Identification option allows both players to enter their names (in conjunction with the Pad they are using). Use the D Pad to maneuver the crosshairs to the letter(s) of your choice to name your E-Frame and press Button B to make your selection. If you make a spelling error, go to "Delete" and press Button B to remove the incorrect letter(s). Once you have spelled the name you want to have entered into the game, move the crosshairs down to "Exit" and press Button B.

The Sound Options include volume control, sound effects and a music test.

Volume control: D Pad (Left and Right) to increase or decrease the volume of music during gameplay.

Sound effects: Choosing the sound effects option allows you to turn the sound effects on or off during gameplay.

Music test: Select one of the icons at the bottom of the screen (like a CD player) and press Button B to select and play music from individual levels.



OPTIONS (CONTINUED)



There are two exciting and unique gameplay modes in ExoSquad. Depending on your mood, you can choose either the Arcade Mode and set off for an action-packed, multilevel adventure or pick the Duel Mode for some down-and-dirty, one-on-one E-Frame battles! Either way, you are going to be piloting the toughest E-Frames in the galaxy in these far-off, far-out conflicts!

As a reminder, in the Arcade Mode you will receive a Password after reaching a new level. **BE SURE TO WRITE IT DOWN!**

ARCADE OPTIONS

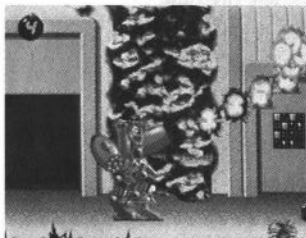
If you choose to play the Arcade Mode, the following options are yours:

Level - This is the difficulty level for the Arcade Mode. Choose from Easy, Normal and Hard.

Control - This allows you to select which control mode you wish to use during Arcade play. The control choices only apply to the side-scrolling stages when the player is using the Bronski E-Frame. In Mode 1 you control the E-Frame's walking, in Mode 2, the E-Frame walks automatically.



DUEL OPTIONS



ARCADE MODE

If you choose to play the Duel Mode, the following options are yours:

1P vs. Computer - Selecting this option allows 1 player to fight against the computer. Under this option, the player can choose his E-Frame and the computer opponent's E-Frame. The list includes a selection of

warriors from the ExoSquad and Neosapien forces, and a "Random" option which selects a new E-Frame for each round of battle.

1P vs. 2P - Selecting this option allows two players to battle each other in one-on-one combat. Under this option, each player chooses his or her E-Frame from a list of both ExoSquad heroes and Neosapien villains, or selects "Random" for a different E-Frame each round.

Rounds - This option allows you to select the number of battles you fight before the game will return to the menu screen. Select 1 or 3 rounds for a quick skirmish, or go with 12 or Unlimited rounds for extended combat (unlimited rounds allows you to play indefinitely!).

Level - This option allows you to select the difficulty level of the computer opponent. Choose from Novice (for beginning players), Standard (normal difficulty), or Expert (combat masters only).

CONTROLLING YOUR E-FRAME



Throughout the manual, the buttons on the Genesis Control Pad will be referred to as follows:

Directional Button (D Pad), Start Button, Button C, Button B, and Button A.

As a rule of thumb, the Start button always pauses the action of the game, no matter which mode you are in. If things are getting hairy, press Start to calm down for a minute before relaunching your assault!

Due to the radically different views and styles of play of the Arcade and Duel modes, there are separate instructions for operating your E-Frame in each mode.

ARCADE MODE CONTROLS

When using Bronski's E-Frame during the side-scrolling levels, there are two control modes (as described on page 9 under Control). The two control modes are as follows:

Mode 1:

Button A - Press to activate shield. (Note: Shield only lasts for one second, and can only be activated every few seconds, so use it sparingly.)

Button B - Press to fire main gun. Hold for 2 seconds and release for a more powerful blast.

Button C - Press to activate jump. Hold down Button C to extend Bronski's jump.

D Pad - Up - Moves the crosshairs up (counter clockwise).
Down - Moves the crosshairs down (clockwise).
Left - Press once to make E-Frame duck under shots. Press again to get up.
Right - Moves E-Frame to the right.

Mode 2:

Button A - Same as above.

Button B - Same as above.

Button C - Same as above.

D Pad - Up - Moves the crosshairs up (counter clockwise).
Down - Press once to make E-Frame duck under shots. Press again to continue walking.
Left - Press once to stop E-Frame. Press again to continue walking.
Right - Moves the crosshairs down (clockwise).

ARCADE FLIGHT MODE

When using Marsh's E-Frame on the flying levels, the controls are as follows:

Button A - Charge gun; hold for two seconds and release for a powerful blast.

Button B - Fires main gun; hold for continuous fire.

Button C - Press once to activate Quick Maneuvering System (QMS). This allows you to dodge and move more quickly. Press C Button again to deactivate QMS.

D Pad - Up - Moves E-Frame up (Stars levels only).

Down - Moves E-Frame down (Stars levels only).

Left - Moves E-Frame to the left.

Right - Moves E-Frame to the right.



DUEL MODE CONTROLS

These controls are used when playing Duel Mode vs. the computer or another player, and also in the Arcade Mode when the player is using Rita's E-Frame.

Button A - Press to deliver an overhand blow to your opponent or to activate your shield when you are targeted by an opponent.

Button B

- At close range: standard punch, or elbow punch if opponent is behind you.
- At close range (in flight): grab opponent. Press again to hit opponent.
- At longer ranges: press once to activate crosshair targeting, press again to fire.
- At longer ranges (in flight): deploys crosshairs and fires a shot.
- Hold for 2 seconds to launch a salvo of missiles.
- Down and B: activates a rolling attack.

Button C

- Deactivates crosshair targeting system.
- Down and C: E-Frame drops to a prone position.
- Towards an opponent and C: activates flying charge move.
- Up and C: activates flipping somersault kick.
- Back and C: activates swooping attack.

D Pad -

Up - allows you to fly around on-screen.
Down - activates a defensive crouch.

- When lying prone, press Down to grab and kick an opponent if he is very close to you.

Forward - Closes in on an opponent.

Back - E-Frame can fly backwards away from an opponent.

Wolf Bronski

Wolf is a hard edged combat veteran. Working in perfect union with his Ground Assault E-Frame, he can instantly assess the battlefield and launch into action quicker than most other members

even dream of. Never wasting time to think things through, brute force is Wolf's answer to almost any situation. "The faster we kick some mutant butt, the sooner I get to party," is his unofficial motto.



Rita "Super Nova" Torres

Second in command of Able Squad, Rita takes a no-holds-barred approach to fighting the Neosapiens. She is quick tempered (thus the Super Nova nickname she's earned), but level-headed

when jacked into her Field Sergeant E-Frame. Once she is given a mission, nothing will stand in her way until she accomplishes what she set out to do!



J.T. Marsh

Lt. Marsh is the leader of ExoSquad. Lethal in battle against the Neosapiens using his AA-500 Falcon Aerial Attack E-Frame, Marsh's natural combat instincts have brought him out alive

many times when others have written him off as dead. Rough around the edges, Marsh cares more for his team than rank and "proper procedures." There hasn't been a rule made that Marsh hasn't broken.

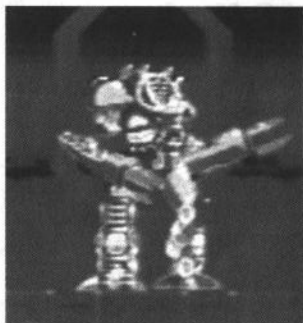


Typhonus

The Neosapien's Minister of Battle Forces, Typhonus has been genetically engineered to excel at military strategy and tactics. He uses his custom High Speed Stealth E-Frame to gather information and deliver quick offensive strikes. One day he hopes to succeed Phaeton as leader of the Neosapiens.

Phaeton

The Governor General of the Neosapiens is the most cunning Neosapien ever created. Like all Neosapiens' E-Frames, his is superior to those of the humans (due to the Neosapiens increased intellect). His particular customized E-Frame allows him to communicate with all Neosapien forces throughout the galaxy. Phaeton knows that only by defeating the ExoSquad can he defeat the entire human race.



HINTS AND TACTICS

Arcade Mode:




1. The charge gun (hold Button B and then release) is a valuable tool against any enemy that takes more than one or two normal shots to destroy (especially level bosses!). Practice keeping your finger holding down the B button at all times, releasing to fire and then immediately charging again.
2. Remember your shield (Button A). This makes you impervious to damage for several seconds, although it can only be used sparingly. There are some points in the game where you cannot avoid taking damage unless you can shoot some enemies and shield against others simultaneously.
3. Each level boss has his own pattern. Experiment with different ways to defeat a boss: some require a jumping attack, with others you must destroy their weapons. Carefully time your shield and charge gun and you will soon rend them into scrap metal.
4. Small power-up capsules are scattered throughout the arcade levels. Pick one up (kneel or fly through it) to boost your energy meter by three points. This will give you a chance to fight longer.

HINTS AND TACTICS (CONT.)

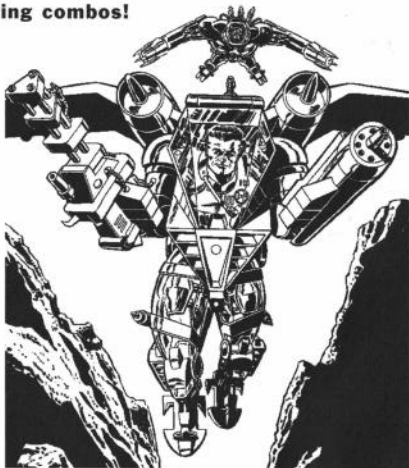
5. The Stars levels may seem impossible at first. Keep trying; there are patterns to defeat all of them. Your charge gun can destroy the asteroids—use it constantly and dodge the rest and you should take little damage. Activating the Quick Maneuver System (Button C) will make your E-Frame move much faster and help you out of some tight spots.

Duel Mode

1. Use your flying ability often. You are more maneuverable and faster in the air than on the ground.
- 
2. Your gun is very useful, but it can be shielded by the other player. Try to shoot at unexpected times: deploy your crosshairs and then wait before firing. With luck you can trick your opponent into shielding first; then fire quickly and nail him.
 3. Your shield is your most valuable asset, even though it can only be used to block shots, not for hand-to-hand moves. It can be used almost continuously, and you can even move and shoot while it is activated. Develop strategies that make use of this: use your shield as your opponent fires his gun, then use Button C for a flying charge move or Button A for an overhand blow to score a punishing hit.

HINTS AND TACTICS (CONT.)

4. When you fire your gun, you are vulnerable for several seconds after firing as your E-Frame recoils. Use the gun from a distance and be ready to fly backward as soon as you recover, or you may get hit with a flying charge or flip kick.
5. Most moves can be used in the air the same way as on the ground. The flip kick, flying charge and overhand blow all can be done while flying—take advantage of this! Your gun can't be independently aimed in the air, but you can fire and dodge more quickly.
6. Experiment with the grab and punch move (Press Button B when next to opponent). It's tricky to use at first, but it's the most powerful move in the game and can set up some devastating combos!



NOTES

LEAD THE



FREE
with postage
and handling



with your own
**J.T. Marsh
Action Figure**

**This 4 1/2" action figure is
individually numbered!**

**To order your FREE
J.T. Marsh Action Figure, send
\$2.00 for postage &
handling (check or money
order—Do not send cash)
along with this form to:**

**J.T. Marsh Offer; Box 3913,
Schaumburg, IL
60168-3913**

Name (print clearly please)

Address

Apt #

City

State

Zip (required)

Phone #

Age

Birth Date

OFFER GOOD THROUGH 11/30/95 OR WHILE SUPPLIES LAST. Limit 1 action figure per order form. Allow 6-8 weeks after check clearance for delivery. Addresses without ZIP codes cannot be honored. No duplication or reproduction of this certificate will be accepted. NOT SPONSORED BY SEGA.

ExoSquad™ & © 1995 Universal Cartoon Studios, Inc. All rights reserved. Licensed by MCA/Universal Merchandising, Inc. Playmates Toys (Hong Kong) Limited Authorized User. Distributed by Playmates Toys, Inc.

WARRANTY INFORMATION

PLAYMATES INTERACTIVE ENTERTAINMENT WARRANTY

Playmates Interactive Entertainment warrants to the original purchaser of this Playmates Interactive Entertainment product that this Game Cartridge is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Playmates Interactive Entertainment product is sold "as is," without expressed or implied warranty of any kind, and Playmates Interactive Entertainment is not liable for any losses or damages of any kind resulting from the use of this product. Playmates Interactive Entertainment agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Playmates Interactive Entertainment product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Playmates Interactive Entertainment product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE PLAYMATES INTERACTIVE ENTERTAINMENT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL PLAYMATES INTERACTIVE ENTERTAINMENT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PLAYMATES INTERACTIVE ENTERTAINMENT SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Playmates Interactive Entertainment, Inc.
16200 S. Trojan Way
La Mirada, CA 90638
For Consumer Service call (714) 562-1720

Patents: U.S. No.'s 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No.'s 1,183,276/1,082,351; Hong Kong No. 88-4302; Germany No.2,609,826; Singapore No. 88-155; U.K. No. 1,535,999; France No. 1,607,029; Japan No. 1,632,396.



LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.

SEGA AND GENESIS ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

Distributed exclusively by



Interactive Entertainment, Inc.

Item No. 6610

Playmates Interactive Entertainment, Inc.
16200 S. Trojan Way, La Mirada, CA 90638
FOR CONSUMER SERVICE PLEASE CALL (714) 562-1720



Printed In U.S.A.