SEGA
GENESIS
16-BIT CARTRIDGE
GranadaX
INSTRUCTION MANUAL
RENOVATION
PRODUCTS

Handling the Genesis Cartridge

- This cartridge is intended exclusively for Sega Genesis System.
- Do not apply severe shocks to the cartridge. Avoid hitting or stepping on the cartridge. Do not take it apart under any circumstances.
- Avoid leaving the cartridge in extreme hot or cold temperatures. Especially, avoid places that are in direct sunlight, near stoves, or humid areas.
- When cleaning the cartridge, do not use chemicals, such as paint thinner or benzene.
- Your eyes may become tired after long periods of game play. To avoid stress, take a 10 to 20 minute break every hour. Try to be as far as possible from the TV screen.

DISCLAIMER

The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblance between the persons, names, places, institutions and incidents in this game and actual persons, names, places, institutions and incidents is purely coincidental.

Thank you for purchasing this GRANADA Cartridge from Renovation Products for the Genesis System. Please read this instruction manual carefully to ensure proper handling of your game.

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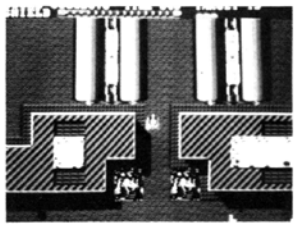


THE STORY

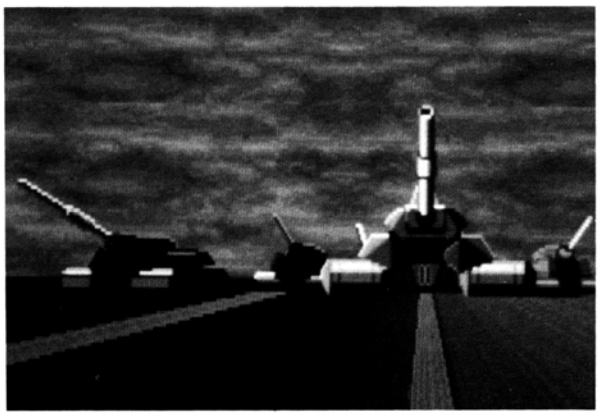
The Super Strategic Defense Initiative of the 1990's banned inter-continental ballistic missiles and nuclear warheads. Now the year is 2016. Weapons today are limited to super strategic mobile weapons.

Enter Granada. Hypertek-Cannon Tank. (HCT).

Firepower as we know it today is all but abandoned with Granada. Granada uses shields and radar to create its defense mechanism. Offensive firepower is provided by the most awesome array of weaponry ever assembled on a battlefield. These include multi-directional interceptors, long-range homing missiles, and a device designed to totally obliterate all opposing forces.

You will command Granada through the peaceful streets of Tobora. Battle the giant flying battleship Astarsha, and Valsic, another HCT.

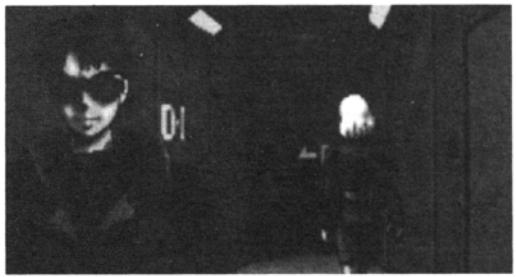
If you enjoy fast paced action-packed thrills, you'll love the feel and sound of Granada.



BEGINNING

True Enemy, "PEID"

Leon Todo – one of the last great sharpshooters, fights for private enterprises. His strong will drives him to the battlefield.

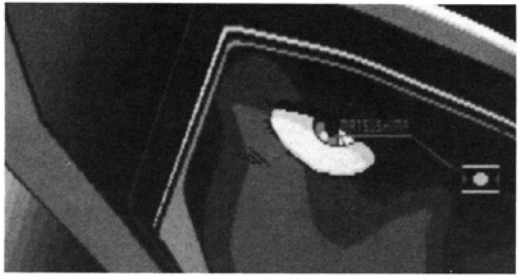


In September, 2016, he came to Japan while the summer still lingered. A female agent of PEID (Private Enterprises' Intelligence Department) contacted him and gave him a floppy disk with a job request. The agent was later found dead, by unknown hands. Leon accepted the assignment, and he travelled to Tobora.

In Tobora, he found a Super Mobile Weapon. It had been waiting peacefully as if expecting somebody to wake it up.

Leon got in the mobile weapon without saying a word and then a navigation computer, "Labune", calmly said to him; "Hello, my master . . . "

Leon cast his eyes on the control pad and said spiritlessly, "Where are the people from PEID?"



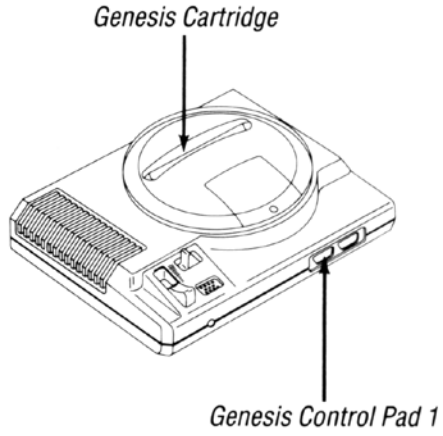
"PEID" – The word appeared on the screen, and it changed into GRANADA – The legendary HCT.

STARTING UP

1) Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 player. Plug in Control Pad 1.
2) Make sure the power switch is off.
3) Insert the GRANADA Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
4) Turn the power switch ON. If nothing appears on the screen, recheck the Cartridge insertion.

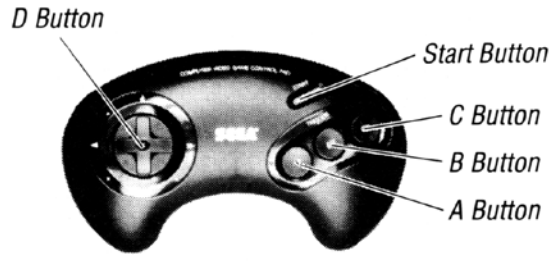
IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

5) To play the game, press the Start Button on Control Pad 1.



TAKE CONTROL

This game is for 1 player. Plug in Control Pad 1.



Start Button: Press to start game.

During play, press to pause game. Press the button again to resume play.

D (Directional) Button: Press to move GRANADA in eight directions.

A Button: Press to shoot normal weapon.

B Button: Press to set direction of cannon.

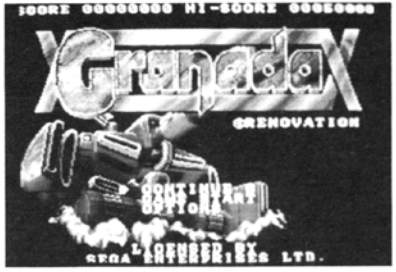
C Button: Press to discharge a blast. A blast is 16 times more powerful than a normal bullet. GRANADA recoils when shooting a blast. Also, C Button is used to detach a support unit (see page 10 for details).

MAIN MENU

There are three modes in the main menu. Press D button to make a selection.

GAME START – Start game from the beginning.

CONFIGURATION MODE – Change functions of keys and select music to listen to. See page 8 for details.



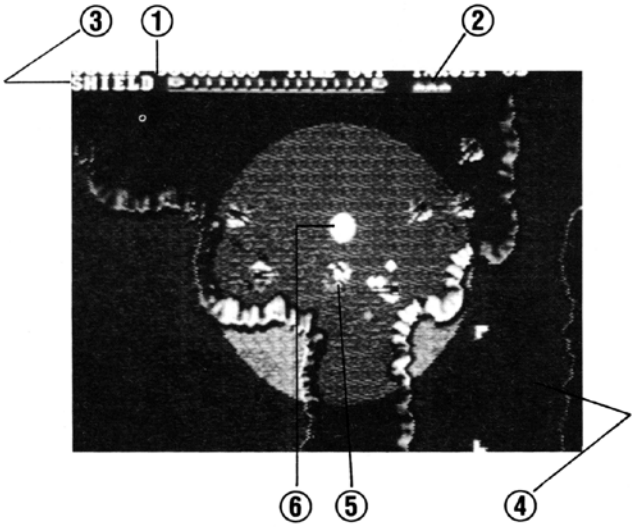
CONTINUE – You can continue the game where game over happened. However, game will start from the beginning of that level, in continue mode, or you can start the game from the beginning of level 1. You may continue the game 3 times.

How to Move GRANADA

Normal move: Press D Button to move GRANADA and to change the direction of its cannon.

Move and hold direction of the cannon: Press D Button and B Button at the same time. (Press D Button, and A or C button when key functions are changed in configuration mode.)

SCREEN INDICATORS



Information on the screen is very important. Try to clear stages using radar and other information.

① **Score:** Goes up when destroying enemies.

② **Granada:** Number of lives left.

③ **Shield:** Number of shields Granada has remaining. You will lose one player (Granada) when all shields are lost.

④ **Radar:** Shows positions of enemies in each stage and your location. Enemies are in red, the enemy boss is blinking red, and your location is shown in blinking white.

⑤ **Granada:** You take control of the tank.

⑥ **Support unit:** Items to give special attacks on enemies.

GAME

Each stage has several points to be destroyed to clear the stage. Take control of Granada and destroy all enemies to clear the stage. (Enemies are shown in red in the radar; refer to page 6.)

Be careful when you have destroyed all enemies – different music will play and then a boss character will appear. Some of them are big, some small, and some transform their bodies. Take advantage of the performance of Granada, use your technique, and you will win the game!

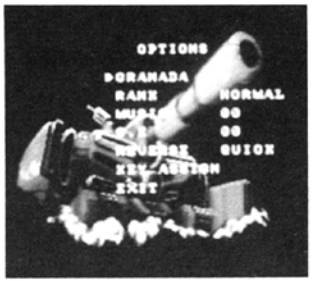
A hint to survive

Pay special attention to the conditions of the ground and enemies' movement. Try to avoid any attacks by enemies in an area where Granada loses speed or where there are traps.

CONFIGURATION MODE

D Button selects commands in Configuration Mode.

Selecting Configuration Modes shows sub-menu, and information on the sub-menu displays how functions are set in each mode, (number of) Granada's, Level, Music, S.E. (sound effects), Rotation, or key assignment.



To change pre-assigned setting, move D Button up or down to desired position, and then move D Button right or left to choose selection.

To exit from Configuration Mode, press Start Button, or move cursor to "EXIT" and press either A, B, or C Button.

GRANADA
Changes number of playable units.

Level
You can choose the level of difficulty of the game. Select from EASY, NORMAL, HARD, and MANIA by moving D Button to right or left.

Music
You can enjoy different kinds of music used in the game. Move Cursor to "MUSIC" and move D Button to right or left to select music. Press either A, B, or C Button to start to play.

While in game mode, though, the music will be chosen by the computer.

S.E.
You can listen to sound effects in the game. Move Cursor to S.E. and move D Button to right or left to select sound effect. Press either A, B, or C Button to start to play.

Rotation
Change Granada's turning speed.

Key assignment
You can choose functions of each key out of the following:

Normal Shot	**Fire locked Cannon**
Locked Cannon	**Blaster + locked Cannon**
Hold and lock Cannon	**Not used**

Blaster

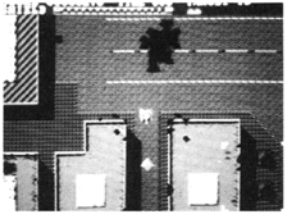
A and B, or B and C pressed simultaneously can be used for any function.

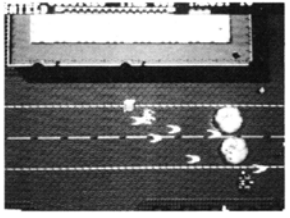
To change key functions, move cursor to "Key assignment", and press either A, B, or C Button. And then move D Button to right or left. Different assignment of keys will be displayed as you move D Button.

SUPPORT UNITS

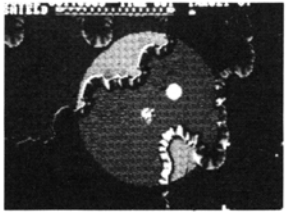
Supplemental weapons that support Granada will appear in the game. There are five kinds of them and each unit has different capabilities as follows.

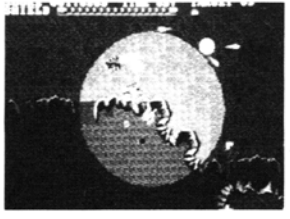
Unit 1 – Reflector
A multi-directional interceptor. It spins around Granada when you touch it. It shoots bullets equivalent to Granada's. It also fires homing bullets at enemies.



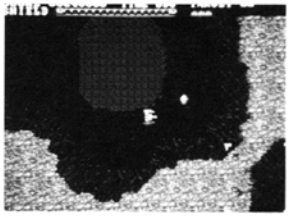


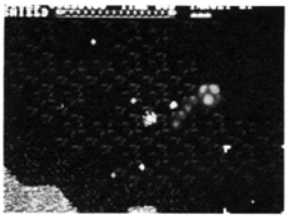
Unit 2 – Paul-vanian
An intermediate-range supplemental unit. It combines with Granada when you touch it. It works as a shield against attacks from the front when combined with Granada. By pressing C Button, it shoots off and fires bullets in multi-direction, and then combines with Granada.



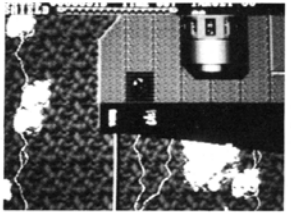


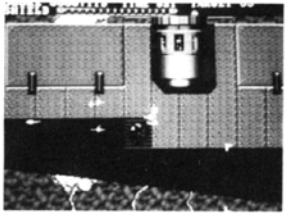
Unit 3 – Chromleck
An intermediate-range interceptor. It spins around Granada when you touch it. It chases and shoots enemies automatically by pressing C Button.



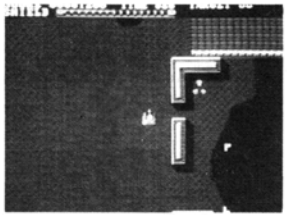


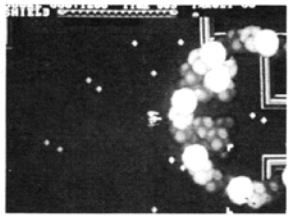
Unit 4 – Epalet
A long-range supplemental unit. It combines with Granada when you touch it. But it cannot be detached. It fires long-range homing missiles by pressing A Button.

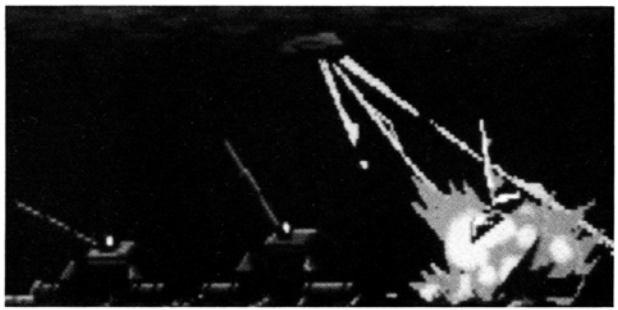




Unit 5 – Hidden
A subversive activity unit. It spins around Granada when you touch it. It destroys enemies around Granada by giving them a blast.



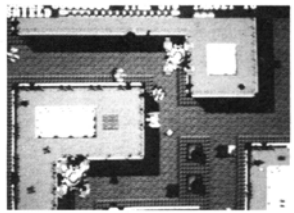


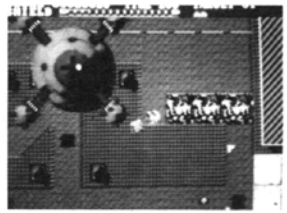


STAGES

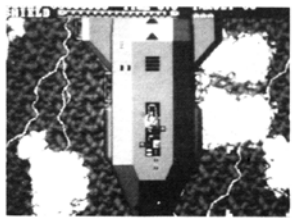
Granada fights fiercely in various kinds of battlefields. Here is a brief introduction of several stages.

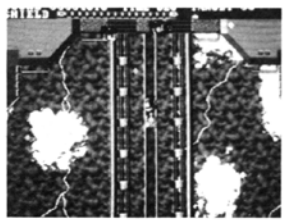
Stage 1
Tabora district – Peaceful streets turn into a pool of blood. A Flying HCT, "Gible" flies in the sky and fires on Granada.



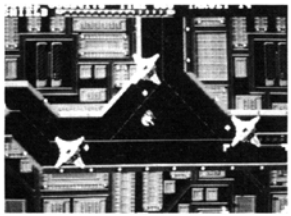


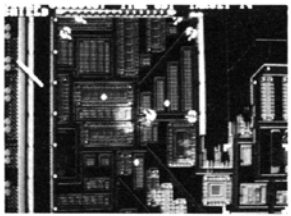
Stage 2
A battle on a gigantic flying battleship, "Astarsha" continues until it has reached Marsabi district. You will see layers of a sea of clouds underneath. The ground beneath the clouds is the home of dangerous starving wolves – Don't fall off!





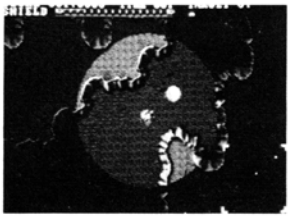
Stage 3
Shuba district having highways as high as 1,000 feet from the ground. A middle-sized HCT, "Valsac" prevents Granada from high speed. HCTs attack Granada from the front and rear. Dropping from the highway leads you to death!

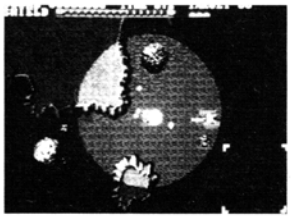




Stage 4
Kilomoto district. A battle continues in the night. Weird search lights glare. Granada faces a special HCT unit guarding the defensive line. What is the true nature of the newly developed HCT?

Granada must fight on its own from here . . .





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