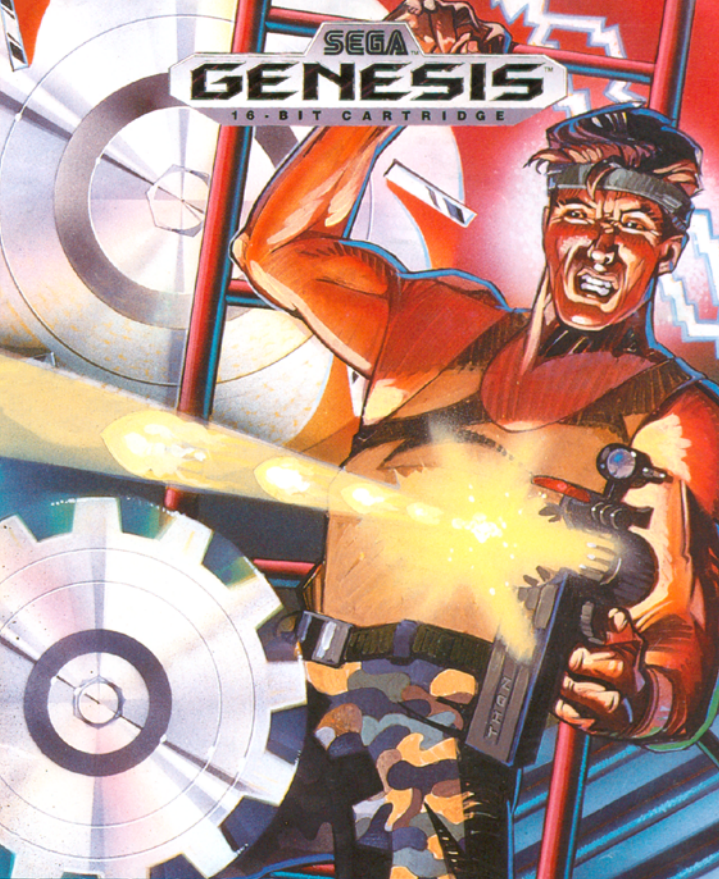


SEGA™

GENESIS™

16-BIT CARTRIDGE



M I D N I G H T™
RESISTANCE

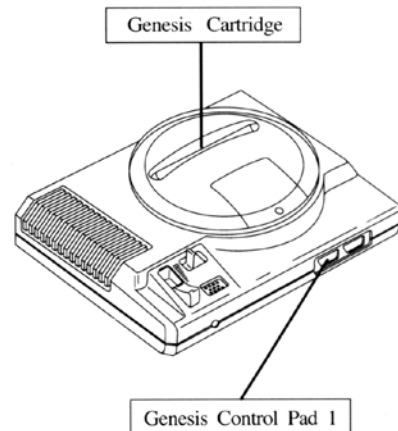
INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Midnight Resistance cartridge into the console.
3. Turn the power switch ON. In a few moments, the Midnight Resistance Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the cartridge.

Note: Midnight Resistance is for one player only.



One Last Battle...



Johnny Ford was the government's ace NCA (Narcotics Control Agency) operative for 15 years. He personally foiled countless attempts by South American drug cartels to transport more of their deadly wares to the

civilized world. Johnny's father, Dr. Malcolm Ford, had spent that same time researching a serum that would break people's addiction to lethal drugs. He had tested it successfully on laboratory rats, and was in the process of making it safe for use by human beings. The father/son team worked to combat the killer plague known as drug abuse.

The Crimson King, the head of the most powerful cartel, had maintained surveillance on the outspoken doctor, and constantly worried about what he might be researching. When his own agents sent word that they believed Dr. Ford had developed a vaccine that could all but eliminate addiction to drugs, the King wasted no time taking action.

Johnny returned home after completing what was supposed to have been his last mission, only to find an empty house. There were signs of a struggle, and he found a note on the table. "You and your father have caused me no end of trouble. I could not sit back and watch while the two of you toppled my empire. You'll notice that some things are missing from your lovely home. Come and get them- if you dare..."

Johnny immediately started for the tropical island called Matano. He knew the Crimson King's organization inside and out, and he knew that this was where his family was being held. The Crimson King didn't want to hide from Johnny- he wanted to lure him into a trap from which there was no escape!

Guide Johnny into the vast complex, with its fiercely loyal soldiers and nightmarish machinery, and rescue his family. The King has made a major mistake. Help Johnny make him pay!

Take Control!

Learn the functions of each button on your Control Pad before beginning play.



D-Button

- Press to move in any direction.
- Press up or down at the Options screen to highlight choices.
- Press up to use a Backpack weapon (see page 8).
- Press to direct your fire (Control Mode A only).

Start Button

- Press to start the game.
- Press to pause the action; press again to resume play.

Button A

- Press to begin firing; press again to cease fire.

Button B

- Press to fire in one direction only (Control Mode A only).
- Press to control the direction of your fire (Control Modes B1, B2, B3). While you hold down Button B, your weapon rotates. Releasing the button stops the rotation (see Options for more information).

Button C

- Press to jump.

Getting Started



The Title screen follows the Sega logo. At the bottom of the screen are the words "Start" and "Option." Press the D-Button up or down to highlight your choice, and press the Start Button to advance to the next screen. Selecting Start takes

you to the beginning of Johnny's battle. Choosing Option brings up the Options screen.

Option Screen

Here you can select the actions of Button B on your Control Pad. You can also choose the level of difficulty, the number of players you have to finish off the cartel,

and the number of times you can continue play. Press Button B to highlight a category, and then press the D-Button to highlight a specific choice.



CONTROL MODE: There are four arrangements to choose from. Try all of them and find the one that suits you. Control Mode A is the best arrangement for beginners. In Control Mode A, hold down Button B to fire in one direction only. Button B controls the direction of your fire in Control Modes B1, B2 and B3. The direction of your weapon's rotation is as follows: Alternating clockwise and counter-clockwise (B1), clockwise (B2) and counter-clockwise (B3).

Note: Control Mode A is best for beginners.

DIFFICULTY: Select from Easy, Normal, Hard, and Very Hard. The number of enemy soldiers and the intensity of the overall enemy defense increase as you play harder levels.

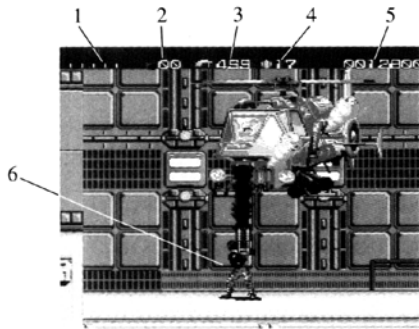
PLAYER: Begin the game with 1 to 5 players.

Note: You are automatically given 1 life, so you can actually start with as many as 6 lives.

CONTINUE: You can continue playing, after being wiped out, as many as 5 times. When your players are all exterminated, you must select "Continue" in order to keep playing.

When you've used all your Continues, the game ends. Follow the procedure for starting play (as explained earlier) and the game begins again from Stage 1.

Screen Signals

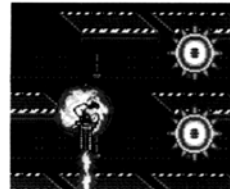


- 1) You acquire Keys as you battle enemy soldiers. Use them to upgrade your weapons (see page 7).
- 2) The number of players remaining. When they have all bitten the dust, the Continue screen appears (see page 10).
- 3) The counter for your hand-held weapon. The maximum count is 999.
- 4) Your Backpack weapon counter (maximum 99).
- 5) Your current score.
- 6) Johnny, the defiant soldier, seeking to free his family.

All or Nothing!

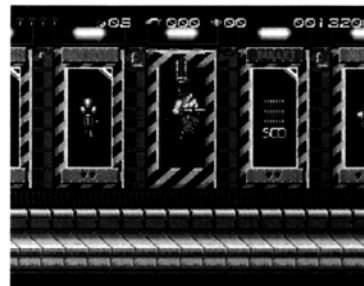
The Crimson King is holding the Ford family hostage. You must fight your way through the drug lord's home ground and free them. Enemies come at you from all directions— fire relentlessly and stay mobile. Machines

with various attack methods block your path. Certain weapons fit certain situations better than others; knowing this and taking advantage of it will get you a long way toward your goal!



Weaponry

As you blast through the door at the end of each stage, you enter the Weapons Supply room. There are six glass cases, each holding one weapon or item. Open the cases



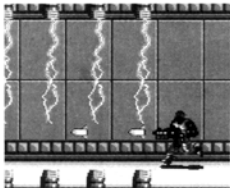
using the keys you collect in battle. You can carry as many as six keys. Each weapon has its own value (or number of keys required to open that case). Stand in front of the case that holds the weapon or

item you want, then press Button C to jump. Catch the weapon or item as it flies out. You'll never be able to open every case, so you should experiment early with each different type of weapon and find out which one(s) are most effective.

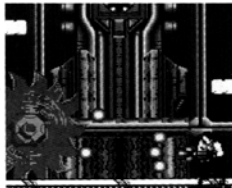
Hand-Held Weapons

There are four types of guns to choose from. They may not all be available in the same supply room, but you will have a chance to obtain each of them at some point in the game.

Full
Auto



3-Way



Fire



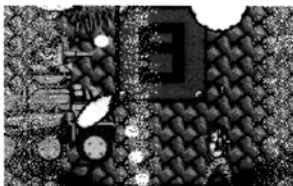
Shot
Gun



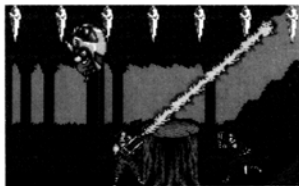
Backpack Weapons

Backpack weapons are used differently than the standard gun-type weapon. Press Button A to begin firing your hand-held weapon, then press the D-Button up and watch the fireworks! Keep an eye on the counter to the left of your current score. You begin with 50 rounds. When you've expended your supply, the counter shows "00."

Nitro



Shower



H. M. (Homing Missile)



Extra Protection.

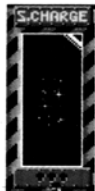
These items aren't used for attacking, but can be a great help in battle nevertheless.



Bullet: Increases the count on your hand-held weapon counter by 500!



Barrier: This deadly energy field circles around you, taking out unlucky enemy slimeballs!



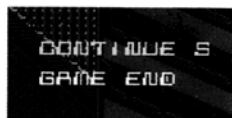
S. (Super) Charger: Gives your hand-held weapon a little extra kick. It lasts until you lose that player.



1 Up: Provides you with an extra player to send up against the drug organization's massive defense system!

Game Over/Continue

If you come in contact with an enemy or are downed by enemy fire, you lose one player. When you lose all your players, the game ends. To keep playing, highlight Continue using the D-Button and press the Start Button



before the timer runs out. Press the D-Button down to highlight Game End if you want to start over again. When you choose to continue, the game restarts from the Supply Room at the beginning of the stage in which you ran out of luck.

The number of times you can continue is determined by your selection at the Option screen. When you've used up all of your chances, the game is truly over and the High Score screen appears.

High Score Screen

The top 10 "resisters" have their initials and scores displayed here. If your score qualifies, you'll see the High Score screen with your score flashing in red. Here's your chance to see your name in lights! Press the D-Button left or right to reveal

RANK	BEST PLAYERS SCORE	NAME
1ST	9714499	REB
2ND	9100000	EKE
3RD	0088800	PAW
4TH	0088800	TKE
5TH	0075800	WAM
6TH	0068800	TRT
7TH	0058800	EFA
8TH	0048800	NSI
9TH	0038800	EHK
10TH	0028800	SID

different characters, and press Button A to enter them. You can enter as many as three characters. Press Button B to go back and change a previous selection. When you've entered three characters, press the Start Button and bask in your glory for a short time. Press Start again to return to the Title screen.

Survival Tips

- When Johnny is hit, he drops his weapon(s) and any keys he may be carrying. Be sure to pick them all up, but get your weapon(s) first. The keys will still be there after the area has become safe!
- Learn to use your weapon(s) economically. When the respective counters reach zero, you're left with only a Machine gun!



Scorebook

Date			
Score			
Rescue?			

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Rescue?			

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Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

WARNING: For 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.

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