SEGA
GENESIS
16-BIT CARTRIDGE
FINAL ZONE™
INSTRUCTION MANUAL
RENOVATION
EmuMovies

Handling the Genesis Cartridge

- This cartridge is intended exclusively for the 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.
- Touching or wetting the terminal of the cartridge can cause damage.
- 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 FINAL ZONE 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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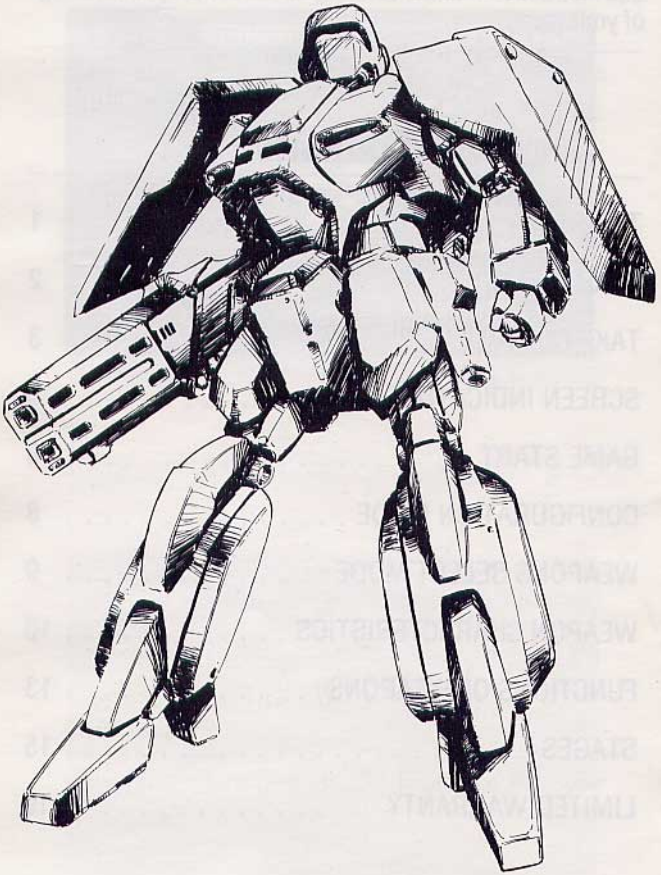


THE STORY

You are about to be transported 100 years into the future, where wars are no longer fought by missiles and nuclear bombs. With all weapons of mass destruction banned, the latest wave in warfare is the New Age Power-Suit, or NAP – a robotic combat machine which gives the wearer unheard-of fighting ability.

Here, you will play the part of Howie Bowie, the finest soldier of the El Shiria Military Nation's foreign legion, leader of the unit called "Undead". You receive your orders via an urgent radio transmission: "Team Undead, occupy and destroy Point A-46K Bloody Axis. Use K-19 Phantom NAP for this operation."

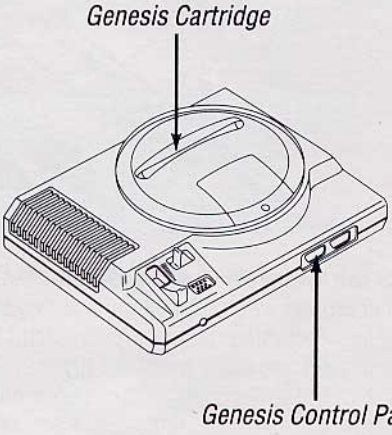
Some would call this an impossible mission. But your NAP can be equipped with up to 14 different weapons, out of 20 available – including flame throwers, land mines, and both hand-held and body-mounted firing equipment. With this kind of firepower to command, your only limitation will be your own strategic sense and combat savvy. The ultimate battlefield – the FINAL ZONE – awaits you!

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 FINAL ZONE 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 NAP in eight directions.

Pressing D Button twice in the same direction moves NAP faster. Pressing the button once in the reverse direction applies the brake.

A Button: Press to shoot hand-held weapon.

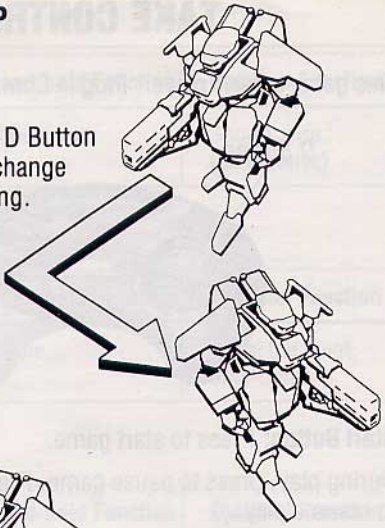
B Button: Press to shoot optional weapon.

C Button: Press to go to weapons select mode.

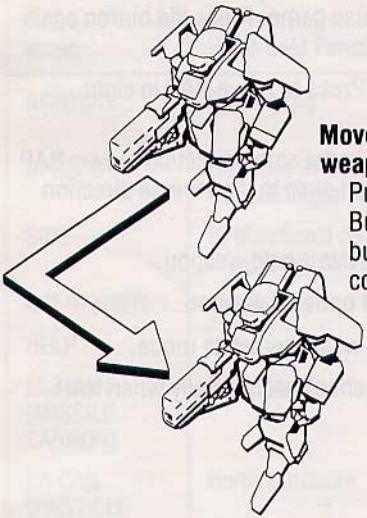
Punch: Enemies are punched automatically when NAP gets close to them.

How to Move NAP

Normal move: Press D Button to move NAP and to change the direction it is facing.

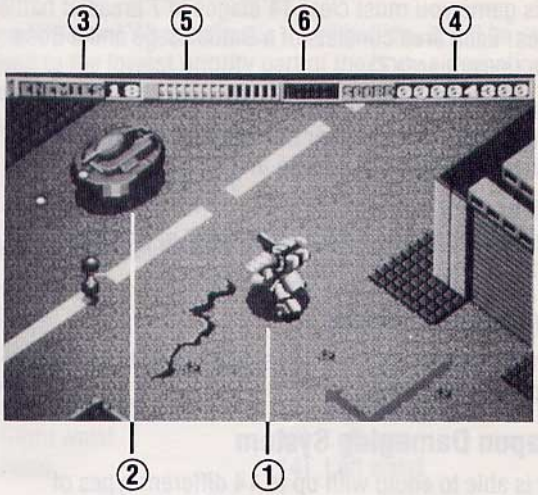


Move and use hand-held weapon at the same time: Press D Button and A Button (or whichever button you assigned in configuration mode). The NAP will move without changing direction of the body.



Super-speed mode: Press D Button twice quickly in the same direction to move the NAP at super-speed. Press the D Button in the opposite direction once to resume normal movement.

SCREEN INDICATORS



① NAP (New Age Power-Suit) – A robotic combat machine that you will operate.

② Enemies – Robotic machines and enemy soldiers.

③ Number of enemy officers left in the stage.

④ Current score.

⑤ Number of weapons equipped with NAP now, or how durable the NAP is.

⑥ Number of bullets left for optional weapon being used. A square means 10 bullets and a bar means 1 bullet.

GAME START

In this game you must clear 14 stages in 7 areas of battle scenes. Each area consists of a Battle Stage and a Boss Stage (except area 7).

In the Battle Stage, "Officers" and "Soldiers" of enemies will fight NAP. The number of "Officers" of enemies is displayed at ENEMIES portion in the upper screen.

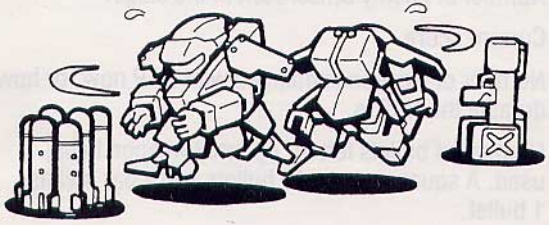
To clear each stage:
In Battle Stage – Destroy all "Officers" of enemies.
In Boss Stage – Destroy all enemies.

Configuration Mode

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

Weapon Damaging System

NAP is able to equip with up to 14 different types of weapons. Number of weapons equipped also means how durable the NAP is. For example, the NAP with 10 weapons can get through 10 enemies' attacks before it is destroyed (Game Over).



Game Over

Each time NAP is attacked by enemies, it will lose the weapons equipped, one by one per attack. When NAP loses all the weapons, it will be out of control and will explode (Game Over).

Continue Game

Game Over will lead to the title screen, which will display number of credits and time toward accepting replay. Replaying the game from the stage where Game Over happened is possible. The number of credits toward replay differs in each game mode. Easy Mode allows replay for five times, Normal Mode for three times, and Hard Mode for one time.

CONFIGURATION MODE

D Button selects commands in Configuration Mode.

Selecting Configuration Mode shows sub-menu, and information on the sub-menu displays how functions are set in each mode, Key, Music, or Level.

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

Setting Key Functions

Pre-assigned functions of each key are as follows:

A – Shoot by Hand-held Weapon.
B – Use Optional Weapon.
C – Get into Weapon Select Mode.

To change key functions, move cursor to "KEY", and then move D Button to right or left. Different assignment of keys will be displayed as you move D Button.

Listening to 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 A Button to start to play and B Button to stop.

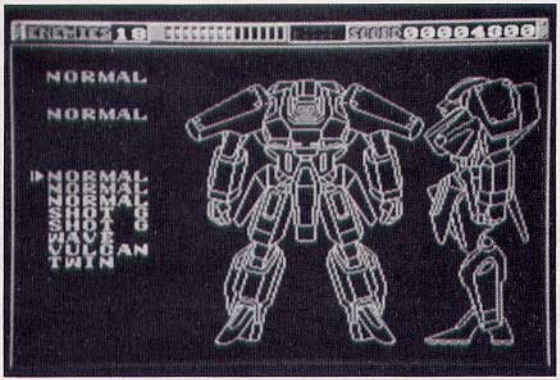
While in game mode, though, the music will be chosen by the computer.

Setting Level

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

WEAPONS SELECT MODE

If you press C Button during game play, Weapons Select Mode will appear.



Functions of each Button at Select Mode:

D (Directional) Button – Select Weapons.

A Button – Assign selected weapon as Hand-held Weapon.

B Button – Assign selected weapon as Optional Weapon.

C Button – Change priority of weapons.

The function of each key shown above remains the same regardless of the assigned function of each key. (Refer to page 8 for setting key functions.)

Exiting from Weapons Select Mode

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

WEAPON CHARACTERISTICS

NAP is able to equip with up to 14 weapons. For a description of each weapon, refer to page 13. To obtain weapons, destroy enemies' transports carrying weapons.

Transport

Weapon

Each weapon will have different characteristics, depending on the part of the body to which the weapon will be loaded. When the weapon is loaded on the right hand, it will work as a "Hand-held Weapon." If the same weapon is loaded on the back, it will work as an "Optional Weapon." If it is located on another part of the body, it will work as a "Shield."

Hand-held Weapon – Number of bullets is limitless; however, it is not powerful.

Optional weapon – Number of bullets is limited but powerful.

Shield – This does not discharge bullets. Works as shield against attacks, giving NAP durability.

There is a priority order of each weapon depending upon where it is loaded on. When NAP is shot, it will lose the weapon which has the lowest priority.

Once "Optional Weapon" uses up all bullets, it will be moved to the lowest priority part of the body automatically. Other weapons will go up to a higher priority position accordingly.

1 2 3 4 5 6 7 8 9 0 → 1 3 4 5 6 7 8 9 0 2

Priority of each body part to load weapons:

1) Right hand
2) Back
3) Left hand
4) Body
5) Shoulder joint
6) Right waist
7) Head
8) Right shoulder
9) Left shoulder
10) Right leg
11) Left leg
12) Right arm
13) Left arm
14) Left waist

Smaller number means higher priority.

Selecting Hand-held Weapon: Move cursor by D Button to the weapon you want to load on the right hand (Hand-held weapon, highest priority) and press A Button. The weapon selected here will be loaded on the right hand and other weapons will move to lower priority positions accordingly.

Selecting Optional Weapon: Move cursor by D Button to the weapon you want to use as Optional Weapon and press B Button. The weapon selected here will be loaded on the back (second priority) and other weapons except the Hand-held Weapon will move to lower priority positions accordingly.

Selecting a weapon for third priority: Move cursor by D Button to the weapon you want to load on at third priority and press C Button. Other weapons lower than third priority will go down to lower priority accordingly.

Hints for effective use of weapons:

- Weapons have different characteristics depending on which position they are loaded (Hand-held Weapon or Optional Weapon).
- *Think about priority* – NAP will lose a weapon loaded at the lowest priority position when it is attacked. If you want to use a strong weapon later, it is suggested that you raise the priority of the weapon.
- *Think about the number of bullets left* – When the weapon is used as Optional Weapon, it is powerful, but the number of bullets is limited. Once it uses up all bullets, the weapon will be moved to the lowest priority position automatically.

FUNCTIONS OF WEAPONS

Obtainable weapons are categorized in six systems: Normal, Laser, Napalm, Wire, Mine, and Missile.

Normal System

Name	Hand-held Function	Optional Function
NORMAL	Rapid firing	Fires dual guns in parallel
SHOT G (GUN)	Semicircular-style three-directional gun	Fires guns rocking side to side
WAVE	Fires twin bullets	Fires three bullets in parallel
VULCAN	Rapid firing	Fires bi-directional bullets on a slant
TWIN	Fires two bullets in parallel	Fires three bullets in parallel
GRENADE	Rapid firing	Eight-directional

Laser System

Name	Hand-held Function	Optional Function
RAY	Single laser	Dual laser

Napalm System

Name	Hand-held Function	Optional Function
NAPALM	Flame thrower	Flame thrower (longer distance)
H NAP (Handy Napalm)	Flame thrower	Three-directional flame thrower

Wire System

Name	Hand-held Function	Optional Function
ROPE G (GUN)	Shoots wire	Shoots wire (penetrative)

Mine System

Name	Hand-held Function	Optional Function
MINE	Single	Set at the point, time-bomb

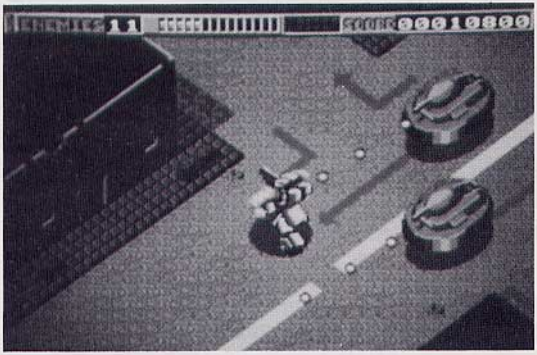
Missile System

Name	Hand-held Function	Optional Function
BAZOOKA	Rapid firing	T-shaped three-directional firing
SPREAD	Explodes when it reaches target	Homing missile
SIDE	Bi-directional dual firing (back & forth)	Bi-directional dual firing (right & left)
AIR HUNTER	Single shot	Anti-aircraft fire
HELP	Homing missile	Supports bomber
MIS CAN (MISSILE CANNON)	Rapid firing	Four-directional
PA CAN (PARTICLE CANNON)	Homing missile	Anti-aircraft fire
GIANT	Single shot	Explodes when it reaches target
HUNTER	Penetrative	Parallel

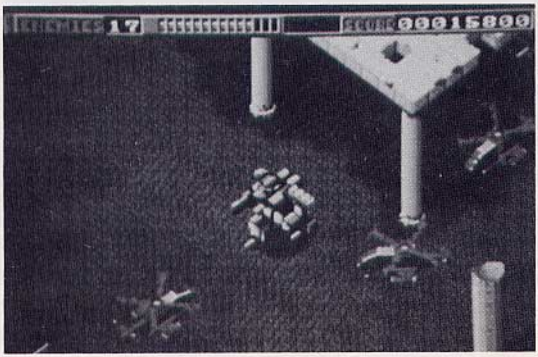
STAGES

Here is a brief introduction of each stage.

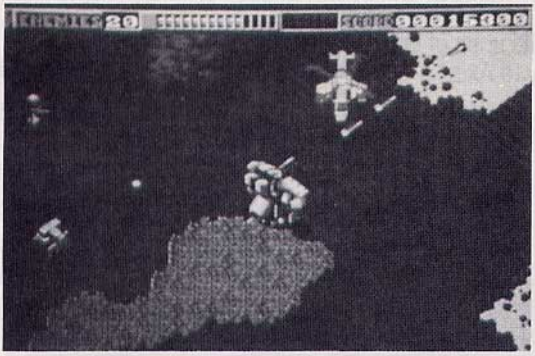
Stage 1: Street Fighting
Mobile units of enemies surround Bowie. Get out and hurry to Axis!



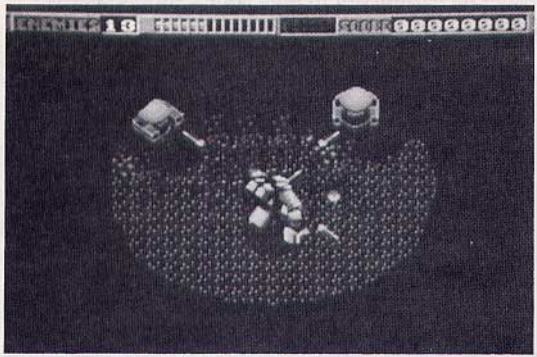
Stage 2: Desert and Ruins
You must be careful not to lose NAP's footing in the desert. Destroy all enemies!



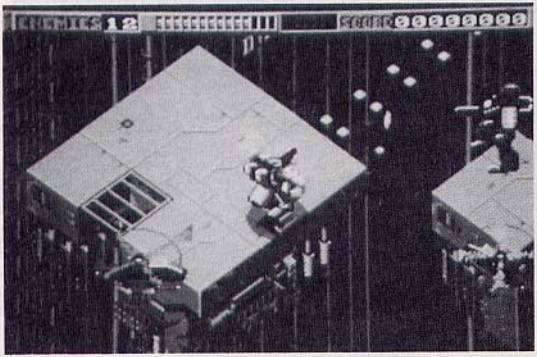
Stage 3: Valley
It is an uneven valley with a beautiful river for a battlefield. Enemies' attacks get harder and harder.



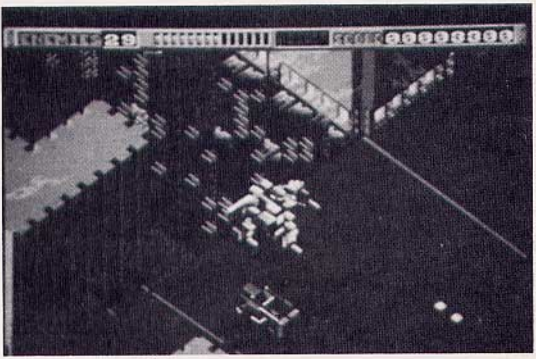
Stage 4: Cave
Darkness in the cave prevents the NAP from seeing the enemies and their NAP's approach to you. Can you dodge their assaults?



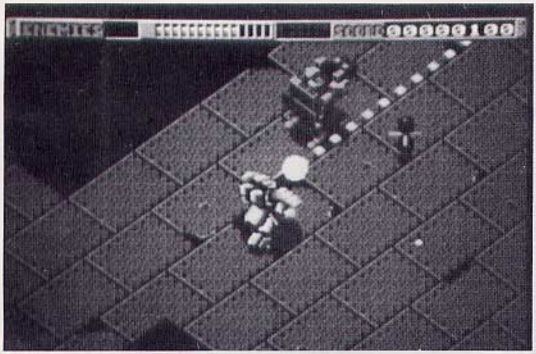
Stage 5: Entrance of Axis
Try to rush into the inside of Axis through a lifter of incoming materials. The narrow scaffold might lead to your death!



Stage 6: Inside of Axis
Here you will face your most difficult battle. You must destroy Axis!



Stage 7: Battling
An Officer of the enemy prevents Howie Bowie from escaping. A man-to-man battle begins.



LIMITED WARRANTY

Renovation Products, Inc. warrants to the original consumer purchaser that the Renovation Genesis Cartridge 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 warranty occurs during this 90-day warranty period, Renovation Products, Inc. will repair or replace the defective cartridge or component part, 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.

DO NOT RETURN YOUR RENOVATION GENESIS CARTRIDGE TO YOUR RETAIL SELLER. RETURN CARTRIDGE WITH A DATED PROOF OF PURCHASE to the following address. The cost of returning the cartridge to Renovation's Customer Service Department shall be paid by the purchaser.

Renovation Products, Inc.
Customer Service Department
987 University Avenue, Suite 10
Los Gatos, CA 95030

Repairs After Expiration of Warranty

If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they 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 Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. If, after inspection, it is determined that your cartridge cannot be repaired, it 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 ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Renovation Products, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this 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 limitations or exclusions may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

ALSO AVAILABLE FROM RENOVATION PRODUCTS FOR THE GENESIS SYSTEM

In the 22nd century, Earth Defense Headquarters received word from Pluto Base of a huge unidentified object approaching our system. An infra-scan probe revealed three of our own Alpha-type robot mining spaceships at its core. In the hands of a hostile alien intelligence, the ships had been transformed into a gigantic, heavily-armed, flying fortress – bent on destroying Earth! The defenses of Earth have all failed to halt the relentless juggernaut of destruction. In a final desperate bid for survival, all resources have been expended to create one mighty jet fighter: Whip Rush. You must pilot Whip Rush on a noble mission to deliver mankind from certain doom!

RENOVATION™ PRODUCTS

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