WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:
- Sit a maximum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
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.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Table of Contents

500 Years In The Future

The **SovKhan** rules the First Corporate Dynasty with an iron first from the staggering vertical city, **Megacity S1-9**. A powerfully productive military/industrial complex, S1-9 spews mysterious and lethal pollutants into the surrounding countryside, creating a flood plain miles deep in stagnant toxic waste.

The **Guardians**, descendants of an ancient clan of warrior priests known for their strength of mind and body, have sworn to destroy the unholy Megacity S1-9 and bring down the tyrannical SovKhan. Banished to "the suck," a complex of sewage utility conduits, the Guardians have constructed a hidden installation that could provide a new base of attacks. But the fearless Guardians are no match for the SovKhan's evolving army of inhuman sentinels and giant, destructive Slaves. These terrible war machines are "grown" from a combination of cybernetic embryos, metal exoskeletons, and the mysterious neutronium (NTR95879) growth compound, **Dark Matter**. In twelve hours, the embryonic cyberslaves will complete their gestation cycles and emerge from the tanks combat ready — thanks to the work of the mysterious Dark Matter.

What the Slaves lack is the strength and intelligence of the Guardian's will. What the Guardians lack is the scale and power of a giant mind. Most human minds are too weak to control a Slave, but the rigorous training practiced by the Guardians might prove the exception. The Guardians have managed to steal one Slave unit, and have chosen their best – **Chan** – to try to pilot it, to achieve the perfect melding of man and machine. You are the last hope of the Guardians, and, perhaps, of Humanity. You must master the first of these combat monstrosities.

You must become **SLAVE ZERO™**!

Starting The Game

DREAMCAST HARDWARE UNIT

- Make sure your Sega Dreamcast™ is properly set-up and ready to go. For more information, refer to the Instruction Manual that came with your Sega Dreamcast.

- Open the Disc Door by pressing the **Open Button** and insert your Slave Zero Sega Dreamcast Specific Disc. Shut the Disc Door.

- Press the **Power Button** to start your Sega Dreamcast.

- Follow the on-screen instructions.

Slave Zero is a 1 to 4-player game. Before turning the Sega Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any time, simultaneously press and hold the **A**, **B**, **X**, **Y** and **Start Buttons**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Purchase additional Sega Dreamcast controllers for up to four-player games. For more information on the Sega Dreamcast controller, see the next page.

Slave Zero may not be suitable for the hearing impaired.

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Becoming One With The Machine

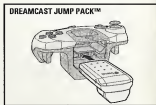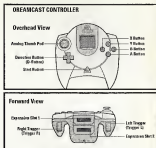**T**here are five different controller configura-
tions available. The default Button Settings
are described on the next page.

DREAMCAST CONTROLLER

Overhead View

Analog Thumb Pad

Direction Button
(D-Pads)

Start Button

Forward View

Right Trigger
(Trigger R)

Left Trigger
(Trigger L)

Expansion Slot 2

Note: Never touch the Analog Thumb Pad or
Triggers L/R while turning the Sega
Dreamcast power ON. Doing so may disrupt
the controller initialization procedure and
result in malfunction. If the Analog Thumb Pad
or Triggers L/R are accidently moved while
turning the Sega Dreamcast power ON,
immediately turn the power OFF and then ON again making sure not to
touch the controller.

Jump Pack

Make sure to insert your Sega Dreamcast
Jump Pack into Expansion Socket 2 only.
The Jump Pack will not lock into place if
inserted into Expansion Socket 1 and may fall
out during game play or otherwise inhibit
game operation.

DREAMCAST JUMP PACK™

Note: To return to the title screen at any point during game play, simulta-
neously press and hold the **A**, **B** and **Start Buttons**. This will cause the
Sega Dreamcast to soft-reset the software and display the title screen.

The Controls

There are five different Controller configurations available to you.
Choose the one that is most comfortable. You can view each configura-
tion by selecting **Control Configuration** from the **Controls** sub-menu of
the **Options** menu (page 12). The default controls (Pro Mode 1) are shown
below:

Analog Thumb Pad
Left: Turn Left
Right: Turn Right
Up: Look Up
Down: Look Down

Trigger R: Fire Hand-Held Weapon
Trigger L: Fire Rocket Launcher

Move Forward

Strafe Left

Strafe Right

Move Backwards

D-Buttons:
↑: Jump
↓: Stomp
→ + Trigger R: Change
Weapon
→ + Trigger L:
Grab/Throw

Pause/Game
Options Menu
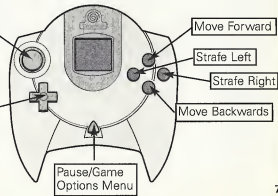
The Game Screen

Slave Zero's main screen contains some important information. The diagram below describes the details of what you are seeing when you play the game.

Enemy Health: If you are fighting a notable enemy, a health bar for it will appear here.

Gun Ammo: How many shots you have for your ballistic weapon.

Energy Cells: Ammo supply for your energy weapons.

Rockets: How many rockets you have left.

Health: Your state of health. If this reaches zero, your slave is destroyed and you are dead

Game Menus

Navigate the game menus by using **D-Button** ↑ and ↓ to move among the menu options. Use the **A Button** to select an option and the **B Button** to move back to the previous menu. On menus where you can adjust things (such as the **Audio / Video** sub-menu), use the **A Button** to make your adjustments. When you are done, move down to "Back" and press the **A-Button** again. You can also use the **B Button** to exit the menu and keep your changes.

Main Menu

This menu appears when you start **Slave Zero**. From here you'll control your game options and start a new game or load a previously saved game.

New Game

Start a new game by choosing this option. You will have your choice of setting the difficulty level at Easy, Medium or Hard. The harder the difficulty, the tougher the opposition. Select Back (or press the **B Button**) to return to the **Main Menu** without starting a new game.

Load Game

This allows you to load a previously saved game from your Virtual Memory Unit (VMU).

Note: While saving or loading a game file, never turn OFF the Sega Dreamcast power, remove the VMU, or disconnect the controller.

Use the **D-Buttons** to highlight the saved game you want to load, and press the **A Button**. Back (or the **B Button**) will return you to the **Main Menu**.

Delete Game

Use this menu item to delete old saved game files from your VMU. The **D-Buttons** will move your cursor among the files; press the **A-Button** to delete, or the **B Button** to return to the **Main Menu**.

Multiplayer

Choose this option to configure and start a Multiplayer game. **Slave Zero** can be played with two to four players; see **Multiplayer Games** (page 15) for more information.

Number of Players

Choose between one to four players. You must have one controller plugged into the Sega Dreamcast for each player.

Player 1 - 4 Controls

This allows you to configure the control options for each of the players. Refer to the **Control** sub-menu of the **Options** menu for details on what changes you can make.

Select Map

Choose your battleground. You can pick from the following maps: **4 Corners, Arena, Box of Fun, Complex, Delta Fab, Grudge Match, The Tower,** and **Tunnels**

Frag Limit

Pick the number of kills needed to win the game. You can choose **No Limit**, **5**, **10**, **15**, or **20**. The default is set at No Limit. You'll want to choose a number here, or a **Time Limit** (see below) to provide a definite end to your multiplayer session.

Time Limit

This will end your multiplayer session after a set time. You can play a game with **No Limit, 5 Minutes, 10 Minutes, 15 Minutes,** or **20 Minutes** on the clock. The player with the most kills when the time limit has elapsed will be declared the winner. You can combine this option with **Frag Limit** (see above) to create a timed game that will also end if one player accumulates a certain number of kills.

Start Multiplayer Game

This will begin your multiplayer session with the options you've select via the menu items mentioned above.

Back

This will return you to the **Main Menu**.
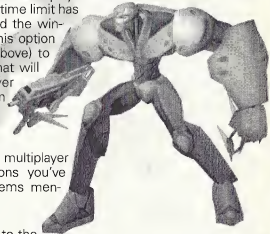
Options

You can set a variety of Audio, Video and Control options from this menu.

Audio / Video

Controls how your game will look and sound. Here's a quick rundown on what you can change:

SFX Volume: Adjusts the volume level of the special effects sounds.

Voice-Over Volume: Adjusts the volume level of the voice-overs.

Audio Mode: Choose between stereo and mono. Stereo is the default setting

Hud Size: Adjusts the size of your Heads-Up Display.

Reinitialize Original Settings: Returns your Audio Options to the standard settings.

Back: Brings you back to the **Options Menu**.

Controls

Joystick X Axis Scale: This slider adjusts the sensitivity of the joystick along the X axis

Joystick Y Axis Scale: As above, but on the Y axis

Jump Pack: If you are using a Sega Dreamcast Jump Pack, you can turn the feedback on and off here.

Crosshair: Turns the aiming crosshair on and off.

First Person View: Switches the game between First Person (On) and Third Person (Off). The default is Third Person.

Weapon Pickup: You can choose between two methods of picking up weapons: **Only Upgrade** will only pick up a weapon if it is better than the one you have; **All Weapons** will pick up **any** weapon you move over, even if it is a "downgrade."

Control Configuration: Switch between any of the five controller configurations. To look at the different the controller configurations, highlight the layout name and use **D-Button ←** and **→** to move among them. Each of the different controller configurations will be shown in turn.

Reinitialize Original Settings: Restores the factory settings.

Back: Returns you to the previous menu.

In-Game Menus

When you access the menus during game play by pressing the **Start Button**, you'll find a few more options available to you. They are:

**Resume Game:** Returns you to your game.

Restart Level: Restarts your game at the beginning of the current level. If you are on a multi-level mission, you will not start at the beginning of the mission, but at the beginning of whatever level you were on.

Save Game: Save the current level. Note that you cannot save your current position in the game; just the level you are on. **Slave Zero** will automatically name the game for you. Highlight "New Save" and press the **A Button**. You can also delete an old saved game by highlighting it and pressing the **A Button**.

Note: The number of memory blocks required to save game files varies according to the type of software and content of files. With **Slave Zero**, 2 blocks are required to save a single-player game. The options settings will be automatically saved when the **Options Menu** is exited.
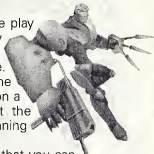
Ammunition

You'll use a lot of ammo as you fight the SovKhan's forces. Each of your different types of weapons uses a different type of ammo. You'll need to stay loaded up on bullets, energy, and rockets.

As you move through MegaCity S1-9, you'll find reloads scattered around. Just move over them; if you're low on that type of ammunition, your Slave will scoop it up. If you don't need it, it will stay on the ground for future use.

Slug Reloads	Energy Reloads	Missile Reloads

Health

Fighting the SovKhan's forces is harmful to your health. The more you fight, the more damage your Slave will sustain. It's unavoidable. Fortunately, it's not unrepairable. Health come in two sizes: small, which restore 20 health, and large, which restore 100 health. Move over them to use them, just like Ammunition Power-Ups.

Small Health	Large Health

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Amm

Multiplayer Games

A ll Multiplayer games of **Slave Zero** are played on a single screen. The screen is split into two, three or four windows, depending on the number of players. Each player needs a controller to play, and **Slave Zero** will not let you start a Multiplayer game for more people than you have controllers plugged into the Sega Dreamcast.
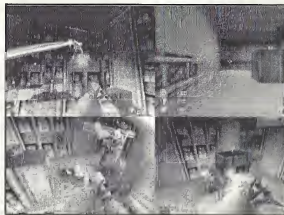
You can play on a variety of maps; each one provides a different challenge. Each Slave will start with an Avenger Light Slug Cannon and a very limited ammunition supply. You can find more ammo and better weapons scattered around the playing field. Each game will last for the select amount of time, or until one player reaches the selected number of kills. See the **Multiplayer Menu** section (page 10) for more details.

Hints and Tips

Picking Up and Throwing Things

- To pick up an object, stand close to it, and move your cursor over what you'd like to pick up. When the cursor turns red, press ➔ + **Trigger L** to pick up the object. To throw it, aim at something, and press ➔ + **Trigger L** again. You can pick up (and throw) cars and building debris, such as steel girders. By the way, the girders make excellent clubs!

Destroying Buildings

- Most of the smaller building and structures are destructible. Your cursor will turn red when you target a building that can be destroyed. Use your weapons, or move close and punch (**Trigger R**) the building to destroy it. Power-Ups are often hidden in buildings, so it pays to check each one.

Conserve Your Power-Ups

- Don't squander your Ammunition and Health Power-Ups; try to get the maximum value from them. Don't move over a Slug Reload if you are only down a few bullets. Instead, wait until you are down 40 or 50 rounds, and then go back and get it. This is especially important for the health power-ups. Don't use a Large Health Power-Up until you are down 30 or more health. Otherwise you will waste most of its effect.

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Slave Zero Weapons

Your Slave starts with a hand-held Avenger Cannon and a shoulder-mounted Shrieker Rocket Launcher. You will find more advanced versions of those two along with hand-held energy weapons as you play. Bear in mind that you can only have one ballistic weapon, one energy weapon, and one missile launcher at any given time. Here's a look at some of the weapon systems you might fight; there are more weapons of unguessable power in the SovKhan's vast armories for you to discover.

Ballistic Weapons

AVR-9 "Avenger" Light Slug Cannon

The Avenger cannon is useful for attacking lightly armored enemies in quick, surgical strikes. While the damage is light, repeated shots can take down a lot of your foes.

IR-9000 "Iron Roar" Assault Cannon

This assault cannon fires 100mm shells at a very high rate of fire. This weapon is a tried and true system that has operated reliably in a wide variety of climates and conditions. The Iron Roar's name comes from the short burst it fires at each pull of the trigger. It also has a continuous fire mode, activated by keeping the trigger pressed. Warning: This will rapidly exhaust your ammunition supply!

CR-80 "Cyclone" Saturation Cannon

This massive weapon throws an incredible volume of metal at your target. It will chew up just about anything. However, it uses even more ammo than the Iron Roar, and you can quickly find yourself with an empty clip!
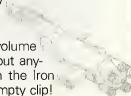
Energy Weapons

PPR-2 Plasma Pulse Rifle

This plasma weapon fires a pulse of flash-heated osmium plasma down a linear accelerator towards your target. At launch, the plasma burst is in excess of 7500 degrees Fahrenheit and causes damage to the target by extreme temperature and secondary flash effects.

PS (7) Photon Burst Cannon

An upgrade to the PPR-2, the PS (7) fires a spread of seven small plasma balls in a circular spreading pattern. Although the range is more limited that that of the PPR-2 Plasma Pulse Rifle, the effect is devastating.

XGR-90 Hellspike Cannon

The Hellspike fires a single penetrator at an ultra-high velocity, delivering tremendous kinetic impact to your target. It takes approximately two seconds to warm up the rail cannon for each shot. However, the damage potential more than makes up for the slower firing time.
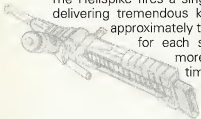
Missile Launchers

SBR-80 "Shrieker" Rocket Launcher

This shoulder-mounted launcher fires an unguided rocket. It delivers a powerful warhead to the target, capable of penetrating up to 800mm of armor at long range. Take care when using this weapon against agile targets, such as Sentinel units.

Stone Dog Guided Missile System

The Stone Dog shoots guided missiles. These missiles carry a larger warhead than a Shrieker rocket, and are very difficult to evade as their internal guidance system homes in on the target. The Stone Dog is an excellent fire and forget solution to your problems! It may also be fired in non-guided mode by simple pulling the trigger without locking onto a target.
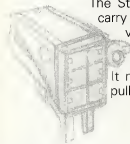
Valhalla Class Rocket Launcher

The Valhalla-Class launcher fires an unguided, fragmenting warhead. The warhead is set to split when it reaches its maximum range, but can also be fragmented early with another pull of the trigger.

Opposition

You will be facing a wide array of foes in your struggles against the SovKhan's forces. Knowledge is power, and you should study your enemies to gain power over them. To help you, here is a run down on your known enemies. Stay on your toes, because there are rumors of more varied types of opponents out there!

Conventional Military Forces

Most conventional military forces should provide little threat to you as you pilot Slave Zero. As they are considerably less armored and generally less maneuverable than your Slave, you should be able to take them out quickly. Make sure you do, as some of them carry powerful weapons.

M-99 "Reaper" Main Battle Tank

The M-99 is the standard tank for the SovKhan Imperium. Useful in a wide variety of roles, the Reaper mounts a Penetrator Anti-Gravity Cannon. This unit is powered by ducted fans that allow it to move easily over water and broken terrain.

CAV-4 "Wolf" Close Assault Vehicle

The standard Infantry Fighting Vehicle, the Wolf carries a FireStreak Missile Salvo Pod, making it a dangerous opponent.

AER-23 "Hyena" class VTOL Gunship

The Hyena is the new top-of-the-line combat VTOL of the SovKhan Imperium. Armed with dual FireStreak Missile Salvo Pods and heavily armored, the Hyena is fast and maneuverable. With redundant electronics and psylink control linkages for the pilot, the Hyena is supremely capable in the hunter/killer role.

FireFly One-Man Gunskimmer

This unit is a unarmored one-man Scout VTOL that is of only limited tactical use on the battlefield. In a city, however, the FireFly can navigate when larger VTOLs cannot. The FireFly's main drawback is its puny weapon system, a single Ripper Light Machinegun.

STV-43C "Manta" Sentinel Assault Transport

The unarmed Manta is used to airlift Sentinels to and from target zones. The Manta can also carry infantry assault pods in place of the grapples that would normally hold a sentinel. Whatever its cargo, the Manta should be a priority target; kill them before they can deliver their deadly payload to your tactical area.

Sentinel-Class Assault Units

The Sentinels are the closest thing to an equal that you'll face on the battlefield. Take extra care against these units!

Arbiter Sentinel

The Arbiter was modified from heavy lift suits used for construction. While originally strictly used for crowd control duties, these units have been retrofitted with defense fields to make them suitable for city defense. They carry a 75mm Riot Gun.

Jammer Sentinel

Highly maneuverable, the Jammer is the ideal raider or pursuit unit. While only lightly armored, the Jammer carries a Plasma Pulse Rifle making it a dangerous opponent.

Regulator Sentinel

The Regulator is the standard mass-produced warsuit of the SovKhan's armed forces. Armed with a Shrieker Rocket Launcher, the Regulator can function in virtually every climatic condition.

Titan Sentinel

Massively armored and heavily armed, the Titan is one of the most dangerous units out there. It is well equipped with a XGR-90 Hellspike Cannon, a Cluster Missile System, and an Energy Claw system, a mixture that is deadly at any range of engagement!

Piranha Sentinel Warsuit

The Piranha was the first Sentinel Warsuit to be adopted by the SovKhan forces. As such, it lacks many of the sophisticated defensive systems found on later, more modern Sentinel designs. The Piranha is relatively fast and moderately armored, and is still quite useful as a garrison or second line unit.

Black Widow Hunter Platform

The Black Widow Hunter Platform is a Hunter/Killer unit that roams the battlefield, ambushing targets of opportunity. Capable of rapid lateral movement and acceleration, this unit is a deadly opponent. Black Widows are capable of moving over vertical surfaces as well, increasing the chance of ambushing their targets.

Umber Knight Sentinel Warsuit

The Umber Knight class of Sentinel was designed to be a battlefield companion to the Regulator Sentinel. More heavily armed and armored, but far less mobile, the Umber knight was designed to give support fire to squads of Regulators as they advanced. The Umber Knight carries a "Shield" of Laminate armor with a weapon brace that it uses in conjunction with the HPR-70 as a portable firing stabilizer.

Raider Sentinel

The Raider is a heavy aerial strike unit. Equipped with a 400mm Heavy Barrage Missile System, the Raider uses its superior mobility to evade enemy fire as it lays down powerful airstrikes. These units should be a high-priority target.

Infantry

Infantry is like a buzzing insect; easy to kill with a single swat, but capable of delivering annoying stings. Be careful that you don't get stung to death.

Blood Knights

Drawn from the toughest and most ruthless of the ZODACs (**Zo**ne **D**efense and **A**ggression **C**ontainment troops), this elite unit is armored in Hardened Reflex Armor and carry Personal Energy Combat Rifles. The notorious Colonel Tan Kanoor leads the Blood Knights, who are most often found in the midst of the heaviest fighting.

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Number Three: Cosmo Sagan
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Manta Pilot: Roger Jackson
Manta Pilot 2: David Nowlin
Manta Pilot 3: Mike Wikan
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Sentinel 2: Mike Wikan
Sangonar: Charles Martinet
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Revenant Prime: Greg Weber

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Slave Zero was created using the tools and technology of The Ecstasy Engine™.

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Customer Service and Technical Support

Infogrames North America provides customer service, news, demos, and technical support on these on-line services:

Phone: Infogrames North America has some of the friendliest and knowledgeable Technical Support Representatives in the industry. We can help you by phone between the following hours: Monday - Thursday 8:00 am - 5:00 pm Pacific time and Friday 9:00 am-5:00 pm Pacific time at **(408) 296-8400**

FAX: Faxes may be sent anytime to: **(408) 246-0231**

ONLINE: http://www.slavezero.com
http://www.infogrames.net

Email: help@infogrames.net

Postal Contact: Infogrames Tech Support
5300 Stevens Creek Blvd., Ste. #500
San Jose, CA 95129

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