

# SHINING FORCE™

**Role-Playing Action,  
Up Close and Deadly!**

The Continent of Rune has slumbered in peace for 50 generations. A horde of invaders swarm across the border, while a dragon that has slept for centuries stirs in its tomb. Only the King's youngest swordsman and his war party can defy the Dark Dragon's evil power and crush the mighty army!

- Control up to 10 different characters at once. Increase their skills and attributes through strategy, combat and exploration!
- Search through 8 brilliant scenarios. Sub-quests and imaginative sequences make every game a new adventure.
- 12 megs + battery backup = Sega's largest role-playing game!



For use with NTSC Genesis systems.

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Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076/ 4,026,555; Europe No. 80244; Canada Nos. 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 Nos. 1,632,396/82-205605 (Pending)

672-1422

SHINING FORCE™

**STAR TREK**  
**THE NEXT GENERATION®**  
ECHOES FROM THE PAST™



**INSTRUCTION  
MANUAL**



**SEGA™**



## WARNINGS

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

#### EPILEPSY WARNING

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 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.**

#### WARNING TO OWNERS OF PROJECTION TVS

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.

#### HANDLING YOUR SEGA CARTRIDGE

- ❑ The Sega Genesis cartridge is intended for use exclusively on 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 break during extended play, to rest yourself and the Sega cartridge.

#### SEGA GAMEPLAY HOTLINE

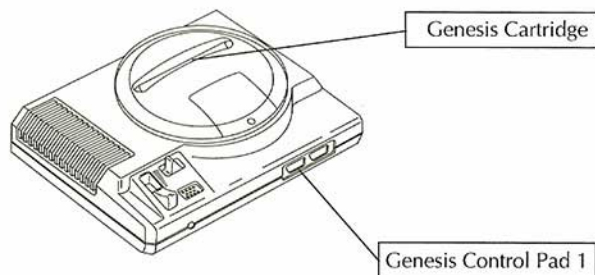
1-415-591-PLAY



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## SETTING UP



1. Set up your Genesis system. Make sure the power switch is turned OFF.

**Important:** Always turn the power switch OFF before inserting or removing the cartridge.

2. Plug a Sega controller into control port 1.
3. Insert the game cartridge into the cartridge slot, pressing it down **firmly**.
4. Turn the power switch ON. In a few moments, the Sega logo will appear, followed by the title screen.
5. Press **Start** to begin arcade action, ship-to-ship combat and role-playing adventure in a soul-stirring voyage to strange new galaxies!

**Important:** If you don't see the Sega screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is firmly inserted in the console, and then turn the power switch ON again.

## SPACE . . . THE FINAL FRONTIER™

## STARFLEET COMMAND TO U.S.S. ENTERPRISE™:

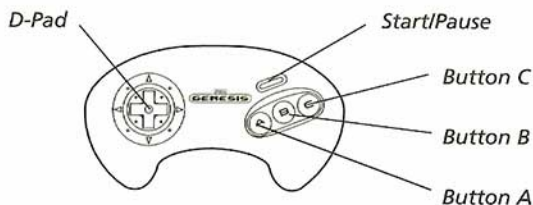
The edges of Federation space are fertile ground for Romulan™ incursions. The Starship Enterprise™ is ordered to take its position at the borders. Your mission is to patrol and protect Federation holdings. As always, Starfleet regulations and rules of engagement are in effect:

1. Check **Communications** regularly, and listen for the hailing signal alerting you to incoming transmissions. *Page 6.*
2. Following each transmission, report to the **Ready Room** for Captain's orders. *Page 6.*
3. At the **Conn**, set a course for your next destination and proceed with caution. *Page 7.*
4. Check **Sensors** during travel for timely information on approaching vessels or obstacles. *Page 8.*
5. Take every opportunity to educate yourself by studying the **Computer's** wealth of information. *Page 8.*
6. Red Alert klaxon sounds by hailing the incoming vessel first. Then, if necessary, proceed immediately to **Tactical** for battle stations. *Pages 9-10.*
7. After battle, assess damage in **Engineering** and make all necessary repairs. *Page 11.*
8. Upon reaching a destination, beam down an Away Team via the **Transporter** to make contact with the surface. *Pages 12-14.*

A final word. . . . These are desperate times, with extreme challenges. You will be entering unexplored regions, with the Romulans — and others — more invasive and powerful than ever. The fate of the Federation hangs in the balance. You, along with your vessel and crew, are our only hope for success.

That is all. Starfleet Command out.

## BRIDGE CONTROLS

**D-PAD**

- Up/down scrolls through text screens.
- Left/moves around the Bridge to **Communications**, **Ready Room**, **Transporter**, **Engineering**, **Computer** and **Sensors**.
- Down moves to the **Conn** from Communications and Ready Room, and to **Tactical** from Computer, Engineering, Transporter and Sensors.

**START/PAUSE**

- Starts the game.
- Exits text screens.
- Pauses/resumes the action.
- Displays the current button controls.

**BUTTON A**

- Accesses the current station.

**Note:** Once you've accessed a station, use its special controls, listed on the following pages.

U.S.S. ENTERPRISE™  
SENIOR OFFICERS**CAPTAIN JEAN-LUC PICARD™ — SHIP'S CAPTAIN**

A respected leader and skilled diplomat with the ability to get straight answers from even the most defiant aliens. An intellectual, Picard has modest but capable technical and physical attributes, and extraordinary tactical skills.

**CMDR. WILLIAM T. RIKER™ — FIRST OFFICER**

Number One is a flamboyant, emotional and highly able officer, known for his tactical flair and skill with a phaser.

**LT. CMDR. DATA™ — SECOND OFFICER**

Unique in the Federation, this experimental android is gifted with a positronic brain that works like a computer. His towering range of attributes can always be counted on in desperate situations.

**LT. CMDR. GEORDI LA FORGE™ — CHIEF ENGINEER**

Neural input from his visor lets this technical genius and tricorder expert "see" more than sighted humans.

**LT. WOLF™ — CHIEF OF SECURITY**

He lacks imagination, but this practical Klingon is stronger and fights more skillfully than most humans.

**DR. BEVERLY CRUSHER™ — CHIEF MEDICAL OFFICER**

An expert in biological sciences, cybernetics, regeneration and analyzing tricorder data, this humanitarian is an essential member of the U.S.S. Enterprise team.

**COUNSELOR DEANNA TROI™ — SHIP'S COUNSELOR**

Highly-developed empathic skills help her counsel the crew and effectively communicate with aliens.

## COMMUNICATIONS

## CONTROLS

- Start** Pause/display controls; resume play.
- D-Pad** Scroll up/down to see additional text.  
Scroll left/right to select reply.
- Button A** Reply; read next message; exit to Bridge.
- Button C** Review last message or last reply.

## USE

- A beep sounds when someone is hailing you, and the blue light above the viewscreen flashes.
- Press **Button A** to begin the transmission. Press it again to reply (**D-Pad** left/right shows your reply choices). Continue pressing **Button A** to switch between receiving the next message and replying to it, until the transmission ends.
- To hail an enemy ship during battle, see page 10.
- If the viewscreen is blurred, your communications system is damaged. To repair the problem in Engineering, see page 11.

## READY ROOM

## CONTROLS

- Start** Pause/display controls; resume play.
- D-Pad** Scroll up/down to see additional text.
- Button A/B/C** Exit to Bridge.

## USE

- Consult Captain Picard for invaluable advice on changing events, Red Alerts, emergencies and crises.
- Remember: YOU make the final decisions.

## CONN

## CONTROLS

- Start** Pause/display controls; resume play.
- D-Pad** Scroll up/down to highlight a destination in a menu or submenu. Scroll left/right to select warp speed.
- Button A** Select destination/display its submenu.
- Button B** Return to previous menu or submenu.
- Button C** Lock in course; engage engines; exit to Bridge.

## USE

- Set or change course:
  - Select a star cluster from the astrogation menu.
  - Select a single star (sun) at the first submenu. Suns are listed by Greek letters according to brightness, with Star Alpha being the brightest.
  - Select a planet at the next submenu. Planets are designated by Roman numerals in order of their distance from the sun, with Planet I the closest.
  - Select one of the planet's moons at the final submenu. Moons are listed by Roman letters according to their distance from the planet. Moon A is the closest.

**Note:** All heavenly bodies change color as they're selected.

- Review data on the selected destination in the upper right of the viewscreen.
- Lock in the course (**Button C**), select a speed (**D-Pad** right/left), then engage engines (**Button C** again).
- Watch the readout below the viewscreen for vital data and alerts.
- Don't use Impulse for interstellar trips or you'll be traveling for an inefficiently long time.

## SENSORS

## CONTROLS

- Start** Pause/display controls; resume play.
- D-Pad** Scroll up/down to see additional text.
- Button C** Exit to Bridge.

## USE

- Scan unknown objects in your sector for identification and important data.

## COMPUTER

## CONTROLS

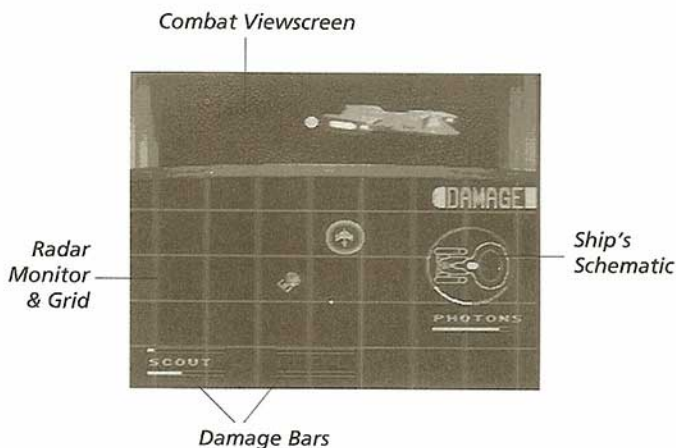
- Start** Pause/display controls; resume play.
- D-Pad** Scroll up/down to highlight a topic or see additional text.
- Button A** Select topic/display its submenu, if any.
- Button B** Return to previous menu or submenu; exit to Bridge.

## USE

- Review in-depth information on essential topics including Sciences, Cultures, Aliens, the Federation and the Starship Enterprise™.
- To save a mission**, highlight "Mission Log," press **Button A**, highlight "Record Mission Log" and press **Button A** again twice.
- To retrieve a previously saved mission**, highlight "Mission Log," press **Button A**, highlight "Review Mission Log" and press **Button A** again twice.

**Note:** It's an extremely good idea to save a mission before engaging in space combat or entering an unknown sector.

## TACTICAL



## CONTROLS

- Start** Pause/display controls; resume play.
- D-Pad** Press up for forward thrust; down for reverse thrust; left/right to turn. Release the **D-Pad** to stop.
- Button A** Fire phasers.
- Button B** Press and hold to exit to Bridge.
- Button C** Fire photons.

## USE

- All systems automatically go to Red Alert when an alien ship approaches. Listen for the warning klaxon.
- Attempt communication with the craft. If reasonable discussion fails, go to Tactical and press **Button A**. Take your battle station and engage the aggressor!
- A combat viewscreen gives you a visual on the battle.

- The radar monitor at the left shows the Starship Enterprise™ at the center, and the position of the attacking vessel. The monitor updates continuously to track the enemy's movements.
- The radar grid automatically scales to show your range from the enemy. At long range, the grid squares are small. As you close in, the squares enlarge.
- The Starship Enterprise™ is outfitted with fore and aft weapons systems. When you press **Button A** or **C**, your computer automatically fires the correct forward or aft weapon, depending on the enemy's position.
- To the right, a ship's schematic monitors the shields and weapons banks:
  - Shields start out green, turn yellow and then red as they take increasing damage. Completely disabled shields are dimmed to black.
  - Phaser banks are bright red when fully charged. Once they dim to black, they must recharge before you can use them.
  - A blue sphere circling the schematic shows the enemy's position.
  - The photon gauge below the schematic tracks your remaining photon supply.
- Yellow bars at the bottom left decrease as the ships are damaged. The upper bar is shield damage; the lower bar is hull damage. (The bars for the alien aggressor are on the left; bars for the U.S.S. Enterprise are on the right.)
- When severely damaged, your opponent may decide to seek a peaceful solution. When you see the "Hail" message, press **Button B** to exit to the Bridge. Then go to Communications (page 6) for peace talks.

## ENGINEERING

### CONTROLS

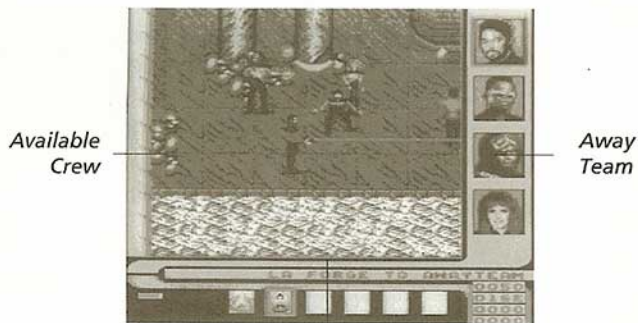
- Start** Pause/display controls; resume play.
- D-Pad** Press up/down to highlight a system. Press right/left to increase/decrease the amount of resources allocated for repairs.
- Button A** Access submenus for Shields, Weapons and Engine systems.
- Button B** Return to previous menu or submenu; exit to Bridge.

### USE

- Consult Engineering on a regular basis to monitor and repair the ship's systems. A good time to do this is during long voyages between destinations.
- A red bar indicates a damaged system. The longer the bar, the more damage the system has sustained.
- The more resources you allocate to a system, the faster it will be repaired.
- Use the submenus to pinpoint repairs to Shields, Weapons and Engines. If you don't use the submenus, any allocated resources will be divided equally among the subsystems.
- Three starbases, Starbase 202, Starbase 205 and Starbase 220, maintain full drydock operations. Find these space harbors and then visit them often for rapid repairs, weapons resupply and resource restoration.

## TRANSPORTER

## SELECTING AN AWAY TEAM



Highlighted Member's Name & Attributes:  
TEchnical, TACTical, HEALth, STRength

## CONTROLS

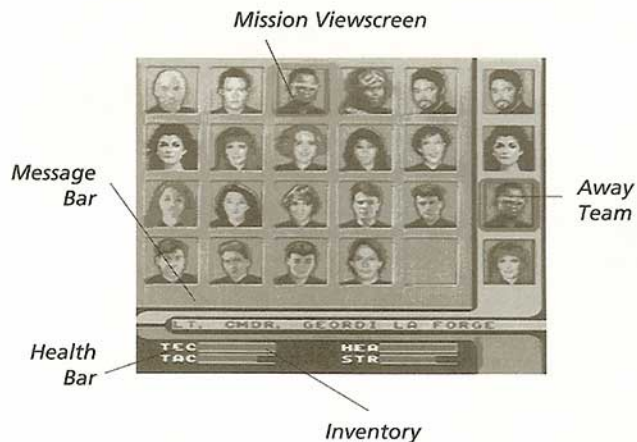
- Start** Pause/display controls; resume play.
- D-Pad** Highlight an available crew member.
- Button A** Report to Transporter Room following crew selection; beam down Away Team.
- Button B** Exit to Bridge.
- Button C** Assign the crew member selected in the grid and move on to the next position.

## USE

- While orbiting a planet or moon, press **Button A** at the Transporter station to go to Away Team Assignment.
- Use the **D-Pad** to highlight a crew member in the grid. (Injured crew are dimmed and not currently available.)
- Press **Button C** to assign that person to the Away Team. The selector box moves to the next position.
- Press **Button A** to transport the Away Team to its destination.

## TRANSPORTER

## CONDUCTING AN AWAY TEAM MISSION



## CONTROLS

- Start** Pause/display controls; resume play.
- D-Pad** Move active member in the viewscreen. Select a crew member or inventory item (while pressing **Button B**).
- Button A** Use selected inventory item.
- Button B** Press and hold to select a crew member or inventory item with the **D-Pad**.
- Button C** Pick up or move something in the viewscreen, such as throw a switch.
- Buttons A, B, C together** Beam out to Bridge.



## USE

- Excitement, danger, suspense and mystery are all part of an Away Team mission. Watch the viewscreen to follow and take part in the often split-second action.
- Move the active crew member with the **D-Pad**.
- Press **Button A** to use the selected inventory item.
- To change the active crew member or selected inventory item, hold down **Button B** and press the **D-Pad** up/down or left/right.
- Each crew member carries different items, depending on his or her position and skills:
  - The *phaser* shoots a laser-like energy blast that stuns its target.
  - The *tricorder* allows its holder to analyze nearby objects.
  - The *command insignia* lets one person control the other crew members. Select the insignia and then move your selected person to touch one or more other team members. Those people will then follow the leader. To break the control, select another person as the active crew member.
- Watch the message bar for item I.D.s, conversation text and important transmissions from the Bridge.
- A crew member is seriously injured when his or her health bar decreases to nearly nothing.

## CREDITS

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**LIMITED WARRANTY**

Sega of America, Inc., warrants to the original consumer purchaser that the Sega 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 limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited 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.

To receive warranty service, call the Sega Consumer Service Department at:  
**1-800-USA-SEGA**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342**

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

**REPAIRS AFTER EXPIRATION OF WARRANTY**

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she 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 Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. 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 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited 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 limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.