TENGEN

675 Sycamore Drive•Mipites, CA 95035

MANUFACTURED
FOR PLAY ON THE SEGA CD™ SYSTEM

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SEGA™

SEGA CD™

OFFICIAL SEGA™ SEAL OF QUALITY

ROBO ALESTE™



TENGEN

MANUFACTURED
FOR PLAY ON THE SEGA CD™ SYSTEM

Rated by V.R.C.™
GA
Appropriate for all audiences.
General Audiences

HANDLING YOUR SEGA CD

- The Sega CD Disc is intended for use exclusively with the Sega CD™ 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 recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO 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.

EPILEPSY WARNING: PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM. A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Such people may have no medical history of seizures or epilepsy. Please take the following precautions to minimize any risk:

Prior to use

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering light, consult your doctor prior to playing.
- Sit at least 2.5 m (8 ft.) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible (preferably 14" or smaller).

During use

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child 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 doctor.

This official seal is your assurance that this product meets the highest quality standards of SEGA.™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

TENGEN WARRANTY

TENGEN warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. TENGEN agrees to either repair or replace at its option, free of charge, any TENGEN software product. Before any returns are accepted you must call our warranty department (408/473-9400) for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar dated proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL TENGEN BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

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 and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all correspondence to: TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your game CD develops problems after the 90-day warranty period, you may contact Tengen at 1-408-473-9400. If the Tengen customer service technician is unable to solve the problem by phone, they will provide you with RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game CD to Tengen. Return the defective game CD, freight prepaid, to Tengen at the address below. Enclose a check or money order for $12.00, payable to "Tengen." Tengen will, at its option, subject to the conditions above, repair or replace it with a new CD. If replacement CDs are not available, the defective CD will be returned and the $12.00 payment refunded.

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).

ROBO ALESTE STAGES

STAGE 1:	BURNING VILLAGE	**BOSS:**	TETSU; CUSTOMIZED DENNIN-"HIRYU" (FLYING DRAGON)
STAGE 2:	IMAGAWA FRONTLINE	**BOSS:**	YOSHIMOTO IMAGAWA; GIANT MECHANIZED WARRIOR-"MUSHA-O" (WARRIOR KING)
STAGE 3:	MOUNTAIN RAILROAD	**BOSS:**	KENSHIN UESUGI; SWIVEL ARM GUARDIAN CLASS DENNIN
STAGE 4:	MINE CAVERN	**BOSS:**	TETSU; CUSTOMIZED DENNIN-"HIRYUKAI" (NEW HIRYU)
STAGE 5:	AIRSHIP	**BOSS:**	SHINGEN TAKEDA; MASTER DESTRUCTIVE DENNIN
STAGE 6:	CANAL PASSAGE	**BOSS:**	MOTOCHIKA CHOSOKABE; SUB-GUNSHIP TURTLE
STAGE 7:	VOLCANO	**BOSS:**	TAKAHISA SHIMAZU; CHEMICAL WARFARE DENNIN
STAGE 8:	MECHANICAL PLANT	**BOSS:**	SAEBA; IGA NINJA DENNIN-"YASHIHIME"
STAGE 9:	ASSAULT ON MOURI'S PALACE	**BOSS:**	PALACE GATE
STAGE 10:	INSIDE MOURI'S PALACE	**BOSS:**	MOTONARI MOURI; MECHANICAL COUGAR DENNIN
STAGE 11:	HYPERDIMENSIONAL WARP	**BOSS:**	TETSU; HYPER CUSTOMIZED DENNIN "KARYU" (FIRE DRAGON)

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PROBLEMS OR QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game or any of Tengen's games, please call a Tengen game counselor at (408) 433-3999 Monday through Friday from 8:30 AM–6:00 PM Pacific Time.



WHAT LIES AHEAD IS NOW IN YOUR HANDS...

You have attained the next level.

The next level in spectacular virtual warfare...The next level in ultra-high-speed scrolling battle action...The next level in pure gaming excitement.

What lies ahead is here now, in Robo Aleste, the first non-stop combat shooter on the SEGA CD.

Robo Aleste carries you, body and mind, into a world where the epic clan wars of medieval Japan have been transformed by the death-dealing technologies of future civilizations. The colorful characters, both ferocious and all too humanly frail, will engage you in their lives. The furious pace of the action will challenge your skill, and your stamina. The original soundtrack, blending a hard-beat, techno-style score with traditional Japanese music, will alternately quicken your pulse and soothe your battle-ragged nerves. And the fast, vivid video transitions between levels will dazzle you like nothing you've ever seen in a video game.

It is the past, it is the future. It is long ago, and what is yet to be.

It's all here now, in your hands. **Robo Aleste.**

WEAPONS

Your Dennin is humanoid in form, and like any human warrior, it comes equipped with a standard array of throwing knives. To fire your standard weapons, press the A button.

Your standard weapons are very effective in their own right. But you can increase their firing power and the number of knives at your command by collecting glowing power capsules left behind by groups of the friendly power-up craft that appear periodically.

Much more effective, however—not to mention essential to your survival—are the special weapons you acquire. You acquire each special weapon by picking up its specially-colored icon, which then appears in the upper right center of the status display at the top of the screen as long as the weapon is in your possession. You can also increase the power and durability of a special weapon by picking up identical power-ups.

To fire a special weapon once it's in your possession, press the B button.

The special weapons, listed according to their Japanese and English names, their colors, and their deadly uses, are as follows:

Raisen-ha ("Lightning Flash" or "Thunderbolt Ray"). Light blue. A laser weapon that fires straight ahead, vaporizing enemies directly in front of your Dennin.

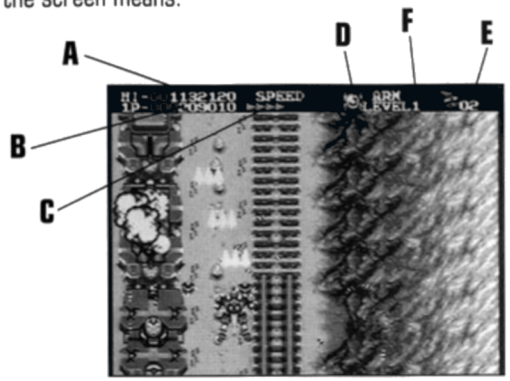
Fuusha-shuriken (Windmill Throwing-Knife" or "Ninja Star"). Green. This weapon attacks outward in a spreading pattern—from four to eight different directions.

Hiei-meppu-jin ("Flying Shadow Formation"). Yellow. Combines attack and defense. Two armed weapon components, normally fixed to the bow of your Dennin, revolve completely around your Robo Warrior, acting as a rotating barrier to enemy attack.

Bakuryu-housen-ka ("Exploding Flower"). Orange. Each of these fires a barrage of small bombs, which explode upon impact with any object.

THE GAME SCREEN

This, of course, is where the action is. That's mostly what you need to know—except what the status display at the top of the screen means.



A. Previous high score.

B. Present score.

C. Your Dennin's speed (1 to 8 arrows, low to high).

D. Weapon in use—depends on color. See the next section, "WEAPONS," for a summary of weapons and how they work..

E. Number of lives remaining.

F. Arm level—increases from level 0 to 3 (3 being your special weapon's maximum power level).

THE STORY OF ROBO ALESTE

It is the later years of the 16th century, and Japan writhes in the agony of civil wars...brutal, relentless wars that have gone on for years, for decades, for generations. And now war itself has been transformed, made more savage than ever before, with the arrival of electro-mechanical machines of death known as the Dennin.

What are these terrifying engines of death, like men in form but unlike anything but the creations of our most monstrous nightmares in their destructive power? From whence did they come?

In the twelfth year of Tenbun, or 1543 A.D. by the calendars of Europe, a single ship—flying the flag of no nation—had drifted ashore on the Japanese island of Tae-ga-shima. Upon inspection, the ship was discovered to be a type of flying gunboat, powered by a steam-based electrical technology that amazed the Japanese. And deep in its hold were found humanoid but mechanical warriors that were frightening to behold even in repose.

These were engines of war never dreamt of by Japan's military engineers. But, inspired to conduct their own research and development, the Japanese experts soon came up with their own variations on the lethal technologies hidden within the mysterious ship. They developed their own flying gunboats. And on the model of the mechanical humanoid war machines they created the Dennin, or Robo Warriors.

Some 25 feet tall, each Robo Warrior is controlled from an interior cockpit by a single man. In appearance, the deadly machines appear to be gigantic men, for they are clothed in the traditional warrior's attire. But on their shoulders are mounted huge turbo-electric engines, the sources of the Robo Warriors' power—and their stealth. For it is these great turbines that not only energize the Robo Warriors' firepower, but also enable them to fly through the air at incredible speeds, and in utter silence.

In short, these unique new fighting machines combine the most fearsome qualities of traditional Japanese fighting men with firepower and flight capability such as the rest of the world will not employ for another three and a half centuries.

Now it is the year 1556, and the clans that readily adopted the Robo Warrior technology during the past decade have prospered. Those unable to adjust to such revolutionary changes in the art of war have been vanquished and absorbed by their rivals.

Only eight ruthless warlords remain.

In recent years, the Oda clan of the Owari province, led by Lord Nobunaga Oda himself, has relentlessly expanded its sphere of influence through an aggressive combination of warfare and diplomacy. In response, an anti-Oda alliance of six clans has united under the leadership of Motonari Mouri of the Chugoku district of western Japan.

Then, in April, Oda's only remaining ally Dosan Saito, lord of Mino province, was assassinated by his own son, the unscrupulous Yoshi Tatsu.

Seizing the moment of Oda's vulnerability, the alliance fielded its united army, known as the Imagawa Force. This mighty force engaged Oda's regiments, under the command of general Shibata Katsuie, near Mikawa. The three-month-long battle that ensued ended in a crushing defeat of Shibata's army.

Now, as more and more allied forces advance from the north and the west, Oda and his clan find themselves on the brink of annihilation. Their only remaining hope—**your** only remaining hope is the secret weapon you command: Aleste, for you are Oda's most trusted and valiant officer. Long has it been hidden in the obscure little Hakuga village high in the mountains of Sunpu. But now the time has come: time to deploy Oda's innovative new Robo Warriors, the Dennin Ninja of Hakuga, led by you at the helm of Robo Aleste.

The order has arrived by courier. Mobilize! Mobilize the Hakuga Ninja! Harass—defeat—destroy the forces of the Imagawa and Mouri—in any way you can!

THE OPTIONS MENU



From the opening menu, select OPTIONS and press START to reach the Options Menu. You use the Options Menu to set up the game as you wish, and to test the sound effects or listen to the CD audio tracks.

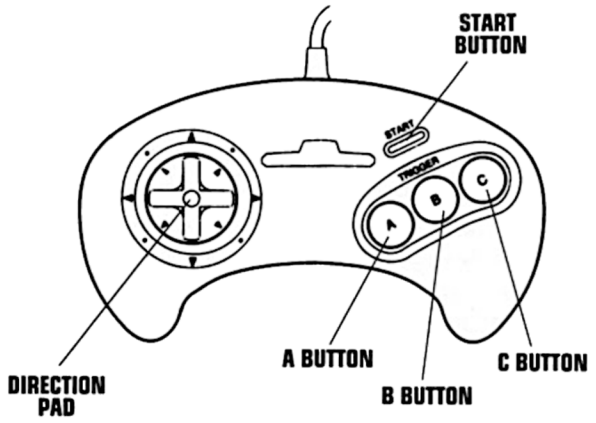
The options are:

Difficulty. You may choose Easy, Normal, Hard, or Cruel.

Sound. This is a sound test. Use the direction pad to cycle through the sound effects. Press A, B, or C to activate the currently selected sound.

CD-DA. Select this to play the CD audio tracks.

HOW TO USE YOUR CONTROLLER



You use the direction pad on your Controller to guide your Dennin during the action. Before the game begins, you also use the direction pad to select menu options. Press the up and down directions to highlight an option, then use the right and left direction buttons to set up the option as you wish.

Use the buttons on your Controller as follows:

A button: Fire standard weapons. Hold it down to launch Aleste's satellite pods against the enemy.

B button: Fire special weapons and standard weapons.

C button: Press this to increase your speed. Every time you press the C button, the number of arrows in the Speed indicator at the top center of the screen increases up to eight, then recycles back to zero and up again. Stop pressing the button when your speed is set as you want it.

CAST OF CHARACTERS

Nobunaga Oda: The dominant warlord of the era. Oda is confronted with the gravest crisis of his life when his enemies form an alliance against him and his clan.

Kage: A Ninja of the Hakuga clan and the hero of Robo Aleste. A warrior who believes in loyalty and devotion.

Tetsu Kurogane: Cruel and destructive by nature. Kage's brother and implacable enemy, Tetsu builds his own Dennin and repeatedly challenges Kage.

Saeba: A young woman of the Iga Ninja Force. Tricked by Tetsu into thinking that Kage is her enemy, she challenges Kage to a duel.

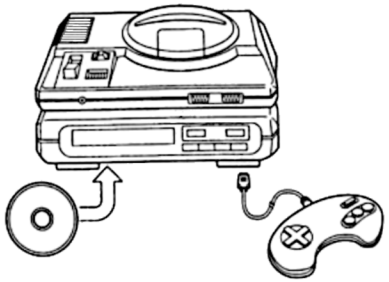
Garyosai: Head of the Hakuga clan, he was once a master Ninja spy. He is killed by Tetsu.

Astaros: A mysterious woman who manipulates the anti-Oda alliance from behind the scenes. Determined to get rid of Nobunaga Oda, Astaros supplies the alliance with one new weapon after another.

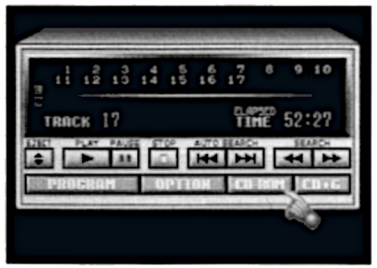
Motonari Mouri: An aged feudal lord who controls the Chugoku region. He is the only member of the alliance who communicates directly with the mysterious Astaros.

Yoshimoto Imagawa: A feudal lord who rules the provice of Suruga. He plans to eliminate Nobunaga with his giant mechanical warrior Musha-O ("Warrior King").

GETTING STARTED



1. Make sure the power switch is OFF on both the SEGA Genesis System and the SEGA CD unit, and that there is no game cartridge in your SEGA Genesis System.
2. Plug a Genesis Controller into the "CONTROL 1" port on your SEGA Genesis.
3. Turn on the CD. The message "Press the Start button" appears. When you press the START Button, this screen appears:



4. Use the Direction Pad to move the cursor to OPEN, then press the C Button. The CD tray will open, and the screen display will change from OPEN to CLOSE.
5. Place the Robo Aleste CD in the tray, with the label facing up.
6. Move the cursor to CLOSE, then press the C Button. The tray will close, and CD-ROM will appear on the screen.
7. Move the cursor to CD-ROM and press the C Button. After a few seconds, the opening demo will begin. Press the START Button and the title screen will appear, followed by the opening menu.
8. To go to the Options menu and set up the game as you wish to play it, select Options and press the START Button. To resume a game already started (providing you got past the first level), you may select Continue and press the START Button. To begin a new game, select GAME START, then press the START Button to begin play.

See the next two sections, "HOW TO USE YOUR CONTROLLER" and "THE OPTIONS MENU" for details on setting up Robo Aleste. See the SEGA CD User's Guide for details on using the SEGA CD.