

SEGA™

A SEGA SATURN EXCLUSIVE



# STELLAR ASSAULT



**sims**



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## 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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

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# STELLAR ASSAULT

The final battle for the fate of the solar system has begun!

*Why* do they attack us every two years?

*Where* do they come from?

And *who* are they?

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# Using the Sega Saturn

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.

**Note:** Stellar Assault SS is for one or two players.

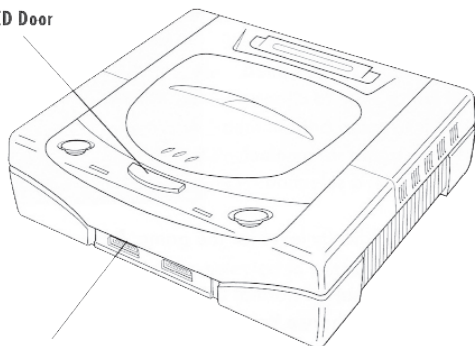
2. Place the Stellar Assault SS disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

4. If you wish to stop a game in progress and return to the on-screen Control Panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears, press again to go to the on-screen Control Panel.

**Important:** Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Open CD Door



Control Pad 1



# Prologue

Four years have passed since first contact. Earth, the third planet, fell under siege to an alien fleet the likes of which we'd never seen.

The situation seemed dire, but to our surprise, the enemy were easily repelled, withdrawing at the first show of resistance and vanishing as swiftly as they'd appeared. Their technology had simply been no match for that of mankind.

Considering the minimal damage done, there was perhaps a silver lining to the incident — the attack had unified us, bringing an end to eons of conflict over ethnic and religious divides.

Afterward, we studied what we could from the wreckage of enemy ships, but there was precious little to be learned. The vessels had been outfitted with self-bricking mechanisms, making them all but impossible to examine.

Then, two years later, there was a second contact. The identity of the alien menace remained a mystery, but this time we were ready for them. Knowing another encounter was all but inevitable, we'd worked together as one human race to make preparations to intercept an attack.

Having only incurred minor damage in the previous clash, we'd assumed the enemy would be even easier to repel this time, but the alien invaders had another surprise for us. Their once outdated technology had evolved immensely in two years' time. It was now nearly on par with our own.

Had we not undergone a technological revolution over those two years, they might have wiped us out then and there.

Then, as the battle descended into chaos, the enemy vanished yet again. This time, however, we were able to track them.

They had performed a series of spacetime jumps, consolidating their forces at the edge of our solar system, and then, with a mysterious blast, disappeared altogether.

Some theorized they'd recognized their imminent defeat and self-destructed, but ultimately, we determined it safest to assume they'd escaped, leaving open the possibility of a future encounter.

Another two years passed, and now they've made contact for a third time. This time, certain facets of their technology have surpassed ours. This comes in spite of humanity's strengthened coordination and further technological advances since the last contact.

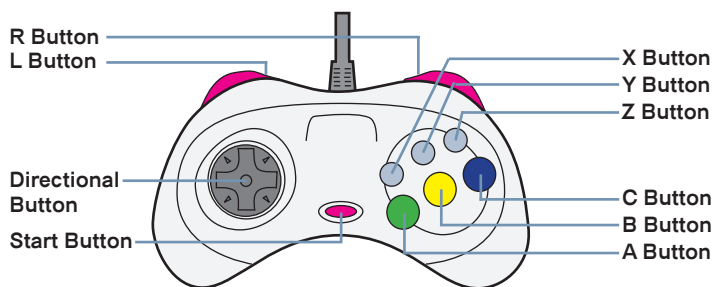
We no longer have the assurance we once did — only questions:

Why do they attack at two-year intervals?

Where did they come from?

And who — or what — are they?

# Controls



## One-player controls

	Feather-I Type A	Feather-I Type B
D-Pad	Pitch Up/Down, Yaw Left/Right	Pitch Up/Down, Yaw Left/Right
A Button	Fire Homing Ray	Fire Turbo Laser
B Button	Fire Vulcan Cannon	Fire Plasma Launcher
C Button	Activate Assault Field	Activate Assault Field
X Button	Change View <i>(while paused)</i>	Change View <i>(while paused)</i>
Y Button	Roll Left	Roll Left
Z Button	Roll Right	Roll Right
L Button	Decrease Speed	Decrease Speed
R Button	Increase Speed	Increase Speed

You may double-tap the Y or Z button to roll quickly. You also may double-tap the R button to attain maximum speed.

Please note that these are the default controls. You can remap the functions for each of the face buttons as well as the shoulder triggers within the **OPTIONS ► CONTROLS** menu. See Page 8 for more details.

The English version of Stellar Assault SS also supports the Mission Stick controller. For best results when using the Mission Stick controller, go to **OPTIONS ► CONTROLS** from the title screen and remap the buttons to your liking.

# Two-player controls

Please note that two-player gameplay is only available with the Feather-I Type B fighter.

## Player One

D-Pad	Pitch Up/Down, Yaw Left/Right
A Button	Activate Assault Field
B Button	Activate Assault Field
C Button	Activate Assault Field
X Button	<i>Unused</i>
Y Button	Roll Left
Z Button	Roll Right
L Button	Decrease Speed
R Button	Increase Speed

## Player Two

D-Pad	Aim crosshairs
A Button	Fire Turbo Laser
B Button	Fire Plasma Launcher
C Button	Fire Turbo Laser
X Button	<i>Unused</i>
Y Button	<i>Unused</i>
Z Button	<i>Unused</i>
L Button	Hold to move crosshairs faster
R Button	Hold to move crosshairs faster

Please note that you cannot change view in two-player mode.

# About Stellar Assault SS

Stellar Assault SS is a 3D space combat game in which one or two players pilot a Feather-I fighter and clear missions in succession.



You step into the shoes of Ensign Rob Birdie, a member of the Joint Space Command, an elite task force of the U.N. Space Force tasked with saving mankind from an incoming alien fleet. It won't be easy — listen carefully to your commander's mission briefings and your wingmen's communications to help you turn the tide of battle.

## Tips For Survival

### **Understand the mission.**

Before most missions begin, there is a video briefing you on your area of operations and your objectives. You may replay this briefing as many times as you like, so make sure you understand the situation before proceeding.



**Listen to your wingmen.** Sometimes, conditions for success change during the mission and you'll need to be flexible. Listen closely to everything you are told by your commanding officer, your wingmates and your AI assistants while in flight.

**Don't waste your weapon and boost energy.** If you fire your weapons so much that you consume all of your ship's energy before completing your mission, your ship's shield energy will be depleted, leaving you vulnerable to destruction. Make sure to keep an eye on your energy gauge and don't fire haphazardly.

# Getting Started

At the title screen, press the Start Button to access the main menu. Press the D-Pad up or down to highlight an option, then press the A or C button to make a selection.



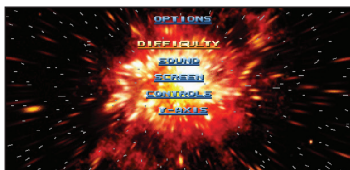
## Start Game

Begins a new game. Press left or right on the D-Pad to select a fighter — if you choose the Feather-I Type B, you also will be asked to choose the number of players.



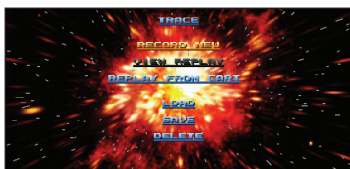
## Options

Allows you to adjust settings such as difficulty level and controls. See Page 8 for more details.



## Trace

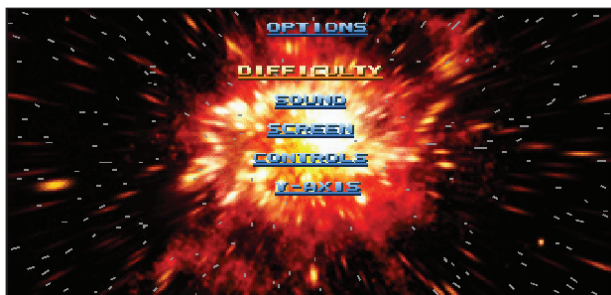
This mode accurately reproduces and replays gameplay that's saved to a Backup Cartridge or temporarily to your Sega Saturn's internal memory. See Page 10 for more details.





# Options

The options screen is where you can adjust the volume of the game's background music, sound effects and voice clips. You also can listen to all the music and sound effects with the BGM Test and SE Test options.



## Difficulty

Choose how easy or hard you'd like the game to be — the default difficulty is “medium.”



## Sound

Change various settings related to the game's audio.

**Output:** Choose mono or stereo.

**BGM:** Change the volume of music during missions.

**SE:** Change the volume of sound effects during missions.

**Voice:** Change the volume of voice clips during in-game cutscenes. If you set this volume to zero, it will change to “cutscenes off” and the game will skip cutscenes during missions entirely. This is not recommended for your first playthrough, as you'll miss some story beats by skipping your wingmates' dialogue.



## Screen

Change various settings related to how the game is displayed on your television.

**Interlaced:** Turn on and off the interlacing. If set to on, the screen density will increase but there will be some flickering.

**Adjust Position:** Adjust the horizontal and vertical positioning of the game screen. If you have a widescreen television, you can expand the game screen to fill the entire screen.

**Adjust Mask Color:** Since Stellar Assault SS is naturally displayed with a widescreen view, black bars appear at the top and bottom of the screen when played on a television other than a widescreen one. This option changes the color of these bars.



## Controls

Allows you to remap most functions of the Feather-I fighter to any button you'd like on your controller.



## Y-Axis

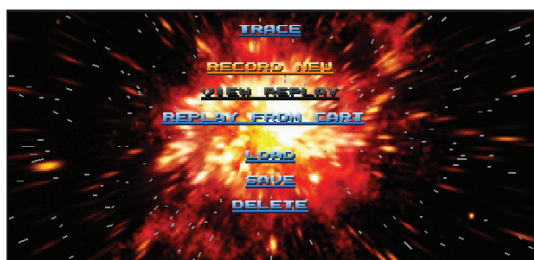
Change how the Feather-I fighter behaves when you press up or down on the D-Pad. Choosing "Invert" will make the fighter nose up when you press down and nose down when you press up — like a real aircraft. Choosing "normal" will make the fighter nose down when you press down and nose up when you press up.



# Trace Mode

Trace Mode allows you to save recordings of your gameplay and watch those recordings later. It also allows you to choose any mission you've already cleared and play it again to record your gameplay.

**Warning: A Backup Cartridge (sold separately) is required to save trace data. Each saved gameplay trace uses 256 blocks and only up to 30 traces may be saved.**



## Record New

Choose a mission you've already cleared and play it to record a new gameplay trace.

## View Replay

View the gameplay trace that's temporarily stored in your Sega Saturn's internal memory.

## Replay From Cart

View gameplay traces saved to a Backup Cartridge, if one is connected.

Add traces to the playlist by selecting them from the left column and pressing the A button. To remove one, select a trace from the playlist and press the A button.



# Load

Read trace data from the Backup Cartridge and load it temporarily into your Sega Saturn's internal memory. Select data from the list by pressing the A button.



# Save

Write trace data from your Sega Saturn's temporary internal memory to the Backup Cartridge. Select an entry in the list by pressing the A button. If there is already data in the selected entry, it will be overwritten.



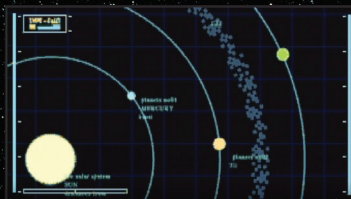
**Note:** You cannot save to gray entries.

# Delete

Erase trace data from the Backup Cartridge. Select data from the list by pressing the A button.



# Game Flow



## Mission Briefing

- ) "The enemy is using an accelgate to pelt the Earth with asteroids. The damage is extensive..."



## Mission in Progress

- ) "This is Hawk-1. Bright? Birdie? Radio check."

Mission Failed

GAME OVER

## Game Over

In the English version of Stellar Assault SS, you have unlimited continues to avoid a game over.

Mission Accomplished



## Mission Complete

- ) "Birdie, use my support pod to recharge. Man, shoulda known they wouldn't let us ease into this gig."

SAVE				
NO. 07	TYPE-B	STAGE-07	2020/02/29	15:01
NO. 08	TYPE-B	STAGE-08	2020/02/29	15:04
NO. 09	TYPE-B	STAGE-09	2020/02/29	15:11
NO. 10	TYPE-B	STAGE-10	2020/02/29	15:14
NO. 11	TYPE-B	STAGE-11	2020/02/29	15:20
NO. 12				
NO. 13				

Next Mission

Save Trace Replay (optional)



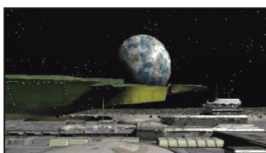
**Mission Accomplished:** If you survive the mission and meet all of its objectives, the mission will be cleared and you will move on to the next one.

**Mission Complete Screen:** When the mission is accomplished, this screen will appear.

**Trace Play:** Replays the gameplay trace data stored temporarily to your Sega Saturn's internal memory.

**Save:** Saves to a Backup Cartridge (sold separately) the gameplay trace data stored temporarily in your Sega Saturn's internal memory.

**Next Mission:** Begins the next mission.

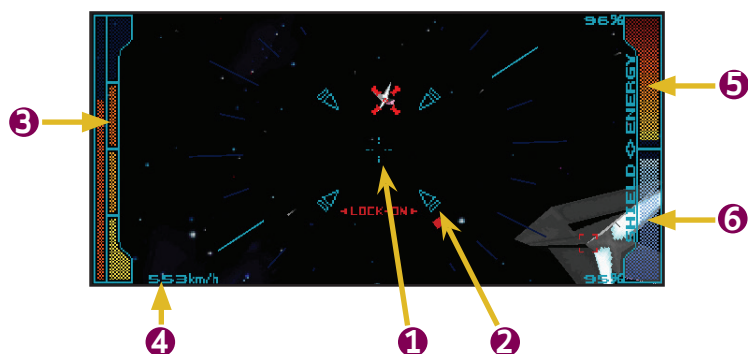


**Game Over:** Shield energy decreases when you are hit by enemy bullets or being rammed into by enemies. If you take damage with no shield energy remaining, your Feather-I fighter will be destroyed and the mission will end. The mission also will end if the player is unable to move or an objective has been failed.

**Continue:** If any mission after the first one was failed, the continue screen will appear. If you press the start button before the countdown reaches 0, you can restart the mission from the beginning.

The original Japanese version of Stellar Assault SS only gives three continues, but the English version gives unlimited continues.

# Heads-Up Display



**1 Crosshairs:** Use these to aim the Feather-I Type A's Vulcan Cannon or the Type B's Plasma Launcher. During two-player play, the second player can move the crosshairs with the D-Pad.

**2 Lock-On Sights:** When flying the Feather-I Type A, these sights appear. When you are within 500 meters of an enemy target, the words **LOCK ON** will display, indicating that your craft's Homing Ray will be able to track that target if fired.

**3 Engine Power Meter:** Displays the current output of your fighter's engines, determining your craft's speed. By default, it is at Level 2. Press and hold the R button to increase to Level 3. Double-tap and hold the R button to increase to Level 4. Press and hold the L button

to decrease to Level 1. You can double-tap the L button to decrease speed more rapidly, but you can't set the engine power below Level 1.

**4 Speed Meter:** Displays your fighter's present speed.

**5 Energy Supply Meter:** Displays your fighter's energy supply, which decreases as you move or shoot. The faster you fly, the more energy is depleted. When you run out of power, your fighter stops moving and the mission is failed.



**6 Shield Energy Meter:** Displays the strength of your fighter's protective energy shield, which depletes when an enemy fires upon you or you come into contact with an object. If you are hit when your shields are depleted, you will be destroyed, failing your mission.

# Using Your Radar

## Radar Bar

Locate enemy ships by steering your ship in the direction of the bars displayed on your radar. A maximum of five enemies (two battleships, three fighters) can be tracked onscreen at a time.

When an object of interest is displayed onscreen, its radar bar will be replaced with a targeting reticle. There are two types of radar bars.

-  Bars showing only an outline represent enemy battleships.
-  Solid bars represent enemy fighters.

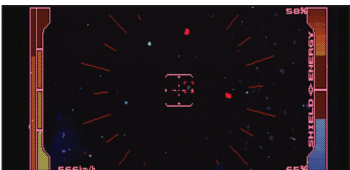


## Target Reticles

Target reticles come in two types and three colors.



Reticle representing battleships



Reticle representing fighters



Target is out of visual range



Approach target



Within visible range

Fighters cannot be attacked when outside visible range. The Homing Ray also will not work unless it is within lock-on range. Moreover, large enemies such as battleships can be attacked only at close range, even when visible.

**Red** reticle: Primary attack target

**Yellow** reticle: Secondary attack target

**Blue** reticle: Friendly spacecraft

# Cast of Characters



## Rob Birdie

Age: 24

Rank: Ensign

Vessel: Hawk-3 (Feather-I)

Wing color: Blue

*The silent protagonist you play as in Stellar Assault SS.*

## Brenda Bright

Age: 23

Rank: Ensign

Vessel: Hawk-2 (Feather-I)

Wing color: Red

*Serious and unlikely to go off-script or act without discretion. Frequently scolds Jake.*



## Aya Hijikata

Age: 32

Rank: Commander

Vessel: Garuda carrier

*Comprehensive operation commander for the U.N. Space Force. Conducts mission briefings and acts as your eye in the sky.*

## Edgar

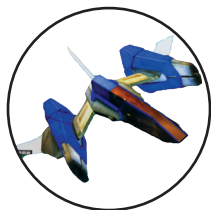
Age: N/A (artificial intelligence)

Rank: N/A

Vessel: Hawk-3 (Feather-I)

Wing color: Blue

*Artificial intelligence unit for your ship.*





## Jake McPherson

Age: 35

Rank: Lieutenant

Vessel: Hawk-1 (Feather-I)

Wing color: Green

*Lax and irritable. Prone to drastic mood swings.  
Your direct commanding officer.*

## Brad Feel

Unit: Falcon Squadron

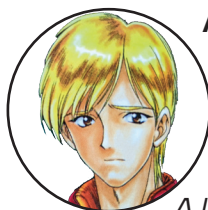
Age: 35

Rank: Lieutenant

Vessel: Falcon-1 (Feather-III)

Wing color: Green

*Stoic and cool-headed. A man of few words.*



## Alan Virgil

Age: 34

Rank: Lieutenant

Vessel: Eagle-1 (Feather-II)

Wing color: Green

*A little weak-willed, but smart alecky and prone  
to posturing.*

## Maria

Age: N/A (artificial intelligence)

Rank: N/A

Vessel: Kite-3 (Hawk-3's support craft)

Wing color: Blue

*Bubbly, cutesy and prone to mood swings.*

*Equipped with an experimental "emotion chip."*





# **Ships of the Fleet**

## **Feather-I and Support Craft**

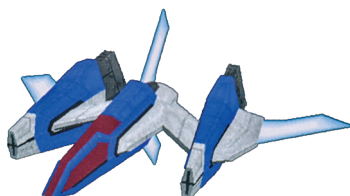
The Feather-I is a highly maneuverable, small fighter craft piloted by you, the player. It comes in two types: the single-seater Type A, and the two-seater Type B. Because of its compact size and high engine output, it lacks sufficient energy capacity, but this issue is allayed by the accompanying Support Craft.

When docked, Feather-I can use the Support Craft's high-capacity energy supply to overload its Assault Field generator and perform vertical atmospheric entry.

The Feather-I belongs to Hawk Feather Wing, while the Support Craft belongs to Kite Wing.

### **Feather-I Type A**

Single-seater fighter equipped with a homing ray that can precisely track locked targets as well as a powerful rapid-fire vulcan cannon.



*10 meters (32.8 feet) long*

### **Feather-I Type B**

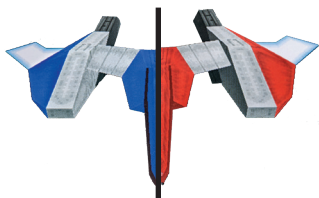


*10 meters (32.8 feet) long*

Two-seater fighter equipped with a high-energy turbo laser for taking out enemy shots as well as a plasma launcher capable of firing in a wide spread radius. The dual-seat cockpit also allows for piloting and attacking duties to be split between two people.

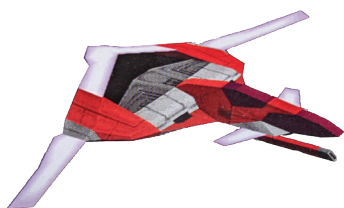
## Support Craft

An unmanned backup pod that helps compensate for the Feather-I's low-capacity energy tank. Outfitted with numerous sensors to enable superior reconnaissance capabilities.



*26 meters (85.3 feet) long*

## Feather-II

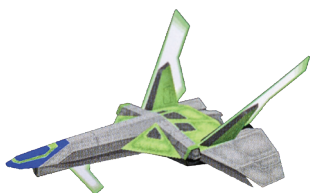


*20 meters (65.6 feet) long*

A mid-sized, dual-seated fighter craft whose larger frame allays the fuel capacity issues of its predecessor, the Feather-I. Outfitted with the same arsenal loadout as the Feather-I Type B. Deployed to Eagle Feather Wing.

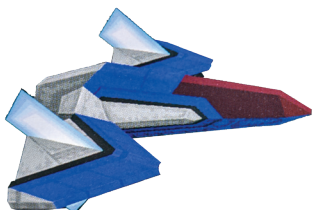
## Feather-III

A large fighter craft carrying a five-person crew — one pilot, four gunners. What it lacks in maneuverability it makes up for in high firepower. Also possesses an ultra-high output engine, allowing it to escape a planetary atmosphere without assistance. Deployed to Falcon Feather Wing.



*40 meters (131.2 feet) long*

## Plume



*9 meters (29.5 feet) long*

A mass production prototype for the Feather series. Armed with the same loadout as the Feather-I Type A, but with only two homing ray cannons, half that of the Feather-I. Three are deployed to each squadron and designated to their own separate Plume Wing.

# Weapons of the Fleet

Please note that the buttons mentioned in this section are the default controls. You can remap the controls to your liking within the **OPTIONS ► CONTROLS** menu.

## Homing Ray

Weaker than the Vulcan Cannon, but excels at taking out enemy fighters. Attack power weakens the longer it takes for it to reach its target after being fired.

### About the Homing Ray

When you capture an enemy target in your homing ray's reticle, the words **LOCK ON** will display, and the reticle will blink yellow. Press the A button to then fire shots at the target. Please note that you cannot lock on to battleships.



## Vulcan Cannon

Can be fired rapidly by holding the B button. Has high attack power and is effective against enemy battleships. Attack power weakens the longer it takes for it to reach its target after being fired. Attack power rises proportionally to the speed of your craft.

## Turbo Laser

High attack power. Effective against both battleships and fighter craft.

## Assault Field

Pressing the C button will cover your craft in a powerful forcefield, guarding you from some damage. It also may have other unexpected applications...

## Plasma Launcher

Effective for attacking in a wide radius. Can induce explosion simply by grazing by an enemy fighter.

### About the Plasma Launcher

Hold the B button to gradually shrink the radius of your attack, and release the button to confirm. Press the B button again to fire a random burst from the Plasma Launcher within that radius or press the A button to cancel.



# Hints and Tips

## ► Getting the Good Ending

Stellar Assault SS has a “good” ending and a “significantly less good” ending. The criteria for getting the good one are not that difficult, but are well hidden, so you may just want to know up front what to do. If so, read on.

For the good ending, you must clear *all* of the following conditions:

1. In Mission 3, destroy all of the big battleships surrounding the accelgate, **then** destroy the accelgate. You don't have to destroy all of the smaller enemies.
2. In Mission 9, destroy all of ships deployed from the carrier spikes. To do this, you must **not** target the carrier spikes yourself. In other words, go for the yellow targets, not the red.
3. In Mission 15, **don't** let the graviton lens cannon activate six or more times.







### ► Flying at Top Speed

Remember, you can only reach top speed by double-tapping and holding the accelerate button (R button by default). This is important, so don't overlook it!

### ► Changing Your View

If you press the X button while the game is paused, you can toggle the camera to a third-person or dynamic fixed-camera view. This is a very cool feature that's a little hidden. Give it a try!

### ► Selecting a Stage

You may be wondering if this game has a stage select. It does, but it's buried in the "Trace" menu. From the main menu, choose Trace ► Record New. From there, you will be prompted to select a ship, and then you can choose any mission you have already cleared in the main game. You can use the save data we have provided with this patch to have access to all missions right away.

# English Patch Credits

## ENGLISH LOCALIZATION

### **Project Lead, Translator, Voice Director**

Greg "Lacquerware" Moore

### **In-Game Graphics and Text Editor, Manual Layout**

Dan "Danthrax" Myers

### **Audio Engineer, Video Editor**

Jon "Shadowmask" Georgievski

### **Mission Stick Reverse Engineer**

Stephen "Silos" Strome

### **Script Editors**

"Cargodin"

Dan "Danthrax" Myers

## ENGLISH CAST

### **Cmdr. Aya Hijikata**

Renee Martin

### **Capt. Alan Vergil**

Mike Dent

### **Edgar**

Dan Bosley

### **Capt. Brad Feel**

Rocco DeFeo

### **Capt. Jake MacPherson**

Ramir-Pascal von Bannisseht

### **Umbrella Pilot**

Rowin Dinct

### **Maria**

"CrouchingMouse"

### **Unnamed Pilot**

"Space Galaga"

### **Ensign Brenda Bright**

Diana Allocco

## SPECIAL THANKS

"TrekkiesUnite118"

Anthony "Knight0fDragon" Randazzo

"NoahSteam"

Thomas Malenko

"privateye"

"SaturnDave"

The localization team's families

Shiro Media Group

SegaXtreme forum

The original Stellar Assault SS

development team, especially

Director Koji Tsuchida

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# ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.



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