

*It Just Might Be
Too Hot
To Handle.*



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RENOVATION
PRODUCTS

Renovation Products, Inc.

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SOL-DEACE
PRODUCTS

INSTRUCTION MANUAL

RENOVATION
PRODUCTS

Handling the Genesis Cartridge

- This cartridge is intended exclusively for the Sega Genesis System.
- Do not apply severe shocks to the cartridge. Avoid hitting or stepping on the cartridge. Do not take it apart under any circumstances.
- Touching or wetting the terminal of the cartridge can cause damage.
- Avoid leaving the cartridge in extreme hot or cold temperatures. Especially, avoid places that are in direct sunlight, near stoves, or humid areas.
- When cleaning the cartridge, do not use chemicals, such as paint thinner or benzene.
- Your eyes may become tired after long periods of game play. To avoid stress, take a 10 or 20 minute break every hour. Try to be as far as possible from the TV screen while playing the game.

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 projection televisions.

GAME HINT HOTLINE

If you have any questions about playing SOL-DEACE, or if you are interested in hints on how to play more effectively, please call the Renovation Game Hint Hotline at:

(415) 591-7529

DISCLAIMER

The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblance between the persons, names, places, institutions and incidents in this game and actual persons, names, places, institutions and incidents is purely coincidental.

Renovation Products wishes to thank you
for purchasing **SOL-DEACE**
for your Sega Genesis System.

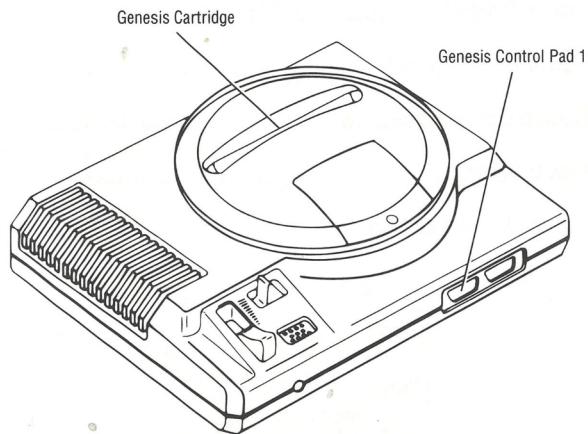
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STARTING UP

- 1) Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 player. Plug in the Control Pad.
- 2) Make sure the power is off.
- 3) Insert the SOL-DEACE Cartridge into the Genesis System Console. With the label facing toward you, press the Cartridge firmly into the Cartridge slot.
- 4) Turn the power switch ON. If nothing appears on the screen, recheck the Cartridge insertion.

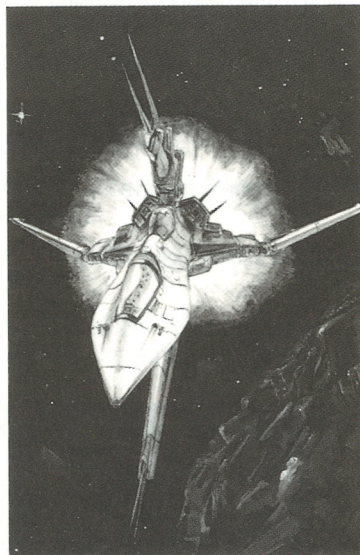
IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.



THE STORY

The story begins approximately in the year 3,000 AD, when the world no longer refers to our solar calendar. The human race is subjugated to being slaves under a man-made super computer named GCS-WT, which possesses a near-perfect thought process circuit component and a paradoxical psyche system.

The humans call this monster inorganic life matter. Mankind rose to regain power, but they lost miserably before the fierce attacks of the mechanical beings. The bloody fighting resulted in the super computer hunting and persecuting humans. Under these seemingly hopeless circumstances, the last hope of the human race is about to be launched.

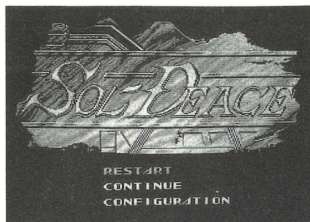


Dr. Edwin Deace, a well-known physicist and recognized leader among scientists of the 33rd century, led a research project into inorganic matter. The result was Sol-Deace, a silver-white craft with an emphasis on compact size and maneuverability. Sol-Deace revolutionized the space fighter craft.

Unfortunately, before the project was finished, Dr. Deace was killed – a victim of GCS-WT's galaxy-wide manhunt. Now, your team (consisting of a navigator, Eric; a cannon commander, Misao; and you, the fighter pilot) sits behind the controls of Sol-Deace and pierces the unending darkness of outer space, rushing toward Earth, now in the brutal grip of the GCS-WT.

As Sol-Deace warped out of Cilius, the light of the planet – an icy flash of light – reflected on the craft. Is it the last dying light or the light of dawn for the human race? You are here to partake in creating a new history for mankind!

START MENU



When you start this game, the title screen appears.

Choose from the following modes by pressing the D Button up or down, and press the Start Button.

Start

Start the game from the beginning.

Continue

Restarts the game where it left off.

Configuration

You can choose the following functions:

SPEED – Change the speed of your craft: Low, Medium, and High.

DIFFICULTY – Levels of difficulty: Normal and Advanced.

MUSIC – You can enjoy various themes in this game.

SOUND EFFECTS – You can listen to the sound effects created for this game.



TAKING CONTROL



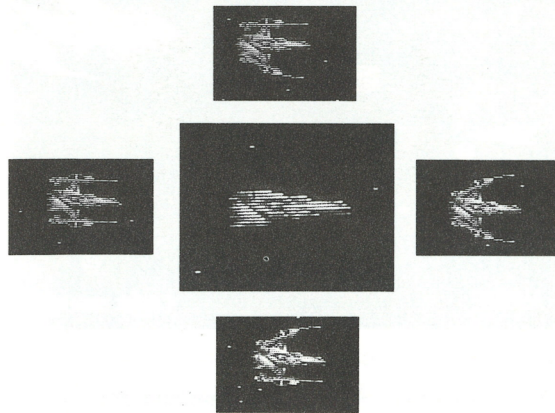
Directional (D) Button: Press to move your craft in eight directions.

A, B or C Button: Press to shoot weapon.

Start Button: Press to pause game.

POWER BOOST CANNON

Your cannon commander can operate the power boost unit by using a combination of the D Button and the trigger Buttons A, B and C.



Select An Angle of the Cannon

Without pressing any of the trigger buttons, move your craft to the fire actions shown below by pressing the D Button, which will change an angle of the power boost cannon:

Up – Opens the lower part.

Down – Opens the upper part.

Left – Completely closed.

Right – Completely open.

When you move your craft while pressing the trigger button, the cannon will be in the fixed position.

SCREEN COMPOSITION

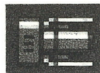


- ① **Your Character:** Sol-Deace, 98 feet long, gross weight 90 tons.
- ② **Enemy Characters:** Inorganic life-matter run by GCS-WT.
- ③ **Power-Up Unit:** The units dispersed by the enemy space army. Catch these to power up your craft.
- ④ **Score:** Your present score.
- ⑤ **Hi-Score:** Your highest score.
- ⑥ **Rank:** The level of difficulty selected.

POWER ITEMS

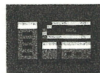
At the start, Sol-Deace can shoot only one bullet at a time. Sol-Deace houses a special auxiliary device capable of adapting to the enemy space army's own units. The space army shoots out capsules containing auxiliary fire units to be received by the device and used by the enemy. Dr. Deace adapted the enemy device right into Sol-Deace, so you can Power Up your craft by capturing enemy Power Items. The following are the Power Up Items:

Blaster



This is a regular missile that can be placed on pylons on the top and bottom sides of your craft.

Wide Blaster



This is a bi-directional missile that can be adapted to either the top or the bottom pylon.

Melt Ray



This is a penetrating laser gun.

Burn Bullet



The continuous shooting capability of this missile is less powerful than that of Blaster, but its destructive power is four times that of Blaster.

GAME OVER & CONTINUE

The game is over when all your crafts are destroyed, and the title screen reappears.

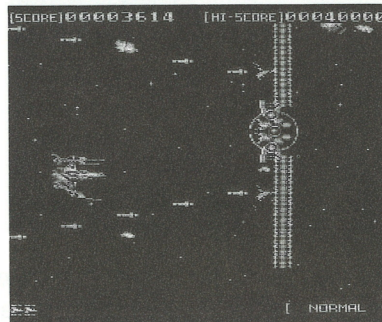
Select CONTINUE and the game starts from where GAME OVER appeared, or select START and you can play the game from the Start.

There is no limit to the number of times you may continue, but when you press CONTINUE after stage 6, the game starts from stage 5.

SCENARIOS

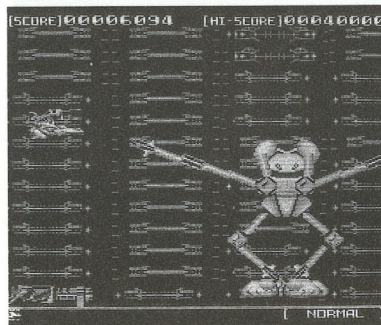
CILIUS

There was a human colony of 30 million people on Cilius, but now all that exists there is the gruesome remains of the entire population, which has been annihilated by the enemy army. Sol-Deace warped out of Cilius screaming with anger.



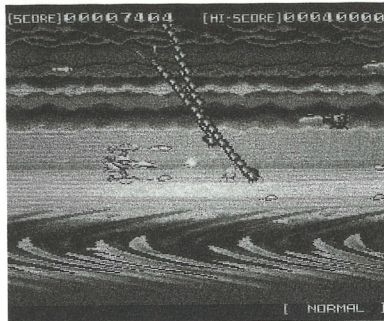
CILIUS MOON WEAPON FACTORY

This large weapon factory is stationed somewhere between our solar system and Cilius. Despite the furious attacks by the missile launcher placed at the perimeter of the facility, Sol-Deace has managed to penetrate the inside of the factory.



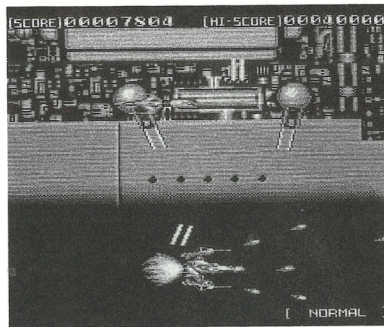
ARTIFICIAL SUN

Sol-Deace must pass near this artificial sun placed by GCS-WT. There is a rumor that a huge snake-like life matter exists in the area.



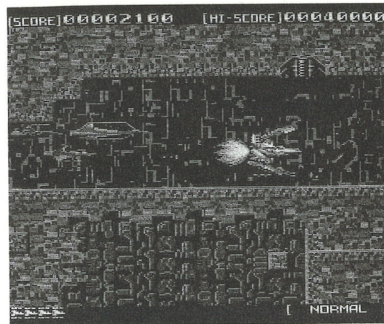
MICROCOSM P-1

"A formal cruise ship of the space army is approaching rapidly from behind on the port side!!" A scream from the navigator reached all the way to the cockpit of Sol-Deace. Be careful not to pass near the Space Army, for it may be transporting its brand new weapon, BR-22. Unexpected danger lies ahead.



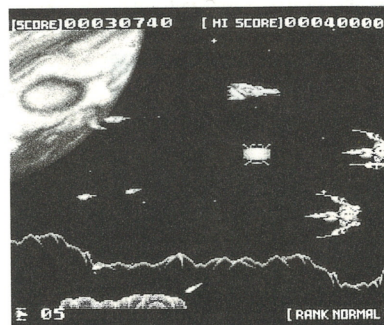
A STATION ON PLUTO

The enemy is building a space station on Pluto. Sol-Deace selected this course, for the space army has weak defenses there. You will find out that the fort's main defense system – a giant laser gun, Halvourd – is already in place.



THE MOON AMALTHEA

Finally Sol-Deace reaches our solar system. You must face a battle with Yupitel, the most destructive satellite garrison stationed in Amalthea, the fifth moon of Jupiter. Once you pass this barrier, there will be nothing to prevent Sol-Deace from reaching Earth.



MANKIND'S LAST HOPE

ERIC WILLIAMS

A spacecraft technician, age 23. He was hand-picked by Dr. Deace to navigate Sol-Deace and to command weapon placement. Dr. Deace recognized his ability to make quick decisions. He is young and inexperienced, but his talents exceed those of a veteran pilot.

MS. MISAO HATANAKA

A 21-year-old computer weapons engineer who, as a partner to Eric, contributed a great deal to the Deace Project. Her expertise in the field of computers is highly regarded. She is the cannon gunner on Sol-Deace.

DR. EDWIN M. DEACE

He was born in 3270 AD on the satellite Suria. He was a well-known physicist and recognized as a leader among the scientists of the 33rd century. He also was an active leader in the research of inorganic matters, and created the Deace Project. Before he could finish the project, he was killed – one of the victims of GCS-WT's manhunt.

LIMITED WARRANTY

Renovation Products, Inc. warrants to the original consumer purchaser that the Renovation Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Renovation Products, Inc. will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

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

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

Repairs After Expiration of Warranty

If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Renovation Products, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this Warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitations or exclusions may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Patents: U.S. #4, 442, 486/4, 454, 594/4, 462, 076;
Europe #80244; Canada #1, 183, 276; Hong Kong #88-4302;
Singapore #88-155; Japan #82-205605 (Pending)