

SEGA™

A SEGA TRUVIDEO™ PRODUCTION

FAHRENHEIT™

32X™ CD

SEGA CD™
BOTH DISCS INCLUDED



4438



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.**

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 TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

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SEGA GAMEPLAY HOTLINE
1-415-591-PLAY



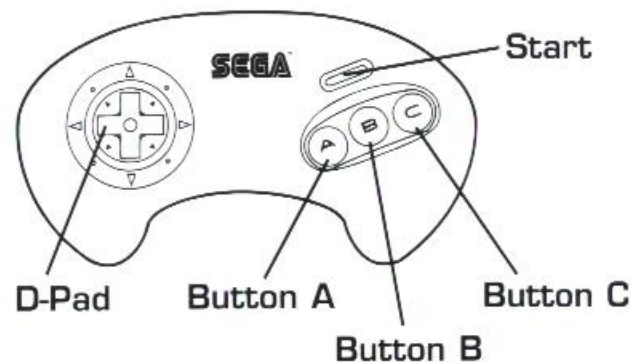
STARTING



1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo should appear.

NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.

3. Open the disc tray or CD door. Place the game disc into the disc tray, label side up. Close the tray or CD door. When the Sega CD logo is on screen, press START to begin the game.
4. Whether using Sega CD alone or with a 32X, **you must always insert Disc 1 first.** If a 32X is detected, you must then insert disc 2 and press start again to access the 32X CD version.
5. As the story unfolds, take a few moments to learn about Fahrenheit and the dangerous rescue mission you're about to embark on.
6. Press START to display the Options screen.



TAKE COMMAND

BUTTON	ACTION
Start	Starts/pauses game to give you a description of where you are in the building. You may also find hints about your current situation here.
D-Pad:	Controls your movement: On screen arrows blink as you consider each possible path.
• left	Moves player left
• up	Moves player forward
• right	Moves player right
• down	Turns player around in a dead end (Level 3 only)
Button A	Left text choice
Button B	Middle text choice
Button C	Right text choice
A+B+C+Start	Reset



Look for your oxygen meter on the left side of the screen. The meter has 10 units of air which decrease one unit approximately every 30 seconds. Each level has its own way to increase or decrease your O₂ level instantly.

PLAYING WITH

FIRE

You're a recent graduate of the Fire Academy, you've been trained to handle the most dangerous and challenging situations. The firefighter's credo has been drilled into you: "People, Environment, Property."

As a member of the rescue company your priorities at an incident are as follows: your first priority is the evacuation of anyone trapped or remaining at the scene; safeguard against threats to other firefighters and the environment by locating hazardous, explosive and

flammable materials and finally secure property. While you graduated at the top of your class and had the thrill of rescuing people in your training exercise, nothing can prepare you for the real thing!

Lucky for you, you've been transferred to Station 13. Your fellow firefighters are a tight knit crew of seasoned veterans, when in doubt — trust their experience. You know that in a fire you've got to rely on the other members of your company and they on you. You've got to be able to think on your feet — keep your priorities straight in the midst of chaos... let's see what you've learned.

FIREHOUSE #13

The Firefighters:



You

Rookie Rescue Specialist — leader of the rescue company. Saved three lives your first time out. You're stepping into Chavez' old job.

Chavez

Station 13 Chief — a consummate professional. He's willing to give you a break, but he won't let you endanger the other firefighters or civilians.

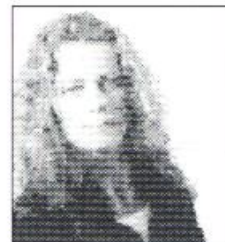


Washington

Forcible Entry Expert — works inside with you as part of the rescue company.

McGuire

Ventilation Specialist — also a part of the inside rescue company.



Hobbs

Captain of the hazardous material company — he'll help you deal with and dispose of any haz-mat.

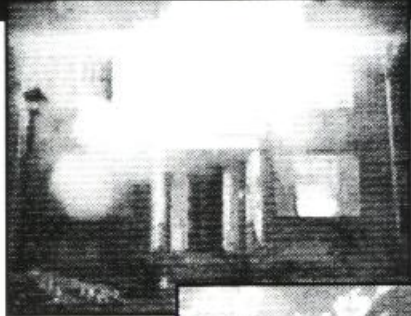
Stinky

Engineer — a veteran who's seen it all, the Chief's right hand man. Always knows how to be in the right place at the right time. Listen to him.



LEVEL 1


A house is on fire and the owner's daughter MAY be inside ...



You must first find the girl. You're racing against time. The longer you take, the more O_2 you'll expend. Fire damage can block access to other areas of the house. To complete Level 1 you must:

- Find both hazards before going upstairs
- Find the daughter
- Exit the house

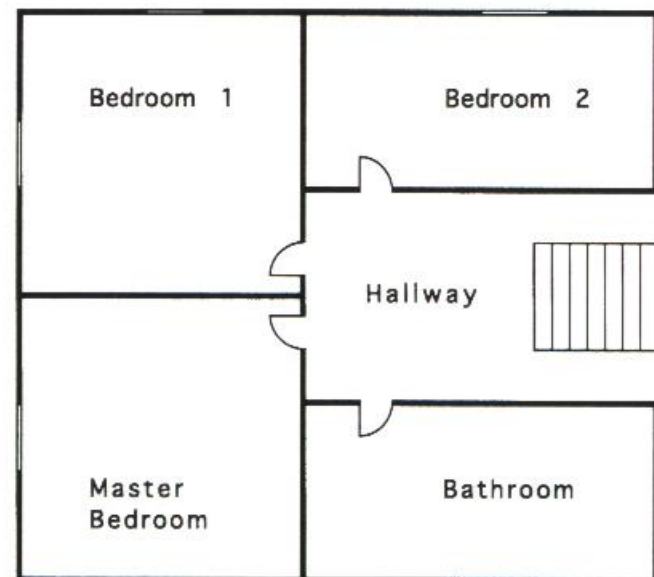
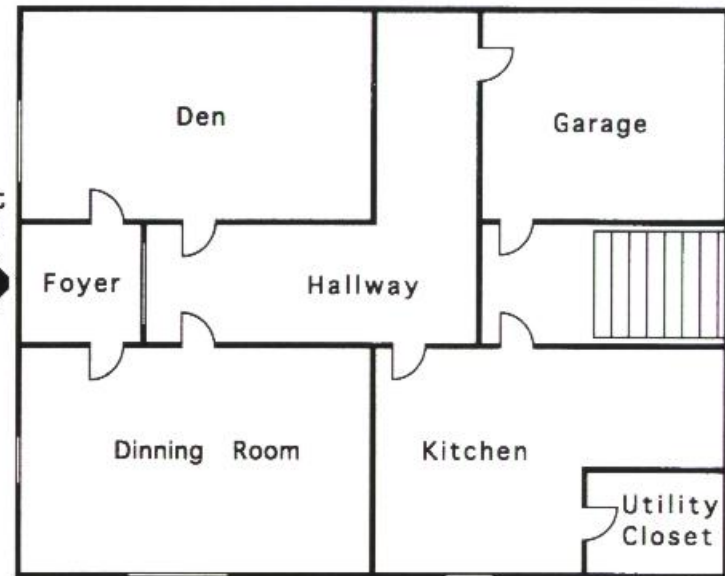
Bonus points: search the house for other items: including an escape route

 O_2 You receive oxygen when you dispose of each hazard. You lose oxygen when you test doors.

House floor plan

LEVEL 1

Start Here

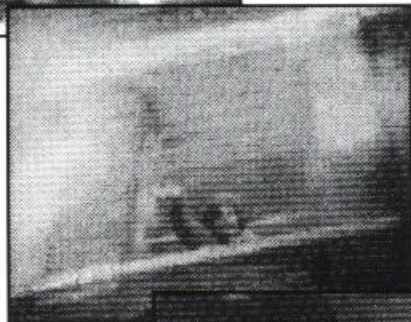


Easy mode: You don't have to find the hazards first.

Hard mode: No extra O_2 from hazards!

LEVEL 2

A hotel is on fire and a woman is inside trying to save her pets...



A tenement hotel is on fire, a long time resident — a doddering old lady — has refused to exit and has gone in search of her pet birds. As the flames rip up the side of the building, your job is to find Mrs. O'Hara and her bird. Your instinct tells you they're both behind locked doors. You may have to test each one to avoid deadly fire traps.

To complete Level 2 you must find the following hazards:

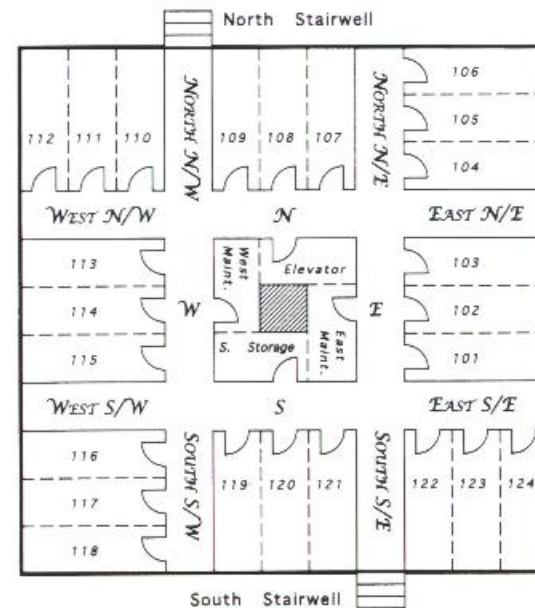
- Rescue the lady
- Rescue her bird

Bonus points: Search hotel for any possible hazards.

O₂ You receive oxygen every time you dispose of a hazard. You lose oxygen every time you test a door.

Hotel floor plan

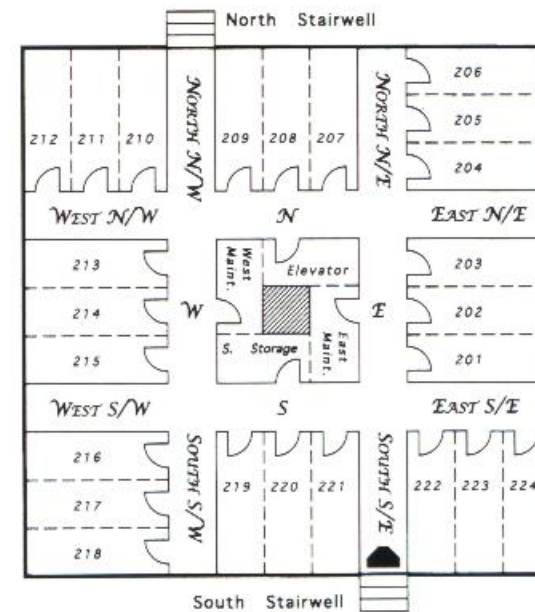
LEVEL 2



Floor 1

Note: You have to start on the upper most floor at the beginning of each mode!

Floor 2



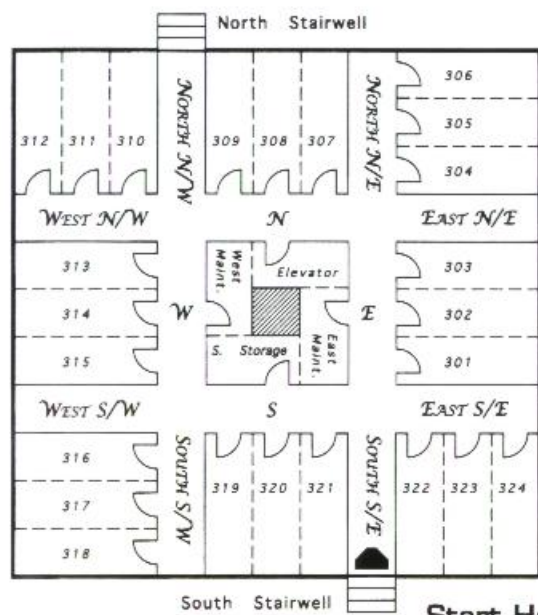
Start Here

Easy mode 2 floors

2

Hotel floor plan

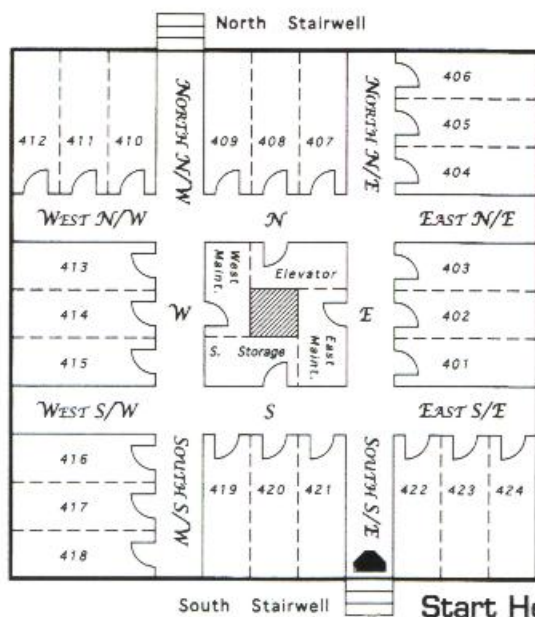
Normal mode
three floors



Floor 3

Start Here

Floor 4

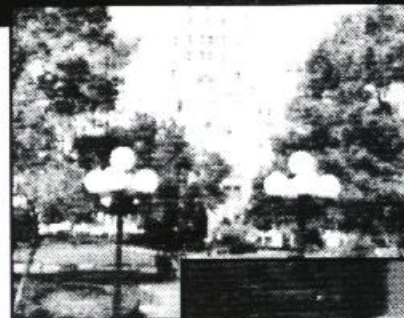


Start Here

Hard mode all 4 floors



A mad scientist has taken over
the university...



3

The science blocks of a university are under a state of siege and a professor of physics has finally snapped. He has started a chain reaction of booby traps in the basement and tunnel levels of all the buildings.

To complete Level 3 you must:

- Find the bomb and defuse
- Shut off power
- Capture the Professor

Bonus points: Find the valuables hidden away in bunkers.



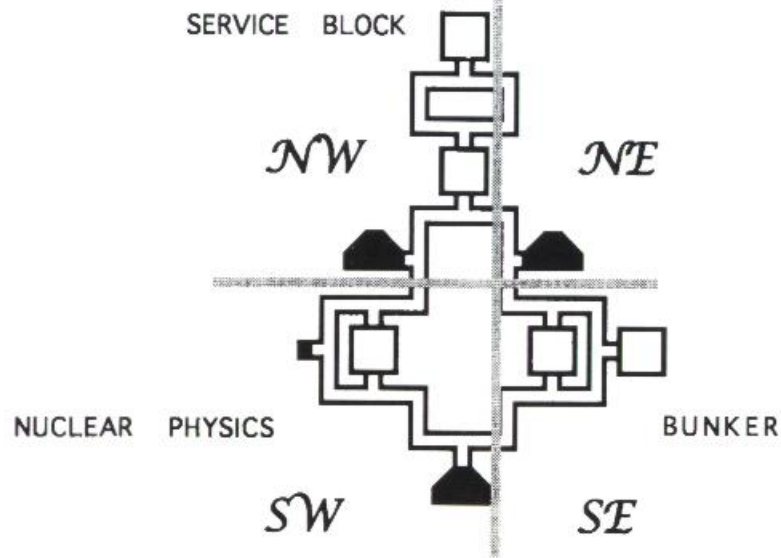
1 extra O₂ unit is awarded when entering Bonus Rooms. If you exit, your entire tank will be refilled.



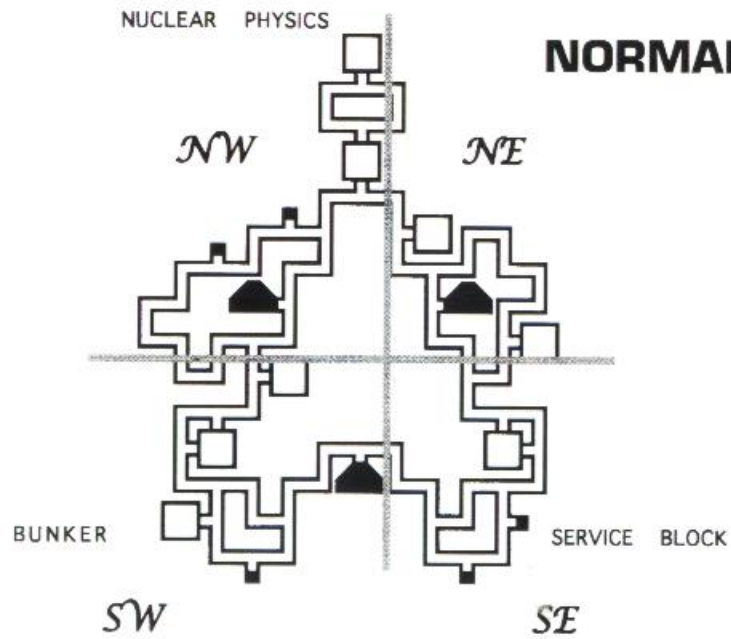
University floor plan

3

EASY



NORMAL

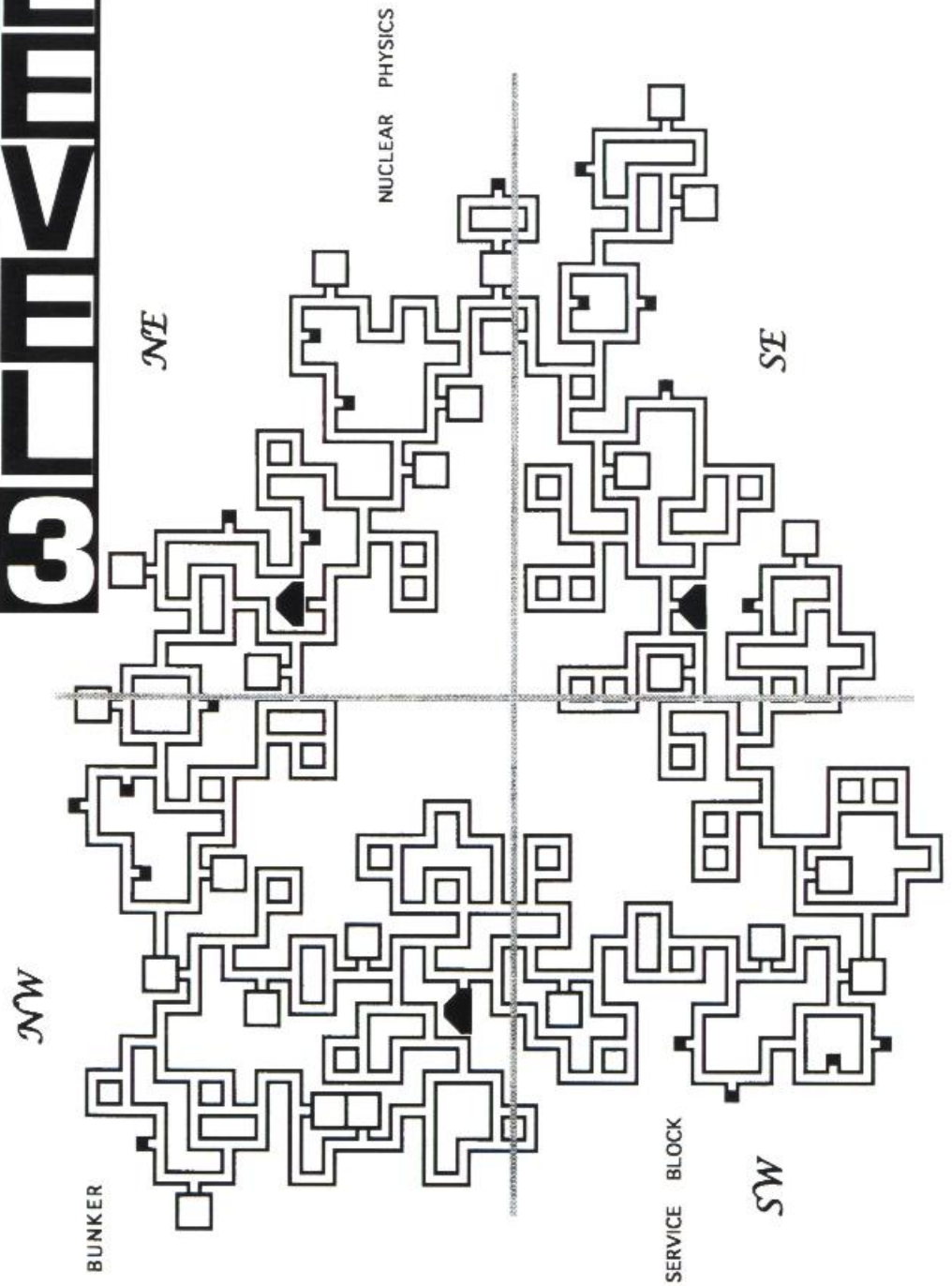


□ Unknown Rooms ▲ Possible Entrances ▮ Dead Ends

University floor plan

3

HARD



FAHRENHEIT CREDITS

Executive Producer Chris W. Bankston
 Producer Tony Van
 Supervising Producer Megan Hope-Ross
 Assistant Producer Vy Nong
 Game Design Chris W. Bankston, Megan Hope-Ross, Thibault LePoutre, Tony Van
 Programming Thibault LePoutre
 Original Music Domenic Troiano
 Director of Photography John Herzog
 Director Raymond Elias
 Director of Digital Technology Randy Fugate
 Production Coordinator Berj Beramian, Katie Weathers
 32x digital video compression
 Lead Tester Kim Rogers
 Assistant Lead Tester Sam Saliba
 Product Manager John Garner
 Product Specialist Nemer Velasquez
 Testing Sega Test Dept
 Game Guide Copy: Hillary Clayson Loeb
 Design: John Lucas

Cast

Chief Chavez Barry Blake
 Firefighter McGuire Shelley Cook
 Firefighter Hobbs Robert Racki
 Firefighter "Stinky" Stinkowski John Stoneham Sr.
 Firefighter Washington Robert Thomas

Also Appearing (in alphabetical order)

Distressed Father Scot Denson
 Mrs. O'Hara (Bird Lady) Barbara Franklin
 World War II Veteran Charles Hayter
 Dr. Boyd Hatcher Chas Lawther
 Hotel Night Manager Robert McKenna
 Daughter in Burning House Helen Scott
 Nigel Amphyll John Swindells

Film Production

Line Producer Jeffrey Chadwick
 Writer Peter M. Lenkov
 Art Director Charles Dunlop
 Post Production Supervisor Andi Martindale
 Off-Line Editors Christopher Cooper, Terry Martindale
 1st Assistant Director/2nd Unit Director Neil Huhta
 2nd Assistant Director David "D.C." Carruthers

Second 2nd Assistant Director Steve Webb
 3rd Assistant Director Anne Paynter
 Steadicam Operator Keith Murphy
 Focus Puller/2nd Unit Operator Roman Neubacher
 2nd Assistant Camera Laurence Borinick
 Camera Trainee Michael Yaremchuk
 "B" Camera/2nd Unit Operator David Perkins
 Assistant Art Director Andree Brodeur
 2nd Assistant Art Directors Michelle Perkovich, Wayne Wrightman
 Set Decorator Doug McCullough
 Set Dressers Garth Brunt, Ian Greig, Julian Peters
 On-Set Dresser Christine McLean
 Property Master P. Alan Doucette
 Props Buyer/Builder Donald K. Bennett
 Lead Props Imre Dejonge
 Props Kim Litmus
 Wardrobe Designer Antoinette Messan
 Assistant Wardrobe Designer Constance Buck
 Wardrobe Mistress Jennifer Buck
 Wardrobe Assistants Anne Steele, Sheila Radovancevic
 Script Supervisor Rachel Landry
 Gaffer David Willetts
 Best Boy John Baker
 Electrics Duane Gullison, Mark Akelson, Bob Hicks
 Generator Operator Randy Jones
 Key Grip Christopher Dean
 Best Boy Grip Phillip "Buck" Lanther
 Grips Barry Horsley, John Traynor
 2nd Key Grip Gordon Forbes
 Special Effects Supervisor Mark Molin
 1st Assistant Special Effects Jim McGillivray
 Special Effects Assistants Ted Shackleton, John Griffith, Peter Murley, John Enders
 John Bankson
 Construction Supervisor Campbell Manning
 Construction Foreman Bob Lomo, Andrew Evans
 Stand-by Painters Dave Cubitt, Al Westlake
 Stand-by Carpenters Wayne Roy, Dave Grotch, Steve Boyd
 Construction Crew Branko Racki
 Stunt Coordinator Shelley Cook, Robert Racki, Helen Scott, Robert Thomas
 Stunt Players
 Make-Up & Hair Jacklyn Hicks, Akiro Wilson
 Sound Recordist Dan Daniels
 Boom Operator Gary Vaughan
 On-Set Production Assistants Justine Whelan, John Edwards
 Location Manager David Bannigan Sr.
 Location Production Assistant Darren Sacks
 Assistant Off-line Editor Bill Oliver
 Colourist Chris Wallace
 Online Editor Paul Kirsch
 Sound Designer Terry Gordica
 Sound Mixer Paul Shubat

LIMITED WARRANTY

Dialogue Editor	Joe Mancuso
Foley Artist	Steve Baine
SFX Editor	Andrew Roberts
ADR Record	Ed Poty
"Feel The Heat" Sung By	Lou Nadeau
Music Engineers	Bob Fedder, Danny Sustar
Production Coordinator	Kristine M. Gilbert
Assistant Production Coordinator	Holden Chadwick
Production Office Assistant	Joseph L'Esperance
Production Accountant	Taylor Turzanski
Accounting Assistants	Norm Franks, Andrew Nicholson
Casting	Anne Tait Casting
Extras Casting	Pamela Barder Casting
Craftservice	Ingrid Izzard
Transport	Bob Donnelly
Drivers	Brian Kaulback, John Renicwick, Al Barnes
On-Set Nurses	Deborah Cossar, R.N., Nancy Erwin, Lindsay Hooke, Caroline Walsh
Security	Dave Noseworthy, Neil Lumlock

Services and Equipment Provided By:

Set Construction	Hot Sets
Special Effects Equipment	Laird McMurray Services
Cameras	William F. White Ltd.
Lighting	Panavision Canada Ltd.
Video Post Production	Dome Productions Inc.
Laboratory	Spot Labs Inc.
Sound Post Production	Sounds Interchange
Film	Kodak Canada Inc.
Catering	Amazing Food Services
Stills Photography	Lorne Wolk Photography Inc.
Stills Assistant	Ian Amyot
"B Roll" Footage	Martin Murphy, XM Productions
Security	Helie Security Services

Special Thanks To:

Executive Producers	Jon Sian, Richard Borchiver
Executive in Charge of Production	Janet B. Cuddy
Vice President, Finance	Harry Tremain
Director of Communications & Publicity	Anne O'Hagan
Production Estimator	Toni Blay
Production Auditor	Laurie Boyle
Post Production Supervisor	Lori A. Waters
"Fahrenheit" From A Concept By	Peter Loeb, Sega of America

The Toronto Fire Department, Toronto Metropolitan Police,
Toronto Film Liaison Office, The Ontario Film Development Corporation

The Sega Test Department, Joe Miller & Michealene Cristini Risley, Sonya Sigler
Desbrisay, Lewis Henderson, Julie Shapiro, William Morris Agency and Gary Randall,
PARAGON ENTERTAINMENT CORPORATION

Filmed in Toronto, Ontario, Canada with Thanks to the Agencies and People of Toronto

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc 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 compact disc 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 U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc 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 compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc 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 compact disc 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 and Canada 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.

A SEGA TRUVIDEO PRODUCTION

SURGICAL STRIKE™

SEEK AND DESTROY!

In the future, war will be fought on an open battlefield. High-tech urban guerrillas will attack out of nowhere and then fade back into cities and villages to hide among the innocent population. To ferret out this invisible enemy without causing civilian casualties, the nations of the world have banded together to create an elite special forces unit, **The Surgical Strike Team.**

◆ You're in total control of a highly maneuverable hovercraft charge enemies straight on, turn to explore new paths, or spin 180 degrees to face an attack from behind!

◆ Choose your weapon! Pepper terrorist snipers with a 30MM gatling gun or fire laser-guided rockets to take out enemy tanks with pinpoint accuracy.

◆ Access on-board electronic mapping to detect hidden emplacements while a circling AWACS F-130 provides you with up-to-the-minute intelligence.



**NOW ON SEGA
CD & 32X CD!**

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