

# SUGC OFFICIAL PLAYER'S GUIDE



# SONIC's ULTIMATE GENESIS COLLECTION™



NOTE: Controls and button commands in this document refer to the buttons of the original game console.



# ALEX KIDD IN THE ENCHANTED CASTLE™

■ GENRE: PLATFORMER ■ PLAYERS: 1

The whole Kidd family is upset! Alex's father, King Thor, is missing, and they suspect he has been kidnapped by Ashra, the mean ruler of the planet Paperock. Alex speeds to Paperock to investigate, but the creatures of Paperock decide to hinder his efforts and try to keep him away from Sky Castle, Ashra's hideaway. Luckily Alex knows how to jump, punch and kick his way through the most stubborn of enemies.



## BASIC CONTROLS

D-Button . . . . .	Move Alex left or right
Start Button . . . . .	Start Game, Pause Game and Open Item Selection Screen
Button A . . . . .	Jump/Jump Kick, Equip/Unequip Item
Button B . . . . .	Punch/Push
Button C . . . . .	Jump/Jump Kick, Equip/Unequip Item

## ADVANCED CONTROLS

- Press the D-Button down and to the right or left to crawl.
- Press the D-Button up in front of a doorway to pass through it.
- Press **Jump** to jump. Jump and release **Jump** to kick.
- Press **Punch** to attack enemies.
- Press **Punch** to push blocks. Certain blocks can't be moved.

### SUKOPAKO MOTORCYCLE

- Press the D-Button right to speed up and left to slow down.
- Press **Jump** to jump over obstacles.

### PEDICOPTER

- Press **Jump** continuously to rev up and take off.
- Press **Punch** to fire missiles.

### POGO STICK

- Press the D-Button down for low jumps.
- Press **Jump** for high jumps.

### SWIMMING

- Press the D-Button to swim in all directions.
- Release the D-Button to float to the surface.
- Press the D-Button up and **Jump** near the surface to jump out of water.
- Press **Punch** to attack.

## GETTING STARTED

From the Title Screen, press the Start Button to display the Main Menu, and use the D-Button and the Start Button to select from the following:

- Start** Begin a new game from the start.
- Options** Make changes to game settings, listen to sounds used in the game and practice your "Janken" skills.



## PLAYING THE GAME

Punch, kick and leap your way past enemies in your path, and smash open treasure chests to retrieve the gold and other goodies inside.

Alex must get through all 11 rounds of the game to find his dad. He starts his search with 1, 3 or 5 lives depending on the difficulty level. If Alex gets hit by an enemy or falls on an obstacle, he loses a life, but he can revive as long as he has lives left.

At the end of each round, grab the rice cake to finish.



## ITEM SELECTION SCREEN

Press the Start Button during play to see the Item Selection screen. The letter E will show if the item is equipped. More than one item can be equipped at a time, and you can have more than one of any given item. The number next to the item shows how many you have.



#### Power Bracelet

When you punch or jump, this throws a crescent weapon. Use this to knock out enemies from a distance.



#### SukoPako Motorcycle

Race into your enemies on this to send them flying. You'll lose the motorcycle if you hit an indestructible rock.



#### Pedicopter

Jump into this to fly! Hold down the Jump button to take off. While flying, press the Punch button to fire missiles.



#### Pogo Stick

Hop high on your Pogo Stick. Use this to get to enemies, obstacles and treasure chests high above you.



#### Wizard's Cane

Use this to walk through the air for a short time. You can use the Cane one time only.



#### Cape

Makes you indestructible against everything except lava and suspended ceilings. You can use the Cape only once.



#### Token

Helps you figure out what your opponent is thinking when playing Janken.



#### Lives

Shows how many lives Alex has left in this game.

## JANKEN HOUSE

The Janken House is where you play Janken, the game of rock, scissors and paper. To get there, stand in front of a doorway and press the D-Button up. There you'll find yourself on stage with your opponent. After reading the messages, use the D-Button to choose your sign (see below), and then press the Select button to start playing. If you win, you get the item displayed. If you lose, you get bonked out and your wallet lightened.



A Big Bully at the end of a round may challenge you to an automatic game of Janken. You must win if you plan to help Alex find his dad!

### JANKEN

To play, both you and your opponent make a hand sign at the same time. The three signs are paper, scissors and rock. Select rock to beat scissors, scissors to beat paper, or paper to beat rock. If both players select the same sign, it will be a draw and you will have to go again.

## OPTIONS

Select from the following options:

- Continue** Resume play from the last level you played. This option is not available if you have less than 1,000 Baums of gold.
- Difficulty** Set to Easy, Normal or Hard. The difficulty setting determines how many lives Alex has at the start of the game, and how mean his enemies are.
- Control** Change the button configuration.
- Sound Test** Choose a game sound and press the Select button to listen.
- Janken** Use this option to practice playing Janken. You may wish to accustom yourself with the rules before betting your hard earned gold.



## PAPEROCK HINTS

- Pick up as much gold as you can.
- Be sure to use the items in the Item Selection screen. If you're not using an item, then put it back, or risk losing it.
- Time your punches and kicks carefully to your enemies movements.
- There are no inaccessible places — you just need to figure out how to get to them.

# A

## LIEN STORM™

■ GENRE: SHOOTER ■ PLAYERS: 1-2

Vicious predators from the far ends of the universe are invading our planet! They're mean and wicked, creating havoc everywhere they go! Time for the aptly named "Alien Busters" to take control, get nasty and kick some serious martian butt!



## BASIC CONTROLS

D-Button . . . . .	Move in All Directions
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Special Attack
Button B . . . . .	Attack
Button C . . . . .	Roll/Jump

## ADVANCED CONTROLS

- Press the D-Button twice in the same direction (right or left) to run.
- Press the D-Button twice in the same direction (right or left), followed by **Attack** for a running attack.
- Press **Jump** and then **Attack** for a jump attack.
- Press the D-Button twice in the same direction (right or left), followed by **Jump** for a high jump.
- Press the D-Button twice in the same direction (right or left), followed by **Jump**, and then **Attack** for a jumping attack.

## GETTING STARTED

From the Title Screen, press the Start Button and select from the following options:

**Arcade** Brave horrifying mutants in eight grueling missions. Press the Start Button to begin, or select 1P or 2P if a second controller is attached.  
Note: If you have credits remaining during a single-player game, a second player can jump in by pressing the Start Button.

**The Dual** A single-player mode, facing enemies in nine different battles.

**1P vs. 2P** Two players fight each other. The winner of two out of three battles wins the game.

**Options** Make changes to game settings.

**Sound Test** Listen to the game's sound effects and music.

**Demo** Watch demonstration of the game.

In all game modes, you can select one of three characters. Note that in Arcade mode, both players must select different characters.



## ALIEN BUSTERS

The three fearless fighters have different techniques and specialties. In addition to the attacks listed here, all three characters are skilled in using other techniques.

### GORDON

Fires the Thunder Bazooka, and summons the Gunship that blasts aliens to pieces.

### KARLA

Shoots the Fire Blaster, and summons the Ballistic Missile.

### SLAMMER

Wields the Electric Whip, and uses the Self-Destruct technique. While Self-Destruct would normally hurt the user, Slammer never loses his head and always ends up intact.



## GAME SCREENS



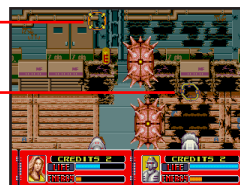
- 1 Player 1's stats.
- 2 Credit: If you die when this number is zero, the game is over.
- 3 Life: When this gauge becomes empty, you die.
- 4 Energy: When this gauge becomes empty, your weapon won't function. Low Energy also stops you performing Special Attacks.
- 5 Player 2's stats.

## 3D SHOOTING RANGE (ARCADE MODE)

On this screen you shoot at enemies as if you're on a shooting range. Move the crosshair with the D Button, and press **Attack** to shoot. You'll lose some life if you hit innocents.

Player 1's Target

Player 2's Target



## FAST SCROLLING SCREEN (ARCADE MODE)

Attack while running through the fast moving screens.



## ITEMS

Items appear in the Arcade mode when you break things or destroy aliens. Pick them up by walking into them.



**Energy Unit**  
Pick this up to get more energy.



**Life Kit**  
Pick this up for extra life.

Note that in the 3D Shooting Range, items once revealed must be fired at again to pick up.

## CONTINUE / GAME OVER

The game ends when your life gauge becomes empty with no lives remaining. The **Continue** message will appear on the screen and count down from 9, during which time you should press the Start Button to continue from the level you last played.



If you die when you have no credit remaining, the game ends. When that happens, or you complete the game, your score and rank appear on screen. Note that the Scoring screen does not appear in 1P vs. 2P mode.

## OPTIONS

Make changes to the following settings:

**Game Difficulty** Select from **Easy**, **Normal** or **Hard**.

**Energy Level** The amount of energy you have when you start the game. Select **Easy** for lots, **Normal** for an average amount, or **Hard** for minimal. Gain energy by picking up Energy Units.

**Rapid Fire** Set rapid fire to **ON** or **OFF**.

**Control Pad** Change the button configuration.



## ALIEN BUSTING TIPS

- Don't use all your energy in the beginning of the game. You'll need it later as the battle heats up!
- Learn how different enemies act and attack. Then you can annihilate them more quickly.
- If you get lost in the spaceship, don't worry. If you go back to areas you've already cleared you'll be pointed in the right direction.



# ALTERED BEAST™

■ GENRE: BRAWLER ■ PLAYERS: 1-2

Athena, the daughter of Zeus, has been captured by the wicked Neff, God of the Underworld, and is being held captive. Summed from the dead by Zeus himself, it is up to you now to clear five rounds of underlings before taking on Neff himself in what promises to be the most grueling of challenges.



## BASIC CONTROLS

D-Button . . . . .	Walk, Kneel, Jump, Lie on Back
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Punch, Continue
Button B . . . . .	Kick, Options
Button C . . . . .	Jump

## ADVANCED CONTROLS

- Walk forward or backwards using the D-Button left/right.
- Kneel down using the D-Button down.
- To jump higher than normal, press **Jump** while holding the D-Button up.
- Lay on the ground to kick enemies approaching from above by pressing **Kick** while holding the D-Button down.

After a transformation into a beast state, the functions of **Punch** and **Kick** will change according to the round:

Round	Punch	Kick
1: Werewolf	Eject fireballs from your arm.	Become a Flame Streak and dash into enemies.
2: Weredragon	Fire Lightning Bolts from your arm.	Fry anything you touch with a Laser Barrier.
3: Werebear	Turn enemies to stone with Bear Breath.	Draw your foes' life with a wild Body Spin.
4: Weretiger	Shoot Bouncing Flames from your fingertips.	Destroy enemies above and below with a Pillar of Fire.
5: Gold Werewolf	Hurl blazing balls of Golden Fire.	Crush evildoers in waves of Golden Arrows.

## GETTING STARTED

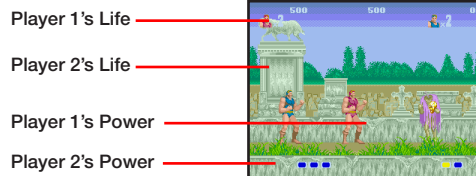
From the Title Screen, press the Start Button on player 1's controller to begin the game, or press the Start Button together with **Continue** to continue from the level you last played. For a two player co-operative game, press the Start Button on player 2's controller.

Alternately, press the Start Button together with **Options** to display the Options screen. Use the D-Button up/down to select an option, and left/right to change the settings.



- Round** Choose the Round from which to begin the game.
- Level** Set the game difficulty to **Normal**, **Hard** or **Hardest**.
- Power** Increase or decrease the number of color units on your Power Gauge.
- Player** Increase or decrease the number of lives available.

## GAME SCREEN



### LIFE GAUGE

During game play, you're given three lives to survive enemy attacks. The life gauge is illustrated by either a beast or the Centurion's face with a number indicating how many lives are left. Every time you lose a life, the number will decrease by one. See the Options screen description for additional information.

### POWER GAUGE

Your energy level is indicated by the Power Gauge. Every time you're hit directly, your energy level will decrease as indicated by the changing color on the Power Gauge.

Your energy level directly affects your lives. Every time the Power Gauge disappears entirely, you will lose a life.

## TRANSFORMATION

To benefit from the size and brawn of the Altered Beast, you gotta earn it. Here's how!

### SPIRIT BALLS

To transform, you must collect the elusive spirit balls. These are released from three-headed wolves when you defeat them. As they float upwards, you must contact them with your body to receive their body-altering power. Wolves release only one ball per defeat (two balls for 2-player mode).



Each time you capture a spirit ball, your strength and fighting techniques will change. This is a three-part process.

The first spirit ball will increase your size. The second spirit ball will increase your brawn. The third will transform you into the Altered Beast. The Altered Beast you become is determined by the round.



## THE BOSS

At the end of each round, a boss will appear in a cloud of smoke and attack you mercilessly. You must defeat him in order to advance to the next round.

During each round, Neff will appear in thunder and lightning, dealing life threatening blows. He can only approach you to a certain degree though, so it's worth keeping your distance. If you do decide to attack, keep in mind that you can receive bonus points of up to 100,000 if you defeat him.



## GAME OVER

When you lose all three lives the game is over. Your next game will begin at Round 1. See the Options screen description for additional information.

## SURVIVAL SKILLS

- Each enemy has a weak spot and certain kicks or punches identify these spots more effectively. Learn which blows work best and remember this information for better play later.
- If the spirit balls float off the screen, they're gone for good.
- To continue when the Game Over screen appears, press the Start Button while pressing **Continue**. This allows you to resume play at the beginning of the last round you played.

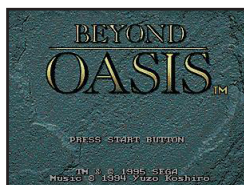
# B

## BEYOND OASIS™

■ GENRE: RPG ■ PLAYERS: 1

Prince Ali has excavated a gold armlet which belonged to a powerful sorcerer. As soon as Ali tried on the armlet, a strange fire with a face appeared and spoke to him.

"The power of the gold armlet is now yours to wield. Find the four spirits this gold armlet governs and stop the evil ambitions of the one with the silver armlet."



## BASIC CONTROLS

D-Button	Move Ali
Start Button	Start Game, Pause Game (Menu Options)
Button A	Light Ball (Summon Spirits)
Button B	Action/Attack
Button C	Jump/Crouch
Button X	Display/Close Map
Button Y	Display Weapons
Button Z	Display Items

## ADVANCED ACTIONS

### SLASH ATTACK

Hold down **Action** and release the button to perform a larger slash.

### SPIN ATTACK

Move the D-Button up, left, down, right, up and press **Action** to perform a sweeping slash to damage surrounding enemies.

### JUMP KICK

Simultaneously press **Action** and **Jump** to perform a kick in midair. If you are equipped with a long sword, you will then perform a midair slash.

### COMBO ATTACK

Press **Action** repeatedly to perform a combination attack with a finishing blow (jump kick). To successfully knock the enemy out with this move, tap the button as quickly as possible!

**NOTE:** Attack moves that Ali can perform will vary depending on his weapons.

## GETTING STARTED

Press the Start Button at the Title Screen to open the Diary, as this is where your previously saved adventures are kept. To start a new game, use the D-Button to select a vacant Diary space and press the Start Button to enter the Name Entry Screen. If you already have an adventure in progress, select the Diary space and press the Start Button to continue from where you left off. Note that you may delete or copy a Diary by using the Delete or Copy option.



## PLAYING THE GAME

"He who wears the golden armlet shall control the spirits of Water, Fire, Shadow and Plant!" Ali must travel to various areas within the land of Oasis in search of the four spirits to complete his quest.

Once you are out in the wilderness, there will be plenty of fearsome creatures to deal with. Use attack moves and magic, or utilize different weapons when it's time for combat. Keep an eye on both the enemies (Yellow Meter) and Ali's Hit Points (Red Meter) that are displayed on the side of the screen. The game is over when Ali's HP Meter is depleted to zero.

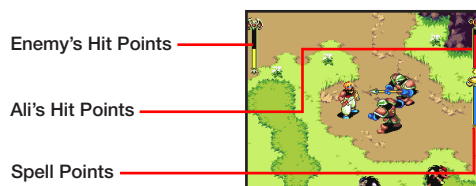
## SPIRITS

Once you've found the spirits, the special power of each spirit can be used by first summoning the spirits. For example, to summon the water spirit, Ali must face a body of water and press **Light Ball** to fire a Light Ball into the water. Note that you will not be able to fire the Light Ball until you have found a spirit.



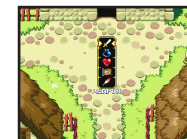
Each spirit has three magic spells they can perform which are introduced when they are found. Note that the Spell Points (Blue Meter) will be consumed when a spirit is present. To dispel a spirit, press **Light Ball**, **Action** and **Jump** simultaneously.

## GAME DISPLAY



## OPTIONS WINDOW

Press the Start Button during the adventure to pause the game and open the Options window. Move the D-Button up or down to select one of five options. Note that a red X-mark is displayed over the option icons if they are unavailable. The following options are displayed in order (top to bottom) when all of the options are available in the window:



- **WEAPON:** Change equipped weapon.
- **ITEMS:** Items to restore HP and SP.
- **STATUS:** Display your Rank, HP, SP and number of enemies defeated.
- **MAP:** Opens a map to confirm your position and next destination.
- **SAVE:** Save (overwrite) your progress to the Diary.

## CHANGE WEAPONS

Ali is equipped with a knife from the start, but powerful weapons such as bombs, crossbows and long swords can be obtained by opening treasure chests or defeating creatures.



To change Ali's weapon, you must access the Weapon Selection panel from the Options window. Use the D-Button to highlight a different weapon and confirm it to change your equipped weapon. Remember to check the number displayed next to the weapon name, because all weapons you've picked up are limited-use items.

## ITEMS



**Level Up Heart**  
Increases Ali's maximum HP and power.



**Door Key**  
Opens a door to advance the mission.



**Food**  
Recovers Ali's HP and/or SP.



**Spirit Gem (Water Spirit)**  
Strengthens the power of water magic.



**Call Item (Dytto Call)**  
Immediately summons a Spirit.



# BONANZA BROS.™

■ GENRE: OTHER ■ PLAYERS: 1-2

The Bonanza Bros., Mike and Spike are two of the most famous investigators around. One day they got a strange phone call. The caller doesn't reveal his name — he only asks the Bonanzas to meet him at a special time and place. They hesitate at first, but the caller's last words stick in their minds. "I'm certain that this will prove to be a very lucrative partnership..."

Mike and Spike arrive at the boarded-up front of what used to be a grocery store. "He said we should go in," says Mike, and in they go, wondering just what's going on.

"Yo! Anybody here?" shouts Spike into the darkness. Suddenly a sharp click and a flash of light send the Bonanzas diving for cover.

"It's a set up!" they yell. They lift up their heads slowly to check the room. The TV has been mysteriously turned on, and a figure begins speaking to them.



"I can't give you my name. I'll just tell you that I'm a businessman with a problem. Many of my properties have been targets for robbery recently. I don't know why they've been hit, but it's become quite a costly situation. I need the two of you, the renowned Bonanza Brothers, to test my security forces. I have already had various items — money, papers and

the like — placed randomly in ten of my establishments. Your job is to retrieve every single item. If you succeed, the reward will make Fort Knox look like pocket change. Good luck..."

The figure fades out, and the Bonanzas stare at a screen full of static.

"Ya think this guy's on the up an' up?" Mike asks his brother,

"I'll tell ya what." Spike replies, "We're sure gonna find out!"

## BASIC CONTROLS

D-Button	Move Mike (Player 2: Spike)
Start Button	Start Game, Pause Game
Button A	Jump
Button B	Shoot, Open Door
Button C	Jump



When the Title Screen is displayed, press the Start Button to display the Main Menu.



### MODE SELECT

From the Main Menu, select one of the following:

- 1 PLAYER START: Play alone.
- 2 PLAYERS START: Play with two players.
- OPTIONS: Change game settings.

## HOW TO PLAY

Guide Mike (and/or Spike) through each building using the D-Button. Grab all the flashing treasures and carry them out to the EXIT. Use the map to locate the treasures.



Watch out for the objects lying on the floor. They will paralyze you if you don't avoid them.

Shoot enemies with your stun gun while avoiding their shots. Some enemies carry a shield that your ammo can't penetrate.

You lose one life if you are stunned by the enemy's shot. The game is over if you lose all your lives. If you have credits remaining, the Continue message will be displayed. Press the Start Button to continue.

## GAME SCREENS



## OPTIONS

On the Options Screen, press the D-Button up or down to select an option, left or right to change the setting.

### DIFFICULTY

Change the difficulty level of the game.

### PLAYERS

Change the number of lives when you start the game.

### SOUND TEST

Listen to the music and sound effects used in the game. Press any button to play.

### CONTROL

Change the button configuration.

### EXIT

Select and press any button to return to the Title Screen.



# COLUMNS™

■ GENRE: PUZZLE ■ PLAYERS: 1-2

Go back in time to a bygone civilization, the ancient world of Phoenicia. A simple and captivating game where sparkling, rainbow-color jewels drop one after another. According to the ancient merchants, by arranging three or more of the same jewels horizontally, vertically or diagonally, you shall perform miracles.



## BASIC CONTROLS

D-Button	Move Jewels
Start Button	Start Game, Pause Game
Button A	Shift the Arrangement of Jewels (see below)
Button B	Shift the Arrangement of Jewels
Button C	Shift the Arrangement of Jewels

**NOTE:** You can also assign a button from Options to quickly Drop a jewel on your stack of jewels in the playfield.

### SHIFTING THE JEWELS



Pressing one of the buttons will shift the arrangement of the jewels you are dropping.

## GETTING STARTED

Press the Start Button on the Title Screen to display the game menu. If you would like to see a pre-game demonstration to learn the basics of this game, wait a few seconds while the Title Screen is displayed. From the game menu, select one of the following:



- **ARCADE:** Play the arcade version of this game.
- **MENU:** Play either Original Game or Flash Columns.
- **OPTIONS:** Change various game settings.

### BASIC RULES OF COLUMNS

There are various modes and rules for this classic puzzler, but the main objective is to place three of the same colored jewels horizontally, vertically or diagonally to remove the jewels from the playfield. The key to earning a higher score is to rotate and stack the jewels so the columns of stones can be quickly and efficiently removed. The game is over if the jewels stack up to the top level and overfill the playfield.

## ARCADE GAME

In Arcade mode, select one of three Levels from the SELECT LEVEL window before you start the game. If you don't change the game level within the time limit, the game will automatically start with what is highlighted.



- **EASY:** Start a game from Level zero. Hints are given until Level 3.
- **MEDIUM:** Start from level 5 with 20,000 points.
- **HARD:** Start from level 10 with 50,000 points.



### MAGIC JEWELS

If you start an Arcade game with a Medium or Hard Level, a flashing Magic Jewel will occasionally appear, which will eliminate all of the same colored jewels it lands on.

## MENU SCREEN

The Menu Screen will appear when you select Menu from the Title Screen. Select a player number for Original Game or Flash Columns to start the game. Note that a game of **DOUBLES** is a two-player cooperative game, where both players takes turns dropping the jewels.



### ORIGINAL GAMES

The object of the game is to eliminate as many jewels as possible and aim for a high score. A game mode screen with the following options will be displayed before you start the game.

- **CLASS:** Novice (four color mode), Amateur (five), and Pro (six).
- **LEVEL:** Choose the speed of your descending jewels.
- **TIME TRIAL:** Play with or without a time limit of three minutes.
- **BGM:** Select your background music.

### FLASH COLUMNS

The object of the game is to quickly eliminate the flashing jewels in the playfield. A game mode screen with the following options will be displayed before you start the game.

- **CLASS:** Novice (four color mode), Amateur (five), and Pro (six).
- **HEIGHT:** Set the height of the pre-stack of jewels in your play field.
- **MATCH:** Select "YES" to play a competitive mode of Flash Columns.
- **BGM:** Select your background music.

**NOTE:** MATCH is available when you are starting a 2 PLAYER Flash Columns game.

## GAME SCREENS

### ARCADE GAME



### FLASH COLUMNS



### DOUBLES



**NOTE:** Player 1's information is on the left; Player 2's is on the right.

## OPTIONS SCREEN

Select **OPTIONS** from the game menu (of Title Screen) to access the Options screen. From here you can adjust the overall difficulty of the Arcade game, change the button assignments of both players, check sound effects and music of this game and display the Color Test Screen to adjust the color on your television.





# COMIX ZONE™

■ GENRE: BRAWLER ■ PLAYERS: 1

Sketch Turner is in it up to his inkwell. Mortus is drawing horrendous creatures to battle Sketch in every panel of the strip. If Mortus destroys Sketch, that megalomaniac mutant will become real and Earth will be doomed to his rule! But there is hope. Now that he's a comic book superhero, Sketch can kick some serious butt. Instantly, Sketch can fight like a one-man mercenary platoon!



## BASIC CONTROLS

D-Button . . . . .	Move Sketch
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Action
Button B . . . . .	Jump
Button C . . . . .	Custom
Button X . . . . .	Use Item 1
Button Y . . . . .	Use Item 2
Button Z . . . . .	Use Item 3

### PICK UP ITEMS

Press the D-Button down over the item.

### SERIAL DOUBLE PUNCH

Press the D-Button forward, then **Action**.

### SERIAL HIGH KICK TORNADO

Press the D-Button diagonally up and forward, followed by **Action**.

### SERIAL LOW KICK

Press the D-Button diagonally down and forward, followed by **Action**.

### UPPERCUT

Press the D-Button up, then **Action**.

### FLOOR SWEEP

Press the D-Button down, then **Action**.

### SERIAL DOUBLE PUNCH

Press the D-Button forward, then **Action**.

### BACK KICK/TURN AROUND

Press the D-Button backward, then **Action**.

### WHIRLWIND JUMP KICK

Press **Jump** then **Attack**.

### SOMERSAULT LEAP FORWARD

Press the D-Button diagonally up/down forward, then **Jump**.

### FLYING DRAGON KICK

Press **Action** during Somersault Leap Forward.

### GRAB & KICK

Hold **Action**, then press **Action** again.

### GRAB & TOSS

Hold **Action**, then press the D-Button backward along with **Action** again.

### ROLL

Press the D-Button down, then forward.

Note: Experiment with your controls to find other deadly special moves!

## GETTING STARTED

When the Title Screen is displayed, press the Start Button to display the Main Menu.



### MODE SELECT

From the Main Menu, select one of the following:

- **START:** Start the game.
- **OPTIONS:** Change game settings.

## HOW TO PLAY

Comix Zone has three Episodes, each with two comic-book pages full of actions that contain a peril, puzzle or obstacle that Sketch must master.

A flashing Attack Arrow prompts Sketch to the next panel as soon as he's conquered the one he's in. Sometimes Sketch will have a choice of two routes.

The Health Meter shows how much life Sketch has left. When the green bar runs out and a red alert appears, better have some Ice Tea ready. Note that Sketch depletes some of his Health when performing special moves or hitting solid objects.

You can carry up to three Inventory items at a time. The Inventory shows what you currently have. Press the corresponding **Item** Button (from left, **Item 1, 2, 3**) to use one.



## GAME SCREEN

Inventory

Health Meter

Attack Arrow



## ITEMS



### ROADKILL

Sketch's pet rat with charged electricity. Send him out to zap the enemies or to sniff out hidden items.



### ICE TEA

Partially restores a depleted Health Meter. Save some for bad times!



### SUPERHERO

Turn Sketch into a page-ripping superhero. Use it when the going gets tough.



### KNIFE

A long-range weapon you can throw to attack or to turn switches at a distance.



### GRENADE

Throw it at some hard-to-reach enemies and watch the fireworks.



### BOMB

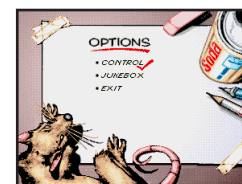
An explosive that blasts everything nearby...including Sketch!



### SURPRISE

Pick up the "?" and you could get any of the power-ups, or...KABOOM!

## OPTIONS



On the Options screen, press the D-Button up or down to select an option, then press the Start Button.

### CONTROL

Select one and press **Action/Jump**. Press the Start Button to return to the top of Options screen.

**BUTTONS:** Change the button assignments.

**CUSTOM:** Assign function for **Custom**. If you select **BLOCK**, you must block the enemy attacks manually. Otherwise Sketch blocks attacks automatically.

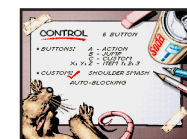


### JUKEBOX

Listen to the music used in the game. Press the Start Button to return to the top of Options screen.

### EXIT

Return to the Title Screen.



# DECAPATTACK™

## STARRING CHUCK D. HEAD

■ GENRE: PLATFORMER ■ PLAYERS: 1

To help “pull things together,” the brilliant doctor Frank N. Stein carefully fashioned our hero Chuck D. Head from the leftover parts of some other people that we don’t talk about. Somehow he couldn’t quite get the head right – how many heads do people need again? Head bone connects to the... what bone? Well, we don’t talk about that either.



Anyway, to cut a long story short, there’s this island which is made of body parts, and the fearsome villain Max D. Cap has separated all the parts to gain total control. It’s up to Chuck D. Head to sort it all out.

## BASIC CONTROLS

D-Button	Move in All Directions
Start Button	Start Game, Pause Game
Button A	Window – Drop by the Lab
Button B	Attack with Head/Throw Head, Cancel
Button C	Jump/Swim, Select Items in The Lab

## GETTING STARTED

When you first start up the game, you will see the island of body parts separating, and receive a “grave” warning from Max D. Cap himself. If you’re sure you wouldn’t prefer to heed his advice, press the Start Button at the Title Screen that follows and choose **Start** to begin a new game, or **Options** to change game settings.



## PLAYING THE GAME

Use your head to get through each of the seven parts of the island. Punch bad guys, collect coins, find and use power-up potions and more. When you complete all three rounds of a level, that part of the island will be reconnected.



### USE YOUR HEADS

Chuck has two heads at his disposal, one for punching and one for throwing. Both are good for attacking enemies and picking up goodies.

### SHRUNKEN HEAD STATUES

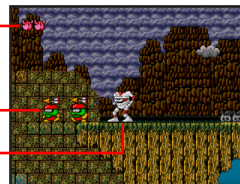
Many of the goodies formerly alluded to are found within Shrunkened Head statues which you’ll find in groups of as many as three all around the island. Simply punch the statues to reveal the goodies, but watch out for the occasional ghosts lurking within.

## GAME SCREENS

Hit Hearts  
2 Hits Each

Baddy

Chuck



### LIVES AND HIT HEARTS

You start the game with three lives and two Hit Hearts. Hit Hearts can be increased or decreased from Options. Each Hit Heart is good for two hits. When all your Hit Hearts are gone, you will lose one life.

Open The Lab to see how many lives you have. Your lives are numbered next to Check’s head on the right side of the screen.

### EXTRA LIVES

You will find more lives in the Shrunkened Head statues scattered around the islands. Collect these to increase your lives.

## BACK AT THE LAB

Dr. Frank N. Stein and Igor are concocting some very special power-up potions for you. Some make you stronger, some make you faster and one causes a rather significant earthquake, the nemesis of baddies!

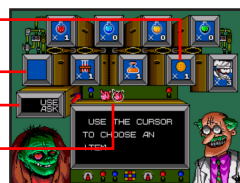
Press **Window** to drop by the lab.

Coins

Special Treasures

Use/Ask Selector

Lives



To select something, first use the D-Button to point the arrow at your selection. Then press **Select**. If you select a power-up potion, you can then choose to use it or ask about it.

Note that in order to use potions, you must first have collected them. The number you have collected is displayed next to each potion.

To return to the playing screen, press **Cancel**.



**Xenon**  
That earthquake we talked about.



**Trioxo**  
Use this powerful ball of light as a weapon.



**Claxy**  
Makes you run faster and jump higher.



**Swill**  
Surrounds you in a ball of protective light.



**Freeiz**  
Freezes all baddies on the screen.



**OozeO2**  
Makes you reach further and punch harder.

## BONUS SCREEN

When you finish all three rounds of a level, you’re invited to a Bonus Game — that is, if you’ve collected any coins that is. You start with 1 to 5 tries depending on your coins.

Press the D-Button and **Select** to place your Chucks on the path of your choice, or press **Cancel** to move a Chuck to a different path.

After placing the last Chuck, they’ll walk down the path and stop at different entrances to a moving maze. Press **Select** to stop the maze and start them on their way. Who knows what valuable prizes await them!



## OPTIONS

Press the D-Button up or down to select an option, and left or right to make changes as follows:

Life	Increase or decrease the number of hit hearts.
Sound Test	Listen to the different sounds used in the game.
Control	Change the button configuration.



## TIPS FOR GETTING A HEAD

- Never leave a Shrunkened Head statue unopened. Behind it may lie an extra life, valuable potions, or the special treasure that gets you to the next level!
- Statues may hold enemies too, so be careful!
- Stay away from the roving Totem Pole. If you get too close, he’ll bury you alive.
- When boinging off a pole, use the movement of the pole to give yourself as much of a thrust as possible.
- To scale a Bone Bonker wall, press the D-Button in the direction the Bone Bonker throws you and hit **Jump** repeatedly.
- Repeatedly hit **Jump** to float gently down.
- For extra height when jumping, hold down **Jump** instead of just tapping it.



# D R. ROBOTNIK'S MEAN BEAN MACHINE™

■ GENRE: PUZZLE ■ PLAYERS: 1-2

Dr. Robotnik is changing the jolly folk of Beanville into devious little robots that will help rid Planet Mobius of music and fun forever. Group the beans together to help them escape while working your way up to the wilier henchbots.



## BASIC CONTROLS

D-Button	Move Beans
Start Button	Start Game, Pause Game
Button A	Turn the Beans Clockwise (Turn Right)
Button B	Turn the Beans Clockwise (Turn Right)
Button C	Turn the Beans Counterclockwise (Turn Left)

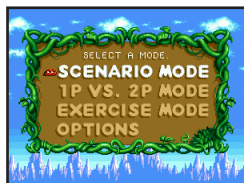
### TURNING THE BEANS



Pressing one of the buttons will rotate the Beans.

## GETTING STARTED

Press the Start Button on the Title Screen to display the game menu. If you like to see Dr. Robotnik's explanation of his goals followed by a demonstration to learn the basics of this game, wait a few seconds while on the Title Screen. You can select one of the following modes from the game menu:



- **SCENARIO MODE:** Challenge against Dr. Robotnik's henchbots.
- **1P VS. 2P MODE:** A head-to-head match against your friend.
- **EXERCISE MODE:** A practice mode against the timer.
- **OPTIONS:** Change various game settings.

### BASIC RULES

Remove the beans by stacking four of the same colored beans together. Attack your opponent by creating chain reactions, but watch out for counter-attacks! Beans drop from the top of the play field in pairs. When two beans of the same color touch, they will link. When four or more beans are linked together, they disappear from the field. Try to arrange the beans into groups as they drop to prevent them from overfilling.

## GAME SCREENS

### SCENARIO MODE

Next Pair of Beans  
Current Stage  
Opponent (Henchbot)  
Scores



NOTE: Player (1P) will play on the left playfield and Player 2 (2P) will play on the right playfield, as the CPU will take the opposite field.

### 1P VS 2P MODE

Next Pair of Beans  
Score (Player 1)  
Score (Player 2)



### EXERCISE MODE

Next Pair of Beans  
Current Level  
Score



## BEANS

Link four or more Beans in the playfield to make them disappear. Link them vertically, horizontally or in clumps. If you drop a pair of the beans horizontally on an uneven surface, any Bean left hanging will drop to the lowest point of the column.

### SPEED OF BEANS

The descent rate of the Beans can suddenly speed up, even in the early levels. Don't panic when this occurs since this is only temporary.



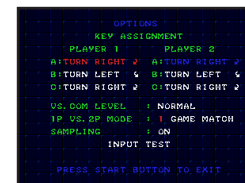
### REFUGEE BEANS

A group of clear beans called Refugee Beans will drop into the opponent's playfield whenever you successfully eliminates a group of Beans. Refugee Beans cannot be linked to any color and can only disappear when neighboring beans are eliminated.

Check the top of your dungeon for advanced warning of how many Refugee Beans are about to drop on your playfield.

## OPTIONS

From the Options screen, you can customize button assignments, set the difficulty level for Scenario mode (VS. COM LEVEL), choose the number of games when playing a two-player match with your friend (1P VS 2P MODE), or toggle the voice (SAMPLING), and test to make sure your controller's button are set-up correctly (INPUT TEST).



## PASSWORD

A password appears when you win a stage in Scenario mode. Use this password (in Beans) to start future games from the next stage and up.



Select CONTINUE from Scenario mode and select the type of Beans and confirm the selection to fill in your password. When you are finished entering your password, select END or press the Start Button.

## SETTING A HIGH SCORE

You will receive more points by performing a big chain reaction and speeding up the descent rate of the falling Beans. If you win a game within a certain amount of time in Scenario mode, you'll also receive a special Time Bonus for each second remaining. When you achieve a high screen that ranks within the top five in the High Scores screen, you can store this record by typing in your initials (three letter name).



# DYNAMITE HEADDY™

■ GENRE: PLATFORMER ■ PLAYERS: 1

Treasure Theatre presents an action-packed puppet show starring Dynamite Headdy, the guy with the coolest head on stage. But trouble lurks backstage with his stage rival Trouble Bruin, and an evil doll named Dark Demon who is plotting to rule the puppet world. It's up to Dynamite Headdy to defeat Dark Demon, but first he must put away the Key Masters who serve as Dark Demon's elite guards.



## BASIC CONTROLS

D-Button . . . . .	Move Character, Attack Direction
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Cancel (Cancel Power-Up)
Button B . . . . .	Attack
Button C . . . . .	Jump

## OTHER DYNAMITE ACTIONS

### RAPID ATTACK

Press and hold **Attack**.

### GRAB / CLIMB

Throw Dynamite Headdy's head with **Attack** and grab Hangman to climb up on the platform, or pull down a platform/ladder.

### JUMP DOWN PLATFORM

Simultaneously press the D-Button down and **Attack** to jump down from a platform.

## GETTING STARTED

Press the Start Button at the Title Screen to bring up the game menu. To start your game, select **START GAME** to start the game. If you wish to adjust the button assignments or listen to music and sounds of the game, press the D-Button down and select **OPTIONS** to access the Options menu.



## VITALITY

The Stage Light in the upper left corner of the screen with the "H" icon shows Dynamite Headdy's vitality. The light starts out green, but as you suffer damage, it turns yellow, then red, and begins to blink. The "H" icon inside the light will also become smaller as you receive damage. If the light goes out, you will lose one try. When it's time to battle the Key Master, the same kind of Stage Light with an "E" icon will appear in the upper right corner of the screen. This second Stage Light shows the Key Master's vitality.

Stage Light  
(Your Vitality)

Stage Light  
(Vitality of  
Key Master)



## SUPPORTING CAST

Along with the audience who cheers for our main character, a number of friends on stage are also willing to help. Early in the game, you'll come across a street with three doors. Each door leads to a Practice Room where a friend awaits. Stand in front of a door and press the D-Button up to enter the Practice Room to learn each of your friends' roles.



### ● HANGMAN

Use him as a hook to pull yourself up, or to pull things down to you.

### ● HEADCASE

Provides Power-Ups. Attack him when the desired Power-Up icons appears.

### ● BEAU

Shows you the weak spots of the Key Masters.

## INTERMISSION

Collecting a Liberty Head Power-Up sends you to the Intermission Game where you will get to shoot some basketballs. The screen display will tell you how many baskets you must make. Basketballs are fired into the air from two machines. As they come out, use your head (literally) to shoot the orange balls into one of the moving baskets. Once a ball hits the ground it will turn blue and cannot be used to earn a basket. Look out for the occasional bombs that could hurt you.



## GOODIES AND POWER-UPS



**Jellybean**  
Restores Headdy's Vitality.



**Big 500**  
Receive a 500 point bonus.



**1-UP**  
Receive an extra life.



**Air Head (Power-Up)**  
Lets you fly like a plane and triple fire.



**Bomb Head (Power-Up)**  
Press **Attack** to throw a bomb.



**Empty Head (Power-Up)**  
Makes you invincible to most attacks.



**Feather Head (Power-Up)**  
Lets you fly and fire a stream of angry birds.



**Head Trip (Power-Up)**  
Headdy's head grows larger, making it difficult to move.



**Liberty Head (Power-Up)**  
Lets you enter the Intermission Game.



**Lotsa Heads (Power-Up)**  
Gives you three heads to attack with.



**Pig Head (Power-Up)**  
Fires shots in and out from the nose.



**Pin Head (Power-Up)**  
Shrink Headdy down to mini-size.



**Protector Head (Power-Up)**  
Gives you a barrier of spinning fireballs.



**Rocket Head (Power-Up)**  
Lets you fly like a plane and fire lasers.



**Slammer Head (Power-Up)**  
Headdy's head turns harder for extra pounding power.



**Sleepy Head (Power-Up)**  
Take a nap to restore Headdy's vitality.



**Spike Head (Power-Up)**  
Fire the head slightly above yourself to climb up a wall.



**Super Head (Power-Up)**  
Lets you move faster, jump higher, and throw further.



**Ticker Head (Power-Up)**  
Freezes the action for a few seconds.



**Vacuum Head (Power-Up)**  
Press **Attack** to clean up the enemies and goodies alike.



**War Head (Power-Up)**  
Automatically sprays fire around you.





# ECCO THE DOLPHIN™

■ GENRE: OTHER ■ PLAYERS: 1

Life was an adventure for Ecco, the young dolphin. The ocean seemed endless with rolling breakers to race through! At high speed Ecco could burst through the waves leaping through the air – almost flying!

Until one day, all of that changed. A freak whirlpool of air and water tore the life from Ecco's home leaving Ecco all alone. Now he must fight to stay alive, while traversing the vast ocean in search of clues that will help him save his family and return them to the bay.



## BASIC CONTROLS

D-Button . . . . .	Swim in All Directions, Move Cursor
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Sonar, Delete
Button B . . . . .	Dash, Insert
Button C . . . . .	Accelerate, Insert

## ADVANCED CONTROLS

- Swim in all directions using the D-Button. Press **Dash** while swimming for a short-range, high speed attack. Press **Accelerate** repeatedly and then hold while swimming to build up speed.
- Press **Sonar** to call out to other singers, or initiate conversation.
- Press and hold **Sonar** until the song returns to reveal a map of important undersea features.
- Swim towards the surface and press **Accelerate** when Ecco jumps for an impressive spin jump!

## GETTING STARTED

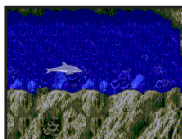
Following the SEGA® logo and the various gameplay demos, press the Start Button to display the Title Screen and again to begin the game.

The game begins in a submerged cavern. Swim to the right to begin Ecco's quest from the very beginning, or left to start mid-journey.

### USING PASSWORDS

Each ocean level has a name and a password which are displayed when you start the level. To continue from that level, enter the password at the Password screen as follows:

Use the D-Button to select a letter and **Insert** to add it to the password at the bottom of the screen. Select the left or right arrows to highlight a previously entered letter, and then select a new letter to replace it, or **Delete** to remove it. Press the Start Button when finished.



## SURVIVING THE SEAS

Health  
Breath



### HEALTH METER

When roaming the open seas, many things can and will hurt you. When this happens you will lose strength. If your Health runs out, you'll sink to the ocean depths and you'll have to start the level over.

To stay Healthy:

- Charge into a school of small fish for food.
- Find healing clams known as the Shelled Ones. Figure out how to get and use their energizing gifts.

### BREATH METER

You need to breathe to live. You can dive into the deepest parts of the ocean, and into the darkest waters, but you must always be close to air. Without it, your breath ebb wears away. If you run out of breath, your questing ends and you must start the level over.

You can breathe in two ways:

- Leap out of the water, either into the open air, or into an air pocket in a rocky submerged cavern. Doing this will regain you full breath immediately.
- Push your nose above water, especially in tight submerged pockets where you can't jump. Breath will recover gradually. Try to regain your full breath, but be wary of other dangers that may force you to react quickly.

## SINGING

Use your dolphin songs to survive and thrive on your long journey. Sing to the sea life, to other singers, to shells, to Glyphs, and to anything you don't understand. Listen to your songs – they all have different meanings.



Songs are powerful. They can:

- Call to other singers, who will respond with songs of their own. You may get clues, pleas for help or important directions.
- Ward off the deadly Hungry Ones and other enemies.
- Get new songs, special powers and information from Glyphs scattered throughout the mazes of the sea.

### MAPPING WITH SONGS

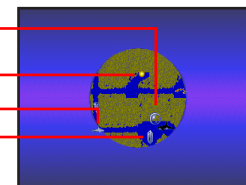
Songs that echo back to you bring long-range information. This is called "echolocation." When you hold down **Sonar**, your song reverberates through the currents and caverns, returning to you with a map of your surroundings.

Air Pocket

Spike

Ecco

Glyph



Ecco's map shows you:

- Your position and passages through the rocky walls.
- Prowling enemies and dangerous objects (orange circles).
- Glyphs and other interesting objects.
- Healing clams and air pockets (bubbles).
- Barriers and movable rocks and shells (orange blocks).

## GLYPHS

Glyphs are mysterious crystals scattered in the ocean depths. The secrets they hold are as old and timeless as the sea itself. Figure out how to gain their powers and knowledge by singing or charging, or just by swimming near them.



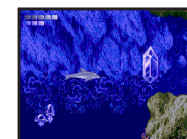
Some Glyphs give you messages. Others impart new songs you'll need to continue the journey.

Barrier Glyphs push you away and you must discover how to move them. Power Glyphs can bestow invincibility, or fill up your Health and Breath Meters.

## BARRIERS AND CURRENTS

Rocks, shells and island barriers will block your progress. You may be caught in overpowering currents that are too swift to swim through.

For every obstacle, there's a solution. It may be in a message or waiting in a Glyph. Search for movable rocks, free-floating shells and unusual sea life. Then figure out how to use them. Try charging to break barriers or fight through currents. And remember, the shortest route is not always under water.



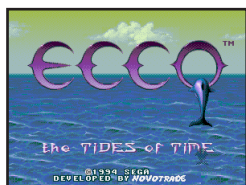
Ecco is a bottlenose dolphin, whose family (or species) is remarkable for being almost totally unafraid of humans. They readily approach ships and boats, and are wonderful to watch at play. They are graceful and agile, rising in turns to "blow," and they seldom if ever rudely jostle each other for position.

Bottlenoses group in small social units of about five dolphins or less. While feeding, each dolphin follows its own track, rising up in the water two or three times a minute. Occasionally before diving, dolphins will "lobtail," loudly flapping their flukes on the water's surface. Usually they dive for less than a minute, but underwater stays have been clocked at as long as 10 minutes.

# ECCO: THE TIDES OF TIME™

■ GENRE: OTHER ■ PLAYERS: 1

The Vortex the nearly invincible, secret, yet supremely dangerous enemy, now seems so far away. It's only been a short time since this monster, in a churning whirlpool, tore Ecco's family from Home Bay. Then Ecco braved the terrors of unknown waters to find and defeat this evil menace that fed on the creatures of the sea.



The Vortex Queen, though weakened, was not destroyed. She followed Ecco from her hive in deep space back to this new, nourishing planet. Now, plunging into the warm waters of Earth, she seeks out a deep chasm and sinks into the abyss. Here she can feed upon the Earth as she spawns stream after stream of Vortex young.

Her feeding builds in strength, creating a downward current against which small fish struggle in vain. She is creating a new Vortex race, and her presence on Earth bodes doom for all its creatures!

Ecco must rid the world of this engulfing evil. Even as he tumbles in the waves, the future is unfolding. But must it be a dark future ruled by the Vortex and – lifeless, miserable and cold? Does Earth have any chance for a warm future, teeming with energetic life?

Ecco must stop the Vortex! He is "the stone that splits the stream of time." He now faces a quest far more dangerous than any he's yet undertaken. For Ecco must save not only his dolphin pod, but the Earth and all living beings!

## BASIC CONTROLS

D-Button . . . . .	Swim in All Direction, Move Cursor
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Sonar, Delete
Button B . . . . .	Dash, Insert
Button C . . . . .	Accelerate, Insert



### SWIMMING

Use the D-Button to swim in any direction. Press and hold **Accelerate** to increase speed, or press **Dash** to charge. With enough speed, Ecco can jump out of the water when he is swimming near the surface.



### SINGING

Ecco uses sonar to sing songs. Songs can be used to communicate, ward off enemies, or get information from Glyphs. Also, hold down **Sonar** until the song echoes back to display a part of map in front of you. As the story progresses, you will learn more songs with varied effects.

## GETTING STARTED

When the Title Screen is displayed, press the Start Button to start from the underwater cavern. At this point you have the following options:

- **Play with NORMAL Skill Level**  
Swim to the right.
- **Play with EASY Skill Level**  
Swim through the opening at the top right.
- **Play with HARD Skill Level**  
Break the abalone directly above and swim through.
- **Enter PASSWORD Screen**  
Swim to the left.



screen. Select the left or right arrows to highlight a previously entered letter, and then select a new letter to replace it, or **Delete** to remove it. Press the Start Button when finished.

NORMAL Skill Level automatically adjusts the game difficulty as you play, so that Ecco's quest will be easier, or more difficult, depending on your ability. Some of the factors determining the game difficulty are how fast you finish the levels, how often you start levels over, and how many Teleport Rings you successfully pass through.

## HOW TO PLAY

Swim as Ecco around in the sea to find the path to the next level, while solving various puzzles along the way.

### HEALTH and BREATH METERS

The two gauges at top right of the screen are the Health (top) and Breath (bottom) Meters. (Note: The Breath Meter will not be there at the beginning of the game.) You lose Health if you get hurt in any way. You will slowly lose breath by being underwater. When the Breath Meter is completely depleted, you will then begin to lose Health. When the Health Meter is completely depleted, regardless of the Breath Meter remaining, you must restart the level from the beginning.

To regain Health, charge a school of fish and eat. To regain breath, find open air or an air pocket, and either leap out or push your nose above water.



### GLYPHS

Glyphs are mysterious crystals scattered in the ocean depths. Some Glyphs give you information when you sing at them, while some others give you various kinds of temporary power by touching them. Some simply block your way, and you must find a way to move them.

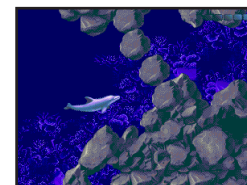


### SOLVING PROBLEMS

Ecco's world is an incredibly beautiful, yet deadly dangerous place. Most undersea life is Ecco's enemy! Use songs to ward off attackers, or charge to dissolve them into sea foam. Some enemies, such as the Giant Medusa, are so quick and threatening that only your wits or a hint from a Glyph can save Ecco.

Rocks, shells and island barriers will block Ecco's progress. He may be caught in overpowering currents, or in deep channels far from the surface with its life-giving air. Earthquakes, rock falls and other disasters will plague Ecco's quest.

For every obstacle, there is a solution. It may be in a message from another creature, nestled on the ocean floor or waiting in a Glyph. It could even be in the sky!



swimming along, he's ready to follow. Now Ecco can lead him safely to his family.

### RESCUING LOST ORCAS

When you locate a lost Orca, make Ecco glide slowly over him, close to his back and a little ahead of him. Try to swim in the direction he's going. If he turns, wait a few seconds and he'll turn around again.

When he sings to Ecco and begins swimming along, he's ready to follow. Now Ecco can lead him safely to his family.

### TELEPORTING

Swim into a Teleport Ring you find in the water. Ecco will begin a 3D obstacle course. He must swim or leap through the teleport rings, both underwater and suspended in the air, in order to reach his next destination.

Pass through a ring, and it will chime, advancing him many miles toward his goal. Miss a ring, and it will make a dull sound and one of the Ring Icons in the upper left of the screen will disappear. Avoid the floating nautilus and their toxic bubbles as they will diminish Ecco's Health.

If Ecco succeeds with enough Teleport Rings, he reaches the next level. If he loses either all the Ring Icons or drains the Health Meter, he must try the same level again.



### PULSARS and METASPHERES

Pulsars appear as curves spreading from a central point. Sing to one to gain its power. Then press **Sonar** twice quickly to emit a devastating 360° sonar blast. Its power is unlimited, and lasts until you clear the level or start the level over.

Charge metaspheres, found later in the game, and transform Ecco into other life forms to use their special powers. When morphed, Ecco loses his own powers. In particular, Ecco cannot sing while transformed. A transformed Ecco can touch a metasphere again to regain his dolphin form.

# SWAT: CITY UNDER SIEGE™

■ GENRE: SHOOTER ■ PLAYERS: 1

The largest and most powerful terrorist group in the world, known as E.Y.E., is looking to take total control of Earth! Join the government controlled group of troopers, ESWAT (Enhanced Special Weapons And Tactics), and eliminate the terrorists!



## BASIC CONTROLS

D-Button . . . . .	Move the Soldier
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Select
Button B . . . . .	Attack
Button C . . . . .	Jump, Use Jet Pack

## ADVANCED ACTIONS

### ATTACK

Early in the game you can only use SHOT (basic weapon). You can attack in three directions: forward, backward, and upward (press the D-Button up and **Attack**). Press the D-Button down and **Attack** to kneel down and shoot in the direction you are facing.

Later on in the game, you will be able to use a variety of weapons. Find and collect a weapon icon, then press **Select** to select from the available weapons. The weapon in use will be indicated on the Weapon Indicator.

### JUMP

Press the D-Button up/down and **Jump** to jump to the upper/lower floor, where possible. In other areas, press the D-Button up and **Jump** to jump higher. Note that early in the game, **Select** will function as jump also.

### JET PACK and BURNER GAUGE

Jet Pack becomes available later in the game. Press **Jump** twice and hold to hover, then use the D-Button to move in any direction. Release **Jump** to land. Tap **Jump** repeatedly to descend slowly, whenever precision control is necessary.

As you hover in the air, units from the Burner Gauge will slowly deplete. If the Gauge is in the red zone, you can hover and move. If the Gauge is in the yellow zone, you can only hover but cannot move. If the Gauge turns all white, it is completely depleted, and you cannot hover until it is charged again.

When the Jet Pack is not in use, the Burner Gauge will slowly charge up again.



## GETTING STARTED

When the Title Screen is displayed, press the Start Button to display the Main Menu.



### MODE SELECT

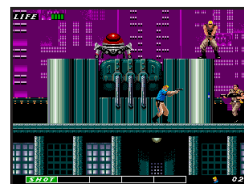
From the Main Menu, select one of the following:

- **START:** Start the game.
- **OPTIONS:** Change game settings.

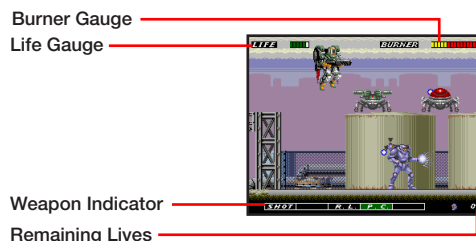
## HOW TO PLAY

Advance through eight Missions, defeating enemies along the way. Defeat the Mission boss at the end of the area to clear the Mission and advance to the next.

You will lose a unit on your Life Gauge if you take damage from enemy attacks or make contact with one. When the Life Gauge is completely depleted, you will lose a Life. Except for your basic weapon (SHOT), the weapon in use at the time will be lost as well. If you lose all your Lives, the game will be over. You have three credits to continue the game.



## GAME SCREEN



**NOTE:** The Burner Gauge will not be displayed early in the game. It is displayed after you get the Jet Pack.

## WEAPONS AND ITEMS



**SUPER (Weapon)**  
Rapid-fire capability. Press and hold **Attack** to fire continuously.



**R.L. (ROCKET LAUNCHER) (Weapon)**  
Fires up to two rockets in succession.



**P.C. (PLASMA CHARGE) (Weapon)**  
Shoot in succession for minimal damage, or charge it up to fire a huge ball of plasma.



**FIRE (Weapon)**  
Can only be used once, when the Burner Gauge is full, but causes serious damage to all enemies in the area.



**LIFE UP (Item)**  
Recovers your Life Gauge by up to two units.



**LIFE MAX (Item)**  
Completely recovers your Life Gauge.



**BURNER MAX (Item)**  
Completely recovers your Burner Gauge.



**1 UP (Item)**  
Gives you one extra trooper.

## OPTIONS

On the Options screen, press the D-Button up or down to select an option, left or right to change the setting.

### SOUND TEST

Listen to the background music and sound effects used in the game. Press any button to play.

### LEVEL

Change the difficulty level of the game.

### CONTROL

Change the button configuration for the game.

### PLAYER

Set the number of troopers in the game.

### EXIT

Return to the Main Menu.





# FATAL LABYRINTH™

■ GENRE: RPG ■ PLAYERS: 1

Dragonia, the castle of doom, has been resurrected! But the ghouls from the castle have stolen the Holy Goblet, the source of light. Without it, the world will be trapped in darkness forever.

A courageous fellow, Trykaar, volunteers to retrieve the Holy Goblet. The people from his village wish him luck as he heads out to Dragonia. After a treacherous hike through the forest, he arrives at the gate of the towering castle. As he enters the gigantic gate, he finds himself in a labyrinth of countless chambers.

Can Trykaar survive thirty floors of mayhem and redeem the Holy Goblet? His fate is in your hands! Don your armor and pick up your weapon. You'll puncture green globs, break up ice bars and make dark ninjas and deadly hellfrogs vanish with your magic. You must also evade traps and break down walls to discover shortcuts.

The village is anxiously awaiting the return of the Holy Goblet — and you!

## BASIC CONTROLS

D-Button . . . . .	Move, Attack, Talk, Select Menu Items
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Pick Up
Button B . . . . .	Cancel
Button C . . . . .	Menu

## GETTING STARTED

At the Title Screen, press the Start Button to begin the game from the village. Talk to the villagers before you embark on your journey. (You can skip the village and advance to Level One by pressing the Start Button at the Title Screen; press the Start Button again while the screen is scrolling to start.)



## HOW TO PLAY

You first enter the labyrinth on level one. As you wander around, you will find paths that lead to other rooms. When you hit a wall or can't find a way out, face the direction in which you want to go and press **Pick Up**. You may find a secret door! In one of the chambers, you will find the steps that take you to the next level. A word of advice — do not climb those steps until you've searched all the rooms, gained all the items you need and are sure you're strong enough to continue.



## COMBAT

In the Fatal Labyrinth, loathsome creatures lurk everywhere! In order to complete your mission, you must fight! First you must face your foe, then press and hold the D-Button in the direction of your attack. Your blows won't always hit their mark and be warned, some creatures are stronger than others and put up a better fight.



## STATUS WINDOW



- 1 L (Level) indicates which level of the castle you have reached. There are thirty levels in all.
- 2 Your rank is shown here. You start as Beginner. As you destroy enemies your rank goes up. When your rank increases, the maximum number of HP (Hit Points), PW (Power) and AR (Armor) you have also increases.
- 3 HP (Hit Points) indicates how much stamina you have. When attacked by an enemy you lose some HP. When your HP is zero, you die. The number on the left is your present HP. The number on the right is the maximum number of HP you can have. You can regain HP that you lost by walking around — hopefully you have enough food to do this.
- 4 F (Food) is the amount of food you have. You start with ten. You need food to keep you going and you'll find it in the labyrinth. But beware — do not stuff yourself, or you'll be sorry!
- 5 G (Gold) indicates the amount of gold you have. The more gold you have, the bigger the grave you can build for yourself.
- 6 PW (Power) indicates the amount of strength you have. The more strength you have the easier it is for you to destroy enemies.
- 7 AR (Armor) indicates how much defensive power you have. The higher the AR number, the less damage you sustain.
- 8 Message window is where the game messages appear.

## USING YOUR ITEMS

You set out for the labyrinth with a knife in hand. But it won't get you very far. Once you get inside, you may collect other items (including weapons, armor and magic items). But beware! The labyrinths and the powers of different items change from game to game. To pick up items, stand on top of them and press **Pick Up**. When your list of items becomes full, a message appears telling you that you can't carry any more. In that case, you can drop any items you think are unnecessary. When you press **Menu**, the nine different Item icons appear. Press the D-Button left or right to highlight the Item icon you want. Then press **Menu** to see the Command Window and the Item List.



### Weapons

You may find knives, swords, spears, shurikens and axes.



### Shield

Protects you from enemies' attacks.



### Helmet

Protects you from enemies' attacks.



### Armor

Protects you from enemies' attacks.



### Cane

You can cast magic spells that use the power of fire, ice, thunder, wind and other effects.



### Potions

Some can recover your HP while others can hurt you!



### Magic Scroll

You can cast magic spells to confuse monsters, light up rooms, etc.



### Rings

Some give you power and others can be thrown at enemies.



### Bow

Enables you to attack enemies from a distance and can be used consecutively. Select **EQUIP**, then **USE** to shoot it.

Press the D-Button to select a Command, then press **Menu**. Select an item you want to use from the Item List using the D-Button and press **Menu**. The letter E next to an item indicates that the item is currently being equipped/worn.

1. Select **EQUIP** to use a sword, axe, bow, armor, shield or helmet.  
**Note:** To use the Bow, select **USE** after selecting **EQUIP**.
2. Select **WEAR** to wear a ring.
3. Select **USE** to use a staff, potion, scroll or bow.
4. Select **THROW** to throw an item at enemies. You won't be able to throw items with the letter E next to them.
5. Select **DISCARD** to lighten your load.

**Note:** Available Commands vary with the Item Icon selected. Beware! Some items may be cursed.



## GAME OVER AND CONTINUE

When you lose all of your HP, you die. To Continue, press the Start Button before the timer counts down to zero. The level from which you can Continue depends on the level on which you die. There is no limit to the number of times you can Continue.



# F LICKY™

■ GENRE: OTHER ■ PLAYERS: 1

Join the adventures of Flicky, a fun-loving, little blue bird who drives cats everywhere crazy! As a heroic bird, find all of the missing Chirps and guide them to the "Exit" where they'll be safe from those mischievous felines and other ferocious domesticated animals in the house.



## BASIC CONTROLS

D-Button	Move Flicky
Start Button	Start Game, Pause Game
Button A	Jump, Throw Items (Shoot)
Button B	Jump, Throw Items (Shoot)
Button C	Jump, Throw Items (Shoot)

## GETTING STARTED

The Title Screen will appear after the SEGA® logo is displayed. Press the Start Button at the Title Screen to bring up the summary of the game. Press the Start Button once more to start the game from the first round.



### BASIC RULES

The objective of the game is to lead all the Chirps, who will follow you once you touch them, safely to reach one of the "Exit" doors.



Gather more than one of the Chirps and release them from the Exit until every Chirp in the level is saved.

You must do all of this while avoiding the mischievous animals who will be chasing you and the Chirps. If you are caught by Tiger the cat or Iggy the Lizard, you will lose one try. You will start from the same level in the same state where you left off. When Tiger and Iggy touch the Chirps that are following you, they will be left behind, forcing you to pick them up again. The game is over if the animals stop you in your final try.



Tiger the Cat



Iggy the Lizard

## ITEMS

The best way to secure a path is by eliminating your adversaries by throwing items you can pick up in the level. These items may be anything from telephones, flowerpots, cups or bottles. To hurl an item at Tiger or Iggy, first pick up an item, face the direction of your foe, then press **Jump/Shoot**.



If you are lucky, you will find diamonds that are worth Bonus Points. Note that the diamonds are small, so watch for them as you play.

## GAME DISPLAY



## SCORING

If Flicky brings just one of the Chirps to the door at a time, each one is worth 100 points. If you're savvy enough to grab a group of Chirps, the point value increases as shown in the right chart.

For example, take four Chirps to the Exit and a total of 1,000 points is added to your score (100 + 200 + 300 + 400 = 1,000).

1st Chirp	100 points
2nd Chirp	200 points
3rd Chirp	300 points
4th Chirp	400 points
5th Chirp	500 points
6th Chirp	1,000 points
7th Chirp	2,000 points
8th Chirp	5,000 points

### TIME BONUS

A Time Bonus is added to your score if you clear a level in under a minute. You will receive a bonus as shown in the right chart.

0 to 19 seconds	20,000 points
20 to 29 seconds	10,000 points
30 to 39 seconds	5,000 points
40 to 49 seconds	3,000 points
50 to 59 seconds	1,000 points

## BONUS ROUND

In the Bonus Round, two Tigers will be using see-saws to launch the Chirps skyward. You must move from left to right and catch as many descending Chirps as you can with the net. Each catch is worth 250 points, and an additional 10,000 point bonus is earned by saving every one of the Chirps.



## FLICKY FACTS

The Flicky birds are frequently featured in the Sonic the Hedgehog games. The most obvious one is *Sonic 3D Blast*™ (subtitled *Flickies' Island* in Europe), where the blue birds are scattered on an island and must be rescued in order for Sonic to advance to the next area. The Flickies that Sonic rescues will also similarly follow Sonic around until he reaches a portal, where the Flickies are safely evacuated.

In *Sonic Adventure*™, there are Flicky species featured in quests for both Amy Rose and E-102 Gamma.



Sonic Adventure  
(Dreamcast)



Sonic 3D Blast  
(Genesis)

# GAIN GROUND™

■ GENRE: COMBAT ■ PLAYERS: 1-2

The battle-simulation game has gone haywire! All contestants inside the system are trapped and frozen on the battlefields, and the androids are reprogrammed to become hi-tech killing machines! It's up to three brave fighters to rescue hostages, and to destroy the central computer of the system, the Brain.

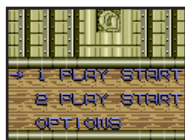


## BASIC CONTROLS

D-Button	Move, Make Selection
Start Button	Start Game, Pause Game
Button A	Alternate Shot
Button B	Primary Shot
Button C	Alternate Shot

## GETTING STARTED

When the Title Screen is displayed, press the Start Button to display the Main Menu.



### MODE SELECT

From the Main Menu, select one of the following:

- 1 PLAY START: Play alone
- 2 PLAY START: Play with two players.
- OPTIONS: Change game settings.

**Note:** Player 2 may join in any time between Rounds 1 and 4, as long as the Continue credits remain.

## HOW TO PLAY

The game consists of several rounds, divided into 10 stages.

There are two ways to clear the stage. One is to wipe out all enemy androids on the playfield. All player characters will be usable in the next stage. The other way is to lead all player characters safely out the EXIT before the time expires. If the time expires, including the one currently in use, will be lost. Only the characters safely out of the EXIT will be available for the next stage.

The game will be over if you lose all player characters. If you have credits left, press the Start Button to continue. Note that the game cannot be continued if you have reached Round 5, regardless of the credits remaining.

**Note:** Except for the HARD setting for the game level, you will start (or continue) with three characters: James, Siren and Tonga.



## GAME SCREEN



**Note:** The information for Player 2 is displayed at the right side of the screen.

## WEAPONS

Each player character has a normal weapon for the primary shots (which can be shot in eight directions) and a Special Weapon for alternate shots.

The left icon under the character face indicates the kind of Special Weapon. The right icon indicates the description (H=High places; L=Low places; M=Magic). The white arrow(s) on the right icon indicates the direction you can attack with the Special Weapon. This character, for example, throws grenades that can attack high places, forward (towards the top of the screen) only.



### HINT

If the character's Special Weapon can only be shot forward (to the top of the screen), that does not mean that the character is disadvantageous. He/she can move sideways or retreat, and still can shoot forward, which is in fact very useful in many situations. Also, the picture of the character indicates which hand he/she uses each weapon. The effectiveness of the normal weapon and running speed also vary with the character. It's very important to make the right selection according to the situation.

## ABOUT HOSTAGES

There are two types of hostages in the game.



If your character is hit by an enemy shot, or makes contact with an enemy android, the character will be frozen in place and remain there as a hostage until either he/she is saved or the next character becomes a hostage. In the latter case, the previous hostage will be lost.

Some stages have hostage(s) from the start of the stage. These remain even when your character is shot and becomes a hostage.

To save a hostage, touch and guide him/her out of the EXIT. You can only guide one at a time. When saved, the hostages will then become usable in the next stage.

Remember, the hostage will be lost if you defeat all enemy androids before guiding him/her out the EXIT.

Beware! Most of the 10th stage of the rounds do not have EXIT. Any character that is shot here will be lost.



## CHARACTERS

 <b>James</b> • Rifle • Rifle (F)	 <b>Giorgio</b> • Rifle • Rifle (L/R)
 <b>Siren</b> • Pistol • Grenade	 <b>Hunter</b> • Arrow • Arching Arrow
 <b>Tonga</b> • Spear • Arching Spear	 <b>Goldie</b> • Pistol • Grenade
 <b>Mad Dog</b> • Pistol • Spread Missiles	 <b>Dinga</b> • Spear • Arching Spear
 <b>Sylvia</b> • Pistol • Boomerang	 <b>Raymond</b> • Pistol • Surface-to-Air Missile
 <b>Klaus</b> • Pistol • Flamethrower	 <b>Erik</b> • Arrow • Arching Arrow
 <b>Billy Ray</b> • Pistol • Laser Cannon	 <b>Diamond</b> • Magic Missile • Water Spout
 <b>Pierre</b> • Submachine Gun • Submachine Gun (F)	 <b>Akeem</b> • Magic Missile • Fireballs
 <b>Red</b> • Submachine Gun • Submachine Gun (L/R)	 <b>Ninja</b> • Magic Missile • Orbiting Balls of Light
 <b>Rachel</b> • Pistol • Boomerang	 <b>Arn</b> • Magic Missile • Mini-Tornado

In the character list, the Primary Weapon is listed on the top and the alternate one on the bottom. Some characters use the same weapon as primary and alternate shot. For these characters, the direction(s) to shoot for alternate shots will be limited for special purposes. L/R indicates that the character fires both left and right of the screen simultaneously.

## OPTIONS

In the Options Screen, use the D-Button up or down to select an option, left or right to change the setting.

### LEVEL

Set game difficulty to EASY, NORMAL or HARD. Note that EASY has eight Continue credits shared by both players; NORMAL has four Continues; and HARD has none. Also, EASY has no Round 4. HARD starts with all 20 characters available, but no hostages on the field.

### SOUND TEST

Listen to the music and sound effects used in the game. Press Button A, B or C to play.

Either press the Start Button or select EXIT to return to the Title Screen.



# GOLDEN AXE™

■ GENRE: BRAWLER ■ PLAYERS: 1-2

The land of Yuria has been invaded and is now ruled by the iron fist of Death Adder, who secured his throne by seizing the Golden Axe. Three brave warriors now rise to the challenge of defeating Death Adder and his soldiers and returning peace to the Kingdom.



## BASIC CONTROLS

D-Button . . . . .	Walk in All Directions. Press Twice to Run
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Magic
Button B . . . . .	Attack
Button C . . . . .	Jump

## ADVANCED CONTROLS

- Press **Attack** while jumping for a downward slash with your weapon.
- Press **Attack** while running for a body slam, kick or head butt, depending on your warrior.
- Press **Jump** and **Attack** together for a special skill attack.
- Press **Magic** for a Magic attack.

Remember that each warrior has their own unique skills. What one warrior can do, the others may not be able to. Experiment with the **Jump** and **Attack** buttons to discover all the special moves, and learn the best ways to control each warrior.

## GETTING STARTED

From the Title Screen, press the Start Button on Controller 1 for one player, or Controller 2 for two players. Use Controller 1 to select from the following modes:

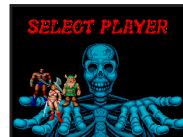
- Arcade** Play the arcade version of *Golden Axe*™. Your journey takes place over eight stages.
- Beginner** Play a simplified version of *Golden Axe*™. In this mode, the game ends at stage 3, after a battle with Death Adder Jr.
- The Duel** Test your skill against other game characters. In a single-player games, you fight one-by-one against 12 of Death Adder's soldiers, each one more powerful than the last. The battle ends if you lose a duel. In two-player games, the two players fight each other until one warrior defeats the other.

Once the game mode is selected, select a warrior to play via the **Select Player** screen.



## THREE WARRIORS

At the **Select Player** screen, press the D-Button left or right to cycle through the warriors. Release the button when the warrior you want is in front, then press the Start Button to choose that warrior and begin the game.



### AX-BATTLER

Ax-Battler, the Barbarian, heard his mother's final screams. Now he won't rest until he hears Death Adder's. He uses Volcano Magic on the attacking hordes.

### TYRIS-FLARE

Tyris-Flare, the Amazon, saw her mother massacred by Death Adder. When she's really angry, she rains down curtains of fire on her enemies with Fire Magic.

### GILIUS-THUNDERHEAD

Gilius-Thunderhead, the Dwarf, lost his brother to Death Adder's power. His speciality is somersaulting and scorching the invaders with Lightning Magic.

## GAME SCREEN



- Nudge passing elves and pick up the Magic Pots and Strength Bars they drop to increase your power.

## GAME OVER

The game ends when you die with no lives remaining.

If you have Credits, then the **Continue Game** message will be displayed. Select **Yes** and press the Start Button to continue the game from the last stage you were playing, or **No** to proceed to the **Scoreboard**.



The **Scoreboard** will be displayed before returning to the Title Screen. It shows your score, the number of times your warrior has been revived, your total strength and your game ranking.

### CREDITS

Your credits are the number of times you can continue an **Arcade** or **Beginner** game after being defeated. In a single-player games, you can continue three times. In two player games, each player can continue three times. You cannot change your number of credits.

## OPTIONS

From the Title Screen, select **Options** to change a variety of game settings. Press the D-Button up/down to select an option, and left/right to change the settings.

**Life Meter** Choose the number of hits your warrior can take from **three** to **five**.

**Control** Change the button configuration.

**Sound Test** Press the Start Button to display the **Sound Test** menu. Select a game sound with the D-Button and press the Start Button to preview.



## SURVIVAL SKILLS

- Practice, practice, practice! Work on your jump and attack skills to get your timing perfect. Mastering the attack and all its variations is the best way to win!
- Experiment with **Jump** and **Attack** to discover all the special moves. You'll be surprised at how many maneuvers you can do, including kicking, thrusting with the handle of your weapon and tossing your opponent overhead in a body twirl.
- Ride a Bizarrian whenever you can. Let the monster take the hits while keeping the enemy's weapon swipes away from you.
- Learn the shortcomings of each enemy. Then concentrate on defeating them by attacking their vulnerable spots.
- Assess each situation to decide whether to retreat to a better position or close in for the attack.
- Learn to jump and twirl to get behind an attacker.
- Always face your enemy. Stabs in the back are lethal!
- Watch your Hit Meter and Life Counter. If you're getting short on lives, it might be a good idea to retreat instead of attack.
- Use your Magic Pots wisely. It may be a while before you get more. Stay on guard — some enemies are strong enough to revive after a Magic attack.
- Fighting on a cliff, near the sea or on a terrace is very tricky. Instead of tumbling off, lure enemies towards the edge and let them be the ones to fall. You can even give them a little push.
- Some platforms can only be scaled from a secret spot — which you have to find.
- In two-player games, don't attack your partner — you can hurt each other!

*Golden Axe*™ first appeared in arcades in 1989, and was later ported to the SEGA Genesis/Mega Drive console. Note that the Japanese lettering that appears during the opening screen reads "Sempu" and literally means "Battle Axe", the basis of the international title.

# GOLDEN AXE™ II

■ GENRE: BRAWLER ■ PLAYERS: 1-2

The Lord of Darkness, Dark Guld, has arisen again. Wielding the famous Golden Axe, he has destroyed entire countries with his evil clan, forcing the world into chaos. Once again, three brave warriors stand up to face the oppressors, and won't rest until the Golden Axe is returned to its rightful place.



## BASIC CONTROLS

D-Button	Walk in All Directions. Press Twice to Run
Start Button	Start Game, Pause Game
Button A	Magic
Button B	Attack
Button C	Jump

## ADVANCED CONTROLS

- Press **Attack** while jumping for a downward slash with your weapon.
- Press **Jump** and **Attack** together for a special skill attack.
- Press **Magic** for a Magic attack.

Remember that each warrior has their own unique skills. What one warrior can do, the others may not be able to. Experiment with the **Jump** and **Attack** buttons to discover all the special moves, and learn the best ways to control each warrior.

## GETTING STARTED

From the Title Screen, press the Start Button to select from the following modes:

**1P PLAY** Play the game with one player.

**2P PLAY** Play the game with two players.

**OPTIONS** Access the Options screen.

For **1P PLAY** and **2P PLAY**, you have additional selections to play either **NORMAL GAME** or **THE DUEL**. After you select the game, you must choose a character via the Select Player screen. Note that two players cannot select the same character.



## THREE WARRIORS

At the **Select Player** screen, press the D-Button left or right to make the warriors circle. Release the button when the warrior you want is in front, then press the Start Button to choose that warrior and begin the game.



### AX-BATTLER (BARBARIAN)

He swings a sword and can use an upper swing technique. He can bring down tornados to wipe out enemies.

### TYRIS-FLARE (AMAZON)

She swings a sword and uses a back flip attack to get out of tight spots. She can engulf enemies in flames with her fire magic.

### GILIUS-THUNDERHEAD (DWARF)

He swings a battle axe and at times uses the axe for spinning kicks. He can make giant stones swirl from the sky to crush enemies.

## NORMAL GAME

Advance through six stages, defeating enemies along the way. You clear the stage if you defeat the stage boss at the end of the area.

Defeat a wizard, and he will release an item that you can pick up to restore life and increase Magic. Defeat an enemy riding on an animal (Bizarrians), and you can ride on it yourself.

You will lose a unit on your Life Meter, if you take a certain amount of damage from enemy attacks. When the Life Meter is completely depleted, you will lose a Life. If you lose all your Lives, the game will be over. You have three credits to continue the game.



## MAGIC

Whenever you pick up a Magic Book dropped by a wizard, the Magic Meter increases. The strength level of Magic varies according to the amount on the Magic Meter.

You can change the behavior of **Magic** in the Options.

### NORMAL

Press **Magic**, and the character uses Magic in the current level indicated by the Magic Meter. The Magic Meter will be depleted after use.

### SPECIAL

You can select to use the desired level of Magic within the current level indicated by your Magic Meter. Press and hold **Magic** and watch the Magic Meter charge up, then release the button at the desired level. Only the amount charged up will be used from the Magic Meter.

Each character can use his/her unique magic. The maximum levels of magic that can be used vary between each character.



## GAME SCREEN

Remaining Lives

Life Gauge

Magic



For a two-player game, Player 2's information is shown on the lower right of the screen.

## THE DUEL

Fight creepy adversaries in succession from weak to powerful in the ultimate test of your skills. Advance through 15 stages in 1P mode, or fight against another player in 2P mode. Destroy as many adversaries as you can before your Life Meter units run out.

You start with 10 units of Life Meter, which cannot be restored once the game begins. Also, you cannot use Magic.



## GAME SCREEN

Your Life Gauge

Enemy Life Gauge



## OPTIONS

From the Title Screen, select **Options** to change a variety of game settings. Use the D-Button up/down to select an option, and left/right to change the settings.

**DIFFICULTY:** Set the difficulty level of the game.

**LIFE METER:** Change the amount of Life Meter per life.

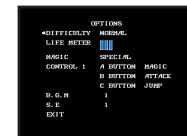
**MAGIC:** Select the **Magic** button to **NORMAL** or **SPECIAL**.

**CONTROL:** Change the button configuration for the game.

**B.G.M.:** Listen to the music used in the game.

**S.E.:** Listen to the sound effects used in the game.

**EXIT:** Return to the Main Menu.



## SURVIVAL SKILLS

- There are quite a variety of attack skills. Practice all the variations until you can control your character masterfully.
- Ride a Bizarrian whenever you can. Use the attack skills of the Bizarrian to your best advantage.
- Learn the weak points of each enemy. Attack their weak spots as much as possible.
- Use your Magic wisely. You don't know when you can get more.
- In some places you will be fighting on a ledge. Be careful not to tumble off.

# GOLDEN AXE™ III

■ GENRE: BRAWLER ■ PLAYERS: 1-2

Chaos is spreading across the land once again as the Prince of Darkness arises to conquer the world. To stop him and retrieve the legendary Golden Axe, four heroes step forward to accept the challenge.



## BASIC CONTROLS

D-Button . . . . .	Walk in All Directions. Press Twice to Run
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Magic
Button B . . . . .	Attack
Button C . . . . .	Jump

## ADVANCED CONTROLS

- Press **Attack** while jumping for a downward slash with your weapon.
- Press **Jump** and **Attack** together to attack enemies on all sides.
- Press **Magic** for a Magic attack.

Remember that each warrior has their own unique skills. What one warrior can do, the others may not be able to. Experiment with the **Jump** and **Attack** buttons to discover all the special moves, and learn the best ways to control each warrior.

## GETTING STARTED

From the Title Screen, press the Start Button to select from the following modes:

**1P PLAY** A story mode for one player.

**2P PLAY** A story mode for two players.

**VS MODE** A battle mode game for one to two players

**OPTIONS** Make changes to game settings.

Once the game mode is selected, select a character to play and proceed to the gamefield.



## WARRIORS

At the **Select Player** screen, use the D-Button left or right and the Start Button to select a warrior and begin the game.

### KAIN GRINDER

Wields a sword and can use an upper swing technique. An overall balanced fighter.

### PROUD CRAGGER

A slow yet powerful giant, capable of air-slams. Suited to advanced players.

### CHRONOS "EVIL" LAIT

A humanoid black panther who fights to return to his human form. Capable of powerful lunges.

### SARAH BARN

Her speed makes up for her sword's short reach. Capable of destructive spinning kicks.

## BASIC PLAY

Make your way through the gamefield fighting all enemies that dare stand in your way.

### CHOOSING A PATH

When you reach a fork in the road, choose a path and walk towards it to continue. Different roads will bring you different adventures.



### ITEMS

Attack passing elves and pick up the Magic Pots and strength items they drop to increase your power. Items can also be found in treasure boxes and barrels placed around the gamefield.

### BIZARRIANS

When you see enemies riding the bipedal creatures known as Bizarrians, try to knock them off and mount the creature yourself to use its special skills to your advantage. Note that you will still take damage if attacked while riding a Bizarrian.

## COOPERATIVE SKILLS

When you select a 2P PLAY game, it is possible to combine the two characters' strengths for even stronger skills and magic.

To prepare to use a cooperative skill, both characters should be positioned nearby and facing each other. The two characters will nod indicating they are ready. No buttons should be pressed while waiting.

To unleash a powerful two-player attack, prepare for a cooperative skill as detailed above. Either player can press **Attack**.

To cast devastating Magic (min. 10 Pots required), prepare for a cooperative skill as detailed above. Either player can press **Magic**.



## GAME SCREEN



### MAGIC

Different levels of Magic are available when you have one, three or six Magic Pots.

### PRISONERS

Release prisoners by defeating their guards. Release five prisoners to gain an extra life.

## GAME OVER

The game ends when your Life Gauge is reduced to zero with no Lives remaining.

If you have Credits remaining, the **Continue Game** message will be displayed. Press the Start Button before the countdown runs out to continue from where you left off. Each game has a maximum of four Credits, which are shared during 2P PLAY.



### RANKING

At the end of each stage, the score and rank you achieved will be displayed.

## VS MODE

When playing with two players, both players pick a character and fight a single round death match. When playing with one player, choose a player character and COM character and fight for a single round. If you win, you can then choose another COM character to fight against from those remaining. Aim to beat all five characters.



## OPTIONS

From the Title Screen, select **Options** to change a variety of game settings. Use the D-Button up/down to select an option, and left/right to change the settings.

**GAME LEVEL:** Set the game difficulty to **NORMAL/HARD**.

**CONTROL:** Set the configuration of controller buttons.

**BGM/SE:** Listen to music and sound effects used in the game.





# KID CHAMELEON™

■ GENRE: PLATFORMER ■ PLAYERS: 1

Heady Metal, the boss of the arcade game Wild Side has escaped! He's capturing kids by defeating them at their own game.

Take Kid Chameleon into Wild Side and give Heady Metal and his gruesome underlings a taste of their own aspirin. Because Kid Chameleon is about to cause a few headaches of his own!



## BASIC CONTROLS

D-Button	Move Kid Chameleon, Make Selection
Start Button	Start Game, Pause Game
Button A	Speed
Button B	Jump
Button C	Special

**NOTE:** Pressing the Start Button in conjunction with **Special** during the game activates the Diamond Power.

## GETTING STARTED

When the Title Screen is displayed, press the Start Button to display the Main Menu.



### MODE SELECT

From the Main Menu, select one of the following:

- **START ONE:** Play alone
- **START TWO:** Play with two players
- **OPTIONS:** Change game settings

With a two-player game, each player takes turns playing. The setting in the Options menu is set to One Controller, players will share a controller to play his/her turn.

## OPTIONS

On the Options Screen, push the D-Button up or down to select an option, left or right to change the setting.

### 2 PLAYERS

Select whether to use one controller or two controllers during 2-player play.

### CONTROLS

Change the button assignment.

### SPEED BUTTON

Selects the behavior of the Speed Button. When this is set to **NORMAL ACTION**, press the Speed Button to speed up your movement. If this is set to **FAST ACTION**, you will move fast by default; press the Speed Button to slow down.

Either press the Start Button or select **EXIT** to return to the Title Screen.



## HOW TO PLAY

Disintegrate the monsters of Wild Side by jumping on them. Use your head or feet to break the breakable blocks. You will find an item inside the block marked P.

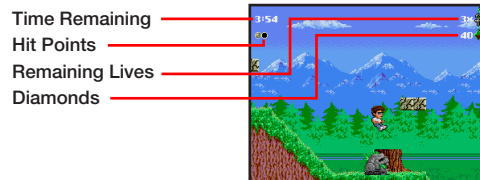
Stand on the Telepads to warp to other areas in the round, and sometimes to other rounds. You clear the round if you reach the flag at the end.



You lose a hit point when you take damage. You lose a life if you lose all your hit points (while in Kid Chameleon form) or when the Time runs out. If you lose all your lives, the game is over. If you have Continues remaining, press the Start Button before the Continue Messages scrolls off the screen.



## GAME SCREEN



## ITEMS



**DIAMOND**  
Energizes the Diamond Power.



**CLOCK**  
Get three extra minutes (9:59 max) to clear the round.



**EXTRA LIFE**  
Get one extra Life.



**COIN**  
Get one extra Continue.

## PAUSE MENU

Press the Start Button to open the Pause Menu. Select one of the following (selections vary with Lives remaining):

### RESUME PLAY

Unpause the game and resume.

### RESTART ROUND

For the price of one Life, restart from the beginning of the same round.

### GIVE UP

If you have no Life remaining, select this to quit the game.

## TRANSFORMATION

Pick up a Helmet and it will transform you into various forms with different abilities. Press the Start Button and **Speed** simultaneously to use Diamond Power.

During the transformed state, if you lose all your Hit Points, you will revert to Kid Chameleon form.



### KID CHAMELEON

**Special Power:** Leaping flip (press D-Button towards a block and **Jump** twice)  
**Diamond Powers:** Circle of Doom (20 Diamonds)  
Death Snake (50 Diamonds)

### IRON KNIGHT

**Special Power:** Crawling up obstacles (press **Special** rapidly)  
**Diamond Powers:** Circle of Doom (20 Diamonds)  
Extra Hit Point (50 Diamonds)

### RED STEALTH

**Special Power:** Sword Attack (**Special**; **Jump** + **Special** to attack downward)  
**Diamond Powers:** Samurai Haze (20 Diamonds)  
Death Snake (50 Diamonds)

### BERZERKER

**Special Power:** Charging obstacles (run towards the breakable block)  
**Diamond Powers:** Invulnerability (20 Diamonds)  
Wall of Death (50 Diamonds)

### MANIAXE

**Special Power:** Throwing axes (**Special**)  
**Diamond Powers:** Circle of Death (20 Diamonds)  
Extra Life (50 Diamonds)

### JUGGERNAUT

**Special Power:** Firing skull bombs (**Special**)  
**Diamond Powers:** 5-Way Shot (5 Diamonds per shot)

### MICROMAX

**Special Power:** Sticking to walls (**Jump** + D-Button towards a wall)  
**Diamond Powers:** Mini-Snake (20 Diamonds)  
Swift Mini-Snake (50 Diamonds)

### EYECLOPS

**Special Power:** Revealing unseen blocks for a short time.  
**Diamond Powers:** Fatal Beam (Two Diamonds per shot)

### SKYCUTTER

**Special Power:** Flying upside down (**Jump** + **Special** to flip; **Special** again to flip back)  
**Diamond Powers:** Invulnerability (20 Diamonds)  
Death Snake (50 Diamonds)

### CYCLONE

**Special Attack:** Whirlwind flight (**Jump**, then press **Special** rapidly)  
**Diamond Powers:** Slashing Rain (20 Diamonds)  
Tracking Rain (50 Diamonds)

# P HANTASY STAR™ II

■ GENRE: RPG ■ PLAYERS: 1

Moto, a once peaceful tropical paradise and the shining jewel of the Algo Star System, is facing terrible oppression at the hands of an unknown evil. Strange, vicious creatures infest the countryside and people are afraid to leave their villages. It's up to you to uncover the mystery behind these grim circumstances and help restore Moto to its former splendor.



## BASIC CONTROLS

D-Button . . . . .	Move, Move Cursor
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Speak, Inspect
Button B . . . . .	Cancel
Button C . . . . .	Confirm/Menu

## ADVANCED CONTROLS

- Approach a non-player character and press **Speak** to initiate a conversation. Talking to people can bring you valuable clues to help you in your adventure.
- Approach a building from the front (lower point) and press the D-Button up to enter. If you can't enter for some reason, press **Speak** to inspect it for clues.

## GETTING STARTED

Following the SEGA® logo, the game begins with the story that precedes your adventure. Press the Start Button at any time to display the Title Screen, and then press the Start Button again to begin your adventure.

After you start the game, select **New Game** and press **Confirm/Menu**. An automated sequence that introduces the story will then run.

If you have a game saved, select **Continue** to load. Saved games can also be loaded from the Pause menu.

## PLAYING THE GAME

As you embark on your quest, you will find yourself in three main game environments.

### TOWNS AND VILLAGES

Here you can gather information, purchase weapons and items (see Shops and Facilities), and trigger events that progress the story.

### WILDERNESS AND DUNGEONS

Make your way through treacherous landscapes to complete objectives and discover new destinations. Monsters are everywhere, so take care.

### COMBAT AREAS

When confronted by monsters in the wilderness, defeat them to gain **EXP** (experience) and **Meseta** (currency).

## COMMAND MENU

In the town and wilderness areas, press **Confirm/Menu** to display the Command Menu:

### ITEM

Use, give or discard items belonging to you and your party. You must specify the item to **USE** and a target character to **GIV** (give) the item to a target character.

### STATE

Select **STATE** to see simplified status levels, or **ORDER** to reorganize your party. Characters ordered near the top stand a greater chance of being attacked, so place characters with lower HP near the bottom.

### TECH

Choose a character and one of their Techniques to use. If they have sufficient **TP**, the Technique will be performed, and **TP** will be consumed.

### STRNG

Select a character to see their complete parameters (see **Status** below).

### EQP

Equip and unequip weapons and armor, etc., for each body part. Combinations of weapons and armor will affect **AGILITY**, **ATTACK** and **DEFENSE**, and will be reflected in the status display.



## STATUS

The status for the selected character is displayed in four windows. **Profession** (upper left) shows **LV** (level), profession and **EXP** (experience). **Equipment** (lower left) shows equipped items. **HP/TP** (upper right) shows current and maximum **HP** (Hit Points) and **TP** (Technique Points) levels. **Personal Characteristics** (lower right) shows parameters as follows:

- STRNGTH** Raises HP and allows stronger attacks and reduced injury.
- MENTAL** Raises HP and allows greater use of Techniques.
- AGILITY** Allows greater coordination during battle.
- LUCK** Increases effectiveness of Techniques.
- DEXTRTY** Increases with weapons use, leading to greater damage.
- ATTACK** Increases general **ATTACK** skills.
- DEFENSE** Increases resistance to incoming attacks.

### TECHNIQUES

Press **Confirm/Menu** to display another two windows. The left window shows healing and other Techniques, and the right window shows attack and defense Techniques.



## BATTLE MODE

When confronted by enemies, the game will switch to Battle Mode. Select **FGHT** (fight) to begin the battle. Action is automated until either you intervene or one side completely defeats the other (reduces **HP** to zero). If all your party members are killed, the game will end.

To intervene once battle has commenced, press the D-Button in any direction together with an action button, and the fighting will stop at the end of the turn cycle. Select **FGHT** to continue, or **STGY** (strategy) to update each character's actions as follows:

### ORDR (ORDER)



**Battle**  
Fight, prioritizing the selected enemy.



**Item**  
Use an item on a selected ally.



**Technique**  
Use a Technique on a selected enemy or ally.



**Defense**  
Protect character with a shield or emel, etc.

### RUN

Cut your losses and flee. Some enemies won't let you escape though.

### HP (HIT POINTS)

Characters die if **HP** reaches zero. The following icons may also be seen:



The character has been poisoned.



The character is temporarily knocked out by sleeping potion.



The character is temporarily paralyzed and cannot move.



The character has been killed.

## SHOPS AND FACILITIES



**Item Shop**  
Buy/sell Techniques and potions.



**Weapons Shop**  
Buy weapons for each of your characters.



**Data Memory**  
Save game progress. You can also save via the Pause menu.



**Clone Labs**  
Restore dead party members with statistics and possessions intact.



**Home**  
Come here for a rest, to meet new allies and to organize your party with up to four characters.



**Armor Shop**  
Buy shields and armor to protect your party.



**Teleport Stations**  
Teleport to any previously visited town.



**Hospital**  
Heal injuries, restore **TP** and cure poisoning.



**Central Tower**  
Gather information and store items.

# P HANTASY STAR III: GENERATIONS OF DOOM™

■ GENRE: RPG ■ PLAYERS: 1

Just as you're about to marry Maia, the mysterious woman you found on the shore, a winged dragon grabs her and disappears. This is the tragic start of what seems like a never-ending journey into a world of loathsome creatures and wicked souls that spans three generations.



## BASIC CONTROLS

D-Button . . . . .	Move, Move Cursor
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Speak, Inspect
Button B . . . . .	Cancel
Button C . . . . .	Confirm/Menu

## ADVANCED CONTROLS

- Approach a non-player character and press **Speak** to initiate a conversation. Talking to people can bring you valuable clues to help you in your adventure.
- Press the D-Button towards a door or opening to enter or exit. Press towards a set of stairs to ascend or descend.

## GETTING STARTED

After the SEGA® logo, press the Start Button or select **New Game** to begin your adventure. To carry on playing a previously saved game select **Continue**. Select a scroll speed for messages before progressing to the game. Note that games can also be saved via the Pause menu.

## PLAYING THE GAME

As you embark on your quest, you will find yourself in three main game environments.

### TOWNS AND VILLAGES

Here you can gather information, purchase weapons and items (see Shops and Facilities), and trigger events that progress the story. Some towns have an adjacent castle.

### WILDERNESS AND DUNGEONS

Make your way through treacherous landscapes to complete objectives and discover new destinations. Monsters are everywhere, so take care.

### COMBAT AREAS

When confronted by monsters in the wilderness, defeat them to gain **EXP** (experience) and **Meseta** (currency).

## COMMAND MENU

In non-combat areas, press **Confirm/Menu** to display the **Command Screen** and simplified party status. Commands are as follows:



### ITEM

Use, Give or Discard items belonging to you and your party. In the case of Give, and in some cases Use, you must specify a target character.

### TECHNIQ

Choose a character and one of their Techniques to use. If they have sufficient TP, the Technique will be performed, and TP will be consumed.

### STATS

Select a character to see their complete parameters (see **Status** below).

### EQUIP

Equip and unequip weapons and armor, etc., for each body part. Combinations of weapons and armor will affect **Damage**, **Defense** and **Speed**, and will be reflected in the status display.

### SWITCH

Reorganize your party. Characters near the top stand a greater chance of being attacked, so place characters with lower **HP** near the bottom.

## STATUS

The status for the selected character is displayed across three screens - press **Confirm/Menu** to progress to the next, or **Cancel** to return to the previous. The first screen shows personal parameters, the second shows the equipment status, and the third lists Techniques. Personal parameters are described as follows:

<b>HP</b>	Current/maximum Hit Points.
<b>TP</b>	Current/maximum Technique Points.
<b>MES</b>	The amount of Meseta your party has.
<b>Level</b>	The character's present level.
<b>XP</b>	Total amount of Experience Points earned.
<b>Reqd XP</b>	Experience Points required to increase character's level.
<b>Speed</b>	Larger values allow the character to act faster.
<b>Damage</b>	Larger values allow the character to inflict greater damage.
<b>Defense</b>	Larger values allow the character to sustain less damage.
<b>Intel</b>	Increases <b>TP</b> Max on level increase. Techniques become more powerful.
<b>Stamina</b>	Increases <b>HP</b> Max on level increase.
<b>Luck</b>	Improves odds of raised <b>Intel</b> and <b>Skill</b> on level increase.
<b>Skill</b>	Improves odds that a Technique will succeed.

## BATTLE MODE

When confronted by enemies, the game will switch to Battle Mode. All party characters and enemies will take turns performing commands. Choose a command for each character from the icons shown below. The battle ends when one side completely defeats the other by reducing HP to zero. If all your party members are killed, the game will end.

Monsters appear in four groups, and by default are attacked in order from front left to front right, read rear left and rear right. With some weapons, you prioritize an area to attack, while with others you can attack the whole group.



**Continuous Turns**  
Use the selected Battle Icon until the battle ends.\*



**Execute one turn**  
Execute one turn of the battle.



**Battle Icon Window**  
Choose a character and give them commands.



**Escape**  
Flee the battle. This may not succeed every time.

\* Press any button to return to "Execute one turn" mode.

### BATTLE ICON WINDOW



**Attack**  
Attack the enemies.



**Use Item**  
Choose an item and target if required.



**Technique**  
Choose a technique and target if required.



**Defend**  
Choose a character to defend.

### TECHNIQUES

Some characters can perform Techniques to restore **HP** or attack enemies. The Technique groups that can be performed vary depending on the character. The power of Techniques becomes more effective as the levels of the characters increase.

You can alter power distribution for each Technique Group (i.e., which Technique to be more effective within the group) at a Technique Shop.

<b>Heal</b>	Res, Gires and Rever restore <b>HP</b> ; Anti cures poisonings.
<b>Melee</b>	Foi attacks one enemy, Zan and Tsu attack rows/columns and Gra attacks all enemies.
<b>Time</b>	Ner speeds a character's attacks, Rimit improves escape odds, Shiza stops enemy Techniques and Deban stops enemy attacks.
<b>Order</b>	Fandi increases a character's attack, Forsa blows away an enemy, Nasak sacrifices an ally to restore others' <b>HP</b> ; and Shu increases a character's defense.

## SHOPS AND FACILITIES



**Item Shop**  
Buy/sell useful items for your journey.



**Armor Shop**  
Buy shields and armor to protect your party.



**Weapons Shop**  
Buy weapons for each of your characters.



**Fortune Teller**  
Have your fortune told, for a small fee.



**Healer**  
Restores dead allies and cures poisonings.



**Technique Shop**  
Alter Technique distribution.



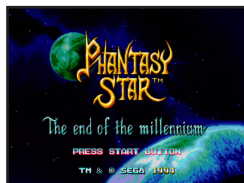
**Inn**  
Rest to save your game progress and recover **HP** and **TP**. If you have dead or poisoned allies, go to the Healer first. Note that games can also be saved via the Pause menu.



# PHANTASY STAR IV: THE END OF THE MILLENNIUM™

■ GENRE: RPG ■ PLAYERS: 1

In the year AW 2284, planet Motavia is once again plagued by strange bio-creatures, and it's up to the brave men and women of the Hunters Guild to exterminate them. You are Chaz Ashely, a rookie Hunter straight out of training who is supported by Alys Brangwin – a crafty veteran whose good looks and prowess with the blade have earned her an awesome reputation. The two Hunters along with a cast of supporting characters will go beyond Motavia to unwittingly save their entire solar system.



## BASIC CONTROLS

D-Button	Move, Move Cursor
Start Button	Start Game, System Menu
Button A	Confirm/Menu (Camp Mode)
Button B	Cancel
Button C	Speak, Inspect

## ADVANCED CONTROLS

- Approach a non-player character and press **Speak** to initiate a conversation.
- Press **Speak** when you are facing objects such as tables and shelves to find clues. In some cases, you may need to press and hold **Confirm/Menu** and press the D-Button to redirect where your leader is facing before you can inspect it.

## GETTING STARTED

Press the Start Button at the Title Screen to bring up the game menu to select one of the following options:

- **CONTINUE:** Continue a previously saved game.
- **START:** Begin a new game.
- **ERASE DATA:** Delete any previously saved game data.

### SAVE GAMES

Up to three different saves can be saved via SYS (System) menu, which can be selected from **CONTINUE** in the game menu to advance your quest.



## PLAYING THE GAME

As you embark on your quest, you will find yourself in three different game environments as detailed below:

### TOWNS AND VILLAGES

Gather information from the locals, purchase weapons and items at the shops and find important characters and events that will advance your quest.

### FIELDS AND LABYRINTHS

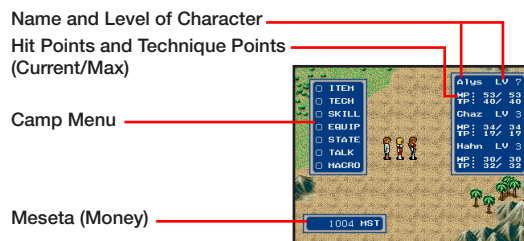
Journey through various worlds and dungeons to complete tasks and discover new destinations. There will be a good chance that you will encounter monsters while you explore these areas so stay alert. Once you reach a certain point of the story, your party will obtain special vehicles that will allow them to access areas that were previously unreachable.

### COMBAT

When confronted by monsters, your party will participate in combat. EX (experience) and MST (Meseta -- which is their currency) is awarded after monsters are defeated.

## CAMP MODE

Press **Confirm/Menu** while your party is not engaged in combat to display the Camp Menu and other information about your party.



The following options are available from the Camp Menu to manage your party.

### ITEM

Use, look and discard items that your party has in its possession. A maximum of 40 items (excluding any equipped items) can be held in your inventory. If there is an unknown item, you can select **LOOK** to check the description of your items.

### TECH

Use non-combat Techniques such as healing and transportation Techniques. Using Techniques will consume a given amount of TP (Technique Points) depending on the Technique.

### SKILL

Use non-combat Skills.

### EQUIP

Modify and/or verify your characters' weapons and gear. Most weapons and gear are character-specific.

### STATE

Check your characters' strength and statistics or reorganize your party's line up. Note that the party members in front are more likely to be attacked during combat.

### TALK

Talk amongst other members to reconfirm your next objective.

### MACRO

Program and store up to eight pre-set attack patterns that your party will follow during your next turn in combat. To delete a Macro command you've programmed, select an item (letter A to H) and press **Confirm/Menu** to open a prompt and choose **YES** to clear it.

## CHARACTER STATUS

Check the status of your characters by selecting **STATE** from the Camp Menu. Information on the selected character will appear in the following windows:



### CHARACTER PROFILE (UPPER LEFT WINDOW)

The selected character's personal information will be displayed in the following order: Character's Name, Occupation, Level, Age, Hit Points (Current/Maximum) and Technique Points (Current/Maximum).

### EQUIPMENT (LOWER LEFT WINDOW)

Shows the currently equipped weapons and defensive gear in the following order: Head, Weapons and/or Shield (right/left hand), Body.

### CHARACTER ABILITIES (UPPER RIGHT WINDOW)

- **STRNGTH:** Physical attacks and immunity to poison/paralysis.
- **MENTAL:** Techniques and Magic Skills.
- **AGILITY:** Quickness during combat.
- **DEXTRTY:** Attack accuracy.
- **ATK POW:** Power of attack skills.
- **DFS POW:** Power of defense skills.

### EXPERIENCE POINTS (LOWER RIGHT WINDOW)

- **EX:** Character's accumulative Experience Points.
- **NX:** Experience Points required to increase his/her status Level.

Find more *Phantasy Star IV: The End of the Millennium™* contents in next the page.

## SHOPS

An Inn and various shops are found in most of the towns and villages you visit. When you enter a shop, talk to the person behind the counter and select **BUY** to see the list of available items. If you have extra items you'd like to sell, select **SELL** and then select the item from your inventory. The following sign will mark the shops you will see in each town/village you visit.



### WEAPON/ARMOR SHOP

Purchase equipment to increase your party's attack and defensive power.



### TOOL SHOP

Purchase various recovery and transportation items.



### INN

Rest and replenish TP, HP, and Skills. Near Death characters are also revived.



### MARKET STALL

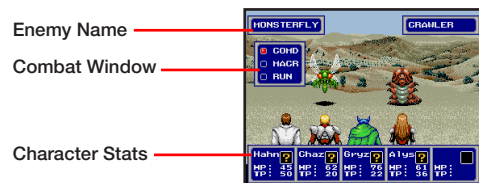
Makeshift shops where valuable equipment and items can be found.

### THE HUNTER'S GUILD

Located in Alys' hometown, the Hunters Guild provides weapons and armor at reasonable rates, offers interesting entertainment, and has a bulletin board of jobs you can take for money and experience.

## COMBAT

**STEP 1:** When the creatures appear, first select either **COMD** (Command), **MACR** (Macro) or **RUN** from the Combat Window.



**STEP 2:** If you select **COMD** from the Combat Window, use the **D**-Button to choose one of the following options (Command Symbols) for each of your characters:



### ATTACK

Attack with equipped weapon.



### SKILL

Choose a Skill and its subject.



### DEFENSE

Take a defensive position to avoid attacks.



### TECHNIQUE

Choose a Technique and its subject.



### ITEM

Use recovery items such as Monomate.

**STEP 3:** Each character/creature will take one action per turn during combat. After each attack, the amount of damage is displayed for each creature or character. The enemy vanishes when its HP is depleted. If a character's HP reaches zero, the character is Near Death (his/her Status Box will turn red). You will walk away with money and experience when all enemies are defeated, but if all of your characters are Near Death or become paralyzed, the game is over and you must restart the game from where you last saved.

### INJURY STATUS

When you assign an action to the character, the ? symbol in each Status Box will change to its appropriate Command Symbol. But once your character is injured, one of the following symbols will appear in your Status Box. If the letters of the Status Box turn yellow, it indicates that the highlighted character is poisoned and must be treated.



### UNCONSCIOUS

Character is out cold and cannot fight until he/she regains consciousness.



### PARALYZED

Character is paralyzed and cannot fight unless treated or until self-recovery is complete.



### NEAR DEATH

Character is completely out of action unless a special remedy is used or your party spends the night at an Inn. Androids are capable of recovering gradually once the combat ends.

## TECHNIQUES

Your character's Technique will vary. Characters who can learn additional Techniques will gain them as they increase in Level. Your character's Technique Points (TP) will be consumed every time you use a Technique. If you need to replenish your party's TP, go to a nearby Inn and rest.

### HEAL TECHNIQUES

- **SAR/GISAR/NASAR:** Restores HP of all active humanoid characters.
- **RES/GIRES/NARES:** Restores HP of one humanoid character.
- **ANTI:** Cures one active character of poisoning.
- **RIMPA:** Cures one active character of paralysis.
- **AROWS:** Revives one active character who is unconscious.
- **REVER:** Revives one Near Death character.
- **REGEN:** Cures poisoning, paralysis, unconsciousness or restore HP.

### BATTLE TECHNIQUES

- **FOI/GIFOI/NAFOI:** Blasts the enemy with a bolt of flame.
- **WAT/GIWAT/NAWAT:** Damages the enemy with a frost attack.
- **VOL/SAVOL:** Destroys your enemy's nervous system.
- **TSU/GITHU/NATHU:** Blasts the enemy with an arrow of light.
- **ZAN/GIZAN/NAZAN:** Suffocates enemies by producing whirlwinds.
- **GRA/GIGRA/NAGRA:** Crushes enemies with a powerful gravity wall.
- **MEGID:** Disintegrates the molecular structure of your foes.

- **GELUN:** Causes enemies to age quickly and reduces attack strength.
- **DORAN:** Slows down enemy reaction speed.
- **BROSE:** Damages the enemy by suddenly expanding its body mass.
- **RIMIT:** Knocks out the enemy by interfering with its nervous system.
- **SHIFT:** Increases the physical attack strength of one active character.
- **SANER:** Increases reaction speed of all ally characters.
- **DEBAN:** Produces a shield before all your allies to increase defense.
- **SEALS:** Stops the enemy from using their Techniques.

### TRAVEL TECHNIQUES

- **RYUKA:** Teleports your party to any previously visited city.
- **HINUS:** Teleports your party out of areas such as dungeons/labyrinths.

## SKILLS

Skills will vary depending on the character in the same way as Techniques (heal, attack or defense). These special Skills will become available when characters increase in Level. Each character has an allotted number of special Skills he/she can use during combat. If you wish to replenish the number of times you can use these Skills, go to a nearby Inn and rest your characters.

## COMBINATION ATTACKS

Two or more characters can join Techniques and Skills to form powerful Combination Attacks. For example, Rune's **Wat** Technique can be combined with Chaz's **Zan** Technique to form a **Blizzard** attack. Note that some Combination Attacks will require your party to use three or more Techniques/Skills in succession. Once you find the right order, remember it and store it as one of your Macro commands. Time will tell if you can find all 14 of the Combination Attacks.



## VEHICLES

In the course of your adventure you will find vehicles that allow you to travel quickly across hostile terrain. To use a vehicle, access it through the Items Menu the same way you would a regular item.



If you enter combat while you are in a vehicle, your first option is to choose your attack method or retreat. Either select **ATTAC** to fire a single attack at one enemy, or select **OPTIN** to prepare an attack using a special laser, missile or bomb. Also, your SP (number you see in the left of your dashboard) will decrease whenever you receive damage from the enemies. SP will be restored after each battle, but if your SP drops to zero, the game will end there.

# RISTAR™

■ GENRE: PLATFORMER ■ PLAYERS: 1

The evil King of Despair holds the constellation of Valjee under a reign of terror, spreading misery and darkness. But from the depths of space comes Ristar, a shining shooting star who is destined for greatness. Only his special powers can restore happiness to the solar system once again.



## BASIC CONTROLS

D-Button . . . . .	Move Ristar, Direction of Grab
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Jump
Button B . . . . .	Jump
Button C . . . . .	Grab, Throw

## SUPERSTAR ACTIONS

### WALL CLIMB

Grab the surface of the wall and press **Grab** repeatedly. For best results, Press the D-Button in a diagonal direction towards the wall while you tap **Grab**.

### DESCEND DOWN (FROM A PLATFORM)

To move down from a higher platform to a lower one, simply press the D-Button down while you are on a platform.

### HANG FROM OBJECTS

Ristar can hang from, and even be towed by, grabbing on to airborne objects and creatures. When you are ready to let go, simply release **Grab**.

### SWIM / AIR FLOAT

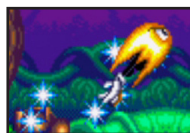
Press and hold **Jump**.

### USE THE PULLEY

Simultaneously press and hold both **Jump** and **Grab**.

### METEOR STRIKE

First, grab the Star Handle and hold **Grab**, then press the D-Button in the direction Ristar is facing to spin faster and faster. When you feel like there is enough momentum, release **Grab** to unleash Ristar from the handle. With enough force, he will be zooming around to take out the creatures you see on the screen.



## GETTING STARTED

Press the Start Button at the Title Screen to bring up the game menu. To start your game, select **GAME START** to start the game. If you wish to adjust the game settings or use a password to continue the game from different stages, select **OPTION** from the game menu to access the Options screen.

### GAME OPTIONS

Highlight an option and press the D-Button left/right to change the setting. Select **LEVEL** to change the difficulty of the game, **CONTROL** to change the button assignments, **SOUND** to listen to the in-game tunes and **PASSWORD** to play the game with special functions.



## GAME SCREEN

Health Stars

Point Total

Remaining Lives



**NOTE:** The game will start with five Lives for **NORMAL** game, and two Lives for **HARD** game.

## ITEMS

There are useful items to help Ristar on his journey. Find them in treasure chests and holes. By grabbing bushes or walls, Ristar might even be able to shake some of the hidden items loose.



### LITTLE STAR

The yellow star gives you extra Life. The white star helps you through traps.



### RESTORE STAR

The gold star adds one more to your Health count.

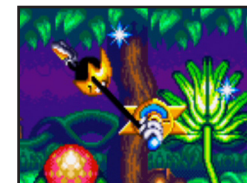


### YELLOW JEWEL

Pick up as many jewels as you can to see your Point Total soar! Getting enough points earns you an extra Life.

## STAR HANDLE

Star Handles are very handy for getting you where you've got to go! First grab onto the Star Handle by holding down **Grab**, then press and hold down the D-Button left or right to make him spin around. With enough momentum you can spin off the Star Handle to perform a Meteor Strike and eliminate the creatures or explore dangerous areas with ease.



## BONUS STAGES

Find your way to the secret bonus stages by automatically spinning off a special Star Handle found in selected areas. Every bonus stage is unique and has a treasure for you to find within a certain time limit. By completing the stage in a fast time you will earn an extra credit to continue the game. When the stage is completed, a secret code will be revealed depending on how many treasures are collected.



## COMPLETION BONUS

After you finish a level, the Clear Bonus screen appears. Your points earned from that level will be broken down into four bonus categories:

### ● ROUND CLEAR BONUS

A set amount of bonus points for completing each level.

### ● TREASURE BONUS

The points increase with each treasure chest you open.

### ● TECHNICAL BONUS

The less damage you suffer, the higher the points.

### ● SECRET BONUS

Grab anything you can and uncover hidden treasures to earn more of this bonus.

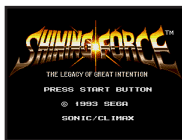


# SHINING FORCE™

■ GENRE: RPG ■ PLAYERS: 1

The land of Rune, in the kingdom of Guardiana, has been at peace for centuries, until the hordes of Rune Faust attack.

Now, the evil forces of Rune Faust are spotted near the Gate of the Ancients. As a young swordsman of Guardiana, find out what Rune Faust is after, stop their ambition, and bring back peace to the land of Rune. The fate of the world depends of the Shining Force and you.



## BASIC CONTROLS

D-Button . . . . .	Move, Make Selection
Button A . . . . .	Menu
Button B . . . . .	Cancel
Button C . . . . .	Menu

When asked a question, select the nodding head icon for YES, or the shaking head icon for NO.

## GETTING STARTED

Following the SEGA® logo, the game opens with the story that precedes your adventure. Press the Start Button at any time to move to the Title Screen, then press it again to begin.

After you start the game, select START to begin a new adventure, or CONT to continue a previously saved game.



## HOW TO PLAY

The game consists of two modes: Non-Combat Mode and Battle Mode. During the Non-Combat Mode, you control the hero as he walks around town, inside the castle and in the fields that lead to other locations. Purchase and sell items and weapons at the shops, talk to people to gather information, search for clues and watch events that unfold the story.

During Battle Mode, all characters, both friend and foe, take turns moving and taking action. Each character has a level of HP (Hit Points) which reduces when successfully attacked. When a character's HP reaches zero, he/she is out of the battle and will need to be "raised" via the Abbey. If the main hero is defeated, the battle will end and the game will restart from the last Abbey where the game was saved.

Each character can earn EX (Experience Points) during battle. If 100 EX are earned, the character's level increases, improving his/her overall abilities. EX will be reset to zero at this time.

Each battle has a specific mission objective. Completing the mission advances the story. If you are overwhelmed during battle, return to the village by casting Egress, or using Angel Wing; you'll need to retry the battle from the beginning to progress the story. Once they have retreated, the HP and MP of each character will be fully restored.

## NON-COMBAT MODE

Move the leader around the location, usually a town or castle. Visit shops to buy and sell items, or talk to people to gather information.

Press **Menu** to open the Commands Menu at the bottom of the screen with the following options:



- TALK** Talk to the person in front of your character. If you go into the shop, don't forget to talk to the clerk.
- MAGIC** Cast the EGRESS spell to return to the Abbey.
- ITEM** Select this for item management. Each character can hold up to four items (weapons and tools together). You have the following options:
  - USE:** Use item. Select the order of the character, the item and (if any) the target.
  - GIVE:** Transfer item. Select in order the character, the item, and the target character.
  - EQUIP:** Change weapon. Select the character and the weapon to equip.
  - DROP:** Discard an item. Select the character and the item to discard. Note that the item will be lost once discarded.
- SEARCH** Search the area in front of you. If you find a treasure chest, don't forget to search!

## PARTY HEADQUARTERS

You start the game with only a handful of members in your party. As the game progresses, many characters will join your force, but you can only take 12 members in your party to the Battle. Go to headquarters and assemble your party. Talk to Nova and you will have the following commands:



- ADVICE** Get advice from Nova on the upcoming Battle.
- JOIN** When you have more than 12 members in your force, select this to replace the members in your party.
- ITEM** Select this for item management.
- STATUS** View the status of the selected member.

## SHOPPING FOR WEAPONS AND ITEMS

When you're in the town or village, make sure to find and visit a shop.

- BUY** Buy an item or a weapon. Specify item to buy and the person that will carry it.
- SELL** Sell unwanted items. Specify the person that carries the item, then the item to sell.
- DEALS** Shops may at times have rare and powerful weapons or items that are not regularly on the shelf. Find out if they have such weapons/items, and buy as you would with other items.
- REPAIR** If you have a damaged item, have it repaired here.



## BATTLE MODE

Engage in combat to complete specific mission objectives, most commonly clearing the field of enemies or defeating the leader. Each character takes turns moving. Move the selected character to any unoccupied spot within the flashing area. Then give orders as follows:



- ATTACK** Flashing areas represent the locations the character can attack with the currently selected weapon. Select an enemy to attack.
  - MAGIC** Select a spell, the spell level and the target character. Magic consumes the player's MP (Magic Points), and cannot be cast if MP is too low.
  - ITEM** Use an item that the selected character is holding. EQUIP will not use up a turn, so character can change weapons and attack during one turn.
  - STAY** Do nothing and move onto the next character.
- During your character's turn, press **Cancel** and use the D-Button to examine your surroundings. Select a character to see detailed information or a vacant land area to bring up the following menu:
- MAP:** View a map of the area.
  - SPEED:** Change the display speed of the text.
  - MESSAGE:** Turn ON/OFF some of the battle messages.
  - QUIT:** Save the progress and return to the Title Screen. See also Saving below.

## THE ABBEY

In every town you travel to, you will find a Priest who can help you out in many ways.

- SAVE** Save the game.
- CURE** If any of your members have been infected with a disease or poison, have the Priest cure them.
- RAISE** If any of your members have fallen in battle, have the Priest restore them to full HP/MP.
- PROMOTE** Once a character achieves Level 10 or higher, you can promote him/her, which gives them a number of advantages.



## SAVING

There are two ways to save the game.

### In the Abbey

At any village, visit the Abbey, talk to the Priest and select SAVE.

### During the Battle

Should you need to quit during the battle, press **Cancel**, move the cursor to anywhere on the map where there are no characters, bring up the Commands Menu and select QUIT. The next time you select the same game data, the game resumes from the battle where you left off.



# SHINING FORCE™ II

■ GENRE: RPG ■ PLAYERS: 1

As a student of Astral the wizard, you and your friends study all the usual subjects: reading, writing, and sword fighting. As your time at school draws to an end, dark events are taking place on the island of Grans. The two Jewels which seal the Door to Darkness have been stolen, allowing a creature of awesome power to be unleashed. Finding where the Jewels were taken, and why, is a task only the bravest of adventurers can undertake.



## BASIC CONTROLS

D-Button	Move, Move Cursor
Start Button	Start Game, Pause Game
Button A	Menu/Enter Selection
Button B	Cancel
Button C	Talk/Inspect/Enter Selection

## ADVANCED CONTROLS

- When asked a question, select the nodding head icon for **YES**, or the shaking head icon for **NO**.

## GETTING STARTED

Following the SEGA® logo, the game opens with the story that precedes your adventure. Press the Start Button at any time to move to the Title Screen, then press it again to begin.

After you start the game, select **START** to begin a new adventure, or **CONT** to continue a previously saved game.



## PLAYING THE GAME

The game consists of two modes: Adventure Mode and Battle Mode. During Adventure Mode, you control the hero as he walks around the town, inside the castle and in the fields that lead to other locations. Purchase and sell items and weapons at the shops, talk to people to gather information, search for clues and watch events that progress the story.

During Battle Mode, all characters, both friend and foe, take turns to moving and taking action. Each character has a level of **HP** (Hit Points) which reduces when successfully attacked. When a character's **HP** reaches zero, he/she is out of the battle and will need to be "raised" via the Abbey. If the main hero is defeated, the battle will end and the game

will restart from the last Abbey where the game was saved.

Each character can earn **EX** (Experience Points) during battle. If 100 **EX** are earned, the character's level increases, improving his/her overall abilities. **EX** will be reset to zero at this time.

Each battle has a specific mission objective. Completing the mission advances the story. If you are overwhelmed during battle, return to the village by casting **Egress**, or by using **Angel Wing**; you'll need to retry the battle from the beginning to progress the story. Once they have retreated, the **HP** and **MP** of each character will be fully restored.

## ADVENTURE MODE

Move the leader around the location, usually a town or castle. Visit shops to buy and sell items, or talk to people to gather information.

Press **Menu** to open the Command Menu at the bottom of the screen with the following options:

### MEMBER

View the status for each member of your party. Press the D-Button up/down to select a character, and left/right to toggle between status screens. Press **Menu** or **Talk** for more detailed summary and statistics.

### MAGIC

Cast a **DETOX** spell to cure party members of poisoning.

### ITEM

Manage items and weapons. Each character can hold up to four items in total. For each of the following options, select a character, the item they're holding, and then the target when required.

**USE:** Use an item in possession.

**GIVE:** Pass an item to another character.

**EQUIP:** Equip a weapon and/or a ring. Select the Hand icon to equip no weapon/ring.

**DROP:** Discard an item. Once discarded, items cannot be recovered.

### SEARCH

Pressing **Talk** will allow you to talk to the person in front of you, or search the immediate area. When neither applies, the Commands Menu will be opened.



## PARTY AND CARAVAN

At the beginning of the game you will have only a handful of party members, but these will increase as you progress. Up to 12 characters can enter the battlefield, so remaining allies will await your orders in the Caravan.

To access the Caravan menu, move your character over it and press **Talk**.

### JOIN

Choose a character from the Caravan and a party member to swap with.

### ITEM

Manage the items carried by each character.

### PURGE

Place a member of your party in the Caravan when they're not needed.



### DEPOT

Items you don't wish to carry, but may find useful later can be stored in the Caravan Depot. Here you have the following options:

**LOOK:** Appraise any item placed in storage to find its sale value.

**DERIVE:** Select a stored item and pass it to one of the characters.

**DROP:** Dispose of an item. Dropped items cannot be recovered.

**DEPOSIT:** Place a carried item into storage.

## BATTLE MODE

Engage in combat to complete specific mission objectives, most commonly clearing the field of enemies or defeating the leader. Each character takes it in turns to move. Move the selected character to any unoccupied spot within the flashing area. Then give orders as follows:



### ATTACK

Flashing areas represent the locations the character can attack with the currently selected weapon. Select an enemy to attack.

### MAGIC

Select a spell, the spell level and the target character. Magic consumes the player's **MP** (Magic Points), and cannot be cast if **MP** is too low.

### ITEM

Use an item that the selected character is holding. **EQUIP** will not use up a turn, so characters can change weapons and attack during one turn.

### STAY

Do nothing, and move onto the next character.

During your character's turn, press **Cancel** and use the D-Button to examine your surroundings. Select a character to see detailed information, or a vacant land area to bring up the following menu:

**MAP:** View a map of the area.

**SPEED:** Change the display speed of the text.

**MESSAGE:** Turn ON/OFF some of the battle messages.

**QUIT:** Save game progress and return to the Title Screen.

## THE ABBEY

In every town you travel to you will find a Priest who can help you out in many ways. Talk to the Priest to display the following menu:

**SAVE:** Save your game progress. If the main hero is defeated, you can restart from the last Save Point.

**RAISE:** If any of your party fall in battle, the Priest can restore them to full **HP/MP**, for a small fee.

**PROMOTE:** Once a character reaches Level 20, they can be promoted to a new fighting class, capable of using more powerful weapons and spells. Note that when promoted, the character's Level returns to one and for a short time they may be weaker in combat than they were before.

**CURE:** Some enemies can infect your characters with disease and poison. Unless one of your spellcasters knows the right spell, or someone is carrying medicine, you will need to get them to the Abbey as soon as you can.



# SHINING IN THE DARKNESS™

■ GENRE: RPG ■ PLAYERS: 1

Princess Jessa, along with the loyal knight Mortred, has gone missing in the vicinity of the Labyrinth. King Drake and his aides have no clue as to where she is. As Mortred's son, join forces with Milo and Pyra in a quest to find the princess.



## BASIC CONTROLS

D-Button	Move, Make Selection
Button A	Menu
Button B	Cancel
Button C	Menu

## GETTING STARTED

After you start the game, select a menu item and press **Menu**. Until you have saved your first game, the CONT, DEL and COPY options will not be available from this menu.



**START:** Begin a new game. You will be asked to select a record (data slot) to use, enter a name (up to five letters) and select a text speed. Up to three games may be saved in total.

**CONT:** Continue the previously saved game.

**DEL:** Delete a game data. Select the data to delete.

**COPY:** Make a copy of game data. Select data to copy and select the destination.

During the game, you may be asked to answer a simple YES/NO question, represented by animated icons of either a nodding or shaking head. Select the left icon (nodding) for YES, right icon (shaking) for NO.

## HOW TO PLAY

The game consists of three areas which can be accessed through the Map Screen. Here, you can select a destination. Whenever you exit the area, you return to the Map Screen.

### Castle

Here you enter the Throne Room, where you meet King Drake and his aide, and obtain your mission. Select whom to talk to, and listen to what he has to say. When you see a blinking arrow, press any button to view the next line(s). Press **Cancel** to leave the castle.

### Village

Here you can visit various shops to buy and/or sell items. Visit the Tavern and speak to the townsfolk to gather information, or rest to recover lost HP and MP. The Shrine is where you save your game, cure poison and revive fallen party members. Select where you want to go and then select Enter from the Command Boxes to enter. To leave the village, select Exit.

### Labyrinth

This is where you spend the majority of the game, advancing deep into the Labyrinth, fighting monsters and gaining experience (EXP). Press the D-Button up to walk forward, down to back step or left/right to turn. To exit the Labyrinth, find the exit gate and simply walk through.

You'll start the adventure alone, but as the game progresses you will be joined by Milo and Pyra to form a party.

## COMMAND BOXES

At the Village or inside the Labyrinth, press **Menu** to display Character Status at the top of the Screen, and Command Boxes at the bottom. Use the D-Button to select a command and press **Menu**. Press **Cancel** to close the Character Status and Command Boxes.



**ENTER:** Enter selected Shop (Village only).

**SEARCH:** If you find a treasure chest, select this to examine (Labyrinth only).

**SPELL:** Use Magic Spell. Some spells can be used only inside the Labyrinth.

**ITEM:** Item management. Each character can hold up to eight items (weapons, armors and other items together). You have the following additional commands to select:

- **USE:** Use an item. First, select a character, then select an item to use. Depending on the item, you may need to select a target character on which to use the item.
- **GIVE:** Transfer an item from one character, to another. Select a character, then select an item to transfer. Finally, select a target character to transfer the item to.
- **EQUIP:** Use this command to equip a character with a weapon, armor, shield and helmet and to improve his/her attack or defense. Select a member, then for each part of the body select an item to equip (or select **UNARM/REMOVE** for the part). Note also that some weapons/armors can only be equipped by a specific member.
- **DROP:** Drop a selected item from the inventory.
- **STATUS:** View a detailed status of the members in your party.

## VILLAGE

Visit the Village to make preparations for your adventure. You may at times encounter an event that could be vital to your adventure.

### TAVERN

Enter the Tavern and talk to people inside to gather information. You can also rest in order to restore lost HP and MP. To rest, just ring a bell on the counter.

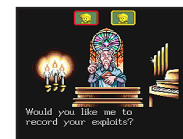


### WEAPONS, ARMORER, ALKEMIST

Here you can buy weapons, armors or items, or sell unwanted items. You may at times see some hard to find items.

### SHRINE

Whenever a member of your party is poisoned or has fallen in battle, visit the Shrine. For a price, the holy man will cure or revive the party member. The holy man will also tell you how many EXP are needed for each member to increase in Level.



Shrine is also a place to save your game and to halt the game. To save a game in progress, go to the Shrine at the Village. When the holy man asks you whether or not to record your exploits, select yes (nodding of a head) to save the game. Note that your existing save data will be overwritten if you proceed to subsequently save your quest.

## BATTLES

Inside the Labyrinth, when you encounter monsters, it's time to battle! Character Status will be displayed at the top of the screen and Command Boxes at the bottom. For each character, select a command to perform.



**ATTACK:** Attack the enemy with a weapon. You will see a cursor over the group of enemies and you can select which group to attack.

**SPELL:** Use a Magic Spell (see below).

**ITEM:** During battle, items may only be used, not given to another party member or discarded. Select an item, then select, if any, the target to use it on.

**RUN:** Flee from the battle. Only the leader of the party (usually the main hero of the game) can select this.

**DEFEND:** Take a defensive stance. Only the members other than the leader can select this.

When you defeat all of the enemies, you earn GOLD, with each member earning EXP (experience points). If enough experience points are earned, the Level for that character increases, improving overall abilities.

Each character has a parameter called Hit Points (HP). The member loses a certain amount of HP from an enemy's attack. If HP for any member drops, he/she will collapse, unable to battle any more. You must visit the Shrine in order to revive him/her. If all members expire, the game will resume from the Shrine, but you will lose half the amount of GOLD. To regain lost HP, go to the Tavern and rest.

## SPELLS

The party members Milo and Pyra can cast magic spells that they learn as their character Level progresses. Some spells can be cast any time inside the Labyrinth or the Village, while others can only be cast inside the Labyrinth. Attack spells can only be cast during battle.



You use up a certain amount of Magic Points (MP) in order to cast spell (the amount varies with type and level). If the member does not have enough MP, he/she cannot cast a spell. To regain lost MP, go to the Tavern and rest.

To cast a spell, first select **SPELL** from the Command Boxes. Then select, in order, who casts (except during the battle), the type of Spell, the level of Spell (see below), and the target (if any).

Most spells have levels of their own. As the member's level increases, he/she may learn the same spell at a higher level. The member can still choose to cast a spell with a lower level to save MP.



# S HINOBI III: REVENGE OF THE NINJA MASTER™

■ GENRE: BRAWLER ■ PLAYERS: 1

Joe Musashi's sworn enemy, the Neo Zeed are secretly rebuilding an organization in Japan after the battle in Neo City. Joe (code name Shinobi) senses the evil power growing and starts to make his way back to fight the Neo Zeed once again.



## BASIC CONTROLS

D-Button . . . . .	Move Shinobi
Start Button . . . . .	Start Game, Pause Game (Ninjitsu Option)
Button A . . . . .	Ninjitsu
Button B . . . . .	Attack (Shurikins/Sword)
Button C . . . . .	Jump

## SUPER NINJA ACTIONS

### DOUBLE JUMP

Press **Jump**, and press it again while Shinobi is in mid-air.

### SHURIKIN BURST

Perform a Double Jump, then press **Attack** while in mid-air to spray shurikins at surrounding foes.

### DEATH-KICK

Jump into the air, then simultaneously press **Attack** and the D-Button towards the enemy when Shinobi reaches the peak of his jump.

### SPIDERWALK

First, simultaneously press **Jump** and the D-Button up to grab the ceiling, rope or cross beam, then move left or right. To get back on the ground, simultaneously press **Jump** and the D-Button down.

### WALL KICK

Jump toward a wall, then simultaneously press **Jump** and the D-Button towards the wall to reach higher places.

### NINJA DASH

To perform a dash, tap the D-Button left/right twice and press it down.

### DEFENSE POSE

Press and hold down **Attack** to assume a defensive pose. Note that Shinobi is able to move while keeping his defense up.

## GETTING STARTED

Press the Start Button at the Title Screen to bring up the game menu. To start your game, select **GAME** to start the game. If you wish to adjust the game settings, select **OPTIONS** from the game menu to access the Options screen.

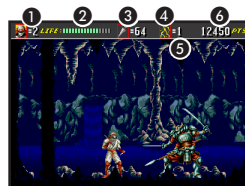
### GAME OPTIONS

Select an option and press the D-Button left/right until the desired option appears on the screen. To listen to the music, sound effects and voice effects, press **Attack** to play the sound and press **Jump** to stop it.



- **LEVEL:** Choose from EASY, NORMAL, HARD and EXPERT.
- **SHURIKINS:** Start the game with zero to 70 Shurikins.
- **CONTROL TYPE:** Change the button configuration.
- **MUSIC:** Play the BGM used in the game.
- **S.E.:** Listen to the sound effects used in the game.
- **VOICE:** Hear the voice effects used in the game.

## GAME SCREENS



- |                      |                 |
|----------------------|-----------------|
| 1 Remaining Lives    | 2 Life Bar      |
| 3 Shurikins          | 4 Ninjitsu Type |
| 5 Remaining Ninjitsu | 6 Current Score |

## NINJITSU OPTION

Press the Start Button during your fight to pause the game and access the Ninjitsu Option. Note that the type of Ninjitsu attack the Shinobi will perform during the fight is changed from this option. Press the D-Button left/right to select one of the Ninjitsu and press the Start Button to jump back into the level.



### NINJITSU TYPES



#### IKAZUCHI

Bolt of lightning to make Shinobi temporarily invincible.



#### MIJIN

Eliminate every enemy on the screen in exchange for one life.



#### KARIU

Pillars of flames to damage every foe in the area.



#### FUSHIN

Ghost images of Shinobi appear, multiplying his jump power.

## ITEMS

Items are essential to survive the fight against the Neo Zeed. Some can be found as they appear below, and other times they are found inside of crates. If you find a crate, break it open to release the item, then walk over the item to collect it.



#### SHURIKIN

Adds five Shurikins to your total.



#### MULTI-SHURIKIN

Adds 20 Shurikins to your total.



#### POWER-UP

Increases the destructive power of your Shurikins.



#### 1-UP

Adds one extra life.



#### NINJITSU ITEM

Adds one more Ninjitsu attack to your total.



#### HEART BONUS

Restores the Life Bar by a certain amount.



#### TIME BOMB

Don't touch! The bomb will detonate on a count of five.

## SPECIAL STAGES

In his quest to take down the leaders of the Neo Zeed, Shinobi must rely on all of the resources he has. Shinobi will be riding on a horse and a jet ski this time to advance to certain areas. During these special stages, press the D-Button left to go slower and press right to go faster. By tapping the D-Button twice, you can also experience a quick burst of speed.



# SONIC & KNUCKLES™

■ GENRE: PLATFORMER ■ PLAYERS: 1

Dr. Eggman's (AKA Dr. Robotnik) Death Egg was once again blasted by Sonic, crash-landing on the peak of a volcano on the Floating Island. Dr. Eggman is still out there somewhere, and Sonic cannot allow him to get his hands on the Master Emerald and repair the Death Egg. Sonic must also keep Knuckles off his back but Knuckles has problems as well. As the guardian of the Floating Island and all of the Emeralds, Knuckles must do his part to keep the island safe. While they're going the rounds with each other, who will stop Dr. Eggman?



## BASIC CONTROLS

D-Button . . . . .	Move Sonic/Knuckles
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Jump, Spin Attack
Button B . . . . .	Jump, Spin Attack
Button C . . . . .	Jump, Spin Attack

## SUPER COOL STUNTS

### SPIN DASH ATTACK

Press and hold the D-Button down and tap **Jump** a few times to rev up Sonic or Knuckles. When you release the D-Button, your character will shoot forward and take out any enemies in his path.

### GLIDE (KNUCKLES)

Quickly tap **Jump** twice while playing as Knuckles to glide. Press the D-Button left or right to control the direction and knock out any Badniks with his fist during the glide.

### WALL CLIMB (KNUCKLES)

Tap **Jump** twice near a wall to jump and stick to the wall. Press the D-Button up or down to climb and press Jump to hop off the wall.

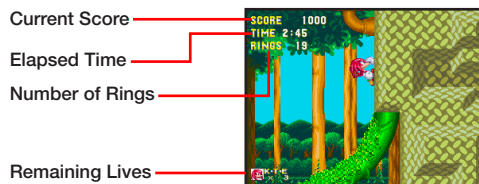
### INSTA-SHIELD (SONIC)

Quickly tap **Jump** while playing with Sonic to generate a protective shield for a split second.

## GETTING STARTED

Use the D-Button up and down on the Title Screen to select either **SONIC** or **KNUCKLES** and press the Start Button to begin the game with your hero.

## GAME SCREENS



## ITEMS



**Ring**  
Having one can keep you alive when you are damaged. Collect 100 to earn an extra life.



**Super Ring**  
Gives you 10 Rings at once.



**Invincibility**  
Protects you from enemies and traps (except certain moving traps) for a short period.



**Power Sneakers**  
Allows you to run even faster.



**Flame Shield**  
Protects you from fire attacks. Can perform a special Fireball Spin Attack.



**Water Shield**  
Protects you and allows you to breathe underwater. Can perform a bouncing attack.



**Lightning Shield**  
Protects against shots from Badniks. Attracts Rings and allows Double Jump.



**1-Up**  
Gives you one extra life.



**Eggman**  
DANGER! You'll be damaged or lose a life if you don't have any Rings.

## STARPOSTS

Touch a Starpost and the game will record your Score and Time at that spot in case you fail to clear the Act. If you lose a life with one or more lives remaining, you will carry on the adventure from the last Starpost you touched. If you touch the Starpost with 20 or more Rings, spinning stars will appear just above the post. Jump into the twinkling stars to teleport you to one of the Bonus Stages.



## BONUS STAGES

The number of Rings you have when the Starpost is touched will determine which Bonus Stage you can enter. Collect 50 Rings in a Bonus Stage to earn a Credit to continue when the game is over. When the Bonus Stage is over, you will be sent back to the location of the Starpost to carry on with the Act.

### SLOT MACHINE

Collect Rings (see below) when the tumblers roll. Jump towards the center and avoid the Goal Blocks to stay in this stage.

- 2 Rings: One BAR
- 4 Rings: Two BAR
- 8 Rings: All BAR
- 20 Rings: All Tails
- 25 Rings: All Knuckles
- 30 Rings: All Sonic
- 100 Rings: All Jackpot
- Lose 100 Rings: All Dr. Eggman



### GLOWING SPHERES

Sonic is stuck to a magnetic sphere. Roll to the top before jumping to a higher one. Use the flippers and bumpers to help you, and watch out for the string of force field orbs creeping up from below.

## SPECIAL STAGES

Every Act has a hidden room with a giant ring. Leaping into the ring will teleport you to the Special Stage.

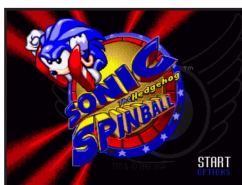
This is your chance to collect the Chaos Emerald. Grab the Blue Spheres and avoid the Red Spheres. When you collect all of the Blue Spheres, a Chaos Emerald will appear. When you find a block of Blue Spheres (at least 3x3), touch all of the perimeter spheres and turn them into Golden Rings. Note that you can earn one Continue if you collect 50 or more Golden Rings. When the Special Stage is over, you will return to the Act stage and carry on from where the giant ring was located.



# SONIC SPINBALL™

■ GENRE: OTHER ■ PLAYERS: 1-4

Dr. Eggman (AKA Dr. Robotnik) is once again turning the animals of Mobius into robots using his monstrous contraption, the Veg-O-Fortress. Only Sonic can penetrate the Pinball Defense System to free the animals and rescue the Chaos Emeralds to stop Dr. Eggman's fiendish plans.



## BASIC CONTROLS

D-Button . . . . .	Move Sonic
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Flip Left, Jump (On Ground)
Button B . . . . .	Flip Right, Jump (On Ground)
Button C . . . . .	Flip Both, Jump (On Ground)

## ADVANCED CONTROLS

### VIEW UP

Press the D-Button up and down when Sonic is standing on the ground to scroll the screen up and down.

### SPIN DASH

Press the D-Button down and press Button A, B or C to rev up the spin, then release the D-Button to perform a rolling attack on the ground.

## GETTING STARTED

During the Title Screen, press the D-Button up and down to select either **START** to start the game or **OPTIONS** to access the Options screen.

### OBJECTIVE

Using Sonic as a pinball, work your way up through the Veg-O-Fortress, uncovering concealed passageways, avoiding deadly traps and collecting the Chaos Emeralds. Each level has a number of Chaos Emeralds you must collect before you can confront the boss robot.

### OPTIONS

Press the D-Button up and down to select one of the options, then press the D-Button left or right to modify the setting.



- **MODE:** Set the number of players from 1 to 4.
- **SPEED:** Set the speed of the game to **NORMAL** or **FAST**.
- **MUSIC:** Turn **ON** or **OFF** the game music.
- **FLIPPER:** Change the button configuration of the game.

### MULTIPLAYER MODE:

Up to four players can take turns using a single controller to play this game by adjusting the number of the **MODE** Setting in the Options.

## GAME SCREENS



- ① Player Number
- ② Remaining Lives
- ③ Current Score

The top section of the screen shows the following information at various stages of the game:

- **EMERALDS:** Shows the number of Emeralds remaining in each level.
- **URGENT ORDERS:** These messages need a quick reaction!
- **LOOP SUCESESSES:** Shows how many loops you've completed.
- **SCORE UPDATES:** Shows your current score.
- **LOOP SUCESESSES:** Shows how many loops you've completed.
- **END LEVEL BONUSES:** Details of your end level totals.
- **SONIC'S STATUS:** Message such as "Too Baaad", when a Life is lost.

## GAME STRATEGY

Each level has a number of Chaos Emeralds you must collect before confronting the boss robot to complete the level. A variety of hatchways and other obstacles stand between you and the Emeralds. These can only be passed by flicking many of the switches, and by Sonic's pinball attack force.



Follow the directions marked in the background to make sure you hit the right spots.

With the blockages cleared, follow the path to find the Chaos Emeralds.



When all of the Chaos Emeralds have been gathered, Sonic must defeat the level boss.

## BONUS ROUNDS

At the end of each level, there is a Bonus Round. This is a game of regular pinball in which you have three balls to play.



## PLAY TIPS

- Launching Sonic by tilting both flippers together with **Flip Both** is a safe and easy tactic for beginners.
- Watch out for lights and arrows showing important spots and routes in your surroundings.
- Catch Sonic on the flippers by holding them up as he enters the Alley Ramp. This way you can aim him more accurately.
- To shoot straight up, fire when Sonic is near the hinge of a flipper. To launch at an angle, let him roll towards the tip first.
- When Sonic is in flight, press the D-Button left and right to position Sonic based on the surrounding objects such as bumpers, targets, lances and flippers.
- Keep an eye on your status display (top section of the screen) for real-time hints!



# S

## ONIC 3D BLAST™

■ GENRE: PLATFORMER ■ PLAYERS: 1

Dr. Eggman (AKA Dr. Robotnik) discovers unusual birds known as Flickies that can transport to anywhere using Dimension Rings. Successfully capturing the Flickies, Robotnik turns them all into robots to help him find the Chaos Emeralds. Sonic must save the Flickies by freeing them from their robotic prison and prevent Robotnik from finding the Chaos Emeralds.



## BASIC CONTROLS

D-Button . . . . .	Move Sonic
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Jump, Spin Attack
Button B . . . . .	Spin Dash, Rolling
Button C . . . . .	Jump, Spin Attack

## SUPER COOL STUNTS

### SPIN DASH ATTACK

Press and hold the D-Button down and tap **Jump** or **Spin Dash** a few times to rev up Sonic. When you release the D-Button, Sonic will shoot forward and take out any enemies in his path.

### BLAST ATTACK

Tap **Jump** twice when you have the Gold Shield to home-in on the enemy.

## GETTING STARTED

Press the Start button at the Title Screen to display a game menu with the following options:

- **START:** Begin the game from Zone 1.
- **CONTROL:** Change button configurations.
- **SOUND TEST:** Listen to music and sound effects of this game.

### PROLOGUE

The prologue scene will play when you select **START** to start your game. Press **Jump** to view the next scene of the Prologue. To skip the entire presentation, press the Start Button and start from Zone 1.



## GAME SCREENS

Number of Rings

Flicky Counter

Remaining Lives

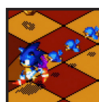


## ROBOTS AND FLICKIES

**Spin Attack** or **Spin Dash** into a robot to destroy it and release the Flicky that is trapped inside. Once the Flicky is free, move within range to attract its attention so it will follow wherever Sonic goes. If Sonic gets hurt, the Flickies following him will scatter, so try to round them up before they wander too far.



Robot



Flickies following Sonic

## ITEMS



### Ring

Having one can keep you alive when you are damaged. Collect 100 or 200 to earn an extra life.



### Super Ring

Gives you 10 Rings at once.



### Invincibility

Protects you from enemies and most traps for a short period of time.



### Power Sneakers

Increases your speed for a short period of time.



### Red Shield

Protects you from fire attacks but disappears when struck by a normal attack.



### Blue Shield

Allows you to run across electric floors but disappears when you are hit by an enemy attack.



### Gold Shield

Protects you from one normal attack and allows Sonic to use the Blast Attack.



### 1-Up

Gives you one extra life.



### Sonic Icon

Collect ten of these to earn a Continue.

## DIMENSION RINGS

If you have Flickies following, take them to the Dimension Ring to transport them to a safer place. Five Flickies can be freed per Dimension Ring, and once the work is completed in that area, a portal located under the Dimension Ring will be made accessible to advance the game.



You will be able to travel freely between unlocked areas in an Act. The final Dimension Ring will have a cross in the portal beneath it. Rescue and bring all the Flickies to the final Dimension Ring to complete the Act.

## SPECIAL STAGES

Chaos Emeralds are collected when you successfully clear the Special Stages. If you have 50 Rings or more, find Tails or Knuckles who will be standing by somewhere in the Act. Once they collect all of your Gold Rings, you will be transported to the Special Stage.



Grab as many Rings as you can in order to advance to the next section of the stage and to finally earn the Chaos Emerald. The stage will end before you've reached the goal (Chaos Emerald) if you fail to collect the required number of Rings for each checkpoint, or touch the spiky metal balls with no Rings in possession. When the Special Stage is over, you will return to the Act and carry on from where you found Tails or Knuckles.

## BOSS STAGES

Sonic will face Dr. Eggman in the third Act of every Zone. As usual, he will be equipped with one of his many contraptions. It will require several attacks (he flashes when he is damaged) to defeat Dr. Eggman, so quickly learn his offensive moves, and strike back by performing **Spin Attack** when he is vulnerable. Note that you will start the battle without any Rings, so your priority is to pick up at least one Ring to stay alive. When you beat him in each Act, you will advance to the next Zone. If you defeat him in the final Zone with all the Chaos Emeralds in your possession, you will be able to play the Final Fight Zone.



# SONIC THE HEDGEHOG™

■ GENRE: PLATFORMER ■ PLAYERS: 1

The evil scientist Dr. Eggman (AKA Dr. Robotnik) has snatched the poor animals of Emerald Island and turned them into robots. Only one hero can defeat Dr. Eggman and rescue the animals from his vile clutches – it's the super-cool hedgehog with the blue spiky hair, Sonic!



## BASIC CONTROLS

D-Button . . . . .	Move Sonic.
Start Button . . . . .	Start Game, Pause Game.
Button A . . . . .	Jump, Spin Attack.
Button B . . . . .	Jump, Spin Attack.
Button C . . . . .	Jump, Spin Attack.

## ADVANCED CONTROLS

### SPIN ATTACK

Press the D-Button down while running to perform the Spin Attack. Also, press **Jump** while either running or standing still to perform a mid-air Spin Attack.

## GETTING STARTED

From the Title Screen, press the Start Button to begin the game.

Rush through six exciting Zones collecting Rings, avoiding traps and destroying enemies. Each Zone is divided into three Acts. At the end of the third Act, you must defeat Dr. Eggman and release the captured animals from the capsule to clear the Zone.



## GAME SCREEN



### RINGS

Pick up Rings to protect yourself from enemy attacks. When you are attacked, you will lose all your Rings which leaves you vulnerable.

### TIME

You have ten minutes to complete each Act. Exceed this and you will lose one life.

### LAMPPOSTS

These can be found in every zone. Your present score and time will be recorded if you set off a Lamppost. If you lose a Life, you will restart from the last Lamppost touched with the score and time that was recorded.

## ITEMS

Use the Spin Attack to smash open monitors and receive the item inside.



**Super Ring**  
Earns you ten Rings.



**Power Sneakers**  
Makes you run even faster.



**Shield**  
Protects you from damage one time only.

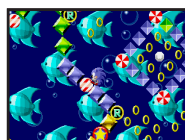


**Invincible**  
Protects you from damage for a limited time.



**1-UP**  
Gives you one extra life to finish the game.

## SECRET ZONE



Clear Act One or Act Two of any Zone with 50 or more Rings and you will be transported to the Secret Zone by jumping through the giant gold Ring. Use the Spin Attack by ricocheting off multi-colored blocks in a 360° rotating maze. In each Secret Zone, the aim is to grab the Chaos Emerald (one in each Secret Zone) and as many

Rings as you can while keeping away from the Goal Blocks.

## PLAY TIPS

- Grab all the Rings you can. When you lose the Rings, rush to grab them before they disappear.
- Watch the traps carefully to see how they move and improve your chances of avoiding them.
- Look for ways to get to places that seem impossible to reach.
- Use the Spin Attack to find hidden items.
- Look for secret rooms.
- Remember the time bonus – there's no time to lose!
- Destroy enemies in succession for bonus points.
- By collecting Rings and improving your score, you may be lucky and obtain a Continue worth three more lives after Game Over. Press the Start Button before the timer expires during the Continue screen.

## ZONES

### 1. Green Hill Zone

Go around the giant loop, tumble down tunnels, and jump over crumbling cliffs before you get a chance to blink. Bounce on Springboards, but not on spikes. Ouch!



### 2. Marble Zone

Leap across pools of red-hot lava and shifting islands. Then find the way to the underground palace where massive weights and flying balls of fire block your path.



### 3. Spring Yard Zone

Jump from springs and bounce off bumpers as if you're in a real pinball machine.



### 4. Labyrinth Zone

Explore an intricate maze filled with water. A countdown begins to let you know when you are running out of oxygen. Breathing in air bubbles keeps you from drowning.



### 5. Star Light Zone

Speed through the stars like a roller coaster in a world that twists like a corkscrew.



### 6. Scrap Brain Zone

Slippery metal floors, razor-sharp wheels – now you're one step away from Dr. Eggman's hideout!



Sonic the Hedgehog is the first game in SEGA's Sonic the Hedgehog series, released on June 23rd 1991. The colorful graphics, high speed action and unique gameplay gimmicks made it an instant success, which also helped boost the popularity of the SEGA Genesis platform.

# SONIC THE HEDGEHOG™ 2

■ GENRE: PLATFORMER ■ PLAYERS: 1-2

Dr. Eggman's (AKA Dr. Robotnik) has returned, turning helpless animals into robots, forcing them to build his ultimate weapon, the Death Egg!

But this time, Sonic has a friend that can help him, Tails! Find 7 Chaos Emeralds, and stop Dr. Robotnik's evil scheme!



## BASIC CONTROLS

D-Button . . . . .	Move Sonic/Tails
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Jump, Spin Attack
Button B . . . . .	Jump, Spin Attack
Button C . . . . .	Jump, Spin Attack

## SUPER COOL STUNTS

### ROLLING SPIN ATTACK

Press the D-Button down while moving to perform a rolling Spin Attack to bump off incoming enemies on the ground.

### SPIN DASH

Press the D-Button down and tap **Jump** few times to rev up Sonic or Tails. When you release the D-Button, your character will shoot forward and take out any enemies in his path.

## GETTING STARTED

Press the D-Button up and down and press the Start Button to confirm the following options at the Title Screen:

- **1 PLAYER:** Begin the game from the first Act to stop Dr. Eggman.
- **2 PLAYER VS:** Play the two-player competition.
- **OPTIONS:** Access the Options screen.

### OPTIONS SCREEN

Press the D-Button up and down to select one of three options, then press the D-Button left and right to change each setting.



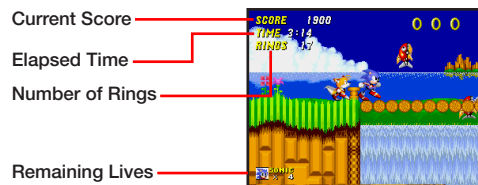
**PLAYER SELECT:** Choose the character(s) to use in the 1-PLAYER Mode from **SONIC ALONE**, **TAILS ALONE**, or **SONIC AND TAILS**. Once this setting is set, press the Start Button to start a 1 PLAYER Mode.

**VS MODE ITEMS:** For 2 PLAYER VS Mode, select the type of items appearing from **ALL KINDS ITEMS** or **TELEPORT ONLY**. Once this setting is set, press the Start Button to start a 2 PLAYER VS Mode.

**SOUND TEST:** Select a number and press Button B or C to listen to the music or sound effects used in the game. Press Button A to advance the selection number by 10 (in hexadecimal). To return to the Title Screen, press the Start Button.

## GAME SCREENS

### 1 PLAYER MODE



### 2 PLAYER VS MODE



## STAR POSTS

Touch a Star Post and the game will save this position in case you fail to clear the Act. If you lose a life with one or more lives remaining, you will carry on the adventure from the last Star Post you touched.

If you touch the Star Post with 50 or more Rings, spinning stars will appear just above the post. Jump into the twinkling stars to teleport you to one of the Special Stages. Note that you can not access the Special Stage twice from the same Star Post.



## SPECIAL STAGE

Watch the screen to see how many Rings you need to get. Speed around the chute, picking up as many Rings as you can. Sidestep and avoid the Bombs or **Jump** over them to stay in the race. If you get the required number of Rings at each checkpoint, you can continue. Otherwise, the Stage ends. If you finish the Stage, you'll be rewarded with a Chaos Emerald.



When the Special Stage ends, you return to the Star Post in your original Zone, and you can resume the game.

## ITEMS

- Ring**  
Having one can keep you alive when you are damaged. Collect 100 to earn an extra life.
- Super Ring**  
Gives you 10 Rings at once.
- Invincibility**  
Protects you from enemies and traps (except certain moving traps) for a short period.
- Power Sneakers**  
Allows you to run even faster.
- Shield**  
Protects you from damage one time only.
- 1-Up**  
Gives you one extra life.
- Teleport**  
Switch the position of Player 1 and 2 in 2 PLAYER VS Mode.

## 2 PLAYER VS MODE

In this game, two players compete against each other to get the higher Score, Rings and Super Items in the fastest time. Select from three regular Zones and a Special Stage for a friendly competition.

In regular Zones, the game is played on a split screen. Be aware that the contents of the item Boxes are unknown until you break them (unless the game option is set to **TELEPORT ONLY**). The face you see on a 1-Up item shows who gets the extra life. When the leader reaches the goal, a countdown starts and the other player must finish within 60 seconds. At the end, the players are evaluated on 5 categories, and the player with the most wins on the evaluations wins the Act.



# S ONIC THE HEDGEHOG™ 3

■ GENRE: PLATFORMER ■ PLAYERS: 1-2

Dr. Eggman's (AKA Dr. Robotnik) Death Egg has lost its ability to fly after crash-landing on the mysterious Floating Island. Learning that the Chaos Emeralds found on this island can make his ship fly again, Dr. Eggman decides to take the emeralds from their keeper. The guardian is an echidna named Knuckles, who was quick to believe Dr. Eggman's lies that Sonic and Tails are trying to steal the Chaos Emeralds from him. In this adventure, Sonic and Tails must fight against Dr. Eggman's robots, outsmart Knuckles, and seek Dr. Eggman himself to put an end to his evil scheme.



## BASIC CONTROLS

D-Button . . . . .	Move Sonic/Tails
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Jump, Spin Attack
Button B . . . . .	Jump, Spin Attack
Button C . . . . .	Jump, Spin Attack

## SUPER COOL STUNTS

### SPIN ATTACK

Press the D-Button down while running to perform the Spin Attack. Also, jump while either running or standing still to perform a mid-air Spin Attack.

### SPIN DASH

Press the D-Button down and tap **Jump** a few times to rev up Sonic or Tails. When you release the D-Button, your character will shoot forward and take out any enemies in his path.

### FLY / SWIM (TAILS ONLY)

Quickly tap **Jump** twice while playing as Tails, and he will fly (swim if he is in water) for a short time. Use the D-Button to guide his movements.

### INSTA-SHIELD

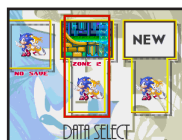
Quickly tap **Jump** twice while playing as Sonic to generate a protective shield for a split second.

### LIFT UP SONIC (TAILS)

While playing a 1 PLAYER game with Sonic and Tails together, use the second controller to control Tails and airlift Sonic by catching him in midair.

## GETTING STARTED

When the Title Screen is displayed, select either "1 PLAYER" to play through six different Zones to track down Dr. Eggman, or select "COMPETITION" to play a head-to-head race against a friend.



### DATA SELECT

The Data Select Screen will be displayed after selecting "1 PLAYER" in the Title Screen. This game allows you to store up to six different save games. There are six Game Save Windows to choose from, and any window with a game screen indicates the progress (Zone) of the game that you can carry on from. Use the D-Button left/right to select the Game Save Windows or "NO SAVE" Window. If you've selected a "NEW" Game Save Window or "NO SAVE" Window, press the D-Button up/down to cycle through and decide the player character(s) you want in the adventure.

To delete the game progress of one of the Game Save Windows, first select Dr. Eggman (Delete Window) by scrolling the screen to the far right, then move him to one of the windows and select "YES" (press the D-Button left) to erase the data.



### COMPETITION MENU

The menu screen of the Competition game will be displayed, after selecting "COMPETITION" in the Title Screen. First select one of the competitions, then decide whether or not to have the Items in the race. When the selection is decided, press the Start Button to proceed to the character/course selection.

- **GRAND PRIX MODE:** Race through all five zones.
- **MATCH RACE:** Race only in the selected zone.
- **TIME ATTACK:** Single-player practice mode.

## GAME SCREENS

### 1 PLAYER MODE



### COMPETITION MODE



## ITEMS



**Ring**  
Having one can keep you alive when you take damage. Collect 100 to earn an extra life.



**Super Ring**  
Gives you 10 Rings at once.



**Invincibility**  
Protects you from enemies and traps (except certain moving traps) for a short period.



**Power Sneakers**  
Allows you to run even faster.



**Flame Shield**  
Protects you from fire attacks. Can perform a special Fireball Spin Attack.



**Water Shield**  
Protects you and allows you to breathe underwater. Can perform a bouncing attack.



**Lightning Shield**  
Protects against shots from Badniks. Attracts Rings and allows Double Jump.



**1-Up**  
Gives you one extra life.



**Eggman**  
DANGER! You'll be damaged or lose a life if you don't have any Rings.

## SPECIAL STAGES

Every Act has a hidden room with a giant ring. Leaping into the ring will teleport you to the Special Stage. This is your chance to collect the Chaos Emerald. Grab the Blue Spheres and avoid the Red Spheres. When you collect all of the Blue Spheres, a Chaos Emerald will appear. When you find a block of Blue Spheres (at least 3x3), touch all of the perimeter spheres and turn them into Golden Rings. Note that you can earn one Continue if you collect 50 or more Golden Rings. When the Special Stage is over, you will return to the Act stage and carry on from where the giant ring was located.

## STARPOST & BONUS STAGE

Touch a Starpost and the game will record your Score and Time at that spot in case you fail to clear the Act. If you lose a life with one or more lives remaining, you will carry on the adventure from the last Starpost you touched. If you touch the Starpost with 50 or more Rings, spinning stars will appear just above the post. Jump into the twinkling stars to teleport you to the Bonus Stage where you could earn a Power-Up Item by cranking the special Gumball Machine. If you fall off from the stage, you will be sent back to the location of the Starpost to carry on with the Act.

# STREETS OF RAGE™

■ GENRE: BRAWLER ■ PLAYERS: 1-2

What was once a happy, peaceful, productive city, has fallen into the hands of a secret criminal syndicate. Looting, random violence and destruction are rampant. Nobody is safe. Despite repeated refusals by their superiors, three young police officers were determined to tackle the problem head on. Eventually they created a special attack unit the only way they could – they quit the force. Take control of one of the three ex-officers and make the city a place where people no longer have to walk the Streets of Rage!



## BASIC CONTROLS

D-Button . . . . .	Move
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Special
Button B . . . . .	Punch
Button C . . . . .	Jump

## FIGHTING ACTIONS

**Combo Hits:** Repeatedly hit **Punch** up to four hits.  
**Jump Kick:** Press **Jump**, then **Punch**.  
**Rear Attack:** Press **Jump** and **Punch** simultaneously.  
**Grab:** Approach the enemy close enough to hold automatically.  
**Fury:** Grab and repeatedly press **Punch**.  
**Throw:** Grab, press the D-Button away from enemy, and press **Punch**.  
**Backdrop:** Grab an enemy from behind and press **Punch**.  
**Vault:** Grab and press **Jump**.  
**Team Attack:** Grab your partner, then press the D-Button away from your partner while pressing **Punch**.

## GETTING STARTED

When the Title Screen is displayed, press the Start Button to display the Game Menu. From the Game Menu, select from the following:

- **1 PLAYER:** Play the game with one player.
- **2 PLAYERS:** Play the game with two players.
- **OPTIONS:** Access the OPTIONS Screen.



## SELECT PLAYER

For 1 PLAYER or 2 PLAYER games, first select one of the three player characters from the SELECT PLAYER Screen. Press the D-Button left/right to select the character and press the Start Button or **Special** to start the battle. The parameters for each character are rated as A (stronger) or B (weaker), so go with a character that suits your play style.



### JOINING A GAME IN PROGRESS

During a 1 PLAYER game, a second player can join the ongoing battle by pressing the Start Button from a second controller.

## BASIC PLAY

Use all of the attack methods at your disposal to knockout every hoodlum in the area and advance further. You clear the stage if you defeat the stage boss at the end of the area.

Weapons can be found by either breaking objects or knocking down enemies that are holding them. To grab a weapon, move your character over it, and press **Punch**.

With a weapon in your hand, press **Punch** to attack, or **Punch** and **Jump** simultaneously to throw it. Note that you will drop the weapon when you either grab an enemy or take a hit from one.



### A HELPING HAND

If you find yourself nearing the end or hopelessly outnumbered, there's still one good guy left on the force. Press **Special** and he launches a blast (Napalm or Rocket-Powered Grenades) that damages all the enemies in the area. The Special Attack function can be used once per round, unless you find a **Special Attack** item during play.

## GAME SCREENS



Note: For a 2 PLAYER game, Player 2's information will be displayed on the top right corner display area of the screen.

## ITEMS



**Apple**  
Recover a small amount of Life Gauge.



**1-UP**  
Gain an extra life to continue the battle.



**Cash**  
Add 1,000 points to your score.



**Beef**  
Completely recover your Life Gauge.



**Special**  
Gain the additional use of a Special Attack.

## GAME OVER

You lose a Life when the Life Gauge is completely depleted or you let the time run out. The game ends when all your Lives are lost. A Game Over/Continue option will appear. Press the D-Button up/down to select either **CONTINUE** to continue the game or **GAME OVER** to quit the game.

The number displayed next to **CONTINUE** is your remaining credits, and when this runs out the game is over for good.



## OPTIONS

Press the D-Button up/down to select an option, and left/right to change the setting.

**SOUND TEST:** Choose a sound and listen to it.

**LEVEL:** Set the difficulty level of the game.

**CONTROL:** Change the button configurations.

**EXIT:** Return to the Game Menu.



## SURVIVING THE STREETS

- Don't risk damage to your fighter in order to pick up an Item. Clear the immediate area first, then grab the goodie.
- Once you've learned to recognize the different weapons, pick up only the ones you feel most comfortable with. Remember, even without a weapon, all three fighters can do serious damage.
- When playing a two-player game, make good use of the various team techniques. You stand a much better chance of toppling the organization when you work together!

# STREETS OF RAGE™ 2

■ GENRE: BRAWLER ■ PLAYERS: 1-2

Mr. X and the Syndicate are back, this time taking Adam hostage! Take on the role of Axel, Blaze, Skate, and Max to rescue Adam, and destroy Mr. X once and for all.



## BASIC CONTROLS

D-Button . . . . .	Move
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Special
Button B . . . . .	Punch
Button C . . . . .	Jump

## FIGHTING ACTIONS

**Fury:** Repeatedly tap **Punch** (up to four or five hits, depending on the character).

**Blitz:** D-Button twice in the same direction, then **Punch**.

**Rear Attack:** Press **Jump** and **Punch** simultaneously.

**Jump Attack:** Press **Jump**, then **Punch**.

**Jump Kick:** Press the D-Button left/right and **Jump**, then **Punch**.

**Drop Attack:** Press **Jump**, then press the D-Button down and **Punch**.

**Grab:** Approach the enemy close enough to hold automatically.

**Power Blow:** (All characters except Max) Grab, wait a second, then **Punch**.

**Body Throw:** Grab, press the D-Button away from enemy and press **Punch**.

**Vault:** (All characters except Max) Press **Jump** when grabbing an enemy to vault over them.

**Super Slam:** (With Axel and Blaze) Grab, vault over the enemy, and press **Punch**. (With Max and Skate) Grab, jump/vault, and press **Punch** while in the air.

**Land:** Press and hold the D-Button up and **Punch** when in the air after being thrown to land on your feet and take no damage.

**Directed Special Attack:** the D-Button and **Special**.

Note that Special Attacks will drain your Life Gauge. Stationary, it only drains health when making contact with the enemy or the other player in a two-player game. Directed, it drains every time you use it. If your Life Gauge is too low, you will not be able to use the Special Attack.

## GETTING STARTED

When the Title Screen is displayed, press the Start Button to display the Game Menu. From the Game Menu, select one of the following:

- **1 PLAYER:** Play the game with one player.
- **2 PLAYERS:** Play the game with two players.
- **DUEL:** Play the Duel Mode.
- **OPTIONS:** Access the OPTIONS Screen.



## SELECT PLAYER

For 1 PLAYER, 2 PLAYERS or DUEL, first choose one of the four characters from the SELECT PLAYER Screen. Press the D-Button left/right to select the character and press the Start Button or **Special** to start the battle. Character parameters are rated from one to five stars, so go with a character that suits your play style.



## JOINING A GAME IN PROGRESS

During a 1 PLAYER game, a second player can join the ongoing battle by pressing the Start Button from a second controller. When the Life Gauge for the second player (in red, with character name) is displayed, press the D-Button left/right to choose your character, and press either the Start Button or **Special** to join in.

## CHARACTERS

### Axel

Ex-cop and martial arts expert. He's a technical type, suited for beginners.

### Blaze

Ex-cop and judo expert. She's an all-round type, faster than Axel, and is especially skilled with weapons.

### Max

Pro-Wrestler and a friend of Axel. He's a power type, but lacks speed.

### Skate

Younger brother of Adam. He's the weakest, but is the most agile character. For advanced players.

## BASIC PLAY

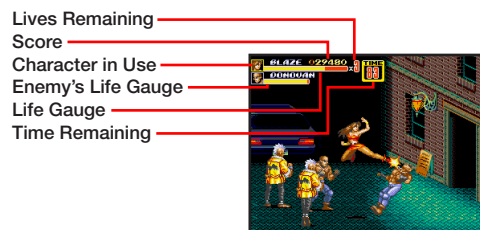
Use all of the attack methods at your disposal to knockout every hoodlum in the area and advance further. You clear the stage if you defeat the stage boss at the end of the area.

Weapons can be found by either breaking objects or knocking down enemies that are holding them. To grab a weapon, move your character over it, and press **Punch**.

With a weapon in your hand, press **Punch** to attack, or **Punch** and **Jump** simultaneously to throw it. Note that you will drop the weapon when you either grab an enemy or take a hit.



## GAME SCREENS



## ITEMS



**Apple**  
Restores a small amount on your Life Gauge.



**Roast Chicken**  
Completely restores your Life Gauge.



**1UP**  
Gives you an extra life to Continue the battle.



**Cash Bag**  
Adds 1,000 points to your score.



**Gold Bars**  
Gives you a 5,000 point bonus.

## GAME OVER

You lose a Life when the Life Gauge is completely depleted or you let the time run out. The game ends when all your Lives are lost. A Game Over/Continue option appears, replacing your score and Life Gauge. Press the D-Button up/down to select either CONTINUE to continue the game or GAME OVER to quit the game.

The number displayed next to CONTINUE is your remaining credits, and when this runs out the game is over for good.



## THE DUEL

You and a friend can hone your fighting skills by practicing on the most challenging opponents of all: each other!

First, each player selects a character to use (Note: Both players can select the same character), and press the Start Button or **Special**. Next, when the word STAGE appears at the center of the screen, select the Stage to play on. Finally, select whether to use Special Attacks or not (ON/OFF), and the battle begins.



## OPTIONS

Press the D-Button up/down to select the option, and left/right (alternately **Punch** or **Jump**) to change the setting.

- LEVEL:** Set the difficulty level of the game.
- PLAYERS:** Change the number of lives.
- BGM:** Listen to the music used in the game.
- SE:** Listen to the sound effects used in the game.
- VOICE:** Listen to the voices used in the game. (For BGM, SE and VOICE, press **Special** to play; move the Menu Cursor to stop)
- EXIT:** Return to the Game Menu.





# STREETS OF RAGE™ 3

■ GENRE: BRAWLER ■ PLAYERS: 1-2

The mysterious crime boss Mr. X has enlisted the help of Dr. Dahm in creating lifelike robots to replace key city officials, and soon will be able to run the entire city by remote control. Strategically placed bombs are being used to distract the city police while Mr. X deals with the city leaders one by one. Now it's up to our four heroes, Blaze, Axel, Skate and Zan to prevent a catastrophe from unfolding.



## BASIC CONTROLS

D-Button	Move
Start Button	Start Game, Pause Game
Button A	Special
Button B	Punch
Button C	Jump
Button X	Special
Button Y	Series
Button Z	Back

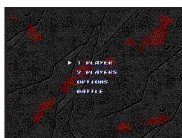
## FIGHTING ACTIONS

**Dash:** Press the D-Button left or right twice.  
**Fury:** Grab and repeatedly press **Punch**.  
**Lights Out:** For a single powerful punch or kick, press **Series**.  
**Duck & Roll:** To shift behind the enemy, press the D-Button up or down twice.  
**Blitz:** Dash towards an enemy and press **Punch**.  
**Back Attack:** Press **Back** to attack enemies behind you.  
**Jump Kick:** Press **Jump**, then **Punch**.  
**Special:** Press **Special** to damage enemies on all sides, or press **Special** while pointing the D-Button at an opponent for a more directed attack.

## GETTING STARTED

When the Title Screen is displayed, press the Start Button to display the Main Menu. From the game menu, select one of the following:

- **1 PLAYER:** Play the game with one player.
- **2 PLAYERS:** Play the game with two players.
- **OPTIONS:** Access the OPTIONS Screen.
- **BATTLE:** Start a two-player Battle Mode.



## SELECT PLAYER

For 1 PLAYER or 2 PLAYER games, first select one of the four player characters from the SELECT PLAYER Screen. Press the D-Button left/right to select the character and press the Start Button, **Special** or **Jump** to start the battle. Note that in regular 2 Player games, players 1 and 2 cannot select the same character.



### JOINING A GAME IN PROGRESS

During a 1 PLAYER game, a second player can join the ongoing battle by pressing the Start Button from the second controller. When the Life Gauge for the second player (in red, with character name) is displayed, press the D-Button left/right to choose your character, and press either the Start Button, **Special** or **Jump** to join in.

## BASIC PLAY

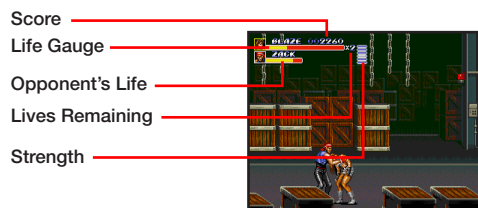
Use all of the attack methods at your disposal to knockout every hoodlum in the area and advance further. You clear the stage if you defeat the stage boss at the end of the area.

Weapons can be found by either breaking objects or knocking down enemies that are holding them. To grab a weapon, move your character over it, and press **Punch**.

With a weapon in your hand, press **Punch** to attack, or **Punch** and **Jump** simultaneously to throw it. Note that you will drop the weapon when you either grab an enemy or take a hit from one.



## GAME SCREENS



Note: For a 2 PLAYER game, Player 2's information will be displayed on the top right corner display area of the screen.

### LIFE AND STRENGTH GAUGES

When your character's Life Gauge runs out, you lose a life. You will receive a full Life Gauge at the beginning of each new Stage.

Opponents' Life Gauges vary in length and color. A blue Life Gauge shows an enemy with greater stamina - when the blue Life Gauge runs out, it will be replaced by a yellow Life Gauge.

The Strength Gauge shows the amount of strength you have. The higher the gauge, the harder you hit. Using Special Attacks weakens you further, and you suffer more damage if you are hit while strength is low.

With each 40,000 points, a Star will appear below your Life Gauge. The number of Stars indicates the strength of your Blitz attacks.

## ITEMS



**Apple**  
Restores 1/3 of your Life Gauge.



**1-UP**  
Gain an extra life to continue the battle.



**Cash Bag**  
Add 1,000 points to your score.



**Chicken**  
Completely recover your Life Gauge.



**Gold Bars**  
Gives you a 5,000 point bonus.

## GAME OVER

The game ends when all your Lives are lost, and a Game Over/Continue option will appear. Press the D-Button up/down to select either **CONTINUE** to select a player and continue the game, or **GAME OVER** to quit the game.

The number displayed next to **CONTINUE** is your remaining credits, and when this runs out the game is over for good.



## BATTLE MODE

You and a friend can take on the most devastating opponents of all: each other! Choose a fighter and a background setting, and come out with fists and feet flying!

First, each character selects a character to use (Note: Both players can select the same character) and press the Start Button, **Special** or **Jump** to proceed. Next, when the words **ROUND SELECT** appear, choose a stage to play in.

You have 99 seconds to beat your opponent, after which the player with the most life remaining wins. The winner is the first to win two rounds.



## OPTIONS

Press the D-Button up/down to select an option, and left/right to change the setting.

**LEVEL:** Choose a difficulty from **EASY**, **NORMAL** or **HARD**. In **EASY**, only the first 5 stages can be played.

**LIVES:** Choose the number of lives per game.

**BGM:** Listen to the music used in the game.

**SE:** Listen to the sound effects used in the game.

**VOICE:** Listen to the voices and fighting sounds used in the game.

**CONTROL:** Change the controller configuration.



# SUPER THUNDER BLADE™

■ GENRE: SIM ■ PLAYERS: 1

A renegade army has focused its sights on domination of the free world, and has unleashed its deadly troops from a secret power base in the East. Use the state of the art defense system at your fingertips – the Super Thunder Blade armed with 20mm Vulcan Cannons and AATM missiles – find the central enemy base and blow it sky high. The fate of the free world is in your hands!



## BASIC CONTROLS

D-Button . . . . .	Move chopper
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Shoot
Button B . . . . .	Hover
Button C . . . . .	Shoot

## ADVANCED CONTROLS

### VERTICAL

During vertical view, press the D-Button to move the Super Thunder Blade in eight directions.

By default, pressing the D-Button down will move your chopper up and vice-versa. This setting can be changed from under **OPTIONS**.

### HORIZONTAL

During horizontal view, press the D-Button left or right to move the Super Thunder Blade in two directions.

### WEAPONS

For constant firing power of both Vulcan Cannon and AATM Missiles, hold down **Shoot**.

\* In both Vertical and Horizontal views, the Super Thunder Blade will move forward automatically once airborne. Press and hold **Hover** to activate the air brakes.

## GETTING STARTED

From the Title Screen, press the Start Button to open the Game Mode Screen. Here you can select from the following:

- START** Begin the game at Stage 1.
- OPTIONS** Make changes to a variety of game settings.



## GAME SCREEN



### CHOPPERS

By default you start the game with three choppers (lives). Every time you crash and burn, you will lose one chopper. You will gain an additional chopper for each 500,000 points.

### SCORE

Your score is kept and updated during game play. Every time you hit a target, you will earn points.

### HIGHEST SCORE

The current highest score is kept on-screen to encourage you to try harder and beat the reigning champ.

## GAME OVER/CONTINUE

The game ends when you successfully destroy the enemy base, or all Super Thunder Blades are shot down.

When the game ends after you enter Stage 2, the word "Continue" will be flashed on the Title Screen. Select this and you can start your next game at the beginning of the last stage you played. You may use the Continue selection three times.



## SCORING

For each enemy you destroy you will be awarded between 1000 and 5000 points. Additional bonus points will be awarded at the end of each stage depending on the number of enemies defeated and the time it took to complete.

If your final score is among the seven best scores, you will be able to enter your name at the Congratulations Screen.



## OPTIONS

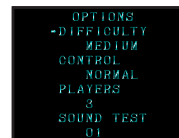
Press the D-Button up/down to select an option, and left/right to change the setting.

**DIFFICULTY** Set the game difficulty to **EASY**, **MEDIUM** or **HARD**.

**CONTROL** When set to **NORMAL**, pressing the D-Button down will move the chopper up and vice-versa. When set to **REVERSE**, pressing the D-Button down will move the chopper down and vice-versa.

**PLAYERS** Change the number of choppers (lives) that are available at the start of the game.

**SOUND TEST** Select a game sound and press a button to listen.



## PLAY TIPS

- During vertical view, pay attention to the enemies' distance. They are not a threat until they are near.
- Use the air brake to slow down and help avoid obstacles, but don't hover too long – points are awarded based on time.
- Warships cannot be sunk. Focus on damaging their turrets.
- When fighting mid-size enemy craft, Super Thunder Blade will hover automatically. The time score is not kept at this time.
- Fly too low for too long and you will end up landing. Hover upward when Take Off is displayed.

*Super Thunder Blade™* was a follow up to the Master System® title *Thunder Blade™*, and based more closely on the arcade version released a year earlier. The system of switching between multiple viewpoints during game play in particular was common to both the Genesis/Mega Drive and arcade versions.

# V ECTORMAN™

■ GENRE: PLATFORMER ■ PLAYERS: 1

By the year 2049, Earth has been turned into a toxic waste dump. Humankind has fled into space leaving behind an army of mechanized "Orbots" to clean up the mess. But when the Orbot leader "WarHead" goes haywire and starts a global revolt against the humans, it falls on the shoulders of the last Orbot loyal to its human masters to save the planet.



## BASIC CONTROLS

D-Button . . . . .	Walk left and right, look up and down
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Shoot
Button B . . . . .	Shoot
Button C . . . . .	Jump

## ADVANCED CONTROLS

- Press **Jump** during a jump to activate booster.
- Press and hold **Attack** to fire with Rapid Fire (when available).

## GETTING STARTED

From the Title Screen, press the Start Button to select from the following modes:

<b>START GAME</b>	Start playing from Day (stage) 1.
<b>OPTIONS</b>	Make changes to game settings.



## BASIC PLAY

VectorMan must defeat the Orbot leader WarHead. Our hero will continue to fight against the evil Orbots as long as he has a Health Point remaining. Break television monitors found throughout the stage and pick up power-ups and weapons to help you complete your day's work. The game ends if you lose all of your lives.



### WEAPONS

VectorMan's default weapon is a standard gun that fires a single shot per tap. Picking up Weapon Icons (five in all) will allow you to use advanced weapons, each with its own unique fire power. Note that there is limited ammunition and whenever the ammo runs out, the special weapon will change back into your standard gun.

## GAME SCREEN



## ITEMS

A variety of useful items can be found around the game field.

	<b>Television</b> Destroy it to earn a Weapon, Power-up etc.		<b>Photon</b> Pick it up to earn points.
	<b>Health Points</b> Restore one Health Point.		<b>Full Health</b> Fully restore your Health Points.
	<b>Max Health</b> Add one Health Point to your maximum Health.		<b>1-UP</b> Earn an extra life.
	<b>Weapon Icons</b> Advanced weapons to fire powerful shots.		<b>Morph Icons</b> Transform VectorMan for special tasks.
	<b>Multipliers</b> Multiply Scores, Health Points and 1-UPs.		<b>Milestone</b> Retry the stage from the Milestone point.
	<b>Extra Time</b> Add two minutes to the timer.		

## MORPHS

Pick up a Morph icon (seven in all) and transform VectorMan for a limited time in order to carry out a special task. VectorMan is invincible during this time, so move freely and access new areas that you cannot normally reach.



### Drill:

Break through certain floors.  
Move Left/Right: D-Button left/right

### Bomb:

Create an explosion to destroy walls, ceilings and floors, and take out your surrounding enemies.  
Roll Left/Right: D-Button left/right  
Explode: **Shoot** (or when the morph time is over)

### Buggy:

Run through area with wheels and break through the walls that are in your way.  
Steer Left/Right: D-Button left/right

### Jet:

Fly freely up in the air and access areas that are otherwise impossible to reach.  
Flight Direction: D-Button

### Missile:

Burst through ceilings to advance to a new area.  
Flight Direction: D-Button

### Fish:

Swim quickly in the water and take out enemies by simply charging them.  
Move: D-Button

### Parachute:

Slows down your fall.  
Move Left/Right: D-Button left/right

## OPTIONS

From the Title Screen, select **OPTIONS** to change a variety of game settings. Use the D-Button up/down to select an option, and left/right to change the settings.



**SOUND EFFECTS:** Turn the sound effects ON or OFF.

**MUSIC:** Turn the game tune ON or OFF.

**DIFFICULTY:** Modify the difficulty level of the game to either **LAME**, **WICKED**, or **INSANE**.

**MUSIC TEST:** Select a game tune and press **Jump** to play the track.

**SOUND TEST:** Select a sound and press **Jump** to hear it.

**BUTTONS:** Change the controller configuration.

**INFORMATION:** Check all of the featured items found in this game.



# V ECTORMAN™ 2

■ GENRE: PLATFORMER ■ PLAYERS: 1

A routine sludge barge excursion is cut short when a mysterious missile critically damages VectorMan's ship. VectorMan escapes destruction and freefalls back to earth, landing on the outskirts of a seemingly abandoned research facility. As he begins to investigate the source of the missile, VectorMan discovers a mutant strain of insects that have begun to flourish in the research facility. Worse yet, the insects display destructive tendencies towards the planet and seem to be run by an unseen intelligence. VectorMan's mission is clear: defeat the mutant insects and once again save the Earth from impending disaster.



## BASIC CONTROLS

D-Button . . . . .	Move, Look Up/Down (Crouch)
Start Button . . . . .	Start Game, Pause Game
Button A . . . . .	Shoot
Button B . . . . .	Shoot (Tank)
Button C . . . . .	Jump

## ADVANCED CONTROLS

- Press **Jump** while VectorMan is in the air to Boost-Blast even higher than a regular jump.
- If VectorMan has the Laser weapon, hold down **Shoot/Shoot (Tank)** for rapid fire.

## MORPH CONTROLS

VectorMan's morphs are level-specific. He maintains that morph for the entire level (except for the Tornado morph). Here are the possible morphs and descriptions (if any) of their moves (**Note:** Only the controls that are different from the normal state are described):

### Helicopter:

The Helicopter Morph allows VectorMan to hover and control his descent.

Hover: **Jump**

### Skates:

VectorMan's Skate Morph lets him roll through a level at high speed.

Stop/Crouch: D-Button down



### Tornado:

The Tornado Morph gives VectorMan the power of a raging whirlwind. A morph icon activate the Tornado Morph for a limited time period.

Attack: Simply make contact with the enemy or breakable objects. (**Jump/Jump (Tank)** have no effect during this morph.)

### Tank

The VectorTank is the ultimate in pure firepower.

Gun Barrel Up/Down: D-Button up/down

Rotate Turret Left/Right: **Shoot**

Shoot: **Shoot (Tank)**

## ASSIMILATION

Certain enemies release Assimilation Icons when destroyed. If VectorMan picks up the icon, he morphs and takes on the characteristics of that enemy. VectorMan is invincible during assimilations. While most of the controls are the same as in his normal state, some morphs will not allow him to look up, look down (crouch) or both. Here are the assimilations, and the controls (**Note:** Only the controls that are different from the normal state are described; assimilations without control descriptions are controlled like VectorMan in his normal state.):

### Shell Bug (Shield)

### Scorpion (Stinger)

Tail Whip: **Shoot/Shoot (Tank)**

Tail Whip up/down: D-Button up/down and **Shoot/Shoot (Tank)**

### Rhino Beetle (Charge)

Charge: **Shoot/Shoot (Tank)**

### Tick (Punch)

### Fire Ant (Fireball)



## GETTING STARTED

From the Main Menu, select one of the following, and press the Start button to enter:

- **START:** Start the game from Scene 1.
- **OPTIONS:** Access the Options Screen.

## HOW TO PLAY

Guide VectorMan to the end of each level or defeat the Boss in Boss levels to clear. The filled-in balls of Health Points represents the number of hits VectorMan can take. He also has a time limit to complete each level. Whenever a Multiplier power-up is taken, all scores, Health power-ups, and 1-Ups picked up within the given time will be multiplied.



## WEAPONS

Weapon power-ups are hidden throughout the levels found inside the Power Sacks. When VectorMan collects a Weapon power-up it replaces his current weapon. Weapon power-ups only have a limited supply of ammunition. When the ammo runs out, VectorMan reverts to his default weapon.

## GAME SCREEN



## BONUS ROUNDS

VectorMan gains access to bonus rounds by collecting more than 80% of the total photons in a level. While in a bonus round, VectorMan has to collect time extenders in order to stay alive.

If VectorMan runs out of time or loses a life, he gets kicked out of the bonus round and play continues on the next non-bonus-round level.



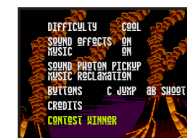
## ITEMS

	<b>Power Sacks</b> Destroy to earn various power-up items.		<b>Photon</b> Collect to earn points.
	<b>Multipliers</b> Multiply scores, Health Points and 1-Ups.		<b>Health Point</b> Restore one Health Point.
	<b>Full Health</b> Fully restore your Health Points.		<b>Max Health</b> Adds one Health Point to your maximum Health.
	<b>1-UP</b> Earn an extra life.		<b>Milestone</b> Retry the stage from the Milestone point.
	<b>Extra Time</b> Adds extra time on to the clock.		<b>Assimilation Icon</b> Assimilates the enemy that dropped it.
	<b>Weapon Icon</b> Advanced weapons to fire powerful shots. Comes in different types.		<b>Tornado Morph Icon</b> Activates Tornado Morph for a limited time.

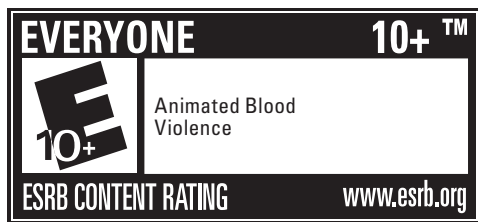
**Note:** Health items appear in different colors, depending on the level.

## OPTIONS

Use the D-Button up or down to select one of the options, and then left or right to cycle through the available choices. Press the Start Button to return to the Title Screen.



<b>DIFFICULTY</b>	Modify the difficulty level of the game to either Lane, Cool or Wicked.
<b>SOUND EFFECTS</b>	Turn the sound effects On or Off.
<b>MUSIC</b>	Turn the game tune On or Off.
<b>SOUND</b>	Select a sound and press Shoot to hear it.
<b>MUSIC</b>	Select a game tune and press Shoot to play the track.
<b>BUTTONS</b>	Change button assignments.
<b>CREDITS</b>	Press Shoot to view a list of staff responsible for the original (Genesis) version of the game.
<b>CONTEST WINNER</b>	Take a peek at VectorMan morph designed by Josh Krebs, the winner of the VectorMan Morph Contest.



PLAYSTATION 3

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