

SEGA™

GENESIS™

INSTRUCTION MANUAL

WORLD HEROES™



Rated by V.R.C.™
MA-13
Parental Discretion
Advised.
Mature Audiences

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

**For French instructions please call:
Instructions en français, téléphoner au:**

1-800-872-7342

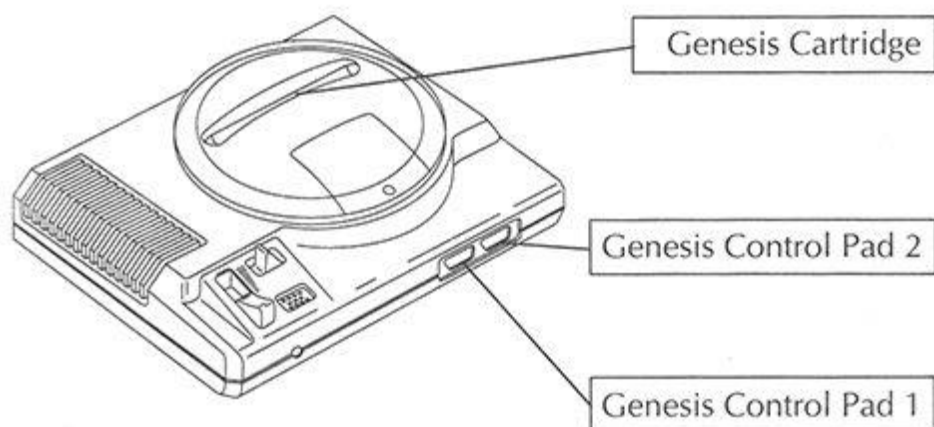
SEGA GAMEPLAY HOTLINE

1-415-591-PLAY

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SETTING UP



1. Set up your Genesis system. Make sure the power is turned OFF.

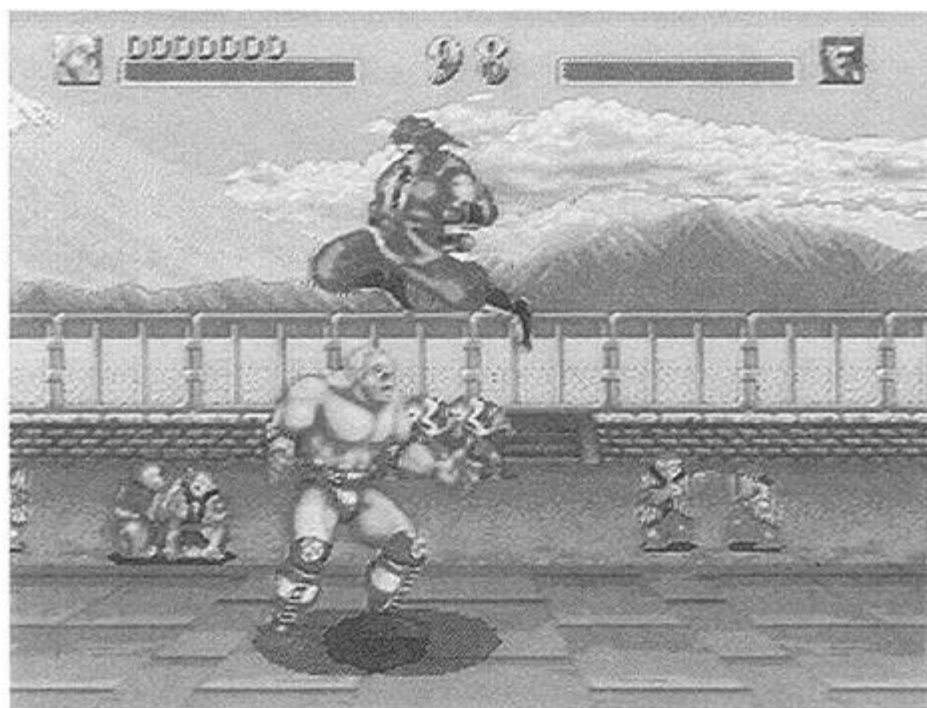
**Always turn the power OFF
before inserting or removing the cartridge.**

2. Plug a Sega 6-Button Arcade Pad or 3-button controller into control port 1. For 2 Player games, plug a second controller into control port 2.
3. Insert the game cartridge into the cartridge slot, and press it down **firmly**.
4. Turn the power ON. In a few moments, the Sega logo will appear, followed by the title screen.
5. Watch the game demos to see some of the incredible WORLD HEROES moves and attacks.
6. Press **Start** to begin the toughest combat of your life!

If you don't see the Sega screen, turn the power OFF. Check your Genesis setup, make sure the cartridge is firmly inserted in the console, and then turn the power ON.

TIME'S GREATEST WARRIORS

The strongest combat masters of all time are about to clash in a world-wide marathon of ultimate one-on-one battles. You are going to find out who is the greatest fighter this world has ever known. . . .



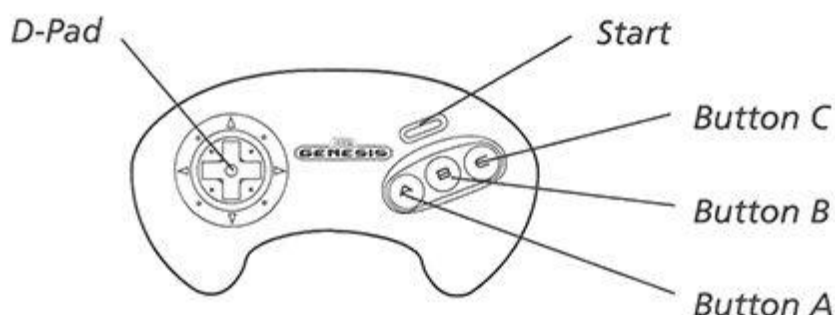
Dr. Linus Fracas is a brilliant scientist with a bizarre taste for hand-to-hand combat. He is curious to discover the answer to the important question: *“Who is the greatest fighter of all time?”*

Dr. Fracas invented the world’s only time machine. He now uses it to transport the greatest warriors from the past into the present for battle with the champions of today.

The winner of these bouts will be crowned the greatest fighter Earth has ever known.

But Earth is not a lone planet. Alien beings have a taste for war, too. One of them is coming. . . .

TAKE CONTROL!



BASIC COMBAT MOVES

- | | |
|-----------------------|--------------------------------------|
| • Move in | D-Pad TOWARD opponent |
| • Retreat | D-Pad AWAY FROM opponent |
| • Forward somersault | D-Pad UP + TOWARD opponent |
| • Backward somersault | D-Pad UP + AWAY FROM opponent |
| • Jump | D-Pad UP |
| • Crouch | D-Pad DOWN |
| • Punch | Button A |
| • Kick | Button B |
| • Throw | Button C |
| • Pause/resume game | Start |

Punches (Button A) and kicks (Button B) increase in intensity the longer you hold down their buttons.

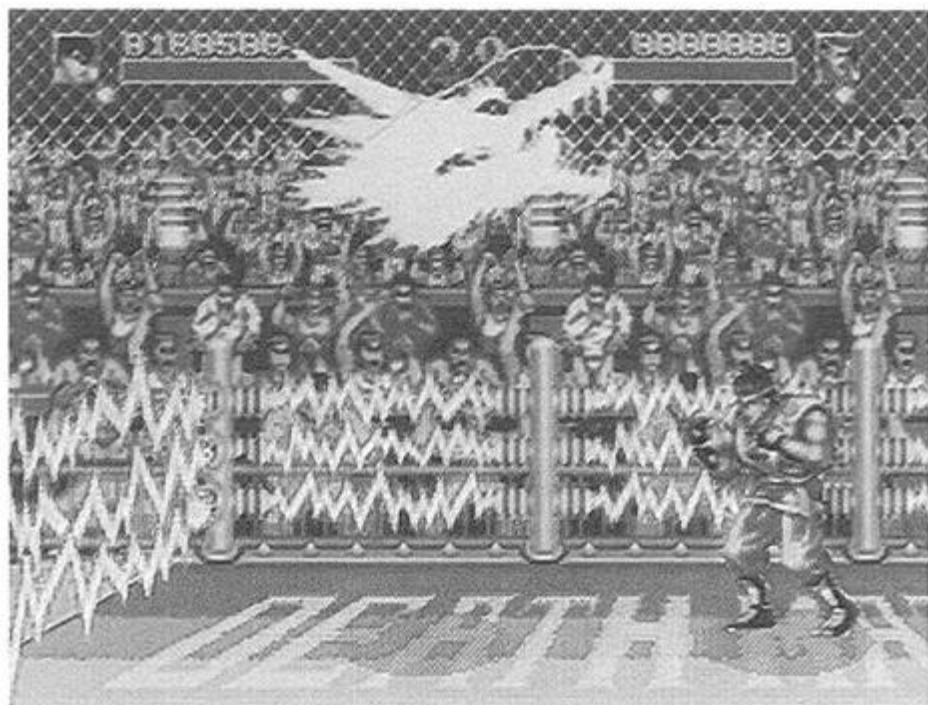
6-BUTTON ARCADE PAD

With the Sega 6-Button Arcade Pad, the moves for **Button A** (punch) and **Button B** (kick) are low-intensity attacks. Use these buttons for high-intensity attacks:

- Hard punch **Button X**
- Hard kick **Button Y**

SPECIAL ATTACKS

Each warrior has his or her own awesome style. Watch the opening game demos to see some of them. Then see pages 11-20 for the button combinations that deliver each hero's devastating blows.



BEGIN THE CLASH OF HEROES!

LEVEL SELECT

1. Press **Start** at the title screen or demo game to bring up the Level Select menu.
2. Press the **D-Pad** up or down to make a selection.
 - Easy** Get your moves down.
 - Normal** Medium-energy combat.
 - Hard** You take higher damage with each hit.
 - MVS** Devastating attacks drain your energy fast!
3. Press **Start** to exit and learn from Dr. Fracas why you were brought here. (Press **Start** again to skip the text.)

FIGHTER SELECT

1. Press the **D-Pad** right or left to select a fighter. As Player 2, press **Start** to activate your selector (marked **2P**), then choose a fighter with the **D-Pad**.



In 1 Player games, the Genesis will choose your opponent at random on the Venue screen (see page 7).

2. Press **Start** to exit. In 2 Player fights, both players must press **Start**.

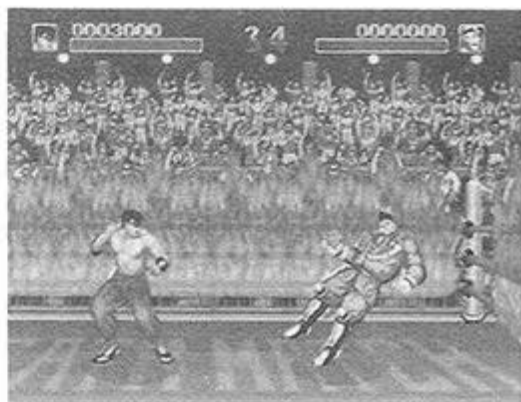
MATCH SELECT

Press the **D-Pad** right or left to select, and press **Start** to exit.

Normal – Battle challengers in combat rings around the world.



Championship Match – The combat ring is as dangerous as your opponent! A blazing inferno, spiked walls or bone-sizzling electric ropes could end the fight at any moment!



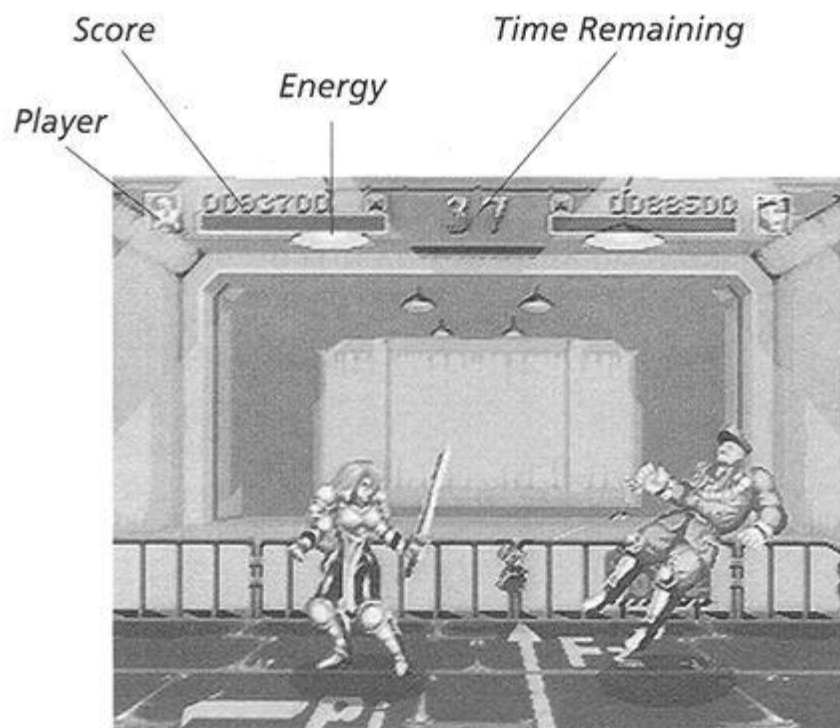
VENUE SELECT

Once you select a match, the Genesis randomly chooses the location of your battle. In 1 Player fights, it also chooses your opponent. Then, prepare for combat!

STARTING A SECOND PLAYER

A second player can jump into a 1 Player game during a fight by pressing **Start** on controller 2. The fight halts and the Player Select screen appears. When both players select their fighters and press **Start**, a new match begins.

COMBAT!



PLAYER

The chosen warrior for the current battle. Player 1 is always on the left.

SCORE

Points earned during the fight. The points add up as your blows connect. The number showing is a running total kept for the entire game.

ENERGY

The fighter's condition. The red bar decreases as the warrior takes injury. When the bar runs down to empty, the fighter is defeated.

TIME REMAINING

Each fight has a 99-second countdown. The battle ends when a fighter is defeated or the countdown reaches zero.

JUDGE'S CALL

After a fight ends, this screen declares which fighter is victorious. It also calls time and life bonuses, perfect fights and draws.

FIGHTS WON

On the Judge's Call screen, this shows the number of victories a fighter has so far in the match.

RULES, JUDGING & SCORING**RULES**

- A match consists of three fights lasting 99 seconds each, or until one fighter is defeated. Win two out of three fights to win the match.
- If neither opponent has fallen in 99 seconds, the fighter who inflicted the most damage is the victor.
- Defeat all seven opponents to win entry into the most intense battle of your life against a mysterious, unknown warrior.

JUDGING & SCORING

Points are awarded for destroying an opponent and for the quality of your fighting skill.

Time Bonus – Wipe out an opponent quickly and earn 100 points for every second left on the clock.

Life Bonus – Rack up 1000s of bonus points for each victory, based on how much energy you have left.

Perfect Fight – Defeat an opponent without getting a scratch and earn 80,000 bonus points.

Draw – A draw is called when a fight ends with both heroes having the same energy level.

BONUS ROUND

Defeat two opponents in a row to enter a special test of power where you can rack up bonus points.

CONTINUES

The Post Fight screen at the end of every match lets the victor hurl one last insult at the vanquished player.

If you won, you can press **Start** to return to the Fighter Select screen. If you lost, a nine-second countdown begins. Press **Start** within that time to return to the Fighter Select screen.

HALL OF FAME

If you've earned enough points, you'll be able to enter your name in the Heroes Hall of Fame.

- On the Name Entry screen, press the **D-Pad** right or left to select a letter.
- Press **Start** to move to the next position.
- You can select up to three letters or initials.
- Press **Start** again to see the Hall of Fame.

TOTAL VICTORY

If you defeat all seven fighters plus the awesome unknown warrior, you'll be rewarded with a Victory screen. Then watch the credits roll. When the Name Entry screen appears, and you can add your initials to the Heroes Hall of Fame.

THE HEROES

This section has the down and dirty lowdown on eight of the toughest characters in world history.

Each fighter is a terrifying adversary with special skills and attacks. Some carry weapons, some don't.

Study their fighting styles and lethal moves. Then fight!

HINTS FOR USING SPECIAL ATTACKS

- Learn the **D-Pad** directions and practice making smooth, rolling transitions from one **D-Pad** point to the next.
- A great way to learn the moves is by setting up a 2 Player game and leaving one of the controllers idle. You can practice your character's moves on your unprotected opponent without having to defend yourself.
- There are many more moves to discover. The best way to be a WORLD HERO is to keep trying!

HANZOU Japan

Hanzou is the most powerful and dangerous member of the Iga Ninja clan. His cunning is as sharp as his weapons. A high master of shuriken, sword and magic, he lives only for victory.

HANZOU'S POWERFUL ATTACKS

Shuriken – Lethal stars thrown when the opponent is beyond reach.

- **D-Pad DOWN**, roll **TOWARD** opponent + **Button A**.
- Hold **Button A** longer to launch large stars.

Blade Whirlwind – This airborne attack with drawn swords slices the air in lethal helicopter-blade motions.

- **D-Pad DOWN** + **TOWARD** opponent, roll rapidly **DOWN** + **AWAY** + **Button B**.

Dragon Wave – Hanzou spins upward, sword extended, surrounded by a fiery dragon spirit.

- **D-Pad TOWARD** + **DOWN** + **AWAY FROM** opponent, then roll **DOWN** + **TOWARD** opponent + **Button A**.



FUUMA

Japan

Fuuma heads up his own menacing Ninja force. He harbors a deep hatred of Iga Ninjas after a brutal defeat at the hands of Hanzou. He lives to repay the favor.

FUUMA'S LETHAL STYLE

Shuriken – Lethal stars thrown at long-range opponents.

- **D-Pad DOWN**, roll **TOWARD** opponent + **Button A**.
- Hold **Button A** longer to launch large stars.

Slashing Bird – Airborne attack with slashing swords slices through everything it encounters.

- **D-Pad DOWN** + **TOWARD** opponent, roll rapidly **DOWN** + **AWAY** + **Button B**.

Dragon Spiral – Spinning upward, Fuuma unleashes the fearsome rage of the dragon swords.

- **D-Pad TOWARD** + **DOWN** + **AWAY FROM** opponent, then roll **DOWN** + **TOWARD** opponent + **Button A**.



RASPUTIN

Russia

A dancing madman magician who nearly conquered his home country, Rasputin has survived countless assassination attempts. He casts spells that make every attack more powerful, and generates a force field at will to block his opponents.

RASPUTIN'S FIERY ATTACKS

Fire Ball – Fire leaps from his crystal ball for a searing attack.

- **D-Pad DOWN** + TOWARD opponent + **Button A.**

Fury Spin – A dance of danger sends opponents sprawling!

- **D-Pad DOWN**, roll AWAY FROM opponent + **Button B.**



BROCKEN

Germany

Brocken used to be a man. Now he's a terrifying marvel of cyber-weapon technology with the firepower of a platoon! His multi-purpose limbs telescope out with the hitting power of freight trains. Brocken is military-issue hardware whose only mission is destruction!

BROCKEN'S FIREPOWER

Grenade Launcher – Flaming, arm-launched artillery.

- **D-Pad AWAY FROM** opponent + **TOWARD** opponent + **Button A**.
- Tap **Button A** for a small grenade or hold down longer for a large one.

Hurricane Arm – Brocken's arm fires up diagonally with a fierce blast.

- **D-Pad DOWN** + **TOWARD** opponent 2 times rapidly + **Button A**.

Shock Attack – Pump 100,000 volts into your opponent!

- Get close and press **Button A** rapidly until opponent gets a shock.

Flying Jump – Brocken's jump is pure flight.

- **D-Pad UP**, roll **TOWARD** opponent, + **Button A**.
- Press **Button C** to end Brocken's flight.



JANNE France

A fatal femme of lethal swordcraft, Janne grew bored with her fencing successes. Now she looks for more challenging combat. A brutal adversary, she laughs cruelly at her fallen victims.

JANNE'S SWORDPLAY

Fire Bird – A slash from the sword releases the searing wings of the firebirds.

- **D-Pad AWAY FROM** opponent + **TOWARD** opponent + **Button A**.
- Tap **Button A** to launch a small bird. Hold down longer for a large bird.

Flash Sword – Lash out with the sword in a slicing arc.

- **D-Pad DOWN** + **UP** + **Button B**.

Slap Attack – Let go with a flurry of punishing slaps.

- Get nose-to-nose with your opponent and press **Button B**.



DRAGON China

He is as fast as a beam of light and hits like a swarm of bricks. Dragon is China's greatest fighter in 4000 years. He gave up a movie career to focus his immense powers on the martial arts.

DRAGON'S FIST TECHNIQUE

Hammer Flurry – A wall of lightning punches.

- Press **Button A** rapidly to unleash a storm of fists.

Fire Dragon – A devastating aerial kick.

- **D-Pad AWAY**
FROM opponent +
TOWARD opponent
+ **Button B**.



MUSCLE POWER USA

The greatest pro wrestler in history, Muscle Power fights with unlimited horsepower. He literally crushes his adversaries. Life in the ring is no longer a challenge. Now Muscle Power stalks the planet looking for the ultimate grudge match.

MUSCLE POWER'S POUNDING ASSAULTS

Muscle Smash – A devastating elbow strike.

- **D-Pad** AWAY FROM opponent + **TOWARD** opponent + **Button A**.

Pulverizer – A bone-shattering throw.

- Press **Button C**.



J. CARN Mongolia

Conqueror and master of the Mongolian Empire, Carn's hordes ravaged the world in ancient times. But his thirst for the fight was never stronger than now. Carn destroys with the ferocity of a volcano!

MAD MONGOLIAN KILLER MOVES

Shoulder Ram – Hits like an avalanche.

- **D-Pad AWAY FROM** opponent + **TOWARD** opponent + **Button A**.

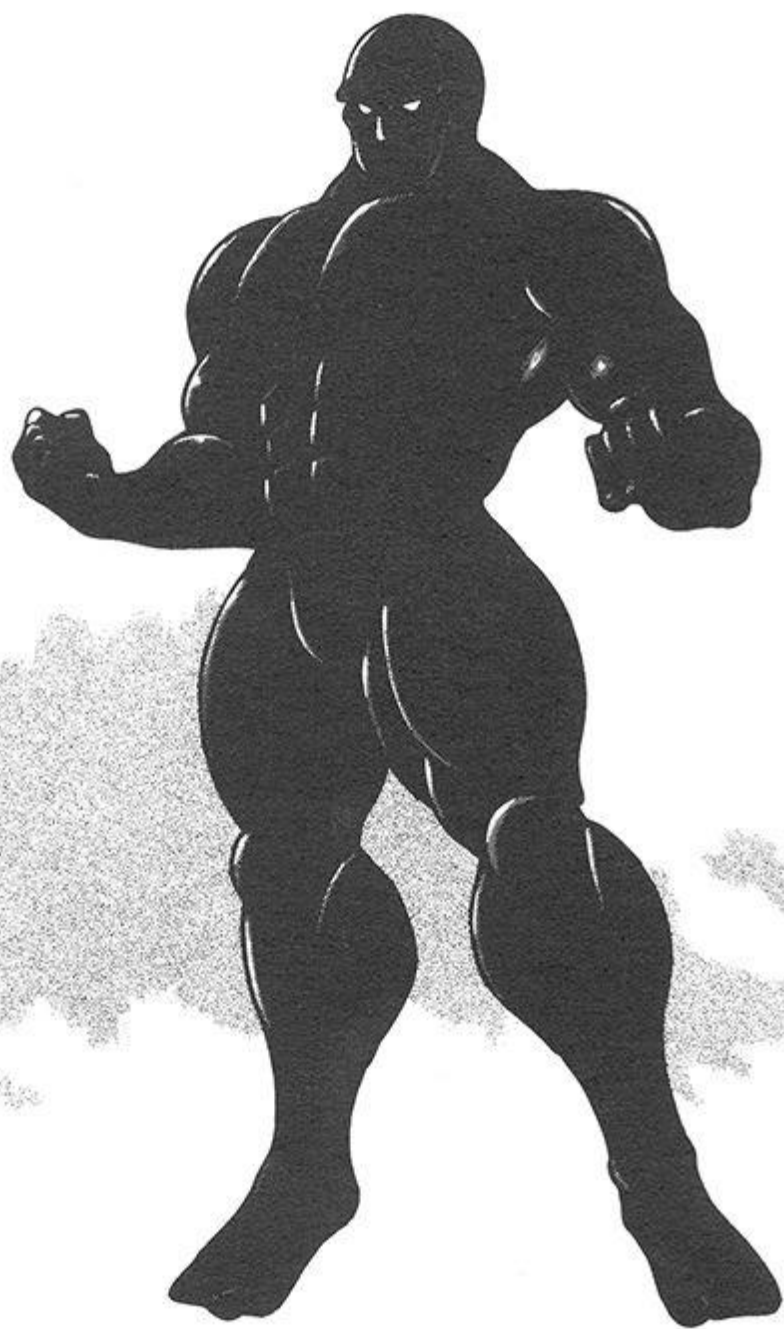
Mongo Inferno – Turns a challenger into a human torch!

- **D-Pad DOWN** + **UP** + **Button B**.



UNKNOWN BEING

Nothing is known about
this mysterious warrior.



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NOTES

NOTES

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342**

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

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