

The Sega Master System™

5610 WOODLAND HILLS

THIS INFORMATION PACKAGE THAT WAS PROVIDED FROM SEGA HAS SOME HELPFUL HINTS FOR THE SEGA SOFTWARE, SOME TECH INFORMATION ABOUT THE SYSTEM, AND SOME COMPARISONS BETWEEN THE NINTENDO AND THE SEGA SYSTEM. THIS INFORMATION CAN BE PASSED ALONG TO THE CUSTOMER, BUT IF THE CUSTOMER WISHES TO HAVE COPIES OF THE INFORMATION THEY CAN CONTACT SEGA THROUGH ITS CUSTOMER SERVICE AT THIS NUMBER: (415) 742-9300. MORE TECHNICAL QUESTIONS CAN BE REFERED TO THIS NUMBER ALSO.

THERE IS ALSO A GAME INCLUDED WITH THE SYSTEM THAT DOES NOT REQUIRE A GAME CATRIDGE OR CARD. HERE'S HOW.

- 1) BE SURE EXISTING GAME CARTRIDGE OR CARD IS REMOVED FROM THE SEGA SYSTEM.
- 2) INSERT THE CONTROL PAD INTO CONTROL ONE ON THE POWER BASE
- 3) POWER UP THE SEGA SYSTEM
- 4) PRESS AND HOLD THE CONTROL PAD IN THE UP DIRECTION AND BUTTONS ONE AND TWO SIMULTANEOUSLY.
- 5) USE THE CONTROL PAD TO MOVE THE SNAIL TO THE GOAL

ANY QUESTIONS PLEASE CALL

RON

INVENTORY CONTROL

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ALEX KIDD IN MIRACLE WORLD-MAGIC CASTLE

When on the draw bridge, get the two stars--jump down and go all the way down, to the right. Go down the first ladder--jump over the flame, go left and punch out the gold boxes.

You can use your bracelet at this point. Keep going left, jump between the open bricks, get the star and money on the left side of the room. If need be, you may Crawl here. Go right, shoot out all the gold bricks. Pass by the next ladder you see. Enter the room with lots of gold boxes and two (2) star boxes. Get the money in the boxes and take the ladder going down.

Go along the top of the room, make your way down and go towards the right into the gas chamber. Pass the spikes. Keep going right to the frog room. Take out the frog, keep going right into the room with two (2) question boxes-scorpion-and flame. The bottom question box is a bracelet.

Take the ladder located in the top right portion of this room. You will enter a "U" shaped room. Break the gold boxes, this will enable you to make your way up. At the top you will want to go left. On the other side of this room is a room with two question boxes and spikes just hanging in mid-air. Do not attempt to get these question boxes. Jump over the spikes and the question boxes, keep moving to the left.

The next room has bricks, plants and water. Take the ladder in the left side of the room and go up. At the top of this ladder, go left into a room with only one star box. This box contains an Alex. There is also a flame in this room. Make your way to the top left of the room towards the ladder in the next room. Take the ladder all the way up and go left. You will enter a room with four ladders, three flames and a question box. Take the ladder at the top left of the room.

You will enter another gas room with a pink fish box at the left side of the room. Punch the fish box quickly, two or three times and run fast to the right side of the room. Go up the ladder. You will enter a room with three frogs, take out the frogs, exit the top right portion of this room. The next room will have hanging spikes. Cross over the bottom portion, jump over the floor that opens when you cross it. Punch the gold box at the end of the floor and drop down to another room. This room contains one fish box and two spikes. Punch the fish box twice, take out the scorpion and go towards the right.

The following room is a good spot to use the cane of flight. This room has a question package and watch out the floor drops out! Use the cane to float to the top of the room using the ladder in the right portion of the screen. You will enter a room with scorpions, frogs and a pink fish box, punch the box five times and go to the right into the next room.

In this room, there will be a frog and moving flames. Hit the pause button and use your question package (Teleport Powder). Jump past the frog, go down the ladder that is second closest to the wall on the right hand side. Jump down, watch out for scorpions and flames, go right.

Now, there are no limits. **SEGA®**

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HELPFUL HINTS: ALEX KIDD IN MIRACLE WORLD

Cragg Lake Sequence:

Run over the Sun Box
Run over the Two Waves Box
Run over the Moon Box
Run over the Star Box
Run over the Sun Box
Run over the Moon Box
Run over the Two Waves Box
Run over the Fish Box
Run over the Star Box
Run over the Fish Box



Upon completing the above sequence, a crown will appear on the ledge with three spikes. Grab the crown and a secret message will appear! Read the message.

To Continue the Game:

When the words "GAME OVER" appears on the screen, press and hold the control pad in the "up" direction and push button #2 on the control pad eight times. This procedure should enable you to continue play, but you must have \$400 or more.

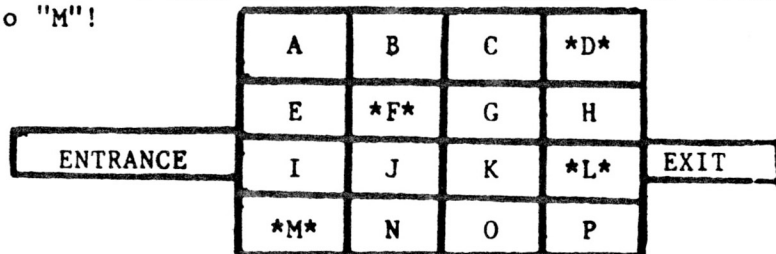
Long Range Missles:

At the beginning of the game, you will come across a box marked with a "?" (question mark). When you punch the box, you will receive a ring. Upon capturing the ring, press the pause button on the power base, press button #1 on the control pad, then press the pause button again to return to the first screen. Now each time you punch a long range missile will shoot out. You will only be able to use this function prior to being under water.

In Stage Eleven:

The room with the boxes of the "Fish", the "Wave" and the "Star"...in area "D" of the map below, punch the "Fish" and the "Wave" box once, then a cage which has Egle inside will open. Save the Egle and go to area "F" to find a personal letter. After the letter has been found, go to area "L" and this round will be cleared. "M" contains a special stone - crawl from "N" to "M"!

The Radaction Castle Map-



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ALEX KIDD IN MIRACLE WORLD continued

The Secret Red Castle:

When Alex is inside the castle of Janken the Great, there are two rooms with hanging ceilings with spikes. The first room with the hanging ceiling contains a "FISH BOX" and the second one does not. Punch the "FISH BOX" on the left wall in the first room with the dropping ceiling and the ceiling will cease to fall. Also, the floor will open up for you to go down to the next room.

The second room with the dropping ceiling does not contain a "FISH BOX" so try your best at dashing to the other side. You can make it!!!

Pink Boxes:

Punch the Pink Boxes to make the exit. The Pink Boxes will not disappear when you hit them, so just hit them and go. (They will not break!)

In Stage Five:

There are two boxes marked with a "?" (question mark) in Stage Five. The first box marked with a "?" you will come across contains a Ghost! So be careful not to touch that one. The second box marked with a "?" contains an extra life, so punch it.

Rock/Paper Game Number One:

Rock first then Scissors. When he tosses stuff at you, duck and punch him!
Second Guy- Same as he does. Whatever he is you do. Scissors/Paper
Third Guy- Paperhead tries to beat you. Whatever you are he tries to beat. He dies twice.

Rock/Paper Game Number Two:

The second time you play against Paperhead, run to the left and tuck in as much as possible. Shoot towards the bottom of the screen when his head comes towards you. Shoot it three times,

In the second game, their heads come off! After you have won watch out, because their heads will roll. They are trying to touch you. If they do, you will die, so get rid of the heads three times!

To Kill the Merman:

Alex will come across a Merman in the water. To kill him you must punch him three times.

To Kill the Octopus:

Alex will come across an Octopus in the water. To kill him you must punch his tentacles. (One at a time).

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ALEX KIDD IN MIRACLE WORLD continued

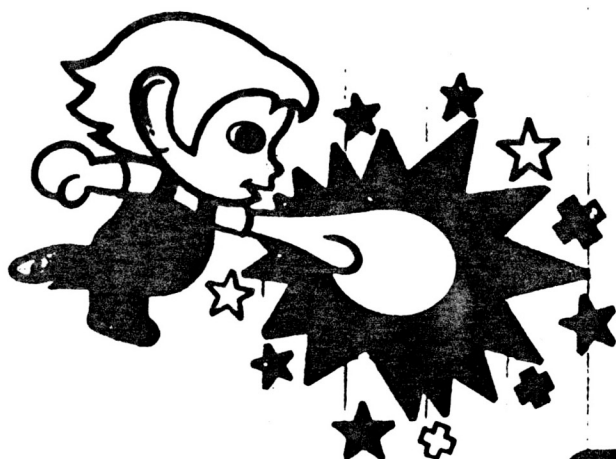
You are now faced with "JANKEN THE GREAT"! Play Janken with him. Watch out because he cheats!

Possible selection of play: Rock, then change to Paper before the music stops.

Rock, then change to scissors before the music stops.

When you win, he will get mad and toss balls at you. You will need to punch him in the forehead twice in order to continue on. Once you hit him there will be a present at his feet. Take the present and exit at the top left portion of the screen. At the top of the ladder in the next room, a young girl has a message for you!

GOOD LUCK!



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ALEX HIDD IN MIRACLE WORLD-HELPFUL HINTS

At the beginning of the game, you will come to a box marked "?" (question mark). Upon opening the box, you will receive a ring. Capture the ring, press the pause button, press button 1, then press the pause button again to return to the first screen. Now, every time you use the "punch" button, you will send out a long range missile.

Notes:

The following procedure will enable you to continue play after "GAME OVER" appears on the screen.

Press and hold the control pad in the "up" direction.

Push Button 2 eight times.

This procedure should enable you to continue play but U400 is required to continue the game. (Player must have U400 or more in order to use this feature)

In stage 11...The room with the boxes of the "fish", the "wave", and the "star"...in area "d" of the map below, punch the "fish" and the "wave" box once (not in order), then a cage which has Egle inside will open. Save Egle and go to area "F" to find a personal letter. After the letter has been found, go to area "L" and this round will be cleared.

The Radactian Castle Map -

	A	B	C	D
	E	F	G	H
ENTRANCE	I	J	K	L
	M	N	O	P

In stage 16...Alex is inside of the castle of Janken the Great. There are two rooms with a hanging ceiling with spikes. The first room with the hanging ceiling contains a "fish" box and the second one does not. Punch the "fish" box on the left wall in the first room with the dropping ceiling and the ceiling will cease to fall. Also, the floor will open up for you to go down to the next room.

In the 2nd room with the dropping ceiling, there are no "fish" boxes so try your best by dashing to the other side.. You can make it!

Pink Boxes...Punch the pink box to make the exit (Note: The pink box will not disappear.).

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Dear Sega Customer:

The following are some "Helpful Hints" for Alex Kidd in Miracle World.

Cragg Lake Sequence:

- Run over the Sun Box
- Run over the Two Waves Box
- Run over the Moon Box
- Run over the Star Box
- Run over the Sun Box
- Run over the Moon Box
- Run over the Two Waves Box
- Run over the Fish Box
- Run over the Star Box
- Run over the Fish Box

Upon completing the above sequence, a Crown with three spikes will appear on the ledge. Grab the Crown and read the attached note. To read the note you must read it Top to Bottom, Right to Left.

To Continue the Game:

When the words "Game Over" appears on the screen, press and hold the Control Pad in the "UP" direction and push Button 2 on the Control Pad eight times. This procedure should enable you to continue play but, 400# or more is required.

Long Range Missles:

At the beginning of the game, you will come across a box marked with a "?" (question mark). When you punch the box, you will receive a ring. Upon capturing the ring, press the Pause Button on the Master System Power Base, press Button 1 on the Control Pad, then press the Pause Button again to return to the first screen. Now each time you punch a long Range Missile will shot out. You will only be able to use this function prior to being under water.

In Stage Eleven:

The room with the boxes of the "Fish", the "Wave" and the "Star"...in area "D" of the map be punch the "Fish" and the "Wave" box once, then a cage which has Egle inside will open. Save Egle and go to area "F" to find a personal letter. After the letter has been found, go to area "L" and this round will be cleared.

The Radaction Castle Map -

	A	B	C	*D*	
	E	*F*	G	H	
ENTRANCE	I	J	K	*L*	EXIT
	M	N	O	P	

"Helpful Hints" for Alex Kidd in Miracle World Continued

In Stage Sixteen:

When Alex is inside the castle of Janken the Great, there are two rooms with a hanging ceiling with spikes. The First Room with the hanging ceiling contains a "Fish" box and the second one does not. Punch the "Fish" box on the left wall in the first room with the dropping ceiling and the ceiling will cease to fall. Also, the floor will open up for you to go down to the next room.

The Second Room with the dropping ceiling does not contain a "Fish" box so try your best at dashing to the other side. You can make it!!!

Pink Boxes:

Punch the Pink Boxes to make the exit. The Pink Boxes will not disappear when you hit them so just hit them and go.

In Stage Five:

There are two boxes marked with a "?" (question mark) in Stage Five. The first box marked with a "?" you will come across contains a Ghost! So be careful not to punch that box. The second box marked with a "?" contains an extra life so punch it!

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HELPFUL HINTS: GREAT BASEBALL

Balking:

To prevent balking, throw the ball to the base the player is running from, not running to.

Pop-up:

After using pop-up finish off by pushing button #2 so that the running player does not get thrown out.

Catcher:

When a player is trying to steal a base, the catcher can throw the ball to the base the player is running to. Push the directional pad up and button #2, the catcher will throw the ball. Use the directional pad to direct the ball.

Please note: you are unable to select your catchers as indicated on page 4 of the instruction booklet.



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Dear Sega Customer:

The following are "Helpful Hints" for the game Great Ice Hockey.

Increasing Speed of Puck:

When using the SportsPad in Great Ice Hockey spin the ball to make your puck go faster. It is a "Snap Action" function. When shooting towards the goal, it will glide towards it faster if you spin the ball FAST then release it.

Teddy Boy™



Scramble from one nightmarish maze to another bumping off bugs, guppies, snails, dominos and more as you go.

But beware. You must avoid the ugly Den Den, a snapping dragon head.

Or you'll be forced to wake up to reality.

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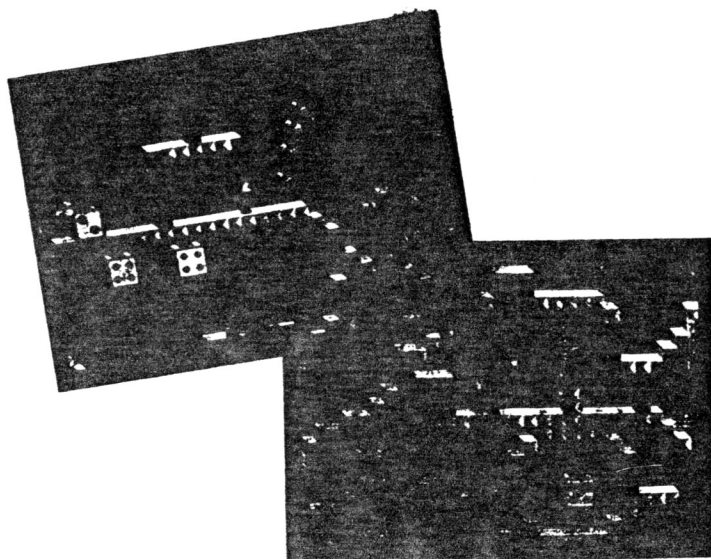
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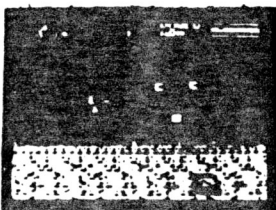
HELPFUL HINTS: TEDDY BOY

Selecting Rounds:

In the title screen, move the control pad up, down, left then right. A new screen will appear. Move the control pad up once, then down nine times and press button #1 on the control pad. You are now able to select rounds #1 through #50 by moving left to right on the control pad. Select the other two options (fire and one player) by moving up, left or right. You cannot choose the option Continue until you have played a game.

When choosing "No" next the fire, the disappearing walls will no longer disintegrate if you stay in one place too long.





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HELPFUL HINTS: TRANSBOT

Secret Command:

When the "Sega Master System" logo appears, push button two and keep it depressed for ten to twenty seconds during the Player one/Player two screen. You will prompt a screen that shows the secret command. Use the control pad to choose one of the following:

1. Ten men
2. Prevents loss of arm
3. Prevents loss of power
4. Slows blinking of weapon select

To exit, go to control pad #2 and push button #1. This sequence will work for two players as well.

To Go Underground:

Destroy the Arm Carrier and capture the Arm Capsule (Bubble with "?").

This will cause the seven alphabetical letters appearing on the upper half of the screen to flash in a sequential order. Be sure to select the letter "D". This will enable you to go underground. To select a letter, when the letters are flashing in sequential order, press button #1 on the control pad when "D" appears. When Hilun flies towards you (looks like a blue diamond) destroy them and this will enable you to go underground.

TransBot™



You are the only TRANSBOT pilot who survived a recent DALAUS invasion. Your mission? To battle your way to the notorious DALAUS artificial intelligence computer.

Fortunately, your astro-plane can go through 6 different transformations. So you should be able to penetrate the fortress of DALAUS. And rid the galaxy of her evil influence forever.



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Dear Sega Customer:

The following are some "Helpful Hints" for Ghost House.

Killing Dracula:

The objective of Ghost House is to kill Dracula who has stolen the family jewels. In Level One there are Five Draculas' to be killed. Each one has a jewel hidden in his coffin. You will have to capture a key to open each coffin. Once a key is used to open a coffin, you must capture another to open the next coffin.

Dracula can be killed by punching him five times or stab him three times with a knife. You can capture knives by jumping on them as they travel down the corridors. Once he has been killed he will turn into skull and crossbones. Do not continue to stab or punch him after he has died. Continued punching or stabbing will bring Dracula back from the dead!

Freeze the Action:

At various places in the corridors, there are overhead lamps that can be touched by Micks's head. When he jumps up and hits the lamp, it will cause all the monsters and Dracula to "Freeze" for about four seconds. Since Dracula can only be destroyed while in human form, it is best to use this "Freeze Action" while Dracula is flying through the corridor as a bat and then maneuver close to him and begin your attack immediately after the flashing ends.

Also, you can capture arrows by jumping on them as they travel down the corridors. If you jump over sixteen arrows you will be come momentarily invincible. Now you can walk through the Fire Blower, Death Ghosts and Bats. It is also an excellent way to position yourself to kill Dracula. Also, each arrow you jump on is 200 points!

Treasure/Power Boosters:

Located throughout Count Dracula's mansion are small red and gold glowing question boxes. These boxes when you run over them will boost your energy on the power meter. These are also referred to as Treasure boxes. Each time you run over these boxes you will receive points. The points are not always the same amount, they could be 800 one time and 2500 the next time that's where the Treasure comes in.



continued

After defeating Wang and the Princess is rescued, but before the screen turns red, wiggle the joystick and press buttons #1 and #2 on the control pad. You will then enter the 7th round. Good luck!

HELPFUL HINTS: GHOST HOUSE

Killing Dracula:

The objective of Ghost House is to kill Dracula who has stolen the family jewels. In level #1 there are 5 Draculas' to be killed. Each one has a jewel hidden in his coffin. You'll have to capture a key to open each coffin. Once a key is used to open a coffin, you must capture another to open the next coffin.

Dracula can be killed by punching him 5 times or stab him 3 times with a knife. You can capture knives by jumping on them as they travel down the corridors. Once he has been killed he will turn into a skull and crossbones. Do not continue to stab or punch him after he has died or he will come back to life!

Freeze the Action:

At various places in the corridors, there are overhead lamps that can be touched by Mick's head. When he jumps up and hits the lamp it will cause all the Monsters and Dracula to "Freeze " for about four seconds. Since Dracula can only be destroyed while in human form, it is best to use this "Freeze Action" while Dracula is flying through the corridor as a bat and then maneuver close to him and begin your attack immediately after the flashing ends.

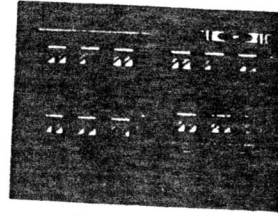
You can capture arrows by jumping on them as they travel down the corridors. If you jump over 16 arrows you will become momentarily invincible. Now you can walk through the Fire Blower, Death Ghosts and Bats. Each arrow you jump on is worth 200 points!

Treasure/Power Boosters:

Located throughout Dracula's mansion are small red and gold glowing "?" boxes. These boxes when you run over them will boost your energy on the power meter. These are also referred to as treasure boxes. Each time you run over these boxes you will receive points. The points are not always the same amount, they could be 800 one time and 2500 the next time, that's where the treasure comes in.

If you go near the candles on the wall, knives will appear. To kill Dracula increase the number of stabs and punches as the game progresses.

My Hero™



A bunch of seedy
punks try to steal your girl.
Battle knife throwers,
ferocious bulldogs, flying
bottles, even the gang
leader — MOHIKAN.

Hopelessly overwhelming?
Take heart. You have incredible kung fu skills.
But the punks have your girl.

26

HELPFUL HINTS: MY HERO

Keep moving to the right. The guys come in patterns. Jump and walk quickly. Watch out for the flying balls, they will kill you.

To Kill the Dog:

Pull down on him and then hit him.

To Kill the Frogs:

Use kicks and hits. There are some frogs that are invincible!

Falling Bottles:

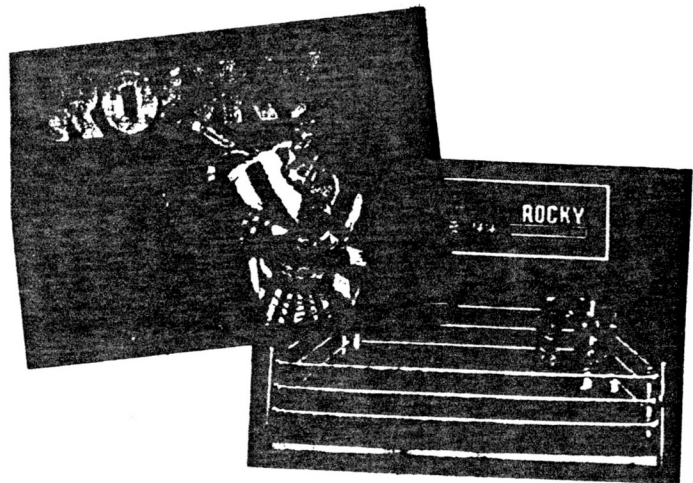
You can outrun them or jump up and kick them. If you jump in the air and kick Mohikan in the face you get 10,000 points plus two extra men.

HELPFUL HINTS: ROCKY

Apollo: Typical good boxing techniques will help you against Apollo.

Lang: Lang has a jelly belly. Give him lots of low jabs in the stomach!

Drago: Get real close. Keep punching so that Drago starts going back towards his own corner. Punch him low during this stage. You can best finish him off by punching him in the face twice. If you can get Drago into his corner, you have won half the battle! Use stomach punches and finish off with two hits to the face.



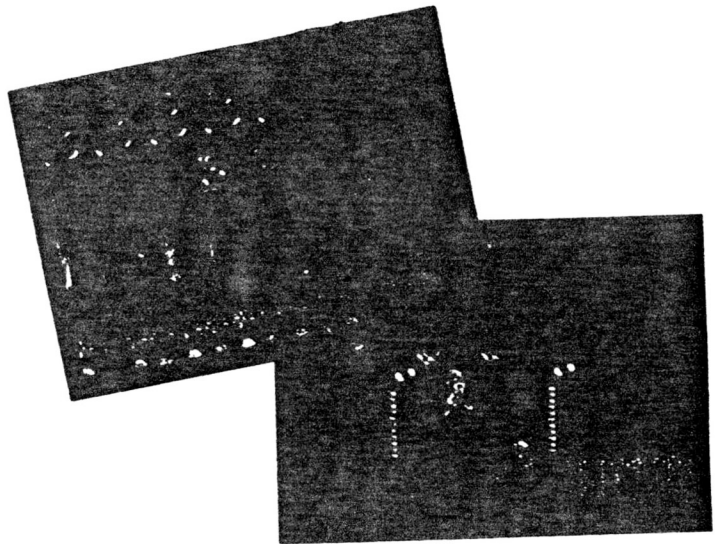
HELPFUL HINTS: WONDERBOY

To Choose Round:

In the title screen press button #1 on the control pad three times, then button #2 two times. Work the control pad left or right to get to the round desired.

Yes, there really is a tenth round in Wonderboy! You need 36 dolls. Collect the dolls from area #1 - round #1 all the way through to area #9 - round #4. Only then will you be able to play in the tenth round.

Remember to collect the hidden dolls as well. These can be found just about everywhere. Hit the rocks and the other items to find the hidden dolls. "Remember Tanya is waiting for you to rescue her!"



Wonder Boy™

HELPFUL HINTS: RAMBO FIRST BLOOD PART II

Level 6 Version 1:

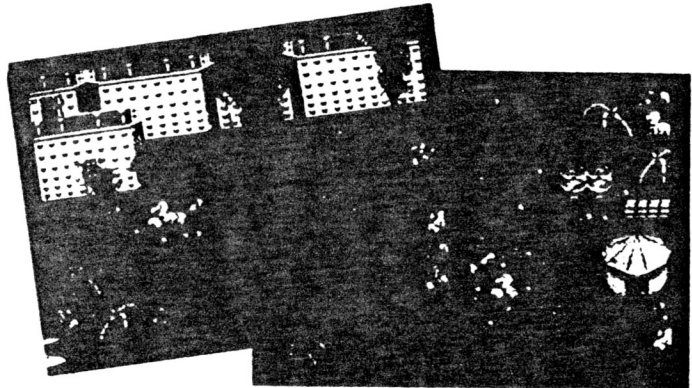
In this level, you are faced with destroying a barrier with a face on it. Be sure you have collected the letters "S & L" before you attempt to destroy this barrier.

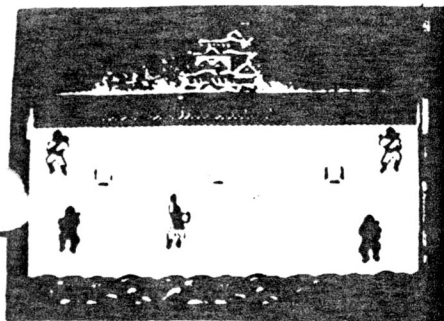
Shoot 5 arrow-bombs towards the wall on the left side of the face.
Shoot 5 arrow-bombs towards the wall on the right side of the face.
Then shoot 5 arrow-bombs towards the face itself!

Level 6 Version 2 (Quick Way):

To the left of the wall is a launcher. Use the gun to hit the tip of the launcher ten times. This will cause the left side of the wall to disappear. Then shoot the right side of the wall four times with arrow-bombs. Then shoot four arrow-bombs towards the face.

Good Luck!





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HELPFUL HINTS: NINJA

To find Scrolls:

- First Scroll- Can be located in screen #1. Kill transforming Ninja and the scroll will appear.
- Second Scroll- Can be located in screen #4. Shoot at the Dog Statue on the far left hand side 5 times and the scroll will appear.
- Third Scroll- Can be located in screen #6. The scroll is in the second Samurai house. It is located in the corner next to the tree by the wall. Get the scroll and cross over the foot bridge.
- Fourth Scroll- Can be located in screen #8. Go through the entry way to the open field. Shoot at the last bush towards the back wall and the scroll will appear.
- Fifth Scroll- Can be located in screen #9. Crawl up the wall, disappearing really helps, stay on the right side as you make your way up. When you reach the falling rocks, shoot the hole at the far right side 46 times. This will stop the rocks. Go up past the rock holes, start fighting the main boss of this round. After a few seconds of fighting, go to the far right side of the screen, on the same walkway the boss was on (almost above the rock hole you shot) the scroll will appear.

After the fifth scroll, screen #9 will appear with a message from inside the secret scroll. Obey the message for the tenth screen.

On the tenth screen, go to the third lamp that is closest to the castle. Get as close as possible. Push the control pad to the left and push button #1 three times, so that you are shooting three times to the left. Reposition your man so he faces in another direction and disappear three times. A stairway will then open up and the screen will change. Below is a maze. To get through the maze go left, right then left again and keep running!

The Blue Scrolls will enable you to move faster. The Red Scrolls will give you Stars and Weapons.



Dear Sega Customer:

Sega's Ninja video game is a great game! However, in order for you to get the most enjoyment from the game, you have to have the proper instructions on how to play it. That's where we goofed! Sega apologizes for not providing you with all the necessary information that you needed to enjoy Ninja to the maximum and we've included these "Helpful Hints" below. If you need any other information or have any other questions about Sega products please don't hesitate to call our Customer Service Department at (415) 742-9300 (inside California) or 800-USA-SEGA (outside California). Once again, we apologize for the inconvenience and we hope you continue to enjoy Sega's exciting games for a long time to come.

TO FIND SCROLLS:

First Scroll...Can be located in screen 1. Kill transforming ninja and scroll will appear.

Second Scroll...Can be located in screen 4. Shoot at dog statue on the left hand side five times and the scroll will appear.

Third Scroll...Can be located in screen 6. Scroll can be located under the tree next to the house.

Fourth Scroll...Can be located in screen 8. You can find the scroll under the very top of the lamps near the second samurai house.

Fifth Scroll...Can be located in screen 9. Go to the very top of the stone wall on the right hand side.

After the Fifth Scroll, Screen 9 will appear and a message will appear from inside the secret scroll. Obey the message for the 10th screen.

Also in Screen 9, stones will come out of the hole in the stone wall. Shoot at the hole 46 times to stop the stones from coming out of the wall.

Screen 10...Go to the third lamp that is closest to the castle. Get as close as possible. Push the control pad towards the left and push button number one three times so you are shooting three times to the left. Then re-position your man so he faces another direction and disappear three times. A stairway will then open up and the screen will change. Below is a Maze. To get through the Maze go left, right then left again and keep running!

Blue Scrolls...Enables you to move faster.

Red Scrolls ...Gives you stars as weapons.



Dear Sega Customer:

The following are "Helpful Hints" for the game Ghostbusters.

Preparing to Bust Ghosts:

Selecting your car -

Use the pink arrow displayed to left of cars to choose desired car. The Directional Pad will move the arrow to all four cars. When the arrow is next to desired car, press Button One and the screen will change.

Make note of the amount of tools your vehicle can hold. This is a good reference for when you are purchasing tools on the next screen.

Using the Directional Pad, move the forklift to desired tool. Press Button One to pickup item and turn forklift around. Then use Directional Pad to move forklift with tool towards your vehicle. Press Button One to unload tool into car. Then use the Directional Pad again to move to next desired tool. Continue until all the tools you need are loaded. When you have finished selecting your tools, press Button Two to start busting Ghosts!

Example of Items Needed:

CAR	Hearse	Holds Nine Tools	\$4,800
EQUIPMENT	Ghost Vacuum		\$ 600
	Ghost Bait		\$ 500
	Ghost Trap (Four)		\$ 500

The Map:

The Map screen is an aerial view of the City. At the top right of The Map, "Shop" appears. This is where you can return to purchase additional tools. On your way to the "Shop" vacuum ghosts as they appear above your car. You can vacuum ghosts if you have purchased a vacuum and by pushing Button Two on the Control Pad.

At the Bottom Right "GHQ" (Ghostbusters Headquarters) appears. Return from time to time throughout the game;

- to obtain men when you have only one man left.
- to restore the men slimed trying to trap ghosts.
- to empty traps that are filled with ghosts.
- to restore Ion Beam Power.

When you see a blinking building on The Map, quickly head for it. Run over ghosts along the way. Be sure not to run over the "Gatekeeper" or the "Master of the Key". If you do run over them, money will be deducted from your account. When your car is in front of the building, press and hold the Directional Pad in the direction of the building while pushing Button One, simultaneously.

The Street:

The screen will change to The Street and your car will be traveling to the previously blinking building. On your way to the building, watch out for obstacles in the road and for other cars. If you hit one of the cars, your vehicle will be destroyed. The same goes for the obstacles (if you hit them, your vehicle will be destroyed). You will automatically receive another car but money will be deducted from your account.

As you start to travel down The Street, take note of the Kilometer reading located at the bottom right of The Street screen. As you get closer to the blinking building, the meter will move in a descending order.

While traveling down The Street, be sure to use your Ghost Vacuum (Button One or Two) to vacuum floating ghosts as they appear above your vehicle.

Your car will automatically pull over to the building so there is no need to worry about which building you are suppose to enter.

Busting Ghosts at Building:

Once you arrive at the building, your men will automatically exit the car. Using the Control Pad, position Ghostbusters (while holding trap) just under the flying ghosts.

Push Button One to drop the trap. This will freeze Ghostbuster Number One (on the right side of the building) and enable you to position Ghostbuster Number Two (on the left side of the building). When Number Two is positioned, push Button One and position Ghostbuster Number One. When they are both in place, push Button Two to start the Ion Beams. You are also able at this point to use the Directional Pad to position them together. Try to trap the ghosts between the two Ion Beams. When the ghosts are between the beams, push Button Two to release the trap and catch them. You only have 60 to 70 seconds to do this so do it quickly. If you trap all but one ghost, one of your Ghostbusters will be slimed by the remaining ghost. The Ghostbuster will then drop and the ghost will fly away. The screen will change and you will return to The Map. At this point, return to GHQ to pick up new men and empty your traps. On your way to GHQ, remember to vacuum ghosts flying above your car.

Ghost Bait:

When you see the four ghosts starting to form into the Marshmallow Man, go to one of the far bottom corners and release some Ghost Bait by pushing Button Two. This will attract the ghosts away from The Temple of Zule. Also, when the Marshmallow Man is formed he will take \$4,000 away from your account. At that point, push Button Two and release the Bait then Button Two again, you will have \$2,000 restored to your account.

Marshmallow Man:

If you have more than \$10,000 when the PR Energy Meter turns red, you will automatically be taken to The Temple of Zule to confront the Marshmallow Man.

When confronting the Marshmallow Man, you must get two men past him. To sneak past him, wait until he bounces towards the left then enter through the right side. Only two men must sneak past the Marshmallow Man in order to proceed to the next screen.

Climbing the Stairs of Zule:

The Roamers are pretty easy to Bust. But watch out for the Slimers along the stairs. When you try to Bust the Slimers, you have to anticipate their moves. If they look like they are coming at you, shoot!

Busting Gorza:

The best way to fight Gorza is to place your man opposite Gorza. If Gorza is located on the left side of the screen, your man should be on the right side. As he comes across to your side, move your man to the other side but keep shooting as you cross over. It takes five to six shots to kill Gorza. Move side to side and keep firing. Gorza is armed with deadly laser beams so watch out! Also, Gorza is worth \$5,000.

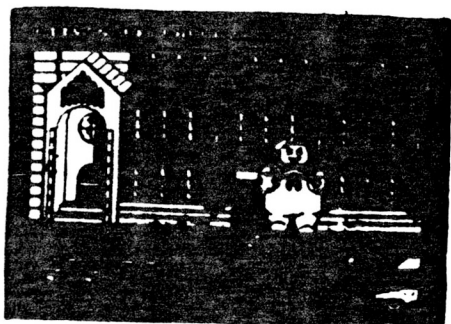
Continue Game:

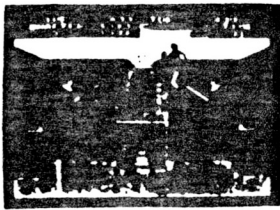
When you have finished the game, if you have \$10,000 or more, you will be assigned a ten digit account number. You are able to use this number repeatedly. Be sure to write down the number for future reference and note what initials you used in the beginning of the game. You will be able to use this account number in the beginning of the game under "Continue Start". Put the number assigned to you under the section "Your Account Number". You can enter your account number by using the Directional Pad Arrows. When your number is entered, press Buttons One or Two and it will say "You have \$_____". Then push Buttons One or Two to start the game.

Account:

Initials - B.B.

Account Number - 2732727608





SEGA OF AMERICA

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HELPFUL HINTS: BLACK BELT

Unlimited Men:

Power on

Push button #1

Amount of players will appear, then a blank screen will appear for about 30 seconds, quickly tap the reset button and you will receive unlimited men. The graphics will be a bit messed up, but only in screen #1.

Ryu:

Kick and punch his feet, get him in the corner, don't let him pass. By forcing him into the corner he will die.

Hawk:

Punch him when he is in the air. High kick, keep punching and keep running back and forth across the screen he will die.

Oni:

To kill him back up to the wall on the left side of the screen. When Oni punches, you must kick him. Don't try to punch or high kick. You only need to kick him once for every punch he delivers to you. It may look as if your power will run out first since he gets the first punch, but it won't.

Gonta:

This is a time factor fight. When he jumps, jump over him. When he charges, run away then attack him FAST!

Rita:

The only way to kill Rita is to kick her in the air while she is descending at an angle towards you. When you kick her in the air she will stay (for a brief time) suspended above the floor, about one and a half inches, at this time you must punch her. You should be able to get 4 or 5 punches in before she lands back down on the floor. The only way to finish her off is by kicking her in the air one last time.

Wang:

Right after you kill Rita the screen will change and you will be attacked by Wang! Get into the corner and squat down. He will jump in the air and land on top of you. Just keep punching (don't give up) until the power meter for Wang won't go down any further. Let him go, as he falls back give him one more good punch! That's it!

The RED FLYING SIGNS and the FLYING SUSHI are energy boosters, use the super jump to catch them.

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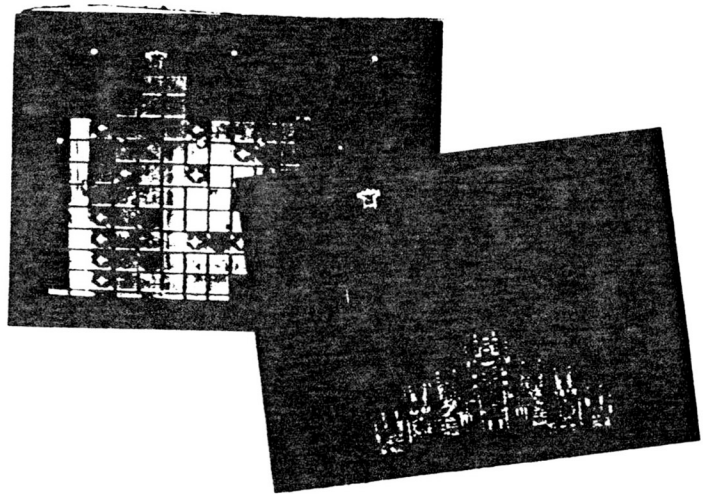
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HELPFUL HINTS: ASTRO WARRIOR

When attacking any mother ship, after flying over the floating fortress, you must take out the surrounding bases first. The base that is in the middle of the ship, is the final base to be destroyed.

There are five bases to each mother ship. You have a limited time to take out each mother ship. If you do not destroy the bases within that time (30 to 45 seconds) instead of the mother ship moving from side to side, it will fall directly at the attacker.

The Sports Pad controller works very well on this game. The rapid fire feature is definitely an asset!





HOTLINE... HOTLINE...

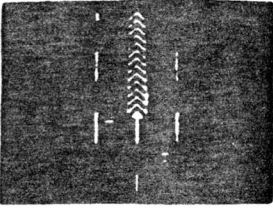
ASTRO WARRIOR - HELPFUL HINTS

When attacking any mother ship after flying over the floating fortress, one must take out the surrounding bases first.



The base that is in the center of the middle of the ship is the final base to be destroyed.

There are five bases to each mother ship. One has a limited time to take each mother ship out. If one does not destroy the bases within that time (30 to 45 seconds) instead of moving side to side, they will fall directly at the attacker (collision).



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HELPFUL HINTS! ACTION FIGHTER

In the beginning of the game, there will be a name entry screen. Using the steps found on page #7 of the Action Fighter manual, enter the desired "Secret" word as found below. You will now begin the game with the features associated with that word.

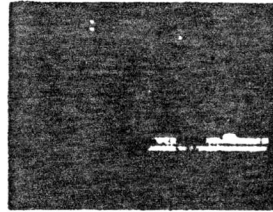
1. H A N G _ O N . Game will begin with the letters ABCD already collected. Your vehicle is a car as described on page three of the manual.
2. _ © _ S E G A . Game will begin with the player being invincible to enemy bullets until the first crash.
3. G P W O R L D Game will begin with the player receiving three extra lives after the timer has run out.
4. S P E C I A L _ Game will begin with the features found in #1 and #2.
5. D O K I _ P E N Game begins with the features found in #1, #2 and #3. Your vehicle also has all the "extra capabilities" as found on page #11 of the manual (usually obtained by docking with the Sega truck).

To collect the "P" letters attack the flyers that are flying in formation.

Flags:

As you come upon the flags during your mission, run over them. Try to hit all the flags as they appear. Your reward will be one of two cats. There is a frowning Yellow Cat and a smiling Black and White Spotted Cat. When CAT(S) appear, hang around them, you will notice the enemy bullets that are being shot or enemy ships that are on the attack, the Cat protects you. The ships will disappear into the Cat along with the bullets.

Choplifter™



The leading home computer game in the U.S. has just become even better.

You man a helicopter rescue team. And your mission is to take your helicopter down, rescue the hostages and fly them back to safety. All the while dodging and destroying dangerous enemy fire.

An action-packed helicopter game at its best.

*This game software has been manufactured under license from Broderbund Software, Inc. © Dan Gartin, 1982.

HELPFUL HINTS: **CHOPLIFTER**

Selecting Rounds:

In the title screen, move the control pad up, down, left, right, then press button #1 on the control pad. Repeat the same sequence for the next screen. You will see the words: **SELECT ROUND 1**. The numbers will rotate from 1 to 6. When the desired round number is displayed, press the start button to begin the game.

In Stage Two:

The last eight hostages can be located in the submarine. Bomb the periscope as it sticks out of the water. This will cause the submarine to come out of the water, when it does the hostages will appear on the bridge. Land on the bridge and rescue them.

You have a pleasant surprise instore if you destroy at least ten rockets. The movie characters **SUPERMAN** and **E.T.** will show up to lend a helping hand. When they appear, the hostages will run faster to the choper.



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Dear Sega Customer:

The following are some "Helpful Hints" for Quartet..

Sound Test:

To use the "Sound Test" feature in the title screen, push the pause button four times and press button number one on the second player control pad. Now use control pad number one to choose the sound by moving the control pad up and down.

Wide Beam Option:

To enable Mary to have a "Wide Beam" in the title screen, hit the pause button on the Power Base fourteen times then number one on the control pad.

Round Four:

Shoot the creatures as you fly along the top level of the screen. Be sure to watch your back!! When you see the Warp Door, exit and return to the grey screen. Proceed to the left carefully shooting the creatures on the five steps awaiting you. Take them on one by one.

When you have taken on all the creatures then return to the Warp Door to the right guarded by a snail. This Warp Door will bring you back to the blue level. Proceed to the left staying on the top portion. Along the top here, the star will appear. Get the star and stay on the top level. Watch out for the skull and the flying balls as you get closer to the Warp Door and the Exit Door. Go towards the bottom to avoid the balls then make your way up to the Exit Door. Watch those balls!

Round Five: (Gold and Blue Room with vases)

Go towards the right making your way along the top portion. The clock is located a ways down on the bottom of one of the platforms. Get the clock and proceed to the Warp Door guarded by the snail. Jump and shoot snail at least six times. Proceed through the Warp Door.

You will enter a blue background screen. Get the jet pack located on the other side of the brick wall which is to the left on the bottom guarded by a moving skull. Shoot away the top bricks where the skull is. Shoot both sides of his den. Staying on the top portion the star will appear just on the left side of the top portion of the den. About five bricks down from the top. Get the star and keep flying on the top portion going left. Fight the creature located all the way down to the left just above the exit door.

Shoot the creature twelve to fourteen times. You have hit the creature when you hear a metal sounding "ting". All other shots don't count. Make your way to the Exit Door after you have taken out the creature. You will need to shoot out the bricks then enter.

Round Six:

Now your in the screen with a grey and red background. Make your way right. Get the jet pack which is hanging in mid-air. Stay on the top portion of the screen and enter the Warp Door at the far top right.

You will enter a rainbow colored room. Go to the left. There is an extra jet pack located here on the top shelf. Fly along the bottom at first flying and shooting at the creatures.

Take out the rotating creature thats gold and flies in a circle. Proceed to attack the skull while going towards the right. Go all the way down to the Warp Door and Exit Door. Fly along the top portion going left. Shoot the colorful creatures that are vertically attached to the wall. There are two sets of them. Keep going to the left and exit at the bottom corner at the far left Warp Door. You will enter a very colorful room. Shoot the colorful creatures to get the key. They are vertically attached. Shoot the top portion of the creature to get the key. Theres an extra jet pack here on the top shelf going right.

Round Six:

After you get the jet pack go to the left to the Warp Door at the bottom left corner. You are now about to enter the Generator Room.

Keep shooting the center of this colorful room. There are five main points to this core. Fly, shoot, fly shoot. You need to explode these five main points. Take them on one by one alternating sides. Concentrate on the center portion of the screen where the five points are. If you need it, there is an extra jet pack just to the right of the five points.

Once you have taken out all the five points, a passage way will be revealed to you!

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HELPFUL HINTS: FANTASY ZONE

To kill creatures at the end of each round:

Round 1...Shoot 16 shots into the mouth of the wood-shaped creature as he spews leaf bullets.

Round 2...Shoot 3 rotation cells through the gap between the outside cell. Ten shots are required to destroy each cell. 7-way shoot is useful.

Round 3...It takes 40 shots using twin-shot, or 20 bombs to destroy each battery. It's easiest to start by destroying the bottom two batteries.

Round 4...Shoot the tongue with 40 shots of twin-shot. If you have a laser beam, it's a powerful weapon.

Round 5...Shoot these creatures in order of size, smallest to largest, 2, 4, 16 and 32 shots destroy each size creature, respectively.

Round 6...Drop 32 bombs onto the creature's head when it appears. Heavy bombs are useful.

Round 7...Escape and wait for the head to take shape, then shoot the face 64 times.

Round 8...Six small creatures, which move with varying levels of ease and difficulty, can be destroyed by 8, 16, 24, 32, 40 and 48 shots of twin-shot, respectively.

ADDITIONAL HINTS:

1) If you buy and keep four of the engines (do not use- big wings, turbo engine, jet engine and rocket engine), the timer for the weapons will last until the player's ship is destroyed.

2) During the message screen in the demo mode, press the control pad up or down more than 50 times, and start the game. You can buy an extra ship with \$1,000 (usually it will cost \$2,500) at the 1st shop.

3) The Sports Pad controller works very well on this game. The rapid fire feature is definitely an asset!