SEGA™

GENESIS NOMAD
INSTRUCTION MANUAL

READ THESE INSTRUCTIONS AND WARNINGS CAREFULLY BEFORE USING YOUR GENESIS NOMAD OR ALLOWING YOUR CHILDREN TO USE IT.

EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain light patterns or flashing lights in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you, or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your doctor.

WARNING

1. The Genesis Nomad unit operates at 120 Volts. Do not operate this unit at any other voltage as it constitutes a risk of electric shock, fire or damage to the unit.
2. Do not expose this product to rain, water or other moisture. Failure to comply with this will result in a risk of fire or electric shock.
3. Keep batteries out of the reach of children. If a child swallows a battery, consult a doctor immediately, as this may result in suffocation or poisoning.
4. Do not insert fingers in any openings on the Genesis Nomad unit, as this constitutes a risk of electric shock.
5. Do not remove any of the Genesis Nomad's covers. Failure to comply with this can result in a risk of electric shock.
6. Do not try to take apart, reassemble, or alter the Genesis Nomad or its accessories, to avoid risk of electric shock and damage.

PRECAUTIONS TO TAKE DURING USE

- Sit a good distance away from the television screen, preferably as far away as the length of the Control Pad cable allows. Sitting too close to the screen will result in eyestrain.
- Avoid playing if you are tired or have not had enough sleep. You expose yourself to excessive eyestrain if you play when tired.
- Make sure that the room in which you are playing is well lit. Subjecting your eyes to high contrasts of light and darkness will cause unnecessary eyestrain.
- Take a break for 10 to 15 minutes per hour while playing a video game, to rest your eyes and the Genesis Nomad.

PROPER CARE OF THE GENESIS NOMAD

The Genesis Nomad is a precision electronic instrument, so when you use it please be aware of the points below. Ignoring the following instructions can result in damage to the Genesis Nomad.

1. Switch the power OFF before inserting or removing game cartridges.
2. Use only licensed Sega products with your Genesis Nomad.
3. Do not disconnect the Control Pad or any other peripheral during gameplay as doing so may result in malfunction.
4. Do not put anything except Sega Genesis system cartridges in the cartridge slot.
5. Remove batteries from the battery compartment when you are not using the Genesis Nomad, as leakage from the batteries may damage the unit.
6. When replacing batteries, replace all batteries at the same time (do not mix old and new batteries), and make sure all batteries are of the same type: standard (carbon-zinc), alkaline or rechargeable (nickel-cadmium).
7. For the best operation of the Genesis Nomad, the use of alkaline batteries or the optional PowerBack (both sold separately) is recommended.
8. Do not place metal objects against the battery pack terminals on the back of the Genesis Nomad, as this may cause the unit to short circuit.
9. Do not touch or put anything in the terminals of the cartridge or the cartridge slot of the Genesis Nomad.
10. Do not drop the Genesis Nomad or any other parts or subject them to shock.
11. Use only a soft, dry cloth to clean your Genesis Nomad. Using liquid solvents, cleansers or soap will damage the unit.
12. If the Genesis Nomad is subjected to extreme heat such as in a hot car or in direct sunlight, the display response may become slow or the screen display may dim. Also avoid extreme cold, steam vapor, such as near a kitchen stove, dust, areas where the unit may be splashed with water, humidity, and slanted, unstable or vibrating surfaces.
13. Condensation may accumulate on the surface of the Genesis Nomad if it is subjected to sudden changes in temperature. In this case, allow the unit to rest for about one hour before use.

TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Consult your owner's manual before playing video games on your projection television.

CAUTION

Please note that changes or modifications not expressly approved by the party responsible for FCC compliance may void the user's authority to operate the equipment. Please check with the manufacturer prior to effecting any changes or modifications to the Genesis Nomad. Please also note that the Sega Genesis AC Adaptor (sold separately) is made of shielded wire. If other types of cable are used, there is the possibility of violating FCC emission limits. Such change or modification of the Genesis Nomad is prohibited. Only use the Sega Genesis Power Cord when setting up and using the Genesis Nomad system.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

USING PERIPHERALS

Only Sega accessories are guaranteed to be compatible with the Genesis Nomad, so check for the Sega Seal of Quality.

Certain Sega peripheral equipment and Genesis software is incompatible with the Genesis Nomad system. Please check the following peripherals list before attempting to connect any peripherals to your Genesis Nomad system. If you have questions regarding software compatibility, please contact Sega at the telephone number and address listed at the bottom of the Troubleshooting Chart.

COMPATIBLE

Genesis 6 Button Arcade Pad™
Genesis 3 Button Control Pad
Genesis Mega Mouse™
Activator™
6 Button Arcade Stick™
Genesis 2 AC Adaptor
Genesis Team Player™ Adaptor*
*Recommended for use with AC adaptor due to power needs.

INCOMPATIBLE

Genesis 32X™
CATV
Sega CD™
Remote Arcade Pad™
Remote Arcade System™
Genesis 1 AC Adapter
Sega CD AC Adaptor
Power Base Converter

Note: The Sega Game Gear Car Adaptor and the Sega Game Gear AC Adaptor may be used as power sources for the Genesis Nomad. However, please note that all other Game Gear peripherals are incompatible with the Genesis Nomad System.

WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Genesis Nomad System and all component parts shall be free from defects in material and workmanship for a period of ninety 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 system 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. Additionally, this warranty shall not be valid if the serial number of the Genesis Nomad System unit has been altered, defaced, or removed in any way.
To receive warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA.
Our Consumer Service Department is in operation seven days a week. DO NOT RETURN YOUR GENESIS NOMAD SYSTEM TO YOUR RETAIL SELLER. Return the system to Sega Consumer Service only. Please call first for further information.
If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective system to us. The cost of returning the system to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Genesis Nomad System 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 choose 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 system cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

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

Note: Using unlicensed products may void the user warranty.

COMPLIANCE WITH FCC REGULATIONS

The Genesis Nomad has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against radio interference in a residential installation. The Genesis Nomad generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If the Genesis Nomad does cause interference to radio or television reception, which can be determined by turning the Genesis Nomad off and on, the user is encouraged to try to eliminate the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the Genesis Nomad and the receiver.
- Plug the Genesis Nomad into an outlet on a circuit different from that to which the receiver is connected.
- Consult your Sega dealer or an experienced radio/TV technician for help.

If following the procedures above still does not solve the problem, contact the Sega Consumer Service Department at: **1-800-USA-SEGA**.

http://www.segakore.net/

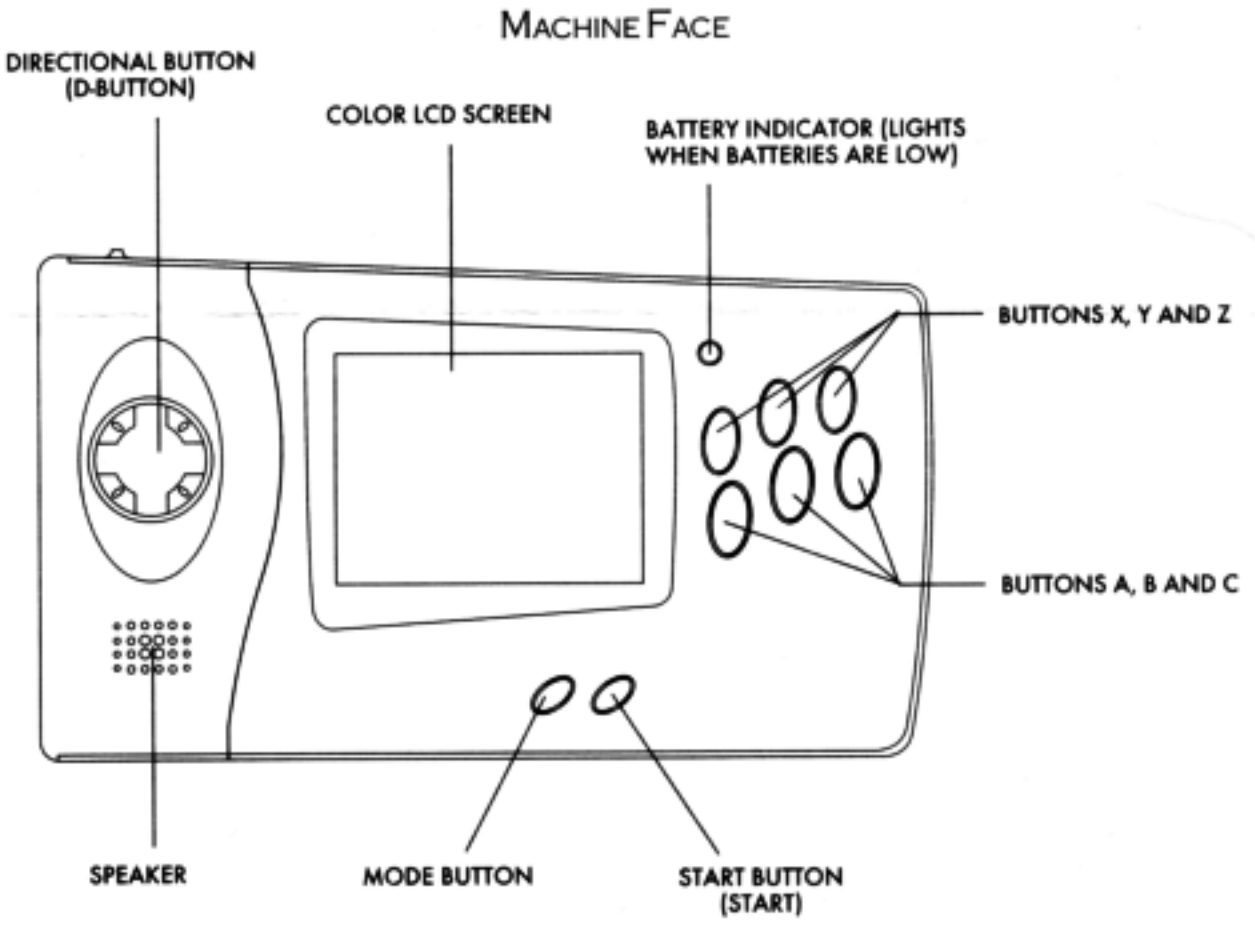
Power Up the Nomad!

You have a few choices on how to power up your Nomad:

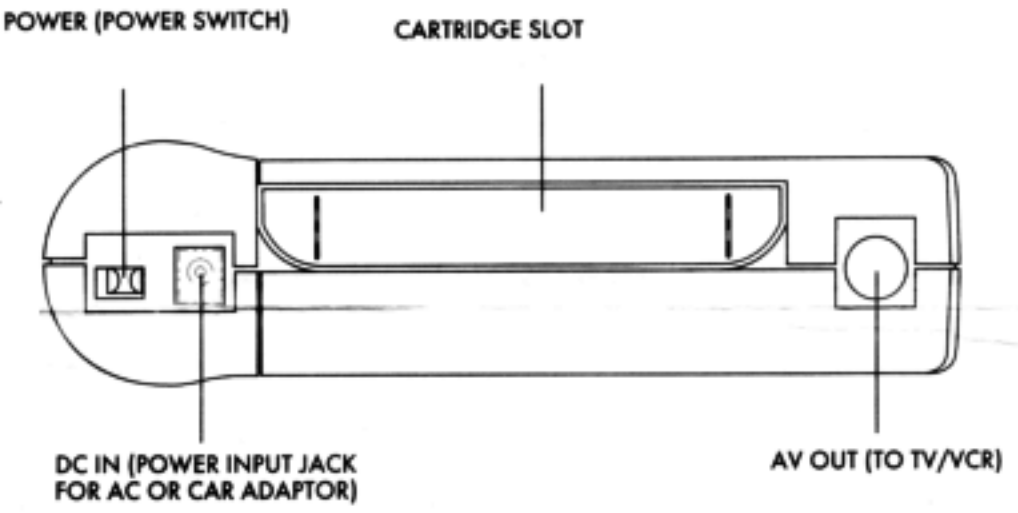
- The Genesis Nomad battery pack requires 6 AA batteries to run. (When using alkaline batteries, you should have about two hours of continuous gameplay.)
- When playing at home, you can also use the Genesis 2 AC Adaptor (MK 1639, sold separately), or the Game Gear AC Adaptor (MK 2103, sold separately).
- When playing on the road, you can also use either the Genesis Nomad PowerBack Rechargeable Battery Pack (MK 6102/MK 6103, sold separately), or the Game Gear Car Adaptor (MK 2115, sold separately).

Controls and Functions

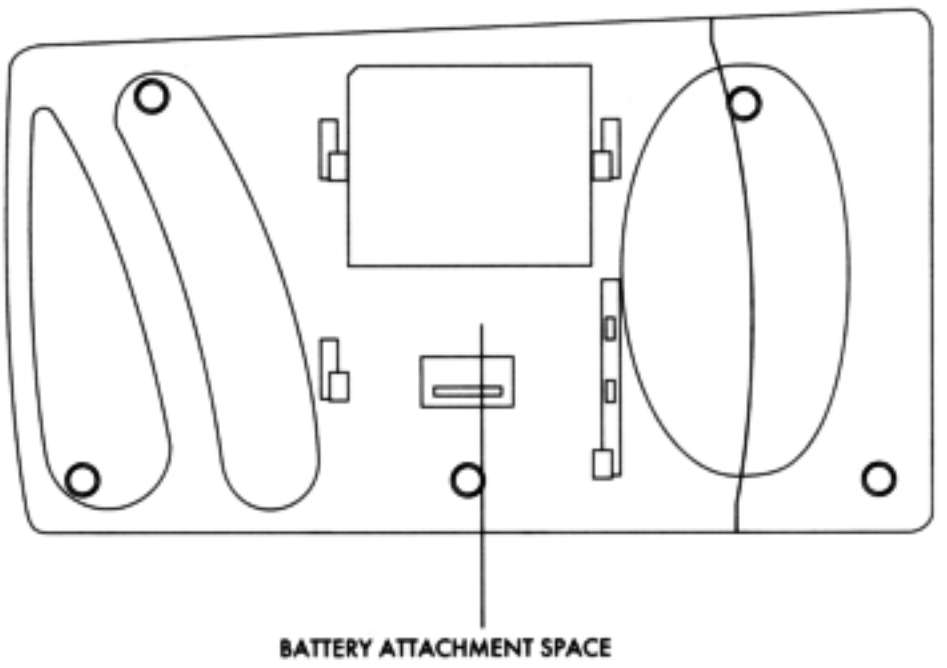
Machine Face



Top View

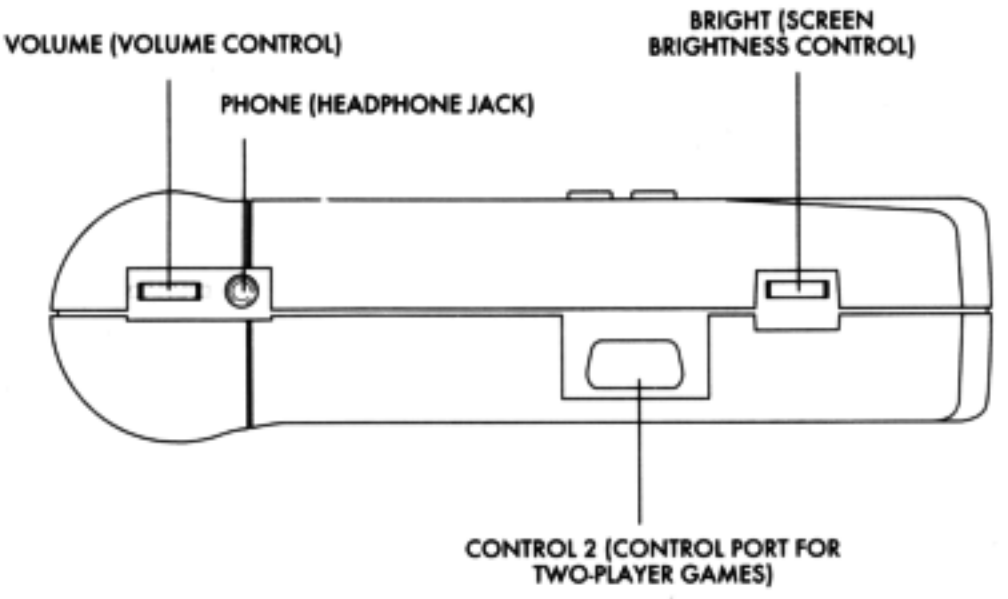


Back View



Note: See Operating On Batteries for directions on using battery power.

Bottom View



STARTING UP

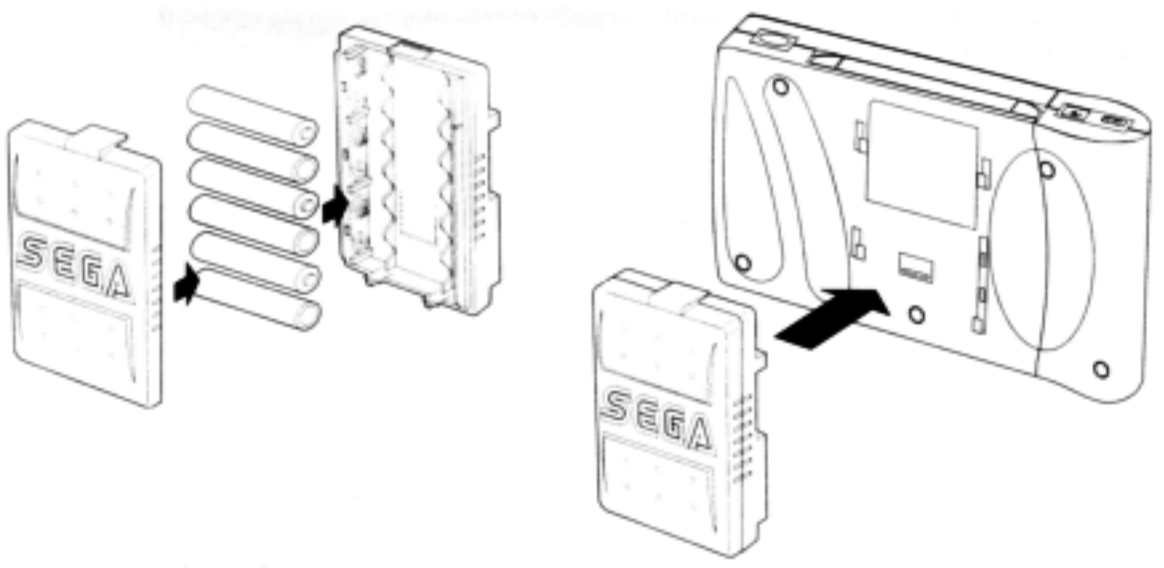
OPERATING ON BATTERIES

Batteries are placed in the detachable battery compartment (included). **When replacing batteries, make sure to detach the compartment from the main unit before opening the cover.**

TO INSERT BATTERIES

1. Detach the battery compartment from the unit by holding the compartment firmly and sliding it upwards until the hooks release from the unit.
2. Open the battery compartment door by pulling upwards on the latch at the top of the compartment.
3. Insert 6 AA size alkaline batteries into the compartment, making sure that the positive and negative terminals are correctly matched.
4. Close the compartment cover.
5. Replace the battery compartment on the unit by aligning the compartment hooks with the grooves on the bottom of the unit and sliding it downwards until it clicks into place.
6. When the LED lamp is lit, please replace the batteries. Make sure to replace all batteries at the same time, and make sure that all batteries are of the same type.

Note: Depending on the manufacturer of the alkaline batteries being used, your Genesis Nomad may continue to operate for about 30 minutes after the LED lamp is lit.



OUTSIDE POWER SOURCES

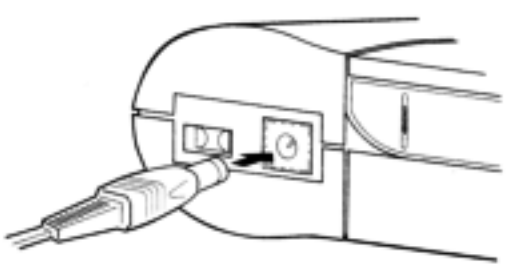
The power input jack is used to connect an AC or Car Adaptor to the Genesis Nomad. When an outside power source is connected, the Genesis Nomad automatically switches from batteries to the outside source.



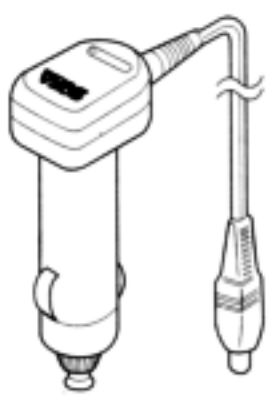
Genesis Nomad PowerBack
(MK-6102/6103)



Genesis 2 AC Adaptor
(MK-1639)



AC Adaptor Plug

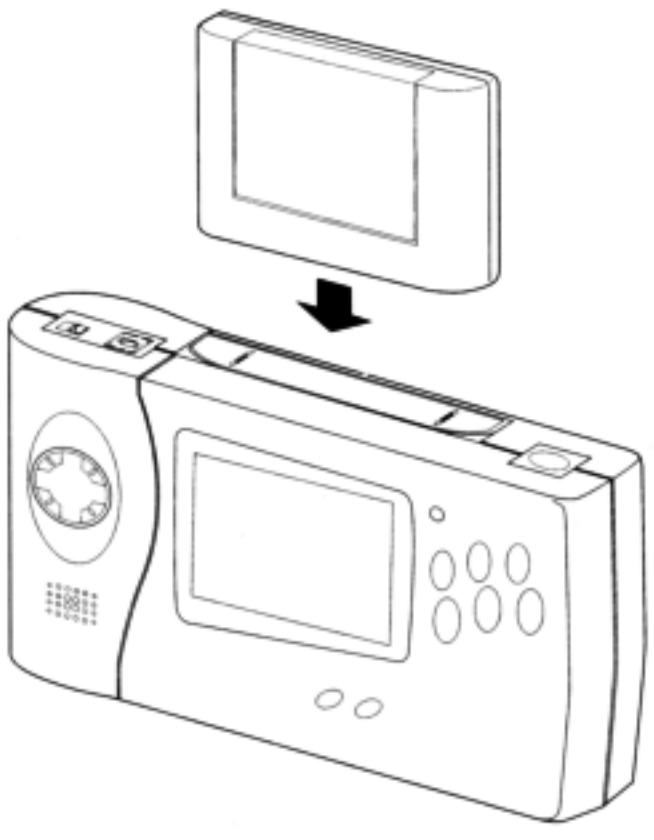


Game Gear Car Adaptor
(MK-2115)

Note: When using the Car Adaptor, be sure to unplug the adaptor when the engine is not running. Leaving the adaptor connected may cause excessive drain on the car battery.

INSERTING AND REMOVING CARTRIDGES

1. Switch the Genesis Nomad power OFF.
2. Make sure the cartridge label is facing you, then insert the cartridge straight in.
3. Use your fingers to remove the cartridge, pulling it straight out.



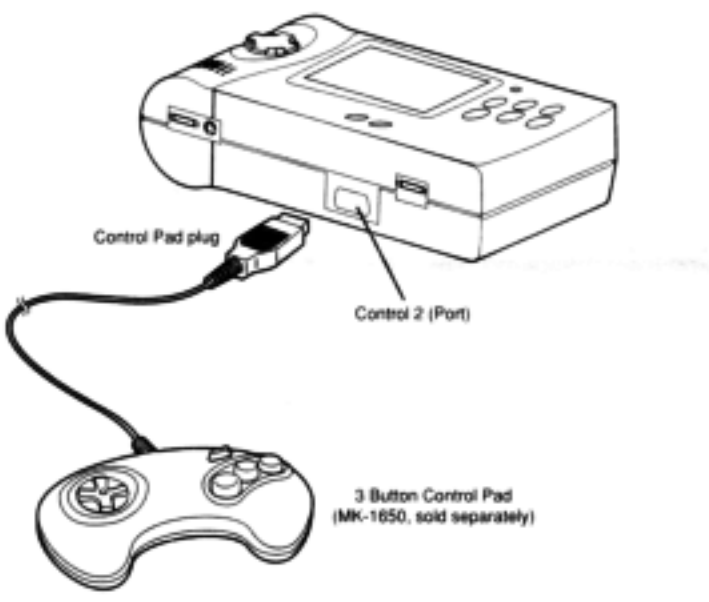
Games For Two Or More Players

Refer to the following instructions when setting up your Genesis Nomad for games with two or more players. The Nomad may be used by itself, or for easier viewing, it can be connected to a TV or VCR. For directions on connecting the Genesis Nomad to a TV or VCR, see Connecting the Genesis Nomad To A Television.

Note: When playing one player games, you must use the controls on the Genesis Nomad unit. The Control Pad cannot be used for playing one player games.

Connecting The Control Pad

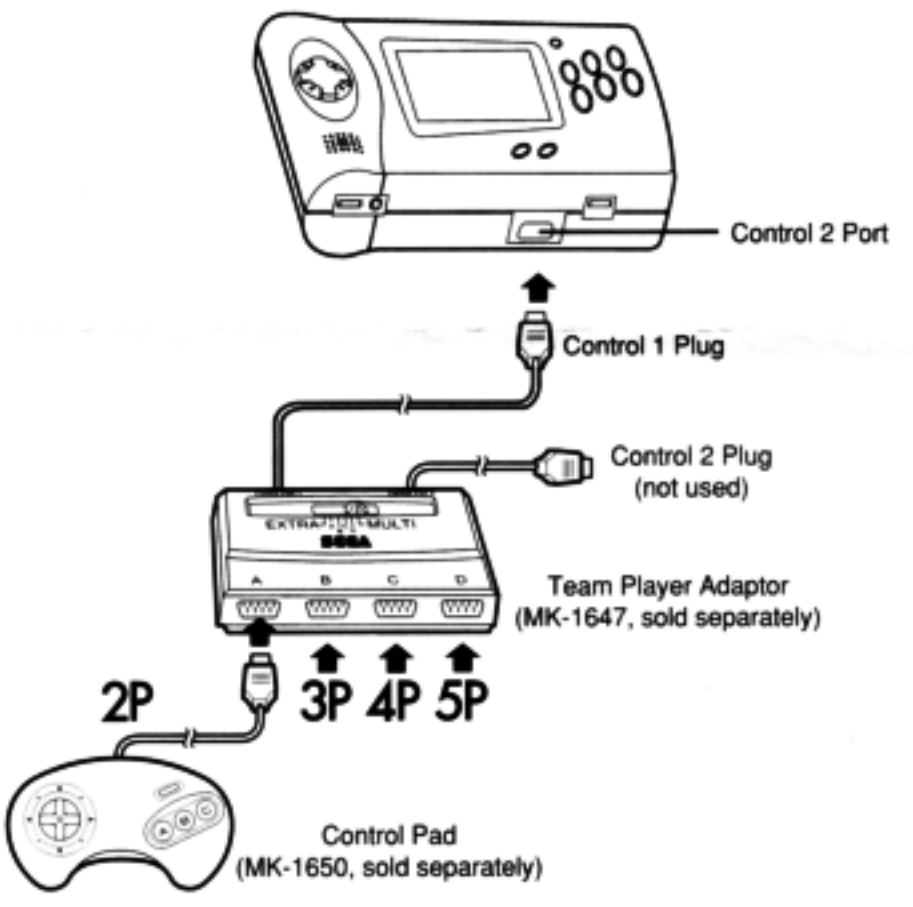
Insert the Control Pad's plug to the Control 2 port on the Genesis Nomad as shown (the Control Pad is sold separately). Player One uses the controls on the Genesis Nomad, and Player Two uses the Control Pad. For ease of play, it is suggested that player two connect the Control Pad to the Genesis Nomad using the Control Pad Extension Cord (MK 1606, sold separately).



Note: Some software requiring special peripherals to be attached to Control Port 1 cannot be played on the Genesis Nomad.

Using The Genesis Team Player Adaptor

The Genesis Team Player Adaptor is used for games with two or more players. Insert the Genesis Team Player Adaptor's Control 1 plug to the Control 2 port on the Genesis Nomad as shown. Control 2 on the Genesis Team Player Adaptor is left unconnected, and is not used. Please refer to the Genesis Team Player Adaptor manual for more details on how to connect Control Pads.



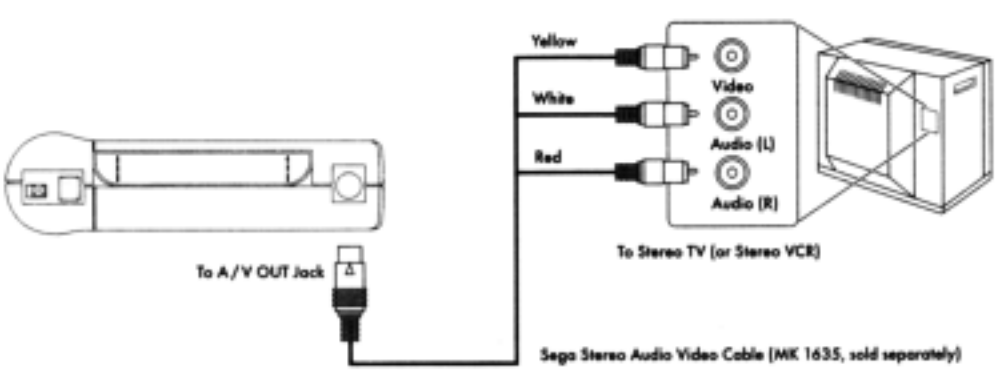
Note: It is recommended that you use an AC Adaptor when using the Team Player due to power consumption needs.

Connecting the Genesis Nomad To A Television

If you have a stereo TV or stereo VCR, see **Connecting To A Stereo TV or Stereo VCR.**
If your TV or monitor has video and mono audio jacks, see **Connecting To A TV Or VCR With Video And Mono Audio Jacks.**
If your TV does not have audio/video jacks, see **Connecting To A TV Without Audio/Video Jacks.**

Connecting to a Stereo TV or Stereo VCR

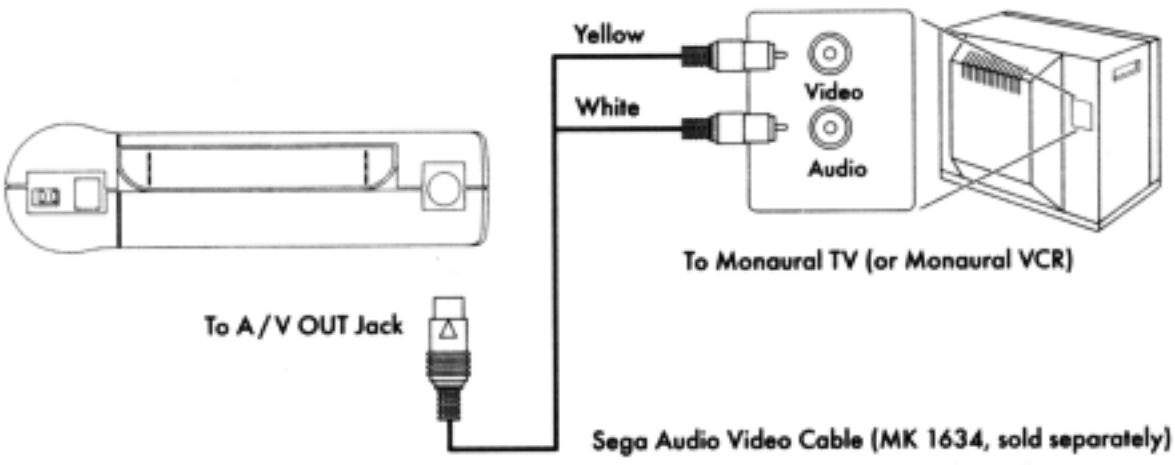
If your TV has video and stereo audio input jacks (stereo TV) or if you have a stereo VCR, use the Sega Stereo Audio Video Cable (MK 1635, sold separately) to connect the Genesis Nomad.



1. Insert the 3-pin DIN plug end of the Sega Stereo Audio Video Cable into the A/V OUT jack on top of the Genesis Nomad, with the mark on the cable pointing to the rear.
2. Connect the yellow (video) plug on the three-plug end of the Sega Stereo Audio Video Cable directly to the video input jack of your stereo TV or stereo VCR.
3. Connect the white plug to the left audio input jack, and connect the red plug to the right audio input jack of your stereo TV or stereo VCR.
4. Lastly, select the Audio/Video Input setting on your TV when playing Sega video games on the Genesis Nomad.

Connecting to a TV or VCR with Video and Mono Audio Jacks

If your TV or VCR has video and mono audio input jacks, please use the mono Sega Audio Video Cable (MK 1634, sold separately) to connect the Genesis Nomad to your TV or VCR.



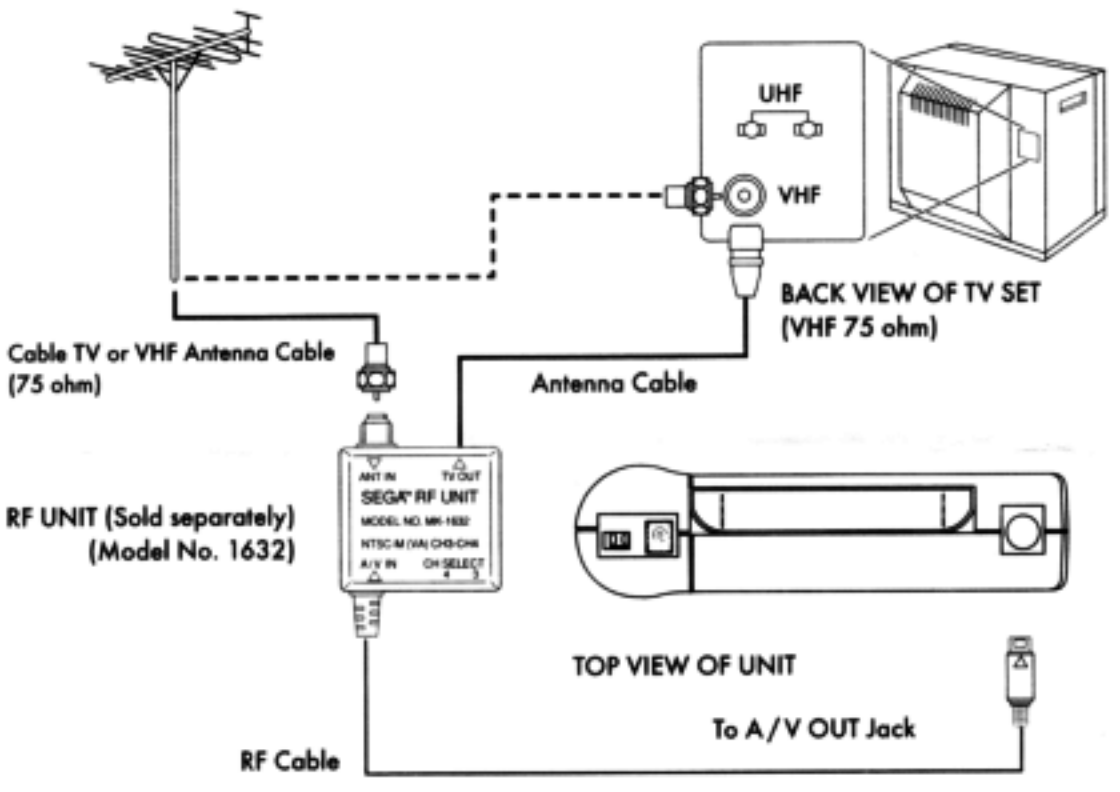
1. Insert the circular-plug end of the Sega Audio Video Cable into the A/V OUT jack on the top of the Genesis Nomad, with the mark on the cable pointing to the rear.
2. Connect the yellow (video) plug on the two-plug end of the Sega Audio Video Cable directly to the video input jack of your mono TV or VCR.
3. Connect the white (audio) plug to the audio input jack of your mono TV or VCR.
4. Lastly, select the Audio/Video Input setting on your TV when playing the Sega video games on the Genesis Nomad.

Note: It is also possible to use the Sega Stereo Audio Video Cable (MK 1635, sold separately) to connect the Genesis Nomad. *However, you* cannot *connect the red audio plug of the cable, and as a result, you will* not *be able to hear the right (R) audio channel.* As some Sega video games use the right audio channel for game messages, this connection is not recommended.

Connecting to a TV Without Audio/Video Jacks

TV with Single-plug Antenna Cable (for either Cable TV or VHF Antenna Cable)

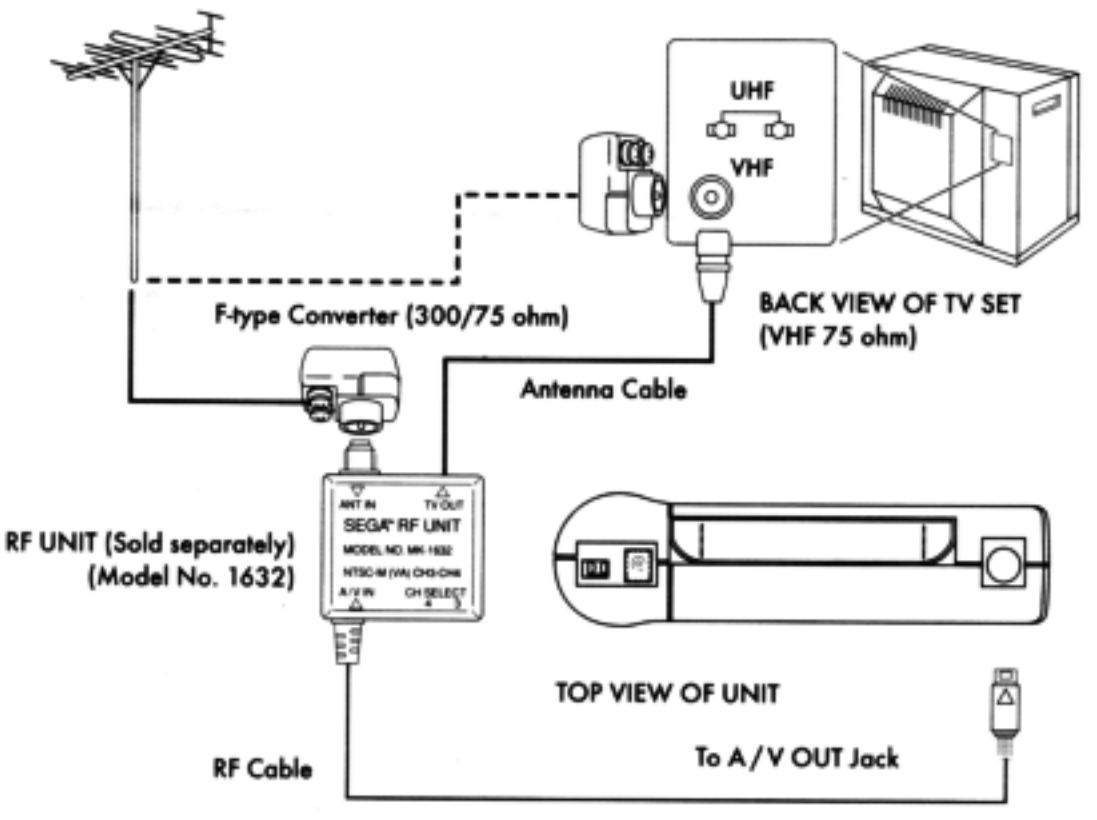
If a single-plug antenna cable is plugged into your TV (or if you have cable TV), use an RF Unit (MK 1632, sold separately). No other connectors are necessary.



1. Unplug the antenna cable from the TV, and plug it into the ANT IN port of the RF Unit.
2. Now, plug the RF Unit antenna cable into the TV VHF input jack.
3. Finally, plug the RF cable into the A/V OUT jack on the top right side of the Genesis Nomad, with the mark on the cable pointing to the rear.
4. To continue, see **Setting the TV Channel.**

TV with F-type Converter

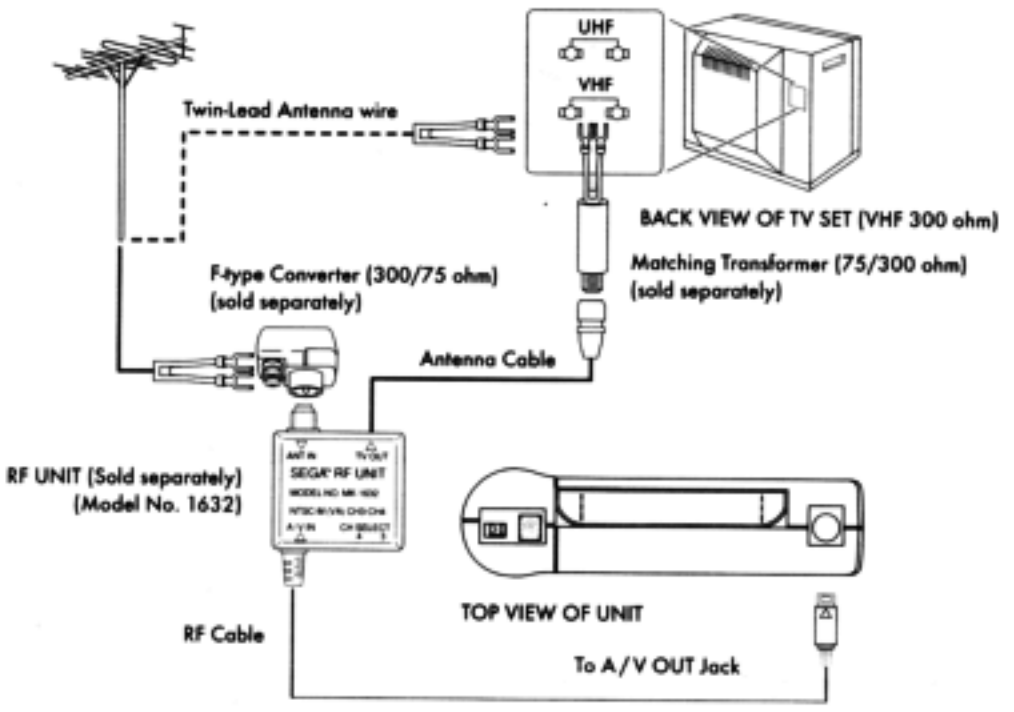
If an F-type converter is plugged into your TV, use an RF Unit (MK 1632, sold separately). No other connectors are necessary.



1. Locate your TV's F-type converter, unplug it from the TV, and connect it to the ANT IN port of the RF Unit.
2. Next, plug the RF Unit antenna cable into the TV VHF input jack.
3. Finally, plug the RF cable into the A/V OUT Jack on the top of the Genesis Nomad, with the mark on the cable pointing to the rear.
4. To continue, see **Setting The TV Channel.**

TV WITH AN ANTENNA CABLE CONSISTING OF A TWIN-LEAD ANTENNA WIRE

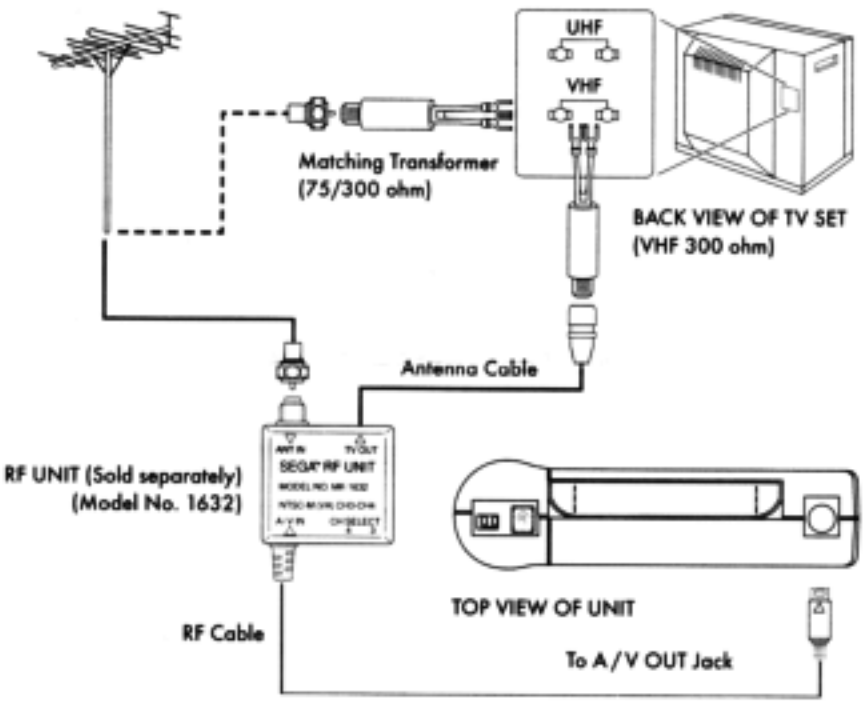
If your TV's antenna cable consists of a twin-lead antenna wire, you'll need a matching transformer and an F-type converter (both available from electronics stores) and an RF Unit (MK 1632, sold separately).



1. Disconnect the twin-lead antenna wire from the TV, and connect it to the F-type converter.
2. Plug the F-type converter into the ANT IN port of the RF Unit.
3. Plug the RF Unit antenna cable into the matching transformer. Connect the transformer's twin-lead antenna wire to the back of the TV.
4. Finally, plug the RF cable into the A/V OUT Jack on the top of the Genesis Nomad, with the mark on the cable pointing to the rear.
5. To continue, see SETTING THE TV CHANNEL.

TV WITH CABLE TV OR VHF ANTENNA CABLE PLUGGED INTO A MATCHING TRANSFORMER

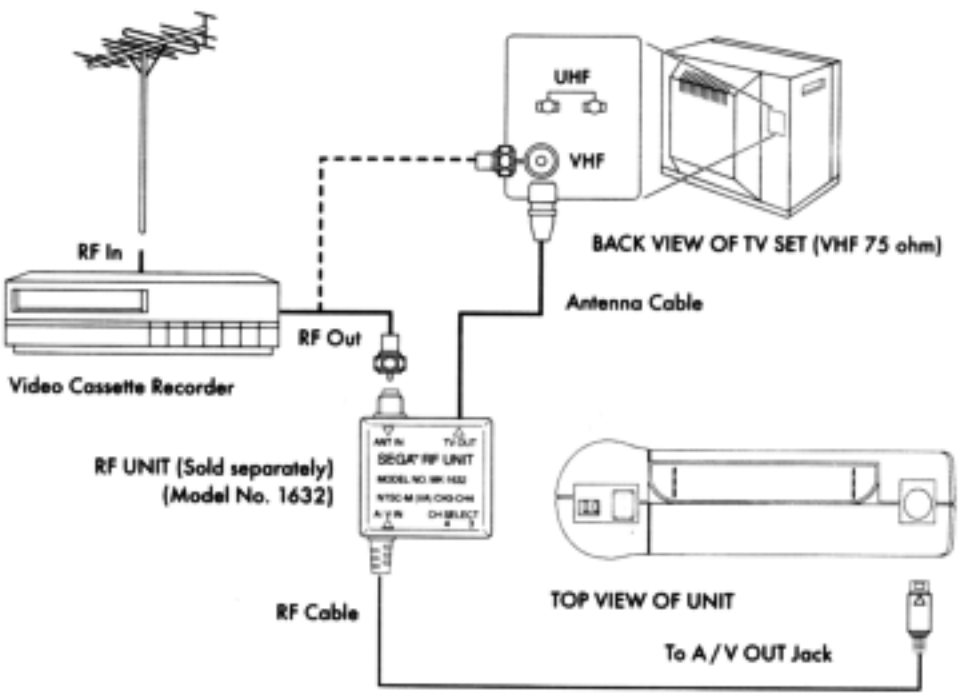
If a cable TV or a VHF antenna cable is already plugged into a matching transformer on the back of your TV, use an RF Unit (MK 1632, sold separately) with your matching transformer.



1. Leave the twin-lead antenna wire of the matching transformer connected to the TV. Unplug the VHF antenna cable from the other end of the transformer.
2. Plug the VHF antenna cable into the ANT IN port of the RF Unit.
3. Plug the RF Unit antenna cable into the matching transformer.
4. Finally, plug the RF cable into the A/V OUT jack on the top of the Genesis Nomad, with the mark on the cable pointing to the rear.
5. To continue, see SETTING THE TV CHANNEL.

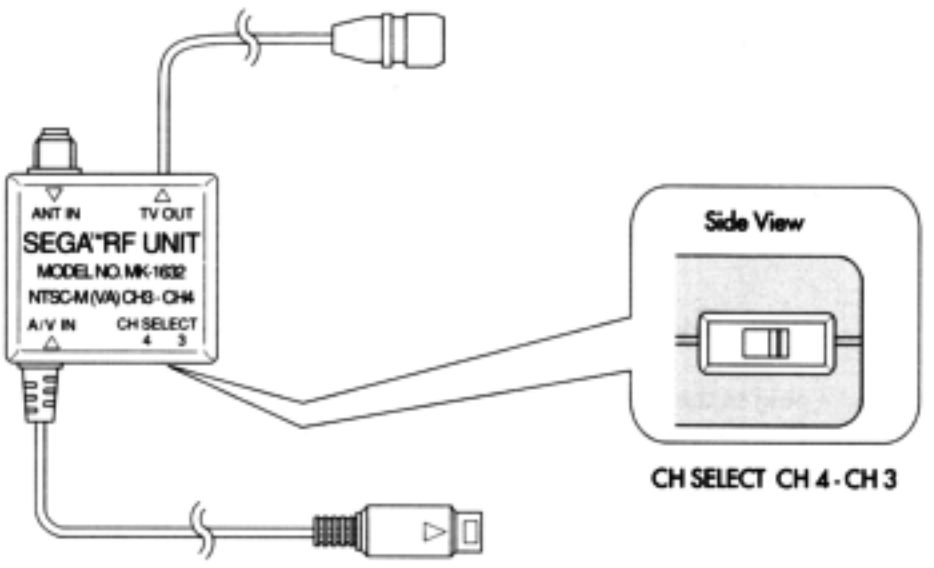
TV WITH CONNECTED VCR

If you have a video cassette recorder connected, use an RF Unit (MK 1632, sold separately) and, if necessary, an F-type converter and/or a matching transformer (both available from electronics stores).



1. Disconnect the VCR cable from the television's VHF terminal (or from its matching transformer), and plug it into the RF Unit. (If this cable has a twin-lead antenna wire, you'll need an F-type converter to make this connection.)
2. Plug the RF Unit antenna cable into the television's VHF terminal. (If a twin-lead antenna wire is required, you'll need a matching transformer to make this connection.)
3. Finally, plug the RF Cable into the A/V OUT jack on the top of the Genesis Nomad console, with the mark on the cable pointing to the rear.
4. To continue, see SETTING THE TV CHANNEL.

Setting the TV Channel



1. If you are using the RF unit, set the channel switch on the RF unit to CH3.
2. Set your TV to channel 3.
3. If channel 3 is used for TV viewing, set your TV to channel 4. Then set the channel switch on the RF unit to CH 4.

Note: If your TV has an automatic fine-tuning control (AFC), turn it off and manually adjust the picture. However, if you have a color TV that turns black and white when the AFC is turned off, leave the AFC on.

Troubleshooting Chart

Problems	Some Causes & Remedies
The power is on, but the screen is white.	Cartridge is not inserted correctly. • Turn power OFF and insert again. Screen setting is too light. • Adjust the brightness level.
The power is on, but the screen is black.	Screen setting is too dark. • Adjust the brightness level.
The picture is scrambled, and/or full of vertical interference or horizontal lines.	Interference from another TV or radio. • Play away from the source of interference. Channel settings for the TV and RF unit are different. • Make sure the channel settings for the RF unit and TV match (channel 3 or 4).
No sound from the headphones.	The headphone plug is not completely inserted into the headphone jack. • Insert the headphone plug firmly into jack.
No sound from speakers.	Volume is set too low. • Adjust the volume. Headphones are inserted. • Remove the headphone plug from headphone jack.

- Genesis software is designed to be viewed on a TV or monitor. Due to the size of the Genesis Nomad's LCD video screen, some distortion of letters or screen information may occur. This is not a problem with the Genesis Nomad.

- The Genesis Nomad is not compatible with all Genesis games. Please refer to Connecting The Control Pad section of this manual for details on software using special peripherals. If you have any questions regarding software compatibility please phone **1-800-USA SEGA**, or write P.O. Box 8097, Redwood City CA 94063.

Specifications

Model Number:	MK-6100
Power Sources:	LR 6 x 6 (Six size AA alkaline batteries), 10 volt AC Adaptor, or rechargeable battery pack (PowerBack, MK 6102/6103, sold separately)
Power Consumption:	3.5 W
Operating Conditions:	Temperature 5°C to 35° C Humidity 10% to 80% RH
Dimensions:	Width 190 mm Length 51 mm Height 108 mm

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155

Sega, Genesis Nomad, Genesis, Sega CD, Game Gear, Genesis 32X, Mega Mouse, Genesis Team Player, Activator, 6 Button Arcade Stick, Remote Arcade System, 6 Button Arcade Pad and Nomad PowerBack are trademarks of Sega. Instruction Manual ©1995 SEGA, System Program ©1990 SEGA, P.O. Box 8097, Redwood City, CA 94063. All Rights Reserved. <670-6955B>