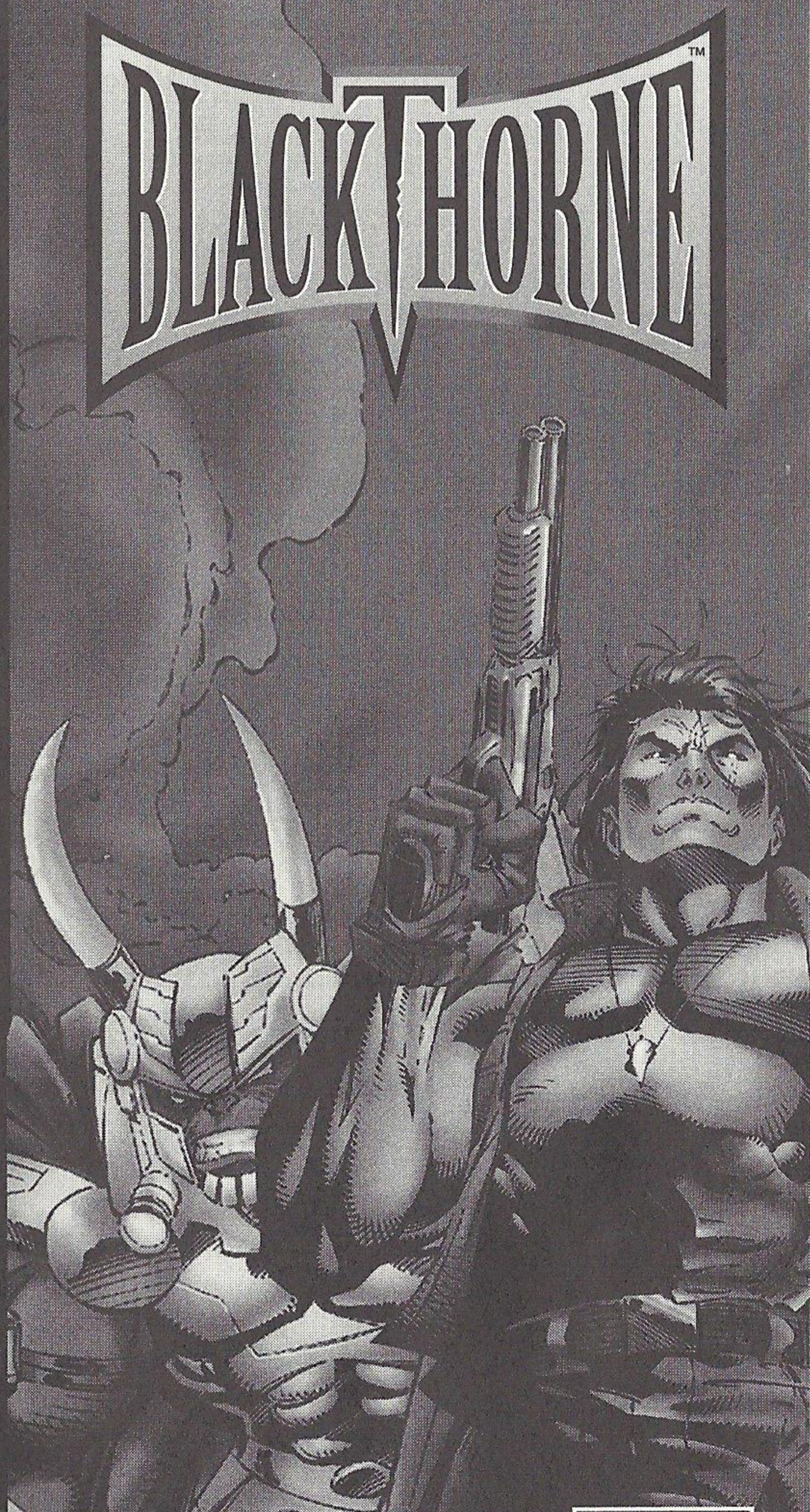
SEGA®

32X™

GENESIS

INSTRUCTION MANUAL

BLACKTHORNE™



OFFICIAL SEGA® SEAL OF QUALITY

TEEN T™ AGES 13+

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 invol-untary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TV'S

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.

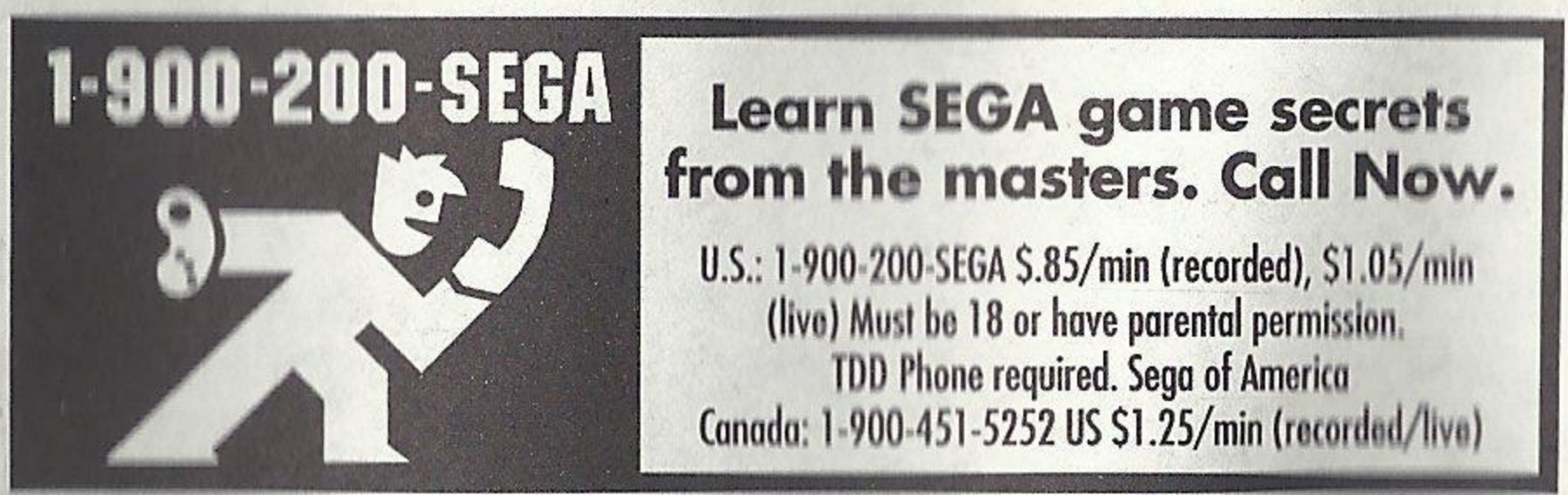
HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis 32X™ cartridge is intended for use exclusively on the Sega Genesis 32X 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.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1–800–771–3772

For More Information, Visit Sega's Internet Sites at:
web site: http://www.segaoa.com
ftp site ftp.segaoa.com
email: webmaster@segaoa.com
Compuserve: GO SEGA



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GETTING STARTED

1. Set up your Sega Genesis 32X System™ as described in its instruction manual.

2. Make sure the power is off, then insert this cartridge into the Genesis 32X Console.

3. Turn the power switch off. In a few moments the title screen will appear.

4. Press the **START** Button on the Genesis Control Pad to advance past the title sequence and begin play.

5. If the title screen doesn't appear, turn the powerswitch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on.

Important: *Always make sure the power switch is turned off when inserting or removing your cartridge.*

HANDLING YOUR SEGA 32X CARTRIDGE

- This cartridge is intended for use exclusively with the Sega Genesis 32X System™.

- Do not bend it, crush it, or submerge it in liquids.

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- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

INTRODUCTION

Tuul had been a peaceful world. That was centuries ago-a time when only one race of people inhabited the planet. Their ruler was a great priest/shaman who, as the legend goes, was blessed with all knowledge. The position was passed on from father to eldest son through hundreds of generations unbroken. But when twin boys were born to Thoros, the ninety-ninth in the line of priests, the path of succession was dubious. Exhaustive tests of intellect revealed that neither boy was clearly superior to the other. One day, the two would-be-rulers and their father ventured out into the desert-now known as the Sands of Sorrow-to determine the next ruler of Tuul. The sons returned three days later, bearing with them two large gems, one light, one dark. Their father was dead, they announced. His body had transformed into the two gems they now held. His wisdom and knowledge were contained in those gems and each of the sons had chosen one for their own. The repercussions of this event would forever be felt throughout Tuul.

From that day forward, Tuul would consist of two distinct populations. Some chose to follow the son who held the Lightstone, north of the desert where they established a kingdom that would become known as Androth. Others followed the guardian of the Darkstone, settling south of the desert in a region they called Ka'dra'suul.

Androthi flourished, the people kept the revered Lightstone in a central courtyard surrounded by gardens of exotic flora that flourished under the stone's vibrant energy. The Ka'dra'suul chose to bury their stone deep in the catacombs beneath the central keep of the great castle. Although the Ka'dra'suul grew in strength and numbers, they suffered physical as well as psychological mutations. The Darkstone had been neglected by its people and responded by molding the Ka'dra'suul into a cruel race of beings. Fortunately, the two peoples, separated by the great desert, had little contact with one another. Eventually, the Ka'dra'suul's supply of Xandralite-the energy radiating soft metal used by both races for heat and light-was nearly exhausted.

The vampire Darkstone was effectively draining them of their life-giving fuel.

A young warrior then arose among the people. Sarlac was his name and he preached against the Androthi to the north, claiming that they enjoyed an unfair share of Tuul's blessed resources and that it was the duty of the Ka'dra'suul to set right this wrong. Sarlac was soon swept into power, ruling the land from a great central castle called the Shadow Keep. He led his people against the Androthi in the north. Unprepared, the Androthi were quickly over-run by Sarlac's hordes and enslaved. They were then forced to world their own Xandralite mines under armed guards, the results of their labor was then shipped south to Ka'dra'suul where it was used to feed the Darkstone.

The world of Tuul-your world-needs you desperate-ly. Too many years have the Androthis lived under the yoke of Sarlac and his people. Sarlac possesses the Darkstone and if allowed to continue his evil ways will eventually destroy our world and all that is

good in it. You must use the power of the Lightstone to bring an end to his reign. To protect you, King Vlaros, your father and Galadril, your mentor, sent you to Earth. After Sarlac discovered the Darkstone and began his rise to power, the Seer Onehand predicted that Sarlac could not be stopped-that his destiny was to rule Tuul for at least 20 years. At the end of that time this destiny could be changed, but only through the power of the Lightstone wielded by the proper heir to the throne. Hence they sent you to Earth, far from the treacherous eyes of Sarlac. To further safeguard you, your memories were hidden from you. But it appears that some have escaped over the years.

But only some of them. Others were prophecies of things to come-of your destiny. Now you must seek out Galadril and return to the place from which you were sent, the Xandralite mines of Androth, now a prison camp run by the evil Ka'dra'suul.

The fate of Tuul-and your people the Androthi-lies in your hands. Your mission is to venture through the

perilous regions of Tuul and find Sarlac. Use your mercenary abilities, along with the weapons and items you will acquire, to assist you in your quest.

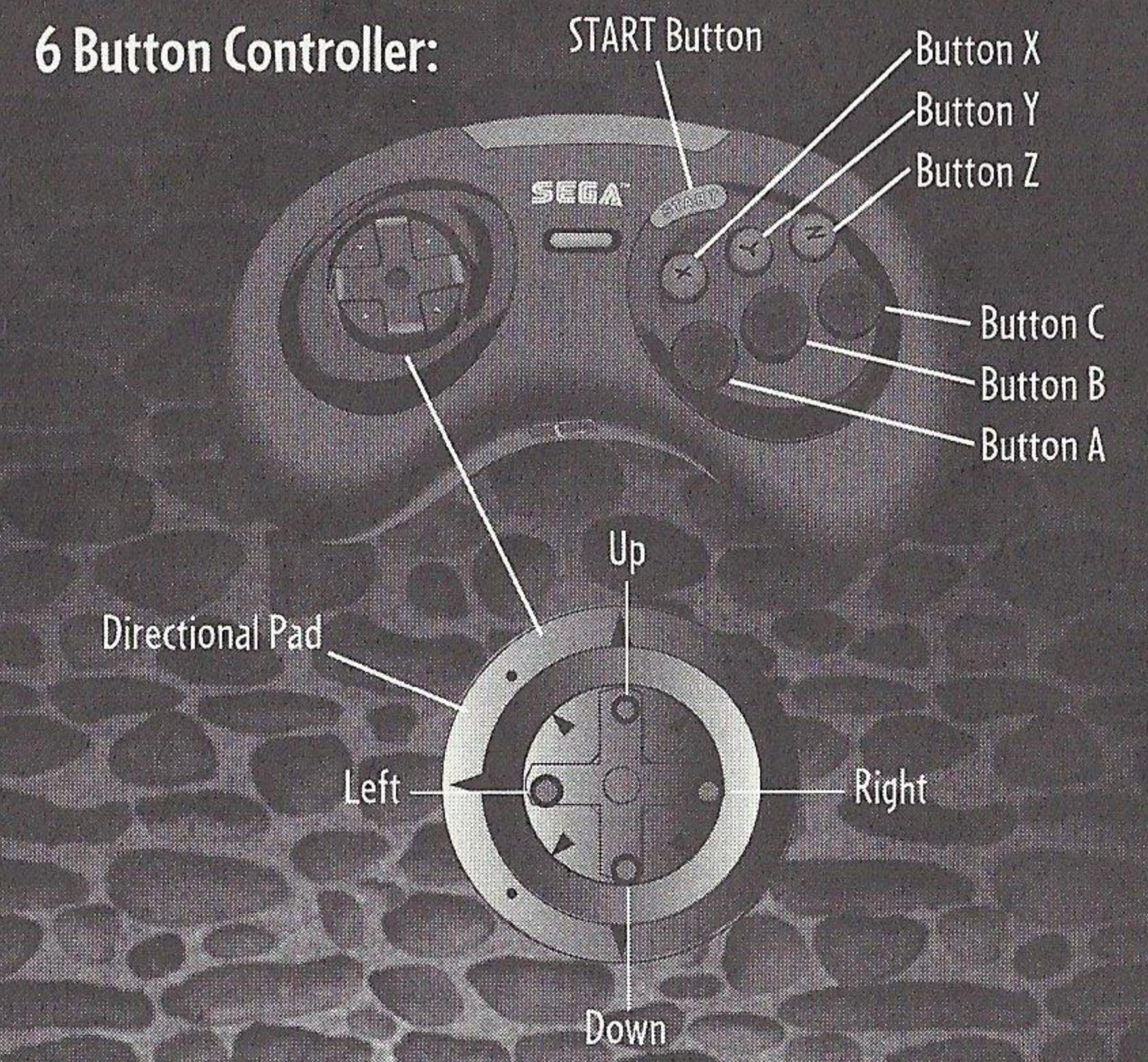
Remember... Only with the power of the Lightstone can you crush Sarlac once and for all!

CONTROLLERS

3 Button Controller:



6 Button Controller:



GAME CONTROLS

START Starts and pauses the game. Also allows you to **"Continue"** or **"Give Up"** when these options appear during gameplay.

D-Pad **LEFT** or **RIGHT** moves you in each direction.

D-Pad UP

1. When standing in the clear, pressing **UP** will hide you in the shadows.

2. Enables you to jump up onto the ledge and pull yourself up (the gun must be put away before doing this). Use this for climbing ladders as well.

3. Allows you to walk through the passageways (gun must be put away to do this).

4. Inserts a key in the appropriate lock, assuming you have a key in your inventory.

D-Pad

DOWN 1. Crouch. This action is primarily used to pick up items. Crouch while holding the Directional Pad **LEFT** or **RIGHT** and you will perform a continuous somersault (a very effective maneuver against enemy fire).

2. Allows you to climb down a ladder or ledge. The action buttons have different functions depending on whether or not you are holding your gun, and what type of controller you are using.

3-BUTTON CONTROLLER CONTROLS

Gun Not Drawn

A BUTTON Pulls the gun from its holster.

B BUTTON Broad Jump.

C BUTTON Holding DOWN on the Directional Pad while tapping the C Button enables you to run. (Jumping while on the run covers more distance than a standing jump.)

C+U/D Use selected item in the inventory.

A+B+U Scroll the inventory up.

A+B+D Scroll the inventory down.

Gun Drawn

A BUTTON Puts gun back in holster.

B BUTTON Fires the gun.

C BUTTON Enables you to fire backwards without looking.

6-BUTTON CONTROLLER CONTROLS

X BUTTON Use selected item in inventory.

Y BUTTON Scroll inventory up.

Z BUTTON Scroll inventory down.

Gun Not Drawn

A BUTTON Pulls the gun for its holster.

B BUTTON Broad jump.

C BUTTON Holding **DOWN** on the Directional Pad while tapping the **C Button** enables you to run. (Jumping while on the run covers more distance than a standing jump.)

Gun Drawn

A BUTTON Puts gun back in holster.

B BUTTON Fires the gun.

C BUTTON Enables you to fire backwards without looking.

MAIN GAME MENU

After inserting the Blackthorne Sega 32X Game Cartridge, several introductory screens will appear. Press the **START** Button until you reach the title screen, which will present you with the following options:

PRACTICE

Here you will be guided through a tutorial that allows you to familiarize yourself with the basic game controls, weapons, and items.

NEW GAME

Select this to immediately start a game from the opening level-the Xandralite mines.

OPTIONS

Select this to turn the music on or off.

PASSWORD

To bypass the levels you have already completed, select the **PASSWORD** option. To enter your password, press the Directional Pad **LEFT** or **RIGHT** to position the yellow box over a letter, then press the Directional Pad **UP** or **DOWN** to scroll through the available letters and numbers. Once you have finished entering your password, press the **START** Button and a new game will begin at the designated level. Be sure to write down the passwords as you complete each level.

TUTORIAL WALK-THROUGH

The purpose of this section is to guide you through the first few minutes of gameplay and help you get used to some of the controls.

To begin, press the **START** Button once at the **NEW GAME** option on the Main Menu and again when the introductory screens appears.

To climb the ladder, put the shotgun away **(A Button)** and jump across **(B Button)** to the other ledge. Now position yourself underneath the ledge the ladder is standing on, push **UP** on the Directional Pad and pull yourself up.

After climbing up the ladder, exit the current screen to the right. Proceed to the ledge and climb up to the ledge where the prisoner is shackled. Pick up both of the item bags by crouching (**DOWN** on the Directional Pad)-these are hover bombs and they will remain in your inventory until you use them.

You will need these goodies to blow the door open in front of you.

After walking through the blown door, pull out your shotgun immediately and press **UP** on the Directional Pad to hide from attack. Your enemy will fire several shots in your direction. Wait until he cocks his weapon after firing-then plug him full of lead.

Next, jump across to the other side, pick up the item bag and climb up the ladder.

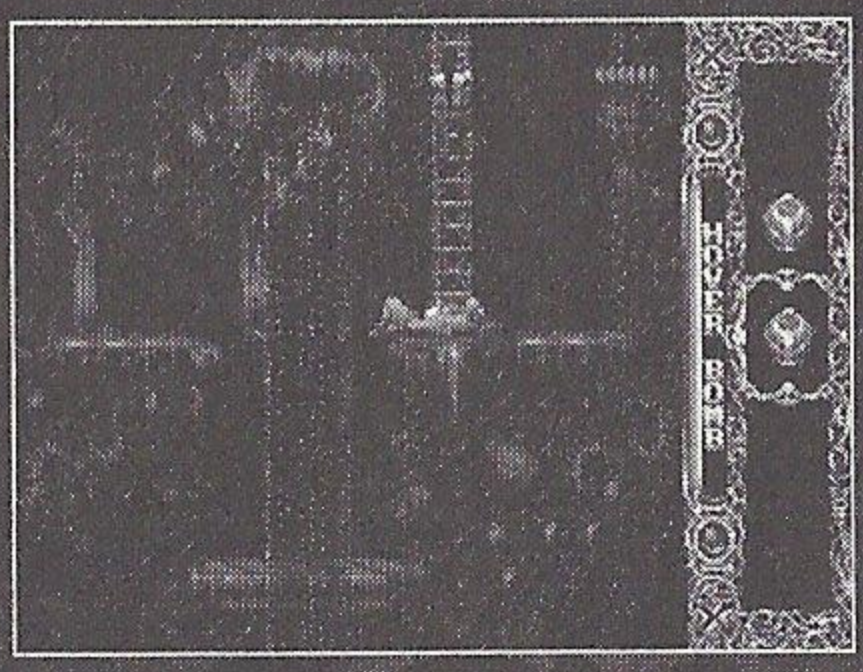
Blow the next two doors open with your hover bombs. On the second door, make sure that your Androthi ally is not standing too close to the door when you use the bomb. Once you free him, he will give you a health potion. Climb up the ladder and walk through the passageway (press **UP** on the Directional Pad.)

You are new well on your way to completing the first level. As long as you continue to collect items and gather as much information as you can, you will be successful throughout the game.

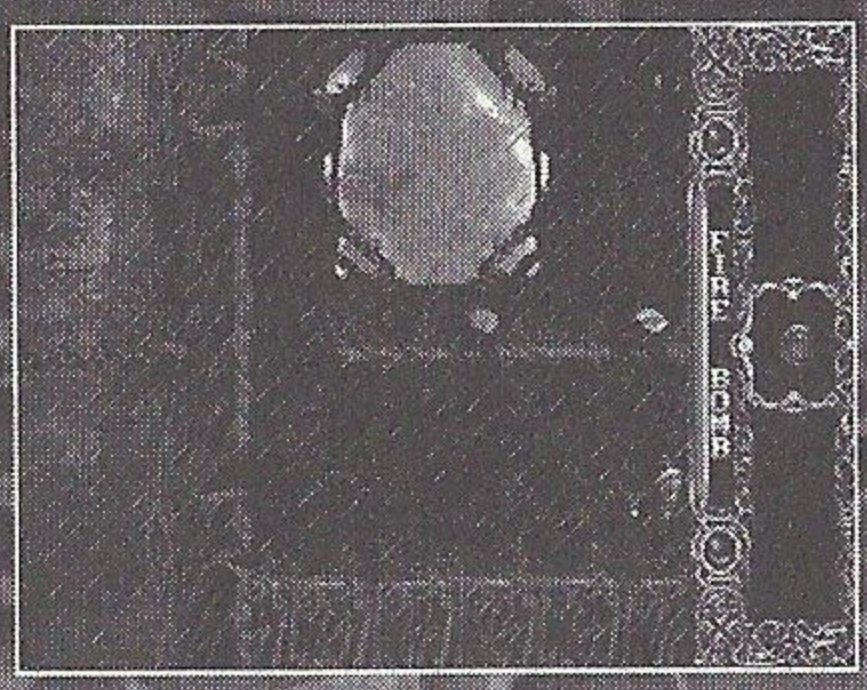
WEAPONS AND ITEMS

The shotgun is your primary weapon. Over the course of the game, Androthi allies will help you upgrade the weapon's effectiveness.

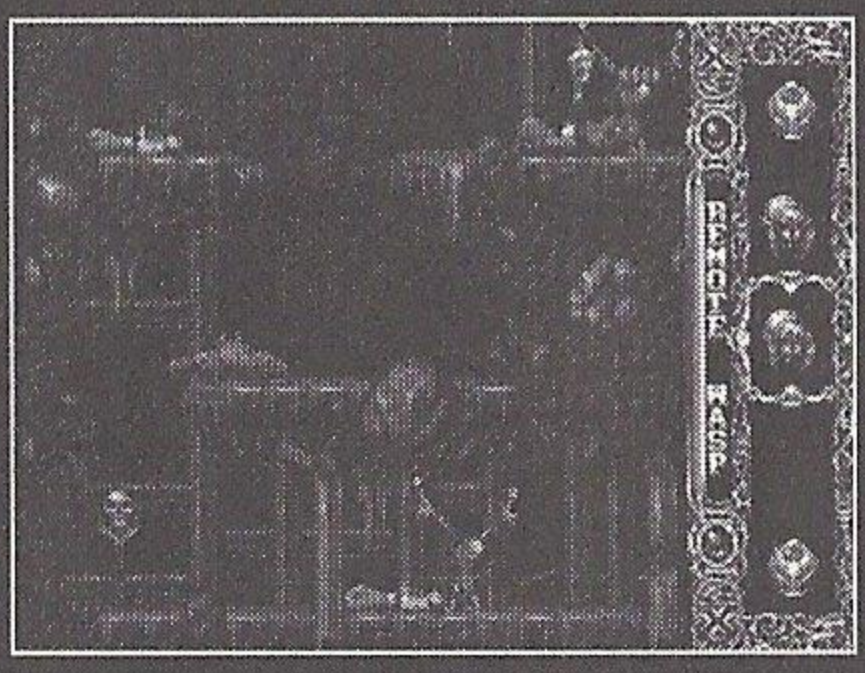
In addition to the shotgun, the following weapons and items can be acquired during your quest:



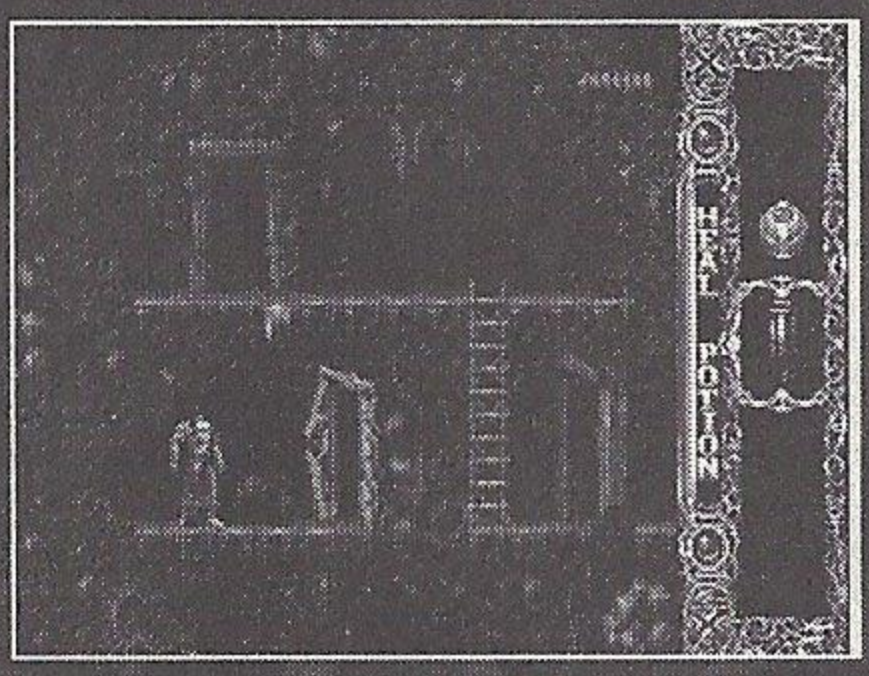
Hover Bombs
After this bomb is thrown, it will roll toward its target and KEPOWWW!!!



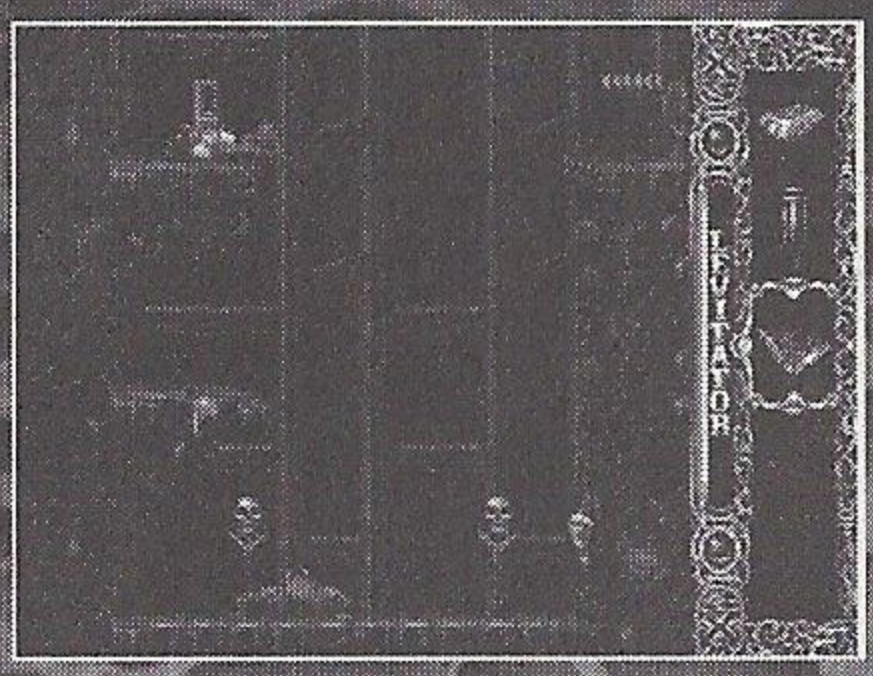
Fire Bombs
This bomb features a somersault explosion that can destroy multiple enemies at one time.



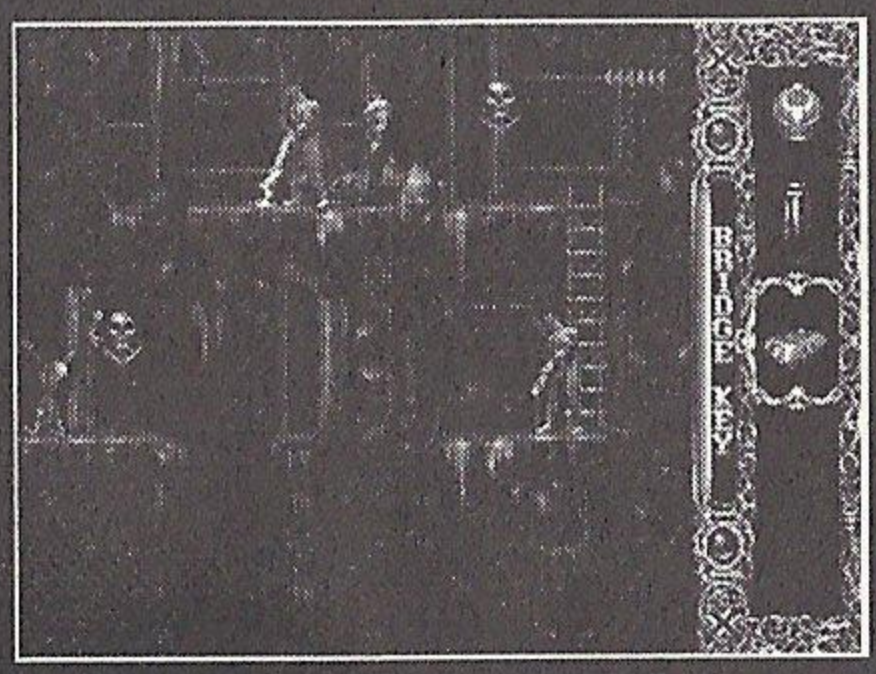
Wasps
When deployed, you can steer this bomb with the Directional Pad and detonate it by pressing the **B Button**. An ideal explosive for destroying computer terminals.



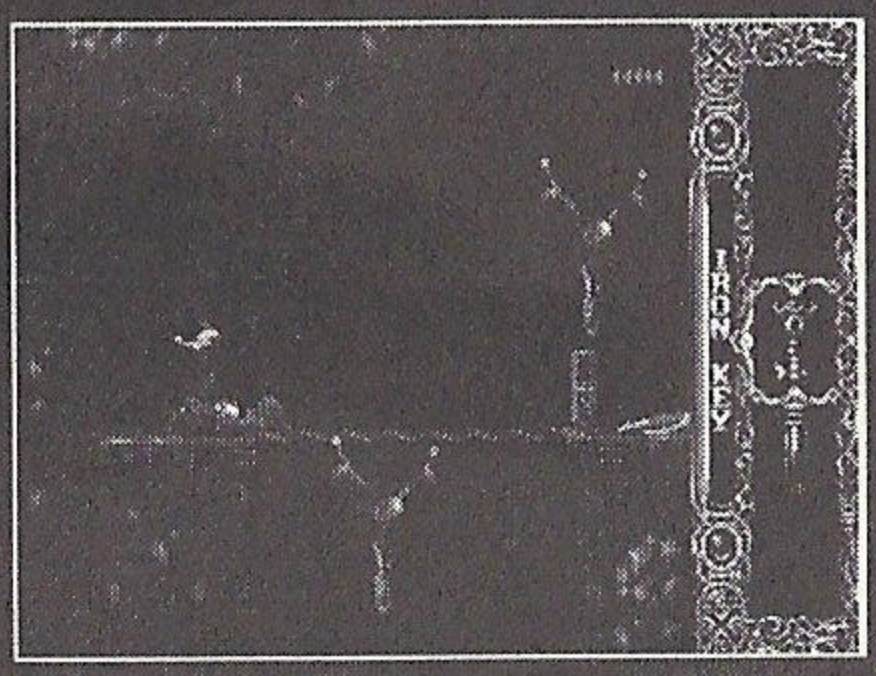
Health Potion
You will be able to improve your health by finding and drinking these potions. Be sure to explore the levels thoroughly-some of the potions are well hidden.



Levitator
This item is used to reach elevated areas you cannot reach with an ordinary jump.



Bridge Key
Insert this key in the lock by pressing UP on the Directional Pad to create a bridge for you to cross.



Iron Key
This key is used to unlock the blue force fields that you encounter. Press **UP** on the Directional Pad to insert the key.

THE PERSONALITIES OF TUUL

You will find all kinds of "creatures" along your quest. Some friendly, some not so friendly. Beware at all costs, and always keep a finger on the trigger.



KING VLAROS
The old ruler of Tuul and your father.



THE SEER ONEHAND
A female forest druid who leads the Androthi in their struggle against the Ka'Dra'Suul in the forests.



GALADRIL
Tuul's resident sorcerer and Vlaros' best friend.

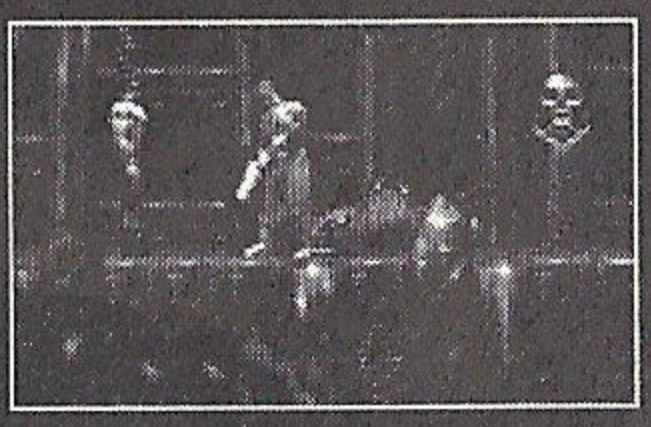


THOROS
The originator of the Stones of light and dark. His shrine lies in the wastelands where it is foretold the stones came into being.



SARLAC

The ultimate bad guy-once a sorcerer like Galadril, the powers of Darkstone have turned him and his minions into gruesome monsters. Sarlac wields the power of the Darkstone against the Androthi.



ANDROTHI

These are the good guys who will often provide you with useful information and items.



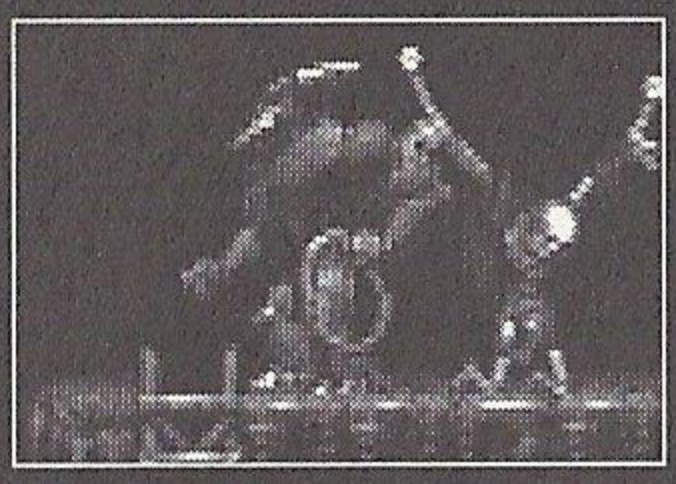
ANDROMEDOGS

Fearing that Sarlac would inevitably win, some of the Androthi joined up with Sarlac to avoid destruction. These outcast traitors are hated by the Androthi.



GRAG'OHR ("GRAGGS")

Your most common enemy (the goblin creatures), Graggs appear throughout the game. There are varying degrees of difficulty when eliminating Graggs.



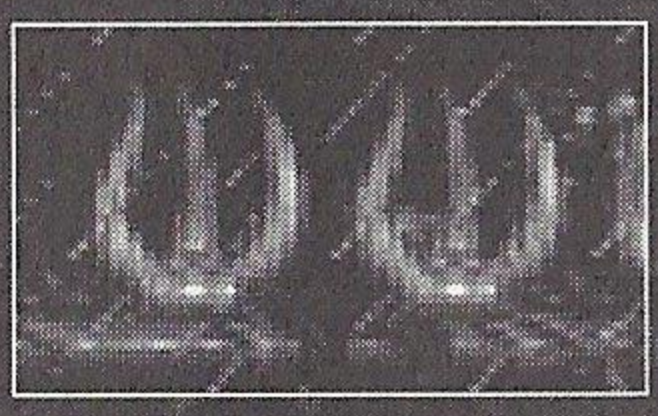
WHAR'ORK

These ominous looking blue creatures lurk in the depths of the Xandralite mines, never hesitating to crack their whips at the enslaved Androthi.



ROCK BEASTS

These once-tame desert dwellers are now bent by Sarlac's influence to destroy the Androthi with their unique "rock and roll" attack.



EEKERS

Tentacle-like plants that devour unsuspecting victims-they emit a shrill sound when in distress.



SPIDER MINES

These walking explosives are pesky creatures that test you throughout your journey. Fire Bombs are particularly useful against these venomous arachnids.

STRATEGY AND HELPFUL HINTS

Here are a few tips that will aid you in your quest to destroy Sarlac:

- When you are not using an item or bomb, select a blank space on the item bar and continue play. This way, no item or bomb icon will appear at the upper left of the screen so you won't accidentally use one.

- Don't get too close to the goblin creatures- they can cause damage by pushing you down as well as shooting you. If they are on a ledge above you, hang from that ledge and wait for them to walk away before you climb up.

- Try to get behind the goblins when fighting them. It takes them some time to realize where you've gone and you will be able to get a couple shots in before they recover.

- When you are hiding with the gun drawn, you can press the **B Button** to fire without releasing the **UP** direction on the Directional Pad. This way you will automatically hide after you fire the shotgun.

CREDITS

Producer
Feargus Urquhart

Line Producer
Reginald J. Arnedo

Blackthorne 32X Credits:

Game Design
Paradox Development

Snow World Design
Terry Lloyd

Programming
James

Additional Programming
Chris Sehy

32X Artwork
Terry Lloyd

Paul Interrante
Damon Dubois

Music
Michael Bartlow
Brian Schmidt

Directory of Quality Assurance
Jeremy S. Barnes

Assistant Director of Quality Assurance
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Dan Forsyth

Testers
Chris "Baby needs a new pair of shoes" Parker
Larry "The Mouth" Smith
Derek"Turtle"Gibbs
Jeff "Clown Boy" Woods
Jason Coggeshall

Manual By
Sean Cramer

Manual Edited By
Reginald J. Arnedo

Manual Illustration
Scott Bieser

Art Technician
Joeyray Hall

Sound And Music
Glenn Stafford

Game Design
Blizzard Entertainment

Level Design
Ronald Millar

Programming
Frank Pearce
Patrick Wyatt

Additional Programming
James Anhalt

Artwork
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Stu Rose
Jason Magness
Ronald Millar
Samwise Didier

Text And Dialog
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Ronald Millar
Frank Pearce

Story By
Keith Herber

Special Thanks to:
Steve Ackrich
Joy Sneer
Jane Chaney
J. Tony Smith
Brian Paw
Steve Goodale
Jeff Gregg
Earl Malit
Curtis Clarkson

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Notes

Notes

Notes

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega 32X 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 32X 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 32X 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

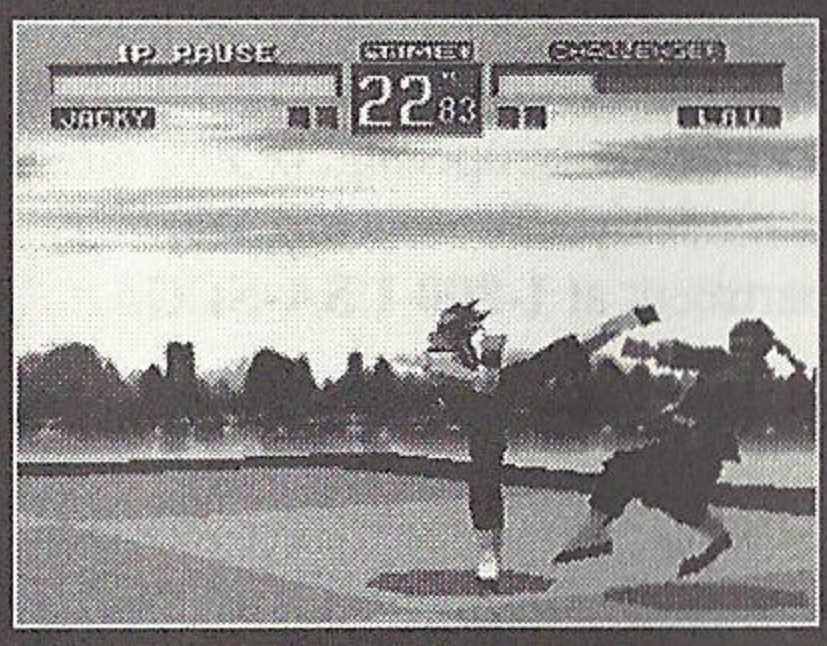
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States 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.

For French instructions, please call:
Instructions en francais, telephoner au: 1-800-872-7342

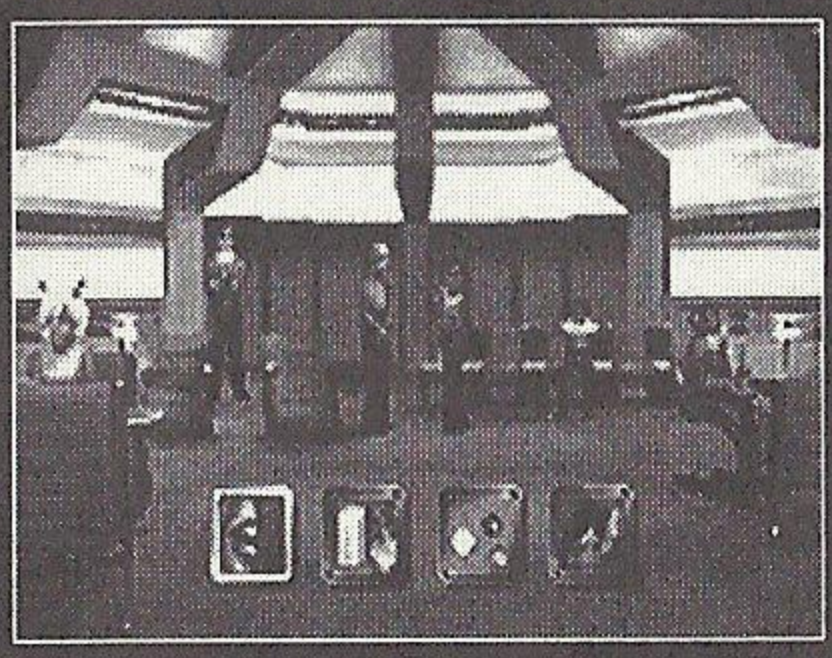
ALSO AVAILABLE ON 32X



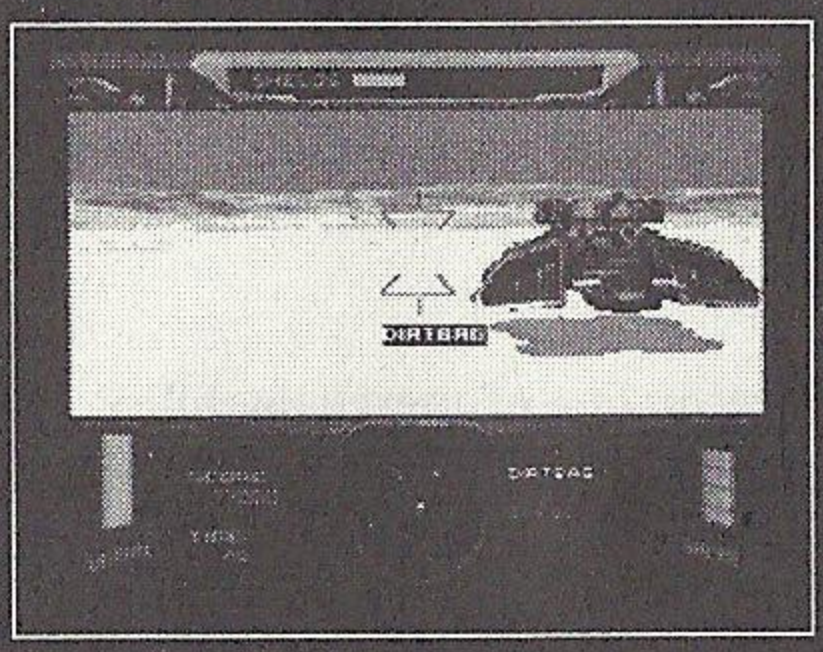
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T-MEK™



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