SEGA®

KOLIBRI™

32X™

GENESIS

INSTRUCTION MANUAL



KIDS TO ADULTS

AGES 6+™

OFFICIAL SEGA® SEAL OF QUALITY

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

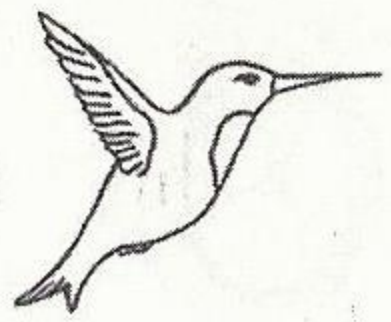
For More Information, Visit Sega's Internet Sites at:
web site: http://www.segaoa.com
ftp site ftp.segaoa.com
email: webmaster@segaoa.com
Compuserve: GO SEGA



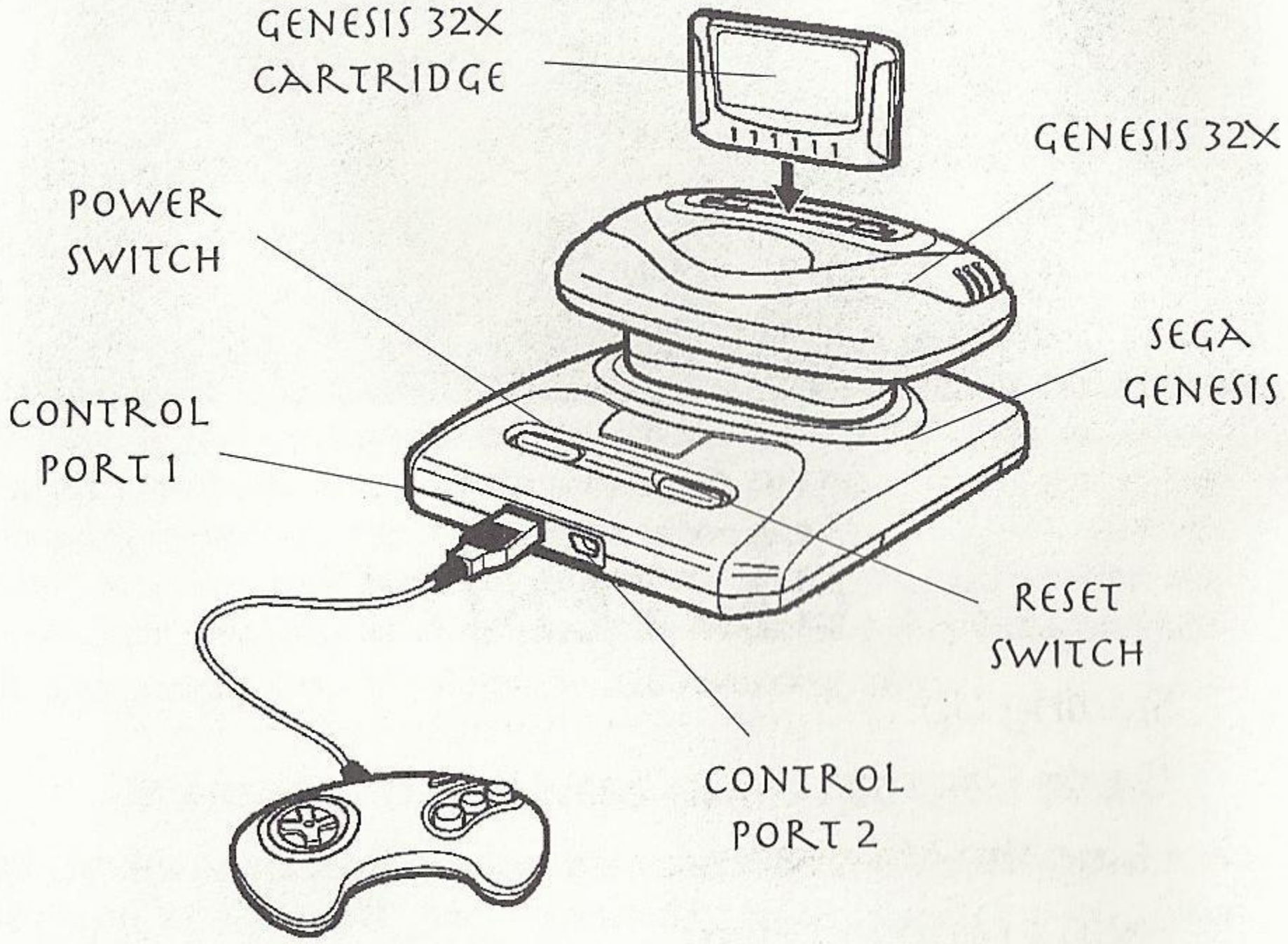


CONTENTS

Starting Up 2
Game Controls 3
Using the Main Menu 4
Earth's Mightiest Hero 6
Earth Crystal's Last Gasp 7
Leaving Home Meadow 7
Kolibri's Moves 8
Using Passwords 12
Kolibri's Flight Log 13
Making a Hummingbird Feeder 14
Amazing Facts about Hummingbirds 16
Kolibri's Strategy 18
More about Hummingbirds 19
We Take Flight 20



STARTING UP

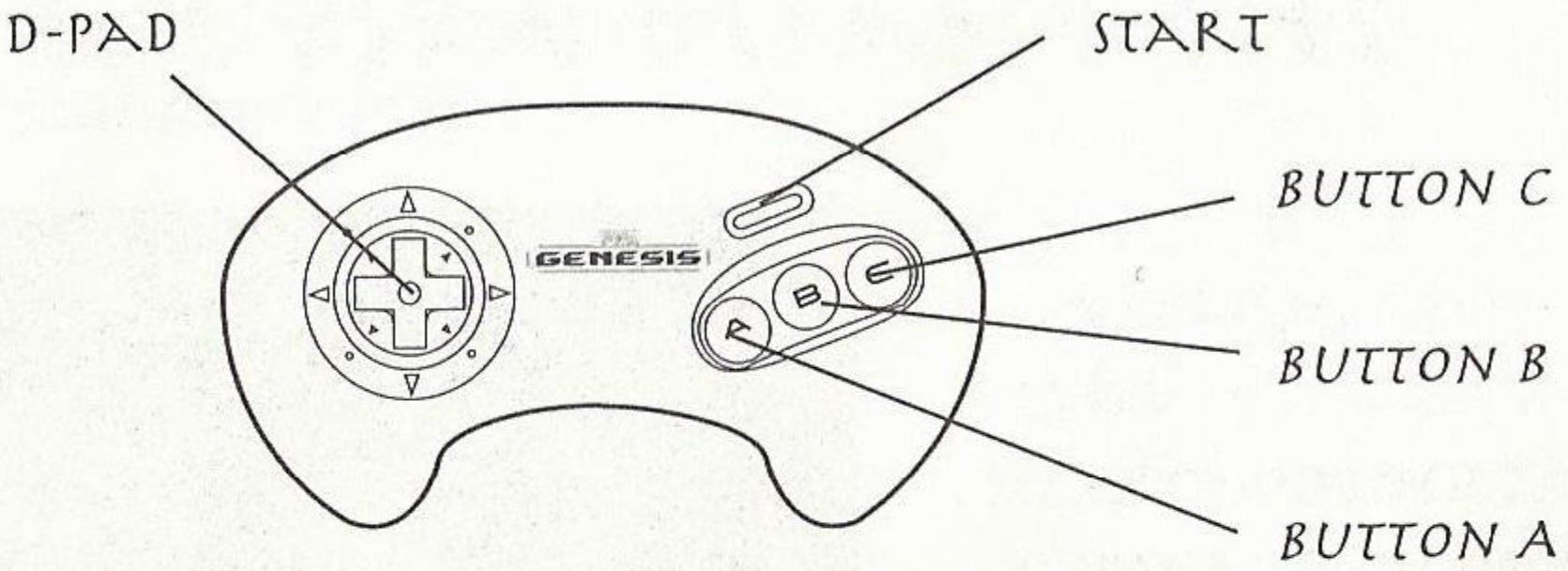


1. Connect the Genesis 32X to the Sega Genesis system, following the instructions in its manual.
2. Plug a game controller into Control Port 1. For 2 Player games, plug a second controller into Control Port 2.
3. Make sure the power switch is turned OFF.

   Important: Always turn the power switch OFF before inserting or removing the game cartridge.
4. Fit the KOLIBRI game cartridge into the Genesis 32X cartridge slot and press it down FIRMLY.
5. Turn the power switch ON.
6. Soon you'll see the KOLIBRI Title screen, followed by the Main Menu. Kolibri is ready to fly!

   Important: If nothing appears on your screen, turn the power switch OFF. Make sure the game cartridge is FIRMLY inserted in the Genesis 32X, and that the system is set up correctly. Then turn the power switch ON again.

GAME CONTROLS



D-PAD

- Move Kolibri on menus (up/down).
- Change menu settings (left/right).
- Move Kolibri in all directions during the game.

START

- Begin play from the Main Menu.
- Exit sub-menus.
- Pause/resume the game.

BUTTON A – SPECIAL

- Activate and maintain Kolibri's Energy Field after gaining its power (press and hold the button).
- Destroy barriers after gaining Wall Breaker power.

Note: See pages 10-11 for descriptions of Kolibri's Special powers.

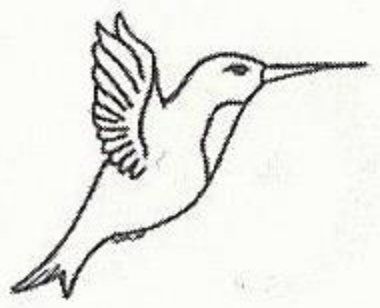
BUTTON B – WEAPON

- Fire Kolibri's weapon.
- Hold down the button to fly backward (with D-Pad Mode set to "Hold direction while firing"; see page 5).

BUTTON C – BURST

- Dart forward with a burst of speed to escape danger or reach a destination faster.

Important: You can change the default settings for **Buttons A**, **B** and **C**. See page 5.



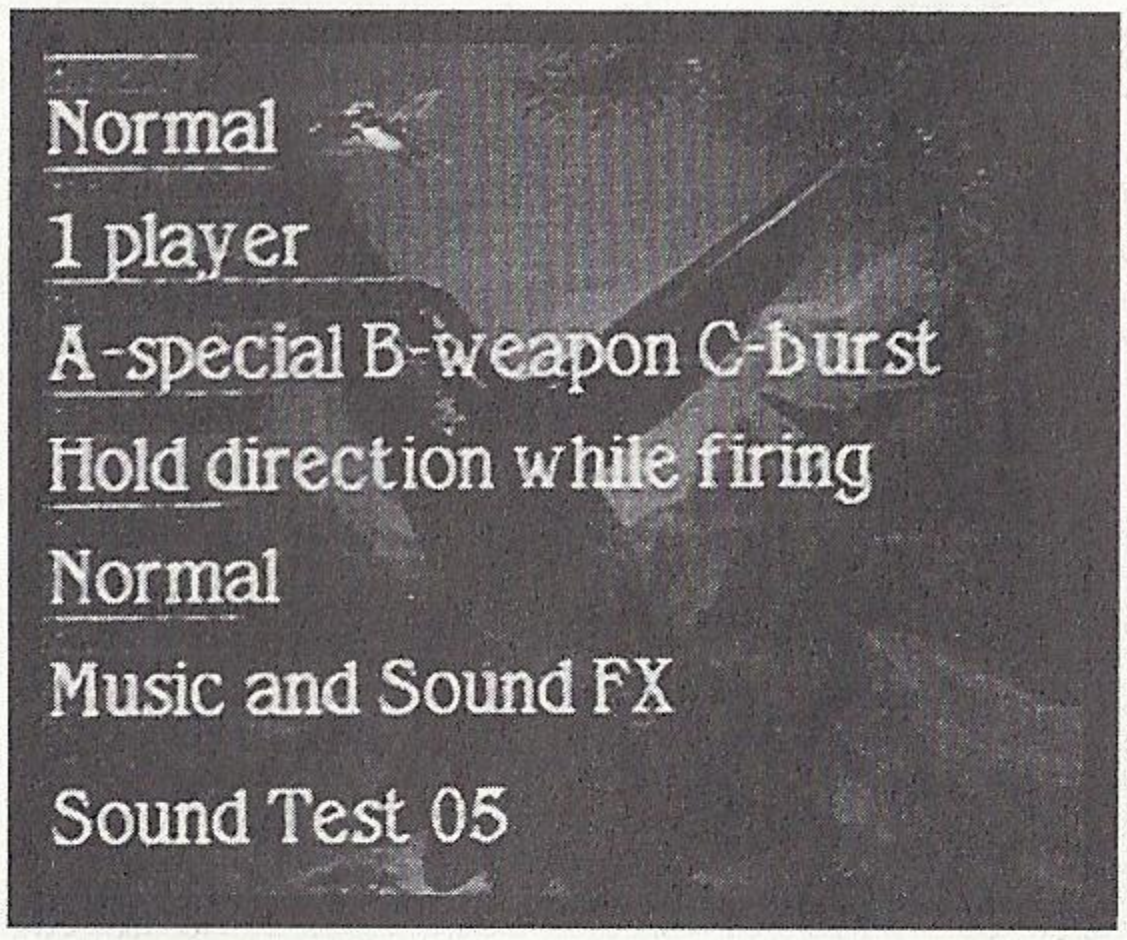
USING THE MAIN MENU

Press the controller's **D-Pad** up or down to move Kolibri to any menu selection.



START NEW GAME
Press the **Start** button to begin a new challenge from Kolibri's home meadow.

OPTIONS
Adjust the game settings to match your play style. Press **Button A**, **B** or **C** to see the Options menu.



Press the **D-Pad** up or down to select an option. Press it left or right to change the setting. Press **Start** to return to the Main Menu.

Difficulty: Easy, Normal or Hard. Choose more difficult settings as your skill improves.

Player Mode: 1 or 2 Players. In 2 Player games, two hummingbirds cooperate to win the game.

Controller Assignment: Set the button controls to your own playing style. The default settings are **A - Special**, **B - Weapon**, **C - Burst**. (See page 3 for button controls.)

D-Pad Mode: With "Change direction . . ." Kolibri shoots left and right when you press the **D-Pad** while firing. With "Hold direction. . ." he flies backward and forward while firing in the same direction.

Bird Speed: Normal or Fast

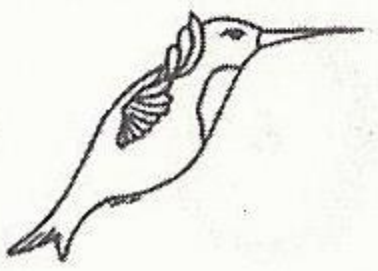
Audio Mode: Turn the music and sound effects on or off, either separately or together.

PASSWORD

Use passwords to resume the game from any level you've already reached. (See page 12 for directions.)

SOUND TEST

Listen to KOLIBRI's music and sound effects. Press the **D-Pad** left or right to change the selection, and press **Button A**, **B** or **C** to play it.



EARTH'S MIGHTIEST HERO

Earth is a living organism. Each lifeform on Earth is a cell of the greater whole. Deep inside the planet, a mysterious ancient crystal hums, radiates and energizes Earth with its powerful life force.

The ancient crystal is a gift from afar. Eons ago, deep in an unknown sector of the universe, a more highly evolved living planet exploded. The crystal with its mysterious life force was hurled into space. It rocketed toward Earth and buried itself deep in the planet's core.

With this new energy, the young Earth began to breathe. The crystal was the heart that Earth needed to become alive! For millions of years, the crystal worked beneath Earth's crust, fueling evolution with its harmonious energies.



A twin to the crystal had also been hurled into space. This dark crystal had been irradiated by the massive planetary explosion. It spent its ages falling through the vastness of space, festering, pulsing and swelling with infection. Finally, the malignant crystal sped Earthward and crashed into the planet.

Now with room to spread, the dark crystal spewed its malignant force into the Earth. Like the worst pestilence, the cancerous growth swiftly invaded nature. It devoured

Earth's lifeforms, changing them into gray, diseased shadows. Each lifeform, each cell of Earth's being, became a cancerous growth. Starved of the ancient crystal's strength, nature's works of art sickened. Earth began to die.

EARTH CRYSTAL'S LAST GASP

Deep underground, the Earth crystal felt the death pangs. The engulfing disease moved swiftly, nearly obliterating the crystal's power. With its dying strength, the Earth crystal burrowed to the surface.

At that moment, Kolibri the hummingbird flew by. Sensing pure life, the Earth crystal infused the small bird with its strength, Kolibri become the antibody, empowered to combat the malignant evil.

LEAVING HOME MEADOW

Kolibri's world is about to change. As the little hummer cruises his home meadow, use the **D-Pad** to explore with him. **Drink from the orange flower that has no other hummingbirds defending it to start the game.** While Kolibri refreshes himself with nectar, fate steps in . . .



Kolibri must destroy the mutated lifeforms that infest Earth. He must defeat the dark crystal's evil and restore the Earth crystal's harmonious energy.

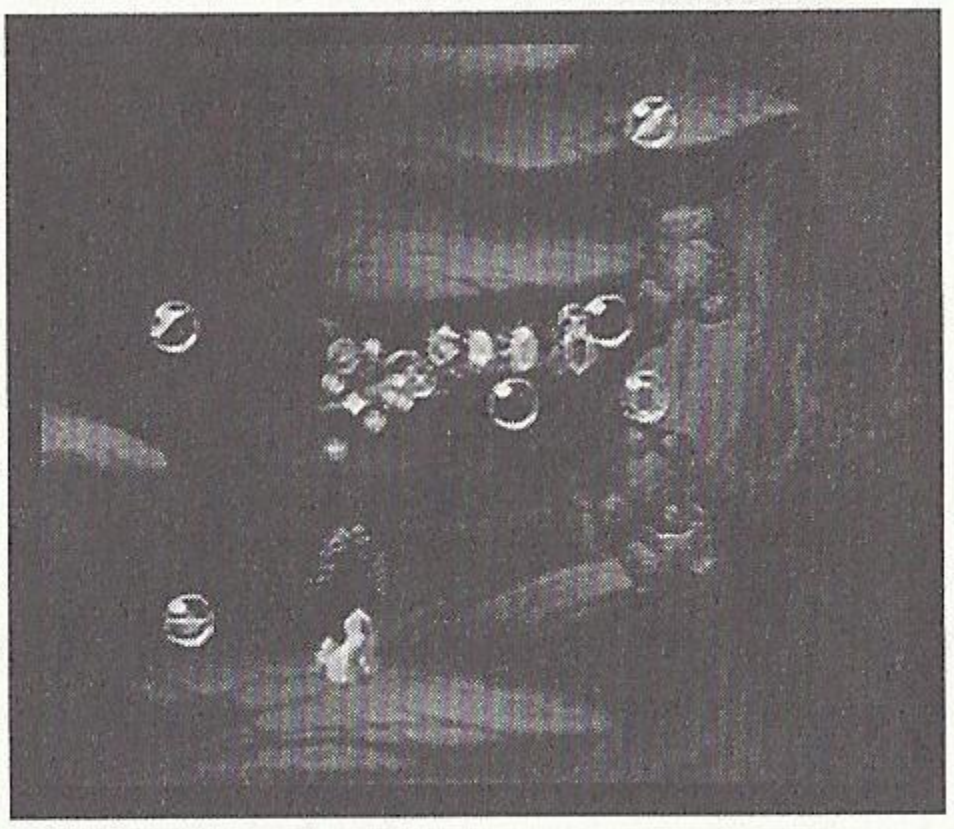
One of Earth's smallest creature has become her mightiest hope. But at what cost?



KOLIBRI'S MOVES

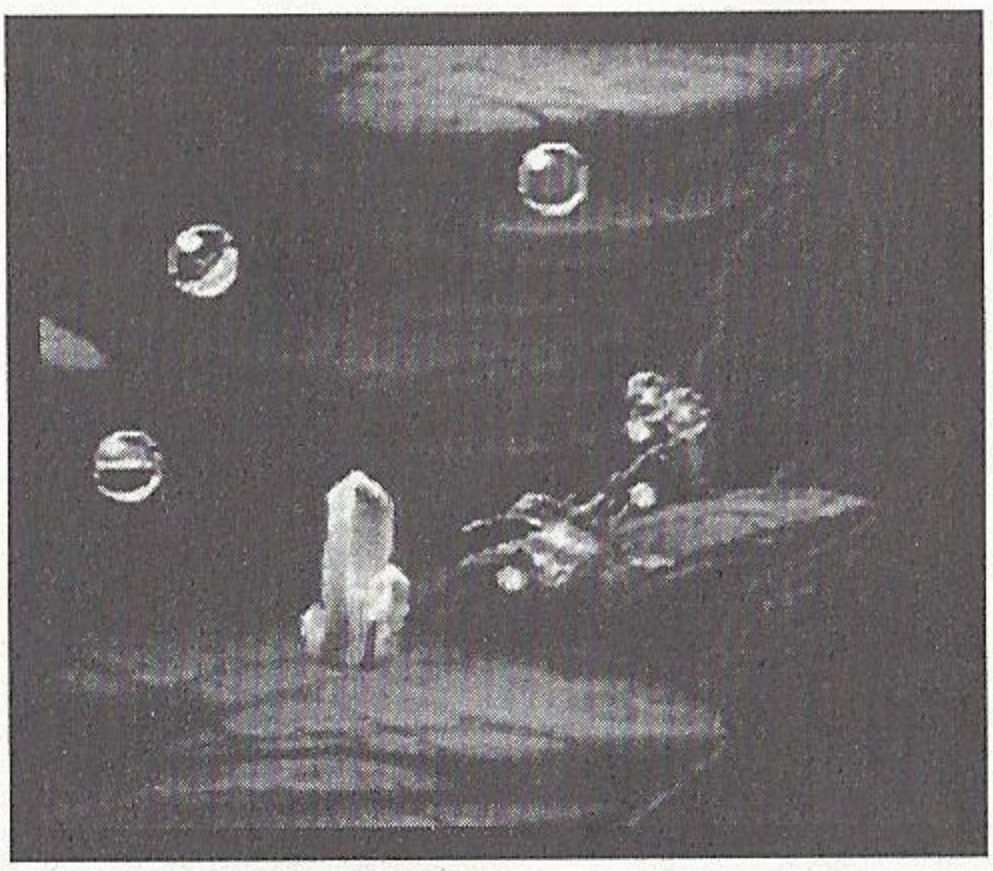
FIRING WEAPONS

- Press the Weapon button (default **Button B**) to attack malignant insects.
- Set your **D-Pad** control on the Options menu to either "Hold direction while firing" or "Change direction while firing" for customized attack control.



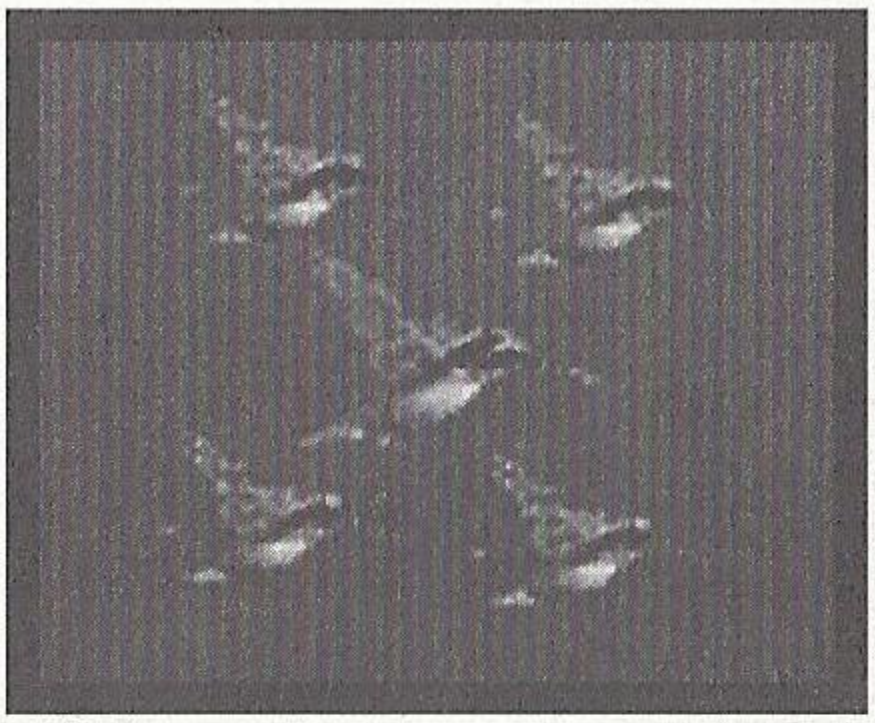
CHANGING WEAPONS

- Destroyed insects release Weapons pods. Fly over these to change weapons.
- Earth crystals also release Weapons and Life pods. Locate the crystal in every level so you'll know where to go for immediate aid.



- Different pods contain various weapons. Kolibri changes color, depending upon the weapon he's using.
- Only certain weapons will defeat specific hazards and enemies. Figure out which weapons are most effective for the particular job at hand.

COLLECTING EXTRA LIVES



- Life pods float up from destroyed insects and Earth crystals. Pick these up to store lives.
- When Kolibri picks up a life pod, a burst of small hummers fans out around him. The number of small birds indicates how many lives Kolibri has left.
- Get as many Life pods as you can, because Kolibri can lose many lives quickly in a fierce battle (see below).

LOSING LIVES

- Kolibri loses lives when he takes enemy hits. The burst of small birds shows the number of lives remaining.
- If Kolibri loses all his lives, the level ends and you must play it again. Although the number of lives is finite, your Continues are unlimited.

USING RINGS

- Fly into rings for temporary protection. Each ring shields Kolibri from one hit before vanishing.

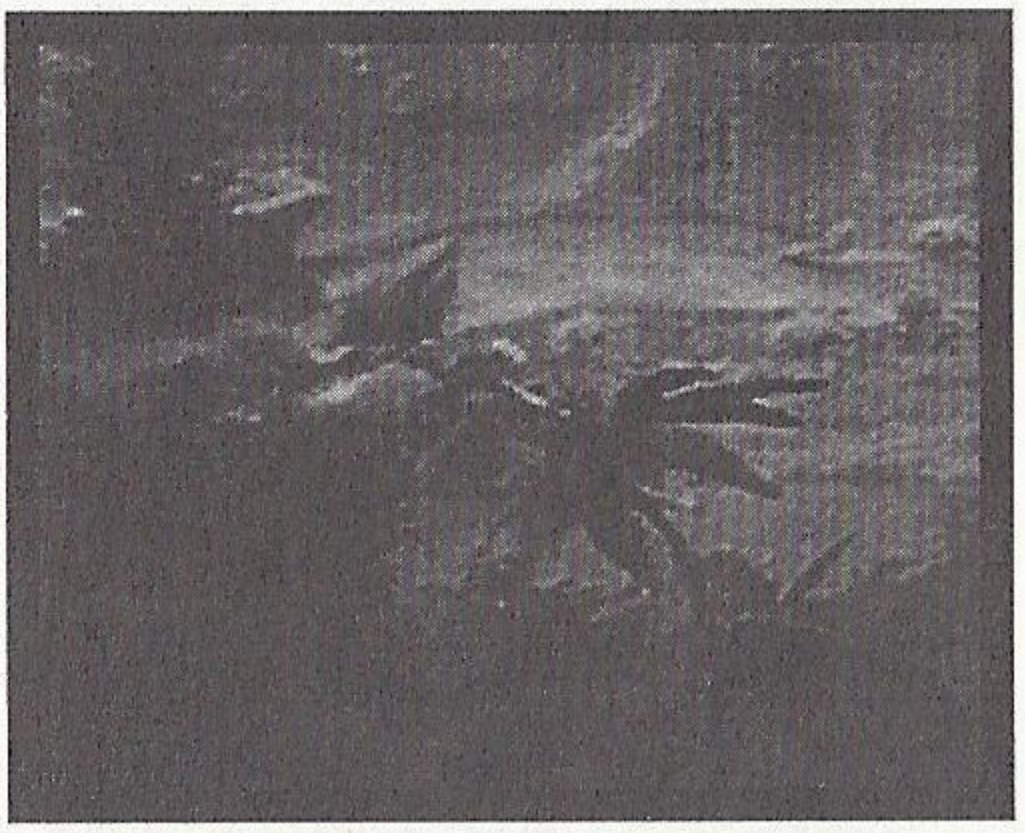


SLOW-MOTION FLYING

- When Kolibri flies over the large Slow-Mo pod, the screen flashes and both Kolibri and his enemies are temporarily slowed.
- Use the time-delay action to wreak major damage on enemies as they swarm in clumps.

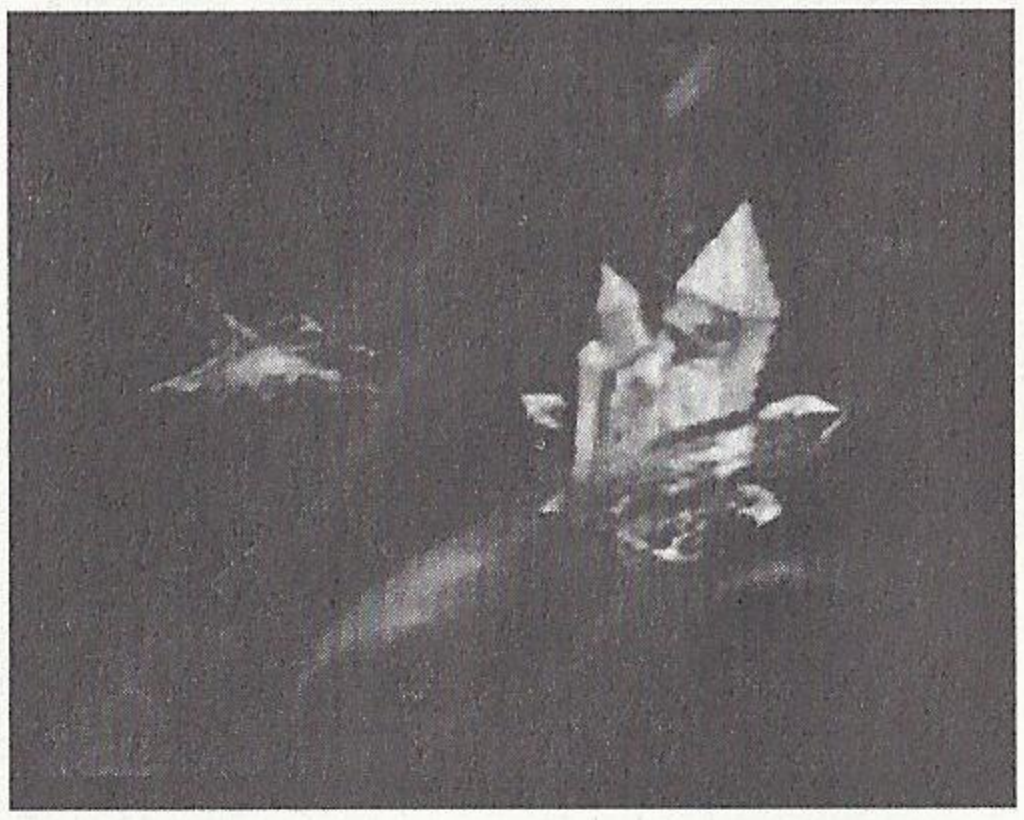
SIPPING NECTAR

- Nectar is Kolibri's life source. Find blossoms that are dripping pollen and drink from them to release Life pods.



FINDING MILESTONES

- Magnificent crystals glowing with health are milestones. These are progress markers. After you pass a milestone, Kolibri will appear at that point the next time you restart the level.



USING ENERGY FIELDS

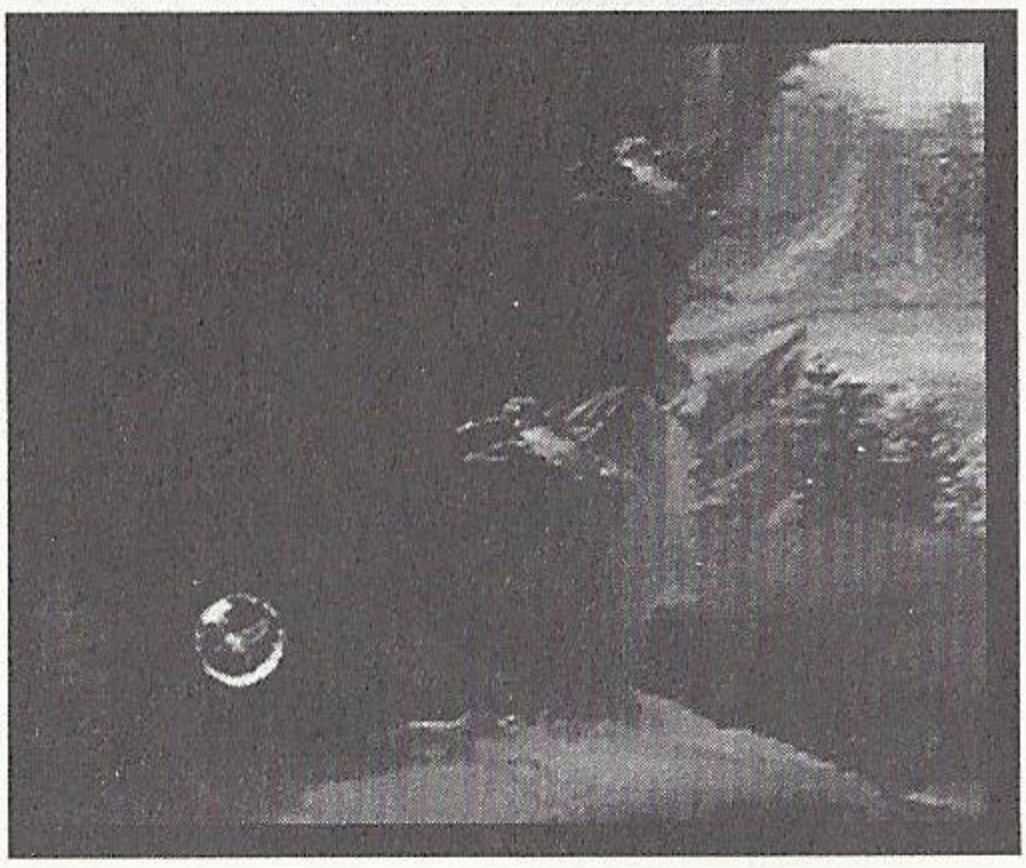
- Energy Fields are intelligent attack weapons that automatically target and destroy enemies.
- Collect an Energy Field pod to gain its power. A flowing Energy strand will encircle Kolibri's neck.
- Press the Special button (default **Button A**) to activate and maintain the Energy Field.
    - Keep Energy Fields in reserve for when you need them most (for instance, in automatic scroll levels).

BREAKING BARRIERS



- Kolibri can pass through some barriers by pushing on obstacles in his way.
- Rock barriers are more resistant. Find the Wall Breaker pad and gain its power. Then attack the rock wall by pressing the Special button (default **Button A**).

STAYING TOGETHER IN 2 PLAYER GAMES



- 2 Players must move around the levels together. Your screen view won't scroll unless both hummingbirds are moving together into the new area.
- In 2 Player games, find the Hummingbird pod. Fire on it to revive your lost partner after he loses all his lives.

USING PASSWORDS

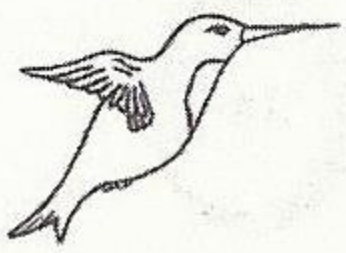
You win a new password each time you start a level. Write it down in Kolibri's Flight Log on the next page. Use the passwords to resume the game at higher levels.



1. Select "Password" on the Main Menu and press **Button A**, **B** or **C**.
2. On the Password Grid, use the **D-Pad** to move Kolibri to the letter you want.
3. Press **Button A**, **B** or **C** to enter that letter in the password line at the bottom of the grid.
4. To change a letter, use the grid's left and right arrows to select the letter in the password line. Then move Kolibri to the correct letter in the grid and press **Button A**, **B** or **C**.
5. Select "OK" to return to the Main Menu. If your password was correct, the top option will now be the name of the password's level.
6. Move Kolibri to the top option on the Main Menu and press **Start**.

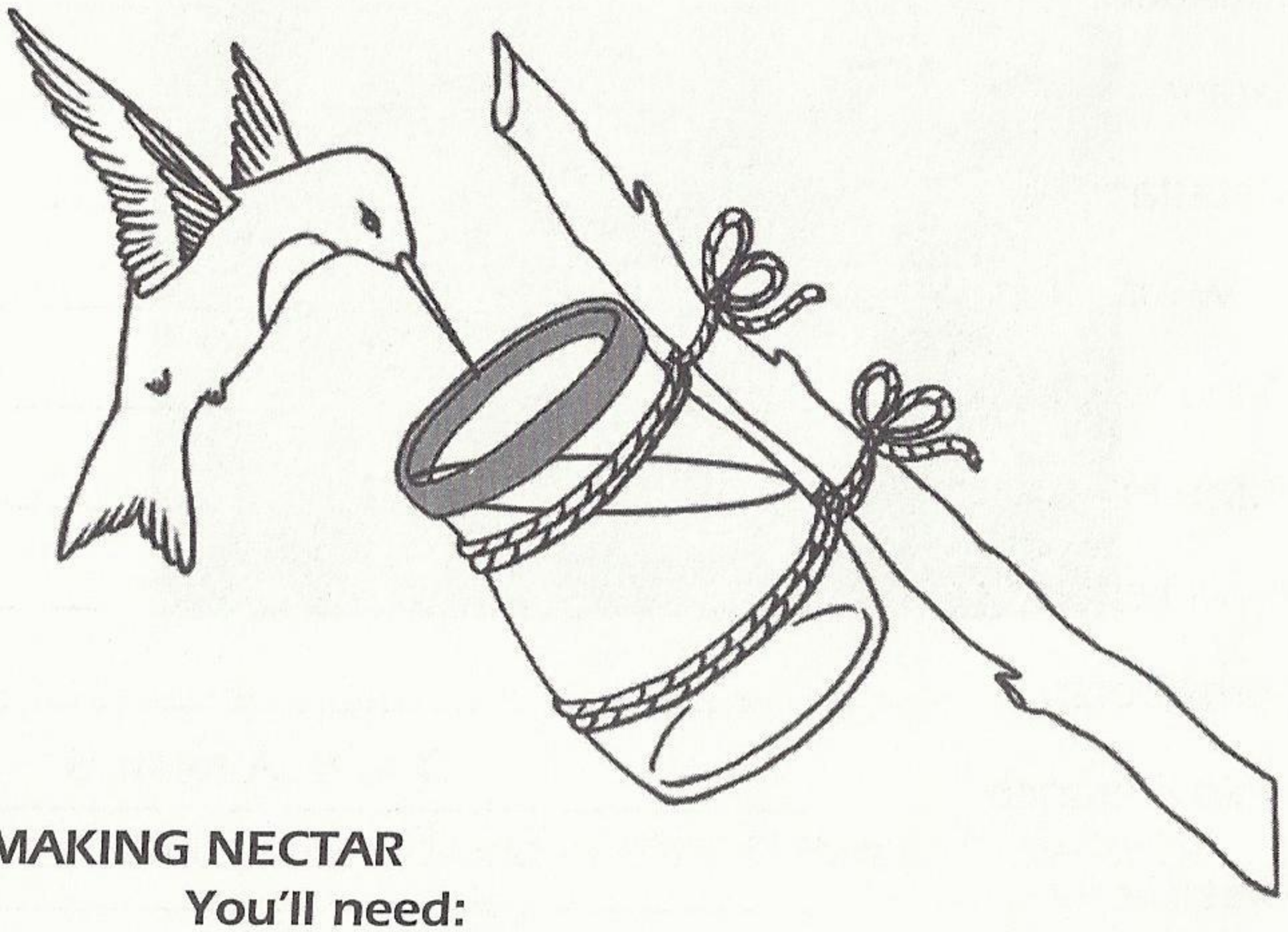
KOLIBRI'S FLIGHT LOG

LEVELS	PASSWORDS		
Rescue	_____	_____	_____
Eruption	_____	_____	_____
Infestation	_____	_____	_____
Expiry	_____	_____	_____
Metastasis	_____	_____	_____
New Infection	_____	_____	_____
Deep Seeding	_____	_____	_____
Plains Infection	_____	_____	_____
Terra Lesion	_____	_____	_____
Terra Decay	_____	_____	_____
Cold Entrance	_____	_____	_____
Dark Cavity	_____	_____	_____
Dark Obstruction	_____	_____	_____
To the Light	_____	_____	_____
Infected Forest	_____	_____	_____
Old World Infection	_____	_____	_____
Penetration	_____	_____	_____
Extraction	_____	_____	_____
Remission	_____	_____	_____



MAKING A HUMMINGBIRD FEEDER

Hummingbirds remember where food supplies are. They will return to your yard year after year if you give them plenty of nectar, their favorite food.



MAKING NECTAR

You'll need:

Table sugar

Warm water

Measuring cups & mixing spoon

1. Measure ¼ cup of sugar into 1 cup of warm water.
2. Mix until the sugar dissolves.

Important: Do not use honey or add red food coloring to the nectar. Both of these could harm the hummingbirds.

SETTING UP THE FEEDER

You'll need:

A small glass jar, about 3 inches tall, with a wide mouth (a small jelly or mustard jar works well)

Red plastic tape, ribbon or cellophane

Strong string

A sturdy tree limb, 4 or 5 feet off the ground, in a sunny location

1. Wrap the top of the jar with red tape, ribbon or cellophane. The red color attracts hummingbirds.
2. Tie the feeder securely to the tree limb with string, or strap it in place with tape. Angle the feeder so the hummingbirds can reach the nectar.
3. Fill the feeder with nectar, and wait for the hungry hummingbirds to come 'n' get it. Their favorite feeding times are early morning and late afternoon.
4. Keep the feeder filled with nectar, and clean it every few days.
5. Because hummingbirds migrate, you may only see them in spring and summer in northern areas. In southern areas like Arizona, New Mexico and Mexico, you'll see them year round.

Bonus Snack: Small bugs like gnats or fruit flies may get stuck in the nectar. Hummingbirds will eat those too, as added protein.



AMAZING FACTS ABOUT HUMMINGBIRDS

SIZE

Hummingbirds proudly take their place among nature's smallest creatures . . .

- A Ruby-throated hummingbird weighs 3 grams (less than a penny), and is only 3½ inches long (about the length of a stick of gum). But during migration, it can fly 500 miles across the Gulf of Mexico without stopping.
- Cuba's bee hummingbird, the smallest in the world, is only 2¼ inches long. The largest is South America's giant hummingbird at a towering 8½ inches long.

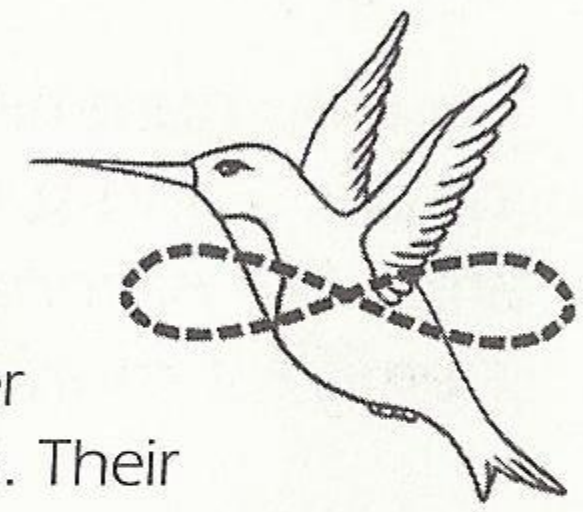
GOURMET FARE – AND LOTS OF IT

Hummingbirds burn up so much energy that they must eat every 10 to 15 minutes to stay healthy . . .

- Hummingbirds' primary food is nectar, the sucrose-rich liquid produced by flowers.
- Hummingbirds also feast on gnats, fruit flies and other small insects, up to 500 a day. Delicious!
- If we burned energy as fast as hummingbirds, we'd have to eat 155,000 calories a day. That would be over 1100 hamburgers, about 370 pounds of french fries, or a gigantic mountain of fruit flies!

FLYING

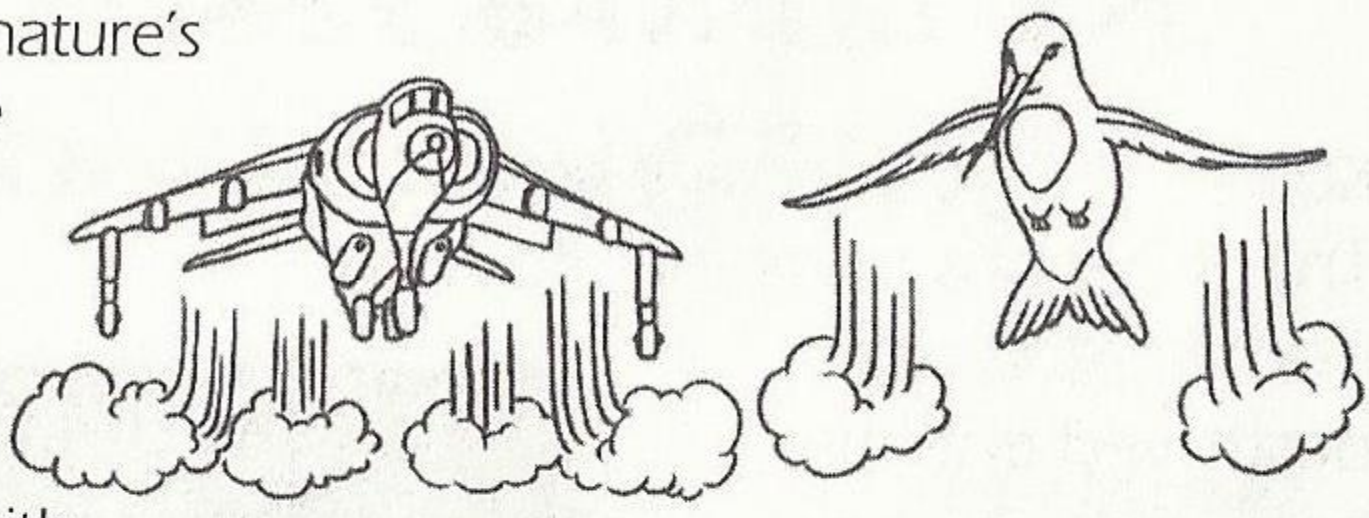
The whirring drumbeat of hummingbird wings gives this amazing flyer its name . . .



- Hummingbirds have a unique wingbeat. Instead of flapping up and down like other birds, hummers "row" their wings like oars. Their massive shoulder muscles, up to ⅓ the birds' total weight, alternate upstrokes and downstrokes. In this move, the topside of the wing becomes the underside. Try it!
- Hummingbird's beat their wings an average of 78 times per second. During aerial dives and swoops, their wings can beat up to 200 times per second.

- Flip the odd-numbered pages of this manual and watch Kolibri fly!

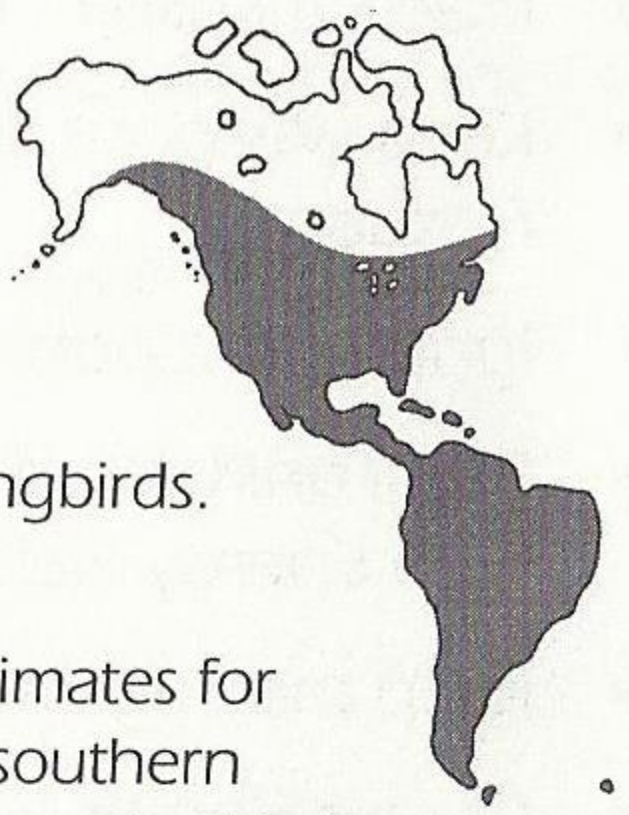
FIGHTING



Hummingbirds are nature's fighter jets. They are fiercely aggressive and fearless . . .

- Their powerful flight style endows them with amazing capabilities. Hummingbirds are the only birds that can hover, fly sideways, backward, straight up and even upside down — rivaling our most advanced military jets!
- To get food, hummers will invade other birds' feeding spots. They also defend their own chosen nectar supplies, mates and nests. They scrappily attack other hummingbirds and even much larger birds, including jays, crows and hawks.
- To human intruders, aggressive hummingbirds with their small size, speed and whistling wings are often mistaken for attacking wasps or hornets.

MIGRATING



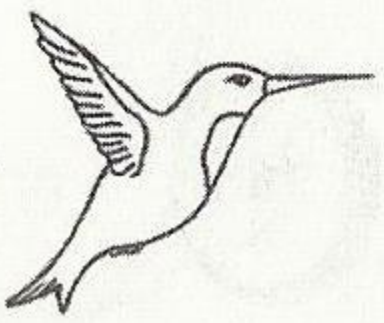
Hummingbirds are found only in the Western Hemisphere, but are abundant in their chosen regions. Wherever nectar is available, you'll find hummingbirds . . .

- There are 320 different species of hummingbirds. Only 13 of them live in the United States.
- Most hummingbirds migrate to warmer climates for the winter. The Rufous, who summers in southern Alaska, holds the record for the longest hummingbird migration – 2000 miles to a balmy Mexican getaway!

FLASHING FEATHERS

Hummingbird feathers are like no others in the world. They flash in the sunlight with dazzling color . . .

- This feather phenomenon is known as "interference." It is caused by small filmy bubbles that act as prisms to refract light. Specialized interference gives the Ruby-throated, Black-chinned, Blue-throated, Purple-backed, White-tipped and many other hummingbirds their names.
- Generally, male hummingbirds are brightly adorned while the females are drabber. The males flash their feathers to claim territory, threaten interlopers, and woo mates.



KOLIBRI'S STRATEGY

Kolibri has an extensive arsenal of weapons to choose from. The Weapons pods that float up from crystals and destroyed enemies hold various icons, each one representing a different kind of weapon. Weapons can have homing capabilities, shielding powers, single or multiple shots, and so on.

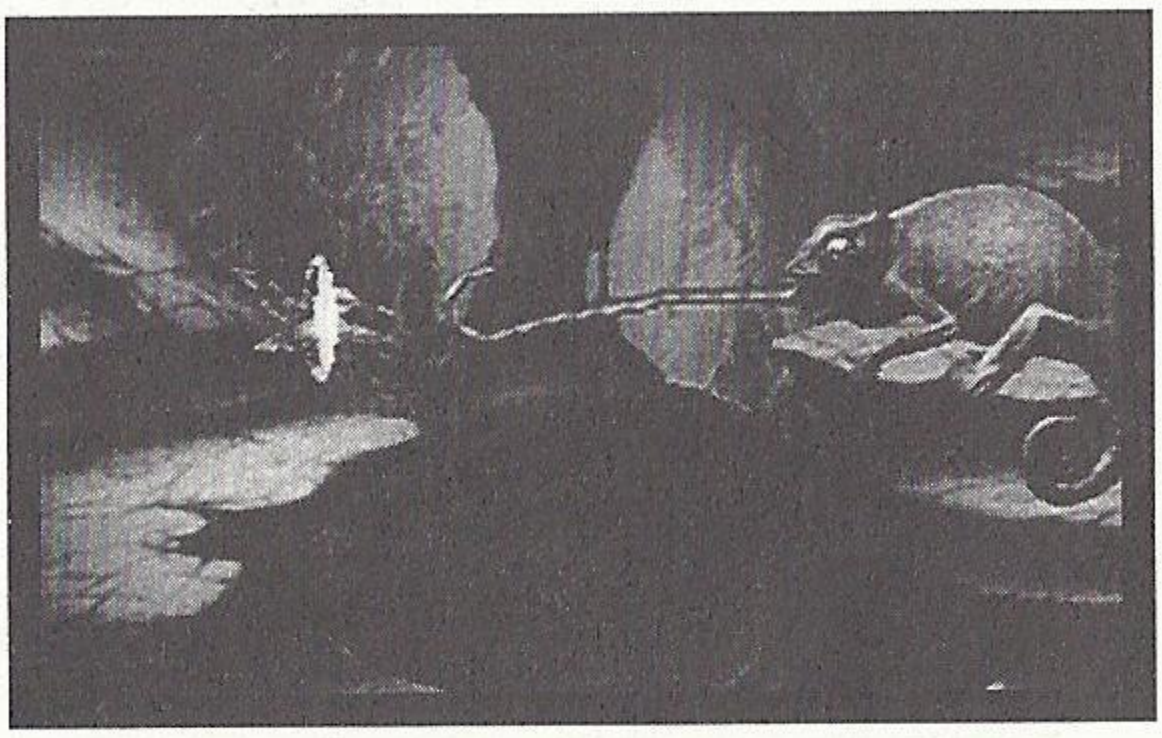


Figure out which weapons are the most effective in different areas and against different enemies.

- Practice Kolibri's flight skills in Home Meadow.
- Keep weapons powered up by collecting Weapons pods frequently.
- Ignore Weapons pods that you don't want.
- Dash unharmed through swarms of multiple enemies with Energy Fields.
- Keep moving, whenever you can, to avoid taking hits.
- Cluster Bombs are the best weapons in areas where Kolibri cannot stop moving.
- Use Homing weapons in the Waterfall.
- Knock out tough enemies with Wall Breakers. (Wall Breaker pads regenerate so you can reuse them.)
- Blast Walkers in their nests with Reflecting shots or Homing weapons.
- Dodge out of crossfires and attackers will zap each other . . . sometimes.
- Be sure to find the milestone crystals in all levels. Be on the lookout for hidden Weapons pods and unexpected items that can help you win.

MORE ABOUT HUMMINGBIRDS

VIDEOS

National Audubon Society's Hummingbirds Up Close by Michael Godfrey, produced by the Nature Science Network, 1988.

BOOKS

Enjoying Hummingbirds More by Bird Watcher's Digest Press, published by Pardson Corporation, 1992.

He Saw a Hummingbird by Norma Lee Browning and Russell Ogg, published by Northwood Institute Press, 1978.

How to Attract Hummingbirds & Butterflies by John V. Dennis and Mathew Tekulsky, published by Ortho Books, 1991.

The Hummingbird Book by Donald and Lillian Stokes, published by Little, Brown and Company, 1989.

A Hummingbird in My House: The Story of Squeak by Arnette Heidcamp, published by Crown Publishers, Inc., 1990.

Hummingbirds: Jewels in the Sky by Esther Quesada Tyrrell, published by Crown Publishers, Inc., 1992.

Hummingbirds and Their Flowers by K.A. Grant and V. Grant, published by Columbia University Press, 1968.

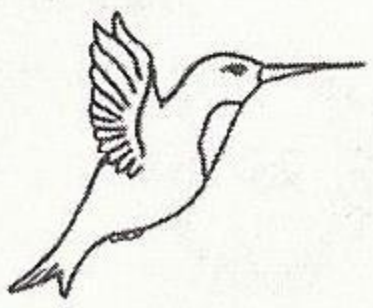
The Hummingbirds of North America by Paul A. Johnsgard, published by Smithsonian Institution Press, 1983.

The Life of the Hummingbird by Alexander F. Skutch, published by Crown Publishers, Inc., 1973.

Nature's Children: Hummingbirds by Katherine Grier, published by Grolier Educational Corporation, 1986.

Our Hummingbirds by Louise G. Blakey, published by Louise G. Blakey, 1985.

The Way of the Hummingbird by Virginia C. Holmgren, published by Capra Press, 1986.



WE TAKE FLIGHT . . .

PRODUCER
E.E. Annunziata

ASSISTANT PRODUCER
John Pedigo

GAME DESIGN
E.E. Annunziata
József Molnár

DEVELOPER
Novotrade International

LEAD PROGRAMMER
József Molnár

PROGRAMMERS
Imre Ignácz
Attila Kristóf

GRAPHIC DESIGN & ARTWORK
Zsolt Balogh

ADDITIONAL ARTWORK
Árpád Balku
András Bakai

MUSIC
Zsolt Dvornik

ASSISTANCE
Attila Dobos

MARKETING
Haven Carter Dubrul
Ami Blaire
France Tantiado
Earl Malit

MANUAL TEXT & DESIGN
Carol Ann Hanshaw

MANUAL SCREEN SHOTS
Neil Hanshaw

MANUAL ILLUSTRATIONS
Kristin J. Mallory

LEAD TESTER
David Wood

ASSISTANT LEAD TESTERS
Jeff Hedges
Mark Griffin
Scott Hawkins

TESTERS
Crisi Albertson
Ron Allen
Joe Damon
Lance Nelson
Maya de Campos
Lloyd Kinoshita
Atom Ellis
Stan Weaver
Amine Khoury
Aaron Reif
Ernie Deakyne
Wesley Ng
Janice Grogasin
Annette Dancel
Sándor Mezel

PROJECT ASSISTANCE
László Szenttornyai
Don Walters

SPECIAL THANKS
Mihály Brudnyák
Debbie Frost
Joe Miller
András Magyari
Jason Friedman
Chrissie Kremer

THANKS
Totya Dia
Andrea
Balázs Brigi
Judit
Erika
Roger Waters
Stephani
Cassie
Gerry Blau

KOLIBRI is dedicated to the memory of
Angela Annunziata

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

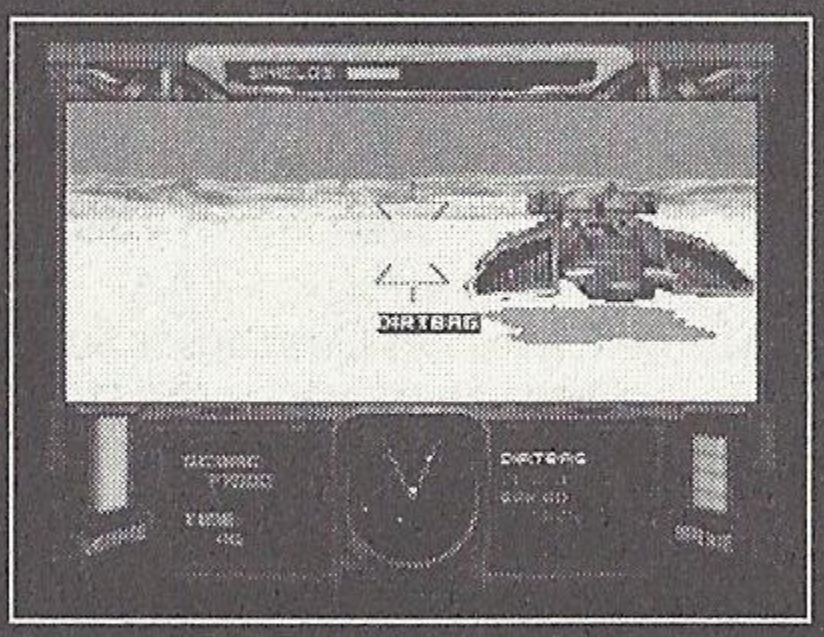
If your Sega 32X Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If 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

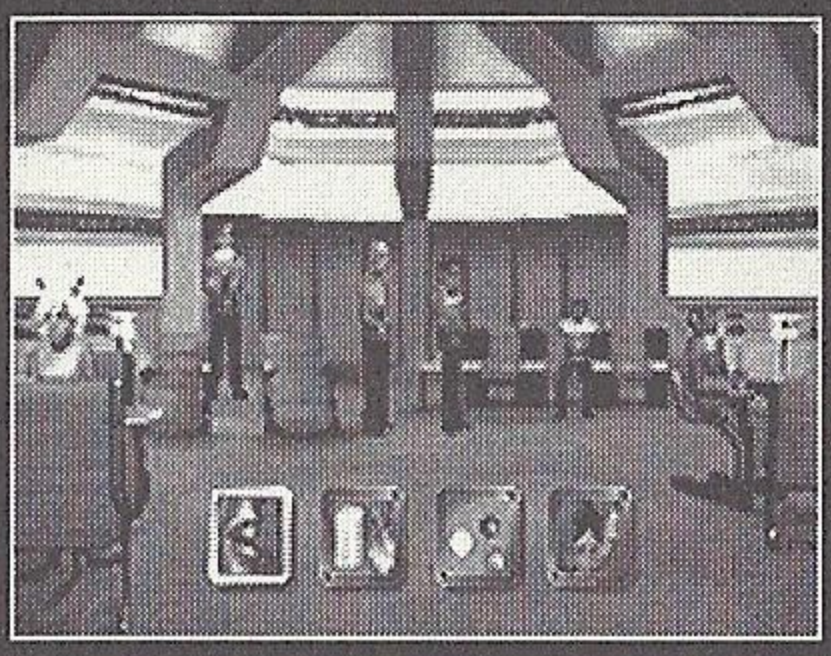
ALSO AVAILABLE ON 32X



T-MEK™



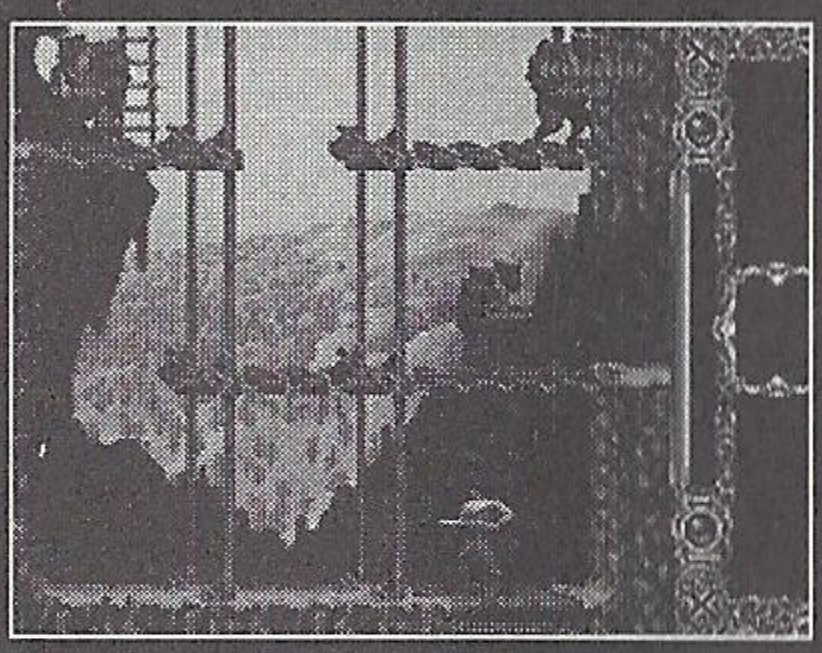
VIRTUA FIGHTER™



STAR TREK™ STARFLEET ACADEMY™



PRIMAL RAGE™



BLACKTHORNE™

Sega is a registered trademark of SEGA.
Genesis 32X, Virtua Fighter and Kolibri are trademarks of Sega. T-MEK™and Primal Rage™
©1994 Atari Games Corp./ Time Warner Interactive, Inc.STAR TREK & Related Marks TM & ©
1995 Paramount Pictures. All Rights reserved. Used under authorization.
Blackthorne is a trademark of Interplay Productions. This game is licensed for home play on the
Sega 32X system only. Copying and/or transmission of this game is strictly prohibited.
Unauthorized rental or public performance of this game is a violation of applicable laws.
© SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276/1,082,351;
Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-155; U.K. No. 1,535,999;
France No. 1,607,029; Japan No. 1,632,396/82-205605 (Pending)

84518