SEGA®

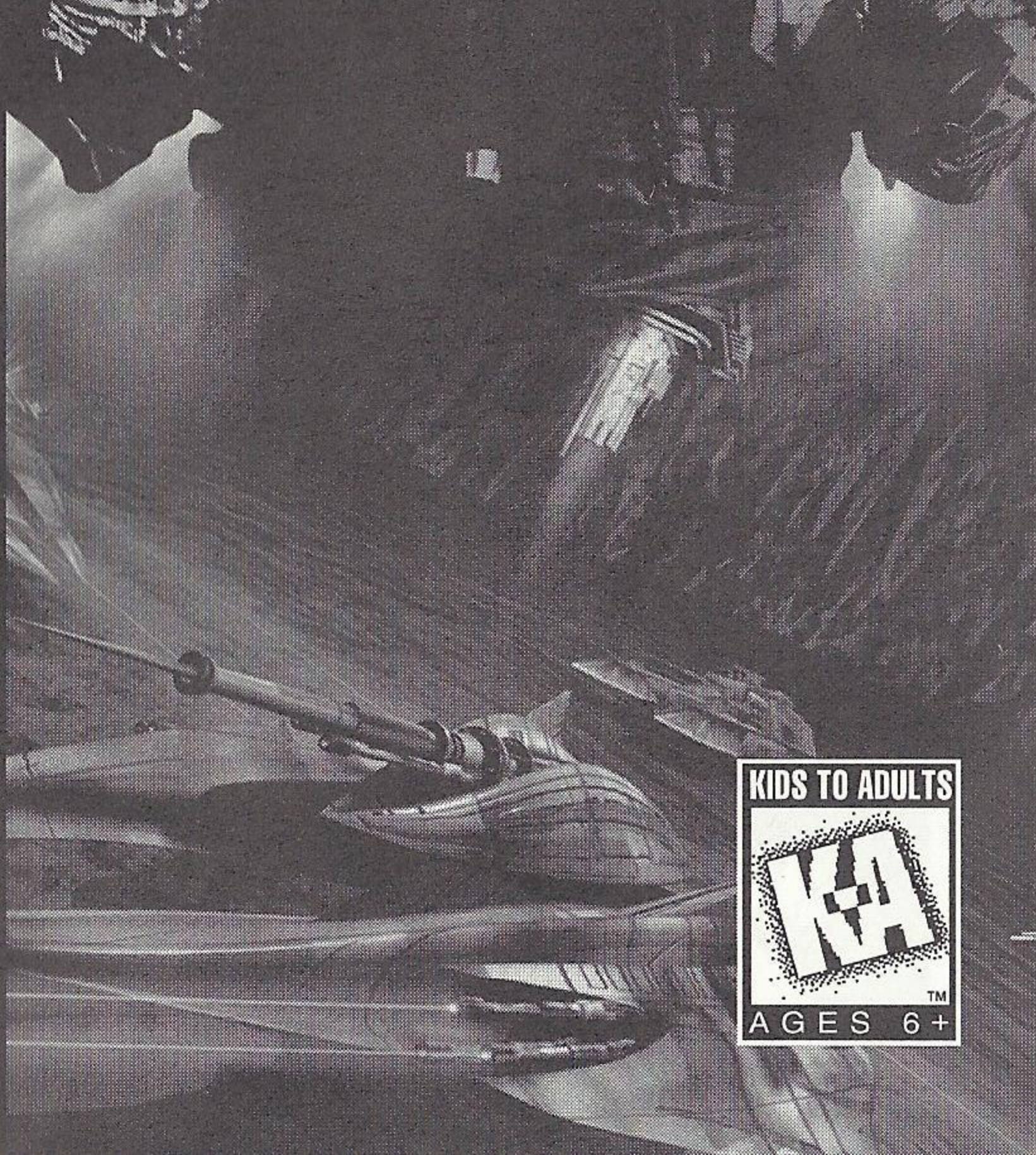
TM

32X

GENESIS

INSTRUCTION MANUAL

T-MEK™



OFFICIAL SEGA® SEAL OF QUALITY

KIDS TO ADULTS

K-A™

AGES 6+

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
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email: webmaster@segaoa.com
Compuserve: GO SEGA

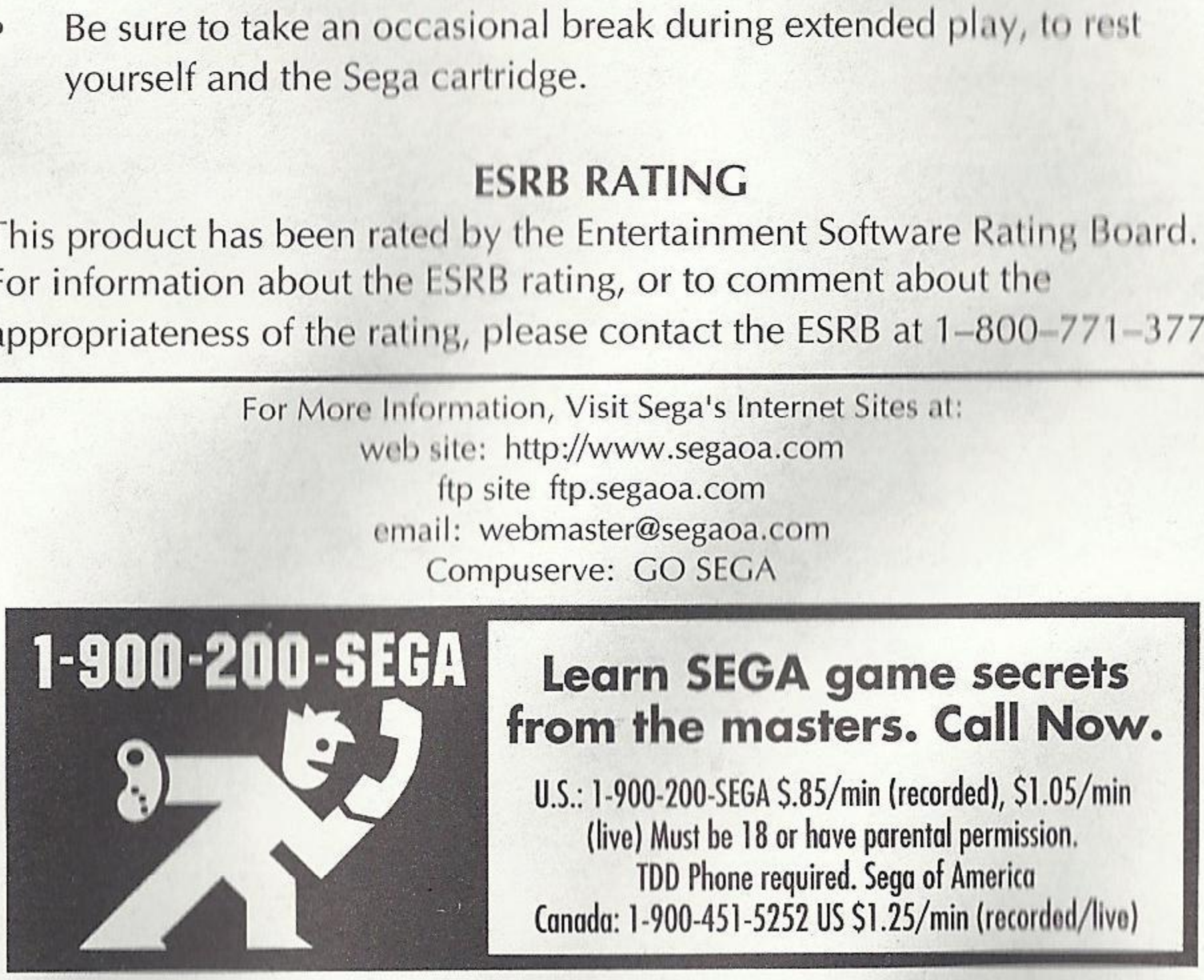


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GETTING STARTED

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 on. 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 power switch 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

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INTRODUCTION

The events in T-MEK occur in a planetary system called the Lacertan System. Six planets orbit around their sun Lacertus. This is their order from the star: Voluvia, Acrath, Etramel, Prg'zhak, Slauthan, Melekus. Nazrac is the supreme ruler of the Dominion that governs the six planets of the Lacertan System. He has absolute control over the laws,the police force, the industry, and the technology.

Nazrac is a ruthless dictator who builds his power through threats of horrific attack from his armies of MEKs, fierce loyalty extracted from his well-rewarded underlings, and cunning control of all major industries on the planets. To administer his wide reign, Nazrac has chosen a warlord to rule over each planet except for Etramel, where he chiefly resides and oversees everything. Nazrac

believes that power belongs to the strong, and those that prove themselves in battle to be more savage, quick, and fearless than their superiors deserve to take the place of those superiors.

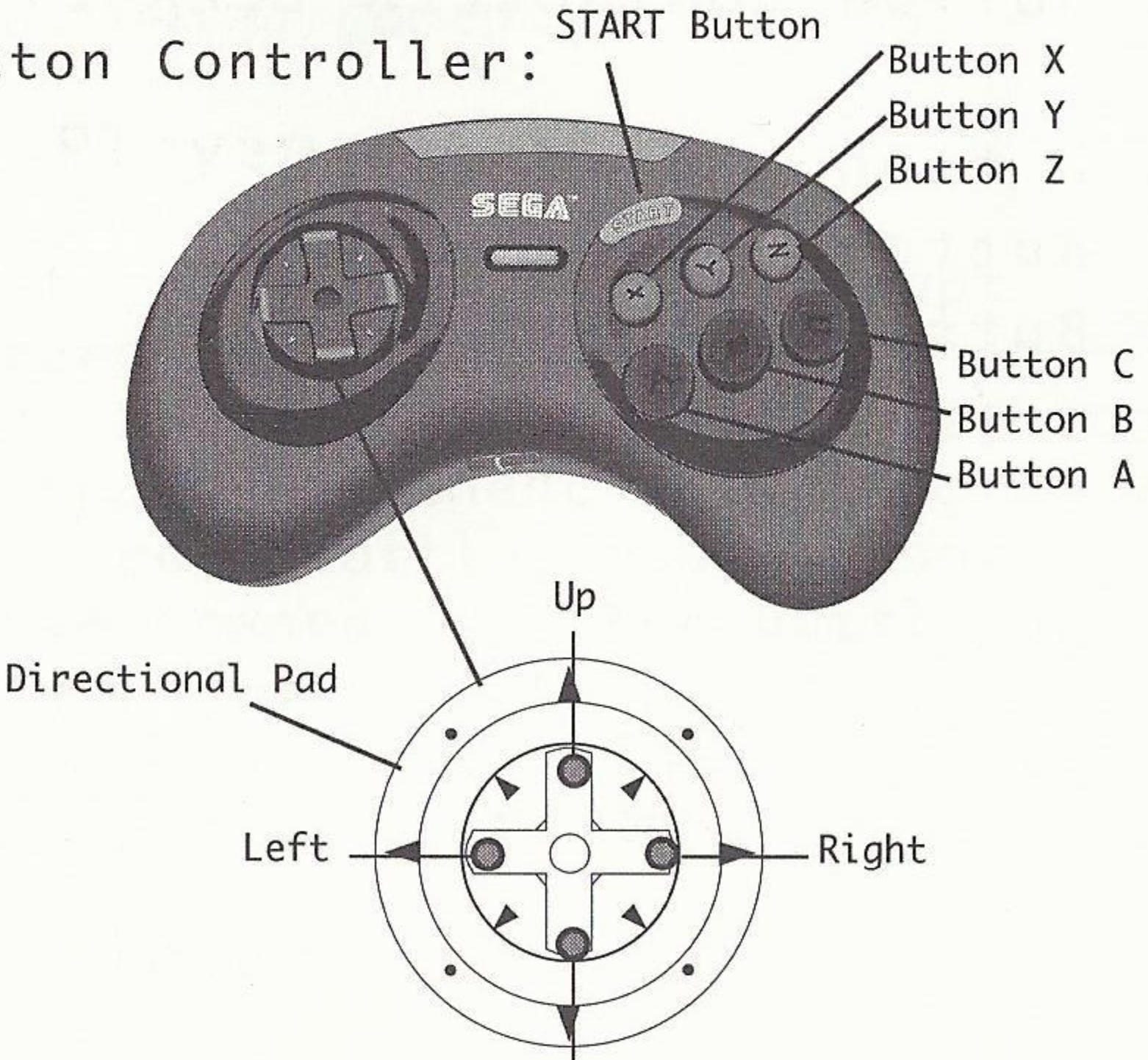
For this reason, Nazrac uses the T-MEK tournament as a filter that traps for him the most powerful, heartless, and brutal warriors in the Lacertan System. To those that fight well in the tournament he gives positions of dominance-political, industrial, and social. An able warrior might be given lordship over a city, a vast region, or even a continent. Those who possess a particular skill, Nazrac will allow to challenge the warlord of a planet. Like many major challenges in the T-MEK tournament, this battle must end in death for the challenger or the warlord.

Defeat your challengers and grab fame. Destroy a boss and rule a planet. Climb too fast, and you'll face Nazrac's challenge. Annihilate Nazrac, and you'll tear down a wicked empire.

3 Button Controller:



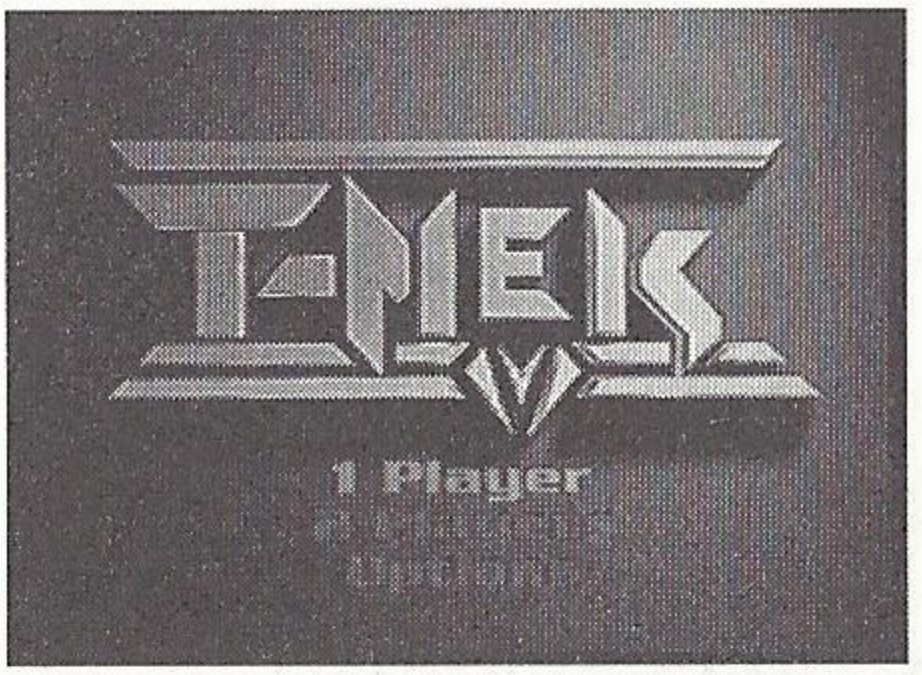
6 Button Controller:



D-Pad - Move forward, reverse,
LEFT and RIGHT
A Button - Fire lasers
B Button - Fire plasma
C Button - Cruise

6 BUTTON CONTROLLER DEFAULTS

X Button - Cruise left
Y Button - Quick turn
Z Button - Cruise right



Press START to reach the game's Main Menu. Press the D-Pad UP or DOWN to highlight the option you want, then press START to select. The Main Menu displays the following gameplay options:

1 Player

Select this option to accept Nazrac's tournament challenge and battle solo versus three top computer opponents. As long as you win each battle, you'll continue to move onward to other battle arenas. After you select this option, you'll go to the Identification Screen (see IDENTIFY YOURSELF, pg. 13).

2 Player

Select this option if you wish to challenge a "friend" in the battle. You'll both play on a split screen, but remember, you won't be

friends in the arena. In two player mode, you can continue to play TMEK as long as you want. After each bout, the winner of the first match will have the option to select any arena and another MEK if you wish. When this option is selected, you'll go to the Select Game Type Screen and select from one of these two options:

- Challenge Mode - If you select this option, both players will join two other computer controlled MEKs in the battle arena. In this mode don't trust anyone, the computer MEKs will be out to shatter your MEK, and so will your buddy.

- Duel Mode - It's just you against your "so called" friend. You can continue to play as long as it takes to decide who is the mightiest warrior.

Note: To switch to two player mode, reset the game and select the other mode.

After you select the 2 Player option, you'll go to the Identification Screen (see IDENTIFY YOURSELF, pg. 13). You'll then go to the MEK Select Screen (see MEK Select, pg. 15).



This option also appears on the Main Menu. Press the D-Pad UP or DOWN to highlight the option you want. Press the D-Pad LEFT or RIGHT to toggle the options in green or press START to select the yellow colored options. The available options are as follows:

1P Difficulty - Select Easy, Medium or Hard gameplay.

1P Game Mode - This option lets you choose from 4 different game modes. These options allow you to extend the length of the tournament and add difficulty:

- Arcade - The tournament levels in this mode are set up just like the arcade game (12 levels).
- Arcade+2 - This arcade option adds two extra levels to the tournament.
- Arcade+4 - Adds four extra levels to the tournament.

- Arcade+6 - Adds six extra levels.

2P Difficulty - If you are planning to play a two player game, select from these five levels of difficulty for the computer controlled enemy MEKs: Very Easy, Easy, Medium, Hard, or Very Hard.

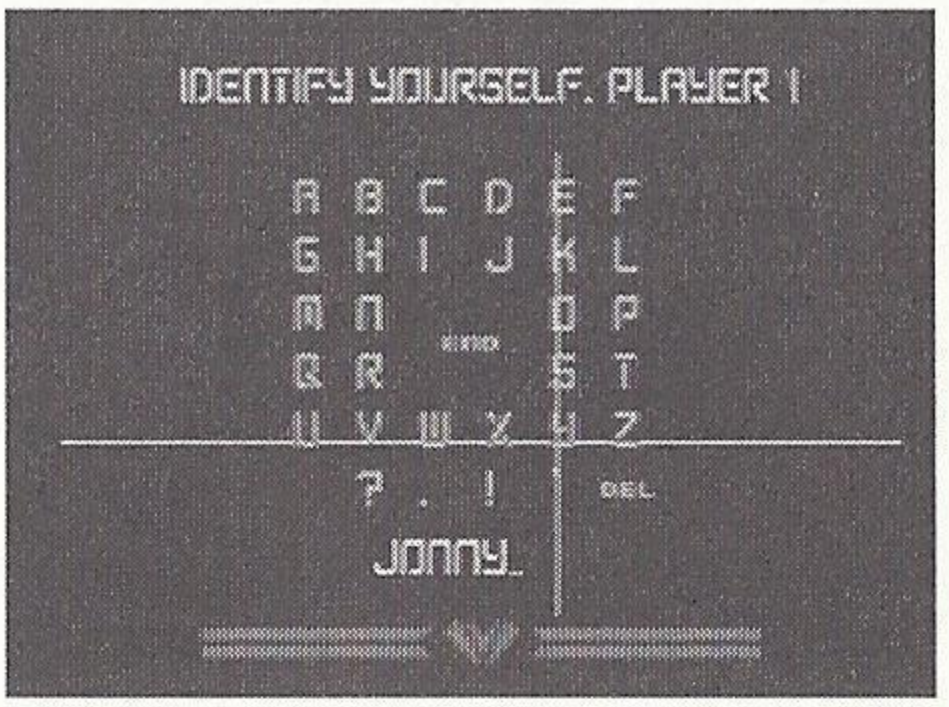
Game Time - You can use this option to set each battle's time. Select from 30 to 360 seconds (in increments of 30 seconds).

Sound Test - You can listen to the game's various game sounds. Cycle through each numbered sound, then press the A Button to hear the sound.

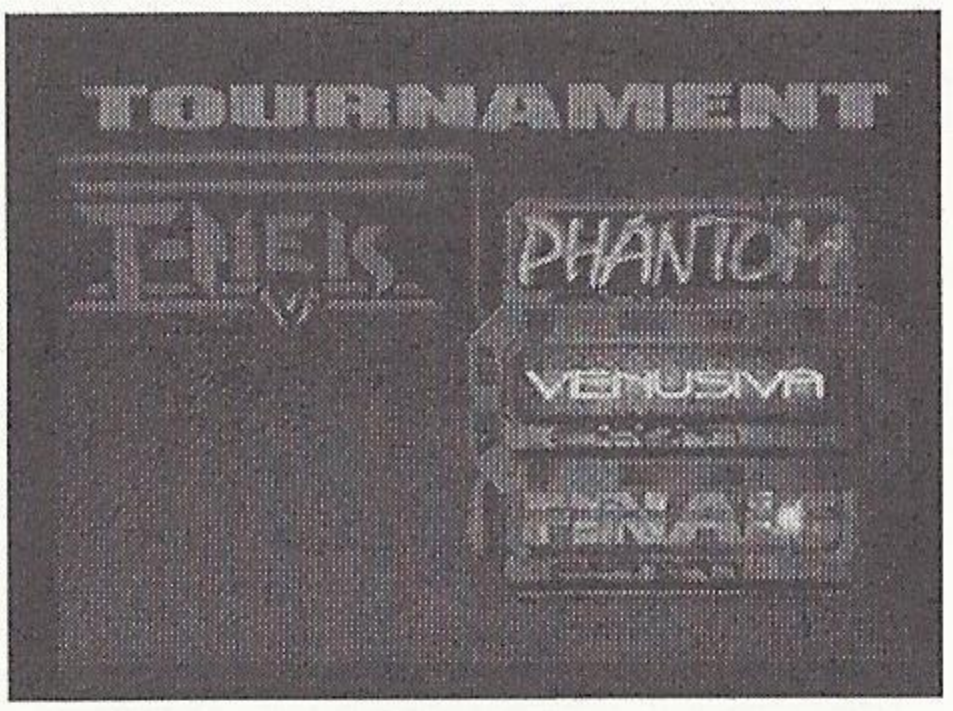
Clear Score Tables - Select this option to reset the 2 Player Win/Lose/Draw Score. Make sure you want to do this before you select it as you will lose all high scores currently posted.

Joypad Options - Select this option to configure your controller to your own specifications. From here you'll go to the Joypad Configure Screen.

When you've made changes in the Options Menu, press START to enter them and return to the Main Menu.

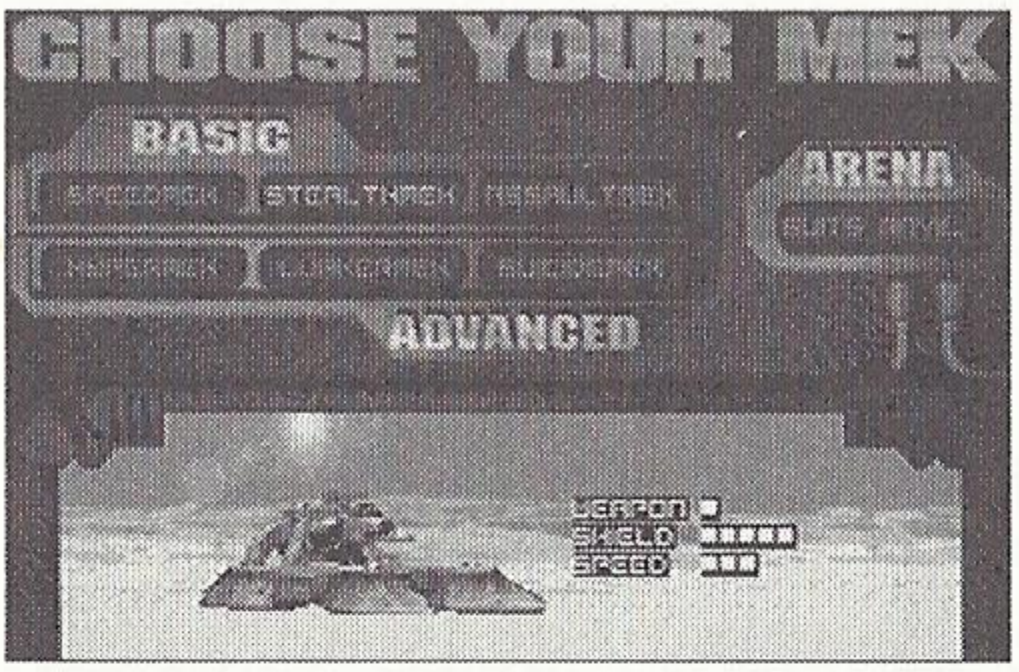


After you've made your selections at the Main Menu, the Identification Screen will appear. Press the D-Pad UP, DOWN, LEFT or RIGHT to move the cross hairs over the letter you want, then press the A Button to select it. Repeat the process to enter up to eight characters, then select "END." As you select letters, you'll notice the red timer moving inward at the bottom of the screen. The timer resets after each letter is selected. If you don't select a letter before the red disappears, the game will accept any letter(s) entered. If you didn't enter anything, the game will display a color as your name (Red = Player 1 and Blue = Player 2). Once you've finished, you'll go to the Tournament Level Screen (see TOURNAMENT LEVEL, pg. 14).



This screen appears before each individual arena battle and automatically scrolls to the level you're beginning on or have achieved.

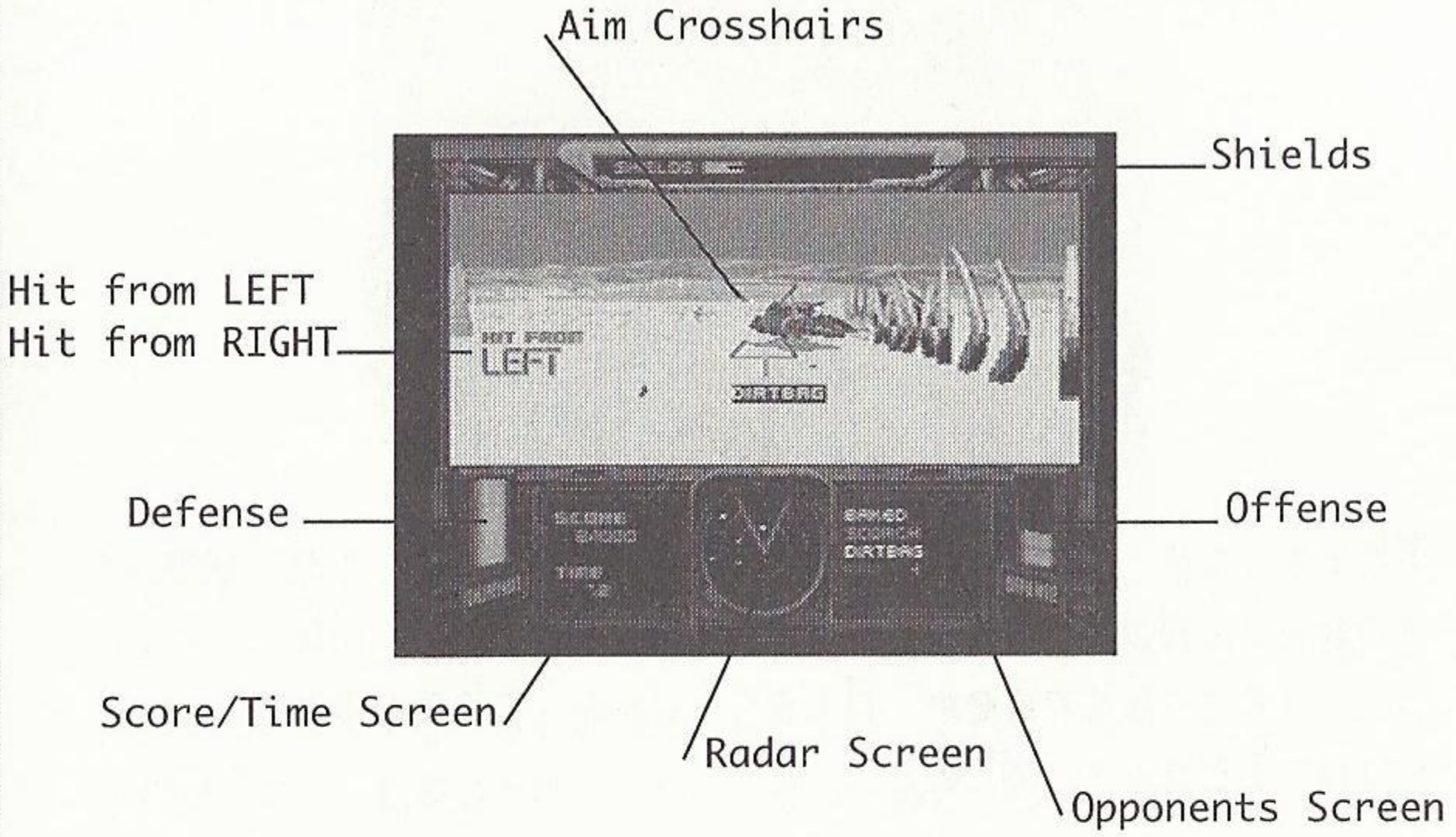
Once your level is displayed, you will automatically go to the MEK Select Screen. If you know what level you are on and wish to exit this screen faster, press START and you will go directly to the Mek Select Screen (see MEK SELECT, pg. 15).



This is the final step before you enter Nazrac's arenas. The MEK Select Screen displays the six available MEKs.

The upper three MEKs are listed as Basic MEKs and the lower three are Advanced. The current Arena is also displayed. Press the D-Pad UP, DOWN, LEFT or RIGHT to highlight the MEK you want, then press the A Button to select.

Each MEK's specs are listed below (see THE MEKS, pg. 27), for complete details on each MEK). The red timer below collapses inward as you select your MEK. If you run out of time, the MEK highlighted at that time will be selected. When you have finished selecting your MEK, get your fingers on the Controller and look out! You're in Nazrac's Territory!



TMEK's Main Game Screen displays a view from inside your deadly MEK. Read the following information to get familiar with the your MEK's console:

- Shields - Your shields are your best friend. Keep an eye on the green bar on the top of the screen. If they get too low, you will be prompted on-screen. The best way to replenish your shields is to destroy a MEK, then drive over and collect that MEK's green or red Energy Core (see ENERGY CORE, pg. 20). Green Energy cores replenish a small amount of your shields, but in a Bosses arena, red cores fully replenish your shields.

- Offense - This gauge is displayed on the right side of your MEK's console. Five green blocks represent the maximum amount of special weapons you have available. Anytime you press the A Button to fire a special weapon, a green block turns black and your amount of special weapons decreases. When you first start the battle, you start out with two special weapons.

On the Boss Levels you start out with a full 5. You achieve the maximum number of five by driving under the blue lighted Reload Platforms (see RELOAD PLATFORMS, pg. 20).

- Defense - This gauge is displayed on the left side of your MEK's console. Anytime you press the C Button to protect yourself, the green shield will diminish. As you move around the arena it will slowly recharge. When you are taking on a Boss, he or she usually has help. Look out for drones and other types of enemies on these levels. When you destroy them, an energy core is left behind. It will help replenish your defenses.

- Score/Time Screen - This console screen displays your current score and the time remaining in the tournament round. Remember, if you need more time, you can set a higher game time in the Options Menu (see GAME TIME, pg. 12).

- Radar Screen - This screen is one of the most important tools on your console. As you move around within the arena, your opponents appear as colored dots. Your location is dead center at the bottom of the green "V". In order to see and shoot your opponents, you must position them within the "V" (your range of site). The smaller white dots represent the game's Reload Platforms (see RELOAD PLATFORMS, pg. 20).

- Opponent's Screen - This screen displays the opponents in the arena during the battle. The names are shown in colors. As you battle, the names change order constantly. The order of names (from top to bottom) signify who is in 1st, 2nd, 3rd, or 4th. You'll earn 80,000 points for the highest ranking, 60,000 for the second

highest, 40,000 for the third hightest, and 20,000 for the lowest. If your name is on top, you're looking good.

- Aiming Crosshairs - Quite simply, this is where you want your enemy positioned when you fire your weapons. Move your Mek until the enemy Meks are inside the crosshairs, then fire. You should score a direct hit every time.

- Hit From Right/Left - With all the loud explosions and chaos happening during the heat of battle, the best way to tell if someone is firing at and hitting your MEK is to watch for prompts on the left and right side of your screen (e.g. "HIT FROM LEFT"). The color of the words will match the color of the opponents name on your Opponents Screen (see above). You'll know who is firing at you, and then you can take revenge later in the round.

- Other Prompts - Throughout the battle, look for on-screen prompts that keep you informed about the current battle. Here are some of the other prompts that occur:

  Shields are low:get out of trouble quickly, destroy a MEK then collect its Energy Core.

  Confirmed kill: enjoy the explosion, then collect the Energy Core if you need it.

  Defense systems boosted: use your newly restored defense when needed.

  Reflector cloak active: alerts you that your defense systems have been activated, so keep track of your defensive energy.

Special weapons empty:
drive through the blue light. This is a Reload Platform that will replenish some of your special weapons.

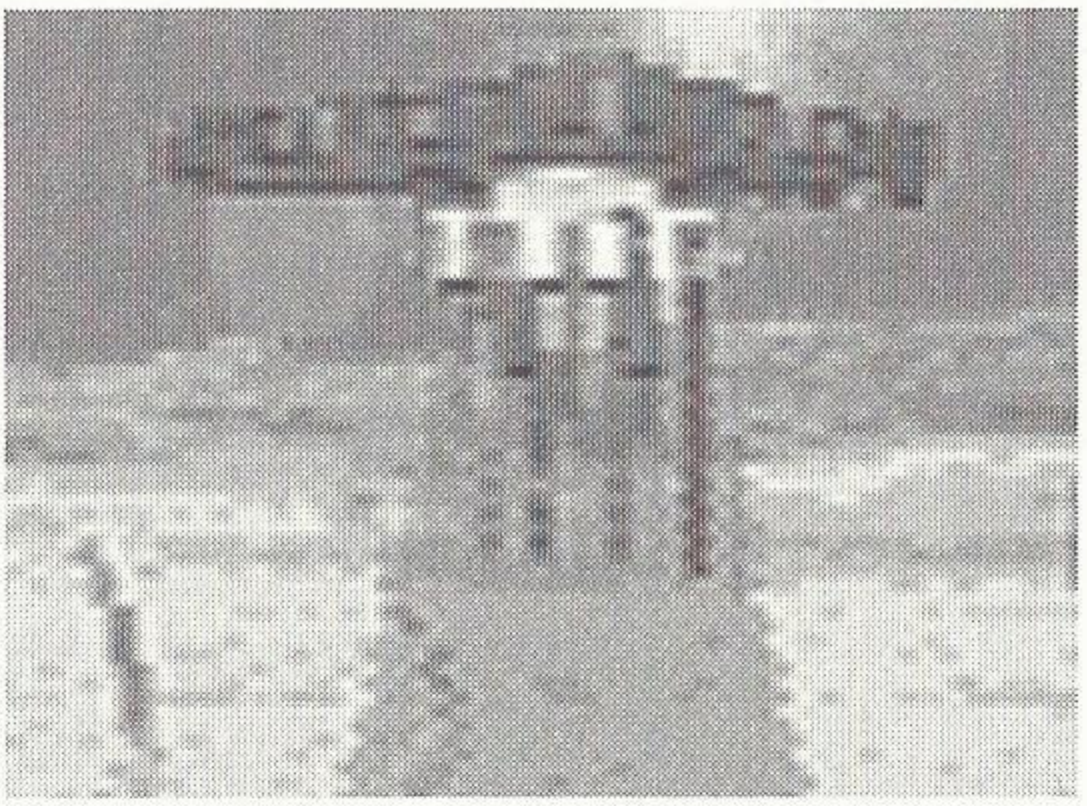
Special weapons full: this message informs you that you have all of your weapons, and you don't have to search for a reload platform.

Time is running out:
get as many "kills" as you can, as quickly as you can.

MEK Destroyed By...: You have been destroyed. Get ready with your new MEK.

Cease Fire: The round has ended.

Note: After you've been destroyed, try to destroy the Mek that destroyed you (before any other Mek). You will receive a bonus 20,000 points for revenge.



The following information explains two ways to get the advantage in the arena. They are:

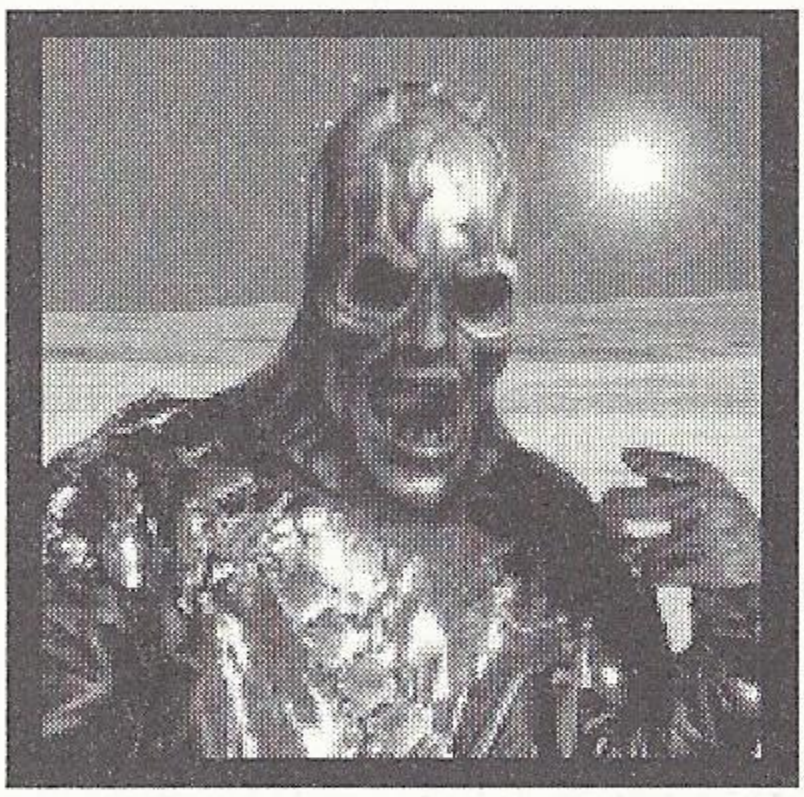
- Reload Platforms - These blue lighted hovering crafts move throughout the arena, and show up as small white dots on your Radar Screen (see RADAR SCREEN, pg. 17). Anytime you need your special weapons reloaded, drive directly under the blue light. You will then receive three more special weapons.

- Energy Cores - Whenever you manage to destroy another MEK, drive over the rubble as quickly as possible and collect its Energy Core. This powerful prize will help replenish your shields. If you don't get there quickly, your foes will, so be alert and get there first or it will self detonate.

SUN'S ANVIL

A ring of bleached bones enclose the scorching wasteland of the Sun's Anvil. In the hottest desert of arid planet Acrath, and its sky is dominated by the Lacertan sun. The Sun's Anvil stretches far and wide with few obstacles except for the bones of the mighty beasts that used to rule there. Death strikes from all sides here, warrior!

THE BOSS-BAKED



Baked has long been boiling his brains out as the boss of Acrath and the Sun's Anvil. Teetering on the edge of total insanity, his AssaultMEK's missiles find victims from afar.

STORM RIFT

Eons ago, a monstrous lightning strike carved the jagged Storm Rift from the sizzling rock. Among the shattered plateaus of the electrified planet Slauthan are Storm Rift winds long and narrow and rainy gloom-streaked terrain. Revenge rushes in from the ends to find blood in the middle.

THE BOSS-SHOCKA



Shocka recently fried the life out of one of Nazrac's warlords and now rules Slauthan and the Storm Rift. Humming with built-up voltage, her HyperMEK runs fatal rings around the slow and weak.

INFERNO

Hellish blasts of molten metal cast a bloody glow on the burning volcanoes that surround Inferno. At the bottom of a slag-filled

crater on the mining world of Voluvia, deadly fire and razor-sharp spikes erupt from Inferno's blistered surface. Brave warriors dodge among the fiery cones, daring one another to brave the flames.

THE BOSS-VENUSIVA



Venusiva has forever been the goddess and dominator of Voluvia and the Inferno. As Nazrac's object of devout worship and lusting hatred, she terrifies her challengers in a glowing hot StealthMEK.

STONE WEB

Many a warrior has wandered lost into a freezing death in the Stone Web. Lying under a mist of liquid nitrogen on the sub-zero world of Melekus, the Stone Web is full of narrow passages and secluded nooks. Warriors fighting here must use their radar and a keen sense of direction to surprise their confused opponents.

THE BOSS-PHANTOM

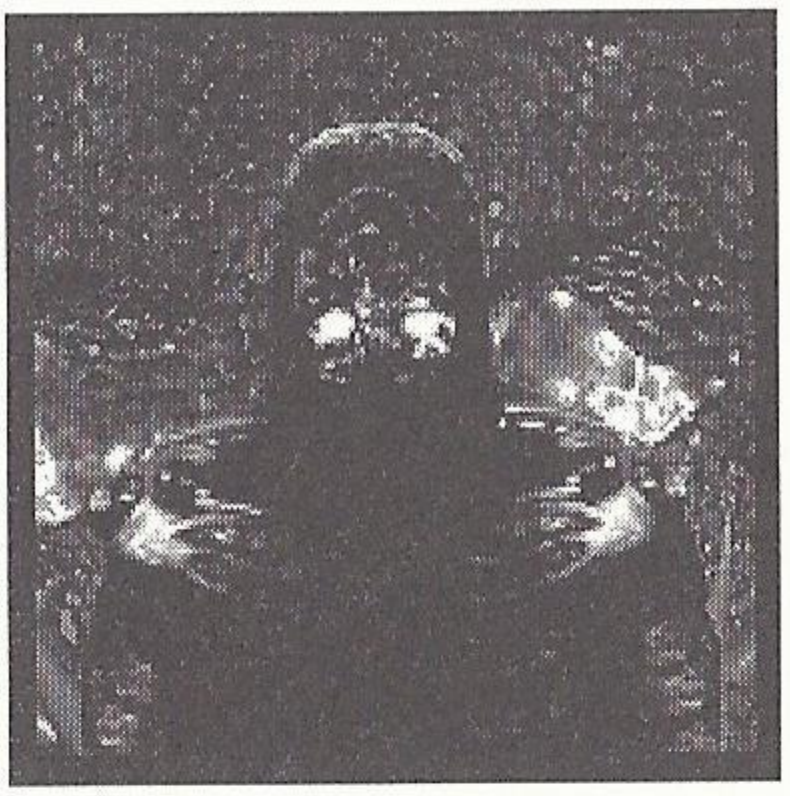


Phantom became the boss of Melekus and the Stone Web after Nazrac noticed his icy-hearted lack of mercy toward his opponents. Now a ghostly image, his SuicideMEK, will strike doom for his unprepared foes.

ALIEN NEST

From the tangled slime of the Alien Nest rises horrible life that the weak of heart cannot bear to see. Hemmed in by huge-eyed sentinels, neither plant nor animal, T-MEK warriors must hack their way through the mucous strands that hang all throughout the living planet of Prg'zhak.

THE BOSS-BRK'OTH



Brk'oth, born from the womb of Prg'zhak itself, has absorbed the damp remains of many a challenger. A living ooze in the shape of a LurkerMEK, Brk'oth plans to remain the boss of Prg'zhak and its Alien Nest for eternity.

KILLING FLOOR

Forged under the fist of Nazrac himself, the Killing Floor leaves room for nothing but savagery. Infernal grates jet forth devastating fire and towering walls lined with red-hot spikes prevent escape by the defeated. Here warriors cannot hide from slaughter by foes whipped into a claustrophobic rage.

THE BOSS-NAZRAC

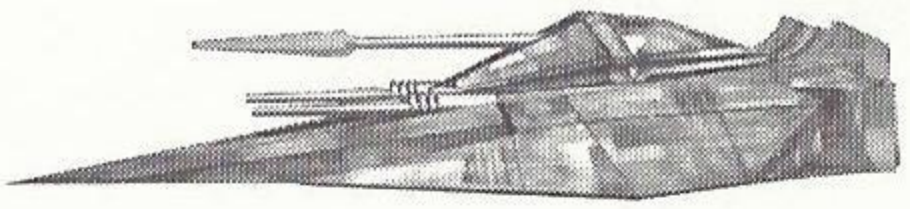


Nazrac founded his wicked empire on the industrial planet of Etramel. From there he rules the entire Lacertan System. Many ambitious warriors have faced Nazrac in the Killing Floor, and their remains rot on the surrounding battlements.

Before each match, you'll have to choose which model of MEK to take into battle. Each MEK has its stronger and weaker points, and each has unique and powerful weapons and defenses.

All MEKs have a few things in common, however. Your MEK hovers above the ground, so you may slide left and right as well as forward and back. Tap the D-Pad UP to achieve a small acceleration; and hold it DOWN to move faster. Here are the MEKs:

SpeedMEK

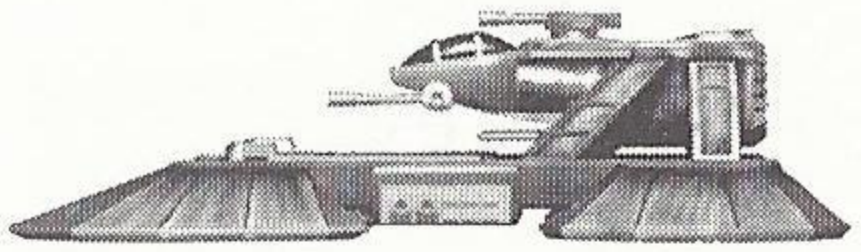


Weapon: ●●●●●●
Shield: ●●
Speed: ●●●●●●●●●●

Defense:	Hopshot
Special Weapon:	Shockbolt
Composition:	A powerful, contained charge of electricity.
Damage:	Light.
Speed:	Fast.
Tracking:	Good.
Special features:	The shockbolt goes through most obstacles and disorients your opponents by mixing up their controls.

If speed kills, the SpeedMEK is death in motion. Warriors with a couple battles under their belts and steady hands on this MEK's controls can blindside their opponents without mercy.

StealthMEK

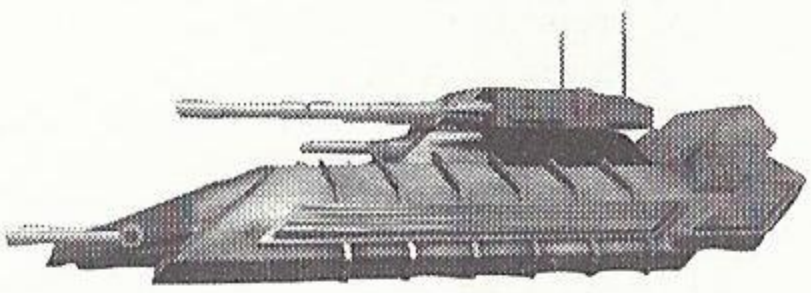


Weapon: ●●
Shield: ●●●●●●●●●●
Speed: ●●●●●●

Defense:	Cloak
Special Weapon:	Acid drone
Composition:	A heavy dose of molecular acid suspended in a magnetically-protected alloy shell.
Damage:	Medium.
Speed:	Slow.
Tracking:	Excellent.
Special features:	If someone is locked in your sights when you fire off an acid drone, it will keep seeking that opponent for quite a while. Bounces off obstacles and keeps going.

The stab in the back is the sweetest stab of all. Beginners will feel more comfortable in this well-armored machine, but it takes the coolness of an expert to make it truly perform.

AssaultMEK

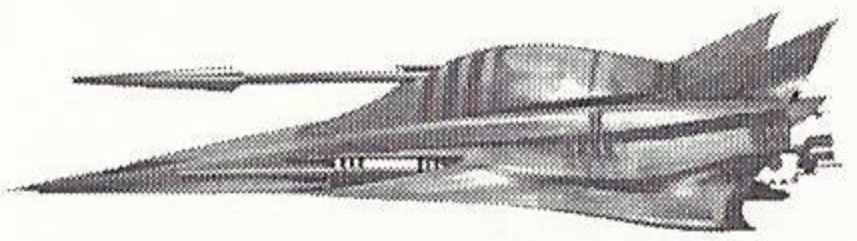


Weapon: ●●●●●●●●●●●●
Shield: ●●●●●●
Speed: ●●

Defense:	Reflector
Special Weapon:	POV missile
Composition:	A lethal charge of fusion explosives delivered in a pilot-guided high-speed missile.
Damage:	Very severe.
Speed:	Fast.
Tracking:	Depends on the pilot.
Special features:	The pilot can guide the missile to any target, including one self. The location can be controlled by pushing the D-Pad in any direction. Press the A Button again to abort.

Safety through size. Peace through firepower. This MEK is easy to control, but to get the most out of the missiles takes strategy and practice.

HyperMEK



Weapon: ●●●●●●
Shield: ●
Speed: ●●●●●●●●●●●●

Defense:	Hopshot
Special Weapon:	Plasmathrower
Composition:	Three white-hot balls of charged plasma.
Damage:	Heavy when accumulated.
Speed:	Fast.
Tracking:	Decent.
Special features:	To line up and wallop an opponent with all three hits deliv ers serious dam age. Nearly impossible to outrun.

Keep moving, you're untouchable.
Stop moving, you're toast.
Only experienced warriors looking for a white-knuckled thrill hop into this machine.

LurkerMEK

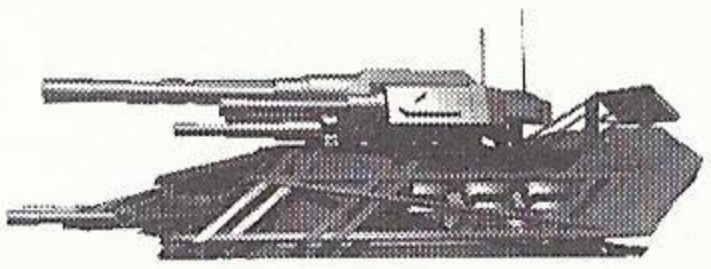


Weapon: ●●●●●●
Shield: ●●●●●●●●●●
Speed: ●●

Defense:	Cloak
Special Weapon:	Blinder bomb
Composition:	An explosive-filled shell that deploys shrapnel and a blinding flash via highly photoemissive magnesium powder.
Damage:	Pretty nasty.
Speed:	Medium.
Tracking:	Excellent.
Special features:	A hit with a blinder bomb will make your opponent(or, if you are not careful, YOU) temporarily unable to see outside the cockpit due to scanner overload.

Love may be blind, but hate is the blinder bomb.Another good choice for fledgling warriors, but beware blinding yourself with your primary weapon.

SuicideMEK



Weapon: ●●●●●●●●●●●●
Shield: ●●
Speed: ●●●●●●

Defense:	Reflector
Special Weapon:	Speed missile
Composition:	Identical to the POV missile but composed of a lighter alloy that increases speed and sacri fices stability.
Damage:	Severe.
Speed:	Extremely fast.
Tracking:	Depends on the pilot.
Special features:	See POV missile (Assault Mek).

All the aggression of the AssaultMEK without all the pesky armor. You have to be insane to jump into this stripped-DOWN AssaultMEK, but the rush is addictive.

Depending on how you perform in the arena, you'll be awarded Points and Kills. Following each round, the points will appear on the Points Ranking Screen. You will see your name, your final 1st, 2nd, 3rd or 4th place rankings and number of Kills. If you finished in first place, you'll continue to the next level of the tournament. After this screen, a second player option is available.

BITS Corporation Team T-MEK 32X

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Graphics Conversion, original graphics for
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QA/Game Testing: Steve Cox,
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TMEK 32X is based on an original Atari Games Coin-up game

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Systems Support: David Sheppard
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Animators: Nick Stern
Model Makers: John Ferrari,

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Project Engineer:	Don Paaw
Technician:	Farrokh Khodadadi
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T-MEK 32X

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Associate Producer:	Mike Klug
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Marino, John Golden, Tracy Egan, Dave Macias, Jon Mongelluzzo, Curtis Clarkson

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CREDITS

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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**.

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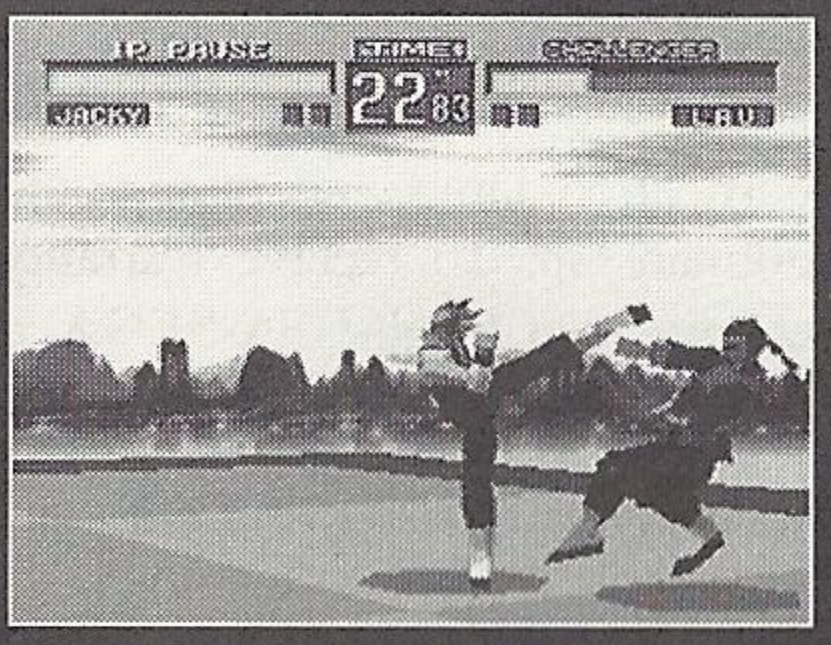
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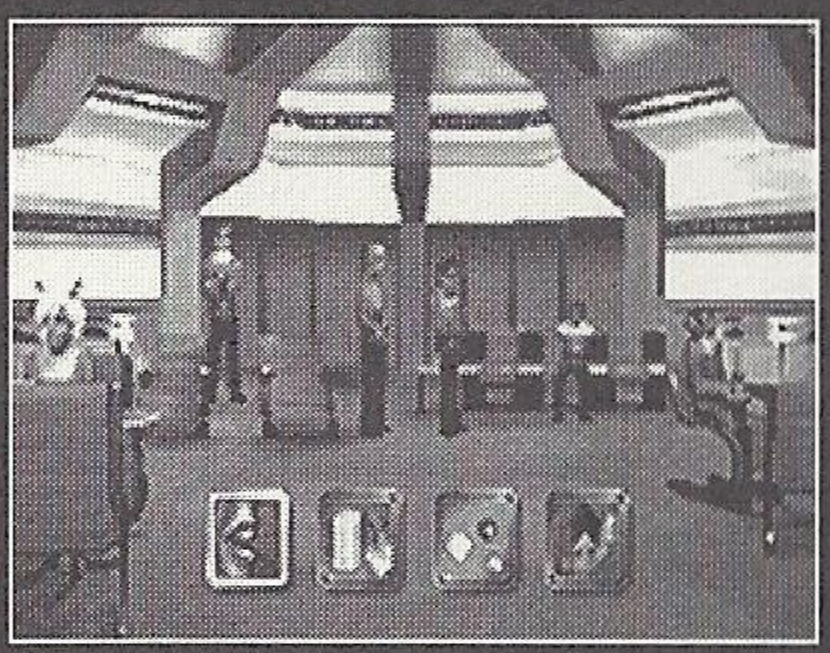
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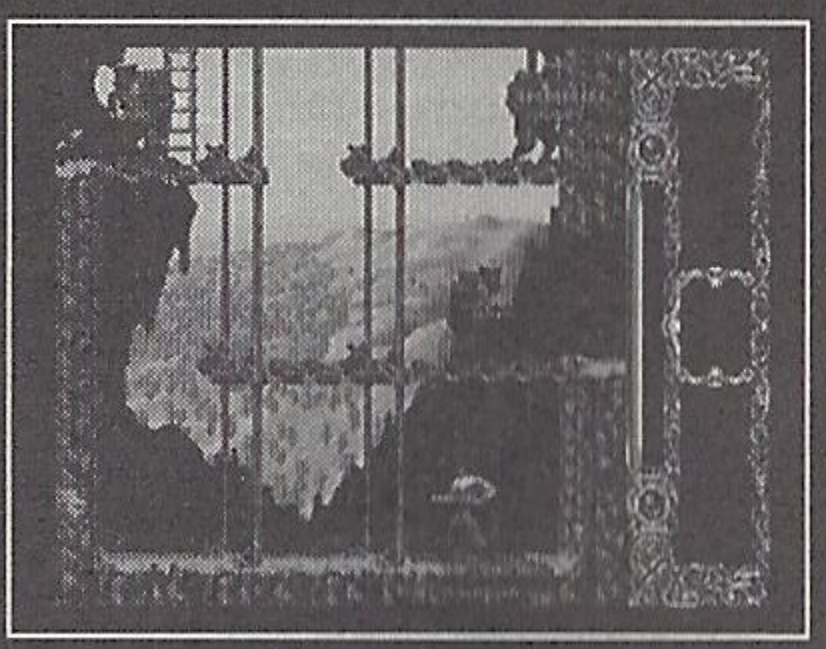
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