SEGA®

ARCADE CLASSICS

SEGA™ GAME GEAR™ INSTRUCTION MANUAL



CENTIPEDE®



MISSILE COMMAND™



OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS
K-A™
AGES 6+

Pong, Missile Command and Centipede are the property of Atari Corporation.

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

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

HANDLING YOUR CARTRIDGE

- The Sega cartridge is intended for use only on the Sega Game Gear.
- Do not bend the cartridge, crush it or get it wet.
- 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 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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HANDLING YOUR SEGA GAME GEAR

- The Sega Game Gear game cartridge is intended for use exclusively with the Sega Game Gear.

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

- Do not leave it in direct sunlight or near a radiator or other source of heat.

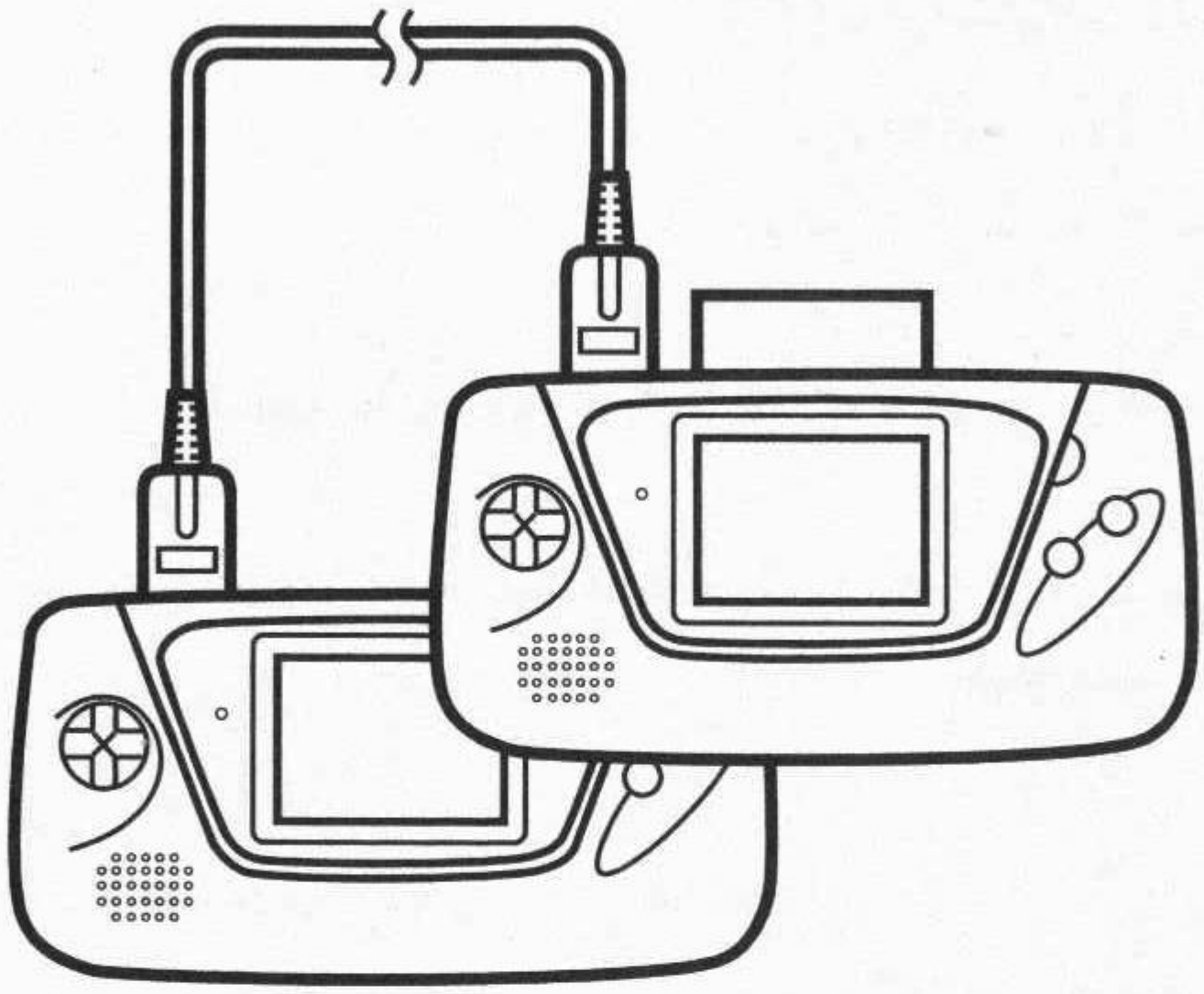
- Be sure to take an occasional recess during extended play, to rest yourself and the cartridge.

GETTING STARTED

1. Set up your Sega™ Game Gear™ System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the Arcade Classics cartridge into the Game Gear unit.
3. Turn the power switch ON. In a moment, the Arcade Classics Title Screen will appear.
4. 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 again.

IMPORTANT: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

GEAR-TO-GEAR CONNECTION



For 2 Player Mode, You Need:

- Two Game Gear units
- Two Arcade Classics game cartridges
- One Gear-To-Gear™ Cable (sold separately)

Follow These Steps To Get Set Up:

1) Make sure the power to both Game Gear units is OFF.
2) Insert an Arcade Classics game cartridge into each Game Gear.
3) Plug one end of the Gear-To-Gear Cable into the proper jack on each Game Gear.
4) Turn the power to both Game Gear units ON.

CONTENTS

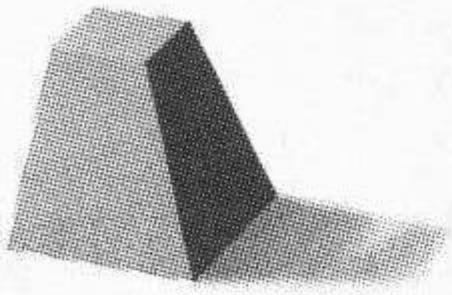
MAIN GAME MENU 5

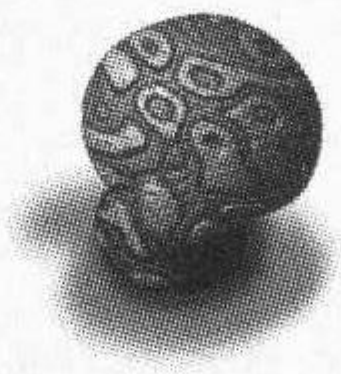
MISSILE COMMAND 7

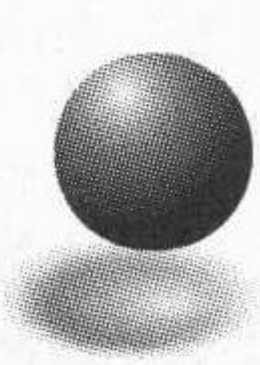
CENTIPEDE 21

ULTRA PONG 33

CREDITS 40

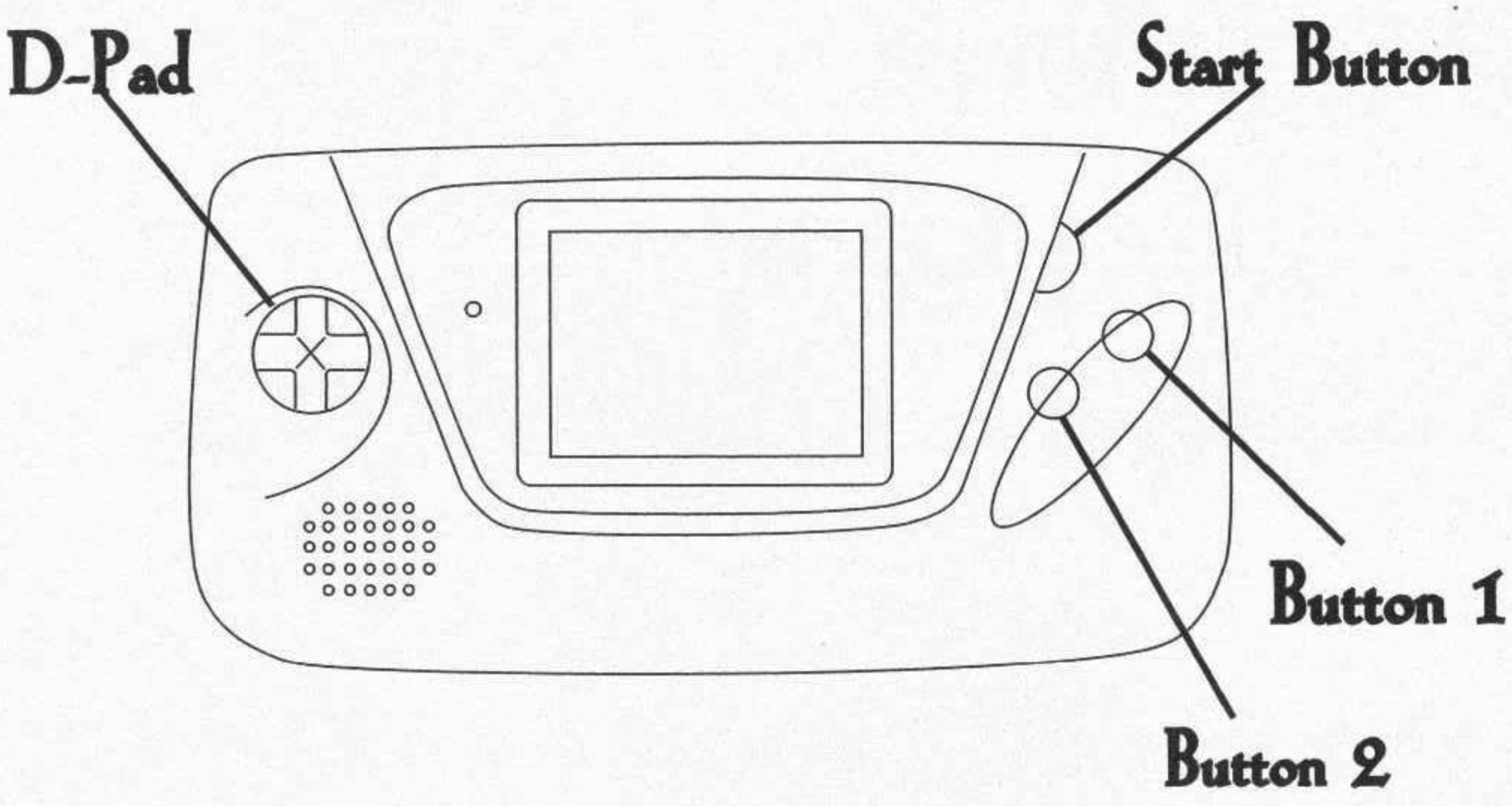






MAIN GAME MENU





To make a selection on the Main Game Menu, press the D-Pad UP or DOWN to position the cursor beside a game selection and press the START Button to enter that selection.

Missile Command

Battle the Krytolians to the finish as a missile commander in the game that helped make arcades what they are today. Be warned, they don't call this game "classic" for nothing.

Centipede

Battle the infamous creatures of the Enchanted Forest in the original shoot-'em-up!

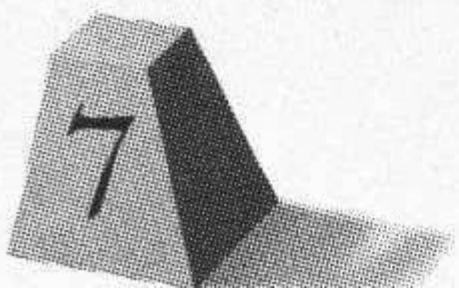
ULTRA PONG

Play solo or challenge a buddy in the video game that started it all. Featuring classic Pong and Hockey!

MISSILE COMMAND

CONTENTS

INTRODUCTION	8
USING THE CONTROLLER	9
GAME PLAY	11
GAME MENU	12
OPTIONS MENU	13
MAIN GAME SCREEN	15
SCORING	17
HELPFUL HINTS	20



INTRODUCTION

Aliens from the planet of Krytol have begun an attack on the planet Zardon. Zardon is the last of the peaceful planets. The Zardonians are skillful and hard working people. Their cities are built-up and rich in resources. It is truly a planet void of crime and violence.

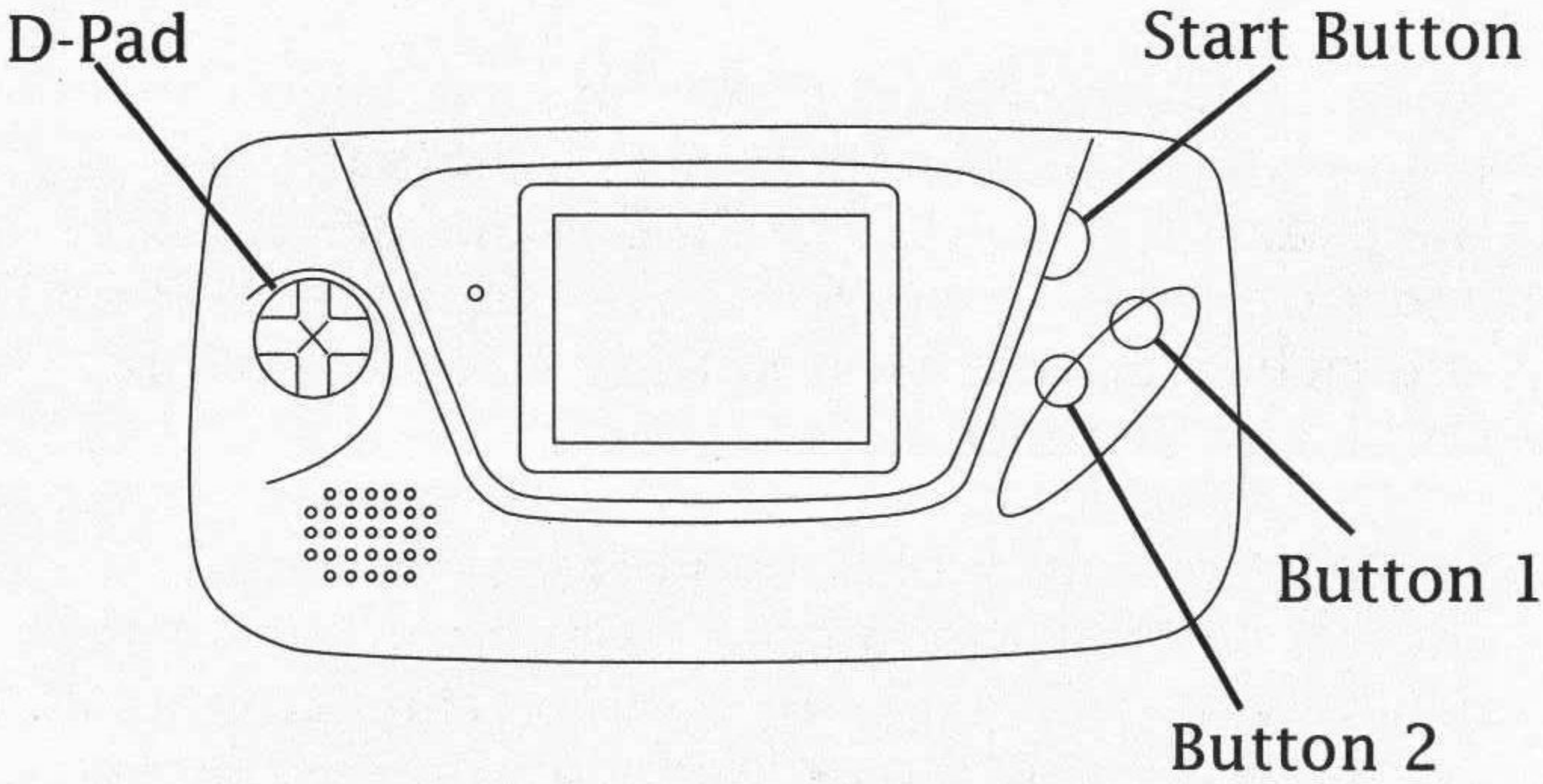
Zardon has built a powerful defense system. Several antiballistic missile bases have been established within the cities of Zardon. The Zardonians are ready for this attack, and are prepared to fight to save their cities.

As base commander it is your responsibility to protect and defend six cities on the planet Zardon. The Krytolians have begun firing interplanetary ballistic missiles. They are aimed at your cities and missile base. Your only defense is to fire back with antiballistic missiles (ABMs). But watch out, the Krytolians are sly, they also have cruise missiles. Cruise missiles look like tiny satellites, but they are just as deadly as the interplanetary ballistic missiles.

Use your ABMs to stop the enemy before your happy and harmonious planet is destroyed.



USING THE CONTROLLER

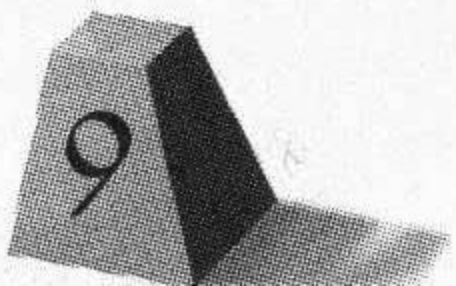


TO AIM SIGHT:
Press the Directional Pad in any direction.

TO LAUNCH YOUR ABMS:
Press Button 1 or Button 2.

TO PAUSE GAMEPLAY:
Press the START Button.

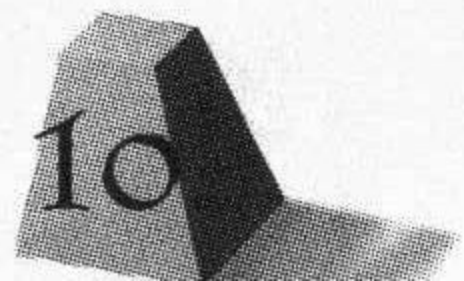
EXIT ANY LEVEL:
Press the START Button, hold DOWN Button 1 and 2, then press the START Button.



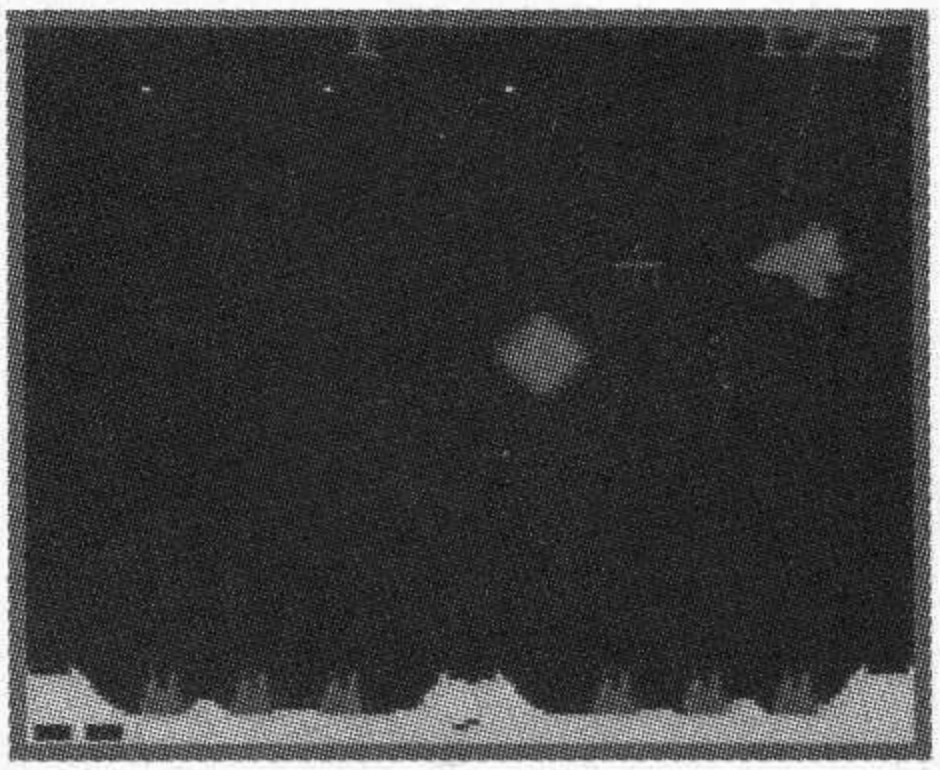
Use the D-Pad as a target control for your ABMs. Move the D-Pad to place the sight on the target where you wish your ABM to explode. Then launch your ABMs. Once you have fired your ABMs, you can move to a new target and launch again while the first ABM is still in flight.

The best way to shoot down an enemy is to place the target control directly in the path of the interplanetary ballistic missile. The ABM must make contact with the head of the enemy's interplanetary ballistic missile or the explosion of the ABM.

You can choose between fast target control and slow target control. The faster the target control moves the harder it is to position below the enemy missiles.



GAME PLAY



The object of the game is to defend your cities and missile base. The enemy fires interplanetary ballistic missiles and cruise missiles, both of which are aimed to destroy your cities and missile base. There are two types of cruise missiles; smart cruise missiles, which try to evade your ABM's, and dumb cruise missiles, which fall in a straight path.

The enemy attacks in a series of waves that may vary in the number of attacking interplanetary ballistic missiles. Each consecutive wave moves faster. The faster the wave, the more difficult it is to defend the cities. So, the faster the wave, the higher the scoring. See SCORING for details about waves and scoring.

With each wave you have 30 ABMs for defense. Your launching missile base contains only 10 ABMs at a time. As each set of 10 ABMs is fired, you automatically receive 10 more from your underground missile dump. Once you have fired all 30 ABMs, you are defenseless until a new wave begins.

Protect your launching missile base from enemy fire. Once it is hit, all of its current contents are destroyed. However, you still have the remaining missiles in the underground dump. The game ends when all of the cities are destroyed.

Game Menu

To make a selection, press the D-Pad UP or DOWN to select an option and press the START Button to enter your selection.

Here you can select a game, select Classic/ Sega versions.

Options Menu

To make a selection, press the D-Pad UP or DOWN to select an option and press the D-Pad LEFT or RIGHT to toggle between the selections under that option. Press the START Button to enter your selections and begin play.

The options here are as follows:

Control

This is where you can elect to have fast target control or slow target control. This means that the cursor will either move quickly or slowly around the screen. Because you use the D-Pad to move the sight, the slower it moves the more control you will have; but the fewer enemy missiles you'll be able to target. The faster the target control moves, the more difficult it is to control; but you will be able to target more enemy missiles.



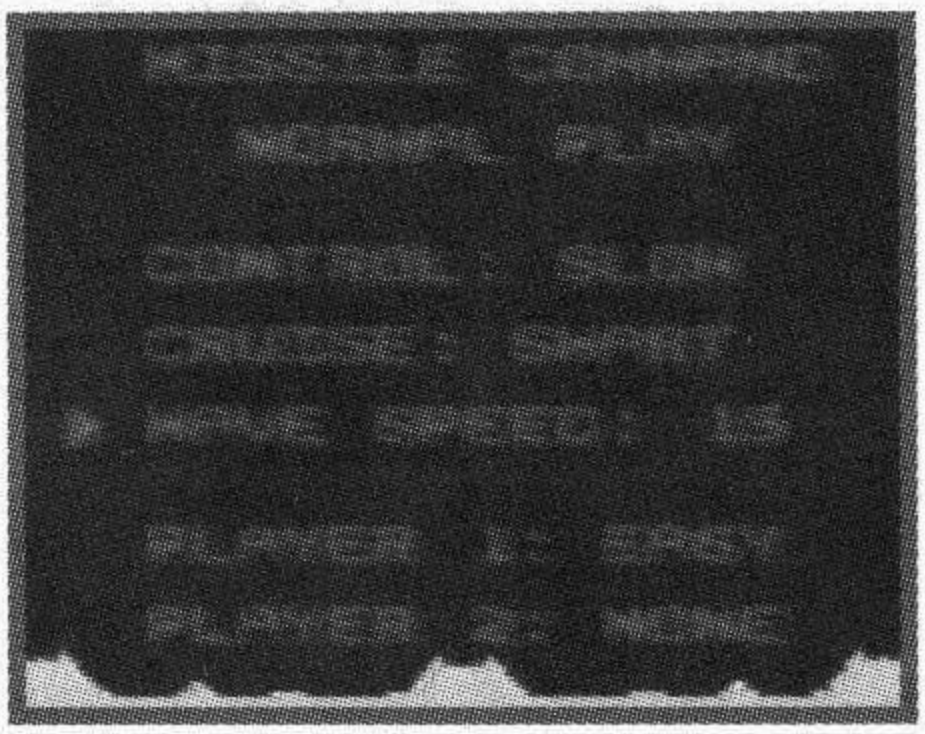
Cruise

The enemy attacks with cruise missiles of two different types: dumb and smart. The dumb cruise missiles travel in a straight line and are fairly easy to shoot down. The smart cruise missiles can detect and evade your ABM explosions, making them more difficult to shoot down.

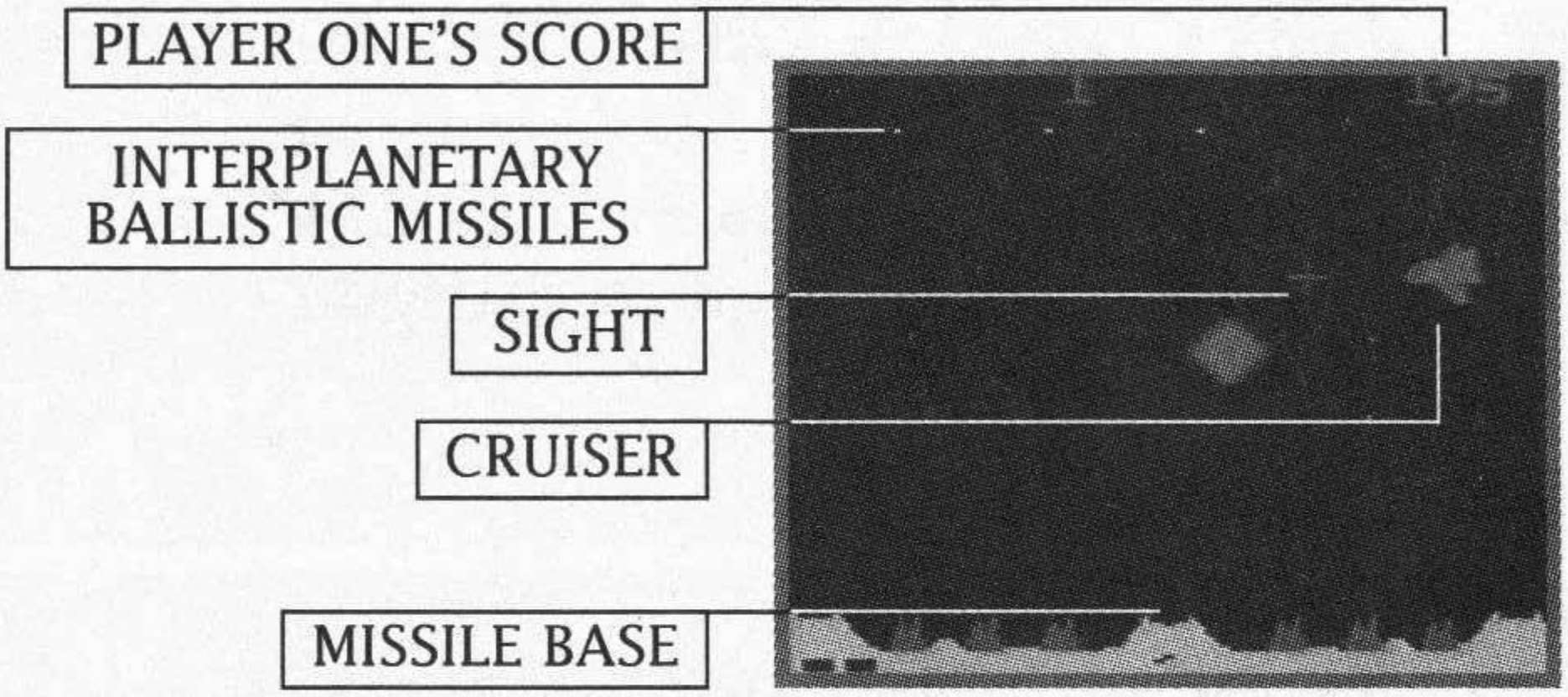
Wave Speed

The higher the wave number, the faster the enemy missiles attack. The game variations start at a low wave number and progress to a higher and faster wave number. The games that start at a higher wave number are faster in the beginning and progress even faster with each wave.

Skill level: (Player 1 & 2easy/hard)
Control: Slow/Fast
Cruise: Dumb/Smart
Wave Speed: 1/7/11/15
Player 1 difficulty
Player 2 difficulty



MAIN GAME SCREEN



Here's what you'll find on the Main Game Screen:

Score: Player 1
Player One's score is displayed here.

Score: Player 2
Player Two's score is displayed here (in 2-Player game only).

Sight
This is your target sight. Use this to pinpoint exactly where you want your ABMs to strike.

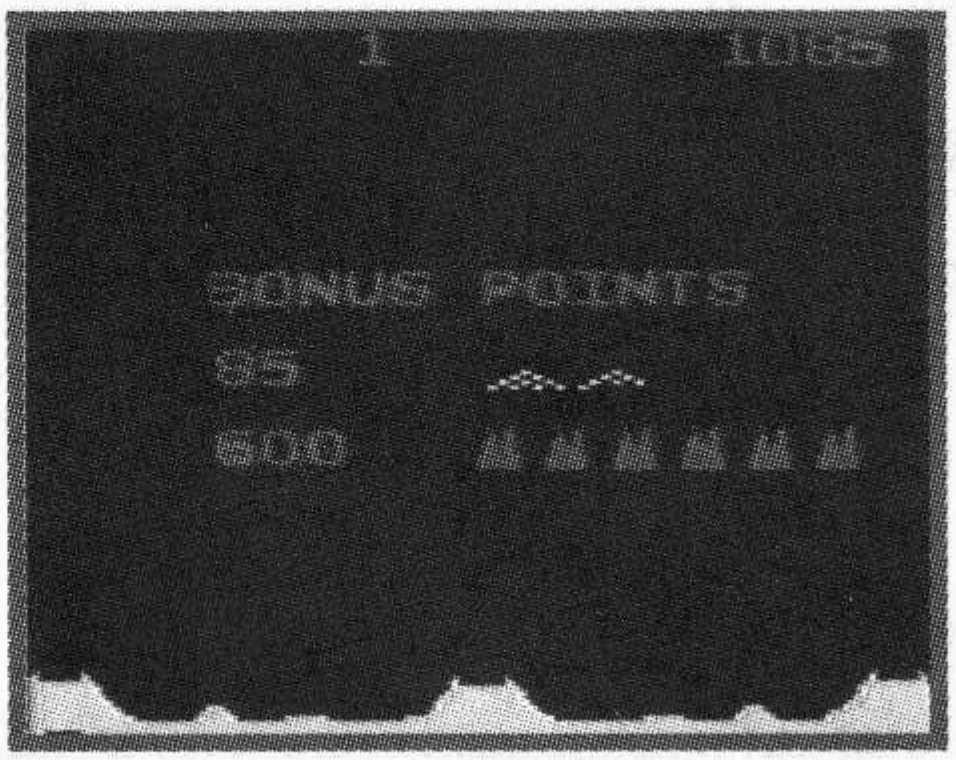
Missile Base
This is where your ABMs are launched from.

Interplanetary Ballistic Missiles
These are the Krytolian missiles of destruction. IMBs descend toward Zardon and, if not intercepted, can cause tremendous damage.

Krytolian Cruisers
Blow these Krytolian air-raiders into the stratosphere and collect big points!



SCORING



You score points when you shoot down interplanetary ballistic missiles and cruise missiles. You also score points for unused antiballistic missiles and saved cities. Because each wave of interplanetary ballistic missiles moves faster, the points for the higher numbered waves are multiplied. For example, waves 9 and 10 are worth 5 times their original point value.

Points are scored as follows:

Interplanetary Ballistic Missiles	25 pts.
Enemy Cruise Missiles	125 pts.
Unused Antiballistic Missiles	5 pts.
Saved Cities	100 pts.



SCORING MULTIPLIER

Waves 1-2
Single Scoring

Waves 3-4
Double Scoring

Waves 5-6
Triple Scoring

Waves 7-8
Four Times Scoring

Waves 9-10
Five Times Scoring

Waves 11 and ABOVE
Six Times Scoring



Unused ABMs and saved cities are tallied at the end of each wave. Between each consecutive wave, the cities fall and rise again when the next wave starts. A bonus city is awarded every 10,000 points. If your score reaches 10,000 points at the end of a wave and all six of your cities are destroyed, you receive a bonus city and another wave of interplanetary ballistic missiles will attack. Bonus cities are saved if none of your cities are destroyed. A musical tune is played each time a bonus city is used.



HELPFUL HINTS

1) You may fire up to three ABMs simultaneously. After pressing the fire button, move to the next enemy site and fire again. Don't wait for the explosion before moving.

2) Once a city is destroyed you no longer can defend it, so concentrate only on your missile base and other surviving cities. Ignore enemy fire aimed at cities already destroyed.

3) Smart enemy cruise missiles are easiest to shoot down if your target control is directly on them. When it is directly on them, the enemy cannot detect your ABMs.

Centipede

CONTENTS

INTRODUCTION 22

USING THE CONTROLLER 23

OPTIONS MENU 24

MAIN GAME SCREEN 25

PLAYING THE GAME 26

ENEMIES 27

GETTING BIT 30

STRATEGY 30

SCORING 31



INTRODUCTION

You're trapped in the perilous Enchanted Forest. Dark, dangerous mushrooms push up through the squishy forest floor, snaring you on every side. Threatening thumps and evil buzzings fill the air.

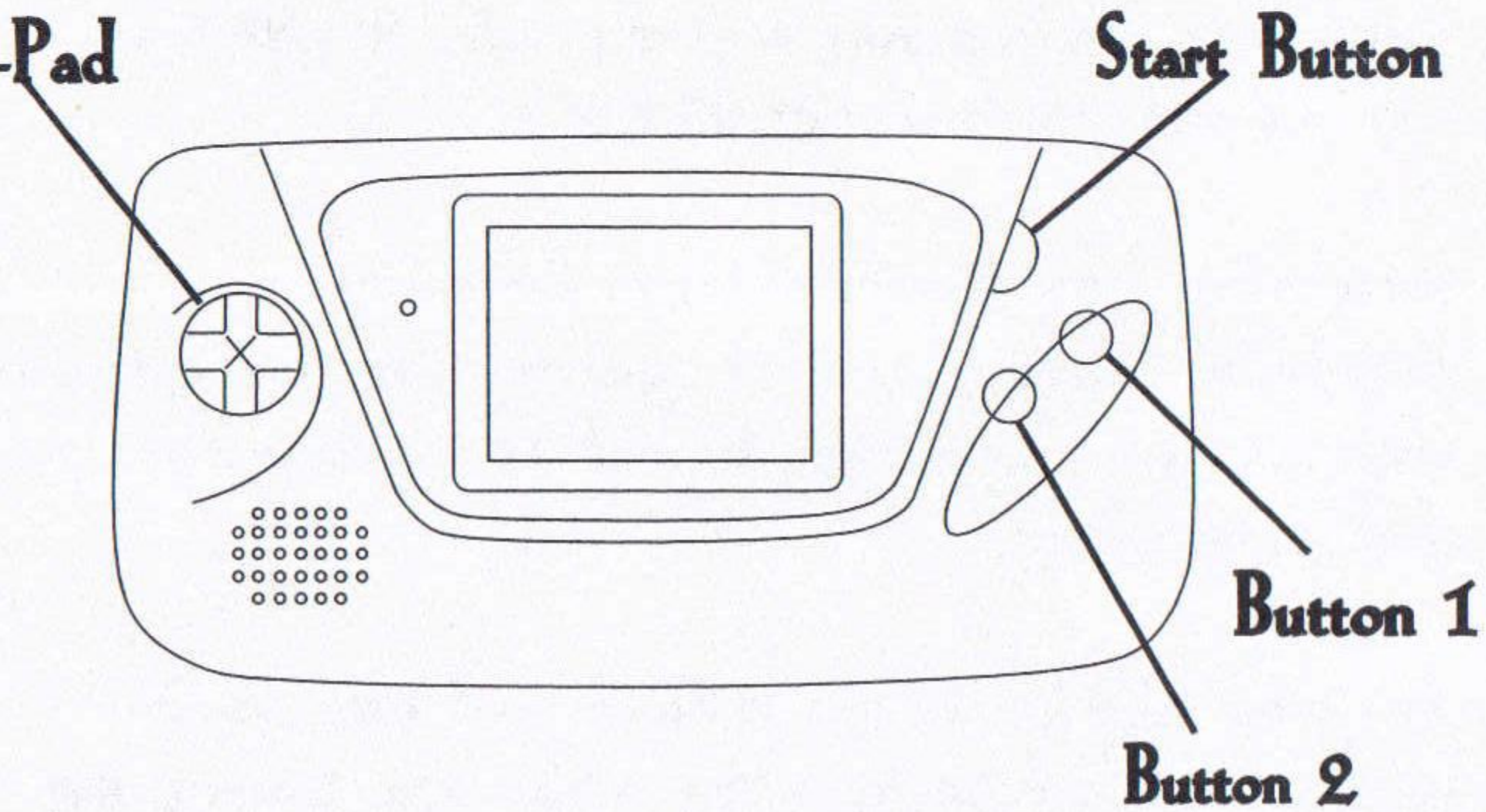
Something slimy flashes through the mushrooms, moving in on you. Suddenly, glaring eyes and quivering antennae jump out right at you! It's the Centipede — and it's attacking!

You grab a stick and jab it at the evil eyes. To your surprise, sparks blast from the magic stick, turning the Centipede's head into a mushroom. But instantly, another head grows back! You jab and jab again, destroying the Centipede before its diminishing body can grow new heads!

But worse perils lurk in the forest — other, fiercer Centipedes, deadly Spiders, venomous Fleas and poisonous Scorpions. You pick up two more sticks. With these magic Wands, you might stay alive!



USING THE CONTROLLER



TO MANEUVER YOUR MAGIC WAND:

Press the Directional Pad UP, DOWN, LEFT OR RIGHT.

TO FIRE YOUR MAGIC BEAMS:

Press Button 1 or Button 2.

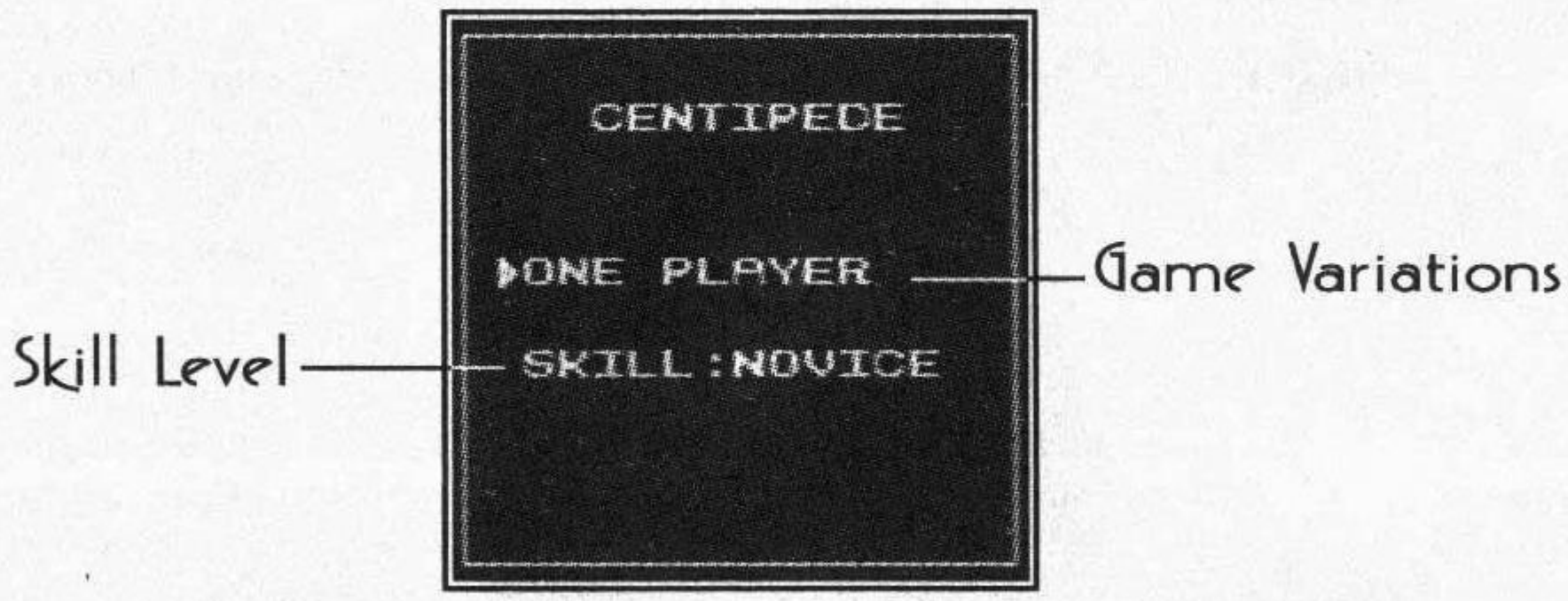
TO PAUSE GAMEPLAY:

Press the START Button.



OPTIONS MENU

Here you can select the type and skill level of each game as follows:



Play (Game Variations)

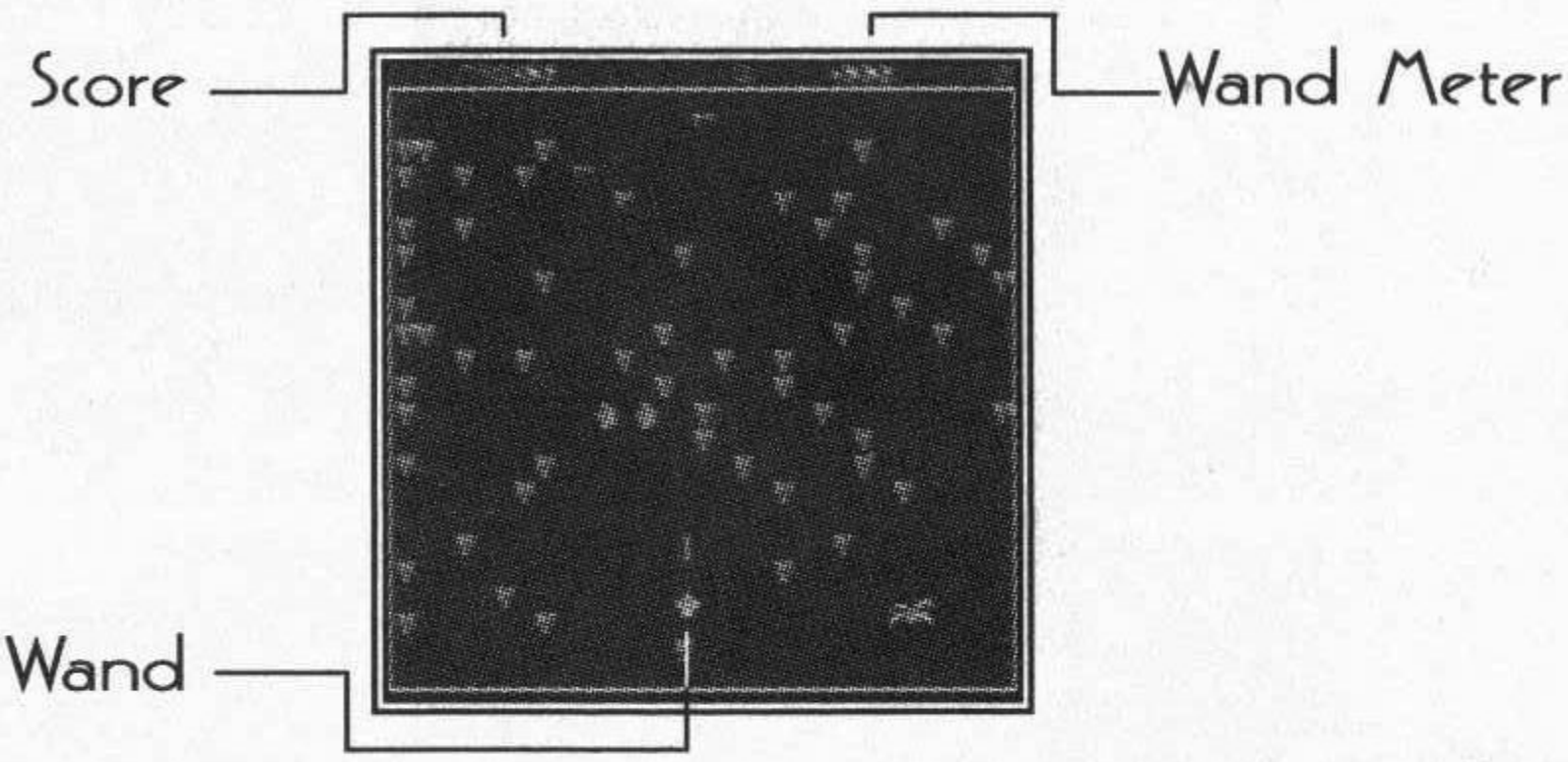
Here you can choose to take on fierce Centipedes, deadly Spiders, venomous Fleas and poisonous Scorpions alone in a One Player game, against a friend (at alternating times) in a Two Player Alternate game, against a friend at the same time (one player's shot can paralyze the other player) in a Two Player Competition game, or as a team (the players can't paralyze each other).

Skill Level

Here you can set the skill level at Novice, Standard, Advanced or Expert. The higher the skill level, the faster the enemies move, the more intense the combat experience.

MAIN GAME SCREEN

This screen is where you will do battle. You will find the following here:



Score

This is where your score is displayed.

Wand Meter

This displays how many magic wands you have remaining.

Wand

This is the magic wand you use to blast Poisonous Mushrooms and creatures of the Enchanted Forest. You start the game with three magic wands. Use these to spark the enemy and score points. If the enemy bites you, you become temporarily paralyzed and lose a wand. Plan your strategy and think fast to avoid the paralyzing insect bites.



PLAYING THE GAME— Sparking The Evil Insects

The Centipede attacks in 12 distinct waves. In Wave 1, it has a head attached to 11 body segments. In Wave 2, it has a head attached to ten segments plus a detached head. The Centipede in Wave 3 has an attached head, nine segments, and two more detached heads. The segments continue to transform into heads until in Wave 12 the Centipede has 12 independently attacking heads.

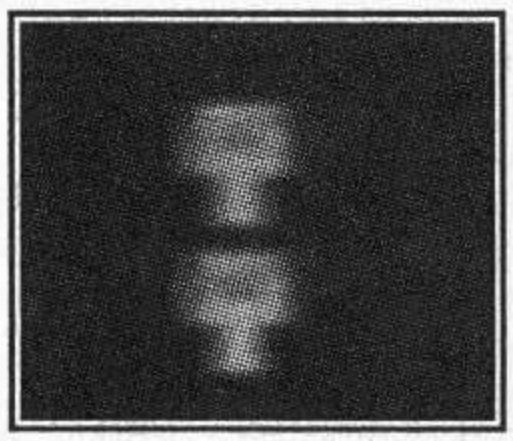
The Centipede attacks from the top of the screen and winds down towards you. When you spark any part of it with your wand, that segment becomes a powerless mushroom. The segment behind it becomes the head of a new Centipede. When you hit every segment of a Centipede, you've completed that wave. The Centipede will then reappear at the top of the screen in a new and fiercer attack wave.



ENEMIES

The following is a list of all the evil pests you will encounter in the Enchanted Forest.

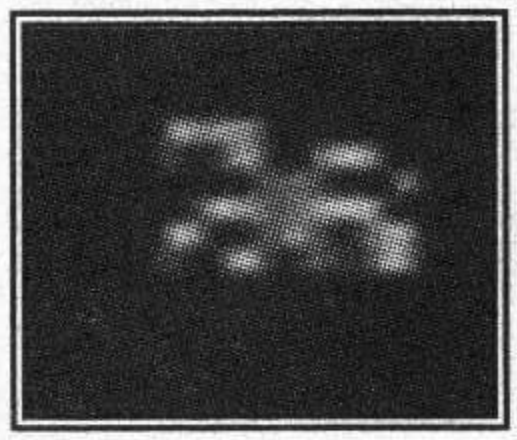
Magic Mushrooms



Dotting the forest floor are Magic Mushrooms. These act like shields for you but can also speed the Centipede in its attack. The Centipede slithers along horizontally in one direction. When it gets to a mushroom or the edge of the screen, it turns down to the next row of mushrooms and slides in the opposite direction. Each time you spark a mushroom you destroy part of it. It takes four hits to eliminate a mushroom entirely. If you lose a wand, all partially destroyed mushrooms are magically restored.

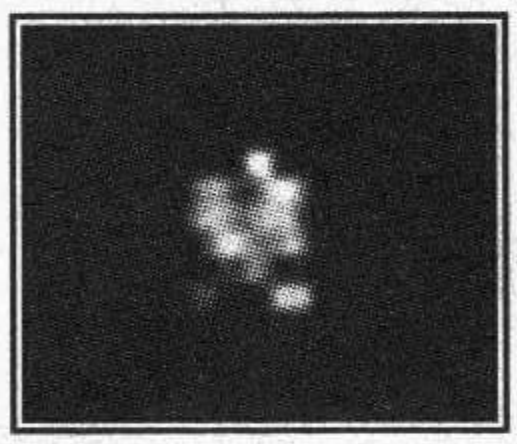


The Spider



Trying to distract you from sparking the Centipede, the Spider jumps all over the Enchanted Forest, eliminating every mushroom it touches. The closer the Spider comes to you, the more points you score when you zap it.

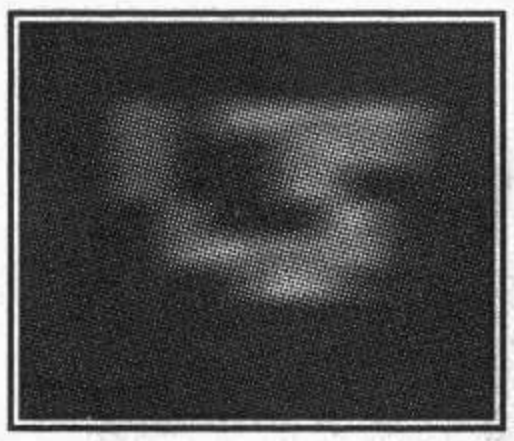
The Flea



The Flea starts bugging you after you shoot away most of the mushrooms in an area. It drops straight down, creating mushrooms as it falls. You must hit the Flea twice to make it disappear. But be warned: after the first shot, the Flea drops twice as fast!

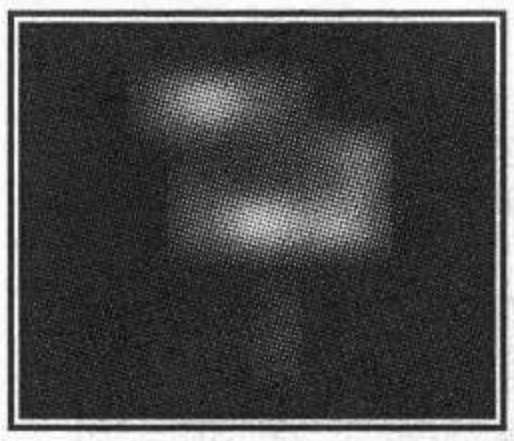


The Scorpion



Beginning with the third wave, the Scorpion scurries across the middle of the Enchanted Forest, poisoning every mushroom it touches. At first it moves slowly, but as the battle goes on it moves faster and faster and appears more often.

Poisonous Mushrooms



Poisonous Mushrooms are a different color from the other mushrooms. When the Centipede bumps into a poison mushroom, it goes crazy and plunges straight through the field of mushrooms towards you. If you lose a wand, all whole and partially destroyed poison mushrooms are transformed back into MagicMushrooms.



GETTING BIT

If the Centipede, Spider, or Flea bites you, you become temporarily paralyzed and a wand is snatched away. Your points are added to your running score, and the rejuvenated Centipede attacks again. You must replay the wave until the Centipede is totally gone.

The Enchanted Forest is a challenging but dangerous region. By learning what dangers might lurk behind every mushroom, you'll become a skilled and victorious wand-wielder.

STRATEGY

Shoot away mushrooms in a straight line upwards to create a "corridor." When the Centipede reaches this gap it will fall straight down and can be easily shot.

Shoot Centipede heads to create new heads from the body segments left behind. Since heads are worth ten times more than body segments, you'll score more points.

Since the Flea doesn't appear until you blast most of the mushrooms near you, set up a mushroom shield to prevent this lightning-fast pest from striking. To do that, don't shoot away all mushrooms in a specific area.

Each creature makes a distinct sound. Learn these sounds so you'll know without looking what is attacking and where it is.



SCORING

Each time you score 12,000 points, you win a bonus wand and musical fanfare exalts your bravery. You can have a total of six magic wands at one time. When you lose your last wand, the game ends.

Point values are listed below:

CENTIPEDE:

Head	100 pts.
Body Segment	10 pts.

SPIDER:

Close Range (look out!)	900 pts.
Medium Range	600 pts.
Distant Range	300 pts.



FLEA: 200 pts.

SCORPION: 1,000 pts.

MAGIC MUSHROOM:

Shot 1 To 3 Times	5 pts. when restored (when you lose a wand)
Totally eliminated	1 pt.

POISON MUSHROOM:

Not shot at all/ Shot 1 To 3 Times	5 pts. when restored
Totally Eliminated	1 pt.



ULTRA PONG

INTRODUCTION

The game that started it all is back!

Hold court — or take the ice — in the arcade classic that ignited the video game revolution ...almost 20 years ago. Go solo or take on a buddy in classic Pong and Hockey.

The ultimate game of skill and reflexes is in your hands. Now get out there and discover how "the old folks" used to blister their thumbs.

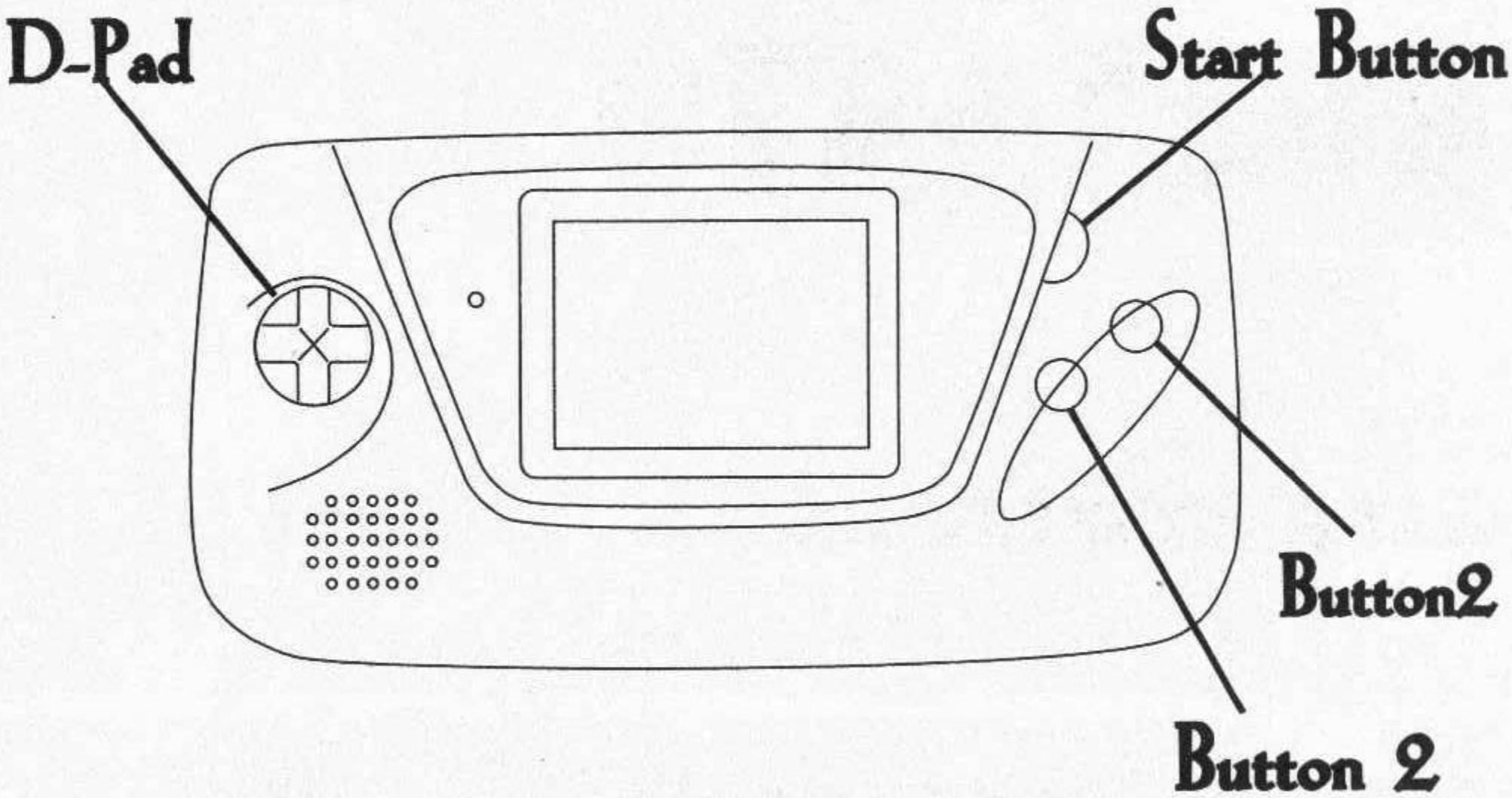
CONTENTS

GAME CONTROLS 35

GAME SELECT MENU 36

MAIN GAME SCREEN 38

GAME DESCRIPTIONS 39



GAME CONTROLS

RACKET/PLAYER CONTROL:

Press the D-Pad UP or DOWN to move your racket (Pong) or move your player (Hockey).

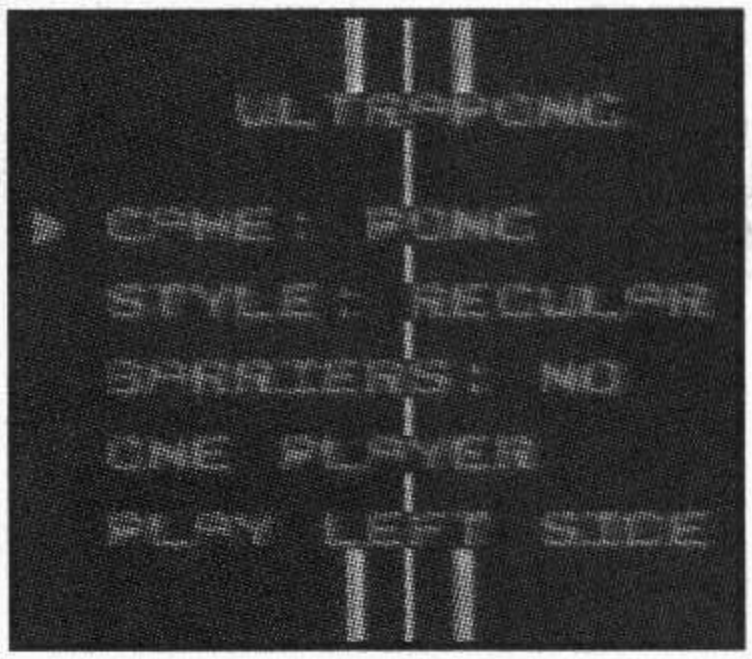
TO PAUSE GAMEPLAY:

Press the START Button.

GAME SELECT MENU

To make a selection here, press the D-Pad UP or DOWN to position cursor beside an option, press the D-pad LEFT or RIGHT to toggle between the selections under each option. Press the START BUTTON to enter your selections and begin play.

Here you can choose from the following Options.



Game

• What'll it be, Pong or Hockey?

Style

How good are you? Choose your game style from Regular, Super, Hyper or Ultra. Super, Hyper and Ultra are two-players-per-team games. Here the position of each player varies with each game style.

Barriers

Care to add some excitement to the game? Here you can elect to play with or without field barriers.

Play

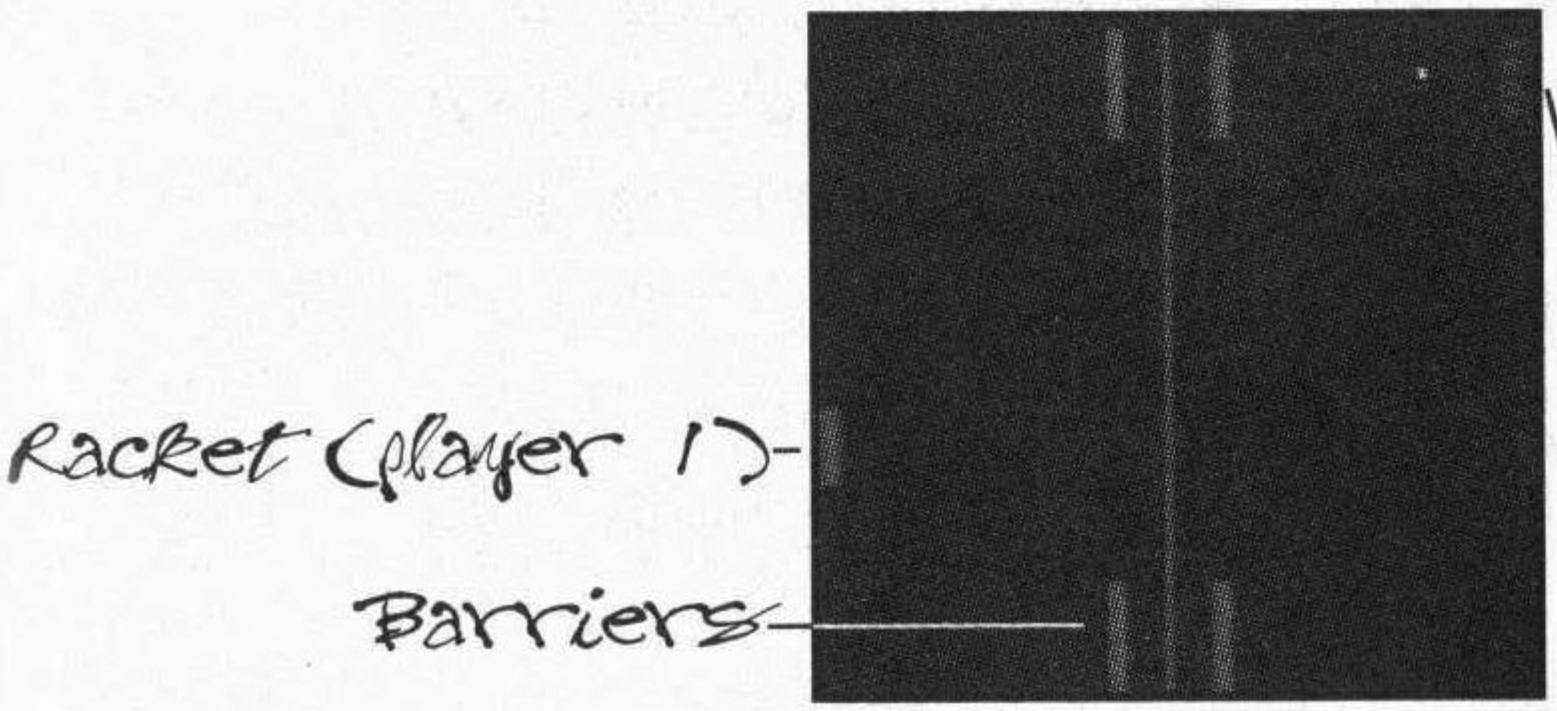
Go solo or take on a buddy. You can even play doubles!

Play Left Side/Play Right Side

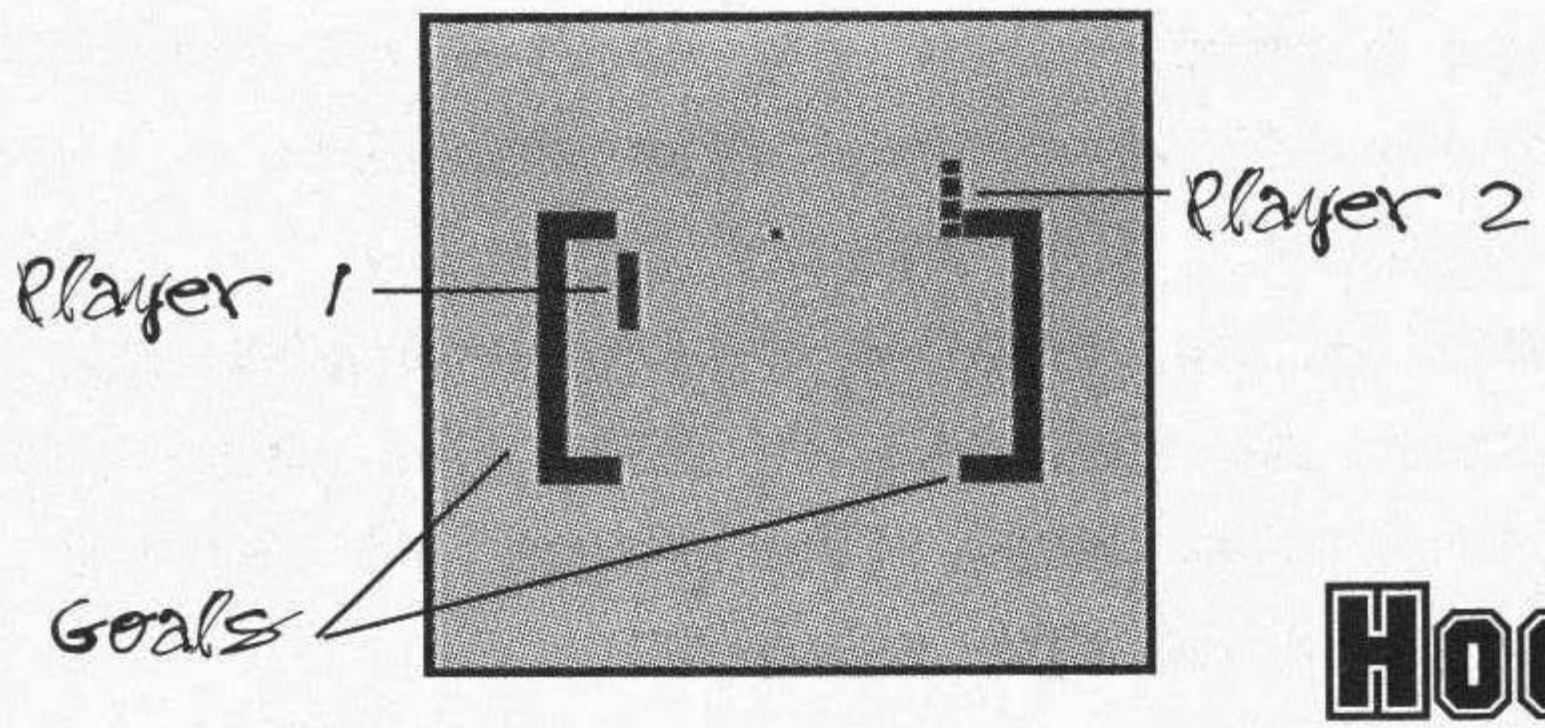
Choose which goal you wish to defend.

MAIN GAME SCREEN

You'll find the following on the Pong and Hockey playing fields, respectively (one-player game styles shown):



PONG



HOCKEY

GAME DESCRIPTIONS

The following is a brief description of each game.

PONG

Classic Pong is very similar to tennis in that the object of the game is to return the ball to your opponent until the ball is missed. Whenever a player misses the ball, the player who last hit the ball gets the point. The first player to score 15 points wins the game.

HOCKEY

Hockey is very similar to real hockey. There are goals at each end of the rink, a moving puck, and a goalkeeper on each side (in two-players-per-team games the position of the player varies). The object here is to protect your goal from your opponent's advances, and, of course, successfully slap the puck into your opponent's goal. The player to score 15 points first is the winner.

Arcade Classics
Game Gear Credits

Game Design:	Jerry Markota, Marianne Arotzarena, Al Baker, Atari Corp.
Producer:	Marianne Arotzarena
Senior Producer:	Jerry Markota
Product Manager:	Bill Onderdonk
Product Specialist:	Clint Dyer
Developed by:	Al Baker and Associates
Programming:	Al Baker, Nathan Baker
Art:	Ernie Chan, Rosie Cosgrove
Sounds:	Byte-Size Sound
Lead Tester:	Alfred Dutton
Asst. Leads:	Tony Ciardella, Dana Waller, Darren Nagtalon
Special Thanks:	Laury Scott, Jan Baker, Rosie Freeman
Testers:	Joe Rousseau, Don Carmichael, Kemrexx George, Jeremy Campbell, Dave Paniagua, Mike Douglas, Desirae Blevins, Rolef Conlan, Fernando Valderrama, Bine Arceo
Manual Design:	Richard Verdoni

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Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear 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 United States 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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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.

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Coming Soon to Game Gear

Bugs Bunny in Double Trouble



LOONEY TUNES

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