Coming Soon to Game Gear

Bugs Bunny in Double Trouble



LOONEY TUNES

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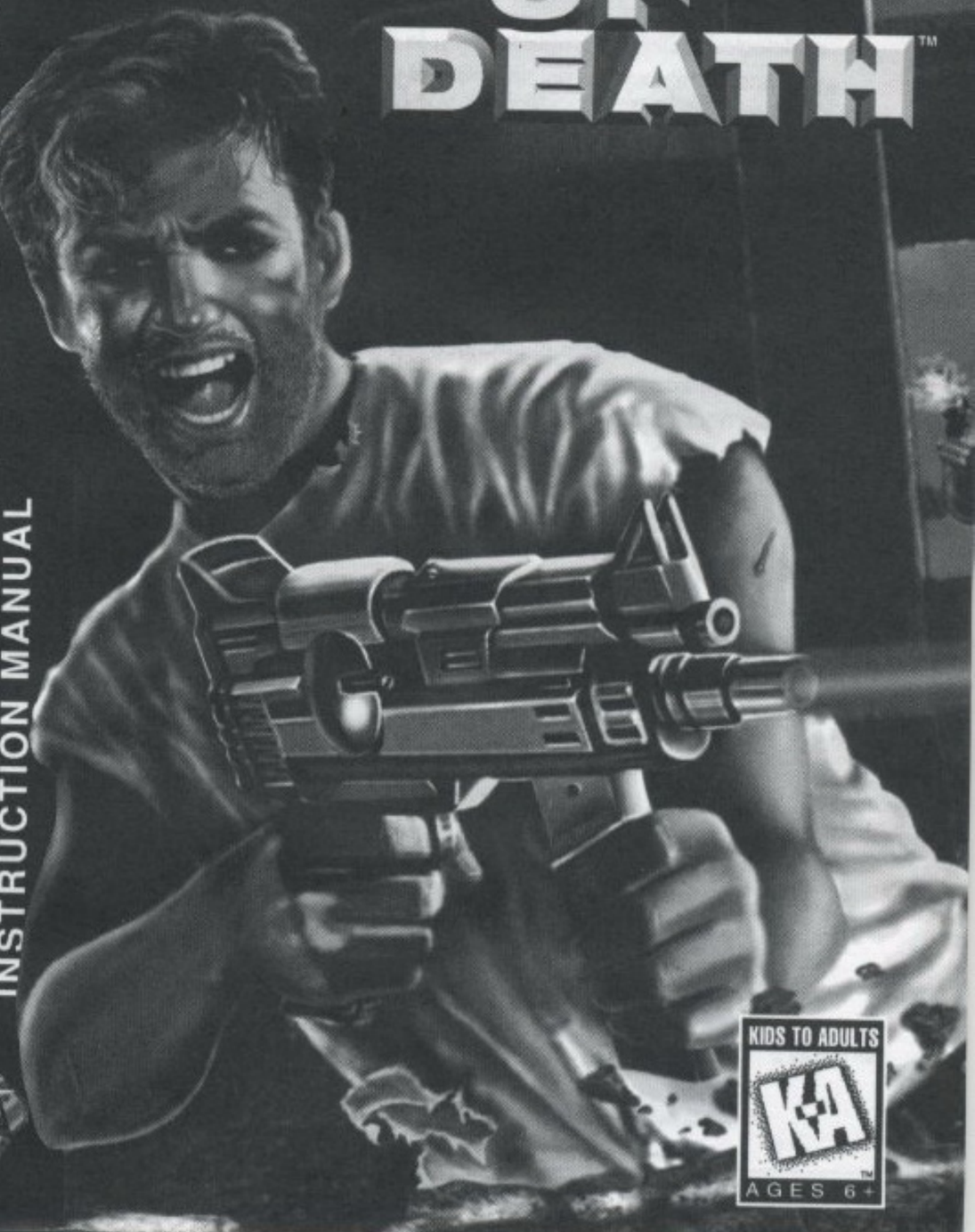
GAME GEAR™

INSTRUCTION MANUAL

SEGA

2565

ARENA MAZE OF DEATH™



KIDS TO ADULTS

K-A

AGES 6+

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:
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ftp site: ftp.segaoa.com
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ARENA MAZE OF DEATH

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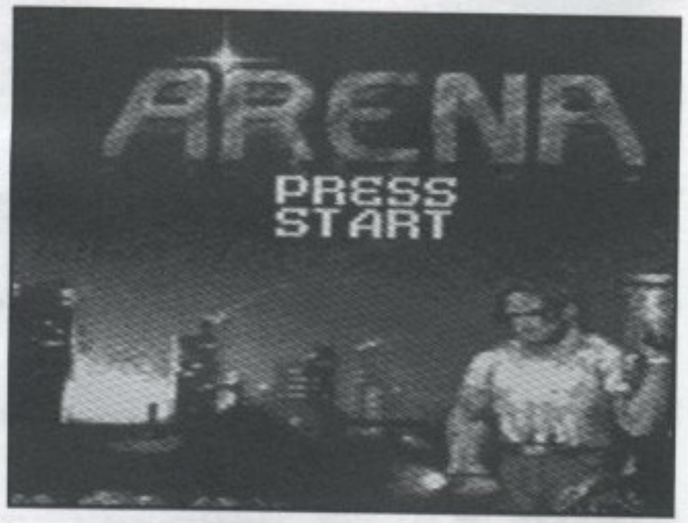
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ARENA MAZE OF DEATH



The year is 2026 and the country is now run by a corrupt government. Working in collusion with the Astralnet Broadcasting Company, the government has siezed control of all media. Over the past several years the population has been fed filtered information and propaganda. Unwittingly, the people have believed what they have been told. *But things are about to change...*

Guy Freelander, together with a group of pro-democracy rebels, have stolen a video tape depicting government leaders and the head of Astralnet discussing further plans to exploit the media. This information would make the population aware of the years of misinformation being communicated to them.

The only barrier to exposing the government's scheme is obtaining access to a central broadcasting studio that is capable of airing the stolen tape simultaneously across all television channels. This broadcasting station is hidden in the Astralnet office building, known as **The Arena.** The building is so heavily protected by security men, androids, robots and mutants that some strategists believe that not even a fully equipped assault team could successfully penetrate **The Arena**.

However, the rebels believe that a single person might be able to infiltrate the building. The basement of the Astralnet building is linked to an unused train station and might be reachable by passing through an industrial park and several underground caverns. Although most of these areas are owned and protected by the company, they are not as heavily fortified as the more obvious entrances.

The only way the tape can be broadcasted is if one person can somehow penetrate the underground structures and break into Astralnet's building. Once inside, the infiltrator will have to blast his way to the broadcast room and air the tape to the nation. *Guess who that "infiltrator" is?*

STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual.

2. Make sure the power switch is OFF. Insert ARENA MAZE OF DEATH into the Game Gear unit.

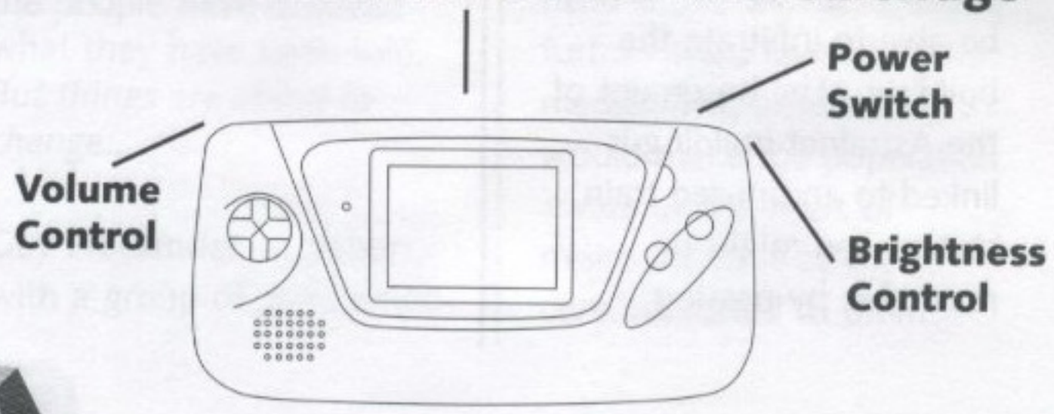
3. Turn the power switch ON. In a few moments the Sega logo appears.

5. If the Sega logo does not 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.

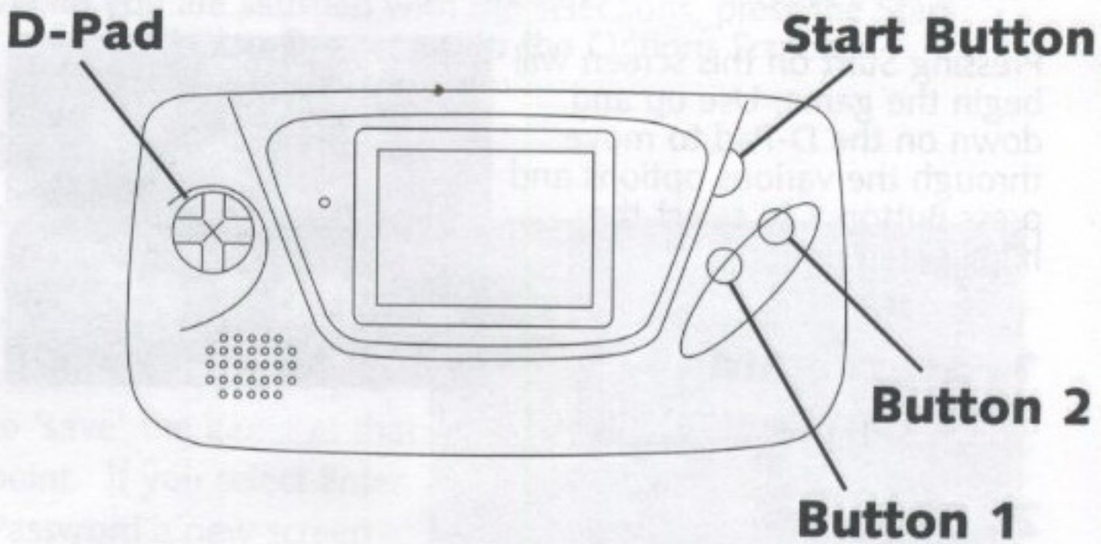
IMPORTANT: Always make sure the power switch is turned OFF before inserting or removing the Sega game cartridge.

NOTE: ARENA MAZE OF DEATH is for one player only.

Insert ARENA MAZE OF DEATH Cartridge



TAKE CONTROL!



Directional Pad (D-Pad)
- Moves character around the game screen.
- Highlights features in menu screens.
- Toggles primary weapons on Status Screen.

Start Button (Start)
- Pauses game and calls up the Status Screen.
- Resumes game.

Button 1
- Fires primary weapon.
- Selects options.
- Toggles secondary options.
- Selects highlighted password characters.

Button 2
- Activates secondary weapon. *When game the secondary weapon is a knife.*

OPTIONS SCREEN

Once the cartridge is inserted, press Start, and the **Options Screen** will appear.

Pressing Start on this screen will begin the game. Use up and down on the D-Pad to move through the various options and press Button 1 to select the highlighted option.

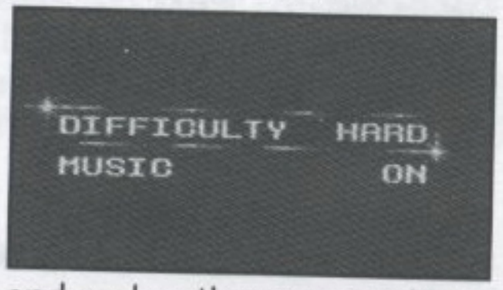


1. Start game

Begins a new game on the first level.

2. Options

This selection takes you to another screen offering the following choices:



Difficulty

There is a choice of three difficulties. *Easy*, *Normal* and *Hard*.

- **Easy** gives you more lives and makes the enemies less powerful. *It is recommended to play the game on Easy Mode first.*
- **Normal** is the standard setting.
- **Hard** gives you less lives and makes the enemies difficult to defeat.

When the desired difficulty is highlighted, press Button 1 to select.

Music

This allows you to switch the music ON or OFF using Button 1.

When you are satisfied with the selections, press the Start button or Button 2 to return to the Options Screen.

3. Enter Password

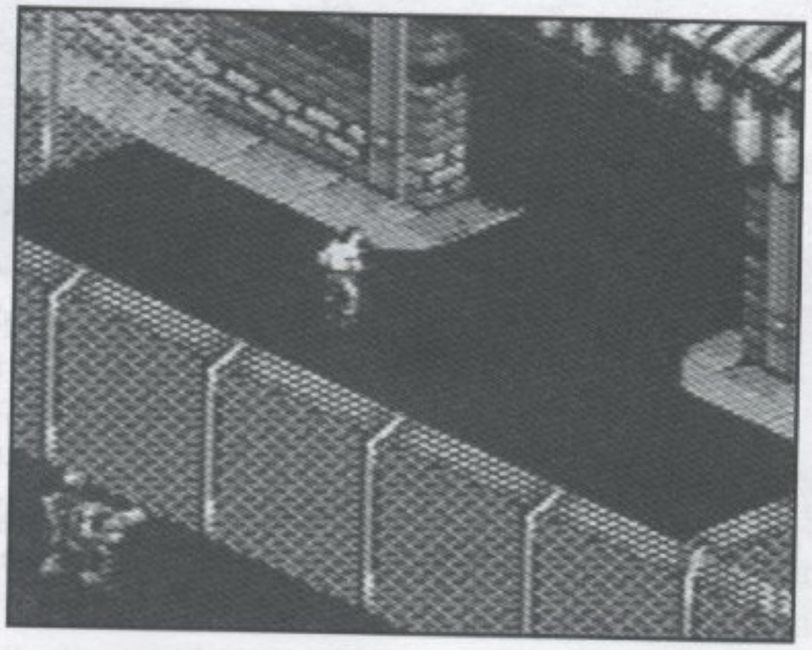
At the end of each fourth level, a unique password will be displayed on screen which allows you to 'save' the game at that point. If you select Enter Password a new screen will appear, allowing you to enter the letters and numbers for a previously earned password.



Use the D-Pad to move the cursor around the screen and press Button 1 to add letters to the code. Once you have typed in a full code, move the cursor to 'End'. If the code is entered correctly, the game will now move to the start of the appropriate level. If the code is not entered correctly, 'Invalid Password' will appear on the screen.

READY FOR ACTION!!!

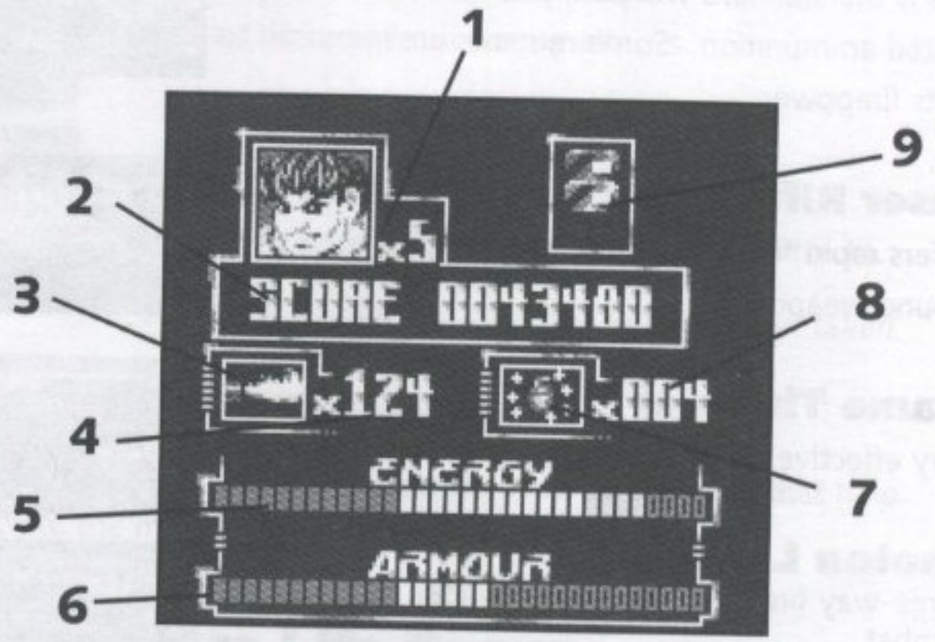
As the game begins, your character, **GUY FREELANDER**, is standing outside the first warehouse. He is armed with a machine gun and a knife. Your goal is to guide him through different challenging levels to reach the Astralnet broadcast studio.



Start your Mission!

STATUS SCREEN

During gameplay you can call up the Status Screen by pressing the Start Button. This screen includes the following information:



1. Lives.

2. Current score.

3. Current weapon.
This is the weapon which you are currently using. If you wish to use one of the other weapons that you have collected, press the D-Pad left/right to move between the various weapons available to you.

4. Ammunition held for current weapon.

5. Energy.

6. Armour.

7. Current secondary weapon status.

8. Number of secondary weapons, (if appropriate).

9. Passes held.

WEAPON UPGRADES

Throughout the levels, Guy will find various guns and crates of grenades. The guns obtainable are:

Machine Gun

This is the standard weapon, powerful, but with limited ammunition. Some mutants are immune to its firepower.



Laser Rifle

Offers rapid fire with a deadly impact. A good all around weapon.



Flame Thrower

Very effective at inflicting a great deal of damage.



Photon Launcher

Three-way fire, best used when under heavy, close combat.



Ion Cannon

The most powerful of all the weapons, heavily damaging everything within a given radius. The weapon offers one shot at a time.



Grenades

The grenades badly damage everything within a given radius, but they can also destroy obstacles that prevent Guy from proceeding. They are very limited, however, and are generally only found in boxes of six, so be careful not to waste them.

ARMOUR

Also scattered across the levels are **Shield Power-Ups** that protect Guy from enemy fire. The more armour he has, the less affect enemy attacks will have on him.



Mini Armour Bonus

Reduces damage from enemy attacks.



Super Armour Bonus

Provides stronger protection against enemy attacks.

**Armour becomes less effective with each hit taken.*

BONUS ITEMS

There are numerous miscellaneous items to be collected that help complete the mission:



Extra Life Bonus

Provides one more chance to break into **The Arena**.



Mini Energy Bonus

Collect large and small health boosters - the larger giving a stronger health boost.

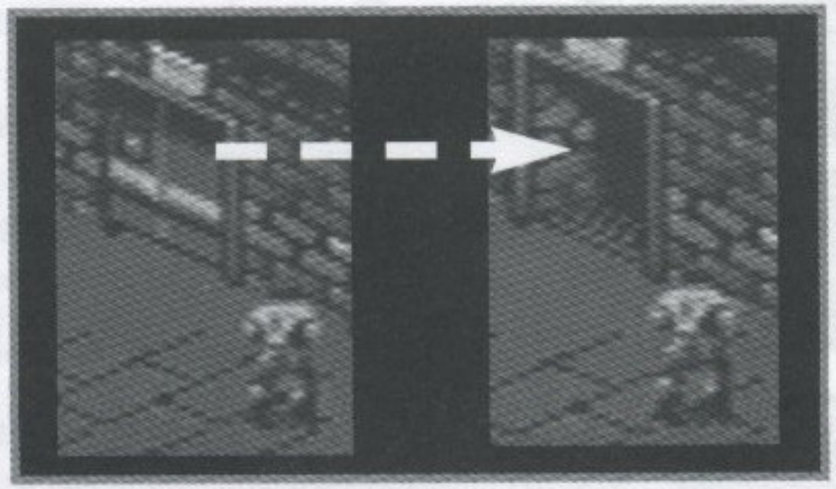


Super Energy Bonus

Picking up this power-up gives a stronger health boost than the Mini Energy Bonus.

DOORWAYS

Certain doorways will be locked. Guy must find a pass which gives him access or find the switch that opens the door.



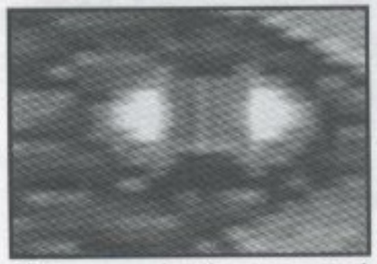
OTHER OBSTACLES

Additional obstacles such as floating platforms, conveyor belts, barrels and boulders will need to be triggered, destroyed or avoided. We'll leave it up to you to figure out exactly how...



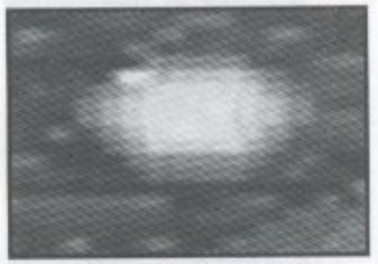
TRICKS

Platform Activator



Moves platforms and opens doors.

Teleporter

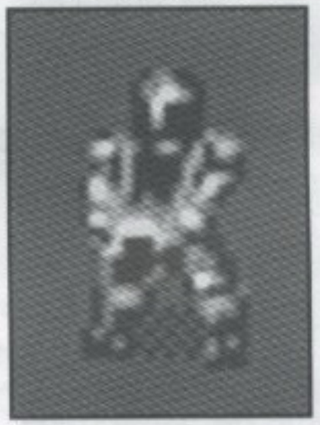


Teleport out of dangerous situations!

ENEMIES

Guy encounters numerous enemies as he adventures through the Astralnet building. The following enemies will attempt to put a stop to the mission:

Guard



Shield Guard



(continued on next page)

(more enemies)

Rocket Guard



Tank Robot



Walker Robot



Hover Robot



Mutant



Berzerker Beast



ARENA MAZE OF DEATH CREDITS

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Stuart Middleton

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MANUAL: Groovy Dog

THANKS Steve Goodale, John Leonhardt

NOTES

LIMITED WARRANTY

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**.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. 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 Game Gear Cartridge requires repairs after expiration 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.

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For French instructions, please call:
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