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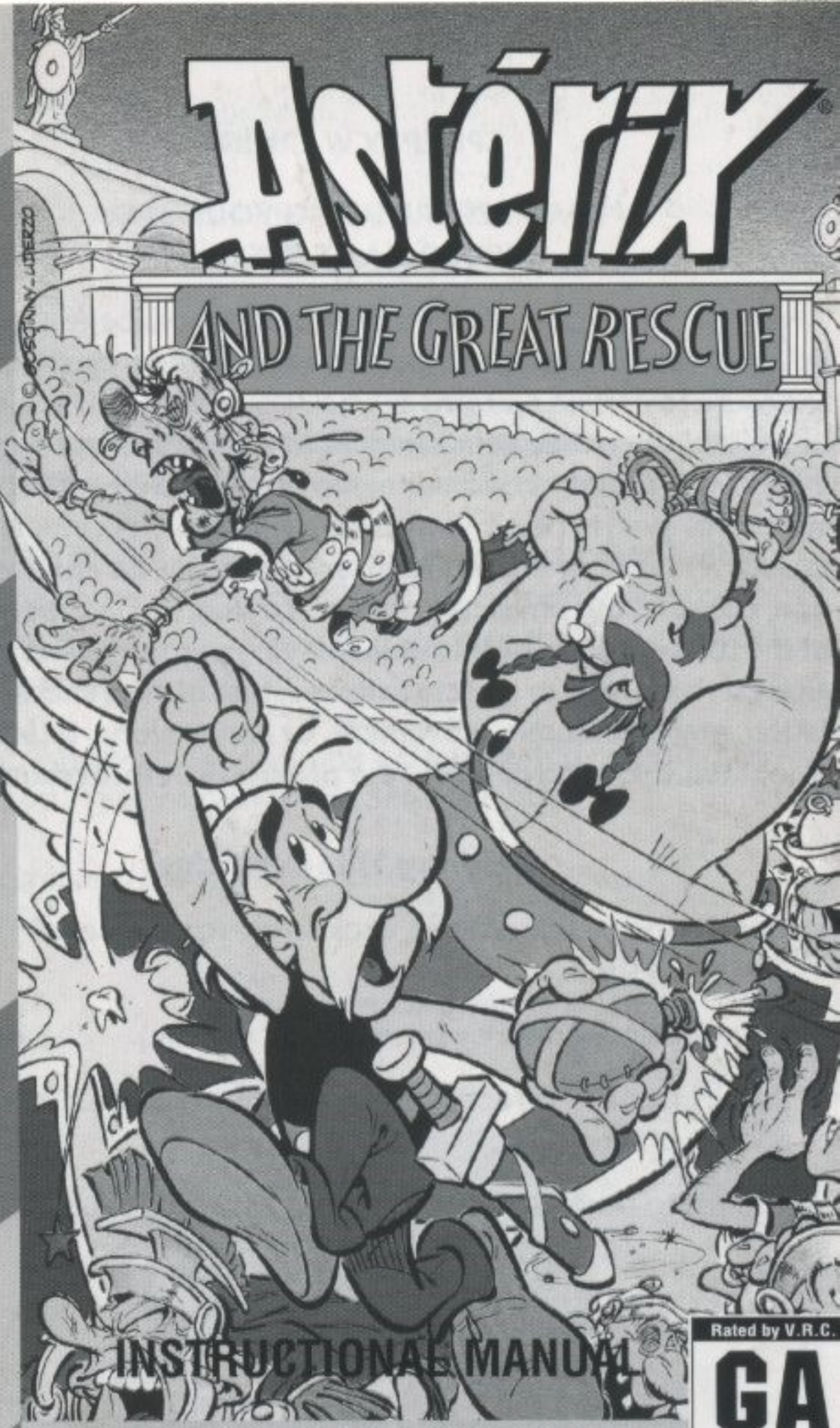
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GAME GEAR™

OFFICIAL SEGA SEAL OF QUALITY

Astérix®

AND THE GREAT RESCUE



INSTRUCTIONAL MANUAL

Rated by V.R.C.

GA

Appropriate for all audiences.

General Audiences

SEGA™

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 This Cartridge

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.



We use recycled paper.
Wir verwenden Recyclingpapier.
Nous utilisons du papier recyclé.
Usamos papel reciclado.
Utilizziamo carta riciclata.
Wij gebruiken kringlooppapier.
Vi använder returpapper.
Käytämme palautettavaa paperia.

Starting Up

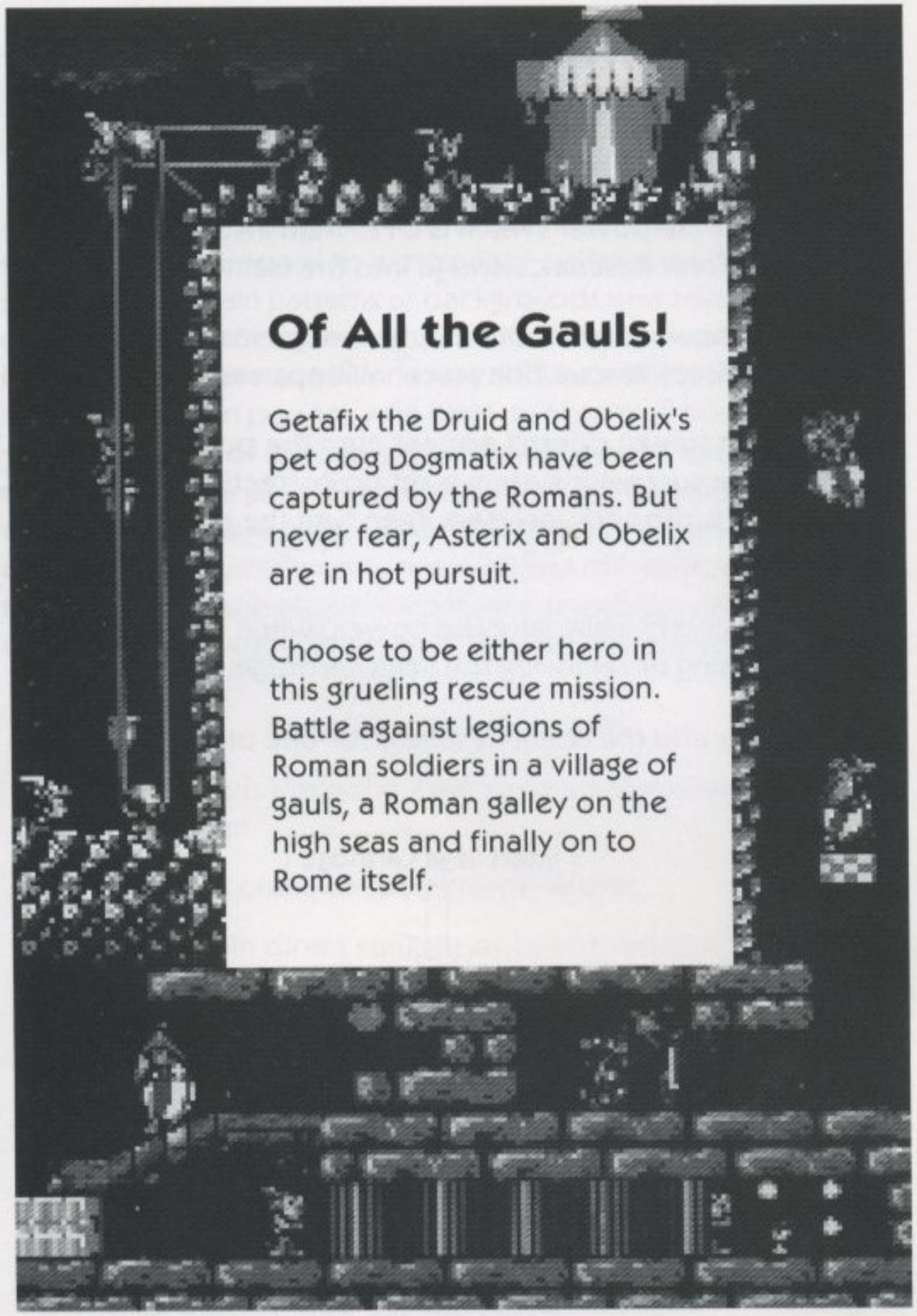
1. Set up your Sega™ Game Gear™ System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Asterix® and the Great Rescue* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Asterix and the Great Rescue* Title screen will appear.
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.

Note: *Asterix and the Great Rescue* is for one player.



For Game Play Assistance, call
1-415-591-PLAY



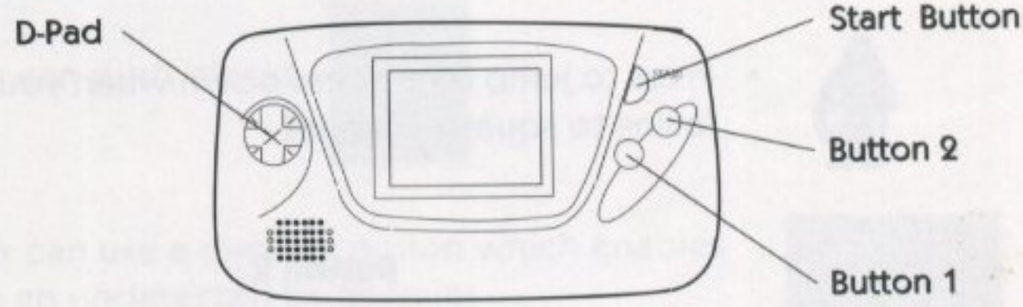
Of All the Gauls!

Getafix the Druid and Obelix's pet dog Dogmatix have been captured by the Romans. But never fear, Asterix and Obelix are in hot pursuit.

Choose to be either hero in this grueling rescue mission. Battle against legions of Roman soldiers in a village of gauls, a Roman galley on the high seas and finally on to Rome itself.

Take Control!

Asterix and Obelix have some shared abilities as well as their own unique powers. If you want to make the most of their skills, study their button controls carefully.



Directional Pad (D-Pad)



- Press LEFT or RIGHT to move in those directions



- Press DOWN to crouch then LEFT or RIGHT to move



- Press DOWN and use Button 1 to select Special Weapons



- Press UP and use Button 2 to switch between Asterix and Obelix



Start Button

- Starts, pauses and restarts the game

Button 1



- Press to jump



- Press to jump then press down when you are falling to squash enemies

Button 2



- Press to punch



- Press and hold for a Mega Punch



- Press and hold down to use a Special Weapon

Character Abilities

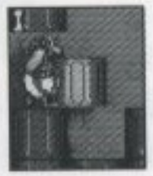
Because of their different statures, Asterix and Obelix have some unique powers of their own.



Obelix can punch out blocks while Asterix blows them up.



Obelix can push blocks.



Asterix can use a disguise potion which enables him to go undetected by enemies.





Asterix has the use of a float potion that enables him to reach higher levels.

Asterix can use a cloud potion that enables him to cross open gaps and climb high walls.





Obelix can get across gaps by bouncing on enemies.

Asterix can crouch and crawl into nooks and crannies where Obelix cannot go.



Getting Started

After you turn on your Game Gear, the Sega logo appears, followed by two legal notices. Either press Button 1 or the START Button to advance to the *Asterix and the Great Rescue* Title screen. Press the START Button to continue.



If you hesitate during the sequence of opening scenes, a game demonstration begins. Press Button 1 and you are shown the Top Ten Gauls high score screen (see page 12) before going to the Title screen.

Options



The Title screen is followed by the Options screen. Here you can make adjustments to various game conditions and sample some of *Asterix and the Great Rescue*'s audio delights. Press the D-Pad UP and DOWN to move between categories.

Difficulty is composed of Easy, Normal and Hard. Press the D-Pad LEFT or RIGHT to scroll between them; UP or DOWN to move on.

Test allows you to listen to the background music (**BGM**) or sound effects (**SFX**) from the game. Highlight the one you want to sample and press the D-Pad LEFT or RIGHT to to change the track number. Press Button 1 to listen in. The process is the same for BGM and SFX.

Music and **SFX** allow you to have BGM and sound effects OFF or ON. Highlight either of these and press the D-Pad LEFT or RIGHT. An X appears when a feature is off.

Password allows you to rejoin a game at the beginning of a specific level. At the end of each Level, you are given a password. Enter that number in the Options screen and you join a game at the beginning of that level. Highlight PASSWORD and press Button 1. The first digit flashes. Press the D-Pad UP or DOWN to cycle through the integers. LEFT and RIGHT to change digits. When you have input the password, press Button 1 again.

Exit allows you to leave the Options screen. Highlight this and press Button 1 or the START Button.

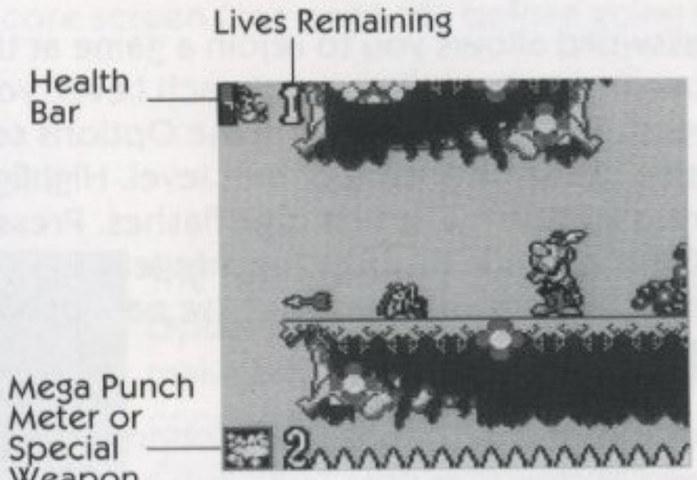
On to Rome

Following the Options screen (and between Stages) you are shown the Level and Stage you are about to start, and your Score and current Password. Press Button 1 or the START Button to get on with the action.



On the Screen

As you progress, you acquire points by fighting Romans. If you sustain damage, your Health Bar shrinks. Asterix also has the use of Special Weapons. The one currently in use is shown on-screen as well as the number of times it can be used. In the case of Obelix, this transforms into a Mega Punch Meter that changes from red to green before Obelix can deliver a Mega Punch.



Asterix's Special Weapons


Fire Bomb


Cloud


Levitation


Disguise

Obelix's Mega Punch Meter

Red → → Green



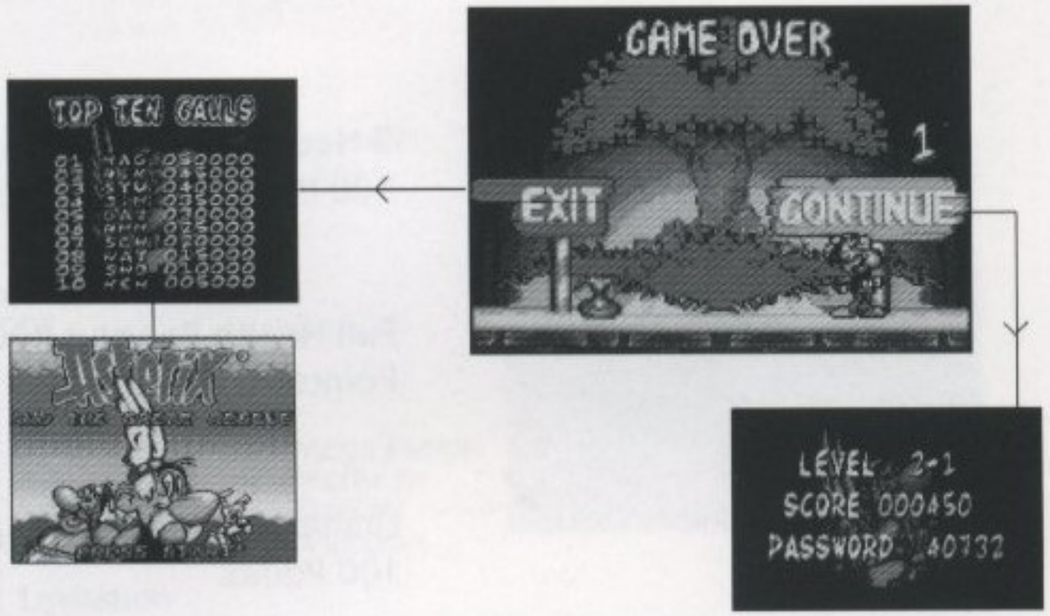
Items

There are a number of goodies that you can find on your quest. Pick each Item up by touching it.

	Coins	50 Points
	Money Bag	100 Points
	Chicken	2 Health Bar segments plus 100 Points
	Chalice	Full Health Bar plus 100 Points
	Sickle	Limited invulnerability plus 100 Points
	Mega Bomb	Superhuman strength boost
	Extra Life	An extra Life plus 500 Points

Game Over

You start the game with three Lives and three Continues. Each time your Health Bar bottoms out and you sustain damage, you lose a Life and return to the beginning of the Stage you were in. When you lose all of your Lives, the Continue screen appears. Head right, and you are back in the game with one less Continue. Head left and you see the Top Ten Gauls screen before returning to the Title screen.



If you achieved one of the Top Ten Gauls superscores, one of the numbers will be flashing. Enter your initials following the same procedure as entering Passwords (see page 9).

From Gaul to Rome

There are five grueling Levels between you and your goal.

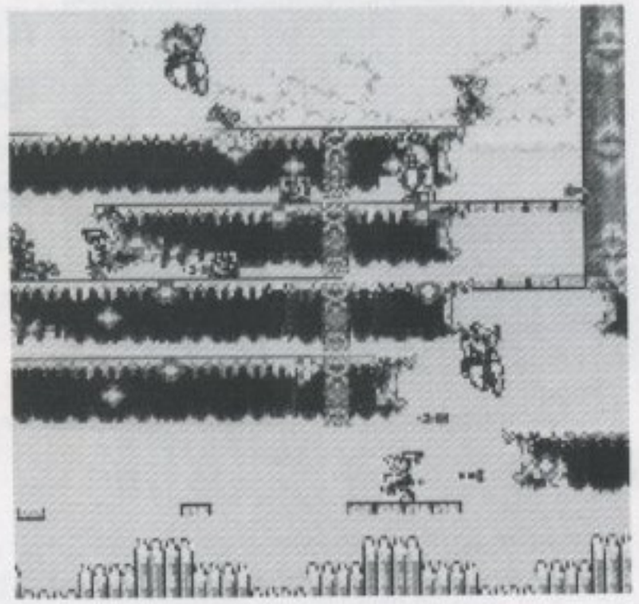
Gaul



Battle against three types of Roman soldier in an array of settings.

Roman Encampment

Walk with caution into the very heart of a hive of rampant Romans.





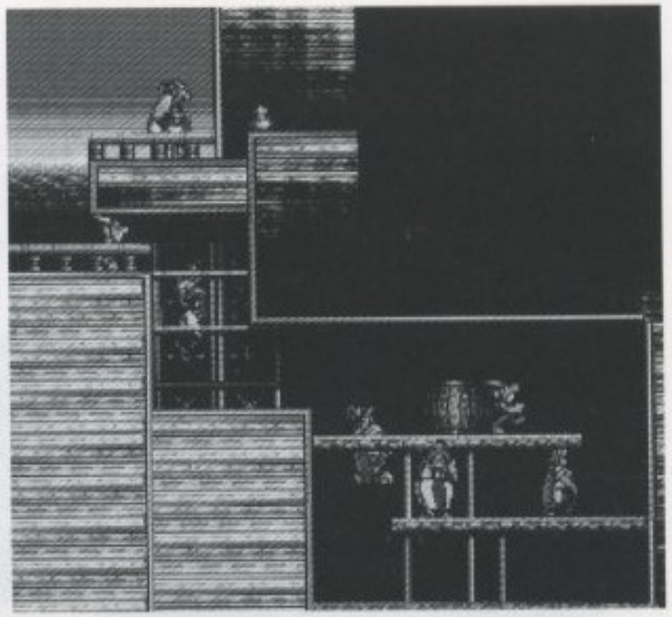
The Forest

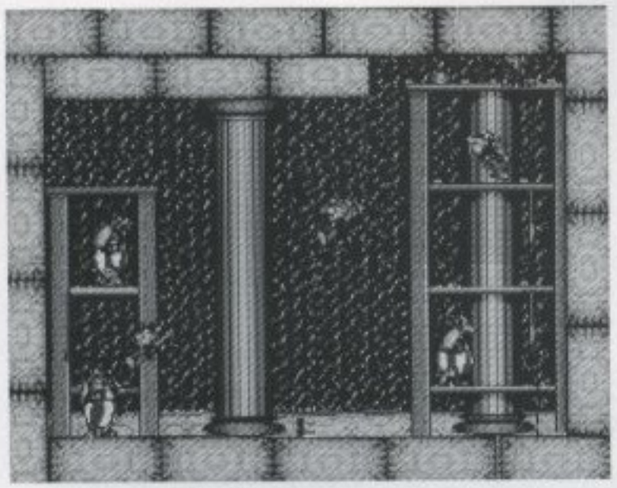


Hope you are good at climbing trees. Look out for the animals.

Roman Galley

Leaping from deck to deck, you have to make your way past hordes of sailors, pirates and Roman troops.





Rome

Rome at last! Struggle on, through aqueducts and sewers and on to the senate buildings.

Hints

- Keep your distance when it comes to a punching match. You may win the battle, but the damage mounts up.
- Switch freely between Asterix and Obelix for the smoothest passage.
- There is no time limit. Look carefully before you leap.

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 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 termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If a 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.