CHAKAN™



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA SEAL OF QUALITY

Credits

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Lead Tester: Mark Lindstrom

Testers: Terry Banks, Joe Cain, Ron Calonje, Alex Fairchild, Ivan Fong, Roman Greco, Richie Hideshima, Keith Higashihara, Tri Le, Dermot Lyons, Heather Meggs, Dianna Myers, Eric Rawlins, John Russell, Siegie Stangenberg, Conan Tigard, Jeff Wagner

Special Thanks: Ed Annunziata, Steve Apour, Clyde Grossman, Al Nilsen

Manual: Carol Ann Hanshaw

CHAKAN was created by Robert Kraus. For information on the CHAKAN comic book series from RAK Graphics, please write to: Robert Kraus, c/o RAK Graphics, 241 East Thorton Street, Akron OH 44311.

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.**

"I Wander Forever, Seeking Rest"



"I have been a warrior of mighty strength and skill. I have been steeped in the darkest mysticisms and versed in the ways of dealing death.

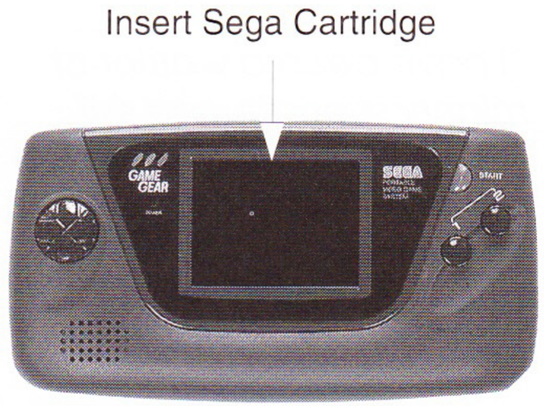
"I was once powerful and proud . . . so proud that I boasted I had no equal, not even Death. When Death challenged me to a duel, I arrogantly accepted. I had no fear of losing my soul. Only the reward, eternal life, blazed before my inner vision like the brightest jewel . . .

"I fought Death . . . and I won. Now I suffer my doom, for Death kept his promise with a hideous twist. As my reward, I must wander in agony, haunted by the pain of Death's victims, until all the beasts of darkness have been destroyed.

"I journey through subterranean mazes of horror, battling the fiends of a supernatural world. I wade through poisoned seas, slashing all that lurks in the depths. I travel through the web of evil, thrusting my sword again and again in endless combat . . .

"I have lived through twenty torturous lifetimes. All that creeps, walks or flies behind the portals of the world must feel the bite of my sword. All that howls or buzzes, breathes, whistles or moans in the gloom of night, all that is undead, must fall by my hand. Only then will I be released from this dark misery . . . and find rest."

Starting Up



1. Set up your Sega Game Gear, and make sure the power switch is **off**. (Always turn the power switch **off** before inserting or removing the cartridge.)

2. Insert the *CHAKAN: THE FOREVER MAN* cartridge into your Game Gear, and turn the power switch **on**.

3. The Sega screen appears, followed in a few moments by the Title screen. Press the **Start** button to continue.



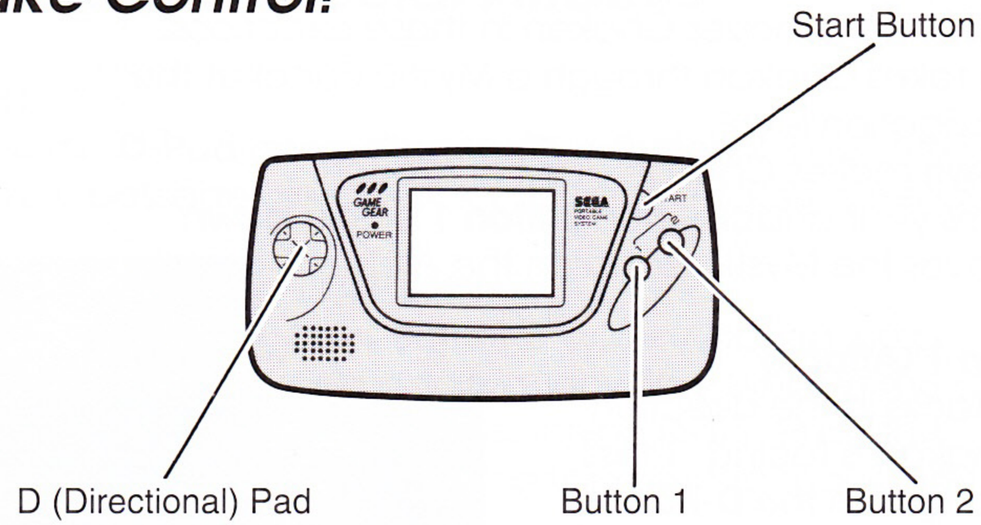
4. Press the **D-Pad** up or down to choose your task: Wicked (easy), Deadly (medium) or Mental (hard). As your task gets more difficult, your enemies become deadlier.

5. Press **Start** (or **Button 1** or **2**) to begin the game.

Important:

- If you don't see the Sega screen, turn the power switch **off**. Check that the batteries in your Game Gear are in working order (or that your Game Gear is connected to power), and make sure the cartridge is **firmly** inserted. Then turn the power switch **on** again.

Take Control!



BEFORE PLAY:

Start Button

- Brings up the skill levels on the Title screen.
- Starts the game when a skill level is showing.

D-Pad

- **Up** or **down** selects a skill level on the Title screen.

Button 1 or 2

- Starts the game from the Title screen when a skill level is showing.

DURING PLAY:

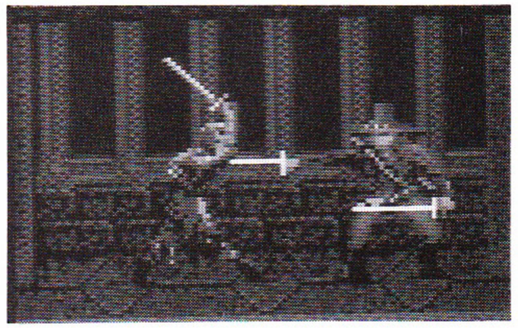
Start Button

- Brings up the Alchemy screen.
- Closes the Alchemy screen without making changes and returns you to battle.
- Returns to the Navigation level from the Ship of Death.

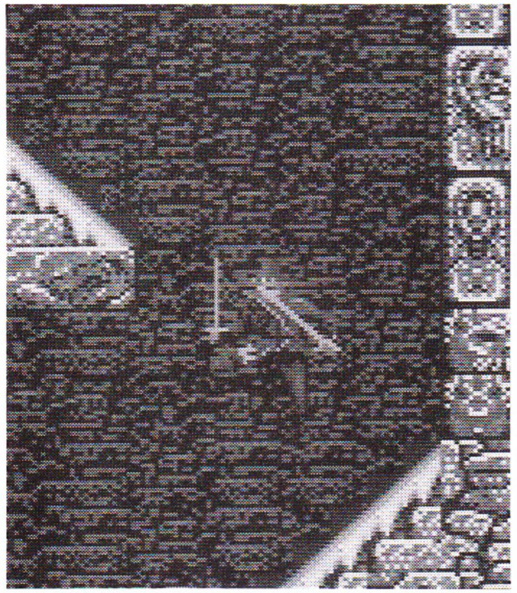
D-Pad

- **Left** or **right** moves Chakan in those directions.
- **Up** takes Chakan through a Mystic Portal at the Navigation level.
- **Down** makes Chakan duck or crouch.
- Aims your attack when **Button 1** is held down.
- Moves the Mystic Hand on the Alchemy screen.

Button 1 (Attack)



- Attacks in the direction Chakan is facing. Press along with the **D-Pad** to aim your attack in any direction.
- Activates the selected alchemy or weapon on the Alchemy screen and returns you to battle.
- Returns to the Navigation level from the Ship of Death.



Button 2 (Jump)

- Makes Chakan jump up to fight in the air or to reach higher ledges. Press the **D-Pad** while jumping to maneuver right or left.
- Returns to the Navigation level from the Ship of Death.

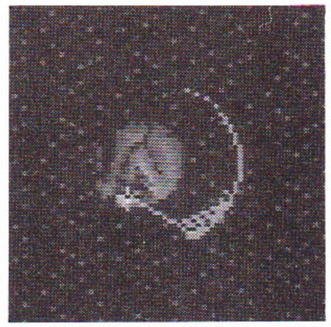
Chakan's Special Attacks

ROLL:
Press the **D-Pad down diagonally** + **Button 2** to roll through narrow passages or to quickly escape attacking fiends.

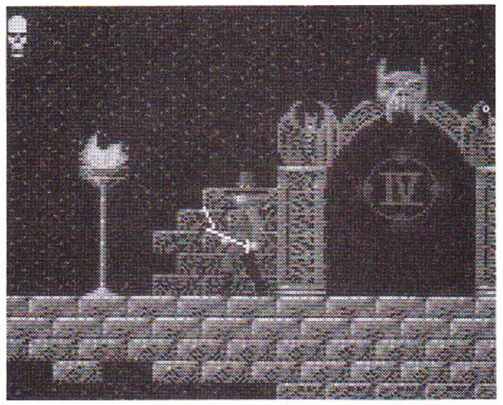


JUMP SPIN:
Press **Button 2** twice (once to jump and again at any time while in the air) for a high, spinning leap. Press the **D-Pad** during the jump to maneuver left or right.

JUMP SPIN ATTACK:
Press **Button 1** during a jump spin to slash out in a slicing spin attack.



Navigating to the Portals



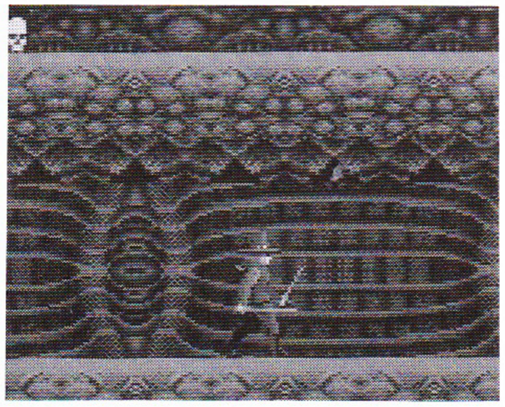
Chakan must wander through the six portals of darkness, seeking out and destroying all supernatural evils. His journey begins at the Navigation level. Move him around the ledges, searching for the Mystic Portals. Explore all paths to find scattered potions that are essential to your survival. When you reach a portal, stand in front of it and press the **D-Pad** up to travel into its levels.

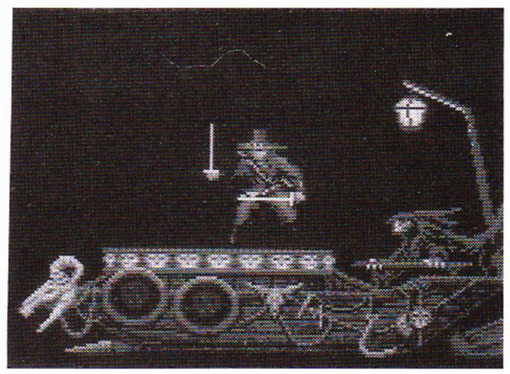
Endless Battle!

The fierce fiends of death rage on with ceaseless fury. Use all your moves — spins, jumps and rolls — to withstand and destroy the beasts. Never let down your guard, for you'll be easily overcome if you suffer too much damage.

Watch the Skull in the top left corner. It fades away as you're injured. When the Skull disappears, Chakan has been defeated, and he is carried off in the Ship of Death. Press **Start** or **Button 1** or **2** to leave the ship and return to the Navigation level. Now you can re-enter the same portal, or attempt the horrors of a different one.

Skull





The Ship of Death

Potions

But Death does not always win, as Chakan has proven once before. Potions of Earth, Fire, Water and Air can be found throughout the worlds. These potions are the ingredients of potent alchemies that confuse and destroy enemies. They also give Chakan extraordinary powers and deadly weapons.



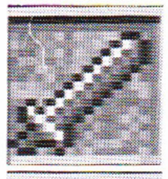
Note: To use the alchemies, see pages 10-11.

Weapons

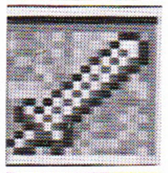
Chakan starts out with his Twin Swords. Three other weapons of supreme force lie waiting in the portals of darkness.



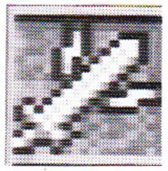
The **Twin Swords** furiously slice into foes with razor edges and lightning speed.



The **Fire Swords** work best against cold-world enemies, but have little effect on fire-based creatures.



The **Ice Swords** are most effective against fire-world enemies.

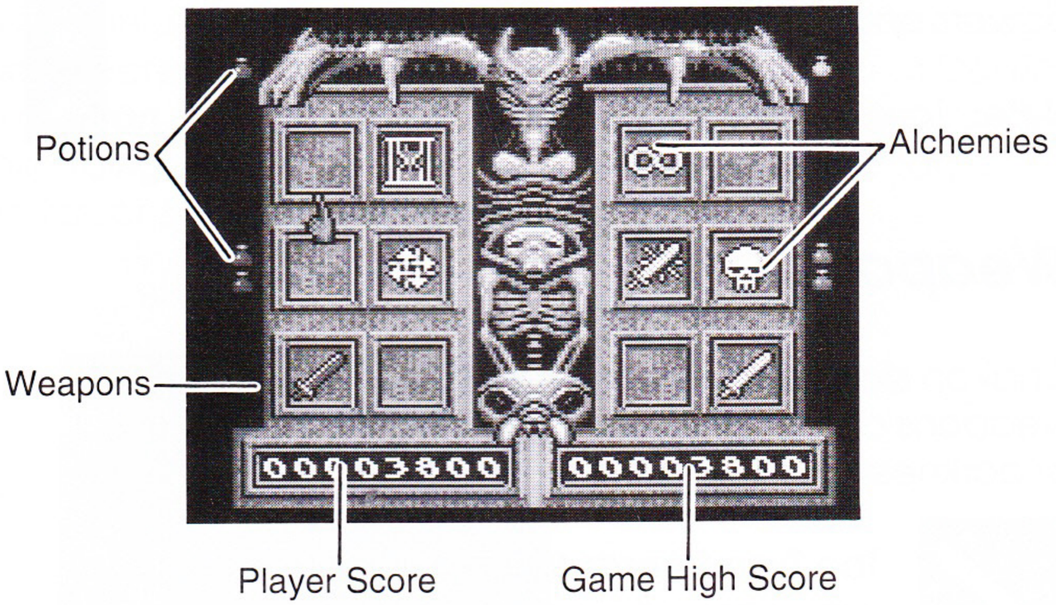


The **Lightning Swords** throw out scorching balls of electricity.

Note: To switch weapons, see page 10.

Alchemies

By collecting the right potions, you can summon powerful alchemies. Press **Start** to go to the Alchemy screen. Here you'll see the potions you've gathered, the alchemies available, your store of weapons, your current score and the high score for the game.



To Use an Alchemy:

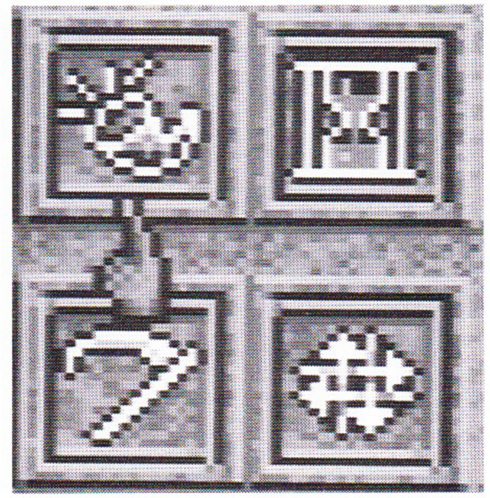
1. Press the **D-Pad** to move the Mystic Hand to the alchemy you want (see page 11 for descriptions).
2. Press **Button 1** to return to battle, where the alchemy will be immediately activated. (Press **Start** to exit the screen without using an alchemy.)

To Switch Weapons:

1. Move the Mystic Hand to the weapon you want.
2. Press **Button 1** to return to battle, armed with your new weapon. (See page 9 for descriptions of your weapons.)

Summons Death to return you to the Navigation level. (Disappears from the Alchemy screen when you are at the Navigation level, and reappears after you enter a Mystic Portal.)

Slows down enemies for a short time.

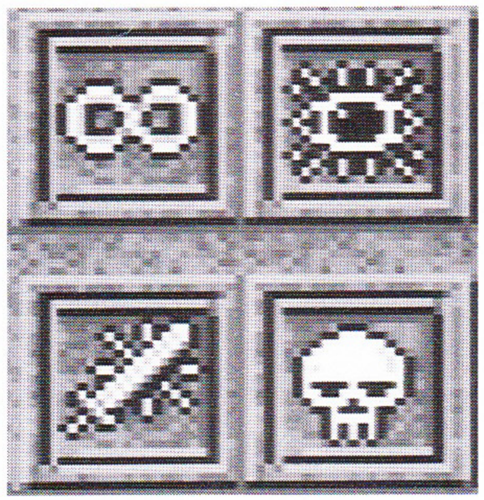


Kills or damages all enemies on screen.

A mysterious alchemy useful only to one who is well versed in the dark secrets.

Shields you from all injury. (Chakan flashes rapidly during this alchemy.)

Makes you invisible to all enemies. (Chakan flashes slowly during this effect.)

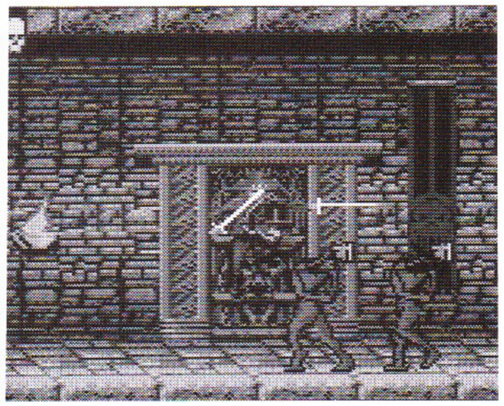


Imparts double-damage power to your current weapon.

Heals Chakan of all injuries and restores your Skull.

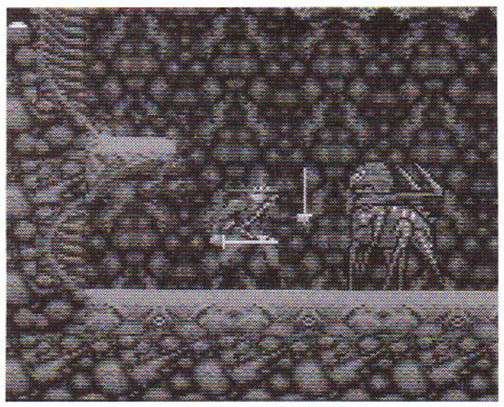
The Portals of Darkness

Portal I: Air



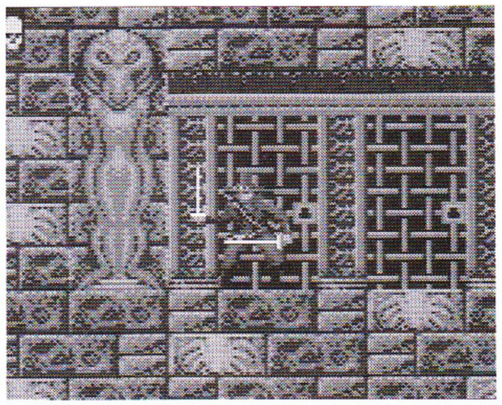
Climb to a festering outpost of dark disaster amid floating islands of doom. Skirmish with winged goblins, ax-wielding demons and the gigantic, rock-hurling Minotaur. Then face your final deadly battle with the Dragonfly King.

Portal II: Earth



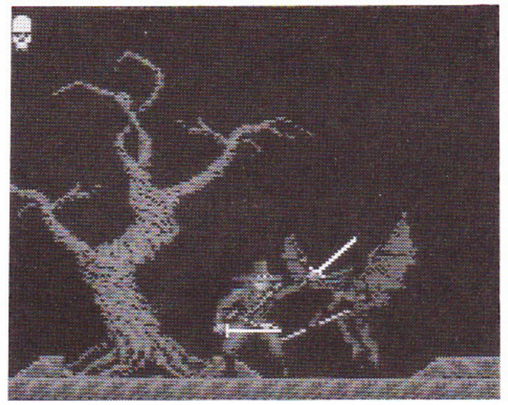
Descend into a murky subterranean pit where the Spider Queen's offspring squirm and stab with poisoned stingers. Face venomous larvae and mutated horrors that make every step a nightmare.

Portal III: Water



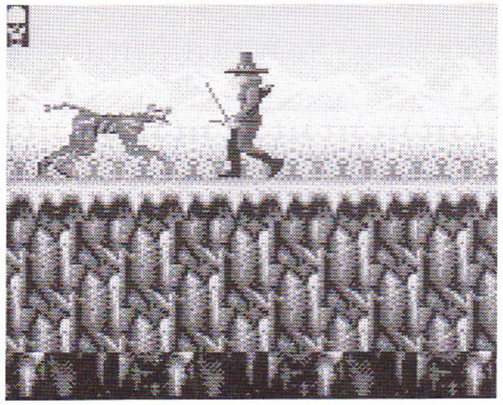
Journey through dripping cold caverns where a giant clawed Mantis undulates in layers of skulls. Battle clawed lizards through precarious spike-fields, and fight against the drowning current of a flooding sewer.

Portal IV: Fire



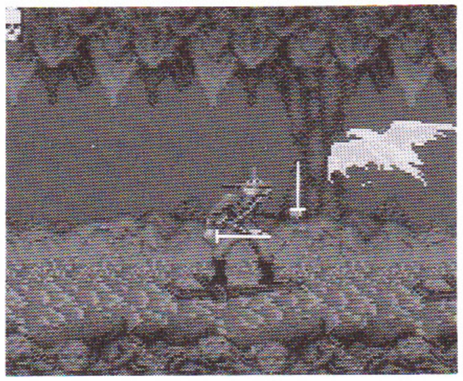
Slice through a vanguard of vulture-imps. Battle homicidal zombies while dodging the red-hot dangers of fireball-spitting gargoyles! Then fight your way through death-tainted walls to the bastion of Elkenrod, Mistress of Spectres.

Portal V: Ice



Battle ravenous wolves on the freezing tundra, then plunge into an underground maze of frigid caves and icy slopes. Grapple with slippery fiends intent on shoving you into the frozen depths. Wade through an arctic river of carnivorous fish while fighting against the perilous ice falls.

Portal VI: Lava



Balance on fiery footholds in the bubbling rivers of blood-colored lava. Fend off flame-ghosts as you search for solid ground. Enter the caves of confusion (**D-Pad** up) to be instantly transported to other zones in this scorching world.

Surviving the Deadly Realms

- Search the Navigation level for potions before starting your journey.
- Explore all the portals of darkness to learn their dangers and to find potions and weapons.
- Get all the potions you can. Try not to leave an area until you're sure you've searched it thoroughly.
- Think carefully before using alchemies, since you only have a limited number of potions available.
- Use your alchemy for summoning Death to escape impossible situations.
- Once you rid a world of its main boss, its evil energies and all its enemies will disappear. Now you can re-enter the world and search it safely to find hidden rooms and potions you missed before.

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

Handling Your Cartridge

- The Sega cartridge is intended for use only on the Sega Game Gear System.
- 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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this 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

DO NOT RETURN YOUR 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 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 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 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.

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