GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

COLUMNS™



SEGA™

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.

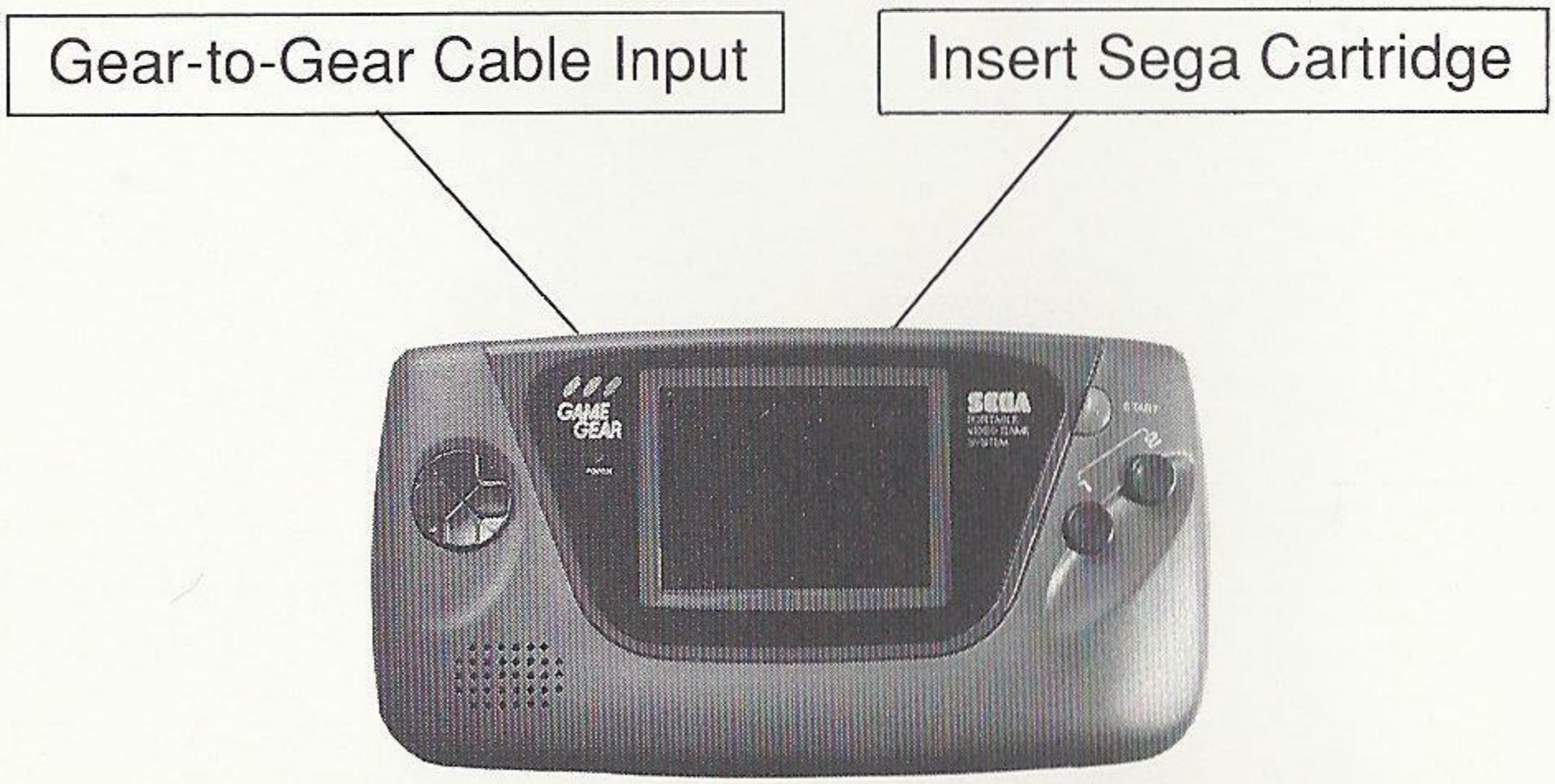
2. Make sure the power switch is OFF. Then insert the Columns cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the Columns Title screen appears.

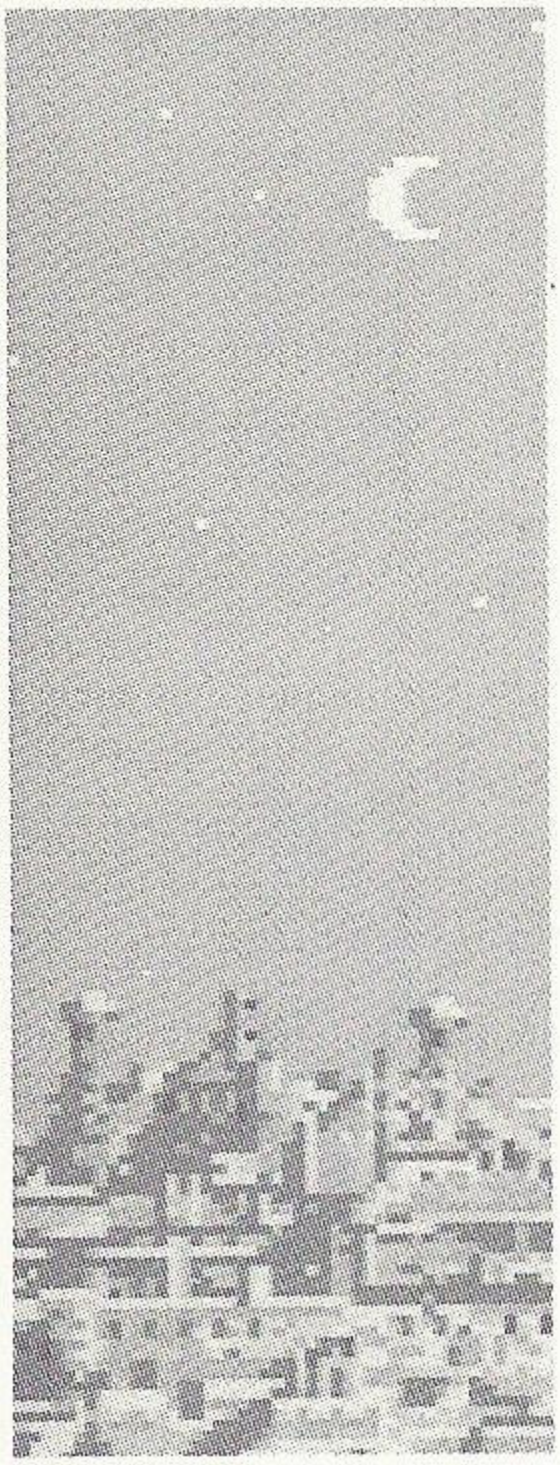
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

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

Note: Columns is for one or two players.



Forget the Passage of Time!



Drift back in time to a bygone civilization, the ancient world of Phoenicia. And play a game that originated among the Phoenician merchants, Columns. It's incredibly captivating, yet very simple. You'll find yourself losing track of time. And you don't have to be a game whiz to play at the hardest level.

Columns of rainbow-colored items drop one after another. Arrange three or more items of the same color horizontally, vertically or diagonally to remove them from the play screen. If the columns pile up to the top, the game is over.

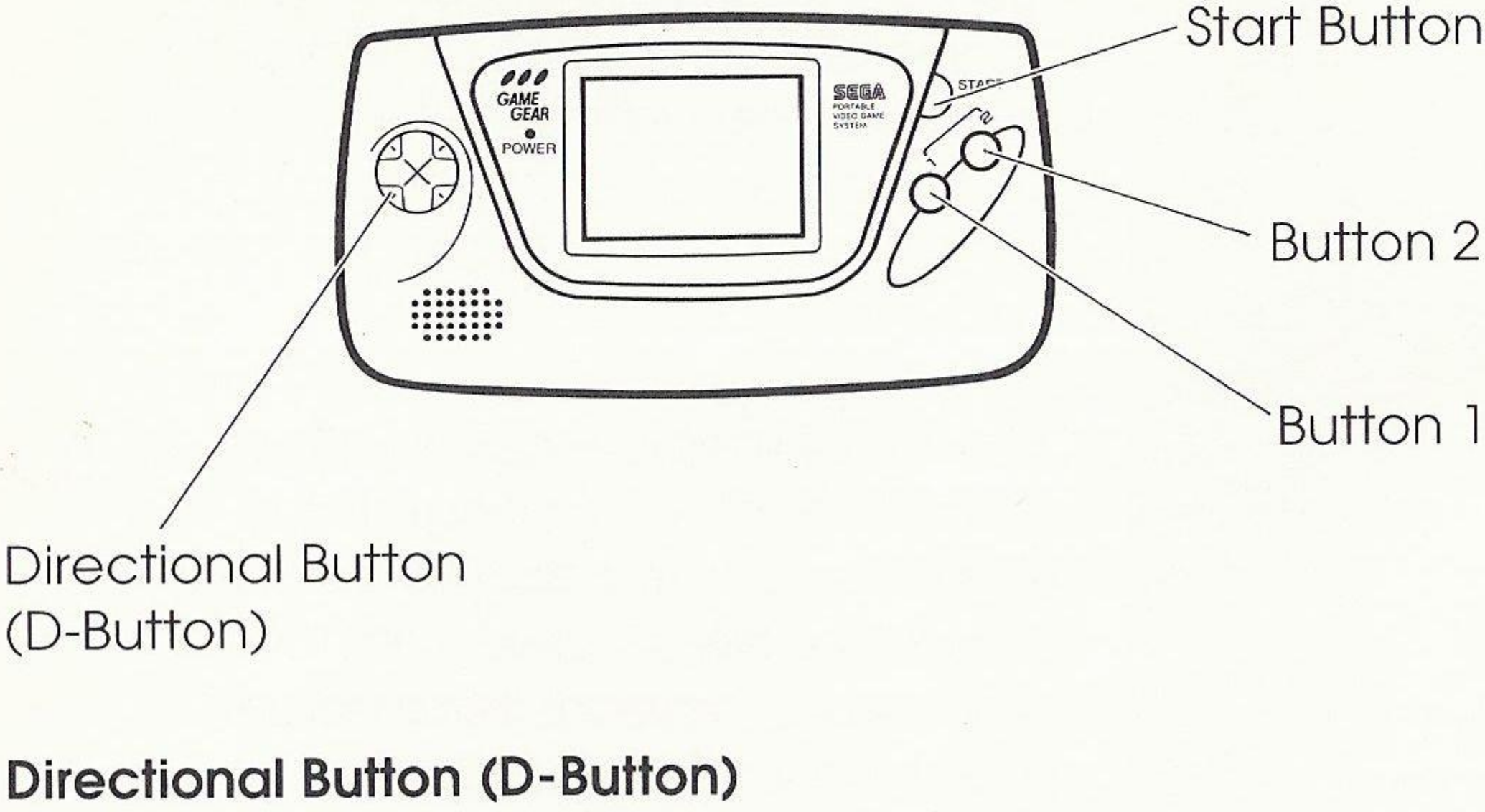
When you have the urge for a new challenge, try the Flash game. In this version, you can race the clock to make a flashing item disappear.

Start on the easiest level and work your way up. Or challenge a higher level right from the start. Play alone or double the fun by playing with a friend.

Columns is simple and captivating! It'll make you forget who, what and where you are!

Take Control!

For best game play, learn the different button functions before you start.



Directional Button (D-Button)

- Press to select a game mode or an option.
- Press left or right to move the columns in those directions.
- Press down to increase the speed at which the columns drop.

Start Button

- Press to start the game.
- Press to see the next screen.
- Press to pause; press again to resume play.

Button 1 or Button 2

- Press to arrange the items.

Arranging the Items

Press Button 1.

Press Button 1.

Press Button 2.



Press Button 2.

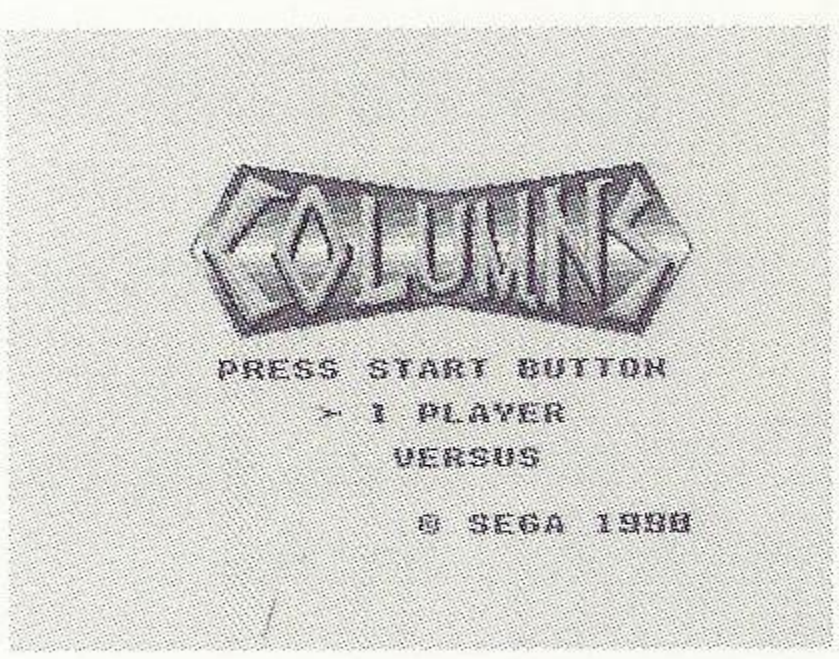


Press Button 2.



Getting Started

When you turn the power on, the Title screen appears. In a few moments, the demonstration game begins. Press Start, Button 1 or Button 2 to return to the Title screen. If you are playing alone, select 1 Player. For a Versus game use the Gear-to-Gear Cable (sold separately) to connect the Game Gear units. Then, press Start to see the Select Game screen.



6

On the Select Game screen, select Original or Flash and press Start to see the Options screen.



Original Game

The object of the Original game is to make as many items as possible disappear.

Options Screen: Original Game

On the Options Screen press the D-Button up, down, right or left to select the item you want.

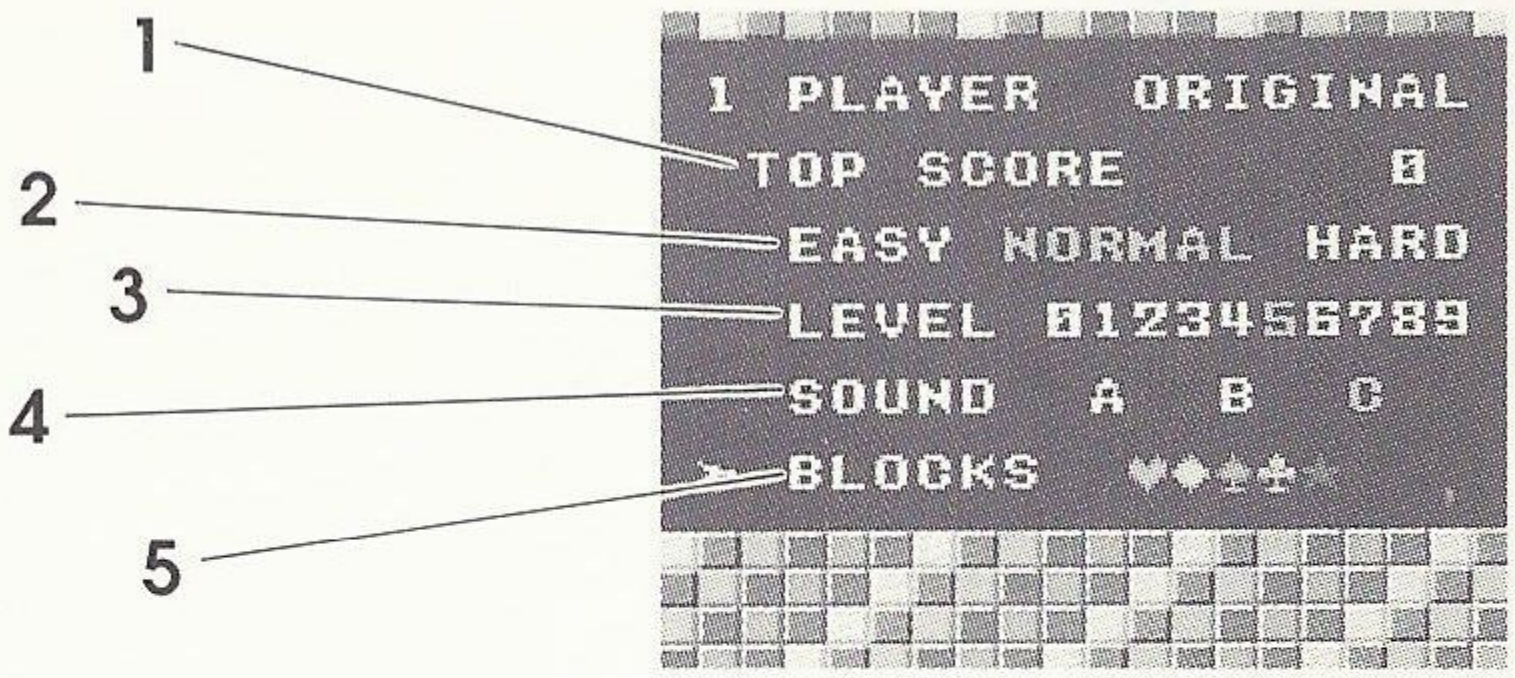
1. The highest points scored at each level and difficulty.

2. You can play an Easy, Normal or Hard game.
   - **Easy:** Play with items of four different colors.
   - **Normal:** Play with items of five different colors.
   - **Hard:** Play with items of six different colors.

3. Select a level. The higher the number, the faster the columns drop.

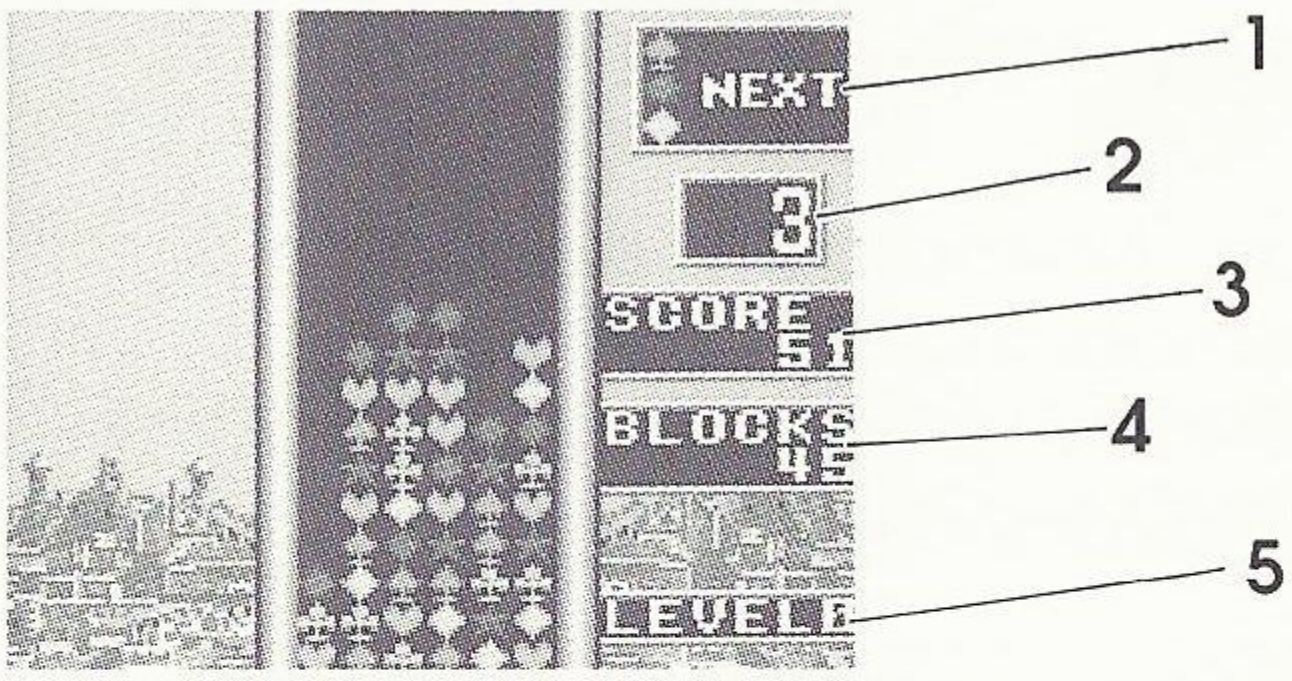
4. Select game music.

5. Here's your opportunity to play with a different set of items. You have five choices.



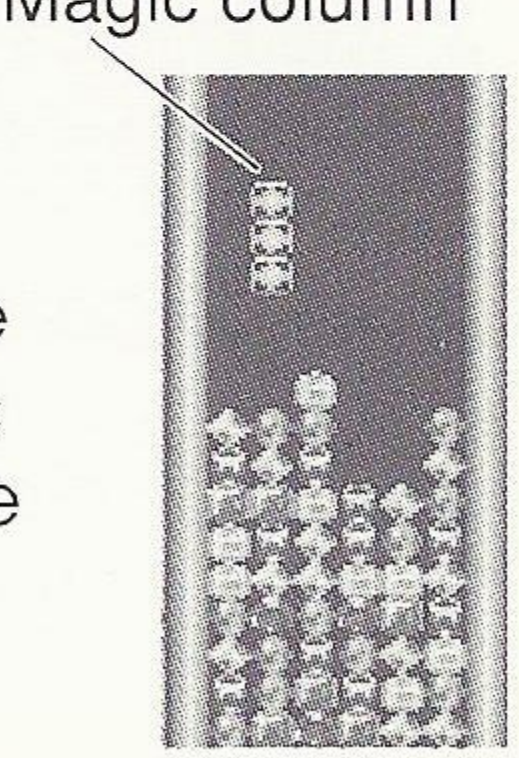
1 Player Mode: Original Game Screen

1. The next column of items that will appear.
2. The points earned for making the items disappear. This number appears temporarily.
3. Your score.
4. The total number of items that have already disappeared.
5. Your level.



Wonderful Magic Columns

The Magic Column appears when you have made 300 items disappear.When the Magic Column lands on a certain color item, all the items of the same color on the screen disappear.

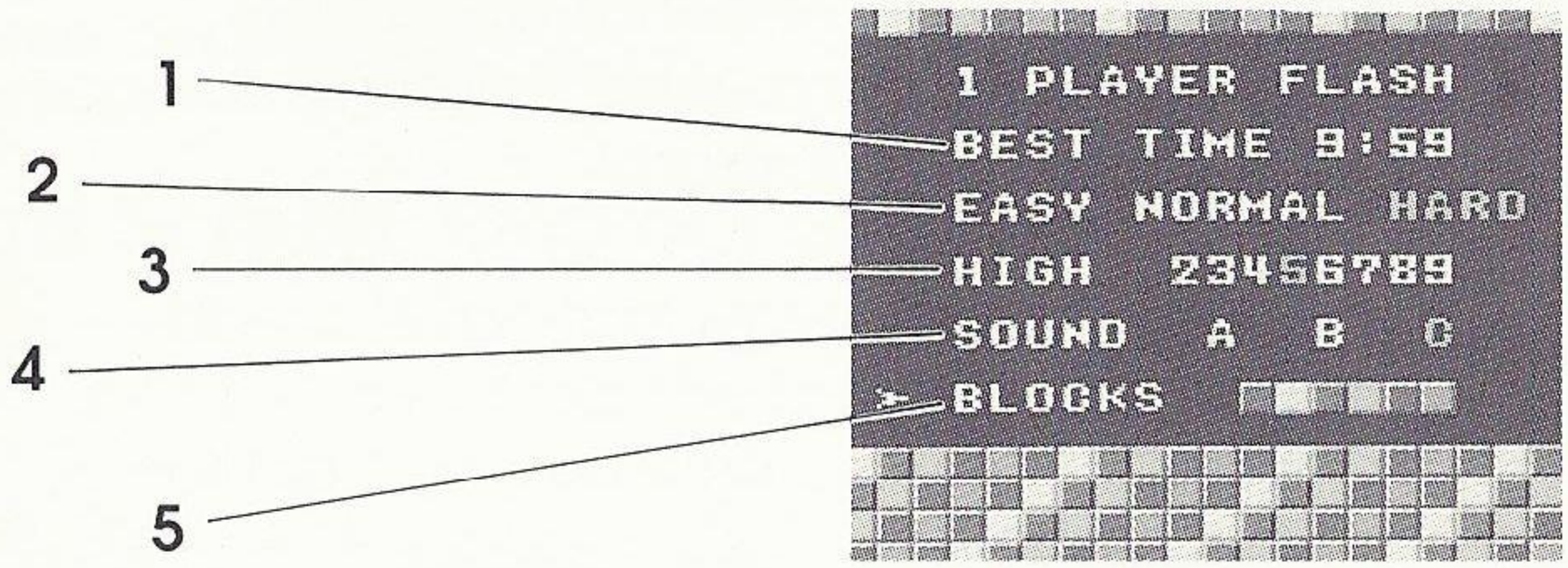


Flash Game

In the Flash game, you are timed on how quickly you make the flashing item disappear.

Options Screen: Flash Game

On the Options Screen press the D-Button up, down, right or left to select the item you want.



1. The best time recorded at each height and difficulty.

2. You can play an Easy, Normal or Hard game.
   - **Easy:** Play with items of four different colors.
   - **Normal:** Play with items of five different colors.
   - **Hard:** Play with items of six different colors.

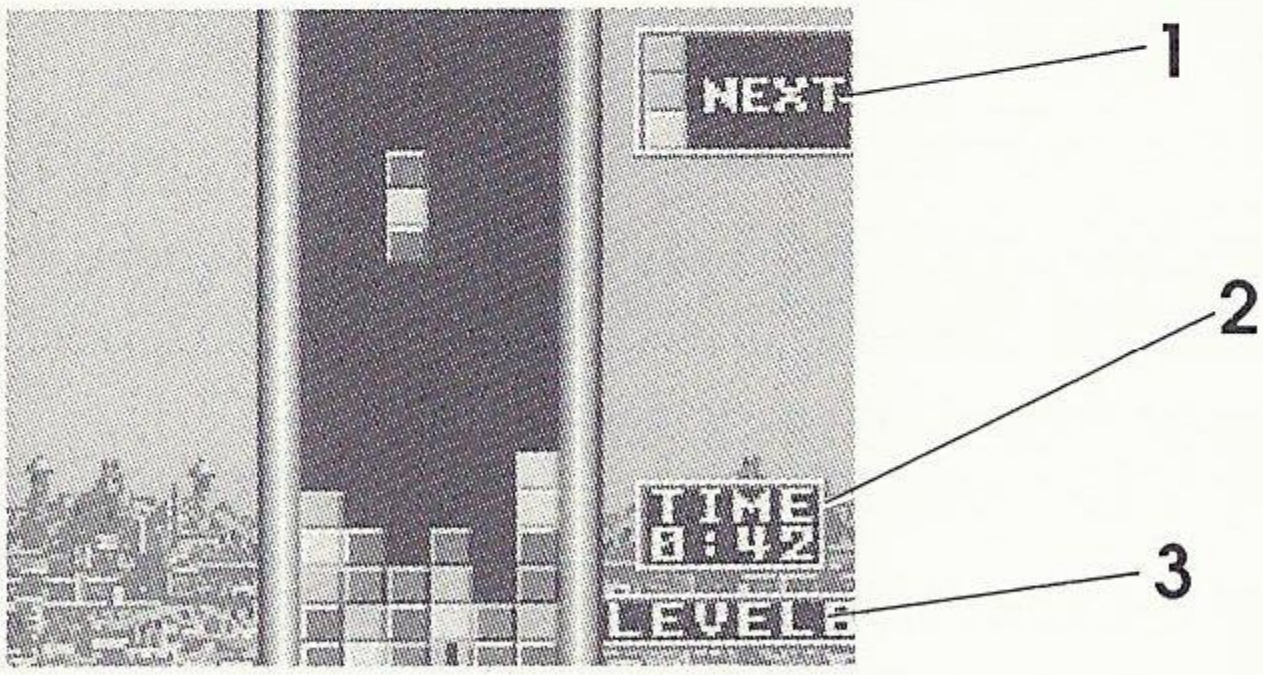
3. The numbers indicate the height of the columns on screen when you start the game.

4. Select game music.

5. Here's your opportunity to play with a different set of items. You have five choices.

1 Player Mode: Flash Game Screen

1. The next column of items that will appear.
2. Timer.
3. The level at which the columns drop on the screen.



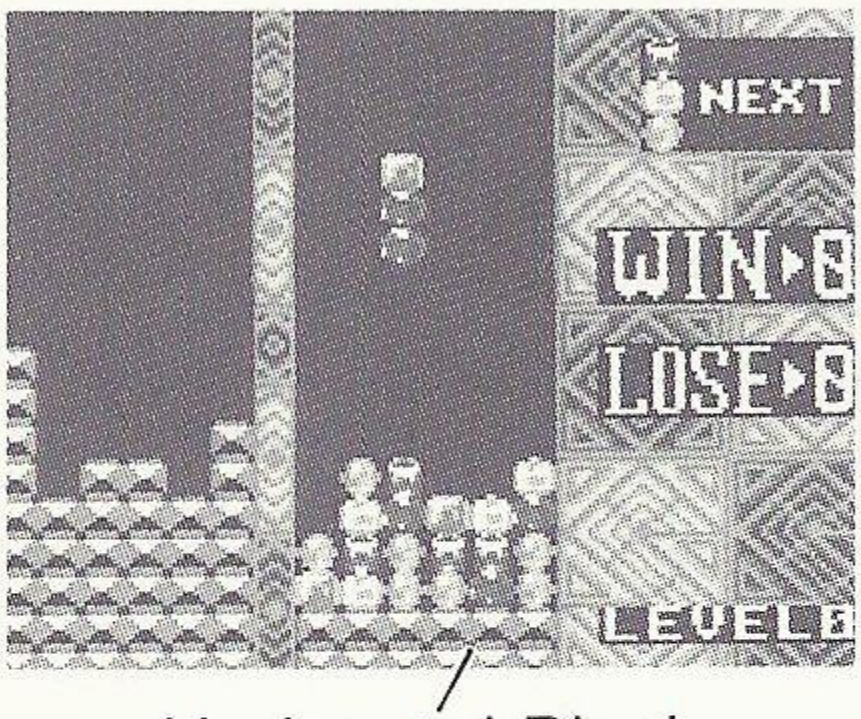
Versus Mode

In order to play a Versus game, you and the other player must insert the Columns game cartridge. Make sure the two Game Gear units are properly connected with the Gear-to-Gear Cable. Turn on the power on both units. The Title screen appears.

To begin, select Versus and press Start. The player that pressed Start first can select Original or Flash on the Select Game screen.

Note: If the Gear-to-Gear Cable accidentally disconnects during a game, turn the power off on both Game Gear units and reconnect.

The Versus mode has a unique feature which adds extra excitement to the game.



Horizontal Block

A horizontal block appears on the bottom of your opponent's screen if you make four or more items disappear or if you make two or more columns disappear. (When you line up three items of the same color, you form one column.) The number of horizontal blocks that appear on your opponent's screen is determined by the number of columns that disappear from your screen.

- To add one horizontal block to your opponent's screen, you must make four items or two columns disappear.

- To add two horizontal blocks to your opponent's screen, you must make five items or three columns disappear.

Whenever a horizontal block appears on your opponent's field, the column that is falling on your opponent's screen disappears.

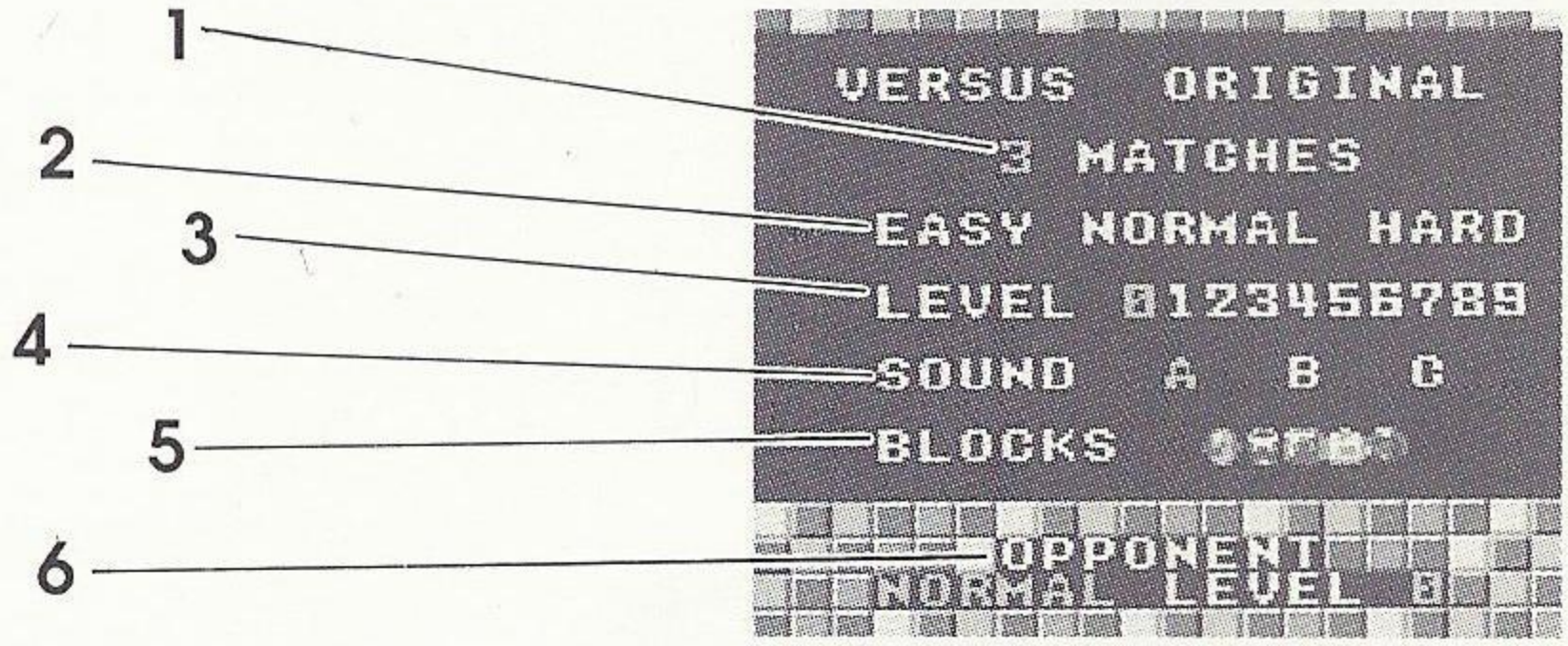
In a situation where you already have horizontal blocks on your screen, the number of horizontal blocks that appear on your opponent's screen disappears from your screen. For example, if you have two horizontal blocks on your screen and you make one horizontal block appear on your opponent's, one of your horizontal blocks disappears.

Versus Mode
Original Game

In the Original game you can win by making the columns on your opponent's screen pile up to the top.

Versus Mode
Options Screen: Original Game

Press the D-Button up, down, right or left to select the item you want.



1. Select the number of matches. You can choose three, five or seven matches. (The player that pressed Start first on the Title screen makes this selection.)

2. You can play an Easy, Normal or Hard game.
   - **Easy:** Play with items of four different colors.
   - **Normal:** Play with items of five different colors.
   - **Hard:** Play with items of six different colors.

3. Select a level. The higher the number, the faster the columns drop.

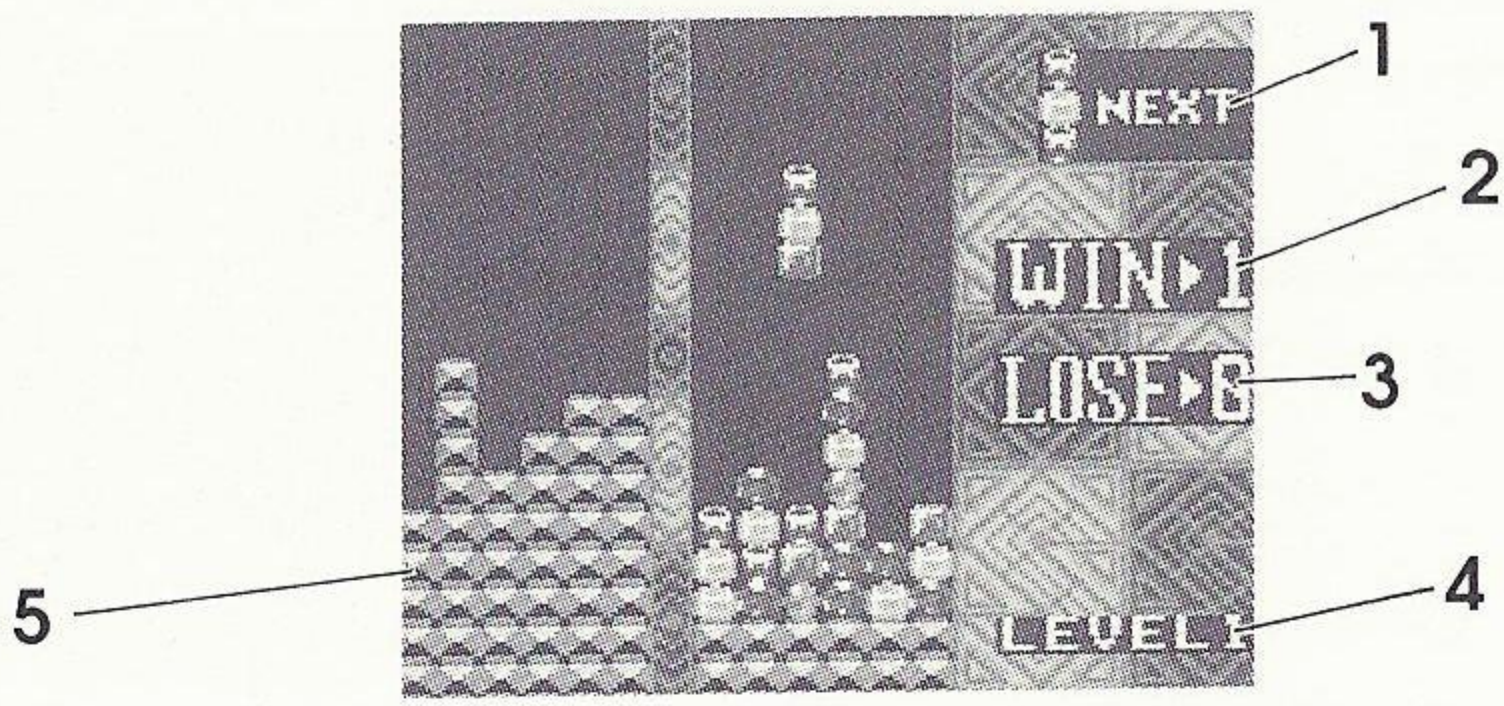
4. Select game music.

5. Here's your opportunity to play with a different set of items. You have five choices.

6. Your opponent's game difficulty and level.

Versus Mode: Original Game Screen

1. The next column of items that will appear.
2. The number of times you won.
3. The number of times you lost.
4. Your level.
5. What your opponent's screen looks like.

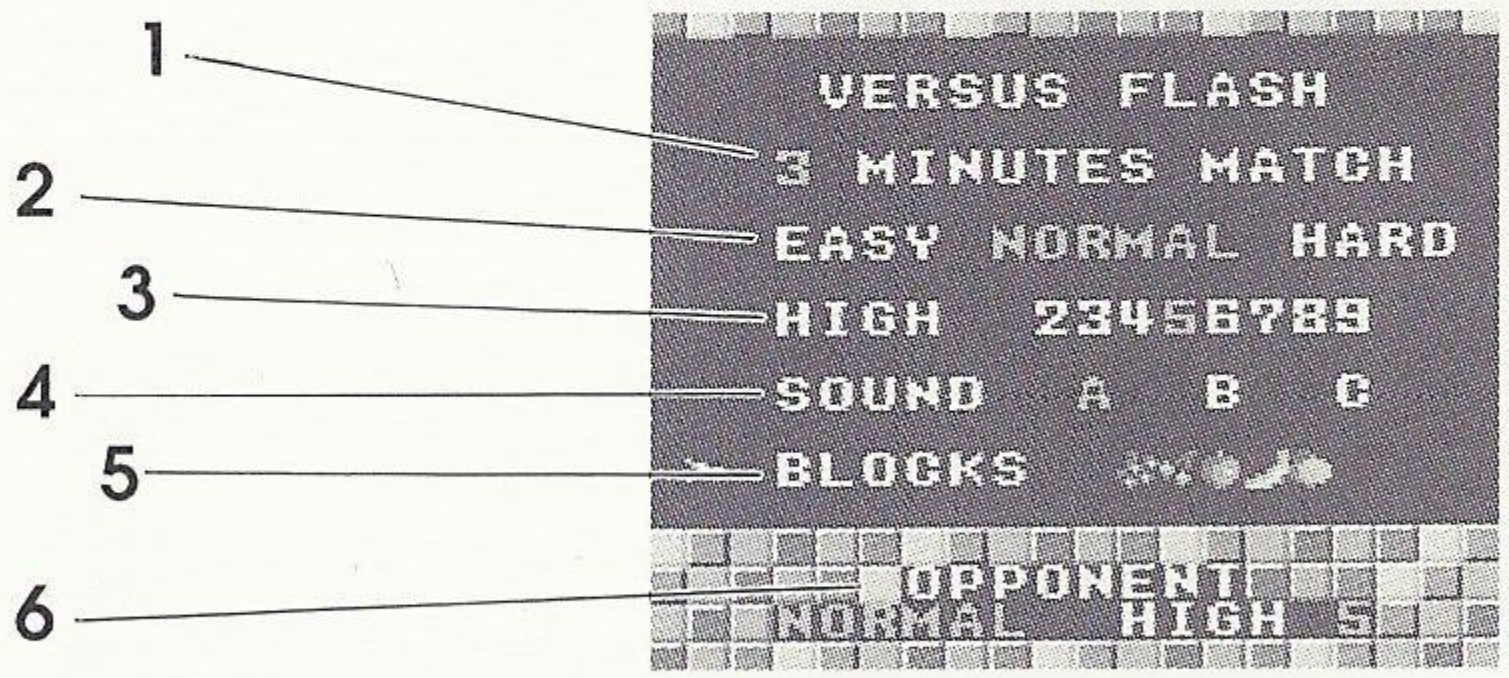


Versus Mode Flash Game

You can win by making the flashing item on your screen disappear first or by making the columns on your opponent's screen pile up to the top. When the time is up and neither you nor your opponent has won, the game is tied.

Versus Mode
Options Screen: Flash Game

Press the D-Button up, down, right or left to select the item you want.



1. Select the length of the match. You can choose a time between three and nine minutes. (The person who pressed Start first on the Title screen makes this selection.)

2. You can play an Easy, Normal or Hard game.
   - **Easy:** Play with items of four different colors.
   - **Normal:** Play with items of five different colors.
   - **Hard:** Play with items of six different colors.

3. The numbers indicate the height of the columns on screen when you start the game.

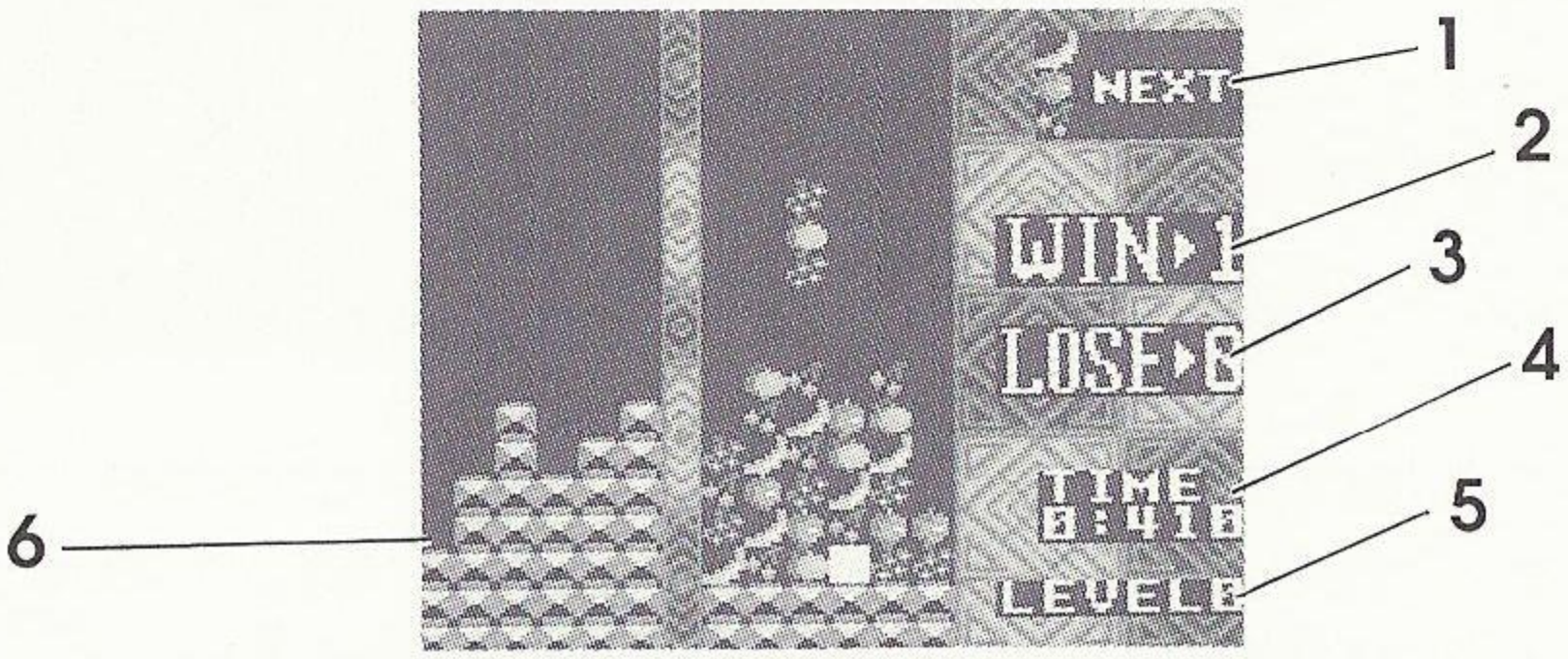
4. Select game music.

5. Here's your opportunity to play with a different set of items. You have five choices.

6. Your opponent's game difficulty and the height of the columns.

Versus Mode: Flash Game Screen

1. The next column of items that will appear.
2. The number of times you won.
3. The number of times you lost.
4. How much time you have left.
5. Your level.
6. What your opponent's screen looks like.



Helpful Hints

- Aim for chain reactions!
- Earn higher scores by playing at the higher levels.
- For game play information, call 1-415-871-GAME.

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.

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 ninety 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

Our Consumer Service Department is in operation seven days a week. DO NOT RETURN YOUR CÁRTRIDGE 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, we 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 termination 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 ninety 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.

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GAME GEAR™

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