

Catch
Cool SPOT on
your Sega™
Game Gear™
System!

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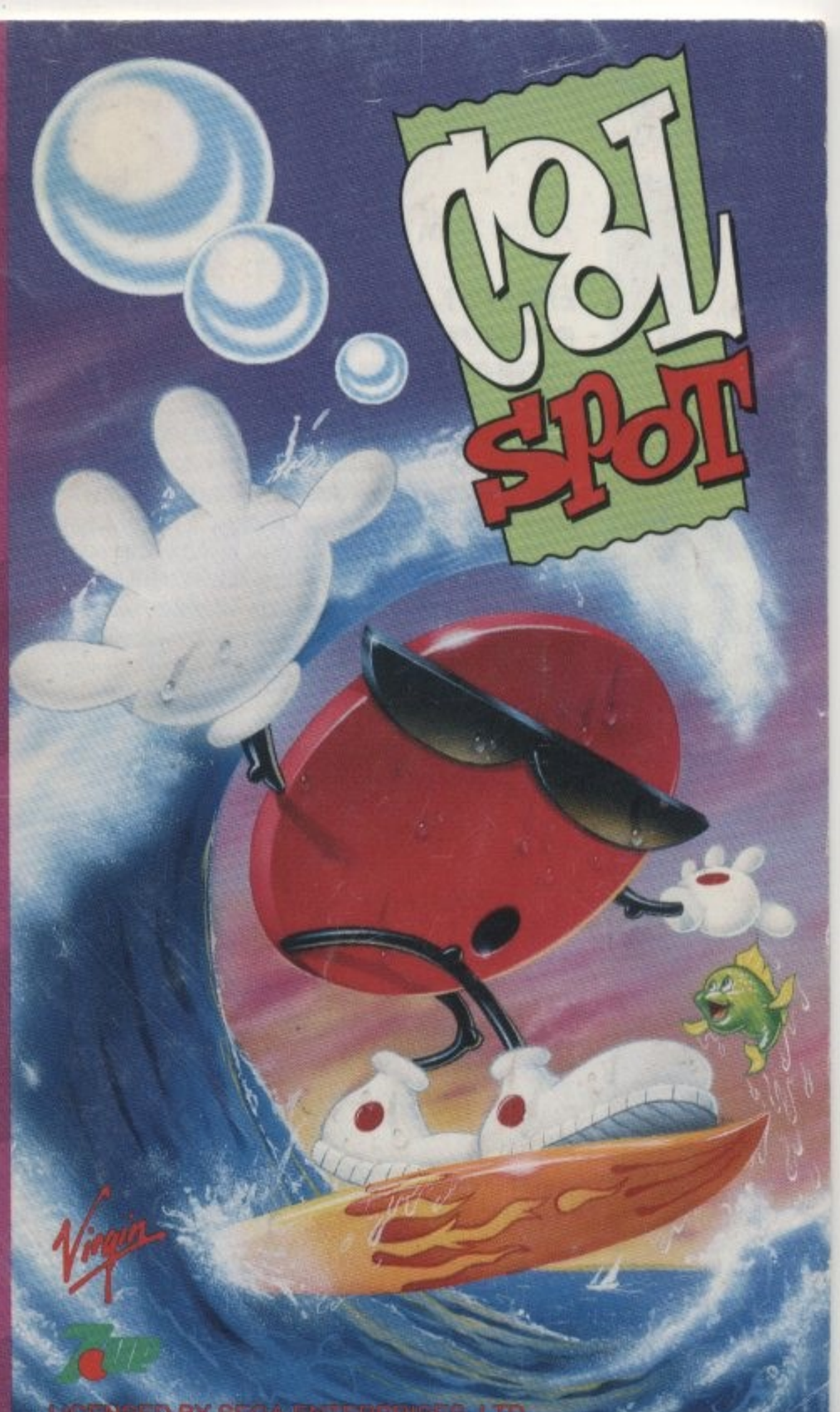
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SEGA™
GAME GEAR™

OFFICIAL SEGA SEAL OF QUALITY

Cool SPOT



Virgin

7UP

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EPILEPSY WARNING

WARNING: PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE 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 undetected epileptic symptoms even in persons who have a 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 invlountary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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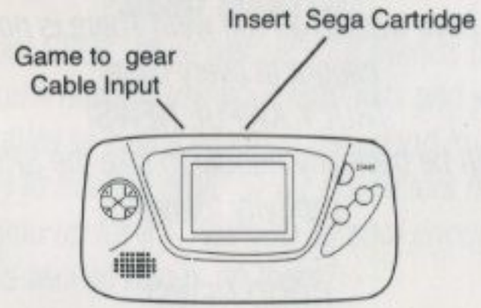
STARTING UP

Set up your Sega Game Gear as described in its instruction manual. Cool SPOT is for one player only.

Ensure the Power Switch is set to OFF. Then insert the Cool SPOT Cartridge, its label facing towards you, into the Sega Game Gear and press it down firmly.

Push the Power Switch to ON. After a few seconds, the Sega Screen will appear. When the Cool SPOT Title Screen is shown you are ready to play Cool SPOT!

***IMPORTANT!** If the Sega Screen doesn't appear, push the Power Switch to OFF. Ensure your Game Gear is set up correctly and the Cool SPOT Cartridge is properly inserted. Then push the Power Switch to ON again. Always ensure the Power Switch is set to OFF before inserting or removing the Cool SPOT Cartridge.*



the Sega Game Gear

BREAKING NEWS
SPOT and his friends, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT and SPOT are in trouble and they need help...FAST!

OLD NEWS
For yours, Wild Wicked Wily Will has been trying to capture a real live SPOT to prove to the World that they really do exist. (Up to date, they have never been 'spotted'!)

HOT NEWS!
Now, Will may be about to get his wish.

BAD NEWS!
Will, in a moment of true wickedness, put cunning SPOT trap cages in all of the fun places where other SPOT friends would be hanging out.

REALLY BAD NEWS!
The traps have worked all too well! There is now a SPOT caught in every cage!
TRULY AWFUL NEWS!
Will will be back any minute to take the SPOT into captivity forever.

GOOD NEWS!
You're here to save the day!
You can help SPOT who has got "SPOT COOL Shots" to spot the cages, free his fellow SPOT friends, stop Will and be a totally "COOL SPOT!"

SPOT TO THE RESCUE
Due to incredibly good planning (okay, you were actually out surfing at the time) you are the only SPOT that is still free to have a good time. All of the other SPOT characters have been trapped in one of Wicked Will's cages.

So, there you were being totally cool as usual, when a sign caught your eye. On it was pinned a hurriedly scribbled message.

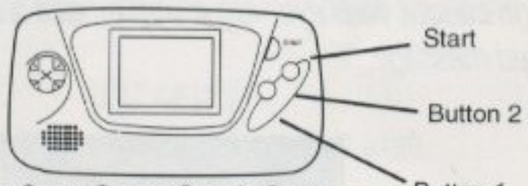


"HERO WANTED"
You , as Cool SPOT, must rescue your friends before it's too late! You'll need to use your cool wits and your Cool Shot of bubbles in a race against time (good thing Will is a little slow) to free the other SPOT characters from the traps. Are you up for it? Will you be cool enough before Will gets his wicked hands on them?

PLAYING COOL SPOT

TAKE CONTROL!

Before you begin to play, take the time to familiarize yourself with the movements and functions of the Sega Game Gear's Buttons.



the Sega Game Gear's Buttons



the Title Screen

THE TITLE SCREEN

After the Sega Screen, licensing information and the Virgin Games logo have been shown, you will be presented with the Cool SPOT Title Screen. Look, there are two options: 'START GAME' and 'OPTIONS'. The cursor points

to the option to be selected. Notice also the high score of 50,000 points. Are you cool enough to beat it? Note that your high score is lost when the Sega Game Gear is turned OFF.

** Press the D-Button up or down to move the cursor between the options.*
** Press Button 1 or 2 to select the option.*

Note that if no Button is pressed on the Sega Control Pad for approximately 30 seconds a demonstration of Cool SPOT in action will be shown.

** Press Button 1 or 2 or the Start Button to quit the demonstration and return to the title Screen.*
** Press the Start Button on the Title Screen to begin play.*



the Options Screen

THE OPTIONS SCREEN

When you select 'OPTIONS' on the Title Screen you will be presented with three new options.

* Press the D-Button up or down to move the cursor between the options.
* Press Button 1 or 2 to select the highlighted option.

SKILL

Life's a game of numbers, dude, and three levels of difficulty determine them. You can choose between 'EASY', 'NORMAL' and 'HARD' to affect the number of Cool Points needed to collect to complete a level, the number of Cool Points needed to qualify for the Bonus Game and the number of points needed to score to earn an extra Cool SPOT character. The SKILL setting also determines the number and type of Uncool Characters you will meet in a level, and the possibility of an Uncool Character removed from play leaving behind a 7-Up Glass (see APPENDIX TWO: COOL COLLECTIBLES on page 23).

Select 'EXIT' to return to the Options Screen.

MUSIC

The default is 'ON'. Select 'OFF' if you don't want to listen to the music, though quite why you wouldn't want to is a mystery. Select 'EXIT' to return to the Options Screen.

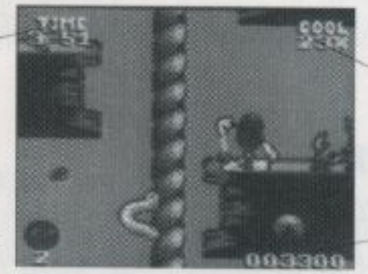
EFFECTS

The default is 'ON'. Select 'OFF' if you don't want to listen to any noises. This is not a wise move though, as it helps to hear what's around the corner, so to speak. Select 'EXIT' to return to the Options Screen.

WHAT YOU CAN EXPECT TO SEE DURING PLAY

Before the quest of Cool SPOT can begin, you will be shown the number of Cool Points needed to collect to give Cool SPOT the power of Cool Shots. The number of Cool Points you need to collect (40, 60 or 90) depends on the SKILL setting (EASY, NORMAL or HARD). You will qualify for the Bonus Game (see BONUS GAME on page 22) if you collect 60, 90 or 99 Cool Points, depending on the 'SKILL' setting.

All the action happens in the Playfield which takes up all of the screen. The Status information around the edges of the screen shows everything you need to know about the state of play.



COOL POINTS

Every Cool Counter collected increases Cool Points by a single percentage.

HEALTH RATING

Represented by this Spot. If Cool SPOT bumps into an Uncool Character, his health deteriorates a little and the Spot on the Status Panel disintegrates. The Spot flashes

when Cool SPOT has only one unit of energy left. A Cool SPOT character is lost when his health has all gone.

COOL SPOT CHARACTERS REMAINING

When no more Cool SPOT characters remain and you die, it's Game Over. You start with 3 Cool SPOT characters. There are two ways to earn extra Cool SPOT characters: collect enough Cool Points for the Cool Bonus Screen (see Cool Bonus Screen on page 11) or collect the hidden 1-Up tokens.

YOUR SCORE

You score points for removing Uncool Characters from play and acquiring Cool Collectibles (see APPENDIX TWO: COOL COLLECTIBLES on page 23). Live that dream. Chase that high score. Win. But above all... be cool.

TIME REMAINING

That's right, you don't have all the time in the world to stroll through a level. When time is running out, a jingle will play. The jingle will get faster and faster until no more time remains. You then lose a Cool SPOT character.

If you have any Cool SPOT characters remaining you will resume play from the beginning of the level or the last Restart Flagpole touched (see APPENDIX THREE: SPACIOUS SPECIAL SCENERY on page 24. Note that you can increase your time limit by collecting Stopwatches (see APPENDIX TWO: COOL COLLECTIBLES on page 23).

CURSOR

A cursor always points the way to the cage in which your SPOT friend is being held captive. Should you spot the cage before you have Cool Shots you will be told how many more Cool Points you need. Now get back there and collect enough Cool Points.

CONTROLLING COOL SPOT



WALK

** Press the D-Button left or right to move Cool SPOT in those directions whether he is on solid ground or in the air. Note that when the D-Button is held down, Cool SPOT will eventually run along solid ground.*



LOOKING UP & DOWN

** Press the D-Button up or down when Cool SPOT is on solid ground to make him look in those directions. The screen will move slightly so you can spot what is above or below.*



CLIMB

** Press the D-Button up or down when Cool SPOT is on a rope of any description to make him climb in those directions.*



SHOT

** Press the D-Button in any direction at any time then press Button 2 to make Cool SPOT throw Cool Shots.*



JUMP

** Press Button 1 to make Cool SPOT jump straight up, whether he is on a rope of any description or on solid ground. Note that if up on the D-pad is held down, Cool SPOT will jump higher.*

HOLD IT!

** Press the Start Button during play to freeze the action.*
** Press the Start Button to resume play when the action is frozen.*

COOL BONUS SCREEN

So you did it - you completed a level. Cool. When the celebrations are over, you will be given a Time Bonus for the time remaining and a Cool Bonus for the number of Cool Points collected during the level.

Look for Cool SPOT hanging around on a balloon. The Balloon will rise as the Bonus points are awarded. The more Bonus points you have earned, the higher the Balloon will rise. If the Balloon carries Cool SPOT all the way up to the 1-UP token, he collects it and you get an extra Cool SPOT character to play with.



the Cool Bonus Screen

APPENDIX ONE: LEVELS OF COOL

Cool SPOT will travel through 8 increasingly testing levels. A signpost is shown before each level. Note that some Uncool Characters are tougher than others and it can take more than a single Cool Shot to remove them from play.



ah - the first level's this way



all wet

SHELL SHOCK

Life's a beach, especially when it's full of sand dunes and sand dudes. Look out for Balloons and Bouncy Bubbles - they can help Cool SPOT reach new heights.

DRAGONFLIES

Watch out for their shooting stings.

CRABS

They hide in holes in the sand, popping up occasionally to exercise their pincers.

HERMIT CRABS

These shy little buggars hide in their shells. Let them have a Cool Shot when they poke their heads out of their portable homes. Beware: without a shell Hermit Crabs run riot.



the pier

PIER PRESSURE
Take a boardwalk along the pier and make the most of the ropes to pass the posts. Note that some of them have holes through them.

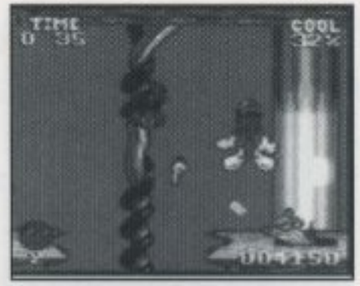
BEES
Don't they have anything better to do than dive bomb at Cool SPOT?

CRABS
They are red with anger, which is why they nip at anything cool nearby.

OYSTERS
A noisy noise annoys an oyster which is why they don't open their shells often, but when they do, let them have it with a Cool Shot.

FISH
They spit water.

WORMS
Remove them from the ropes before climbing.



da wall

IN DA WALL
Use the wiring to climb but don't walk on the barbed wire, nails or tacks.

SPIDERS
They creep and crawl along the ceiling before dropping down.

MICE
The ratty rodents aren't happy about Cool SPOT intruding into their domain so they throw lumps of hard cheese at him.

MOUSE TRAPS
If Cool SPOT jumps on one the wrong way - SNAP!



just cruisin'

WADING AROUND

Use the lily pads, toy boats and rubber ducks to help Cool SPOT get out of the rubber ring full of water. It's a pity Cool SPOT can't swim (that's why he's such a cool surfer - he can't afford to fall in the sea). Outside the ring, toy blimps and rockets suspended from the ceiling make handy platforms. The rockets' spikes don't hurt but they are slippery.

FROGS

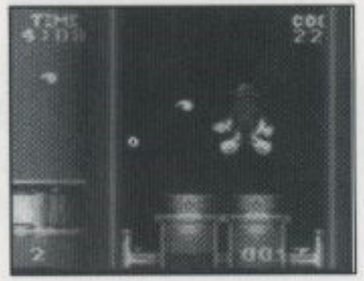
They live on lily pads and spit water.

BIPLANES

When you hear a buzzing overhead, beware. These Biplanes drop bombs.

RADICAL RAILS

These far-out rails are a network of slippery slopes and vacuum tubes. It's kinda fortunate there are no Uncool Characters to worry about.



BACK TO THE WALL

More Spiders, Mice, Mouse Traps, Barbed Wire, Nails and Tacks to contend with.

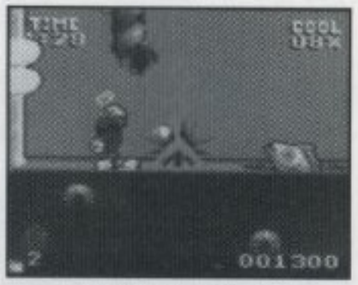


DOCK & ROLL

Oh no, not more Bees, Crabs, Worms and Oysters... 'Fraid so!

SURF PATROL

Hang on in there, the end is in sight.



the Bonus Game

THE BONUS GAME

This takes place in a bottle of fizzy pop full of Cool Counters and Bouncy and Blobby Bubbles. Use the Bubbles to help Cool SPOT collect the Cool Counters but more importantly to reach the top of the bottle... where you will find a Cool Letter from the word 'VIRGIN'. Get that Cool Letter - and be sharp about it! (There's a time limit.)

When the Bonus Game is over, Cool SPOT will receive a Cool Bonus for the number of Cool Points acquired. He will then store the Cool Letter. If you have a Cool Letter and lose all your Cool SPOT characters you don't start from the first level - instead you will continue from the level on which you lost your last Cool SPOT character. Note that your score is reset to zero. Beware! Some Bonus Games feature bombs.

APPENDIX TWO: COOL COLLECTIBLES

The following items are found on every level. All Cool Collectibles are most useful, so pick them up when you spot them.



COOL COUNTERS

Each red spinning disc like this one is worth a Cool Point which is represented as a percentage.



SUPER COOL COUNTERS

Seven (count 'em) Cool Points packed into a single disc. You won't spot many of these, but when you do, don't walk on by.



7UP GLASS

Usually left behind by some Uncool Characters removed from play. A 7UP Glass boosts health.



STOPWATCH

An extra 2 minutes of time could spell the difference between success and failure.



1-UP

They are usually hidden behind certain parts of the scenery. An extra Cool SPOT character is yours if you can discover a 1-Up token.

APPENDIX THREE: SPACIOUS SPECIAL SCENERY

Cool SPOT can run and jump on the scenery - he can even jump through some of it. Sometimes though you will spot the following Special Scenery. Take advantage of its most useful nature.



BALLOONS

Some of them simply hang in the air, others float around, but all of them are useful. Cool SPOT will grab a Balloon's string when he jumps near it. He can still throw Cool Shots. Cool SPOT will let go of a Balloon's string when he jumps left or right or is hit by an Uncool Character or its shots.



BOUNCY BUBBLES

They burst when Cool SPOT shoots them or lands on them. But! When Cool SPOT lands on a Bouncy Bubble he is bounced upwards. Bouncing from Bubble to Bubble is fun AND useful.





BLOBBY BUBBLES

Smaller but better than Bouncy Bubbles. Cool SPOT doesn't jump on to Blobby Bubbles - he jumps inside them. You can then control the direction of the Blobby Bubble's movement as it floats upwards, just like you'd control Cool SPOT. Note that after a few seconds Cool SPOT will struggle and break free from the Blobby Bubble. To burst the Blobby Bubble beforehand, jump!



RESTART FLAGPOLE

Touch it and watch the flag rise to show that the position that Cool SPOT is in in the level has been remembered. Now if Cool SPOT were to lose all his energy he wouldn't be returned to the beginning of the level, oh no, he'd instead be placed at the last Restart Flagpole he touched.

APPENDIX FOUR: COOL PLAYING ADVICE

Cool SPOT can throw his Cool Shots in almost any direction. Use your finger or thumb to roll the D-Button in a clockwise or counter-clockwise direction and keep pressing Button 1 as quickly as possible. And remember: practice makes perfect.

Small jumps are usually useful for jumping from one rope to another, but they are invaluable when it comes to throwing Cool Shots into an Oyster's open shell.

In the Bonus Game, try to jump through Bouncy Bubbles from below as Cool SPOT will fly a little bit higher. If Cool SPOT jumps out of a Blobby Bubble into a Bouncy Bubble above he will fly really high.

Cool SPOT cannot walk through most walls, but he can throw Cool Shots through them. Take advantage of this to take out Uncool Characters on the other side.

If you want to get high scores, collect everything, shoot everything and pay no attention to the time.

Don't stand on the tiny tilting toy UFOs for too long - Cool SPOT will get tipped off.

HANDLING THIS CARTRIDGE

This Cool SPOT Cartridge is intended exclusively for the Sega™ Game Gear™ System.

** Do not bend it, crush it, or submerge it in liquids.*

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

** Be sure t o take an occasional recess during extended play, to rest yourself and the Sega cartridge.*

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COOL SPOT

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Special thanks to Bart Johnson and Melanie Payne of the 7UP Company.
This game is dedicated to Cathie A. Bartz-Todd.

Patents
US#'s 4,442,486/4,454,594/4,462,076;
Europe# 80244;
Canada# 1.183.276;
Hong Kong# 88-4302;
Singapore# 88-155;
Japan# 82-205605 (Pending)