GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

Patents : U.S. Nos. 4,442,486/4,454,494/4,462,076. Europe No. 80244. Canada No. 1,183,276: Hong Kong No. 88-4302: Singapore No. 88-155: Japan 82-205605 (Pending)

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Printed in Japan

GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

Devilish

TM

SAGE'S CREATION

SEGA™

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STORY

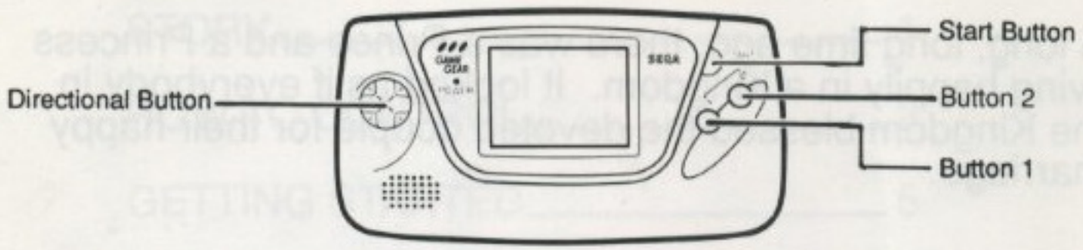
A long, long time ago, there was a Prince and a Princess living happily in a Kingdom. It looked as if everybody in the Kingdom blessed the devoted couple for their happy marriage.

But there was someone who was very jealous...an ugly creature who dominated the darkness, named Gamma. Gamma said, "Now Prince and Princess, I put a spell on both of you and you will be ugly forever."

Gamma started dropping rocks from the sky and the whole Kingdom was filled with rocks and devils. Then Gamma turned the Prince and Princess into two paddles.

Suddenly, a blue sphere fell from the sky. The blue sphere had a mysterious power to contain the spread of Gamma's devilish spells...

HOW TO CONTROL



DURING MENU SELECTION

Directional button: Press up and down to move cursor, then left and right to change selection.

Start button: Press to execute menu you choose.

DURING GAME PLAY

Directional Button: Press to move paddles.

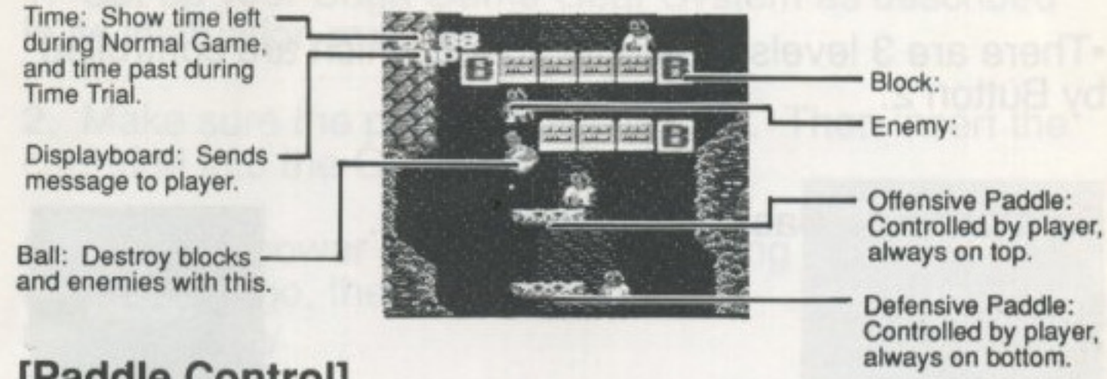
Start Button: Press to pause the game . The current score and other status of the game are displayed during pause.

Button 1: Press to change the formation of paddles.

Button 2: Press to change the speed of the paddles.

Note: When you press Button 1, Button 2 and start Button at the same time, the game will reset.

[Screen Display]



[Paddle Control]

The player controls two paddles using the directional button.

Upper Paddle (Offensive): This can move in eight directions, but cannot move into the area of Lower Paddle.

Lower Paddle (Defensive): This can move only right and left in the lower part of the screen.

• The two paddles can form a moving 90° angle. In this position, the two paddles can move left and right, only simultaneously. The Upper Paddle can also move up and down wuile the Lower Paddle remains horizontal below.

•There's no off-limits for the sphere movement, regardless of the map. When the sphere bounces from the Lower Paddle, the sphere is not blocked by the Upper Paddles.

•The paddles can be shortened by some items, but the paddles will never disappear from the view.

•The paddle formation can be changed by Button 1.

•There are 3 levels of paddle speed which are controlled by Button 2.

Formation 1: Basic Offensive Pattern.



Formation 2: Basic Defensive Pattern where the Lower Paddles are separated.



Formation 3: Upper Paddle lies straight to form the letter "L". The sphere can be hit with the right side of the Upper Paddle. This can be used when the player wants to move the sphere to the right direction.



Formation 4: Upper Paddle stands straight to form a reverse of the letter "L." The sphere can be hit with the left side of Upper Paddle. This can be used when the player wants to move the sphere to the left direction.



GETTING STARTED

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 cartridge into the Game Gear Unit.

3. Turn the power switch ON. Following the SEGA logo, the Title Screen will appear slowly.



4. During the title screen, push the Start Button to choose between Normal Game and Time Trial.

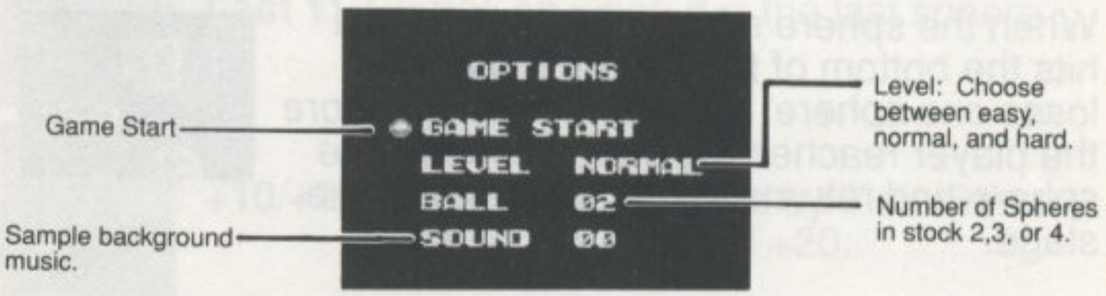


Normal Game: Clear one stage at a time.

Time Trial: Complete the stage in the shortest amount of time.

*Option Screen: This will follow if Normal Game is chosen. The player can choose his favorite set up.

Option Screen



OBJECT OF THE GAME

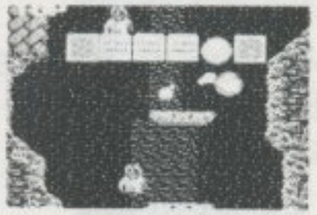
Devilish has two ways to play.

Normal Game

Select Normal Game after the Title Screen, then select Game Start on the Option Screen. The game will start after displaying the stage number, stage name, and time limit.



The player controls the two paddles to bounce the sphere in order to break the blocks and advance to the goal at the end of the scroll, before time runs out.



There are obstacles such as blocks, traps, and enemies to obstruct the sphere's movement.

When the sphere enters the goal, the stage is cleared and time left on the clock is added to the score. The player can receive a 1-UP if he reaches a certain score.



When the sphere misses the paddle and hits the bottom of the screen the player loses one sphere. Also, if time is up before the player reaches the goal, he loses one sphere and returns to the beginning of the stage.



When the player loses the last sphere, the game is over.

The player gets a free sphere when a certain score is reached or when a 1 Up is gained.

If the player reaches a high score, the player will be listed on the Best Players list. Players can continue the game from the last stage played if he has any credits left.



The Display Board displays the current situation on the screen.



1-UP: One more sphere is gained.



>>: The speed of the paddle is changed. (two > shows mach 2)



Last 1: Comes on when it is the last sphere available.



+10/+20: More time is gained by Time Bonus. There are +10 and +20.

TIME TRIAL

In "Time Trial" the goal is to complete the game in the shortest amount of time. The rules and game play are the same as the Normal Game, but time is added instead of taken off.

When the player chooses Time Trial mode, the screen displays stage 1 through 6. The player chooses a stage he wants to play and pushes the start button.



The next screen shows the stage title and top 3 times. Press Start Button to start the game.



Game play is the same as the normal game, but some rules are different.

- There is no 1-UP for point level.
- Time bonus item has no effect.
- There is no continue.
- The game is over if the player exceeds 9 minutes 59 seconds.

The 3 best times are recorded.

To leave Time Trial push the Start Button to get Pause mode and then push Button 1.

ELEMENTS

[Items]
There are treasure boxes containing items in each stage. When a ball hits a treasure box, the contents appear and fall down to the bottom of the screen. The player must catch it with the paddles to gain advantages.

TREASURE BOX
Produces various items when destroyed.
Difficulty: 1
600 points



TIME BONUS (Yellow)
10 or 20 seconds is added to the playing time.



1-UP (Purple)
One more sphere is added.



BUSTER BALL (Red)
This sphere will pierce through any barrier.



FLASHING BOMB (Green)
This can destroy many blocks in a flash.



[Blocks]
Blocks are destroyed when the sphere hits. There are different level of difficulty and some special blocks with special effects.

Normal Block: (Blue)
Basic blocks
Difficulty: 1
200 points



Normal Block 2: (Brown)
This is harder than the first.
Difficulty: 2
400 points



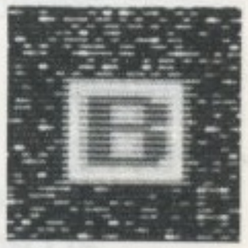
Giant Block: Blocks are large and solid.
Difficulty: 4
800 points



Short Block: When the sphere hits this block, the paddle gets shorter.
Difficulty: 1
200 points



Bonus Block: High score is given when destroyed.
Difficulty: 1
1000 points



Enticing Block: When destroyed, all adjacent blocks are also destroyed.
Difficulty: 1
200 points



[Traps]
This game has many obstacles set in the way of the sphere, but some are helpful. Most of the traps are not destroyable.

•WARP ZONE

When entered, the sphere is automatically carried to the exit. It goes with bounding sound effects. (10,000 points)



•SHUTTERS (IN VOLCANOS STAGE)

These shutters can open and close repetitively at certain periodS of time. Some screens have two sets of these at the same time.

•CATCHING HOLE

This can swallow the sphere, and eject it out after two or three seconds. Press the Directional Button at the time of eject to direct the sphere. (800 points)



•ZONE OF IRREGULAR REFLECTION

There are obstacles of triangles in this zone. This makes it very hard for the player to read the bouncing angle.

•WATERFALLS

When the sphere hits the running waterfall on the screen, the sphere loses its speed and bouncing angle changes suddenly. This appears on the Waterfall stage.

•ROULETTE OF FORTUNE

When the sphere comes close to one of the flashing red holes, it automatically enters in. After a while it comes out of the central hole. Player will get 1,000 points plus 1-UP or 10,000 points depends on your luck. Roulette appears on stage 4.



•GUILLOTINE

It appears on the last stage. The razor of the Guillotine moves up slowly and sharply falls down! This limits the sphere movement.

•BLOCKMAKER

A Blockmaker comes out from the side of the screen and leaves blocks on its track. It can obstruct the sphere movement by sudden changes of direction. There are two Blockmakers, each producing blocks of difficulty 1 and 2. They are destroyable.
(Difficulty: 3, 700 points)



CHARACTERS

[Enemies]
Each stage has various enemies which can obstruct the sphere's movement and they make this game more challenging, and they are destroyable!

•ZOMBIE



These creepy creatures live in a Graveyard. They don't walk around, but swing their bodies in the same spot. They look tormented.
(Difficulty: 2, 300 points)

•MICHAEL



A weird man, dancing at the Graveyard. He keeps his steps right and left without resting.
(Difficulty: 3, 2,500 points)

•SKELETON WARRIOR
They live in Underground Passages.
They are busy on guard, brandishing a sword.
(Difficulty: 2, 300 points)

•CANNIBAL FLOWER
This dangerous flower grows in the Prairie.
(Difficulty: 2, 300 points)

•FRENCH DOLL
She looks cute, but when the sphere hits this doll something spectacular happens.
(Difficulty both head and body: 3, 500 points)

•PENGUIN
Hitting this little guy doesn't kill him. He just disappears for a few seconds. (Difficulty: 3, 300 points)

•MAGICAL CUBE
This magical cube moves around while spinning and circling. (Difficulty: 3, 500 points)

•CONJURER



He appears and disappears and reappears at will.
(Difficulty: 2, 300 points)

•BLOODY WHEEL



This spinning wheel moves round rapidly in the air.
(Difficulty: 3, 500 points)

[Bosses]
At the end of some stages Big Boss characters are waiting.

•DEMON



A picture of a demon is drawn on the ground. As the sphere approaches, the picture returns to life and tries to stop the sphere's movement. It also protects itself from the sphere's attack with blue flames. (Difficulty: 30, 50,000 points)

•SNAKE MASTER

A weird priest. He handles huge snakes in the air to stop the sphere's approach. (Difficulty: 40, 60,000 points)

•GAMMA

The master of the evil world. He finally reveals his true appearance. The player will certainly be frightened by his DEVILISH appearance. (Difficulty: 25, 70,000 points)

STAGES

There are eight (8) stages in total. Each stage is based on a frightening premise with traps, enemies, and boss characters.

•STAGE 1, GRAVEYARD:



This game starts from a fearful graveyard at night. In this stage, blocks are made from tombstones. Zombies and Michael wait for you at every turn. This stage is short and straight.

•STAGE 2, UNDER PASSAGE:



Next is an old under passage and it is quite complicated with some horizontal scrolls. The enemies are Skeleton Warriors. French Dolls, and a Boss in the last part. Catching Holes and Shutters also appear.

•STAGE 3, WATERFALLS:



In this stage, all the player has to do is to let the sphere go up and up. The obstacles are waterfalls, fallen rocks, zone of irregular reflection , and cannibal flowers.

•STAGE 4, OLD CASTLE:
The inside of the castle is decorated with some ornaments from the Middle Ages. Giant Blocks, Warp Zones, Shutters and a Fortune of Roulette are obstacles and enemies are French Dolls and Conjurers.

•STAGE 5, PRAIRIE:
This stage is a huge, bright prairie. Blocks made of rock, Blockmakers and Catching Holes await. Enticing Blocks can be very helpful in this stage.

•STAGE 6, VOLCANO:
This is a volcanic cave with bumpy walls. Because of the complexity of the cave, the sphere cannot go smoothly. Fire-pillars obstruct the sphere's movement in the volcanic area. This is a long stage.

•STAGE 7, WORLD OF ICE:
This stage changes to a white world with ice and snow. There are hard blocks made of ice, and Penguins awaiting as an enemy. Blockmakers and Warp Zones can be dangerous.

•STAGE 8, EVIL TEMPLE:
The last and the most defficult stage. Good luck!

MEMO

WARRANTY

Handling The Sega Game Gear Cartridge.
• The Sega Game Gear 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.

Warranty
SAGE'S CREATION INC. warrants the original consumer purchaser that the SAGE'S CREATION Cartridge shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, SAGE'S CREATION will repair or replace the defective cartridge or component part at its option, free of charge.
This warranty does not apply if the defects have been caused by negligence, abuse, maltreatment, accident, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the SAGE'S CREATION Consumer Service Department at following number: 714-373-9136.
Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. Do not return your SAGE'S CREATION Cartridge to your retail seller. Return cartridge to SAGE'S CREATION Consumer Service. Please call first for more information.

SAGE'S CREATION will provide you with instructions on returning your defective cartridge if our consumer service person is unable to solve the problem by phone. The cost of returning the cartridge to the SAGE'S CREATION Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty
If your SAGE'S CREATION Cartridge requires repairs after termination of the 90 day warranty period, you may contact the SAGE'S CREATION Consumer Service Department at the number listed on page 20. If the consumer service person is unable to solve 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 the SAGE'S CREATION Service Center with an enclosed check or money order payable to SAGE'S CREATION, INC. for the amount of the cost estimate provided to you by the consumer service person. If after inspection it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitation on Warranty
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subjected to the conditions set forth herein.
In no event shall SAGE'S CREATION, INC. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.
The provisions of this 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.