GEAR WORKS™

SONY IMAGESOFT

SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA SEAL OF QUALITY

SEGA™

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

PRINTED IN JAPAN

1 PLAYER

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EPILEPSY WARNING

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 previously 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.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

HANDLING THIS CARTRIDGE

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

Do not bend it, crush it 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 to rest yourself and the Sega Cartridge.

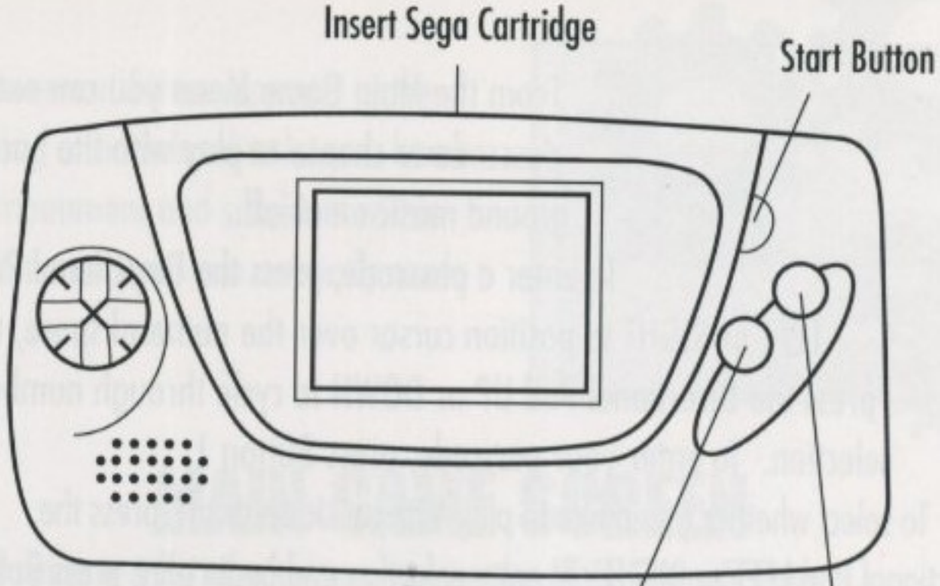
INTRODUCTION

You are a master clocksmith on an almost impossible mission: To transform 12 Wonders of the World into monumental time pieces—sub-level by sub-level.

Armed with a tool box filled with live explosives, five quarts of oil, a high-powered rifle and more gears than you could ever need, it's up to you to build the inner mechanisms by linking together gears of every size and color, while struggling against time, temperature and pesky Poffins.

Grab your tools and pack your bags! First stop: The Leaning Tower of Pisa.

NAMES OF CONTROLLER PARTS



GAME CONTROLS

Press LEFT, RIGHT, UP and DOWN to position cursor anywhere on the Peg Grid.

BUTTON 1: Activate the Gun Sight, Bomb,or Oil Can and place any gear on the Peg Grid.

BUTTON 2: Make a selection in the Tool Box.

GETTING STARTED

From the Title screens, press the Start Button to reach the Main Game Menu.

MAIN GAME MENU

From the Main Game Menu you can enter a passcode or choose to play with the background music on or off.

To enter a passcode, press the Directional Pad LEFT or RIGHT to position cursor over the numeral space, then press the Directional Pad UP or DOWN to cycle through number selection. To enter your passcode, press Button 1.

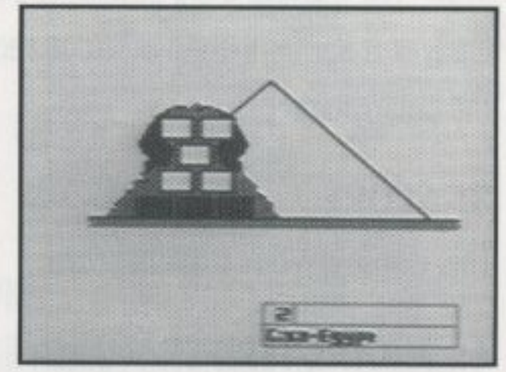
To select whether you'd like to play with music on or off, press the Directional Pad LEFT or RIGHT. To enter selection and begin play, press Button 1.

CUCKOO CLOCK

The Cuckoo Clock indicates which level the player is starting.

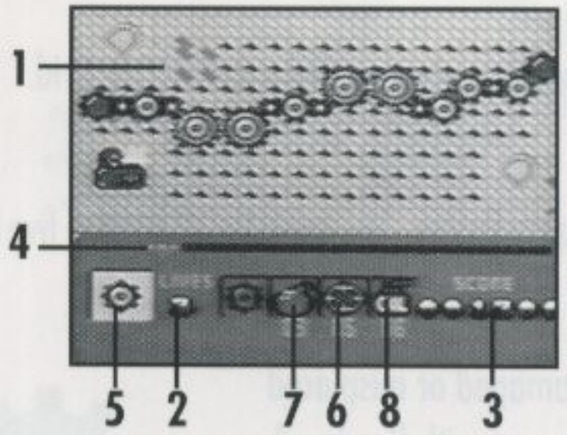
MONUMENT SCREEN

The Monument Screen appears at the beginning of each level to let you know which monument and sub-level within that monument you are currently working on.



MAIN GAME SCREEN

The following is a list of what appears on the Main Game Screen



1: PEG GRID

This is where all the action takes place.

2: LIVES

This indicates how many lives you currently have. You begin the game with 3 lives. You will lose a life each time you fail to complete a level within the time limit, or if the temperature gauge reaches the boiling point before you complete the gear chain.

3: SCORE

This displays your current score.

4: ENGINE TEMPERATURE

This displays the temperature of the engine powering the clock. Temperature increases as the number of gears linked increases. Rusty or jammed gears also raise the temperature. The gear chain must be completed before the temperature reaches maximum.

5: GEAR TYPE

This enables you to position various gears on the Peg Grid.

6: GUN SIGHT

Body: Use this for popping Poffins. You begin the game with five bullets.

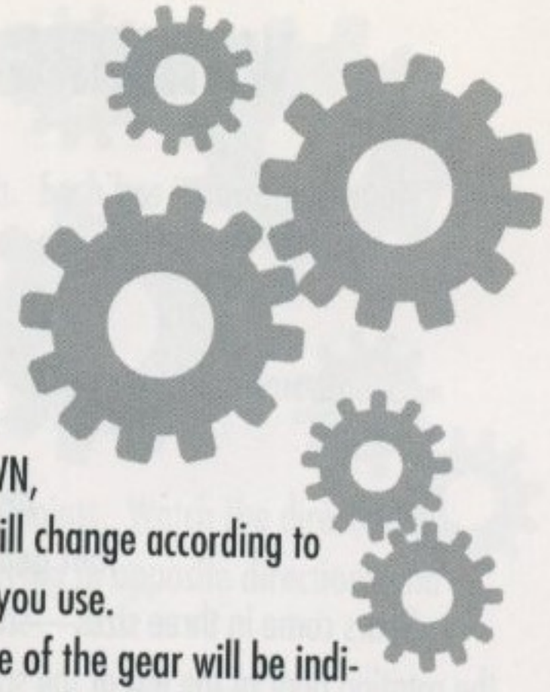
7: BOMB COUNT

Use this to destroy damaged or misplaced cogs. You begin the game with five bombs.

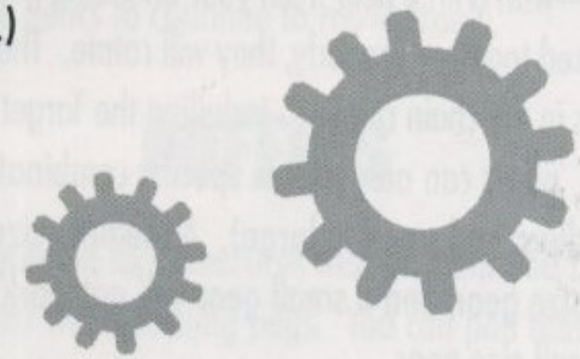
8: OIL COUNT

Use this to oil rusty gears. You begin the game with five quarts of oil.





You will use the cursor to lock gears in place and activate your tools. To use the cursor, move the Directional Pad UP, DOWN, LEFT OR RIGHT. The form of the cursor will change according to the size of the gear, and the type of tool you use.
(For instance, when placing gears, the size of the gear will be indicated by the size of the cursor. When using a bomb, the cursor will take the shape of a bomb.)



WORKING THE GEARS

You have 12 different world monuments to create, beginning with a leaner in Italy, a sphinx in Egypt, and so on. To select a gear, highlight the Gear Icon, position the cursor over the desired peg and press Button 1 to lock that gear in place.

Gears come in three sizes—small, medium and large. The goal is to link the rotating gear at the left of the screen to the stationary Target Gear at the right of the screen—with a little help from your unending gear collection. When gears are linked together properly, they will rotate. The puzzle is complete when all gears in the chain rotate—including the Target Gear.

Keep in mind, gears can only link in specific combinations (large to large, small to medium and small to large). A medium size gear will not work with a large size gear, and a small gear will not work when placed besides another small size gear.

THE TOOL BOX

You have three tools to assist you in completing each level: Gun Sight, Bomb and Oil Can. To open the Tool Box, press Button 2, and use the Directional Pad LEFT or RIGHT to highlight the desired tool. To select a tool, press Button 2 again. To use that tool, position the cursor over the target and press Button 1.

TYPES OF GEARS

You have three types of gears to work with. Each has its own personality and can be recognized by its color:

Blue: Use in abundance! These gears will give you the smoothest connections.

Green: Connect these together for more points. Watch the directional arrow! Connect two that are moving in opposite directions and your whole clock will freeze up.

Orange: Keep your oil can handy! An occasional drop will be necessary for these gears to continue to move freely.

POFFINS

Poffins are pesky gremlin-like creatures that torment you by rusting the gears or breaking off the mounting pegs. You can pop these Poffins using the Gun Sight, a Bomb, or by squashing them under a gear.

SCORING

Scores are tallied after each sub-level has been completed. You accumulate points for each working gear in place, and you lose points for each misplaced or non-working gear.

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