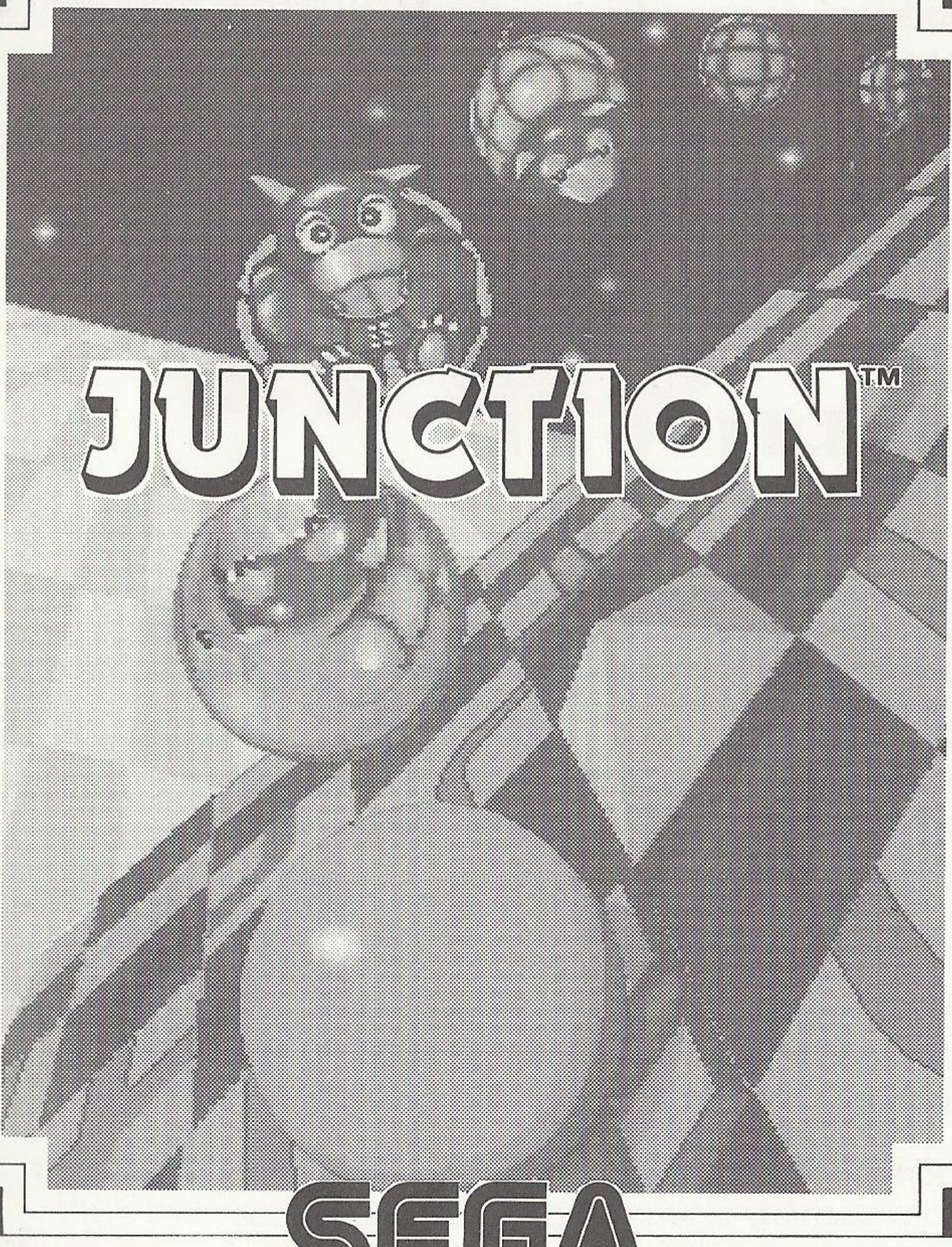
Micronet CO., Ltd.



SEGA™

GAME GEAR™

OFFICIAL SEGA SEAL OF QUALITY

Thank you for purchasing the JUNCTION SEGA GAME GEAR cartridge.

The rules are quite simle, but we urge you to read this manual before starting the game to get the most enjoyment.

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.

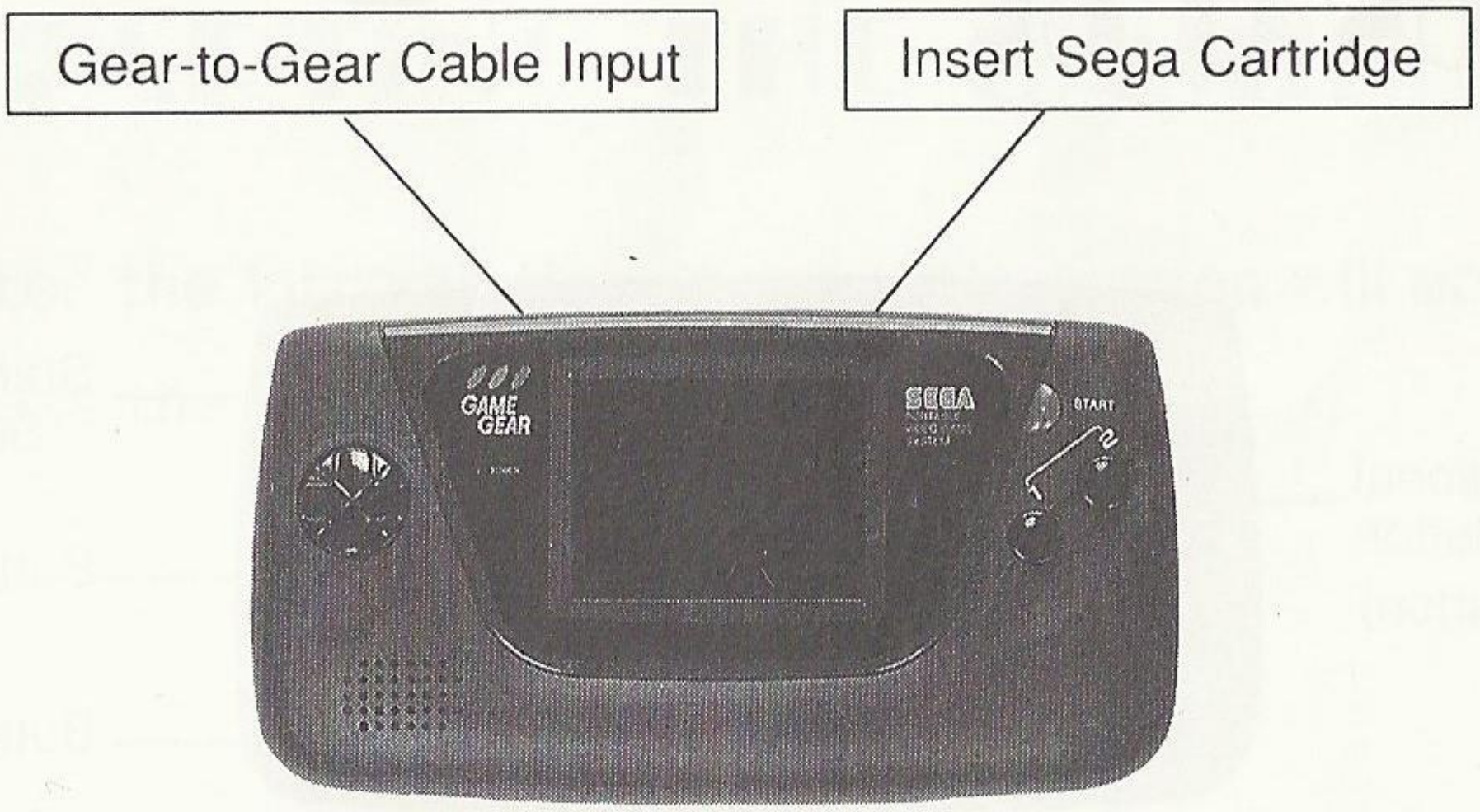
2. Make sure the power switch is OFF. Then insert the Junction cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the Junction 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.

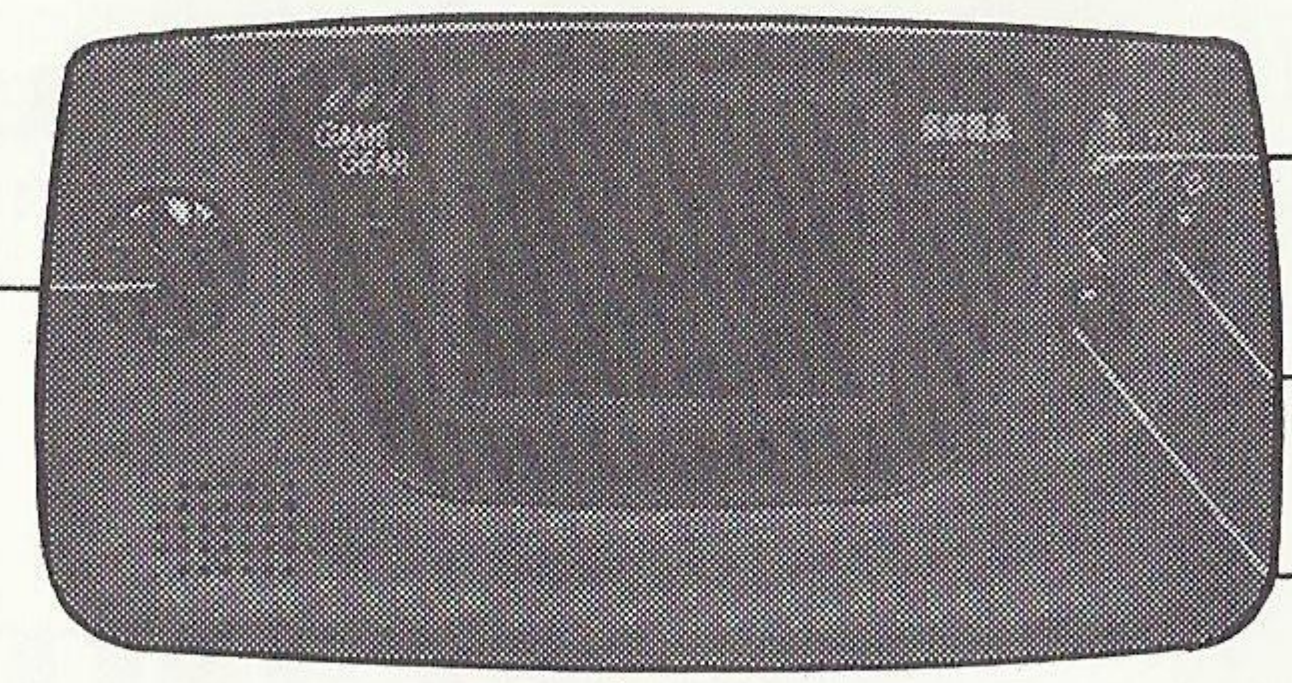
Note: Junction is for one player.



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CONTROL

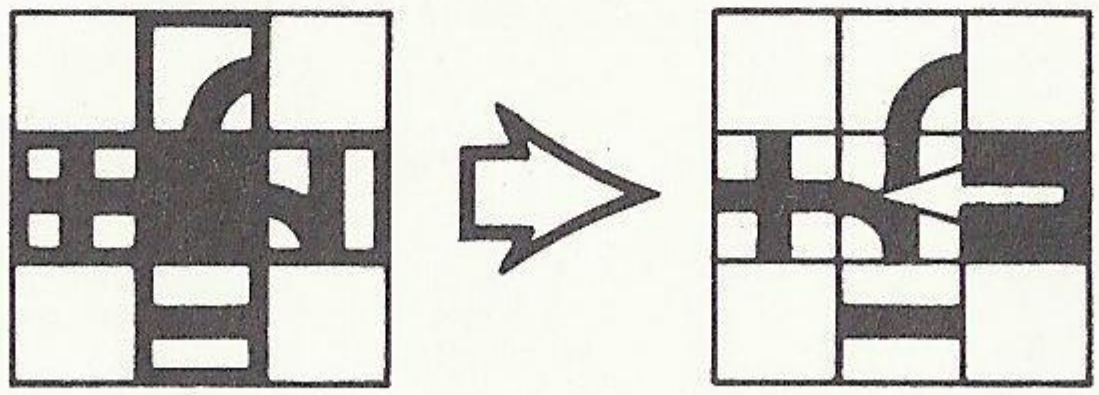


START BUTTON·····Start and PAUSE GAME.

(1) **BUTTON** : Speed up
(2) **BUTTON** : Slow down

DIRECTION BUTTON : Use Direction Button to move blocks (able to move up and down, right and left around a black hole.)

If you move your directional button to left, then·····



STARTING THE GAME

After the introduction Phase, title screen will appear.

Press the start button.

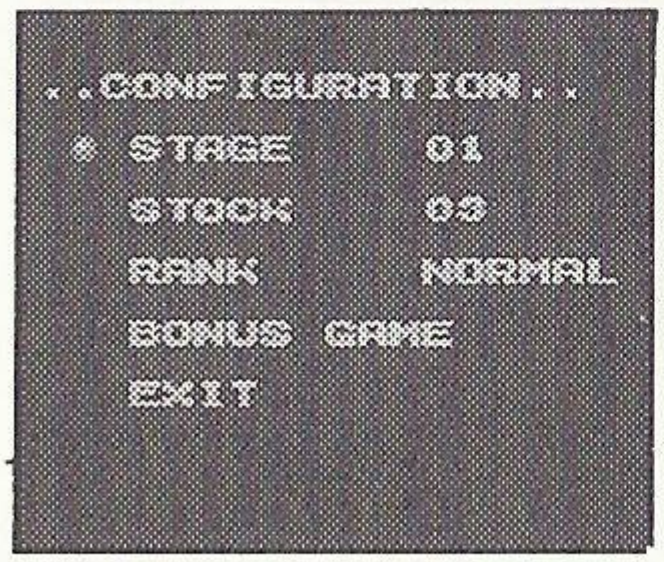


Use the directional control to move the cursor to Game Start or Cofiguration.



Press the START button.

CONFIGURATION



Move the ball upor down
using the D-button
to select the option
you want to change.

Press the D-button
right or left to change
the option's setting.

Move the ball to "EXIT" and press the A. B. C. or START button to start the game.

STAGE SELECTION

JUNCTION has a total of 50 stages.
This option allows you to Start at any
of the 50 stages.

STOCK

You can play Junction with 1-8 red balls.

RANK

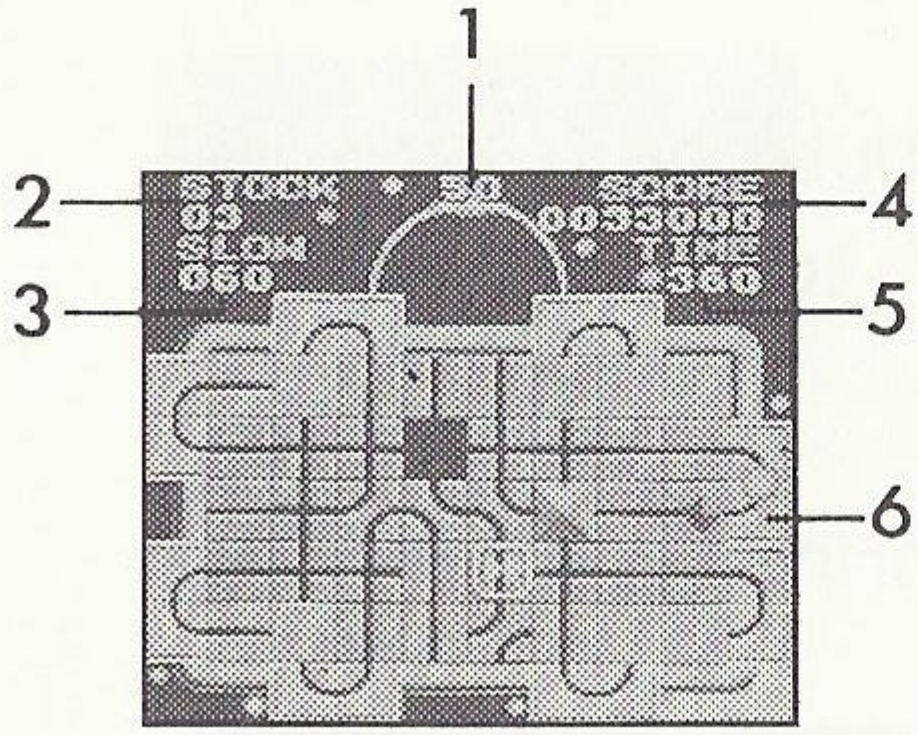
Use the left/right direction buttons to change the rank selection from EASY to NORMAL to HARD.

Press button A, B, or C to confirm your selection.

EASY	Play for a long time with no enemies.
NORMAL	Regular play.
HARD	Shorter time for balls to clear each stage.

Configuration settings remain valid until the power is turned off.

GAME SCREEN



1. Number of current stage
2. Number of red balls (your pieces)
3. Remaining slowdown time.
4. Score
5. Remaining time.
6. Checkpoint.

Red Balls vanish when they·····

※Smash into enemies
※Have no place to go
※Run out of time

If you can pass all of the checkpoints, you will clear the stage.

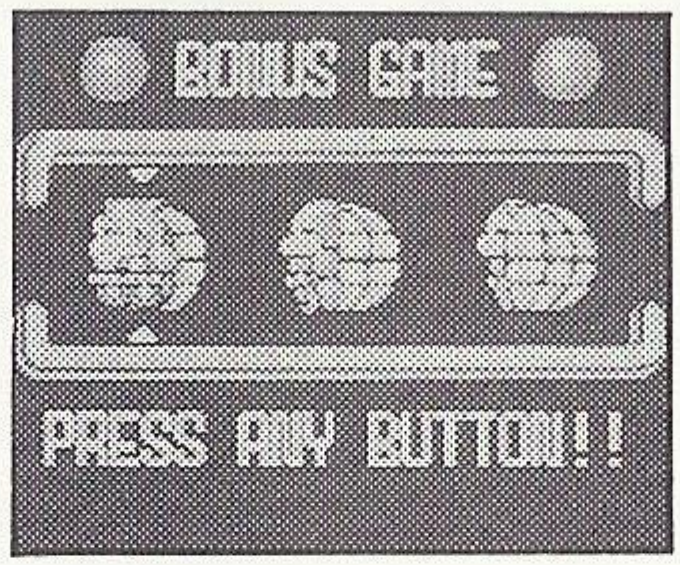
After you pass it, the checkpoint vanishes.

BOUNUS GAME

At every 10th stage you can play
a bonus game to win more balls.

There are three ALMAGIROs spinning
on the bonus screen.

From left to right, press any button to make
the ALMAGIRO stop turning.



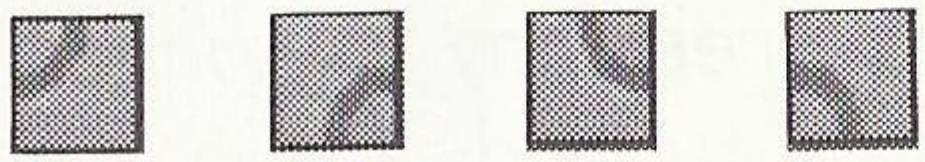
If he stops facing you, you win a free ball!

■ Remember timing is the key!

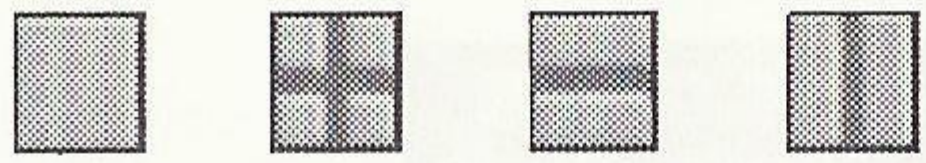
BLOCK

Basic blocks



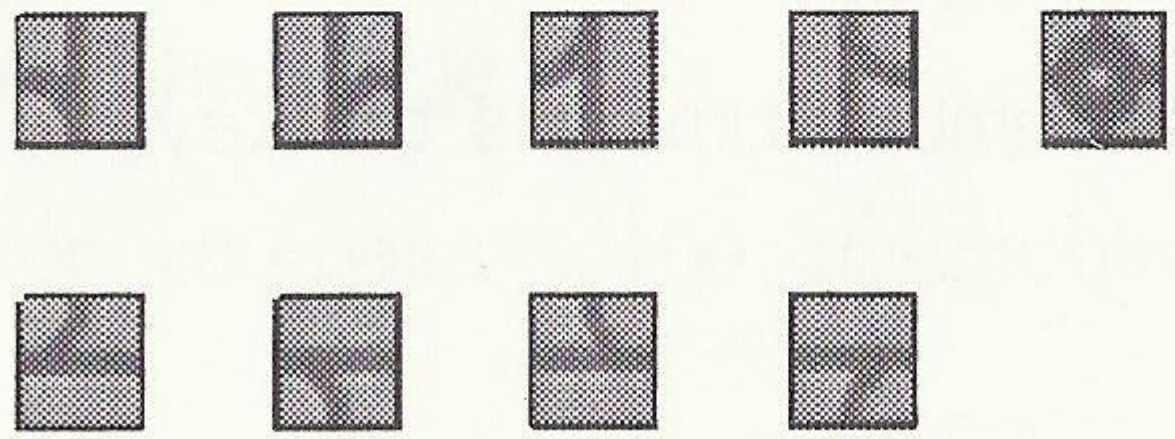


Gold blocks cannot be moved.



SPECIAL BLOCKS

Proceed in a direction other than the one you have come from (the direction of advance at a JUNCTION will depend on the number of times you have moved the block).



Dead ends (backtrack your path)



Jump platform

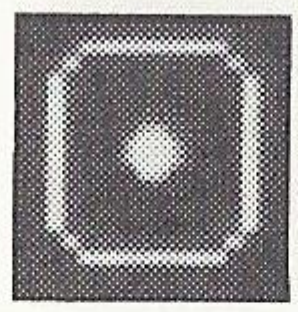


ITEMS

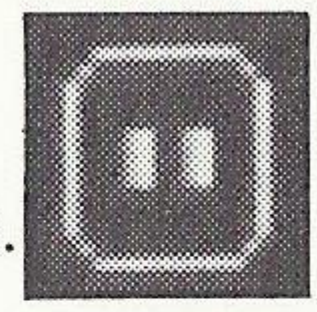
A number of items will appear during the course of the game.

If you pick them up they will have the following effects.

Extend :
Adds one red ball.



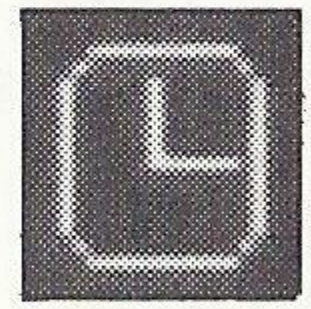
Enemy slowdown :
Enemy speed drops.



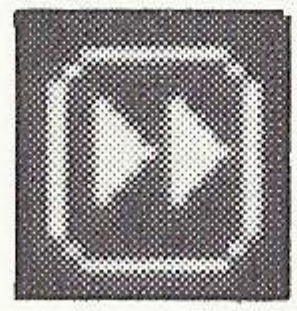
Slowdown power :
Decreases red ball speed.



Time extend :
Remaining time increases.



Self speed up :
Red balls become faster.

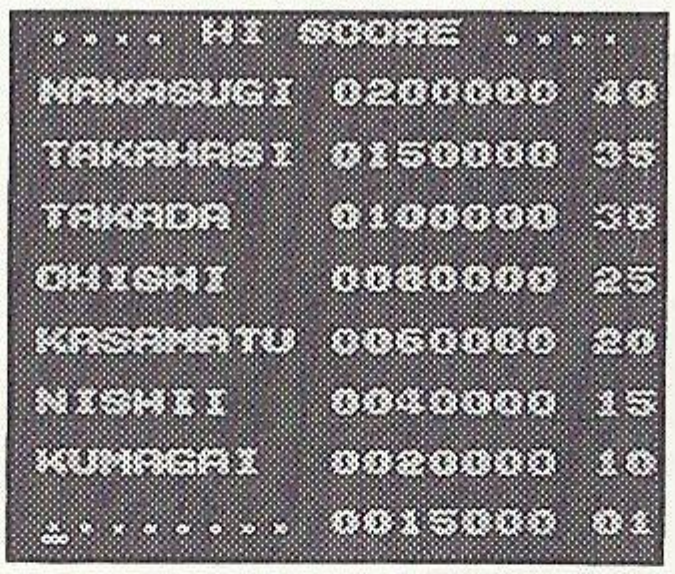


HIGH SCORE

At the Game over screen press any button to get the high score screen.

If your score is in the top eight, you can enter your name.

Move the cursor with the left/right direction buttons, and select the letter you want with the up/down buttons.



Press the A, B, or C button to move the cursor to the right, and press the start button to REGISTER YOUR score.

※The number to the right of the score is the final stage number.

*******Handling This 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.

- Be sure to take an occasional recess during extended play.

WARRANTY

Bignet U.S.A., Inc. warrants to the original consumer purchaser that the Sega Game Gear 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 warranty occurs during this 90-day warranty period, Bignet U.S.A will repair or replace the defective cartridge or component part, at its option, free of chage.

This 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 fast, reliable warranty service, call the Bignet Consumer Service Department at the following number: (415)296-3883

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 SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Bignet's Consumer Service. Please call first for further information.

If Bignet Consumer Service 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 Bignet's Service Depertment shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Bignet 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 Bignet's Department with an enclosed check or money order payable to Bighet U.S.A.for the amount of the cost estimate provided to you by the technician. If, after insp be on, it is determined that your cartridge cannot repaired, it will be returned to you and your payment will be refunded.

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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 Bignet U.S.A., Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

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