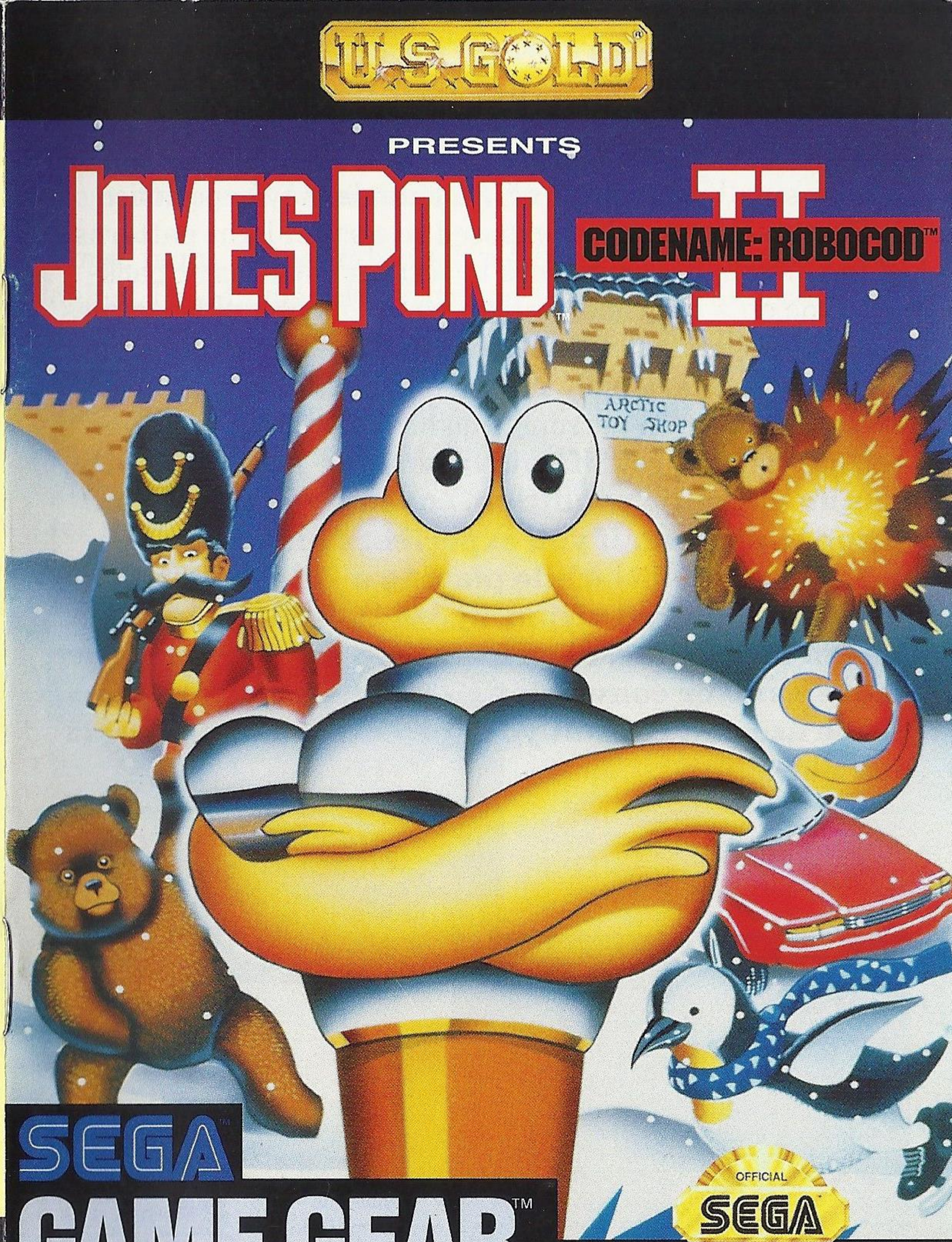
U.S. GOLD

PRESENTS

JAMES POND™ II

CODENAME: ROBOCOD™



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA SEAL OF QUALITY

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 of flashing lights. Exposure to certain patterns or backgrounds on a television screen while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce 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 you 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.**

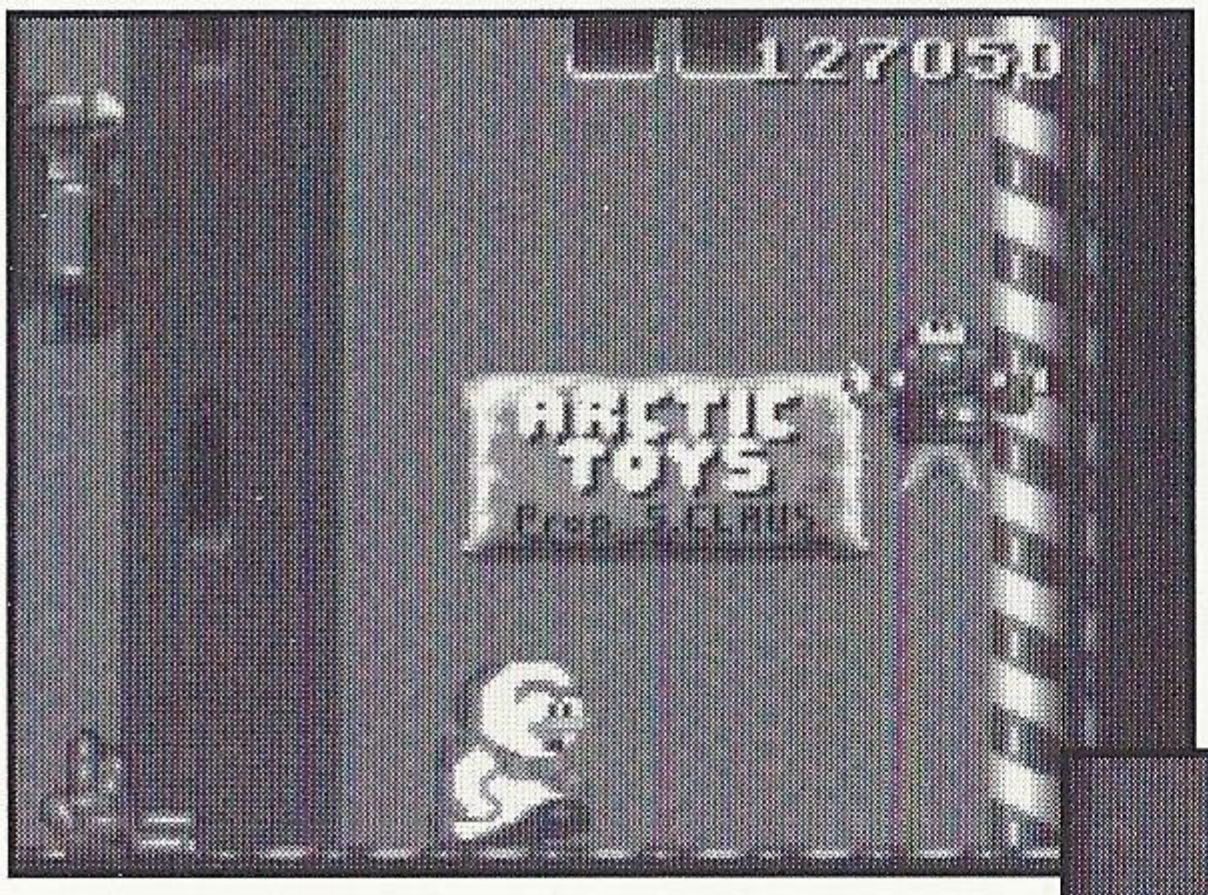
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that the are compatible with the SEGA™ GAME GEAR™ System.

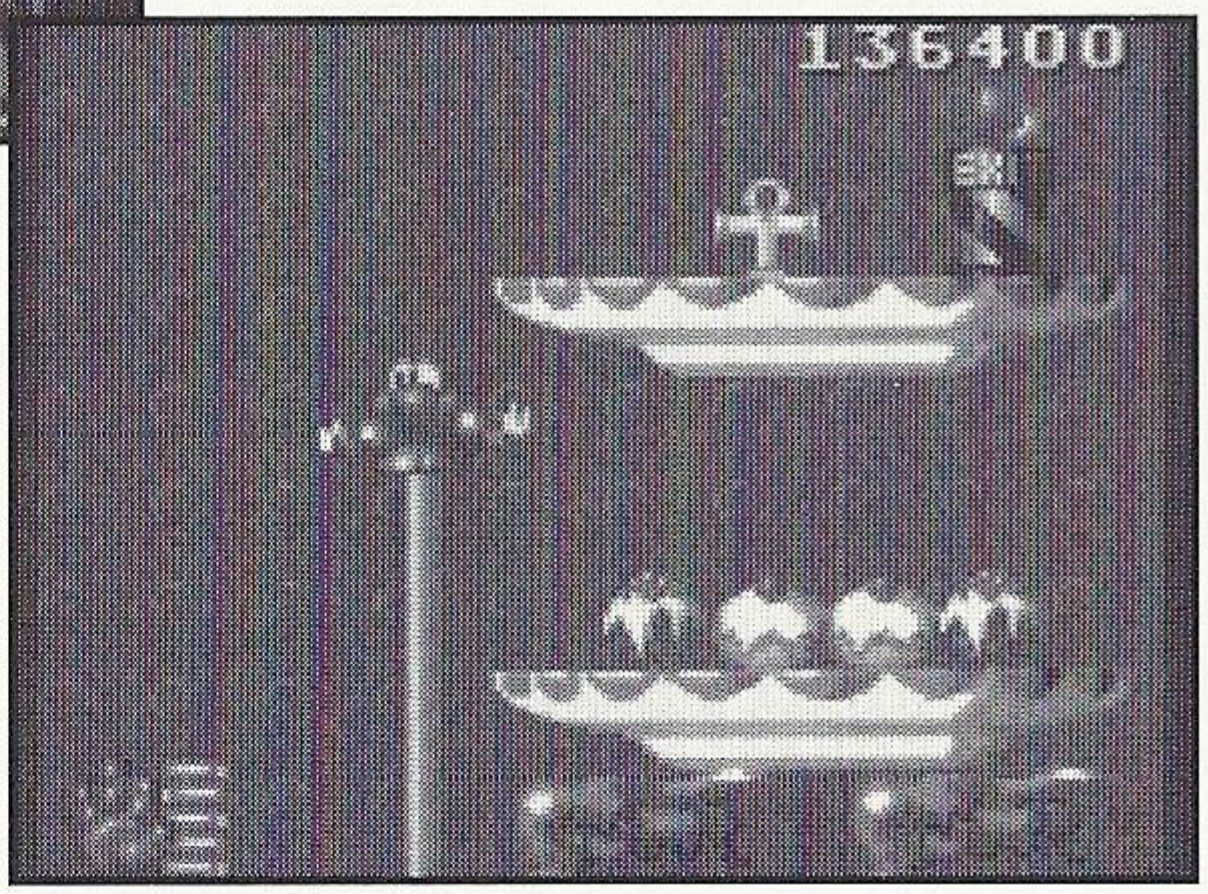


POND, THE SINISTER DR. MAYBE IS BACK. We have learned from our spies that he has infiltrated Santa Claus' main toy factories in the North Pole and is planting bombs disguised as penguins throughout the factories. They will detonate in 48 hours.

Pond, many crime-fighters have tried, but none can defeat Dr. Maybe. So we call on you, Masterful Cod of crime-fighting, to come out of the water and into your Robosuit. The suit contains enough oxygenated water to keep you and your scales healthy while you are on land. Because of the special machine-like powers the Robosuit gives you, we will call you by the codename ROBOCOD for the remainder of this mission.

Good Luck, Robocod, and please, SAVE SANTA'S TOYS!





STARTING UP

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 James Pond II - Codename: Robocod cartridge in the Game Gear Unit.

3. Turn the power switch ON. In a few moments the Title screen will appear.

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.

HANDLING THIS CARTRIDGE

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

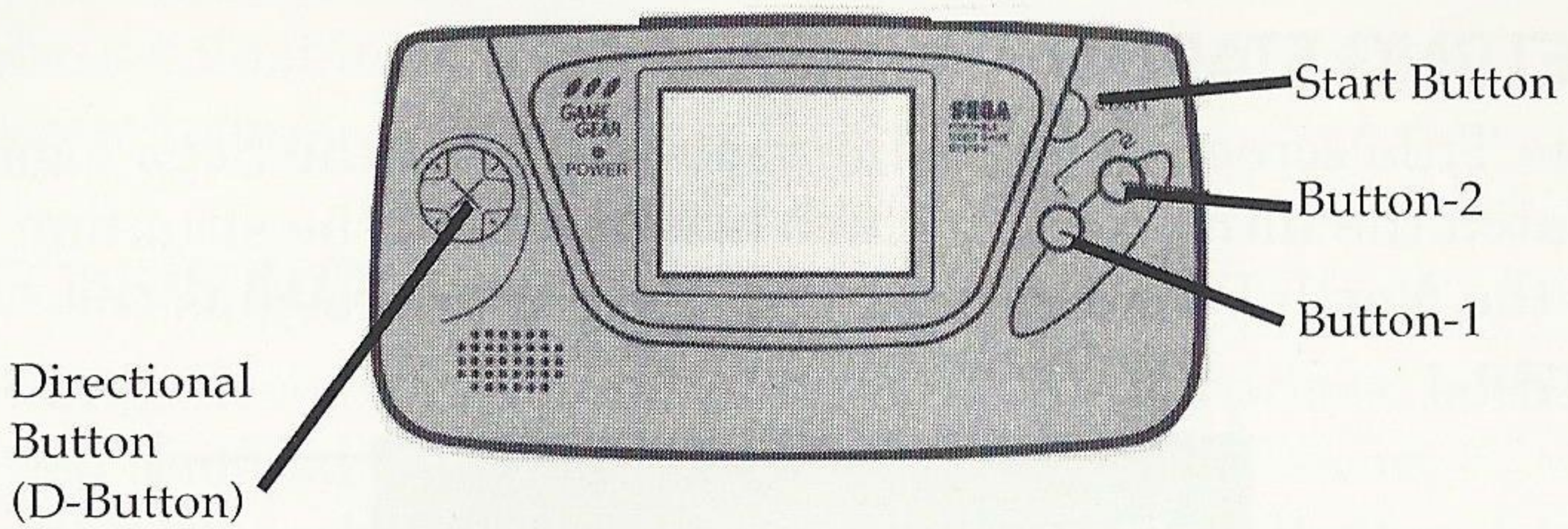
- Do not bend it, crush it or submerge it in liquids.

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

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

CONTROLS

Robocod, we realize that your Robosuit will take some getting used to, so we've compiled this short list of instructions to help you adjust quickly.



To pause your adventure, just press the Start button.

Direction Button (D-button)

Press to move Robocod to the left/right, and also to control falling.

Press down to duck; press with Button 1 in mid-air just before you land on a meanie to cause double damage.

Button-1

Press to jump.

Button-2

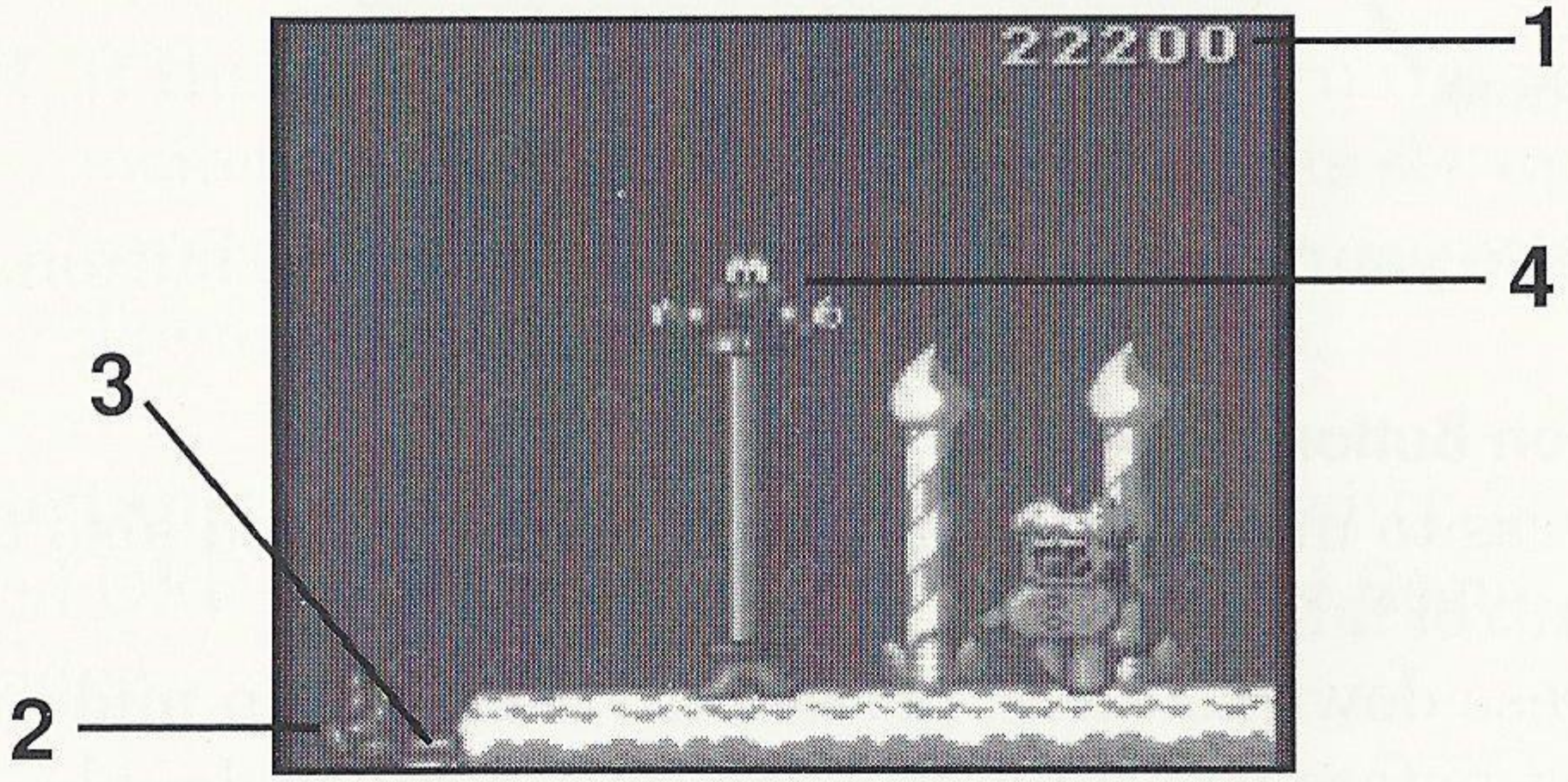
Hold down to stretch yourself. If you stretch to a ledge, release Button 2 to grab it, then D-Pad left or right to move sideways. Your Robosuit automatically snaps up! If one of Maybe's meanies bites your tail while you are stretching, you'll snap back down, so time your stretching carefully.

INVESTIGATE THE AREA

To get a wider view of the area around you, press the D-Pad down and then hold Button 2 while pressing the D-Pad right, left or up.

GETTING STARTED

The Title screen appears immediately after the Sega logo. Watch the introduction which briefs you on the situation in the North Pole. Pressing the Start button begins the game.



SCREEN LAYOUT

1. Score
2. Remaining players
3. Energy meter
4. Robocod

ROBOSUIT WOES

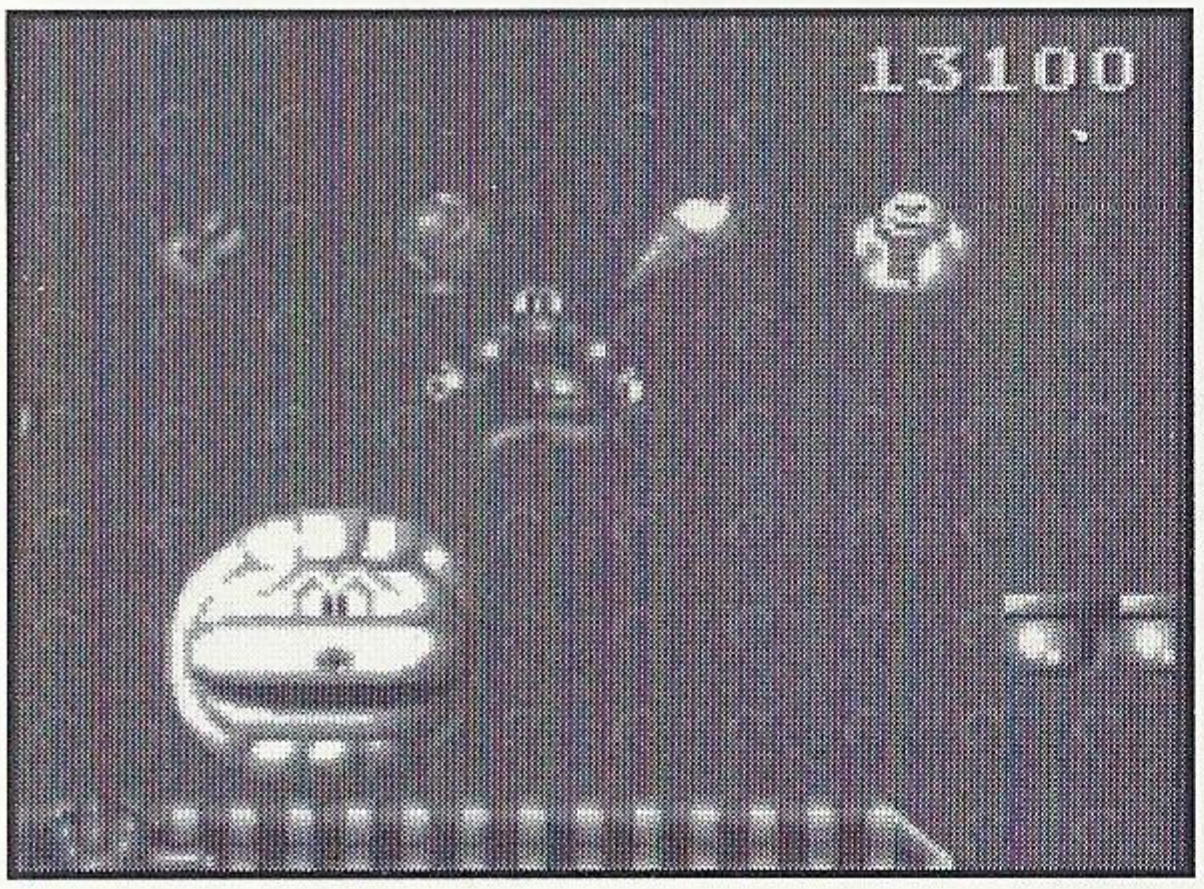
You start the game with 3 lives. You also have 3 *Continues*. Each time Robocod takes a hit from touching a meanie, he loses some energy from his life meter. When all energy is depleted, he loses one life. When your continues run out, the game ends.

BARBER POLE EXITS

To exit most rooms, walk to the Barber Pole Exit when it's flashing. Sometimes you have to collect all Penguin Bombs in a room before the exit flashes, sometimes you won't (in a secret bonus room, for instance, the exits are always flashing). There is more than one way to exit many rooms.

BONUS BLOCKS

Bump these blocks from underneath for surprises, both good and bad. If a meanie pops out, RUN! If a car, plane, or bathtub pop out, jump in and press Button 1 to fly.



RESCUE MISSION ONE: SCARY SPORTS

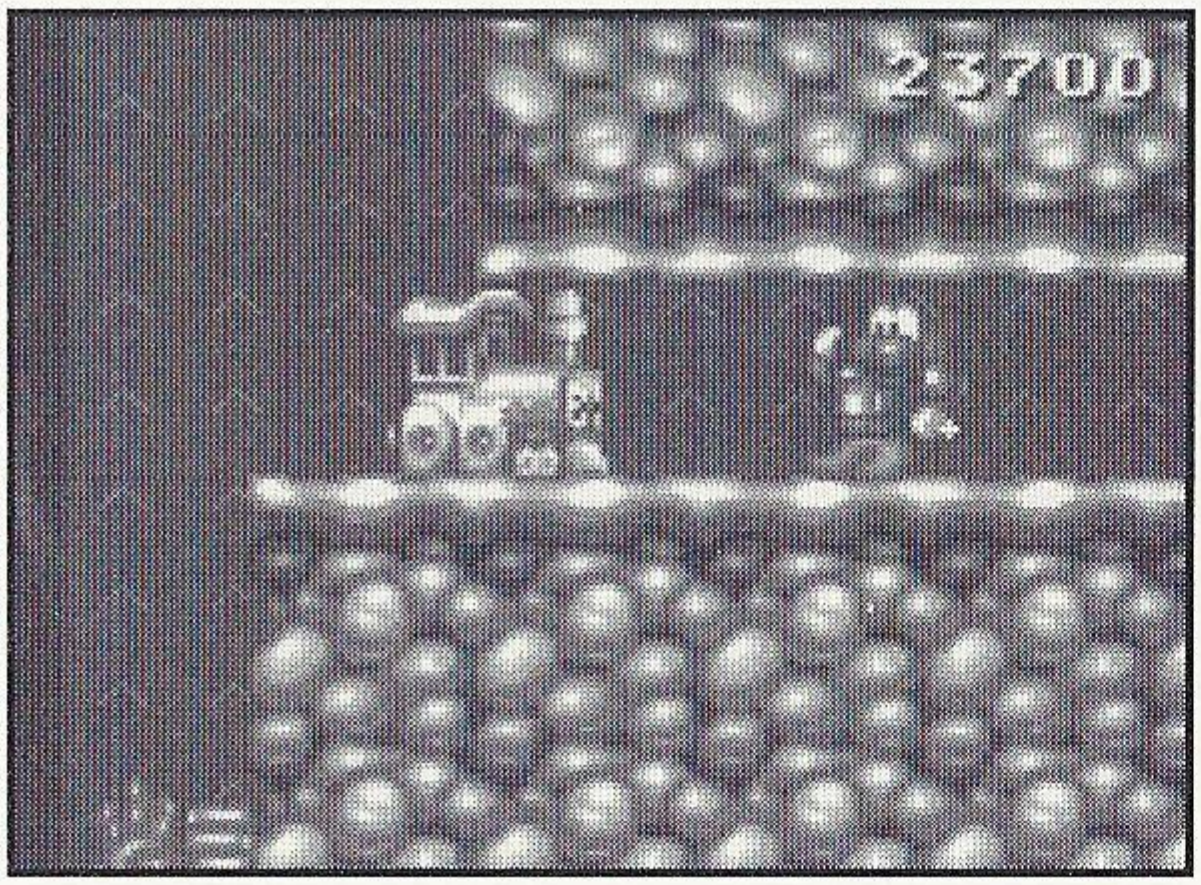
Jump over ping-pong paddles and volleyballs, then stretch high above giant boxing gloves and golf clubs to clobber Dr. Maybe's servants of destruction. If you're lucky enough to find an airplane, just jump in the cockpit to fly! Our spies tell us that this is where Maybe has hidden the wing attachment for your Robosuit.

RESCUE MISSION TWO: FRIGHTFUL FLUFFY TOYS

Rescue sinister stuffed bears and horrified hippos before Dr. Maybe devours them! Collect points and extra lives on this level to stock up for the lean times ahead. Duck down to avoid the playing-card birds overhead! Their bites are costly!

RESCUE MISSION THREE: SICKENING SWEETS

All the world's Xmas cakes, candies, and cookies are made here in Santa's sweet factory. Battle half-baked cherry pie soldiers and Maybe's mutant caterpillars to make the sour candy sweet again. If Barber Pole exits aren't getting you anywhere, look for secret pits and tunnels.



RESCUE MISSION FOUR: MENACING MECHANICAL TOYS

Model trains, hungry cars, and crazed wind-up dolls chase you through the ins-and-outs of the menacing mechanical toy factory! Remember, Dr. Maybe has a screw loose so stay on the tips of your fins! Use the dolls and small trains to bounce up to goodies out of reach.

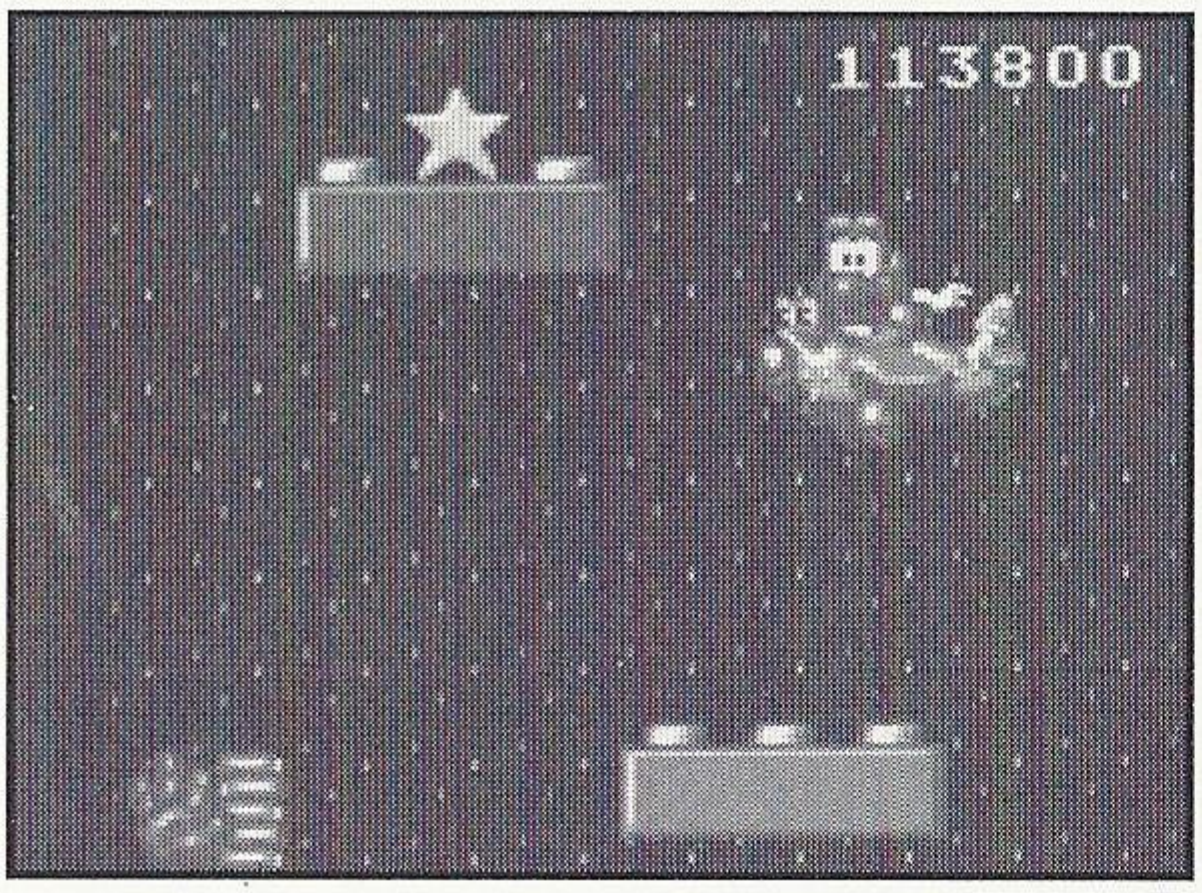
RESCUE MISSION FIVE: BEWARE OF BATHTIME

There's only one way to rescue the toys made especially for bathtime – in a bathtub! Bump the very first mystery

block you see and a tub pops out for you to use. Be sure to check near the bottom for Golden Ankhs (extra lives) – you're constantly moving so pay close attention!

RESCUE MISSION SIX: BELLIGERENT BOARD GAMES

Vicious chess pieces and foul dominoes abound in the board games factory. Defeat legions of snakes and climb high ladders to rescue hostage toys from the hands of Dr. Maybe. Use your super stretch ability to reach secret rooms and rescue toys hidden among the cards and dominoes.



RESCUE MISSION SEVEN: A CRINGING CASTLE

Run across blocks and escape angry flowers to get over the obstacles outside the castle. Leap on castle window sills to reach the top of the castle and save the toys! Flowers only attack when you get too close, so try to stay as far away from them as you can!

RESCUE MISSION EIGHT: THE ATTACKING ARTS

Stereo systems, paintbrushes, and typewriters have never been so cruel! Work your way through this factory of the arts and don't waste time.

RESCUE MISSION NINE: THE WACKIEST CIRCUS ON EARTH

Big tops and clowns turn into big problems and frowns in Dr. Maybe's Circus! Get shot out of a cannon and into adventure while collecting all you can. You're almost ready to confront Dr. Maybe! We were not able to obtain any secret information about this factory, so you'll have to complete this mission on your own. Good luck, Robocod!

SCORING & HIDDEN TREASURES

Pond, there are objects hidden throughout the factories. Most objects will give you a certain amount of points to improve your rating as an underwater agent. Earn 500,000 points, and you'll get an extra chance. There are also a few objects listed below with special significance:

Power Stars Pick up Power stars for an extra Robosuit battery.

Bulletproof Armor When you pick one up, a sparkling shield of protection temporarily surrounds you against Maybe's meanies.

Wing Attachments When you pick them up, press Button 1 to fly up, then press the D-Pad right or left to move.

Golden Ankhs Pick up a Golden Ankh for an extra life.

Umbrellas Pick up umbrellas you find along the way to break long falls. To maneuver mid-fall, just press D-Pad right and left.

U.S. Gold, Inc. Limited Warranty

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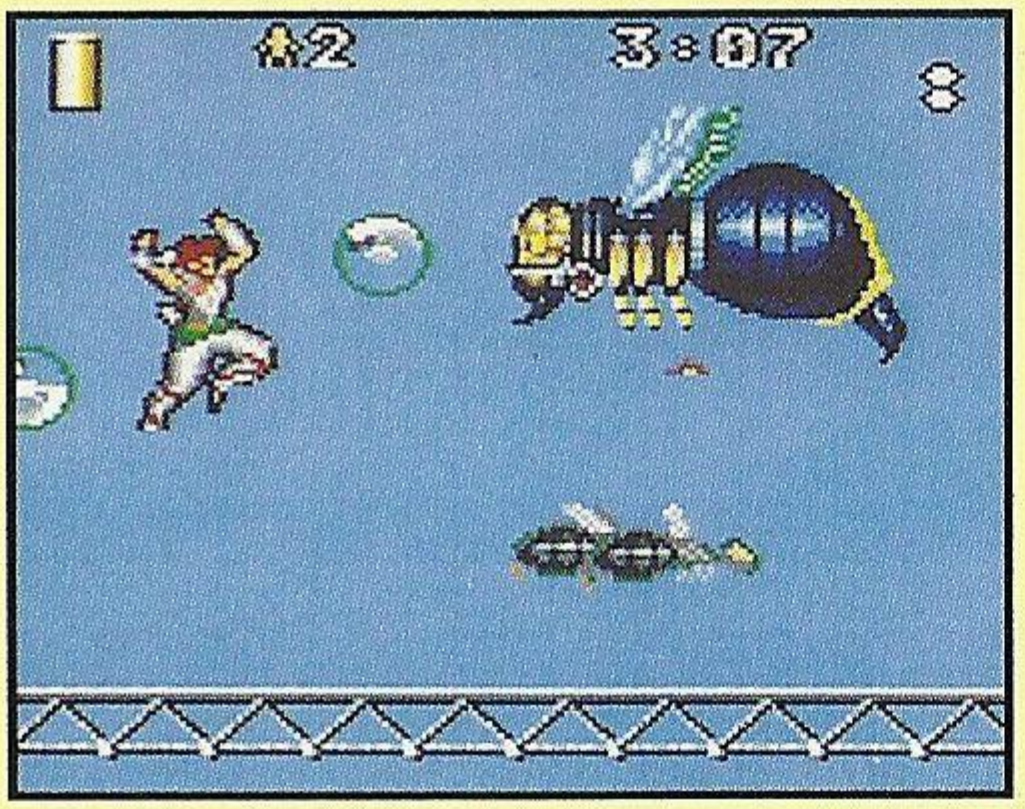
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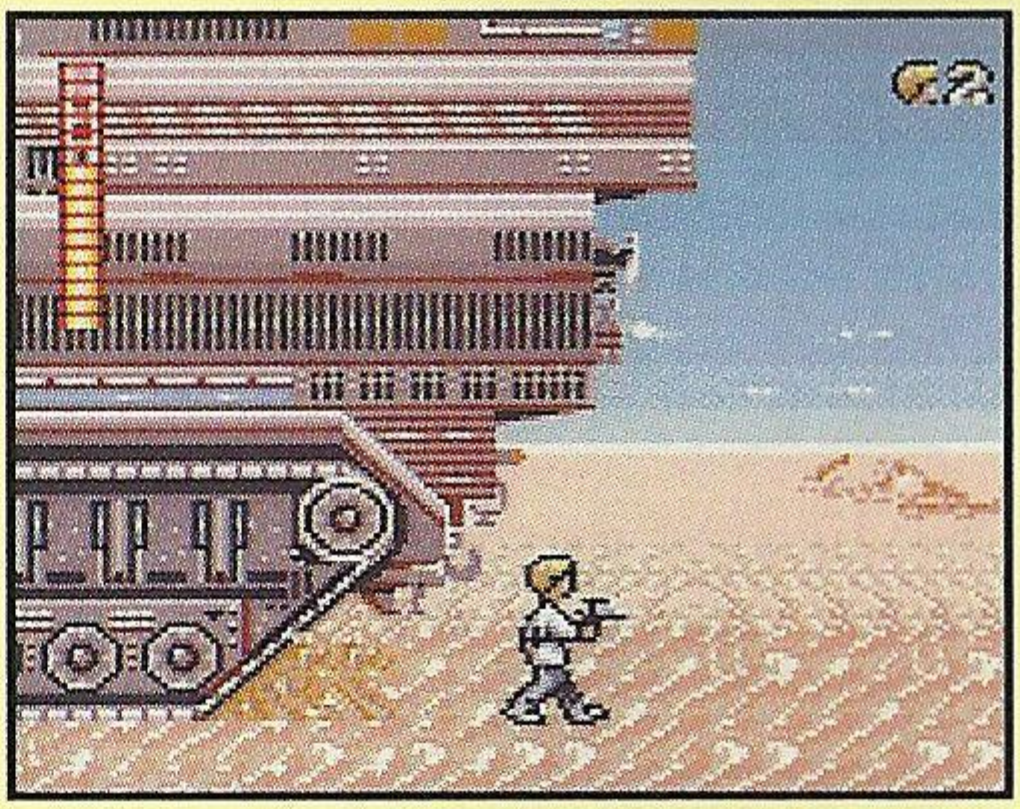
PRESENTS



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GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

1 PLAYER

Printed in Japan

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