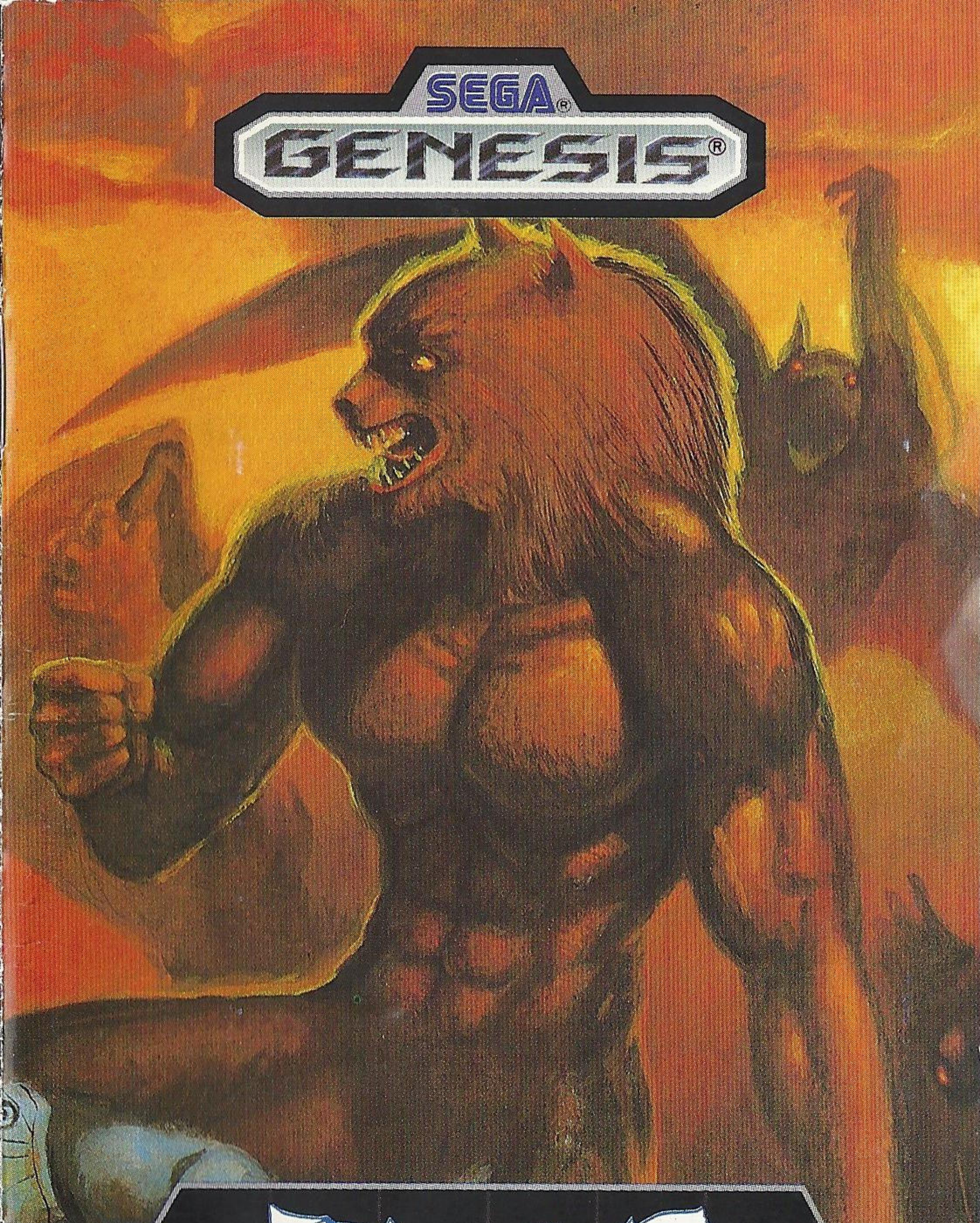
SEGA®

GENESIS®



ALTERED BEAST™

INSTRUCTION MANUAL

Loading Instructions:
Starting Up:

1. Make sure the power switch is OFF.

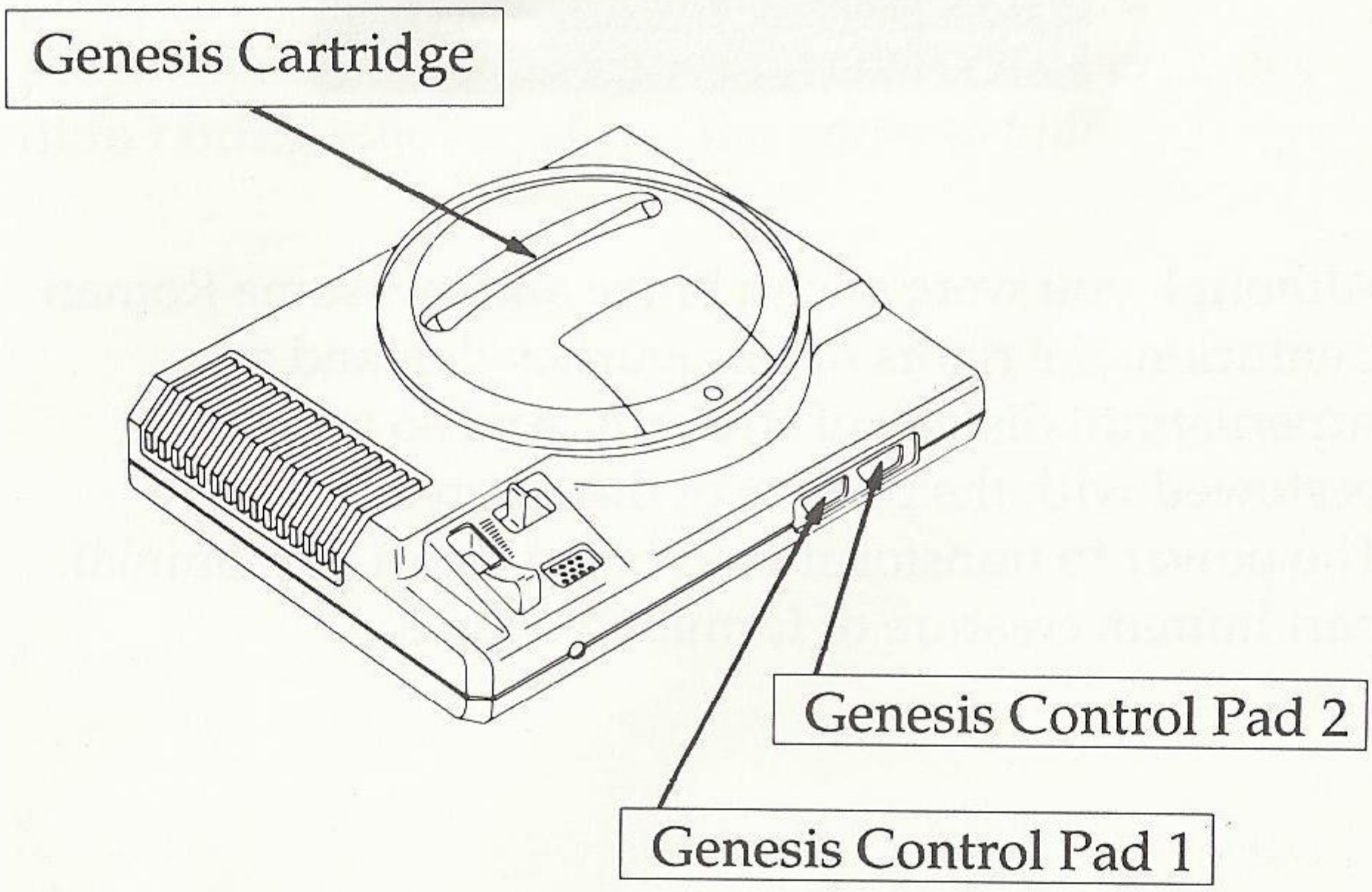
2. Insert the Altered Beast cartridge in the Genesis System (shown below) by following instructions in your GENESIS SYSTEM manual.

3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

IMPORTANT: Always make sure that the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player: Press Start Button on Genesis Control Pad 1.

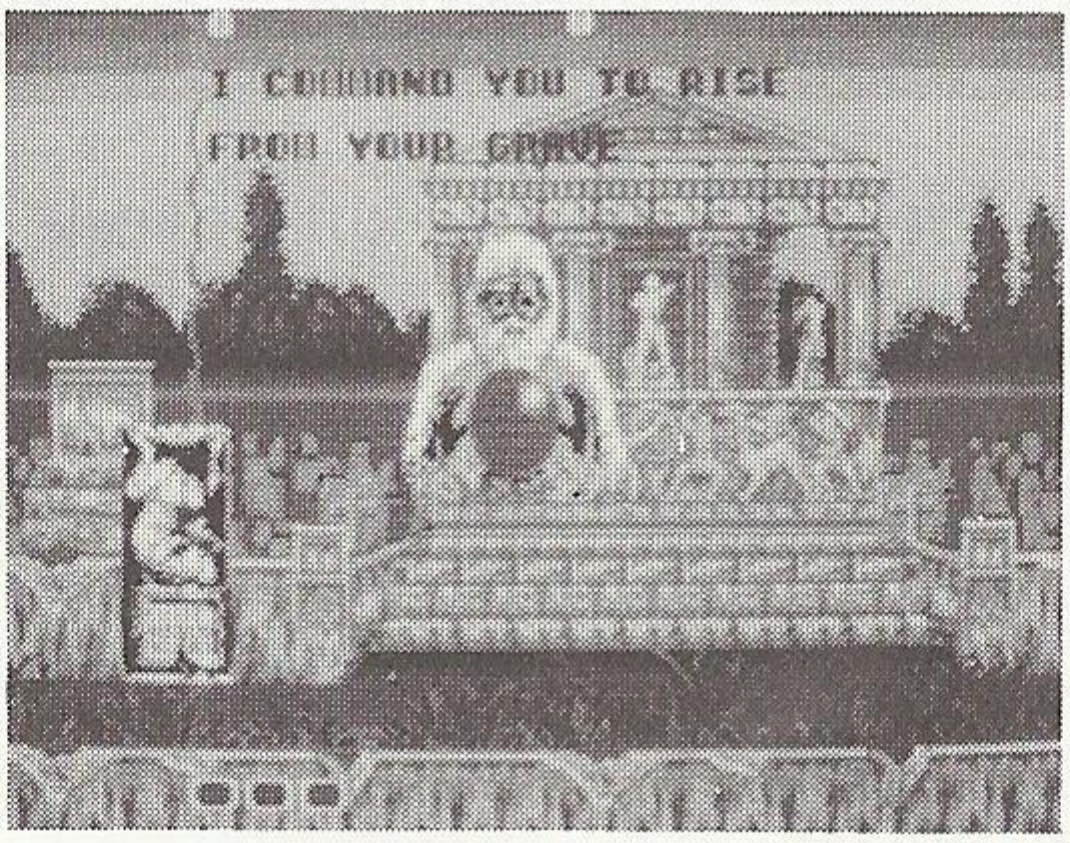
For 2 Players: Press Start Button on Genesis Control Pad 2.



Altered Beast

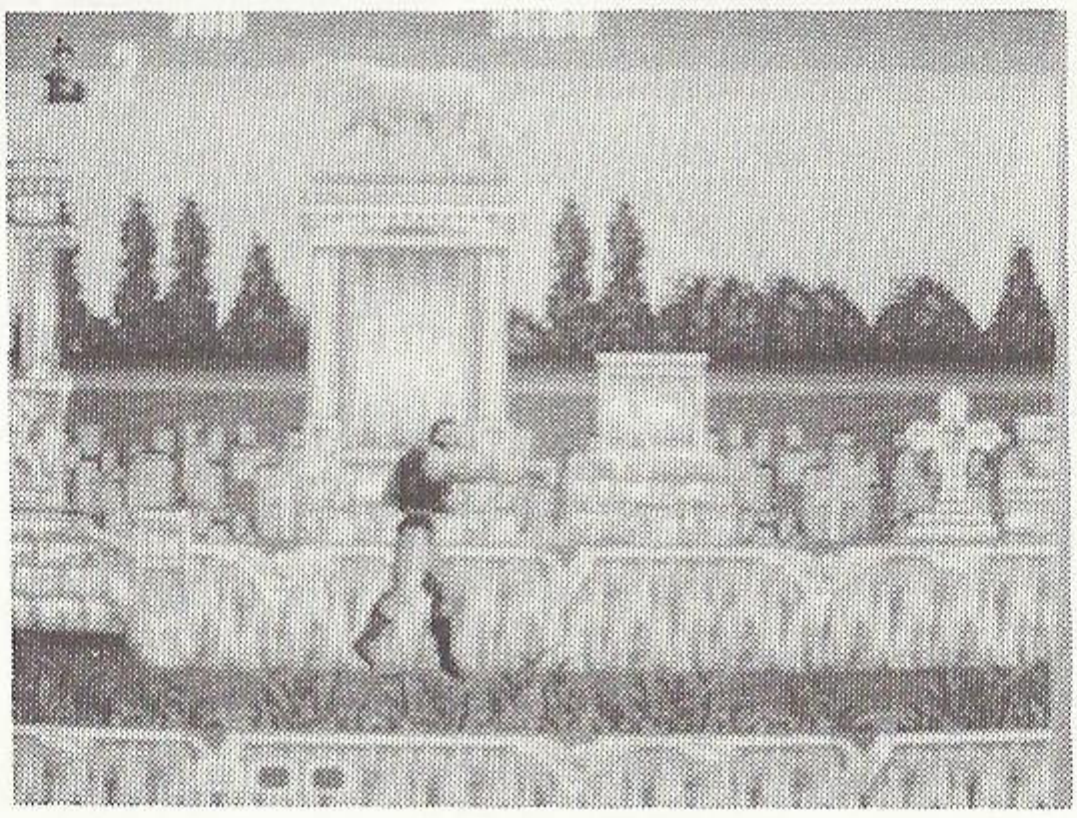
It is the time of gods and myths and legends. When men were warriors and courageously fought unnatural enemies in the endless battle of good against evil. It is the time of the Altered Beast.

Summoned by Zeus, God of Thunder, you have been awakened from the dead to challenge the wicked Neff, God of the Underworld, for the fate of Athena. And Athena is no ordinary girl. She is the daughter of Zeus and must take her rightful place among the gods if only you can free her from place of imprisonment.



Although you were once a brave and awesome Roman Centurion, the rigors of this journey demand a supernatural display of strength. And so you are bestowed with the powers of the Altered Beast.
The power to transform your being into a part animal, part human creature of formidable force.

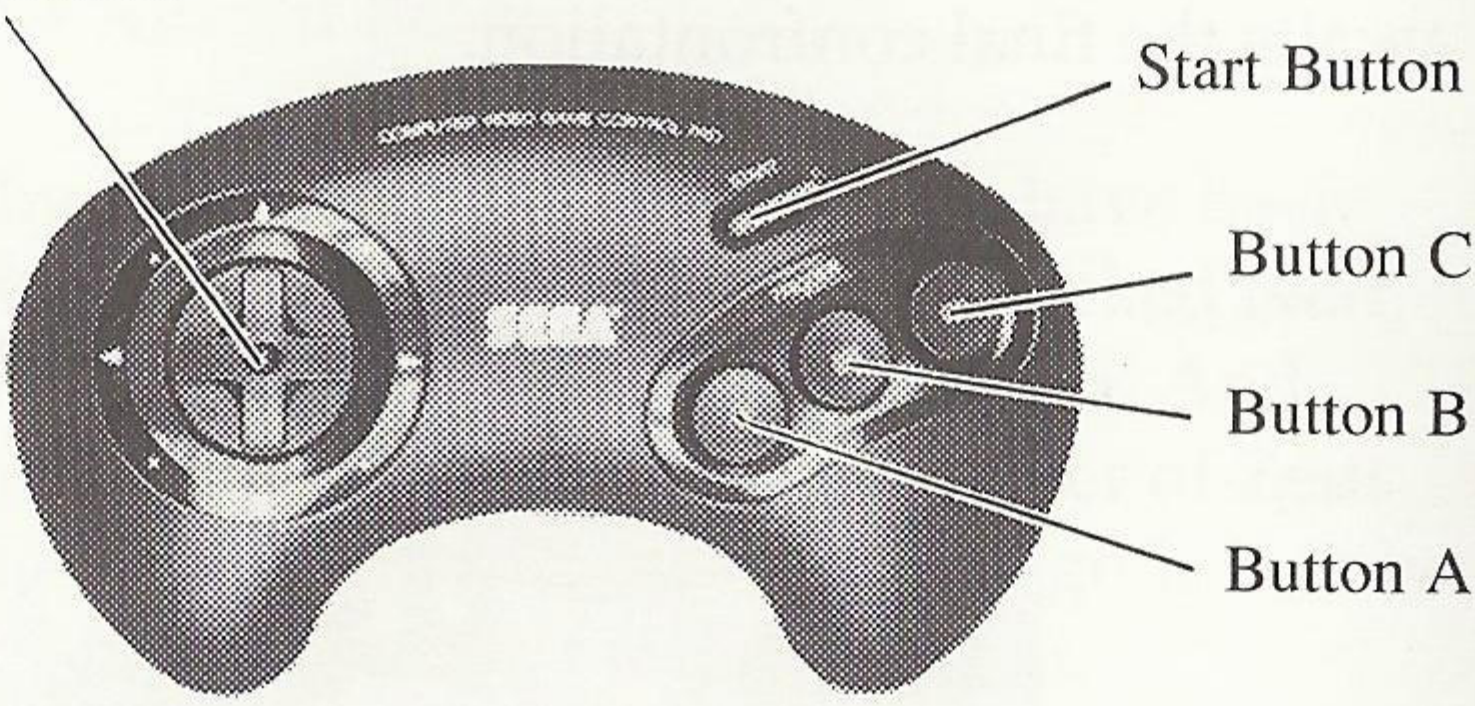
But to achieve this rare form of vitality you must earn it. By conquering foes and capturing spirit balls, you'll muster the energy to transmute from one beast to another. And each time you do, you'll advance one round closer to the realm of the underworld where Neff awaits the final confrontation.



With five complete rounds to clear, the number of underlings you must defeat is staggering. But Neff promises to be the most loathsome enemy yet, so prepare yourself for the worst. And remember, Zeus didn't bring you back from the grave to fail!

Take Control

Before you begin playing learn which buttons prompt the moves and functions you'll rely on during play.

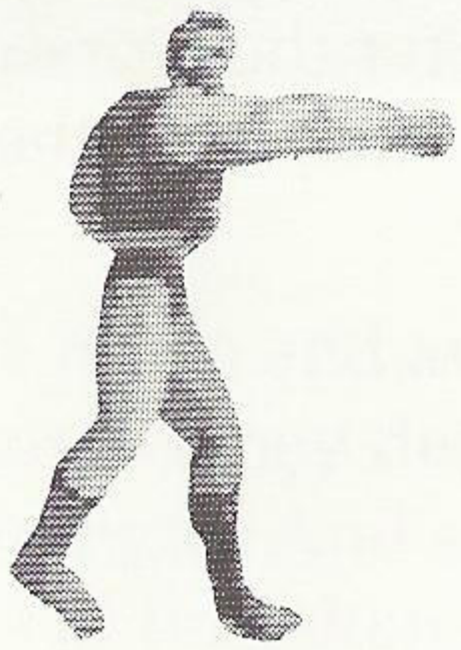


Basic Functions:

Below lists the controls of the Genesis Pad.

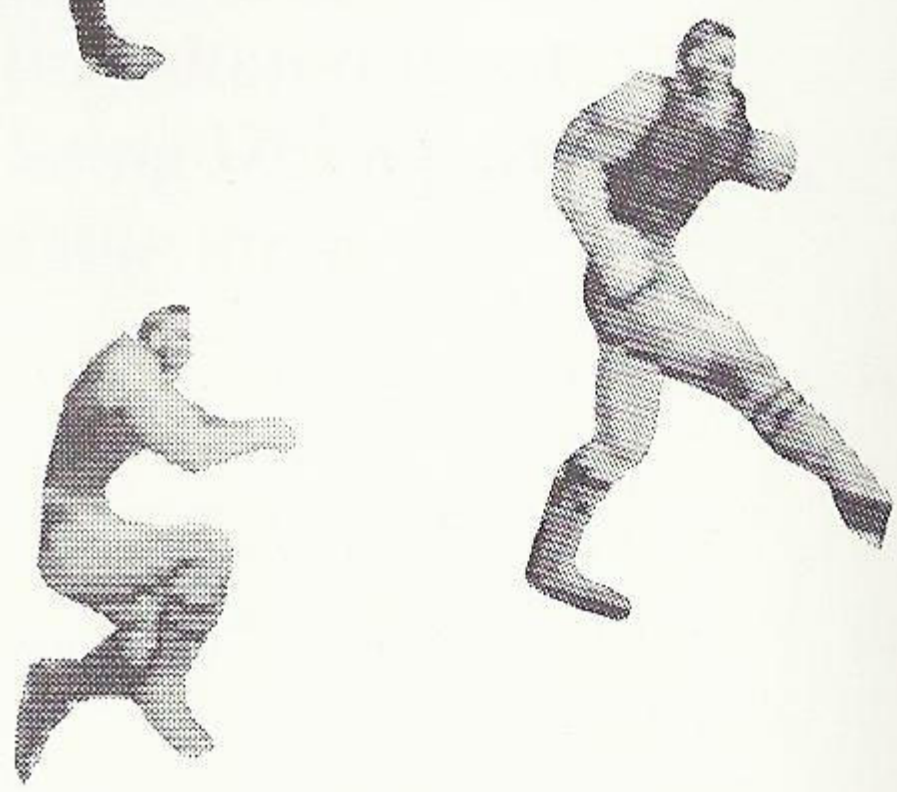
Directional Button (D-Button):
- Operates selection arrow for option setting.
- Move Centurion in different directions.
- Kneel • Jump • Lie on back

Start Button:
- Selects Option Screen
- Begins Play



Button A:
- Punch

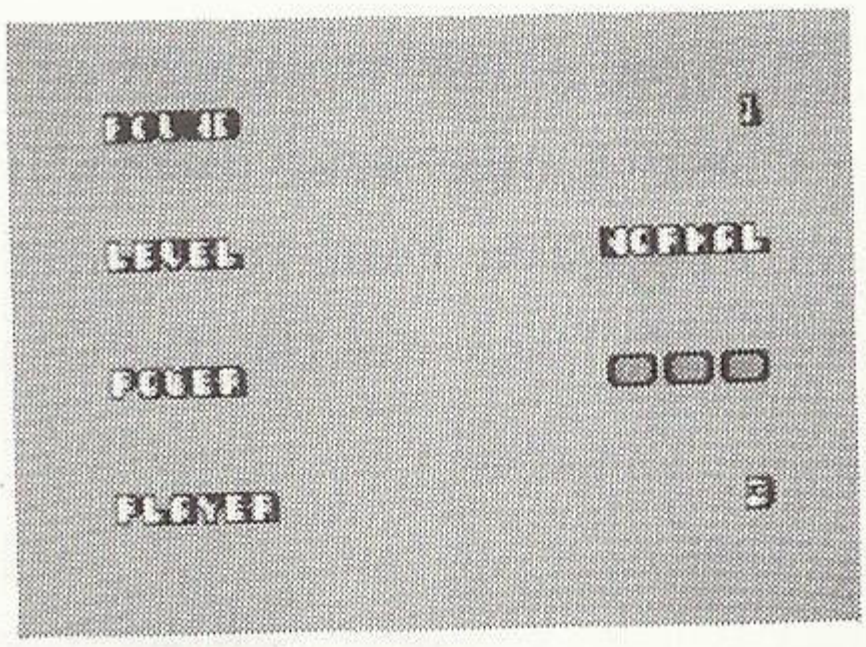
Button B:
- Selects Option Screen
- Kick



Button C:
- Jump

Locate Option Screen:

To view the option screen, press the Start Button while pressing Button B when the title screen is presented. More information follows under Option Screen description.



Select from Option Screen:

To select from the option screen move the D-Button up or down. To change the setting, move the D-Button left or right to increase or decrease numerical value or difficulty level.

Move Centurion In Different Directions:

To move the Centurion either forward or backward press the D-Button to the right or to the left.

Kneel:

To kneel, press the D-Button only downward.

Jump:

To jump upwards, press Button C. To jump higher press the D-Button up and press Button C at the same time.

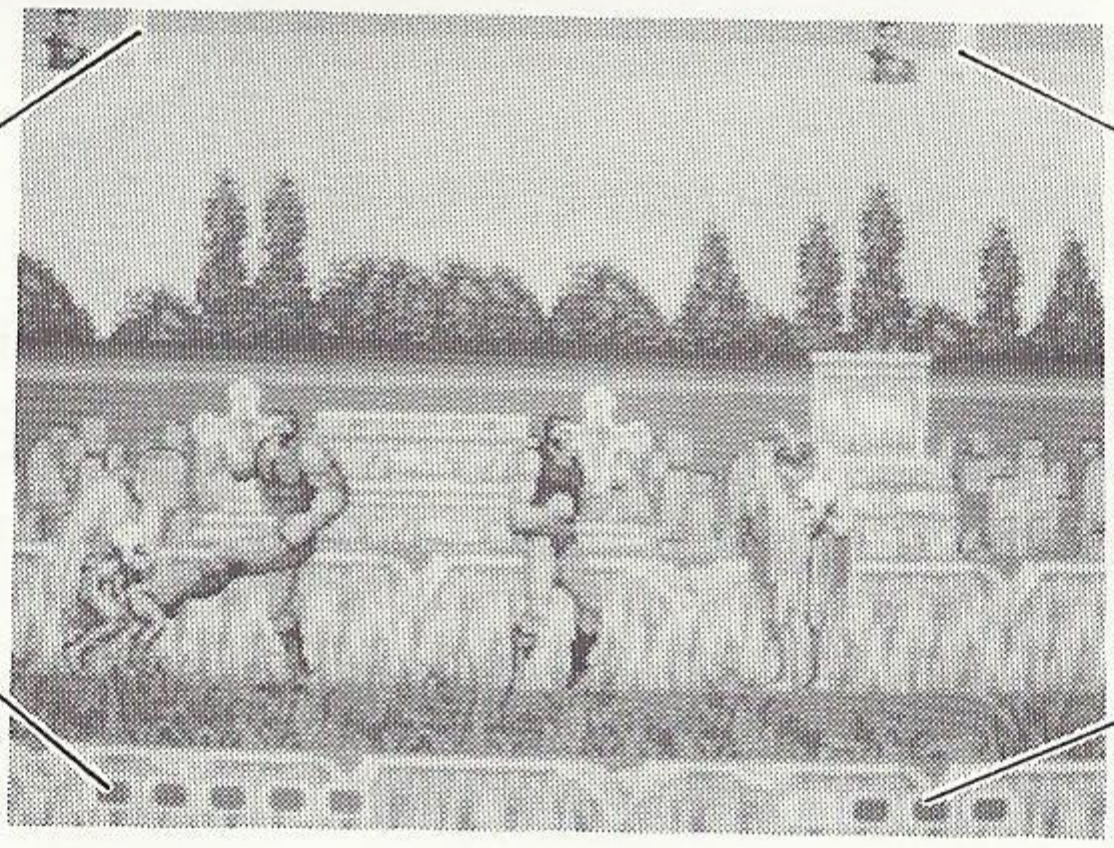
Lie On Back And Kick:

To lie on your back and kick upwards, press D-Button down and simultaneously Button B.

NOTE: Once you are transformed, the functions of Buttons A, B and C will change. See each round description for further detail.

Screen Signals and Options

During game play your screen will inform you of certain gains and losses that will affect the outcome of your game. Plus there are options to select from which will increase or decrease game difficulty.



Life Gauge:

During game play, you're given three lives to survive enemy attack. The life gauge is illustrated by either a beast or the Centurion's face with a number indicating how many lives are left. Every time you lose a life, the number will decrease by one. See Option Screen description for additional information.

Power Gauge:

Your energy level is reflected by the Power Gauge. Every time you're hit directly, your energy level will decrease as indicated by the changing color on the Power Gauge.

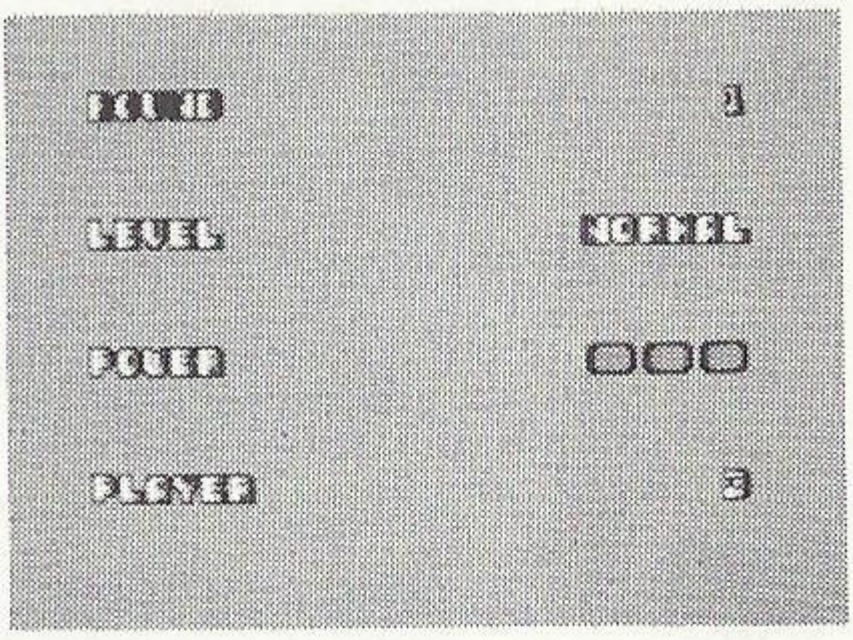
Your energy level directly affects your lives. Every time the Power Gauge disappears entirely, you will lose a life.

Game Over:

When you lose all three lives the game is over. Your next game will begin at Round 1. See Option Screen description for additional information.

Option Screens:

In order to increase your chances for winning, an Option Screen is provided to let you change standard game settings. Press the Start Button while pressing Button B to view your options.



To start your game at the last round played, or start a new game at any round from 1–5; change the round's numerical value with your D-Button.

To change the level of difficulty use the D-Button to select from NORMAL, HARD and HARDEST.

To increase or decrease the Power Gauge's number of color units, change the setting from 1– 5 with your D-Button.

To increase or decrease the number of lives available to you change the setting from 1– 5 next to "Player."

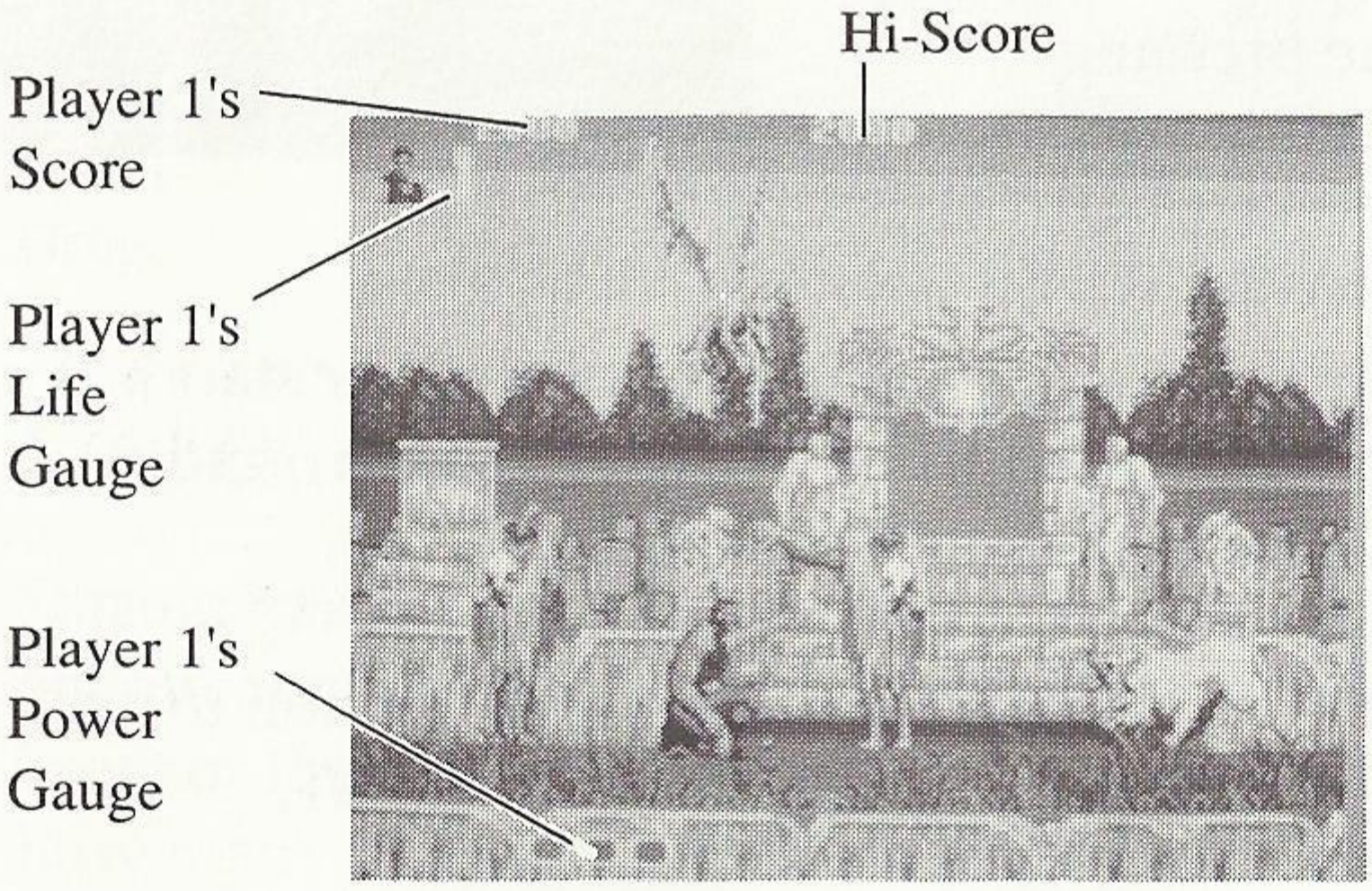
When you're finished with the option screen, press the Start Button to return to the title screen. Press the Start Button again while pressing Button A and the game will start with your selections in play.

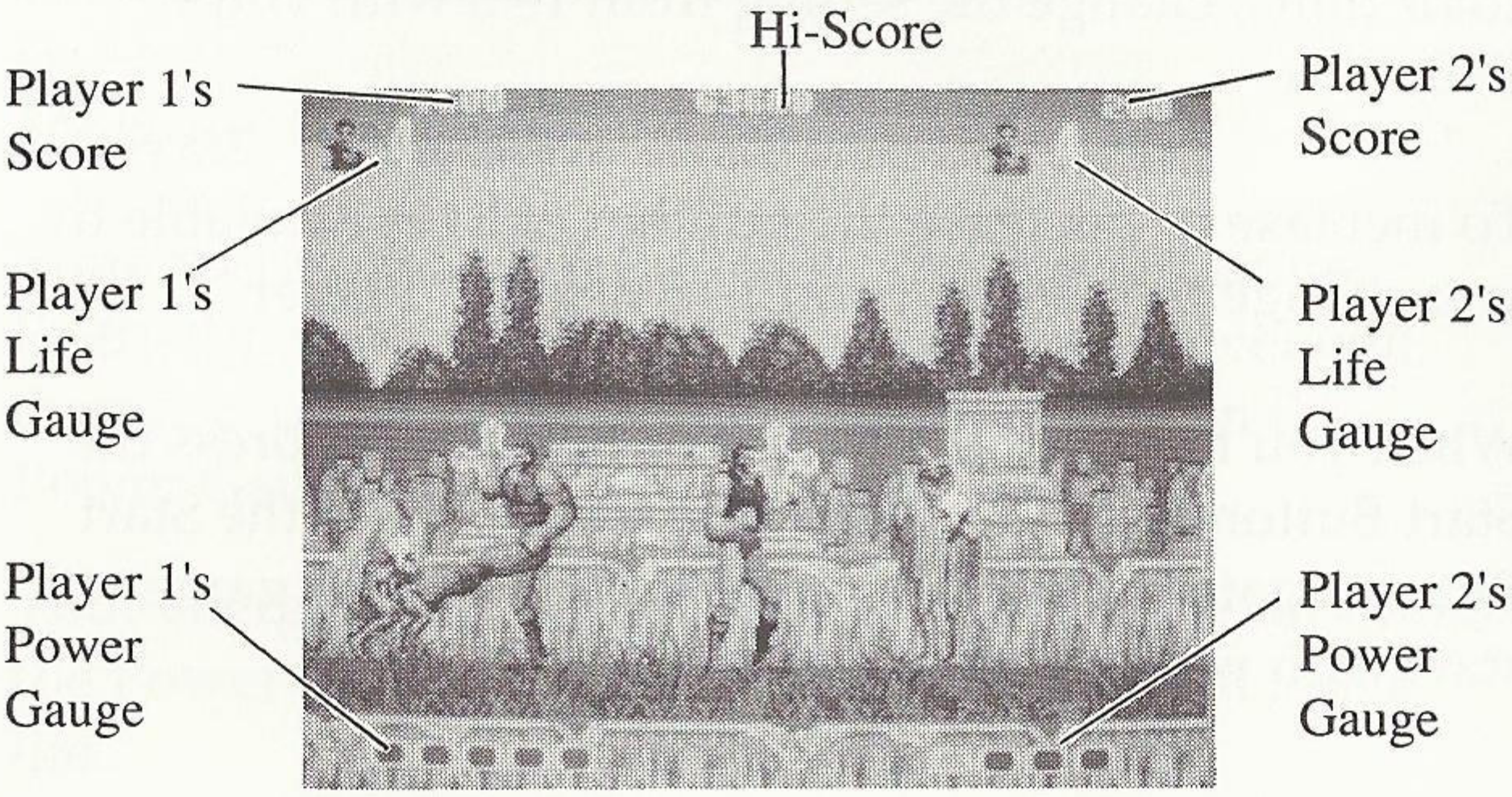
1-Player vs. 2-Player:

When you play with an opponent in this game, you're actually playing with a partner since you'll fight together. And two Altered Beasts are better than one.

However, winning and losing remains independent. Each player's score is kept separately and whomever loses all their lives will lose the game. The remaining player will battle on to victory.

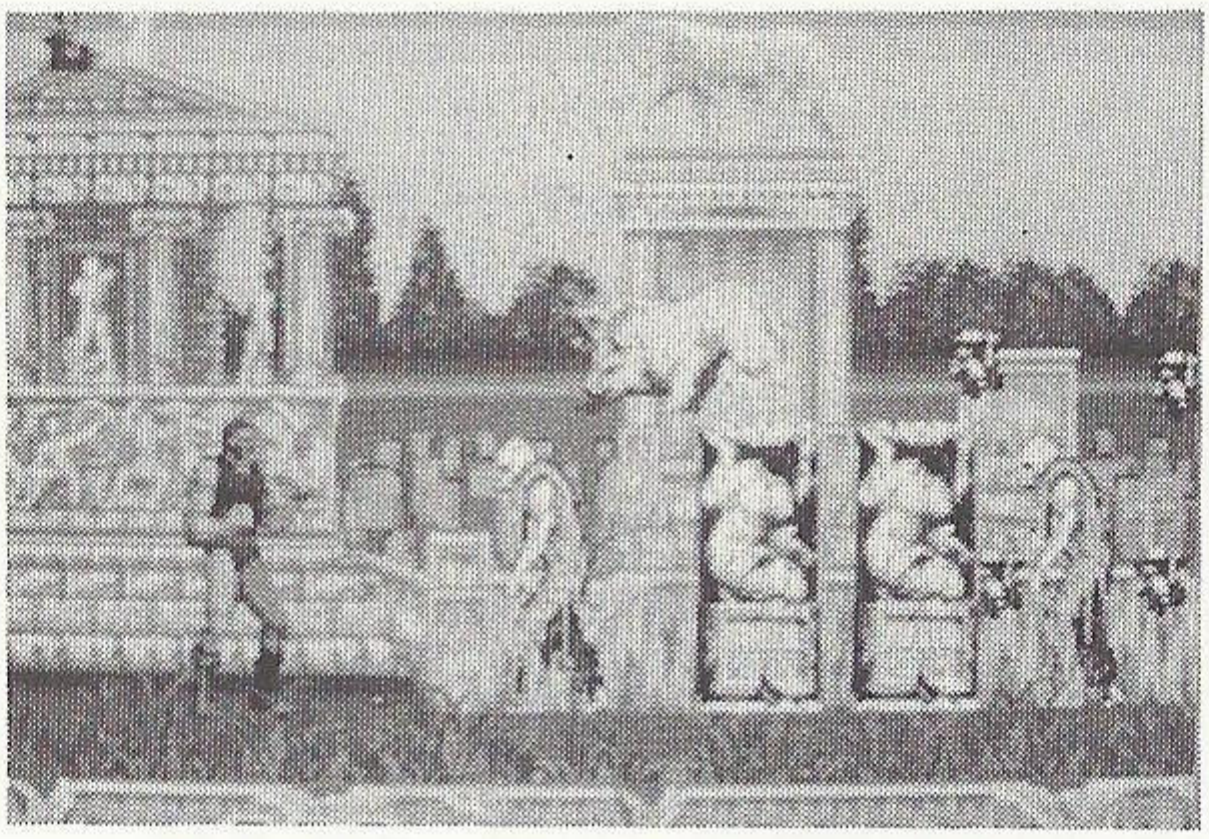
Other differences are outlined below.





The Art Of Transformation

To benefit from the size and brawn of the Altered Beast — you gotta earn it. And here's how.



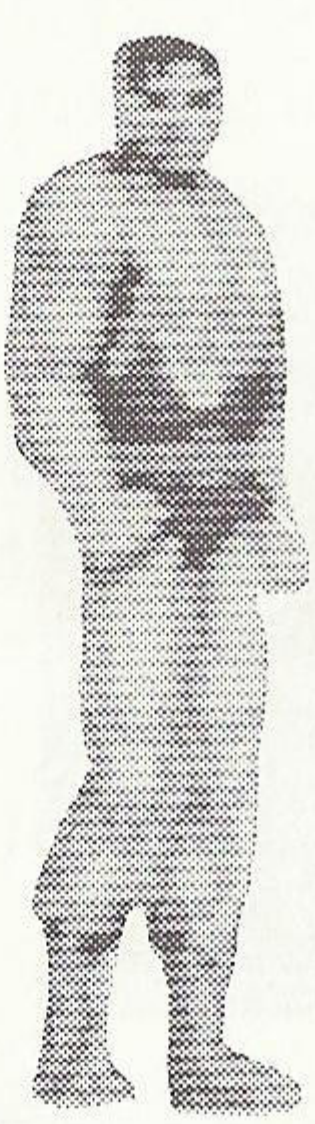
The Power Of The Spirit Ball:

In order to transform into the Altered Beast, you must gain and capture the elusive spirit balls. Spirit balls are released from the three-headed wolves when you defeat them. As they float upward, you must contact them with your body or you won't receive their body-altering power. Wolves release only one ball per defeat.

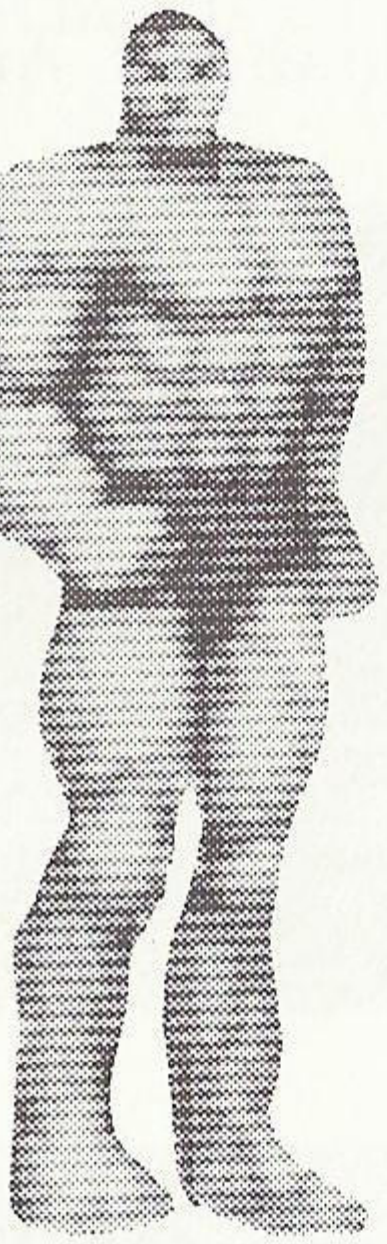
Each time you capture a spirit ball, your strength and fighting techniques will change. According to what round you've reached will dictate the type of beast you become. This is a three-part process.



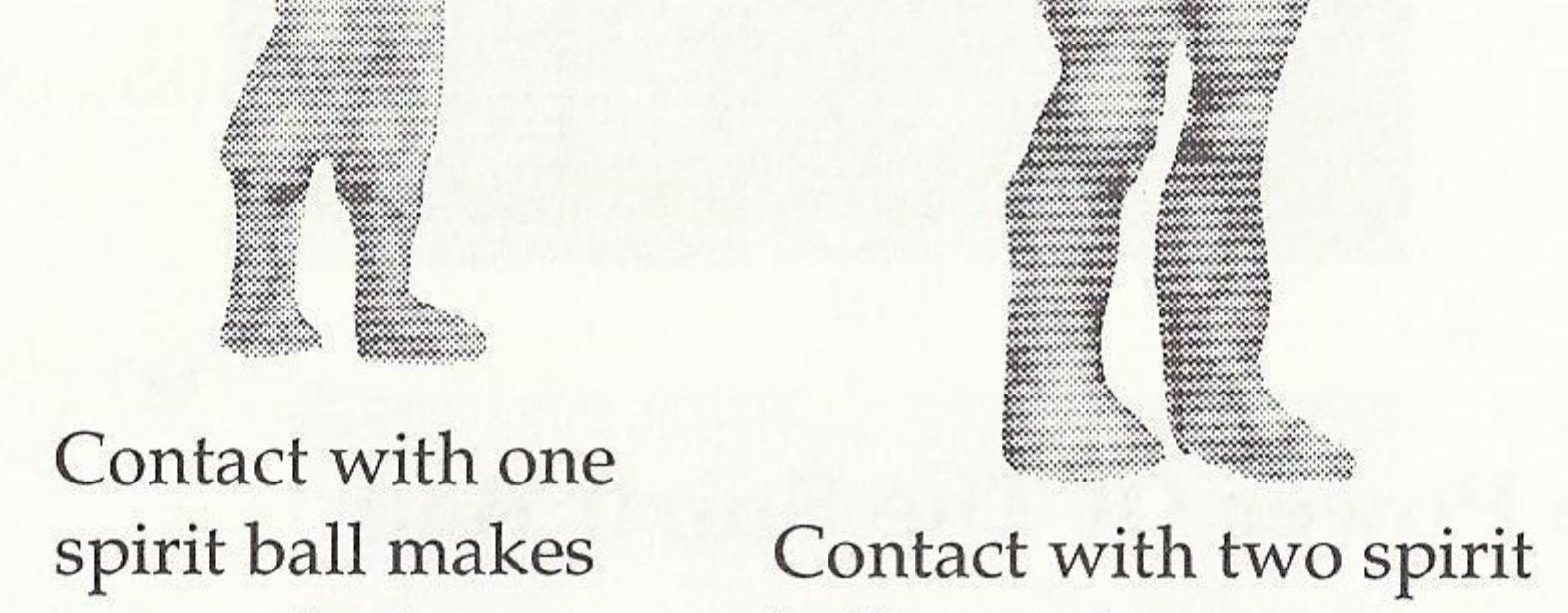
- **Order of Transformation:**



Contact with one spirit ball makes you a giant man.



Contact with two spirit balls, you're a superman.



Contact with three spirit balls, you're the Altered Beast.

- **Two Players:**

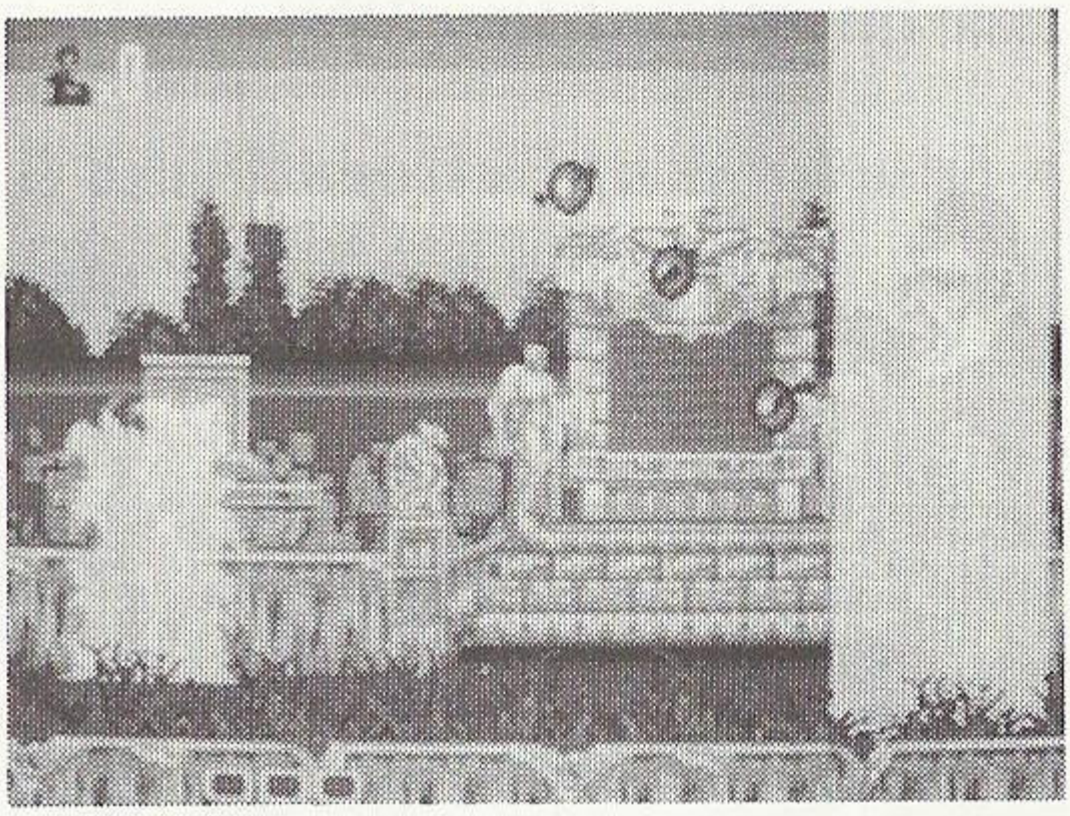
If the game is played by two players, two spirit balls will be release from the wolves and you must capture your own to advance.

Now Make Your Move

Points and rounds will be explained in this section.

The Boss:

Each round has a Boss and he will appear at the end of each round as a horrible and dangerous enemy. Inside a cloud of smoke he'll come forth and attack you mercilessly. You must defeat him in order to advance to the next round.



When you do, the mocking face of Neff will appear and extract all the spirit balls from your body and reduce you to an ordinary Centurion for the next round.

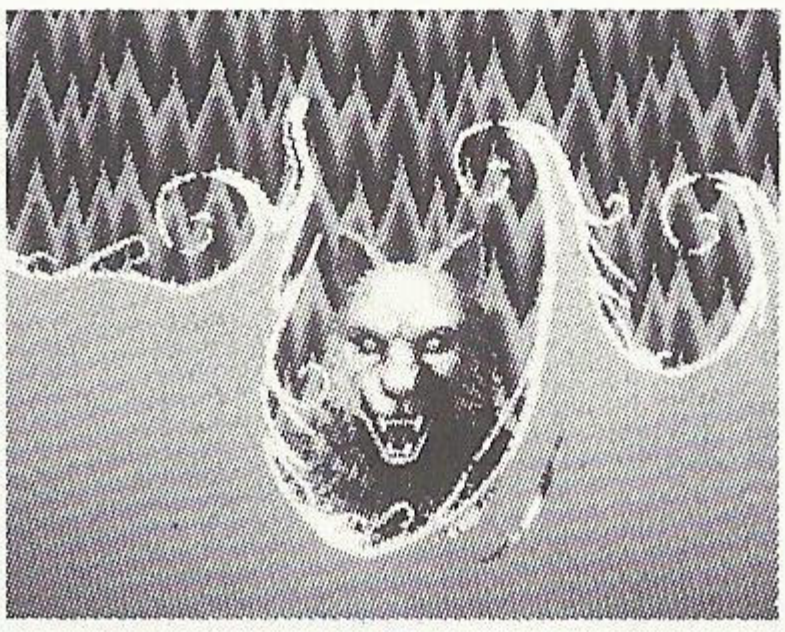
The Demon God, Neff:



Neff will appear during the round several times to challenge you. In the midst of thunder and lightning, he'll deal life threatening blows. However, he can approach you to a certain degree so it's equally smart to try and avoid him since he can't follow.

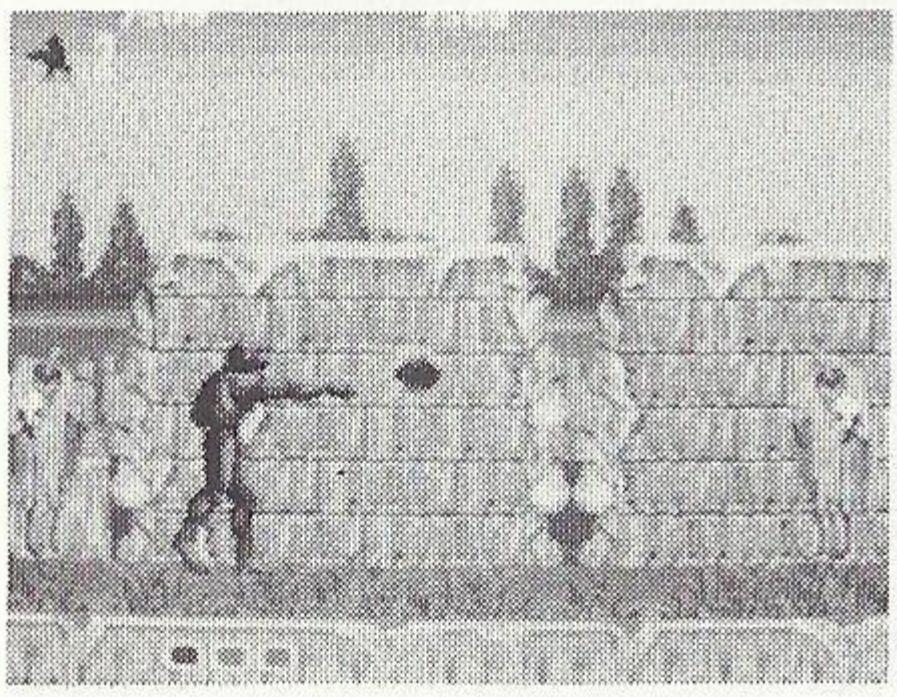
- Defeat Neff the first time he appears in a round: 100,000 points.
- Defeat Neff the second time he appears in a round: 50,000 points.
- Defeat Neff the third time he appears in a round: 20,000 points.

Round 1: Werewolf.

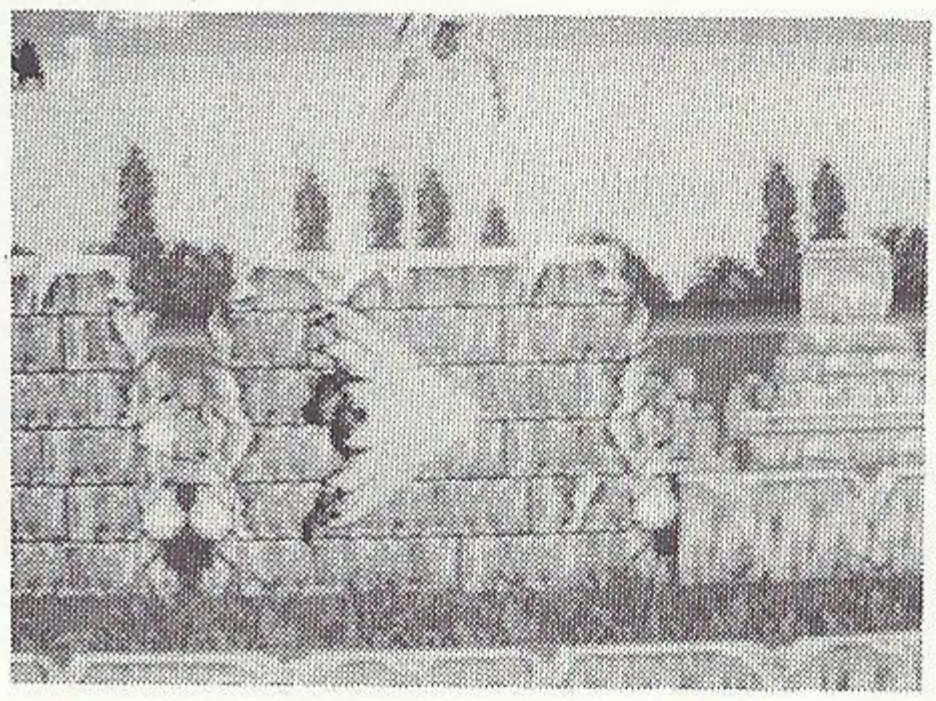


Round 1 takes place at the Acropolis at Hades where Zeus has awakened you from your grave. Here you'll be attacked by various nefarious creatures. Destroy the three-headed wolves, capture the omnipotent spirit balls and you'll be transformed into a snarling-shredding Werewolf.

- ***Functions of Buttons A and B during Round 1:***



Button A: Fireball. Fireballs will be ejected from the end of your arm.



Button B: Flame streak. You will become a streak of fire and dash into the enemy.

Enemy Creatures & Scores For Round 1:

Slow Feet:
100 points.
Zombies of lowest rank. They burst into pieces when destroyed.



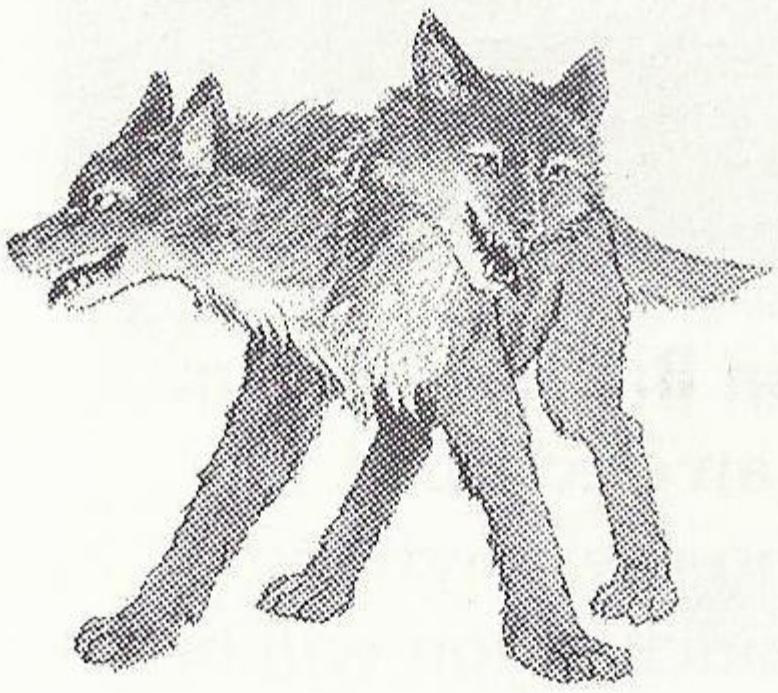
Headless Horrors:
100 points.
They carry their heads in their hands and punch with dangerous accuracy.



Skinny Orcuses:
500 points.
Winged Beasts which attack from the sky and can only be defeated with swift kicks while lying down.



Grave Masters:
300 points.
With long arms, these masters of the Zombies will try and beat you.

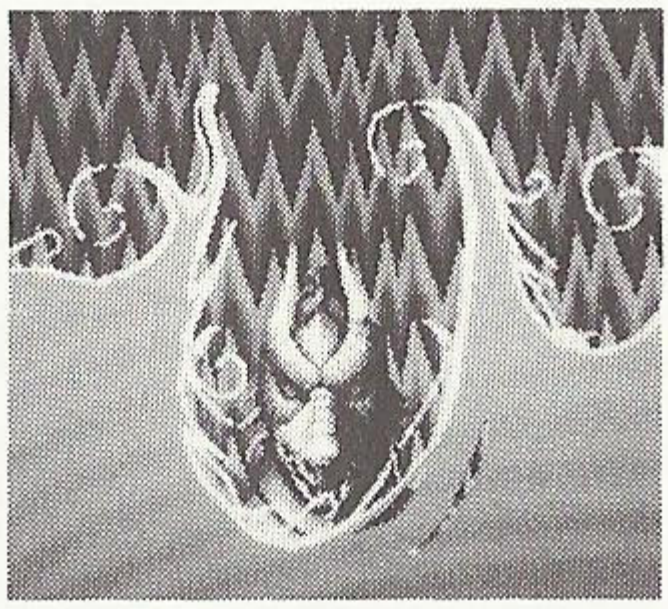


Three-headed Wolves:
1,000 points.
These blue wolves hold the magical spirit balls.
You cannot win without destroying them.



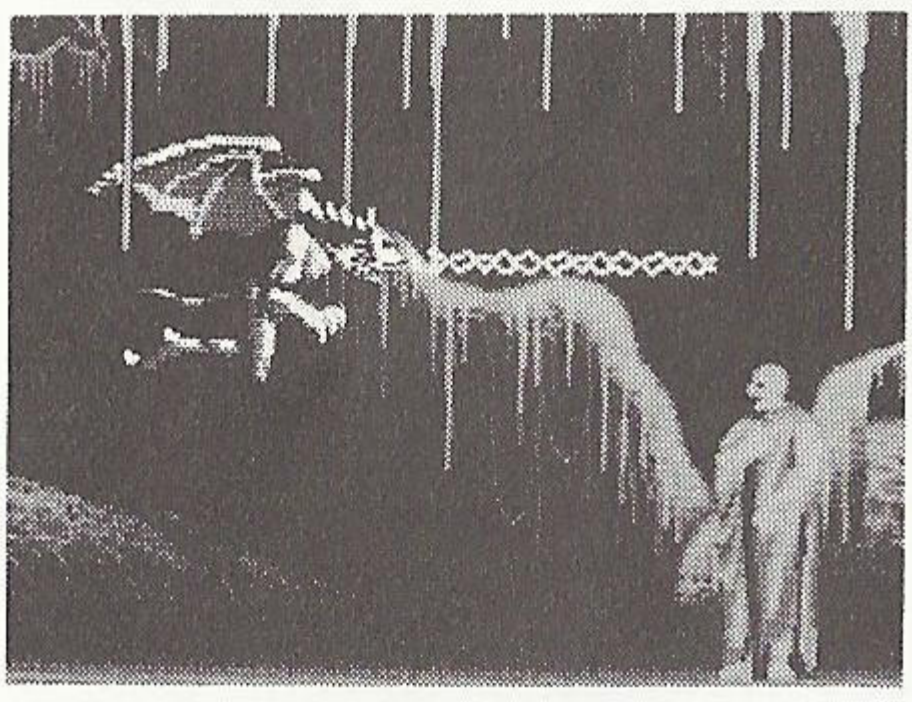
Aggar: (Boss)
A huge legless monster with endless giant beads which he'll rip off and continue throwing until you're defeated.

Round 2: Weredragon.

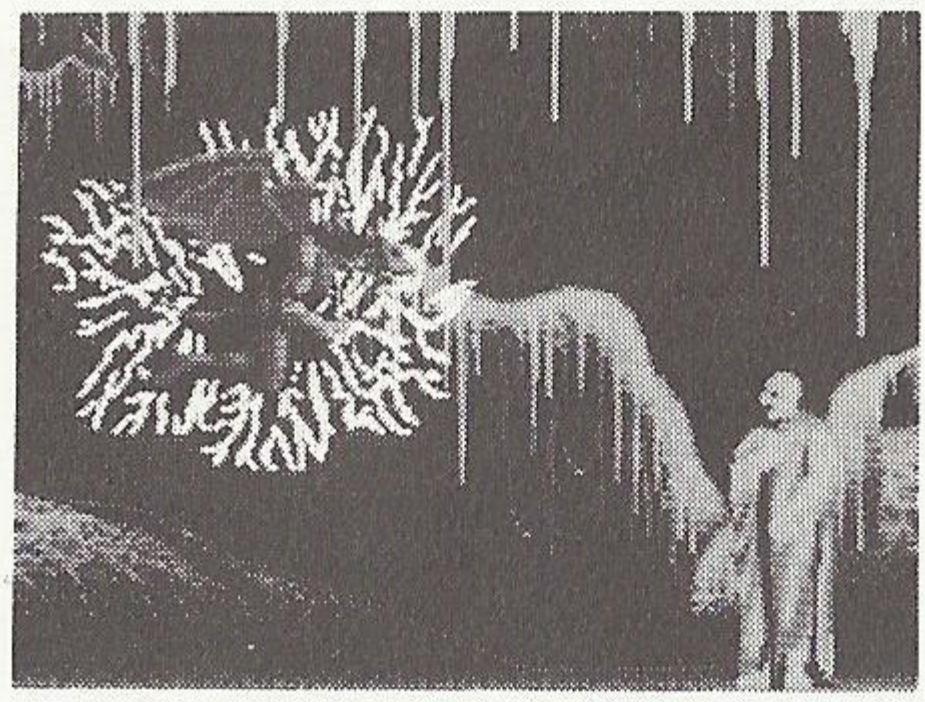


Inside a dark and dank cave, you've begun the descent into the underworld. Now a barrage of even more loathsome creatures will be called on to attack you. But with the power of the spirit balls you'll take flight as flame-throwing Weredragon.

- *Functions of Buttons A and B during Round 2:*



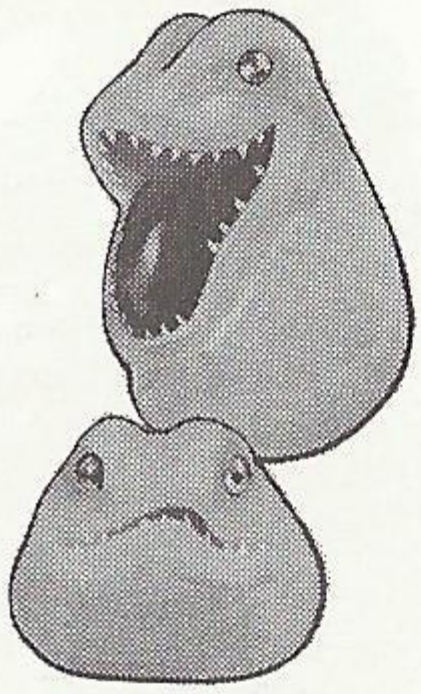
Button A: Lightning bolt. Lightning sizzles from your arm.



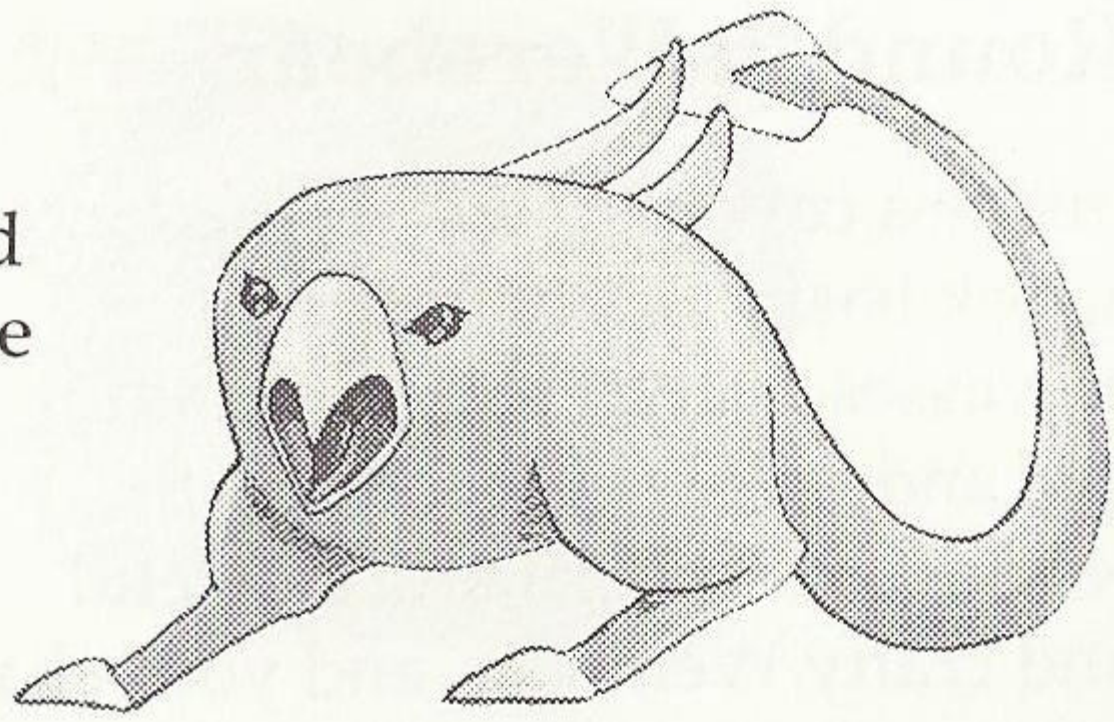
Button B: Laser Barrier. With an electrified thermo-ray, anything that touches you will be instantly fried.

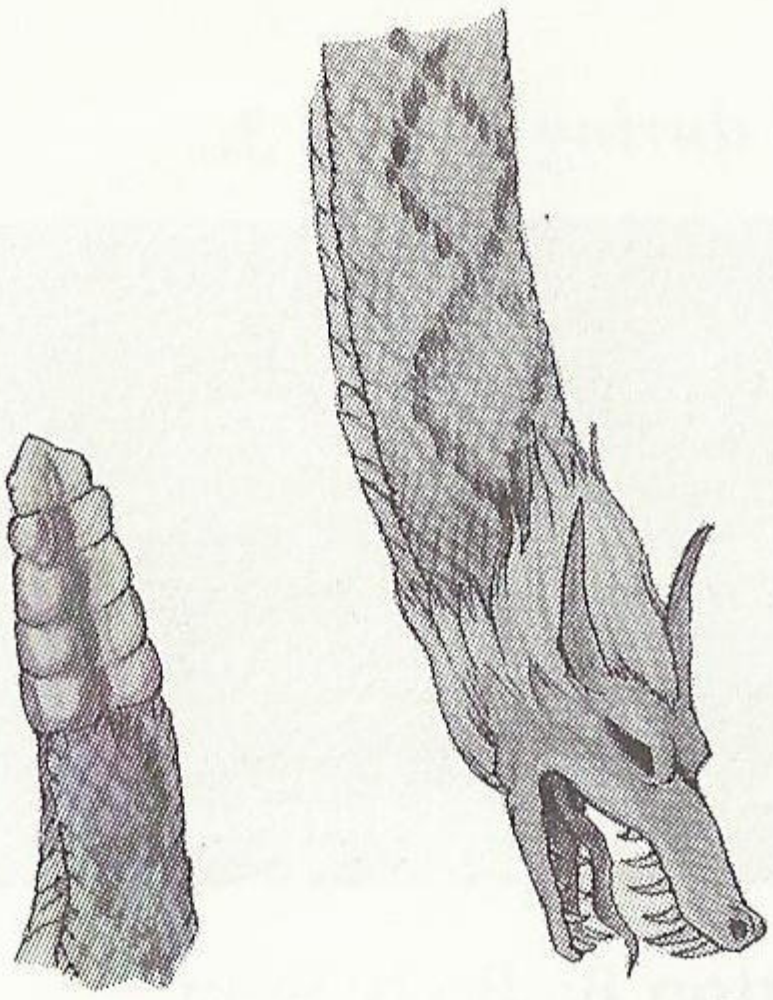
Enemy Creatures & Scores For Round 2:

Round Leeches:
100 points.
Watch your head!
They'll latch on and suck your energy away.

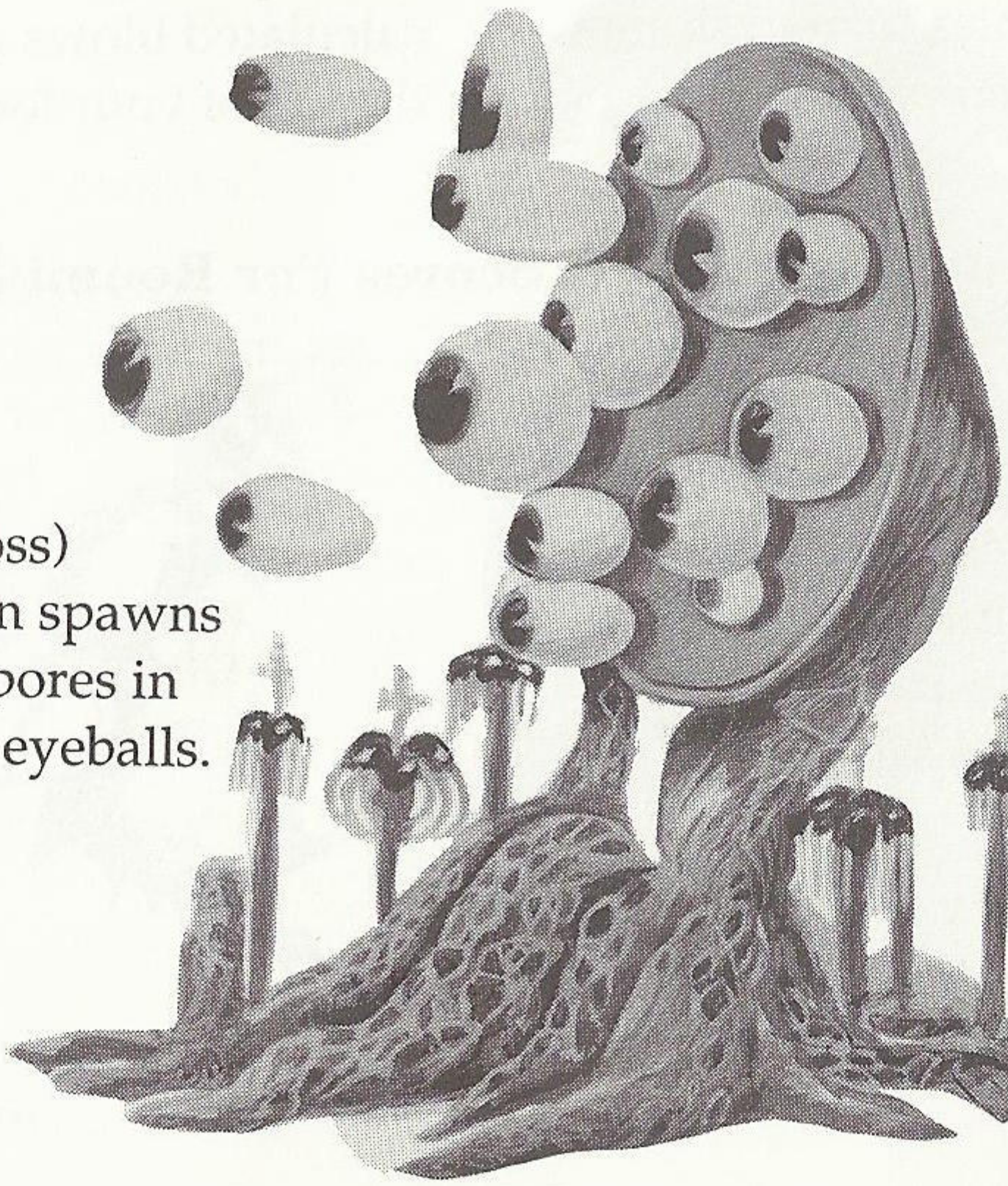


Chicken Stingers:
300 points.
With slashing poisoned tails, these monsters are difficult to reach.



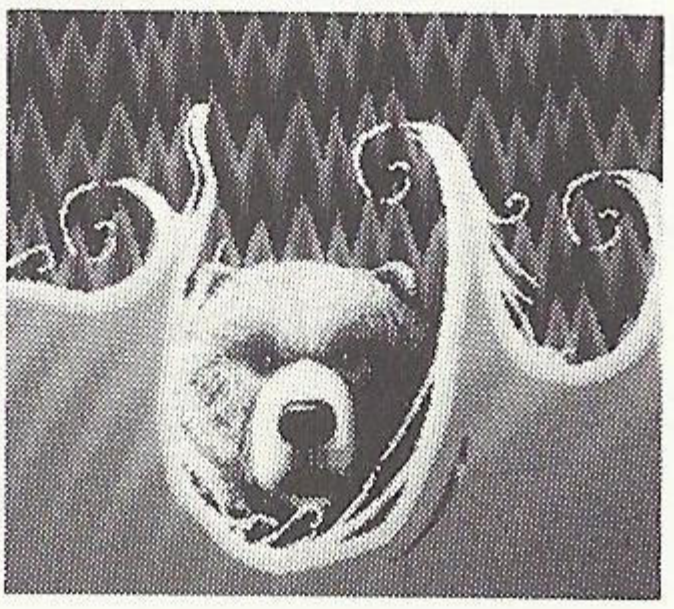


Rattle Tail:
500 points.
Resembling Chinese Dragons, these guys attack from above and below.



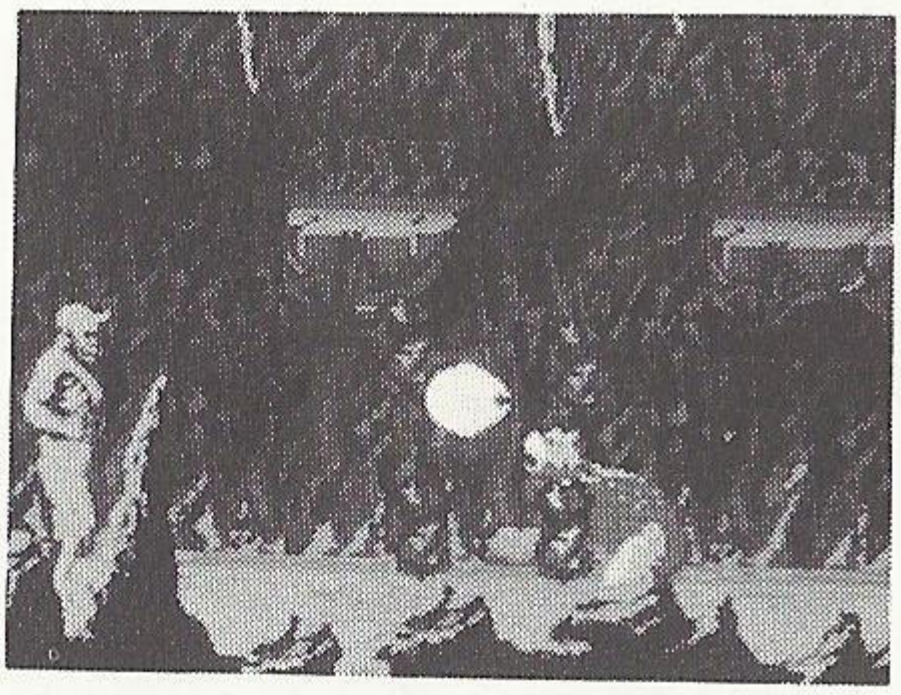
Octeyes: (Boss)
This foul fern spawns poisonous spores in the shape of eyeballs.

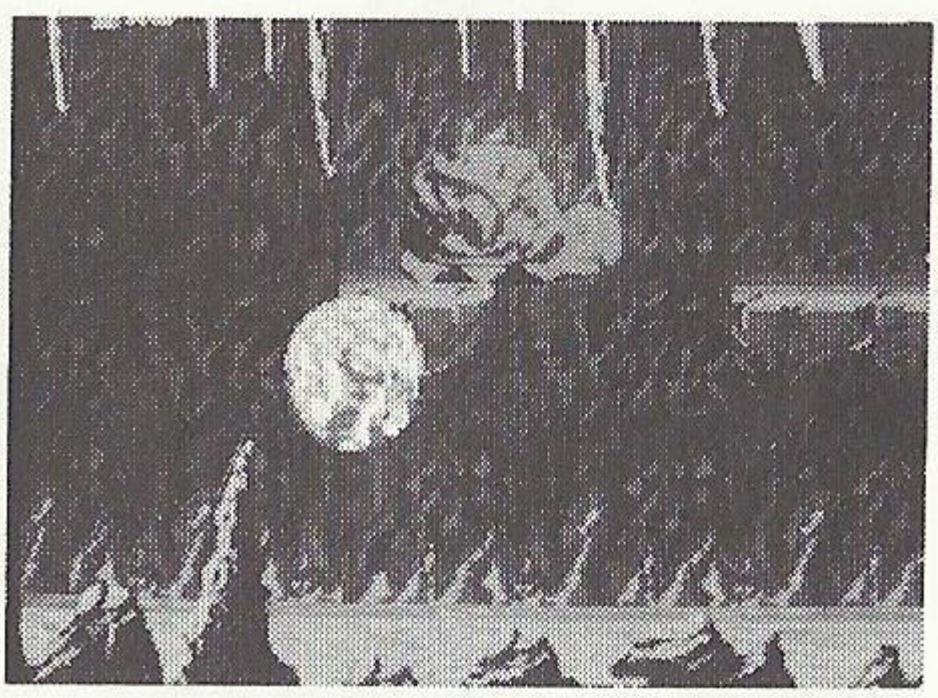
Round 3: Werebear.



Inside a cavern deeply carved into a rock basin, you're beset by crevasses everywhere. Fall into one and there's no return to the world above. Turn into a careful and crafty Werebear, and your chances for survival are increased.

- *Functions of Buttons A and B during Round 3.*



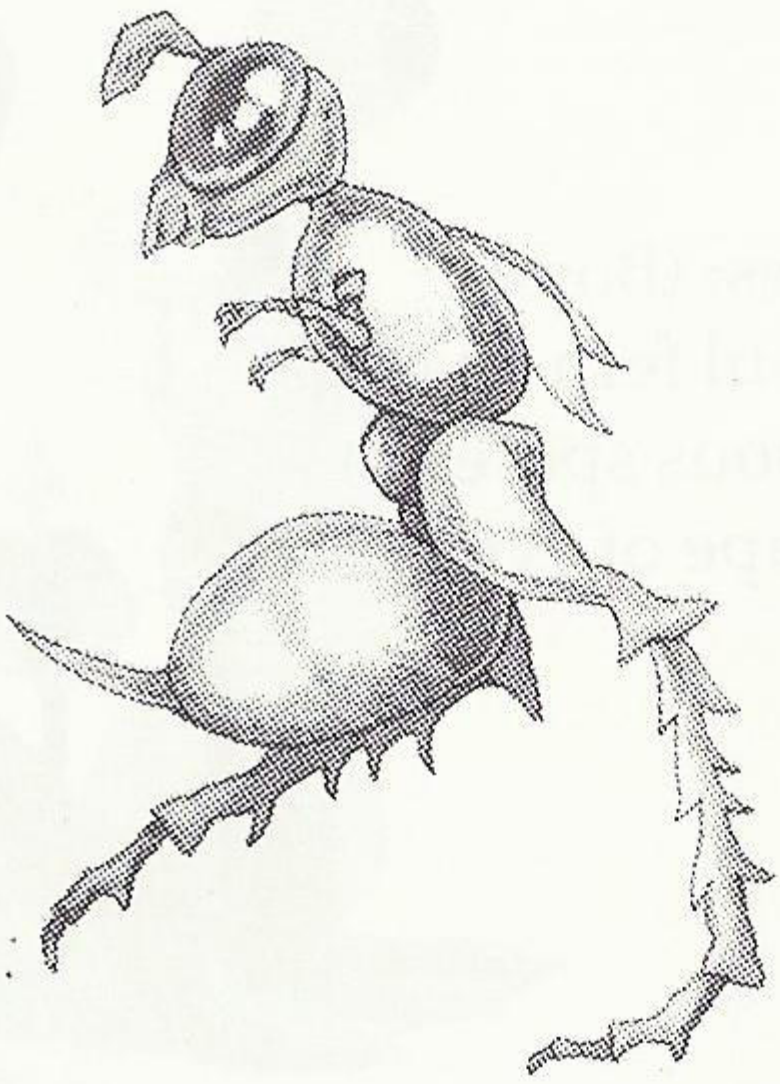


Button A: Bear Breath. If breathed upon, all enemies turn to stone immediately.

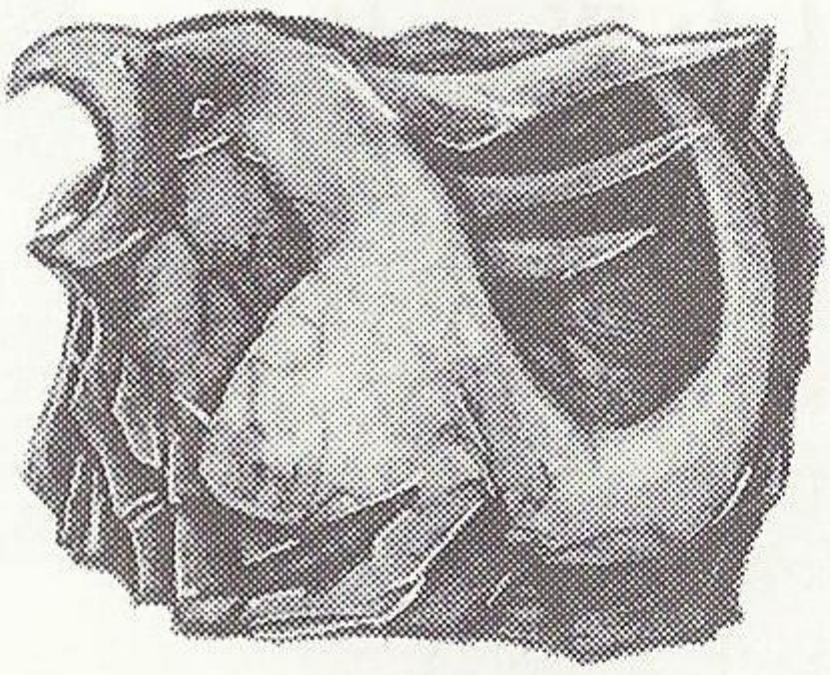
Button B: Body Spin. Wild spins and calculated blows draw the life of your foes.

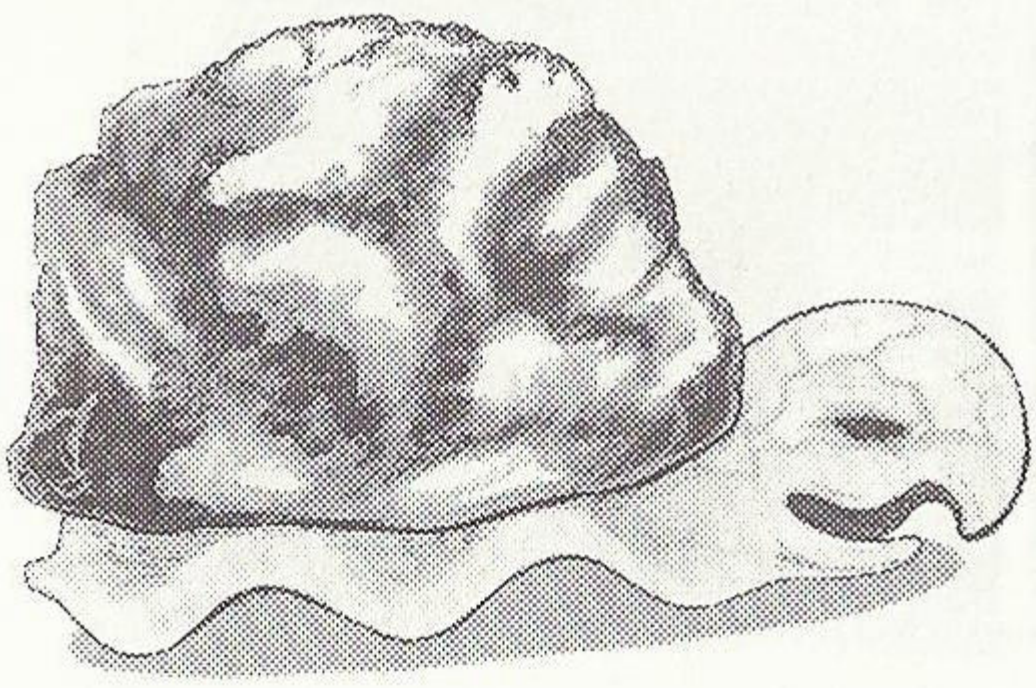
Enemy Creatures & Scores For Round 3:

Cave Needles:
100 points.
Mutated ground wasps with a sting that kills.

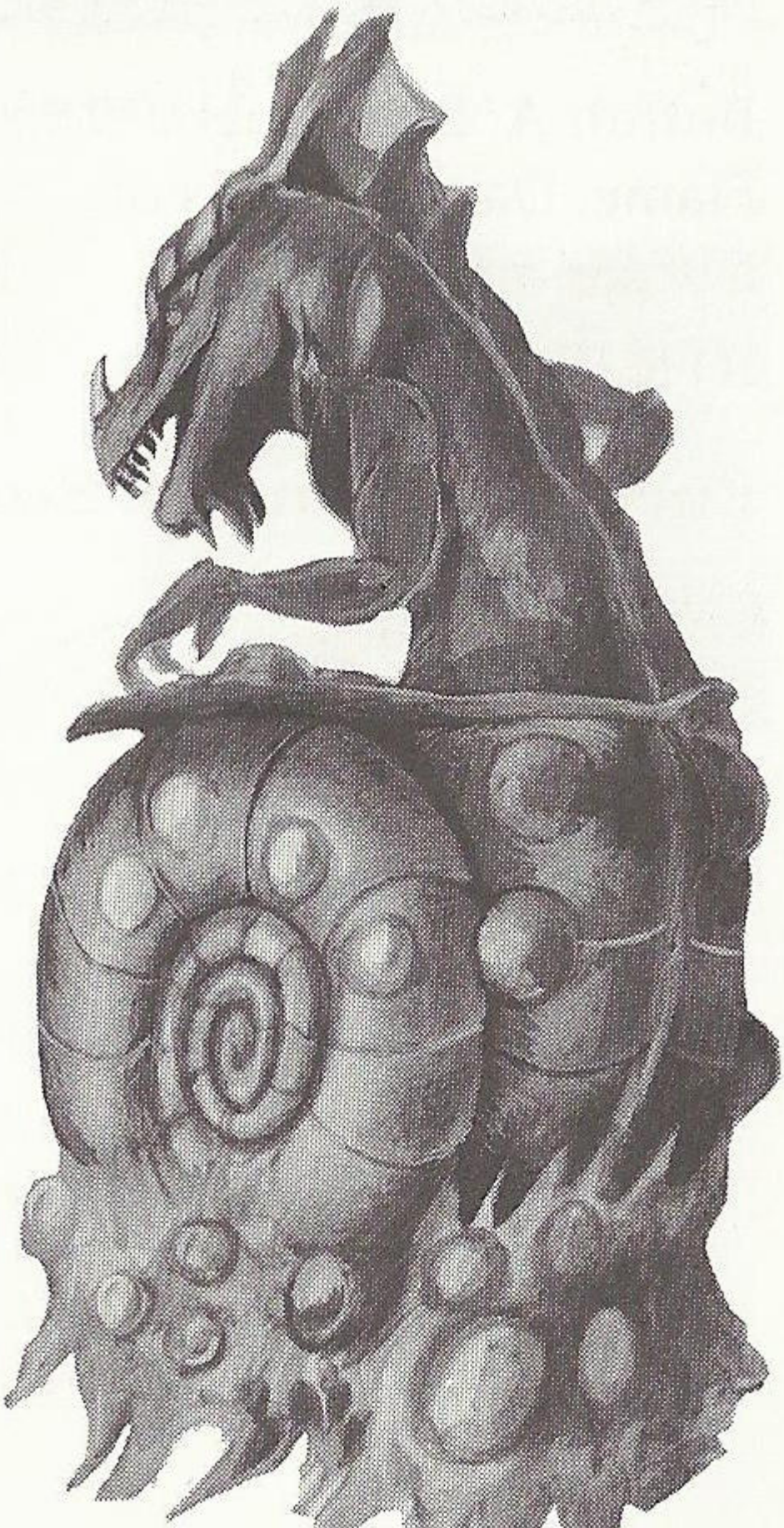


Fossils:
Stone monsters.



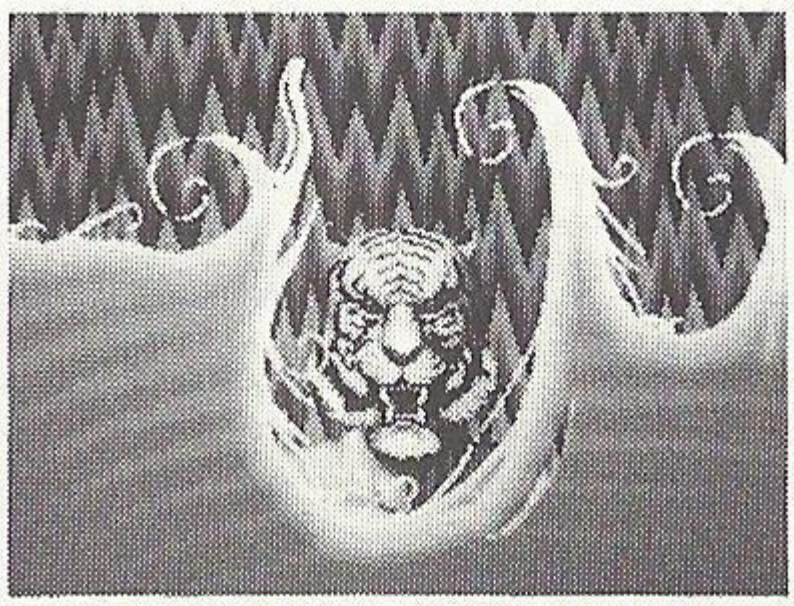


Rock Turtles:
500 points.
Slow moving, they still pack brute force.



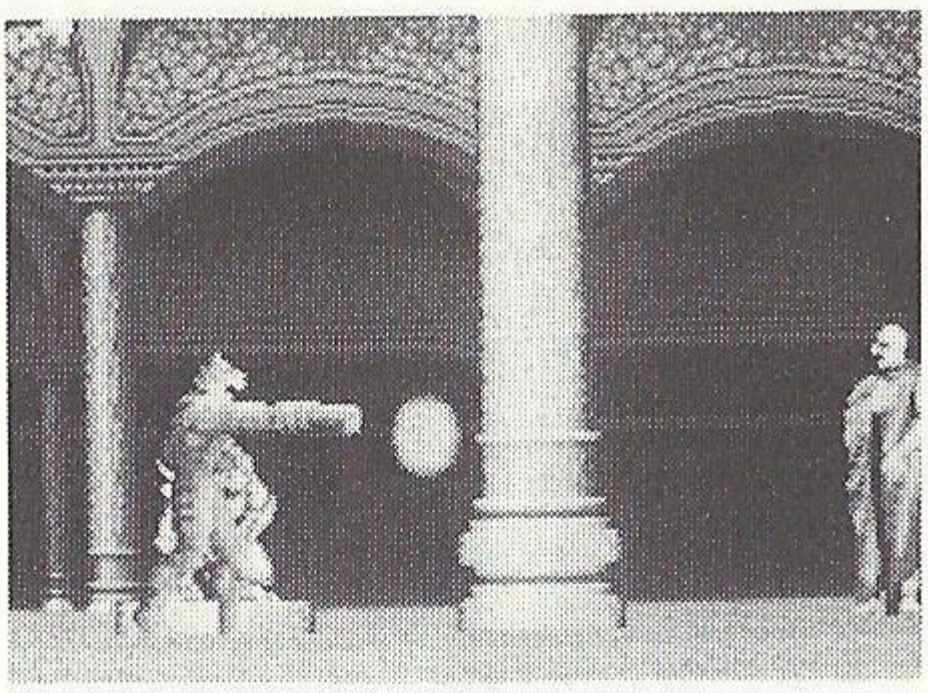
Moldy Snail: (Boss)
Part snail, part salamander.

Round 4: Weretiger.

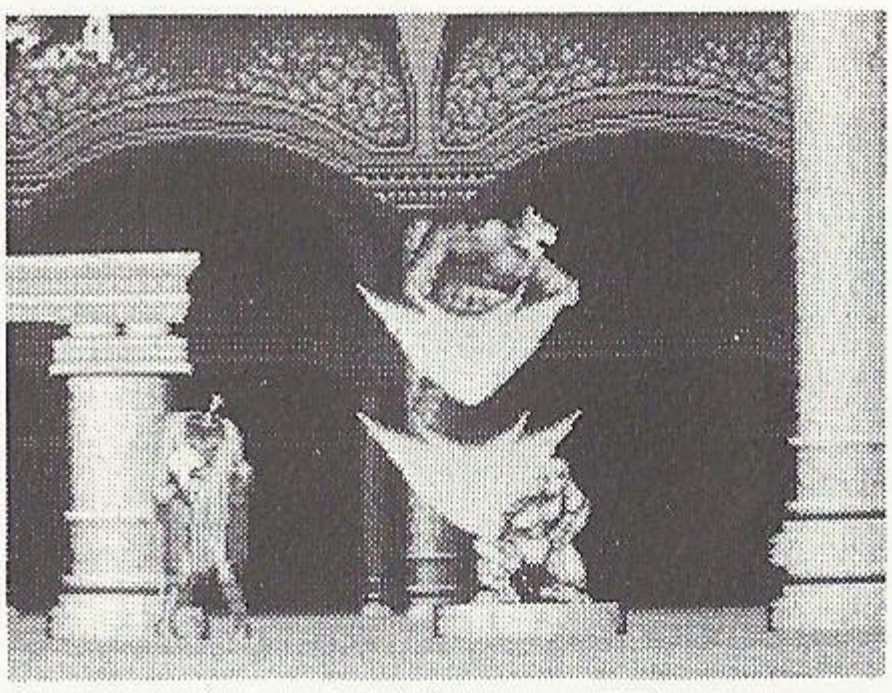


You've arrived. In front of the gates to the underworld palace, you stalk angrily, boldly searching for an entrance. Now as Weretiger, nothing can hold you back.

- *Functions of Buttons A and B during Round 4.*

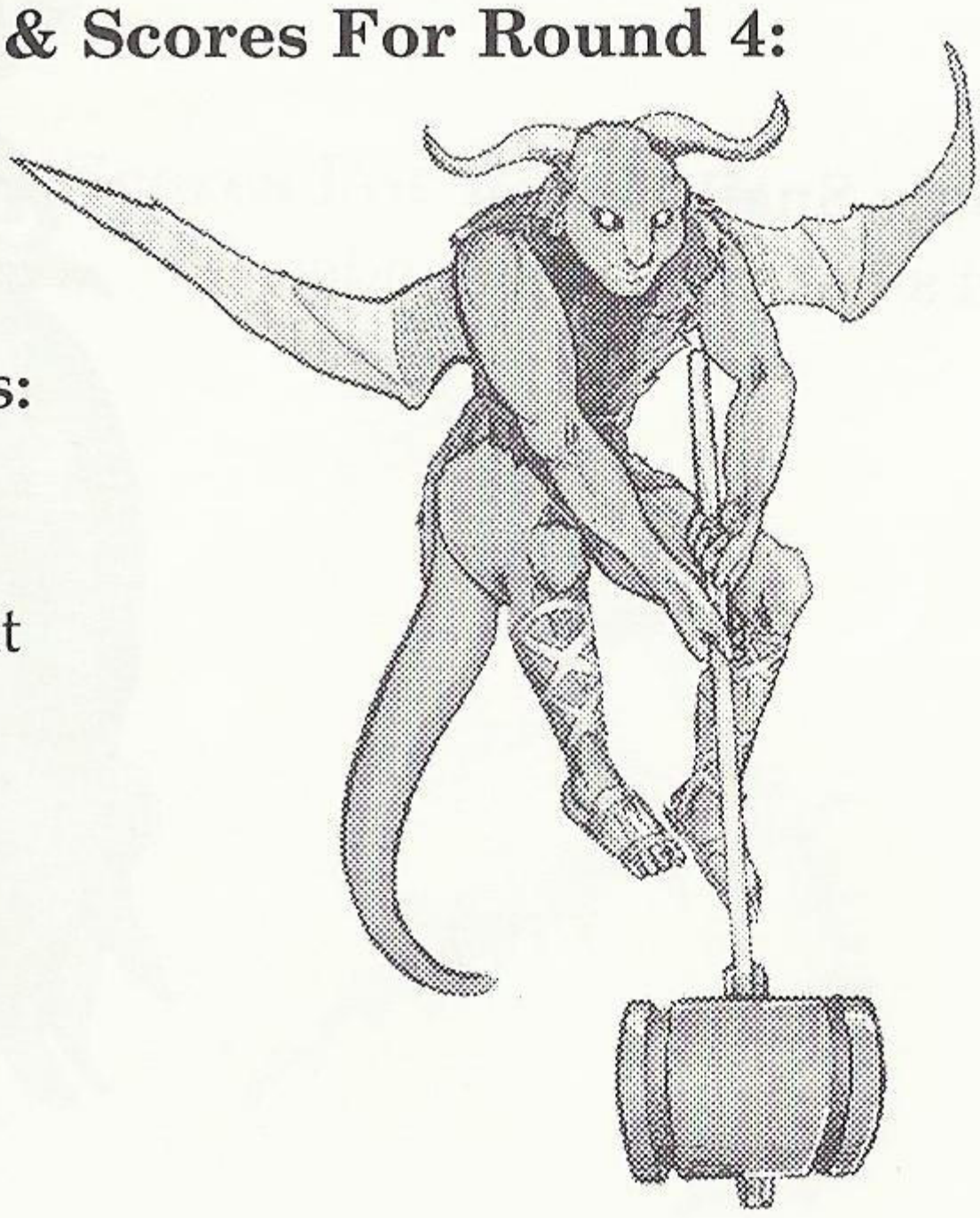


Button A: Bouncing Flame. Dancing Balls of fire are hurled from your fingertips.



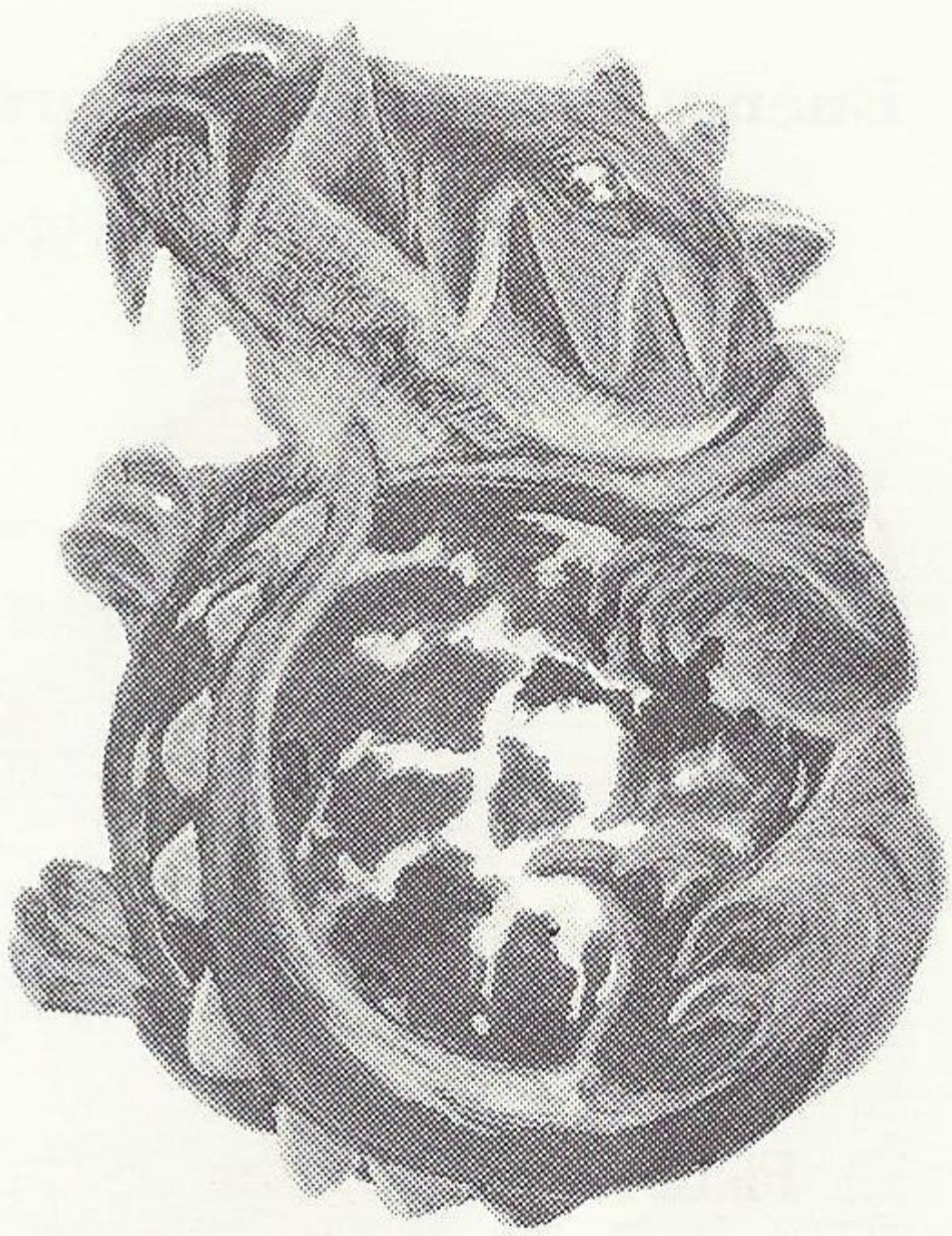
Button B: Pillar of Fire. Destroys enemies in both directions; up and down.

Enemy Creatures & Scores For Round 4:



Hammer Demons:
500 points.
They attack from above with a giant hammer.

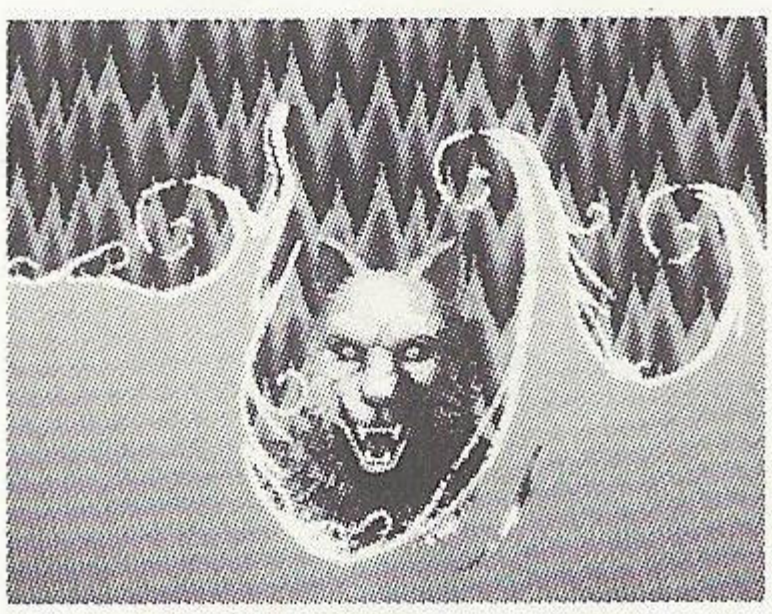
Crocodile Worm: (Boss)
A fire breathing, floating beast which emits fiery little dragons.





Round 5: Gold Werewolf.

You've survived the labyrinth of the underworld so far. Only now, Neff waits to protect his prized Athena. Can you survive your ultimate test of will and cunning?

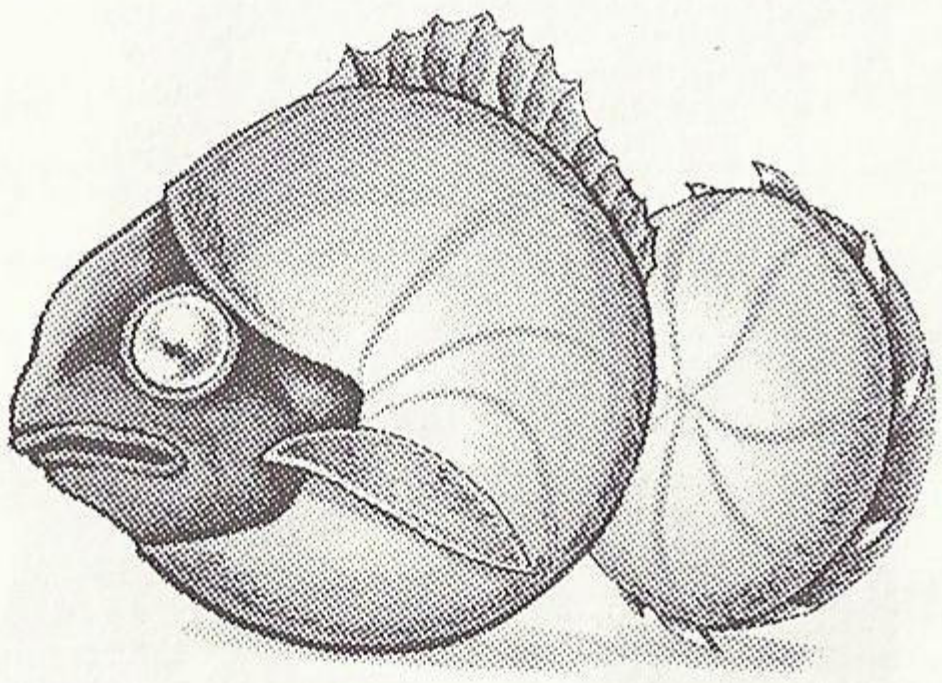


- *Functions of Buttons A and B during Round 5.*

Button A: Golden Fire. Hurl blazing balls of golden fire.

Button B: Golden Arrow. Crush the evildoers in waves of golden fire.

Enemy Creatures & Scores For Round 5:



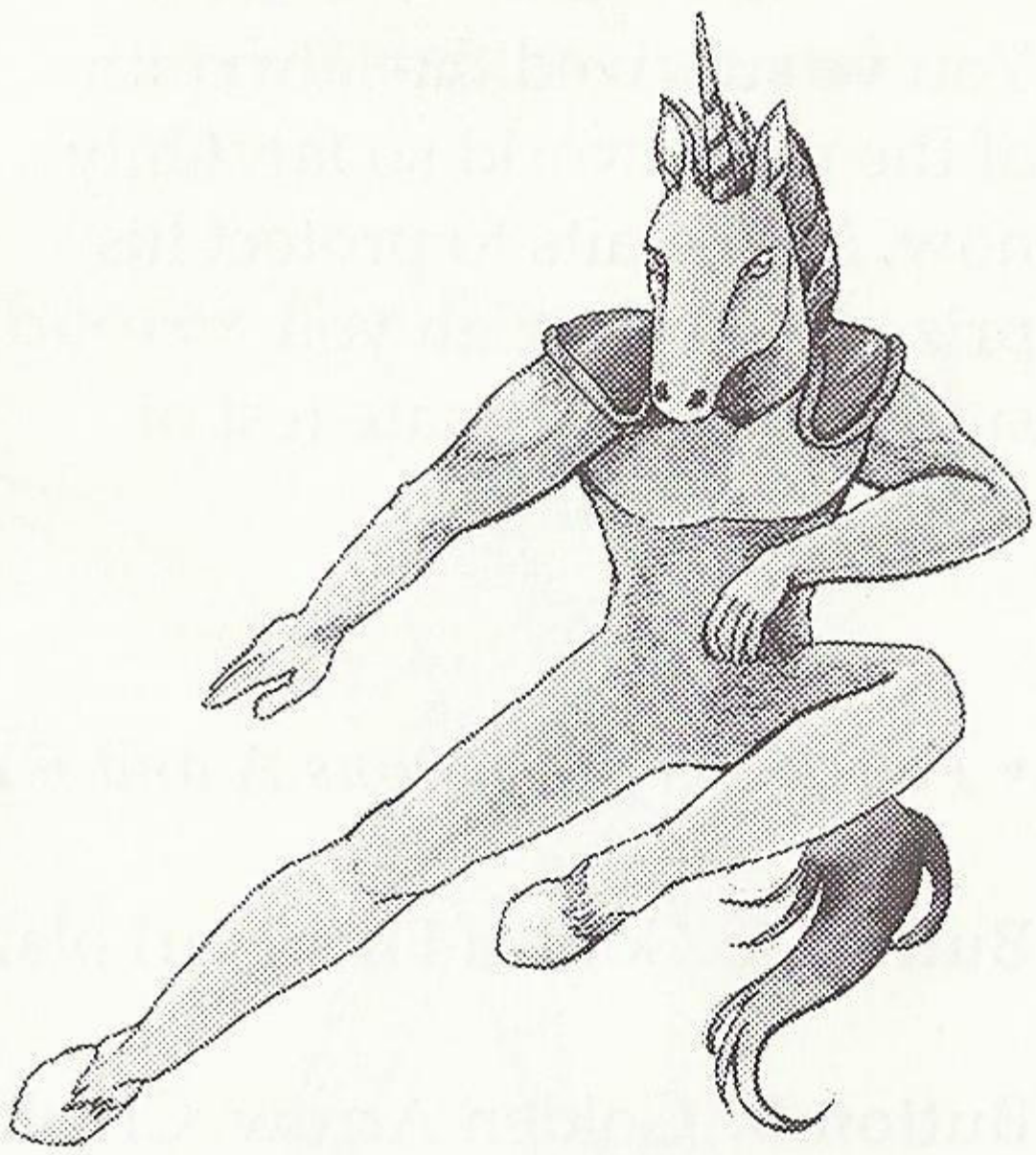
Saw Fishes:
100 points.
Fishes with circular saws for fins.



Gory Goats:
200 points.
Light of foot, they box with powerful hooves.



Rad Boars:
500 points.
Club wielding wild boars with a taste for blood.



Dark Unicorn:
300 points.
Swift flying kicks spell immediate pain and loss of energy.

NEFF :
The final confrontation.
All we can say is Good luck!



Helpful Hints:

- Each enemy has a weak spot and certain kicks or punches identify these spots more effectively. Learn which blows work best and remember this information for better play later.

- If the spirit balls float off the screen, they're gone for good.

- To continue when the Game Over screen appears, press the the Start Button while pressing Button A. And you can resume play at the beginning of your last round.

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis 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

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 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, Sega 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, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

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 GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician 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 Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega 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 Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, 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.

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Printed in Japan