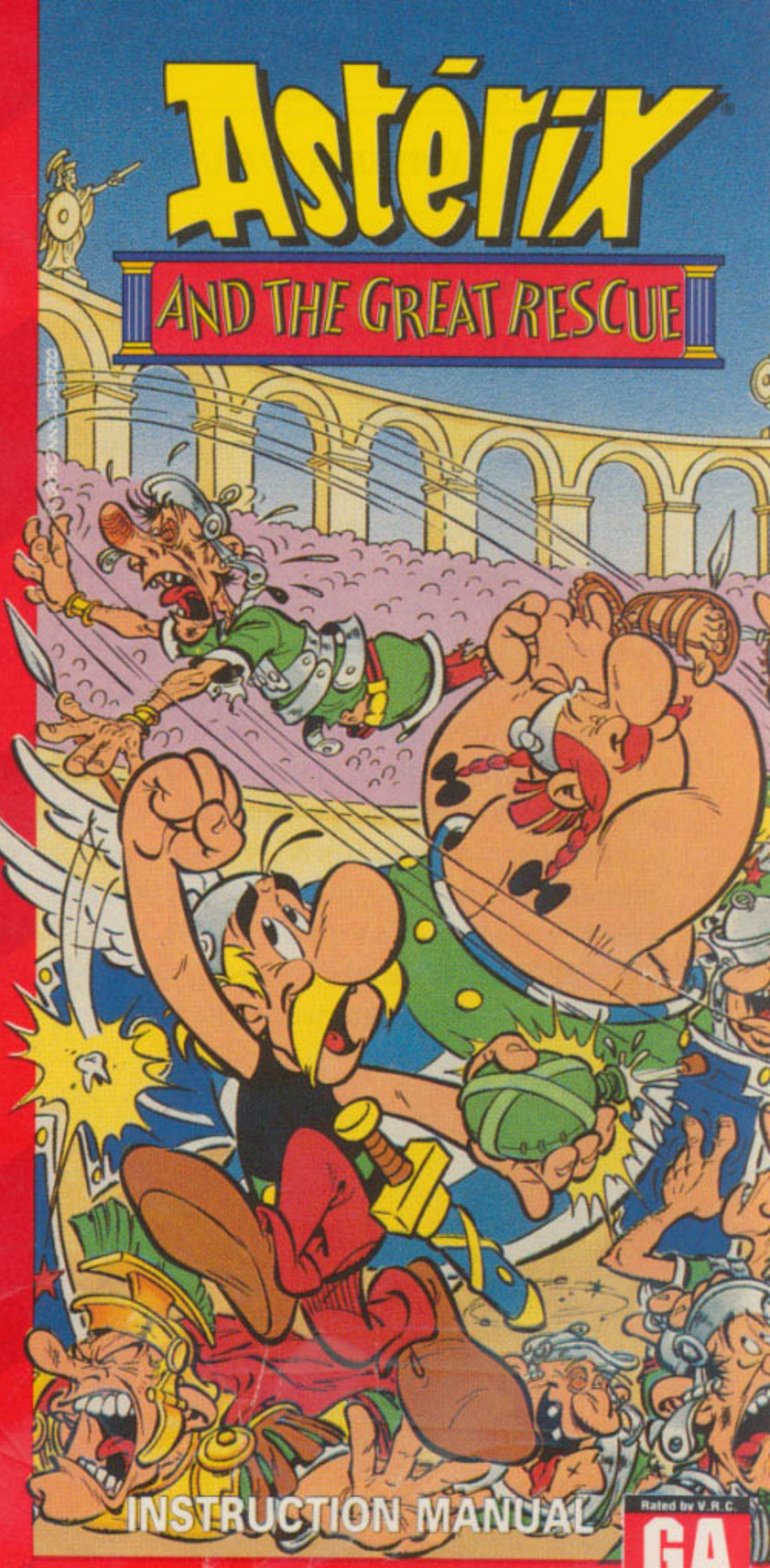
GENESIS™

Astérix®

AND THE GREAT RESCUE



INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences

SEGA™

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 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.**

Contents

- Starting Up 2
- Asterix and the Great Rescue 3
- The Problem You've Gottafix 4
- Take Control 4
- Getting Started 6
- Options 6
- Your Quest Begins 8
- Keeping Healthy and Staying Alive 8
- Picking Up Points 9
- Special Weapons 10
- Items to Collect for a Fix 11
- The Road to Rome 12
- Game Over/Continue 14
- Chief Vitalstatistix's Final Advice... 15

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in your Genesis Control Pad.

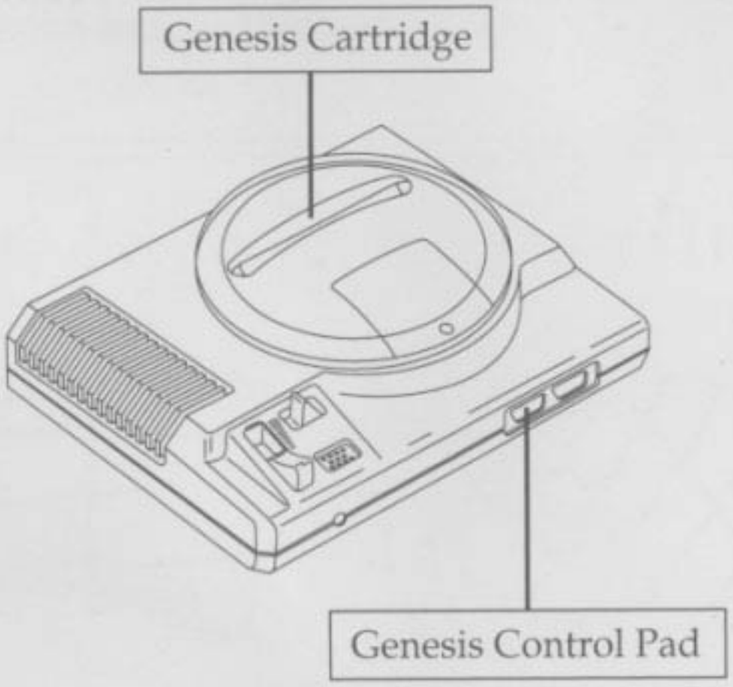
2. Make sure the power switch is OFF. Then insert the *Asterix and the Great Rescue* cartridge into the console.

3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.

4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.

5. Press the Start Button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



For Game Play Assistance, call 1-415-591-PLAY.

Asterix and the Great Rescue



The year is 50 B.C. Gaul is entirely occupied by the Romans. Well, not entirely . . . one small village of indomitable Gauls still holds out against the invaders. And life is not easy for the Roman legionaires who garrison the fortified camps in the surrounding areas.



So, a cunning plan is devised in Rome to weaken the strength and resolve of the resisting Gauls. The dastardly scheme entails kidnapping the druid Getafix, whom the Gauls rely on for the supply of the magic potion that gives them superhuman strength.



An elite cohort of Roman soldiers is sent into the forest neighboring the village to lie in ambush for Getafix. As soon as he appears, he is gagged and bound. Dogmatix, Obelix's brave little dog, gives chase but is also captured by the unscrupulous Romans.

News of these terrible deeds soon winds its way back to the little Gaulish village.

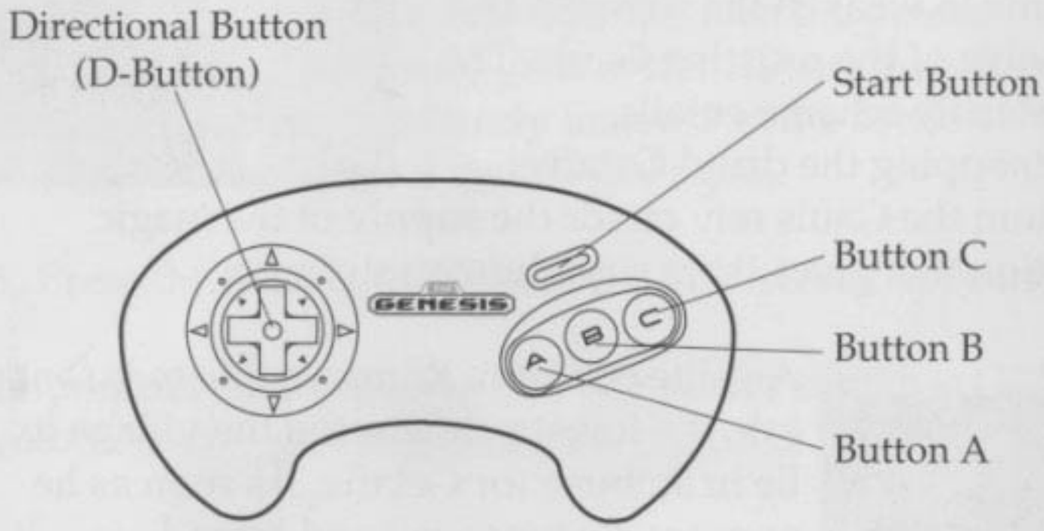


Chief Vitalstatistix is outraged and responds immediately. Asterix and his companion Obelix are charged with the task of rescuing their compatriots. And so their quest begins. . . .

The Problem You've Gottafix

As either Asterix or Obelix you must journey to Rome to find the two captives, Getafix and Dogmatix. It is up to you to battle your way through six grueling levels, ranging from a Gaulish village to a Roman galley—and finally on to Rome itself.

Take Control



D-Button

- Press up and down to move the arrow in menu screens; left and right to change responses.
- Press to choose between Asterix and Obelix before levels begin.
- Press down to crouch on hands and knees.
- Press down and left or right to crawl.
- Press up and hold, then press Button C to select a Special Weapon.

Start Button

- Press to move through nonaction screens and make selections in menu screens.
- Press to pause the game; press again to resume play.

Button A

- Press to jump.
- Press to move through nonaction screens and make selections in menu screens.

Button B

- Press to punch.
- Press to move through nonaction screens and make selections in menu screens.

Button C

- Press while holding the D-Button up to select a Special Weapon; press again to use that weapon.
- Press to move through nonaction screens and make selections in menu screens.

Notes:

The functions of Buttons A, B and C can be interchanged in the Options screen.

Buttons X, Y and Z on the 6 Button Control Pad have no function in this game.

Getting Started



Following the Sega Logo and two legal notices, the Title screen appears. Either select START to launch straight off for Rome, or OPTIONS to take a look at the game settings or join a previously started game using a password. If you wait, a game demonstration begins. Press the Start Button to return to the Title screen.

Options

This screen offers you several game play choices. Use the D-Button to move the cursor up and down the menu.



DIFFICULTY: Choose a difficulty mode from Easy, Normal and Hard. Press the D-Button left or right to change the response. The more demanding the level, the fewer Credits you start out with (see page 14) and the tougher and more numerous the enemies become.

CONTROL: Press the D-Button left or right to change the functions of Buttons A, B and C. If you don't select a control type, the Computer will default to the settings assigned in "Take Control."

PASSWORD: At the end of each level you receive a password. This enables you to resume play from the point where the password was gained.

First press Button A, B or C or the Start Button and an arrow appears beneath a letter in the password. Press the D-Button up or down to scan through the alphabet, and left or right to move to the next letter you want to change. When you have entered your password, press Button A, B or C or the Start Button to return to the Options menu. If your password is invalid, you will start from the beginning of the first level.

SOUND TEST: Press Button A, B or C or the Start Button and a pair of arrows will appear beneath BGM (background music) or SFX (sound effects). Press the D-Button up and down to change the number of the track that you want to hear and left or right move between BGM and SFX. Press Button A, B or C to play the track, and the Start Button to return to the Options menu.

EXIT: When you have set the options, move the arrow to Exit and press Button A, B or C or the Start Button to return to the Title screen.

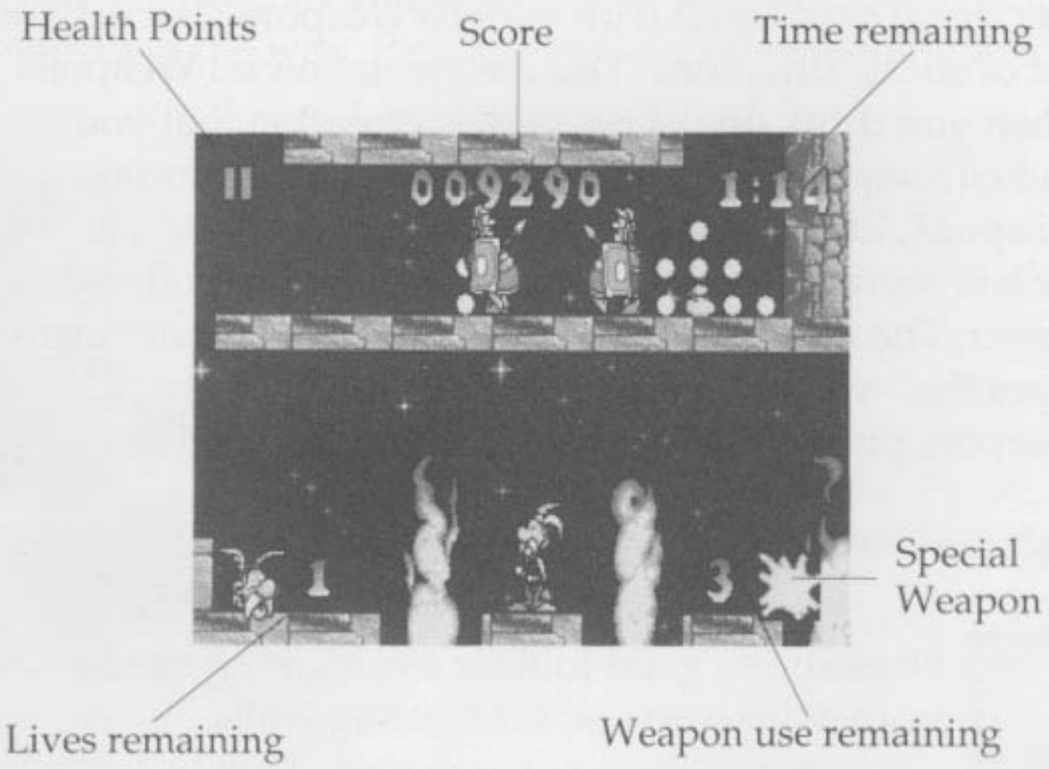
Your Quest Begins

When you select START on the Title screen, a map appears followed by a story screen. Either wait a few seconds or press Button A, B or C or the Start Button to advance through these screens to the Select Character screen. At the beginning of every level, you may elect to play as Asterix or Obelix. When the Select Character screen appears, press the D-Button left and right or up and down to choose between Asterix and Obelix, then Button A, B or C or the Start Button to get on with the action.



Keeping Healthy and Staying Alive

Your quest takes you through six levels. Each one comprises several stages. You start out with three Lives. The number remaining is given in the bottom left corner of the screen. As Asterix or Obelix, you enter each stage with a stock of Health Points, indicated by the three bars at the top left of the screen. Your Health Points are depleted every time you sustain damage. When all your Health Points are used up, you lose a Life and go back to the start of the stage you were in. You can successfully exit a stage when Asterix finds and drinks a bottle of uplifting magic potion or Obelix scoffs down a wild boar. But there is no time to dawdle, as each stage has a time limit, shown ticking away at the top right of the screen. If the timer hits zero and "Time Out" appears on screen, you lose a Life and go back to the beginning of the stage.



Picking Up Points

You are awarded points for wiping out enemies or collecting Items (see page 11). Furthermore, you boost your score by finishing a level or by beating the clock—and the quicker you get through the stage, the larger your time bonus. Your score is shown in the center at the top of the screen.

Special Weapons

You can arm yourself with various weapons that get you out of sticky situations. You are given Special Weapons when you drink one of the bottles of potion that you find *en route*. To cycle through the available Special Weapons, hold the D-Button up and press Button C. Each is represented by a separate icon in the bottom left corner. The number next to the icon tells you how many times that weapon can be used. To employ a Special Weapon, press Button C when its icon is showing.

There are four Special Weapons:



Fireball is a good tool for overcoming enemies from a distance and for blasting walls.



Cloud lets you lay stepping stones when there seems to be no other way out.



Disguise makes you invisible to enemy eyes—the Romans just walk on by.



Levitation allows you to defy gravity by floating up into the air. Use the D-Button to control the direction in which your character floats.

Items to Collect for a Fix

There are goodies you will find on your quest that help you along the way. Pick up each item by touching it.



Coins are worth 50 points each.



Money Bag gives you 100 points.



Helmet brings in 500 points.



Chicken gives you two Health Points.



Chalice restores all your health points.



Sickle gives you limited invulnerability.



Bomb makes you run faster and punch harder in a burst of manic energy.



Extra Life gives you an additional life.

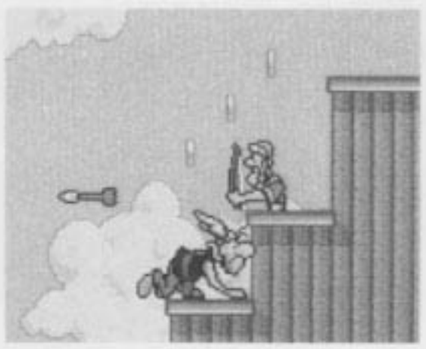
The Road to Rome

You have to pass through six levels on your quest to rescue Getafix and Dogmatix.

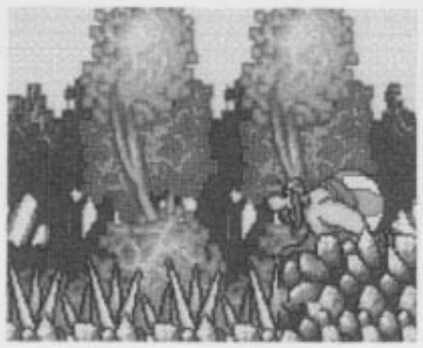
1. The Gaulish Village





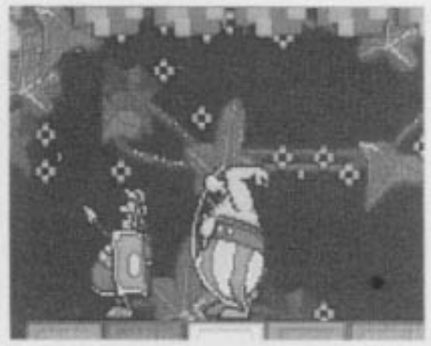


2. Roman Encampment



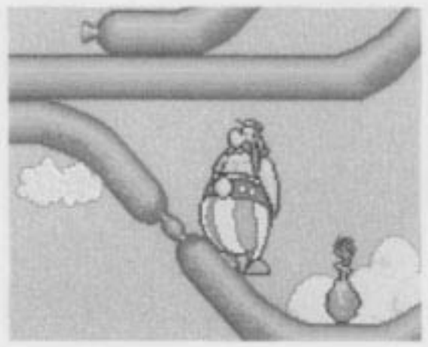
3. The Forest





4. Germany



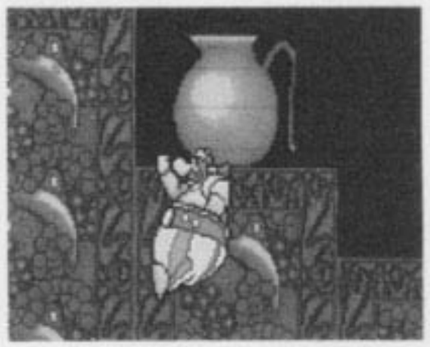


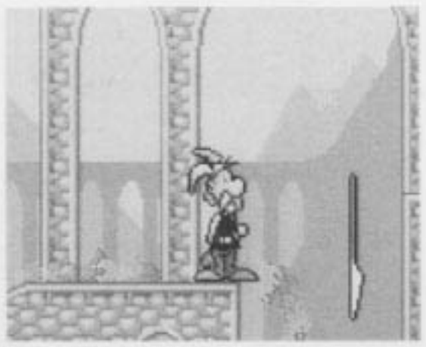


5. A Roman Galley



6. Rome





Game Over/Continue

If you lose a Life, you return to the beginning of the stage you are in. When you have no Lives or Health Points and you sustain damage, the Continue screen appears.

You start the game with between three and five Credits, depending on the difficulty level you choose. Each time the Continue screen appears, you lose one Credit and are offered the choice of exiting the game (left) or continuing (right).



Exit takes you to the Game Over screen. Press the Start Button to return to the Sega logo and the beginning of the game; Continue places you back at the start of the stage you were in. When you have no Credits remaining, your character automatically heads toward Exit.

If you achieved a record score during the game, selecting Exit leads you to the High Scores Screen. Press the D-Button up or down to scan through the alphabet and Buttons A, B or C to enter the letter you have chosen. When you have entered all three initials, press the Start Button to return to the beginning of the game.

Chief Vitalstatistix's Final Advice . . .

Let your enemies come to you. They're hard to punch safely if you get too close.

Use your special weapon sparingly. You've often got only just enough to get you through.

When jumping on a lever doesn't seem enough, try blasting it instead.

Don't waste time fighting enemies that you can avoid, you haven't got all day!

Password = Gunter

MEMO

Passwords - Gunter,

Limited 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 limited 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 limited 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 warranty service, call the Sega Consumer Service Department at: **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she 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 limited 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 or she 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 90 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 limited 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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