NUVISION
ENTERTAINMENT



BIMINI RUN™

INSTRUCTION MANUAL

SEGA GENESIS
16-BIT CARTRIDGE

TABLE OF CONTENTS

	Page
The Story	2
Starting Up	3
Titles	4
Option Screen	4
Demo	4
Take Control	4
Start the Action	5
Control Panel and Navigation Charts	5
At the Helm: Driving the Boat	6
Crashing the Boat	7
Firing	7
Two Player Version	7
Control Panel	8
Maps and Charts	8
Messages	10
Mission Objective	10
Characters	10
Chapters	13
Winning	16
Game Over	17
Score Pads	18
Handling the Cartridge	19
Warranty	19

BIMINI RUN: THE STORY

The sun drenched tropics, with islands flung like emeralds throughout the aqua sea. Trade winds cool this tropical paradise; palm-fringed beaches beckon. It is a place of romance. And intrigue. Dark secrets and danger lurk beneath idyllic skies: to succeed here, you must be strong and swift and smart.

Like your hero, Kenji O'Hara, the wealthy self-made adventurer. You like fast cars, fast boats and fast women - not necessarily in that order. You get your kicks from excitement. And that's just what you get!

Dr. Orca, dreaded international master of destruction, has kidnapped your twin sister and closest confidante, Kim. Flanked by an armada of killer boats and helicopters, they're hidden somewhere in a maze of islands.

So take the helm of your high speed power boat, the Banshee. With the help of your devoted friend Luka, you must rescue Kim and squelch Orca's plot to destroy the world with B.A.M Technology.

Will Luka's marksmanship and your skill at the helm be enough to cut through the swarm of powerful off-shore performance boats, choppers, and island warheads? Chart screens and vital messages help you stay on target, but only a mermaid can get you through the fantastical mire of the Bimini Zone!

Prepare yourself. This is no joy ride. You'll need every bit of skill and cunning you have. And something more: luck. Because nothing is quite as it seems in the Bimini Zone!

STARTING UP

1. Set up your Genesis System by following the instructions in your Genesis Instruction Manual.

2. Make sure the power switch is OFF.

3. Insert the Bimini Run™ cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.

4. Turn the power switch ON. If nothing appears on the screen, re-check the cartridge insertion.

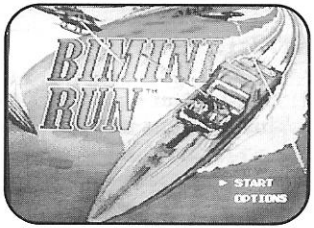
IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

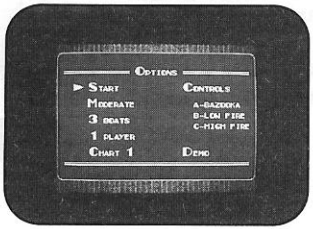
5. Press the Start Button on Genesis Control Pad 1.



TITLES

Press any button to flip through the Title and Legal Notice Screens faster.





OPTION SCREEN

Use the D Button to move up and down the menu. Press the D Button to the left or right to change level of difficulty, the number of boats, number of players, choose a chart, change button assignments, or watch the Demo Game.

DEMO

If you're playing for the first time, select demo to watch a demonstration of the play.

TAKE CONTROL



Here's how to use your Genesis Control Pad.

START BUTTON

Starts the game. Pauses the game, freezes the action, and brings up the Control Panel. Gets you back into the game from the Control Panel.

D (DIRECTIONAL) BUTTON

Moves the cursor and makes selections on the Option Screen at the start of the game. Steers the boat and controls the speed. Moves the cursor and makes selections when the Control Panel is called up.

BAZOOKA:

Button A default selection.

LOW FIRE:

Button B default selection.

HIGH FIRE:

Button C default selection.

ICON SELECTION

When the Control Panel is called up, either the A, B, or C buttons will select an icon at the bottom of the screen.

START THE ACTION

To begin playing, select START on the Options Screen, press the START Button, and get ready for the heat!

CONRTOL PANEL AND NAVIGATION CHARTS

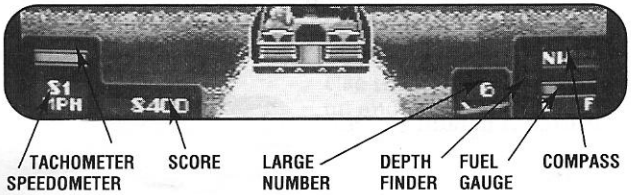
Press the START Button to pause the action. This freezes play and brings up the Control Panel and Navigation Charts. To get back into the game, Press the START Button again.

AT THE HELM: DRIVING THE BOAT.

The D Button both steers and controls the speed of your powerful off-shore high performance boat. Press left to turn left, right to turn right. Push up for more speed, push down to slow down.

INSTRUMENT PANEL

As you're cruising, you'll notice the Instrument Panel. Keep your eye on it - these are treacherous waters!



TACHOMETER

Indicates engine RPM.

SPEEDOMETER

Shows speed of the boat.

COMPASS

Indicates direction of travel.

FUEL GAUGE

When you're running low on gas, slow down and check your Chart Screens for better directions.

DEPTH FINDER

Four dots flash to indicate shallow water four distances ahead of boat. Yellow means caution. Red means danger. Beware! You could go aground!

SCORE

Indicates points you've earned.

LARGE NUMBER

Shows number of spare boats left.

CRASHING THE BOAT

There are five ways you can lose your boat: If you run it straight into an island; If you're hit by enemy fire; If you hit a rock, sandbar, or reef; If you collide with another boat, and if you're attacked by a sea creature.

FIRING

When you're dealing with Orca and his henchmen, a superb arsenal is not enough. Serious marksmanship and a quick trigger finger are musts.

BAZOOKA:
Button A default selection.

LOW FIRE:
Button B default selection.

HIGH FIRE:
Button C default selection.

BUTTON ASSIGNMENT

You may select alternate button assignments from the Option Screen. Press the D Button up or down until Control is selected. Press left or right to select your preference.

AIMING

Gunman Luka always shoots in the same direction as the boat, so steer and aim to kill!

TWO PLAYER VERSION

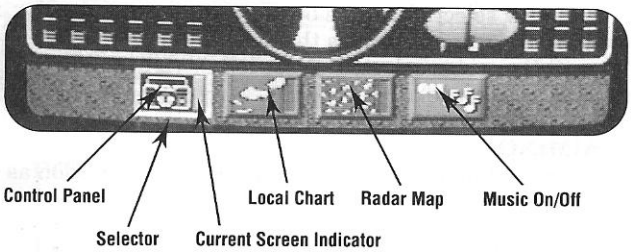
Player one is Kenji, who steers the boat. Player two is gunman Luka,who controls the weapons. In addition, in this mode only, Player two can steer the weapon fire by using the D Button.

CONTROL PANEL

Here's the place to look for strategic information. Press the START Button. This freezes the action and brings all the vital information up on the Control Panel, just as you see below. To resume your game, press the START Button again.



ICON BAR

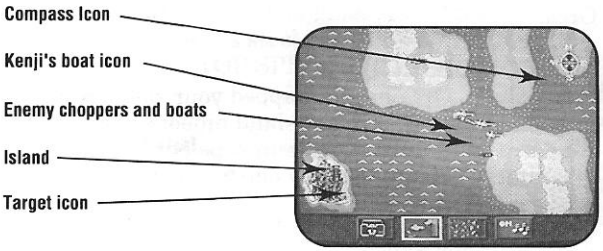


MAPS AND CHARTS

The ICON BAR at the bottom of your screen lets you move from the Control Panel to the Local Chart or Radar Map. The D Button moves the cursor. A, B, or C button will select an icon and turn the music on or off.

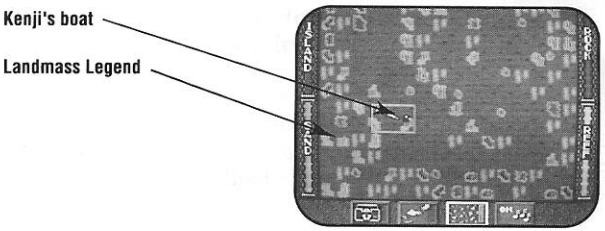
LOCAL CHART

This chart shows your current direction and position relative to local geography. The map will change every time you get back into the action and move your boat. Watch out for those animated enemy icons! That's where you'll find the enemy.



RADAR MAP

Here you'll see the entire section of ocean to be used in this chapter. The pink rectangle shows you the close-up section you saw on the Local Chart. This will move around according to the position of your boat throughout the game. Keep an eye on your compass, the water depth, and those enemy icons - these are treacherous waters.



MESSAGES: "KENJI, COME IN ..."

Throughout the the islands, Kenji's friends help you by watching out for the dreaded Dr. Orca. When you hear "Kenji, Come in...", press your START Button and look for messages on the video monitor at the top of your Control Panel. These hints and directions are imperative: without them, you'll never catch up with Orca.

MISSION OBJECTIVE

Fiendish Dr. Orca has kidnapped your sister Kim. Your mission ; locate Dr. Orca's island hideout and rescue Kim. Track down Dr. Orca and wipe out his island laboratory. You are the only one who can!

CHARACTERS

KENJI O'HARA

A leader among men, a favorite with the women, Kenji is a true modern hero. His mind moves at lightning speeds - so does his boat. But is he quick enough for the brutal combat ahead?

LUKA

Their fathers swore an oath of loyalty. Devoted to Kenji, Luka vows to employ his awesome marksmanship in the slugfest ahead.

KIM

Beautiful Kim, Kenji's only surviving family member. She once saved his life. Will he save hers?

DR. ORCA

The diabolical doctor, warped mastermind of a sinister plot to destroy the world. Evil oozes from every pore. He even smells bad!

KENJI'S BOAT, THE BANSHEE

Once used only for play, Kenji's high performance off-shore speed boat is now a weapon in itself. Moving at tooth-numbing speeds, The Banshee dodges obstacles and out-maneuvers Orca's army with mind-boggling ease.

SPECS: LOA 38' BEAM 8'6" DRAFT 3'6"
Twin 600-hp gasoline V-8 engines, raw-water cooled, stern drive. Stainless steel cleaver propellers, 1.5:1 reduction drives. TOP SPEED: 90 mph.

ORCA'S ARMY

They're cold blooded killers bent on destruction - yours! Find them in:

ATTACK BOATS a fleet of high performance off-shore speed boats armed with machine guns. So fast, you'll never know what hit you!

CHOPPERS a menace from above, these angry swarms spell death to the unwary.

ISLAND BASES Hideaway huts, radio towers, land-based cannons and armed guard towers are strewn throughout the complex ever-changing maze of islands. Beware!

THE BIMINI ZONE Shrouded in fog and spiked with blood- maddened sea monsters, the fantastical Bimini Zone is Dr. Orca's final defense shield. You must destroy the awesome generator that conjures and creates this warped zone. But you're lost in the fog and the strange effects of Dr. Orca's shield have disabled your compass. Only the mermaid can help you now!

DR. ORCA'S B.A.M. LABORATORY

Dr. Orca's Behavior Altering Modules (B.A.M.) could doom the entire human race to extinction. Unless you K.O. his lab, located at the heart of the Bimini Zone, you can kiss the world good-bye!

BIMINI CREATURES

Are they real or just fantasy? If you hit them, they disappear in a cloud of smoke. But if they hit you, your boat ride is over.

LURQUE Slimy scaly sea monsters lie waiting in the murky depths, their molten breath a constant curse.

GANGLIA Nobody wants to tangle with the giant octopus.

FECKSION Zap! One firey breath and you're torched!

KILLER SHARKS with thousands of foul fangs to shred you into submission. Will you be dinner?

PHLYTZ These mosquito-like annoyances slime you from above. Aim high, and get them before they get you.

POISON CLOUDS One breath of this deadly toxin will have you diving like a fish.

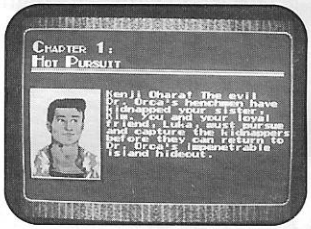
MARLYNA THE MERMAID

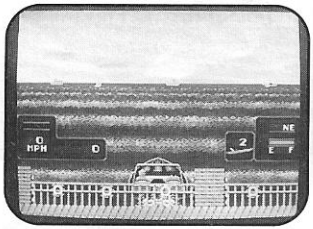
If her siren song is in tune, this friendly lady is your only hope in the Bimini Zone. Follow her direction: in this warped arena, she is your compass.

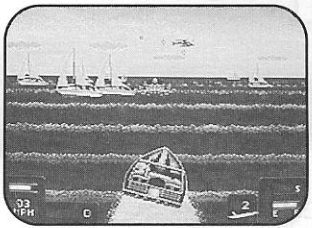
THE CHAPTERS

CHAPTER 1
HOT PURSUIT

Kenji O'Hara! The evil Dr. Orca's henchmen have kidnapped your sister, Kim. You and your loyal friend, Luka, must pursue and capture the kidnappers before they can return to Dr. Orca's impenetrable island hideout.

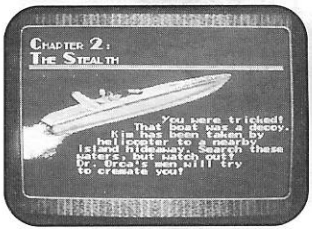


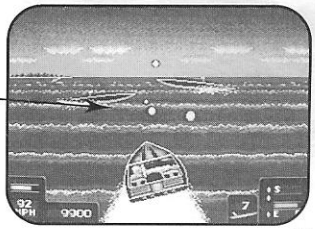




CHAPTER 2,
THE STEALTH

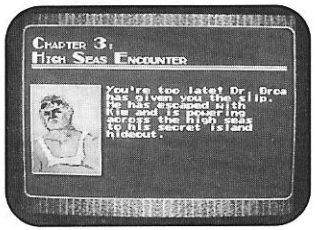
You were tricked! That boat was a decoy. Kim has been taken by helicopter to a nearby island hideaway. Search these waters, but watch out! Dr. Orca's men will try to cremate you!

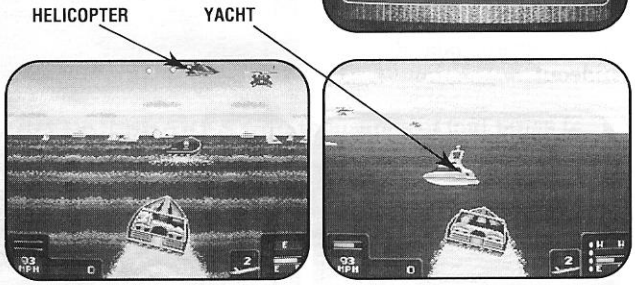




CHAPTER 3
HIGH SEAS ENCOUNTER

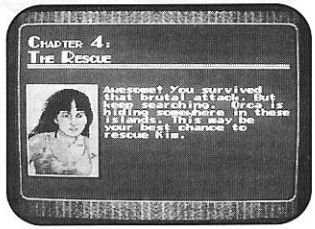
You're too late! Dr. Orca has given you the slip. He has escaped with Kim and is powering across the high seas to his secret island hideaout.

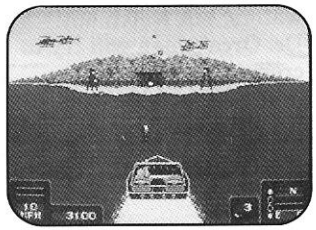




CHAPTER 4
THE RESCUE

Awesome! You survived that brutal attack. But keep searching. Orca is hiding somewhere in these islands. This may be your best chance to rescue Kim.



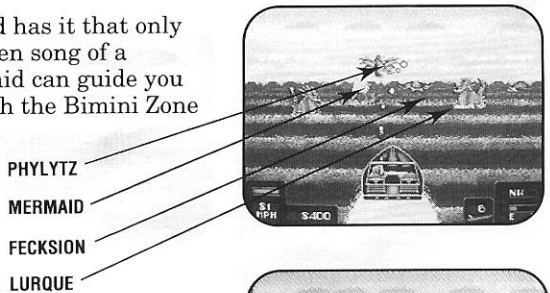


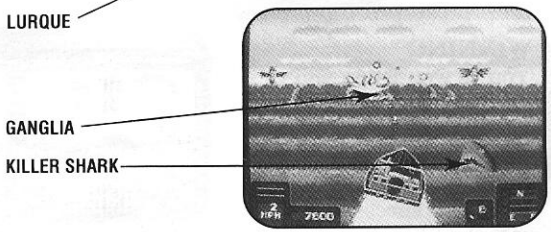
CHAPTER 5
INTO THE BIMINI ZONE

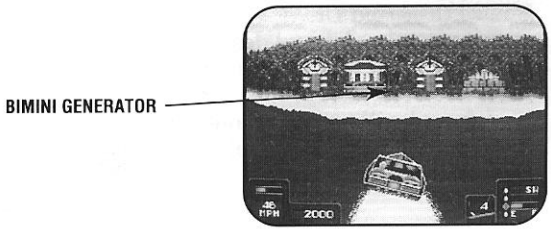
Congratulations! You saved Kim. She tells of Dr. Orca's sinister plan to control the world with his Behavior Altering Modules (B.A.M.). But you must travel through the dreaded Bimini Zone to reach his B.A.M. lab and destroy it.



Legend has it that only the siren song of a mermaid can guide you through the Bimini Zone safely.

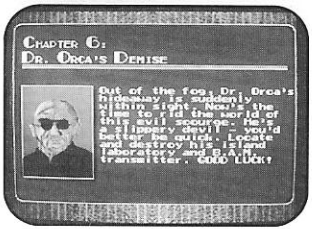






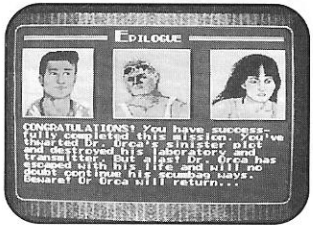
CHAPTER 6
DR. ORCA'S DEMISE

Out of the fog, Dr. Orca's hideaway is suddenly within sight. Now's the time to rid the world of this evil scourge. He's a slippery devil - you'd better be quick! Locate and destroy his island laboratory and B.A.M. transmitter. Good Luck!





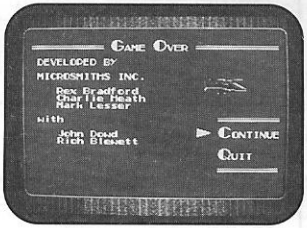
WINNING
You've won when you've completed all six chapters and defeated Dr. Orca.



CONGRATULATIONS!
You have successfully completed this mission. You've thwarted Dr. Orca's sinister plot and destroyed his laboratory and transmitter. But alas! Dr. Orca has escaped with his life and will no doubt continue his scumbag ways. Beware! Orca will return...

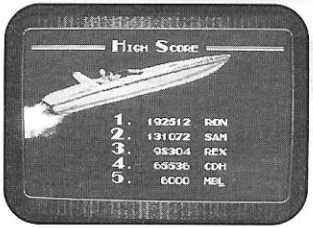
GAME OVER

When your game is over, the continue feature will re-start you at the beginning of the last chapter with a score of zero and a new fleet of spare boats.



HIGH SCORE

To enter your high scores, use the D Button to select your letters.



SCOREBOOK

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

HANDLING THE GENESIS CARTRIDGE

- The Bimini Run™ 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

Nuvision Entertainment, Inc., warrants to the original consumer purchaser that the Bimini Run 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, Nuvision 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, send the defective cartridge to Nuvision Entertainment, Inc., Consumer Service Department, 329 Riverside Avenue, Westport, CT 06880

Please include proof-of-purchase and original sales receipt with your return. The cost of returning the cartridge to Nuvision's Consumer Service Department, shall be paid by the purchaser.

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 Nuvision Entertainment, 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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