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GENESIS™

DRAGON'S REVENGE™



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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 previously 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.



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THE STORY...

Deep in the Misty Mountains of Kareggedor, there lies an idyllic little village called Kalfin's Keep. The setting could not be more tranquil.

But there is a heavy price for this peace. Once a decade, the people of the village must give one of their own to a terrible monster, a Dragon that occupies the highest peaks of Kareggedor. The one they give must be pure of spirit and body.

Years ago, a village elder named Darzel volunteered to be the Dragon's next victim. This proved to be a mistake for the villagers, as she struck a deal with the Dragon for her own protection. The Dragon, with Darzel's encouragement, changed his demand upon the villagers so that only the most beautiful maiden from the village would be accepted. If he did not get what he wanted, he would burn the village and everyone in it to cinders. This ensured that no one living in the village could be more beautiful than Darzel. If they were, they were destined to die!

Stories of this unique curse had been circulating for years. Soon a group of brave adventurers came to the village to see for themselves. They were Rina, a bright and beautiful Sorceress; Kragor, a mighty warrior; and Flaeva, an attractive, daring fighter.

As fate would have it, the time for the Dragon's sacrifice was upon the village. The Adventurers watched in horror as the chosen victim was led to the proper place. When the Dragon arrived, they charged out to battle the horrible creature—to vanquish this evil once and for all.

But no one had counted on Darzel's cunning. In her years with the Dragon she had gained great magical powers, and she used them now. She quickly imprisoned the Adventurers in massive crystal globes and scattered these globes across the countryside...

Rina chastised herself once again for being so stupid! She had underestimated the power of this great dragon. And it was her fault they had been caught!

There was but one hope: The Mystic Silver Ball.

This great metallic orb was a tap into another world — a separate dimension which was home to many strange things. Rina knew she would have to use all of her magical powers to summon this ball.

Rina closed her eyes, gathering her strength. Then she concentrated and began to cast her spell. The air in front of her prison shimmered. The minutes seemed like hours as she continued to focus on the shape that floated before her. Low rumblings echoed throughout the surrounding hillsides. With a final thunderous roar, the form materialized. Rina had succeeded in summoning the Mystic Silver Ball!

Or had she...? Perhaps she had failed — for the ball hovered motionless. Then, without warning, it rocketed off at breathtaking speed toward the evil creatures that were guarding her, dispatching them with uncanny ferocity.

Next, it went to work on the Crystal that imprisoned Rina. With a mighty crash, the Crystal prison shattered, freeing her.

Rina immediately set out to release her comrades. In the low mountains, she found Kragor trapped above a hill protected by Harpies. After a long and perilous fight, she succeeded in rescuing him. Flaeva they found in the forest, ensnared in a Crystal guarded by spiders. With the continued aid of the Mystic Silver Ball, Rina and Kragor made quick work of them and freed their compatriot.

Together once again, the group set out to rid the land of the Dragon — and Darzel. They battled their

way through the swamps, up to a massive volcano, and inside to the Dragon's Lair.

Legions of Minotaurs wielding massive spears rose to meet them. The Adventurers fought with an energy from beyond this world. The Mystic Silver Ball was everywhere, dodging in and out, destroying enemies. The battle was fierce — but in the end, the Adventurers triumphed!

As they stood at the door of the Lair, they were keenly aware of the terrible danger they were about to face. They quickly broke down this great door and rushed in to challenge the evil sorceress, Darzel.

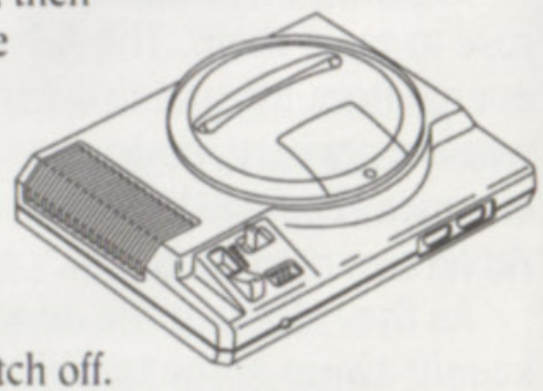
Thus ends the account of the adventurers. What dangers await them inside the Dragon's Lair? No one knows...but play DRAGON'S REVENGE and you can find out!

STARTING-UP

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ 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.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

1. Set up your Sega Genesis System as described in it's instruction manual.
2. Make sure the power is off, then insert this cartridge into the Genesis console.
3. Turn the power switch on. In a few moments the 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.

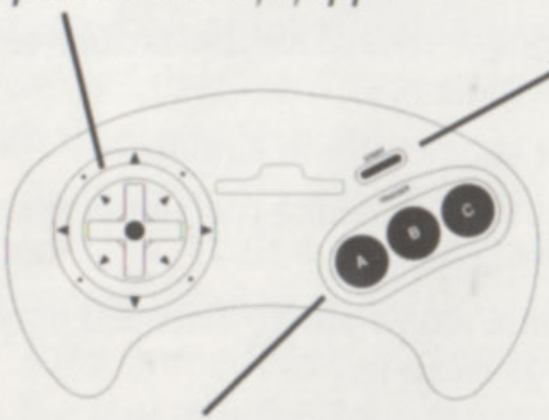


Important: Always make sure the power switch is turned off when inserting or removing your cartridge.

GAME CONTROLS (Default settings)

Operates the left flipper

Starts game and pause/unpause.



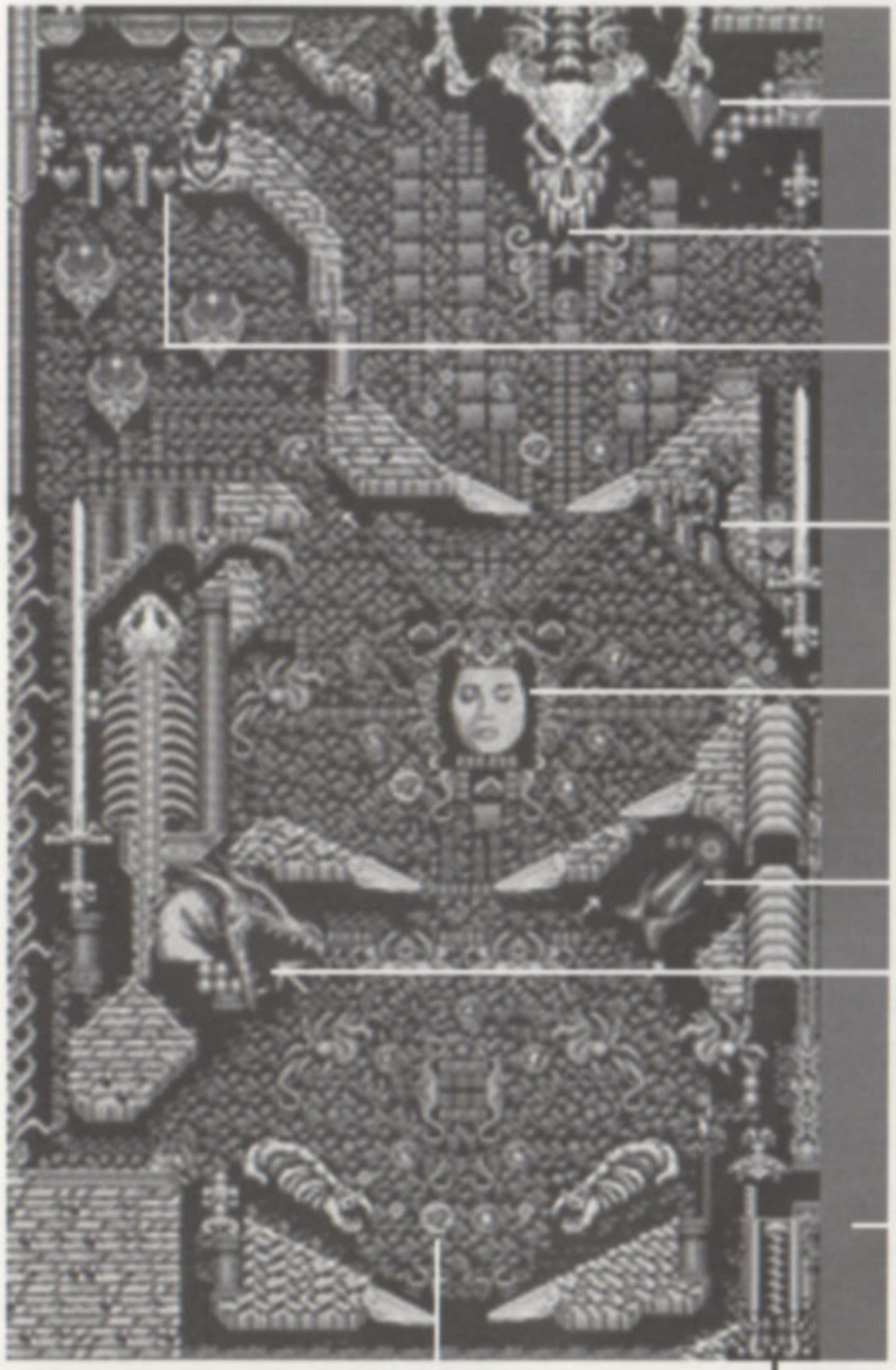
A *&* ***C*** *Buttons: "Shakes" the machine. Don't overdo it or you'll "TILT" the game.*

B *Button: Operates the right-side flipper and shooter. Also launches the ball to start the game.*

These are only the default settings. You can change them to suit your particular style of play.

THE MAIN BOARD

The main board is made up of three vertically scrolling fields: upper, middle, and lower. Use the flippers to manipulate the ball. Running into the wandering monsters will gain you points. Destroying certain groups of creatures will open the gateways to sub-levels. Each of the three sections on the main board has a gateway to a sub-board. An open entrance is indicated by a blue arrow.





DARZEL



DIRE WORM



GREATER MINOTAUR



LESSER MINOTAUR



BAALZHOG, The Spiked Nightmare



MIND SLAYER



SHAMBLING HORRORS



MONGRYPH

SCORING

GENERAL

Earn points by defeating enemies and getting bonuses:

OBJECT	HIT SCORE	DESTROY SCORE
Roaming Enemies	100	5,000
Dragon Jaw (Lower Board)	100	Not applicable
Minotaur (Middle Board)	100	500
Gems around Darzel Face	100	(see below)
Big Diamond (Upper Board)	1,000	10,000
Hearts (Upper Left)	100	(see below)
Lock (Bottom Left)	1,000	10,000+Center blocker

SPECIAL SCORES

Lotus Spinner (Lower Board, Right Side): Each time the ball is sent through the horseshoe-shaped space behind the red Lotus in the lower board, it causes the Spinners to revolve. Each of these revolutions give you 1,000 points.

Matching Hearts (Upper Left): There are three heart chutes. You get 100 points each time you pass through one of these hearts. This also changes the color of that heart. By changing all three hearts to the same color, you get 200,000 points, plus the Multiplier increases one step.

Balancing the Ball: Very rare. Sometimes you will be able to balance the ball on the flipper, or on a bumper or other object. When this occurs, the ball explodes and is lost. Each time this happens, you get 500,000 points, and an Extra Ball.

Multiplier Balls: You get a Gold Ball when you return to the Main Board after finishing a sub-level. Anything hit while you have a Gold Ball is worth 4x's normal. This ball lasts for 60 seconds.

You can get a Red Ball by completing *Darzel's Crystals* (see below). Anything hit while using the Red Ball is worth double. This ball also lasts for 60 seconds.

Darzel's Crystals: In the center of the middle board is the face of Darzel. Around her are three pyramids. When the ball passes across them, they change color. When you successfully get all three pyramids to change to the flashing color, you activate Darzel's Face. She travels about, speaking to you, and deposits a crystal. This crystal does different things depending on how many times you've successfully launched her face.

The progression is as follows:

First Crystal hit:	Extra Ball
Second Crystal:	Red Ball (scores doubled)
Third:	1,000,000
Fourth:	2,000,000
Fifth:	3,000,000
Sixth and above:	4,000,000

OTHER SCORING OPPORTUNITIES

Additional secret bonuses exist for getting the ball into certain areas, opening up certain gates, and clearing certain armies of enemies. These you will need to discover for yourself!

THE BIG FINISH

You get a 200,000,000 point Bonus for defeating Darzel (winning all eight sub boards) and beating the game.

BONUS STAGES

Each sub-board is built around a theme. The first three are built around the main characters: Flaeva, the young blonde Amazon warrior; Kragor, the mighty; and Rina, the good sorceress. After you've freed each character from their crystal prison, they will join you (giving you multi-ball on future sub-levels).

You need to adventure past the swamp, to the volcano, and through the lava pits before reaching your final goal, the evil dragon and its master, Darzel, the dragon lady!

BONUS STAGE SCORES

Scoring of enemies in sub-levels falls into these categories:

OBJECT	HIT SCORE	DESTROY SCORE
Tiny Creature	100	100
Small Creature	100	500
Medium Creature	500	5,000
Big Creature	1,000	10,000
Huge Creature	1,500	30,000
Crystal Prisons	1,000	4,000,000 (level win)
Winning any sub-level	4,000,000 + 4x's Bonus Ball (gold)	

You can access sub-levels by defeating each of the enemies that guard the entrance to that particular sub-level. (See "Main Board" for sub-level entrance locations). After you've killed off each of the enemies, a blue arrow will point at the entrance to the sub-level. Shoot the ball into the entrance to access that sub-level.

Destroying bad guys increases the number of lit multiplier lights. Each red light is worth 1000 bonus points, each green light is worth 10,000 bonus points, each multiplier light is worth 100,000 points!

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Address all correspondence regarding this TENGEN game to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your TENGEN game cartridge develops problems after the 90-day warranty period, you may contact Tengen at 1-408-473-9400. If the Tengen customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Tengen. Return the defective game cartridge, freight prepaid, to Tengen at the address below. Enclose a check or money order for $12.00, payable to "Tengen." Tengen will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the $12.00 payment refunded.

TENGEN Inc., 675 Sycamore Drive, **Attn: Customer Service**, Milpitas, CA 95035-0782

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France No. 1,607,029; Japan Nos. 1,632,396/82-205605 (Pending).

PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this Tengen game, please call a **Tengen game counselor** at

(408) 433-3999

Monday through Friday from
8:30AM–5:00PM Pacific Time.

TENGEN

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