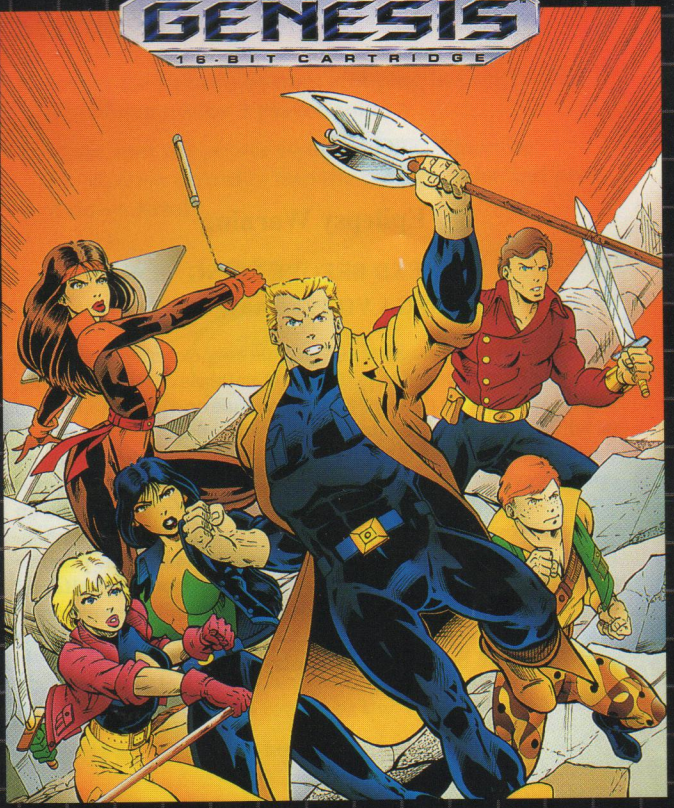
SEGA

GENESIS

16-BIT CARTRIDGE



EX-MUTANTS™

INSTRUCTION MANUAL

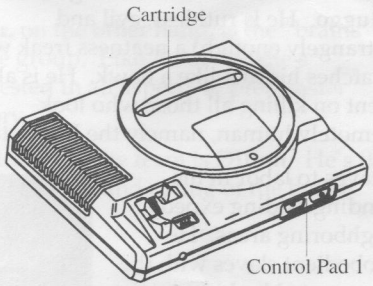
Epilepsy Warning

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.**

Starting Up

1. Set up the Genesis System and plug in Control Pad 1. (*Ex-Mutants* is for 1 player only.)
2. Make sure the power switch is OFF. Place the *Ex-Mutants* cartridge into the cartridge slot and press it down **firmly**.



3. Turn the power switch ON. The SEGA screen will appear, followed by the Title and story screens.
4. Watch the story for background info on the Ex-Mutants and the impending global disaster. Press **Start** at any time to return to the Title screen.
5. Press **Start** again to begin your mission.

Important:

- If you don't see the SEGA screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is **firmly** in the console, and then turn the power switch ON again.
- Always turn the power switch OFF when you're inserting or removing the cartridge.

For game play help, call 1-415-591-PLAY.

A World Gone Mad!

The year is 2055. The genetic and biological weapons used during World War III have turned the world's population into mutants and left the landscape in ruins. Consequently, the masses have taken refuge underground, in the forests and in what's left of the cities.



Ruler of the mutants in the region is **Sluggo**. He is ruthless, evil and (strangely enough) a neatness freak who watches his diet like a hawk. He is also bent on killing all those who look remotely human, namely the Ex-Mutants.

Sluggo obtains slaves to labor in his Sluggtown by sending raiding expeditions into the neighboring areas. He controls the less obedient slaves with the mind-control caps created by his scientist assistant **Zygote**.





Challenging their every move is **Professor Kildare**, a cyborg originally programmed to repopulate the planet with the human race. He has recruited 6 courageous individuals and transformed them back into humans. It is this team of Ex-Mutants that have taken on Sluggo and his band of foul miscreants.



The heart of the group is **Shannon**. She tends to be nice to everyone, even her obnoxious teammate Bud.

Ackroyd is the jokester of the team. He has an extreme curiosity about the earth before its destruction.



Bud is the youngest in the team. He desperately wants to be the leader and always bites off more than he can chew.





Tanya loves to tease and uses her looks to get her way. She's not stupid, but tends to exercise her brains as a last resort.

Piper, on the other hand, is the "brains" of the group. Like Ackroyd, she's interested in all aspects of predisaster history.



The leader of the team is **Dillon**. He's the most cautious and caring of the bunch.

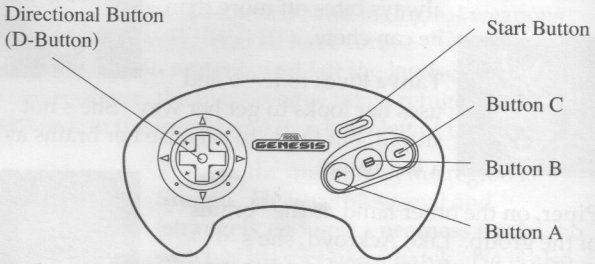
The Story So Far . . .

While attacking one of Sluggo's outposts, Bud, Tanya, Piper and Dillon were captured. Sluggo is keeping them alive in the hopes of capturing the remaining Ex-Mutants and then killing them all at once.

As Ackroyd or Shannon, it's up to you to rescue your comrades. You will have to wrestle hideous mutations and tackle myriads of traps until you come face to face with Sluggo.

There is, however, a second problem. The power cells at the lab are nearly empty, and Kildare needs them to keep himself and the computers running. Without them, he will cease to exist. There is a power cell hidden in each platform stage. You must find it before you can go to the next stage.

Take Control!



Start Button

Before play:

- Skips the story screens.
- Goes to the Player Select or Options screen from the Title screen, depending on your choice.
- Starts the game from the Player Select screen.
- Plays "Sound FX" selections on the Options screen; returns to the Title screen when "Exit" is selected.

During play:

- Pauses a game or resumes a paused game.

D-Button

Before play:

- Moves the cursor UP or DOWN on the Title and Options screens.
- Changes the setting (LEFT or RIGHT) of the marked item on the Options screen.
- Highlights a choice (LEFT or RIGHT) on the Player Select screen.

During play:

- Makes your player run LEFT or RIGHT.
- Makes your player climb UP ladders.
- Makes your player climb DOWN ladders, crouch or duck.

Button A (Attack)

- Attacks with your main weapon.
- With the Super or Special Shots items, simultaneously fires projectiles and attacks with your main weapon.
- Fast forwards through text screens.

Button B (Jump)

- Makes your player jump. The height and distance of the jump depend on how long you press the button. Tap quickly for a low, short jump (useful for getting out of tight squeezes).
- Fast forwards through text screens.

Button C (Secondary Weapons)

- Launches your secondary weapons (grenades, landmines, bouncing bombs, explosive charges and homing orbs).
- Fast forwards through text screens.

Note: You can change the actions of **Buttons A**, **B** and **C** on the Options screen. See pages 8-9.

Combination Moves

Jump Attack:
Press the **Jump** button + the **Attack** button to swing your weapon while jumping up. This attack does the most amount of damage. (If you swing while falling, your weapon will inflict the least amount of damage.)

Up Attack:
Press the **D-Button** UP + the **Attack** button to swing your weapon over your head. This attack does slightly less damage than the normal standing attack.

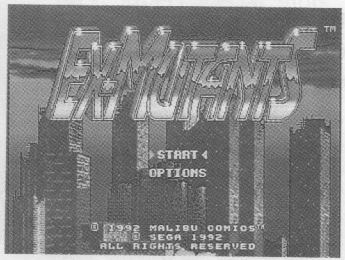
Duck Attack:
Press the **D-Button** DOWN + the **Attack** button to swing your weapon while crouching. This attack does slightly less damage than the normal standing attack.

Ladder Attack:
When on a ladder, press the **D-Button** RIGHT + the **Attack** button to swing your weapon to the right; press LEFT + the **Attack** button to swing to the left. This attack also works with the **Secondary Weapons** button when you have the grenades, bouncing bombs or homing orbs. This attack does slightly less damage than the normal standing attack.

Jump Down:
Press the D-Button DOWN to duck and then press the **Jump** button. You will jump down through platforms such as stairs or the white logs in the Forest.

Jump Off Ladders:
Press the **Jump** button to jump straight down off ladders. Press the **D-Button** LEFT or RIGHT + the **Jump** button to jump off the sides of ladders.

Getting Started



You can begin the game or set your game options by using the choices on the Title screen.

- Press the **D-Button** DOWN or UP to highlight a choice.
- Press **Start** to go on to the next screen.

Start



"Start" goes to the Player Select screen, where you can choose Ackroyd or Shannon as your player. These 2 Ex-Mutants are rated differently in weapon swing **Speed**, starting **Energy** level, weapon **Damage** and weapon **Reach**.

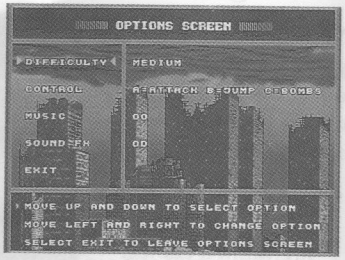
Ackroyd's weapon does high damage and he begins with 8 units of energy; however, the reach of his axe swing is short and he swings slower than Shannon.

Shannon swings her weapon faster and her nunchaku has a farther reach than Ackroyd's axe; however, her weapon's damage rating is average and she starts out with only 6 units of energy.

- Press the **D-Button** RIGHT or LEFT to pick the player who best suits your style of play.
- Press **Start** to begin the game.

Options

Use this screen to customize the game settings.



- Press the **D-Button** UP or DOWN to select an option.
- Press it RIGHT or LEFT to change the setting of a marked option.

Difficulty:

Choose from 3 levels of difficulty: Easy, Medium and Hard.

- **Medium** is the default level. It offers 8 continues, gaining the Food item adds 2 units to your Life gauge, Super/Special Shots consist of 50 uses, and you receive an extra Life and 25,000 bonus points if you collect 100 Coins.
- The **Easy** level offers unlimited continues, collecting the Food item adds 3 units to your Life gauge, Super/Special Shots consist of 75 uses, and you receive an extra Life and 12,500 bonus points if you collect 50 Coins. Your main weapon does more damage and the enemies cause less damage to you than in the Medium level. In Easy mode, you will only be able to play up to El Motho, the Forest boss. To play further, you must choose a harder difficulty setting.

- The **Hard** level offers 3 continues, collecting the Food item adds 1 unit to your energy, Super/Special Shots consist of 25 uses, and you receive an extra Life and 25,000 bonus points if you collect 100 Coins. Your main weapon does less damage and the enemies cause more damage to you than in the Medium level.

Control:

Tailor **Buttons A**, **B** and **C** to your own liking.

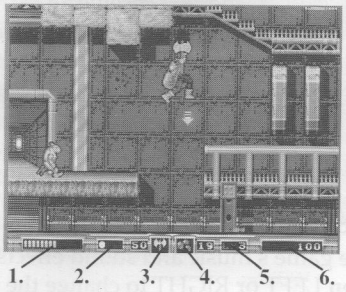
Music and Sound FX:

Listen to the game's music and sound effects by pressing the **D-Button** LEFT or RIGHT to change the selection and then pressing **Start**.

Exit:

Select this option and press **Start** to return to the Title screen.

The Game Screen



1. **Life Gauge:** Ackroyd starts with 8 units of energy; Shannon begins with 6 units. Collecting an Extend item increases this number by 2 units. You can reach a maximum of 14 units of energy.
2. **Coins:** Displays the number of Coins collected. This counter resets if you lose a Life.
3. **Super/Special Shots:** When you collect a Super Shots or Special Shots item, your player will shoot projectiles while swinging his or her main weapon. The indicator shows which weapon you have and the number of times it can be used before it's gone. If you lose a Life, you lose the weapon.
4. **Secondary Weapon:** Shows the current secondary weapon in your possession and the number of times it can be used. Secondary weapons include grenades, landmines, bouncing bombs, explosive charges and homing orbs. If you lose a Life, you lose this weapon.
5. **Lives:** Shows the number of Lives you currently have. You start with 3 Lives.
6. **Score/Boss Life Gauge:** Shows your current score while you're searching a level. When you battle the level's Boss, this indicator doubles as his Life gauge.

Secondary Weapons and Collectibles

Various items appear during your mission that will help your character. Some are out in the open, some are in crates that you must break open, and others are dropped by enemies that you destroy. Many items are also hidden throughout the levels. These are revealed by your weapon when you strike in secret locations.

Secondary Weapons

Secondary weapons are useful for destroying enemies and explodable walls, doors and floors that lead to numerous secret bonus rooms. (Swinging your main weapon will not destroy an explodable wall or floor.)

You can hold 1 secondary weapon at a time. Any new weapon you pick up will replace your previous weapon. If your previous weapon was from an earlier stage, it will disappear.



Grenades: Projectiles that explode on contact with anything.



Bouncing Bombs: Projectiles that explode when they hit enemies, but bounce when they hit immovable objects.



Landmines: Stationary devices that explode when touched. Lay these behind you to ambush enemies that chase you.



Explosive Charges: Stationary weapons that explode when their short timer runs out. Lay these next to explodable walls, doors and floors.



Homing Orbs: Projectiles that search out and hit enemies.

Note: You can throw or drop up to 3 explosives at once.

Collectibles

Collectibles are used the moment you pick them up.



Battery Cell: Kildare needs these desperately. You must find the hidden cell before leaving each platform stage.



Super Shots: Boosts your main weapon by shooting a volley of 3 angled projectiles when you strike.



Special Shots: Enhances your main weapon by firing projectiles of your weapon when you strike.



1 UP: Gives you an extra Life.



Food: Increases your Life gauge by 2 units.



Heart: Fills your Life gauge to the maximum.



Extend: Increases the maximum of your Life gauge by 2 units (though it doesn't fill your Life gauge to that level).



Coins: Worth 250 points each. Collect 50 Coins in the Easy mode to get an extra Life and 12,500 bonus points. Collect 100 coins in the Medium and Hard modes for an extra Life and 25,000 additional points. You lose all Coins collected when you lose a Life.



Bag of Coins: Equivalent to 10 Coins (2500 points).



Star: Worth 500 points.



Diamond: Worth 1000 points.

Game Over and Continues

As you battle through Sluggo's forces and traps, you will suffer damage and the color in your Life gauge will decrease. When it disappears, you lose 1 Life. If you lose a Life, you also lose your Coins, Super/Special Shots, your secondary weapon and your battery cell.

When you're playing your last Life and your Life gauge gets fully drained, the game ends. You then have the chance to continue from your current stage (though your score and Life gauge will be reset).

To start at the beginning of the game, let the timer count down to 0 and then choose "Start" on the Title screen.

Note: Due to the radiation that still floats in the air, you can't spend too much time on any single stage. If you do, the screen will start to flash and your Life gauge will slowly start to drain until you are completely overcome.

Sluggtown Levels

Speed Levels:

You will encounter a Speed level at the end of the Cave, Forest, and Sewer levels. In the Speed level, you will travel on a rapidly moving object — first a minecar, then a river log and finally a subway train. Not only must you jump over and duck under devious traps, you must also destroy numerous enemies blocking your way.

Hints:

When you rescue 1 of your teammates, he or she will give you a hint to the stages that lie ahead. Read it carefully and take the advice to heart. It could save your life!

Laboratory

The first level is the deserted section of the laboratory. Look out for the mutated creatures that now inhabit it as well as the lab's built-in defenses.

Cave

There are 2 stages to the Caves of Steel Mountain. Both are filled with Sluggo's mutant troops and traps. You'll have to find the battery cell in each stage before leaving.

Beefcake, one of Sluggo's underlings, stands between you and Bud's rescue. This elusive boss uses his deadly staff both to fire a variety of power bolts and to strike you if you approach too close.

Minecar

You will have to ride a minecar to get to the Forests of Death Grove. This rollercoaster ride is loaded with Sluggo's traps, so watch your step!

Forest

The Forests of Death Grove have 2 stages. Sluggo's forest troops are ready and waiting. Some hide in huts while others shroud themselves in the mist that drifts through the second stage. Both have mid-level bosses; it's a good idea to keep a secondary weapon handy at all times.

El Motho stands guard over Tanya. He flies, and will bombard you from the sky with a vast assortment of devastating shots from his energy blaster. Watch your step, since poisonous crawling maggots cover the ground.

Rapids

You must survive the rapids to get to the sewers under Sluggtown. You will be attacked from the water and the air, so keep moving!

Sewer

There are 2 stages to the sewers under Sluggtown. You will have to fight bats, mutant sewer women and radioactive blobs, and dodge exploding pipes and high voltage sparks. The second sewer stage is a gauntlet of a dozen of Sluggo's most deadly traps. Sluggo's slithering serpent boss waits at the end of this battle zone.

Subway

You will now find yourself on the roof of a runaway subway train. The radiation is thick in the tunnel, so fight your way to the front as fast as possible.

Skyscraper

This is the last level you must conquer before coming face to face with Sluggo. His forces are armed, ready and just waiting for you to pop your head out of an elevator shaft.

Sluggo

You've made it to the end! But will you survive the combined attacks of Sluggo and Zygote? Although only a slow-moving blob of well-manicured slime, Sluggo has an enormous assortment of weapons at his disposal. He knows how to use them to the best of his advantage and to the worst of yours!

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively on 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 break during extended play to rest yourself and the Sega Cartridge.

Warning to Owners of Projection TVs:

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.

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 this number:

1-800-USA-SEGA

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 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 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.



Slash out with Chakan's double flaming swords and incredible spinning attacks. Your weapons are alchemy and immense power. Your enemies are the inhuman Royalty of Supernatural Horror.

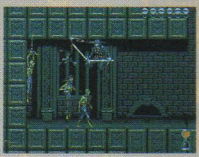


12 mystic alchemies conjure up psychic passage-ways to travel through time and space and create potions of invisibility.

CHAKAN™

"Darkness falls upon the land as I wait the return of the visions that have haunted my nights. Many years have passed since my arrogance doomed me to this life I now live, for I am condemned to walk the countryside until I can overcome the visions that keep me from my rest...

I can rely on only my swords and my knowledge of alchemy to release me from these bonds of time."



Dive through punishing mazes, battling the fire-breathing zombies.



Float under a fiend-filled sea and hack away at the Dragonfly King and his hideous Castle of Monsters.

1 PLAYER

US Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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