Victory to Caesar!



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SEGA™
GENESIS

INSTRUCTION MANUAL



WARRIOR™ OF ROME

Micronet CO., Ltd.

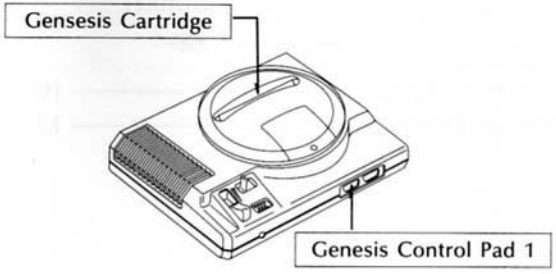
Starting Up:

1. Set up your Genesis System as explained in its instruction manual. Plug in Control pad 1.(Warrior of Rome is for one player only.)
2. Make sure the power switch is OFF. Then insert your Warrior of Rome game cartridge.
3. Turn the power switch ON. The Sega screen appears. In a few moments, you will see the Warrior of Rome Title on the screen.
4. Press the Start button to begin the game.
5. At any time, you can press the Reset button on the Genesis console to start over from the Sega screen.

Important: If the Title screen doesn't appear, turn the power switch OFF.
Check the cable connections on your system, and make sure the cartridge is properly inserted.
Then turn the power switch ON again.

Note: Always make sure the power switch is turned OFF when inserting or removing the cartridge.

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





WARRIOR™ OF ROME

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Hail, Caesar, the Conqueror!

Crete,48 B.C. The island is quiet, and the languid port of Hagia Triada sleeps in the sun. Julius Caesar, triumphant conqueror of Italy, Gaul, and Britain, strolls the dock. His soldiers are at rest, many of them in outlying camps. For Crete, under the victorious hand of Julius Caesar, is at peace,

Suddenly, a shout: "Warships!" A swarm of vessels breaks over the horizon and swiftly enters the port. In moments, a horde of fierce pirates attack the village.

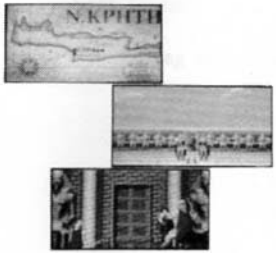
Is Caesar worried? No! He's exhilarated! At the call to arms, his units leap into action. Led by the most brilliant military mind of the ancient world, Caesar's troops soon claim another victory for Rome. Caesar's triumph in Crete opens the route through the Mediterranean to Egypt — and closer to Cleopatra, his beloved Queen.

Now, relive history! Stand as Caesar and command the legions of Rome. Battle your way to the ships while stalwartly defending our land bases. Sail swiftly across the Mediterranean, plundering the naval forces that attack without mercy. You must reach Egypt, where you'll fight a fierce land war to gain its capital, Alexandria.
A conquest of the palace will take you to the waiting arms of Cleopatra.

Warrior of Rome hurls you into real historical battles.



Throughout the fray,
you must continually command your units to fight hand-to-hand, engineer traps and barricades to thwart the enemy, and abvance into conquered territory.
You make the decisions, determine the battle strategy, and place your troops with tactical skill to gain the advantage.

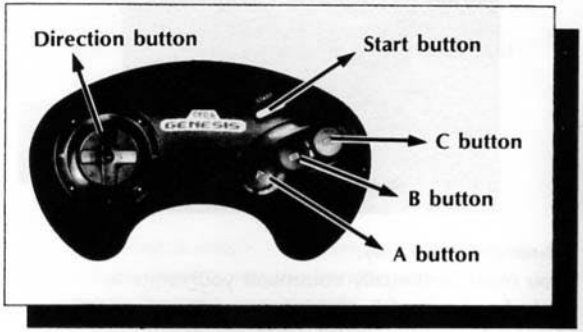




Yet conspiracies abound. As Caesar, even while you conquer the world for Rome, your Roman enemies plot your death! Can you take the pressure? As the battles rage, can your mind see far enough ahead to plot a course to victory? Can you do what Caesar did? Hurry! Cleopatra is waiting, with food, drink, gentle conversation, and much, much more.

Take Control

The Genesis Control Pad:



Start button

- Press to see Pre-Game Selections window on the Title screen
- During play, press to pause the game. Press again to resume play.

Direction button

- Press The "D" button in any direction to move the cursor or screen.
- Press to move the cursor on the Section Map. When the cursor reaches a corner or edge, Press Button A to continue scrolling in that direction.
- Press up and down to move the cursor through the choices in the selection.

A button

- Press to open selection windows.
- Press to make selections.
- Press to move quickly through historical background and conversation screens.

B button

- Press to cancel selections and close windows.
- On the Full Map, press to the Section Map.

C button

- Press while holding down the D-Button to scroll through the Section Map. The map will scroll in the direction you press the D-Button.

Reset Button (on console)

- Press to begin the game again from the Sega screen.

Getting Started

Demonstration Games

If this is the first time you're playing the game, keep your eye on the Title screen. In a few moments, a demo game will begin. Watch the demo to get an idea of the game action. If you watch long enough, you'll see two game demos; one from the land battle in Hagia Triada (Stage 1), and another from the sea battle in the Mediterranean (Stage 2).

You can press the Start button at any time to return to the Title screen.
Later, after you've played Warrior of Rome, you may want to watch the demos again for game play hints.

Pre-Game Selections Window

VISUAL
GAME
PASSWORD
BGM



At the Title screen, press Start to open this window. Using the D-button, move the cursor into the window. The selections highlight as the cursor passes over them. Highlight the selection you want and press Button A.

Note: Now and throughout the game, make sure your cursor is within a window when you want to highlight the window selections If the cursor is outside the window, pressing the D-Button will move the cursor around the screen, but will not change the highlightened selection.

Visual

Choose this to see and read the opening story. You can press Button A to move more quickly through the screens.
When the story's over, the game begins.

Game

This selection takes you directly into the game. For game play instructions, go on to the section Combat Begins!

Password

Whenever you complete a stage, you're given a special password for the next stage. Write these passwords down.They'll let you begin a new game at the second, third, or fourth stage. For instruction, see Using a Password.

BGM

This lets you select and listen to the game's background music. When you highlight BGM and press Button A, you'll see this window:

BGM
GAME BGM VISUAL BGM

Highlight GAME BGM or VISUAL BGM and press Button A to see either of these windows.

GAME BGM
MUSIC 1 MUSIC 2 [AND SO ON TO MUSIC 7]

VISUAL BGM
MUSIC 1 MUSIC 2 [AND SO ON TO MUSIC 12]

Highlight the music you want to hear and press Button A. The music will play until you make another selection. Press Button B to close the windows and return to the Pre-Game selections window.

Combat Begins!

The action begins in the mountains and forests of Crete, where your legions are keeping the peace at your five bases. But warships are sighted, and suddenly you're invaded by pirates! You'll have to use all your skills of strategy to outbattle, outwit, and outrun the pirates to your waiting ships.

Sending Your Troops into Battle

Your troops are ready for battle. Give them their marching orders!
Move the cursor to a blue base on the Section Map, the large grid on the left of the screen.

To move the cursor:

Press the D-Button to move in any direction around the Section Map. If you reach a corner or edge, press Button A to continue moving in that direction. Hold down Button C and press the D-Button to scroll around the entire map area.

Follow these steps to send a unit into battle:

1. With the cursor on a blue base, press Button A. You'll see this window:

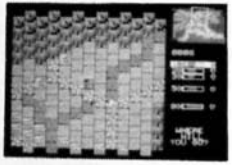
UNIT DURABILTY

2. Put the cursor on UNIT and Button A. A Unit window now appears:

1ST UNIT (X:21 Y:05)
SLOW MOVEMENT FAST MOVEMENT TRAP ✓REST RETREAT STRENGTH OPTION

3. Highlight FAST MOVEMENT, and then press Button A to select and close the window.

4. Look in the lower right corner of the screen to see the message, "Where will you go? "Move the cursor several squares away from your base and press Button A. A blue path appears, showing the route your unit will travel from the base to that square.



5. Look in the lower right corner of the screen again to see a message asking if that's where you want the unit to go. If it is, press Button A. (If it's not, press Button B to cancel that route and destination).

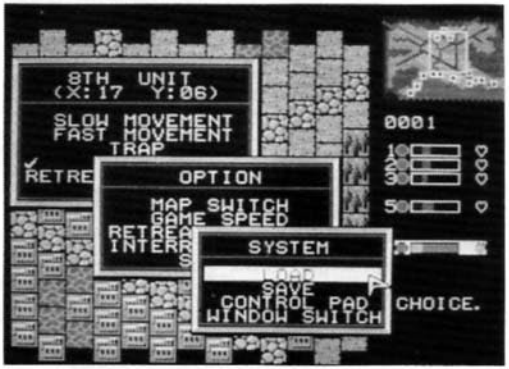
6. Watch as your unit leaves the base and marches toward its objective.

Strategy is the Key to Victory

Warrior of Rome is a game of mind over attacker. You must constantly abvance, keep your troops in top fighting condition, and plan ahead. Many windows are available or will automatically appear as you play through the game. Learn how to use them by reading the following sections and experimenting with different options. You can strategize your way to victory.
Hail, Victory! Hail, Caesar!

The Section Map Screen

The Section Map screen appears when the game begins. You'll spend much of your battle time on this screen, using its features to command your troops.



Note: If you get stuck or the game seems to have paused, press Button A. You're usually being requested to do something or acknowledge a message, so pressing Button A gives your OK and lets you continue.

[1] Section Map: A close-up of one area of the entire map, showing the placement of friendly and enemy troops, location of bases, neutral buildings, pits and barricades, types of terrain, and so on.

[2] Unit Bars: Give information about the units currently under your command.

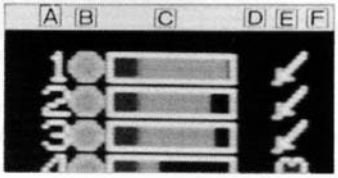
[3] Full Map: Shows is the entire battle arena. Section Locator: Shows the area that's in close-up on the Section Map.

[4] Message Area: Watch this spot for important information.

[5] Clock: Starts counting in real-time seconds when the game begins. The clock stops whenever a window is open or the game is paused.

The Unit Bars

Check the Unit Bars for up-to-the-second information about all the troops under your command.



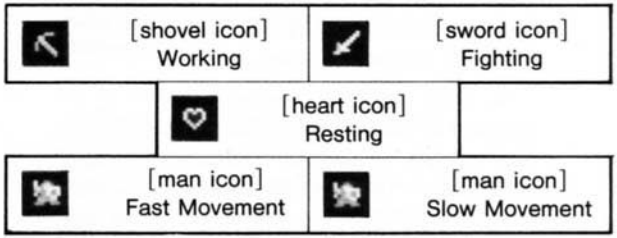
A: The unit's number.

B: The unit's overall condition. A solid blue circle means the unit is in fighting from. A circle with an X in it means the unit is fatally damaged.

C: The unit's physical condition. The blue bar shows the unit's strength; the red bar is the unit's danger zone. If the unit's condition has reached the red zone, the unit needs to rest.

D: When a symbol appears here, the unit is stopped and awaiting orders.

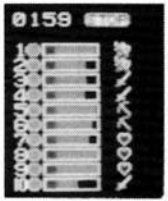
E: Shows what the unti is doing:



F: Unit reserves. When the number here reaches 0, the unit is lost and cannot be recovered.

Commanding Your Troops

Your troops are always in blue; the enemy is always red. In each stage, the forces are equal in number: 10 units on each side. At the beginning of the battle in Crete (Stage 1), only five of your units respond. The other units, camped in outlying areas, will arrive as reinforcements later in the battle.



In Stages 1, 3, and 4, your units have different specialties. Their strengths are:

Units 1-4: Your most powerful units, with the strongest fighting abilities.
In Stages 1 and 3, they're on horseback.

Units 5-7: Reinforcement troops. While not as powerful as Units 1-4, they can hold their ground in battle.

Units 8-10: Your engineering corps, excellent at advance measures such as digging traps, building barricades, and destroying fences. They are the least powerful in combat.

Note: In Stage 2, the sea battle in the Mediterranean, all units have the same strengths.

As Caesar, you're in complete control of troop movements. You have direct communication with any friendly unit at any time. To contact a unit, move the cursor to it on the Section Map and press Button A. You'll see this window:

1ST UNIT (X:21 Y:05)
SLOW MOVEMENT FAST MOVEMENT TRAP ✓REST RETREAT STRENGTH OPTION

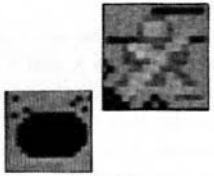
The top of the window shows the unit's number. The X and Y coordinates are the unit's horizontal and vertical position on the Section Map, starting at the top left corner. Use the selections in this window to command the unit. A check mark appears next to the command the unit is currently following.

Note: You can also open this window by moving the cursor to a Unit Bar at the right of the Section Map and pressing Button A.

Slow and Fast Movement

Use these selections to move the unit. Follow the steps in Sending Your Troops into Battle. SLOW MOVEMENT moves your unit at about half the speed of FAST MOVEMENT. Slow-moving troops can keep up a steady pace on a long march. Fast-moving troops can rush to a battle or a base under attack, or catch up with slow-moving units.
The type of terrain your unit marches over will affect its speed. Troops move slower over mountains and rocks, faster over sandy plains and through forests.

Trap



With this selection your units can dig pits and build barricades to thwart the enemy's movements. Follow these steps:

1. Move your cursor to a unit and press Button A.

2. When the Unit Window appears,highlight TRAP and press Button A again. The window closes, and the squares around your unit turn blue.

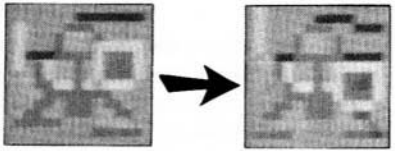
3. Move the cursor to one of the blue squares, where you want the unit to work, and press Button A.

4. If the square is a Sandy Plain or Forest, your unit will begin digging a pit. If the square is Rocky Ground, your unit will erect a barricade. Your units cannot work in squares with buildings, bases, water, or mountains.

5. The unit will continue working until you give it another order. When a trap is complete, it will temporarily stop an enemy unit. Be wary, though. Your own units may also be trapped!

Note: In Stage 2, the TRAP selection changes to REPAIR SHIP, In Stage 4, it is REMOVE FENCE. Follow the same steps to use there selections.

Rest



After several battles or hard labor, a unit's stamina is low, as shown in its Unit Bar. Give the unit a rest so it can recover. Exhausted units fail in battle; rested units conquer.

1. Move the cursor to a tired unit and press Button A.

2. When the window appears, highilight REST and press Button A again.

3. The unit will rest until you give it another order.

Retreat Strength

You can determine when your unit should retreat from battle by setting a percentage. Select a unit, and then select RETREAT STRENGTH. You'll see this window:

RETREAT STRENGTH
10% [BAR]

Move the cursor to the triangle at the left of the bar and press Button A to decrease the percentage. Use the triangle on the right to increase the percentage.

In battle, when a unit is reduced through casualties to the percentage you set, it will retreat. For example, if you set Retreat Strength at 80%, the unit will fight until it's lost 20% of its men. Then it will retreat. If Retreat Strength is 0%, a unit will fight to the last man.

Note: You can set the Retreat Strength for all units at once by using the RETREAT STRENGTH selection in the Option window. See Using the Option Window.

Option

Highlighting this selection and pressing Button A opens the Option window, explained in Using the Option Window.

Durability

Move the cursor to a base and press Button A. If the base is occupied by your troops(the base is flashing blue), you'll see this window:

UNIT
DURABILITY

Highlight DURABILITY and press Button A to see how long that base can resist attack.

BASE DURABILITY
100

Base Duradility at 100 is best.
At 50 or below you should make immediate plans to protect the base.
Press Button B to return to the map.

Note: If the base is unoccupied(black), the Base Durability window appears immediately when you move the cursor to it and press Button A. Bases under attack (flashing red) need reinforcements now!

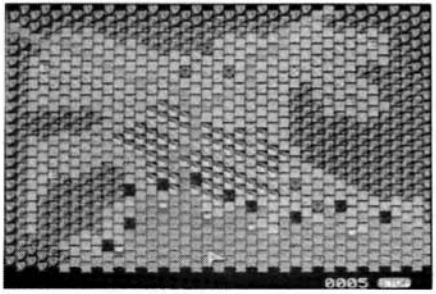
Using the Option Window

The Option Window has features for using your maps, commanding your troops, and controlling the game. Move the cursor to an unoccupied square on the Section Map and press Button A. The Option window appears:

OPTION
MAP SWITCH
GAME SPEED
RETREAT STRENGTH
INTERRUPT SWITCH
SYSTEM

Switching Maps

During battle, you can switch back and forth between the Section Map and the Full Map to see either a close-up of an area or the overall deployment of your troops and the enemy. Highlight MAP SWITCH in the window and press Button A. The Full Map will replace the section map. Press Button A or Button B anywhere on the Full Map to return to the Secton Map.
On both maps, your troops and bases are in blue and the enemy is in red.



Setting Your Game Speed

You can speed up the game action or slow it down. Highlight GAME SPEED in the Option window and press Button A.
This window appears:

GAME SPEED
FAST12345SLOW

The check mark shows the speed the game is currently playing at. Move the cursor to the speed you want (1 is fastest; 5 is slowest) and press Button A to change the speed. Highlight DURABILITY and press Button A to see how long that base can resist attack.

Retreat Strength

Use this selection to set the Retreat Strength for all your units. When you highlight it and press Button A, you'll see this window

RETREAT STRENGTH
1 10% [BAR]
2 20% [BAR]
[AND SO ON 10 BARS]

Use the triangles on either side of the bars to increase or decrease each unit's percentage. In battle, when losses reduce a unit to the percentage you set, it will retreat.
NOTE: Percentages are available only for those units currently under your command.

Interrupt Switch

This option lets you decide which windows will automatically appear during the game, Highlight INTERRUPT SWITCH and press Button A to see this window:

INTERRUPT SWITCH	
TRAP(FRIENDLY)	ON
TRAP (ENEMY)	ON
START OF BATTLE	ON
RETREAT	ON
END OF BATTLE	ON
BASE CHECK	ON
BATTLE SCREEN	ON

Highlight a selection and press A. The setting will change to OFF, and that window will no longer appear during play. To restore a window's setting to ON, highlight it again and press Button A. Press Button B to close the Interrupt Switch window.

Traps: Lets you know when your unit or an enemy unit has fallen into a trap (a pit or barricade).
Start of Battle, Retreat, and End of Battle: Informs you when these actions are happening.

Base Check: Tells you when base is under attack.

Battle Screen: Displays a sub-screen below the Section Map so you can keep an eye on all battles in progress.

Note: Depending on which Stage you're playing, the Interrupt Switch window selections will be somewhat different.

System

Use the System selection to load or save a game, and change the control pad settings. For information, see Handling Your System.

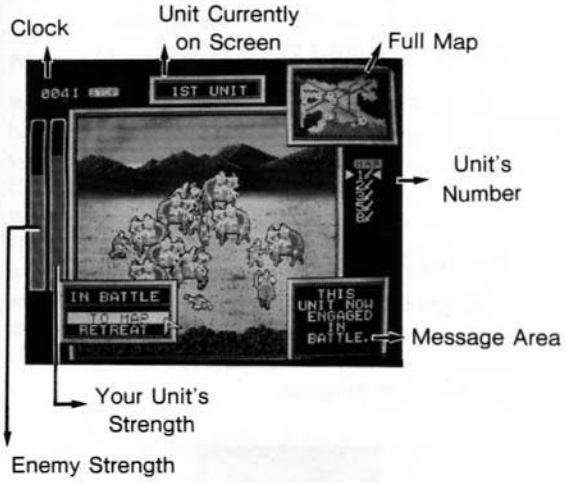
Combat Screens

When two units clash, you get this battle message:

START OF BATTLE
BATTLE SCREEN IN THIS MANNER

Battle Screen

Select this option to open the Battle screen, showing the combat on close-up.



Note: If you have turned the Start of Battle window Off, you can get to the Battle screen by moving the cursor to a battling unit on the Section Map and pressing Button A.

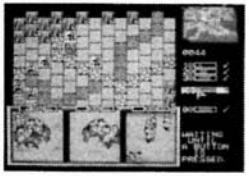
If two or more battles are going on, you can switch to each battle by moving the cursor to a Unit Number on the right and pressing Button A.
Move the cursor to Map and press Button A to see the Full Map in the top right corner.

The Strength Bars on the left show who's winning. If your unit (blue) is losing strength faster than the enemy, it's time to retreat. Press Button A on the Battle screen to see this window. TO MAP returns you to the Section Map. RETREAT takes your unit out of battle. Highlight the selection you want and press Button A.

IN BATTLE
TO MAP
RETREAT

In This Manner

Highlight this selection and press Button A to remain on the Section Map.
A sub-screen appears at the bottom, showing the battles in progress.



If one battle is in progress, it is shown in the middle box. If two battles are in progress, they are shown in the two side boxes. When a third battle begins, it is shown in the middle box.

To close in on a specific battle, move the cursor to its box and press Button A.
The Battle screen for that battle will open.
To return to the Section Map, press Button A again and select the option TO MAP.

More About Combat Information

Whenever a unit enters battle, completes a battle, or retreats, a window opens telling you so. The window will have two selections: CONFIRM and IN THIS MANNER. Select CONFIRM to move immediately to that unit. Select IN THIS MANNER to return to where you were when the window opened. Note: The windows will not open if you turn them OFF with the Interrupt Switch selection in the Option window.

Battle Arenas

You'll fight four major battles, each with different goals. The window selections are almost all the same throughout the stages. You'll have some unique selections in the Unit window for ordering your troops, depending on the current stage. Use the windows in the same way throughout the game.

STAGE I

Hagia Triada

Your goal is to get all your soldiers to the waiting ships while protecting your bases.



•Units in Battle



When the battle begins, only half your army is available. Reinforcements will arrive sometime during the fray, and a window will open telling you so. Select CONFIRM in the window to see where your reinforcements are positioned, Select IN THIS MANNER to return to where you were when the window opened.



•Base



•Fonest



•Mountain



•Sandy Plain



•Rocky Ground



•Neuntral Building

To be victorious, you must keep all invaders from overrunning your bases, and get all your troops to the waiting ships.
If you succeed, you'll add the pirates to your army and set sail for Egypt.
A password appears when you're victorious. Copy it down. It is your key to getting into Stage 2 from the Title screen.
For information, see Using a Password.

If your troops are overcome, you'll lose the battle, the isle of Crete will fall into the hands of bloodthirsty pirates, and you'll change the history of the world.



STAGE II

In the Mediterranean

Fight a perilous sea battle while protecting your landing ship. From afar, the ships will engage in firefights, bombarding each other with flaming arrows. When combating ships meet, enemy soldiers will scurry aboard for hand-to-hand mayhem!

At the beginning of the stage, your ships are at the upper left. Your landing ship (with a golden sail) is protected by a vanguard of combat vessels. Set their courses with the FAST MOVEMENT and SLOW MOVEMENT options. Watch the arrows in the Message Area for wind direction, and move your ships accordingly. They sail better with the wind than against it. If ships get into heavy current, they may be blown off-course.



•Calm Ocean



•Heavy Current



•Ships in Combat

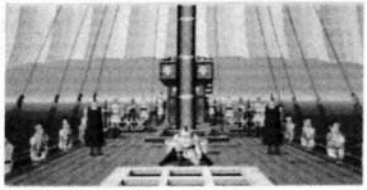


•Land

The Unit window contains a special option, REPAIR SHIP. To use it, move the cursor to the ship that needs repair and press Button A. When the window opens, highlight REPAIR SHIP and press Button A. Your unit will continue repairing its ship until you give it another order.
Your landing ship is extremely important. Move the cursor to it and press Button A to see the track it has set for Egypt. By knowing this ship's course, you can use your other ships to protect it at all costs.

STAGE III

Egypt



Launch a frontal attack on the Egyptian resistors! Destroy the barricades to advance deeper into the country. Protect your bridges. If they're destroyed by the enemy, you won't be able to cross the rivers.

Use the TRAP option in the Unit window to put your troops to work. Depending on where they are, you can order them to destroy barricades, or dig pits and build barricades.

The battle rages on! The enemy seems to be everywhere, assaulting your bridges and tearing down your barriers. Caesar, this combat tests your mightiest powers. Don't give up! Sack Alexandria and lead your troops to the palace.



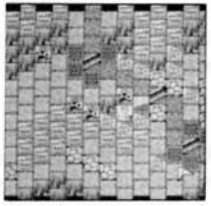
•Bridge



•Palace



•Barricade



STAGE IV

Storming the Palace



•Cleopatra



Match lance for lance with the enemy defenders to assault the palace. Every step is dangerous, as attackers appear from nowhere and spiked fences block your movements. Beware! The palace corridors are treacherous!

As you'll soon find out, you cannot move through the columns. You must march around them while facing a storm of deadly lances from the enemies behind the fences. Gather you troops, so that some units can tear down the barriers while others hold off the attackers.

Fight on! You must reach the deepest chamber of the palace to rescue its royal prisoner, Cleopatra. If you succeed, you'll rule the world, and find our at last who your worst enemies are!



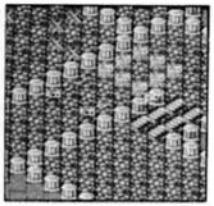
•Column



•Stair-way



•Spiked Fence



A Conqueror's Strategy

- Pit more than one of your units against a single enemy unit to overcome them faster.
- Do everythig you can to continue your advance. You may be able to overcome setbacks, but if too many of your troops are in retreat, you're going to lose the battle.
- Plan how to lure your enemies into your traps. Move decoy troops to areas where the enemy will follow, then dig pits or build barricades between your troops and the enemy.
- Resting your troops is essential. Tired units cannot fight as well or as long, and will suffer higher casualties sooner.
- You don't always have to engage in battle. If you're not ready to fight, command your unit to retreat before an oncoming enemy.
- The best defense is a powerful offense. Engage your enemies before they intercept you. You may surprise them into a quick surrender.
- You must protect your bases and bridges. When a base is under attack, get reinforcement units to it at once. Dig pits around unoccupied bases to protect them. Caution: pits will slow you down as well as the enemy.

- Set one unit's Retreat Strength at a high number; for instance, 80%. Then engage it in battle. Move your other troops around the combat. Your fighting unit will retreat before it's too badly hurt, while your other troops have advanced further towards their goal.
- Keep moving.

Handling Your System

The SYSTEM selection is available in the Option window. Use this selection to load or save a game and change the settings on your Control Pad.

To open the System window, move the cursor to an unoccupied square on the Section Map and press Button A. The Option window opens. Move the cursor to SYSTEM and press Button A. The System window appears:

SYSTEM
LOAD
SAVE
CONTROL PAD
WINDOW SWITCH

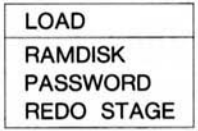
Saving a Game

You can only SAVE a game after completing a stage. In the System window, highlight SAVE and press Button A again. The game will be saved to the RAMDISK memory area on your Sega cartridge.

The game remains in memory until you save another game, turn off the power, or reset your game with the Reset button.

Loading a Game

Use the LOAD option in the System window to begin a different game. Highlight LOAD and press Button A see this window.



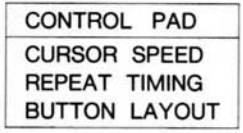
Ramdisk: Select this to resume a game that you saved with the SAVE option. Highlight YES in the window that appears and press Button A to begin the game from the beginning of the stage where you saved it. Or select NO to continue playing your current game.
If there is no saved game in memory, you'll see a NO DATA message. Highlight CONFIRM and press Button A to continue.

Password: Lets you begin a game at a higher stage. For information, see Using a Password.

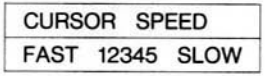
Redo Stage: Select this to start your current stage over. In the window that appears, highlight YES and press Button A to begin again. Or select NO to continue playing your current game.

Resetting Your Control Pad

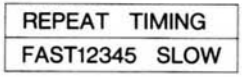
Use the CONTROL PAD option in the System window to set the Cursor Speed and Repeat Timing, and to switch the button functions on the Control Pad. Highlight CONTROL PAD and press Button A to see this window



Cursor speed: Select this to make your cursor move faster or slower on the game screen. In the window that appears, move the cursor to the number you want and press Button A.(1 is fastest; 5 is slowest.)
A check mark appears over the number currently selected.



Repeat Timing: Select this to make your cursor move faster or slower in the selection windows. In the window that appears, move the cursor to the number you want and press Button A.(1 is fastest; 5 is slowest.) A check mark appears over the number currently selected.



Button layout: Select this to change the functions of your Control Pad buttons. Highlight a button in the window that appears and press Button A to change the settings. When the settings are what you want, highlight SET LAYOUT and press Button A.
Each button must have a different setting in order for you to continue. To cancel the window changes, press Button B.

BUTTON LAYOUT
A SELECT
B CANCEL
C SCROLL
SET LAYOUT

Using the Window Switch: Select WINDOW SWITCH from the System window to decide how your cursor will be controlled. When you press Button A, this window appears with a check mark next to the option that's currently selected.

WINDOW SWITCH
CURSOR FREE
CURSOR INTERVAL

Cursor Free: Select this to move your cursor freely around the screen, even when a window is open.

Cursor Interval: Select this to keep your cursor within a window when one is open on screen.

Using a Password

When you've conquered the attacking enemy in battle and completed a stage, you'll receive a password. Copy it down. It's your key to starting the game from a higher level.

To use a password, highlight PASSWORD in the Pre-Game Selections window on the Title screen. Or, during a game, open the Option window, select the LOAD option, and then select PASSWORD. This window appears:

PASSWORD
A B C D E F G H I J K L
M N O P Q R S T U V W
X Y Z 0 1 2 3 4 5 6 7 8 9
OK

Move the cursor to the letter or number you want and press Button A. The character will appear at the top of the window. Continue selecting characters until you've entered the complete password. If you select the wrong letter or number, press button B to close the window. Then open the window again and re-enter the password.

When the password is complete, move the cursor to OK and press Button A. If the password is correct, the game will start from the beginning of the stage for the password you entered. If the password is incorrect, you'll hear a "wrong password" tone and the box will close. Try again.

Handling the Sega Cartridge

1. The Sega Genesis Cartridge is intended for use exclusively on Sega Genesis System™.
2. Do not bend it, crush it, or submerge it in liquids.
3. Do not leave it in direct sunlight or near a radiator or other source of heat.
4. Be sure to take an occasional recess during play, to rest yourself and the Sega Cartridge.

GAME TIPS AND TECHNICAL INFORMATION
Call the our Hotline at 415-871-GAME.

WARRANTY

Bignet U.S.A., 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, Bignet U.S.A will repair or replace the defective cartridge or component part, at its option, free of chage.

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 Bignet Consumer Service Department at the following number:

(415)296-3883

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 the cartridge to Bignet's Consumer Service. Please call first for further information.

If Bignet Consumer Service 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 Bignet's Service Depertment 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 Bignet 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 Bignet's Department with an enclosed check or money order payable to Bighet U.S.A.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 Bignet U.S.A., 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.

