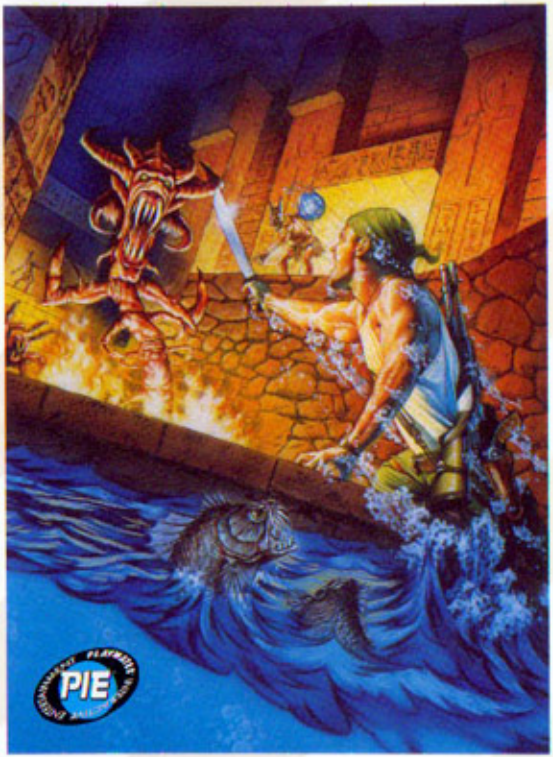
SEGA

POWERSLAVE™

TRUE 3D LEVEL ACTION!

SEGA SATURN™



MATURE
M
AGES 17+
CONTENT RATED BY ESRB

OFFICIAL SEGA SEAL OF QUALITY

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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

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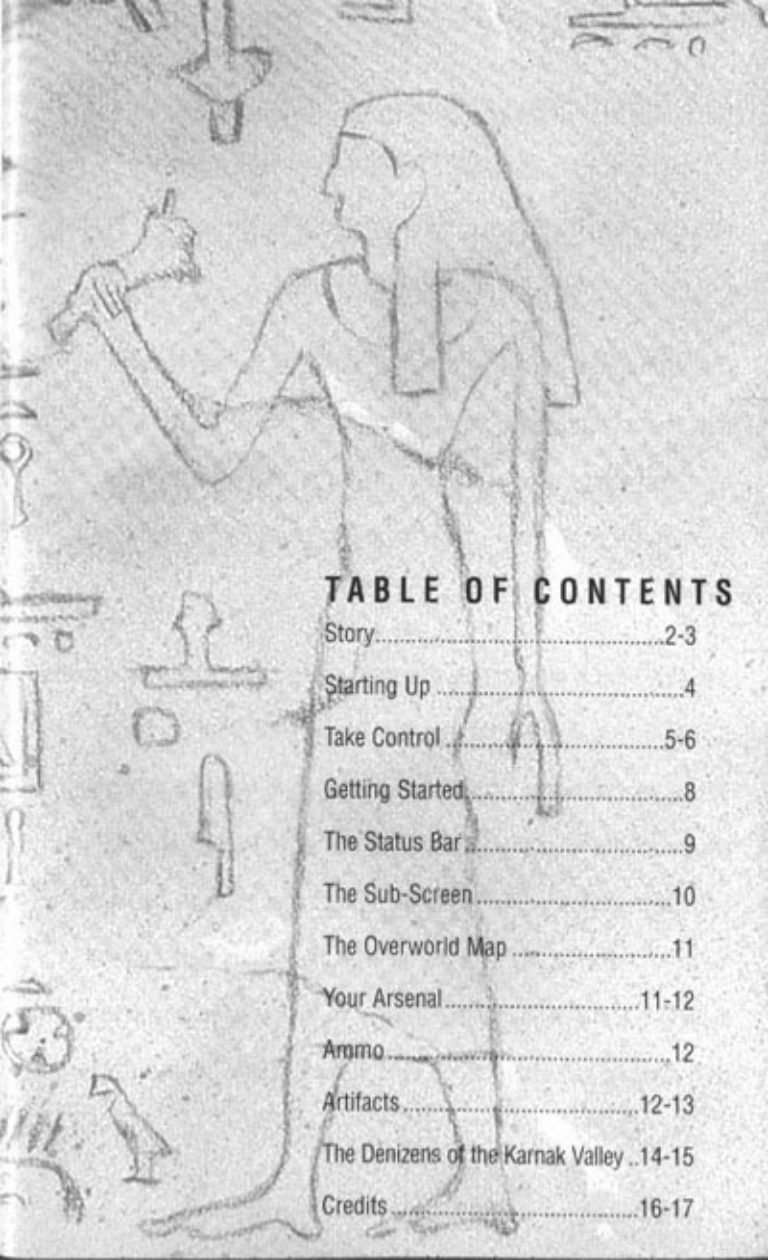


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THE STORY

During the time of the pharaohs, the city of Karnak was a shining example of a civilization that all other nations could only hope to emulate. Today Karnak lives on, surrounded by the spirits of the past, however something has gone terribly wrong.

Unknown forces have seized the city and great turmoil is spreading into neighboring lands. World leaders from all parts of the globe have sent forces into the Karnak Valley, but none have returned. The great power of this new empire is quickly crushing the best the human world has to offer.

The only known information about the crisis came from a Karnak villager, found wandering through the desert miles from his home, dazed, dehydrated and close to death. In his final moments among the living, the villager told horrifying stories of fierce alien creatures that invaded the city, devoured the women and children, and made slaves of the men. Many of the unfortunate victims were skinned alive or brutally dismembered. Others were subjected to unbearable tortures, injected with strange substances and then mummified while

still alive. According to the villager, even the mummified body of the great King Ramses was unearthed and taken away.

You have been chosen from a group of the best operatives in the world to infiltrate Karnak and destroy the threatening forces, but as your helicopter nears the Karnak Valley, it is shot down. You barely escape with your life.

With no possible contact to the outside world, you begin your adventure, ready to accomplish your mission... praying to return alive...

STARTING UP

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.

2. Place the *Powerslave* disc (label side up) in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on the screen. (If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop a game in progress or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Note: If your joypad or joystick is equipped with rapid-fire or slow-motion options, you may need to disable them or Powerslave will not work properly.



TAKE CONTROL

D-Pad

- Press UP to move forward
- Press DOWN to move backwards
- Press LEFT to turn left
- Press RIGHT to turn right

Button A

- Attack/fire weapon
- When using the Amun Bomb: the longer you hold down A, the farther your throw will go.
- When using the Manacle: the longer you hold down A, the more power you build up.

Button B

- Jump
- When you press and hold B, you will descend slowly (need Shawl) or levitate (need Feather).

Button C

- Open doors/activate switches
- Hold down C and press LEFT/RIGHT on the D-Pad to zoom in/out on the map screen.

Button X

- Look up/down; re-center view
- To look up/down, hold down X and press UP/DOWN on the D-Pad
- To re-center your view, press and release X

Button Y

- Weapon toggle left

Button Z

- Weapon toggle right

Shift Button L

- Strafe left

Shift Button R

- Strafe right

Start

- Pause game/call up subscreen

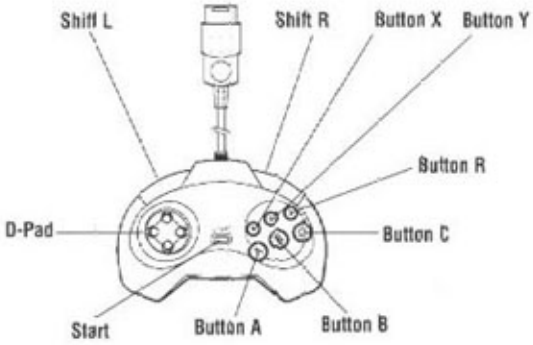
UNDERWATER CONTROLS

D-Pad

- Press UP to move down
- Press DOWN to move up
- Press LEFT to turn left
- Press RIGHT to turn right

Button B

- Press or hold to swim/paddle





ACQUIRING ITEMS

To pick up an object, simply walk over it. If you don't already have it (such as a new weapon or artifact) you'll pick it up. If it's something you don't need, you won't be able to pick it up. Many items are stashed in vases, pots and hidden nooks and crannies. Shoot everything and look everywhere!

Opening Doors & Activating Switches



In your explorations, you will come across many doors and switches in the Karnak Valley. Most doors can be opened simply by standing in front of it and pressing Button C. The same goes for switches. There will be some doors you encounter that are locked, and require a key to open. These portals are distinguished by one of four symbols (Power, Time, War and Earth), and if you have not located the corresponding key then your progress will come to a screeching halt. Other locked doors may need a switch thrown, enemy defeated or they might even be the other side of a one-way door.



Swimming



Certain sections of the Karnak Valley are flooded with water, so there will be times when you must go for a swim. While underwater, most of your controls are the same, except your UP and DOWN and reversed, as if you were flying an airplane. You will drown quickly without the aid of the Sobek Mask, so avoid swimming without it. You can refill your lungs by surfacing (if possible), but you won't always be able to do this – the Sobek Mask is necessary to traverse certain waterways. When using the Mask, keep an eye on the air meter at the top right of your screen.

Saving Your Progress



Your journey will be a most dangerous one, indeed. And there will be times when your mortal body can no longer sustain life – but fear not, for the spirit of Ramses is watching over you. Whenever you reach a camel (and answer "yes" to travel to a new location), your game will be saved. He has also placed small icons in the form of golden pyramids throughout the Karnak Valley that will mark your progress, usually in a level where an artifact is found. Should you perish, Ramses will revive you in the last area you were exploring.





THE SUB-SCREEN

There are six categories on your sub-screen, along with a display window to view illustrations and a text window that gives you messages and other important information.

Map - The display window will show if your auto-map feature is active or not in use. An unrolled map indicates the auto-map is on, and a rolled-up map means you don't need no stinkin' map! To zoom in or out of the map, hold Button C and press left or right on the D-Pad.

Arsenal - The weapons currently in your possession are shown here, along with any pertinent information that will appear in the text box below.

Artifacts - You will need to collect six sacred relics in order to complete your mission. An illustration and description tells you all about each one here.

Transmitter - This piece of hi-tech commo gear has unfortunately gone to pieces. Collect all eight icons and you will receive the best ending the game has to offer. Anything less...well, just try to find them all.

Quit Game - Had enough? Too tired? Need a Big Gulp? You can leave your game from here.

Keys - The four keys (Power, Time, War, Earth) are displayed here. When you find one, the corresponding slot will be filled in by a gold representation of the key.



THE OVERWORLD MAP

You will be able to track your progress throughout the Karnak Valley with this map. It shows each place you have visited, and lets you know where you can and cannot go. The golden arrows that are active indicates a path you may follow. The inactive arrows tells you that you need to go there at some point in time, but not just yet.

YOUR ARSENAL



Your business is war, and business is good. You can kill bare-handed, blindfolded and with one arm tied behind your back - but there is no substitute for a trusty firearm for day-to-day use. Only one problem here – all of yours have been lost, so you'll need to be on the lookout for replacements. You still have your trusty machete, but find something that shoots – and find it fast!

1 = *Machete* - Sharp. Reliable. Never runs out of ammo! If it wasn't strapped to your leg when you bailed out of the chopper, you'd be in a world of hurt, my friend. Works under-water to boot!

2 = *Pistol* - Packs a good punch. Your basic ranged weapon, much better than going into hand-to-hand combat. A tad slow on the rate of fire, but who's complaining?

3 = *M-60 Machine Gun* - Your standard infantry support weapon. With a range of well over 1,000 meters and a 550 rounds per minute rate of fire, the "sixty" is an ideal everyday weapon. Remember to watch your ammo - fire in six to nine round bursts for max effect.

4 = *Amun Bomb* - Ancient Egyptian hand grenade. Press and hold Button A, then release when ready to throw. The longer you hold down Button A, the greater distance your bomb will travel. Oh, and don't worry, you can't blow yourself up by holding onto a bomb too long – but you can if you're careless in your aim!

YOUR ARSENAL (continued)

5 = *Flame Thrower* - Perfect for mummy roasting. A great close-quarters tool, but be extra careful not to burn yourself. And watch the fuel level - it goes too quick if you're not careful.

6 = *Cobra Staff* - A great long-range weapon that will destroy most enemies with one hit.

7 = *Ring of Ra* - This sacred ring is the one of the mightiest weapons you will find. An artifact of incredible power, you can use it to spew deadly orbs of molten fire upon those who dare oppose you.

8 = *Manacle* - The ultimate instrument of unbridled destruction, this gauntlet summons the wrath of the gods down upon your enemies.

AMMO

Except for the machete, your weapons require ammunition for optimal functionality. In other words, if you run out of rounds, you'd better run! Look for ammo refills – they are transparent orbs with a blue center floating around here and there. They are often concealed in vases and jars. Defeated enemies sometimes leave them too. See OTHER ITEMS below for additional information.

ARTIFACTS



Sandals of Ikumptet - Your momma may have worn combat boots, but she would have much rather worn these little beauties! The sandals will increase your jumping strength, allowing you to reach ledges that were previously too high or too far.

Sobek Mask - This powerful tool will allow the wearer to breathe underwater for extended periods of time. You can now explore the deepest depths and longest water-filled corridors that would otherwise have meant a quick trip to the pearly gates.

Shawl of Isis - Isis crafted this garment from the feathers of eagles and bound them together with spider's silk. The wearer of the shawl can now float safely down from any height. And there are plenty of places in Karnak where you will need this to complete your quest.

Protective Anklets - The gods of ancient Egypt have blessed these shackles of a courageous slave to withstand the harsh environment of the poisonous swamps, as well as allowing for partial protection from the searing heat of the many lava fields you will come across.

Kilmaat Scepter - You will need this "key" to pass through the force fields that the Kilmaat

have generated throughout the city. If you are in possession of the scepter, any force field you approach will de-activate, allowing you to access to areas formerly off-limits to you.

Horus Feather - Horus has plucked one of his own hawk feathers to aid you in fulfilling your destiny. The feather allows you to levitate, so you can reach places that were even out of reach of the sandals.

OTHER ITEMS

Keys - Many doors in Karnak bear one of four symbols – Power, Time, War, Earth – Collecting the keys will allow you passage through these portals. The keys are not transportable between levels.

The Transmitter - If you are thorough (luck helps too!) in your explorations, you are bound to come across an icon that represents part of a portable satellite transmitter. Listen for a faint beeping when you are in a level – chances are you can find a piece somewhere in the vicinity. If you are incredibly lucky and manage to somehow collect all eight, you will be treated to the best possible ending the game has to offer. Less than eight? I'd rather not think about it too much...

Life Vessels - Appears as a red & gold ankh. Collect one of these and you have basically doubled your life expectancy! A full life vessel will completely refill your life meter should it run dry. The more life vessels in your inventory, the longer you shall live!

Health Refills - Transparent orbs with a crimson center. One Health Ball restores 5% of your life, and one Health Orb will give you back 20%. Be on the lookout for the Full Health symbol – this powerful icon completely fills all life vessels and your life meter!

Ammo Refills - Same idea as the Health Refills - the Ammo Ball is good for 5% ammo refill for the weapon in hand , and the Ammo Orb is good for a 20% rejuvenation. Full Ammo icons completely refill all weapons currently in your inventory.

Weapon Power-Up - Grab this purple globe and unleash quadruple firepower!

Invisibility - This green orb will render you invisible to all enemies for a limited period of time.

All-Seeing Eye - This will reveal almost the entire map of the level you are currently exploring.

Save Pyramid - Touch this and save your progress. Your life is totally replenished and ammo is completely refilled. Very helpful.

The Camel - Not really an item, but touch it and you are transported back outside to the overworld map.

THE DENIZENS OF THE KARNAK VALLEY

The Karnak Valley has been overrun by an assortment of loathsome creatures straight from your worst Egyptian nightmare. To make matters worse, some of them have been altered and enhanced by Kilmaat genetic engineering – oh, and don't forget about the Kilmaat themselves – definitely the nastiest bunch of bug-eyed, chitinous-skinned, laser-toting aliens this side of Uranus. Keep your guard up at all times.

Terrainian - These fast-moving arachnids will latch on to your legs and rip them apart if you let them get too close. Back off quickly and blast them with a ranged weapon.

Giant Pirhana - These scaly horrors are quick and deadly. They must be avoided, hacked up with the machete, blasted with Amun Bombs or disintegrated with the Cobra Staff.

Anubis Zombie - The mighty Anubis, Guardian of the Dead. The bodies of those warriors who went before you have been animated by the Kilmaats in the likeness of Anubis. They hunt you down relentlessly, throwing out magical bolts of blue energy or raking you with sharp claws if you let them get too close.

Hawk - Hawks are often found circling about Karnak, swooping down and raking their prey with fierce talons. They hunt humans as well as animals, so be wary of these feathered warriors.

Ornenwasp - These buzzing nasties flit about and deliver a nasty sting. They are very hard to target, so use caution when fighting them.

Mummy - Fairly slow moving, but can dole out some serious damage. They use an enchanted staff to fire powerful energy serpents at you.

Bastet - This is one fierce and wily lioness. She is extremely fast, has razor-sharp claws and can teleport at will – a lethal mix of skills in anyone's book.

Magmantis - This lava-dwelling denizen rises up to unleash high-speed fire balls at unlucky individuals. Move quick, keep your distance and take advantage of whatever cover you can find.

Kilmaat Sentry - Bugs. I hate bugs. Especially these uglies! They look like walking roaches, and they are definitely a whole lot meaner too! Usually encountered working around alien structures, they will attack with a nasty laser pistol if disturbed.

Set - The most foul and evil of all the Egyptian gods. Set wants nothing more than to slowly devour your soul. After he smashes your body to a pulp, of course.

Selkis - This demonic nightmare is a result of alien genetic experiments. Even the most experienced of game players will be in for a surprise when fighting this beast.

Kilmaatikahn - The final boss, leader of the Kilmaat forces here on Earth. Be afraid - be VERY afraid.

A VISITOR'S GUIDE TO THE KARNAK VALLEY

The average gamer will find that Powerslave is an easy game to learn but a difficult one to master. While most levels share common features, each one has been carefully built to convey a particular look or feel as the game unfolds before you. You will observe that some areas stress jumping, swimming or puzzle-solving while others may test your skills as a pure killing machine. No matter what situations you may be up against, keep your wits about you and check out the helpful tips below.

1) The Kilmaat have removed and modified many staircases, elevators, panels and doors. If it looks like your progress has reached an impasse, look for switches and keys to access these features.

2) During your journey, you will many times find an item or place that you cannot reach. Don't worry, just remember where it was and come back at a later time, after you have acquired an item that will let you jump higher, levitate or negotiate perilous terrain.

3) Looking down (press and hold Button X and DOWN on the D-Pad) is always a great way to check your footing, especially when faced with some of the more daunting jumps you will come across.

4) Don't forget to use the strafe keys to sidestep in and out of passageways, firing and then ducking back into cover.

5) The Karnak Valley is full of secrets. Many interesting and useful items can be obtained if you expend a bit of effort to uncover some of them. The Amun Bombs can open hidden caves and passageways that contain many secrets. Be creative and thorough in your explorations. After a while, the walls and hieroglyphics may begin to look the same – don't be fooled! Look for breaks in patterns, the out-of-place panel, or simply trust your instincts – if something looks different, you just might be on to a secret!

POWERSLAVE SATURN

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