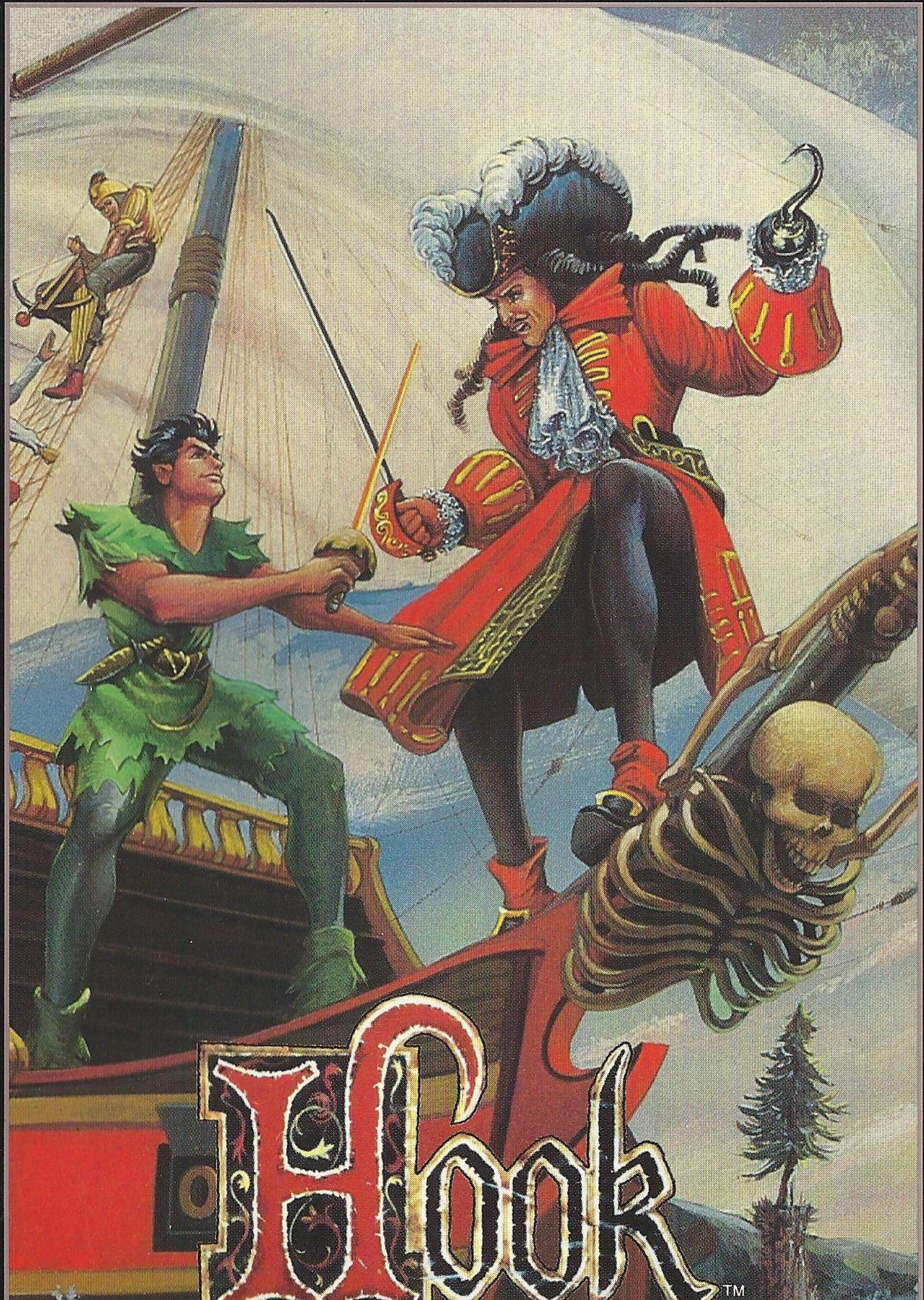


SEGA CD

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FOR PLAY ON THE SEGA CD™ SYSTEM.

WARNING:
For 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.

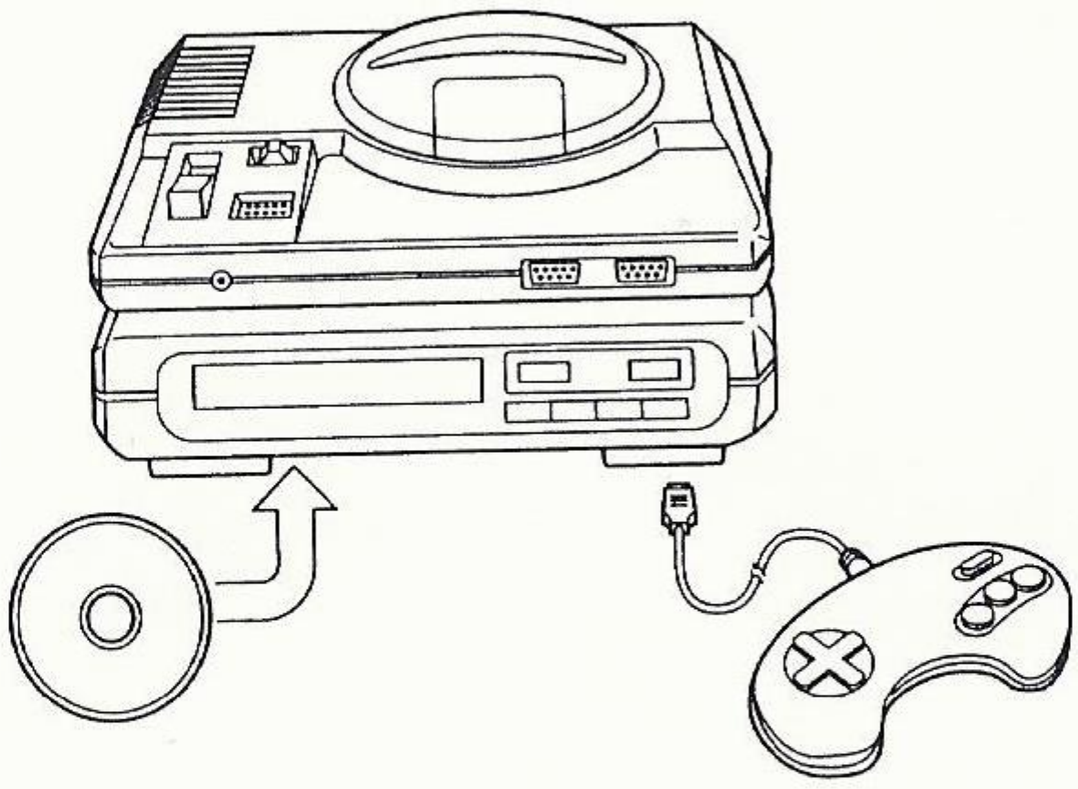
WARNING:
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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.



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega CD™ SYSTEM.

Getting Started



1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.

2. Make sure that there is no game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.

3. Follow Sega CD System directions to OPEN the Sega CD drive from the Sega CD Control Menu.

4. Carefully place your HOOK CD game disc in the Sega CD System with the label-side facing up.

5. CLOSE the Sega CD drive from the Sega CD Control Menu and then select CD-ROM on the Control Menu to launch HOOK and begin play.

Handling Your Sega CD Disc

- The Sega CD Disc is intended for use exclusively with the Sega CD System.
- Handle it with care. 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 CD Disc.

Contents

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Enemies ➳ 14

Helpful Reminders ➳ 15



After becoming a father and respected attorney, Peter Banning never really considered going back to Neverland. In fact, he couldn't even remember ever being there in the first place.

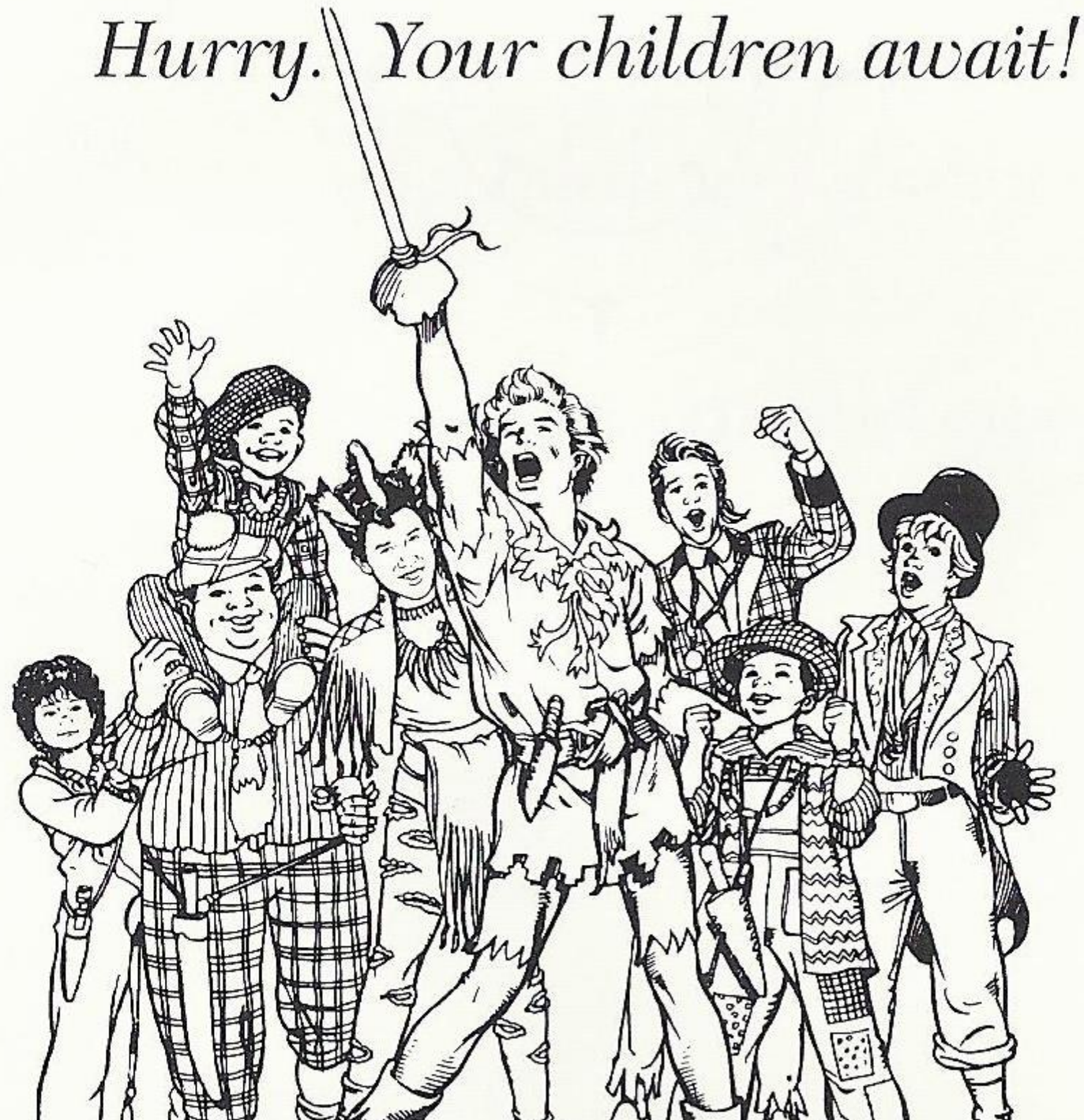
But when Captain Hook kidnapped his children and took them back to Pirate Town, it was time for Granny Wendy to remind Peter of careless days long ago—when he ran with the Lost Boys in the wild Neverland forest, swam under the waterfalls of the blue lagoon, and was known to all . . . as Peter Pan.

Now Peter must win back the Golden Sword from his old rival Rufio and rescue his beloved children from Hook and his henchmen.

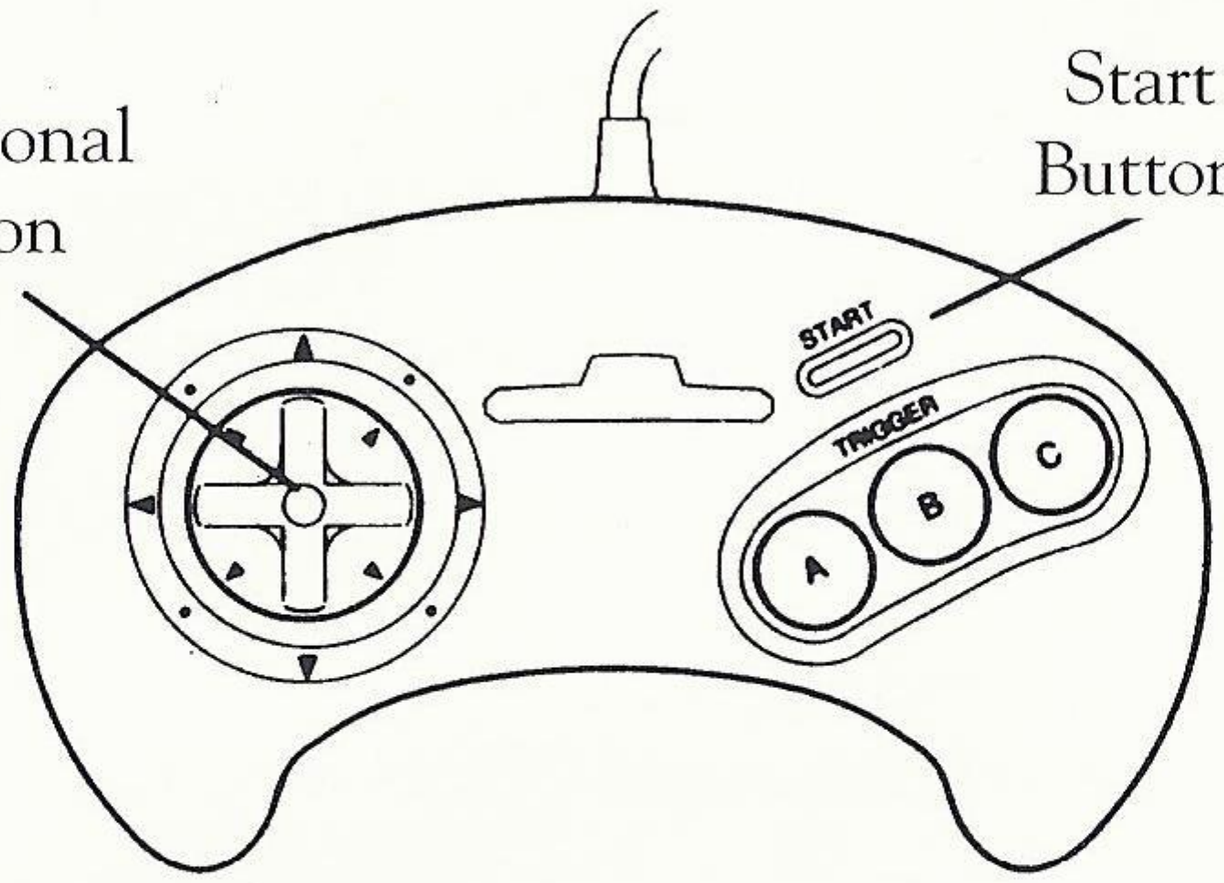
As Peter Pan, you will encounter many hazards and battle countless foes in your quest to free your children. You will face fierce Pirates, evil skeletons, spiny porcupines, pointy treetops, swarming bees. . . and all the while you'll be developing your fighting skills to face the heinous Hook.

Be careful! Neverland is a massive island, and Hook is a shrewd and elusive buccaneer. To survive—you must regain your boyhood powers.

Hurry. Your children await!

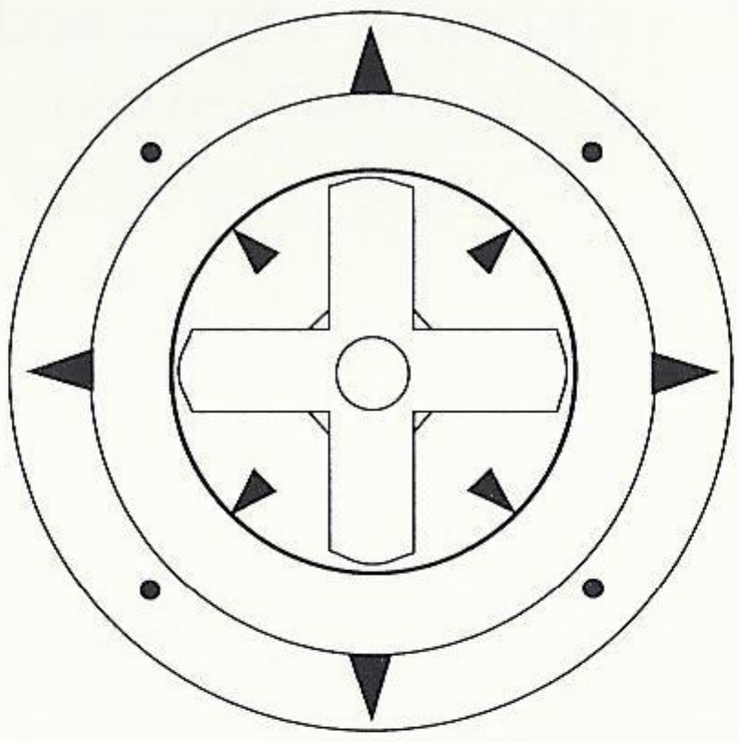


Names of Controller Parts



This manual refers to the following directions:

Directional
Pad
UP



Directional
Pad
LEFT

Directional
Pad
RIGHT

Directional
Pad
DOWN

ACTIVATING PAN

TO ADVANCE/RETREAT:
Press Directional Pad LEFT or RIGHT.

TO ADVANCE/RETREAT AT HIGH SPEEDS:
Press Directional Pad LEFT or RIGHT and keep A BUTTON depressed.

TO SWING DAGGER:
Press A BUTTON.

TO JUMP:
Press B BUTTON. You can change the direction of the jump in mid air by pressing the Directional Pad LEFT or RIGHT.

SHORT JUMP:
JUMP then release B BUTTON.

INCREDIBLE JUMP:
While sprinting, Press B BUTTON.

TO CROUCH:
Press Directional Pad DOWN. To stay in a crouching position hold Directional Pad DOWN.

CROUCH ATTACK:
Press Directional Pad DOWN and press A BUTTON to swing dagger.

TO SWIM:
Press B BUTTON then use Directional Pad to maneuver Pan through water.

SWIM ATTACK:
Swim and use sword to catch fish and fend off enemies.

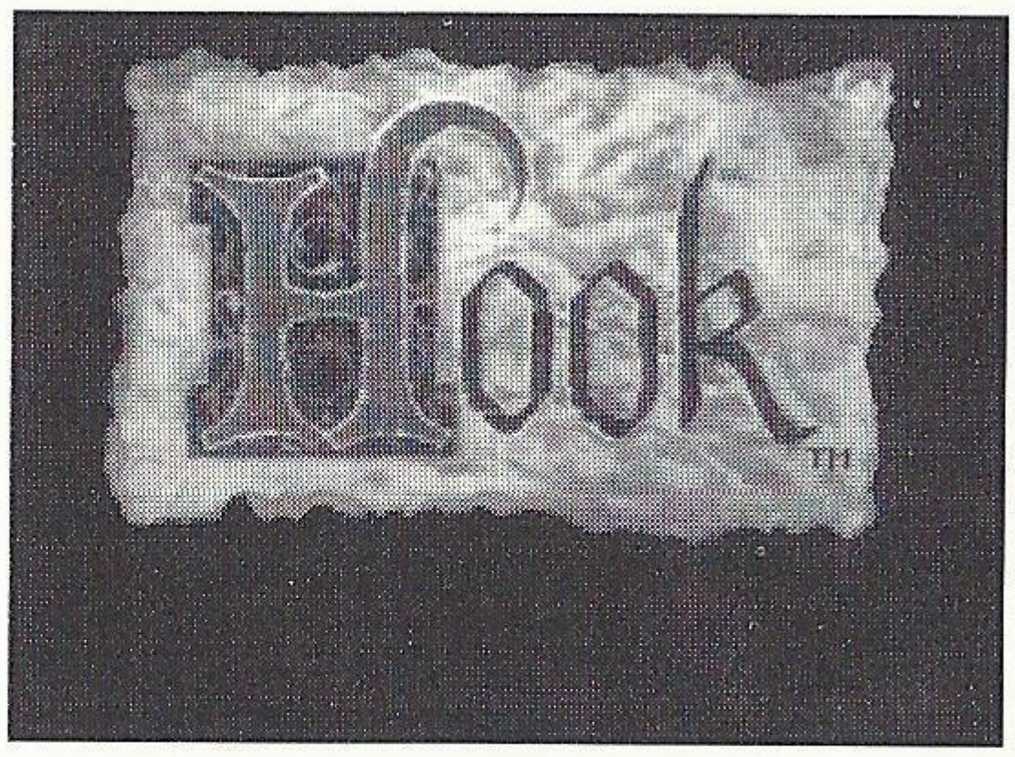
SURFACE SWIM:
Keep B BUTTON pressed.

TO FLY:
Push B BUTTON twice. Use Directional Pad to maneuver Pan in any direction. To stop, press B BUTTON again. (Before you can fly you need to get Pixie Dust from Tinkerbell.)

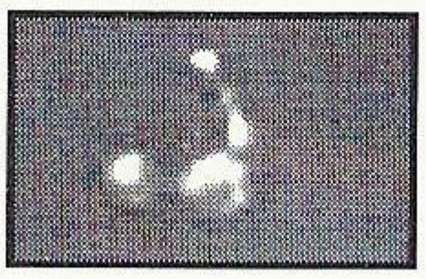
TO JET:
Hold down A BUTTON while flying.

PAUSE: Press the START BUTTON.

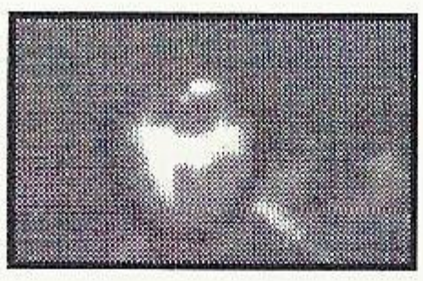
What to Look For



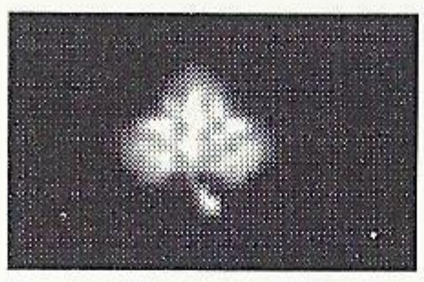
ENERGY BOOSTERS



CHERRY: As you fight, you are constantly burning up energy. Eat the cherries whenever you can to refill one of your power leaves.



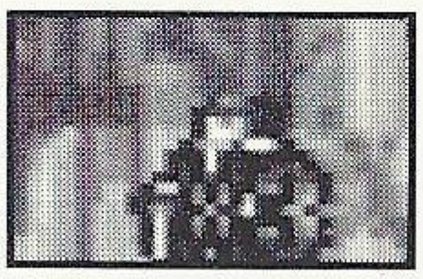
APPLE: Pick up apples whenever you can—each one will replenish all your leaves.



LEAVES: These green veggies increase your ability to take hits. Each one you pick up adds to your power level.



PIXIE DUST: To refill your Fly Meter find Tinkerbell and stand underneath her Pixie Dust rain. Once she powders you with her magical potion, you'll be able to fly again.

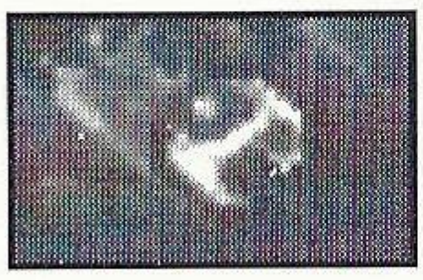


1-UP: Hidden around Neverland are up to three 1-Ups. Look for them because they will pop up when you least expect it.

HIDDEN TREASURE



SHEBA'S TIARA: Years ago Pirates raided the Queen of Sheba's ship. From it they stole huge chests of magnificent sapphire and gold tiaras. If you find one, it's worth 100 POINTS.



RING OF HONOR: As a sign of his favor, Captain Hook sometimes gives one of his Pirates a gold and ruby ring set. If you take one of these rings from a Pirate, you will get 500 POINTS.

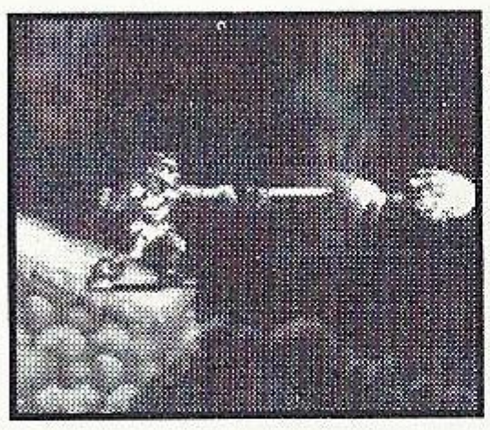


REGAL NECKLACE: Made to grace the napes of royalty, these necklaces recently fell into the hands of greedy Pirate's. Get yours on one—they're worth 1,000 POINTS.



KING'S CROWN: Alexander the Great made the mistake of crossing Hook's path and all of the crowns he had acquired while conquering the world were stolen from him. Find a crown, get 10,000 POINTS.

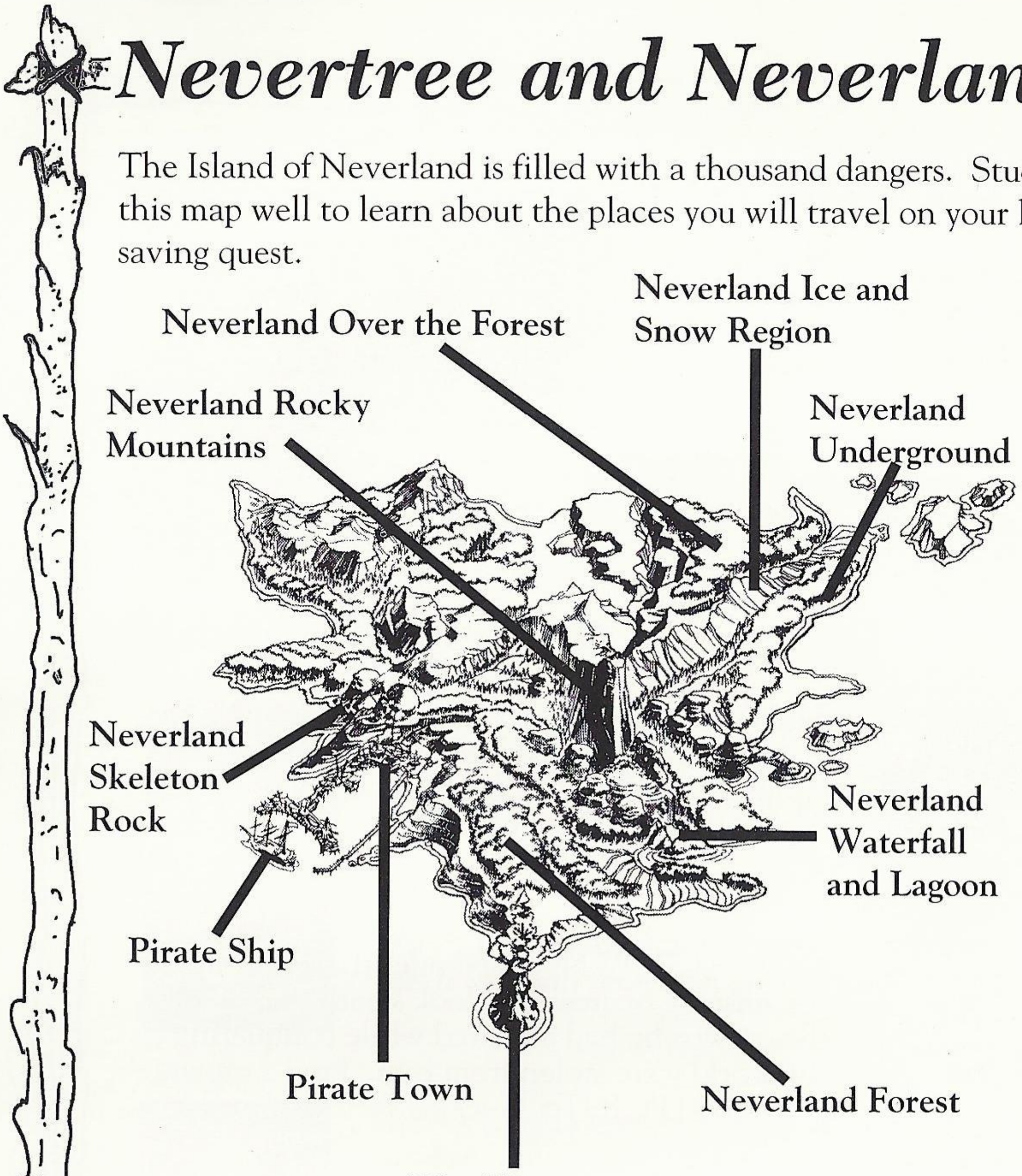
THE MAGIC SWORD



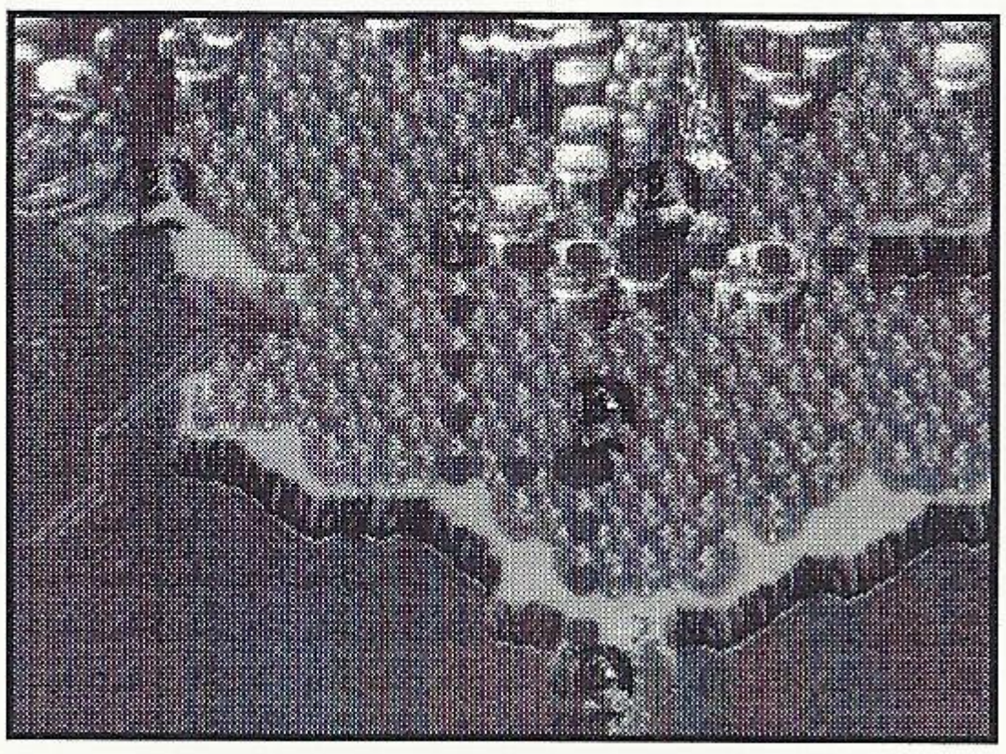
The first thing you have to do as Peter Pan is win back your Golden Sword from Rufio. But remember: the sword is slippery. Each time you get hit, you will lose the sword. But look hard for it as it will pop up again in various places around Neverland. Use the sword as you would your dagger, but try to stand farther away from the enemy—this special Sword shoots star balls your foes cannot withstand.

Nevertree and Neverland

The Island of Neverland is filled with a thousand dangers. Study this map well to learn about the places you will travel on your life-saving quest.



NEVERLAND MAP SCREEN



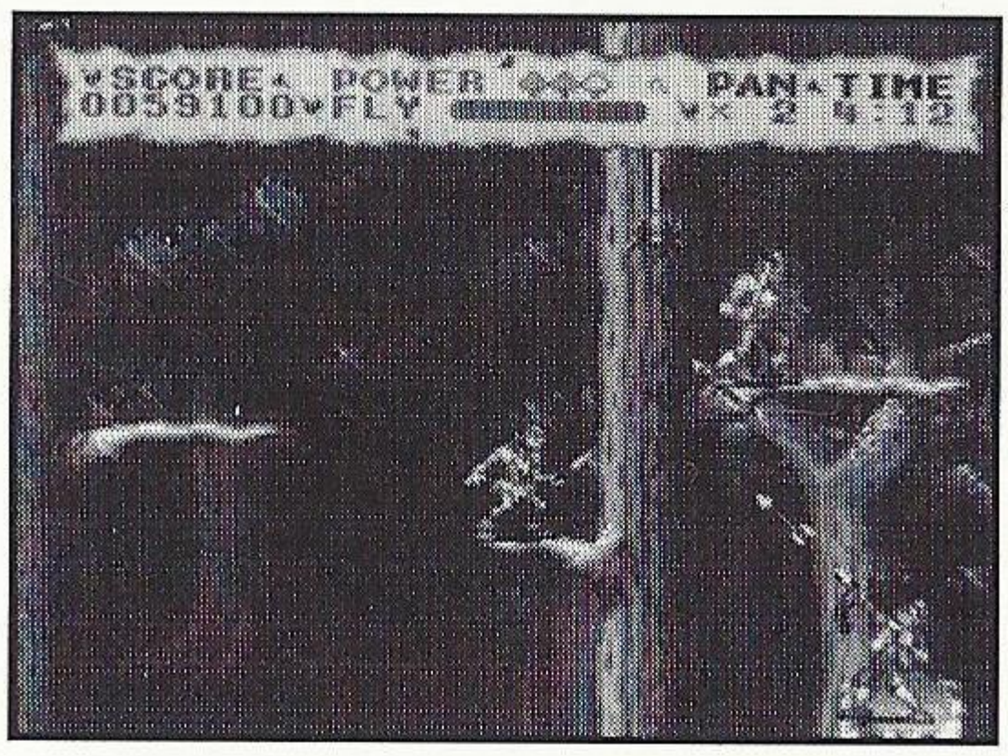
After every level, the Map Screen appears to let you know where you are. To exit the Map Screen and move on to the next challenge, push the START BUTTON and you will automatically be sent to another unconquered region of Neverland.

THE NEVERTREE



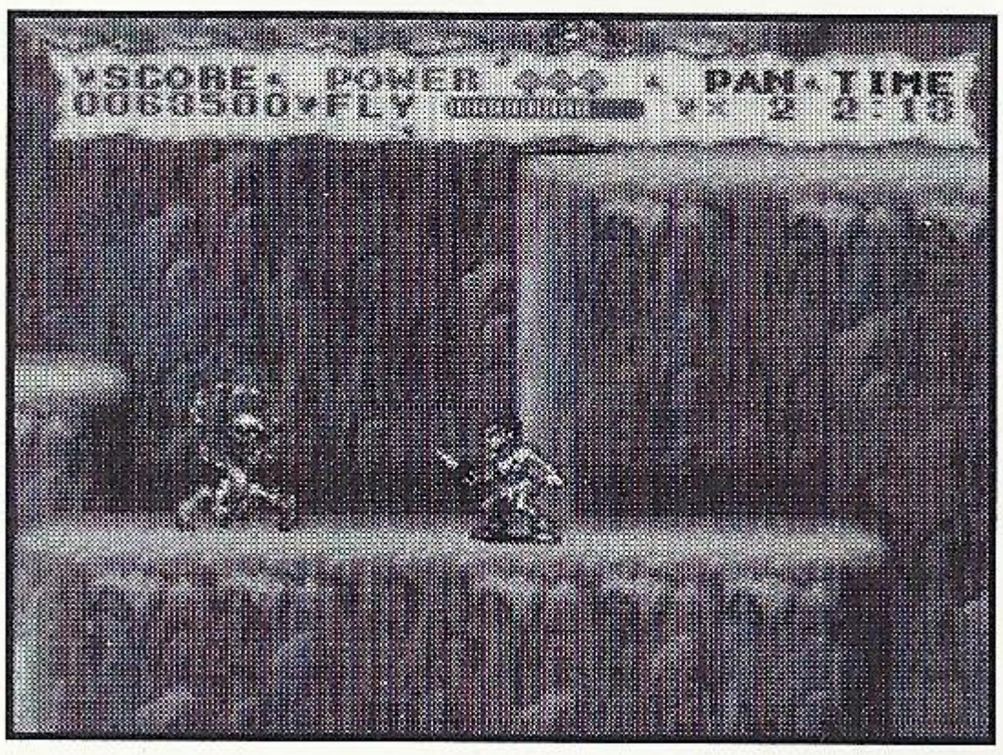
As a grown-up Peter Pan, you have lots to prove to the Lost Boys. The first step is finding your way through the Nevertree and facing Rufio in a duel. If you survive, you win back your Sword, and your honor.

NEVERLAND FOREST



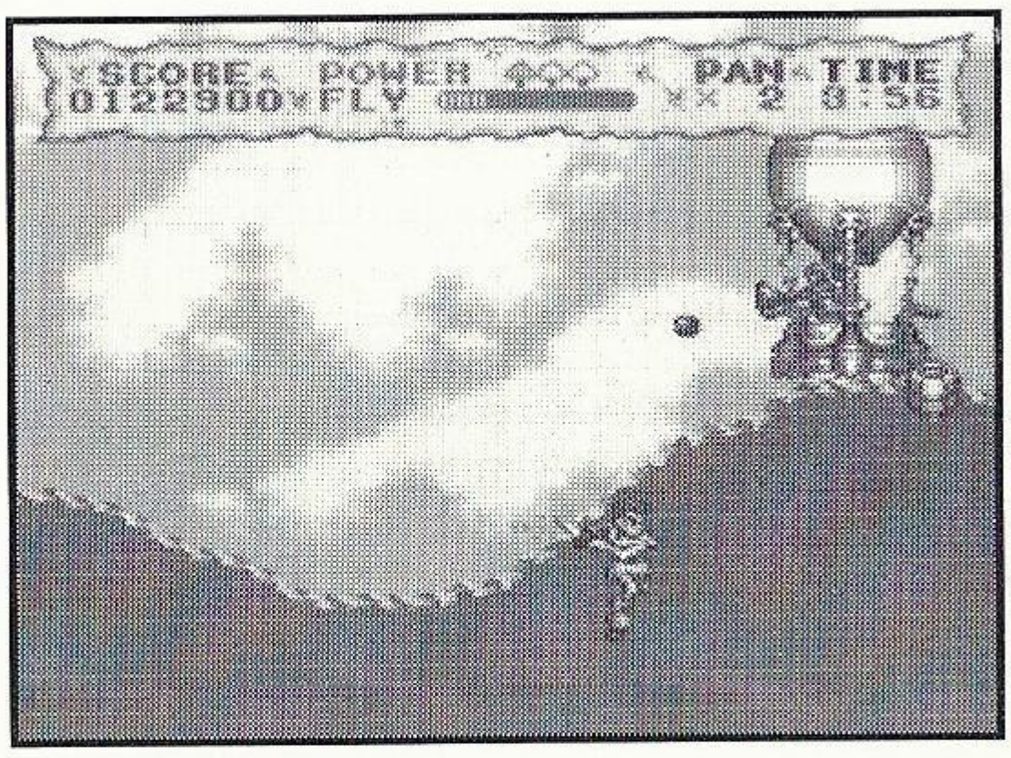
The Neverland Forest is infested with Hook's henchmen so be careful—they patrol the area from their posts, and there's not a Pirate in the Land who will pass up the opportunity to challenge you. Remember to keep an eye peeled for cherries, apples and an extra leaf—you'll need all the energy you can collect. This will be your first chance to prove to the Pirates, and to yourself, that Peter Pan has indeed returned.

NEVERLAND ROCKY MOUNTAINS



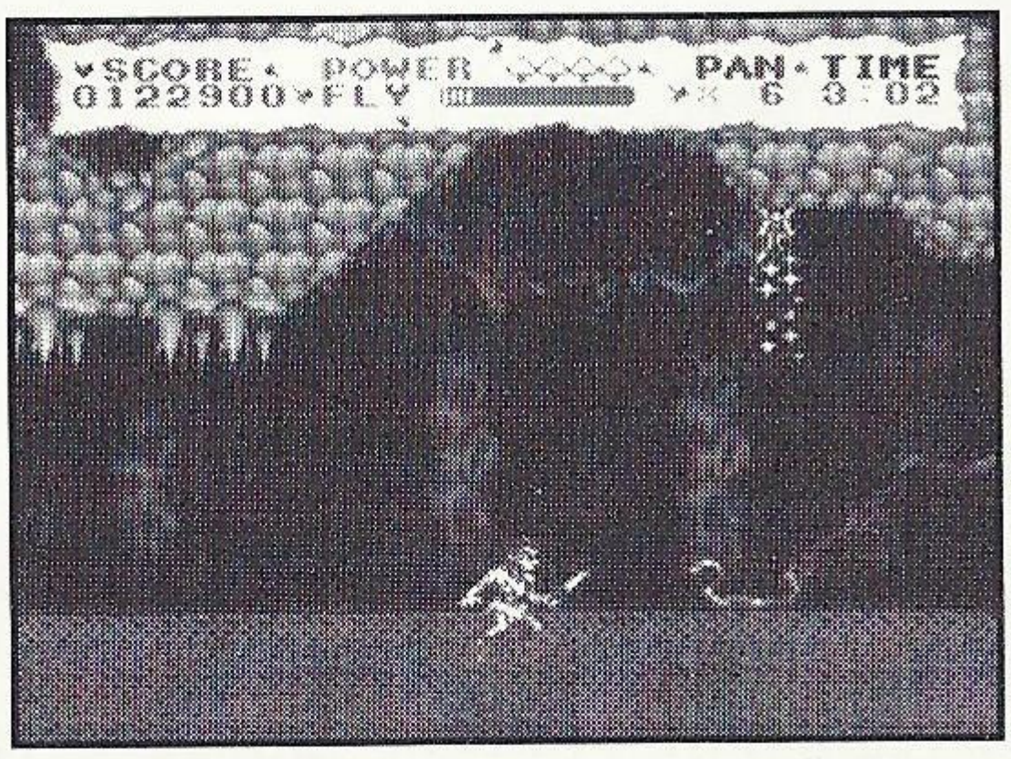
Pirates are not known for their hospitality. So if barrels start rolling at you—take off!!! And watch for your Golden Sword—you may find it hidden somewhere in these ancient mountains.

NEVERLAND WATERFALL AND LAGOON



Here's where you'll find the lair of the Magic Tigers. Watch out! Their breath will turn you to stone (only temporary). But don't fret! This dangerous region is also filled with wonderful things like extra Leaves and 1-Ups.

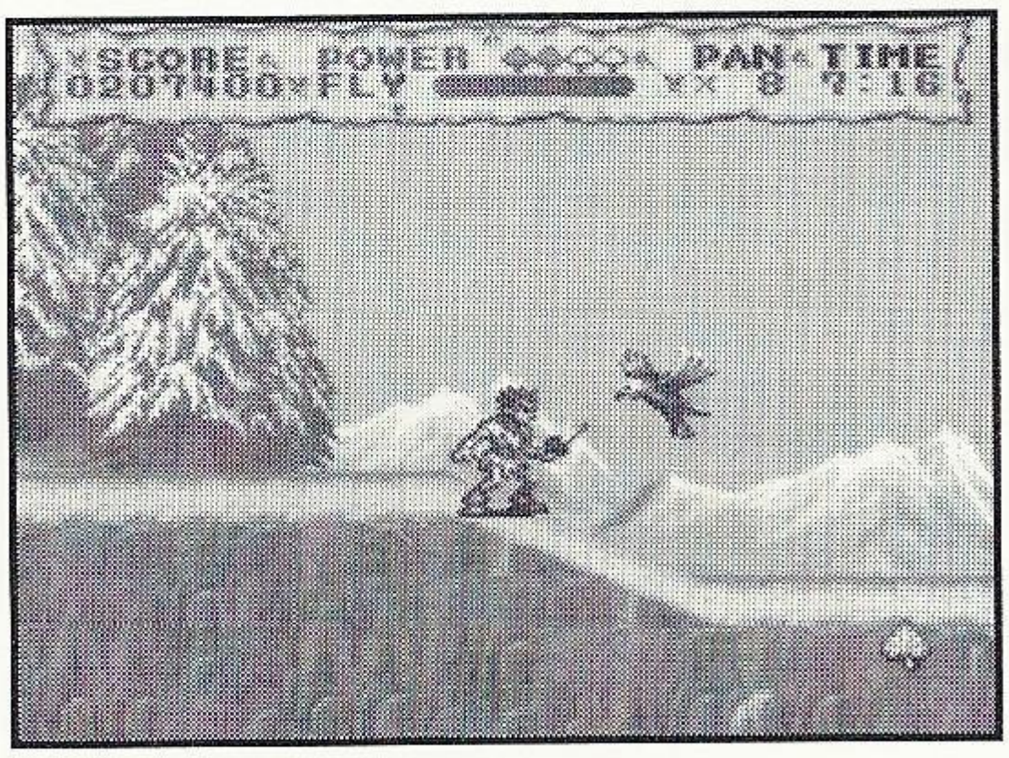
NEVERLAND UNDERGROUND



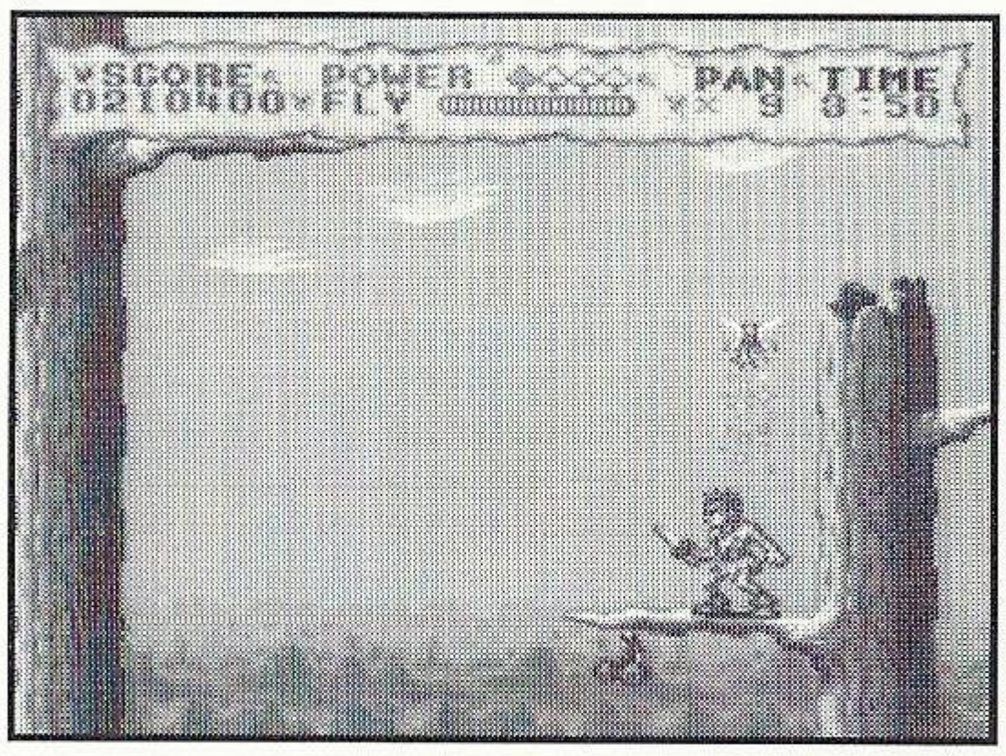
Once you've plunged into the dark, dank caves of the Underground you must find a way back to the bright sun and fresh Neverland air. Always keep an eye over your shoulder—you never know what will creep out of the inky black depths. And beware! These caverns are home to the Giant Earthworm, the Night Snake, and other mysterious creatures.

NEVERLAND ICE AND SNOW REGION

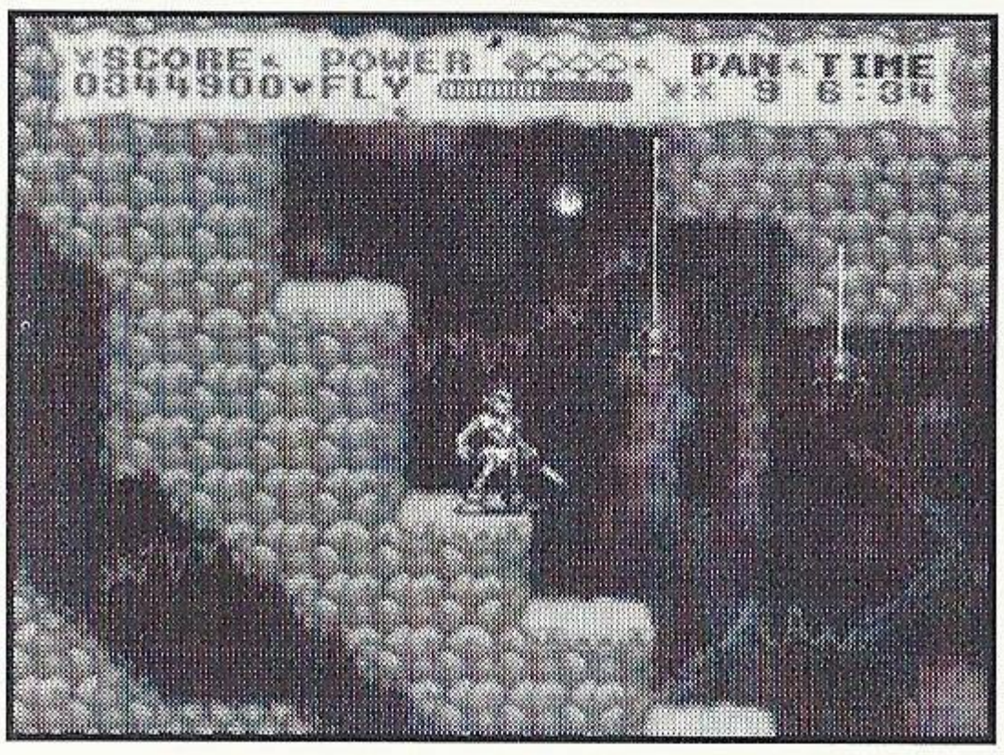
Watch out for the Tigers of the snow fields. Like their cousins at the Lagoon, their breath will stop you in your tracks. But again, it's only temporary. Also, keep an eye out for snow-ball hucking Pirates and the bolt-throwing Winter Hawk.



NEVERLAND OVER THE FOREST

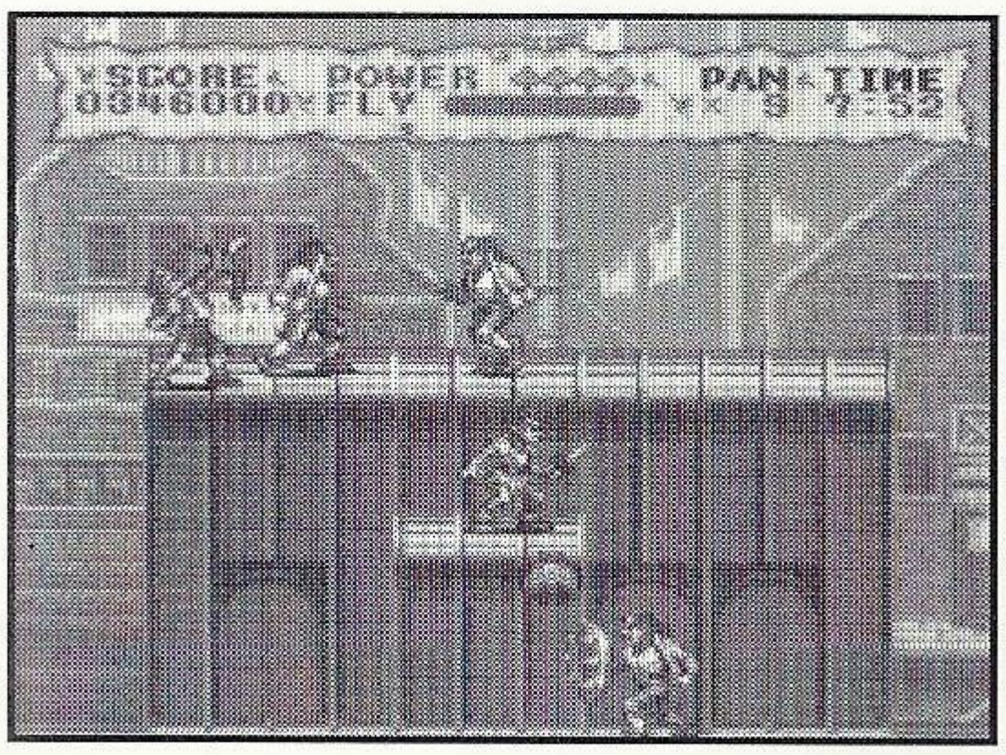


Flying through the trees will be a true test—are you cured of your fear of heights??? The screen will scroll and set a pace you must keep up with. So be sure to fill your Fly Meter with Pixie Dust every chance you get, and look out for Pirates chasing you in their hot air balloons.



NEVERLAND SKELETON ROCK

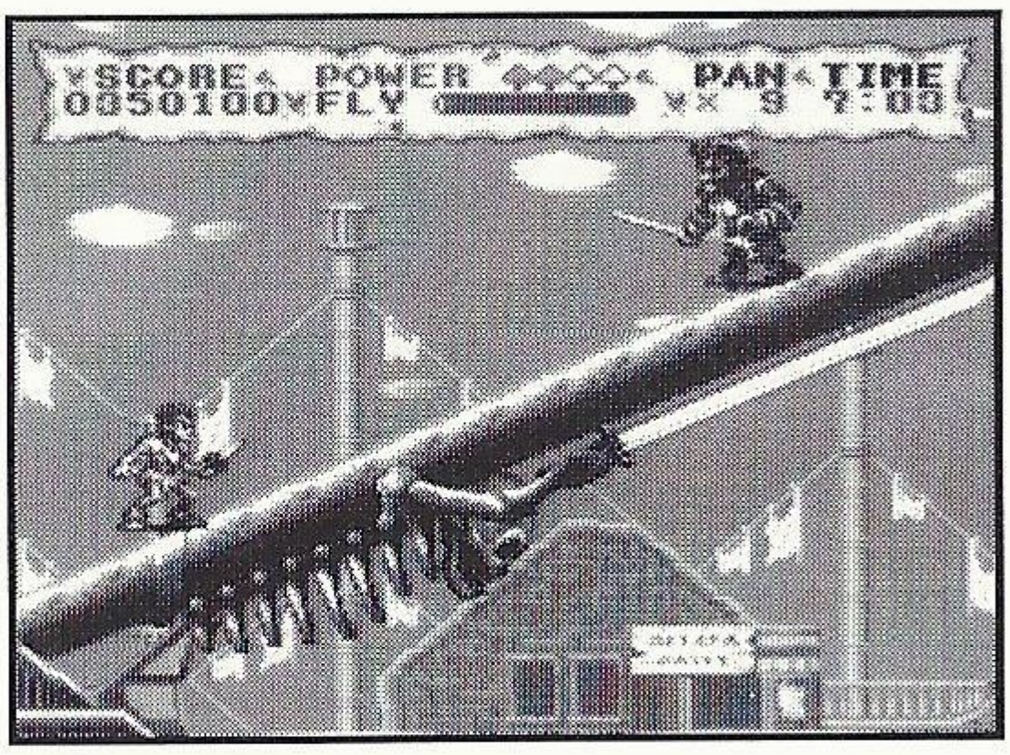
The Skeleton Rock has been haunted for as long as any Lost Boy can remember. You will be followed through the caves by a Will-o-Wisp, one of the fire spirits. The fire spirits are harmless, unless you touch them—then they will take your life. But don' t leave the spirit—if you do, you will lose your sight. And beware of the bones of dead Pirates—they will do anything for a chance to pursue and defeat the great Pan . . . even come back to life!



PIRATE TOWN

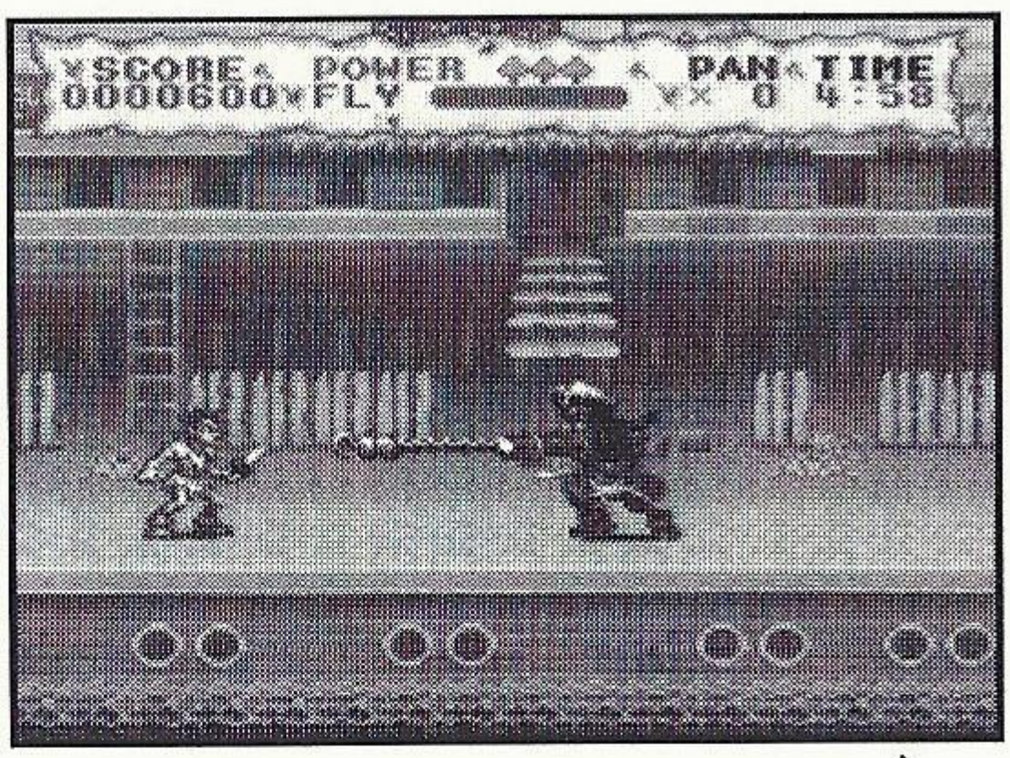
Hook's Pirate Town is a drain that has skimmed the Pirate scum from all the seven seas. To make it through this city Peter must be entirely confident in his abilities.

PIRATE SHIP

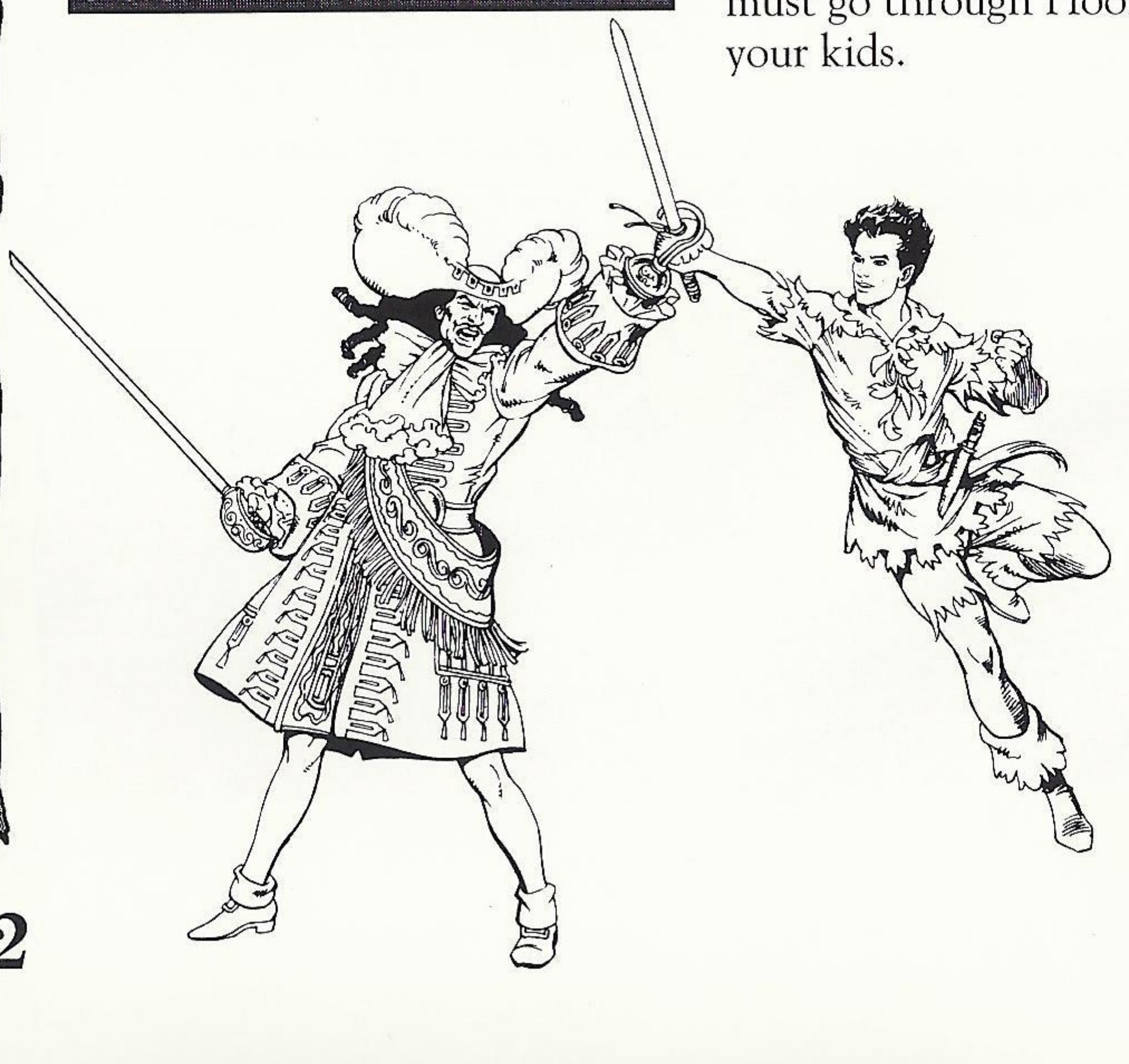


You're getting close to your children! Be prepared to do a lot of dodging, jumping, flying and fighting. It's pure madness on the Pirate Ship. You will face a horde of angry, ugly sea dogs—each wanting to defeat you to win the respect of his mates. And watch out for Pirates carrying hundreds of weapons including long swords, daggers and bombs.

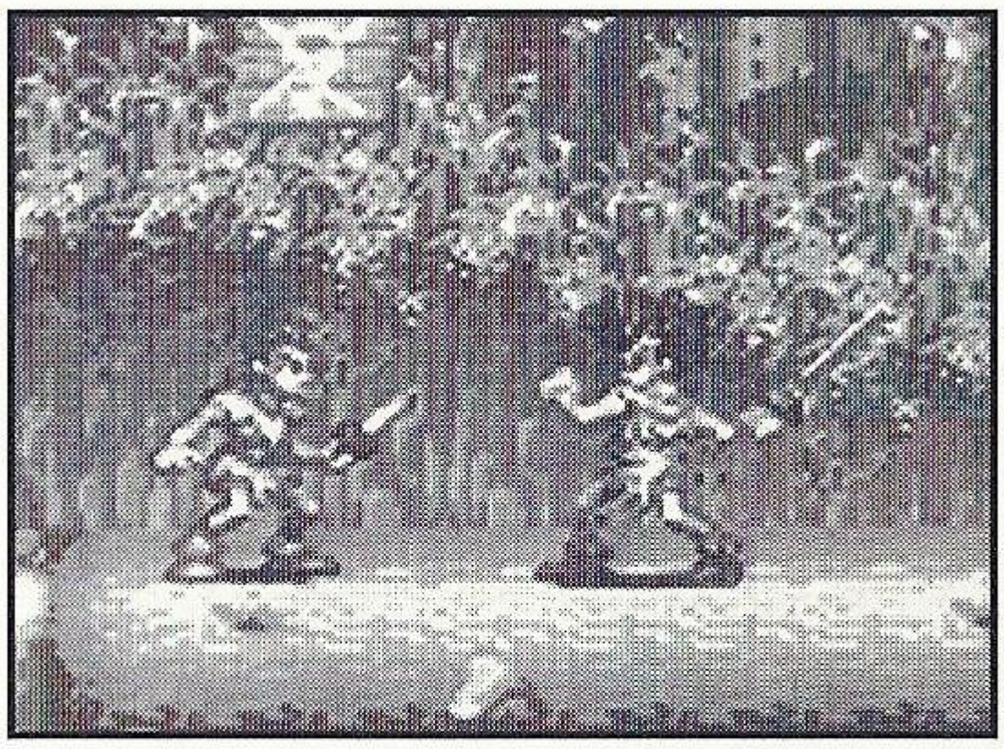
HOOK

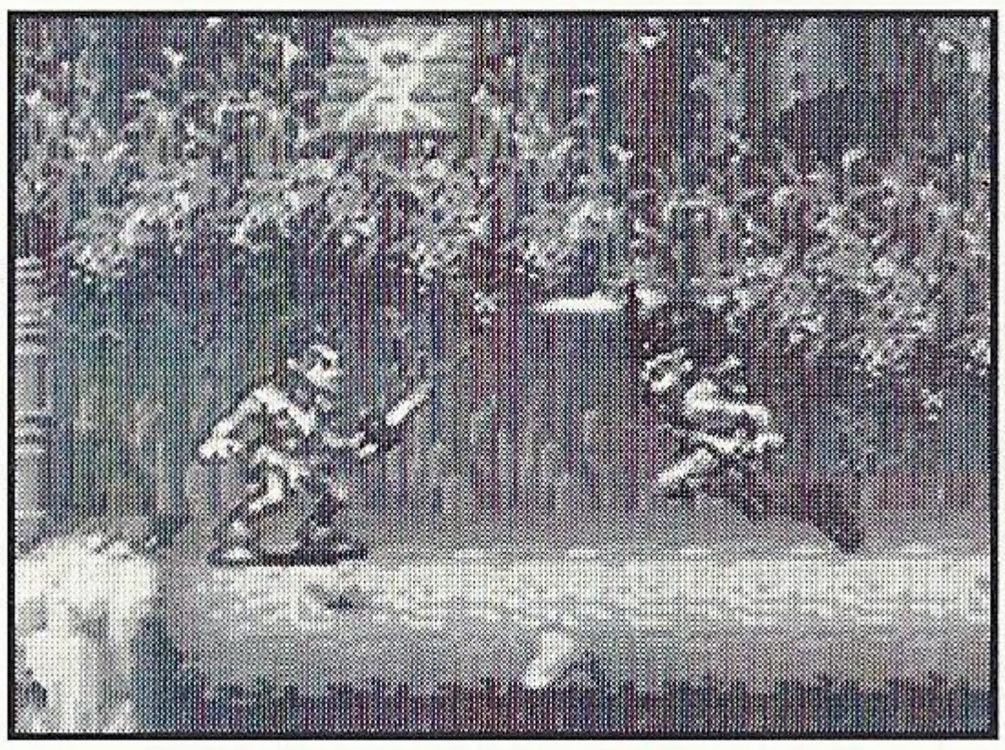


At Last! Now you've cornered Captain Hook—and he's ready for a dirty fight. Be prepared for a few tricks and a lot of fancy sword fighting. Try to avoid his direct attack. Find a way to maneuver out of his path and don't let up. Remember! You must go through Hook to rescue your kids.



Dueling Against Rufio





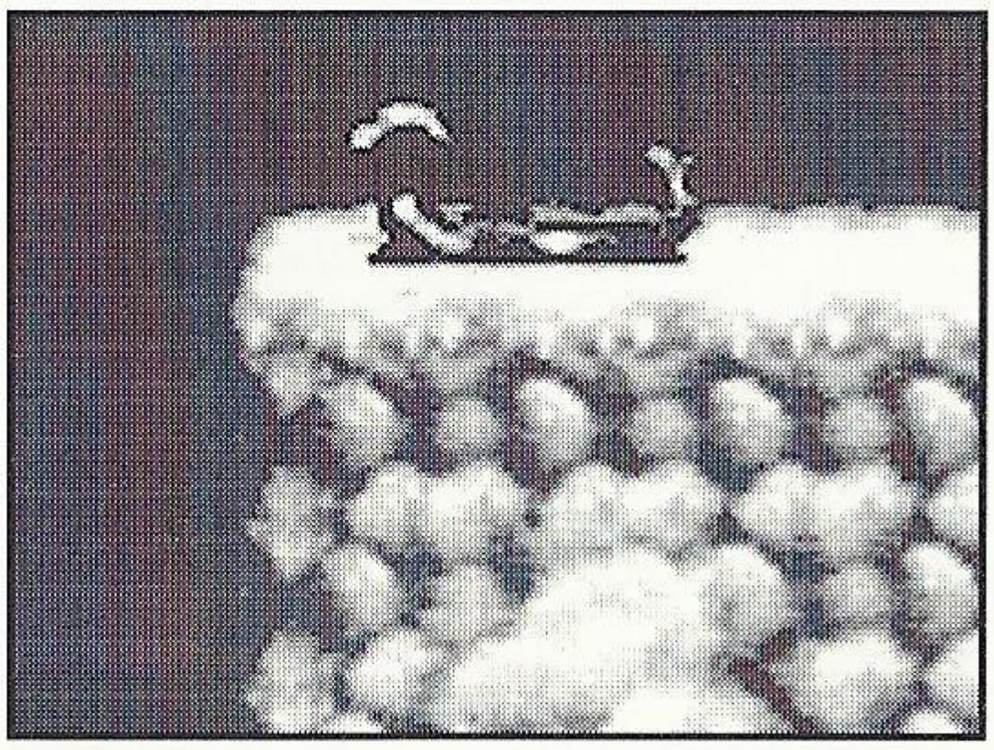


When you left Neverland, Rufio took your place. And now, many years later, you are back. But Rufio is not about to step aside for Peter Banning—unless you can prove that you are the one, the only, Peter Pan. The only way you can take back the Golden Sword—and earn Rufio's loyalty—is to fight him. When Rufio charges, jump over him and immediately turn around to strike him. Do this three times.

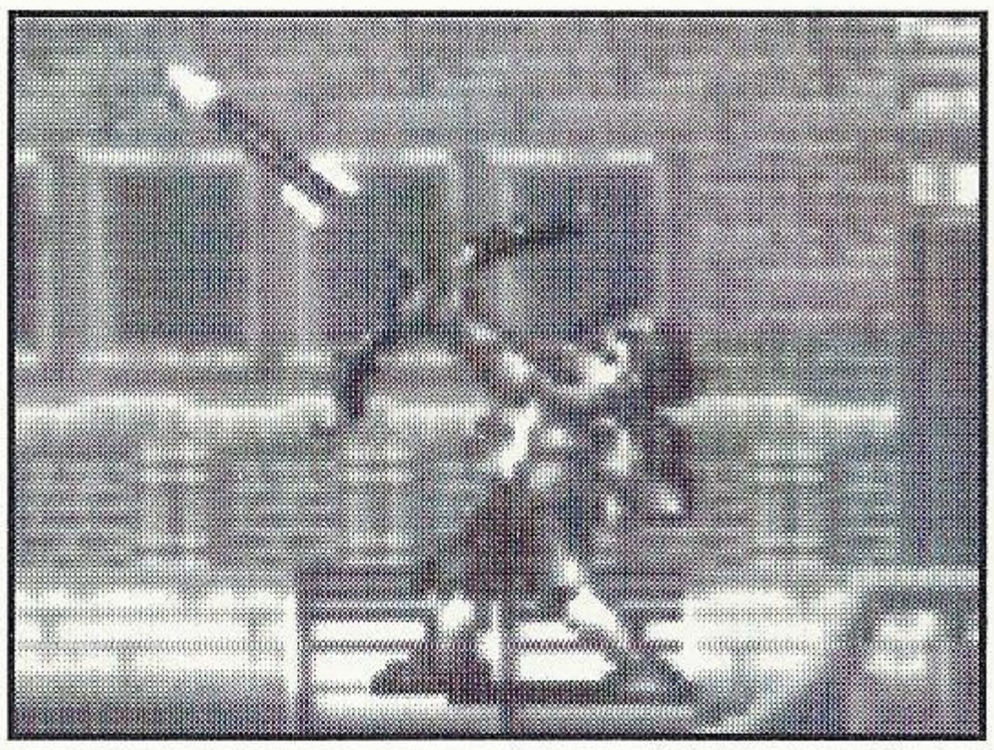
Enemies

Pirates aren't the only ones wanting to destroy you. There's an island chock full of creatures waiting for the opportunity to down the fearless Pan.

SNAKES

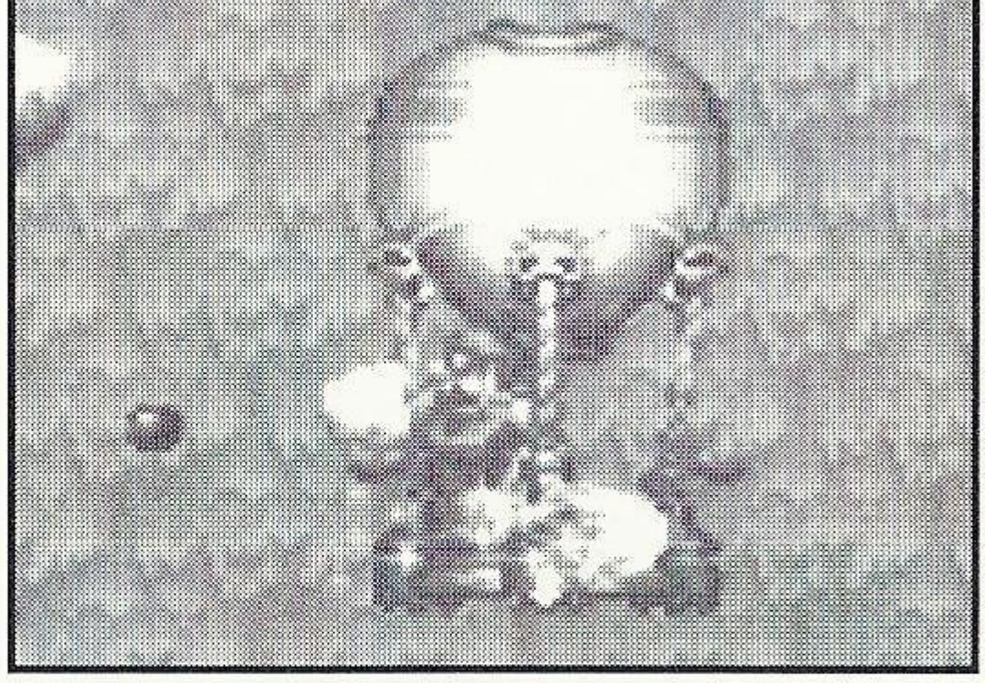


When you were a boy, you used to tie them in knots. And now all the snakes in Neverland are out to get you. Watch out—these snakes are poisonous. When they draw back they're not trying to escape—they're preparing to strike!



ARROW-SHOOTING PIRATES

Although these Pirates wield bows and arrows, they're not very good shots. But they do fire three arrows at once, so dodge or cut the arrows with your sword before they hit you.



BALLOON PIRATES

Stay clear because some of Hook's henchmen attack from hot air balloons. Watch out! They will try to crush you with all kinds of zany weapons—even live powder kegs.

Helpful Reminders

ANOTHER PAN

Look in secret passages. They may lead to an extra life.

JUMP FOR YOUR LIFE

Take big jumps to save your Pixie Dust for when you really need it. Get a running start, then jump.

ON THE STAKE OUT

When you are prowling along the Forest floor, lie and wait for the Pirates. Be patient—hide behind a tree until the Pirate you're after turns his back then make your attack.

POWER UP

You may be the famous Pan, but you are a little older now and a little out of shape. You're going to need to have full leaves and power to beat Hook—so pick up all the leaves you can find.

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