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ULTRAVERSE™ PRIME™



BONUS LIMITED EDITION PRIME COMIC INSIDE!

MALIBU™ COMICS

TEEN

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AGES 13+

OFFICIAL SEGA SEAL OF QUALITY

SONY IMAGESOFT™

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA CD™ SYSTEM.



HANDLING YOUR SEGA CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.

- Do not bend it, crush it, or submerge it in liquids.

- Do not leave it in direct sunlight or near a radiator or other source of heat.

- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.

- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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 previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

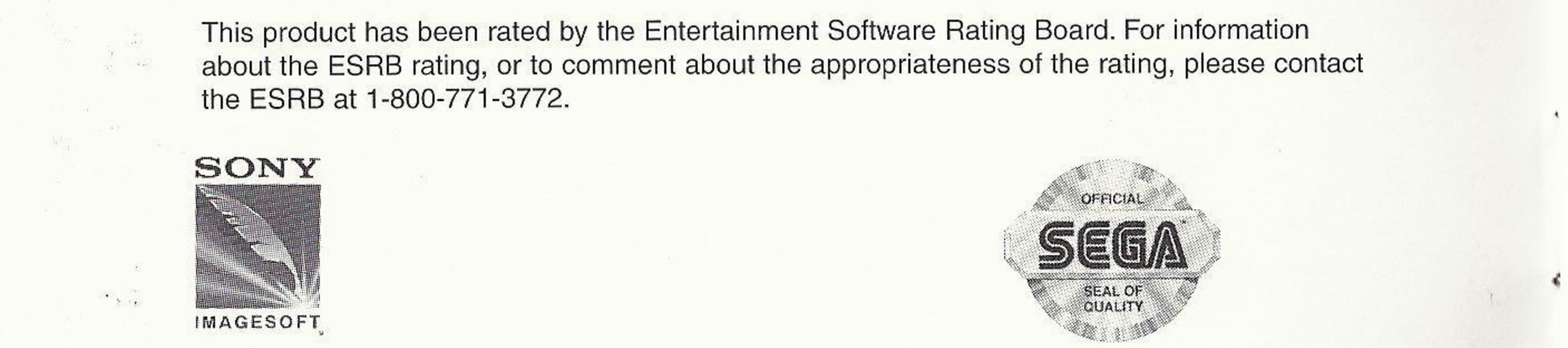
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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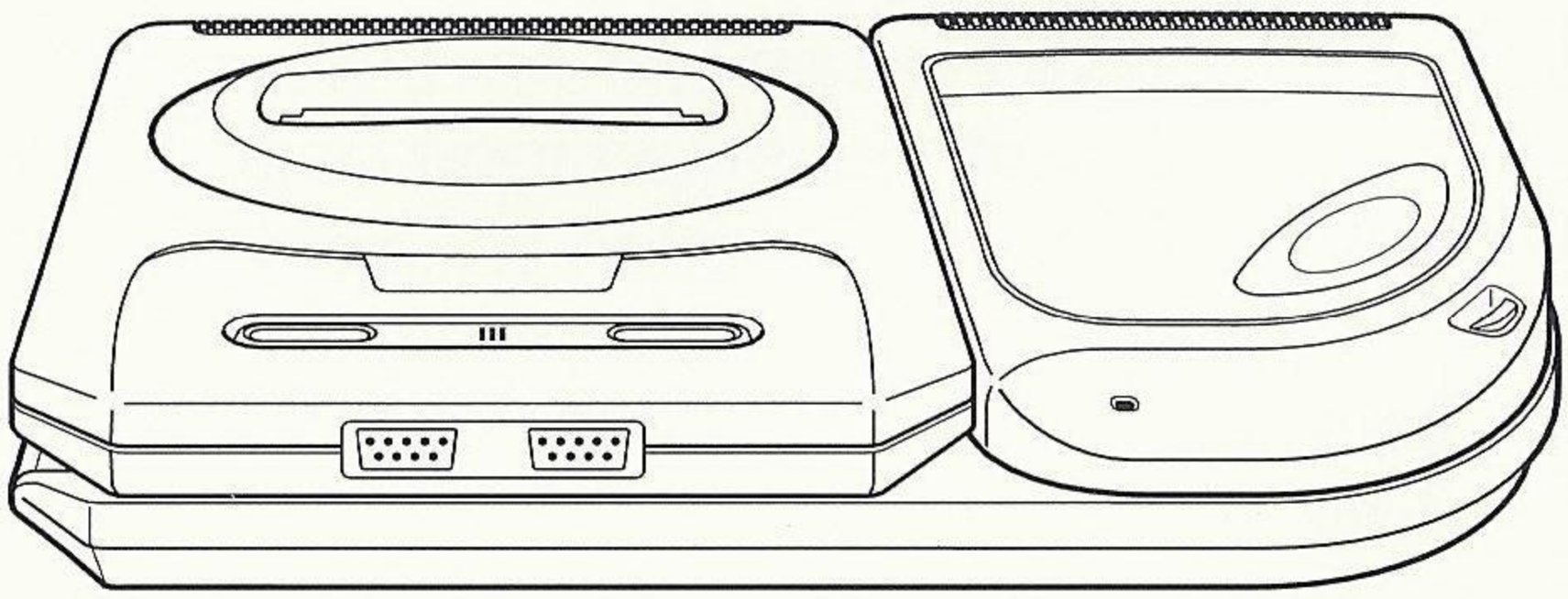
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POWER UP



1. Make sure your Sega CD System is set up correctly.
2. Be sure that Control Pad 1 is properly plugged in.
3. Make sure the power switch is turned OFF. Place the Prime CD into the carriage and press it down firmly. Close the lid.
4. Turn the power switch ON. You should see the "Checking Disk" screen, followed by the Sega Title screen and then the Prime opening screens. If you do not get to the Prime Title screen, turn the power switch off and restart the game.



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

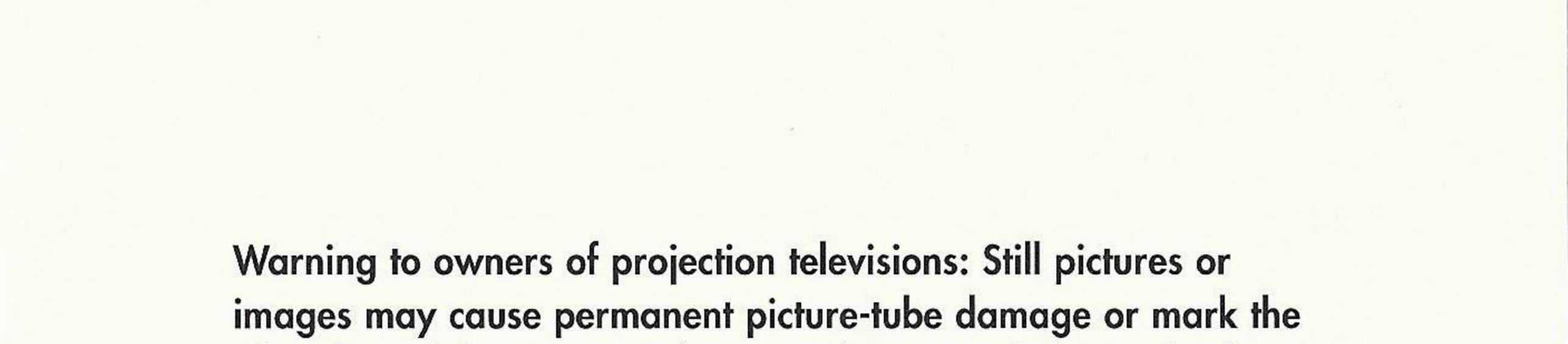




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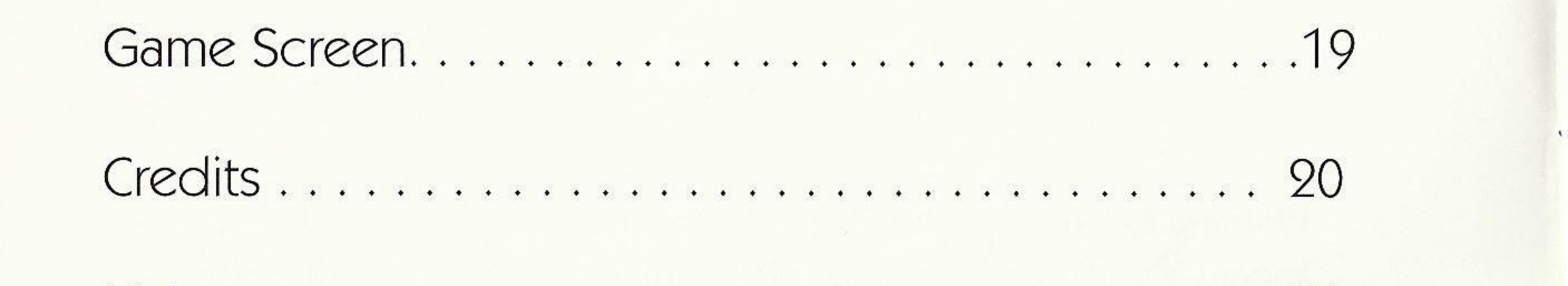
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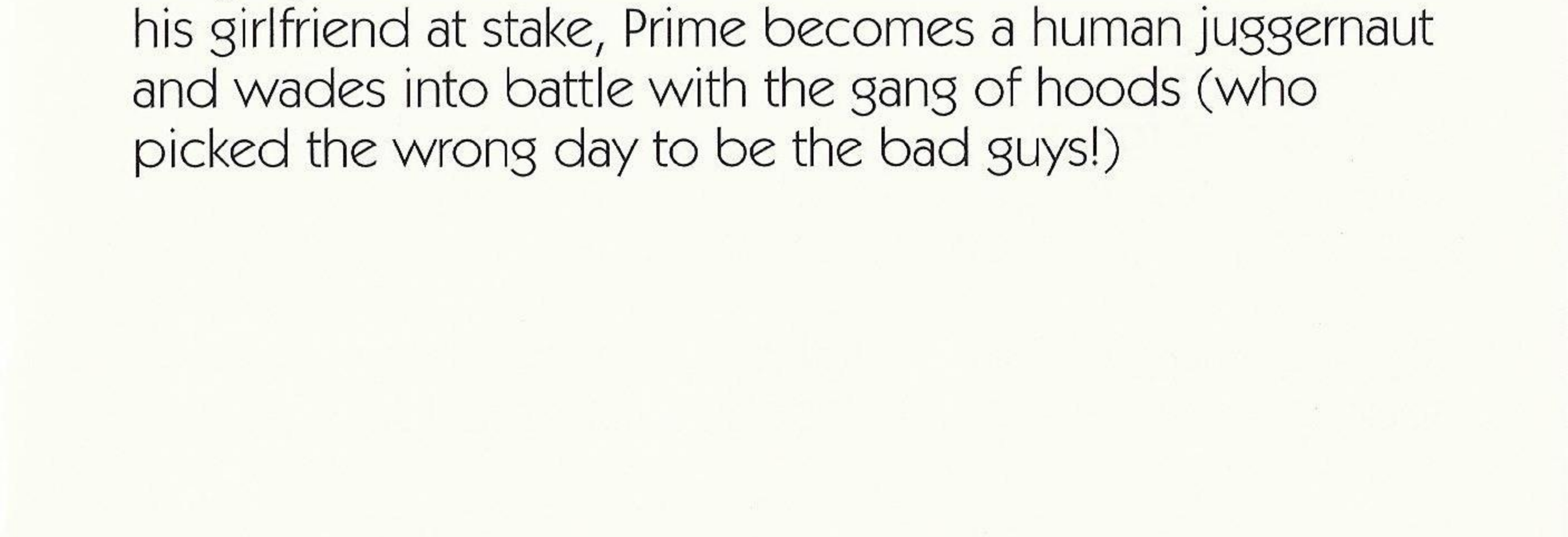
NOT YOUR ORDINARY KID...



Kevin Green has more troubles than your average teenager. A successful product of genetic experimentation, Kevin has access to a source of amazing power locked within his youthful frame. A power he barely understands courses through his system waiting to be unleashed as PRIME!

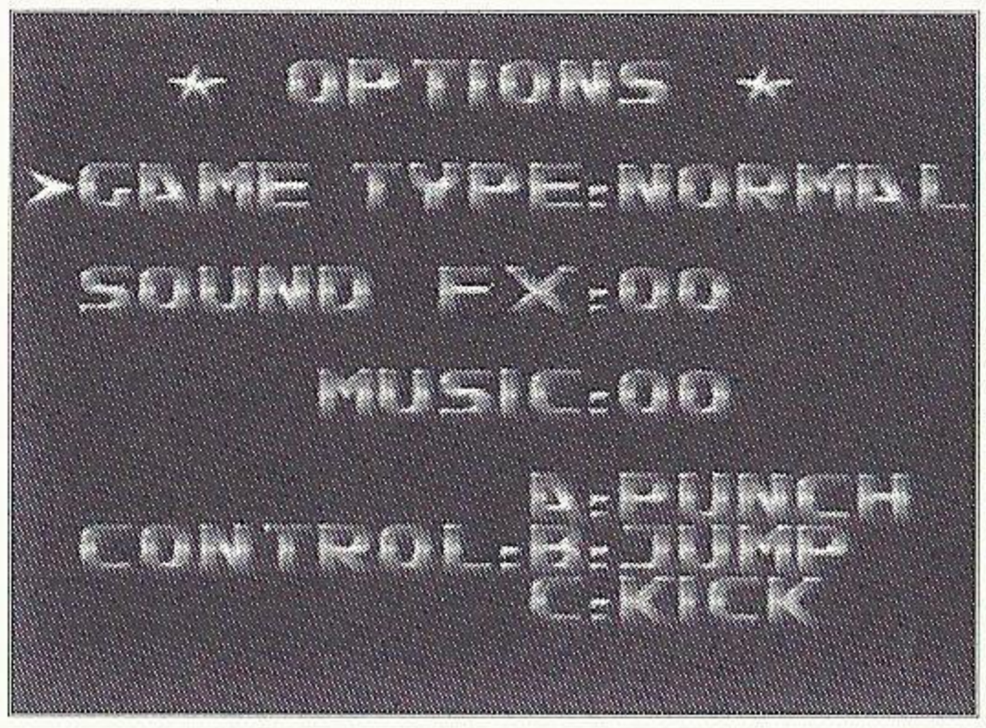
Although his grasp on super-heroics is new, Prime answers the multiple Ultra Human challenges with the fury of a man possessed! (Okay, a teenager possessed...) But hey, what he lacks in fighting skills he more than makes up for in brute strength!

Which is a good thing, seeing as how his girlfriend Kelly has disappeared from her recent trip to the mall. As Prime investigates, he notices a group of powerful thugs hanging around the scene of the crime. With the fate of his girlfriend at stake, Prime becomes a human juggernaut and wades into battle with the gang of hoods (who picked the wrong day to be the bad guys!)





GAME OPTIONS



When you press the Start button at the title screen, you'll go to the Game Options selection screen. Your options are: Game, Comic, and Malibu Video.

GAME - Press The Start button to jump into action! This portion of the game is a knuckle-bruising, pulse-pounding fight that starts in the streets and works its way through the sewers and up into the skies! You're searching for Kelly and there's not a henchman or mutated critter that's going to stop you!

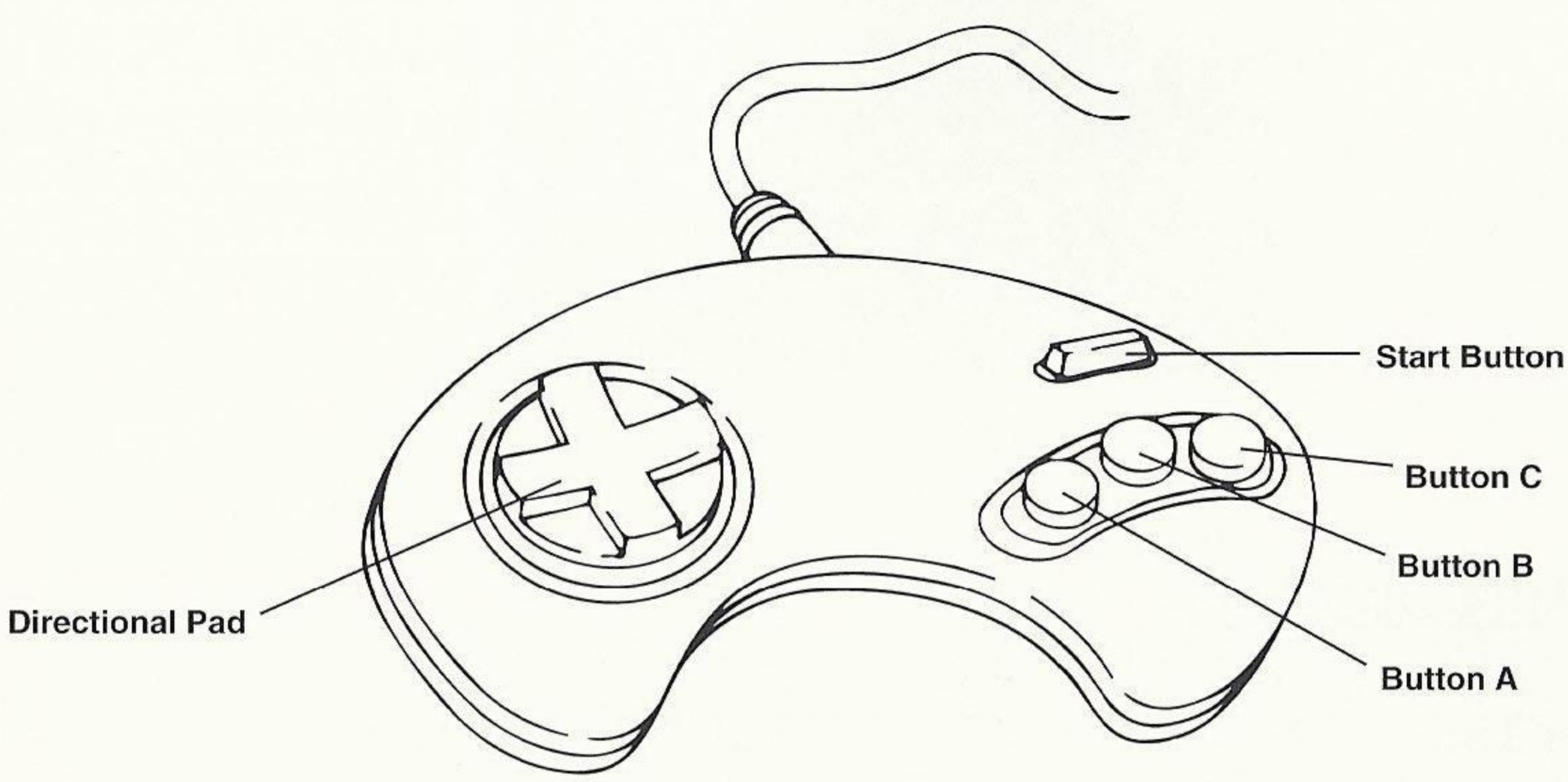
COMIC - Move the cursor to Comic and press Start to view the first issues of the Prime comic book series. Each cover and page has been carefully recreated on the CD ROM format for your viewing pleasure. Read about the early exploits of Kevin and his super hero alter ego in stories that are guaranteed to amaze you!

MALIBU VIDEO - This is a full motion video interview sequence with the comic book's artists, creators, and writers.



TAKE CONTROL!





Throughout the booklet, the buttons on the Genesis Control Pad will be referred to as follows:

Directional Pad (D-Pad)

Start Button

Button C

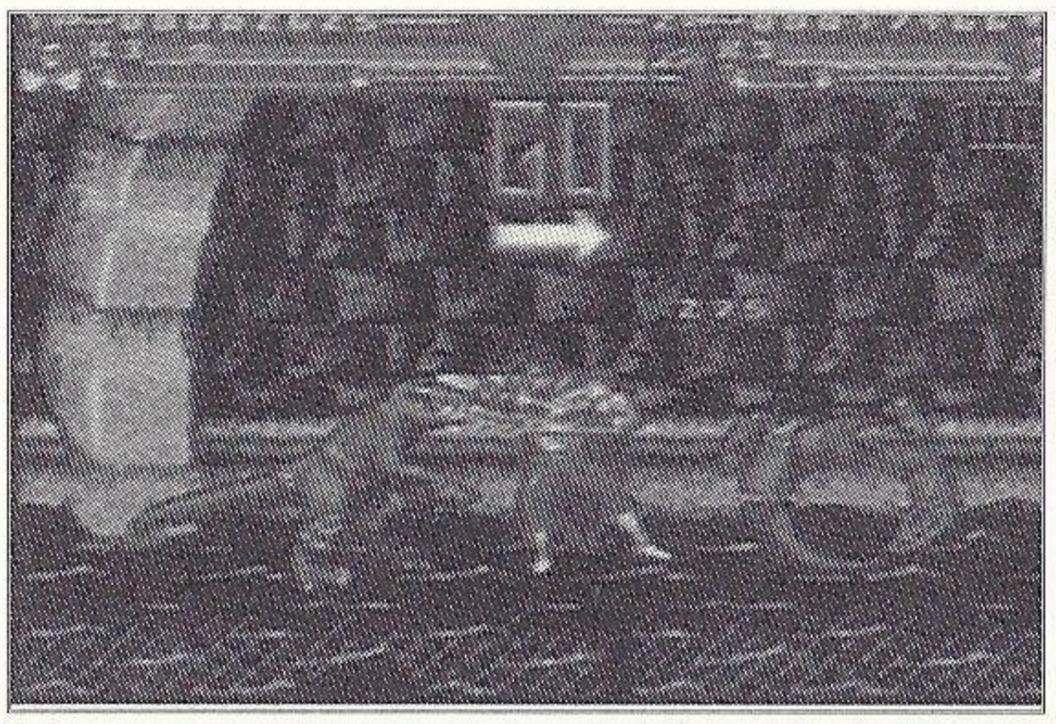
Button B

Button A





GAME MODE CONTROLS



Walking Directions

D-Pad

- Press Left or Right to walk left or right.
- Press Up or Down to walk up or down in the screen.

Button A - Attack button

- Press this button to punch and perform the special attacks (listed below).

Button B - Jump button

- Press to jump. Prime can perform attacks while in the air.

Button C - Kick button

- Press to kick enemies.

NOTE: Alternately, the buttons can be customized in the Change Options screen.

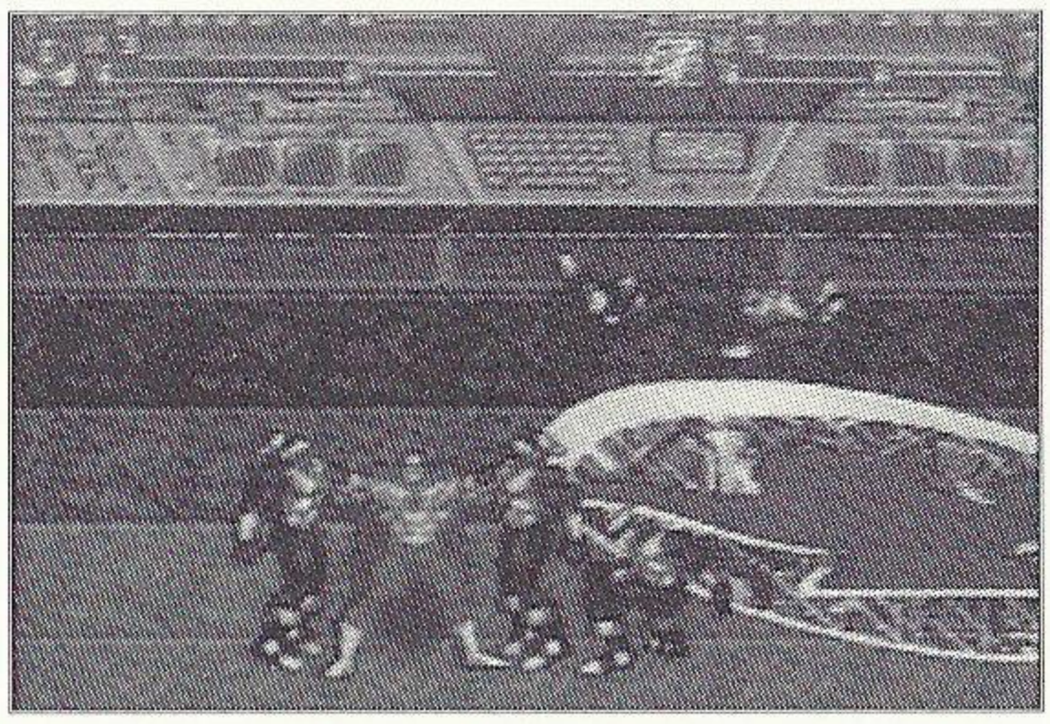
Start Button

- Press to pause the game.



SPECIAL ATTACKS





In the fighting mode, Prime can perform a variety of specialized attacks against the bad guys. Use these special moves to take out the enemies with more style (and raw power!) To do most of these moves, walk towards an enemy while holding Button A and grab an opponent. Then press Button A while holding the D-Pad in a direction to perform a special attack.

GRAB - Prime's grip is so strong that he can literally lift an opponent off the ground and suspend him in his grasp! From this position, Prime has a number of options in dealing with the enemy that he is holding. Note: Don't wait too long to deal with the guy you're holding or he may squirm out of your grasp.

DOUBLE GRAB - Since Prime has two huge meaty paws, he can grab two villains simultaneously. This immobilizes them and sets them up for (see below).



SPECIAL ATTACKS

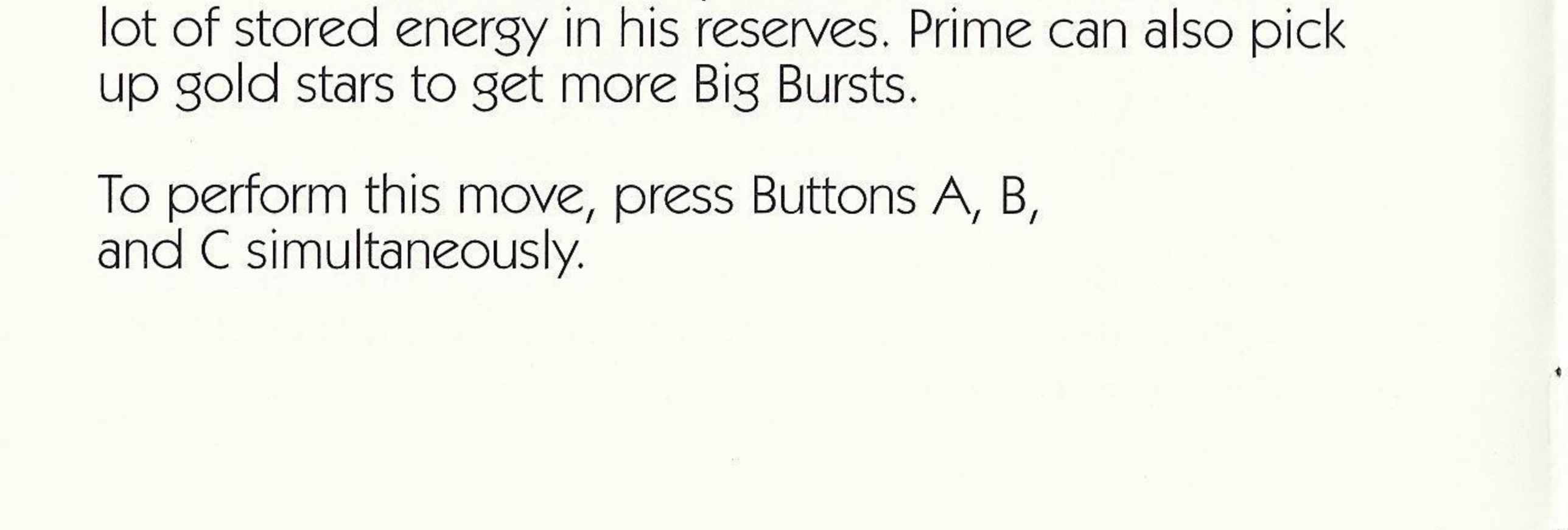
HEAD BASH - Whilst in the grip of your Double Grab, the bad guys are prone to a head bash. Press the attack button when you are doing the Double Grab to quickly introduce the faces of the enemies to each other.

MIGHTY THROW - Spin a bad guy in the air and toss him away from you for a thunderous shock to his system! This is a challenging move to execute repeatedly.

PILE DRIVER - A quick grab, a spin, and Prime slams the enemy into the pavement head first. This move does major damage to the opponents!

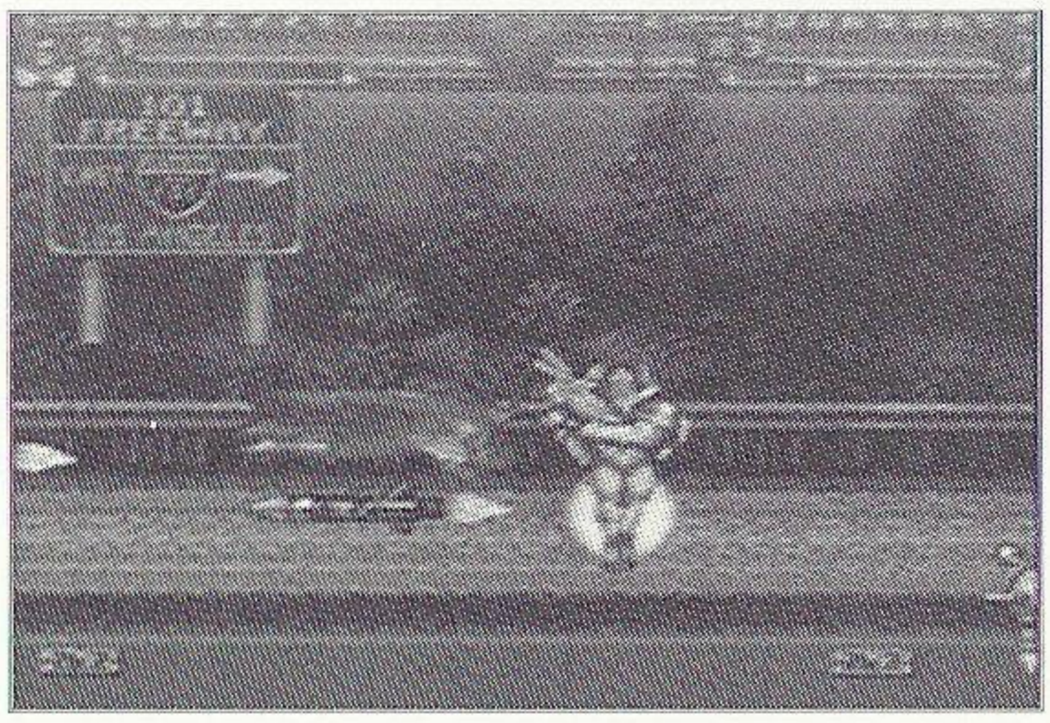
BIG BURST - The ambient energy within Prime can be used as an explosive weapon itself! Prime elevates himself above the enemies, concentrates on harnessing this energy, then erupts into a powerful blast that stuns not only every enemy on screen, but unfortunately, himself as well. This move can only be done when Prime has a lot of stored energy in his reserves. Prime can also pick up gold stars to get more Big Bursts.

To perform this move, press Buttons A, B, and C simultaneously.



FLYING DIRECTIONS





Prime takes to the skies in a couple of levels for high-flying action! Although the controls are similar, there is a slight difference in handling his movements while he is airborne.

D-Pad

- Press Left or Right to fly forward into the scene or to back up.
- Press Up or Down to fly up or down in the screen.

Button A - Attack button

- Press this button to punch.

Button B - Not used.

Button C - Kick button

- Press to kick flying objects.

Start Button

- Press to pause the game.



COMIC BOOK CONTROLS



Prime's greatest exploits in comic book form have been captured on this CD for your reading pleasure. From his origin to his work with Mantra, these comics have plenty of action and adventure for you!

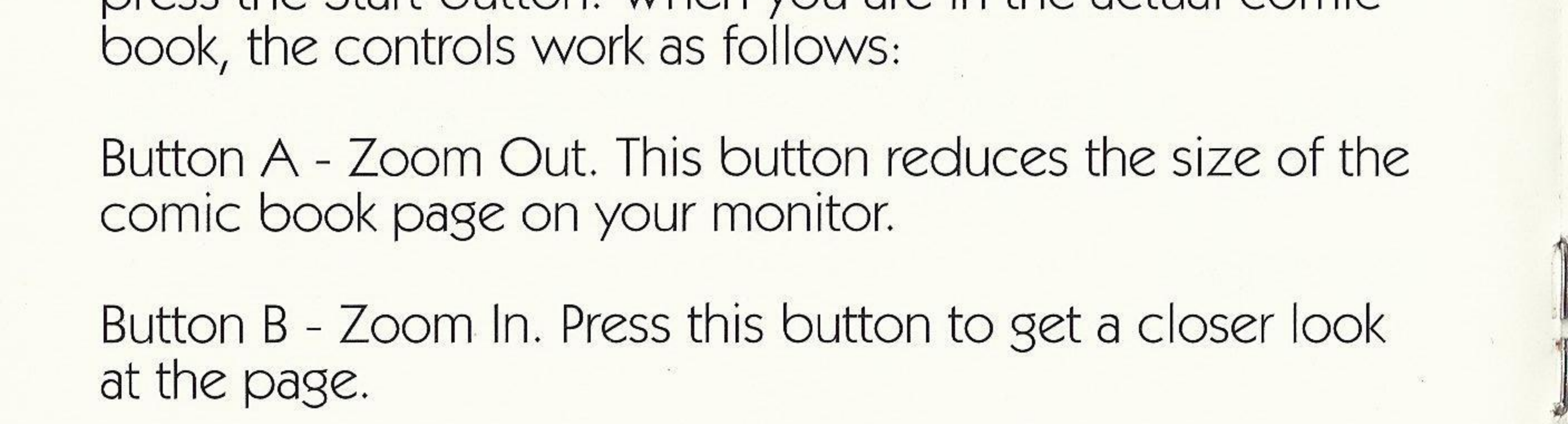
Select COMIC in the Game Options screen and press the Start button. You'll see a selection of comic book covers. The premiere issue of PRIME is highlighted. You can press the Start button to begin reading issue #1 or use the D-Pad to move the highlight to any other comic you want to read.

Once you have selected the comic you want to read, press the Start button. When you are in the actual comic book, the controls work as follows:

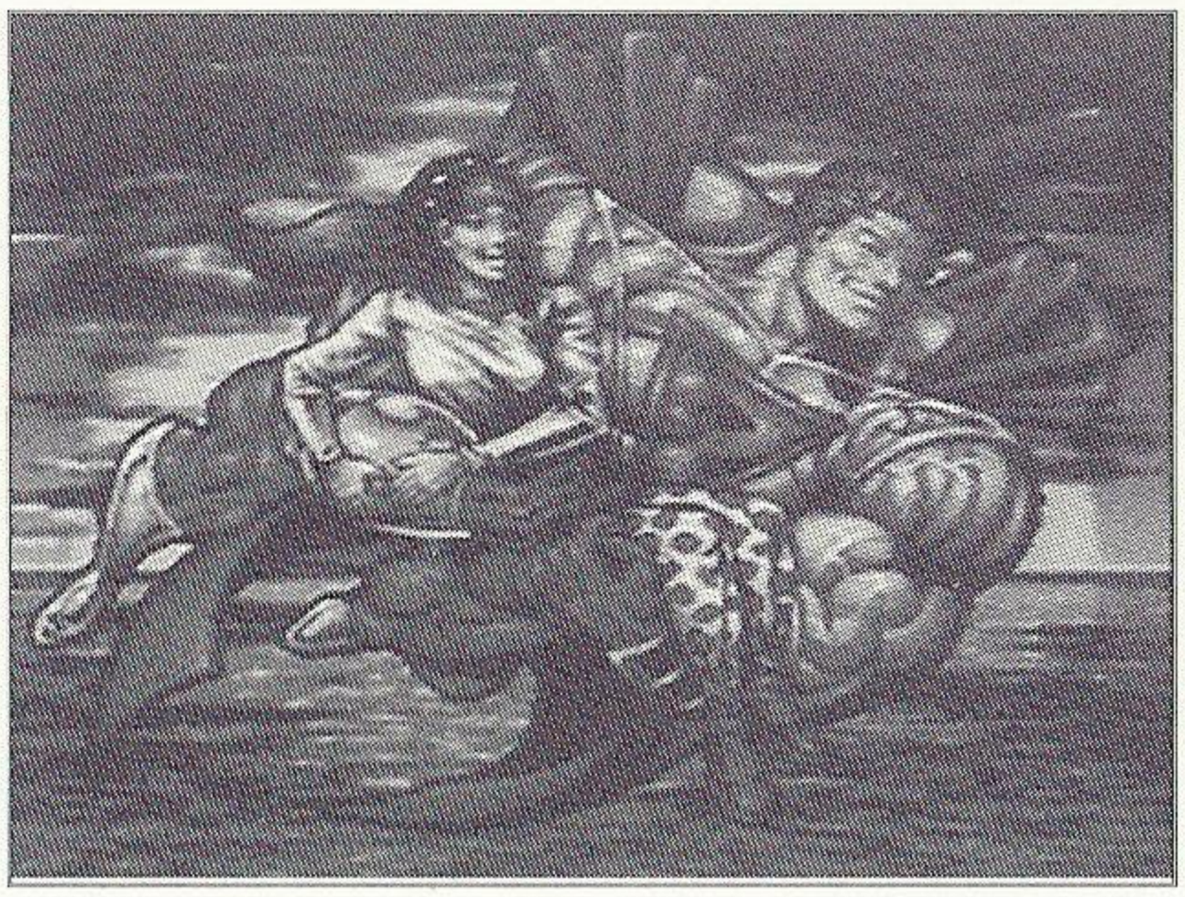
Button A - Zoom Out. This button reduces the size of the comic book page on your monitor.

Button B - Zoom In. Press this button to get a closer look at the page.

Button C - Advance To Next Page.



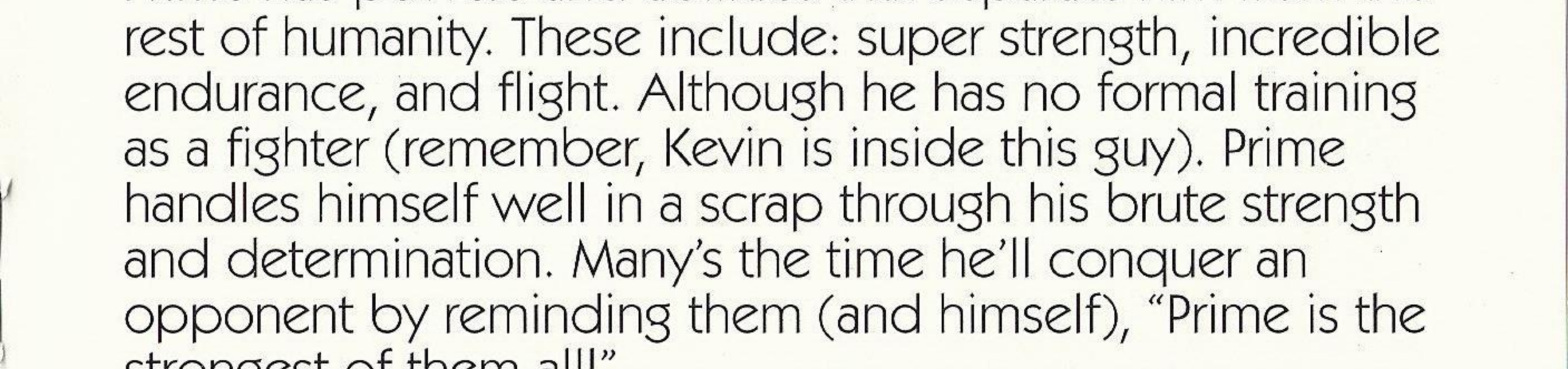
THE GOOD GUYS



PRIME - Before he was born, Kevin Green's parents worked with an organization (funded by the U.S. military), in an effort to increase their chances of fertility. After several operations, Kevin's mother became pregnant, and nine months later delivered a healthy baby boy.

Fast forward to fifteen years later (present day), and we have the Green family living normal, ordinary lives. Until, that is, the long-term effects from the experiments that affected Kevin's birth surfaced. A powerful metamorphosis transforms the average, slightly built Kevin Green into the super hero - PRIME!

Perhaps the strongest Ultra Human of the modern age. Prime has powers and abilities that separate him from the rest of humanity. These include: super strength, incredible endurance, and flight. Although he has no formal training as a fighter (remember, Kevin is inside this guy). Prime handles himself well in a scrap through his brute strength and determination. Many's the time he'll conquer an opponent by reminding them (and himself), "Prime is the strongest of them all!"





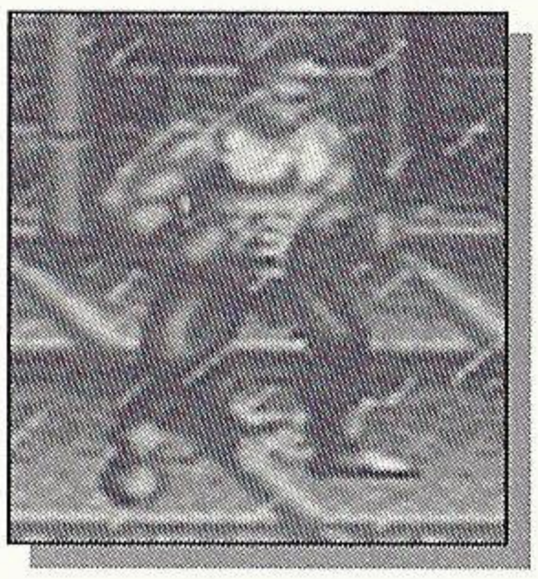
THE GOOD GUYS

Kelly Cantrell - Kelly Cantrell is the thirteen-year-old classmate of Kevin Green/Prime and the cutest girl in the eighth grade. Kevin has a crush on Kelly, but she tends to keep him at arm's length because of the perception her friends have that Kevin's a geek. However, Prime's another story, she thinks he's the greatest! She's thrilled to be flown into the air by this hero, awestruck as he battles crime for her benefit.

However, she tends to feel a little uncomfortable around Prime because he has referred to her as his "girlfriend." When he brings her home in the evenings and says nervously that he wants to see her again . . . she feels strange. She tells a friend, "I think Prime . . . likes me." "You mean, he *likes* you?" "I think." "But isn't he, like, thirty years old, or something?" "He looks it." "Weird." "Yeah, real weird." As time passes, she slowly begins to suspect Prime is Kevin Green, It's a secret she may soon find the answer to.

PRIME'S ENEMIES

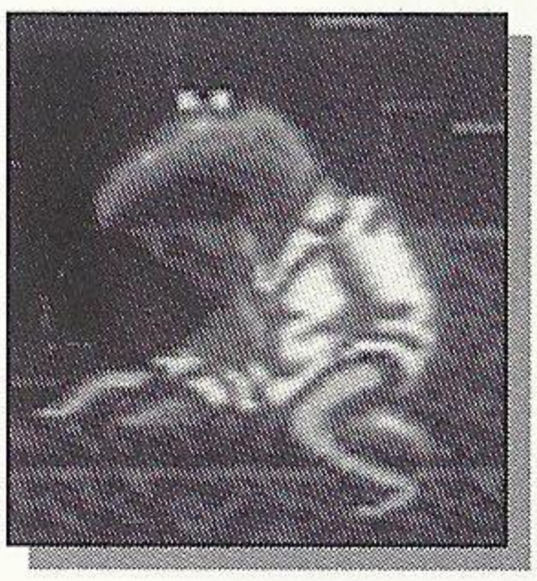




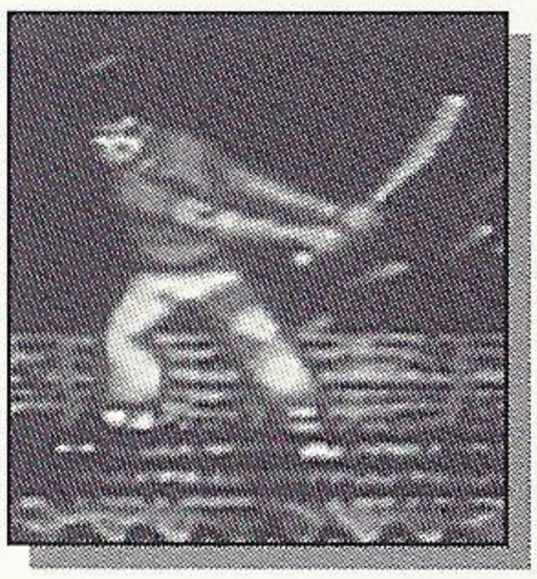
Henchmen
Typical Village idiots; meatheads



Bombhead
Liable to blow his top at any time



Shoggy
Not to be underestimated. Make sure to put his snout out of commission.



Funky
"I'll crack you over the head with my stick if you don't stay off of my turf, Prime!

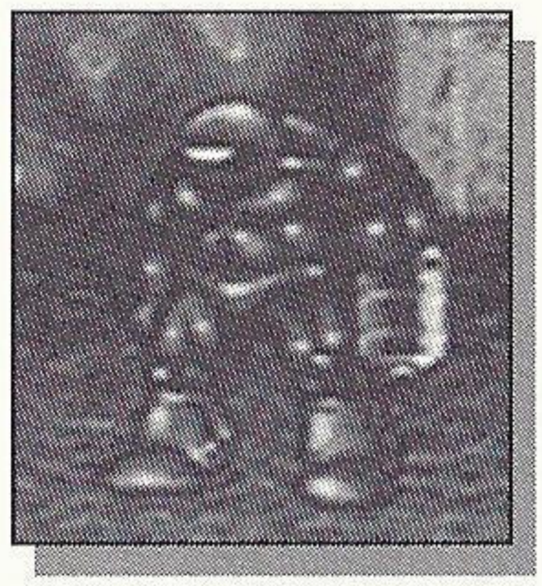




PRIME'S ENEMIES



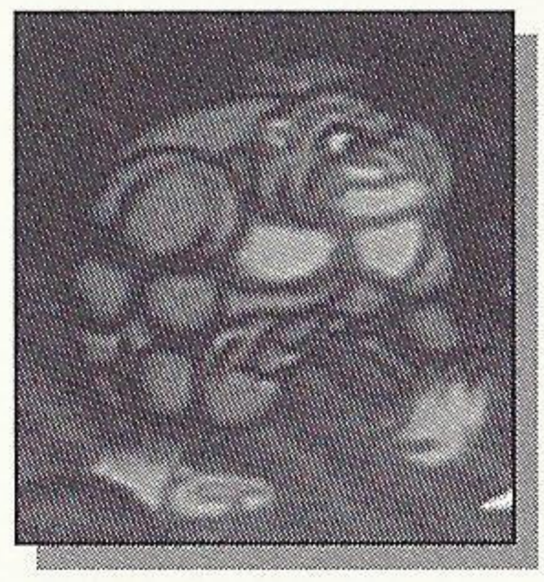
Malvolio
Desperate bosses fighting to keep Prime's nose out of illegal operations.



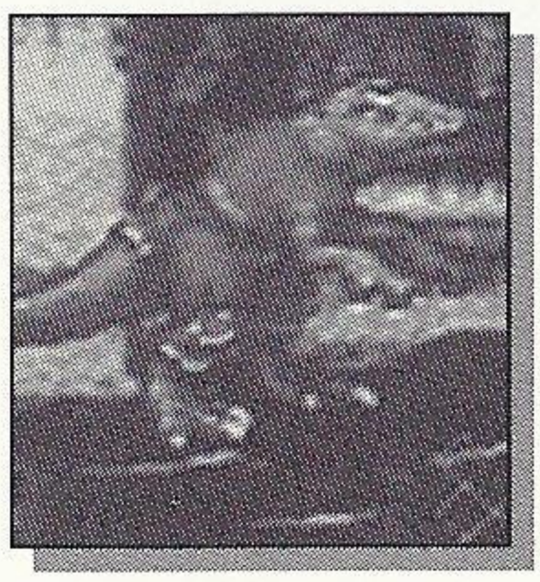
Keel
Slow, not too bright, but packs one heck of a wallop.



Blot
Not your typical, run of the mill, ink blot.



Kong
Cute, cuddly? Yeah right! This big Ape has a "crush" on Prime!

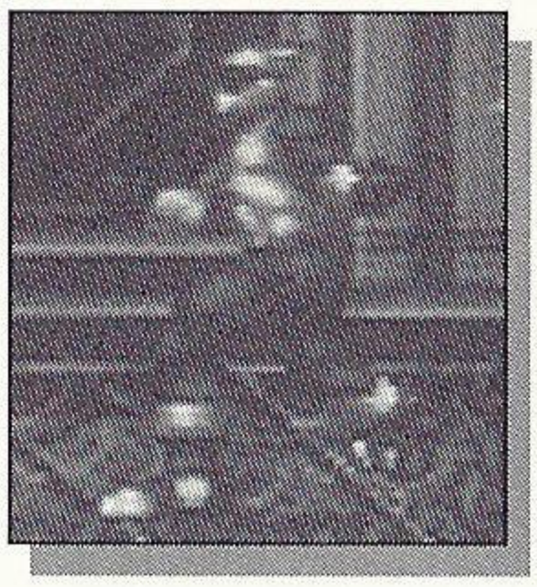


Gator
"Run across me, Prime, and I will send you for a serious trip with one whip of my tail!"



Chud
A venomous victim of toxic waste that is anxious to avenge itself.

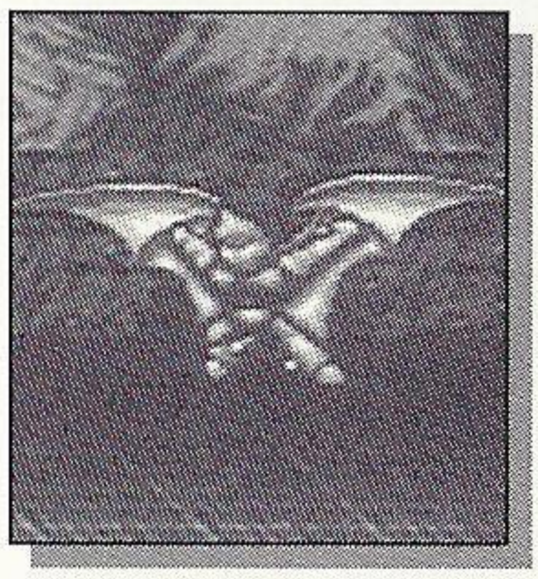




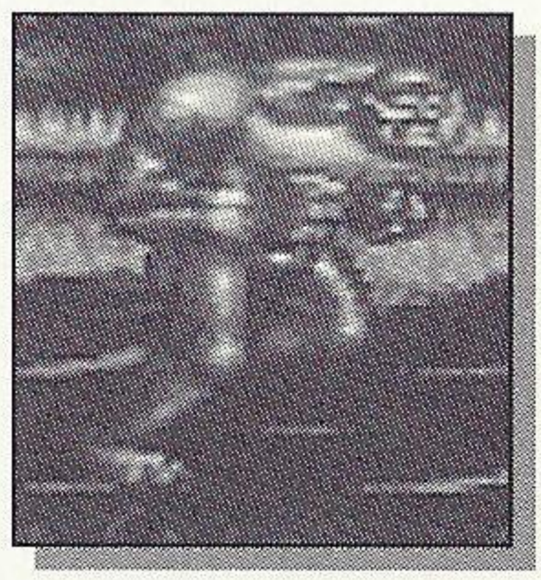
Remo
High tech businessmen who think that they can take on the likes of Prime.
Think again!



Organizm 8
The prototype for Prime. I guess you could call him Prime's big brother.



Batwing
Cross a bat, a human, and a light bulb and you get batwing.



Lizard man
More dark, swift, lurkers of the underground.



Prototype
Super guardian of the Ultratech Corporation.

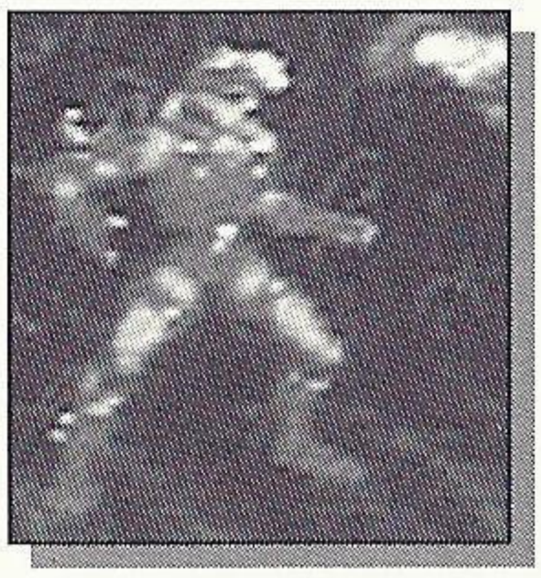


Wrath
Bounty hunter for hire sent out to stop Prime.

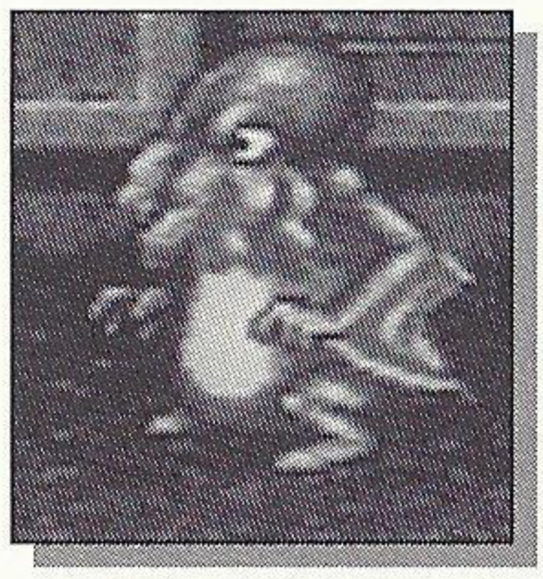




PRIME'S ENEMIES



Amazon
She's strong and agile. Don't turn your back on her.



Groggy
Slow and seemingly harmless, but mind his stinging tentacles.



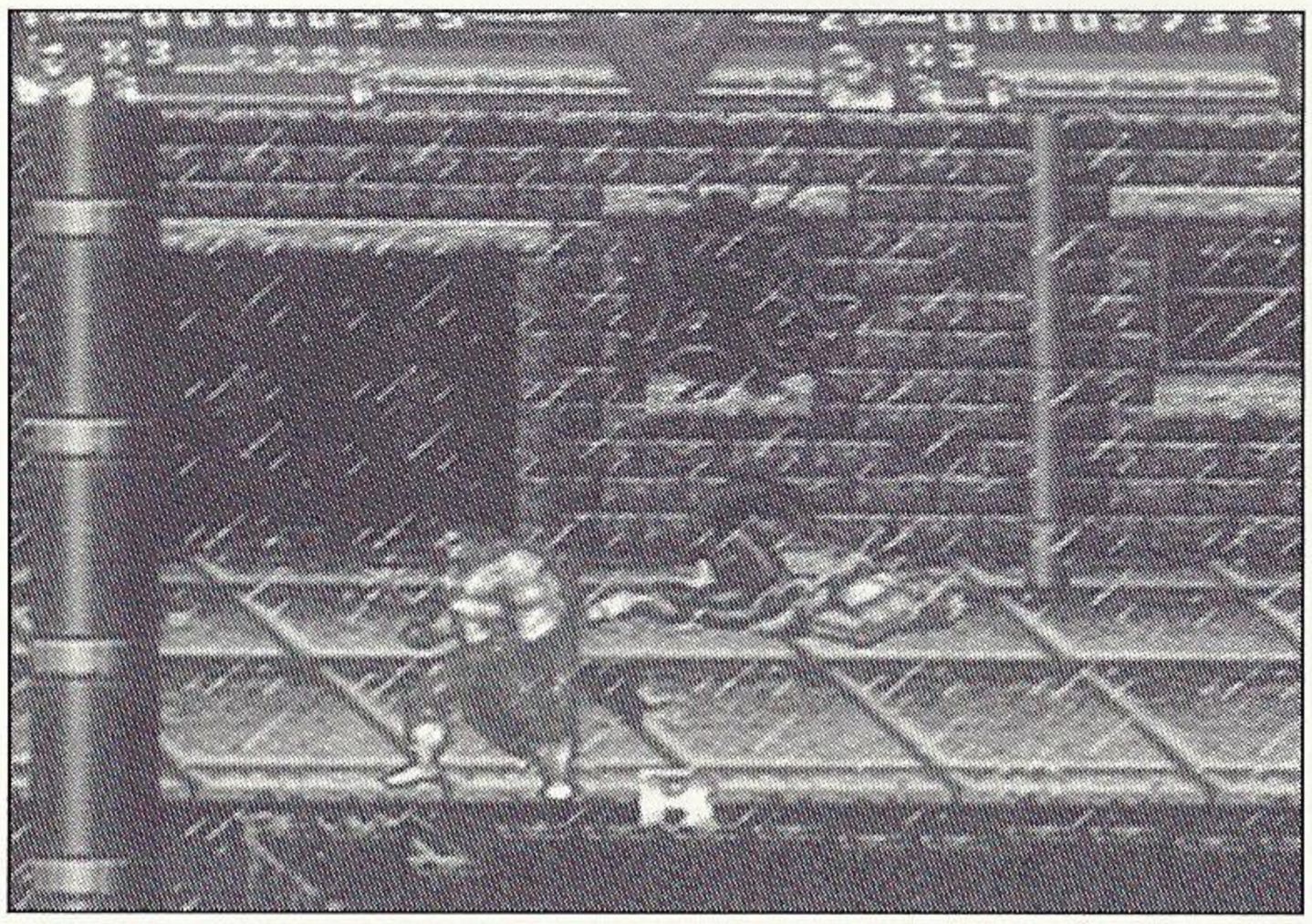
Boots
Spend too long standing around and this guy will come out to forcefully escort you to the next area.



Fly
Leads the airborne assault against Prime with his photon shotgun.

POWER UP COLLECTIBLES





During the course of his battles (in the Game Mode). Prime will uncover items that will provide him with added strength and vitality. These items must be obtained before they disappear or he loses them.

Stars	Primal Rage power
Little Hearts	A little extra energy
Big Hearts	A lot of extra energy
Letters	Collect letters to spell 'EXTRA BONUS' and earn an extra life



GAME SCREEN



The status bar at the top of the screen in the Game Mode has vital information relating to Prime. Listed below are the sections of the status bar:

Top Row: The score is represented by the number at the top-left section of the screen.

Prime: The number near the likeness of Prime is the number of lives he has left.

Power Bar: Indicates the life-force remaining in Prime's body. If it goes to zero, his form dematerializes and he loses a life.

Enemy: For each enemy, a power bar is displayed on the right side of the screen to show its remaining life force. When the bar drops to nothing, Prime has beaten the enemy.



CREDITS

SONY IMAGESOFT

EXECUTIVE PRODUCER
RICH ROBINSON

PRODUCER
NATHAN ROSE

ASSISTANT PRODUCERS
MARK SMITH
CJ CONNOY

TESTERS
JOSE CRUZ
ANDRE LEIGHTON
BRUCE COCHRANE
TOBIN RUSSELL
SETH LUISI
ANDREW STEIN
KURT SCHWENGEL
JODY KELSEY
CJ CONNOY

MALIBU INTERACTIVE

PROGRAMMING
ALLAN SHORTT

BACKGROUND ART
SIMON BUTLER
ROBERT HEMPHILL
TERRY LLOYD

ANIMATIONS
JON EGGELTON
NEAL SUTTON
SIMON BUTLER

TITLE ART
JON EGGELTON
BILL HARBISON

MUSIC SFX
TIM FOLLIN
GEOFF FOLLIN

COMIC PROGRAMMING
DIVID PRIDMORE

COMIC CONVERSION
HELEN JONES

VIDEO PROCESSING
TOM HIGGINS

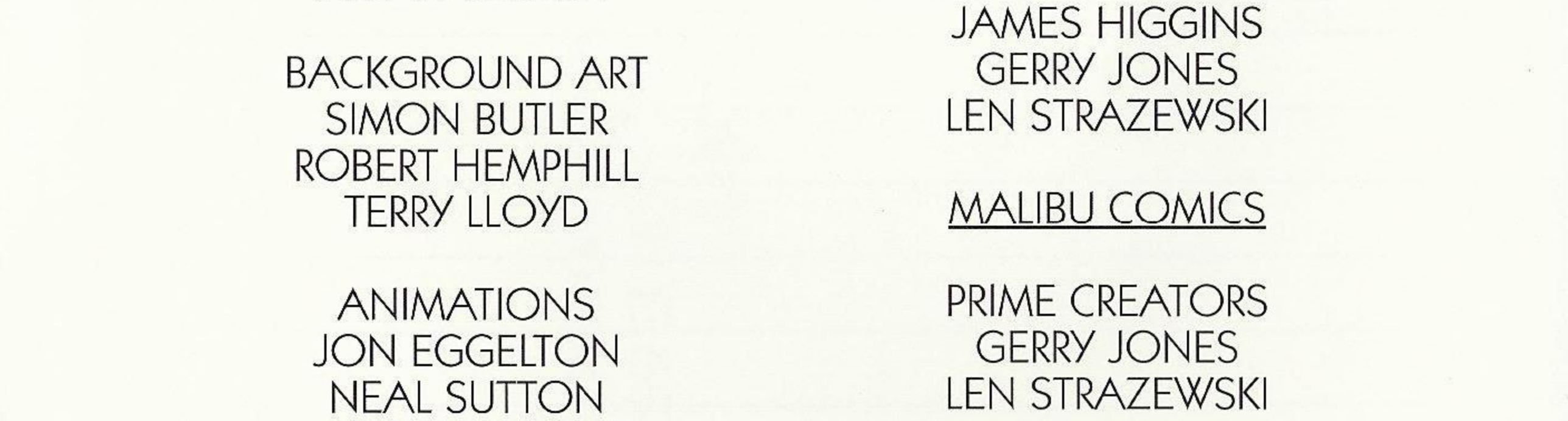
TESTING QA
TONY MCCOLGAN
MICK THOMPSON

MANAGEMENT
IAN MCGEE
STEVE WAHID

BASED ON A DESIGN BY
JAMES HIGGINS
GERRY JONES
LEN STRAZEWSKI

MALIBU COMICS

PRIME CREATORS
GERRY JONES
LEN STRAZEWSKI





NOTES

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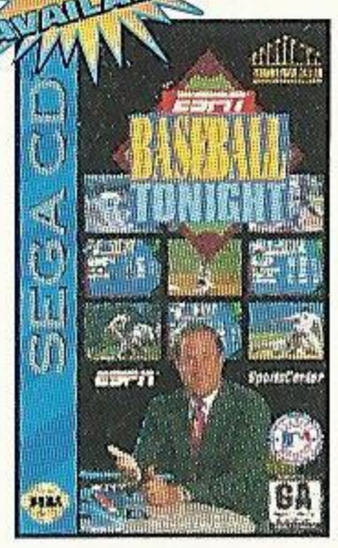
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Customer Service (310) 449-2393

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Look for these other great ESPN titles for the Sega CD

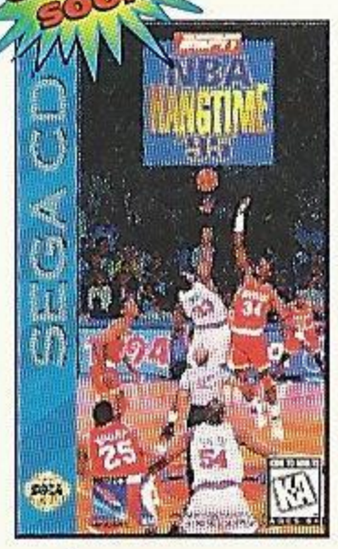
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- Choose from all 28 Major League teams and stadiums
- Over 10 minutes of video highlights
- Full season league competition, plus American and National League LCS and World Series



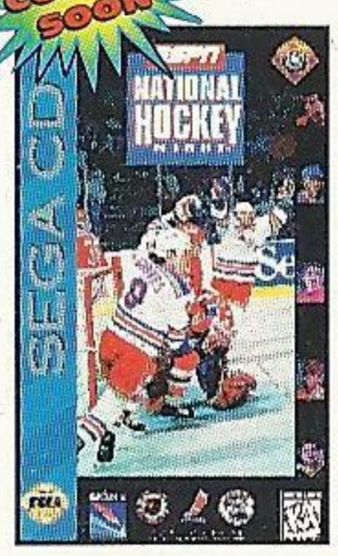
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- Choose from 81 of the hottest players in the NBA from all 27 teams
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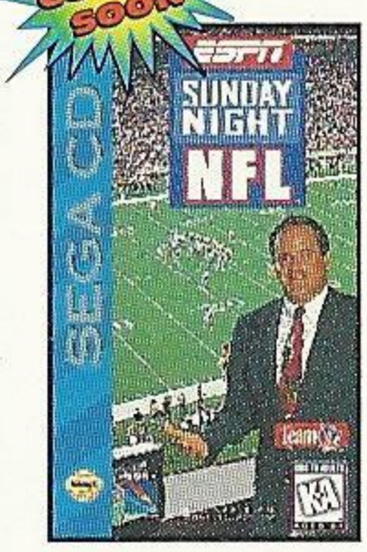
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- All the real players in the NHL® with their up-to-date stats
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- Unique NHL® Skills Challenge including fastest man and shoot-out competition
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COMING SOON



- Compete with all 28 NFL teams in League Play, Playoffs and Super Bowl
- First time ever full field perspective from one end zone to the other
- Extensive play-by-play commentary and video highlights from ESPN's Chris Berman and Mike Patrick



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