

Astérix®

AND THE GREAT RESCUE

SEGA

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Starting Up

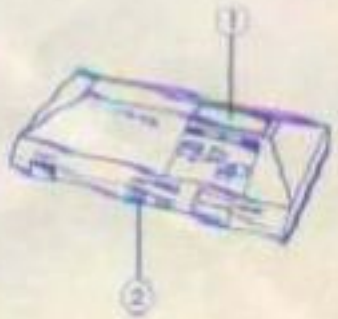
1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the power switch is turned OFF when inserting or removing your Cartridge.

Note: This game is for one player only.

1. Master Cartridge
2. Control Pad 1





Of All the Gauls!

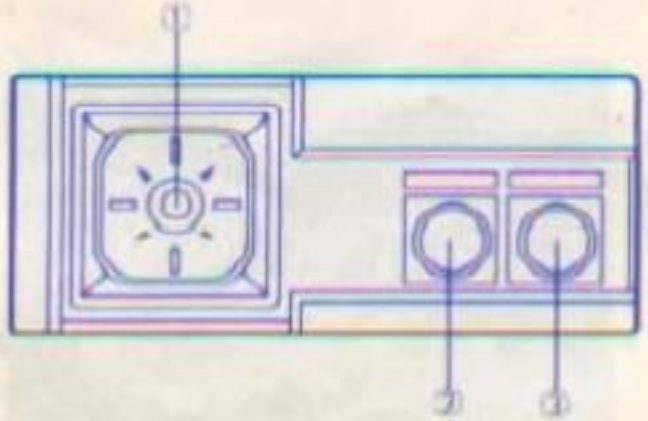
Getafix the Druid and Obelix's pet dog Dogmatix have been captured by the Romans. But never fear, Asterix and Obelix are in hot pursuit.

Choose to be either hero in this gruelling rescue mission. Battle against legions of Roman soldiers in a village of gauls, a Roman galley on the high seas and finally on to Rome itself.

Take Control!

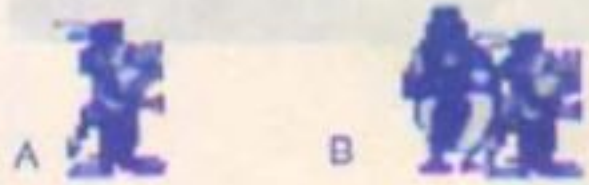
Asterix and Obelix have some shared abilities as well as their own unique powers. If you want to make the most of their skills, study their button controls carefully.

① **Directional Button (D-Button)**
- Press LEFT or RIGHT to move in those directions. (B)
- Press DOWN to crouch then LEFT or RIGHT to move. (A)
- Press DOWN and use Button 1 to select Special Weapons. (A)
- Press UP and use Button 2 to switch between Asterix and Obelix.



② **Button 1**
- Press to start *Asterix and the Great Rescue*.
- Press to make selections in menus.
- Press to jump. (B)
- Press to jump, then press down while you are falling to squash enemies. (C)

③ **Button 2**
- Press to punch. (B)
- Press and hold for a Mega Punch. (C)
- Press and hold down to use a Special Weapon. (A)





Character Abilities

Because of their different statures, Asterix and Obelix have some unique powers of their own.

① Obelix can punch out blocks while Asterix blows them up.

② Obelix can push blocks.

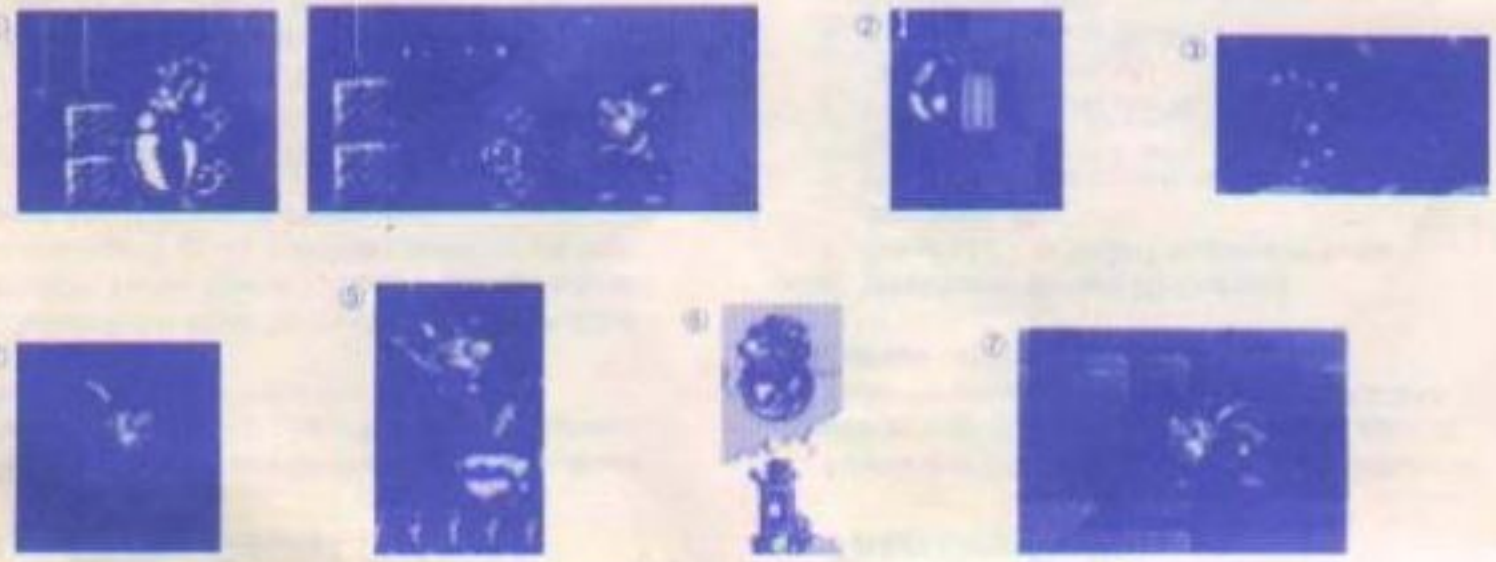
③ Asterix can use a disguise potion which enables him to go undetected by enemies.

④ Asterix has the use of a float potion that enables him to reach higher levels.

⑤ Asterix can use a cloud potion that enables him to cross open gaps and climb high walls.

⑥ Obelix can get across gaps by bouncing on enemies.

⑦ Asterix can crouch and crawl into nooks and crannies where Obelix cannot go.



Getting Started

After you turn on your Game Gear, the SEGA logo appears, followed by two legal notices. Either press Button 1 or the START Button or wait a few moments and the LANGUAGE SELECT screen appears. You can play *Asterix and the Great Rescue* in ENGLISH, FRENCH, GERMAN, SPANISH or ITALIAN.
Press the D-Button up or down until the language of your choice is flashing, then press Button 1 or the START Button to move on to the Story screens.



Press Button 1 or the START Button again to advance to the *Asterix and the Great Rescue* Title screen. Press the START Button to continue.

If you hesitate during the sequence of opening scenes, a game demonstration begins. Press Button 1 and you are shown the TOP TEN GAULS high score screen (see page 7) before going to the Title screen.



Options

The Title screen is followed by the Options screen. Here you can make adjustments to various game conditions and sample some of *Asterix and the Great Rescue's* audio delights. Press the D-Button UP and DOWN to move between categories.

DIFFICULTY comprises EASY, NORMAL and HARD. Press the D-Button LEFT or RIGHT to scroll between them; UP or DOWN to go on.



TEST allows you to listen to the background music (**BGM**) or sound effects (**SFX**) from the game. Highlight the one you want to sample and press the D-Button LEFT or RIGHT change the track number. Press Button 1 to listen in. The process is the same for BGM and SFX.

MUSIC and **SFX** allow you to have background music and sound effects OFF or ON. Highlight either of these and press the D-Button LEFT or RIGHT. An X appears when a feature is off.

PASSWORD allows you to rejoin a game at the beginning of a specific level. At the end of each Level, you are given a password. Enter that number in the Options screen and you join a game at the beginning of that level. Highlight PASSWORD and press Button 1. The first digit flashes. Press the D-Button UP or DOWN to cycle through the integers. LEFT and RIGHT to change digits. When you have input the password, press Button 1 again.

EXIT allows you to leave the Options screen. Highlight this and press Button 1 or the START Button.

On to Rome

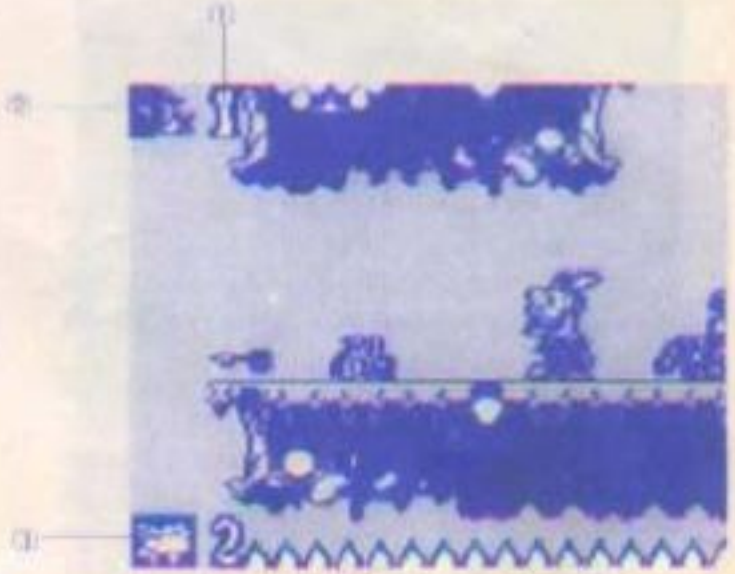
Following the Options screen (and between Stages) you are shown the LEVEL and Stage you are about to start, and your SCORE and current Password. Press Button 1 or the START Button to get on with the action.



On the Screen

As you progress, you acquire points by fighting Romans. If you sustain damage, your Health Bar shrinks. Asterix also has the use of Special Weapons. The one currently in use is shown on-screen as well as the number of times it can be used.

1. Lives Remaining
2. Health Bar
3. Mega Punch Meter or Special Weapon



Asterix's Special Weapons

In the case of Obelix, this transforms into a Mega Punch Meter that changes from red to green before Obelix can deliver a Mega Punch.

1. Fire Bomb
2. Cloud
3. Levitation
4. Disguise






Items

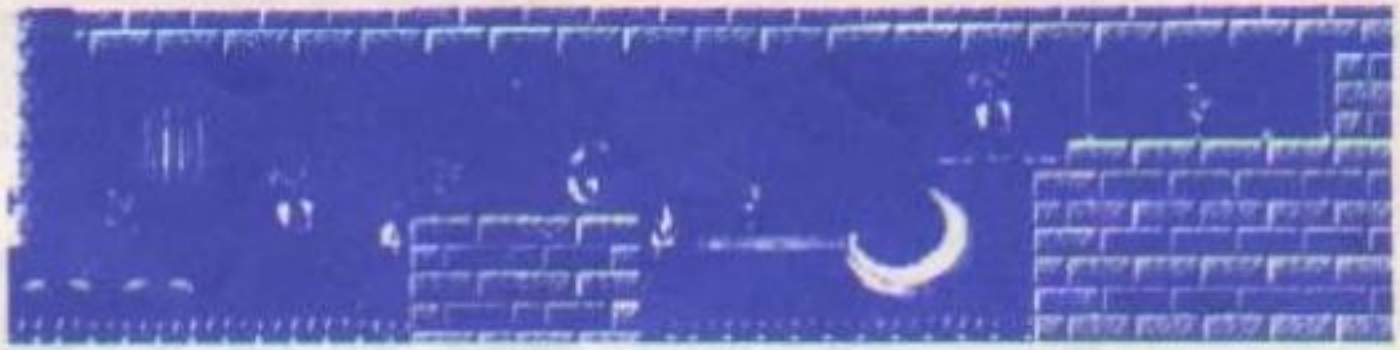
There are a number of goodies that you can find on your quest. Pick each item up by touching it.

1. Coins ..... 50 Points
2. Money Bag ..... 100 Points
3. Chicken ..... 2 Health Rarcogmenic plus 100 Points
4. Chalice ..... Full Health Bar plus 100 Points
5. Sickle ..... Limited invulnerability plus100 Points
6. Mega ..... Bomb Superhuman strength boost
7. Extra Life ..... An extra Life plus 500 Points



Game Over

You start the game with three Lives and three Continues. Each time your Health Bar bottoms out and you sustain damage, you lose a Life and return to the beginning of the Stage you were in. When you lose all of your Lives, the CONTINUE screen appears. Head right, and you are back in the game with one less Continue. Head left and you see the TOP TEN GAULS screen before returning to the Title screen.



If you achieved one of the TOP TEN GAULS superscores, one of the numbers will be flashing. Enter your initials following the same procedure as entering Passwords (see page 5).



From Gaul to Rome

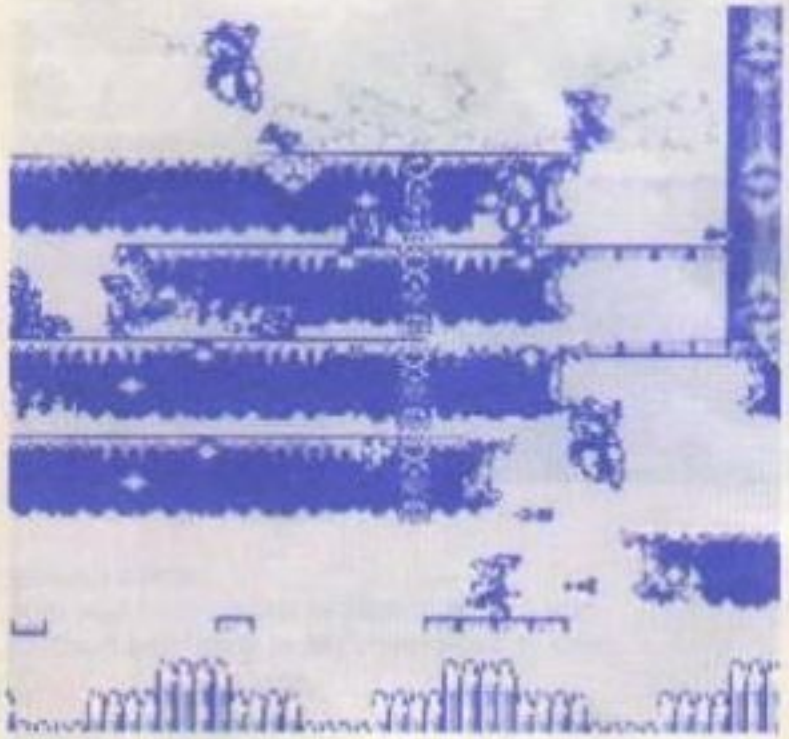
There are five gruelling Levels between you and your goal.

Gaul

Battle against three types of Roman soldier in an array of settings.

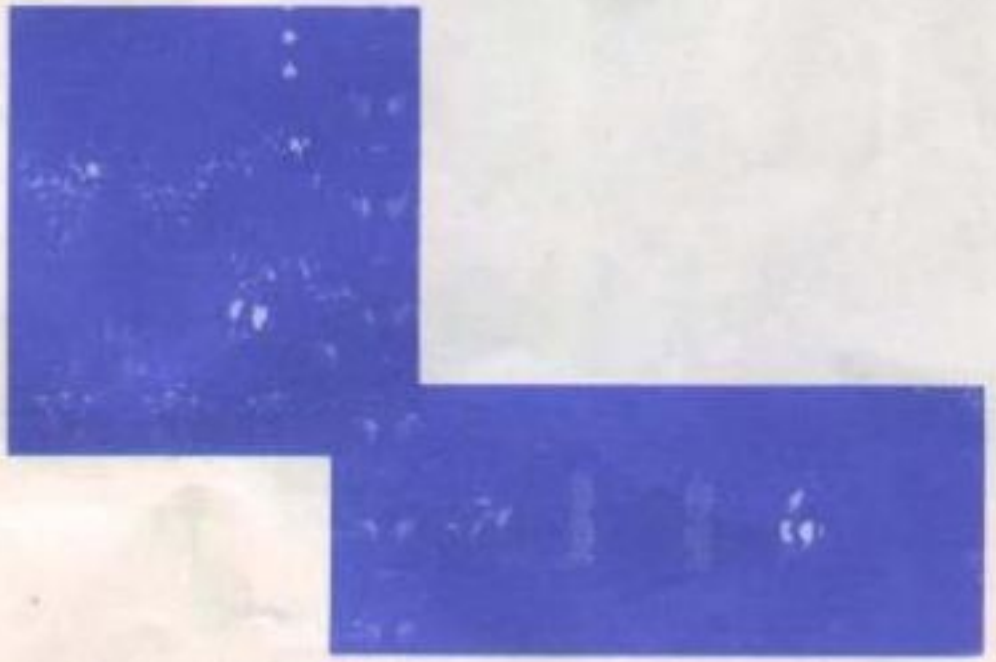
Roman Encampment

Walk with caution into the very heart of a hive of rampant Romans.



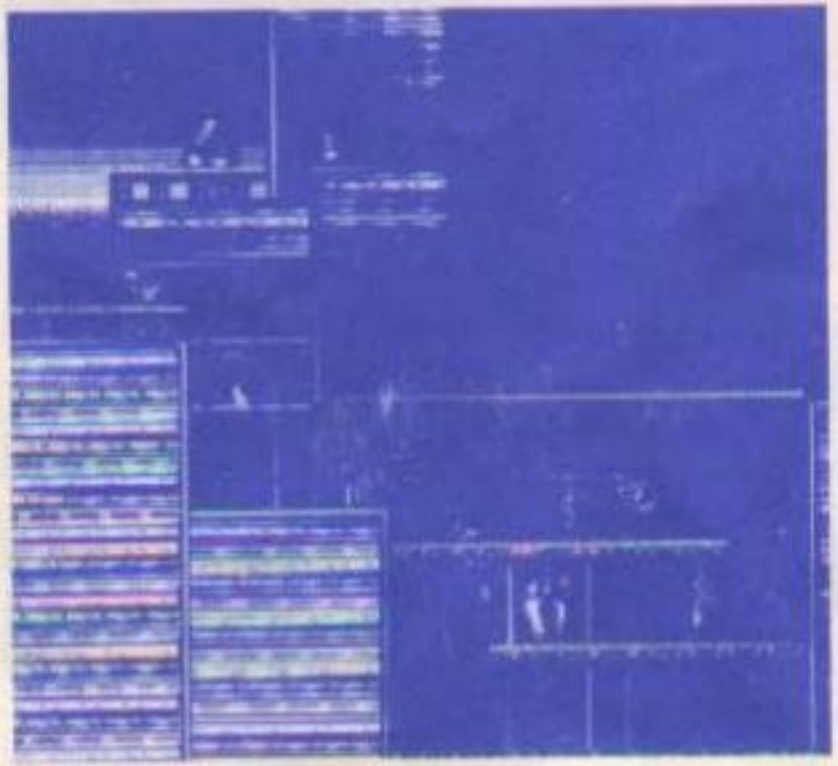
The Forest

Hope you are good at climbing trees. Look out for the animals.



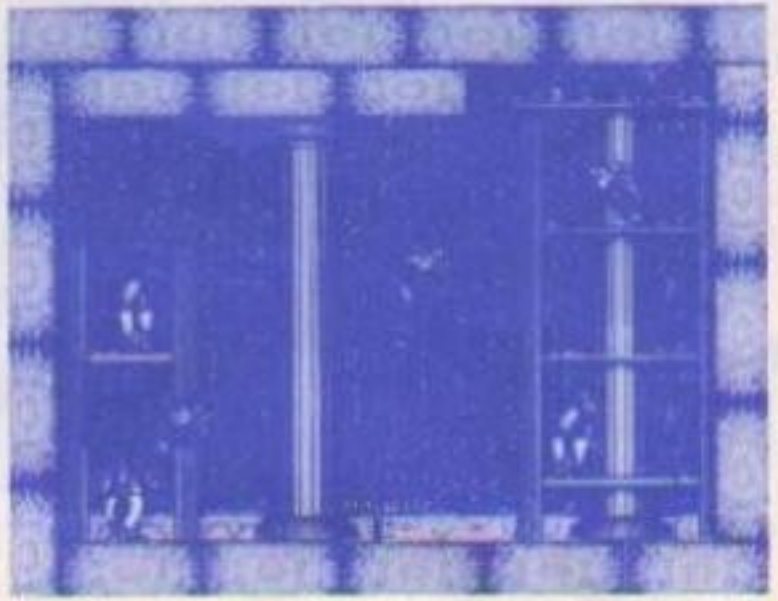
Roman Galley

Leaping from deck to deck, you have to make your way past hordes of sailors, pirates and Roman troops.



Rome

Rome at last! Struggle on, through aqueducts and sewers and on to the senate buildings.



Hints

- Keep your distance when it comes to a punching match. You may win the battle, but the damage mounts up.
- Switch freely between Asterix and Obelix for the smoothest passage.
- There is no time limit. Look carefully before you leap.

Handling this Cartridge

This Cartridge is intended exclusively for the Sega System

For Proper Usage

① Do not immerse in water!
② Do not bend!
③ Do not subject to any violent impact!
④ Do not expose to direct sunlight!
⑤ Do not damage or disfigure!
⑥ Do not place near any high temperature source!
⑦ Do not expose to thinner, benzine, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.

Be sure to take an occasional recess during extended play.

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





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René, Goscinny - Uderzo

SEGA

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