COLUMNS™



SEGA

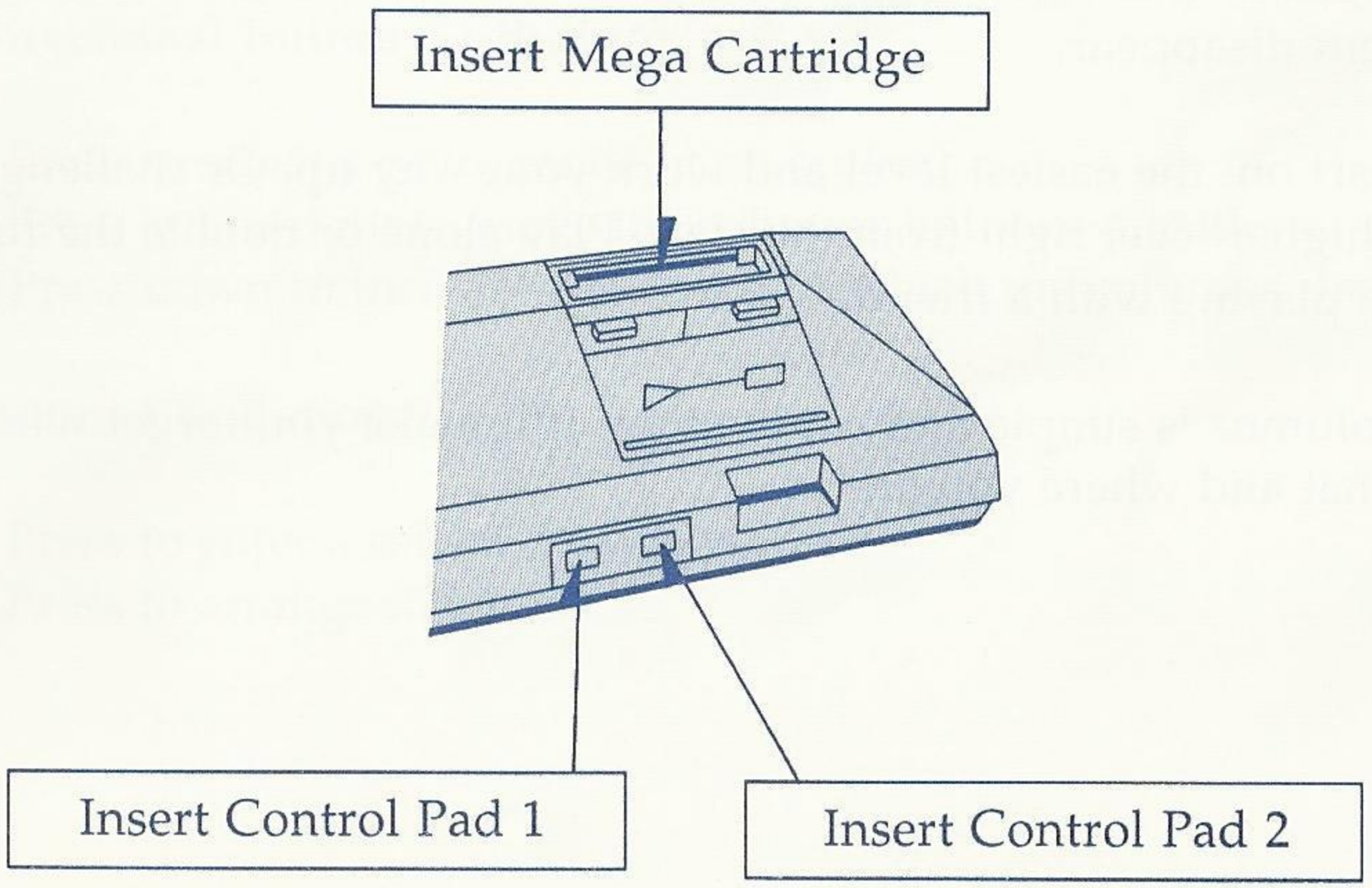
Loading Instructions: Starting Up

1. Make sure the power switch is OFF.

2. Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.

3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge and try again.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.



Columns



Drift back in time to a bygone civilization, the ancient world of Phoenicia. And play a game that originated among the Phoenician merchants, Columns. It's incredibly captivating, yet very simple. You'll find yourself losing track of time. And you don't have to be a game whiz to play at the hardest level.

Columns of rainbow-colored items drop one after another. Arrange 3 or more shapes of the same color horizontally, vertically or diagonally to remove them from the play screen. If the columns pile up to the top, the game is over.

When you have the urge for a new challenge, try the Flash game. In this version, you can race the clock to make a flashing item disappear.

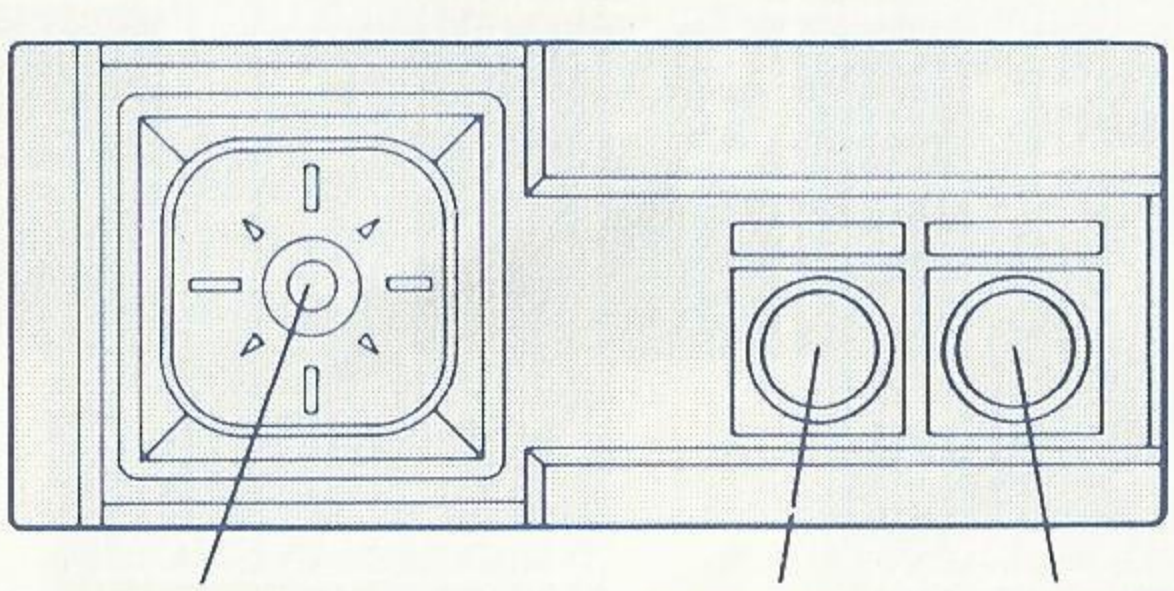
Start on the easiest level and work your way up. Or challenge a higher level right from the start. Play alone or double the fun by playing with a friend.

Columns is simple and captivating! It'll make you forget who, what and where you are!

Using Your Control Pad

Learn how to use your Control Pad before starting play. Player 1 uses Control Pad 1 and Player 2 uses Control Pad 2.

Control Pad Buttons



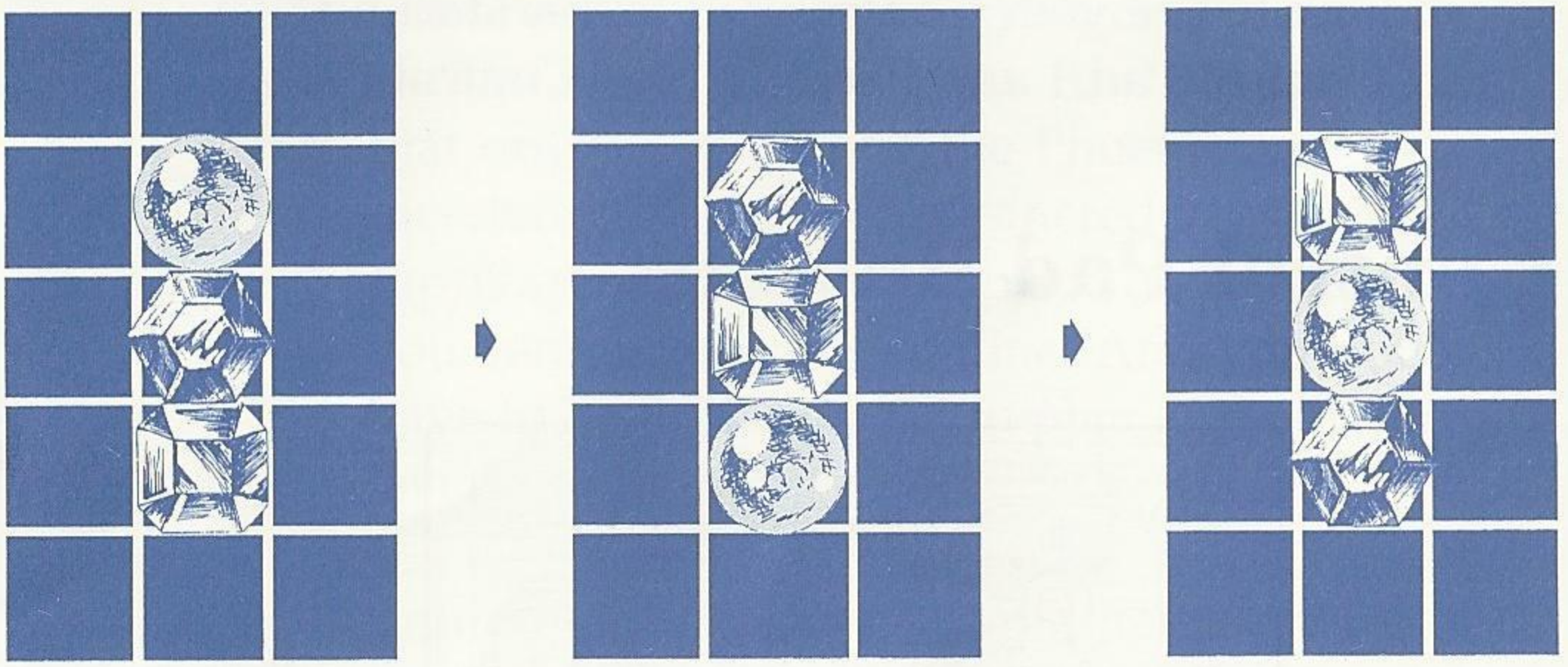
Directional Button (D-Button)

- Press to select a game mode or an option.
- Press left or right to move the columns in those directions.
- Press down to increase the speed at which the columns drop.

Button 1 or Button 2

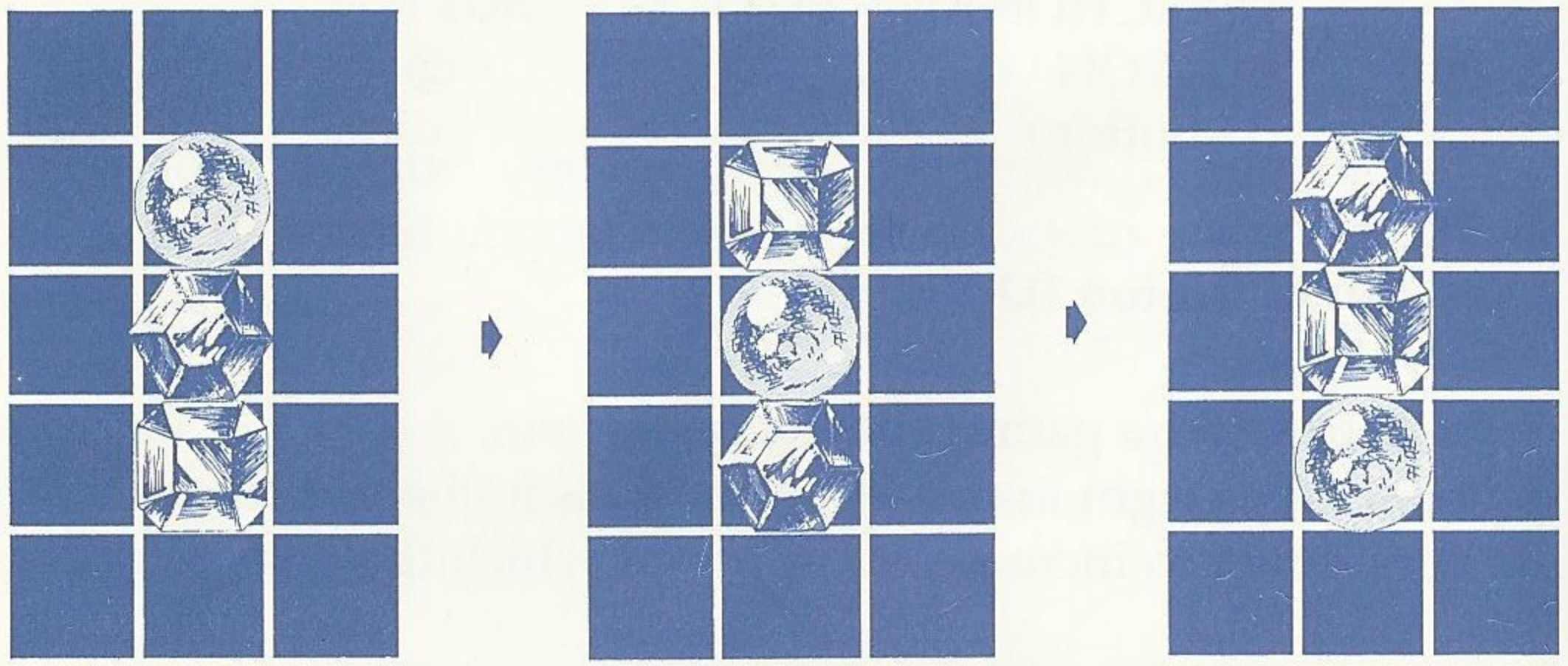
- Press to enter a selected game mode.
- Press to arrange the items.

Arranging the Items



Press Button 1.

Press Button 1.

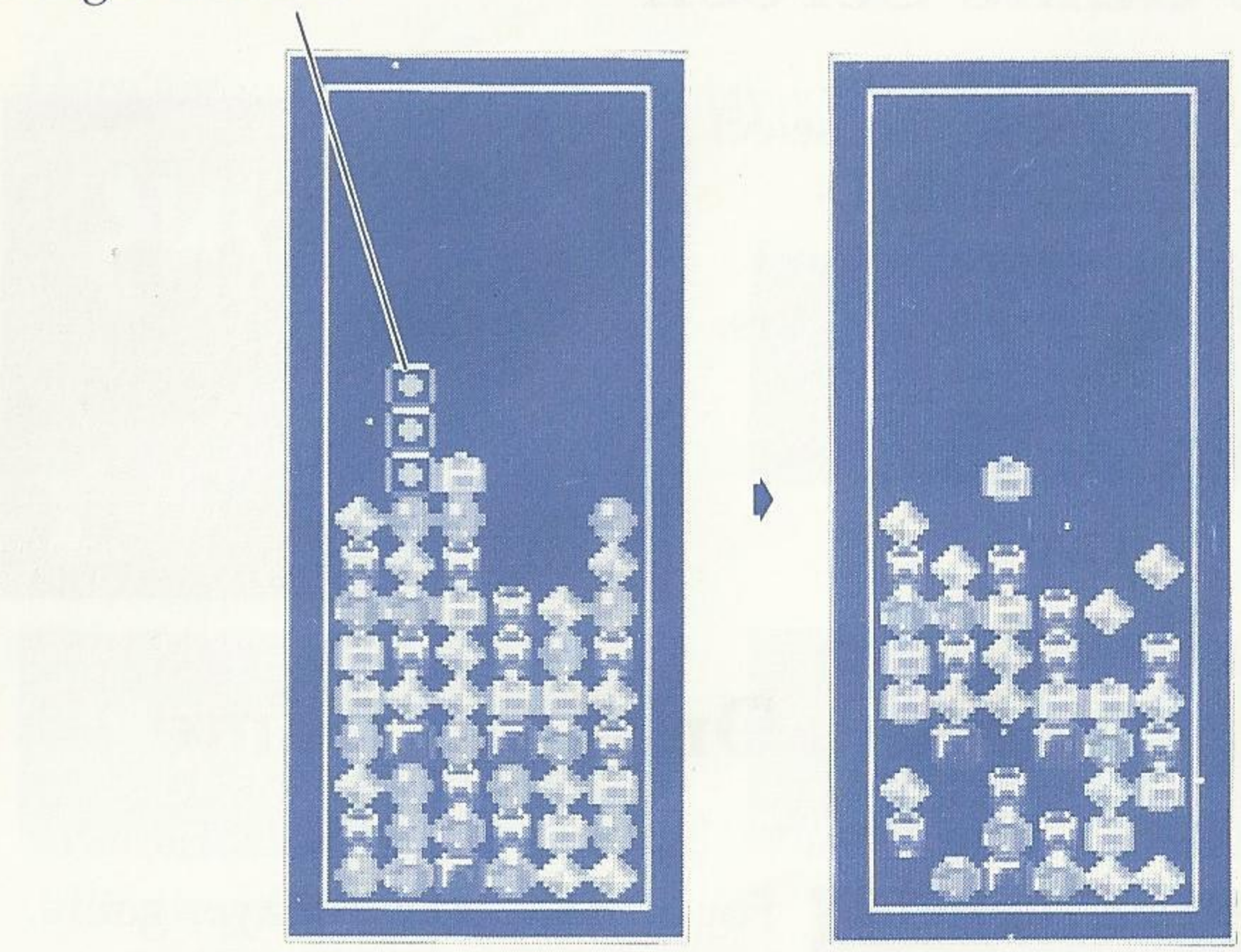


Press Button 2.

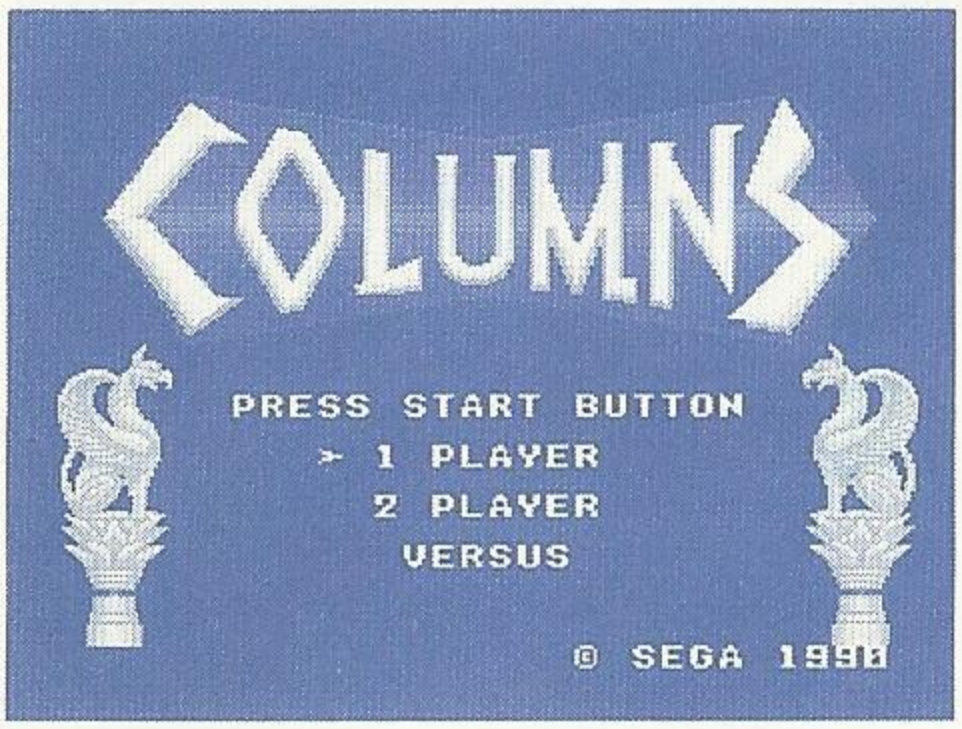
Press Button 2.

Wonderful Magic Columns

The Magic Column appears in all versions of the game. When the Magic Column lands on a certain color item, all the items of the same color on the screen disappear.



Getting Started



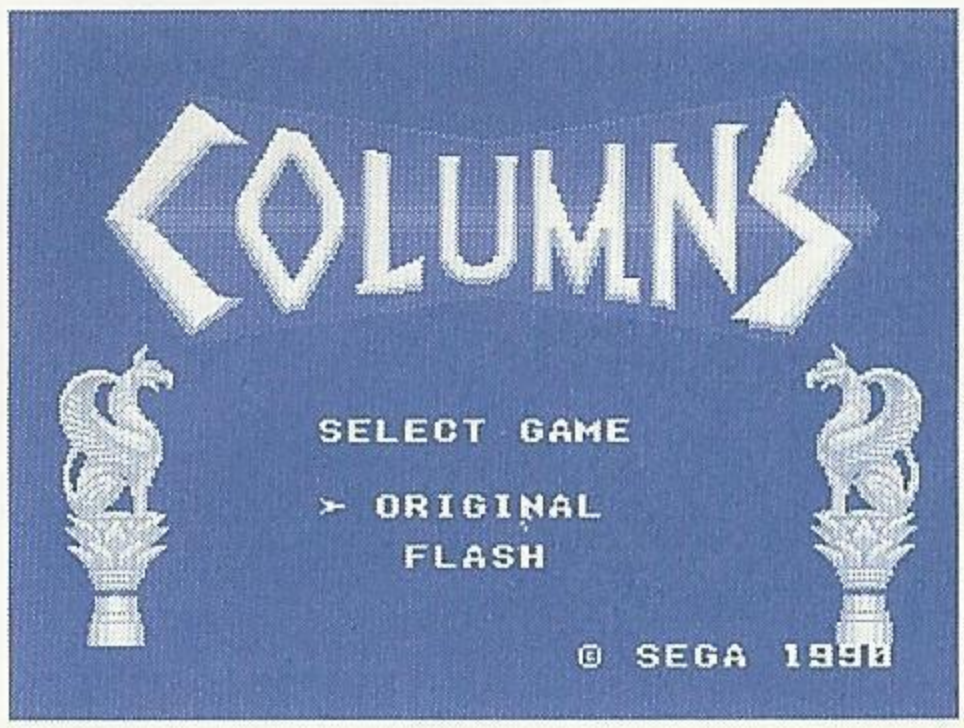
When you turn on the Sega Master System, the Title screen appears. In a few moments, the demonstration game begins. Press Button 1 or 2 to return to the Title screen.

On the Title screen, press the D-Button to mark your choice. If you're playing alone, select 1 Player. If 2 people are playing, select 2 Players. Both players alternately challenge the computer on the same play field. To compete against another player, select Versus.

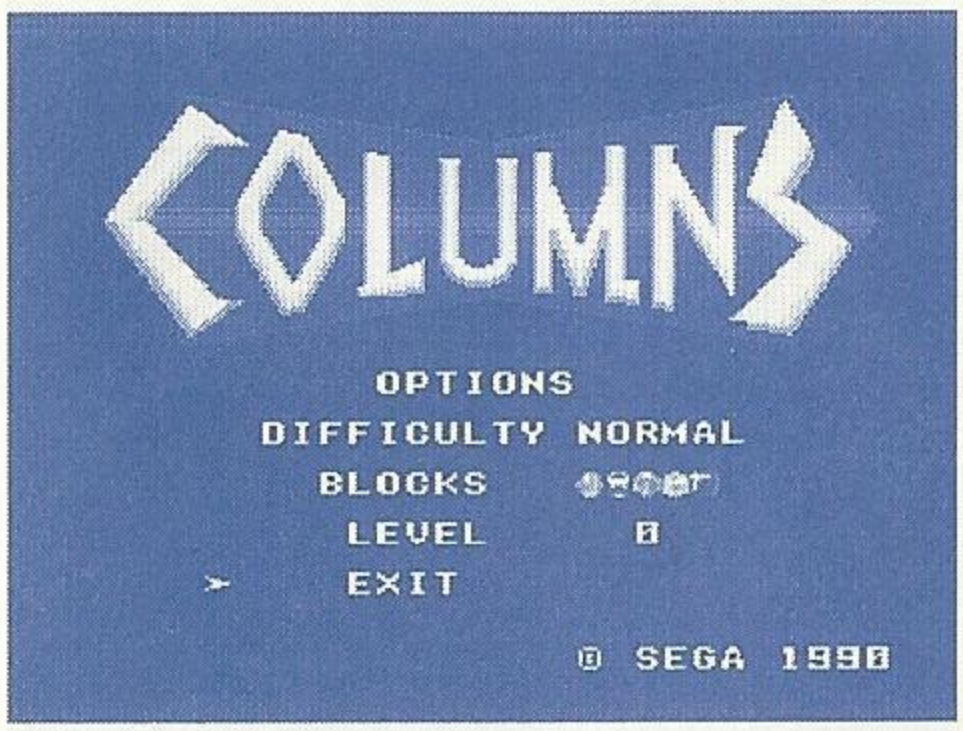
After making your selection, press Button 1 or 2.

Select Game Screen

On the Select Game screen, select Original or Flash with the D-Button and then press Button 1 or 2. The Option screen appears.



Options Screen: Original Game



For a 1-Player or 2-Player game, press the D-Button on Control Pad 1 to select the item you want on the screen. For a Versus game, player 1 uses Control Pad 1 and player 2 uses Control Pad 2 to make the selections.

Difficulty

You can play an Easy, Normal or Hard game.
Easy – Play with items of 4 different colors.
Normal – Play with items of 5 different colors.
Hard – Play with items of 6 different colors.

Blocks

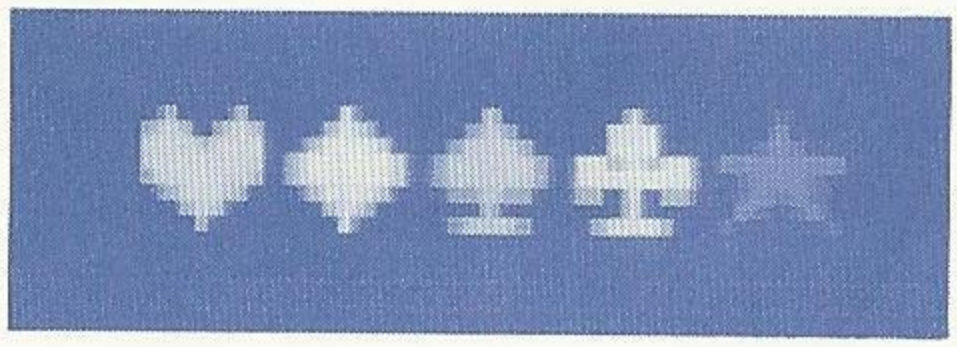
Here's your opportunity to play with a different set of items. Your choices are:



Jewels



Squares



Playing Card Symbols



Dice



Fruit

Level

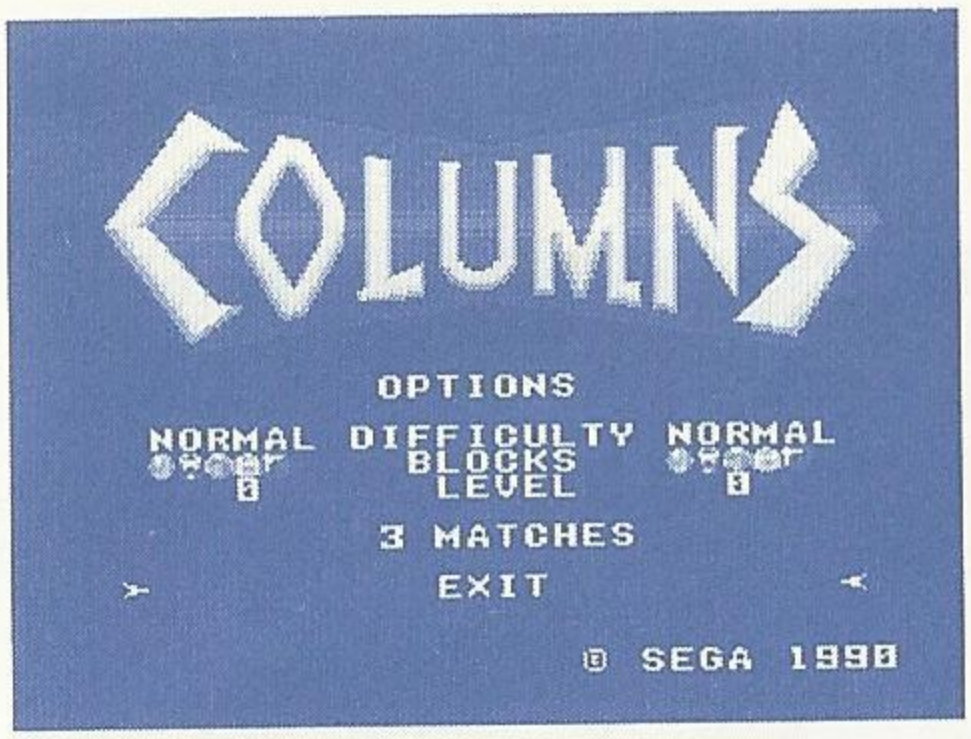
Select a level. The higher the number, the faster the columns drop.

Matches

This option appears only when you select the Versus mode on the Title screen. Select the number of times you want to

compete against your opponent using Control Pad 1.

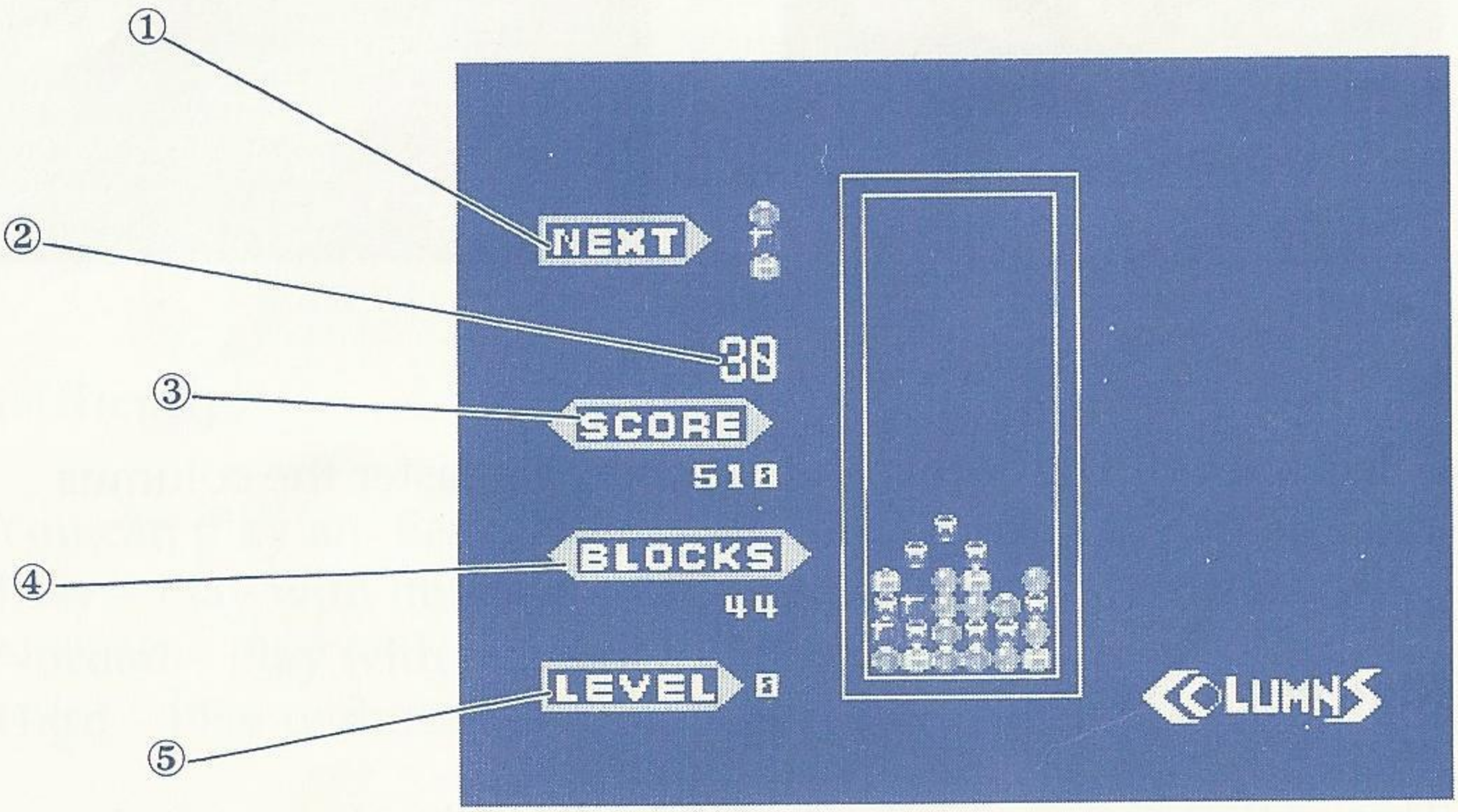
When you're done, select Exit and press Button 1 or 2 to start the game.



Original Game

The object of the Original game is to make as many items as possible disappear.

1-Player and 2-Player Mode



1-Player Screen

1. The next column of shapes that will appear.

2. The points earned for making the items disappear. This number appears temporarily.

3. Your score.

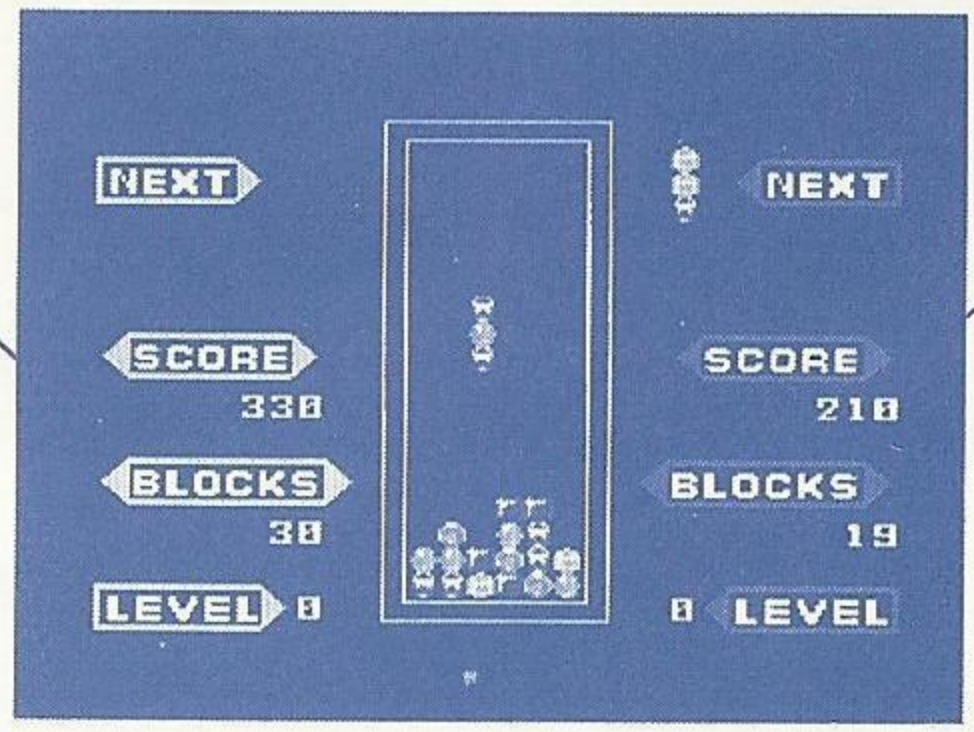
4. The total number of items that have already disappeared.

5. Your level.

When you select 2 Player on the Title screen, you and the other player alternately challenge the computer on the same play field. The information on either side lights up to let you know whose turn it is.

Player 1 info

Player 2 info



2-Player Screen

Versus Mode

In the Versus mode, you compete against another player on 2 separate play fields.

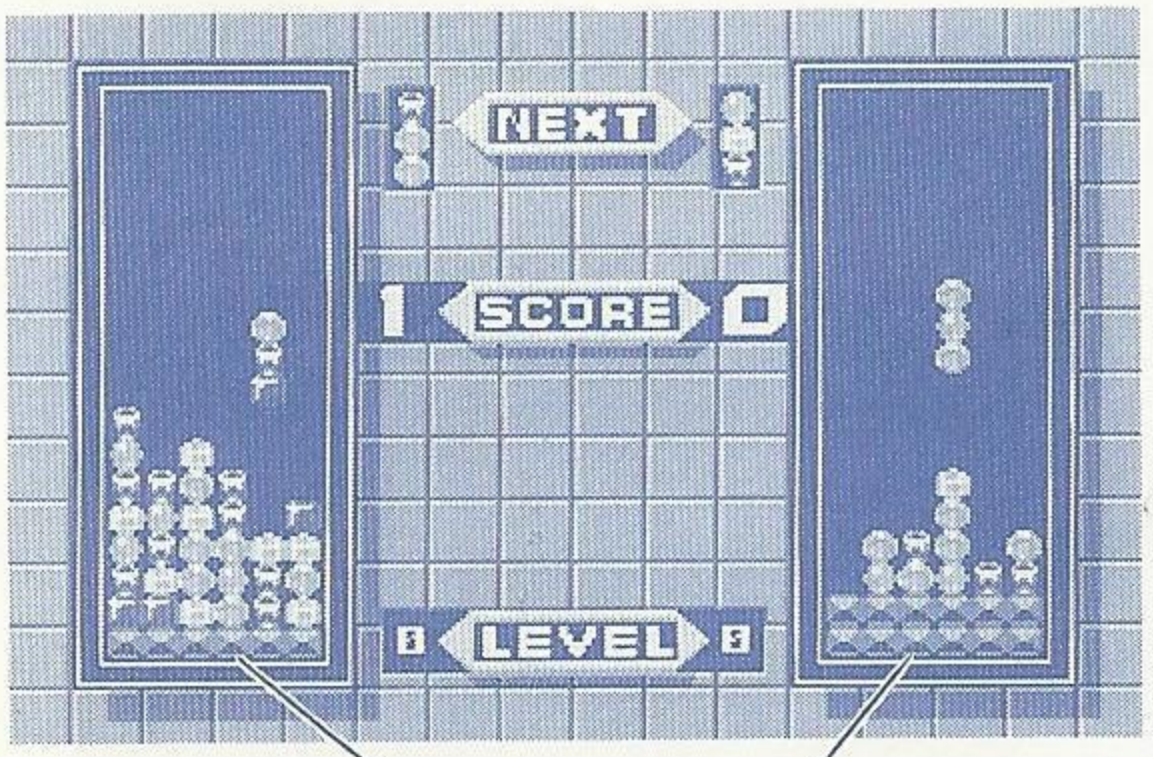
Your score is the number of matches you win. When you earn

a higher score than your opponent, you win the game.

The Versus mode has a unique feature which adds extra excitement to the game.

When you line up 3 items of the same color, you form 1 column.

Whenever you make 2 or more columns disappear, a horizontal block appears on the bottom of your opponent's play field. The number of blocks that appear on your opponent's field is determined by the number of columns that disappear from your field.

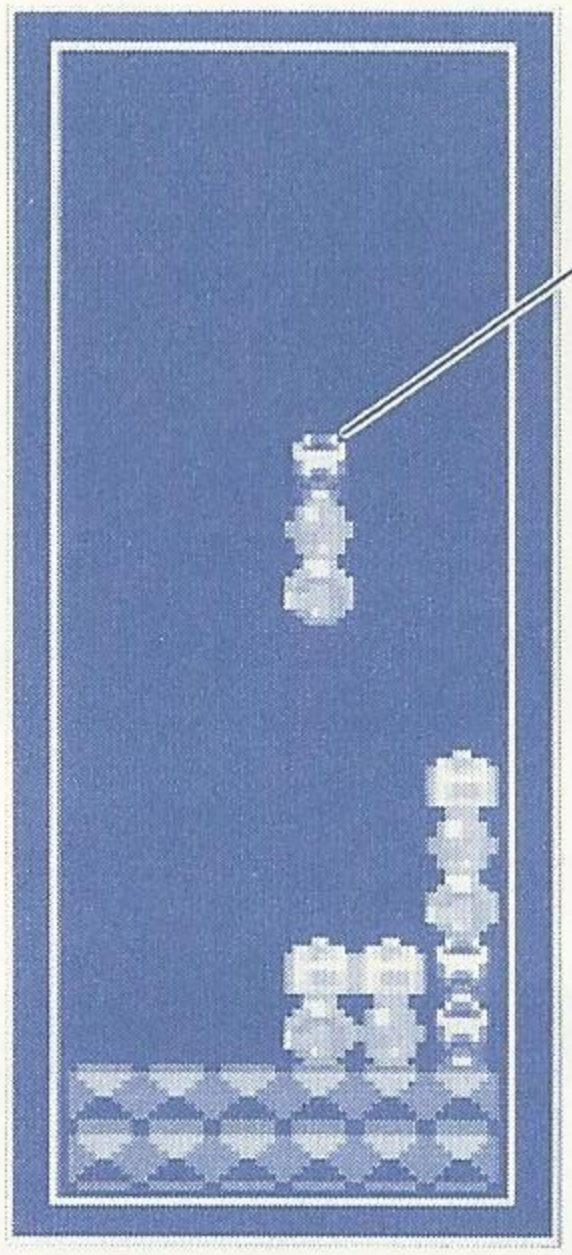


Horizontal Blocks

- To add 1 horizontal block to your opponent's play field, you must make 4 items or 2 Columns disappear.

- To add 2 horizontal blocks to your opponent's play field, you must make 5 items or 3 Columns disappear.

Whenever a horizontal block appears on your opponent's field, the column that is falling on that field disappears.

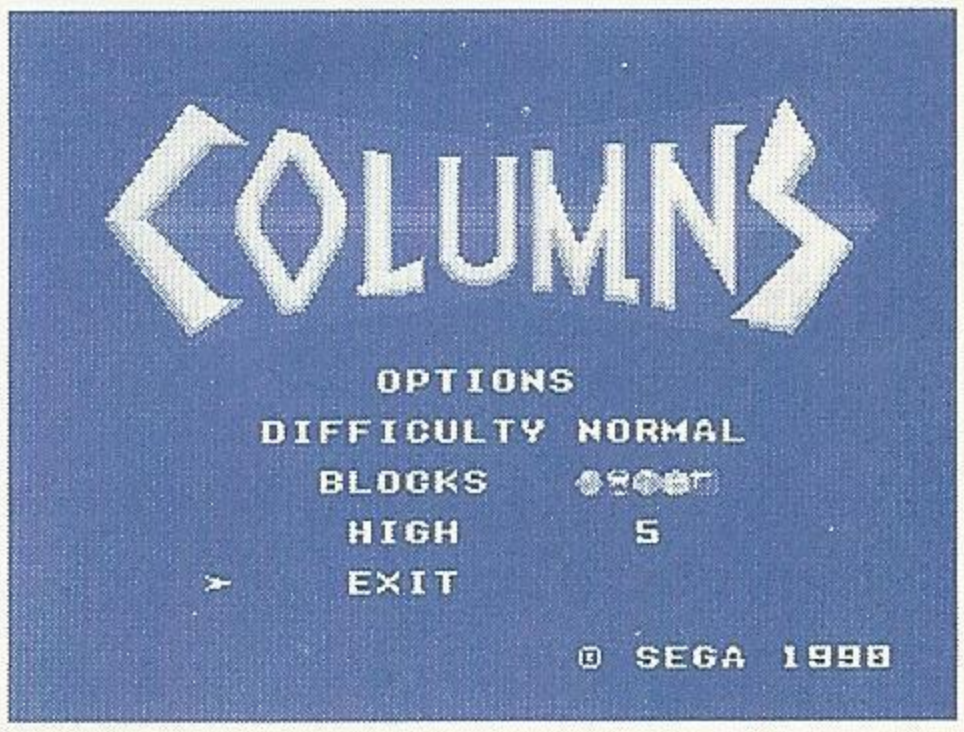


This falling Column disappears when another horizontal block appears.

In a situation where you already have horizontal blocks on your field, the number of horizontal blocks that appear on your opponent's field disappears from your field. For example, if you have 2 horizontal blocks on your on field and you make 1 horizontal block appear on your opponent's, 1 of your horizontal blocks disappears.

Options Screen: Flash Game

For a 1-player or 2-player game, press the D-Button on Control Pad 1 to select the item you want on the screen. For a Versus game, player 1 uses Control Pad 1 and player 2 uses Control Pad 2.



Difficulty

You can play an Easy, Normal or hard game.
Easy – Play with items of 4 different colors.
Normal – Play with items of 5 different colors.
Hard – Play with items of 6 different colors.

Blocks

Choose a set of items. Here are your choices:



Jewels



Squares



Playing Card Symbols



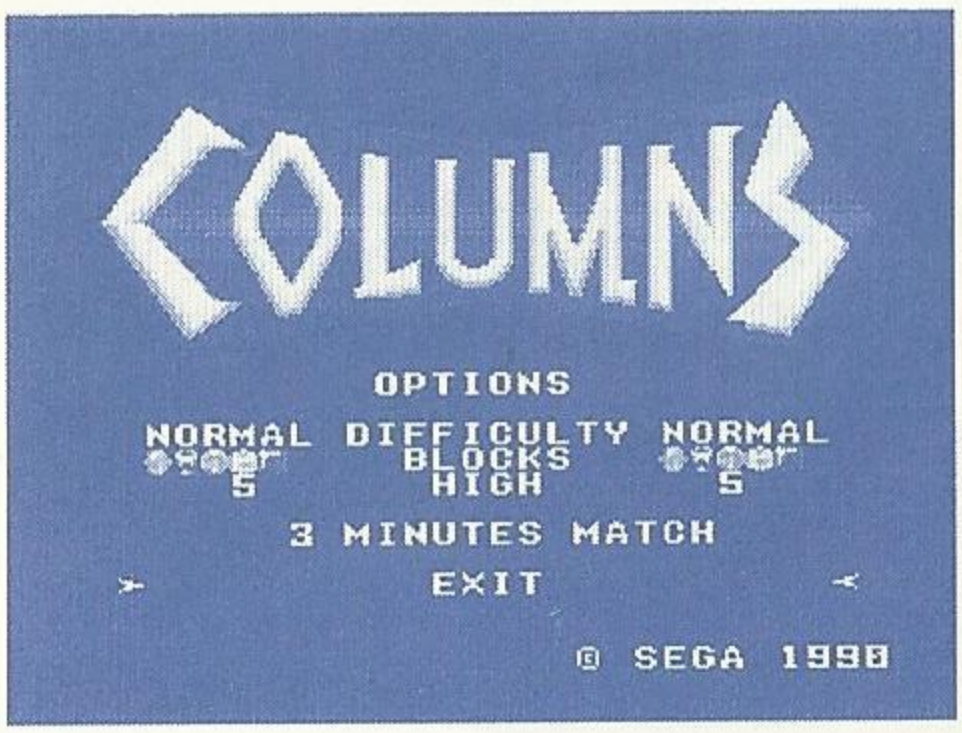
Dice



Fruit

High

The numbers indicate the height of the columns on screen when you start the game.



Minutes Match

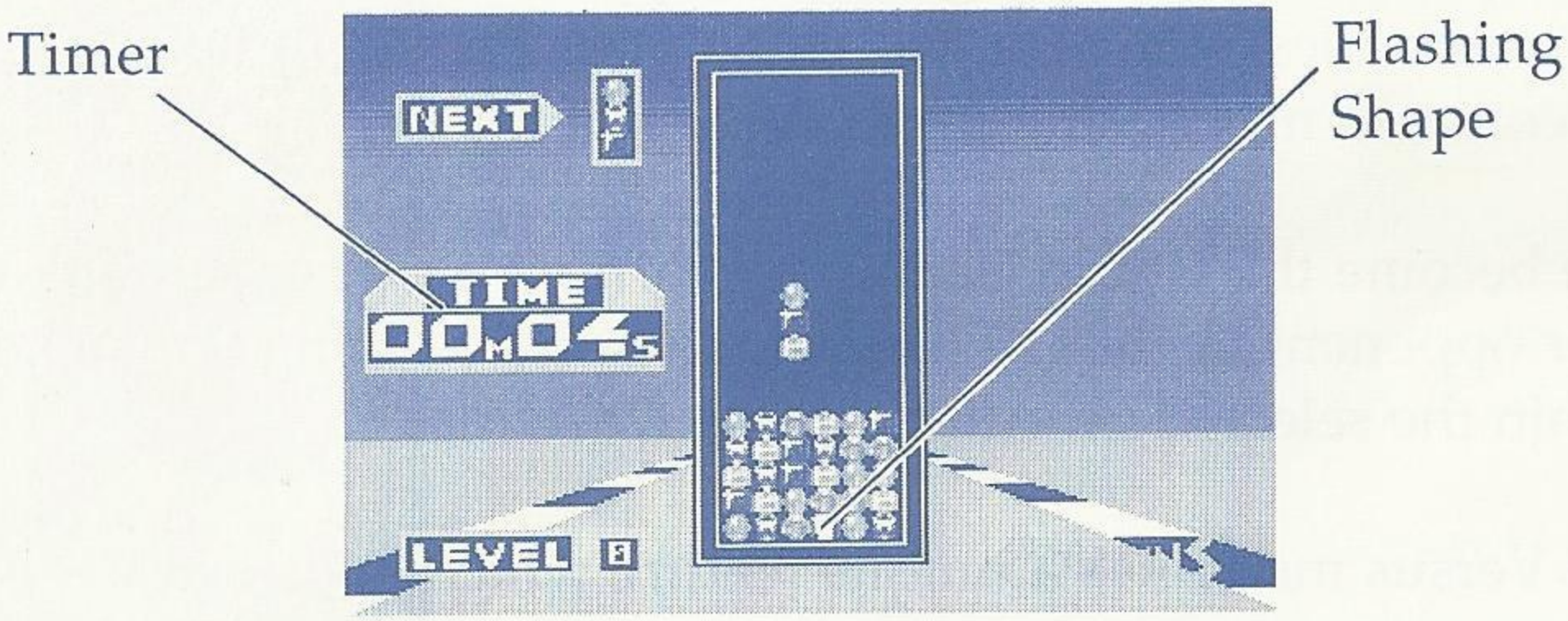
This option appears only when you select the Versus mode on the Title screen. Using Control Pad 1, set a time limit to play a game.

When you're done, select Exit and press Button 1 or 2 to start the game.

Flash Game

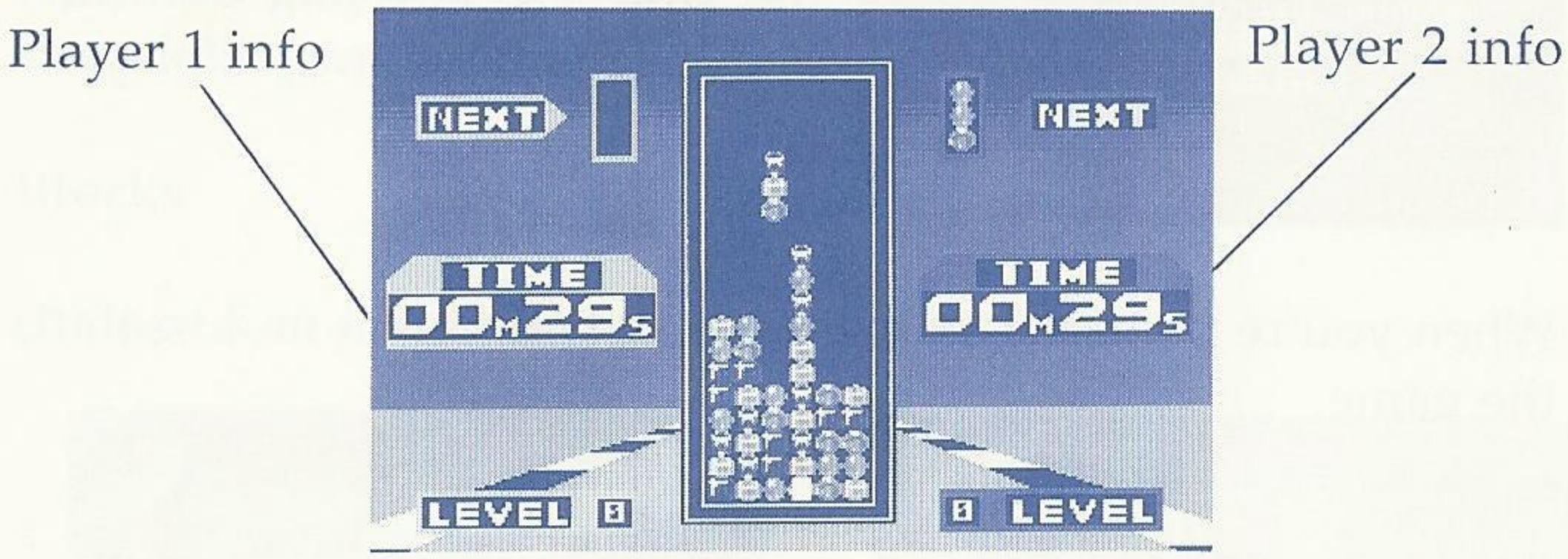
In the Flash game, you are timed on how quickly you make the flashing item disappear.

1-Player and 2-Player Mode



Flash Game Screen for 1 Player

When you select 2 Player on the Title screen, you and the other player alternately challenge the computer on the same play field. The information on either side lights up to let you know whose turn it is.



Flash Game Screen for 2 Players

Versus Mode

In the Versus mode, you compete against another player on 2 separate play fields.

Your score is the number of matches you win. You win a match when you make a flashing item disappear before your opponent does. You also win when your opponent fails to keep the columns from piling up to the top of the field.

You become the Grand Champ by earning a higher score than your opponent in the Original mode or by winning 9 matches within the selected time limit in the Flash mode.

The Versus mode has a unique feature which adds extra excitement to the Flash game.

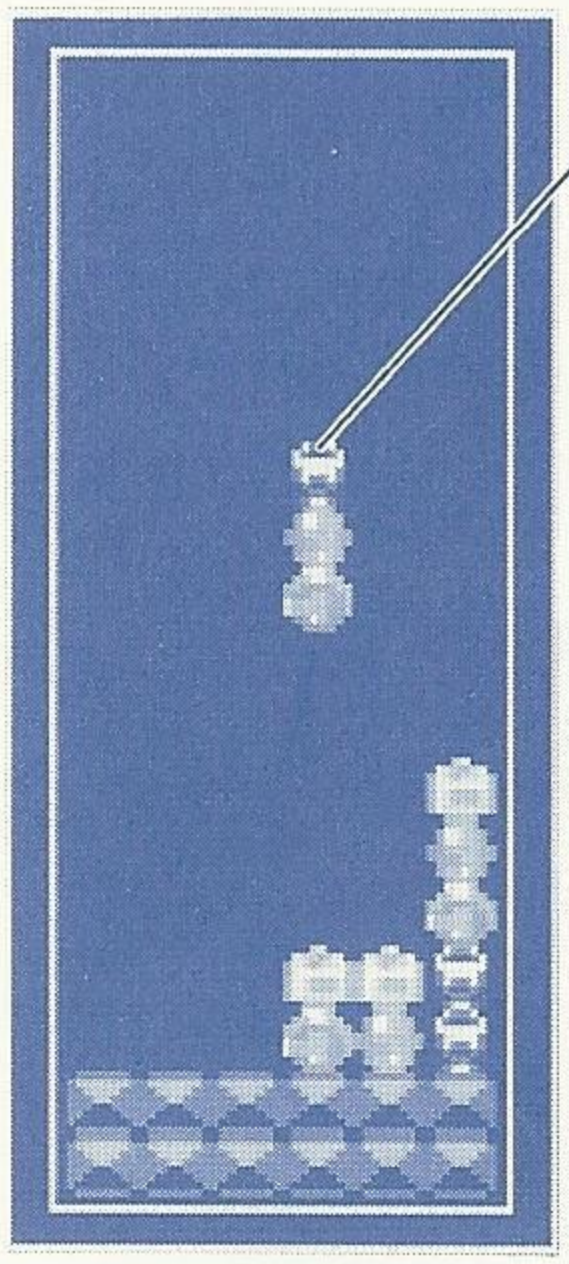
When you line up 3 items of the same color, you form 1 column.

Whenever you make 2 or more columns disappear, a horizontal block appears on the bottom of your opponent's play field. The number of horizontal blocks that appear on your opponent's screen is determined by the number of columns that disappear from your field.

- To add 1 horizontal block to your opponent's play field, you must make 4 items or 2 columns disappear.

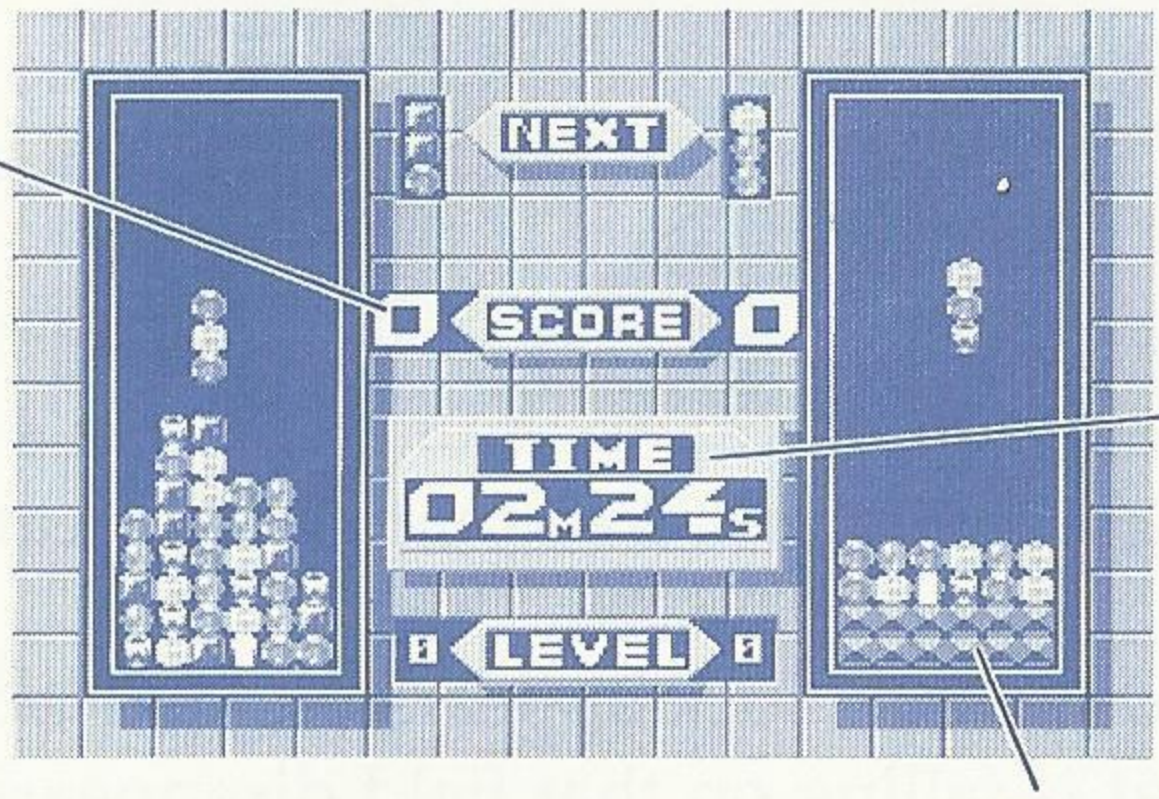
- To add 2 horizontal blocks to your opponent's play field, you must make 5 items or 3 columns disappear.

Whenever a horizontal block appears on your opponent's field, the column that is falling on that field disappears.



This falling column disappears when another horizontal block appears.

In a situation where you already have horizontal blocks on your field, the number of horizontal blocks that appear on your opponent's field disappears from your field. For example, if you have 2 horizontal blocks on your field and you make 1 horizontal block appear on your opponent's, 1 of your horizontal blocks disappears.



Helpful Hints

- Aim for chain reactions!

- Earn higher scores by playing at the higher levels.

Scorebook

Date				
Name				
Score				

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Scorebook

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Handling This Cartridge

- This Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this 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, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

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 Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 6:00 a.m. to 9:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician 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 Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega 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 Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. 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 ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, 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.

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