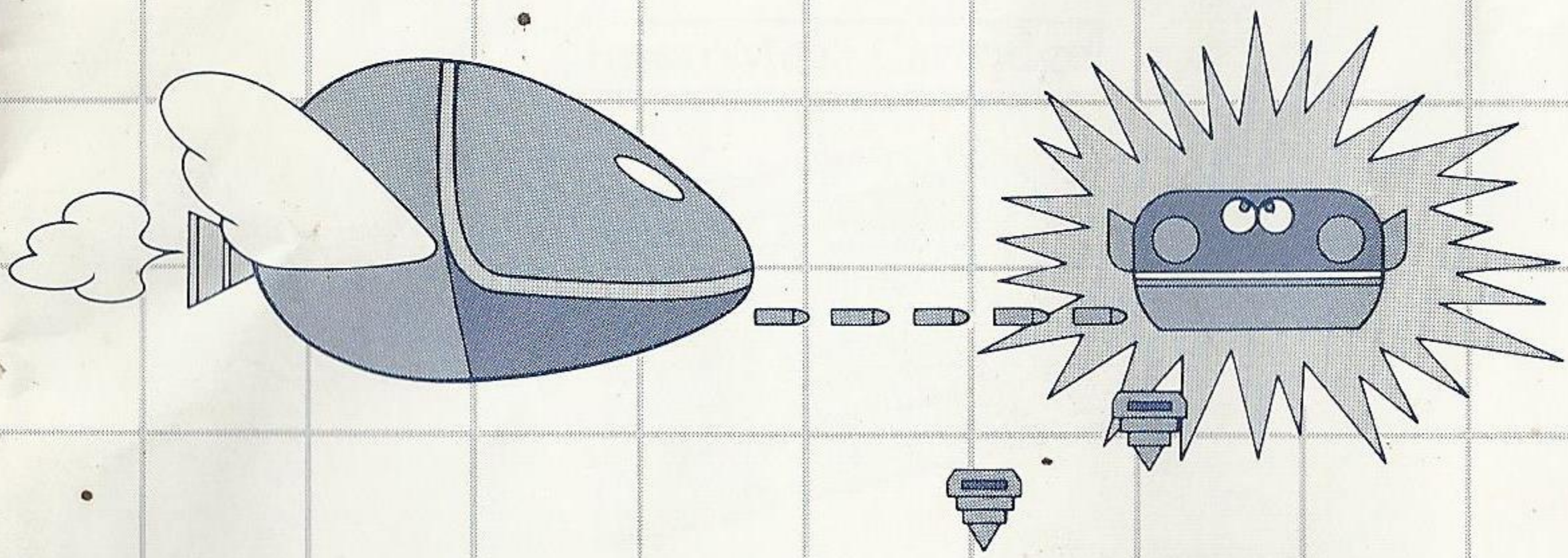
Fantasy Zone II™



SEGA®

Loading Instructions: Starting Up

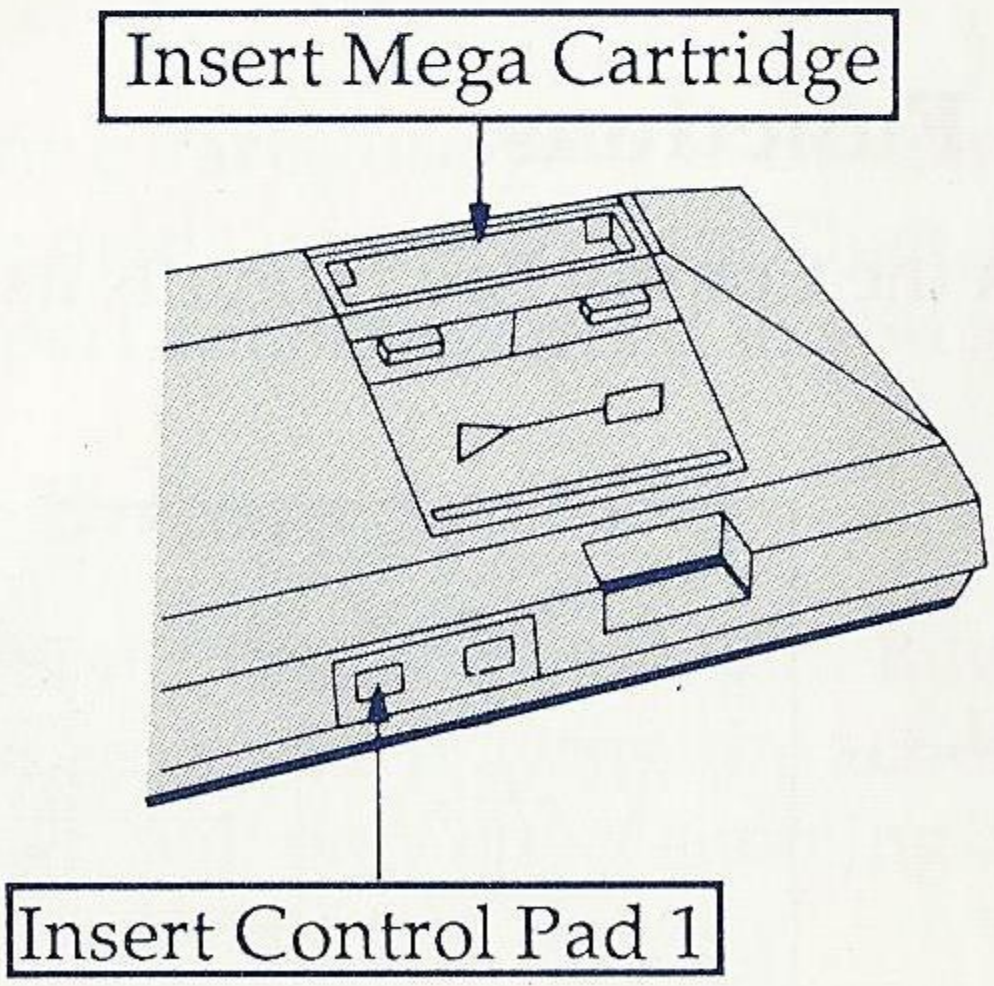
1. Make sure the power switch is OFF.

2. Insert the FANTASY ZONE II™ cartridge in the Power Base (shown below) by following instructions in your SEGA SYSTEM™ manual.

3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge™.

For 1 Player Only: Press Button 1 or 2 on Player 1's Control Pad.



The Fantasy Zone Continues

It's been ten years since Opa-Opa returned to his homeland and now he's back. But it's not the same place he left behind.

A group of Blackhearts have joined forces to take over today's Fantasy Zone and Opa-Opa must defend the city gates once again and save his crazy kaleidoscope of creatures from the brink of disaster.

You'll have several interconnected warp gates to enter before you can reach and destroy the Blackhearts. So plan for a long and difficult battle of wits and strength. And remember, "look but don't touch," these critters are dangerous.

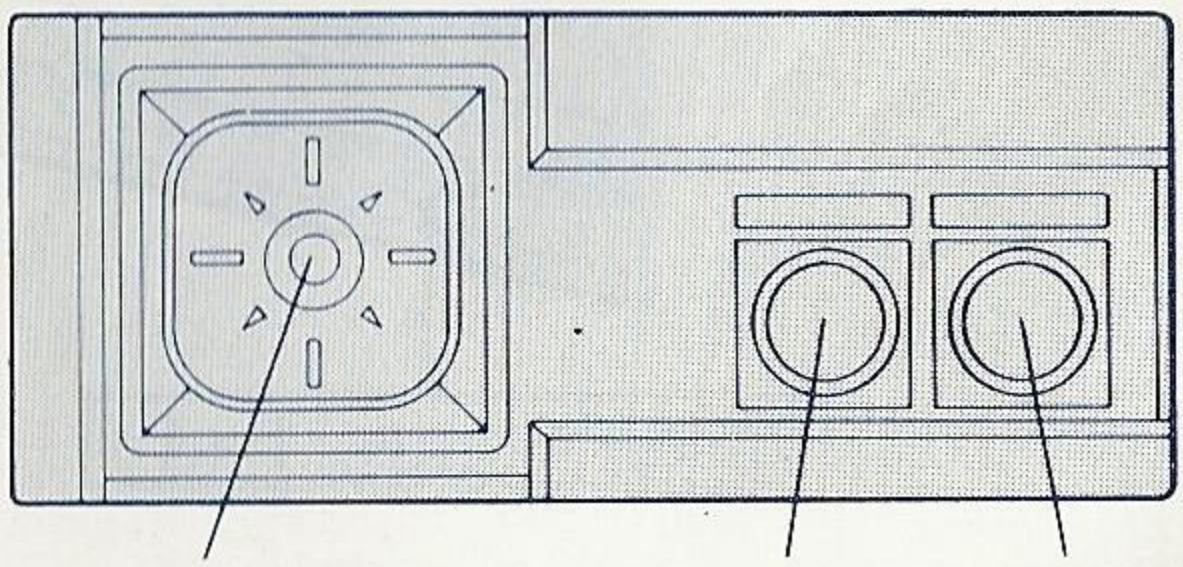
How to Use Controls

Before you begin playing, orient yourself with the movements and functions each button prompts.

Individual Functions:

Each button on the Control Pad prompts its own critical moves.

DIRECTIONAL BUTTON



Your Directional Button (D-Button):

- Moves Opa-Opa in eight different directions
- Moves selection symbol across screen
- Selects items from Parts screen

Button 1:

- Shoots bullets
- Selects items from Shop screen
- Exits from Parts screen

Button 2:

- Drops bombs
- Selects items from Shop screen

Directional Button Functions:

Depending on which directions you want to move towards, press your D-button in one of the eight directional points for Opa-Opa to follow.

When you're ready to visit the Shop, use your D-Button once inside this screen to move across the items until you've made your selection. Then, use Button 1 or 2 to execute your decision.

When you're visiting Parts, use your D-Button to rotate the items until you've made your selection. Then, press Button 1 or 2 to exit. Your part will be awarded to you automatically.

Button 1 and Button 2:

Shooting with Button 1 and bombing with Button 2 is self-explanatory. By pressing the buttons, the action will occur. Rapid fire, however, will only effect shooting. So, press and hold Button 1 to repeatedly fire bullets.

Use Button 1 or 2 to select items from the Shop screen. Use Button 1 or 2 to exit from the Parts screen.

Take Control

Before you begin your journey, the following will guide you through the game rules and regulations.



Life Symbols:

Opa-Opa starts each game with three lives which are illustrated by two Opa-Opa ships in the upper left corner of the screen and by the Opa-Opa ship currently activated in game play.

These ships will remind you of Opa-Opa's life status and symbolize your chances for winning.

- It is possible to lose a ship by damage from enemy contact. There is only so much Opa-Opa can take and when his Power Meter turns black, he will lose a ship.
- If Opa-Opa loses all three ships, the game is over.
- Now it is possible to buy back a ship when necessary. These ships are for sale in the Hidden Shops (which we'll discuss later) and can prolong your game play.

Power Meter:

Located in the center upper screen is Opa-Opa's Power Meter. This indicates how strong Opa-Opa is and measures the amount of damage he receives from enemy fire.

- Every time Opa-Opa is hit by enemy fire, bombs, etc., or makes contact with the enemy, his Power Meter will decrease proportionately. When the Power Meter turns black, it is empty and will cost Opa-Opa a Life Symbol (ship).
- Now it is possible to power-up your Power Meter when it's getting low. The special parts needed to replenish it are available through the Hidden Shops (which we'll discuss later) and can prolong your game play.

Progress of game:

There are a total of eight rounds to beat before you've won the game. You will be advanced to the end of each round after you've passed through a series of scenes. Each round is composed of a number of scenes. However, the finale of each round is always the same:

- You will confront a Blackheart for one battle and you must win to enter the next round.
- The following are the individual rounds and number of scenes:

NUMBER AND TITLES OF ROUNDS	NUMBER OF SCENES
(1) PASTARIA	3
(2) SARCAND	3
(3) HIYARIKA	5
(4) BOW BOW	5
(5) CHAPRUN	5
(6) FUWAREAK	5
(7) SBARDIAN	5
(8) WOLFIN	5

Warp Gates:

The individual rounds and scenes are connected by Warp Gates which Opa-Opa must pass through. The gates differ from scene to scene and round to round. Each require different conditions for passage.

- During each scene, green warp gates will appear after you destroy an enemy base. These gates will allow passage from scene to scene within a particular round.
- Once you have successfully destroyed every base in each scene of a particular round, a red warp gate will be screened. You can only enter this gate if you've satisfied the above conditions.
- When you pass through the red warp gate, you'll be confronted by the round's Blackheart whom you must defeat to proceed to the next round.

Now Make Your Move

It is impossible to defend Fantasy Zone with Opa-Opa's physical ability alone. You'll need to improve your skills with various equipment and weapons. And since your enemy will become increasingly powerful, it's wise to save up for big buys later.

Here's where and how to get money and equipment.

Currency and Gold Coins:

The enemy has stashed away hordes of riches in secret hiding places which will serve you well when you find it. It is part of your mission to win these monies.

In the top portion of the screen is a value gauge which will illustrate in dollars how much money you've collected.

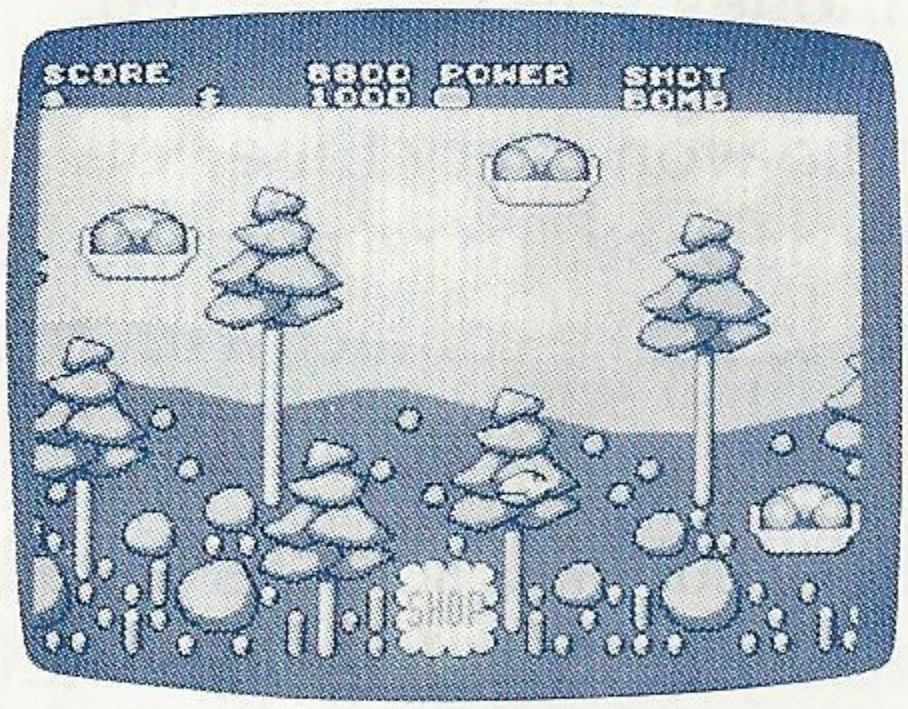
- Currency and gold coins can be won every time you destroy an enemy ship, creature or base. To be awarded the value of the money, you need to make contact with the currency or the coins quickly.
- Failure to take possession of the coins as soon as possible will cause the coins and currency to lose their value and disappear.

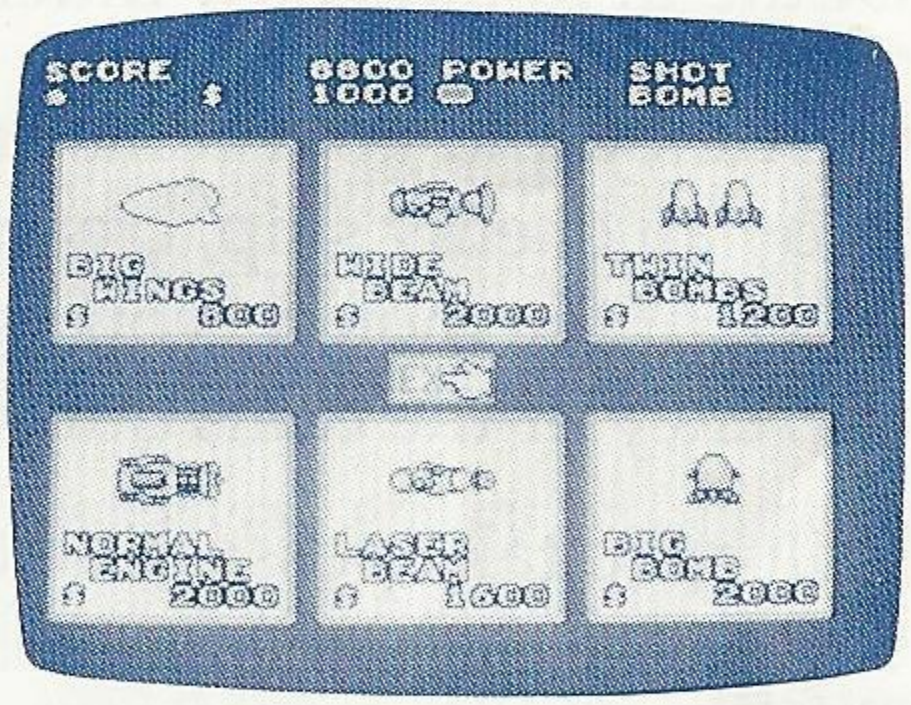
Shop:

If you're ready to go shopping, first enter the Shop cloud on the screen and you'll find yourself inside.

You can move the hand symbol up, down, right and left by pressing the D-Button in those directions. Position the hand symbol next to the item of your choice and then press Button 1 or 2 to make your selection.

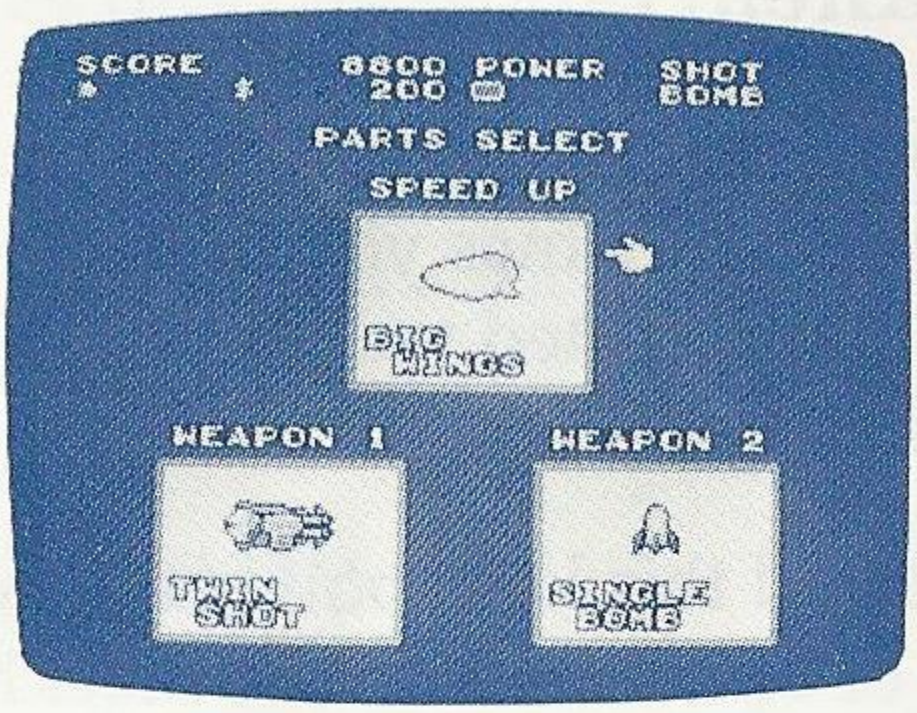
- You can only buy items that do not exceed your available money.
- If a blue "Sold Out" message appears on the screen, the item is sold out and not available. After you finish shopping, go to the "Exit" and press Button 1 or 2 to enter the Parts screen.





Parts:

When you enter the Parts selection screen you can only use your D-Button to select items. Parts are separated into three groups:



- Parts for SPEED
- Parts for SHOT (weapon 1)
- Parts for BOMB (weapon 2)

You can buy as many parts as possible, but you're only allowed to buy one part pertaining to one function during a single visit. For example:

- If you buy WIDE BEAM and BIG SHOT, they both strengthen Opa-Opa's SHOT ability and therefore, you can not buy them at the same time. Choose the item that is best designed to fight your current enemies.

- If you have more than two parts pertaining to the same group, you can exchange them before the game is finished. To exchange them, enter Parts and begin the selection process. The exchange will occur automatically.

- Use your D-Button to rotate items until you make your selection. Then press Button 1 or 2 to exit and your selection will be awarded automatically.

Destroy Blackhearts:

For every Blackheart, there's a specific destruction mode. And no matter how many times you're able to hit any one of them, they will not be defeated unless you make contact with their individual weakness.

- Once you've located this key spot, you'll have to deal a certain number of bullets before the Blackheart disappears.
- Now these weaknesses are top secret and not even Opa-Opa knows them for sure.

Know The Score:

Scoring is based on the points you earn when you destroy an enemy base, creature or Blackheart.

Now to destroy the enemies you must keep in mind the two categories. Some enemies are groups and some are individuals. To earn points and win their coins or currency you need to destroy all of them, whether it's one body or ten.

Enemies like a base are capable of awarding a warp gate or money. It just depends when you destroy them what you'll earn.

The values for enemies are as follows:

Creatures ..... 100 points
Enemy Base ..... 1,000 points
Blackheart ..... 10,000 points

The monies they drop are worth:

Big Coins	200 dollars
Bills	500 dollars
Small Coins	50 dollars

Hidden Shops

Hidden Shops are available to let you buy extra special parts and items to make winning possible.

They are located in rounds 3, 5 and 6. And here's how to discover them:

- They are randomly placed in the scenes that compose the round. You need to rapidly fire your bullets into the scene with no apparent target to locate the Hidden Shop. It's like looking for a Black Hole.

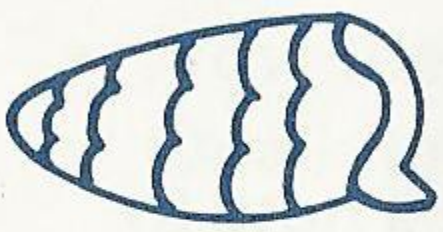
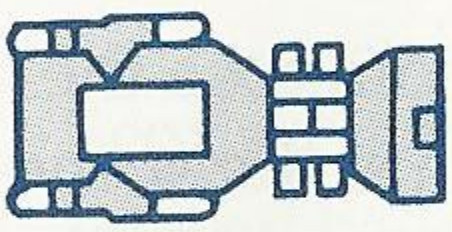
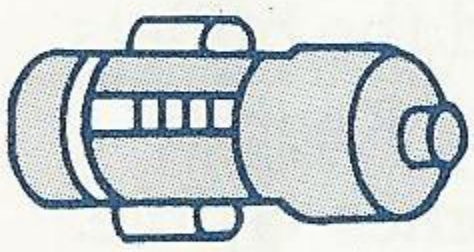
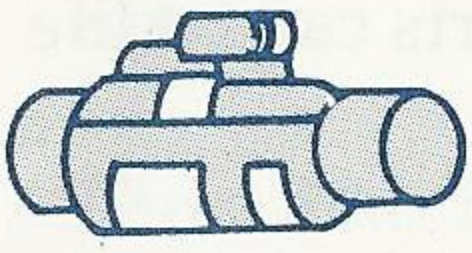
- When you've found it, you'll hear a beep and the bullets will start disappearing into this invisible hole. Keep shooting in this direction until the shop becomes visible.

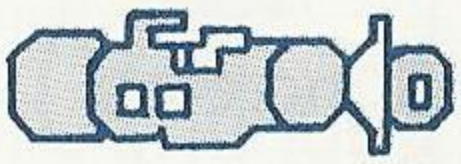
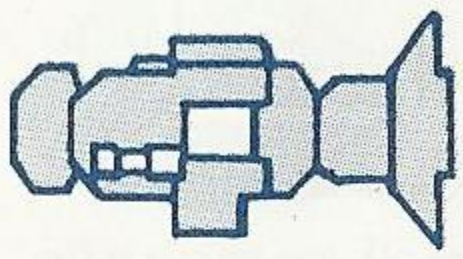
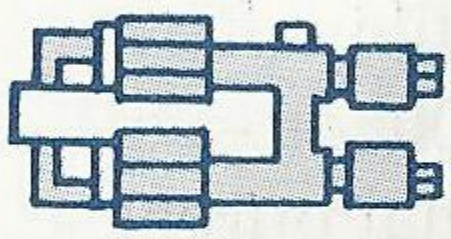
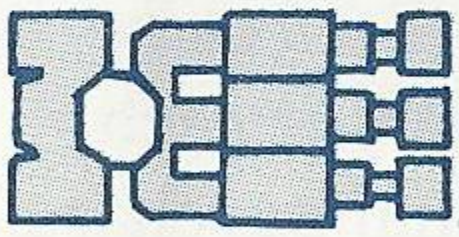
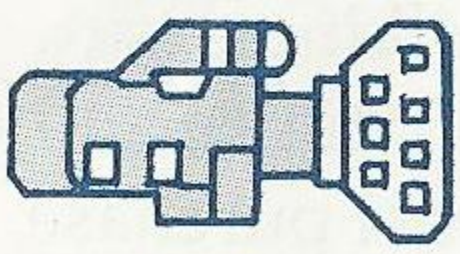
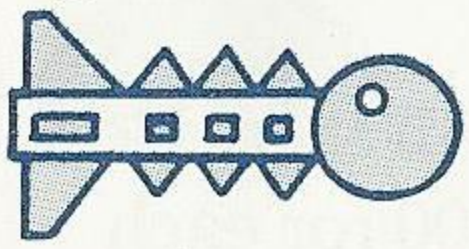
- Once inside you'll be offered a group of items and parts called "Other Unique Equipment." These parts can be life saving, so good luck.

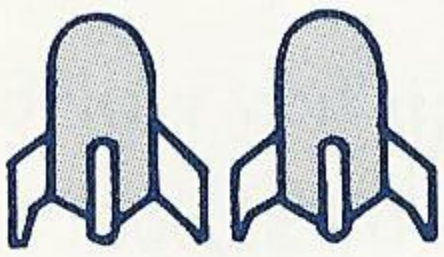
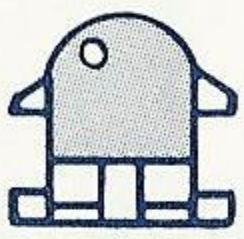
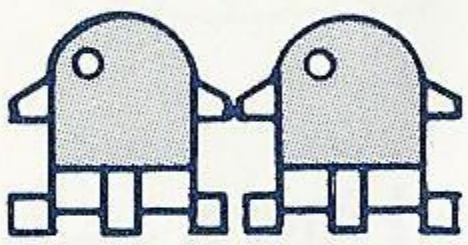
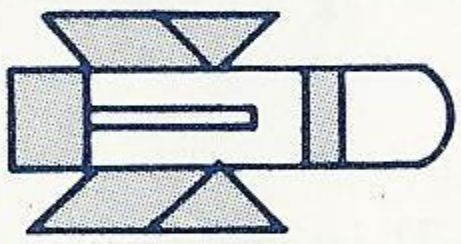
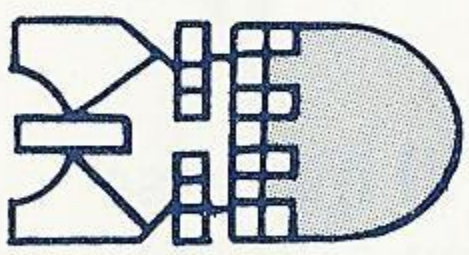
Parts And Items Chart

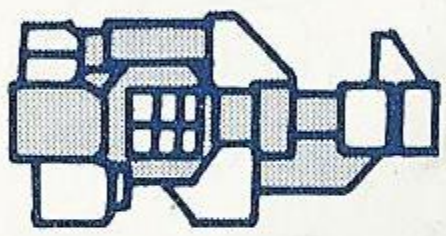
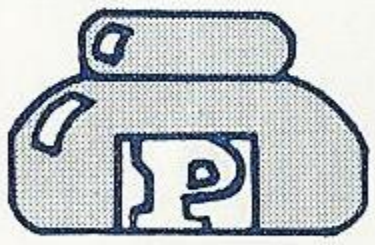
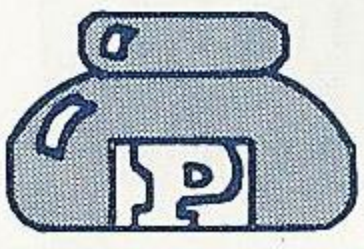
Below you'll find a brief description and price for every item and part available to you in the Shop and Hidden Shop.

Speed Parts:

ITEM	FUNCTION	PRICE
	BIG WINGS will increase speed slightly.	$800
	NORMAL ENGINE will increase speed.	$2,000
	JET ENGINE will increase speed considerably.	$5,000
	TURBO ENGINE will increase speed dramatically.	$10,000
	ROCKET ENGINE will increase speed drastically.	$30,000

ITEM	FUNCTION	PRICE
	LASER BEAM equal to launching 16 bullets per second.	$1,600. Price will increase by $1,000 for each additional purchase.
	WIDE BEAM wide shooting range.	$2,000. Price will increase by $1,200 for each additional purchase.
	BIG SHOT twice the power of a twin shot.	$5,000. Price will increase by $2,500 for each additional purchase.
	3-WAY SHOT fires bullets simultaneously in 3 directions.	$2,500. Price will increase by $2,000 for each additional purchase.
	7-WAY SHOT fires bullets simul- taneously in 7 directions.	$4,000. Price will increase by $4,000 for each additional purchase.
	FIREBALL will annihilate the enemy in one blast.	$5,000. Price will increase by $4,000 for each additional purchase.

ITEM	FUNCTION	PRICE
	TWIN BOMBS drops two single bombs in succession.	$1,200. Price will increase by $1,500 for each additional purchase.
	BIG BOMB power of two single bombs.	$2,000. Price will increase by $1,000 for each additional purchase.
	TWIN BIG BOMBS power of two Big Bombs.	$4,800. Price will increase by $2,000 for each additional purchase.
	SMART BOMB will damage enemy.	$2,000. Price will increase by $1,000 for each additional purchase.
	FIRE BOMB will annihilate every enemy in one line in one blast.	$2,000. Price will increase by $1,000 for each additional purchase.
	HEAVY BOMB will annihilate all enemies beneath you.	$2,000. Price will increase by $1,000 for each additional purchase.

ITEM	FUNCTION	PRICE
	CONTINUE used once to continue past Game Over.	$20,000
	EXTRA SHIP will increase number of ships.	$5,000 - 1st $20,000 - 2nd $50,000 - 3rd $100,000 - 4th and thereafter.
	AUTO BEAM rapid fire gun.	$10,000
	SHIELD will create impenetrable barrier around Opa-Opa.	$12,000
	RED BOTTLE will increase and prolong Power Meter.	$9,000
	BLUE BOTTLE will replenish Power Meter.	$8,000

A Cast of Cruel Characters

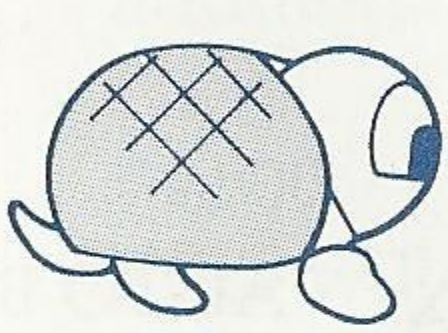
The following is a complete lineup of enemy invaders. Since they are specifically assigned to individual rounds, you can get to know them and scope out who is left to attack per scene.

Pleasure Dome: Round 1


TWISTER

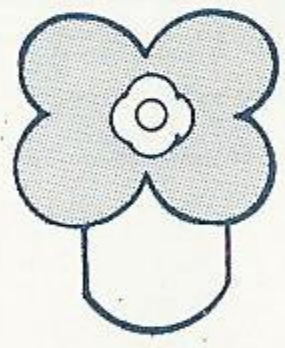

BIGMOUTH

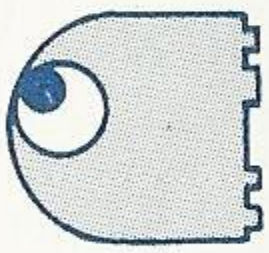

BIRDMAN


SHELL BACK


WALKER

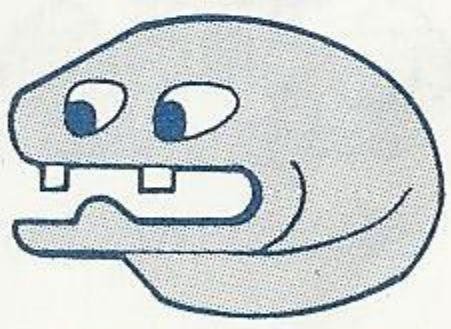
Sensor Straits: Round 2


FLYTRAP

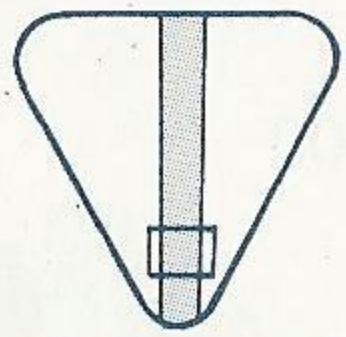

CYCLOPES

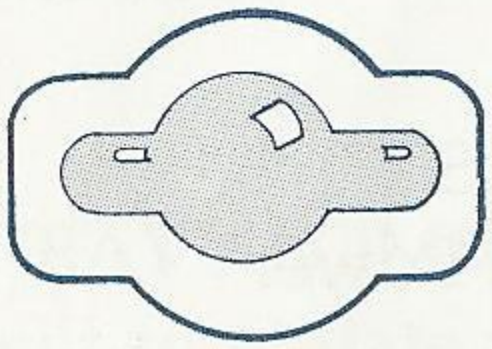

SLUG

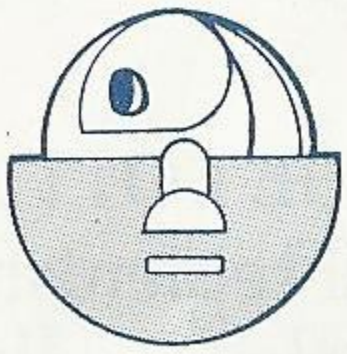

ELEPHANT MAN

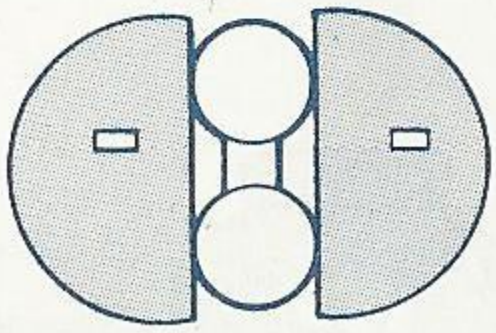

SNAKEBITE

Lost Fields: Round 3

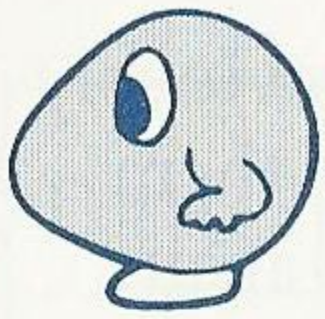

HAMMERHEAD


BISMARK

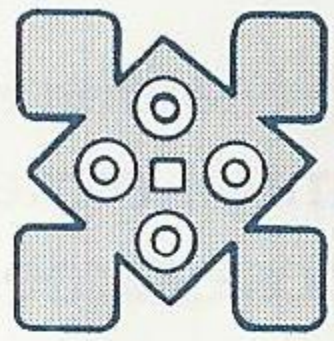

ATOM

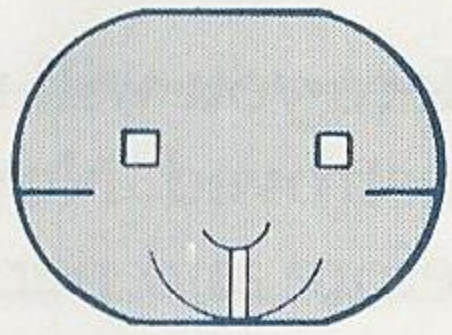

NUCLEAR CACTUS

Checkered Paths: Round 4

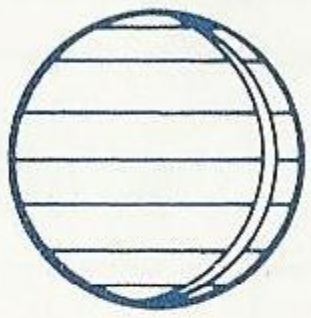

KILROY

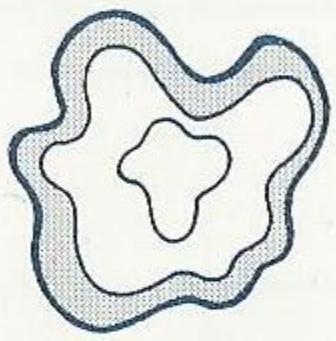

BEEHIVE

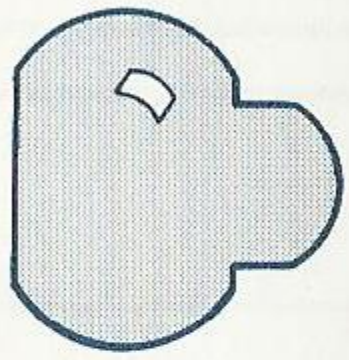

JOURNEYMAN

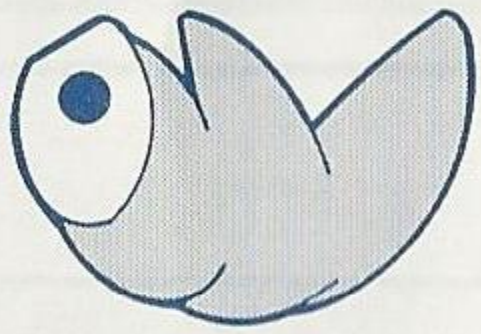

SPHINX

Lands of Fortune: Round 5

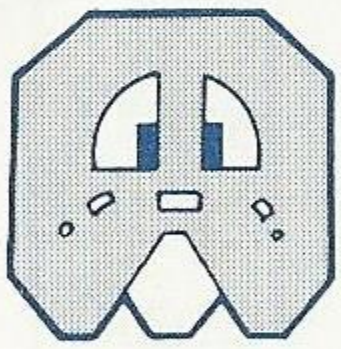

BARRELFACE


AMOEBA

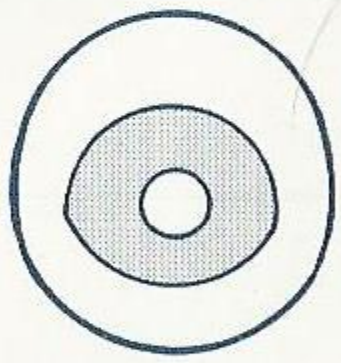

CLONE

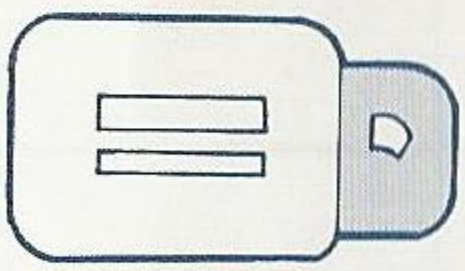

KNUCKLEJAW

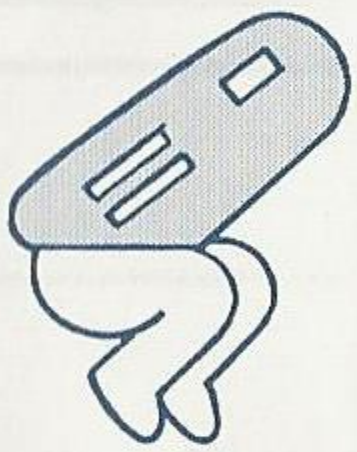
Electric Alleys: Round 6


BULLDOG


WINGWALK

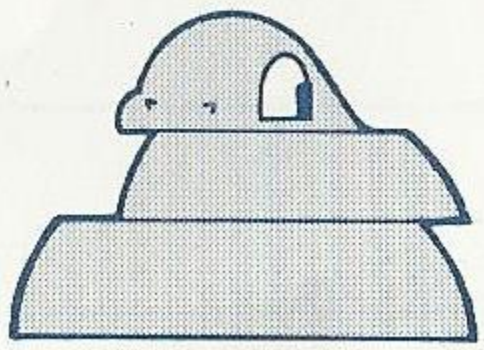

THE EYE

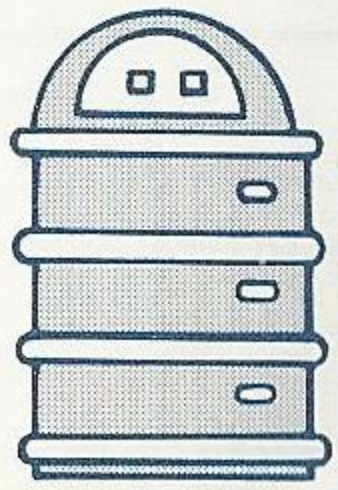

TUBULAR

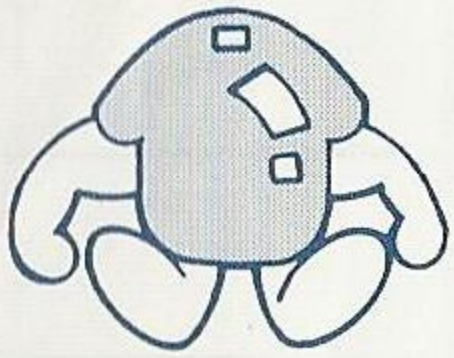

ROCKETRON

Deadly Planes: Round 7


ROLLERBALL


CENTIPEDE


TRASH CAN MAN


GOOBER

House of Blackhearts: Round 8

Here you will meet all the Blackhearts you have previously destroyed. Now you must remember how you beat them before and perform those same skilled moves once again.

For greater intrigue, we'll keep their identity a secret for you to uncover. Good luck.

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Handling The Mega Cartridge™

- The Mega 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.

90-Day Limited Warranty
Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™ /Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, 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.

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Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*
Sega's service center is located at the following address:

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573 Forbes Blvd.
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