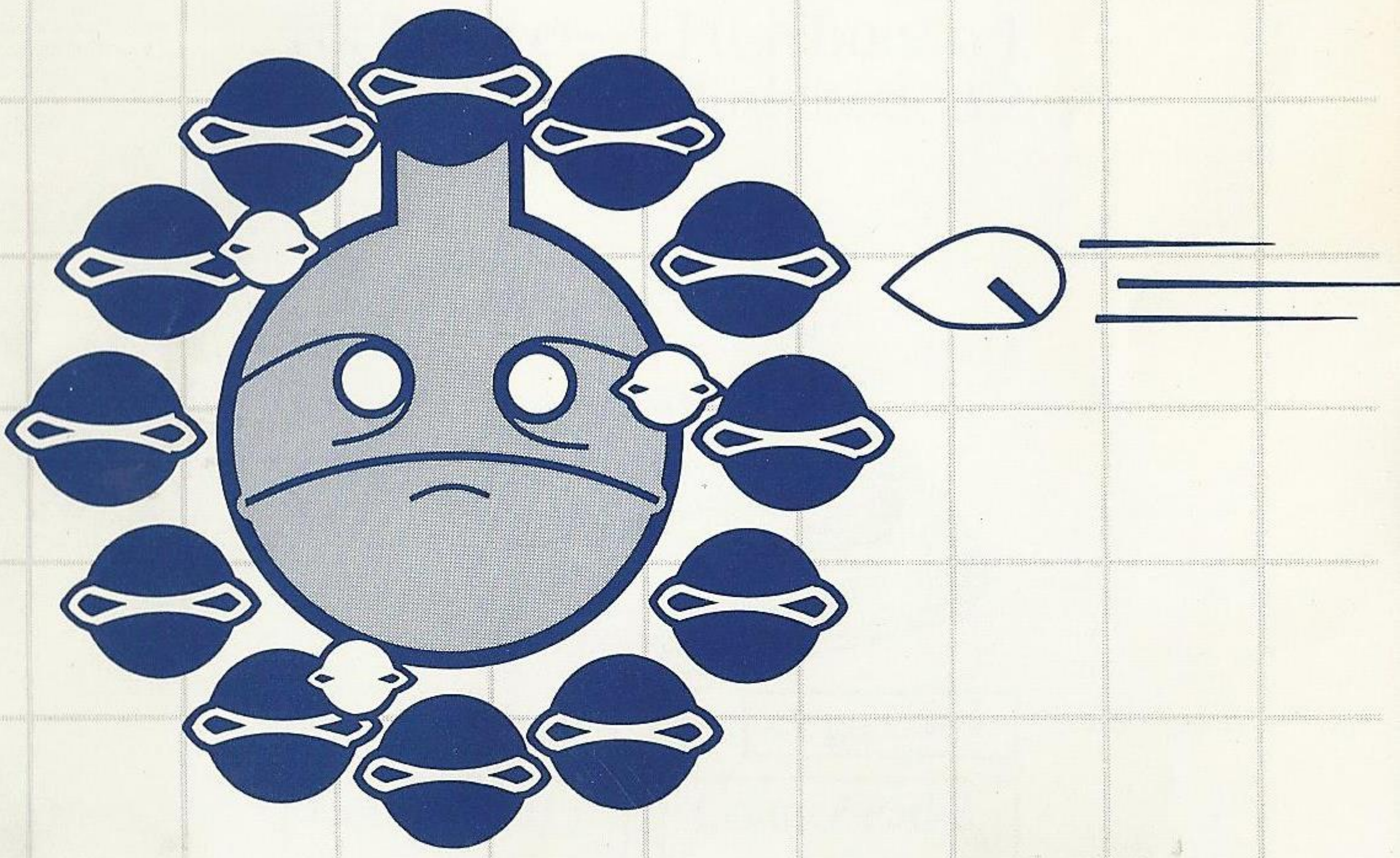
Fantasy Zone™



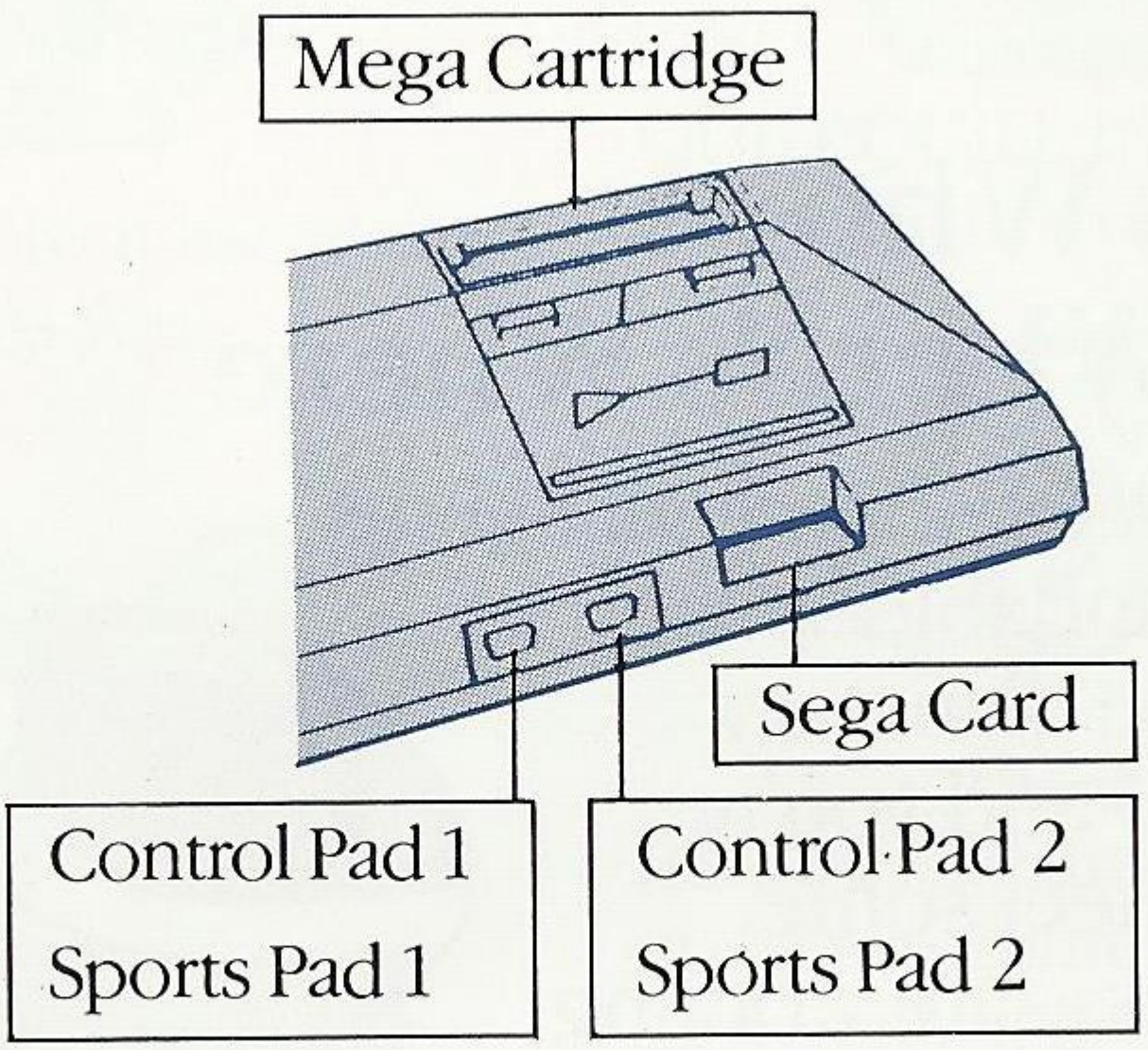
SEGA®

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the Mega 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: Push button 1.
For 2 players: Push button 2.



What's Happening

The evil MENONS are aiming to take over FANTASY ZONE by using misappropriated foreign currency to build their forces.

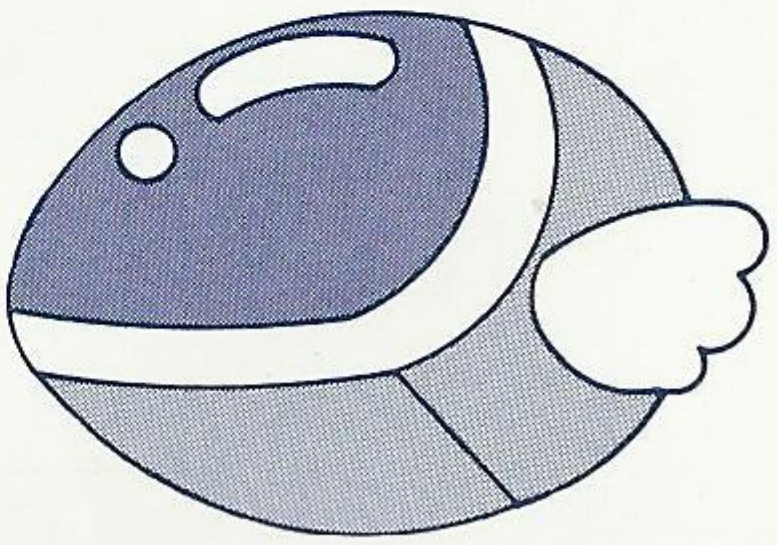
Your job? To recover the coins and return the power where it belongs, so FANTASY ZONE is safely protected.

The FANTASY ZONE is actually a solar system of eight unique planets — each more fantastic than the next. You must destroy the creatures on each planet (while collecting as many coins as possible) before you go on to the next planet.

Between planets, an ominous creature will try to attack you. And only by destroying it, will you be able to proceed.

Who's Who And Where's Where

You're OPA-OPA, a valiant fighter in an expandable space ship. All the planetary creatures — and you're going to meet some weird ones — are working against you.

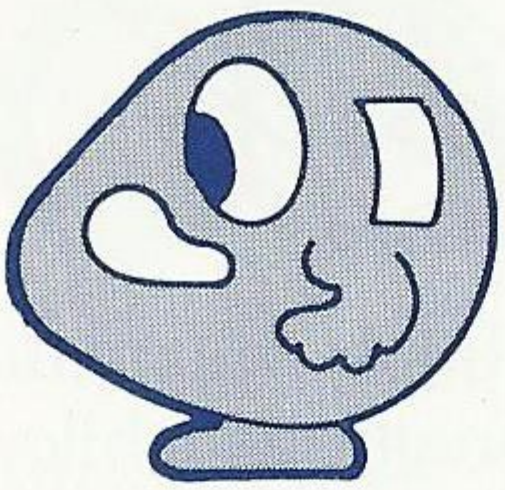


Look for—but avoid bumping into—the flabby flying QUILI-QUILI, the scissorlike SOURTHAM, the three twisting THAYA-THAYAs and a host of other mean and mischievous creatures that appear in the eight planets of FANTASY ZONE.

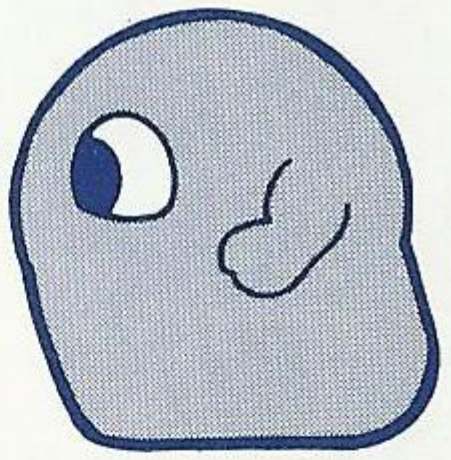
Don't trust any of them. Because they're all out to get you. Before you have a chance to get them.

If you're skillful—and persistent—you'll eventually reach all eight FANTASY ZONE planets. Each is completely unique, from the terrain to the dangerous creatures who live there.

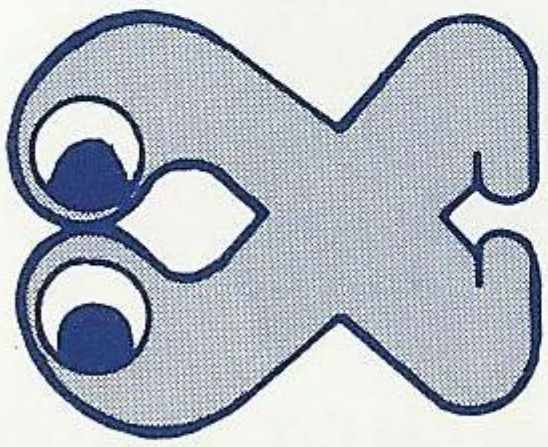
PLALFEAF (PLANET OF GREENERY)—ROUND 1



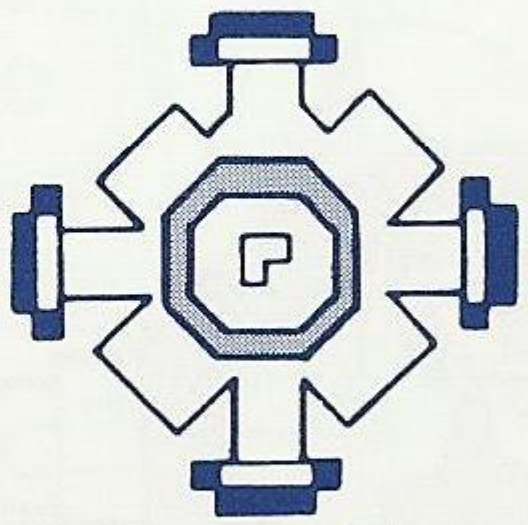
MOOCOLON: It keeps running towards you.



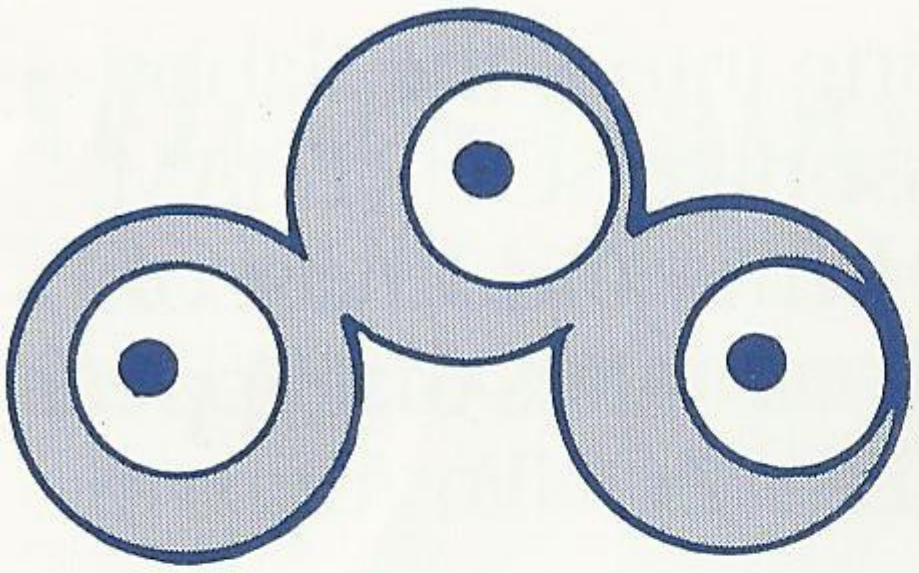
QUILI-QUILI: It's flabby and flies with its arm/wings.



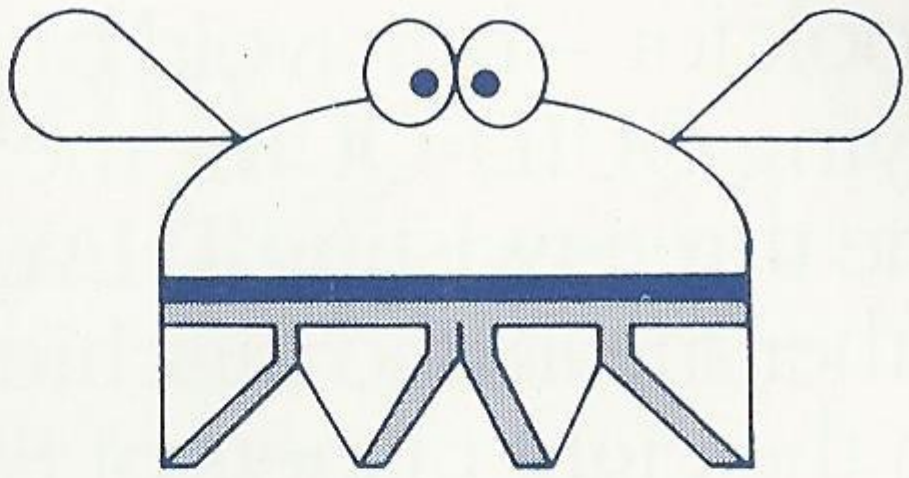
SOURTHAM: A scissorlike enemy ready to cut you up.



BOTTACO: Stretching up/down, right/left and diagonally, it fires a weapon from its extended legs.

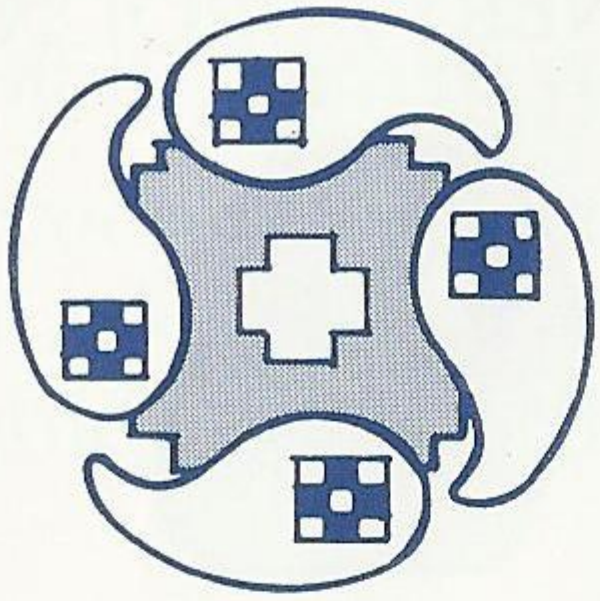


THAYA-THAYA: 3 twisting balls circling the air.

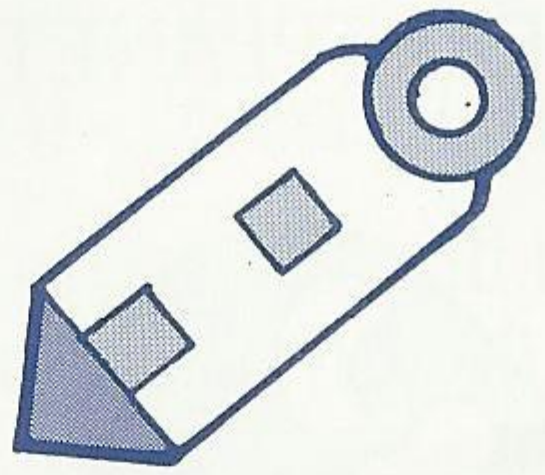


BASE: When all BASES are destroyed, a huge creature will attack you. Destroying it will advance you to the next planet!

TABAS (PLANET OF FIRE) — ROUND 2

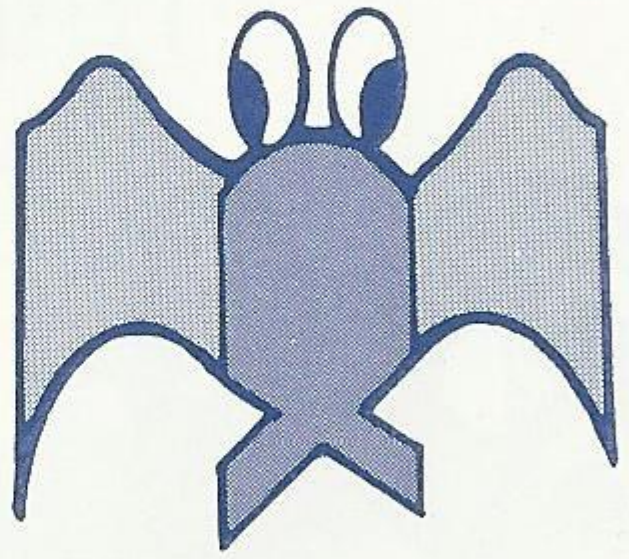


C-SOUL: Comes towards the player by turning.

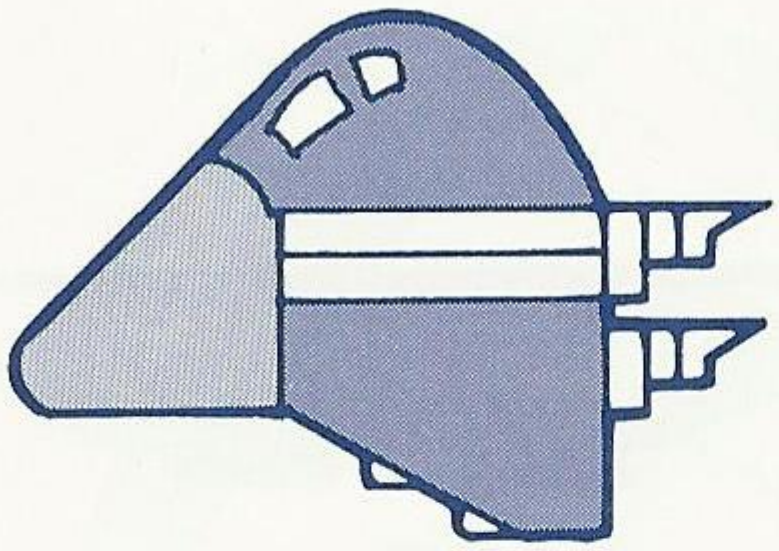


ASWORM: It will maneuver in 16 directions while following you.

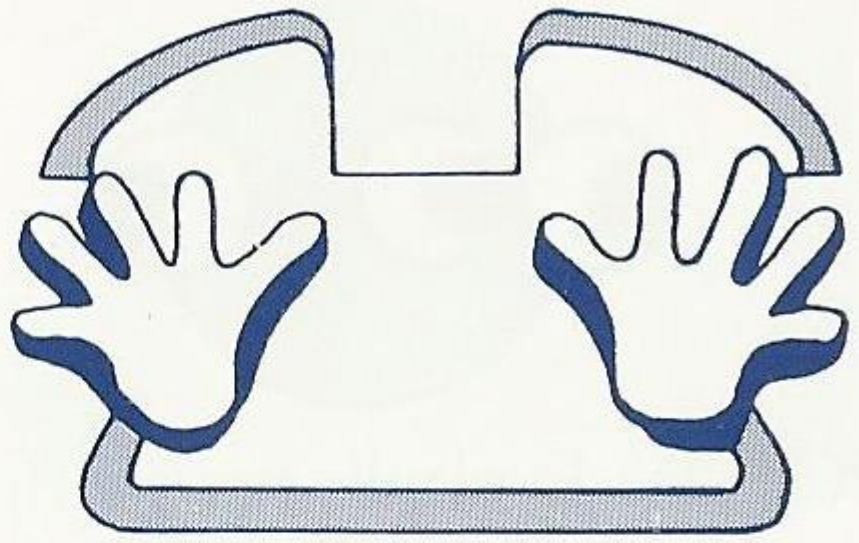
BOTELYNN: Fires projectiles from the tip of its toe.



CHAMBA: Flapping its wings, it disappears into the air.

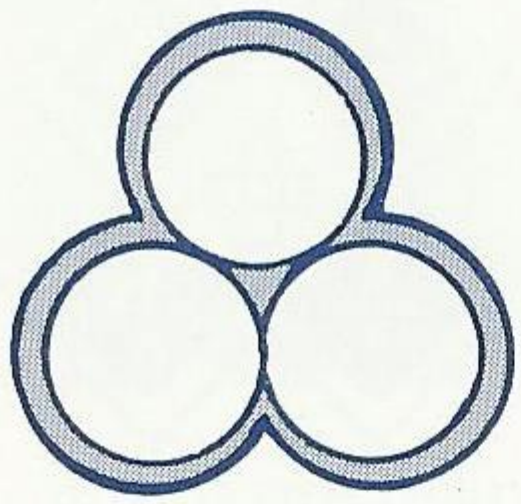


COULON: Can make minute turns like a fly. Ejects missiles from its wings and bodily attacks the player.

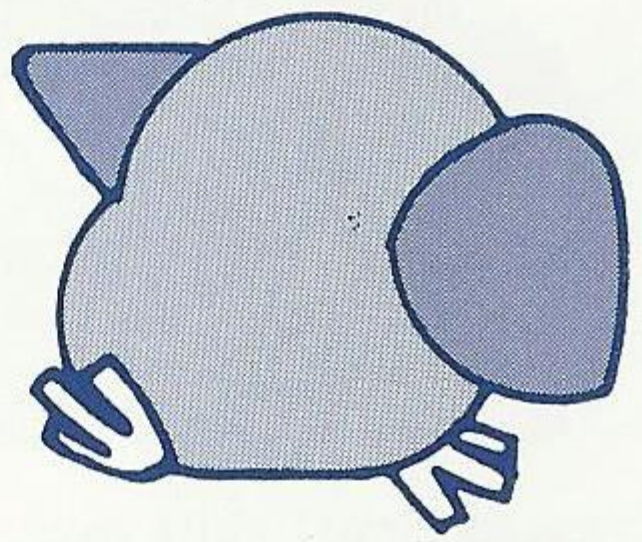


BASE

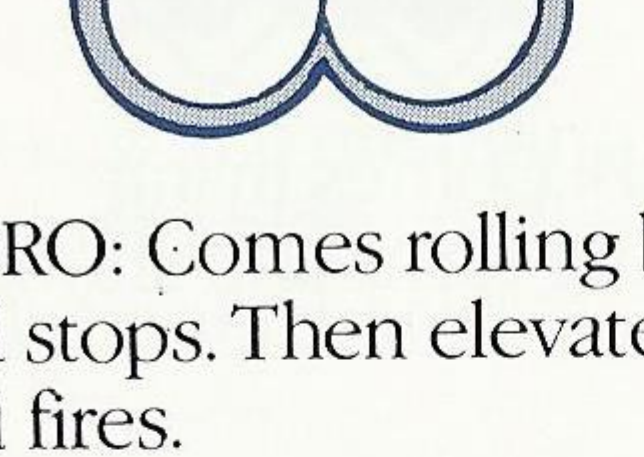
LA DUNE (PLANET OF SAND) — ROUND 3



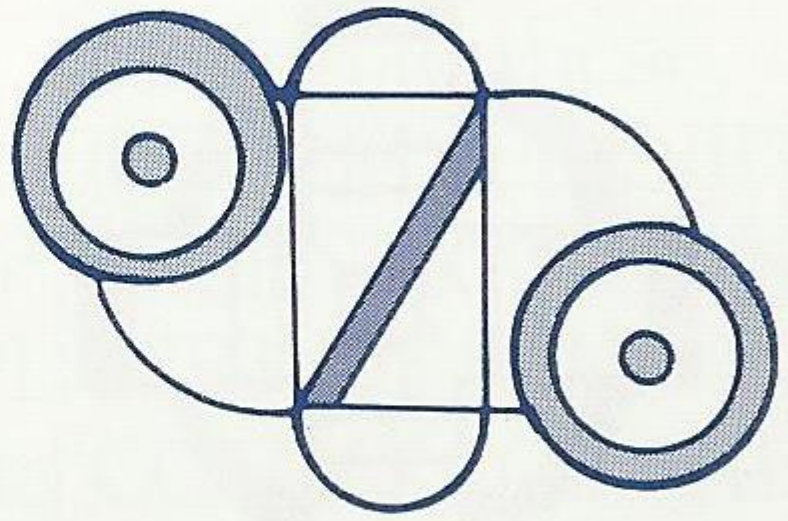
GORO: Comes rolling by and stops. Then elevates and fires.



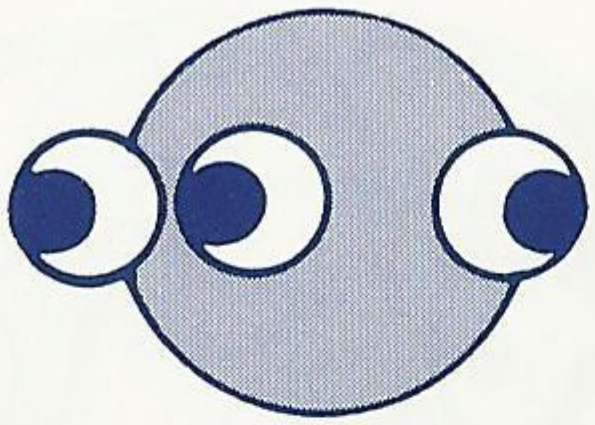
PATA: With its mouth open wide, it comes straight at you.



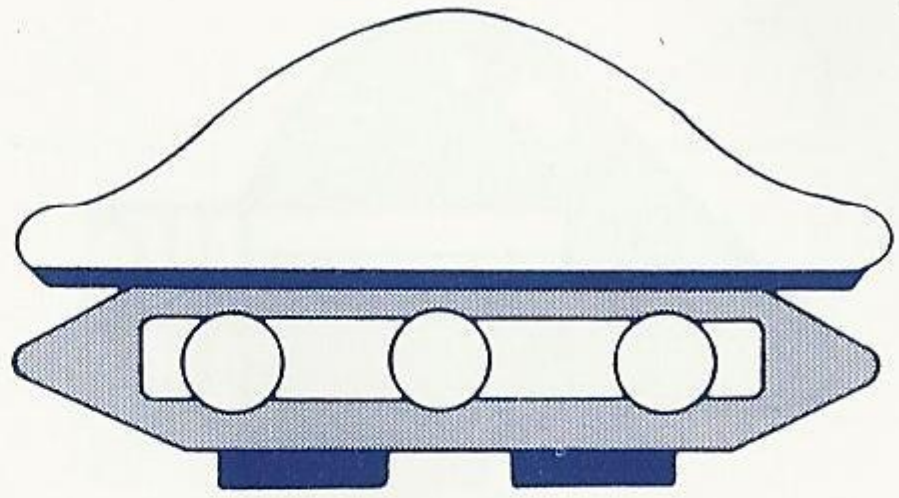
ONYAMMA: While inflating and deflating, it shoots at you.



BONT: When stretching and shrinking upwards and downwards, it heads in the direction of the player.

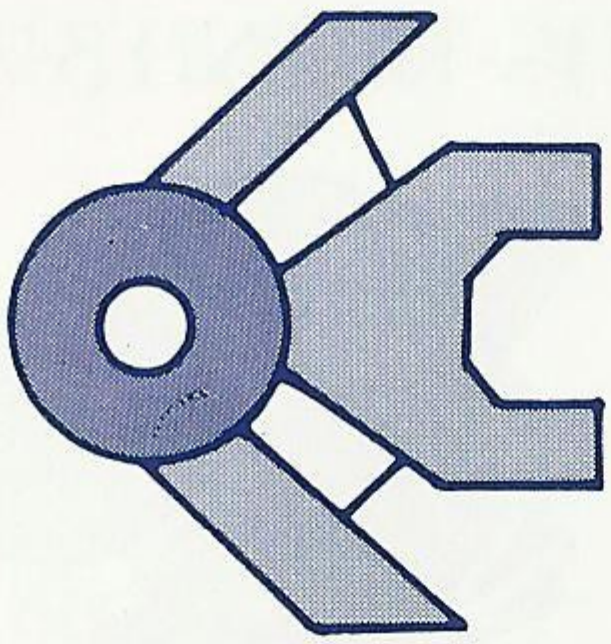


POYON: Eyeballs revolving on the perimeter of a body. It changes in size and launches various projectiles.

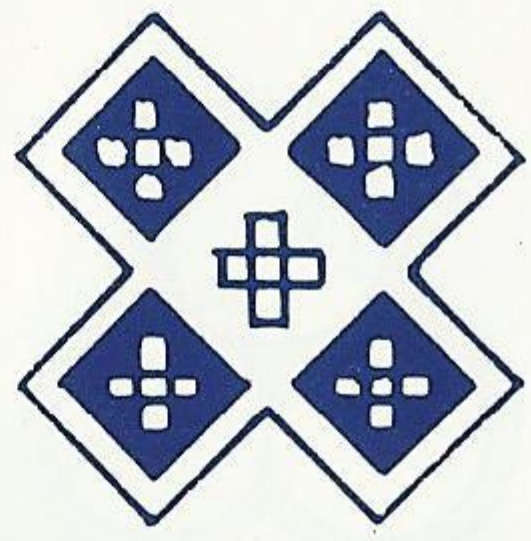


BASE (—)

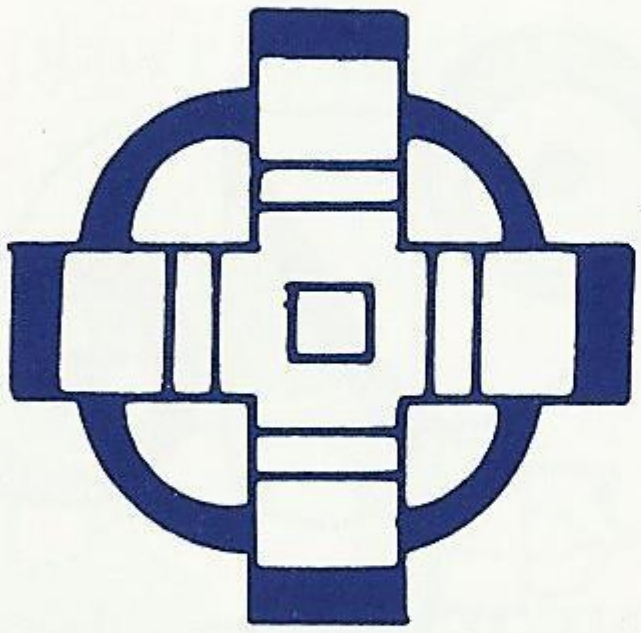
DOLIMICCA (SUPER PLANET) — ROUND 4



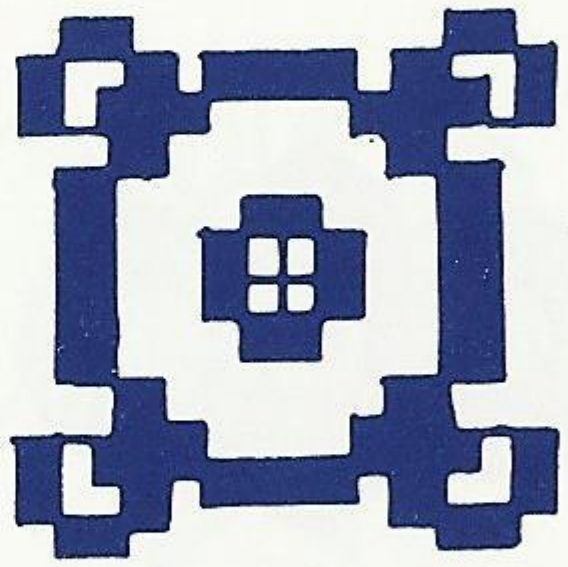
SHATBOO: Approaches the player while opening and closing its wings.



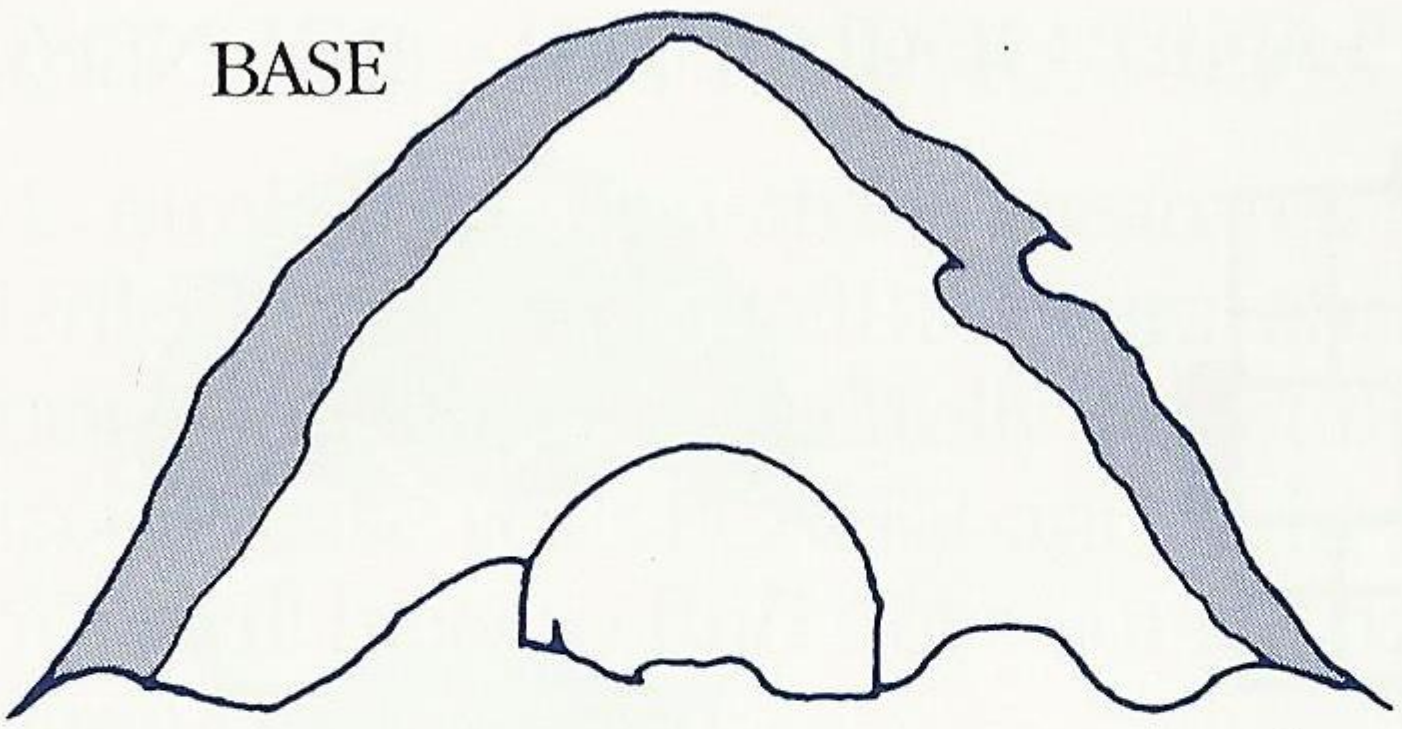
F-ZAB: Comes flying making turns and shooting.



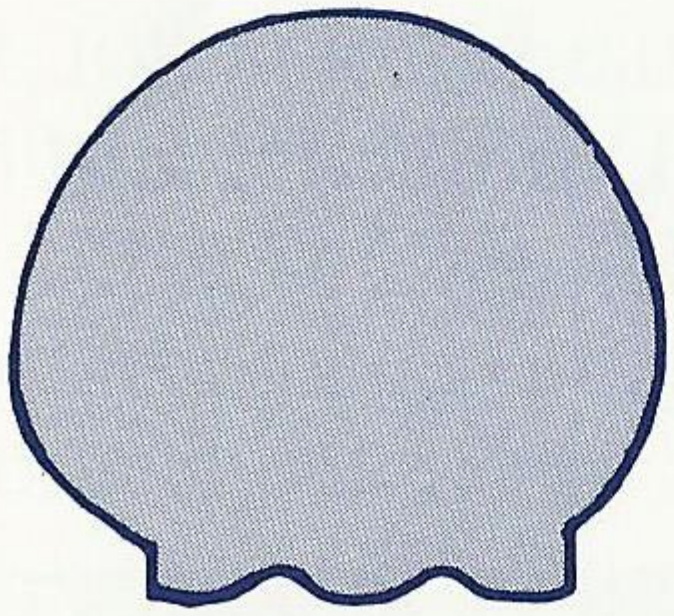
SQUEL: Transforming itself from a circle to a square, it fires weapons.



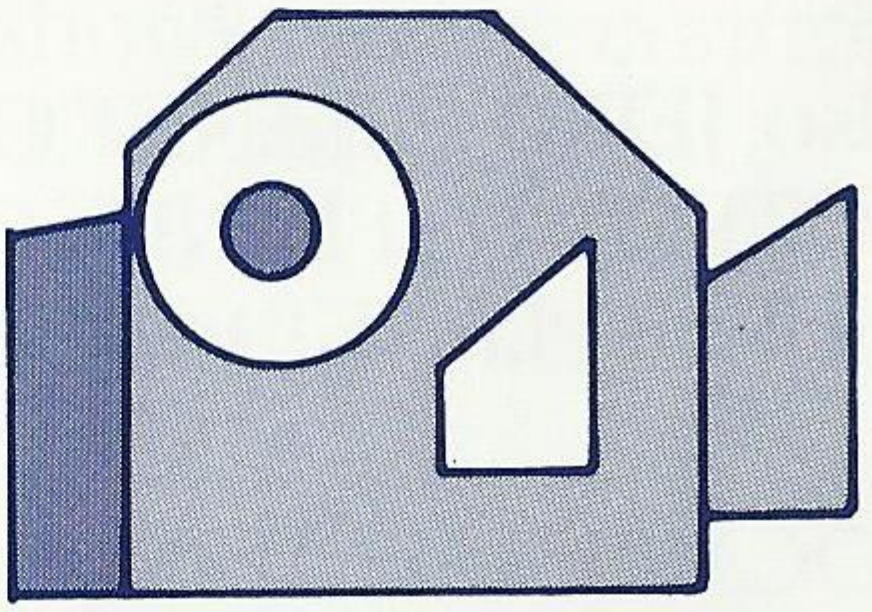
FLOWEYE: Comes zooming in at OPA-OPA.



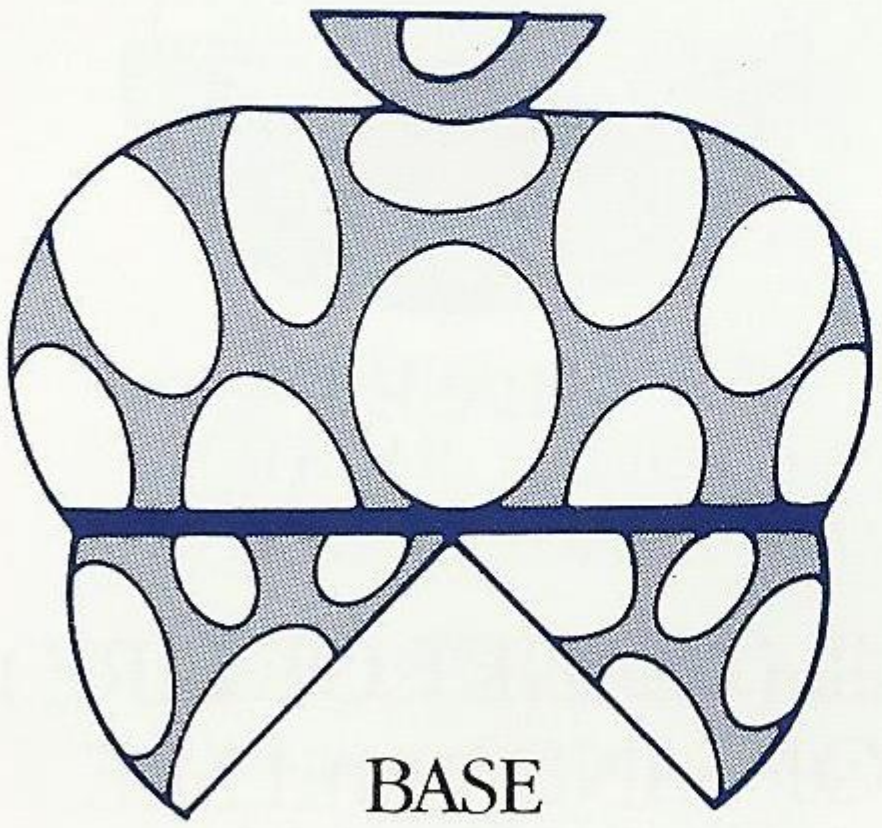
POLARIA (PLANET OF ICE) — ROUND 5



JERRY: While enlarging and then becoming smaller, it heads for the player.

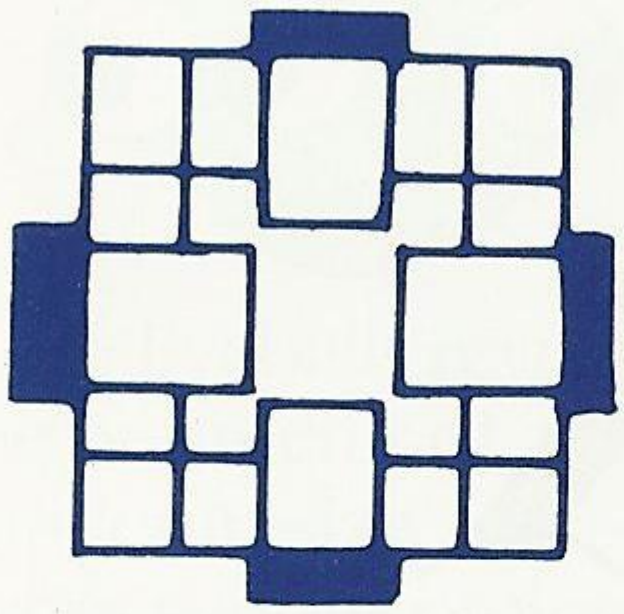


M.F.: Is a fish type enemy which attempts to land on you.

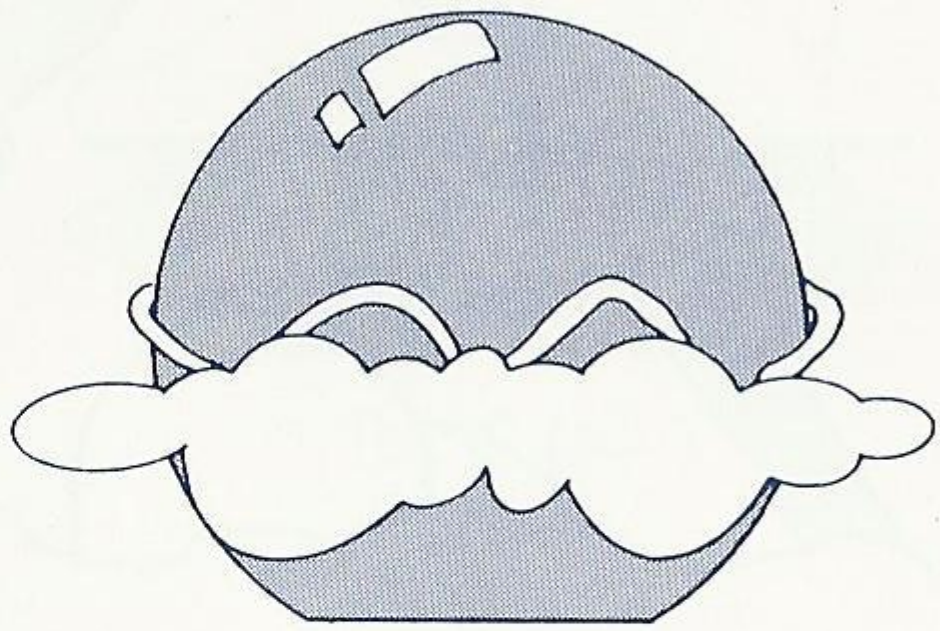


In addition to these, SOURTHAM (PLANET OF GREENERY), BONT (PLANET OF SAND) and COULON (PLANET OF FIRE) also assault OPA-OPA.

MOCKSTAR (PLANET OF CLOUDS) — ROUND 6



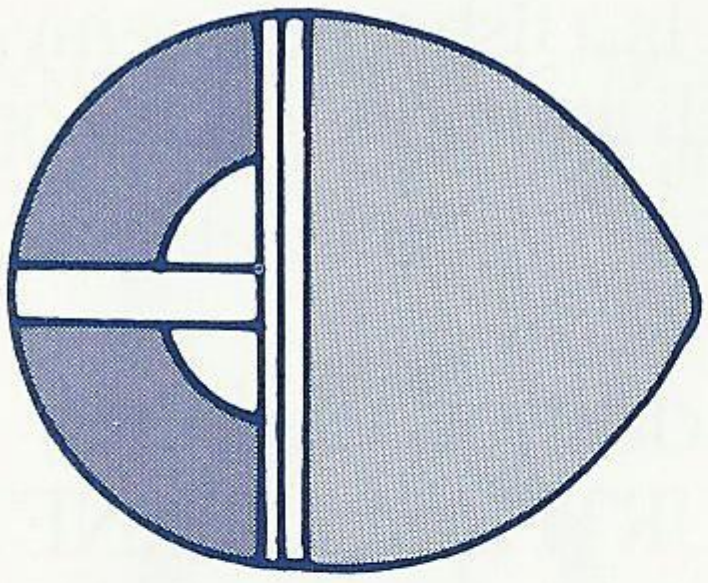
BILLIAN: While turning, it discharges its arms and alters itself into another figure.



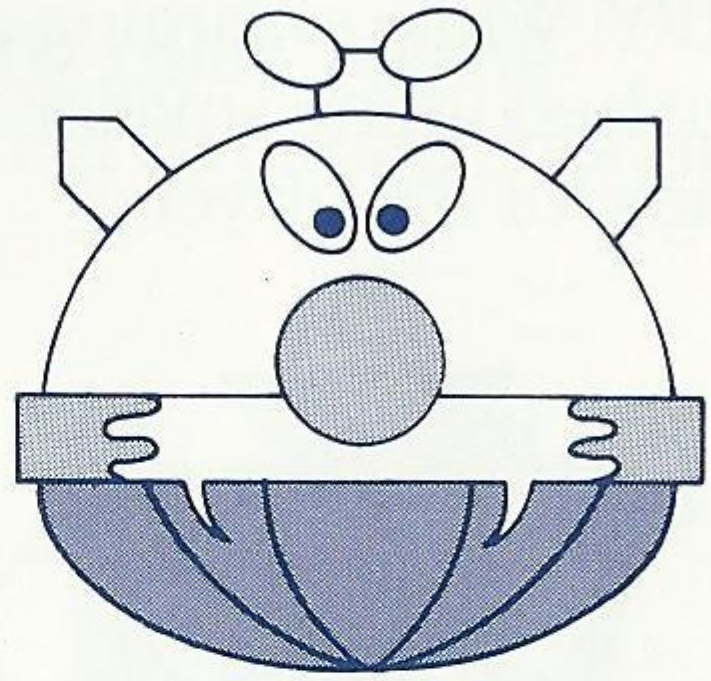
BASE

Also, JERRY (PLANET OF ICE), ASWORM and BOTELYNN (PLANET OF FIRE), AND SQUEL (SUPER PLANET) will appear.

POCARIUS (PLANET OF WATER) — ROUND 7



RECAL: A hard working creature which lands on the player.



BASE

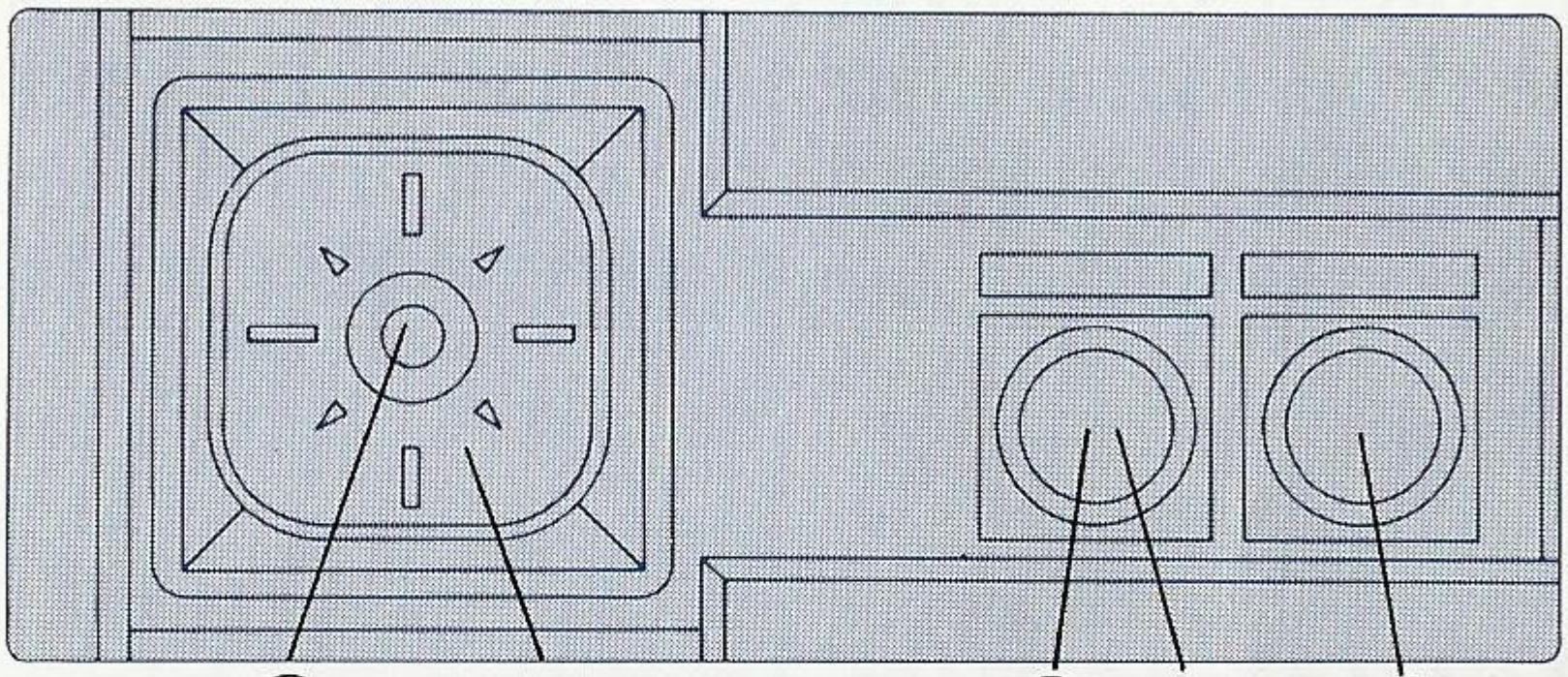
In addition to RECAL, C-SOUL (PLANET OF FIRE), PATA and POYON (PLANET OF SAND), and M.F. (PLANET OF ICE) also enter into the battle.

SALFAR (PLANET OF EVIL SPIRITS)

A number of monstrous creatures live here. Unless they are hit with several shots, they can not be destroyed. Skillfully select the right parts to increase your POWER and fight against them. You will have to find out yourself just what these alien beings are like...

Taking Control

The following illustration shows you the control points on your SEGA SYSTEM control pad. Throughout this instruction book, we will refer to these controls by the names indicated in this illustration.



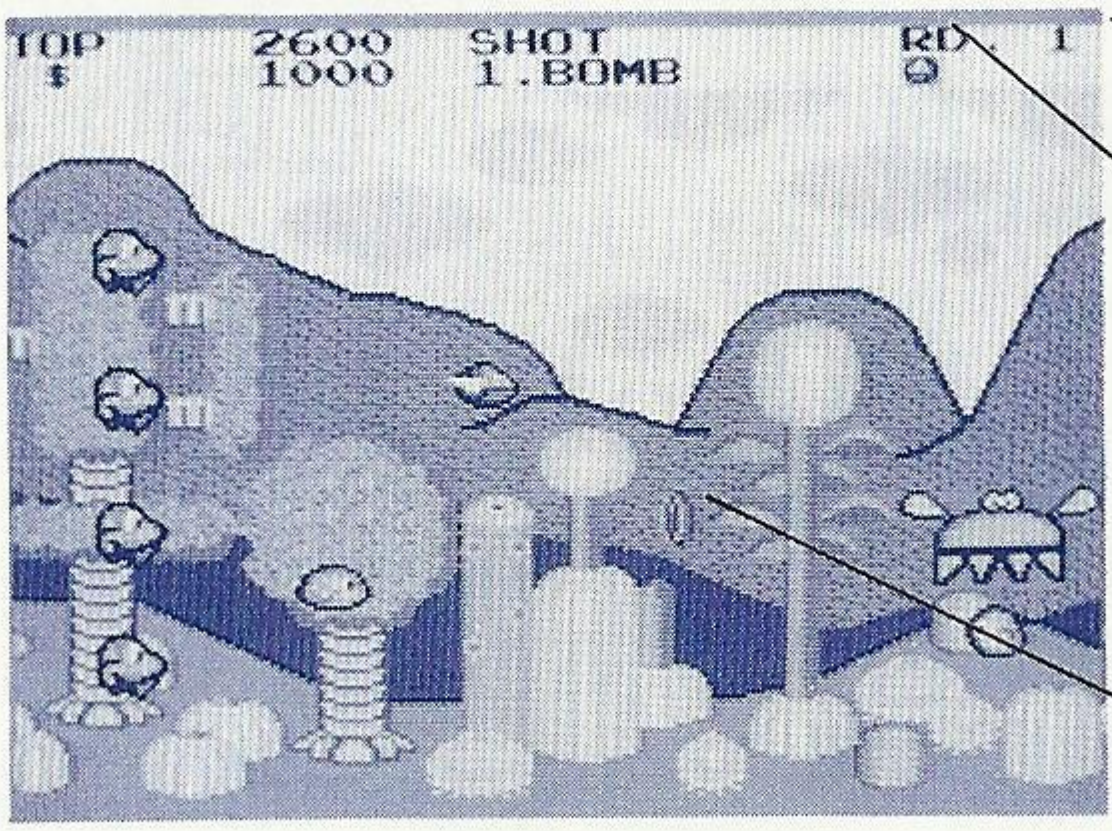
① SHOOT BUTTON
② BOMB BUTTON
③ Maneuvers OPA-OPA

For continuous firing, keep button pressed down.

Move ☞ to select parts at the PARTS SHOP.
Position ⇨ to choose items in the PARTS SELECT scene.
① or ② PARTS SHOP (purchase) button
PARTS SELECT button

CHECK OUT THE SCENE

WEAPONS which OPA-OPA can use



ROUND

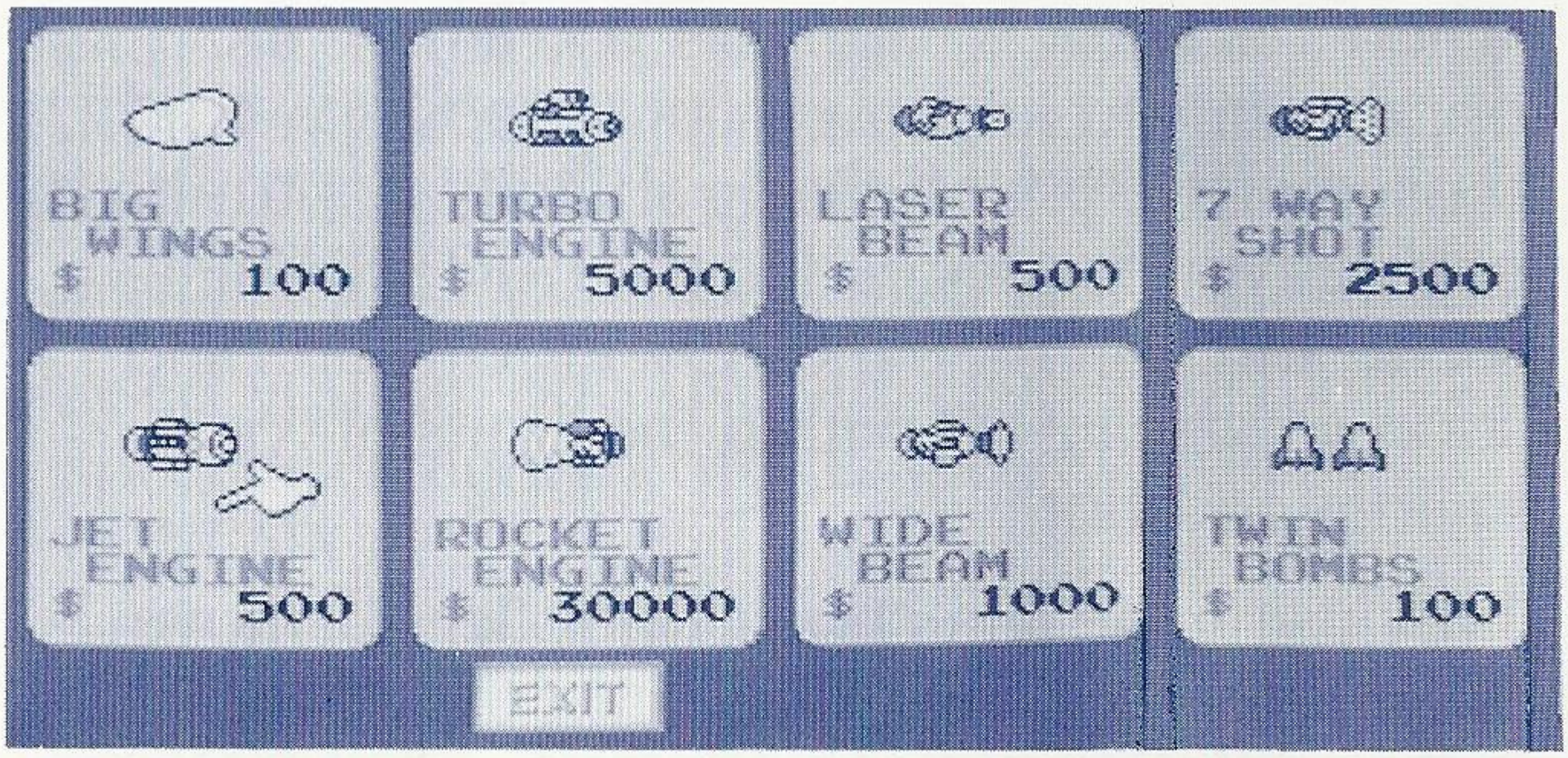
The remaining number of OPA-OPAs.

Coins

The entire planet can not be shown on the screen at one time. Manipulate the Direction Controller, and the screen moves to the right and the left. Now the rest of the planet starts to become visible.

Power-Up Parts

HERE'S WHAT YOU'LL FIND AVAILABLE:



SPEEDUP PARTS Use the ARROWS to select them.
BIG WINGS — Makes the speed slightly faster
JET ENGINE — even faster
TURBO ENGINE — very fast
ROCKET ENGINE — extremely fast



WEAPON 1 ARMAMENTS
Use BUTTON (1) to select them.
WIDE BEAM
LASER BEAM
7-WAY SHOT

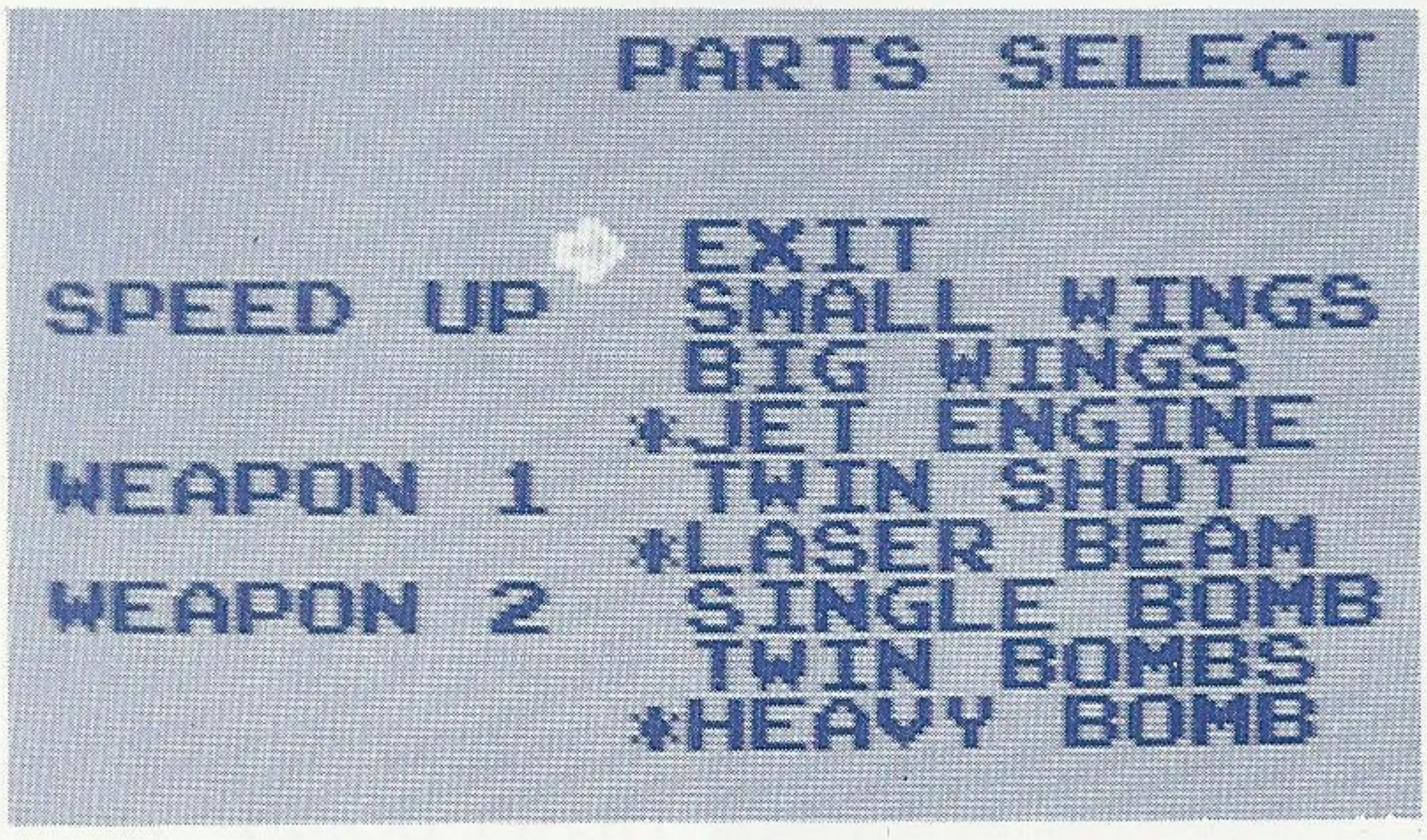
WEAPON 2 ARMAMENT
Use BUTTON (2) to select them.
TWIN BOMBS — Two bombs dropped consecutively.
SMART BOMBS — Destroys all of the on-screen enemies at one time.
FIRE BOMB — Destroys all of the enemies in a horizontal direction.
HEAVY BOMB — Destroys all of the enemies in a vertical direction.

When this mark (SHOP) appears, you'll have the opportunity to improve your spaceship—and thus improve your fighting abilities. Capturing it enables you to proceed to the PARTS SHOP scene and purchase the POWER-UP parts and stronger armament within the limits of your savings account.

1. By using the Direction Controller ③, move the screen left/right and locate the desired item.
2. By using ③, move HAND to the desired part or armament.
3. When HAND blinks, push ① or ②.

By repeating the procedure, parts can be purchased. When SOLD OUT appears, that particular item can not be bought.

Proceed next to the PARTS SELECT scene.



Before being reinforced with the POWER-UP PARTS & ARMAMENT, items such as SMALL WINGS, TWIN SHOT and SINGLE BOMB are used.

No matter how many parts have been purchased, you can only use one each from the respective categories of SPEEDUP, WEAPON 1, and WEAPON 2.

1. By using the Direction Controller ③, move → beside the desired item and then push ① or ② (the * mark appears beside what you have selected).
2. When 3 have been selected, repeat the above procedure, and move → beside EXIT by using the Direction Controller ③ and pushing Button ① or ②.

Now, with the POWER-UP parts and armament, you are ready to continue the game!

Note: When one OPA-OPA is lost, all of the materials purchased will disappear.

During the game, after acquiring POWER-UP parts and armament, this mark (SEL) appears. Capturing it will also enable you to proceed to the PARTS SELECT scene.

Oops. Try Again

At the beginning of each game you get three OPA-OPA spaceships. When all of them are lost, the game is over.

Know The Score

The points you earn for shooting or bombing these perilous foes are as follows:

AN ENEMY . . . . . 100 points
BASE . . . . . 1,000 points
HUGE CREATURE . . . . . 10,000 points

BONUS

After clearing 8 rounds, the following points are added as a BONUS.

The remaining money units x 10 points.

The remaining number of players x 1,000,000 points.

Helpful Hints

Try to hit as many enemies as early in the game as possible. Because the sooner you get them, the higher the value of the coins you collect.

Pay close attention to the effectiveness of each POWER-UP part and you'll quickly learn which ones are the most valuable.

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Handling The Sega Card™ And The Mega Cartridge™

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA SYSTEM.

— For Proper Usage —

Don't bend, get wet, disfigure or subject to thinners, benzine and violent impact.

Don't expose to direct sunlight or temperature source.

Be especially careful not to stick anything on the SEGA CARD.

When wet, completely dry before using.

When dirty, carefully wipe only with a soft cloth dipped in soapy water.

After use, put it in its CASE.

90-Day Limited Warranty
Sega® Card/Cartridge

To validate the following 90-day limited warranty, your warranty card and sales slip or proof of purchase should be completed and returned to Sega within 10 days after the date of purchase.

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.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA
Inside California: (415) 742-9300

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:

Sega of America, Inc.
Warranty Repair
573 Forbes Blvd.
South San Francisco, CA 94080

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 limitations of 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.

Now, there are no limits.[SM]

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