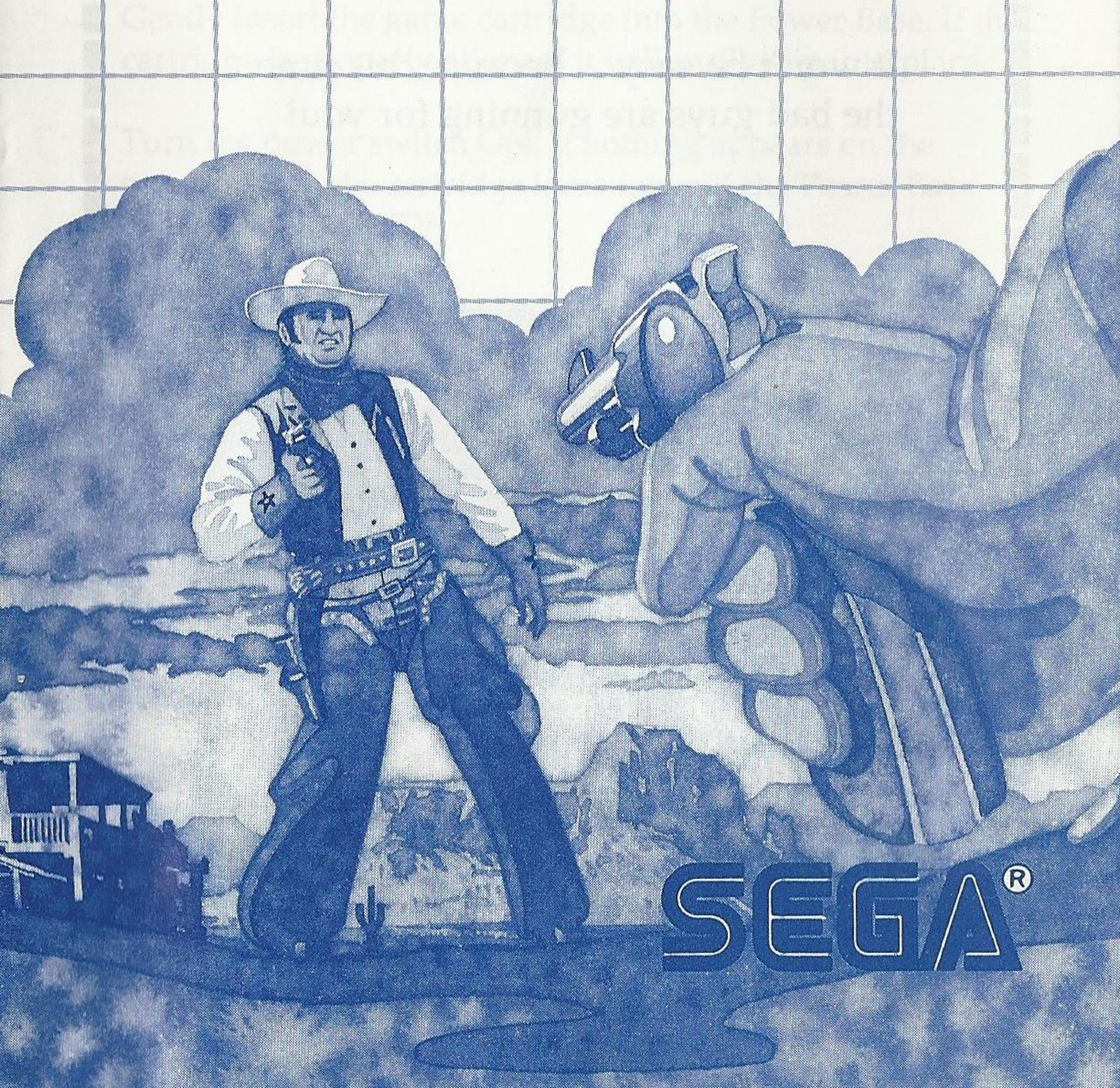
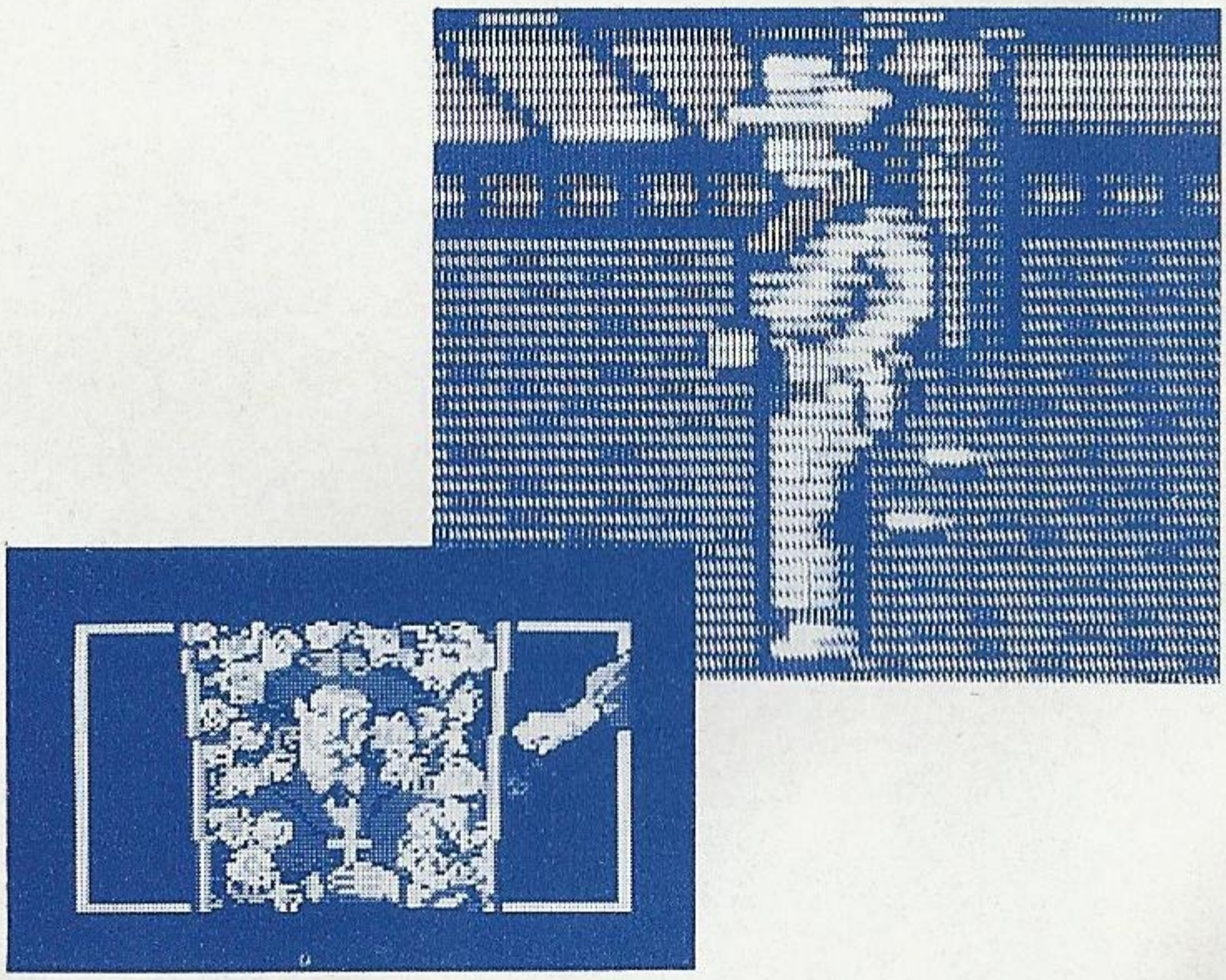
Wanted™



SEGA®

The desperadoes are back! It's time for you to put on your silver badge, strap on your Light Phaser and restore peace to the quiet little western towns.

It won't be easy ... because this time the bad guys are gunning for you!



Loading Instructions:
Starting Up:

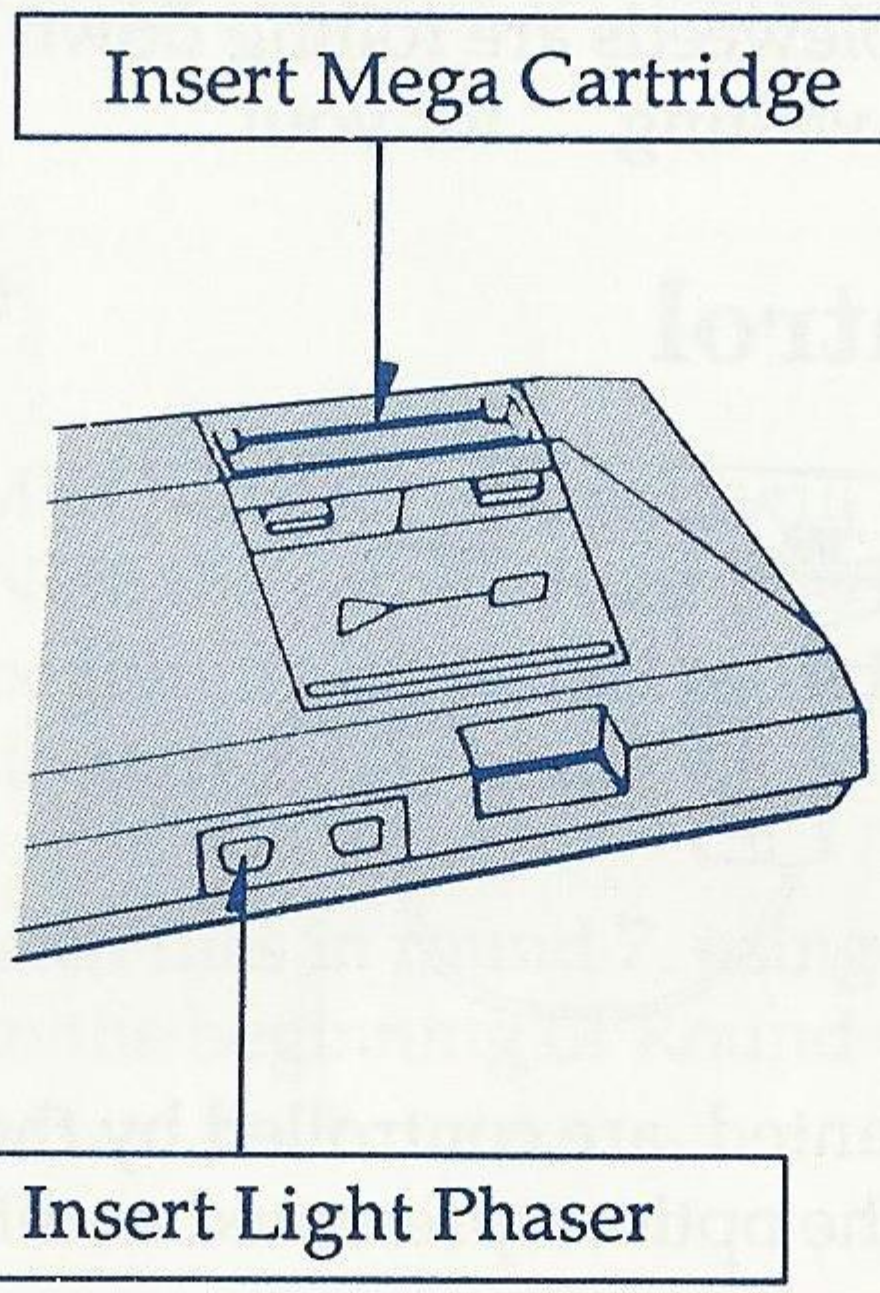
1. Make sure the power switch is OFF.

2. Insert the Light Phaser into the "Control 1" input for a one player game.

3. Gently insert the game cartridge into the Power Base. If the cartridge is properly aligned, it will easily slip into place.

4. Turn the power switch ON. If nothing appears on the screen, check the cartridge insertion and the Power Base connection to the TV.

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



Wanted™

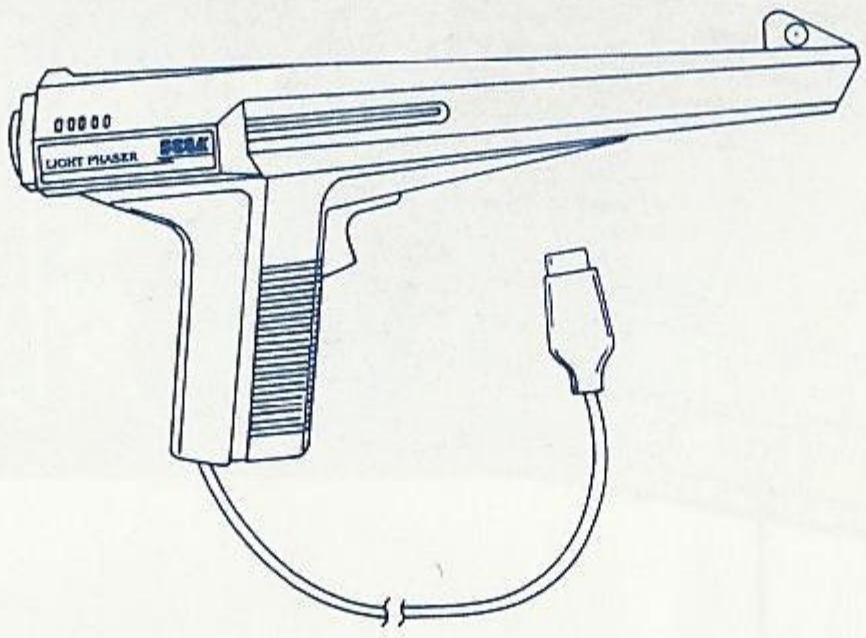
In the Wild, Wild West during the 1880's, the six gun was law. Sheriffs were far and few between ... often riding hundreds of miles to towns where they were needed. Take a step back in time and join the ranks of these brave men. Pin on the silver star of Law and Order. Strap on your Sega Light Phaser. Give your spurs a spin and get ready to shoot fast and straight!

This time, there will only be the quick and the dead. The outlaws are here, trying to take over your territory. You've got to stop them. Both in towns and in open country. They are many.

But you are the one they call Lightning. Keep your cool and you'll collect reward money. Slip up and its Boot Hill for you!

Now pull your hat down low over your eyes. Tighten up your gun belt. Tumbleweeds are rolling down the street ... and the outlaws are waiting ... for you!

Taking Control



All operations of Wanted are controlled by the Light Phaser. Simply select from the options presented at different points in

the game by aiming the Light Phaser at the desired selection and pulling the trigger.

Object of Wanted

To beat Wanted, you must win in seven rounds of Light Phaser combat. In each round, you must fight the outlaw forces and do battle with a big boss. If you beat the last outlaw boss, the towns will be freed and you will be a hero!

Game Over

You begin the game with a limited life meter. The green bar in the upper left corner of the screen is your life meter. Each time you are hit, the life meter will turn red by segments indicating the severity of the damage. When the life meter is totally red, the Sheriff will fall and be taken to Boot Hill!

Your life meter can be partially recovered by gaining certain items.

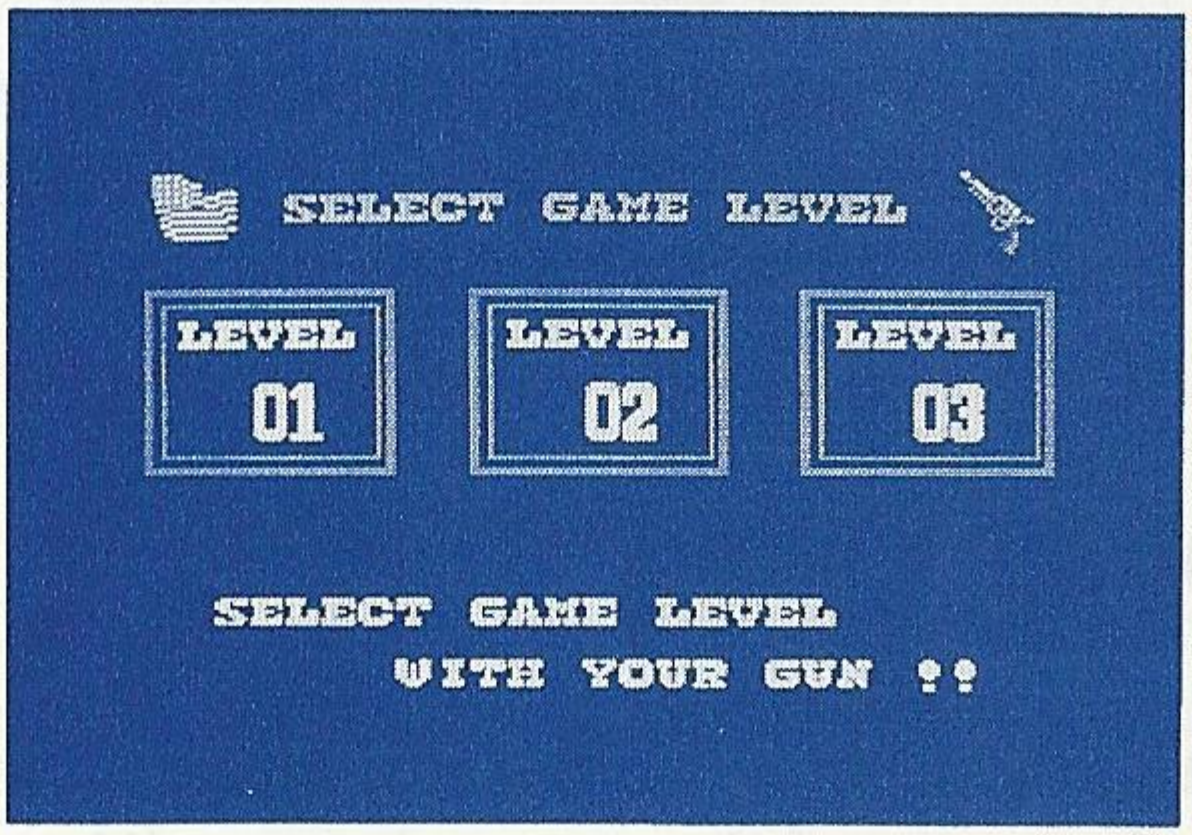
Continue

During the GAME OVER screen, you will be asked if you wish to CONTINUE the game. Shoot YES if you wish to continue at the beginning of the last round you played. Shoot NO if you wish to start a new game.

NOTE: If the Sheriff dies in round 7, using CONTINUE will only bring you to the beginning of Round 6.

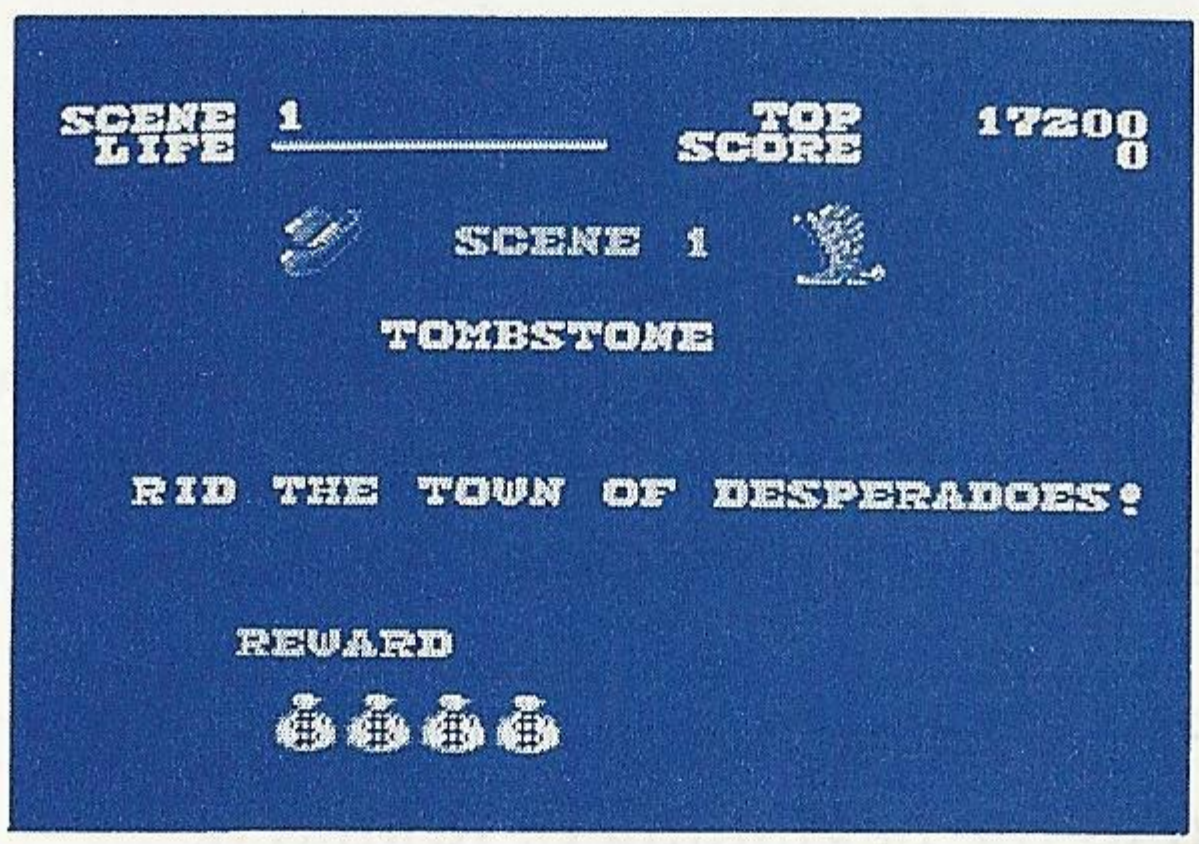
Starting the Game

At the title screen, pull the trigger on your Light Phaser. You will see the SELECT LEVEL screen.



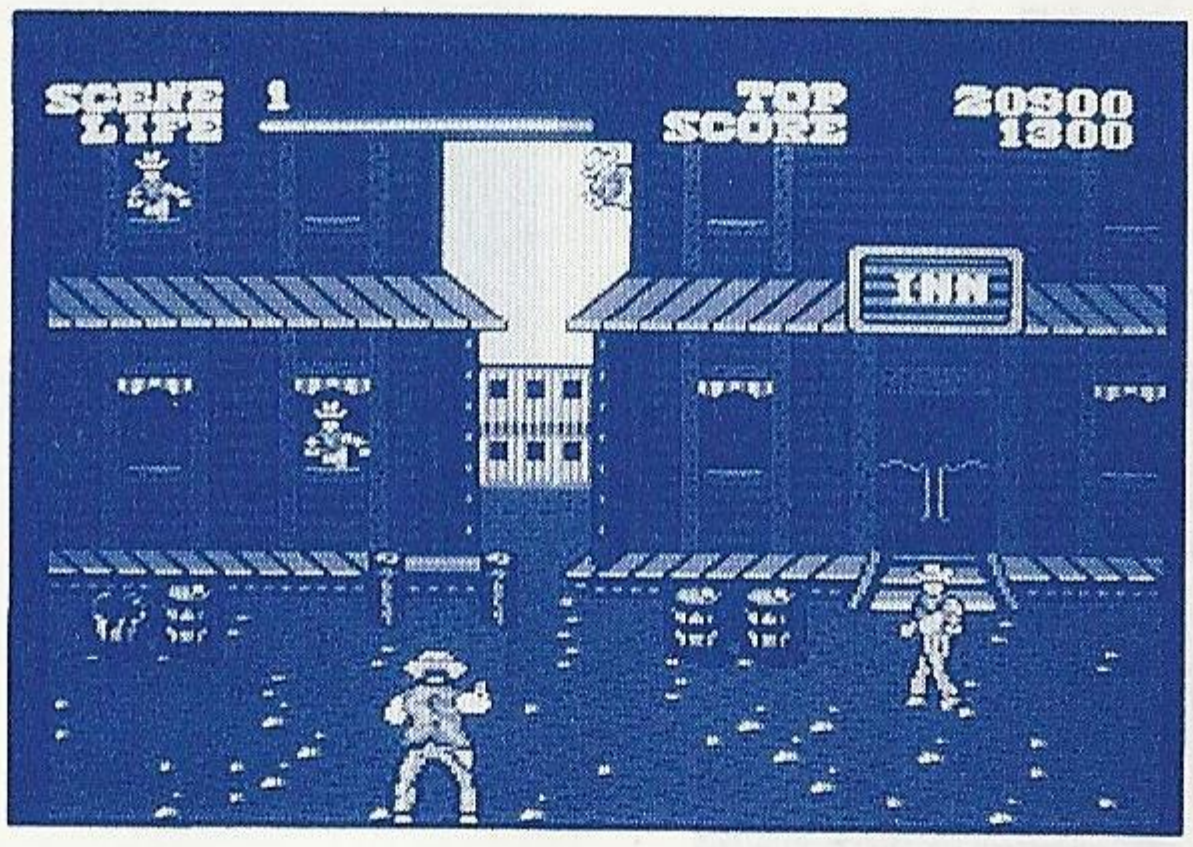
The LEVEL indicates the difficulty of the game. "1" is the easiest and "3" is the most difficult. Select the level you wish to play at by aiming the Light Phaser and pulling the trigger.

When this step is completed, you will see a screen explaining the first round and showing your life meter and the reward you will get for wiping out the outlaws in this round.



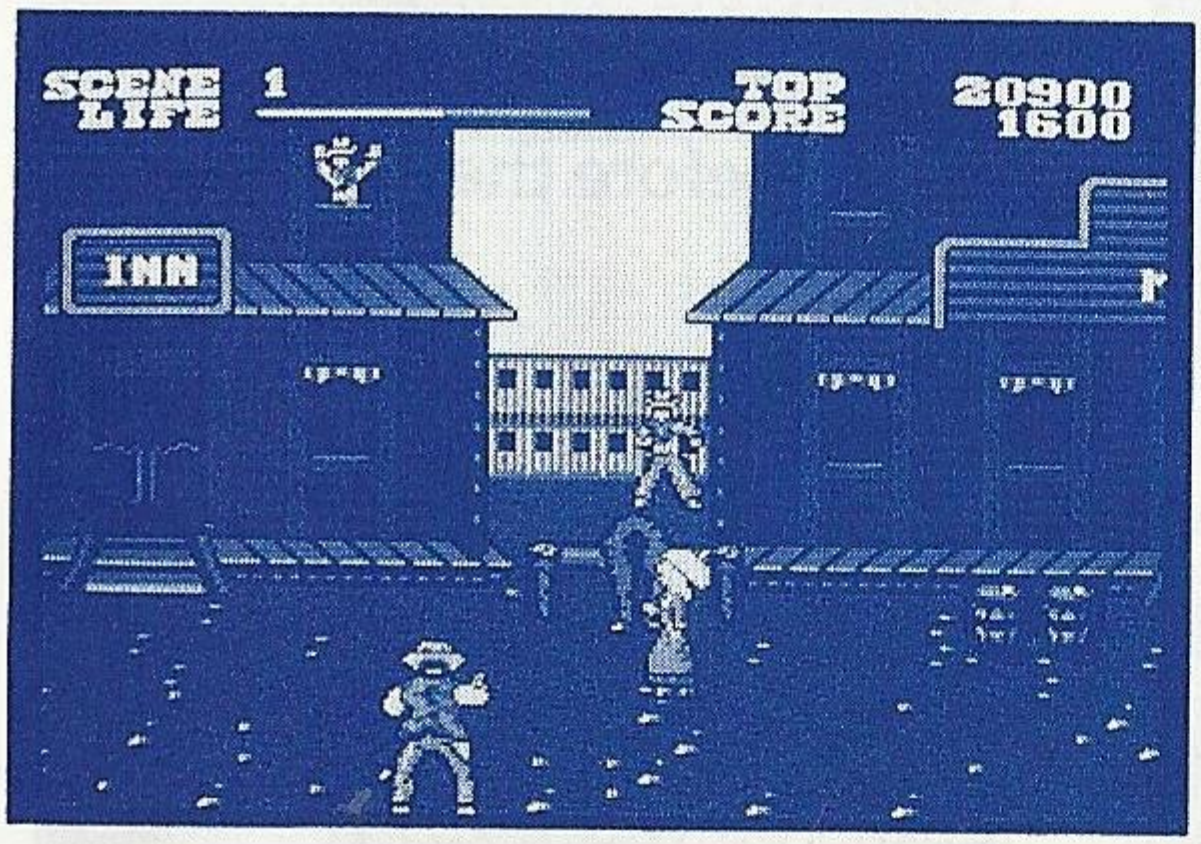
Pull the trigger a few times to clear this scene and begin the gunfight!

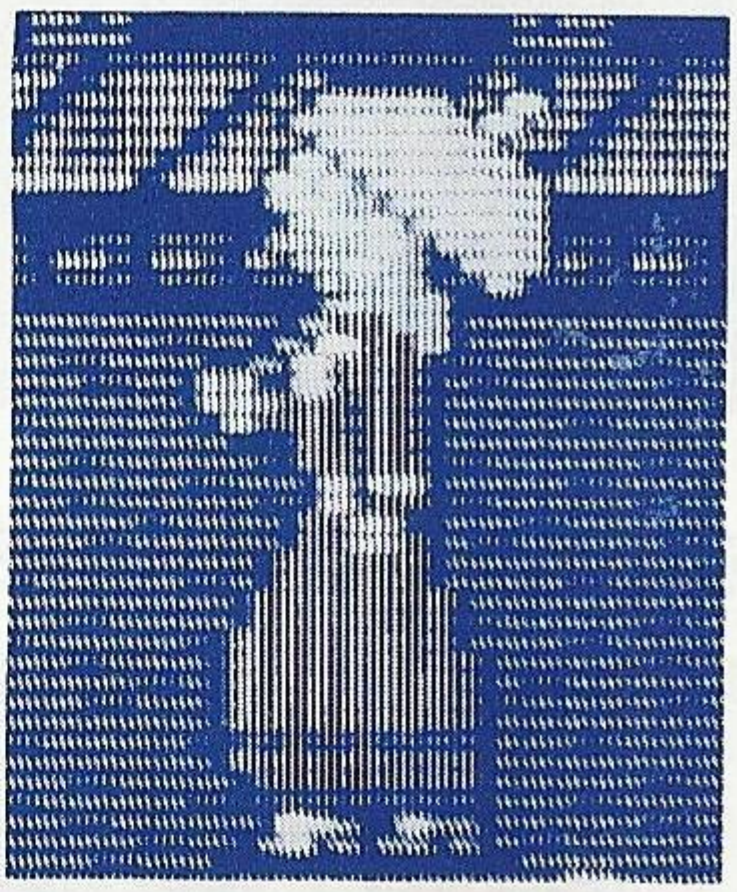
Gunfighting with the Outlaws



The fighting begins when the Sheriff (that's you!) enters from the left side of the screen. Don't shoot him!

As you move down the streets of the towns or ride your horse through open country, you will be attacked by the outlaws. You must shoot them before they shoot you or you will suffer damage.





Look carefully at each enemy before you shoot. There are innocent bystanders in each town. Some have their hands in the air and some are women in dresses. If you shoot them, the word MISS will appear on-screen and the Sheriff will lose

part of his life meter. Look before you shoot.

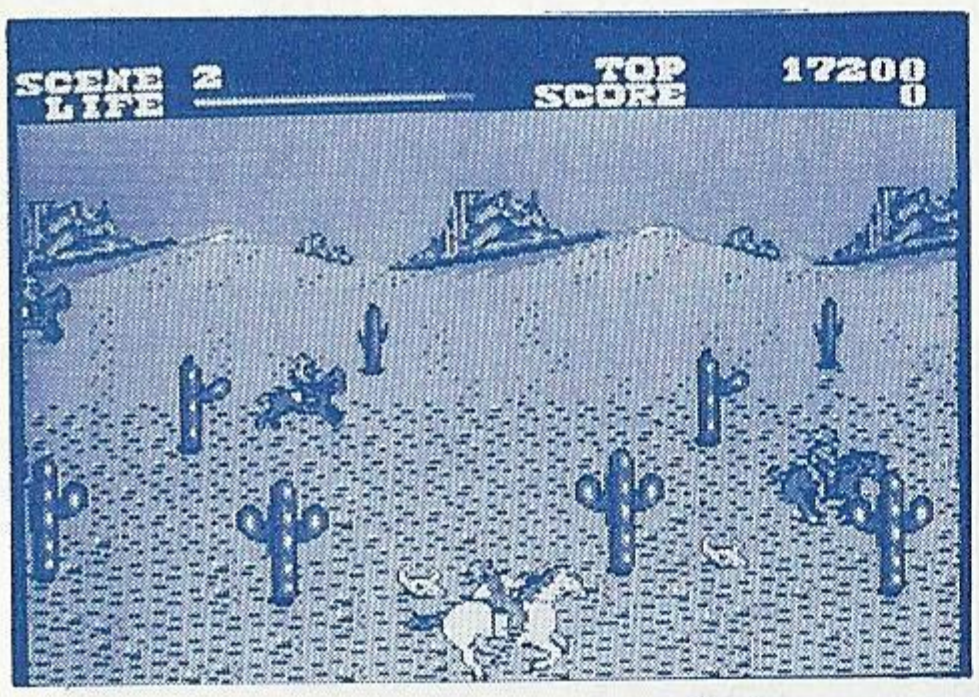
The Rounds

Round 1: Tombstone



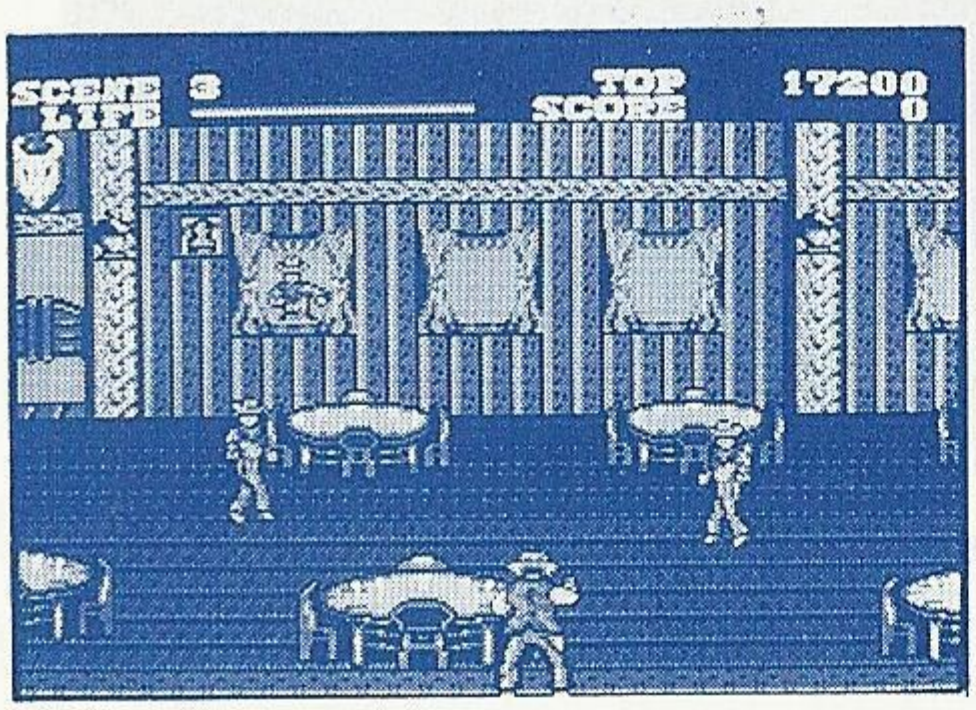
Take a walk down the town's main street. The outlaws will come at you from the bars and hotels.

Round 2: The Desert



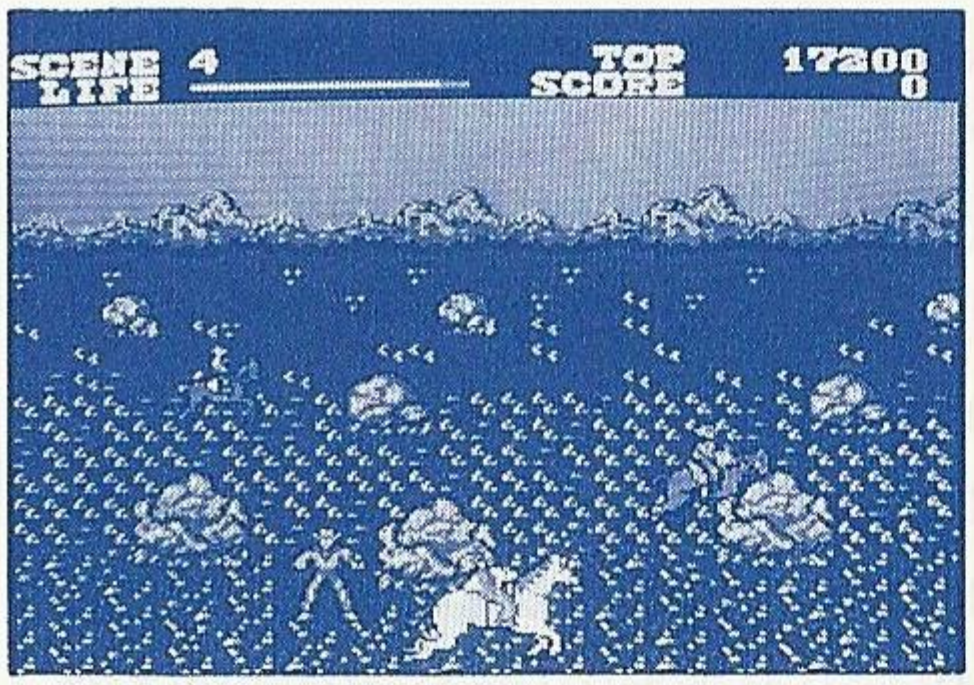
In this round you'll ride heck for leather to get to the next town! But the outlaws are chasing you on horseback. Some are even on foot! Get 'em ... before they get you!

Round 3: Mary's Saloon



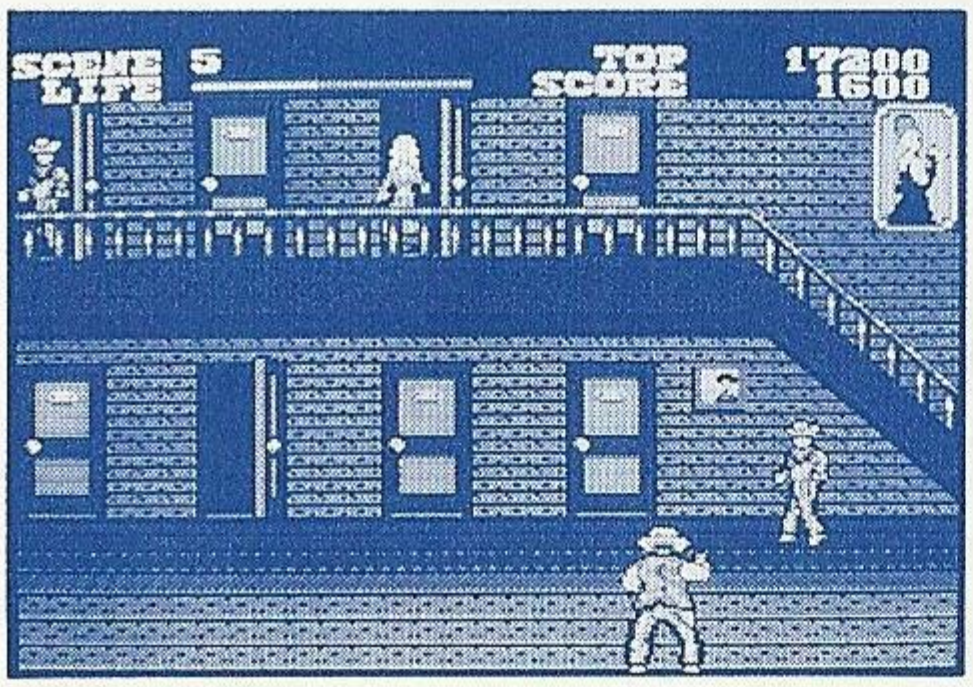
Not even time for a root beer! Notice the pictures and lamps on the wall? It's not nice to shoot other people's property but...

Round 4: The Outland



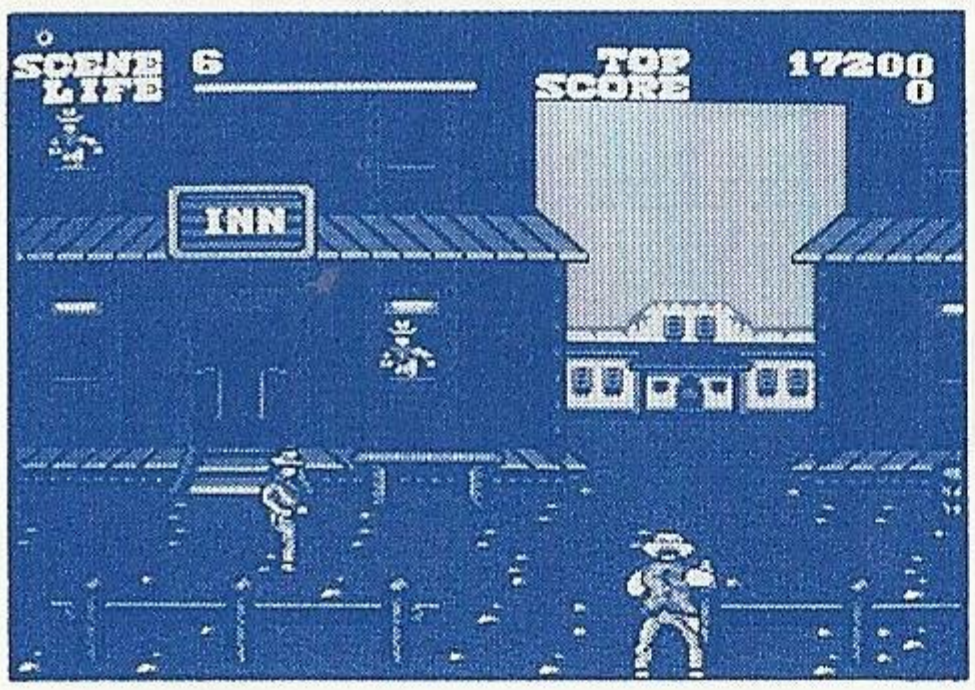
A wild ride through the wild lands! You know the routine … ride and shoot like your life depends on it.

Round 5: Ricky's Hotel



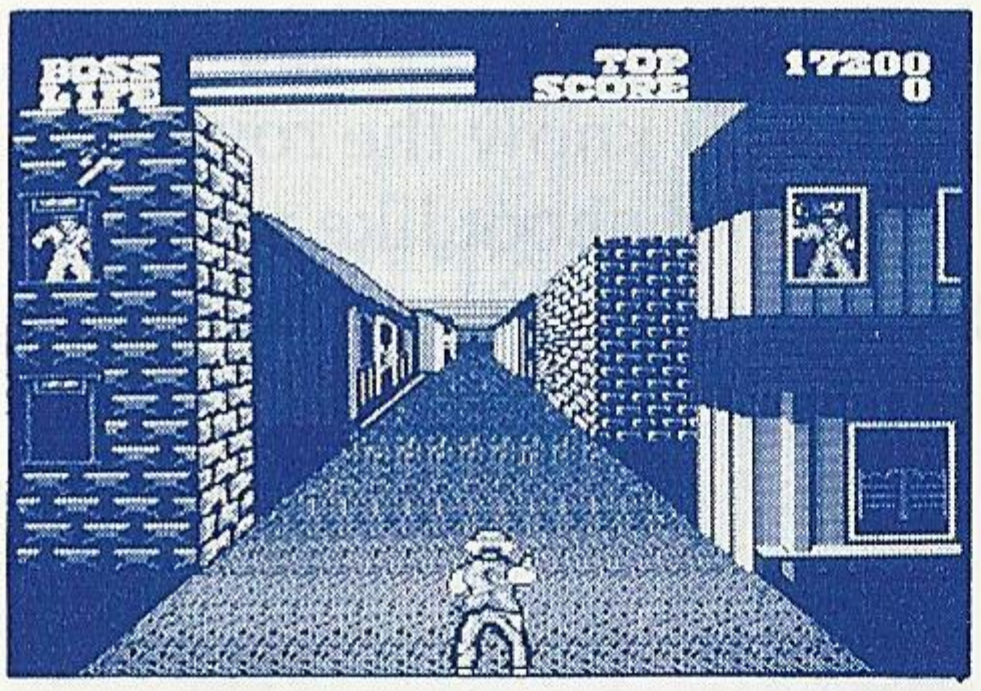
Ricky's lobby is about to get trashed! The outlaws will be coming fast and furious. But don't get too eager and shoot the hotel guests…

Round 6: Nugget Town



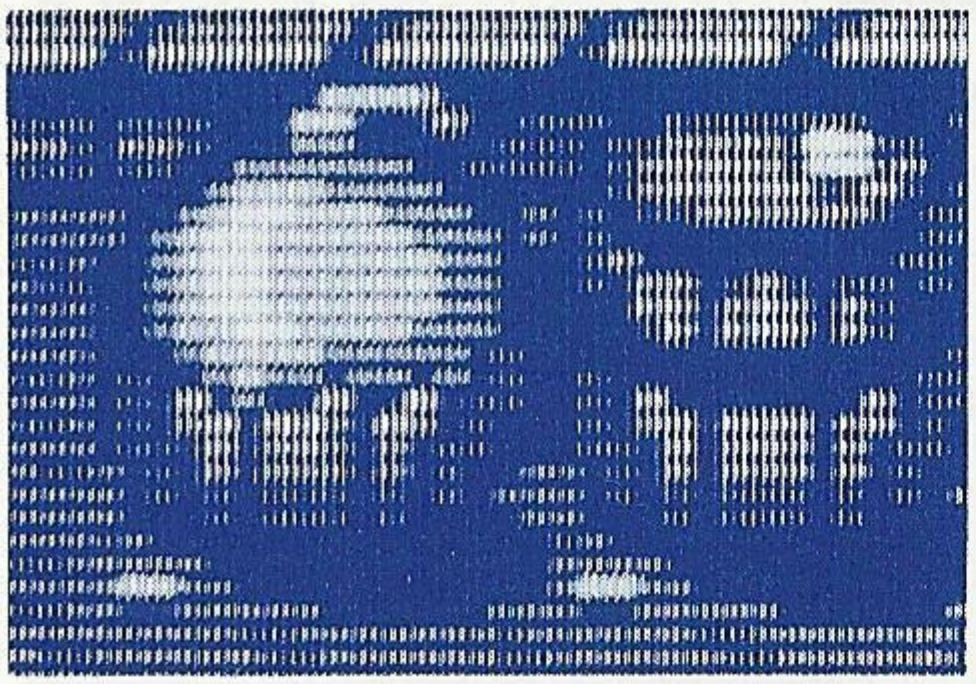
It's a shootout in front of the Inn! The outlaws are everywhere … how fast is your hand and eye?

Round 7: The Final Showdown



This is it ... the showdown with the Big Boss! It's sundown at the edge of town. His boys are throwing dynamite. If the sticks hit the ground before you shoot them ... you'll take a big hit. And that's while trying to hit the Big Boss as he runs from building to building. Beat him and you've won!

Bombs



At certain points in the game, hitting different targets will cause a bomb to appear. Shooting this bomb will wipe out all the outlaws on the screen at that time.

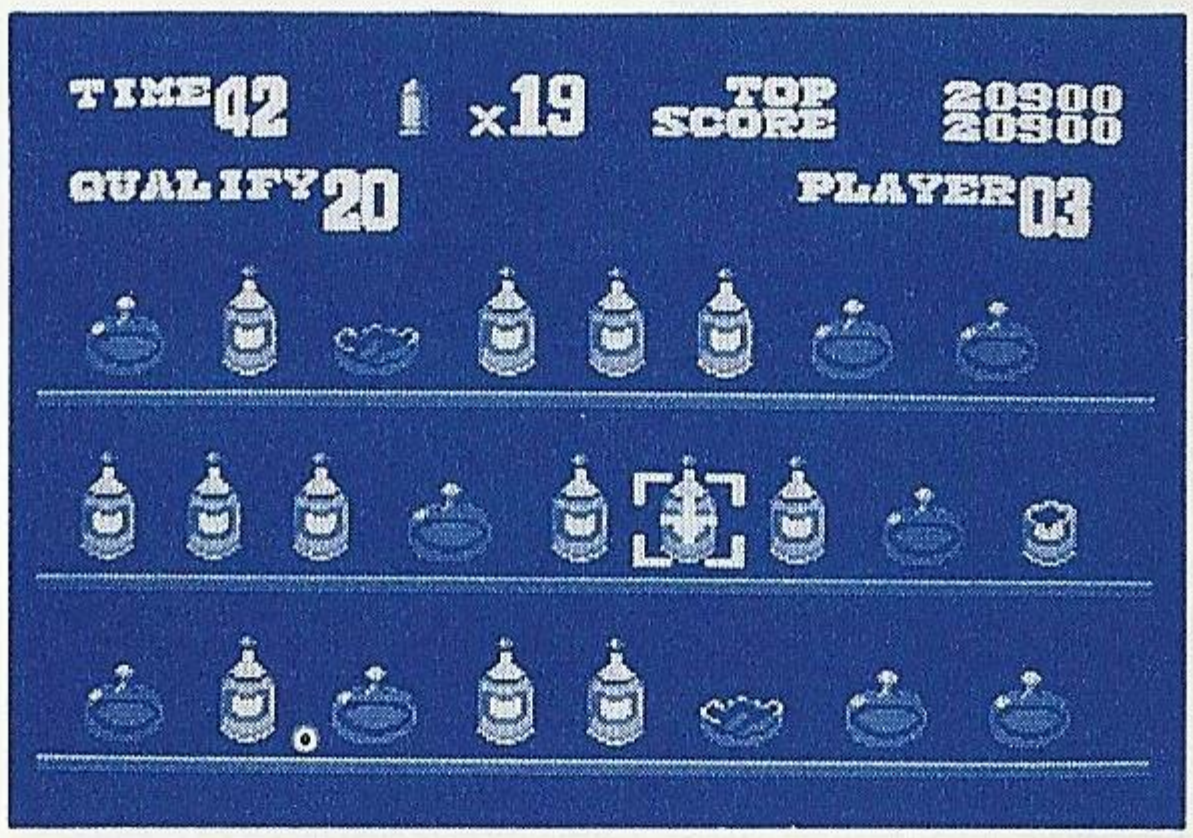
At the same time, the Sheriff will regain a certain amount of his Life Meter. The amount of life regained will depend on the number of outlaws defeated by the bomb; the more outlaws, the greater the amount of life meter regained.

NOTE: No points are gained by exploding the bomb. But you will get the points for every outlaw defeated by the bomb.

Challenge Scenes

The challenge scenes give you an opportunity to improve your shooting skills and make a little cash in the process! The challenge scenes appear after Rounds 2 and 4.

Challenge Scene One: Bottle Shooting



Bottle shooting challenges your ability to make swift decisions and shoot fast with accuracy.

The object is to shoot as many targeted bottles as you can, within a set amount of time and with a set amount of bullets.

When the targeting mark appears in front of a bottle, you must shoot it immediately. If you are fast and accurate enough, the bottle will break. If you miss, or if you shoot too late, nothing will happen and you will have lost a shot.

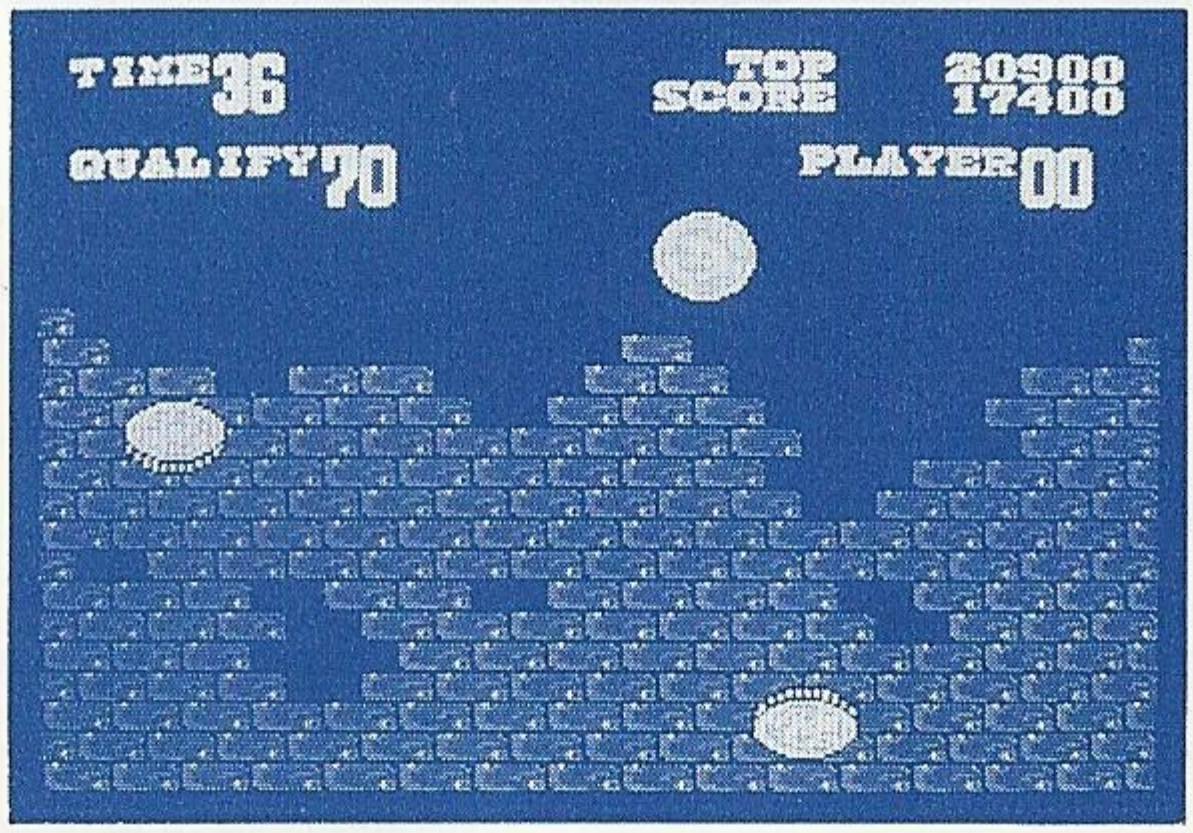
At times the targeting mark will appear in front of a bottle that has already been shot. Shooting it again will only be a waste of bullets.

The challenge scene will end either when the amount of ammunition or the timer reaches zero.

The score: Each Bottle = 300 Points.

Bonus:
If you shoot more than the qualifying number of bottles, you will receive a 10,000 point bonus!

Second Challenge Scene: Shooting Coins



The challenge of this round is to hit as many moving coins as you can in a limited period of time.

There is no limit to the number of shots you can take, but the highest scores will come from accurate shooting!

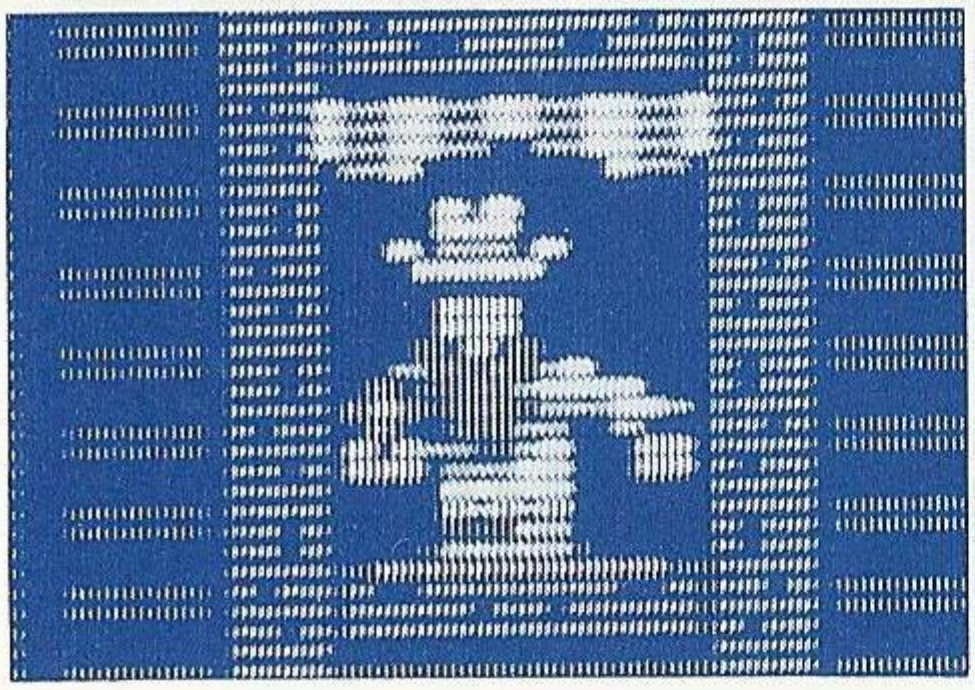
The score: One Coin = 100 Points.

Bonus:
If you shoot more coins that it takes to qualify, you will get a 10,000 point bonus!

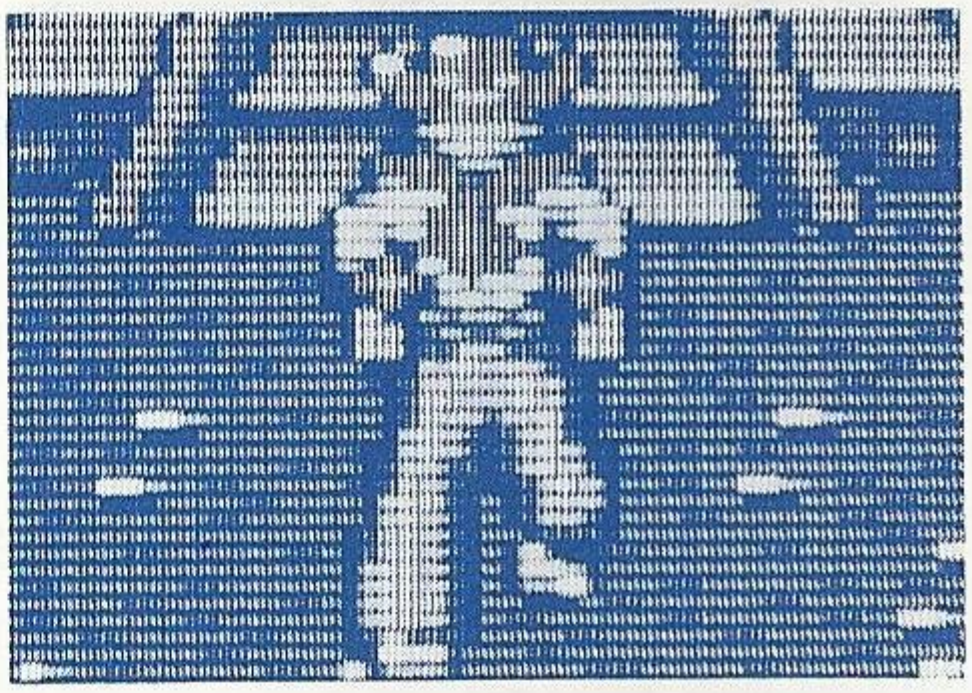
Know The Score

Rounds 1, 3, 5 and 6:

Outlaw: 100 Points.



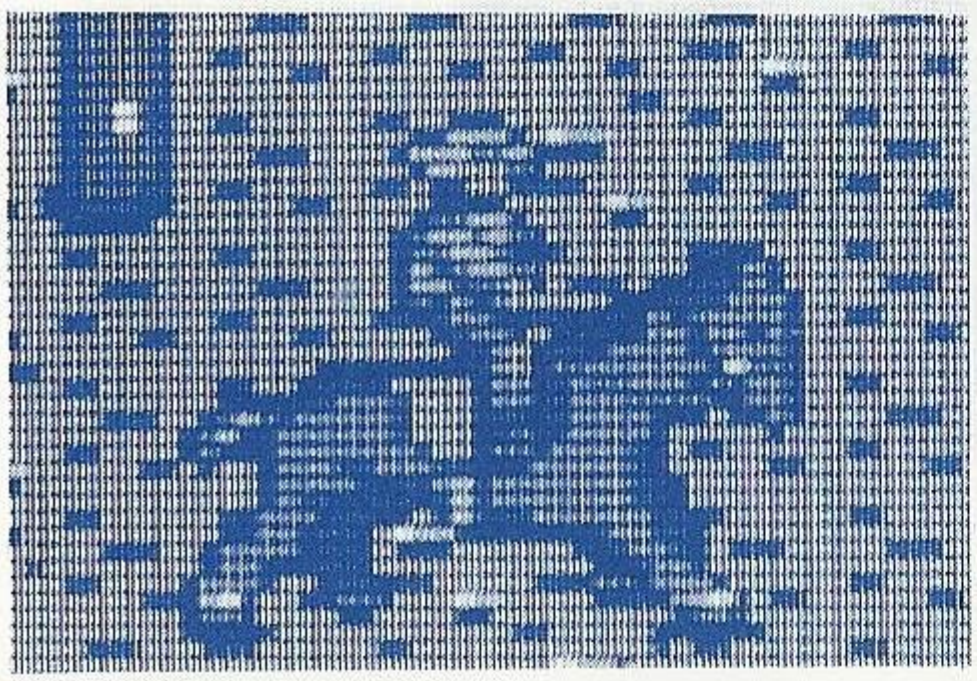
Middle Boss:
Each accurate shot:
100 Points.



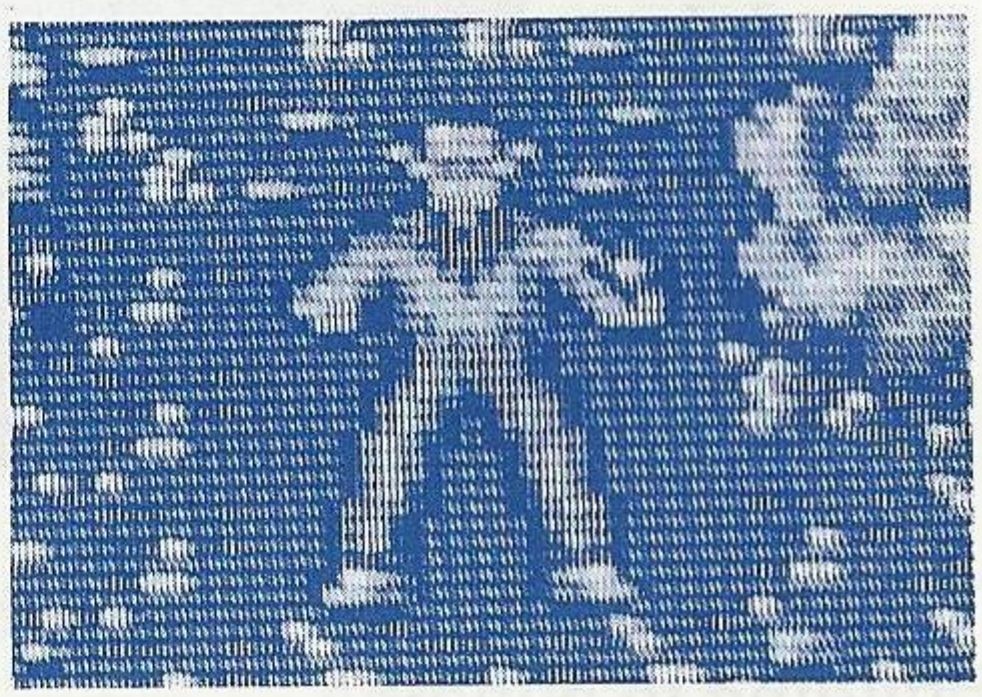
It will take nine shots to defeat him.

Rounds 2 and 4:

Horseback Outlaw:
200 Points.

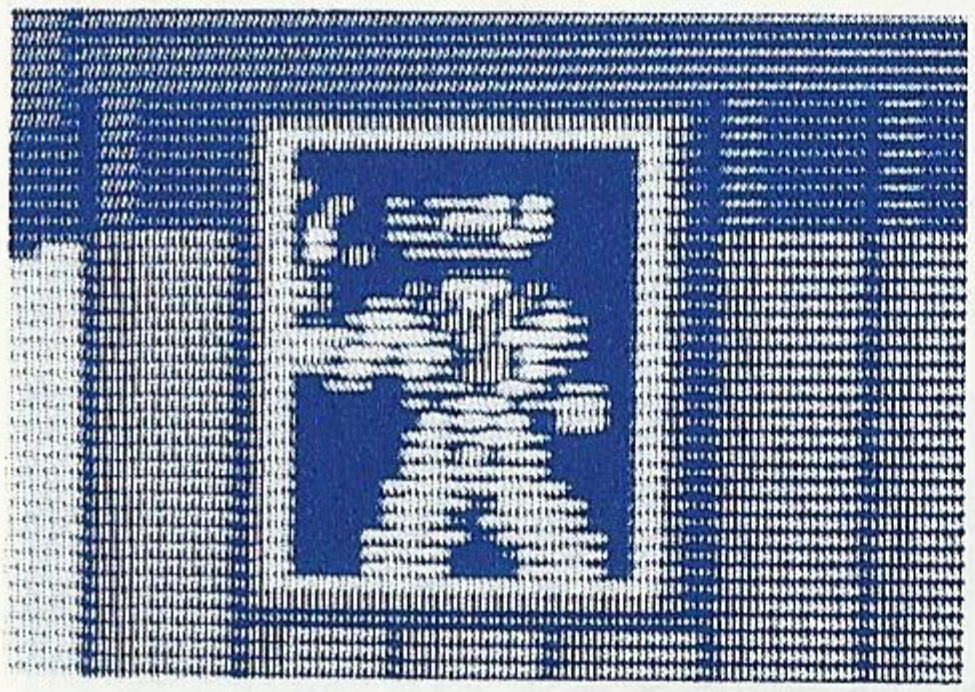


Standing Outlaw:
300 Points.

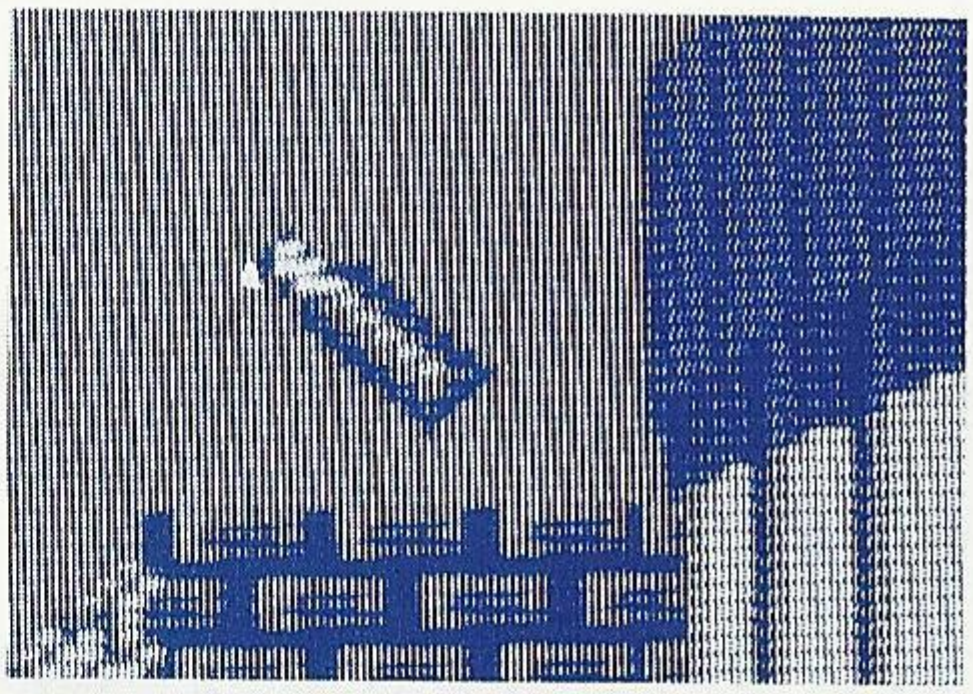


Round 7:

Outlaw Throwing Dynamite: 100 Points.



Dynamite: 300 Points.



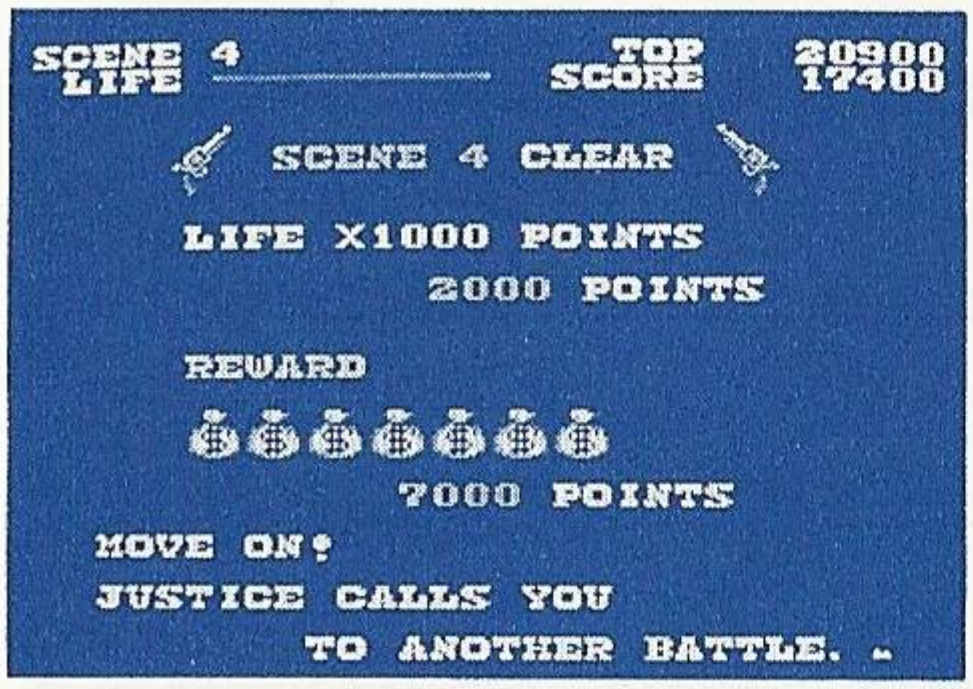
Dynamite must be hit before it reaches the ground.

The Big Boss:

Each Accurate Shot: 1,000 Points.

You must hit him nine times to defeat him. He runs from building to building.

Bonus Points



You receive bonus points at the end of every round for:

Remaining Life x 1,000 Points.

Money Bags x 1,000 Points.

Helpful Hints

- Shoot the outlaws before they shoot you ... or you will be shot!

- Sometimes even pedestrians walking by will stop and suddenly draw on you. But don't shoot too quickly or you might hit a civilian.

- In the Desert and Outlands, beware of the standing outlaws. Shoot them first.

- Find the bombs as quickly as possible. The more outlaws you defeat with bombs, the more points you get and the more your life meter is revived.

- You can get special bonus points by shooting some unusual objects. Be creative and see what happens!

Scorebook

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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.

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Sega® Card/Cartridge

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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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