

Also Available on Game Gear!

SONIC

THE HEDGEHOG

TRIPLE TROUBLE™

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2543

SEGA™

GAME GEAR™

INSTRUCTION MANUAL



Ristar™



EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega™ Game Gear™ 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.

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Ristar*™ cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Sega logo and *Ristar* intro appears.
4. If the Sega logo 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 the power switch is turned OFF before inserting or removing the Sega cartridge.

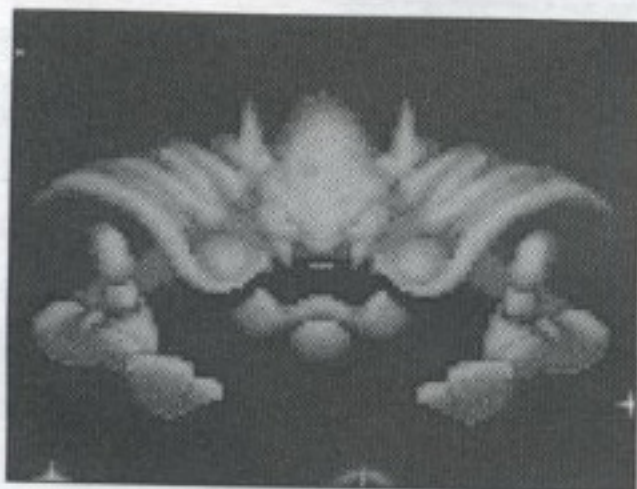
Note: *Ristar* is for one player only.



For Game Play Assistance, call
1-415-591-PLAY

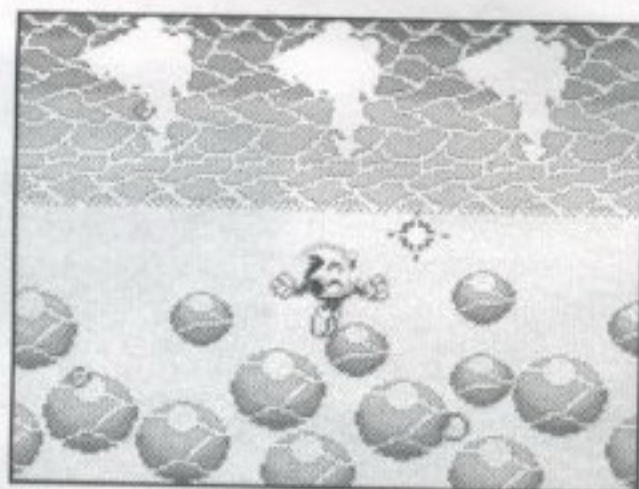
Save the Home System!

In a far away galaxy is a solar system filled with mysterious planets and wonderful creatures. All has been peaceful there for millennia-until now.



The space pirate, Greedy, is a tyrant leader of an evil space army. He has decided to take over this beautiful solar system and make it the new headquarters for his growing army. Greedy's devious plot is to brainwash the leaders of every planet and force them to do his bidding. Even the legendary hero of the solar system was captured, and is now Greedy's prisoner.

The Planet Flora makes a last, desperate plea for help. The space hero's son Ristar answers the distress signal. Although young and inexperienced, Ristar is valiant, determined, and the solar system's only hope. Ristar must travel from planet to planet and free the brainwashed leaders from the villain's control and ultimately conquer Greedy. If the young hero is successful, he will restore peace to the once happy worlds of his home system and free his father.



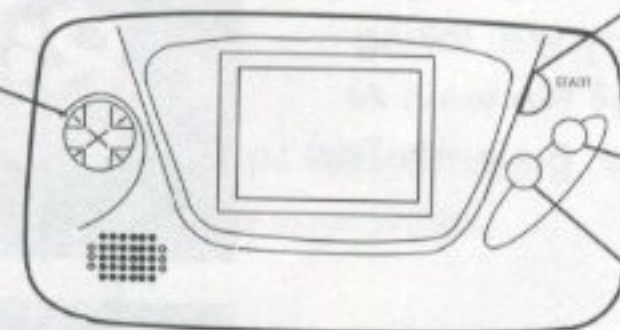
Take Control!

**Directional Pad
(D-Pad)**

Start Button

Button 2

Button 1



Start Button

- Brings up Title screen options
- Selects options on game screens
- Pauses game; resumes play when paused

D-Pad

- Highlights options on game screens
- Moves Ristar around screen
- Guides Ristar's jumps and grabs
- Makes Ristar climb/descend ladders

Button 1

- Makes Ristar grab creatures and objects

Button 2

- Makes Ristar jump

Getting Started

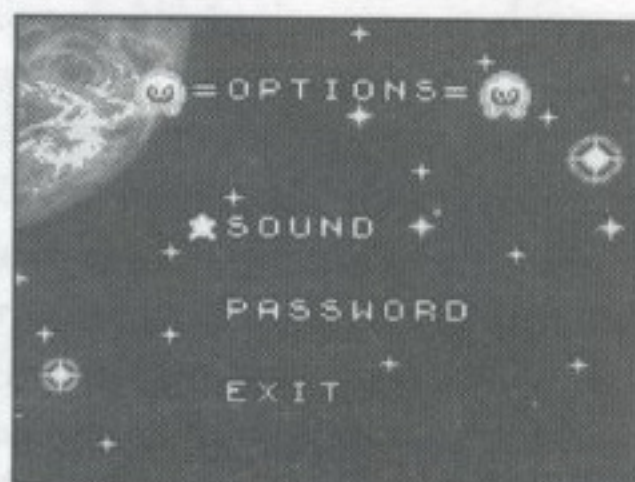
After the Sega logo, the introduction showing Greedy's attack and Ristar's awakening appears. Are you going to let this tyrant get away with taking over the solar system? No way! At any time press Start to go to the Title screen.



Press Start. Two options appear. Get straight into the game by selecting GAME START. Or, select OPTION (see below). Highlight an option by pressing the D-Pad UP or DOWN, and press Start to select.



The Option Screen

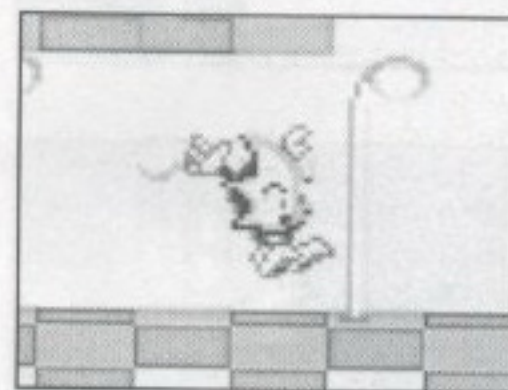


Listen to the music from *Ristar* in SOUND. You can also select SOUND OFF for a silent game. Press the D-Pad LEFT or RIGHT to highlight a tune, and press Button 2 to listen. Press Button 1 at any time to stop the music. Press Start at any time, or highlight EXIT and press Button 2 to return to the Title screen.

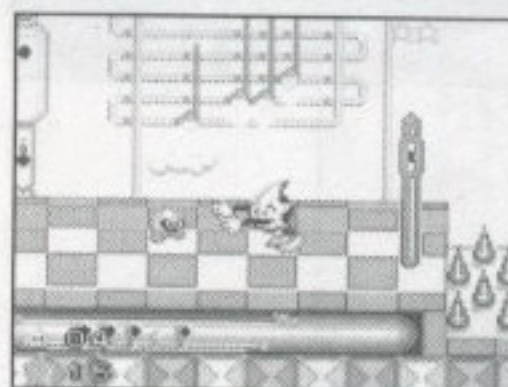
To use Password, see page 10.

The Moves of a Star

Ristar has many moves to help him during his journey. Learn all of them, because sooner or later, you will need to use every one of his moves!



Jump: Press Button 2. Use the D-Pad to guide your jumps.



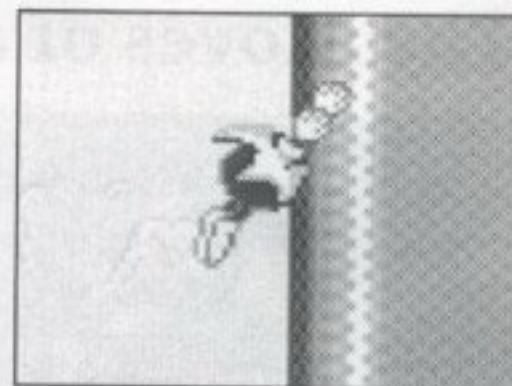
Grab: Hold the D-Pad toward the object or creature you wish to grab, and press Button 1.

Throw: Press Button 1 to throw an object Ristar is holding. Creatures aren't thrown, however. They are grabbed (see above).

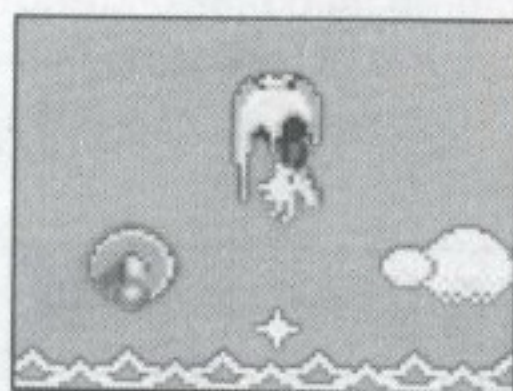
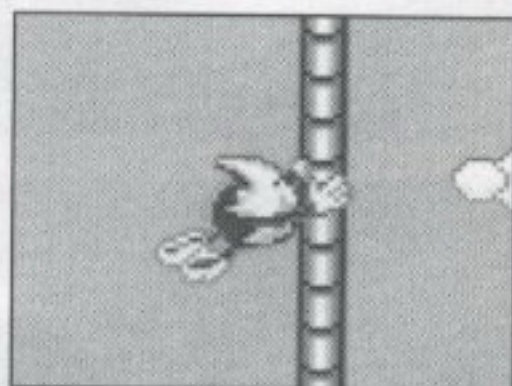


Climb/Descend Ladder: When Ristar grabs onto a ladder, press the D-Pad UP or DOWN. Press the D-Pad LEFT or RIGHT for a horizontal ladder. To let go of a ladder, press Button 2. Just make sure to land in a safe area.

Wall Climb: Use this special move to climb up walls. Grab the surface of the wall, hold the D-Pad diagonally UP and press Button 1 repeatedly. You're going to have to press Button 1 fast to keep him climbing up!



Tree Swing: Swing like an ape! Hold the D-Pad in the direction of a branch or trunk, and press Button 1. You can also jump first (by pressing Button 2) to get to hard-to-reach branches and trunks and then perform a "Tree Swing."



Meteor Strike: This is the most powerful of Ristar's moves. See page 8, *Using the Star Handle*.

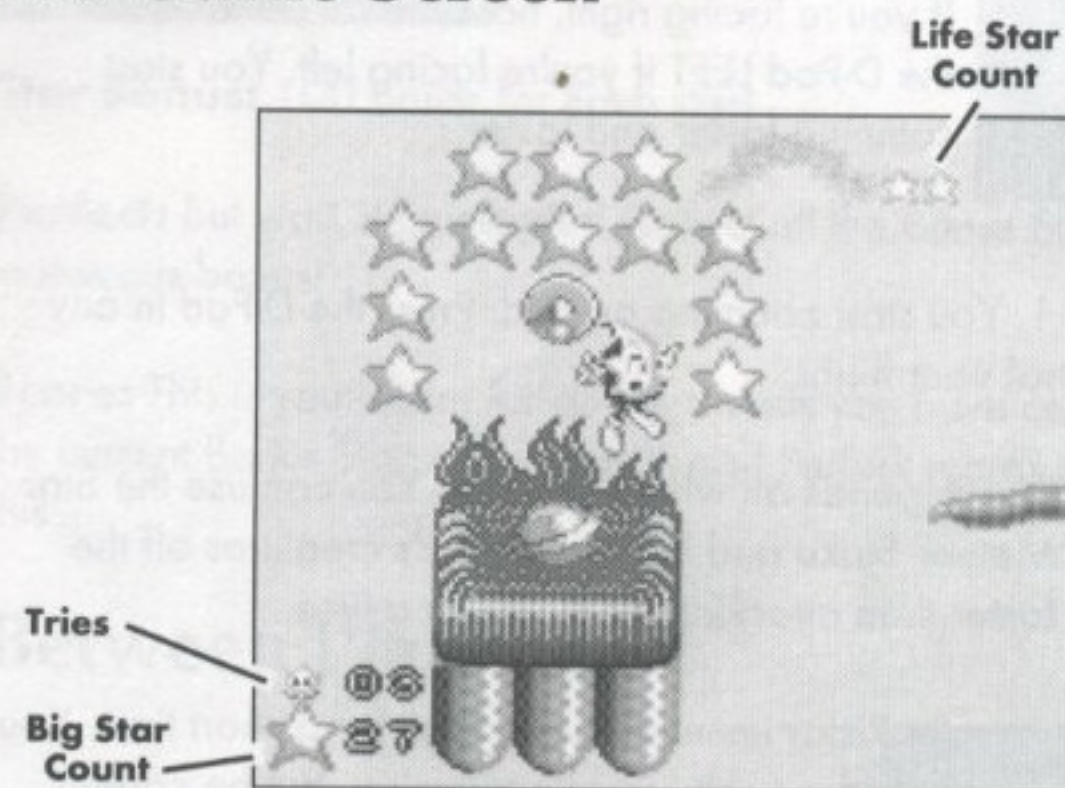


Level Descend: To climb down from a tree branch or a platform to a lower one, press the D-Pad DOWN.

Hang: Ristar can hang from, and even be towed by, some airborne objects and creatures. Grab the object or creature and hold Button 1. To let go, release Button 1.



The Game Screen



Life Star Count: These stars represent the number of times you can be hit by an opponent or dangerous object without losing a Try. You can have up to four stars at a time. If you are hit by an object or opponent with one Life Star left, you lose a Try.

Tries: You start the game with three Tries. These are used up quickly if you are not careful!

Note: You can find new Life Stars and Tries if you look carefully. See *Items to Help Ristar*, page 10.

Big Star Count: This is the number of Big Stars you have collected in the current level. See the next page for details about Big Stars.

Using the Star Handle



What are these handles doing in the middle of the game? Jump up and grab one, and hold Button 1. If you're facing right, hold the D-Pad RIGHT. Hold the D-Pad LEFT if you're facing left. You start spinning faster and faster.

Let go of Button 1. You start zooming around. Press the D-Pad in any direction to control your flight.

So why zoom? That depends on where you are. You can use the Star Handle to do a Meteor Strike and bump Greedy's creatures off the screen. It's a lot faster than attacking them one at a time.

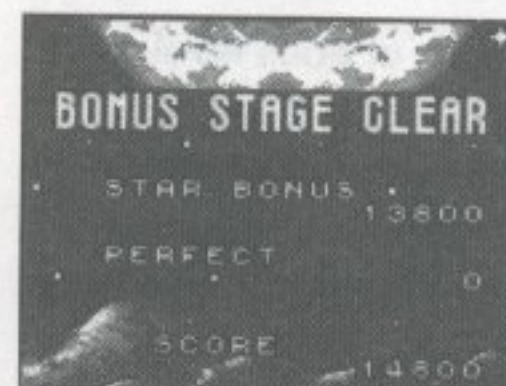
Star Handles also make Ristar immune to damage for a short time. You can explore dangerous places safely while zooming, but be careful where you land when your flight is almost over, because your invulnerability won't last the duration of the flight!

Bonus Stages

After you finish clearing a planet of Greedy's minions, you probably expect to go to the next planet, right? Maybe. Maybe not. If you're lucky, you might first take a side trip to the Bonus Stage. Big Stars everywhere!



Bounce off the planets to grab 'em all. Just one question. How do you get to this stage? Maybe you'll need a "key" of some kind.



After the Bonus Stage is over, the Bonus Stage Clear screen appears.

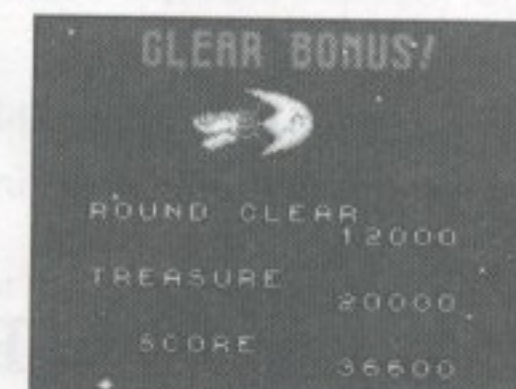
Star Bonus: 100 points for each star!

Perfect: But wait, it gets better! Collect all the Bonus Stage stars for this monstrous bonus!

Score: This is your score for all the rounds you have completed prior to the current Bonus Stage. Star Bonus and Perfect scores are added to this.

Between Planets

As you travel to the next planet (round), review how well you've done so far in the Clear Bonus! screen.



Round Clear: The bonus you are awarded for finishing the round. A round's Round Clear bonus is higher than the previous round's bonus.

Treasure: Orbs are very valuable. Here's one reason why. You get 10,000 points for each one you find. The total points for orbs found during the round is shown here.

Score: This is your score for all the rounds you have completed. Round Clear and Treasure points are added before you enter the next level.

Note: This screen also appears between the stages of each level, but lists a Height Bonus and your Score only. At the end of a stage, the higher the altitude you reach when you exit the game screen to the right after spinning off the Star Handle, the more points you are awarded! Reach for the stars!

The Password

If you reach a certain level of the game, you will find a screen with several passwords. Be sure to write them down.

Go to the PASSWORD option of the Option screen. Highlight a letter by pressing the D-Pad. Press Button 2 to enter a letter. Press Button 1 to erase a mistake.

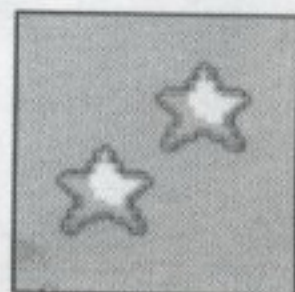


When finished, highlight END and press Start or Button 2 to enter the password. If you enter an incorrect password, try again.

Items to Help Ristar

Grab every item you find. You'll need them! Find items in treasure chests and holes.

Big Star: Collect 100 and get a new Try!



1 Up: Receive a new Try for each one you find.



Life Star: This star is added to your Life Star Count. If your count is already full (four stars), don't pick any new stars up. You may be able to grab them later when you need them.



Tri-Life Star: This item adds three life stars at once to your count, or fills your count if you still have more than one.



Super Star: Monsters beware! With this, Ristar can not be hurt by anything and will have increased speed, for a short time.

Yellow Diamond: Worth 1000, 3000, or 5000 points.



Helmet: Some creatures have these. Use one to hit other creatures.



Spear: Use it as a weapon, or as a spring. That's right, a spring. How? Here's a hint: find a place where the spear will stick.

Orb: Hmm... What do these do?



Ristar's Worlds

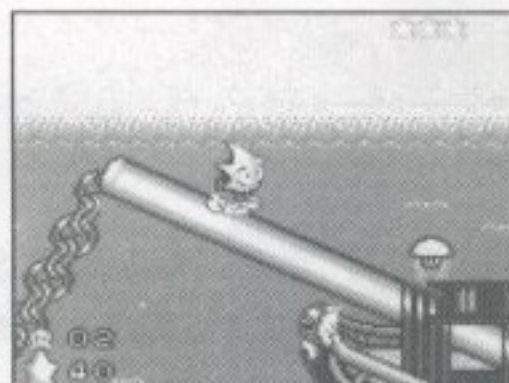
Planet Flora (Level 1)



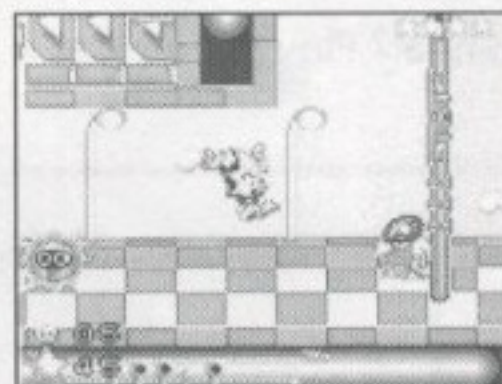
The creatures here have one goal in mind: stop you from leaving their world! Birds dive-bomb from the sky, and hopping rabbits try to pounce on you. Use the natural elements to help you clear this haunted glen.

Planet Terra (Level 2)

Ahoy, mate! The inhabitants of Planet Terra live in an age of seafaring adventure. Explore pirate ships loaded with golden treasures. Hop from ship to ship, but don't forget to look high and low to avoid danger and to find useful items. Hope you can climb.



Planet Sonata (Level 3)



Welcome to Sonata, a planet of musical wonder. Sad, strange birds try to communicate with you. How can you give them what they want? Don't be fooled by the playful appearance of some of Sonata's creatures. The Orange Puffmen might be slow, but....

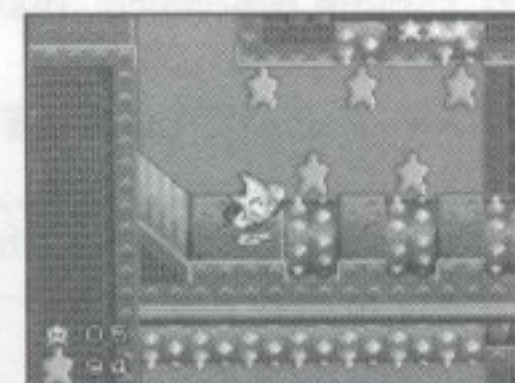
Planet Freon (Level 4)



It's winter on Freon, but playing in the snow might not be wise. Even in this frozen wonderland, danger awaits. Crazy countdown clocks are everywhere. When they start counting down, you'd better run! Young Dynamiters are out floating around, looking for fun. They want you to be the blast of the party!

Planet Automation (Level 5)

Watch your step! This planet is one giant factory, and one wrong step might put you right onto a crankshaft. Ouch! Fireball-spewing wildmen try to get you when you're not looking. Doesn't that just burn you up? Stop Greedy from using this planet to build his new robot army.



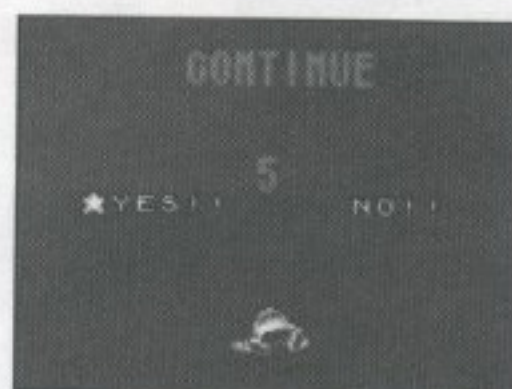
Planet Greedy (Level 6)

What adventure awaits you on this mysterious planet? Play this level to find out the fate of Ristar's home system!

To be Continued

When you lose your last try, don't give up! The game's not yet over.

The Continue screen appears. To continue a game, highlight Yes!! and press Start or Button 2. Won't Greedy's army be surprised to see you back!



To end the game, highlight No!! and press either Start or Button 2. You'll get 'em next time.

Hints from the Heavens

- Explore everything. There are many treasures to find. Patience pays.
- Move slowly. There are no time bonuses for finishing levels quickly.
- Use all Star Handles. There are reasons why these are located where they are.
- Master all of Ristar's special moves. Spend a few moments to practice them when first learning to play. You'll need to use all of them sooner or later.

STAR HIGHScores

NAME	SCORE	LEVEL REACHED
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[illegible]

STAR HIGHScores

NAME	SCORE	LEVEL REACHED
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[illegible]

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear 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 limited 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 limited 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 warranty service, call the Sega Consumer Service Department at 1-800-USA-SEGA.

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at 1-800-872-7342.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she 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 Sega Game Gear Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If a technician is unable to solve the problem by phone, he or she 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 90 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 limited 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.