

A black and white promotional illustration for the Game Gear version of Fantasy Zone. The scene is a dynamic, surreal landscape. In the upper center, the 'GAME GEAR' logo is prominently displayed in a bold, blocky font, with 'COLOR PORTABLE VIDEO GAME SYSTEM' written in smaller text below it. The background features a sky with stylized, puffy clouds and a bright, diagonal beam of light. In the upper left, a small, three-eyed, blob-like creature floats. To the left, a large, dark, cylindrical object with two eyes and a wide, toothy grin is shown. The central focus is a large, metallic, winged helmet or shield that is tilted and glowing from within. Behind it, three lit candles with flames are visible. In the lower left, a large, dark, helmet-like object with a single eye and a cross-shaped mark is shown. The bottom of the image is filled with various mechanical and organic-looking debris. The overall style is a blend of retro sci-fi and fantasy.

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

Fantasy Zone™

SEGA™

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 *Fantasy Zone* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Fantasy Zone* Title screen will appear.
4. If the Title screen 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: *Fantasy Zone* is for one player only.

Insert Sega Cartridge



Trouble in Fantasy Zone

In the year 6216, tumultuous events in the history of space finally came to a close. The hero Opa-Opa had won the long drawn-out battle with creatures from the star called Menon. He recaptured the Fantasy Zone.



Fantasy Zone lived in peace for a time...

Now it is 6344. Trouble is threatening to strike Fantasy Zone once again. Somewhere, someone is trying to take control of the zone. Rumors of impending doom are heard everywhere and as if to verify the rumors, strange things are beginning to happen in Fantasy Zone.

Just about the time the rumors finally reached Opa-Opa Jr., the legendary hero's son, Opa-Opa Jr.'s friends began to disappear one at a time. Finally his father also disappeared.

One day a letter arrived at Opa-Opa Jr.'s doorstep. It read, "Fantasy Zone will be converted into Fantasy Zone Gear according to our plans. Your father is our captive. He will be of no help to you if you try to resist us. You have one week to decide what to do. We suggest that you surrender."

Opa-Opa Jr. didn't hesitate for an instant. He would never surrender, not in a thousand years. He set out to defeat the enemy from Menon to save his father and friends.

Take Control!

Learn the functions of your control pad before you begin so you can defeat enemy creatures most effectively.



Directional Button (D-Button)

- Press to move Opa-Opa Jr. in eight directions.
- In the Shop screen and Item Selection screen, press to move pointer.

Start Button

- Press to start game.
- During play, press to open Item Selection screen.

Button 1

- Press to fire Weapon-1 (shooting weapon).
- In the Shop screen and Item Selection screen, press to enter your selection.

Button 2

- Press to fire Weapon-2 (bomb weapon).
- In the Shop screen and Item Selection screen, press to enter your selection.

Getting Started

When you turn the power switch ON, the Title screen appears. Press the Start Button to begin play.



Fight for the Fantasy Zone!

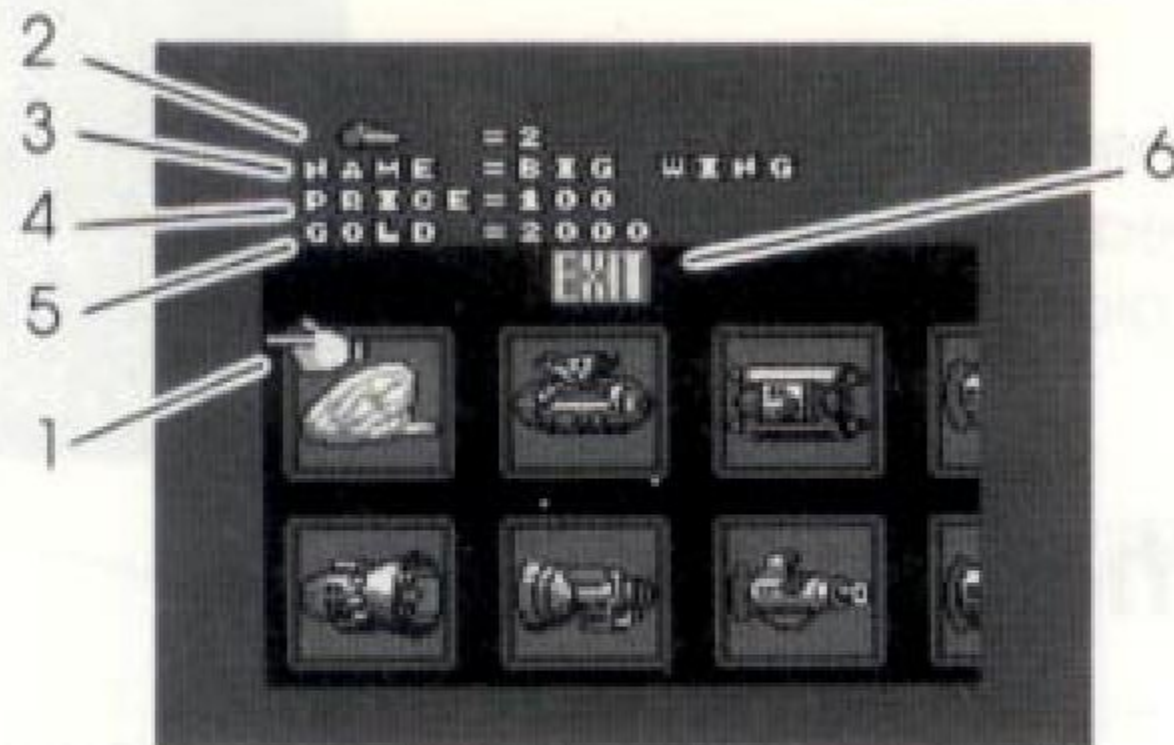
Opa-Opa Jr. can use his guns and bombs to destroy the enemies that stand in his way. The enemies get tougher and tougher as he advances through Fantasy Zone and soon his original weapons are not enough to destroy his enemies. He must collect the coins that appear when he destroys enemies and buy better weapons at the floating shops along the way. The game ends when Opa-Opa Jr. clears seven stages.

Coins

Gold coins are released when certain enemies or complete packs of enemies are destroyed. Large coins have a higher value and small coins have a lower value.

Floating Shops

At certain points in the game, a floating shop will appear. Opaopa Jr. can buy items at the shop to help him fight more strategically. If Opaopa Jr. doesn't enter the shop soon enough, the shop will fly away and he will have to wait until the next shop appears to buy items.



1. Pointer: Used to make selections.

2. Ships remaining: Shows the number of ships Opa-Opa Jr. has left.

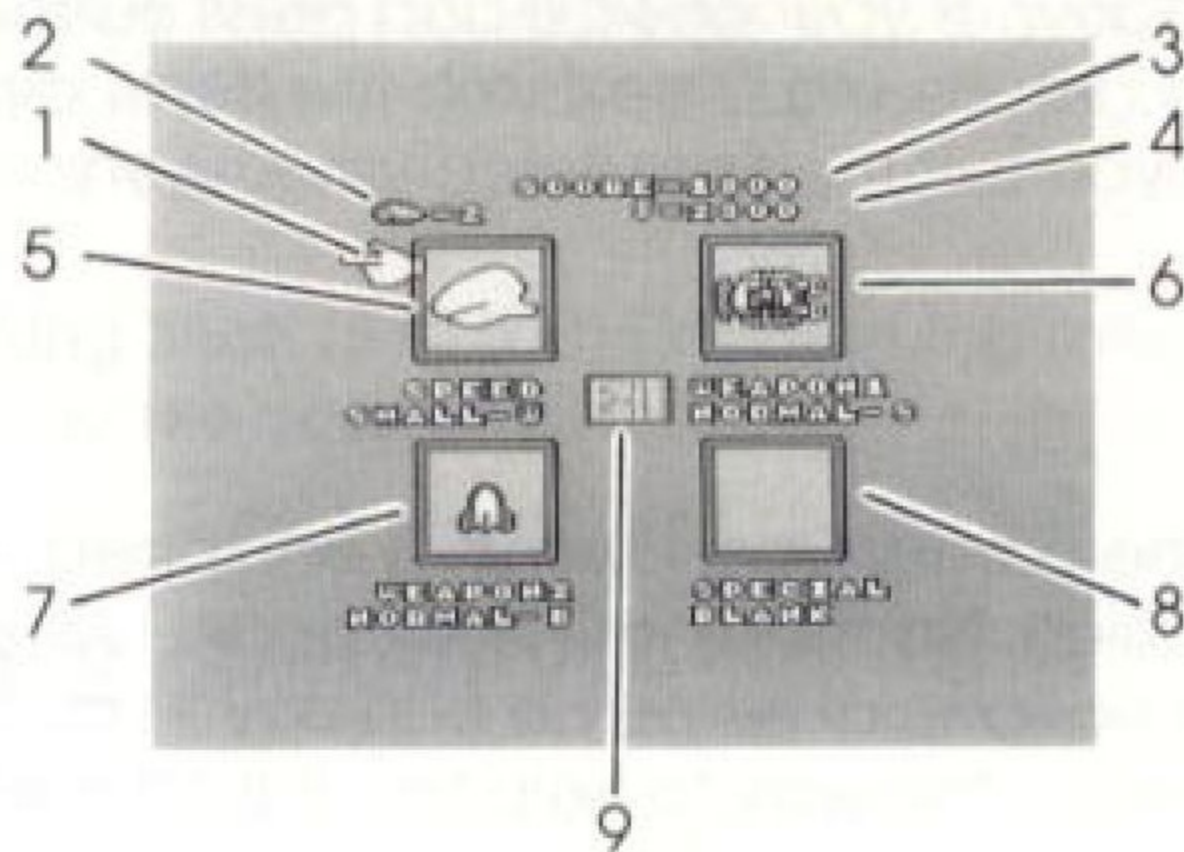
3. Item name: Shows the name of the item which the finger is pointing to.

4. Price: Shows cost of item listed.

5. Gold: Shows amount of money Opa-Opa Jr. has left for shopping.

6. Exit: Select to open Item Selection screen.

Item Selection Screen



1. **Pointer:** Used to make selections.
2. **Ships remaining:** Shows the number of ships Opa-Opa Jr. has left.
3. **Score:** Shows Opa-Opa Jr.'s present score.
4. **Gold:** Shows amount of money Opa-Opa Jr. has left.
5. **Speed window:** Shows the propulsion item Opa-Opa Jr. is equipped with.
6. **Weapon-1 window:** Shows the shooting item Opa-Opa Jr. is equipped with.
7. **Weapon-2 window:** Shows the bomb item Opa-Opa Jr. is equipped with.
8. **Special window:** Shows the special item Opa-Opa Jr. is equipped with. If he doesn't have one, the word "Blank" appears.
9. **Exit:** Select to return to game.

Once you exit the Shop screen, you will enter the Item Selection screen. You can also open the Item Selection screen by pressing the Start Button during play. Select items in this screen in order to use the items in the game. Press the D-Button to move the finger pointer to a window of your choice and press Button 1 or 2 to select items. You will be equipped with the items displayed in the windows when you exit the Item Selection screen.

Items

At the start of the game, Opa-Opa Jr. is equipped with Small Wings for propulsion, Normal Shot for Weapon-1, Single Bomb for Weapon-2 and no special items. He can buy items at the floating shops along the way to help him fight the enemy more effectively.

Propulsion



Big Wing: (\$100) Increases speed by one level.



Jet Engine: (\$1,000) Increases speed by two levels.

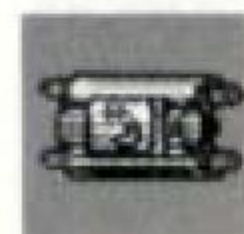


Turbo Engine: (\$10,000) Increases speed by three levels.



Rocket Engine: (\$100,000) Increases speed to the maximum level.

Weapon-1 (Button 1)



Back Shot: (\$500) Fires in two directions, in front and behind.



Laser Shot: (\$1,000) Fires a destructive laser beam. Active for a limited time only.



Five-Way Shot: (\$5,000) Fires in five directions simultaneously with maximum destructive capacity. Active for a limited time only.

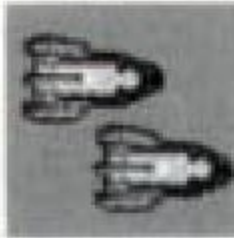


Homing Shot: (\$10,000) Fires homing missiles with large destructive capacity.

Weapon-2 (Button 2)



Twin Bombs-A: (\$100) Drops two bombs.



Twin Bombs-B: (\$200) Fires bombs in the up and down directions.



Smart Bomb: (\$2,000) Damages all enemies on screen instantly.



Heavy Bomb: (\$2,000) Destroys enemies continuously during its complete fall to the ground.

Special Items



Extra Ship: (\$5,000) Opa-Opa Jr. gets one extra ship.



Shield: (\$10,000) Absorbs enemy bullets (up to 20 bullets).



Auto Shot: (\$500) Allows continuous firing of both Weapon-1 and Weapon-2.



Flash Attack: (\$10,000) Allows firing of a high-energy blast which destroys all enemies in front of his ship.

Note 1) Opa-Opa Jr. loses all items which he collected when he loses a ship.

Note 2) Some items come in limited supplies and others change in price on subsequent purchases of the same item.

Stages

Each stage has a large enemy in several places and various small enemies. You will exit a stage when you destroy all of the larger enemies.

Stage 1: Woods



Stage 2: Fire



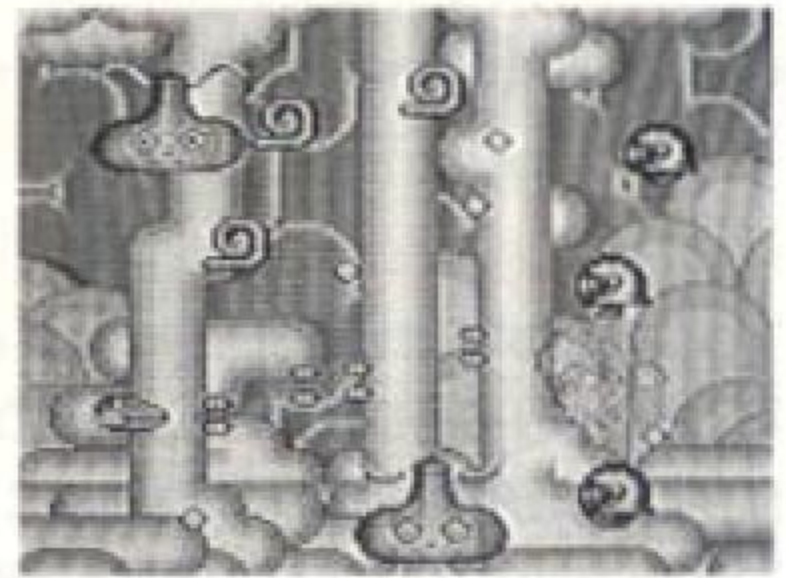
Stage 3: Ice



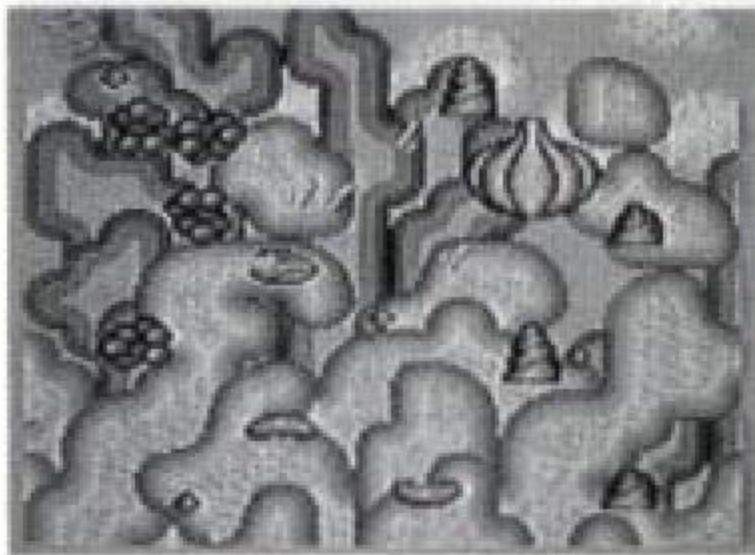
Stage 4: Water



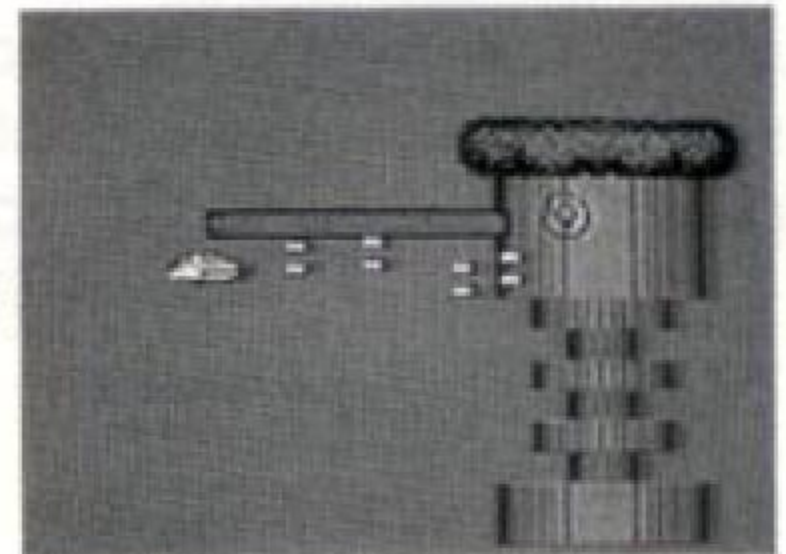
Stage 5: Cloud



Stage 6: Desert



Stage 7: Phantoms



Game Over

Opa-Opa Jr. starts the game with three ships. He loses a ship each time he runs into an enemy or is hit by enemy fire. The game finishes when Opa-Opa Jr. loses all of his ships.

1-Up

Opa-Opa Jr. can increase his number of ships by purchasing Extra Ships at the floating shops.

Score

Your score increases for each enemy that you destroy. You can check your score during the game by opening the Item Selection screen. When the game is over, your score will be displayed in the next Title screen along with the high score. The high score shows the highest score attained by any player since the power switch was turned on.

High score

Score



Helpful Hints

- Learn the movements of each enemy so that you can predict what they will do next.
- Don't single mindedly go after gold or you are liable to run into unexpected enemies.
- Buy extra ships when you can to extend play.
- Learn the weak spots of the bosses so you can defeat them.

MEMO

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 break during extended play.

Scorebook

[illegible]

Limited 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 ninety 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

DO NOT RETURN YOUR 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, 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 expiration of the 90-day limited 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.

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GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

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Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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