

THE
GENESIS

TRIPLE SCORE

3 GAMES IN 1



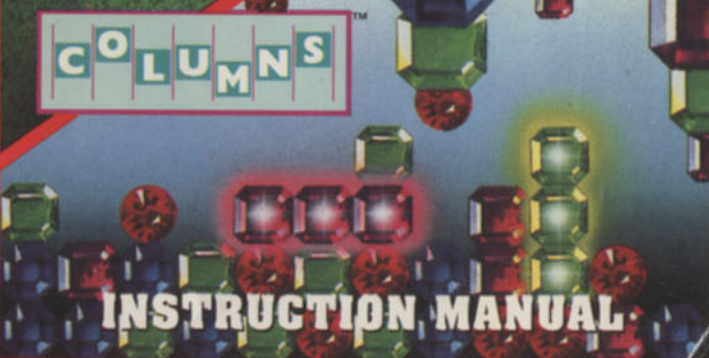
SUPER HANG-ON



WORLD CHAMPIONSHIP

SOCCER

COLUMNS



INSTRUCTION MANUAL



SEGA™

EPILEPSY WARNING

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.**

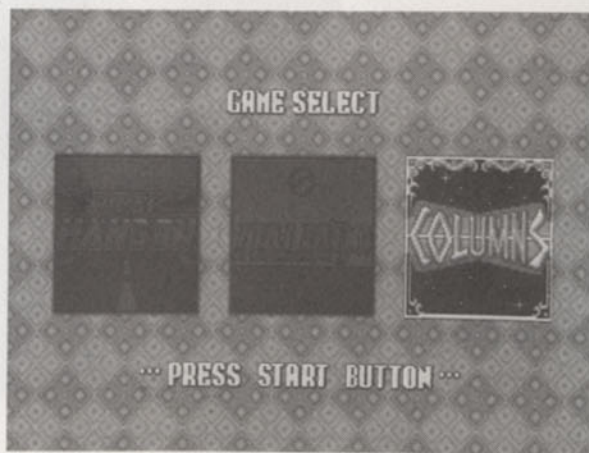
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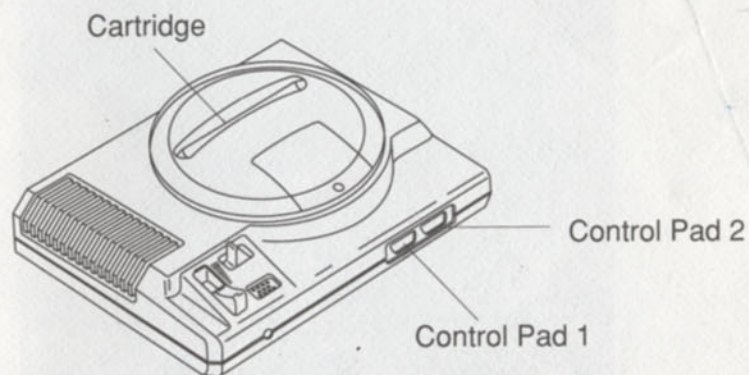
Get three classic games in one!

Thanks to super compression technology, Triple Score gives you three classic Sega games for the price of one. Fire up your engine for Super Hang-On! Grab your cleats for World Championship Soccer! Or put on your strategy hat for fast-moving Columns!

When you pop in the cart, you'll see the Triple Score Game Select Screen. Just use the D-Pad to choose a game. Then press Start and get ready to play!



Starting Up



1. Set up The Genesis System and plug in Control Pad 1. For 2 Player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Insert *Triple Score* cartridge game into the console and press down **firmly**.
3. Turn the power switch ON. In a few moments the Sega screen will appear.
4. Press **Start** when the Title screen appears.

Important: If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis system is set up correctly and the cartridge is **firmly** inserted in the console. If the system is connected to a TV, make sure it's turned to the correct channel (3 or 4). Then turn the power switch ON again.

Always make sure the power switch is OFF before inserting or removing the Genesis game cartridge.

SUPER HANG-ON

The Ultimate Road Race!

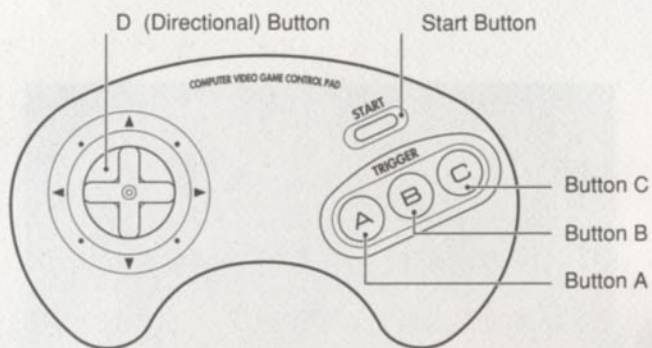


Take the blue light and get ready to burn through a series of the world's most radical road races. You choose the course. You set the pace. But if you can't keep up with the pack, the race ends fast. So keep your eyes on the road. One momentary lapse of concentration could spell disaster!

Think you're hot? Then check out the arcade version of Super Hang-On, or enter a Genesis original: the circuit race! In the circuit race, you'll have the support of a crack mechanic and a generous sponsor as you race against seven rowdy rivals. Your mechanic keeps your bike expertly tuned, while your sponsor provides prize money — so you can buy the parts to make it happen.

The arcade version is pure racing for the thrill of victory. Cover four continents in an all-out race against the clock. Let the clock beat you and the game's over. But don't sweat it. If you're a real hard-core racer, you'll be back . . .

Take Control!



Before you take to the course, take a few minutes and master the button controls.

Directional Pad (D-Pad):

- Moves selection arrow; highlights selections
- Steers motorcycle

Start Button:

- Starts play
- Selects options
- Pauses and resumes play during race

A-Button:

- Applies brakes

B-Button:

- Cancels options
- Accelerates up to 280 km/hr

C-Button:

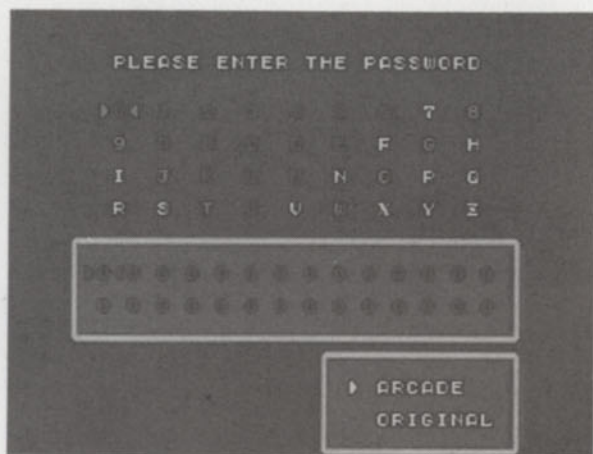
- Selects options
- Together with B-Button kicks in turbo, accelerates over 300 km/hr

Game Select Screen



Press Start from the Title Screen to view the Game Select Screen. Here you can choose from two headings: New Game or Password. Use the D-Pad to make your selection. Then press Start or the C-Button. If you select "New Game", then choose between Arcade Mode or Original Mode. To make a selection, use the D-Pad to move the arrow to your desired selection and press Start or the C-Button.

The Password Screen



When you finish a race in Original Mode, a password will appear on the screen. Write this password down and use it the next time you play to race with the same bike you built in your previous game.

To input your password:

- Use the D-Pad to select the letters you want. To enter a letter, press the C-Button.
- If you choose an incorrect letter, move the arrow to the incorrect letter and press the A-Button. Now select the letter you want and press the C-Button.
- When you finish entering your password, press Start.
- If the password is correct, you will advance to the Mode Selection Screen. If it's incorrect, you won't be allowed to exit the Password Screen. In that case, press Reset and return once more to the Title Screen. Now you can try to re-enter your password or advance to a play mode.

Arcade Mode

In Arcade Mode you'll race against time, just like in the arcade version.

The races take place across Africa, Asia, America and Europe. Each course has multiple stages. To advance, you must complete each stage in a limited time. If you don't reach the checkpoints before time runs out, you're disqualified and the race is over.

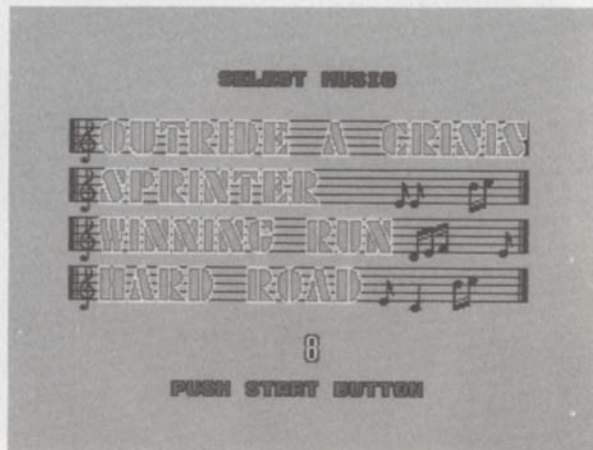
Difficulty Level:

The continents are displayed by difficulty level. Before time runs out, select which level and continent you want to race across. If the clock runs out, you'll automatically race across the last flashing continent.



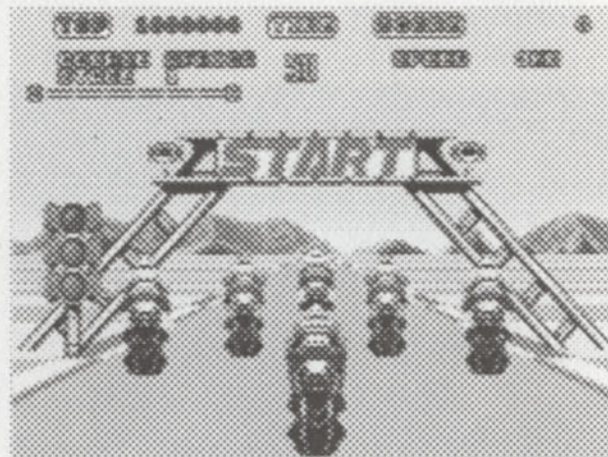
Use the D-Pad to choose your desired level of difficulty. Then press Start or the C-Button. Africa is the "Beginner" level, with six stages of play. Asia follows with 10 stages of play at the "Junior" level. America is "Senior" with 14 stages, and Europe is "Expert" with 16 stages.

Rock Out While You Ride!



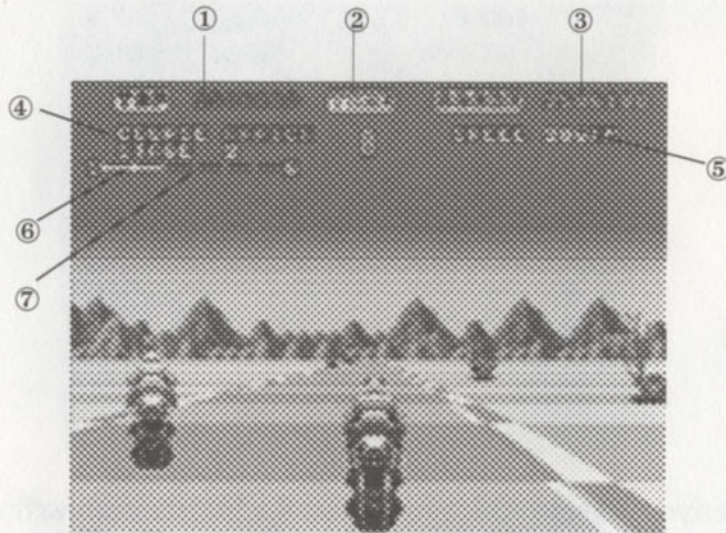
After you've selected a course, choose the sound track to accompany your race. Press the D-Pad UP/DOWN to highlight and sample the sound tracks. To enter your selection, press Start or the C-Button. If you don't make a selection before the clock runs out, the last flashing sound track will automatically be selected.

Get Ready To Ride



After you've selected your music, the Start Screen will appear. The tree of lights at the starting line will flash on and off. When the blue light flashes, the race begins. Press the B-Button to accelerate. To slow down, release the B-Button or press the A-Button to apply the brakes. If you run off the track, your maximum speed will decrease. If you contact another motorcycle, you will slow down immediately.

The Race Screen



During the race, keep your eye on the following indicators:

1. Try to beat the current top score.
2. Keep track of how much time you have left. If time runs out before you reach the checkpoint, the race is over.
3. Watch the points add up as you advance through the course.
4. Displays the name of the continent where you're racing.
5. Displays your present speed.
6. Displays the number of the stage you're racing in.
7. Indicates your overall position on the course. The gauge begins at "S" for Start and ends at "G" for Goal.

Make It To The Checkpoint



Once you pass the checkpoint, you automatically begin the next stage of the race. A time limit will appear, as well as an "Extended Play" signal which includes "Lap Time" and "Best Lap Time". Any time remaining from the previous stage will be added to the new race time limit. If time runs out before you reach the checkpoint, the race is over.

Rack Up Points

As long as you continue to race on-track, your score will increase. But if you race off-track or have a collision, your score will stop increasing. If you finish the race in seventh place or better, you can record your initials along with your ranking.

Record Your Initials



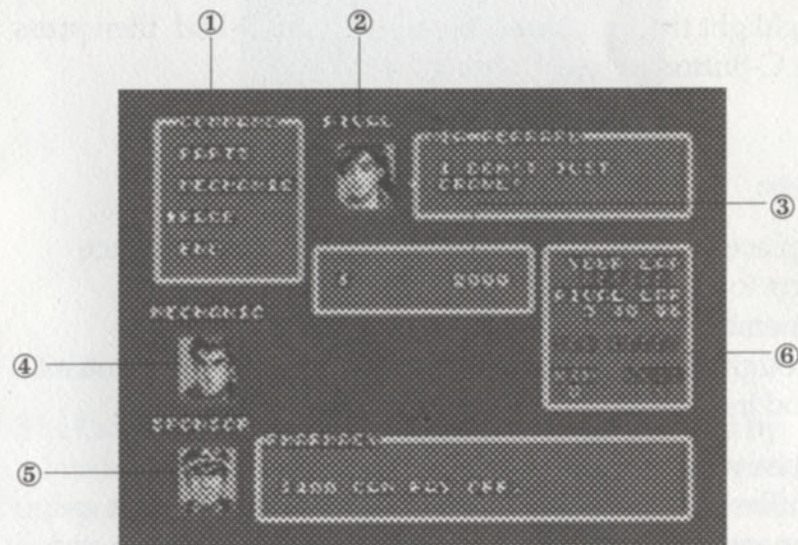
Once you've finished the race, a score screen will appear with several player names, rankings and scores. To enter your initials, move the D-Pad LEFT/RIGHT to select up to three letters. (A period counts as an initial.) Once you've chosen your initials, press the A, B or C-Button to enter them. If you make a mistake, use the backspace arrow to delete them one at a time. When you're finished, select END and press the A, B or C-Button to return to the Title Screen.

Original Mode

When you select "Original Mode", play will present more options. The circuit you race on will be different. You'll race against opponents at each level of the course and receive prize money according to your score.

Use the money to hire a mechanic, buy new and better parts for your bike, and become an even tougher competitor. Don't stop until you've beaten every opponent.

Information Screen



When the Title Screen appears, select "Original Mode" with the D-Pad and press either Start or the C-Button. You'll then see an Information Screen with the following options:

- 1. The Command Menu** — Displayed in the upper left-hand corner, lets you select options for Parts, Mechanic, Race and End.
- 2. Opponent** — Size up your rival. Next to his picture you'll see a message from your opponent to you. Talk is cheap!
- 3. Cash Counter** — Check out how much money you have.
- 4. Mechanic** — Meet the mastermind behind your bike.
- 5. Your Sponsor** — The man with the cash has a message for you, too.
- 6. Lap Time** — Check your time, your opponent's lap time and your total wins and losses.

Command Menu

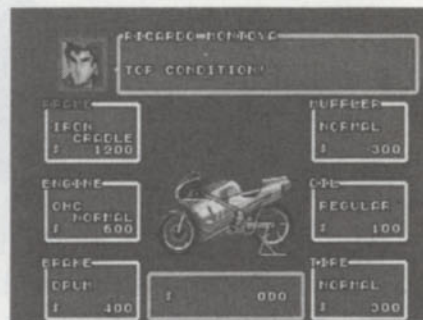
Highlight the Command Menu with the D-Pad, then press the C-Button to select a category.

Parts:

Replace your worn parts with new, high performance parts to race more efficiently. Parts cost money, so remember you can only spend what you've earned through racing. Also, how you've raced will give you a good indication of what new parts you need.

When you crash on your bike, the frame, brakes and muffler sustain considerable damage. The engine is only damaged slightly. Collide with another motorcycle and your frame and muffler are slightly damaged. And, even if you make it though the entire course without any accidents, almost all of your parts are subject to wear and tear.

When your muffler is damaged, your ability to accelerate is reduced. Naturally, when your brakes are damaged, it's harder to brake. If the frame, engine, oil and tires are damaged severely, you'll be forced to quit the race.



The Parts Screen:

The Parts Screen displays a motorcycle surrounded by white and yellow rectangles. The parts you're currently using are surrounded by yellow. Check your mechanic's message before you go to the Parts Screen, so you know the condition of your parts before you go shopping.

Next to each part is a pre-defined limit as to how much you can spend on that part. The limit for a frame is \$8 million; for an engine, \$8.2 million; for brakes, \$90,000; for a muffler, \$90,000; for oil \$14,000, and for tires, \$24,000.

To buy new parts, scan the parts selection using the D-Pad. When you've highlighted the part you want, press the D-Pad RIGHT to increase its value up to your spending limit. If you accidentally go over your budget, press the D-Pad LEFT to decrease the value.

The rectangles on the bike will flash to indicate the part you're shopping for. When you're ready to enter a selection, press the C-Button. To return to the Command Menu, press the B-Button.

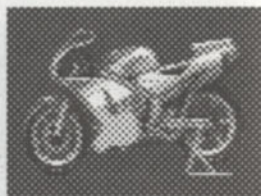


Frame:

Upgrading to a better frame will enable you to turn more quickly.

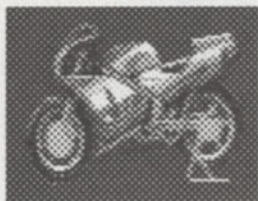
Engine:

The engine is the soul of the motorcycle. Be good to it and it will be good to you.



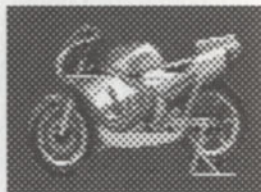
Brakes:

The distance required to stop and the effects of moisture on the brakes will vary according to how good your brakes are.



Muffler:

The muffler rids the engine of exhaust. The better the muffler, the faster the acceleration.



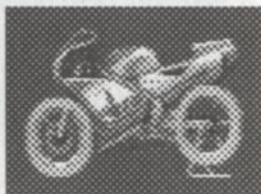
Oil:

Oil helps the engine run more smoothly. Better oil increases acceleration and reduces wear on the engine.



Tires:

Tires wear out fast in competition, losing their life-saving, road-hugging grip.

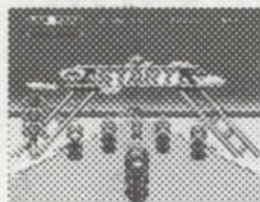


Mechanic:

When you've acquired enough money to hire a mechanic, select this option from the command menu. The more you pay your mechanic, the better his mechanical skills, the more reliable his advice and the longer your parts will last.

Press the D-Pad LEFT/RIGHT to see your choice of mechanics. Confirm your selection by pressing Start or the C-Button. Press the C-Button to return to the Command Menu.

Race:



When you choose Race from the Command Menu, the Select Music Screen will appear. Use this screen to choose from four musical selections.

End:

If you want to stop play and resume later, select End from the Command Menu. On the same screen a password will appear. Write it down and enter it the next time you play by selecting Password from the Main Menu. The race will begin from your last successful level. Before you turn off the game, press Start or the C-Button to return to the Title Screen.

The Outcome:

If you record five victories before your opponent does, you'll advance one rank and receive a more generous sponsor. You'll also compete against a new and more challenging rival. Record five losses before your opponent, and you'll drop a rank and receive no new benefits. If you're at the lowest level, nothing will change.

Start The Game:

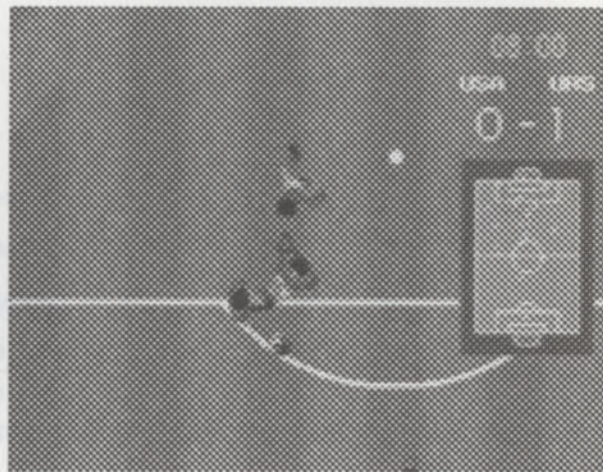
After you've selected your music, the Start Screen will appear. When the blue signal begins to flash, it's time to race!

Distance:

The Lap Time at the beginning of the race covers the distance from the starting line to the checkpoint. However, after the first checkpoint, the Lap Time will cover the distance from one checkpoint to the next. When the race ends, a window will appear with your results.

WORLD CHAMPIONSHIP SOCCER

Go for the glory!

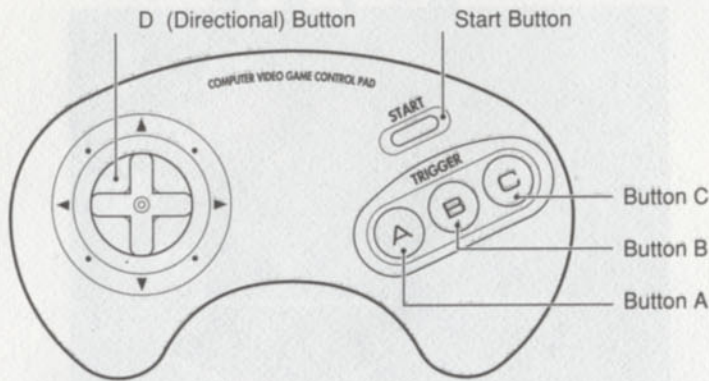


Here it is — the ultimate soccer game! One grand stadium, twenty-four international teams and as much intense soccer action as you can handle!

But you better be ready, because you're taking the pitch with the world's most talented teams. Play exhibition games to hone your skills. Then enter the World Championship and battle for a spot in the Final Tournament.

Brazil, France, Germany, England, Argentina, even the USA! Everybody's fired up for the world's most popular sporting event. So loosen up, choose your team and get ready for the big time — World Championship style!

Take Control!



Before you begin, learn the moves you'll need to compete against the world's best.

Directional Pad (D-Pad):

- Moves selection arrow in Mode Section
- Makes player dribble the ball
- Guides direction of ball

Start Button:

- On Mode Selection Screen, selects game type
- Begins play
- Pauses and resumes play

A-Button:

- Operates Mode Selection Screen
- Makes player shoot
- Makes player execute a slide tackle
- Makes goalie jump and catch ball

B-Button:

- Cancels selection on Mode Selection Screen
- Makes a high pass

C-Button:

- Operates Mode selection Screen
- Makes a ground pass

Mode Selection Screen



On the Title Screen, choose from three modes of play — World Championship, Test Match: One Player or Test Match: Two Players. Use the D-Pad to highlight the mode you want. Then press the A or C-Button to advance to the Team Selection Screen.

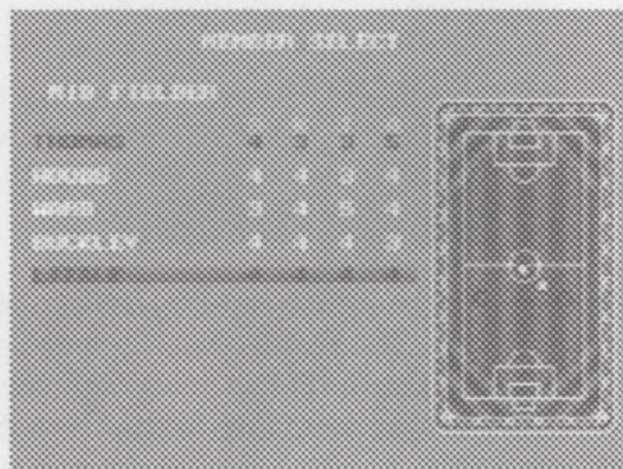
Team Selection Screen



Following your mode selection, the Team Selection Screen shows a map of the world. Use the D-Pad to move the arrow to the country of your choice. When the arrow is pointed at a country, the country will flash. Then press the A or C-Button to see the team's numerical profile.

The teams' skills are ranked from 1 to 5, with 5 as the best. If you wish to play with a team, use the D-Pad to move the arrow to Yes. Then press the A or C-Button to enter your selection. If you want to choose another team, select No and repeat the procedure or press the B-Button to cancel your selection. If you cancel, you can choose another team from the map.

Member Select Screen



After you've chosen a team, the Member Select Screen will appear. It's up to you to choose a starting lineup of 11 players from a roster of 16. The first Member Select Screen is the goalkeeper screen.

Choose a goalie by using the D-Pad to move the arrow to the player of your choice. Then press the A or C-Button to enter your selection. To cancel your selection, press the B-Button. When you press the B-Button during any Member Select Screen, you will automatically return to the Goalkeeper Screen. The Member Select Screens appear in this order: Defenders (choose four); Mid-fielders (choose four); and Forwards (choose two).

To help you choose, the player's statistics are listed opposite their names. These statistics are based on speed, kicking strength, tackling strength and accuracy. They're numbered from 1 to 5, with 5 as the best. A player's numerical value is based on a comparison with other players on the same team. So if a player on a different team is awarded the same stats, both players' abilities may vary based on their team's total data.

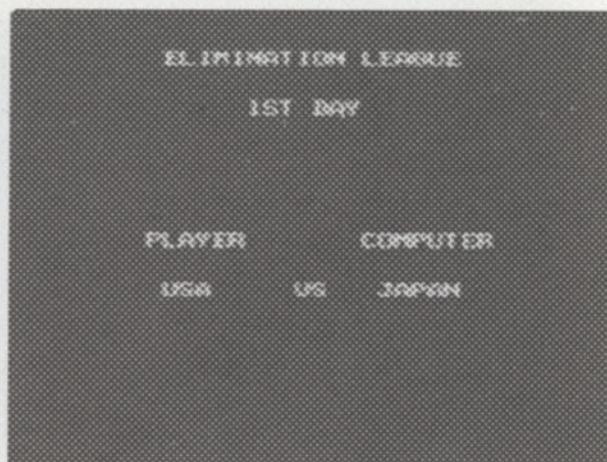
Elimination League Screen



After you select your team and starting players, six groups of teams will be displayed. These teams represent your qualifying opponents. Your team is highlighted in a different color. While you're playing, the computer is busy playing the other groups against themselves to determine the teams for the Final Tournament.

The 1st and 2nd placed teams in each group qualify for the final tournament. In addition, four of the remaining 3rd place teams also qualify based on their record. After sizing up your competition, press the A or C-Button to view the Qualifying Screen.

Elimination League: 1st Day



The Elimination League: 1st Day Screen displays your team and the name of the opposing team. Press the A or C-Button to start play.

Special Instructions for Test Match and 2-Player Games

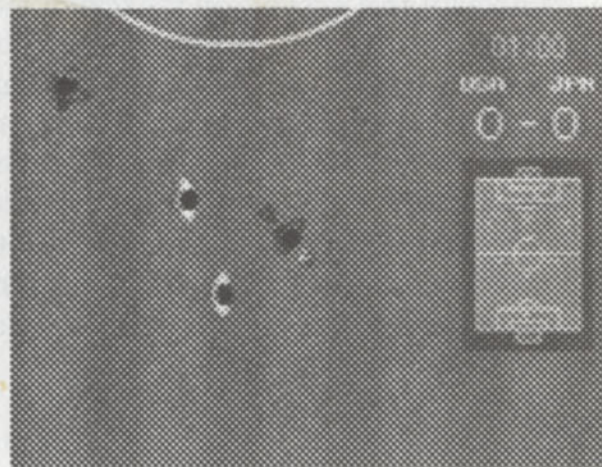
When you play a Test Match, only one match is held. During Test Match 1P, you'll compete against the computer, although you're allowed to choose its team. During Test Match 2P, you'll play against your opponent. The game begins immediately after selection of the opponent's team.

When two people play, each player selects a team and competes against the other. If you end in a tie, the winner is determined by penalty kicks. When the match is over, the names of up to three scorers are displayed.

Control The Action

In soccer, the attacking and defending teams frequently change. The team controlling the ball or nearest the opponent's goal is the attacking team. The instant the opponent takes the ball, attacking and defending roles switch.

Attacking



Kickoff:

At the start of the match, Player 1 kicks off. At the start of the second half, Player 2 kicks off. When a goal is scored, the side that scored kicks off to resume play.

Dribble:

During game play, you control the moves of the player with an arrow overhead. The computer controls the rest of the action. To move a player with the ball, press the D-Pad in the desired direction and the player and ball will advance.

Kicking:

To pass the ball, use the A, B and C-Buttons, each of which executes a different style of kick. When you use the A-Button, the ball will always advance in the direction of the opposing goal until you're in sight of the goal. Then use the D-Pad to guide the ball accurately into the goal (see Shooting). When you use the B-Button, establish the direction of the pass with the D-Pad. Use this pass for long overhead passes.

Shooting:

When the opponent's goal appears on the screen, use the A-Button and the D-Pad to aim and shoot. Depending on the height of the ball shot and its timing, the shot can be a header, overhead or volley.

Throw-Ins:

When a ball touches a player's body and goes over the sideline, a player from the opposing team is allowed a throw-in from the place where the ball went out. Control the direction of the throw-in with the D-Pad.

Corner Kicks:

When the ball goes over the defending team's end line after being last touched by one of the defending team's players, the attacking team is awarded a corner kick. Select the point where the ball is to hit the ground by pressing the D-Pad in that direction. Use the A or B-Button to kick the ball. If you're good, you can kick a "banana shot" that bends toward the goal.

Defense

Tackling:

When you approach a player in contact with the ball, you can slide tackle by pressing the A-Button.

Operating the Goalkeeper:

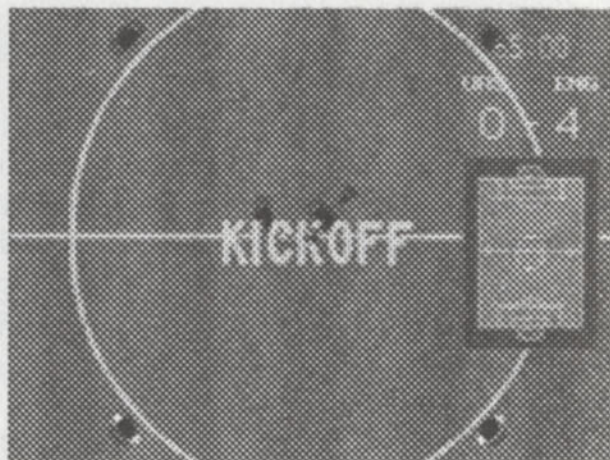
When your goalkeeper is indicated by the arrow, you can stop the opponent's shot by moving the keeper with the D-Pad. Push the A-Button to make the keeper jump and catch the ball. If you push the A-Button while pushing the D-Pad simultaneously, the keeper will dive.

When the D-Pad is pressed in the direction of one of the field numbers, the keeper will move in the direction of the corresponding number in the goal. After a set time has elapsed while the goalkeeper holds the ball, the keeper will automatically kick the ball, even if no buttons are pushed.

Goal Kick:

If the ball goes over the defending team's end line after touching a player on the attacking team last, the defending team is awarded a goal kick. Select the kicking direction with the D-Pad and kick with the A or B-Button. If the D-Pad is not pushed, the ball will travel to the center.

Time for the kickoff . . .



It's time for real competition. But to follow the game closely, read the following rules and regulations.

Time

Elapsed game time is 45 minutes for the first half and 45 minutes for the second half (not actual time). There is no overtime in tie games.

Win, Lose or Tie

When the game ends, the team with most goals wins. In the event of a tie, the game ends in a draw. A round of penalty kicks will be played to decide the winner of a tie game during the Final Tournament only.

Qualifying Results

When the qualifying round games are over, the results for the 6 groups will be displayed automatically on the Elimination League 1st Day Screen. Here you'll see total tournament points, losses, wins and draws for every team, including which players competed. On this screen select a group with the D-Pad then press the A-button to display the Win/Loss chart.

After the Win/Loss chart, press the C-Button on the Elimination League Screen to see the next day's games and competing teams.

When Day 3's matches are finished, the qualifying teams will be displayed. If your team isn't included, you didn't make it. Keep training!

Final Tournament

ELIMINATION LEAGUE
1ST DAY

GROUP A				
JERRY	10	10	1	10
BOB	11	10	1	10
ALAN	12	10	1	10
LUKE	13	10	1	10

GROUP B				
JOHN	14	10	1	10
MICHAEL	15	10	1	10
PAUL	16	10	1	10
CHRIS	17	10	1	10

GROUP C				
FRANK	18	10	1	10
ALAN	19	10	1	10
YOUNG	20	10	1	10
BOB	21	10	1	10

GROUP D				
BOB	22	10	1	10
ALAN	23	10	1	10
YOUNG	24	10	1	10
BOB	25	10	1	10

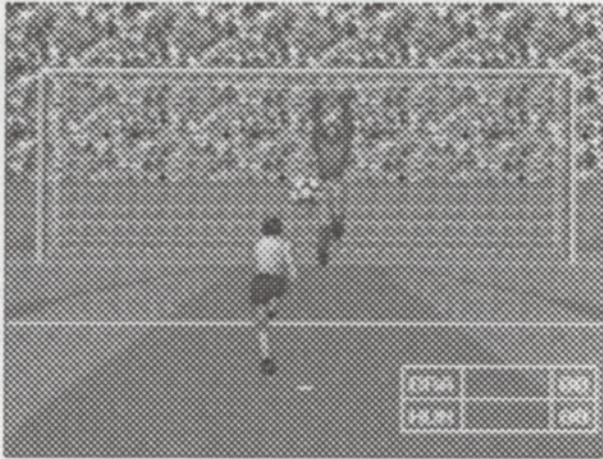
GROUP E				
BOB	26	10	1	10
ALAN	27	10	1	10
YOUNG	28	10	1	10
BOB	29	10	1	10

GROUP F				
ALAN	30	10	1	10
YOUNG	31	10	1	10
BOB	32	10	1	10
ALAN	33	10	1	10

Sixteen teams participate in the Final Tournament. To see the Tournament Groupings Screen, press the C-Button. The tournament proceeds exactly as it did in the Qualifying Rounds, with one exception:

During the Final Tournament, there are no draws. In the event of a tie, the match will be decided by a penalty kickoff.

Penalty Kick Contest



Five players come forward and the two teams face off by taking alternating penalty kicks. The team that scores the most goals wins. If the five players finish shooting and the score is still tied, the kickoff becomes a sudden death between the remaining players.

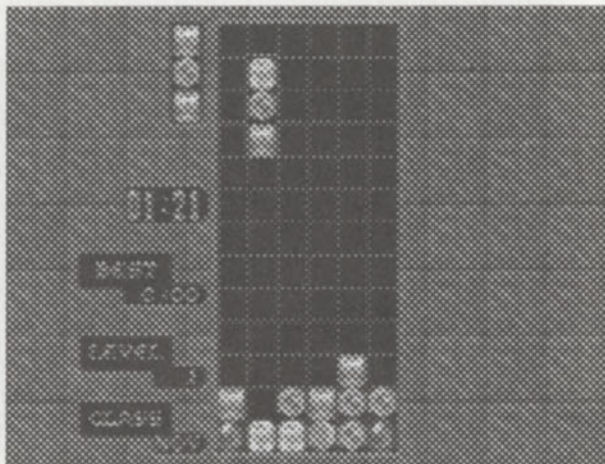
In a one-player game, you and the computer face off. In a two-player game, Player 1's team kicks first.

Helpful Hints

- When you're setting up for a goal, passing the ball, or throwing the ball in from the goal, line up the D-Pad with any one of the coordinating numbers 1-5 on the field and the ball will follow in that precise direction.
- Contact opposing players head-on to steal the ball more easily.

COLUMNS

Think fast!

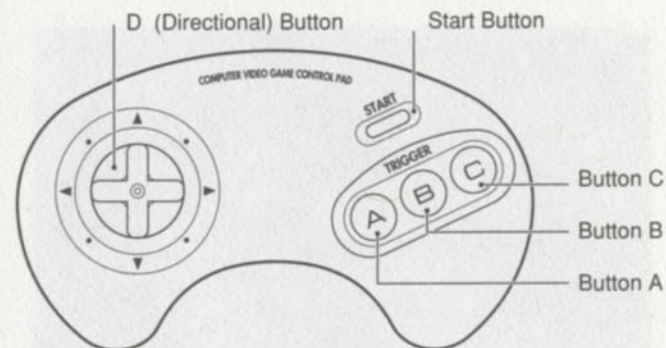


Travel back through time to a bygone civilization — the ancient world of Phoenicia. And play the game that originated among the Phoenician merchants — COLUMNS! It's incredibly captivating. It's incredibly simple. And you don't have to be a game wizard to play at the highest level.

Columns of sparkling rainbow-color jewels drop one by one. Arrange jewels of the same color horizontally, vertically or diagonally to remove them from the play screen. If the columns pile up to the top, the game is over. Ready for a different challenge? Try Flash Columns, where you're timed on how quickly you can make a flashing jewel disappear.

Start on the easiest level and work your way up. Or challenge one of the higher levels from the start. Play alone or double the fun by playing with a friend. With a little help from the Phoenician gods, you may perform miracles!

Take Control!



Directional Pad (D-Pad):

- Press UP/DOWN to select a game mode
- Press LEFT/RIGHT to move columns
- Press DOWN to make the columns drop faster *

Start Button:

- Press to cancel the "How To Play" demo
- Press to start game
- Press to pause and resume play

A-Button:

- Press to enter a selected game mode
- Press to arrange jewels *

B-Button:

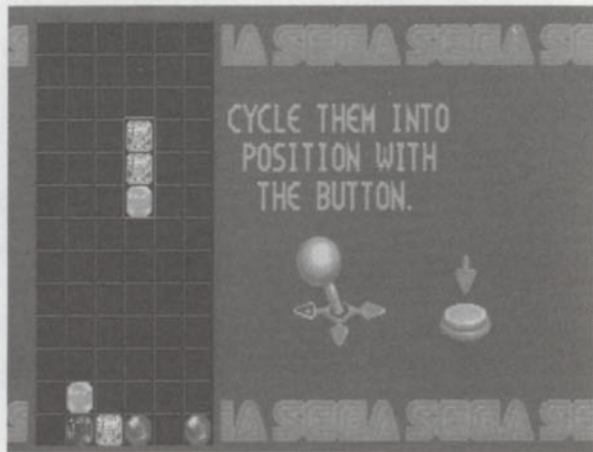
- Press to return to previous Game Mode Selection Screen
- Press to arrange jewels *

C-Button:

- Press to enter selected game mode
- Press to arrange jewels *

Note: You can change the marked control pad button functions (*) on the Options Screen.

Getting Started



When you select Columns from the Game Select Screen, the Title Screen appears. Press Start to advance to the Columns Game Select Screen.

To see a demo of the game, wait a few seconds and the "How to Play" demo will begin. To cancel the demo, press Start. Then press Start again to advance to the Game Select Screen.

Game Select Screen



On the Game Select Screen, choose one of the following:

ARCADE — Play the arcade version of Columns

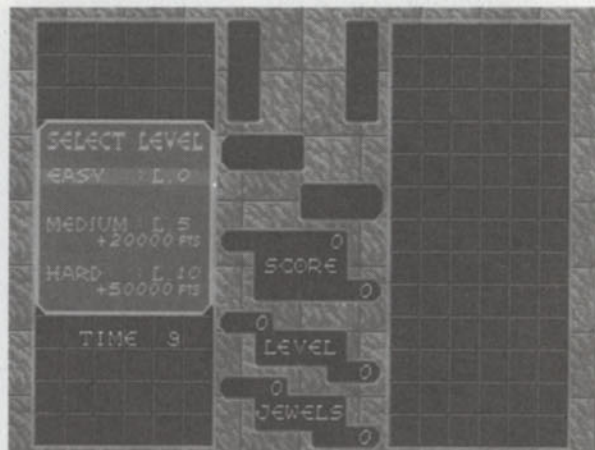
MENU — Select to play the Original Game or Flash Options

OPTIONS — Press to adjust the various game modes

Press the D-Pad to move the arrow, then press the A or B-Button (or Start) to make your selection.

Note: If you don't choose an option within 20 seconds, the demo will resume. Press Start to cancel the demo. Then press Start again to return to the Game Select Screen.

Arcade



Select EASY, MEDIUM or HARD on the Arcade Screen with the D-Pad before the timer reaches zero. Then press the A or C-Button to start the game. If you don't change the game level within the time limit, the game will automatically start on the level that is highlighted on the screen.

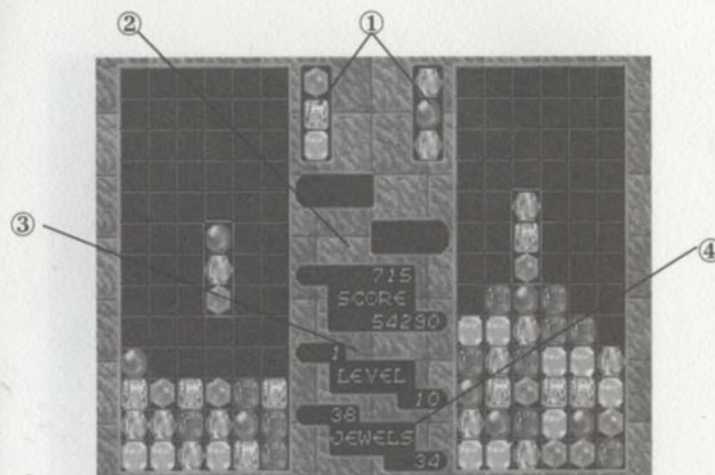
If you choose:

EASY — Start at level 0. Hints are given until level 3. A flashing frame will surround possible placement for the next set of jewels.

MEDIUM — Start at level 5 with 20,000 points.

HARD — Start at level 10 with 50,000 points.

The Play Screen



1. The next column of jewels that will appear on the screen
2. Score
3. Level
4. The total number of jewels that have disappeared from the screen

The Magic Jewel Works Wonders!

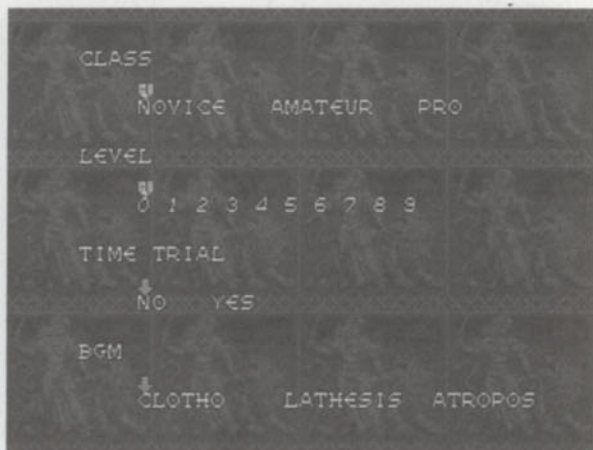
The Magic Jewel appears in the MEDIUM or HARD version of the ARCADE game. Whatever color jewel the Magic Jewel lands on, all other jewels of the same color disappear.

Menu



On the Menu Screen, choose ORIGINAL GAME or FLASH COLUMNS and the number of players.

Original Game



The object of the Original Game is to make as many jewels as possible disappear. If you're playing alone, select 1-Player with the D-Pad and press the A or C-Button.

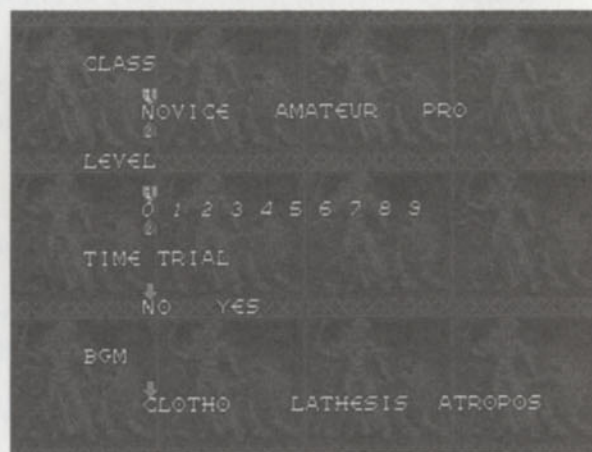
If 2 people are playing, select 2-Players with the D-Pad using Control Pad 1 and press the A or C-Button. Player 1 will play on the left play field and Player 2 on the right. The player who finishes first can press Start to begin a new game. If both players select the same options, the player who earns the better score can enter his or her initials.

If two people wish to play on the same play field, select DOUBLES with the D-Pad using Control Pad 1 and press the A or C-Button. The two players alternate challenging the computer. The initials and total points of the players appear on the Game Information Screen.

Note: Make sure Control Pad 2 is plugged in for a 2 PLAYERS or DOUBLES Game.

When you enter your options by pressing the the A or C-Button on the Menu Screen, you advance to the GAME MODE SCREEN. To go back to the Menu Screen, press the B-Button.

Game Mode Screen



Use the D-Pad to move the cursors and arrows.

Note: The blue cursor sets the Game Mode for Player 1 and the red cursor sets the Game Mode for Player 2.

Class

NOVICE — Play with jewels of 4 different colors

AMATEUR — Play with jewels of 5 different colors

PRO — Play with jewels of 6 different colors

Level

Select a level. The higher the number, the faster the columns drop.

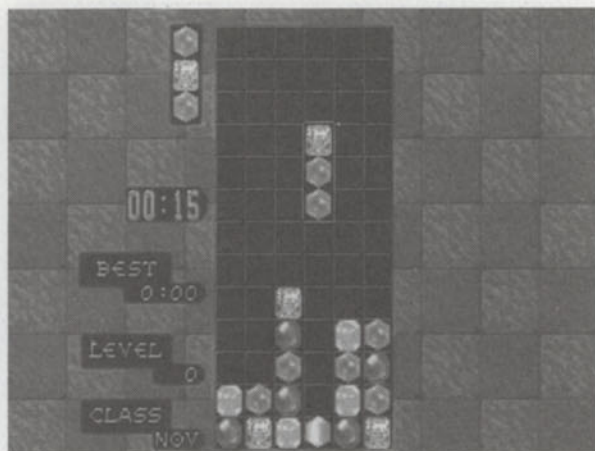
Time Trial

If you select YES, you'll have a limit of three minutes to play a game. When the timer reaches "0", the game is over.

BGM

Choose from three musical themes. To exit this screen, press Start or the A or C-Button.

Flash Columns



In Flash Columns, you're timed on how quickly you can make a flashing jewel disappear. First choose the number of players and the game mode.

To play alone, select 1 Player with the D-Pad and press the A or C-Button.

For 2 players, select 2 PLAYERS with the D-Button on Control Pad 1 and press the A or C-Button. Player 1 will play on the left play field and Player 2 on the right. The player who finishes first can press Start to begin a new game.

In Doubles, two people alternate playing on the same play field. Both players can enter their initials at the end of the game.

Game Mode Screen

Press the D-Pad to move the cursors and arrows.

Note:

The blue cursor sets the Game Mode for Player 1 and the red cursor sets the Game Mode for Player 2.

Class

As with the Original Game, select NOVICE, AMATEUR or PRO.

NOVICE — play with jewels of 4 different colors

AMATEUR — play with jewels of 5 different colors

PRO — play with jewels of 6 different colors

Height

The number indicates the height of the columns on the screen when you start the game.

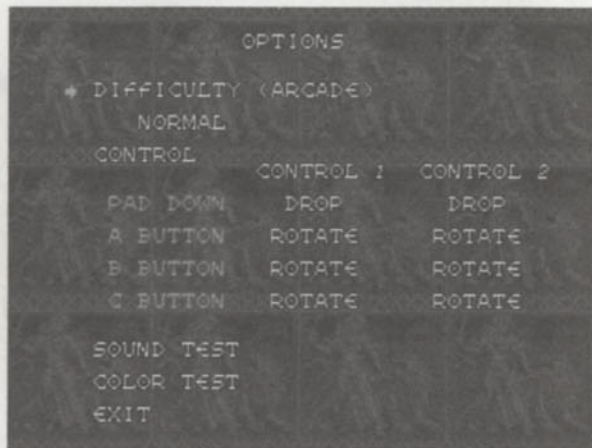
Match

If you want to compete against another player in Flash Mode, select YES. (You can select this mode only if you selected 2 Players on the previous screen.) The player who makes the flashing jewel disappear first is the winner.

BGM

Choose from three musical themes. To exit this screen, press Start or the A or C-Button.

Options Screen



Use the D-Pad on Control Pad 1 to move the arrow and make your selection on the Options Screen.

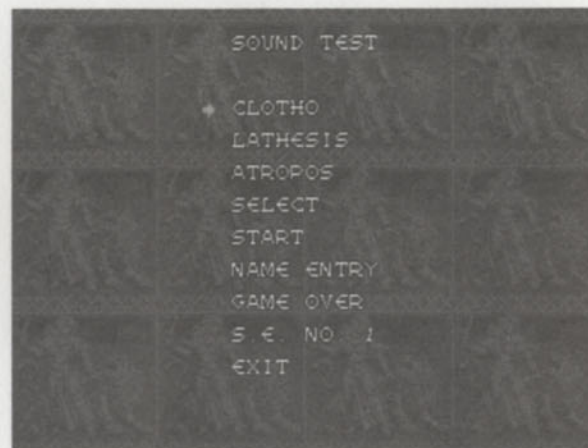
Difficulty (Arcade)

Don't confuse this option with the Game Level selection on the Arcade Game Screen. Here you can set the overall difficulty for the 3 game levels on the Arcade Game Screen. Use the D-Pad to select EASIEST, EASY, NORMAL or HARD. (The default setting is NORMAL.) For example, if you select HARD here, you'll play the hardest version of the EASY level.

Control

Press the D-Button LEFT/RIGHT to alter the functions of the Control Pad buttons. If two people are playing, make sure both control pads are inserted.

Sound Test

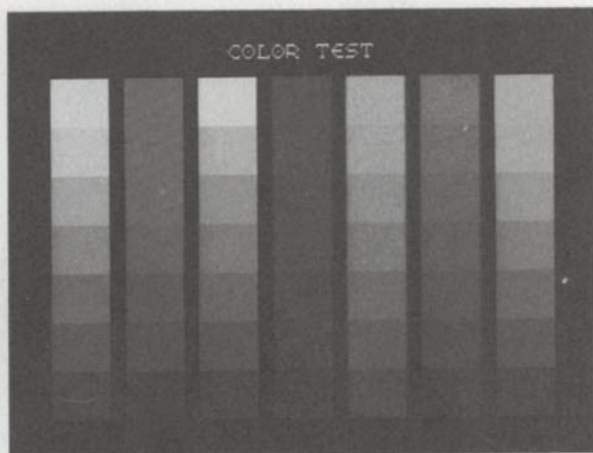


When you select Sound Test and press the A or C-Button, the Sound Test Screen appears. To hear the listed game music, use the D-Pad and press the A or C-Button.

If you select S.E. NO. (Sound Effect Number) press the D-Pad LEFT/RIGHT to select a number, then press the A or C-Button to hear the sound effect.

To return to the Options Screen, select Exit and press the A, B or C-Button.

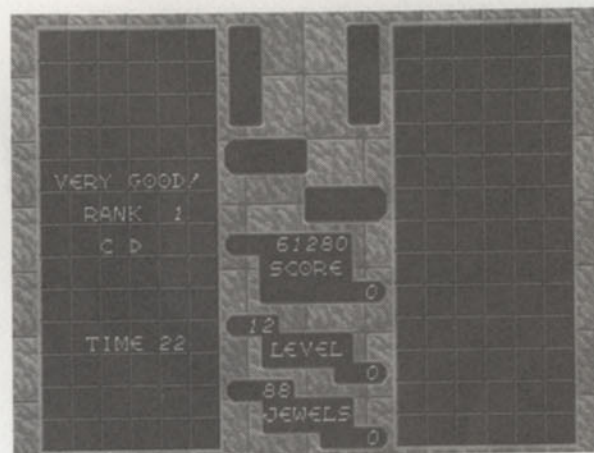
Color Test



When you select Color Test and press the A or C-Button the Color Test Screen appears. Use this screen to adjust the color on your television set. Press the A, B or C-Button to return to the Options Screen.

Select Exit on the Options Screen and press the A, B or C-Button to return to the Title Screen.

Scoring



In the Arcade mode, if you rank among the top 9 players, your initials and score will appear on the High Score Board (see Entering Your Initials below.)

To view the High Score Board, press the A, B and C-Buttons simultaneously during the How to Play demo, or wait until the demo ends.

In the Menu mode, the best score and time appear on the Game Information Screen before each game. (This screen appears right after the Game Mode.)

Entering Your Initials



If you earn a high score, you can enter up to three initials on the name entry screen. Enter all three letters before the timer reaches zero.

For each space, use the D-Pad to select the desired letter, then press the A, B or C-Button to enter it. After the third letter, "END" will appear. Press the A, B or C-Button to complete the procedure.

To make corrections, press the D-Pad UP/DOWN until the arrow appears. Press the A, B or C-Button to move the arrow to the letter you want to correct and re-enter the correct letter.

Helpful Hints

- Miracles do happen! When you play at the EASY level of the Arcade version and desperately need help, you may get lucky!
- Aim for chain reactions.
- Earn higher scores by playing at higher levels.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 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 GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. 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 Genesis 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 the 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.

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