

JAMES BOND
007 
TM
THE DUEL

SEGA

MS

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 light 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.

Starting Up

1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Title screen appears.
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 when inserting or removing your Cartridge.

- ① Sega Cartridge
- ② Control Pad 1
- ③ Control Pad 2



GAME BACKGROUND

An evil mastermind, Professor Greypen has devised a fiendish plan to take control of the world governments. He has constructed an artificial island somewhere in the pacific ocean, using his billions made from international arms trading. From this island he plans to launch a shuttle containing a deadly high powered laser station into outer space. From its geo-stationary orbit it will be able to destroy any target on earth at Greypens command.

All world powers have held a summit and picked their best agents to complete the mission of going to the island and destroying the shuttle. One by one all the agents have been terminated, except one ... Bond 007.

The future freedom of the entire world rests on your shoulders ...
Good Luck 007!



TAKE CONTROL

1 PAUSE BUTTON

Press pause at any time to pause the game.

The pause screen will show your score, lives and mission number.

SELECTING WEAPONS IN PAUSE MODE

Bond can use three different weapons – missiles, grenades and rapid shots.

2 DIRECTIONAL BUTTON (D-BUTTON)

Left/Right Bond moves left/right

Down Bond ducks

DIRECTIONAL BUTTON IF ON LADDER:

Left/Right Bond faces left/right

Left/Right
held down Bond jumps off
ladder left/right

Up/Down Bond climbs ladder

3 BUTTON 1

Makes Bond jump

With Down Bond slides down
the ladder

With Up Stops Bond from
sliding down the ladder

4 BUTTON 2

Makes Bond fire

Followed by Button A – Fires selected
weapon

THE MISSIONS

MISSION 1

Bond docks at the side of Greypens research ship, by means of a speed boat from a British naval frigate. This is the only way to get through the islands defenses. On board the ship marine scientists are working on fuel research to power the shuttle into space. Greypen has hidden hostages on the ship to deter any armed take over of the ship.

Mission 1-1

Board the outside of the ship and travel to the far side before climbing the upper decks. Beware though, of falling crates, cranes and sailors. Look out for port-hole snipers who are crack shots.

Mission 1-2

Once on board the top deck, Bond must rescue hidden hostages and climb along cables to the exit. There are sailors guarding the hostage cells, so beware.

Mission 1-3

Bond climbs down the side of the ship to the jetty where the ship is docked. Look out for deadly robotic fish and stray rolling barrels. Climb up the highest piers to find Q-cases, but watch out for automatic cranes.

End of Mission – Jaws

Bond meets his arch enemy Jaws, the man with the golden dentures! He must shoot Jaws while leaping from one jetty to another, but, take care Jaws doesn't touch Bond, or he'll grab him round the neck and throw him to the waiting sharks below!



MISSION 2

Bond must now climb through the jungle to get to the top of the mountain. Greypen has constructed a huge power station here to produce all power for his island. Bond must destroy the power station before making the dangerous journey to the bottom again.

Mission 2-1

Use the vines to climb the trees, walk along the branches and rough platforms. Bond must take care though, some branches may break when you stand on them, sending him to his demise. There are snakes, dart guns and machine gun commandoes.

Mission 2-2

Once on top of the mountain, Bond must travel along the secret base to the power station in the middle. Once there, destroy the plasma-sphere to disable the power-plant, but take care – it's well guarded. Look out for robotic snakes, homing guns and automatic sentry guns.

Mission 2-3

Bond must now climb back down the mountain-side, but it's easy to get lost with many dangerous falls. Use falling branches to your advantage which will break your fall. But watch out for the dart guns!

End of Mission – Bones

At the base of the mountain is a graveyard. This is home to Bones, the prince of voodoo. He will appear and disappear as if by magic, and is an expert knife thrower.

MISSION 3

Bond enters an artificial volcano, designed by Greypen to protect his research labs. This is where the shuttle launch control is housed. Bond must rescue more hidden hostages in this mission, but take care as the volcano may be fake, but the lava isn't.

Mission 3-1

Travel through tunnels, avoiding the lava flows by using automatic platforms. Be careful of sentry robots, lava-balls and hot water geysers.

Mission 3-2

Bond must now climb the shaft of the volcano. Use the platforms to get higher, but take care of the lava producing chutes. Be very careful, there are NO mission restarts for this mission.



Mission 3-3

At the top of the volcano lies Greypens research labs. Seek out all hidden hostages and use the platforms to get across the lava flows.

End of Mission - OddJob

Bond must now defeat the fiendish oriental - OddJob. OddJob moves quite slowly, but his steel edged hat doesn't. Jump and duck to avoid OddJobs hat, take care of the lava-balls.

MISSION 4

Bond has reached the shuttle bay itself. Bond must find his way around the huge bay, with many dead ends and long falls. Avoid the shuttle engine tests and rescue the last of the hostages.

Mission 4-1

Bond must travel down the shuttle, using gantry lifts and sometimes climbing onto the shuttle itself. Avoid the manic scientist and robot guards. Look out for the dangerous drops.

Mission 4-2

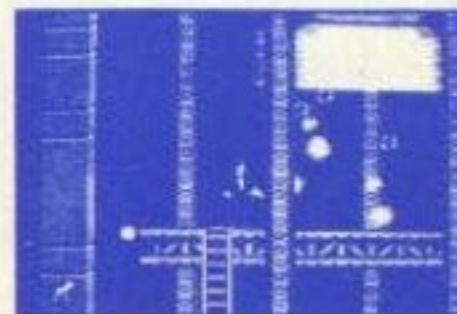
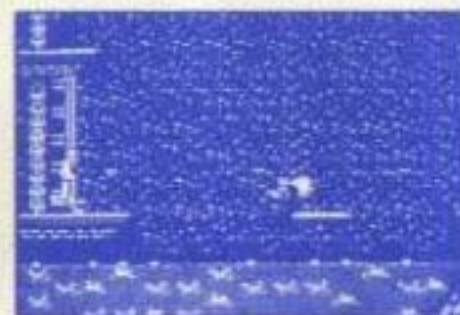
Bond must now climb under the shuttle. Be very careful of the shuttle engines as Greypen is testing them ready for launch. There are many robot guards and sentry guns on this level - have your grenades ready!

Mission 4-3

Climb up the other side of the shuttle using the lifts to get you higher. Look out for poles on the shuttle wings and use these to help you climb up.

FINAL MISSION

Bond has reached the end of the shuttle bay. With his fuel supply cut off and the power station destroyed, Greypen has no chance of launching. He must now rescue the final hostages, but the shuttle bay is leaking radiation. Bond has only a short time to rescue the final hostages and leave the island before it blows up. Take great care of the fleeing guards.



ON SCREEN INFO



- 1) Number of hit points Bond has left.
- 2) General direction Bond must travel to complete the level.

STARTING THE GAME

Pressing any button, (and pause when in the demo mode) will enter the options page. Use Up/Down to select an option and any button to change the options setting.

Start Game: This will start the game with 3 credits from Mission 1-1.

Game Type: This changes the games difficulty from easy, normal or hard.

Easy:

All enemies move slower and fire less, Bond gets more hit points per life and there are no End of Missions.

Normal:

This is the standard game and set on power-up.

Hard:

All enemies move and fire quickly, Bond gets fewer hit points and there is no End of Mission Bonus.

Buttons:

You can change the buttons around if you like. On Normal setting Button 1 is Jump and Button 2 is Fire. On Alt setting Button 1 is Fire and Button 2 is jump.

Reset High Score:

This will reset all high scores to the same as on power-up.

Sound:

This changes the in-game sound. Fx will play only sound effects, Music will play in-game music and Off will stop all in-game sound.

HIGH SCORE SCREEN

If you gain a high score at the end of the game you will be asked to enter your name. Use Left/Right to select each letter and Button 1 to enter it. If you make a mistake then Button 2 will delete the last letter. Fill up the whole name space by pressing Button 1 to end.

LIVES, CREDITS AND HIT-POINTS

Each Bond game has 3 credits, each credit has 3 lives, and each life has a number of hit points depending on which difficulty level you are playing. On Easy, Bond gets 4 hit points per life, on Normal Bond gets 3 hit points and on Hard Bond gets 2.

Every time Bond gets hit by an enemy or a bullet he falls to the floor and loses a hit point. When he has lost all hit points then he loses a whole life. When Bond has lost all lives then you will be asked if you want to play a new credit. If Bond falls too far, falls into the sea or a lava-flow, or dies on an End of Mission, he will lose a whole life, regardless of how many hit points he has left.

Extra lives, credits and hit-points can all be gained during the game.

START A NEW CREDIT

When Bond loses all lives, and has credits left, you will asked if you wish to start a new credit. When asked pressing Button 1 will begin a new credit, and Bond will be put back to the start of the last mission he was on. Pressing Button 2 will make the time count down quickly.

SCORING

100 POINTS

Hitting Jaws
Hitting Bones
Hitting OddJob

200 POINTS

Collecting hostages
Home guns
Robotic fish
Droids
Sentry guns

300 POINTS

Sailors
Commandoes
Firemen
Scientist

500 POINTS

Final death of End of Level Baddies
Restart computers
Q-cases of all types
Destruction of power station on Mission 2-2

All other scores for bonus points and small baddies are 200 points.

WARNING: For owners of projection television. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

HANDLING THIS CARTRIDGE

This Cartridge is intended exclusively for the Sega System.

For Proper Usage

1. Do not immerse in water!
2. Do not bend!
3. Do not subject to any violent impact!
4. Do not expose to direct sunlight!
5. Do not damage or disfigure!
6. Do not place near any high temperature source!
7. Do not expose to thinner, benzine, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.
- Be sure to take an occasional recess during extended play.



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