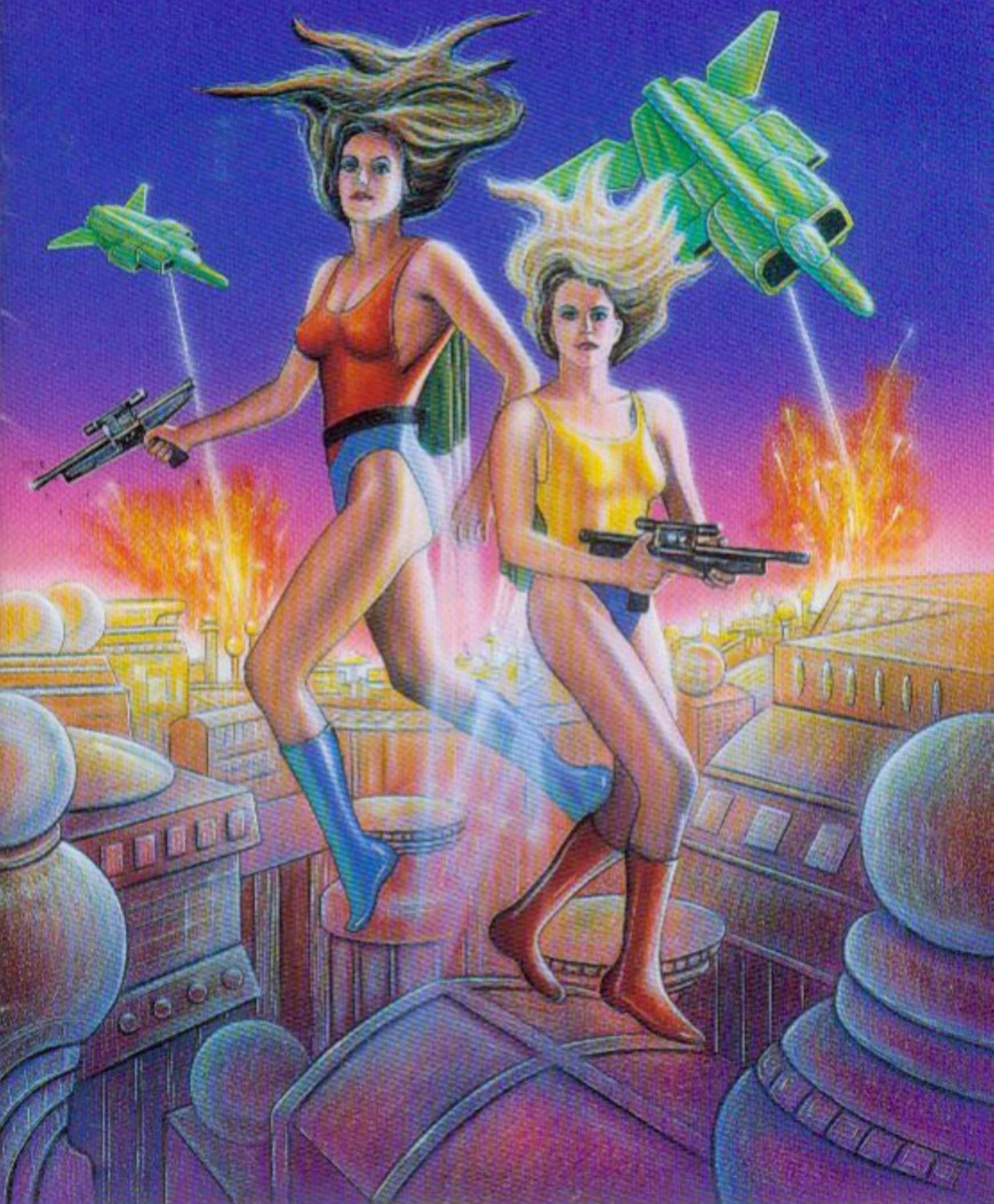


TROUBLE SHOOTER™

SHOOTER



SEGA
GENESIS
16-BIT CARTRIDGE

TROUBLE SHOOTER™

INSTRUCTION MANUAL

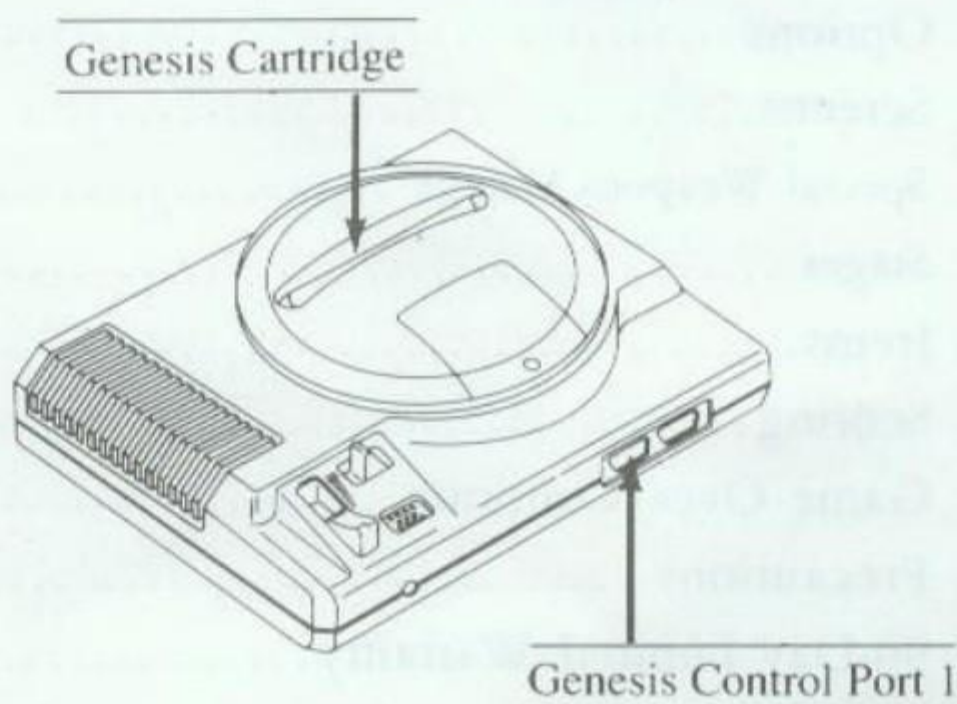
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STARTING UP

1. Be sure your GENESIS™ SYSTEM is set up correctly, as described in its instruction manual. Plug in Control pad 1 (**TROUBLE SHOOTER™** is for one player only).
2. Make sure the Power Switch is OFF. Insert **TROUBLE SHOOTER™** into the console and press down firmly.
3. Turn the Power Switch ON. There should be a brief pause followed by the SEGA™ logo screen.
4. When the title screen appears, use the Directional Button to select either START or OPTIONS (see "OPTIONS" p. 6). Then press the START Button on the controller.

Important: If the SEGA™ logo screen doesn't appear, turn the Power Switch OFF. Check all connections and make sure the cartridge is inserted correctly, with the label facing you. Then, try turning the Power Switch ON again. Always make sure the Power Switch is turned OFF before inserting or removing a cartridge.



INTRODUCTION

FOIL THE EVIL BLACKBALL

Cast of Characters

Madison

wealthy debutante and part-time heroine (but please don't tell Daddy).



Crystal

Madison's best friend and partner in "crime"



King Fredrick

leader of the newly formed Majestic Republic, currently visiting the U.S. in an effort to establish diplomatic relations.



Prince Eldon

the king's only son and heir to the throne. He is kidnapped during the Royal Family's visit to the U.S.

Col. Patch



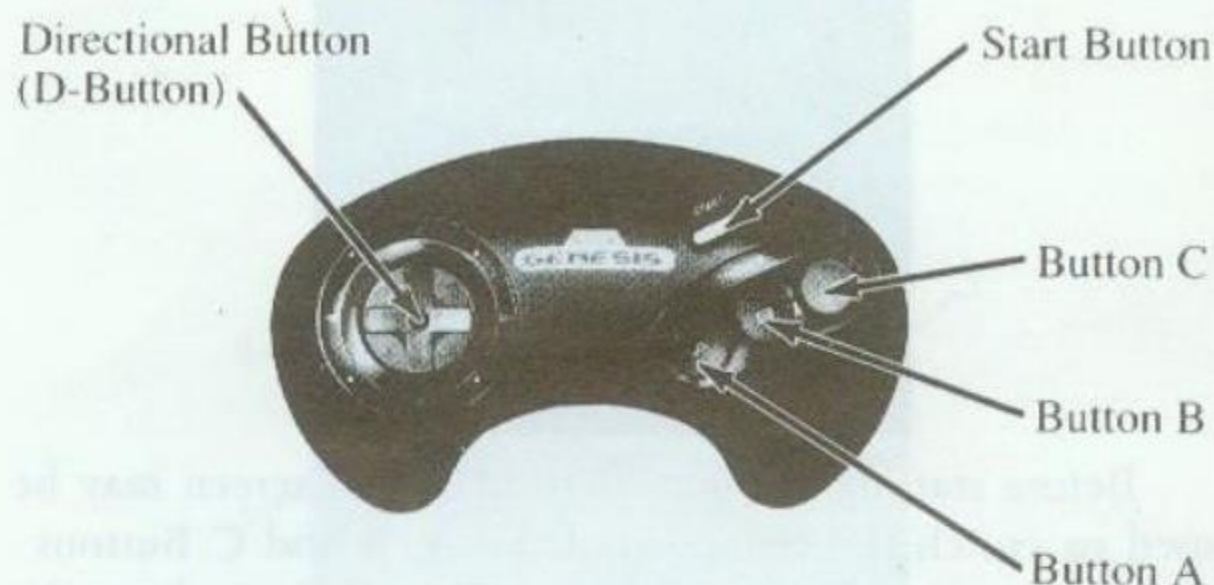
head of Majestic Intelligence (rumored to have a "bionic eye"), assigned to protect the Royal Family during their visit to the States. When the prince is kidnapped, it is Patch who contacts the "**Trouble Shooter™**" to avoid causing an international incident and ruin the possibility of establishing necessary relations with the U.S.

Blackball



mutant military weapons genius who was hideously disfigured in a top-secret experiment, after which he disappeared. Years later, he has resurfaced and kidnapped the prince in an effort to have his robotic underworld recognized as an independent country. If his demands aren't met within the next 24 hours, the prince will perish and he will unleash his technically superior weapons on all mankind.

TAKING CONTROL



START Button

- Begins game
- Pauses game
- Exits conversation screens

DIRECTIONAL Button

- Moves Madison
- Selects options (see "OPTIONS" p. 6)

Button A * (Special)

- Fires Special weapon when Special Weapon Guage is full

Button B * (Fire)

- Fires both Madison & Crystal's normal weapon; hold down for rapid fire

Button C * (Flip)

- Changes direction of Crystal's fire. While facing left, she covers Madison's back; while facing right, she increases her firepower.

* The functions of these buttons can be changed; see "OPTIONS" p. 6.

Note: Although the DIRECTIONAL Button may affect other characters' movements (Crystal's, and if you're lucky, Prince Eldon's), you assume the role of Madison. Your Life Meter is only affected when you (Madison) are hit. However, when the Life Meter is depleted, you take everyone with you (what a pal), and the game is over.

OPTIONS



Before starting a game, the OPTIONS screen may be used to switch the functions of the A, B and C Buttons and/or to sample the various sounds used throughout the game.

To utilize the OPTIONS screen:

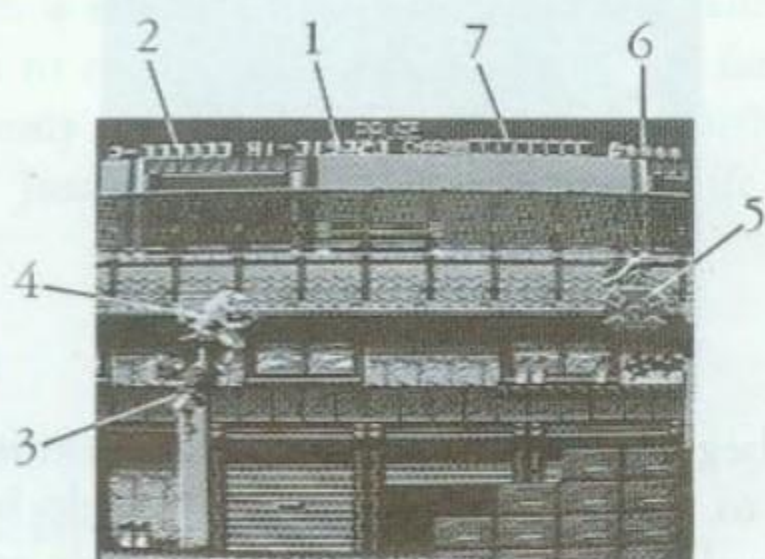
1. During the title screen, use the DIRECTIONAL Button to position the cursor next to "OPTIONS". Then, press START.
2. Next, using the DIRECTIONAL Button, position the cursor next to the desired option. Use <— and —> to change.
3. When finished, position the cursor next to EXIT and press START. Although the title screen will appear, the game will play according to whichever configuration you've selected.

EXAMPLE: Skill Level = HARD and A = Flip, B = Special, and C = Fire

SOUND CHECK

Follow the same directions as above, positioning the cursor next to SOUND and use the <— and —> to change the numbers. Each number (1—100) represents a different sound. Then, hit any trigger button to hear.

SCREENS



1. High Score
2. Current Score
3. Crystal
4. Madison
5. Cargo Pod (see "ITEMS" p. 11)
6. Life Meter: When this is empty, you (and your game) are through.
7. Special Weapon Gauge: when it's full, let 'em have it!!

Note: If the screen scrolls past Madison or she is crushed, you will automatically die, regardless of what is left on the Life Meter.

SPECIAL WEAPONS GARAGE



At the beginning of Stages 1—4, Madison is given the chance to select a special weapon to help her (and Crystal) complete it. The weapons available are listed below.

- LIGHTNING STORM:** high powered fields of electricity that spread outward at random across the screen.
- TIDAL WAVE:** powerful vertical lazer beam that scrolls sideways; use <— and —> to control.
- BLIZZARD:** circular fields of electromagnetic activity that swirl outward.
- AVALANCHE:** a concentrated wall of path-clearing missiles.

Simply follow Crystal's instructions and you're ready for (almost) anything. Experiment with the different weapons to find which one works best for each stage.

TIP: Remember, the key to completing your mission is survival. The Special Weapon Gauge will automatically charge and recharge itself, so don't hesitate to use it. If you try when its unavailable, Madison will let you know !!

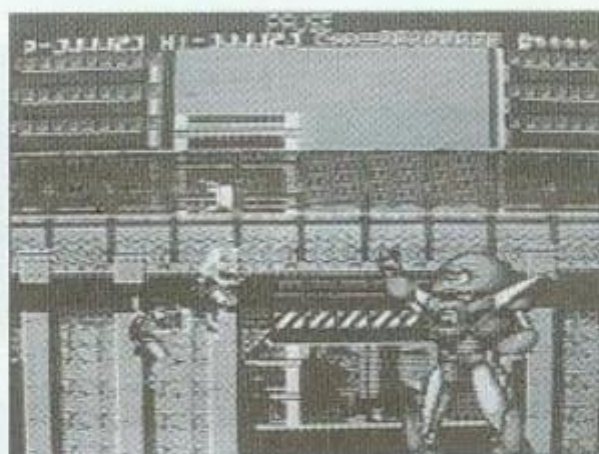
STAGES

TROUBLE SHOOTER™ consists of 5 shoot 'em up stages (with a twist). The object (if you hadn't already guessed) is to reunite Prince Eldon with his father, while simultaneously securing continued life on Earth as we know it. Just another average day in the life of a Super Heroine !!

STAGE 1

Central Line Shopping Plaza

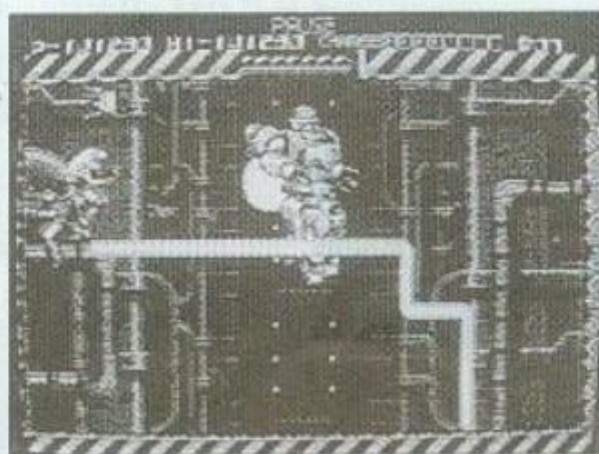
Boss: Chuckles

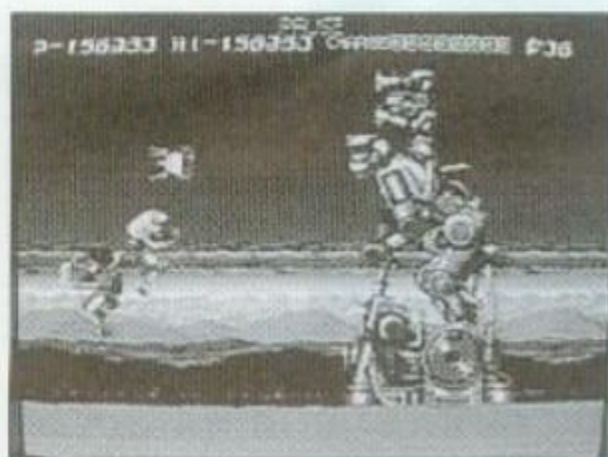


STAGE 2

Underground Hideout

Boss: Charger

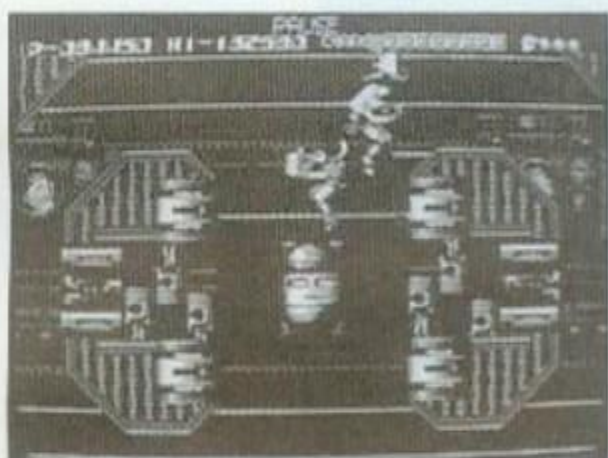




STAGE 3

Outside "Colossus"

Boss: Jack La Pain



STAGE 4

Inside "Colossus"

Boss: Piston



STAGE 5

The Escape

Boss: Winger

ITEMS

Cargo Pods will occasionally appear throughout the game. By destroying them, you will have the opportunity to collect valuable power-up items and increase your chance for survival. You may also find an occasional item (or two) along the ground, so keep an eye open !!



Cargo Pod: destroy one of these and a valuable power-up could be yours !!



Firepower: pick this up and you'll increase yours.



Speed Up: this will allow you to move a little quicker, which is always helpful when dodging enemies.

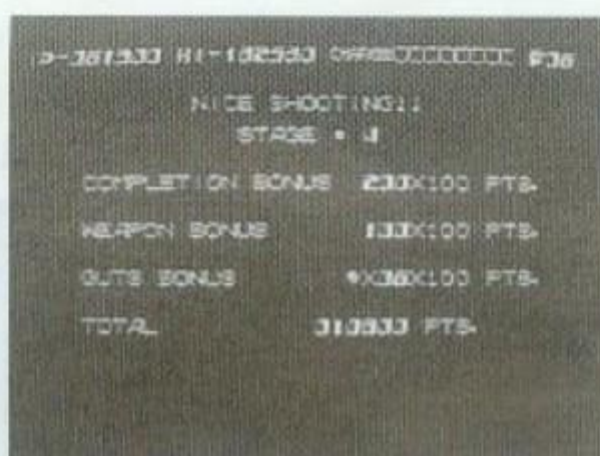


Slow Down: this will temporarily slow the tempo and allow you to catch your breath.



Life: each unit increases your life meter by one.

SCORING



```

> 361533 HI-100000 0000000000 076
NICE SHOOTING!!
STAGE = 4
COMPLETION BONUS 200000 PTS.
WEAPON BONUS 100000 PTS.
GUTS BONUS 400000 PTS.
TOTAL 700000 PTS.

```

As was previously stated, the true object of this game is to survive. Your best bet is to forget about trying to score and just blow away your enemies with the sole intent being to save yourself!! However, each of the enemies do have various point values (usually between 100—1000 pts.), and you do get a score at the end of each stage. Your scoring breakdown is as follows:

COMPLETION BONUS

This is based on the current stage; the higher the stage, the higher the value.

WEAPON BONUS

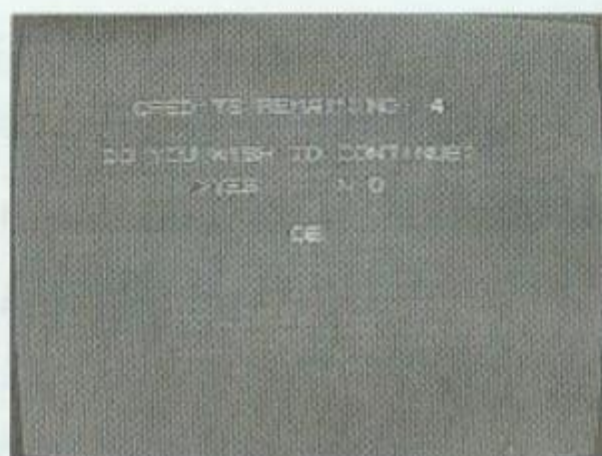
This is based on your firepower at the completion of a stage. The maximum is 7 and if you want to score, grab those power-ups!!

ENERGY BONUS

This is based on how many units are remaining in your Life Meter at the completion of a stage (I told you it would pay to stay alive).

TIP: You won't necessarily score any higher by playing a harder mode, but you might die quicker!! Try getting the hang of things on EASY or NORMAL before challenging yourself any further.

GAME OVER/CONTINUE



When the Life Meter runs out, or when the screen scrolls past/crashes Madison, you lose your one (and only) life and the game is over. (Madison, herself, will also be kind enough to let you know when you've killed her!!) However, just as the saying goes, "Three strikes, you're out", so it goes with **TROUBLE SHOOTER™**.

After your initial game (assuming you've passed STAGE .1), you will be given 2 additional opportunities to continue from the beginning of the most recent stage. To do so:

1. When "GAME OVER" appears, press START.
2. Use the DIRECTIONAL Button to select either "YES" or "NO" and hit any Button before the counter reaches zero.

NOTE: Once you've used both credits (or if you selected "NO"), you will have to begin again from STAGE 1 should you wish to continue playing.

PRECAUTIONS

- TROUBLE SHOOTER™ is intended exclusively for use on the SEGA™ GENESIS™ SYSTEM.
- DO NOT bend, crush, or submerge it in liquids.
- DO NOT leave it in direct sunlight or near any other source of heat (radiator, stove, etc.).
- Take an occasional recess during repeated or extended play. This will allow both you and your game a healthy rest.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

90-DAY LIMITED WARRANTY

VIC TOKAI INC. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to VIC TOKAI INC. along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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