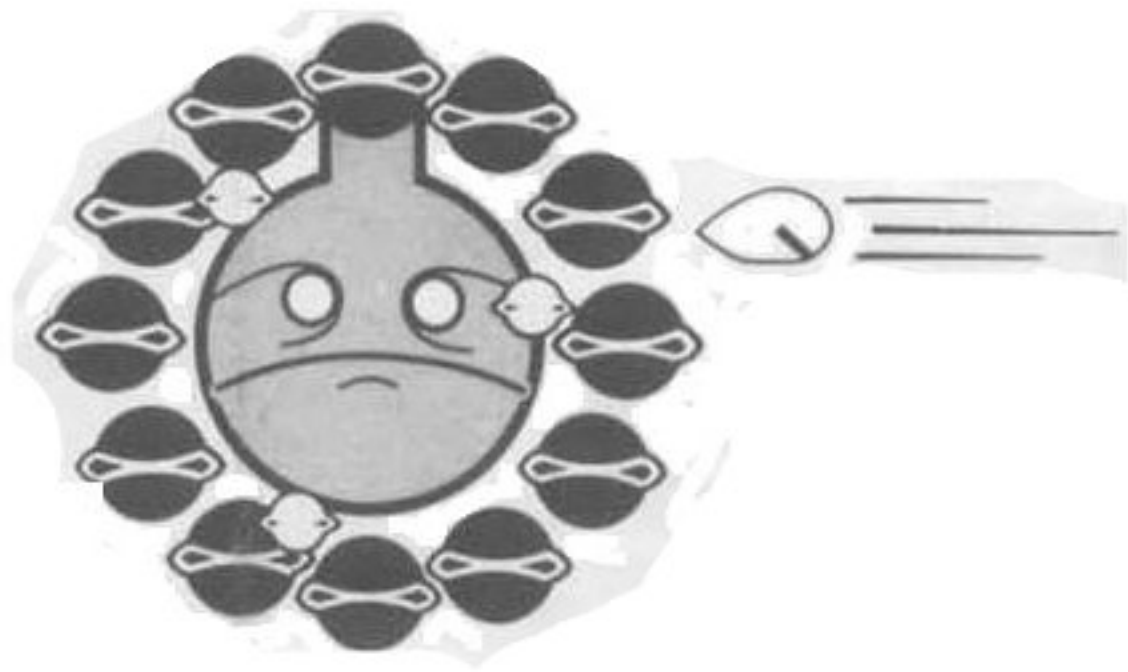


# Fantasy Zone™



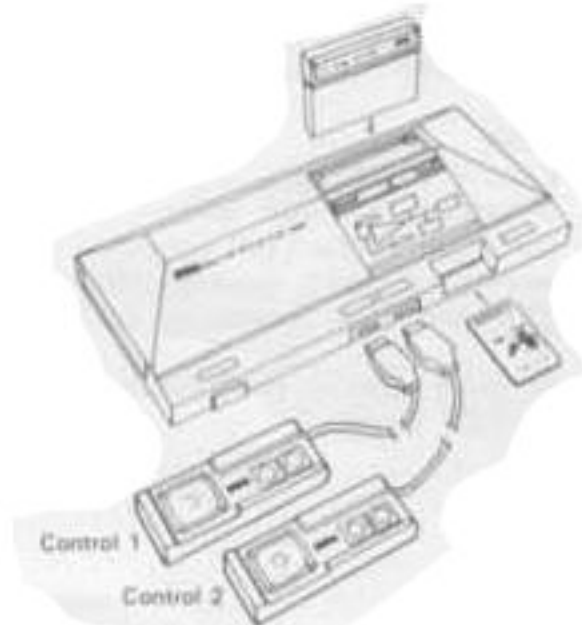
SEGA®

## READ THIS BEFORE YOU START

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

### HOW-TO-USE SEGA CARD MEGA CARTRIDGE

- ① Make sure that the POWER SWITCH is "OFF".
- ② Next, insert the SEGA CARD or MEGA CARTRIDGE into the SEGA MASTER SYSTEM (see the illustration).
- ③ Turn the POWER SWITCH "ON". If nothing appears on the screen, check to see that the insertion as described in the above point is properly made.
- ④ After using, first be sure to turn the computer's POWER SWITCH "OFF" and then pull out the SEGA CARD or the MEGA CARTRIDGE and put it in its case for safe storage.



Long ago, far away in space there existed a "FANTASY ZONE" where a courageous hero called OPA-OPA (the player) fought in a valiant cause to rescue the "FANTASY ZONE" from its enemies. In the space year 6,216, the Interplanetary Monetary System collapsed, causing all of the planets to become panic-stricken. According to an official inquiry made by the SPACE GUILD, someone is leading the MENON PLANET forces, using them to steal the foreign currencies of the other planets, and with the funds, construct a huge fortress in the "FANTASY ZONE". To put an end to their ambitious plans, OPA-OPA promptly takes off for the "FANTASY ZONE" where .....

## ROUND 1 PLALEAF (PLANET OF GREENERY)

### ① MOOCOLON

This is an enemy on the ground. It keeps running towards the player but is cowardly.

### ② QUILI-QUILI

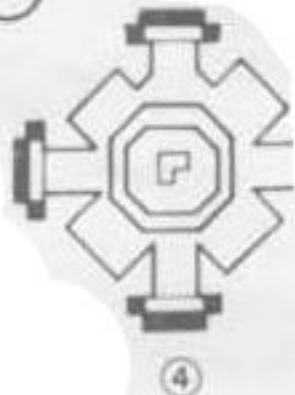
It's very flabby and flies with its arms (which turn into wings) flapping.

### ③ SOURTHAM

a scissorlike type enemy, it comes towards the player.

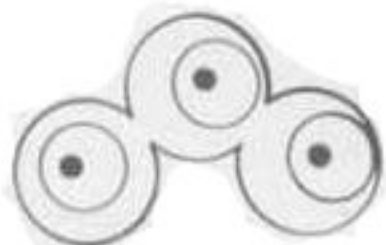
### ④ BOTTACO

While stretching and withdrawing its legs in up/down, right/left and diagonal directions, it approaches the player and fires a weapon from it's outstretched legs.

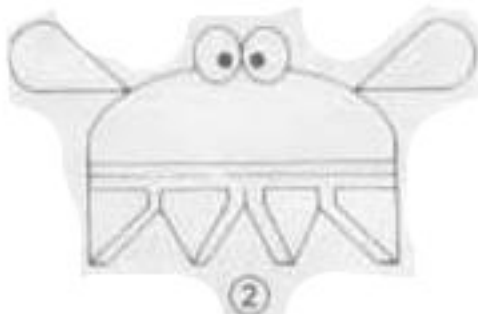


- ① **THAYA-THAYA**  
3 twisting balls circling in the air.

- ② **BASE**  
In each planet, when all of the BASES are destroyed, a huge creature will attack the player. Destroying it will advance the player to the next planet!.



①



②

## ROUND 2 TABAS (PLANET OF FIRE)

- ① **C-SOUL**  
Comes towards the player by turning.
- ② **ASWORM**  
While maneuvering in 16 directions, this follows OPA-OPA around.
- ③ **BOTELYNN**  
Fires projectiles from the tip of its toe.
- ④ **CHAMBA**  
Flapping its wings, it disappears into the air.
- ⑤ **COULON**  
Can make minute turns like a fly. Ejects missiles from its wings and bodily attacks the player.
- ⑥ **BASE**

# ROUND 3 LA DUNE (PLANET OF SAND)

① **GORO**  
Comes rolling by and stops.  
Then, it goes up and fires.

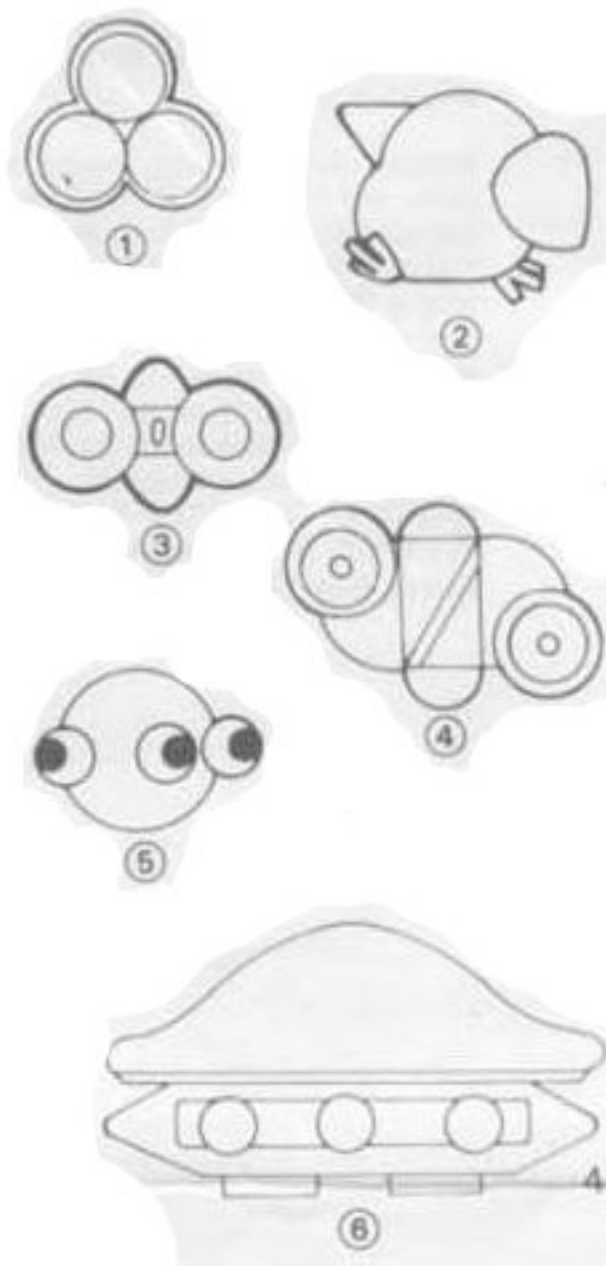
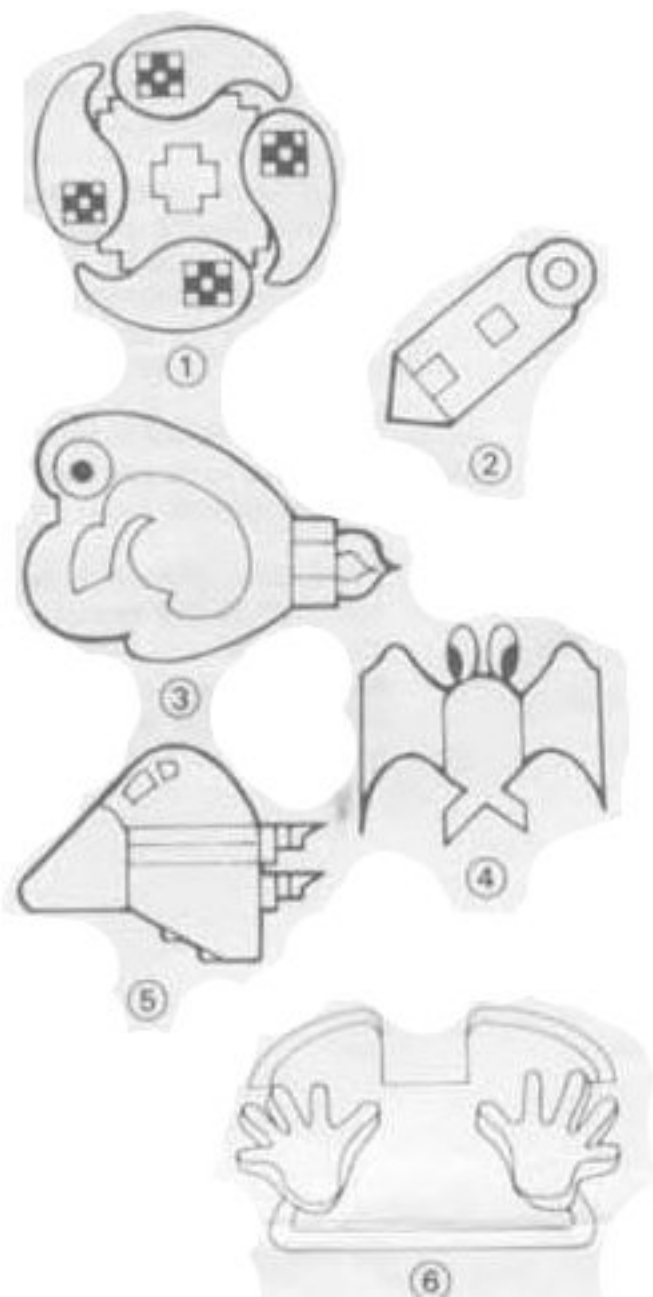
② **PATA<sup>2</sup>**  
Mit seinem weit offenen  
Mund treibt, schießt er auf  
OPA-OPA zu.

③ **ONYAMMA**  
While inflating and deflating,  
it shoots at you.

④ **BONT**  
When stretching and  
shrinking upwards and  
downwards, it heads in the  
direction of the player.

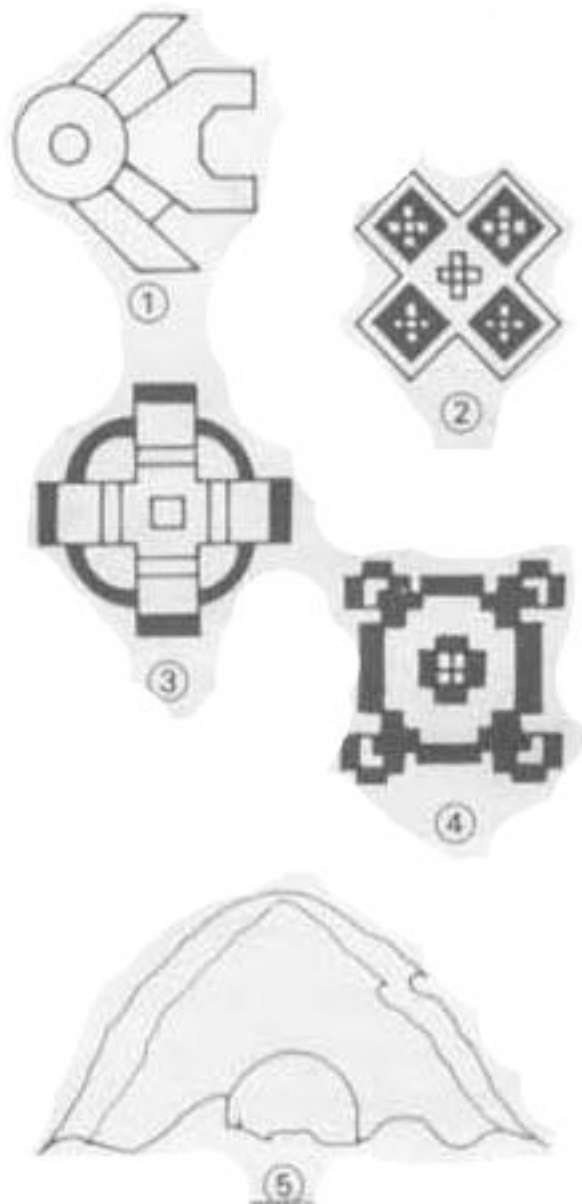
⑤ **POYON**  
Eyeballs revolving on the  
perimeter of a body. It  
changes in size and launches  
various projectiles.

⑥ **BASE**



## ROUND 4 DOLIMICCA (SUPERPLANET)

- ① **SHATBOO**  
Approaches the player while opening and closing its wings.
- ② **F-ZAB**  
Comes flying by making turns and shooting.
- ③ **SQUEL**  
Transforming itself from a circle to a square, it fires weapons.
- ④ **FLOWEYE**  
Comes zooming in at OPA-OPA
- ⑤ **BASE**



## ROUND 5 POLARIA (PLANET OF ICE)

- ① **JERRY**  
While enlarging and then becoming smaller, it heads for the player.
- ② **M.F.**  
Is a fish type enemy which attempts to land on you.

In addition to these, SOURTHAM (PLANET OF GREENERY), BONT (PLANET OF SAND) and COULON (PLANET OF FIRE) also assault OPA-OPA.

- ③ **BASE**

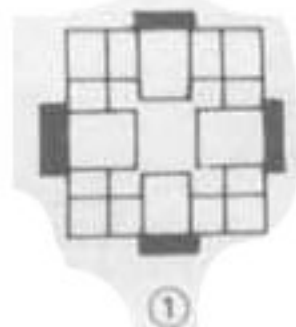
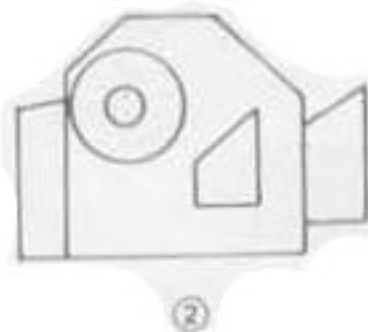
## ROUND 6 MOCKSTAR (PLANET OF CLOUDS)

### ① BILLIAN

While turning, it discharges its arms and alters itself into another figure.

Also, JERRY (PLANET OF ICE), ASWORM and BOTELYNN (PLANET OF FIRE), and SQUEL (SUPER PLANET) will appear.

### ② BASE



## ROUND 7 POCARIUS (PLANET OF WATER)

### ① RECAL

A hard working type creature which lands on the player.

Other than RECAL, C-SOUL (PLANET OF FIRE), PATA<sup>2</sup> and POYON (PLANET OF SAND), and M.F. (PLANET OF ICE) also enter into the battle.

### ② BASE

## ROUND 8 SALFAR (PLANET OF THE EVIL SPIRITS)

Herein, a number of huge monstrous creatures live. Unless they are hit with several shots, they can not be destroyed. Skillfully select the parts to increase your POWR and fight against them. you will have to find out by yourself just what these alien beings actually are like .....



## WHEN PLAYING BY USING THE CONTROL PAD

Ⓐ DIRECTION CONTROLLER



Ⓑ START button

① SHOOT BUTTON

② BUMB BUTTON

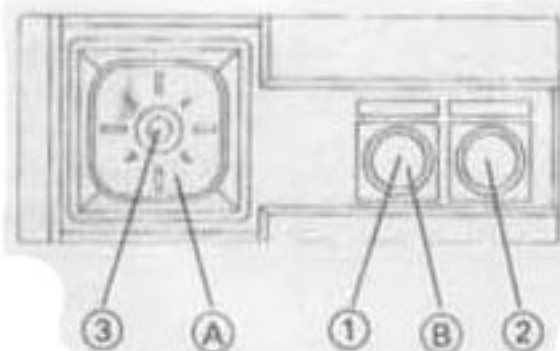
For continuous firing, keep the button pressed down.

③ Maneuvers OPA-OPA.  
( . . . )

Move  to select parts at the PARTS SHOP ( . . . ).  
Position  to choose items in the PARTS SELECT scene ( . . . ).

① or ② PARTS SHOP  
(purchase) button  
PARTS SELECT button

For PARTS SHOP and PARTS  
SELECT details, see page 32 to  
42.



## HOW-TO-PLAY

### PURPOSE OF THE GAME

Destroy the huge creatures and all the BASES on the planet in an effort to save the "FANTASY ZONE", by capturing the coins needed to purchase additional POWER.

### GAME OVER

The number of standby OPA-OPAs (the player's spaceship) is 2. When a total of all 3 of the allotted OPA-OPAs are lost, the game is over.

## STARTING

1 UP (Score of Player 1)

TOP (High score to date)

2 UP (Score of Player 2)

(A) For 1 player, push the START button of CONTROL PAD 1.

(B) For 2 players, push the START button of CONTROL PAD 2.

#### <For 1 player>

You as OPA-OPA, are the only one who can save the "FANTASY ZONE". There are various enemies along the way which you will encounter. Utilize the POWER-UP parts (see pages 32~42) to give you the edge in your battle against them.

#### <For 2 players>

Which one, you or your friend, will be able to bring peace to the "FANTASY ZONE" ..... ?



The entire planet can not be shown on the screen at one time. Manipulate the Direction Controller, and the screen moves to the right and the left. Now the rest of the planet starts to become visible.

- Ⓐ WEAPONS which OPA-OPA can use
- Ⓑ ROUND
- Ⓒ The remaining number of OPA-OPAs.
- Ⓓ Coins

#### OPA-OPA's SAVING ACCOUNT

Capture as many coins as possible so that you may buy the POWER-UP parts. There are 3 different size coins, with the larger ones being more valuable.

## PARTS SHOP

During the game, this illustrated mark appears. Capturing it enables you to proceed to the PARTS SHOP scene and purchase the POWER-UP parts and armament within the limits of your savings account.



### SPEEDUP PARTS

**BIG WINGS**  
(Makes the speed slightly faster)

**JET ENGINE**  
(--- even faster)

**TURBO ENGINE**  
(--- very fast)

**ROCKET ENGINE**  
(extremely fast)



### WEAPON 1 ARMAMENTS

— Use Button ① —

WIDE BEAM

LASER BEAM

7-WAY SHOT

### WEAPON 2 ARMAMENT

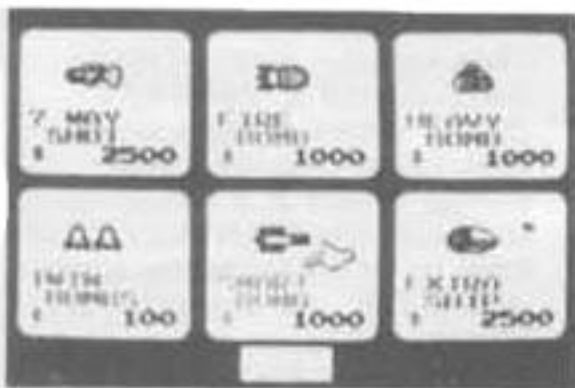
— Use Button ② —




**TWIN BOMBS**  
(Two bombs dropped consecutively)

**SMART BOMB**  
(Destroys all of the on-screen enemies at one time)

**FIRE BOMB**  
(Destroys all of the enemies in a horizontal direction.)


**HEAVY BOMB**  
(Destroys all of the enemies in a vertical direction.)



1. By using the Direction Controller ③, move the screen ← and locate the desired item.
2. By using ③ (  ), move  to the desired part of armament.
3. When  blinks, push ① or ②.

By repeating the 1 – 3 procedure, parts can be purchased. When SOLD OUT appears, that particular item can not be bought.

**Note:**

Even if you have a large amount of unspent money, when sufficient parts have already been purchased, return  to EXIT and push Button ① or ②.

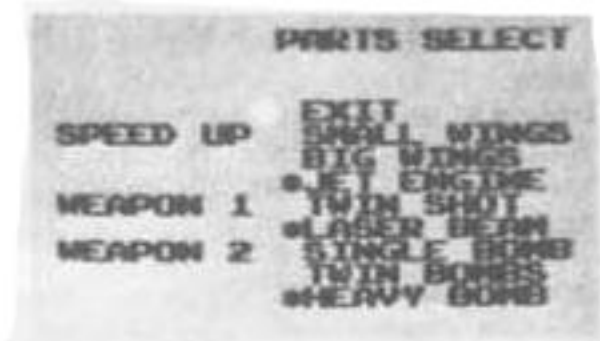
↓  
Proceed next to the PARTS SELECT scent.

## PARTS SELECT

After purchasing parts & armament in the PARTS SHOP scene as previously mentioned, proceed next to the PARTS SELECT scene.

Initially before being reinforced with the POWER-UP PARTS & ARMAMENT, items such as SMALL WINGS, TWIN SHOT and a SINGLE BOMB are used.

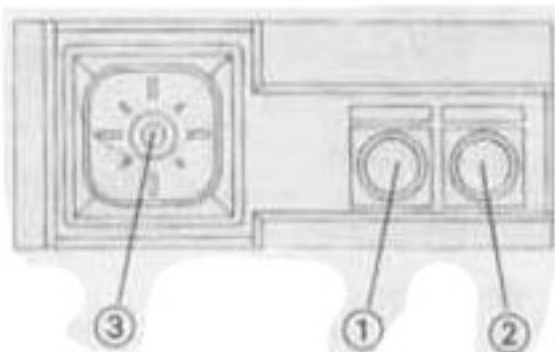
No matter how many parts have been purchased as per the above, only one each from the respective categories of SPEEDUP, WEAPON 1, and WEAPON 2, is usable. Let's select one from each group.



1. By using the Direction Controller ③ (↑), move ⇨ beside the desired item and then push ① or ② (the \* mark appears beside what you have selected.)
2. When 3 have been selected, repeat the above procedure, and move ⇨ beside EXIT by using the Direction Controller ③ (↑) and then push button ① or ②.

Now, with the POWER-UP parts and armament, you are ready to continue the game!

**Note:** When one OPA-OPA is lost, all of the goods purchased will disappear. Buy them again in the PARTS SHOP scene when you have sufficient savings.



During the game, after acquiring POWER-UP parts and armament, this mark appears. Capturing it will also enable to proceed to the PARTS SELECT scene.

① **SELECT**

There, items can be selected again out of the previously purchased POWER-UP parts.



## SCORES

En enemy .....	100 points
BASE .....	1,000 points
Huge creature ....	10,000 points

## BONUS

After clearing 8 rounds, the following points are added as a BONUS:

- The remaining money units  $\times$  10 points.
- The remaining number of players  $\times$  1,000,000 points

## ADVANCE FROM PROFESSOR PLAYOR

- After starting the game, the earlier the enemies are destroyed, the higher the coin's \$ value is.
- During the actual game, master how to evaluate the effectiveness of each of the POWER-UP parts and arms!





## HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

### For Proper Usage

Do not get wet!

Do not bend!

Do not subject to any violent impact!

Do not expose to direct sunlight!

Do not damage or disfigure!

Do not place near any high temperature source!

Do not expose to thinner, benzine, etc.!

- Be especially careful not to stick anything on the SEGA CARD!
- When wet, completely dry before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its CASE.



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