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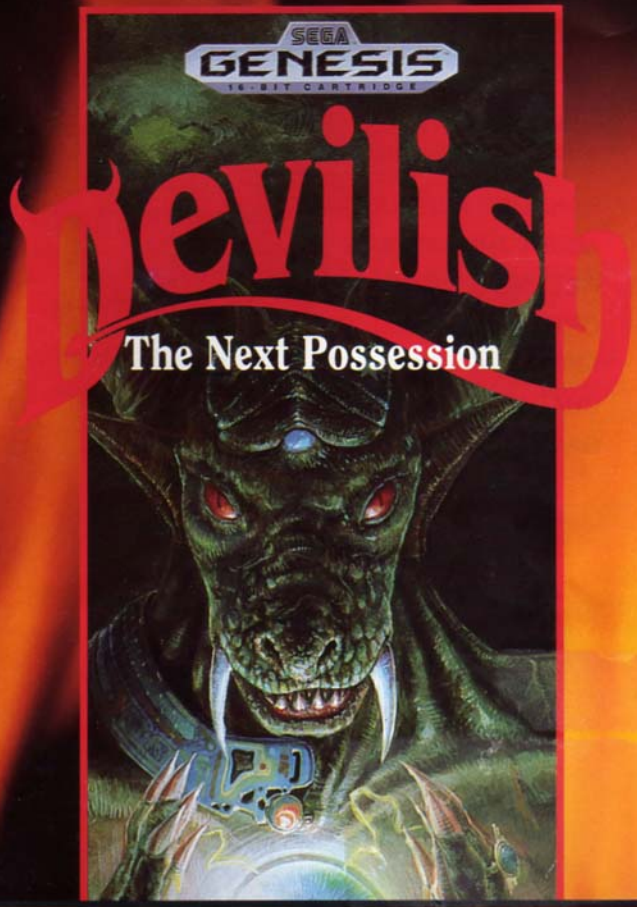


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INSTRUCTION MANUAL



● HOW TO START

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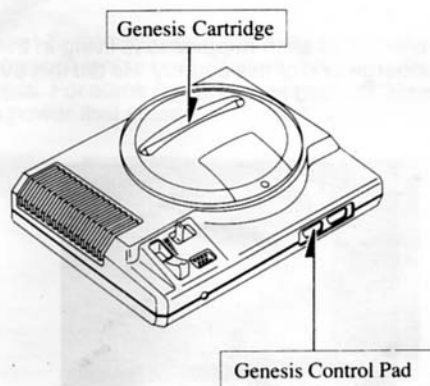
1. Make sure the power switch is OFF.
2. Insert the Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
3. Turn the power switch ON. If nothing appears on screen, recheck the Cartridge insertion.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.



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STORY

Long ago in a far off land there lived a prince and a princess. The goodness of their friendship was known throughout the land and given the blessings of all the country's people.



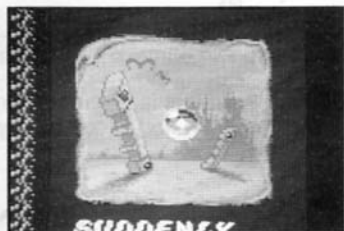
A person envious of such happiness is living in the deep northern underground of this country. He did this evil, ugly thing; Ganma, the lord of darkness.



That prince and princess! I'll change this ugliness which lies before me!" Ganma dropped rocks from the sky, the land was covered with stones and demons, the prince and princess became two paddles of stone.

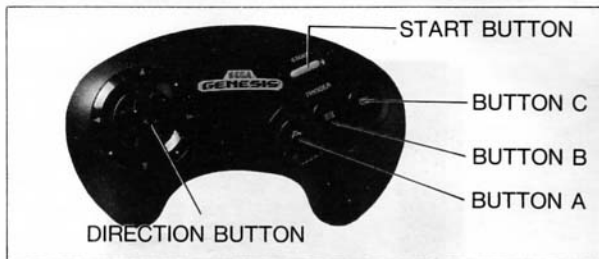


It's time! Suddenly with a dazzling flash, out of the sky a blue transparent sphere dropped between the prince and princess. For some reason this sphere contained a mysterious power that could thwart the magic of Ganma.



HANDLING INSTRUCTIONS

"Devilish" is designed for 1 or 2 players. Where one person is playing, use control pad 1; for 2 players, use control pad 1 and 2.

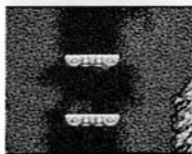


- Start button — starts the game or pauses action during the game
- Direction button — makes both paddles move at the same time
- A button — changes formation of paddles (type A)
- B button — changes speed of paddles
- C button — changes formation of paddles (type B)

- * The paddle position in formation A is different from formation B.
- * The game play in 2 players is slightly different.
- * Settings for buttons A, B, and C can be changed in the Option Mode.

ABOUT THE PADDLES

By implementing paddles that have three types of formation changes, "Devilish" gives the usually Block busting game a unique twist. For that reason, quick mastery of the paddles is the best strategy. The Direction button controls the offensive and defensive paddles during game action. The paddles move together.



The Offensive Paddle (red)
Unlimited verticle and horizontal movement in any of eight paddle directions, but not in the area of the Defensive Paddle.

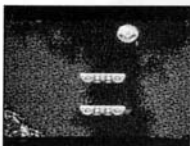
The Defensive Paddle (blue)

It complements the offensive paddle by moving from left to right on the bottom of the screen. It is nothing fancy, but plays an important defensive role.

- * The paddles movement is not limited by terrain, the enemy or anything else.
- * Should a sphere that comes from below be rubbed against, that Sphere will slow down (there is a technique to slow down a sphere that is moving too fast by purposely rubbing against it, if so desired).
- * If damaged a "Short Block" the offensive paddle will flash on and off being rendered useless for a short period of time.

- * Speed ranges from mach one to mach three, the B button changes speed (Mach one is the slowest. When speed changes the paddles takes off in a flash).
- * Paddle formations can be changed by buttons A and C, there are 3 types.

1. Basic Formation
2. L Formation
3. Reverse L Formation



Offense and defense split horizontally with an all-purpose hit side facing upward.

Offense is vertical with the hit-side on the right. Advancing right is advantageous.

Offense is vertical with the hit-side on the left. Advancing left is advantageous.

- * There is little difference with 2 players.

GETTING STARTED

How to start the game:



Press the Start button at the Title Screen and a Selection Menu will appear.



Move the cursor left to right with the Direction button and select with the Start button.

- 1 PLAYER : How to clear stages with one player.
- TIME TRIAL : Competing for the best time at each stage. (1 Player)
- 2 PLAYERS : How to clear stages with 2 players.
- OPTIONS : Entering the Option Mode.

The Object of the Game:

Without allowing the sphere to drop through the bottom of the screen, the player must maneuver the paddles while advancing through stages which scroll vertically and horizontally. Meanwhile, blocks, enemy characters, traps and the like will impede progress. The sphere must be put in the final goal of each stage within the time limit in order to continue. Clear all seven stages to win the game.

Screen Displays



Current Score

Time Clock (time limit)

Sphere Stock (number remaining)

Paddle Speed

- * Time Trial shows elapsed time.

GAME OVER

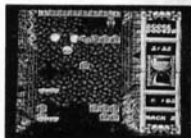
Miss and the game is over. One miss occurs when the sphere drops to the screen bottom, in that case the game restarts. A miss also occurs in the case of elapsed time, the game restarts at the beginning of that stage. If a miss occurs with 0 stock, the game ends.

1 Player Game

How one person clears stages, a more basic game.



Choose "1 PLAYER" at the Selection Menu Screen. The game begins by displaying the stage name, sphere stock, current score and stage time limit.



The player controls the two paddles to bounce the sphere in order to break the blocks and advance to the goal at the end of the scroll.



When a player confronts a goal, the scrolling stops. It is the final event of that stage. In the "event" a main enemy character, a giant trap or some such object appears. There is the something to the player's advantage as well.



The stage clears when the sphere is put in the final goal of the stage, remaining time is calculated into the score total and action advances to the next stage.



A restart occurs when the sphere is dropped to the bottom of the screen for a miss. A miss also occurs in the case of elapsed time, action restarts at the beginning of the stage.



The game ends when a miss occurs with 0 sphere in stock. At game over the highest point scores are entered into the BEST PLAYERS list.

This game does not have an item that extends game life or a "continue play" feature, it depends solely on the score. The best way is to earn a lot of points and clear all the stages. Good Luck!

Time trials

Try to clear any of the stages in record time.



Select Time Trials at the Selection Menu Screen and the Stage Selection Screen will appear, move the cursor up and down to choose a stage (only stages 1 thru 5 may be selected).



Next the game starts by showing the stage name with the top three rankings of that stage, sphere stock and the main character of that stage.



Play proceeds as usual with two exceptions:

- * The time clock shows elapsed time.
- * The game ends at 4' 20".



The "timestop" item becomes "long".



If time is within the top 3 rankings when the sphere enters the goal, that time is enrolled. (Push any button to proceed to next screen.)



If a top time is achieved, it is also registered with BEST LAP TIMES. During Time Trials, when a stage is cleared, the Stage Selection Screen returns.

* Choose EXIT at the Stage Selection Screen to return to Title Screen.

* Time Trials allow for 5 spheres and 4'20" playing time. It is great for practicing.

2 Players game

One player is Offense, the other controls the Defensive paddle, together they coordinate to successfully clear each stage (paddle control changes are done before each stage).



Choose 2 PLAYERS at the Selection Menu Screen. After the stage name, sphere stock, current score, time limit and main character of the stage are displayed, the Paddle Change Screen appears.



Play proceeds as with 1 player with a few exceptions:

- * Each player controls one paddle.
- * Paddle changes are before each stage.
- * Offensive player controls formation changes. Defensive player controls speed changes (button controls are the same as in 1 PLAYER).

2 PLAYERS and 1 PLAYER are scored the same with one accumulating point count.

OPTION MODE

Changes to settings can be made in the Option Mode by choosing OPTIONS at the Selection Menu Screen. Use the Direction button to move the cursor up or down, left to right for changes. When finished making changes leave the Option Mode through EXIT.



LEVEL

Game difficulty. There are 3 levels; EASY, NORMAL, and HARD.

STOCK

Sphere stock. Choose from 2 to 4 sphere.

CONTROL

A, B and C button settings. There are 6 patterns.

Paddle Formation Type-A ... paddle formation change (reverse positions)

Paddle Speed ... paddle speed change

Paddle Formation Type-B ... paddle formation change (original positions)

BGM & SE, PCM

Press buttons A, B or C to get game sound

EXIT

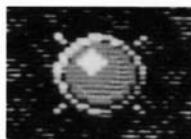
Press the Start button to exit the Option Mode.

ABOUT THE ITEMS

Items are hidden in the "Treasure Chest" on the right. Hit it and items will appear, get these using the paddles. You will know which kind of items by looking at the lid of the box.



[Buster Ball] Red
By picking up the red item, the sphere becomes a piercing bullet in the form of a fire dragon for a short time.



[Long] Blue
By picking up the blue item, the paddle becomes longer for a short time. It also revives the offensive paddle if damaged by a "Short Block".



[Flashing Bomb] Green
If a green item is gained, the screen flashes violently, destroying many blocks on the screen.



[Time Stop] Yellow
By picking up a yellow item the sandglass stops for a 10 second count.



[Roulette]
This item changes between the above four kinds in short intervals.

CHARACTER INTRODUCTION

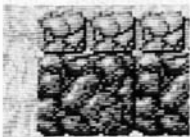
Blocks: These are the basic damage objects of which there are several characteristic features.



[1 Density Block]:
A 1 Density Block is mainly a bright blueish white color.



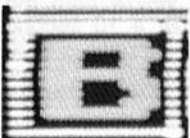
[2 Density Block]:
The 2 Density Block is a brown and red color.



[Giant Block]: The 4 Density Block is about 4 times bigger than Density Blocks 1 and 2.



[Mega Block]: The 6 Density Block is about 9 times larger than Density Blocks 1 and 2, surpassing the Giant one. It appears after half the stages are cleared.



[Bonus Block]: The block with the flashing B mark. This particular 1 Density Block is worth 100 points (a 1 Density Block is usually 10 points).



[Short Block]: The block with a flashing X mark is a 1 Density Block which causes the Offensive Paddle to become useless for a short period of time.

Enemy Characters:

These are mobile destructive objects. They do not just move about, they have their own characteristics methods for impeding progress.



[Skeleton]:
A skeleton carrying a torch in hand. Just when you think it is just hanging about it will suddenly lurch out, using the torch it shoots long flames. With a little bad luck it might also drift into the flame...

[Bodyguards]:

A soldier bearing a large gold shield dressed out in armor squats low when it comes upon the sphere. He leaves nothing but damage in his wake.



[Mandoragora]:
This demon tree with the head of an old woman just moves around; it is hardly a worthy enemy. If hit, it falls rolling about crying. It is a wretched thing.



[Gargoyle]:

In its ordinal form it looks like the Treasure Chest, but if damaged, it will change into a strange looking flying monster. Fire bullets spew from this strange thing.



[Electric Jellyfish]:

A free floating object bobbing in the water...or so you think. Upon hitting a sphere, high voltage electricity flows out. An electrocuted sphere stops moving momentarily, quite a setback.

[Evil Magician]:

Here he is..no, he's gone, oh..there! An annoying creature repeatedly appearing and disappearing while at the same time making 2 Density Blocks. Difficult to hit he pesters you with blocks, all in all difficult to get rid of.



Traps:

These are fixed obstacles, which for the most part cannot be destroyed. There are also helpful objects among them.



[Warp Zone]:

It is a helpful trap that looks like a worm, upon entrance the player enjoys some protection, until the exit, where the trap spits out the sphere. There are short and long ones.

[Giant Gear]:

In the same stage there is a Giant gear that acts as the power source for the large clock. The player must skillfully maneuver the sphere at the point where the sphere is carried and spit out, or there will be no escaping it.



[Catching Hole]:

It reaches out and swallows any sphere that comes close. The sphere is swallowed for just a brief time then spit back out. Pushing the Direction button when the sphere is spit out will cause it to go in that direction.

[Large Cannon]:

There is a large cannon device that shows up here and there, if a sphere is put inside it automatically discharges and shoots the sphere into the air. The sphere flies over the blocks and traps, going a short distance before it lands.



Main Characters:

The scrolling stops for the final event, then there is anything from a main enemy character to a large trap device that appears on the fixed screen. There is something advantageous to the player as well!



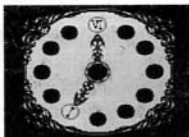
[Demon]:

Appears on Stage 1. The picture slowly materializes. Using an expanding and contracting arm, the demon hits the sphere trying to make it drop while also protecting its own weak spot.

[Large Clock]:

Stage 2 event shows a suddenly moving large clock. It has large hands. If the sphere is put into the two shining holes in the face of the clock, a score of 1000 points is awarded.

Players must score before the little hand makes a complete circle.



[Treat]:

Appears on Stage 3. It comes on screen appearing and disappearing, and changing into Mandoragoras once landed. If the formations of the paddles are not handled skillfully this could be a grueling battle.

[Goddess Image]:

A cluster of blocks which suddenly appear on the screen must be destroyed in order to clear Stage 4. By getting the sphere into the water jug the Goddess Image holds, the player will receive heavenly help, a Buster Ball item comes out from the jug.



* There are many other types of enemy characters not yet mentioned.

GAME STAGES

All seven stages have fantastic horror. Pass the many various tests and defeat the root of all the evil, the darklord Ganma.

Stage 1: Graveyard

To the rear of the castle is an uncanny graveyard. The broken grave stones and stone slabs tell of the anger in Ganma's evil magic powers.



Stage 2: Clock Tower

Even the giant clock that kept time for this land has been stopped, now it is also in the den of demons.



Stage 3: The Waterfall

Climb the steep cliff of the flowing waterfall, be careful on the broken road (it is in other stages as well).

The rest of the stages have the following features in them.

Stage 4: Air Passage

Upon reaching the top of the waterfall there will be a sky corridor...from this high altitude the distant land is visible.

Stage 5: Seaside

Turning to the sea...off the shallows is a sunken shrine. How could its beauty have been preserved so well?

Stage 6: Volcano

A volcano cave in the middle of the sea. Lava spews about as the insideder glows red with heat.

Stage 7: Prairie

Finally the last stage. Continuing through a vast prairie, innumerable Mega Blocks and enemies lie in wait.

● Handling The Sega Genesis — Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- 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.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warranty

SAGE'S CREATION, INC. warrants the original consumer purchaser that the SAGE'S CREATION Cartridge shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, SAGE'S CREATION will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, abuse, maltreatment, accident, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the SAGE'S CREATION Consumer Service Department at following number:

714-373-9136

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. Do not return your SAGE'S CREATION Cartridge to your retail seller. Return cartridge to SAGE'S CREATION Consumer Service. Please call first for more information.

SAGE'S CREATION will provide you with instructions on returning your defective cartridge if our consumer service person is unable to solve the problem by phone. The cost of returning the cartridge to SAGE'S CREATION's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your SAGE'S CREATION Cartridge requires repairs after termination of the 90 day warranty period, you may contact the SAGE'S CREATION Consumer Service Department at the number listed above. If the consumer service person 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 SAGE'S CREATION's service center with an enclosed check or money order payable to SAGE'S CREATION, INC. for the amount of the cost estimate provided to you by the consumer service person. 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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The provisions of this warranty are valid in the United States only.

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