

SEGA™

GENESIS™

INSTRUCTION MANUAL

Ristar™



EPILEPSY 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.**

Handling Your Cartridge

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

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.

**For French Instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342**

TABLE OF CONTENTS

Save the Home System!	2
Starting Up	3
Take Control	4
Getting Started	5
Game Options	5
The Moves of a Star	6
The Game Screen	9
Ristar's Power-ups	10
Using the Star Handle	10
Bonus Stages	11
The Password	12
Between Levels	12
Continue	13
Ristar's Worlds	13
Hints from the Heavens	16

**FOR GAME PLAY ASSISTANCE, CALL
1-415-591-PLAY.**

Save the Home System!

In a far away galaxy is a solar system filled with mysterious planets and wonderful creatures. All has been peaceful there for millenia—until now.



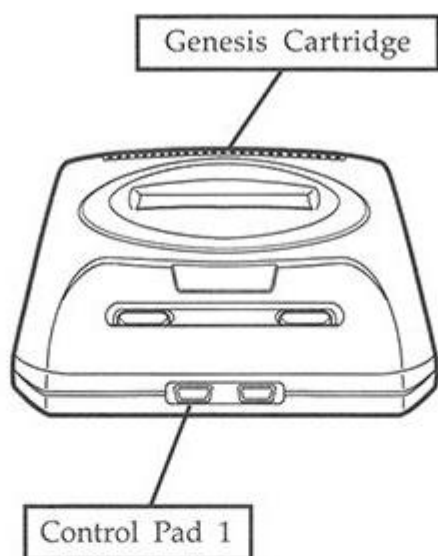
The space pirate, Greedy, is a tyrant leader of an evil space army. He has decided to take over this beautiful solar system and make it the new headquarters for his growing army. Greedy's devious plot is to brainwash the leaders of

every planet and force them to do his bidding. Even the legendary hero of the solar system was captured, and is now Greedy's prisoner.

The Planet Flora makes a last, desperate plea for help. The space hero's son Ristar answers the distress signal. Although young and inexperienced, Ristar is valiant, determined, and the solar system's only hope. Ristar must travel from planet to planet and free the brainwashed leaders from the villain's control and ultimately conquer Greedy. If the young hero is successful, he will restore peace to the once-happy worlds of his home system and finally free his father.



Starting Up

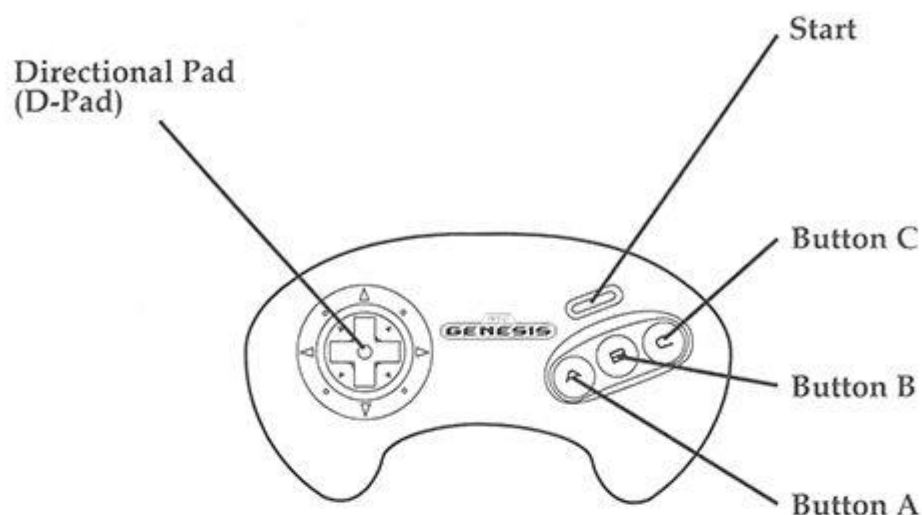


1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the *Ristar* cartridge into the cartridge slot and press it down firmly.
3. Turn the power switch ON. You'll see the Sega logo, and then the *Ristar* Title screen.
4. Press the Start Button on the control pad when the Title screen appears to begin the game.

Important

- Always make sure the power switch is OFF before inserting or removing the cartridge.
- If the Sega logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.

Take Control



Start Button

- Brings up Title screen from introduction
- Exits pre-game screens
- Pauses game / resumes play when paused
- Selects highlighted option from Title screen

D-Pad

- Moves Ristar around screen
- Highlights options in pre-game screens
- Guides Ristar's jumps and grabs

Button A* and C*

- Makes Ristar jump

Button B*

- Makes Ristar grab

*This is the default setting for these buttons. To change button functions, see page 5.

For instructions on special moves, see page 6.

Getting Started

The Sega logo appears, followed by the opening story. The Title screen appears after the intro is finished. Press Start at any time to skip the intro and go directly to the Title screen.



Press Start again to bring up the game menu. Press the D-Pad UP or DOWN to highlight your choice, and press Start. To begin saving the planets, highlight GAME START. To change features of the game, highlight OPTION, and press Start.

Game Options

Press the D-Pad UP or DOWN to highlight an option. Press LEFT or RIGHT to change the option.



Change the difficulty of the game through LEVEL. Choose between NORMAL and HARD.

In CONTROL, you can change the functions of Buttons A, B and C. Buttons A and C always perform the same action.

In SOUND, listen to the tunes found in *Ristar*. Press Button A, B or C after highlighting this option and you'll get to the Sound Theater. Press the D-Pad LEFT or RIGHT to cycle through the tunes. Use the Jump Button to listen to a tune and the Grab Button to stop it.

Use PASSWORD for special game functions. See page 12.

Press Start at any time, or Button A, B or C when EXIT is highlighted to return to the Title screen.

The Moves of a Star

Ristar may be small, but don't let his size fool you! Because he is a star, he has an enormous supply of energy. Learn all his moves, because sooner or later, you will need every one of them!



Jump: Press the Jump Button. Use the D-Pad to guide your jumps.



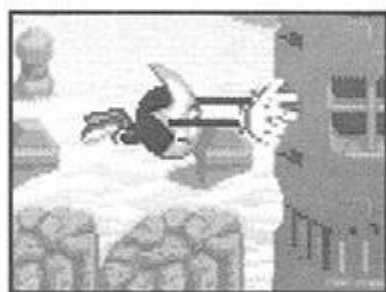
Grab: Hold the D-Pad toward the object or creature you want to grab, and press the Grab Button.



Throw: Press the Grab Button to throw an object Ristar is holding. Creatures, however, can't be thrown (they are grabbed).



Up or Down Ladder: When Ristar grabs onto a vertical ladder, press the D-Pad UP or DOWN. Press the D-Pad LEFT or RIGHT for a horizontal ladder. To let go of the ladder, press the Jump Button.



Wall Climb: Use this special move to climb up walls. Grab the surface of the wall, and press the Grab Button repeatedly. Ristar inches his way up. Press the D-Pad in a diagonal direction while pressing the Grab Button for best results.



Level Descend: To move from a level, such as from a tree branch to a lower one, press the D-Pad DOWN.

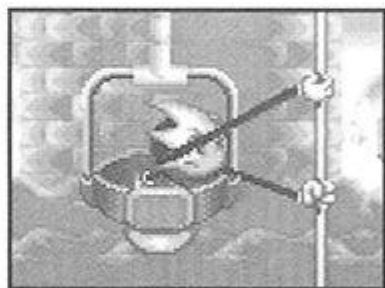
Hang: Ristar can hang from and even be towed by, some airborne objects and creatures. Grab the object or creature and hold the Grab Button. To let go, release the Grab Button.



Fast Swim/Air Float: Press and hold the Jump Button.



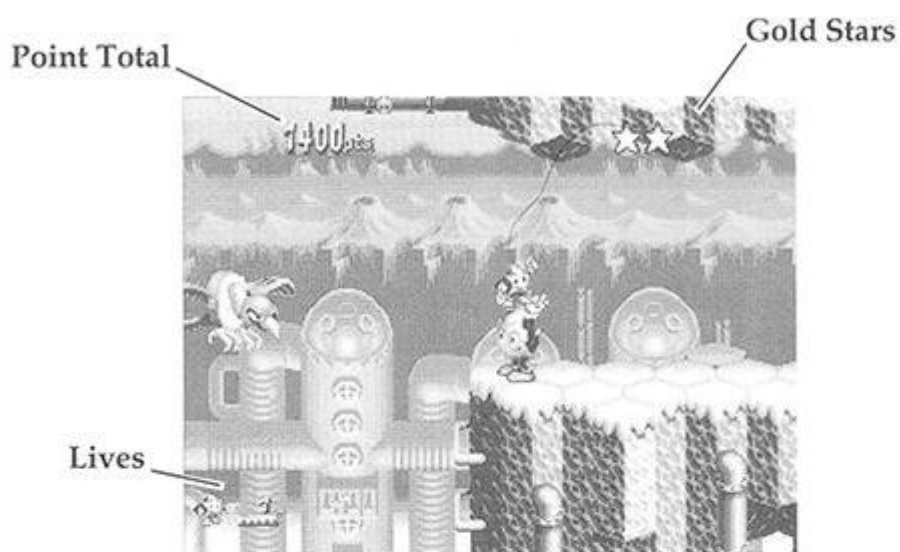
Pulley: Hold both the Grab and Jump Buttons, and press the D-Pad UP or DOWN to move the pulley rope.



Meteor Strike: This is the most powerful of Ristar's special moves. See page 10, "Using the Star Handle."



The Game Screen



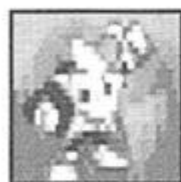
Gold Stars: These stars represent the number of times Ristar can be hit by an opponent or an object for each Life. The most Ristar can have at one time is four stars in a NORMAL game, or two in a HARD game. If Ristar is hit by an opponent or an object with one star left, a new Life is used to continue the game.

Lives: For each NORMAL game, Ristar has five Lives. For a HARD game, he has two Lives. These will be used up quickly if you're not careful!

Point Total: Grab any creature or Yellow Jewel you can to increase this score.

Ristar's Power-ups

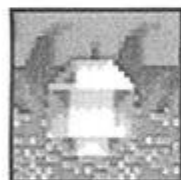
There are several useful items to help Ristar on his journey. Find them in treasure chests and holes. By grabbing some branches or walls, Ristar might even be able to shake some of these hidden valuables into the open!



Little Star: These come in two varieties. The yellow and black one gives you an extra Life. The black and white one helps you through traps.



Restore Star: The gold star adds one more hit to your Gold Star count. The silver star resets your Gold Star count to four hits. If your count is already full, don't pick any new stars up! They might be useful later.



Yellow Jewel: Worth 100–1600 points. Pick up as many as possible and watch your Point Total soar.

Using the Star Handle



Star Handles are very handy for getting you where you've got to go! Jump up and grab one, and hold the Grab Button. If you're facing right, hold the D-Pad RIGHT. Hold the D-Pad LEFT if you're facing left. Ristar starts spinning faster and faster!

When you let go of the Grab Button, Ristar becomes a shooting star and starts zooming around. Press the D-Pad in any direction to control his flight.

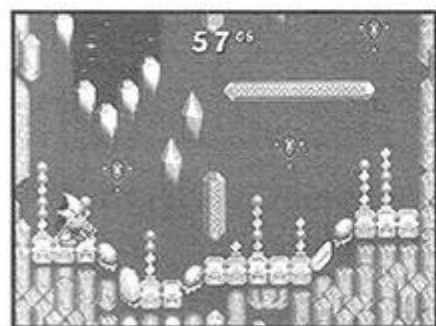
So why zoom? That depends on where you are. You can use the Star Handle to do a Meteor Strike and bump Greedy's creatures off the screen. It's a lot faster than attacking them one at a time.

You can also explore dangerous places safely by spinning off the Star Handle. Just be careful where you land!

At the end of a round, spin off the Star Handle to zoom to the next planet.

Finally, you can go to secret bonus stages by spinning off special Star Handles if you can find them.

Bonus Stages



Every bonus stage is unique. Each has a treasure for you to find within a certain time limit, but the way to reach this treasure is different in each stage.

The Password

If you reach a certain stage, you will find a screen with several passwords. When you find it, write them down.



Go to the PASSWORD option in the Option screen. Use the Jump Button to enter a letter, and the Grab Button to erase a letter. Press Button A, B or C when the yellow return arrow next to END is

highlighted to erase letters. When finished, highlight END and press the Jump Button or the Start Button to return to the Options menu.

Between Levels



After you finish a level, the Clear Bonus screen appears. Your points earned from that level are listed.

Round Clear Bonus: You are given points each time you finish adventuring on one of the planets.

Treasure Bonus: For each treasure you find in a treasure chest, the score increases.

Technical Bonus: The less you are touched by creatures or dangerous objects, the higher the score.

Secret Bonus: Grab anything you can! Uncover secret treasures to cash in on points.

Continue



When all of Ristar's Lives are used up, the Continue screen appears. Continues are listed at the top of the screen. Highlight YES to continue the game from the same level, or NO to return to the Title screen. The game ends when you run out of Continues.

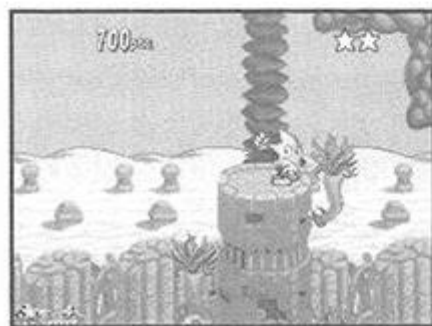
Ristar's Worlds

Planet Flora: Level 1



The creatures here have one goal in mind: stop you from leaving their world! Birds dive-bomb from the sky, and sneaky salamanders try to jump on you. Use the natural elements to help you clear this haunted glen.

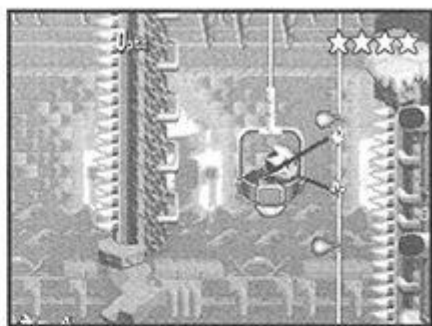
Planet Undertow: Level 2



Castle towers appear in the sand, but you won't be in the desert for long. Electric eels, poisonous toads, and even giant seahorses are pretty, but don't let them get too close.

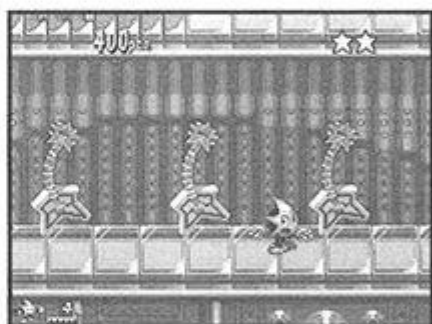
Planet Scorch: Level 3

Hope you like it hot! Scorch is an unstable planet, with volcanoes spewing rocks everywhere. Greedy's rovers have found a way to control the fire on the planet, and they have set a number of traps for you. Be careful where you step!



Planet Sonata: Level 4

Welcome to Sonata, a planet of musical wonder. Ancient magicians created musical instruments to play perpetually. Strange birds try to communicate to you. How can you give them what they want? Drums, horns and guitars try to enchant you with their music, but don't be fooled.

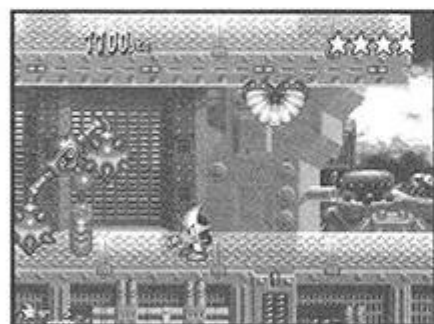


Planet Freon: Level 5



It's winter on Freon, but don't plan on playing in the snow. Even in this frozen wonderland, danger awaits. Greedy's forces heard you were coming, so they decided to make your next step difficult—literally. A young Freonian challenges you to a snowball fight. Don't let him win!

Planet Automation: Level 6



Robots everywhere! The planet's giant robot factory is making a new army for Greedy. Robot worms and flying laser shooters won't let you pass by easily. Giant clawed robots and missile-launching turtles await your arrival.

Greedy's Space City: Level 7

What adventure awaits you in this mysterious castle in the sky? Play this level to find out the fate of Ristar's home system!

Hints from the Heavens

- ➡ Watch the demo for hints on game play.
- ➡ Explore everything. Grab every wall. There are many hidden treasures to find.
- ➡ Move slowly. Except for the Bonus Stages, there is no time limit. Rushing through the stage quickly to get to the treasure might lead to costly mistakes. Patience pays.
- ➡ Use all Star Handles. There are reasons why these are located where they are.
- ➡ When you discover how to reach the treasure in a particular Bonus Stage, try to improve your time when you play this Bonus Stage again. You can always do it faster!
- ➡ Learn to use Power-ups and other items strategically. Timing their use is important.



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

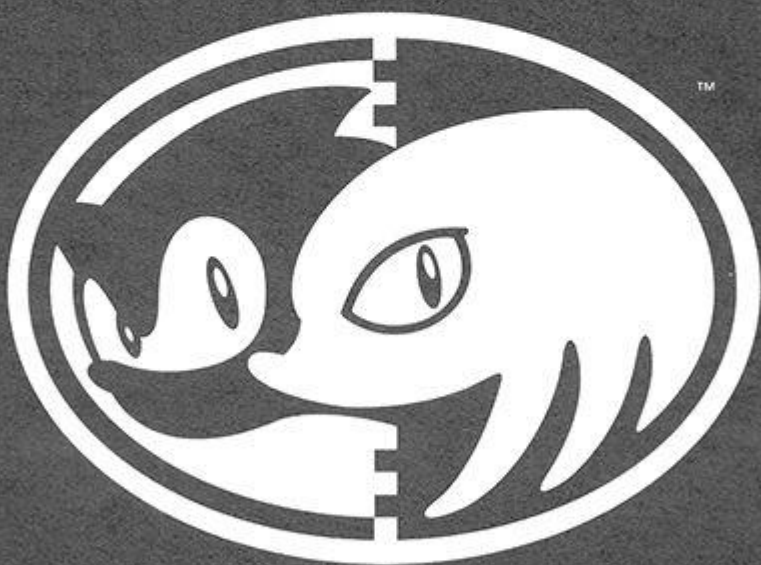
If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. 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.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Also Available on Genesis!

SONIC & KNUCKLES™



Sega, Genesis, Ristar, Sonic & Knuckles and all other related characters and indicia are trademarks of SEGA. © 1994 SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved. Printed in the USA.