

SEGA®

GAME GEAR™
INSTRUCTION MANUAL



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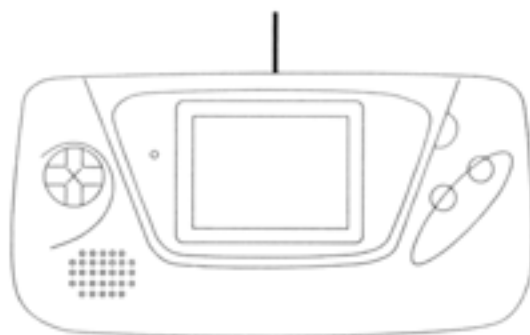
STARTING UP

1. Set up your Sega Game Gear system as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Tails Adventures*[™] cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Sega logo appears.
4. If the logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is inserted properly. Then turn the power switch ON again.

Note: This game is for one player only.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

INSERT SEGA CARTRIDGE



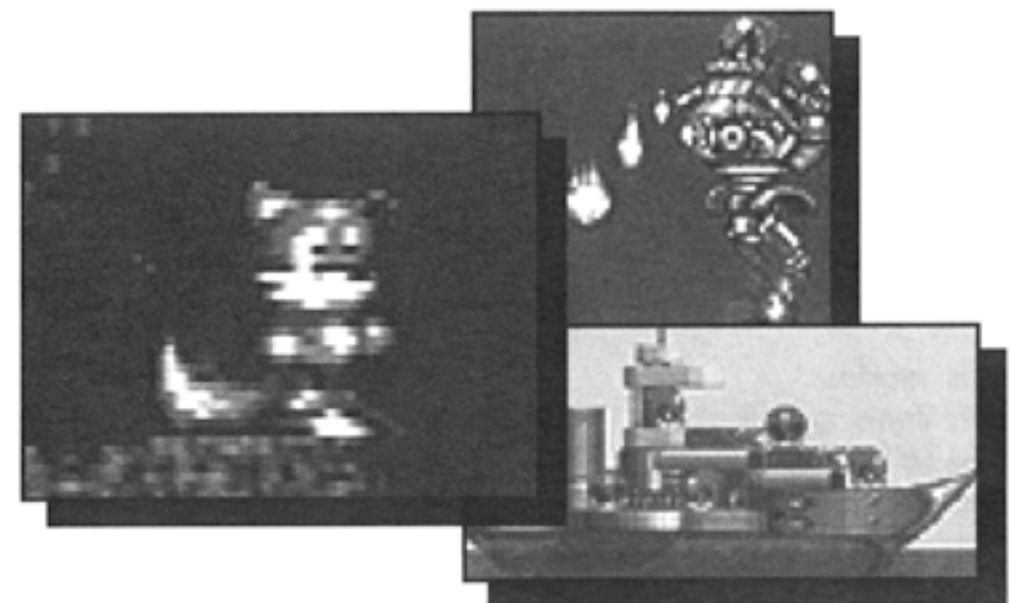
2

THE FORTRESS ATTACKS!

Welcome to Tails Island, Tails' favorite holiday spot. Sonic and Tails have temporarily parted for a little vacation time. Even heroes need some time off now and then, and at this moment Tails is enjoying a rest in the woods.

But the peace doesn't last long. There is a great noise, and the woods are suddenly ablaze! Tails sees a flying fortress hovering on the horizon, launching attacks against the island. That's not all. An invading bird army is sweeping through the island. Who could be launching such an attack on this harmless place?

There is no time for guessing. As Tails, you must fight the bird forces and stop the Battle Fortress from taking complete control of the island. On land, in the air, and at sea, you'll be battling some pretty tough birds! Several useful items are scattered throughout the island which you will need in your adventures. The animals of the island are counting on you!



3

TAKE CONTROL!



Start

- Pauses game; resumes play when paused
- Selects mode from Title screen

D-Pad

- Moves Tails around the game screen
- Highlights items and selections in screens
- Highlights locations on Map screen
- Makes Tails crouch and look up

Button 1 or 2

- Makes Tails enter highlighted location on Map screen
- Selects mode from Title screen

Button 1

- Forwards through select screens
- Makes Tails use currently selected item

Button 2

- Selects modes
- Selects items in screens
- Makes Tails fly
- Makes Tails jump

See pages 11–12 for more info about the moves listed above.

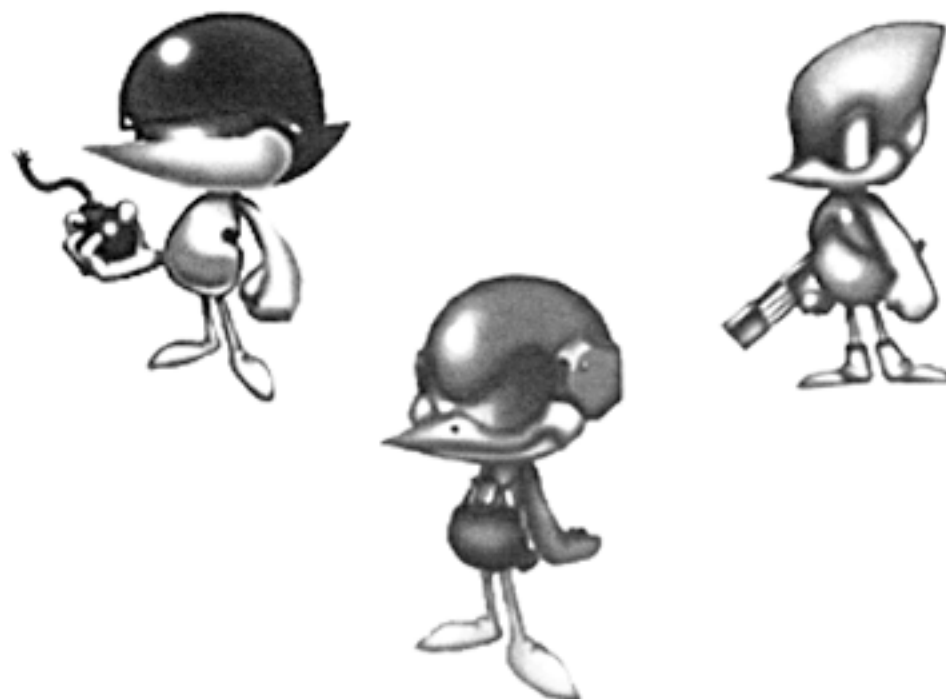
GETTING STARTED

After the Sega logo, the game intro appears. Press Start at any time to bring up the Title screen.

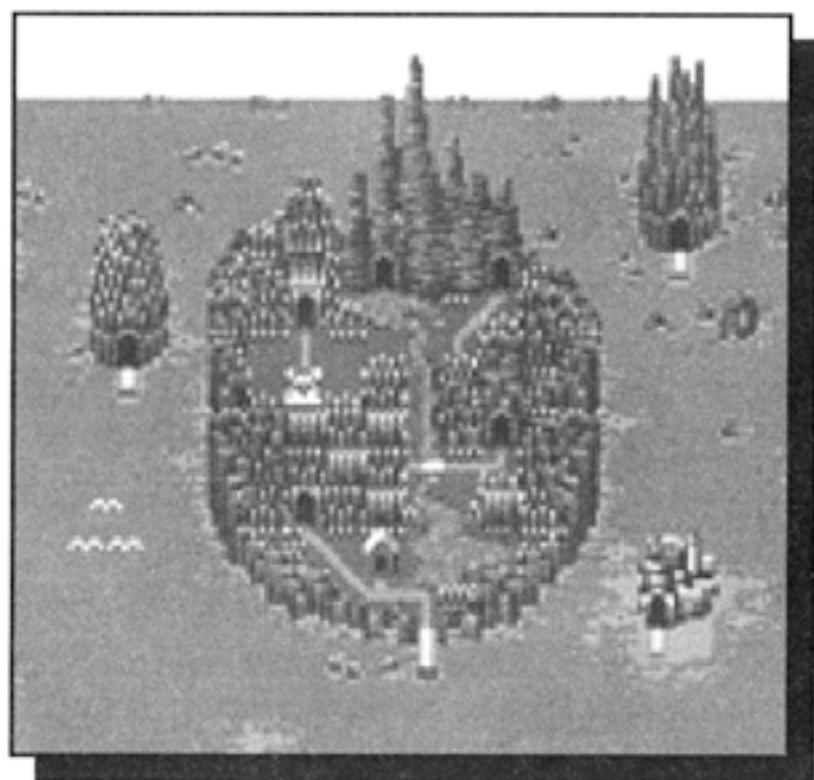


On the Title screen, press Start. You can then start a game (NEW GAME) or continue an adventure (CONTINUE). Press the D-Pad UP or DOWN to highlight, then press Start or Button 1 or 2 to select.

When you select NEW GAME, you start from Tails' House on the Map screen. When you select CONTINUE, the Password screen appears (see page 9).



MAP SCREEN

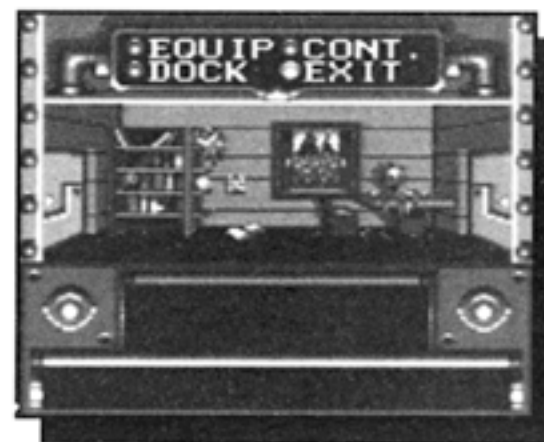


Select where you want to go adventuring on this map. You can always enter Tails' House, where you prepare for your adventures. Other places which you can enter are highlighted by yellow lights. After you finish adventuring in one location, return to Tails' House to outfit for your next trip. Without the proper items, you'll have a hard time getting through the adventures!

To enter any location on the map, press the D-Pad to move the Tails icon to a location, then press Button 1 or 2.

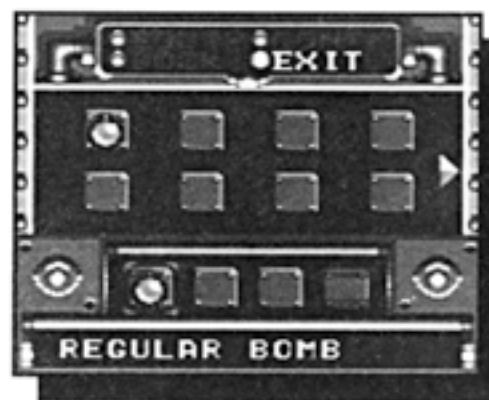
TAILS' HOUSE

While in Tails' House, prepare for either an adventure or access the password. Later in the game, you will also be able to select Special Items to outfit for an adventure in the ocean. Choose from EQUIP (to equip for an adventure), DOCK (for a



water adventure), CONT (to access the Password), or EXIT (return to the Map screen). Highlight your choice and press Button 1 or 2 to select.

EQUIP



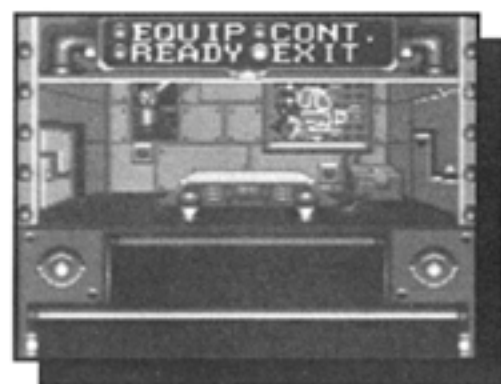
Each Special Item you have acquired is displayed in the Item box. Press Button 2 to access the Item box, and press the D-Pad in any direction to highlight an item. The name of the item appears at the bottom of the screen. Press the D-Pad in the direction of the yellow arrows to display other items not currently shown.

To select a Special Item, highlight it and press Button 2. This item appears at the bottom of the screen in the Selection box. Move the cursor in the Selection box to the right by pressing the

D-Pad RIGHT. You can now select a second item. Select up to four items at a time. You begin play with the Regular Bomb item already selected.

When finished making selections, press Button 1 to return to Tails' House, and again to return to the Map screen. For a list of the Special Items, see pages 13-16.

DOCK



Is your Sea Fox a jet or a boat? Actually, it's both. Outfit your Sea Fox and take it for a ride!

But adventuring in the water is no less dangerous than adventuring on land. You are going to need special equipment to help battle ace duck pilots, clear mine fields, and remove other naval hazards. Select EQUIP.

For a list of the Special Items you can use for the Sea Fox, see pages 16-17.

After you have chosen your items, press Button 1. Then highlight READY and press Button 1 or 2. Get set for a wild water adventure!

PASSWORD

Use the password to resume a game.



After you have finished an adventure and have returned to Tails' House, Select CONT. On the Password screen are 16 characters. Write them down.

To resume a game, select CONTINUE from the Title screen. On the Password screen, highlight a character space with the D-Pad, and press Button 2 repeatedly until the desired character appears. You can also press Button 1 repeatedly to cycle backwards. Repeat this process until you have entered all the characters of the password. Then press Start to return to Tails' House.

WHILE ADVENTURING...

You start the game with 10 Rings. Items found during the game (Rings and Chaos Emeralds) raise this number, while being hit by dangerous objects decreases it. Should this number reach zero, the game ends, and the Title screen appears.

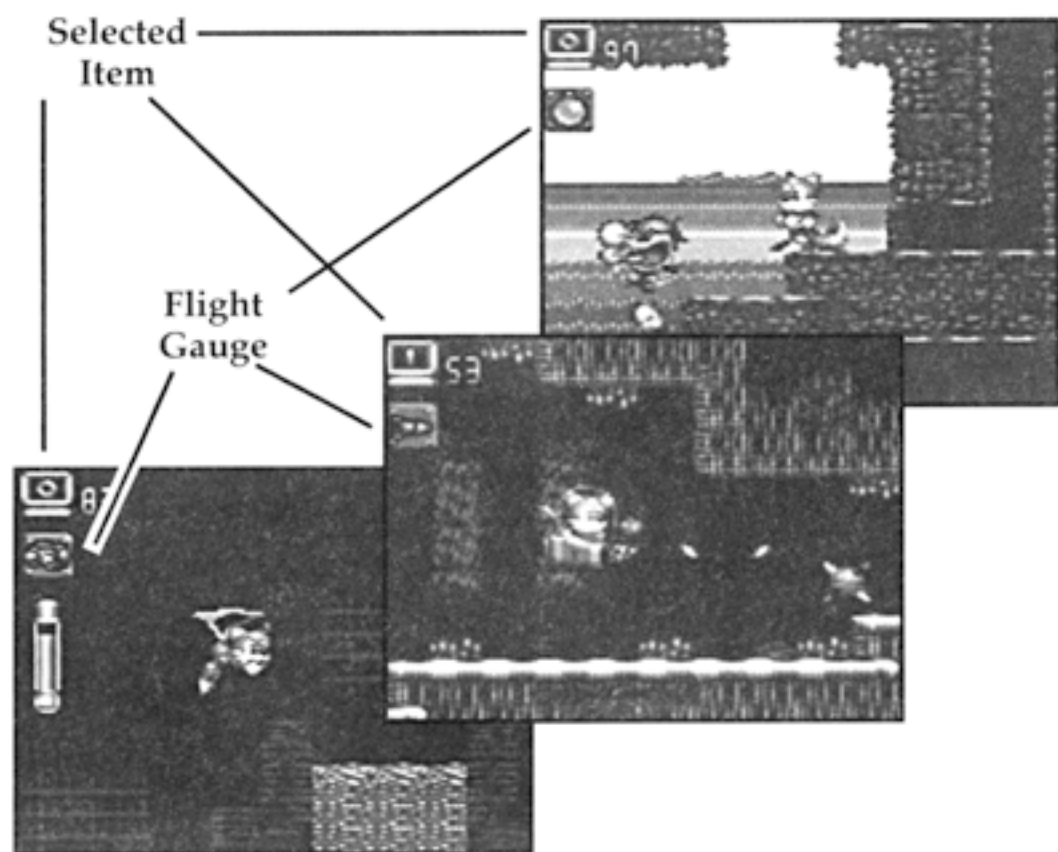
Valuable items are placed throughout the adventures. Rings are hidden in some rocks, and sometimes can be gained after you defeat an enemy. Special Items are in hard-to-reach places.

Springs help you to reach high places, and Switches shut down electrical barriers.

There are also things to avoid. Spikes, lava pits, and other such dangers cause damage. Touching an enemy or being hit by enemy fire also causes damage. Falling off the screen isn't damaging, but you return to the Map screen, so watch your step!

GAME SCREEN

Rings Remaining



Rings Remaining

This is how many Rings you currently have.

Selected Item

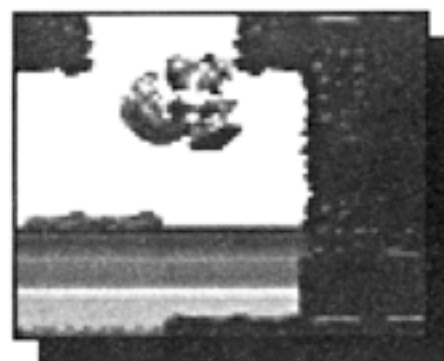
The currently selected item is indicated here.

Flight Gauge

Tails can fly as long as there is energy left in this gauge. When the indicator in this gauge disappears, Tails falls to the ground.

TAILS' MOVES

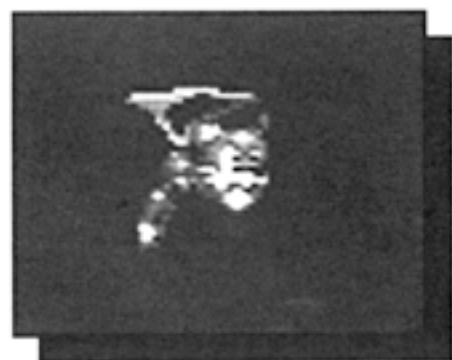
Jump



Get out of harm's way or get to a higher ledge by jumping. Press Button 2 to make Tails jump. Press the D-Pad LEFT or RIGHT to guide the jump.



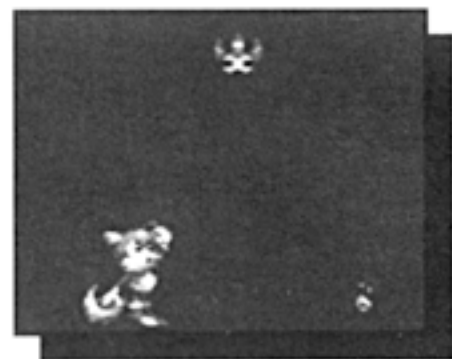
Heli-Tails



Press Button 2 twice, or hold the D-Pad UP then press Button 2 to take off. Be sure to keep an eye on the Flight Gauge (see pages 10–11). Press the D-Pad in any direction to direct your flight. Press Button 2 while in flight to tumble back to earth safely (unless you happen to fall on a dangerous object).

You can drop bombs while flying. Press Button 1 when the Regular Bomb, Remote Bomb or Triple Bomb is selected. Bombs away!

Look Up



What's above? Hold the D-Pad UP.

Crouch



Avoid enemy fire and find out if there is anything below worth investigating (or avoiding). Hold the D-Pad DOWN.

SPECIAL ITEMS

To select a Special Item press Start to pause the game, and press the D-Pad LEFT or RIGHT to cycle through the item icons at the top left of the screen until the desired item appears. Press Start again to resume the game. Unless otherwise stated below, press Button 1 to use the Special Item.

For Use on Land

Regular Bomb



Useful against enemies and stone barriers. Blows up when it hits something.



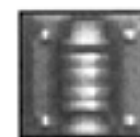
Large Bomb

Blows up all enemies on screen. Detonates several seconds after it is placed.



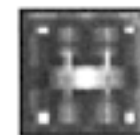
Remote Bomb

After you throw the bomb, trigger it by pressing Button 1. Useful for sending through small spaces and doorways as the bomb slides towards targets.



Fire Bomb

Useful against enemies several feet off the ground. You can also use it against obstacles such as dense grass. Shoots flames into the air when it hits the ground.



Triple Bomb

A very powerful version of the Regular Bomb.



Wrench

Use this object to activate a machine.



Helmet

Deflects enemy fire and knocks enemies off the screen. Hold Button 1 to activate.

Remote Robot



This item is a little robot that can walk, fly, and retrieve Special Items for you. Use the D-Pad to direct the robot. Hold the D-Pad UP and press Button 2 to make the robot fly. Direct the robot to walk over an item to retrieve it. The robot can not be damaged by enemy fire. Press Button 1 to deactivate the robot.



Hammer

Smash enemies and stone barriers.

Teleport Device



Use this to go directly to Tails' House. Very convenient when you are down to one Ring and need to get out of a dangerous spot fast.



Night Vision

A necessary item in dark places. See your surroundings using infra-red technology.

Speed Boots



Make Tails run or fly at super speeds! Hold the D-Pad LEFT or RIGHT and press Button 1 to make Tails run. While Tails is running, press Button 2 twice to make him fly at a speed even Sonic would blink at.

Super Glove



Pick up heavy objects with this powerful item. Hold the D-Pad in the direction of the item, and press Button 1. Press the D-Pad LEFT or RIGHT to carry the object, Button 1 to set the object down, and Button 2 to throw the object.

Fang



No activation necessary! This is your good luck item. Just select this to take with you on the adventure. Your chances of finding a ring after defeating an enemy increase when you have this item.

Knuckles



Punch your opponents just like Knuckles! For a series of punches, press Button 1 repeatedly.

Sonic

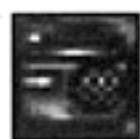


You can use the Sonic item to do the famous Spin Dash. First, Hold Button 2 to turn into a spinning ball. Hold the D-Pad LEFT or RIGHT, then let go of Button 2 to smash through barriers with this item!



Item Radar

Use this object to help you locate hidden items.



Radio

Set the music for the game while you play. Each time you press Button 1 a different tune plays.

Chaos Emerald

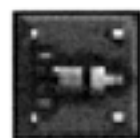
There are six Chaos Emeralds: Blue, Green, Purple, Red, White and Yellow. Each time you find one, your flying time is permanently extended, and you receive extra Rings. You do not select these as items to take with you on an adventure.

For Use at Sea



Proton Torpedo

Launch this powerful torpedo to attack enemies in front of you.



Vulcan Gun

Blast enemies with this cannon. Press Button 1 repeatedly for a barrage.



Extra Speed

Hold Button 1 to build up speed. Let go of Button 1 and press Button 2 to make the *Sea Fox* do a super jump.



Extra Armor

When you use this item, a force field appears around the *Sea Fox*, protecting it from all attacks.



Anti-air Missile

Use this to attack enemies above you. You can also use this missile to blast barriers overhead.



Spark

Electrifies the water around your *Sea Fox*, sending all enemies running off screen and clearing all mines.



Mine

Use this for attacking enemies and blasting barriers below.



Rocket Booster

Use this item to fly.

TAILS TELLS

In the Air

- Fly indefinitely! Before your Flight Gauge reaches zero, press Button 2 twice quickly. You will fall momentarily, but soon start flying again with a reset Flight Gauge. You'll have to keep your thumb moving though!
- If you want to use the Heli-Tails move but there are dangerous objects above, it's better to hold the D-Pad UP and press Button 2 than pressing Button 2 twice. This way Tails starts hovering low, giving you space to move out of the way of the objects.
- Beware of strange winds. They drive you into dangerous situations.

On Land

- When you find a Ring or when one appears after you defeat an enemy, get it before it stops bouncing, or it disappears.
- Use the Remote Robot as much as possible to scout the area ahead of you. You can see what traps might be waiting and where items are located.
- Use an item as many times as you want. There is no limit to its use.

At Sea

- You can use the drill at the front of the *Sea Fox* to break barriers, but it does not work against mines or navy birds.
- You'll need the Extra Speed item and some luck in timing to make it through Lake Crystal.
- Go too fast in the dogfights at the Battle Fortress and you're sure to lose a lot of Rings quickly.

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Game Gear*

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