

GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

SLIDER™



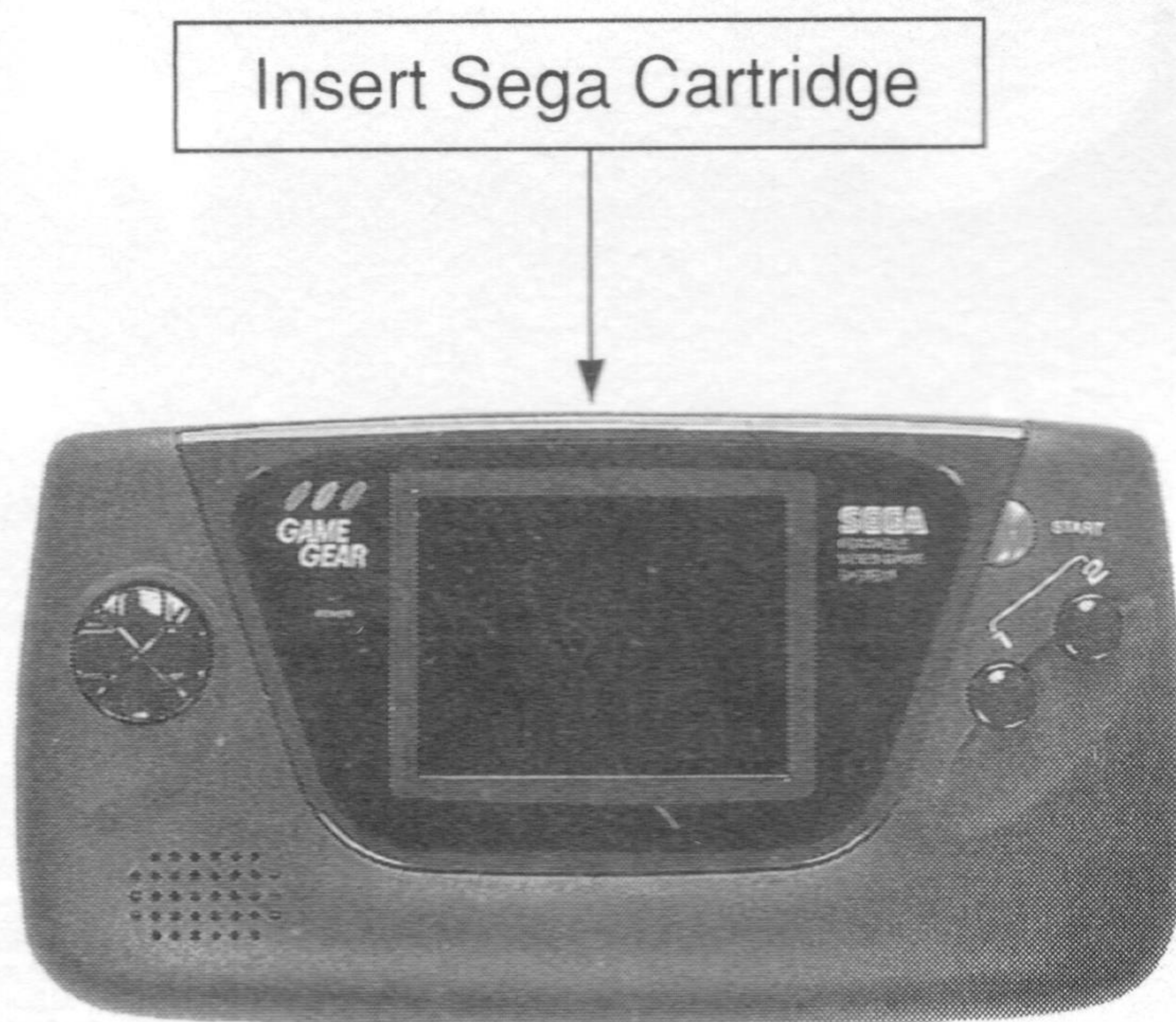
SEGA™

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 *Slider* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Slider* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

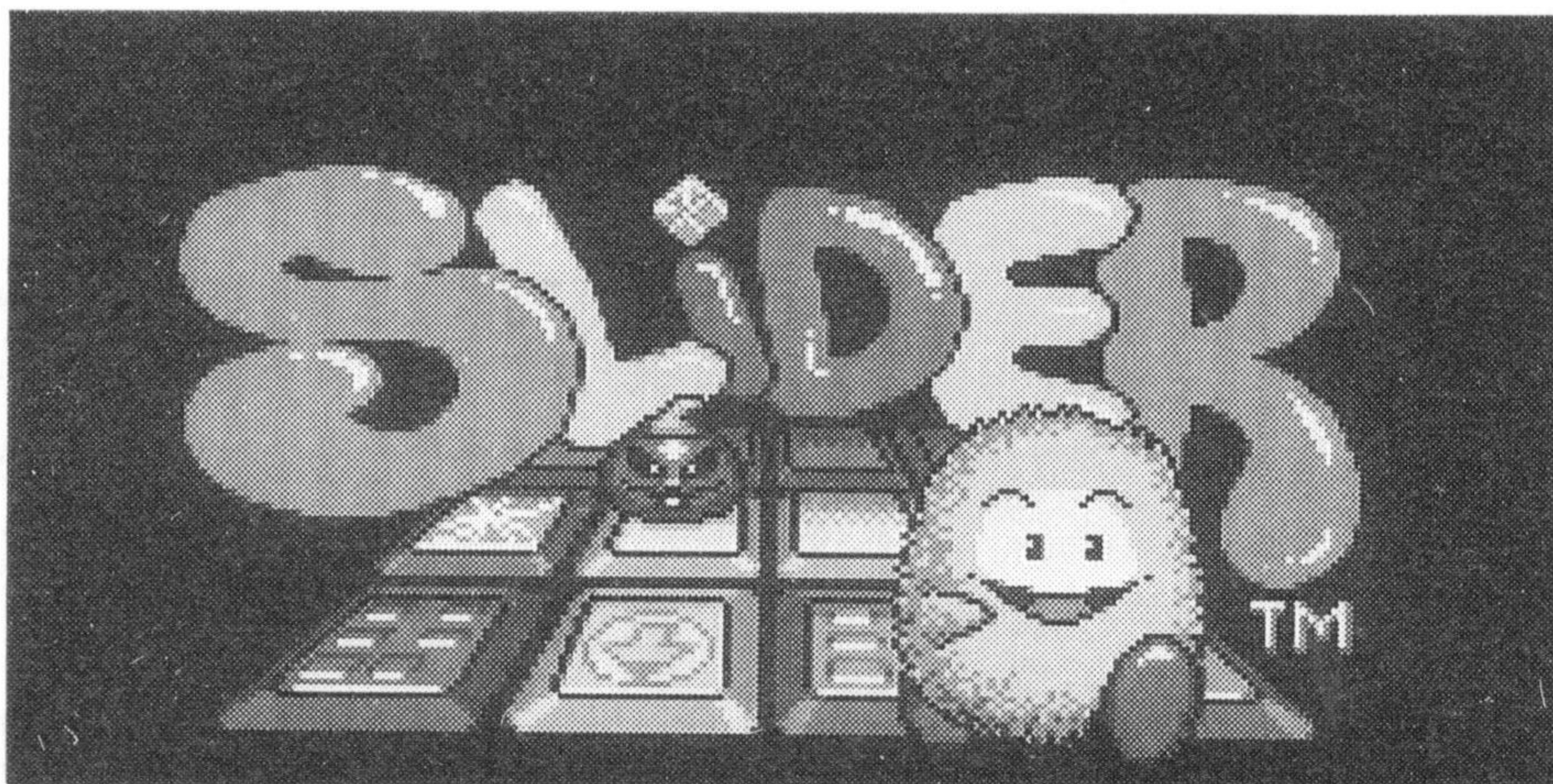
Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Slider* is for one player only.



Slip Past the Enemy

Speed across the surface of a polluted land as Slider, the last hope of the conquered realm of Rozen. An invading army of Scum lords have fouled Slider's utopian world with



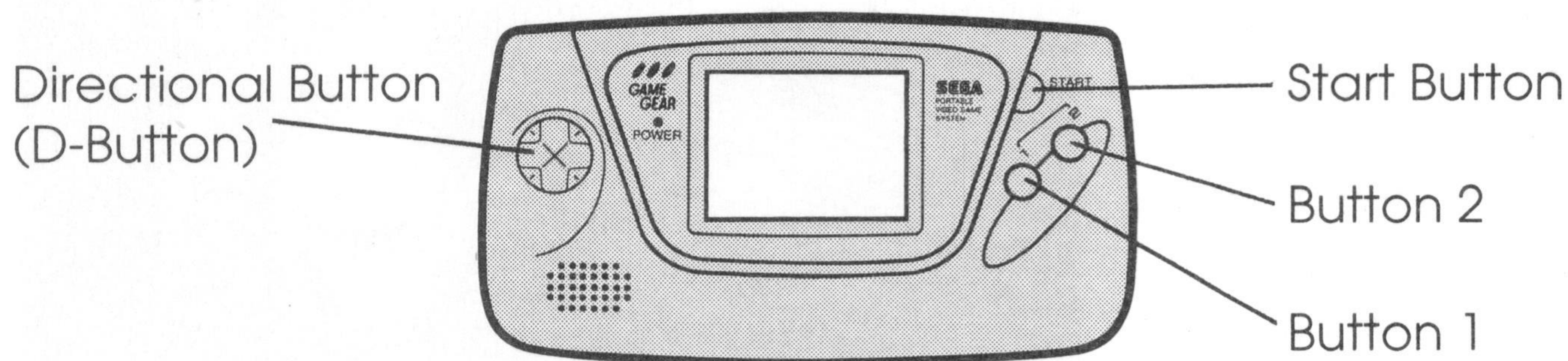
harsh toxins and poisons. Only you can turn back the tide of pollution in your quest to clean up Rozen and send the raiding monsters packing!

But beware – the current inhabitants of ghouls, blobs and fire faces are ready to make radioactive slag out of you. Added to this hideous collection of plunderers are deadly pits and portals that generate new horrors that are dying for a piece of your hide.

An arsenal of weapon systems aid you in your attempts to sterilize the realm. Fight through mind bending twists and turns throughout 99 levels of action-packed mazes. Do you have what it takes to wipe out the Scum lords and bring peace to Rozen?

Take Control!

To help Slider turn Rozen back to pink, learn the controls before you start.



Directional Button (D-Button)

- Press to select a game mode.
- Press to move Slider up, down, left or right.
- Press to move the cursor in the Password screen.
- Press to select letters in the High Score screen.

Start Button

- Press to start the game.
- Press to select a mode.
- Press to pause; press again to resume play.

Button 1

- Press to shoot.
- Press to warp at warp entrances.

Button 2

- Press to enter your password in the Password screen.
- Press to enter your initials in the High Score screen.

Note: You can give up by pressing the Start Button, Button 1 and Button 2 simultaneously during pause.

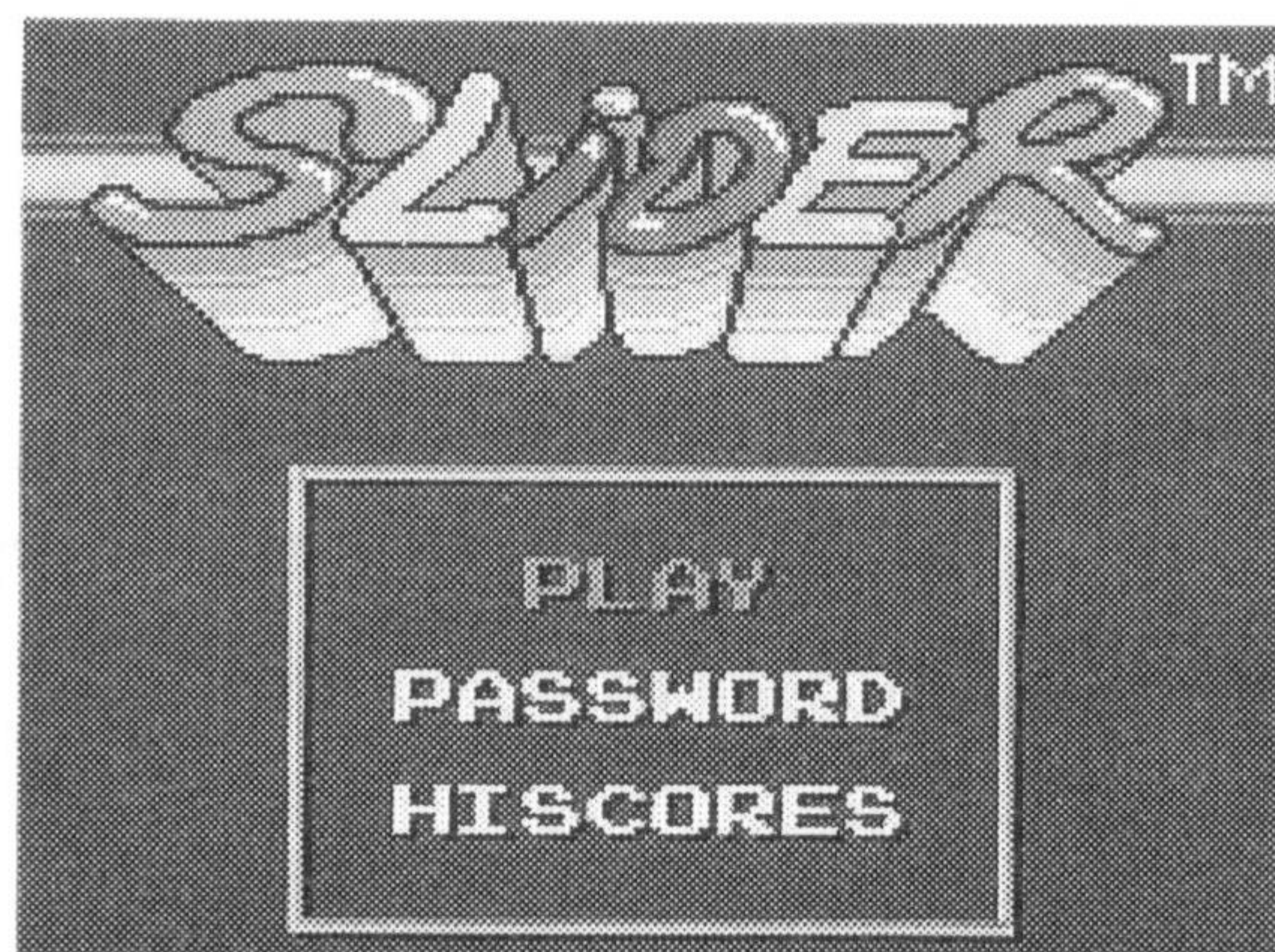
Getting Started

When you turn the power ON, the Options screen appears. Select Play with the D-Button, then press the Start Button to enter the play mode. When the Level 1 screen appears, press Button 1, Button 2 or the Start Button to start the game. If you do not press any buttons in the Options screen, a demonstration screen appears in a few moments. Press the Start Button to return to the Options screen.

Password Screen

In the Options screen, select Password with the D-Button, then press the Start Button to open the Password screen. Enter the four letter password which was displayed as you began the final round of your last game. Select a letter for each of the four positions when they are marked with a cursor. Use the D-Button to select a letter, then press Button 2 to enter your selection. When you enter all four letters correctly, select End with the D-Button, then press Button 2 to begin play. If you make an error, move the cursor to the mistaken letter by selecting right or left arrow.

Note: If you enter your password incorrectly, you will not be able to begin play when you press Button 2. Input your password correctly or press the Start Button to return to the Options screen.



High Score Screen

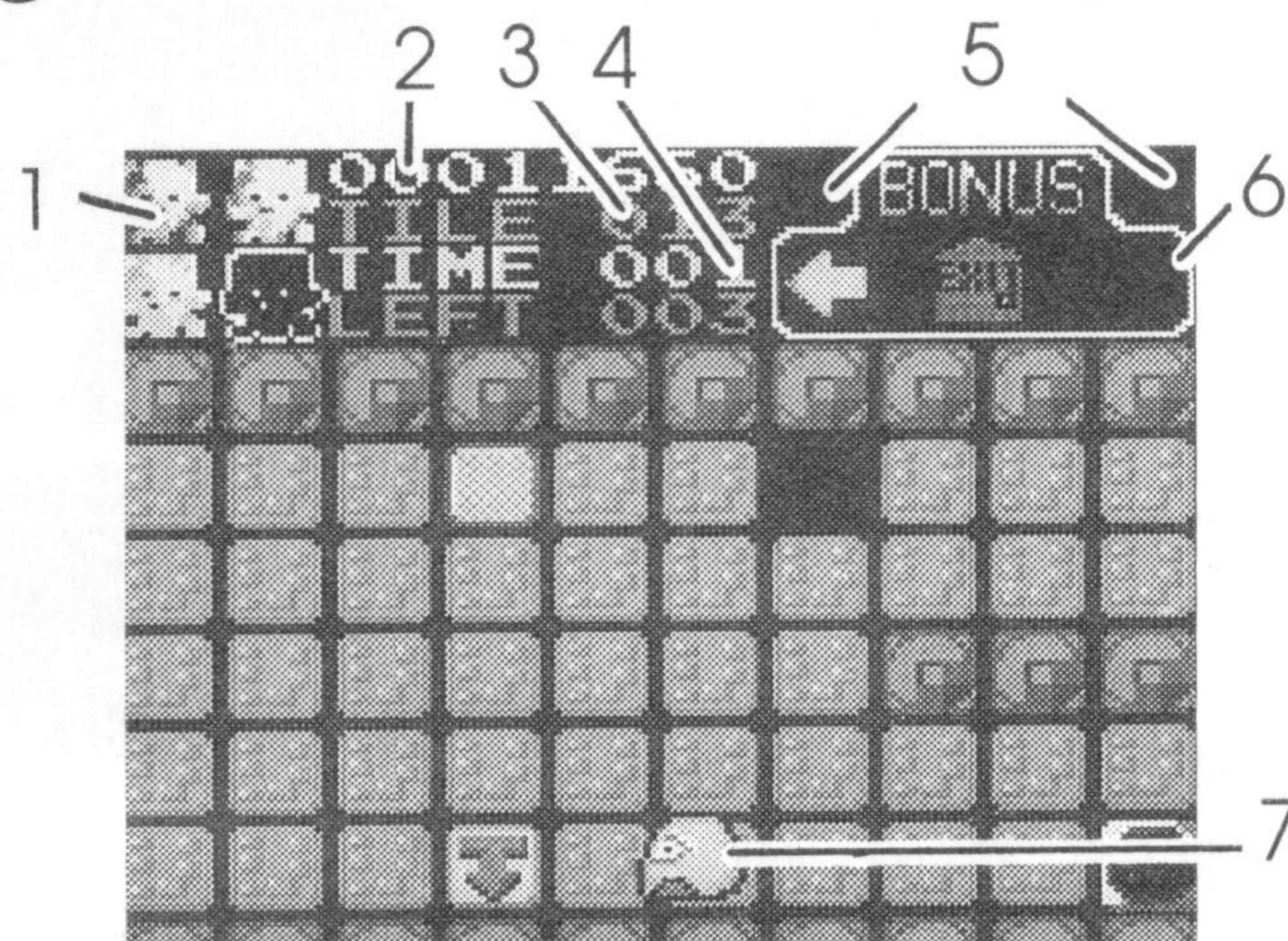
In the Options screen, select Hiscore with the D-Button, then press the Start Button to view the High Score screen. Press the Start Button again to return to the Options screen.



The High Score screen for the game SLIDER. At the top is the game title 'SLIDER' in a stylized, blocky font with a trademark symbol. Below the title is a table with three columns: SCORE, LEVEL, and NAME. The table lists five high scores.

SCORE	LEVEL	NAME
00200000	30	SKW
00100000	20	MIT
00050000	10	YAM
00030000	05	MAK
00010000	03	MIK

Screen Signals



1. **Teddy bears:** Indicates the teddy bears that Slider has collected.

2. **Score**

3. **Tiles:** Indicates the number of tiles remaining in the present stage.

4. **Time:** Indicates the time remaining.

5. **Item lamps:** Lights up green when Slider collects green shoes, lights up blue when Slider collects a freeze gun.

6. **Bonus window:** Indicates that the displayed bonus item can be found in the direction that the arrow points.

7. **Slider**

Put Rozen Back in the Pink!

Slider paints tiles pink by running over them. You can advance to the next round by accomplishing one of the following four feats within the time limit.

1. Paint every tile in a level pink.
2. Enter a door to the next stage (if such a door happens to appear).
3. Freeze six enemies at a single time with the freeze gun.
4. Collect four different color bears. This will also give Slider five extra lives.

Note: If your objective is to collect points, it may be better not to enter doors to the next level.

Game Over

Slider starts out with five lives. The game ends when Slider's number of lives reaches 0. Slider loses lives in any of the following situations.

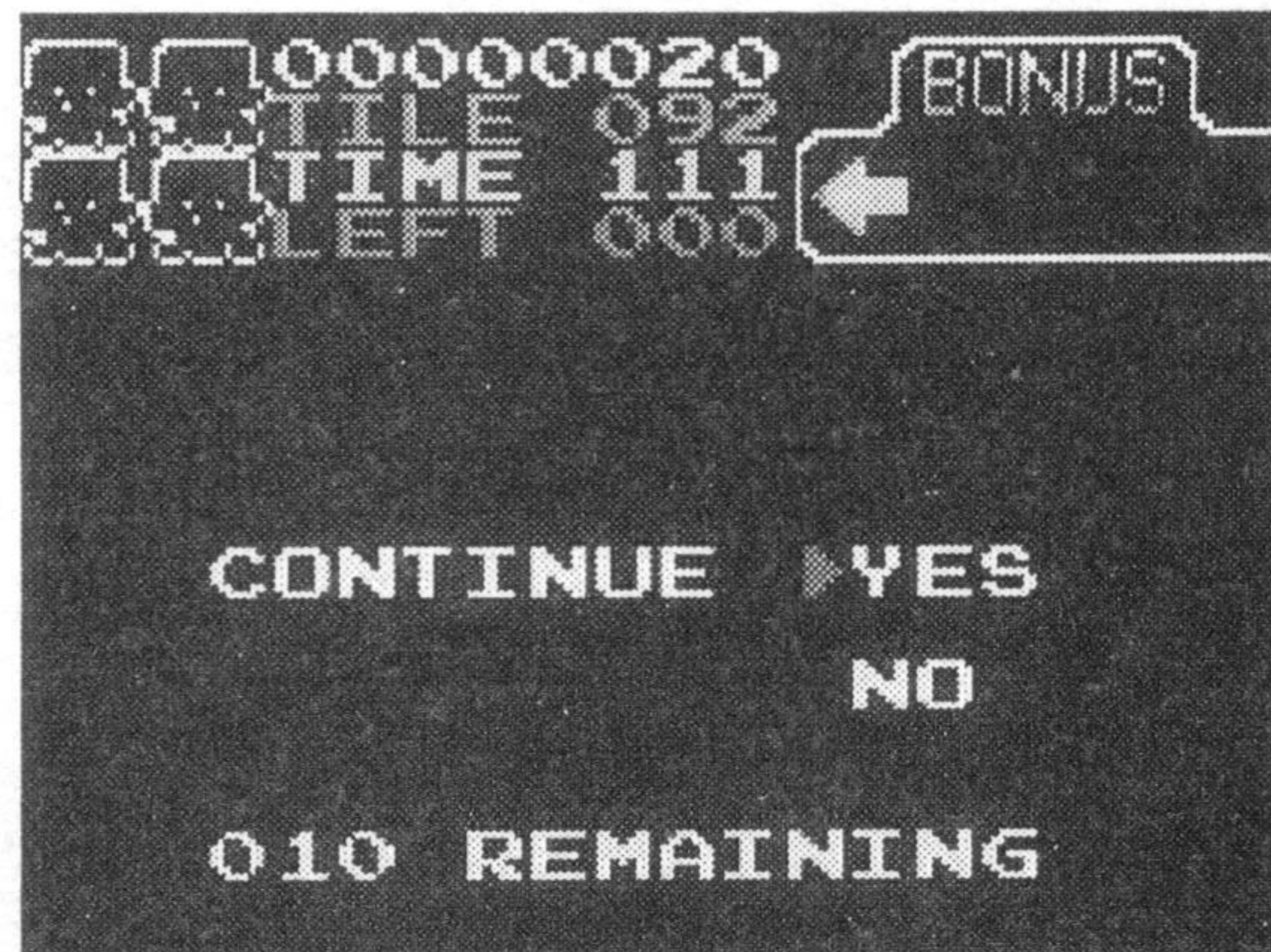
1. When time runs out.
2. When Slider falls into a hole (where there is no tile).
3. When Slider is caught by an enemy character or is hit by an enemy bullet.
4. When Slider is caught on an enemy nest as an enemy character is hatching.



Note: When Slider loses a life, any weapon or shoe which was collected disappears. Teddy bears remain until the game is over.

Continue

When the game is over, press any button to see the Continue screen. In the Continue screen, select Yes with the D-Button, then press the Start button to begin at the level where you left off. Select No to return to the Options screen. You can continue up to 10 times.



High Score

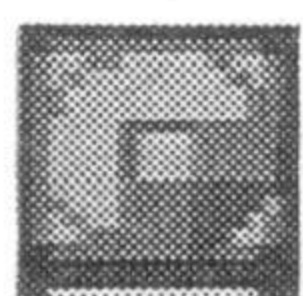
When the game is over, the High Score screen appears if your score is among the top five scores. Enter your initials in three letters. Press the D-Button left or right to select letters and press Button 2 to enter your selection.

Give Up

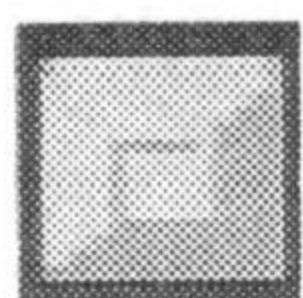
In some levels, Slider must walk over booby traps or blue boom tiles in the right order to advance. If you make a mistake, it may be best to give up and start from the beginning of the present level. When you give up, Slider loses one life.

Floor plan

As Slider paints tiles, he must pay attention to the floor plan. Rozen is made of the following types of squares.

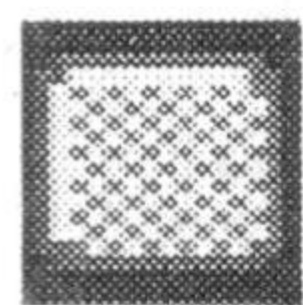


Green and Yellow walls: Slider can not climb over green walls or yellow walls. Some walls may turn into blue tiles when they are shot with a laser gun.





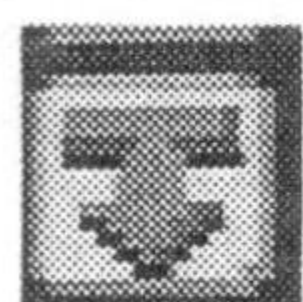
Holes: Slider falls in and loses a life.



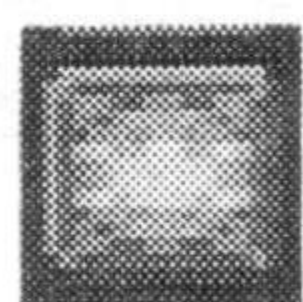
Ice tiles: Slider slides in whichever direction he is headed until he reaches a different kind of tile or wall.



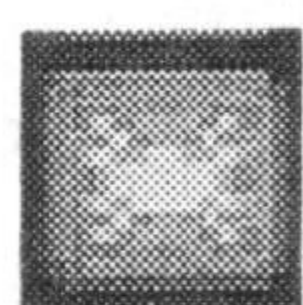
One-way tile: Slider is pushed in the direction of the arrow, but he can move against it.



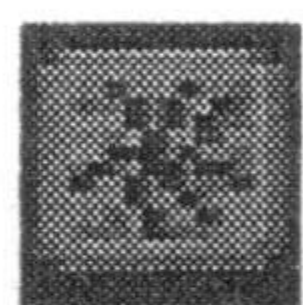
Short cut: Slider warps to the other end of a tunnel when Button 1 is pressed.



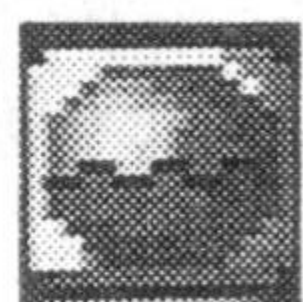
Green boom: All enemies on screen are destroyed.



Blue boom: Destroys all tiles in the area within three blocks. Slider needs to keep moving to avoid falling into the resulting hole.



Booby trap: These tiles break when stepped on. Slider needs to run over them to avoid falling into a hole. Sometimes booby traps can cut off the only path back to other tiles.



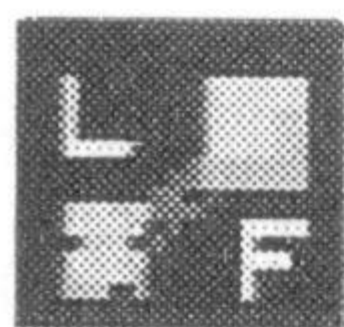
Enemy nest: Slider loses a life if he steps on a nest when an enemy is hatching.

Items

When an item appears somewhere on screen, the item is displayed in the bonus window along with an arrow pointing to the direction in which it can be found. Items can be weapons or bonus items.

Weapons

Without any special weapons, Slider can shoot single bullets in the direction he is headed. By collecting special weapons, he can increase his fire power. He can only hold one weapon at a time, so be careful not to exchange powerful weapons for weaker ones.



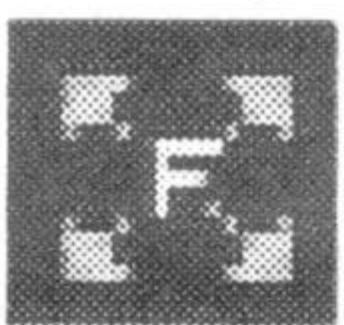
Laser gun: Destroys enemies as well as certain walls.



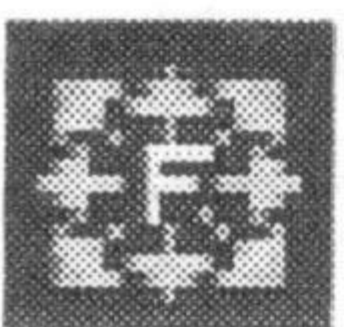
Multi-fire gun: Shoots continuously in one direction.



Plus gun: Shoots vertically and horizontally at the same time.



Diagonal gun: Shoots in four diagonal directions at the same time.



Octagonal gun: Shoots in eight directions at the same time.

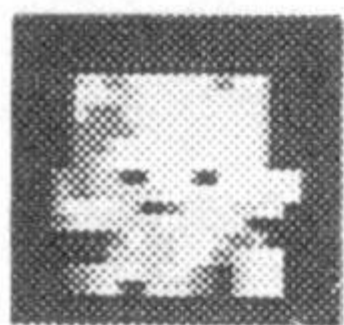


Freeze gun: Freezes enemies for a certain length of time. A level is cleared when six enemies are simultaneously frozen. Slider can destroy frozen enemies by running into them. When Slider has this weapon, the item lamp turns blue.



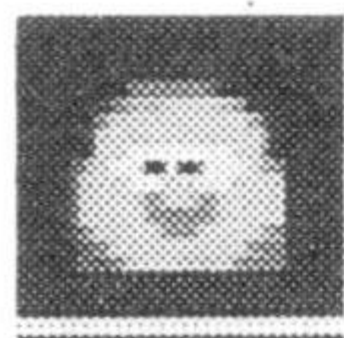
Barrier: Makes Slider invulnerable to enemies. While Slider is invulnerable, his body flashes. This weapon is lost during warps.

Bonus Items

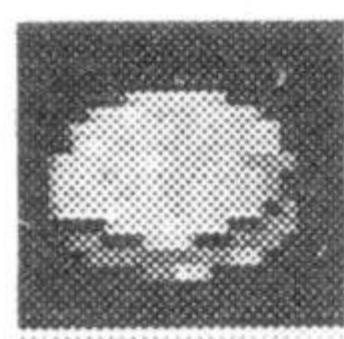


Teddy bears: Slider gets five extra lives when he collects teddy bears of all four colors. Each time he collects a

teddy bear, it is displayed in the upper left portion of the screen. If he collects a teddy bear with a color that is already displayed on screen, the teddy bear disappears from the screen.



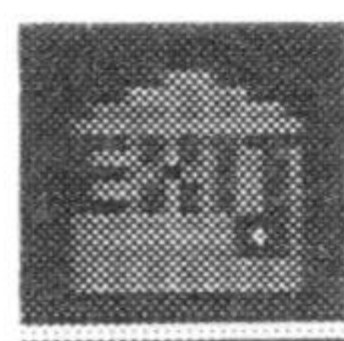
Baby Slider: Slider gets one extra life.



Hamburger: 8,000 bonus points are added to your score.



Ice cream: 3,000 bonus points are added to your score.



Door: (Stage exit) Slider jumps to the next stage.



Green sand clock: 20 extra seconds are added to the time counter.



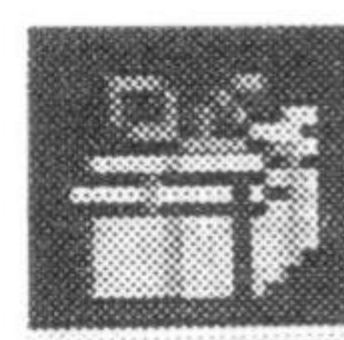
Pink sand clock: 40 extra seconds are added to the time counter.



Shoe: Slider can walk over ice tiles and arrow tiles as he would on normal tiles. A green lamp lights up when Slider is wearing shoes.



Wings: Slider moves faster.



Gift box: The contents of these boxes are a mystery. They may be filled with bonus points. However, they may also be filled with less flattering gifts like a reversal of the functions of your D-Button or the "blue curse", making Slider turn pink tiles back to blue.

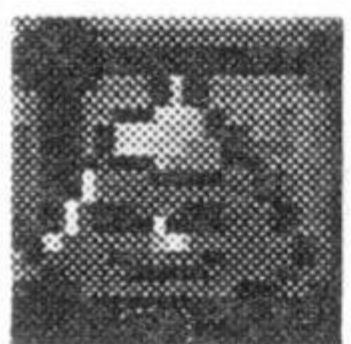
Enemies



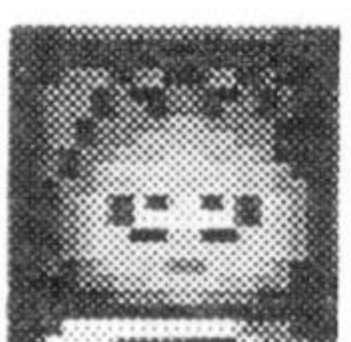
Ghost: Tries to catch up with Slider. This character is not extremely fast so it is best to shoot him as you go.



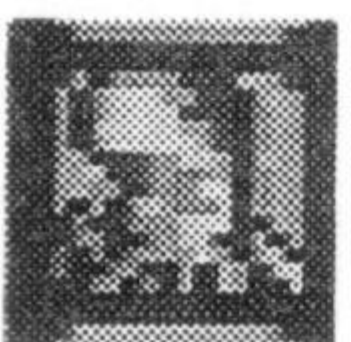
Menace: Moves randomly. He is not a big threat if you avoid him when possible.



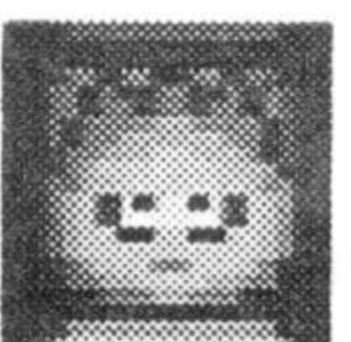
Slipster: Moves randomly around the screen and slides quickly over tiles. Beware if he appears on screen.



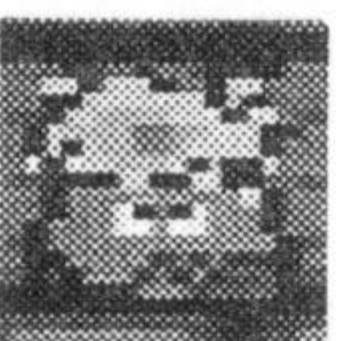
Bopper: Cannot be destroyed. It is best to stay out of his path.



Tentacles: Shoots bullets. You may need to take refuge behind walls.



Crasher: Breaks down walls. You can not rest easy just because he is behind a wall. Sometimes you may use him to your advantage to break down troublesome walls.



Painter: Paints pink tiles blue again.

Note: In some stages, any of these characters can create new blue tiles.

Helpful Hints

- Watch the items which appear in the bonus window carefully. These items will help you advance through Rozen.
- Remember which weapon Slider has so that he doesn't trade it in for a less powerful one.
- Learn the different tile features early so that you can use them to your advantage.
- Don't spend too much time chasing unnecessary bonus items. You may run out of time and lose lives.

Handling This Cartridge

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

Scorebook

[illegible]

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety 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

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we 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 Cartridge requires repairs after expiration 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 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.

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety 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.

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GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

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