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SEGA™

GAME GEAR™



STARGATE™

INSTRUCTION
MANUAL

Acclaim
entertainment, inc.

KIDS TO ADULTS



AGES 6+

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PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ 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: 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 previously 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.

STARGATE™

Ra, the vicious alien ruler of the ancient world of Abydos, has fled that oppressed mining colony in disgrace. He now hopes to reinforce his remaining slave planets while adding to his power by colonizing still more resource-rich worlds. It is his goal to conquer and enslave the universe. Ra has linked all his colonies by means of StarGates, creating a powerful network through which he is able to rule his present planets while seeking new worlds to conquer. By putting a new StarGate in place, Ra is able to colonize any planet!

It is up to Daniel Jackson to close the existing StarGates, preventing Ra from enslaving the human inhabitants of his mining colonies, and to stop Ra before he can place new StarGates. To gain access to a StarGate, Jackson must crack the code by arranging hieroglyphs to match each of several preset addresses. Daniel must close all the StarGates in order to defeat Ra and destroy his despotic reign!



TO ENTER THE STARGATE™

1. Make sure the power switch is OFF.
2. Insert the STARGATE™ Game cartridge as described in your SEGA™ GAME GEAR™ instruction manual.
3. Turn the power switch ON.

When the STARGATE™ title screen appears, press the START BUTTON.

You will then continue to the Great Hall, where you may use the UP or DOWN D-PAD to select game options:

OPTIONS



PLAY MODE

You may choose from 3 play modes (Skill, 1 Player Battle Mode and 2 Player Battle Mode) which are explained further on.

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MUSIC ON/OFF

Music On/ Off let's you choose whether or not to have music accompany your game. Use the LEFT/RIGHT D-BUTTON to toggle between ON and OFF.

DIFFICULTY

Choose between two levels of difficulty, EASY and HARD. Use the LEFT /RIGHT D-BUTTON to toggle between Easy and Hard. Press select to confirm selection.

When you have finished setting your options, or if you want to play at the default settings, press the START BUTTON. You will then see a screen featuring a map of the StarGates.

OBJECTIVE

STARGATE™ game play consists of several StarGates which must all be closed by Daniel. To close a StarGate, you must assemble the address which unlocks the StarGate. An address consists of an arrangement of 7 different hieroglyphic icons, or tiles. Completing the required number of addresses (this number varies depending on the particular StarGate) unlocks the StarGate, allowing Daniel to pass through and close it, blocking Ra from using it.

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GAME ELEMENTS

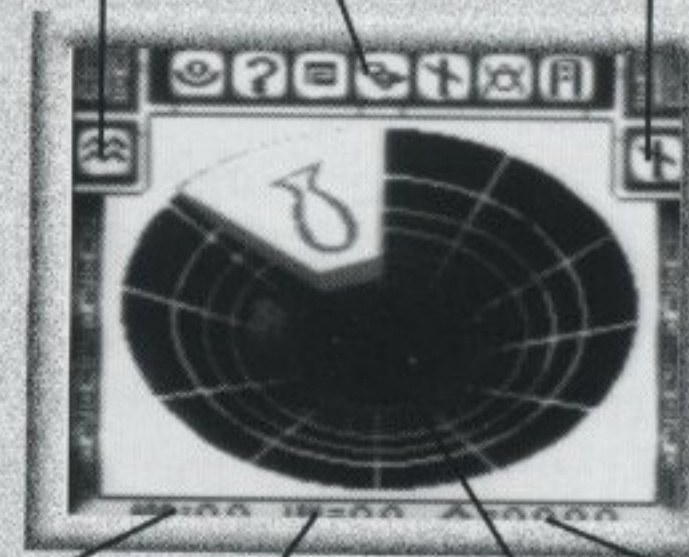
TILES

Interlocking double-sided pieces with hieroglyphic symbols on each side. Using the 2 BUTTON, tiles can be flipped back and forth to toggle which symbol faces up. Some tiles will have symbols which are not part of the address you are trying to match. Part of your strategy will be deciding where to place them in the StarGate so that they don't block your address building.

Tiles automatically appear one at a time on the cusp of the StarGate, where they begin to descend towards the bottom tier of the StarGate. The box on the left side shows the next piece which will enter into play, while the box on the right side shows the tile which will follow it. Players use the LEFT or RIGHT D-BUTTON to maneuver tiles into the desired place (tiles can be moved clockwise or counter-clockwise). Once three of a kind have been placed atop one another, this stack will fall through the StarGate, causing that symbol tile to blink and then disappear from the StarGate.

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NEXT TILE ADDRESS TILE AFTER NEXT



ADDRESS COUNTER DIFFICULTY LEVEL STARGATE™ POINTS

MOVE TILE CLOCKWISE

PAUSE



MOVE TILE COUNTER-CLOCKWISE

DROP TILE

FLIP TILE

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SPECIAL TILES



WILD CARD TILES are blank tiles which appear at random. These tiles adopt the symbol on the tile directly above or below them. They can be used to make matches of three, or to substitute for any symbol needed to complete an address horizontally or vertically. If there is no tile beneath it, a Wild Card Tile will take on the symbol of a tile placed on top of it. In Battle Mode, a Wild Card Tile will not go through to an opponent's gate.

DIGGER/ SMART BOMB TILE

Select Digger or Smart Bomb by flipping the tile as it drops.



The **DIGGER TILE** dissolves all tiles directly beneath it, up to an entire column.



SMART BOMB TILES will dissolve all tiles matching the one landed on in the STARGATE™, whether the symbol is visible or not. For example, if a Smart Bomb Tile lands on a Fish tile, all Fish tiles in the STARGATE™ will be eliminated.

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ADDRESSES

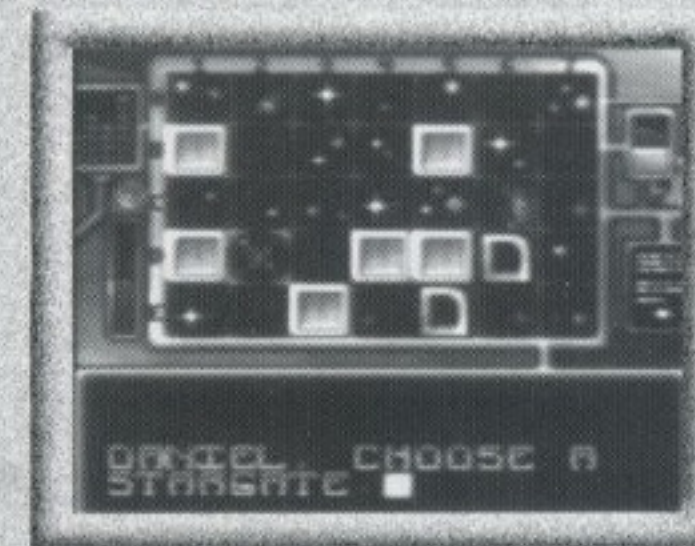
StarGate addresses can be solved using four different methods. The simplest way is to match 3 of each symbol that appears in the address by piling like tiles vertically upon one another. The address can also be solved horizontally by arranging the symbols of the address to form a circle. The order of the symbols can be either clockwise or counter-clockwise. The most difficult way to solve an address is by stacking the address symbols in the correct order in a single column. The more difficult the method is to execute, the more you gain from solving an address with it. Below is a reference chart which displays each method and the various scoring elements associated with each mode.

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SKILL LEVEL/ Address Solution Method	SKILL MODE	BATTLE MODE 1 or 2 Player
BEGINNER (Match 3 Tiles at a Time)	Holds speed at current rate for extended amount of time 200 POINTS	Wins gate and advances player to next address in multiple address gates.
INTERMEDIATE (Clockwise)	Decreases speed 750 POINTS	Wins gate and clears StarGate in multiple address gates
PRO (Counterclockwise)	Greater speed decrease 1500 POINTS	Wins gate and clears StarGate in multiple address gates. Speeds up opponent's StarGates.
EXPERT (Vertical)	Double the speed decrease of PRO method 5000 POINTS	Automatically wins gate

SKILL MODE

In this mode, you compete against yourself. There is no risk of being buried by tiles coming in from the other side of the StarGate.

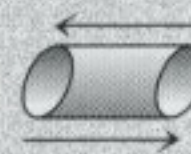


BATTLE GRID

The map screen, or Battle Grid shows the number and location of all StarGates, giving you a chance to see how many StarGates must be closed in order to win the game. After viewing the map screen, press the **START BUTTON** to begin a game.

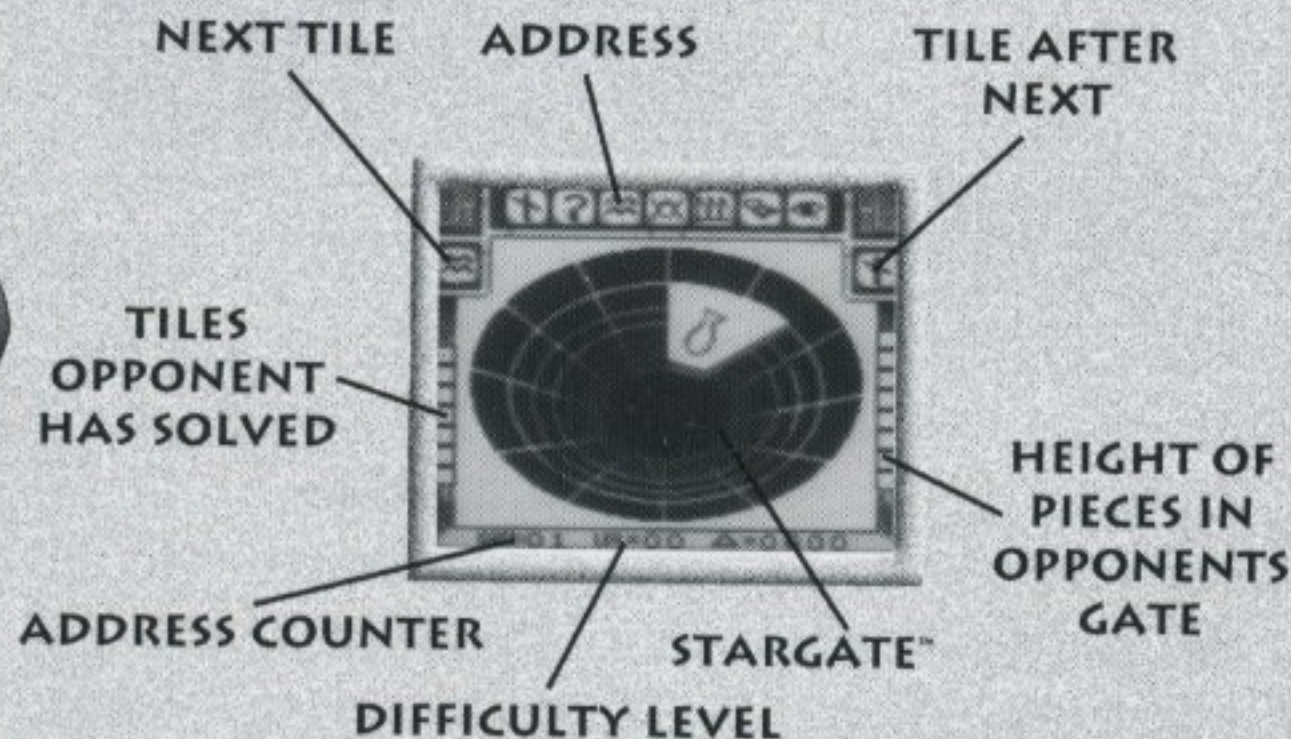
STARGATE™

A StarGate can be thought of as an open-ended gateway through which a player drops pillars of tiles. To control the StarGate, a player must assemble the gate address.



The address consists of 7 specific hieroglyphs which can be assembled clockwise, counter-clockwise or vertically. The StarGate has 8 tiers, meaning that tiles can be piled up eight deep before overflowing the gate, at which point the

gate is lost. In Battle mode, tiles which fall through your opponent's side of the StarGate come out on your side and can bury you. Likewise, you will be trying to bury your opponent, as well as trying to complete the puzzle address.



1 PLAYER BATTLE MODE

In this mode, you play as Daniel. You complete an address or bury your opponent with pillars of tiles before the same can be done to you! In addition, when you choose 1 Player Battle Mode or 2 Player Battle Mode, an entirely new challenge is introduced. This is the Battle Grid. The Battle Grid displays the locations of the StarGates owned or being contested by Daniel and Ra. Initially, Ra selects the location of the first gate that will be fought over. After this, the winner chooses the next StarGate.

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The player is then transported to the StarGate and the battle begins. If the player wins, the StarGate is marked as his. In addition, all adjacent StarGates which are owned by Ra are converted to Daniel's ownership. If the player is not successful, then the StarGate is lost to Ra, and all adjacent StarGates owned by Daniel are then converted to Ra's ownership. Up to nine StarGates can be lost or won at once, so it's important to choose your next gate carefully. In the beginning, the emphasis may be on avoiding having Ra choose a StarGate between two of yours, allowing him to claim it if he should prevail. Towards the end of a game, your concern will be trying to avoid a situation where there is a "hole", an unclaimed StarGate surrounded by your own which makes it crucial that you win that StarGate or lose nine! You will find Ra a most worthy opponent: resourceful, cunning and ruthless. You are matching wits with a superior being, so expect to be cruelly tested!

2 PLAYER BATTLE MODE

Choose this mode to play with a friend. 2 Player mode requires a Gear to Gear game link (sold separately). In 2 Player mode, you and a friend each take on the respective roles of Daniel Jackson

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and Ra, with player 1 being Jackson and player 2 as Ra. The second player links his or her Game Gear® using the Gear to Gear cable. When both players reach their title screen the Game Gear® will establish the link, automatically assigning player roles. Once the link is established, a check mark appears next to 2 Player Battle Mode on each Game Gear.

Note: If there is a one player game in progress, the link will not be established until that game has ended and the machine has cycled back to its title screen. To start a two player game immediately, turn both linked Game Gears® OFF then ON simultaneously. Should the link be severed during a two player game, both machines will reset.



Cunning and tactical skill will be your chief weapons in the struggle to master the StarGates and keep the universe free!

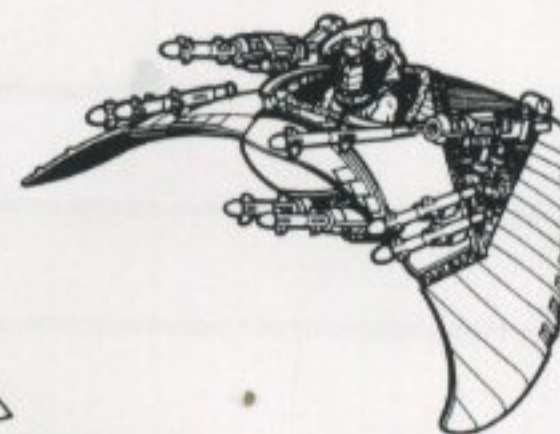
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STARGATE™

ENGAGE THE ENEMY WITH STARGATE™ ACTION FIGURES AND ACCESSORIES!



Ra™



Anubis™



Colonel O'Neil™

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Look for the **MASTADGE™** with shooting catapult launcher!

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Ages: 5 & Up Product and colors may vary. Caution: Do not aim weapons at eyes or face.
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ACCLAIM® Hotline/Consumer Service Dept. (516) 624-9300

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