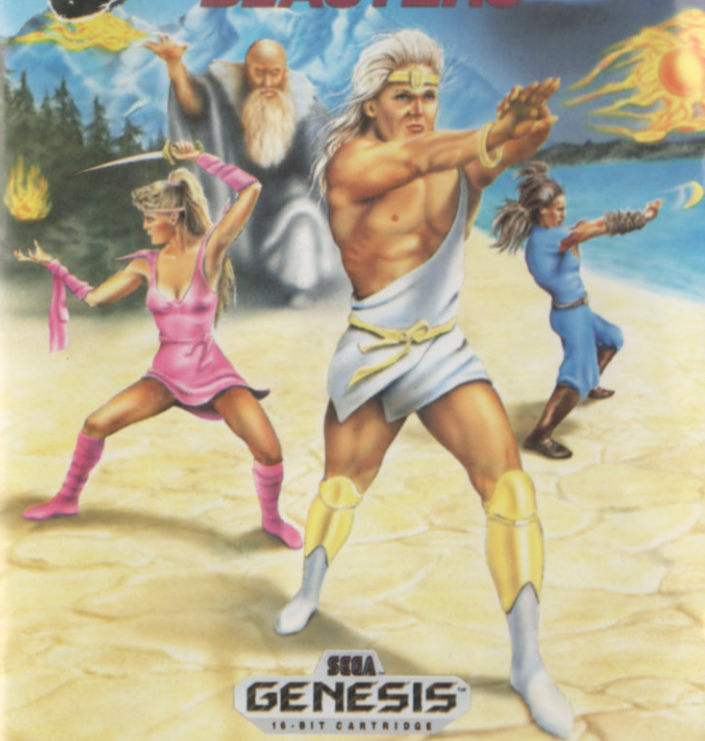


SHADOW™ BLASTERS



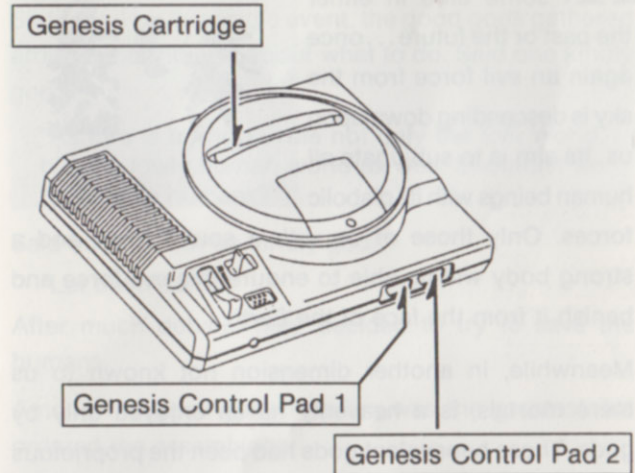
SEGA
GENESIS™
16-BIT CARTRIDGE

INSTRUCTION MANUAL

SAGE'S
CREATION™

How To Start

- 1) Make sure the power switch is OFF.
- 2) Insert the **Shadow Blasters** cartridge in the Genesis System (shown below) by following instructions in your GENESIS SYSTEM manual.
- 3) Turn the power switch ON. If nothing appears on the screen, recheck the cartridge insertion.



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

- For 1 Player: Press the Start Button on Genesis Control Pad 1.
- For 2 Players: Press the Start Button on Genesis Control Pad 2.

SHADOW BLASTERS

At some time in either the past or the future... once again an evil force from the sky is descending down upon us. Its aim is to subjugate all human beings with its diabolic



forces. Only those of us with a sound mind and a strong body will be able to endure this evil force and banish it from the face of the Earth.

Meanwhile, in another dimension not known to us mere mortals, is a heavenly haven enjoyed only by gods. These benevolent gods had been the proprietous protectors of mankind, but as time went on, our morals eroded and wickedness set in hard.

At this, the gods were terribly shocked and disconcerted, so they closed and locked the two doors of their sanctuary.



Ashura, the King of the Evil World, saw this as his golden opportunity. He sent in his minions of malice who faced no resistance in taking over the already debaucherous human race. The Earth was now under the spell of Ashura.

Saddened by this tragic event, the good gods gathered around and thought about what to do. Said one kindly god:

"Ashura is trying to rule not only the Evil World, but the lowly human world as well. Shouldn't we help these humans?"

Said another not-so-kindly god:

"Let them suffer!"

After much debate, they decided to try to save the humans.

Among the good gods Hyprion was the greatest. He ordered the assemblage:

"Choose four worthy humans on whom I will bestow my power. Through them we may save the Earth."

Suddenly, the clouds parted and with a flash of lightening Hyprion's supreme power and message were injected into the bodies of these four humans.



Introduction to the Four Warriors



I am Horatio. Since childhood days I have been training in the art of "NINJUTSU". I have already surpassed the ability of my mentor, "Hakunsai", a ninja master. My special weapon is the "Fire Dragon".

I am Tiffany. I was born in a ninja village and have been studying the art of "Ninjutsu" as far back as I can remember. Now, I am highly skilled in all the techniques of "Ninjutsu" -- even the village warriors fear me.



I am Leo. I am considered the best in Japanese fencing and have never in my life been defeated. I will continue to study the art of Japanese fencing until I reach perfection or until I am struck dead by another man's sword.



I am Marco. I am a Buddhist monk, but I'm better at fighting the forces of evil than at reciting the sutras of Buddha. I will never relent in pursuing and destroying the evils that exist in the world.

Take Control!

DIRECTIONAL BUTTON
(D BUTTON)

START BUTTON

BUTTON C

BUTTON B

BUTTON A



Basic Functions:

Below lists the controls of the Genesis Pad.

D (Directional) Button

Before play:

- * Press up or down to move selection arrow on the Start Game and Options screens.
- * Press right to left to change options on the Options screen.

During play:

- * Press right to left to make the warriors move accordingly.
- * Press down to make the warriors kneel.

Start Button

- Press to start game.
- Press to bypass opening screens.
- Press to enter selections on the Options screen.
- Press to return to the warriors selection screen. You can change warriors any time during the game.

A - Button (Attack Button)

- * press to use your weapon.
- * If you keep pressing, you will increase your explosive power.

B - Button (Jump Button)

- * press to jump up or down.

C - Button (Special Weapon Button)

- * Each warrior can use only one Special Weapon per round. It will destroy all the enemies on the screen.



Options Screen

Use the Options Screen to gear up for battle. Press the D-Button up or down to select the option you want. Then press is right to left to change the setting.

Level:

- * Choose between the game difficulty levels of normal and hard.

Sound test:

- * Choose a game sound.
- * Press the A, B, or C Button to preview the sound.

Control:

- * Choose the settings for the A, B, or C Buttons on the Control Pad.

Exit:

- * Press the Start Button to return to the Start Game Screen. Press it again to begin playing.

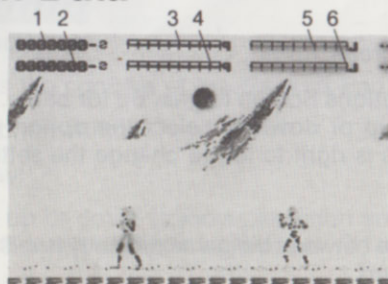
Round Select Screen

Shadow Blasters has 9 rounds. You can decide the order in which you play the first 6 rounds.

When the Round Select Screen appears, select any round with the D-Button and the push Start or A, B or C.

When you have cleared a round, the Round Select Screen appears again and you choose the next round to clear. You cannot go into a round that you have already cleared.

Screen Data



The upper row is for player 1.
The lower row is for player 2.

- 1, 2: Life gauge of warriors
- 3, 4: Player power gauge
 - * Shows you attacking ability
 - * Each time you get an item, your strength increases
- 5, 6: Score
 - * Shows your total score after each round.

Items

Sometimes defeated enemy will leave items that will increase your power and replenish your life gauge.



Red Emblem

The warrior's speed can increase a maximum of 3 times; one degree of speed per each red emblem. Therefore, don't bother trying to catch more than three.



Blue Emblem

This emblem will increase the warrior's jumping ability - one level for each blue emblem acquired.



White Emblem

This is the emblem of power. It will increase the warrior's power one degree per each of the nine white emblems.



Crimson Emblem

This item will revive the warrior's life gauge one degree.



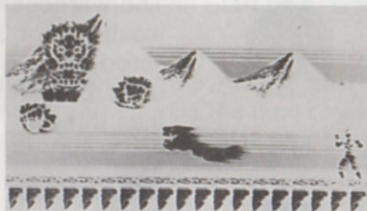
Explosive emblem

With this item the warrior's life gauge completely recovers.

Battle Sites

Mountain

Beware when crossing these hazardous rock formations, some might suddenly sink into the water. As a rock starts sinking from under your feet...jump!

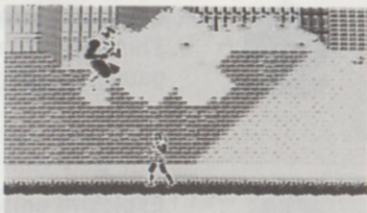


Boss Skeltar

A hulking ghostly skeleton is the boss that rules this stage. It glides back and forth as it hurls fireballs in three directions. It's not very swift so you will have a chance to attack.

Street

It looks like a typical street at first glance, but really it's hidden with holes and traps. Take your time and be wary.



Boss Brutus

This conniving boss is a tough one. If you're at a distance he'll bombard you with knives, but move closer and he'll jump you. Shoot when he lands.

Castle Garden

This stage is characterized by steep steps. Scale them up and down while fighting. Watch out for bolts of lightening and broken bridges.



Boss Kallus

The only way to defeat this chiseled behemoth is to besiege its flying head. Do not stand in one spot too long to avoid the rocks hurled from his body.

Harbor

Here you must make a perilous trek through dilapidated warehouses to get to the harbor. Be on the look out for the deadly attack of bats and spiders.

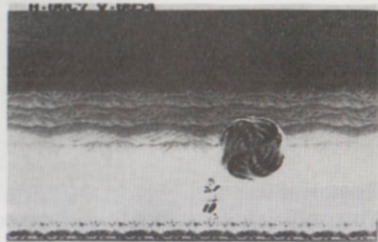


Boss Tarman

At first this boss looks like a fairly harmless blob of slime slithering its way towards you, however, when this slime stands erect it will fire flaming balls of tar at you. Your only hope is to shoot your weapons at his weak spot...his waist.

Forest

Don't get lost in the depth of this dark and dangerous forest. Deep holes and fallen branches can trip you to your end...if the enemy doesn't catch you first.

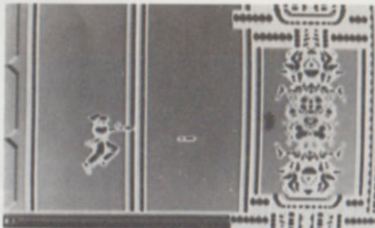


Boss Vallevo

No use to shoot while he's spinning. But when he stops, this furry mutant creature will shock you with his true appearance.

Future

It is a space base in the future. You must clear all of the lethal defense systems before you're able to reach the boss.



Boss Gyrrina

It's no use attacking when Gyrrina is surrounded by barriers, but your chance will come during those seconds when the barriers are open. Don't miss it!

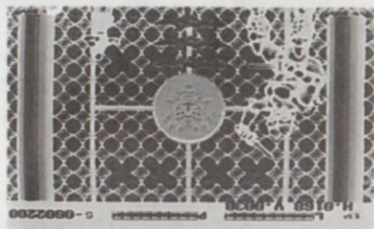
Round 7 - Wicked World

Boss Hawkus - This world looks like a desolate underground. The minions here are not weak, you have to shoot several times to defeat them. Make sure that you don't miss the items that will increase your life gauge.



Round 8 - Heavenly Sky

Boss Worton - At last a fight takes place in the heavenly sky. ASHURA, the final enemy is very near. Watch out!!



Round 9 - Space

This is the final round. It's time to face the most dangerous enemy, ASHURA. Here, instead of your 4 warriors, Hyprion himself fights against Ashura. Can he defeat Ashura and save the future of Earth?



Handling The Sega Genesis Cartridge

1. When inserting or removing the cartridge, make sure the power switch is off, otherwise you will damage your system.
2. Never hit, drop or disassemble the cartridge.
3. Avoid touching the connectors. Do not get them wet or dirty. This will damage the game.
4. The cartridge should not be stored in extreme temperatures.
5. Do not clean with benzene, paint thinner, alcohol or other such solvents.
6. We suggest that you take a 15-minute break every hour to rest your eyes. Please keep an adequate distance from the TV screen.
7. The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.

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 period, SAGE'S CREATION will repair or replace the defective cartridge or component part, at its option, free or 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 the 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 you 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 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.

Limitation on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subjected to the conditions set forth herein. In no event shall SAGE'S CREATION, INC., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this 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.

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Printed in Japan