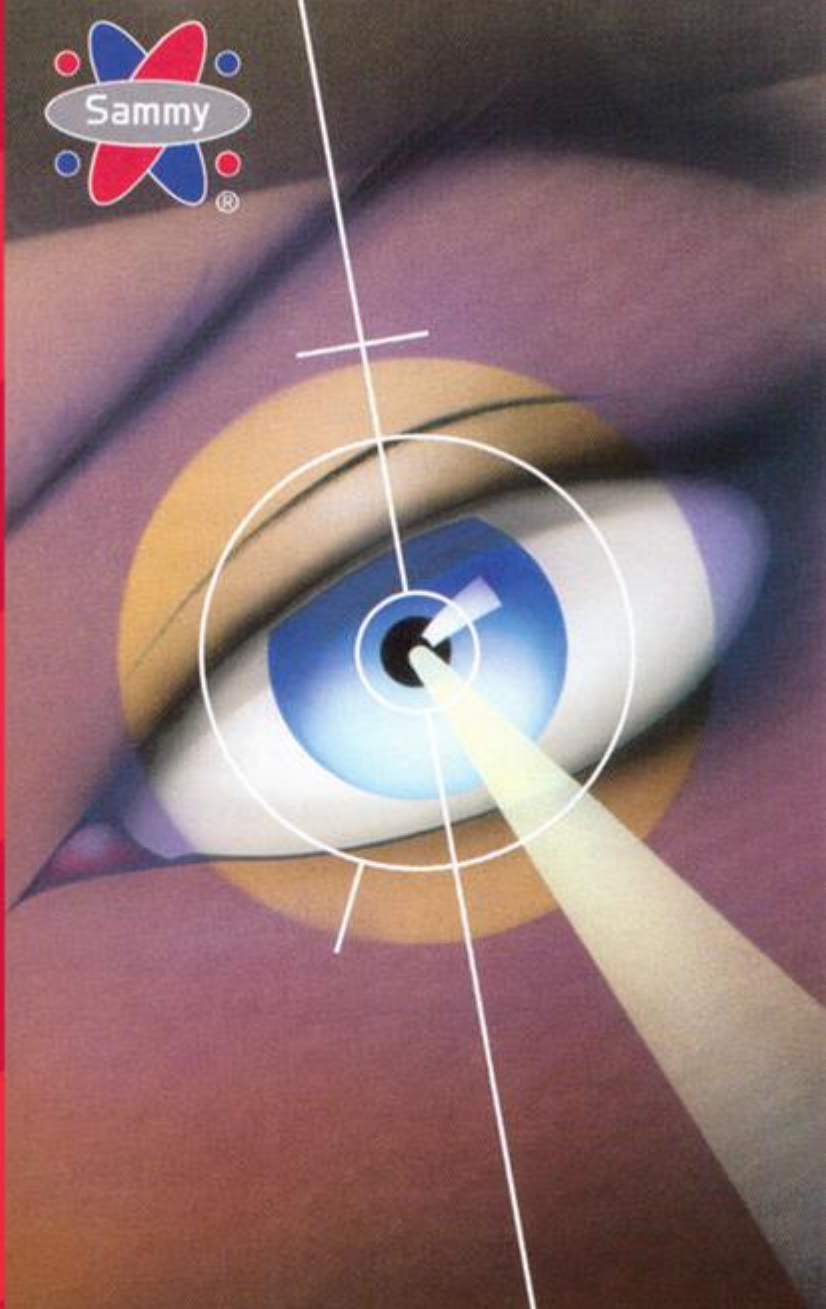


SEGA™



SEGA™
GENESIS



VIEW POINT™

INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM



**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 include 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.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ system.

Handling Your Cartridge

- ▷ The Sega Genesis Cartridge is intended for use exclusively with 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 television: 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.

Loading Instructions

- ▷ Make sure the power switch on your Genesis System is in the OFF position.
- ▷ Insert the VIEWPOINT™ Cartridge into the console as directed in your Genesis System Manual. The cartridge label should be facing towards you, and firmly inserted in the slot.
- ▷ Turn the power switch on your Genesis System to the ON position. If nothing appears on the screen, recheck insertion.

VIEW POINT™

Viewpoint™ is a shooting strategy game where the player can get lost in a world of beautiful but deadly enemies in an enchanted sea, across moving lava and into space where the final frontier must be conquered.

Your Byupo Fighter is equipped with different firebombs, homing bombs, and shock waves, but you must know when to use them! If you use them up too soon, you could face battle with no fire power... but don't despair! Watch the screen for extra bombs through the game terrain. Pick them up and your Byupo Fighter will always be ready to attack and defend.

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Starting the Game



⇒ Title Screen

Put the game cassette into the console and turn the power on. The title and demo screens will then appear on your screen. Press the start button and choose your Game Level:

Easy
Normal
Hard

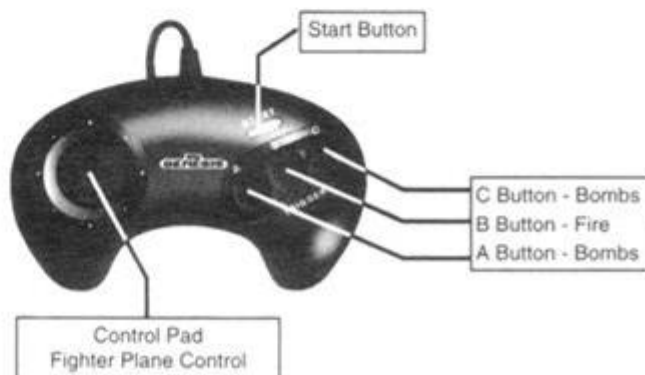
Choose how many lives: 3 or 5
Choose 1 or 2 Player Alternate Play.

⇒ Scoring

Your score and stats appear at the bottom of main screen. It will include:

- High Score
- Player Score
- Bombs
- Number of Ships

Controls



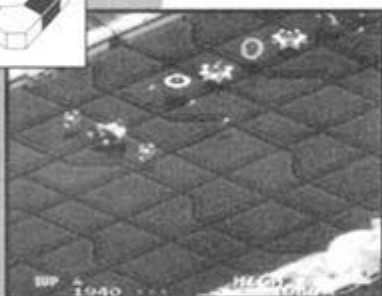
ATTACK SPECIFICATIONS

Your "Byupo" fighter is equipped with a number of special weapons and abilities. In order to successfully navigate your way through this universe, you should know all of these special features and operations thoroughly.

The "Byupo" cannot be destroyed by the side walls. This is particularly useful in avoiding enemy missiles and traps.



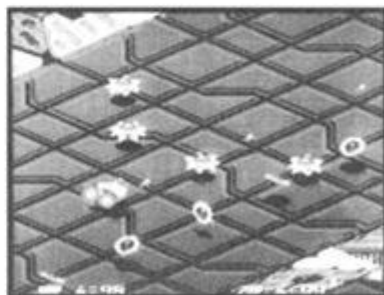
OPTION



The Option Item gives the "Byupo" extra fire power, turning the normal shot into a multiple-fire gun and tripling your fire power. This option also protects you from oncoming missiles and can be used to ram your enemies.

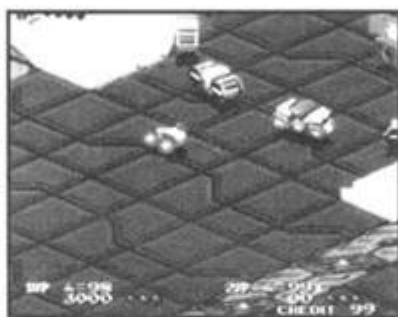
NORMAL SHOT

Your fundamental mode of attack. Press the B button to shoot single, or rapid-fire shots. Using options releases special attacks. By repeatedly pressing the B button, you can use rapid-fire shots.



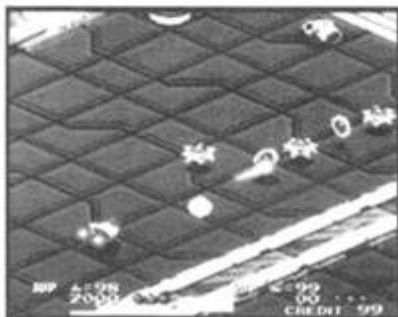
POWER WAVE

More powerful than the normal shot, you can destroy various enemies with one blast. Push the B Button down to store energy then shoot by releasing the button. Note: While you are storing your power, you cannot shoot.



●POWER LEVELS

There are 4 levels of intensity to your Power Wave. These levels are determined by the amount of time you press down the B Button. Use these levels to your best advantage when confronting the enemy.



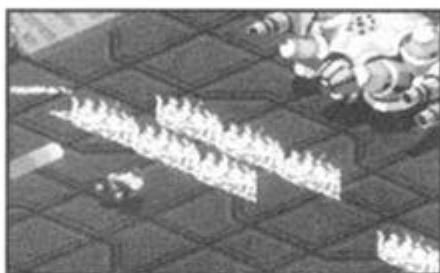
Use your Option Careful and Watch Out - Some Enemies are so strong that even full Power Can't Wipe Them Out!

BOMBING

Bombs are the quickest way to destroy your enemies. Release your bombs by pressing the A or C Button. Each bomb has its own strong point. To store bombs, you must take the items that appear on the screen. At any one time, you can only store three bombs, taking a fourth will cause you to lose the bomb on the far left side.

F

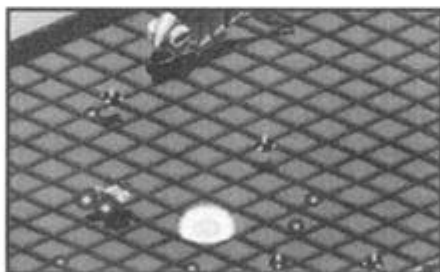
THE FIRE BOMB (RED)



Creates a wall of fire in front of your ship. Toasts anyone who touches it.

H

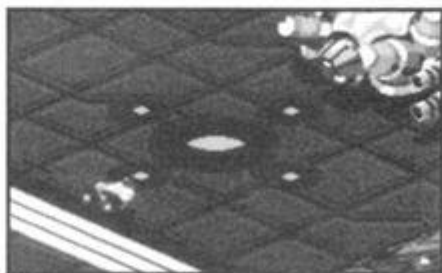
THE HOMING BOMB (GREEN)



This weapon locks onto your enemies and destroys them.

W

THE SHOCKWAVE BOMB (BLUE)



Produces a shock wave which pulverizes anyone within its range.

Watch out for a special 3 in 1 Bomb! Pick up this item and you can get a Fire Bomb, Homing Bomb and Shockwave Bomb all at once... but there is a secret to getting this item... Will you be wise enough to figure it out???

OTHER ITEMS



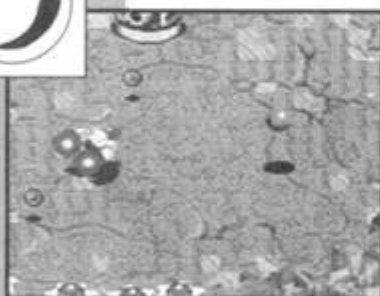
BARRIER



Protects you from enemy fire, but when hit, the barrier's power will decrease. The barrier will turn from white to yellow to red. After the fourth change, the shield will disappear.



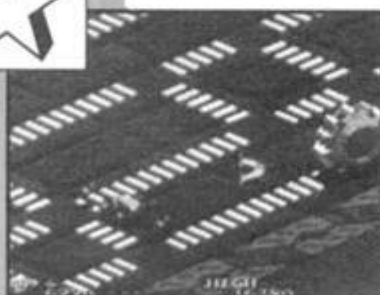
1 UP



Increases your fleet by one. Your ships also increase based on your score.



BONUS

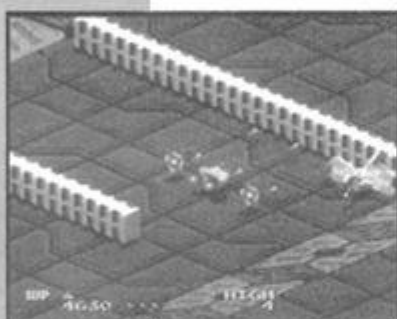


Increases your score dramatically. Take the super Sammy bonus of 81,560 points!

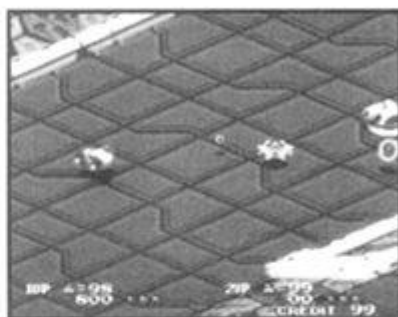
INTRODUCTION OF CHARACTERS AND STAGES

STAGE 1

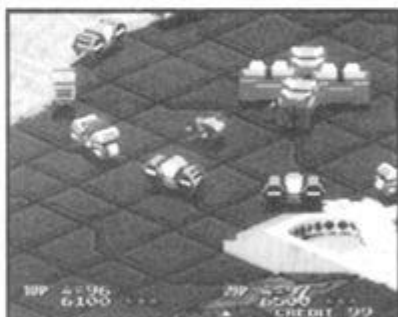
Nonstop Shocks! Dodge traps... Pound your enemies!



A dead end?!! Move to the wall and pay attention to the gates?



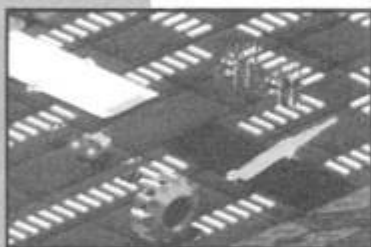
The calm before the storm. We're praying for your return.



Destroy the red block "Gabaado" then get out! If you hurry, you can destroy the "Chektar" block in the center.

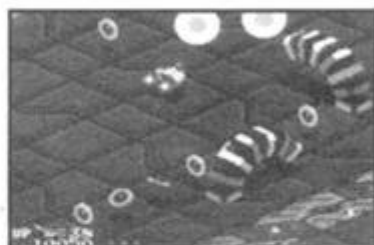


The "Soo-Rollo" fighters. One blow of the power wave should take care of them. Concentrate your energy on the "Destroyer" in the middle!



The Trap Belt. If you can't destroy the deadly gears "Ree-Chout," avoid them.

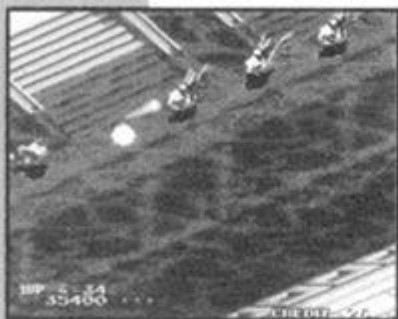
At last, the Snapping Turtle King! He spits a wave of bombs and packs lasers at both sides of his huge body. Dodge, shoot, and destroy!



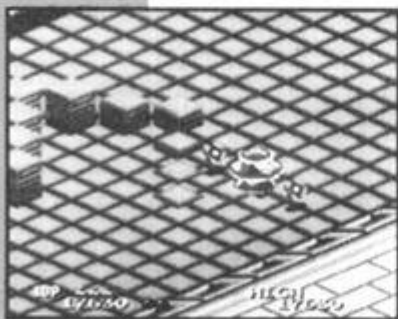
The amusing "Coyles." Don't let them fool you! Along with the cannon, "Guurohn" attack with your power wave.



STAGE 2



The underwater wonderland of Death! Don't be dazzled by the beautiful Shaachee!



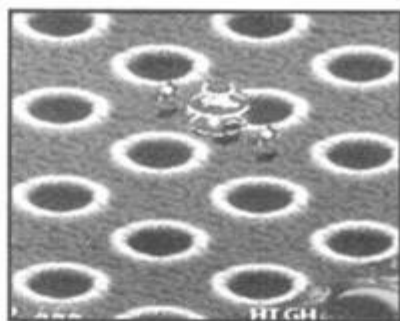
Don't get too close to the shining blocks or be bumped to bits.



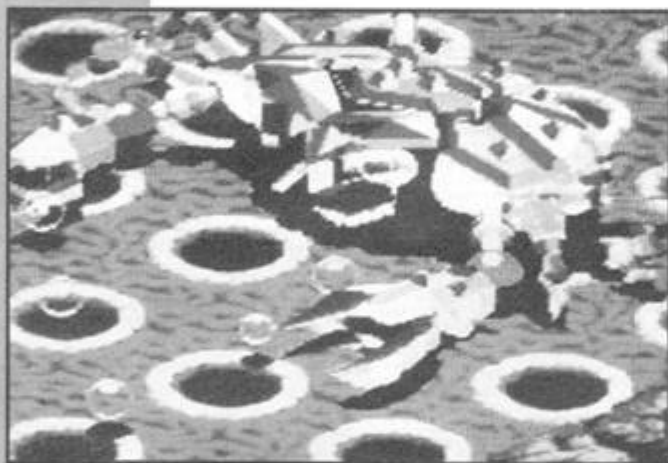
The jumping "Chappee." Use your rapid fire shot to stop these marine marauders.



Watch out for the dangerous "Gohn-Gee" who spits bombs or mines.



"Mareens Nest" Dodge the indestructible devils within.



The "Mighty Mah-Too-Bah." Watch out for his Bubble Bombs. The struggle continues even after you destroy his shell...

The next stages are beyond your wildest imagination!
Turn the page for some exciting hints!

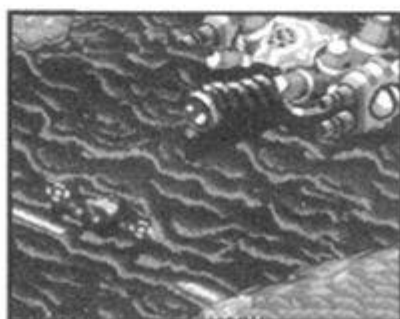
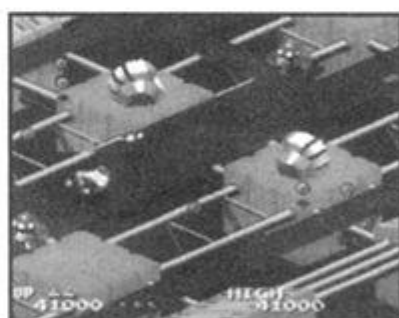
STAGE 3

**and
beyond...**

Here you will meet enemies beyond comprehension! If you know when to attack and when to save your fire power level, you may be lucky enough to get to Level 6. Once there, however, you may not get a second chance so BEWARE and be ALERT!

Want to get through the game more rapidly? Find the Warp Zones and progress more quickly... but you must be the best Byupo fighter in the fleet and know the terrain by heart to find these special warp zones.

Viewpoint™... a game where you may forget where reality ends and the game begins.



LIMITED WARRANTY

American Sammy Corporation warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to American Sammy Corporation or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability.

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