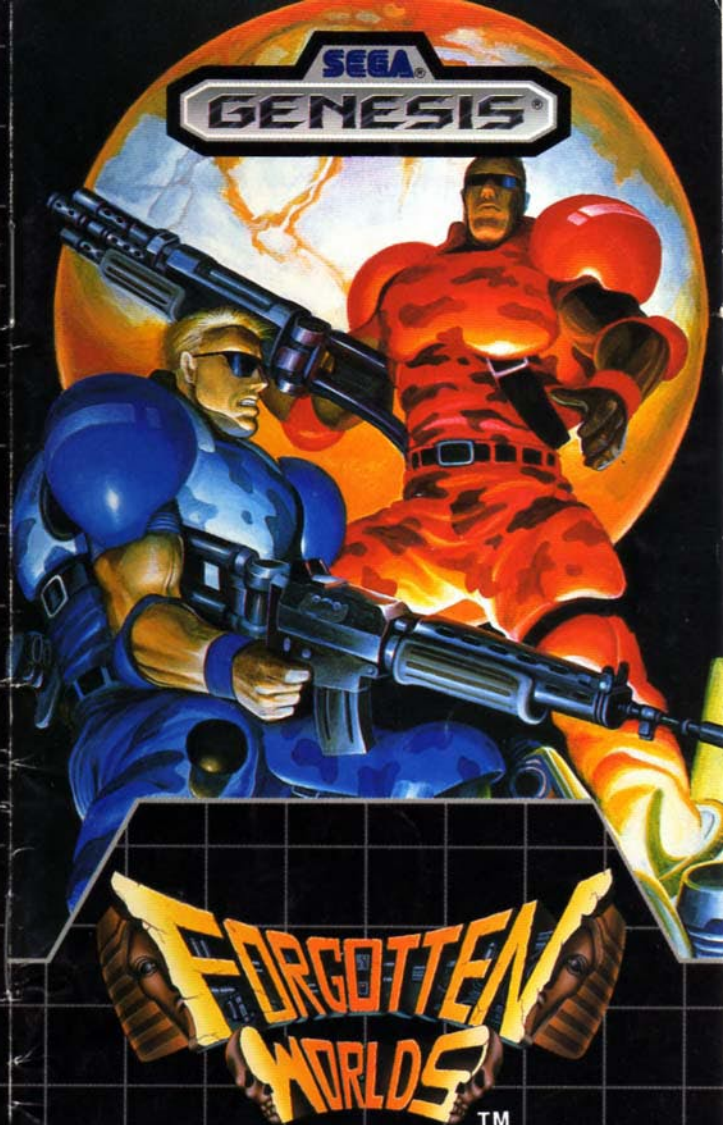


<http://www.replacementdoes.com>



©1989 Sega of America, Inc.

Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080

Printed in Japan

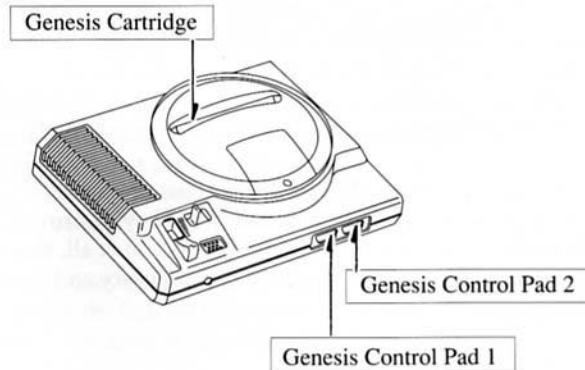
**FORGOTTEN WORLDS**™  
**INSTRUCTION MANUAL**

## Starting Up

1. Set up your Genesis System by following the instructions in your Genesis System Instruction Manual.
2. Make sure the power switch is OFF.
3. Insert the Forgotten Worlds Cartridge into the Genesis System Console (shown below). With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
4. Turn the power switch ON. If nothing appears on screen, recheck the Cartridge insertion.

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

5. For both 1 and 2 Player games, press the Start Button on Genesis Control Pad 1.



# Forgotten Worlds™

THE TIME: The 29th Century

THE PLACE: A planet somewhere in the swirling gases of space.

Ruins, destruction, wastelands. That's all there is to see, all over the planet. Signs of life? Well, there's Reptilian Thugs roaming what's left of the streets, and repulsive Zipper Worms splashing around in the harbor. But that's not what you're looking for.

Aha! You finally spot the Store, where you load up with weapons. You buy another Satellite Booster, hoist a Napalm Bomb over your shoulder, and grab a Treatment to keep up your strength. You're a Nameless One. You're powerful and quick and you never give up. You've only got one idea: **FREE THE PLANET!**

You know the history of this desolate world. In ancient times the Human Beings ruled in peace and cooperation. Sure, they had their problems — cold wars, organized crime, nuclear bombs. But their little troubles seemed like nothing when the real War happened.

Without warning space warships broke through the sky, loaded with fiendish aliens. Bombs, missiles, napalm, and fire rained down. The Human Beings weren't ready, and put up only a puny defense before surrendering!

In a few hours it was all over. The vicious predators seized the planet and made it their den. They destroyed the cities and all communication lines. Worst of all, they enslaved all Human Beings into a life of misery and humiliation.

The planet became the Dust World. The Human Beings were reduced to pitiful shreds of their former glory, living in dread of the hostile Aliens who infested their planet. But in a hidden place, a group of brave Human Beings raised two male children in secret. They brought up the young men as Warriors, training them for battle and the specialized use of lethal weapons.

The gamble paid off! The two Warriors emerged as armed machines of might, strength, and super power — the Nameless Ones.



As a Nameless One you've got to move quick, shoot fast, and show no mercy. You face vicious Aliens, repulsive monsters, and fire-belching machines. Your only rest is at the Store, where you load up with ammo and revive your strength.

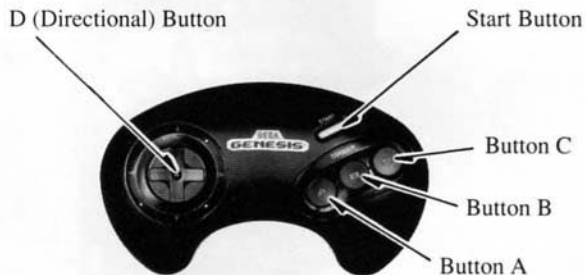
War is bad, but somebody's got to do it. You swear to destroy the hateful invaders, free the Dust Planet, and restore its ancient name: Earth!

## Take Control!

Here's how to use the Genesis Control Pad:

- For 1 Player games, plug a Control Pad into Control Port 1.
- For 2 Player games, plug a second Control Pad into Control Port 2.

## Control Pad Buttons



### D (Directional) Button

- Moves selection arrow on Start Game Screen.
- Moves Warrior and Satellite in all directions.
- Moves Marker on Shopping List in Store.

### Start Button

- Starts game.
- Enters selections on Start Game and Option Screens.
- When 2 Control Pads are plugged in, starts up Warrior 2 in a 1 Player game.
- Revives a dead Warrior in a 2 Player game.
- Pauses game. Press again to resume play.

### Button A

- Circles Warrior around to the left.
- Circles Warrior's Satellite to the left around him.

### Button B

- Fires weapons.

### Button C

- Circles Warrior around to the right.
- Circles Warrior's Satellite to the right around him.

### Button A + Button B

- Circles Warrior and Satellite to the left.

### Button C + Button B

- Circles Warrior and Satellite to the right.

### Button A, B, or C

- Buys Merchandise in the Store.

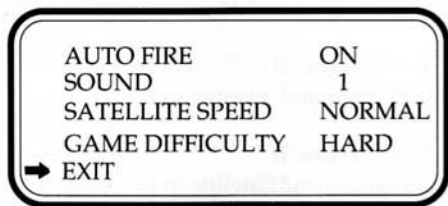
## Gear Up for Battle!

At the Title Screen, press the Start Button. On the Start Game Screen, press the Start Button again. (With 2 Control Pads, use the D Button to select a 1 or 2 Player game. Then press the Start Button.) After the demo battle, the War begins.

**NOTE:** You can play a 1 Player game with 2 Control Pads. Press the Start Button on Control Pad 2 during the game to make Warrior 2 appear and begin a 2 Player game. In a 2 Player game you can revive your dead Warrior by pressing the Start Button, as long as the other Warrior is still alive.

## Option Screen

At the Start Game Screen, use the D Button to move the arrow to Option. Press the Start Button. An Option Screen appears which you can use to change your game settings. Move the arrow up and down to select an item. Then press left and right on the D Button to change the setting.



### Auto Fire

- Choose ON to have your weapons fire automatically.
- Choose OFF to have your weapons fire only when you press Button B.

### Sound

- Choose a game sound from 0 through 40.
- Press the Start Button to preview the sound.

### Satellite Speed

- Set your Satellite's rotation speed by choosing Slow, Normal or Fast.

### Game Difficulty

- Choose Normal or Hard as your game difficulty level.

### Exit

- Press the Start Button to return to the Start Game screen.

## Pause and Resume Play

Press the Start Button during a game to pause the action. Press it again to resume play.

## Warriors vs. Aliens

As a Nameless One, you swear to win back the Dust Planet for its rightful owners, the Human Beings. Get ready to face brutal Alien fiends and risk your life in battle. Your only goal is to stay alive long enough to destroy your most powerful enemy, the War Tyrant!

Player 1 controls Warrior 1 (in blue) and Player 2 controls Warrior 2 (in red). In 2 Player battles, your shots will not injure the other Warrior.

## War!

Your Satellite is your best friend. It's always with you, following you faithfully as you twist, turn, and whirl in battle. Press Button B to fire it along with your machine gun, which you always carry. Hold down Button B for continuous fire. In the first battle, your Satellite is a V-Cannon. You can buy Boosters for it in the Store to increase its range, fire power, and destructive action. You can also exchange it for more powerful and effective weapons.

Press Button A to circle to the left, and press Button C to circle to the right. Press the D Button to move up, down, and around.

Player 1's  
Score and Zenny

Player 2's  
Score and Zenny



Player 1's Strength  
Bar and Weapons

Player 2's Strength  
Bar and Weapons

Your score for wholesale destruction appears at the top of the screen. When you finish off your enemies and their grim machines, Zenny (blue coins) drop from the ruins. Fly over the Zenny to pick them up. The amount of Zenny you have appears below your score. Your Strength Bar and special items you've bought in the last Store appear at the bottom of the screen.

### Zenny

You'll need all the Zenny you can get to buy Merchandise in the Store. The bigger the coin you pick up, the more Zenny it is worth.

Huge Coin .....	10,000 Zenny
Large Coin .....	1,000 Zenny
Regular Coin .....	500 Zenny
Tiny Coin .....	100 Zenny

### Strength

You will be hit by enemy fire. You can withstand a certain amount of injury, but if you're hit too often or run into too many obstacles, you'll die.

When injured, your Warrior's body starts flashing and his Strength Bar ebbs away. He'll revive as long as he has some Strength left. Stop at a Store to renew your Strength. You can also pick up extra Strength by flying over a POW, Drum, Windmill, and other special objects during battle.

Keep a watch on your Strength Bar, and try to avoid getting hit. If your Bar disappears, it's all over.

NOTE: In a 2 Player game, if your Warrior dies, press your Start Button to revive him and continue the battle. You can do this as long as the other Warrior is still fighting. Your score returns to 0, but you keep all the Zenny you gained so far. If both Warriors die, the War is lost!

### Mirabella's Store

Mirabella's Store miraculously appears just when you need it most! Fly into the Store so you can buy what you need to stay alive and win!





Press the D Button to move your Marker to any item in the Shopping List. A description of the item appears on your Board. Press Button A, B, or C to buy the item (if you have enough Zenny).

In the Store, Mirabella treats you with respect. If you don't have enough Zenny, you can sell your current weapon to her at half price as a trade in on a new one.

## Merchandise



**All Direction Shooter** 3,000 Zenny. Fires in 8 directions at once.



**Armor** 3,000 Zenny. Lets you take up to 3 enemy shots without losing Strength.



**Aura Stone** 30,000 Zenny. Doubles your Strength.



**Balcan Cannon** 50,000 Zenny. Your most powerful weapon.



**Booster 1** 10,000 Zenny. Increases the power of your shots.



**Booster 2** 20,000 Zenny. Doubly increases the power of your shots.



**Bound** 30,000 Zenny. Rebound shots that ricochet off obstacles to hit the enemy.



**Burner** 20,000 Zenny. A lethal flame-thrower.



**Dress** Earns you 1,000,000 points when you win the War. Available only in Temple of Dread Store.



**Flying Stone** 100 Zenny. Boosts your speed. Copper is normal speed, Silver is high speed, and Gold is ultra-high speed.



**Homing Laser** 99,900 Zenny. A lethal tracking laser that catches the enemy.



**Information** 100 Zenny. Tips on winning the next battle.



**Laser** 20,000 Zenny. A lethal light weapon.



**Life Pack** 600 Zenny (first purchase). Boosts your Strength to its maximum level. Cost doubles with every purchase. Costs for Warriors 1 and 2 are listed separately.



**Missile** 5,000 Zenny. An auto-tracking explosive.



**Napalm Bomb** 5,000 Zenny. Scorches everything it touches.



**Potion of Resurrection** 20,000 Zenny (first purchase). A powerful drink that revives you if you die. Cost doubles with every purchase. Costs for Warriors 1 and 2 are listed separately.



**Special Armor** 5,000 Zenny. Lets you take up to 5 enemy shots without losing Strength.



**Super Beam** 80,000 Zenny. Lets you survive up to 5 enemy hits without being injured.



**Super Booster** 50,000 Zenny. Boosts your shots to maximum damaging power.



**Treatment** 300 Zenny (first purchase). Restores your Strength. Cost doubles with every purchase. Costs for Warriors 1 and 2 are listed separately.



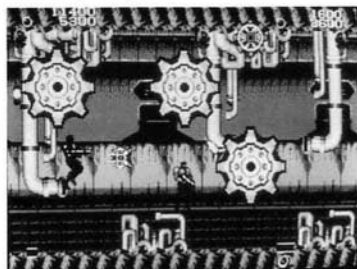
**Wide Shots** 50,000 Zenny. This excellent weapon fires large-caliber ammo.



**End** Returns you to battle. In 2 Player games, both Players must select End.

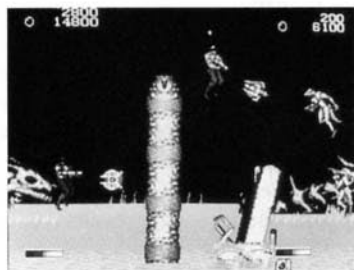
## Three Battle Worlds

### The Dust Planet



Ransacked cities. An empty metropolis besieged by terrifying machines and Reptilian Thugs hurling spears. Six-legged Spyrobots leap at you, and keep attacking even when beheaded and dismembered.

Fight your way through the tunnel to the dilapidated machinery room. Shoot at the Cogwheels for Zenny. The disgusting Paramecium, a lump of garbage brought to life by the War Tyrant, hiccups burning gases at the exit. Blast away at his blowhole to enter . . .





... the Doomed Harbor, where more Reptilian Thugs wait in ambush. Fight your way under the ruins of a once-mighty bridge. Glistening Zipper Worms attack! Pump in all the lead you want — you can't destroy them!

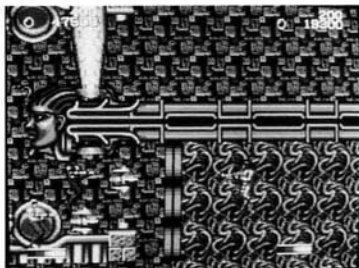
The Dust Dragon oozes in the murky waters at the harbor's end, belching flames and Thugs. Shoot at his heart if you can keep from getting hung up on those razor claws! Beyond the harbor is ...



... the Wasteland, a blighted landscape scarred by bomb craters. Scale the armored fortress to find the Iron Warlord. He can't see well, but his heavy fists can squash you like a beetle. Aim at his face and shoulders — and make him scream!

## The Pyramid of Terror

In the Stone Corridors you'll face the vicious soldiers of Rah, the Sun Czar. Glyphs attack from the air with bows and arrows. Wolf-Faces hurl fiery, deadly balls. Search the corridors for the way out while warding off Two-Faced Heads and other fiends. Glide carefully through the electromagnetic barrier — the results can be shocking!

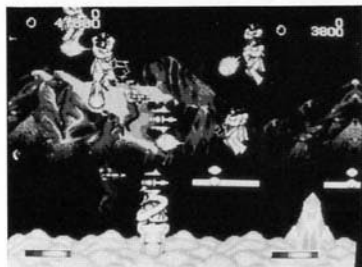


The Sphinx attacks head first! Then his body becomes a gruesome, deadly centipede with a single eye in its neck. Aim for the eye — his only vulnerable spot.

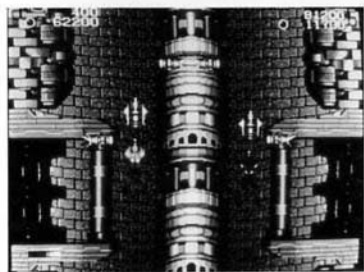


Now the War really heats up as you battle deeper into the Pyramid. If you make it to the Inner Sanctum, you'll whirl and twirl while locking wills with Ymesketit. This weird monster is made up of pieces, and you've got to blow him apart, piece by piece.

## The Cosmic World



Miasma is a cloud field, full of odd, malevolent beings. You'll get no rest as you shoot it out with the Double-Men and other alien bullies. Iceman's face is a terrifying mass of ice crystals. Burn him down!



The Tower of Dread is your last battle. You'll ascend through an endless tower, splattering foe after strange foe. Surprise the War Tyrant at the top, before he has a chance to strike. He's your most powerful enemy and his weapons are practically invincible. Fight with all your strength and savvy. Think: "Victory!"

## End of War

When you finally slay the War Tyrant you regain the Dust Planet for its rightful inhabitants, the Human Beings. At last the planet can resume its ancient name, Earth, and begin a new age of serenity and peace.

### Scoring

All Alien Fiends .....	200 points
Paramecium .....	15,000 points
Dust Dragon .....	30,000 points
Iron Warlord .....	50,000 points
Sphinx .....	60,000 points
Ymesketit .....	70,000 points
Iceman .....	80,000 points
War Tyrant .....	100,000 points

### Bonus Score

As soon as the Aliens appear in every battle, an invisible time countdown starts. Blast your way through the battle before the countdown ends to earn bonus points. (Learn how fast you need to go, since there's no clock on screen.) The faster you finish, the more points you get. Bonus points are changed into Zenny at the end of the battle.

## Survival Tips

- Learn how each enemy moves and the best way to destroy him. This will get you through battles faster and earn you more Zenny and higher scores.
- Be smart! Learn what weapons are best for which battles, then make sure you grab enough Zenny to buy them at the Store. Some weapons are more effective than others.
- Get in the habit of placing your Satellite where it'll be most effective and do the greatest damage.
- Buy information at the Store for important hints on how to win the next battle.
- Learn where POWs, Drums, and Windmills are stashed. Then get to them quickly in battle to make sure you keep your Strength up! Get in the habit of shooting and striking everything so you won't miss any important items.
- Sparks flare up when the two Warriors get close. This added electricity increases the power of your weapons.
- Revive your Warrior right away in 2 Player games by pressing your Start button. Make sure that both Warriors aren't killed at the same time and you'll be able to see the battle through to victory!

## Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

### Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this 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 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 fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

**1-800-USA-SEGA**

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 SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. 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 Sega Genesis Cartridge requires repairs after termination of the 90-day 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.

### Limitations on Warranty

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.

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.

---