

SEGA
GENESIS

Wings of Wor™

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6105

PRINTED IN JAPAN

INSTRUCTION
MANUAL



DREAMWORKS™

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INSTRUCTION MANUAL

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INSTRUCTION MANUAL

Loading Instructions/Starting Up:

- 1) Make sure the power switch is OFF.
- 2) Insert the game cartridge in the Genesis System (shown below) as described in your GENESIS SYSTEM manual.
- 3) Turn the power switch ON. If nothing appears on the screen, recheck insertion.

IMPORTANT: Always make sure that the system is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player: Press Start Button on Genesis Control Pad 1.

THE WINGS OF WOR

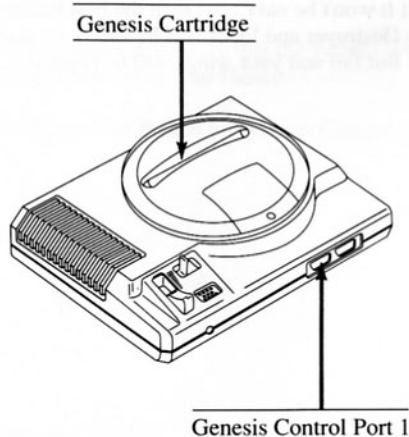
Welcome to Iccus, planet of the flying men. You are Wor, a winged battle master with the power to hurl bolts of energy and control the magical forces of nature.

Your planet has been taken over by an evil virus that has mutated into a collection of the grossest creatures ever to slime a tunnel. They are the Mutants of Iccus, led by the terrible Destroyer. Many have taken on the mutants before you...and failed. Now it's your turn. From the deepest caverns of Iccus to the belly of the beast itself, you must fly and fight for the life of your planet! It won't be easy...but then the best battles never are! Destroy the Destroyer and Iccus will be saved, its skies free once again. But fail and your wings will be clipped... forever!

OBJECT:

The object of Wings of Wor is to defeat the mutants that have taken over Iccus. In addition to a couple of hundred minor creatures... each of which can destroy you with a touch... there is a mid-round and end-of round large mutant you must beat to win the game. There are six rounds in all. If you win, Iccus is saved. Fail, and the planet is doomed to an eternity of rule by some pretty disgusting monsters!

TAKE CONTROL:



Start Button:

Starts Game. Pauses action during play.

D Button:

Moves cursor in OPTIONS menu. Moves Wor LEFT, RIGHT, UP, DOWN and DIAGONALS during play.

Button A, Button B & Button C:

Controls MAGIC SHOT, NORMAL SHOT and MAGIC SELECT depending on CONTROL OPTION from the OPTIONS MENU.

OPTIONS:

The OPTIONS menu allows you to adjust some aspects of the game to your playing style. To enter the OPTIONS menu, select "OPTIONS" with the D-Button during the title screen and press the Start Button. Make your selections by moving the cursor UP or DOWN to select, and LEFT or RIGHT to choose.

GAME LEVEL:

Allows you to select from NORMAL, HARD AND HYPER.

PLAYERS:

You can begin the game with 3, 4 or 5 players.

CONTROL:

This feature allows you to select which buttons do what:

	Button A	Button B	Button C
1.	MSE	NS	MS
2.	MSE	MS	NS
3.	NS	MSE	MS
4.	NS	MS	MSE
5.	MS	MSE	NS
6.	MS	NS	MSE
7.	MSE	NS/MS	-
8.	NS/MS	MSE	-
9.	-	MSE	NS/MS
10.	-	NS/MS	MSE

NS= Normal Shot

MS= Magical Shot

MSE= Magical Select

MUSIC TEST:

Use this feature to listen to the game music. Select a music number with the D-Button, then press Button A, B, or C to hear the music.

HI-SCORE:

Displays the current high score.

EXIT:

Brings you back to the title screen.

GETTING STARTED



After making selections from the OPTIONS menu, return to the title screen and select START. You will begin at the start of Round 1.

Make your selections from the options menu shown at right.



Magic Counter Number of Lives



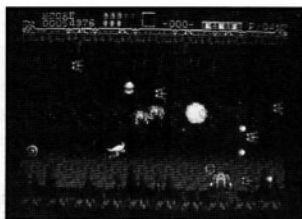
Wor

Enemies will attack you from the front and rear. You lose a life every time an enemy bullet strikes you, or when you are touched by an enemy. When the number of lives you selected from the OPTIONS menu have been used, the game is over. You then can either continue the game or begin a new game.

CONTINUE

At the end of a game, you will see the CONTINUE screen. When this screen appears, you have 10 seconds to press the Start Button. You will be taken to the beginning of the last round you played in. If you decide to play a new game, let the timer count down. You will be returned to the title screen.



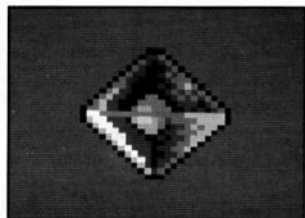


WEAPONS OF WOR:

You begin the game with a tri-shot that can kill any creature you come up against...if you shoot it enough times! However, by

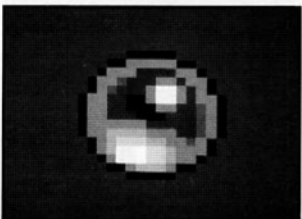
picking up certain special items, you can increase your firepower to devastating proportions.

SPECIAL ITEMS:



Blue Crystals

Special items are captured by shooting the blue crystals that often appear on the screen.

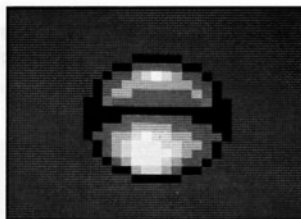


Speed Feather

Capturing the feather will increase your speed up to eight times as fast as when you begin the game. You lose your speed if you are shot down by the enemy.

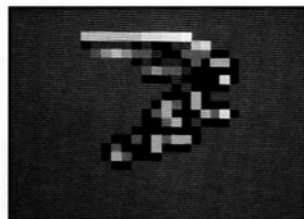
Orb of Power

Increases the power of the normal shot up to five times beginning strength.



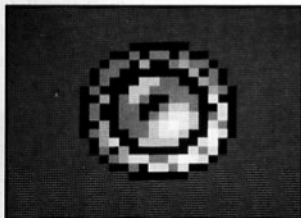
Orb of Pattern

Increases the number and width of the normal shot so you can blast a much bigger area!



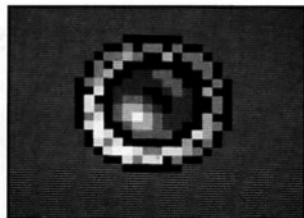
Life Up

Capture this token to give yourself an extra life!



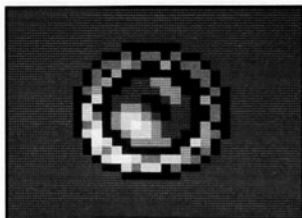
Amber Gem

Changes the normal shot pattern so you can fire front and back. Useful for defending against enemies who attack from behind.



Red Gem

Fans out the shot pattern to the front. This is the pattern you begin the game with.



Blue Gem

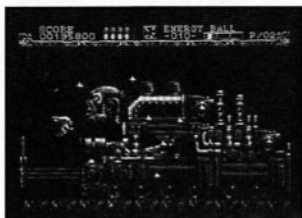
Concentrates the firing to the front, in a much wider pattern. Can be devastating to your enemies!

MAGICAL FORCES OF NATURE:

In *Wings of Wor* you can control some of the magical forces of nature, if you capture the scrolls that call them forth. The scrolls can be found in the blue crystals. Pick them up by touching them with Wor. They will be stored at the top of the screen until you use them by pressing the Magic Select Button.

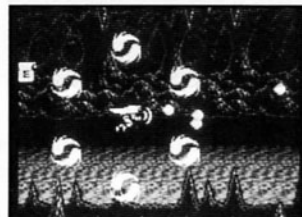
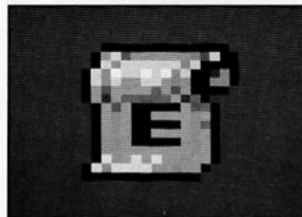
Magic can be used until the magic counter at the top of the screen reaches zero. Or you can save magic so that it will become stronger. When all three spaces in the magic counter are full, your magical strength will be at its highest level!

There are two types of scrolls, offensive magic and defensive magic.



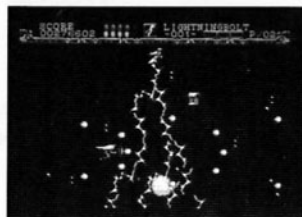
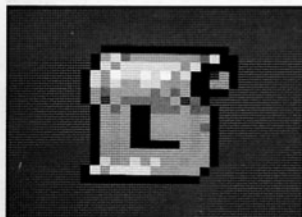
OFFENSIVE MAGIC:

Press the Magic Select Button, then the Magic Shot button to fire.



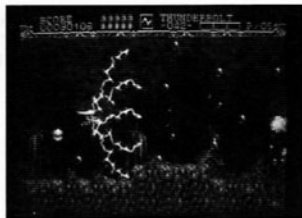
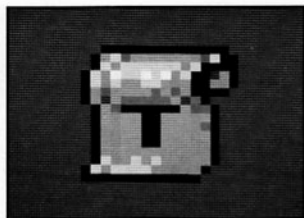
Energy Ball

Delivers flaming balls of energy to the diagonal directions. Energy balls will absorb your enemy's shots, so it can also be used as defensive magic!



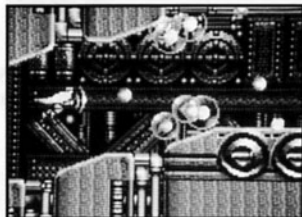
Lightning Bolt

Calls forth the spirit of lightning to rain fiery bolts on your enemies. Powerful magic!



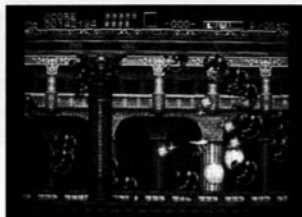
Thunder Bolt

This spell lets you shoot thunder from your body to attack all the enemies on the screen at once.



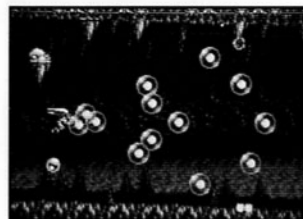
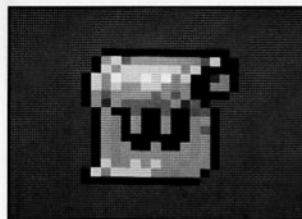
Ground Attack

Sends your magical force traveling along the ground, demolishing all enemies in its path. Good for enclosed spaces and corridors.



Magic Arrow

This magic seeks out and attacks the strongest enemy on the screen, without fail.

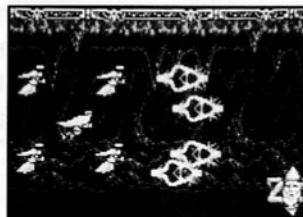
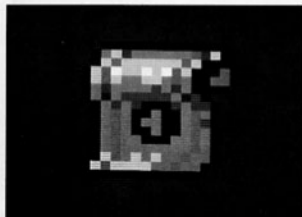


Wildfire

Shoot Wildfire and your attack will generate an expanding wall of bullets to destroy everything in your path. Awesome!

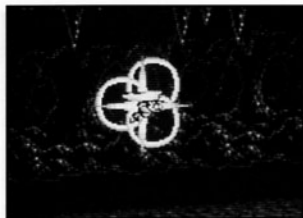
DEFENSIVE MAGIC:

Press the Magic Select Button. The magic will come forth to protect you.



Elemental

This calls forth the guardian angels to protect you from enemy attacks. Each time an attack is stopped, the magic counter decreases by one. But remember that an enemy can still get through and beat you by physical contact.



Aura Shield

Generates an impenetrable aura that shields you from all attacks! It is the perfect defense, but it only lasts a short period of time.

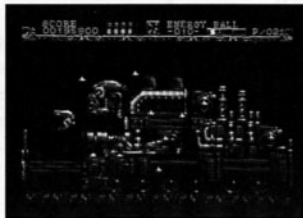
THE MUTANTS OF ICCUS:

Iccus has hundreds of mutant creatures waiting to chew you up! Here are the mid-round and end-of-round creatures that will give you the most trouble. Each has a weak spot. You will know when you hit it. The mutants flash!

Round 1:

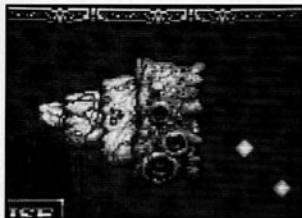


Mid-Round: Dragoon



End-Of-Round: Locomotive Breath

Round 2:

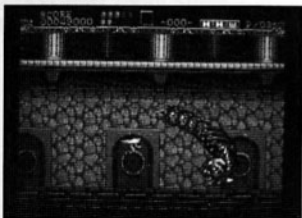


Mid-Round: Oglithan

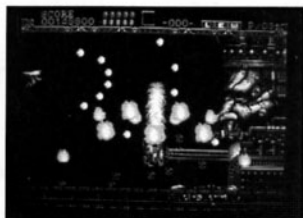


End-Of-Round: Masseboth

Round 3:



Mid-Round: Peeble

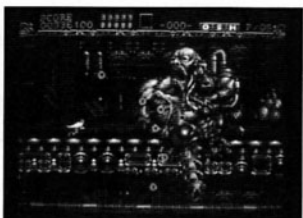


End-Of-Round: Gark

Round 4:



Mid-Round: Monotrog



End-Of-Round: Orrpus

Round 5:



Mid-Round: Slog



End-Of-Round: Perfidy

Round 6:

PREPARE FOR THE WORST!

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