

PSP



SEGA

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation® Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP® (PlayStation® Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

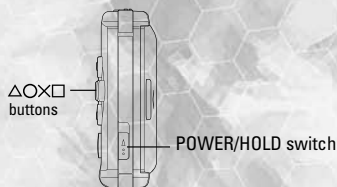
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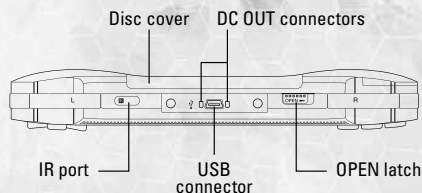


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Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. *Sega Genesis® Collection* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

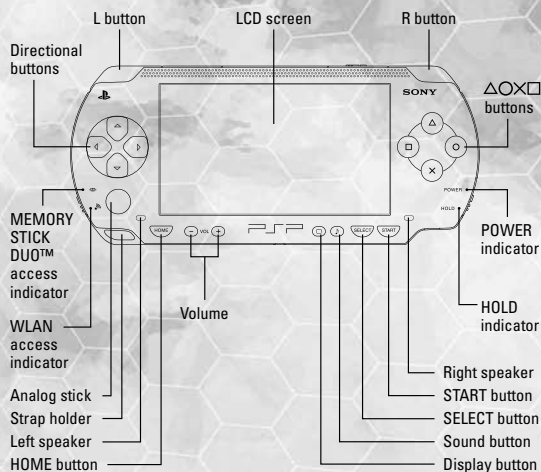
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

PSP® (PlayStation®Portable) system configuration



SAVING SCORES AND SETTINGS

Your scores and settings are automatically saved after changing settings and options, in-between games and when you return to the Game Select Screen as long as Auto Save is enabled. You can also choose to manually save your scores and progress by pressing SELECT anytime during the game and selecting Save Game Data. You are allowed three save slots total. From the Options Menu, you can manually save game settings by selecting Save Settings.

AUTO SAVE

As you progress, a message will appear on screen indicating your scores and settings are being saved. While this message is on screen, DO NOT remove the memory stick or Memory Stick Duo™ or turn off your console.

Note: You can turn the Auto Save function ON/OFF on the Options Menu.

LOADING SAVED GAME SETTINGS

Your saved game settings will automatically be loaded when you first boot up the *Sega Genesis Collection*. You can also choose to manually load saved data at the Game Select Screen by selecting Options and then choosing Load Settings.

WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc and Infrastructure Mode.

Note: *Sega Genesis Collection* supports Ad Hoc Mode. Please see the Multiplayer section of this manual for further details.

AD HOC MODE

Ad Hoc Mode is a wireless feature that allows two or more PSP® systems to communicate directly with each other.

MENU CONTROLS

Note: Use these controls to navigate *Sega Genesis Collection*'s menu and options screens.

Control	Action
Navigate menu/Highlight menu item	Analog stick or directional buttons ↑ / ↓
Select highlighted menu item	× button
Adjust / Cycle menu item	Analog stick or directional buttons ← / →
Previous screen/Return to Main Menu	○ button

GAME SELECT OPTIONS

Control	Action
Highlight game	Analog stick or directional buttons ↑ / ↓
Join WLAN game	R button

Note: Each game's controls differ depending on the game and will be displayed while your game is loading. You can view and change a game's controls by pressing SELECT anytime during the game and selecting Control Setup. For more information on setting a game's controls, see Control Setup, pg. 10.

Control	Action
Options	○ button
Extras	□ button
Museum	△ button
Play	× button

GAME SELECT SCREEN

SELECTING A GAME



Press the START button at the Title Screen to open the Game Select Screen. From this menu you will be able to scroll through the entire game

collection, select a game to play, view the Museum for each game, adjust the game's options, and check out bonus games you can unlock and play. Use the analog stick or directional buttons ↑ and ↓ to cycle through the list of games.

On the right side of the Game Select Screen you will find information regarding the number of players for each game and its release year along with the following Game Select options:

Option	Effect
R button = Join Game	Choose this to join an Ad Hoc multiplayer game being hosted by a nearby opponent. Note: For more information, see Join Game below.
○ button = Options	Choose this to open the Options Menu.
□ button = Extras	Choose this to open the Extras Menus and see what bonus games you can unlock and play.
△ button = Museum	Choose this to access the Museum of the highlighted game.
× button = Play	Choose this to load the highlighted game.

PLAY

Press the × button when you're ready to play the game highlighted in the Game Select Screen. Once the game has loaded, press the START or × button again to begin playing.

JOIN GAME

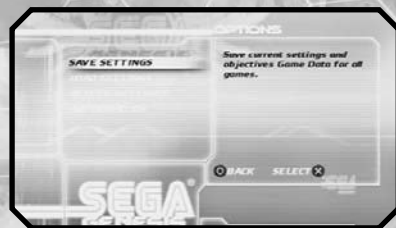
Press the R button at the Game Select Screen to open the Join Game Menu and join an Ad Hoc multiplayer game being hosted by a nearby opponent. By default, anyone running the *Sega Genesis Collection* will be hosting a multiplayer game if they have not disabled Wi-Fi via the WLAN switch.

Note: For detailed information, see Multiplayer, page 12.

OPTIONS MENU

Access the Options Menu by Pressing the ○ button from the Game Select Screen. Here, you can manually save and load settings and toggle

ON/OFF Auto Save. Use the analog stick or directional buttons ↑ and ↓ to highlight an option and press the × button to select your choice. Once selected, use the directional buttons ← and → to make the adjustment and press the × button to accept. Pressing the ○ button will return you to the previous menu. Options settings will be saved automatically upon returning to the Game Select Screen as long as the Auto Save function is enabled. If not, manually save your settings by selecting Save Settings in the Options Menu.



SAVE SETTINGS

Select Save Settings to manually save your game settings and unlocked content. You don't need to manually save your settings and scores unless the Auto Save function has been turned OFF.

LOAD SETTINGS

Select Load to manually load your game settings as well as your unlocked content.

Note: Choosing this option before saving will cause any unsaved scores and settings to be lost.

AUTO SAVE

Toggle Auto Save ON/OFF. Auto Save occurs when you exit the Options Menu, when you have unlocked bonus content, or when you achieve a high score after a game is over.

EXTRAS MENU

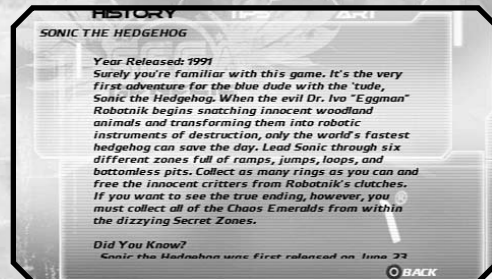
MUSEUM



Access the Extras Menu by pressing from the Game Select Screen. *Sega Genesis Collection* has five classic games as well as numerous developers interviews and trailers that can be unlocked and played in the Extras Menu. Use the analog stick or directional buttons and to cycle through the list of games and press the button to select your choice. Press to view the credits for *Sega Genesis Collection*. Pressing the button will return you to the Game Select Menu.

UNLOCK CONDITIONS

The unlock conditions for each bonus can be revealed by simply highlighting the game title, developer interview, or trailer on the EXTRAS menu.



Each game in the *Sega Genesis Collection* has its own Museum, which includes a history of the game, tips for playing, and artwork from the game. To enter the Museum of a game, highlight the game in the Game Select Screen and press the button. While in the Museum, press L or R to cycle between the History, Tips, and Art sections. Press to return to the Game Select Screen.

Option	Effect
History	Read the history and little known facts about each game. Use the analog stick or directional buttons and to scroll through the text.
Box Art	View each game's artwork and early concept sketches. Use the analog stick or directional buttons to highlight a piece of artwork and press the button to view it. Once in view mode, you can use the analog stick to zoom in and out and the directional buttons to move the art around. Press the button to toggle the Help Bar on and off. Pressing the L or R buttons will allow you to cycle through each piece of art, and the button will return you back to the previous page.
Tips	Learn handy tips and strategies that will help you master each game. Use the analog stick or directional buttons and to cycle through them.

SELECT MENU

While playing a game, press the **SELECT** button at anytime to enter the Select Menu. Here you can edit the button layout, change video size, save and

load game data, and exit the current game. Use the analog stick or directional buttons to cycle through the options and press **X** to select the option. Press **O** to exit back to the game.



RESUME GAME

Exit the Select Menu and return to gameplay.

JOIN GAME

This option will take you to the Join Game Menu and allow you to join an Ad Hoc multiplayer game hosted by a nearby opponent.

CONTROL SETUP

Select Control Setup to view the unique controls of each game and customize the button layout for the game. For two-player games, each player will have to individually access the Controller Setup option in order to change their controls. Once you are finished configuring the Controller Setup, highlight **DONE** and press **X** to save changes and exit back to the Select Menu. You can also select **Cancel** to exit back without saving changes, or restore the default button configuration by selecting **DEFAULT**.

Option	Effect
Mapping Controls	To reassign a button to a new function, use the analog stick or directional buttons to highlight the desired function, then press the button you wish to assign to the function. The button's icon will now appear next to its new function along with any buttons previously assigned to the same function. Certain buttons can also be unassigned to give them no function at all. However, you cannot alter the analog stick or directional button controls.
Rapid Fire	Certain games will have a Rapid Fire option. You can toggle this option ON/OFF by highlighting it at the bottom of Control Setup and pressing the X button. Enabling the Rapid Fire option will allow you to shoot much faster in games where there is a fire button. The Rapid Fire button will only affect the shooting or firing function of the game and will be mapped to whichever button it's been assigned.

SELECT MENU

VIDEO SETUP

Video Setup allows you to adjust your game's viewing area on your television. Use the analog stick or directional buttons **←** and **→** to select from one of three screen modes (**ORIGINAL**, **STRETCH**, **FIT**). Press the **X** button to accept and return to the Select Menu or the **O** button to cancel. The **□** button will reset the screen to the default position.

SAVE GAME DATA

Select **SAVE** to manually save your game settings, which includes button configuration, unlocked bonuses and high scores. You don't need to manually save your settings and scores unless the Auto Save function has been turned OFF.

LOAD GAME DATA

Select **Load** to manually load your game settings, which includes button configuration, unlocked bonuses and high scores.

Note: Choosing this option before saving will cause any unsaved scores and settings to be lost.

RESET GAME

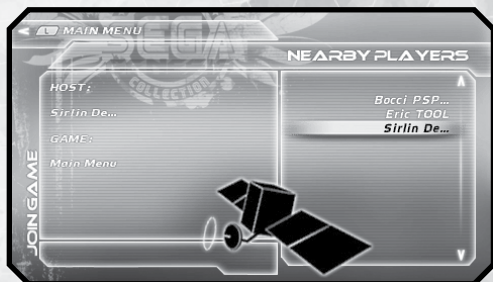
Selecting this option will reset the High Scores for the selected game back to its default High Score table. The game will also restart from its title screen.

EXIT GAME

Select this option to quit out of the game and return to the Game Select Screen.

MULTIPLAYER

MULTIPLAYER



Play cooperatively or by alternating turns wirelessly with a friend using the PSP® system's Ad Hoc Mode. To join a game in progress, press the R button at the Game Select Screen to open the Join Game Menu and join an Ad Hoc multiplayer game being hosted by a nearby opponent. By default, anyone running the *Sega Genesis Collection* will be hosting a multiplayer game if they have not disabled Wi-Fi via the WLAN switch.

Note: If the WLAN switch has been disabled, the JOIN GAME option will be grayed out and will not be selectable.

At the Join Game Menu, the Hosts List on the left side of the screen displays all hosts it detects across the Ad Hoc network, along with pertinent information about each host (the name of the game they are playing, the number of players in that game, and amount of time the host has been playing during that game or the host's current level.

Option	Effect
Navigate Host List/Highlight menu item	analog stick or directional buttons ↑ / ↓
Join game/Update list	× button
Return to Main Menu	L or ○ button

The following games offer cooperative multiplayer over the network:

- Altered Beast
- Bonanza Brothers
- Gain Ground
- Golden Axe
- Golden Axe II
- Golden Axe III

The following games offer 2-player versus mode:

- Columns
- Sonic the Hedgehog 2
- Virtua Fighter 2

The following unlockable games can be played with alternating turns over the network, or they can be played 2-player with a shared PSP® system:

- Astro Blaster
- Congo Bongo
- Eliminator
- Space Fury
- Super Zaxxon

Note: Cooperative games can be joined at any time for network play. Alternating Network games can also be joined at any time, however accepting a join request will reset the current game and start a new game in alternating mode.



ACCEPTING A JOIN GAME REQUEST FOR A COOPERATIVE GAME

When selecting a game from the Join Game list, the player who is hosting a game session will receive a message on their screen allowing them to accept the network connection. Their game will pause while this message



is displayed and they will have the choice to ACCEPT, REJECT or IGNORE your request. Use the analog stick or directional buttons to highlight your choice. Press the $\times$ button to accept your choice. Press the $\circ$ button to automatically REJECT the request.

Note: When choosing IGNORE, you will refuse the network connection from the second player. Doing so bans the second player from making further join requests. This ban is lifted when the player exits the current game to the Game Select Menu or turns off the PSP® system.

PAUSING THE GAME / CHANGING SETTINGS DURING NETWORK PLAY

If you pause the game during network play (or access the Start Game Menu), all connected players' games are paused and darkened and a message will appear in the upper-right corner of each connected players' screen notifying the other player that you are changing settings.

Note: If the other player has paused the game during network play, you can also access your Pause Menu by pressing the START button.

LOSS OF CONNECTION / DROPPING NETWORKED PLAYERS

If a network player is dropped from a game – either by choice or due to network failure – the game in progress on all PSP® systems will be paused and you can choose to continue playing the existing game without the disconnected player or reset to the Title Screen.

Note: In an alternating game, choosing CONTINUE switches the game to the two-player alternating mode, where both players' actions are controlled by the same PSP® system.



GAMES

Below is the basic information and default control configuration for each of *Sega Genesis Collection's* 28 games.

ALEX KIDD IN THE ENCHANTED CASTLE (YEAR: 1989)

Game Type: Action/Platform

Number of Players: 1

Default Controls: Jump: X

Punch: □ or ○

Information: Help Alex Kidd travel across Paperock Planet to save his father from the six-armed Ashra.

Along the way you will have to show some fancy finger work as you challenge foes to a game of Rock, Paper, Scissors.



ALTERED BEAST (YEAR: 1989)

Game Type: Action/Platform

Number of Players: 1 (2 co-op)

Default Controls: Punch: □

Kick: ○

Jump: X

Information: When Zeus, the legendary Greek God, brings you back to life, you set forth on a mission to rescue his daughter Athena from the underworld. Along the way, collect the Spirit Balls dropped by enemies to increase your strength and transform you into a variety of mythical creatures with powerful attacks.



BONANZA BROS. (YEAR: 1991)

Game Type: Action/Platform

Number of Players: 1 (2 co-op)

Default Controls: Shoot: ○ or □

Jump: X

Information: Help the infamous Bonanza Bros. thieves, Robo and Mobo, infiltrate a number of different locations ranging from banks to mansions to casinos. Along the way, they'll test each building's defenses while collecting evidence.



GAMES

COLUMNS (YEAR: 1990)

Game Type: Puzzle

Number of Players: 1 (2 vs)

Default Controls: Rotate: X

Drop: Unassigned
(Can be assigned by player)

Information: Test your hand at the ancient Phoenician game of Columns. Multi-colored gems drop from the top of the screen into a pit and it is up to you to arrange the order of the jewels as they fall into lines of three or more. Carefully plan combos and shatter multiple gems all at once for a higher score.



COMIX ZONE (YEAR: 1995)

Game Type: Action/Platform

Number of Players: 1

Default Controls: Action: □

Jump: X

Custom: ○

Item 1: △ / Item 2: L / Item 3: R

Information: With his blond ponytail and tiny shades, comic book artist Sketch Turner is as hip as they come. But all the hipness in the world won't help him when his own creations turn against him. Mortus, the main villain in Sketch's comic book comes to life after a bizarre thunderstorm, blasting the artist into his own comic book where he must fight off an army of mutant warriors.



DECAP ATTACK STARRING CHUCK D. HEAD (YEAR: 1991)

Game Type: Action/Platform

Number of Players: 1

Default Controls: Window: △

Punch: ○ or □

Jump: X

Information: The evil Max D. Cap has risen from the underworld with his army in hopes of conquering the world. It is up to you, Chuck D. Head, the zombified mummy, to stop Max D. Cap and his plan for world domination.



ECCO THE DOLPHIN (YEAR: 1993)

Game Type: Action/Adventure

Number of Players: 1

Default Controls: Sonar: ○

Dash: □

Accelerate: ✕

Information: Help Ecco the dolphin find his missing friends by exploring his vast ocean world. Use Ecco's unique sonar ability to talk to other sea creatures while exploring the ocean depths.



ECCO: THE TIDES OF TIME (YEAR: 1994)

Game Type: Action/Platform

Number of Players: 1

Default Controls: Sonar: ○

Dash: □

Accelerate: ✕

Information: Return to the ocean as Ecco in this sequel to the original classic. This time, help Ecco defeat the Vortex Queen on Earth and save the planet from destruction. Along with Ecco's classic sonar and dash abilities, Ecco can now transform into different animals while exploring certain 3D segments in the game.



ECCO JR. (YEAR: 1995)

Game Type: Action/Adventure

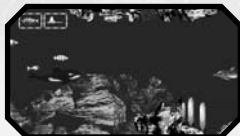
Number of Players: 1

Default Controls: Sonar: ○

Dash: □

Accelerate: ✕

Information: Go back to Ecco's youth and explore the ocean with his two friends Tara the Orca whale and Kitnee the baby dolphin in this prequel to the original classic. Help Ecco and his friends on their quest to find the legendary whale, Big Blue.



FLICKY (YEAR: 1991)

Game Type: Action/Platform

Number of Players: 1

Default Controls: Jump/Shoot: ✕

Information: Flicky the blue bird's babies are in danger! Help poor Flicky travel each stage and collect her yellow offspring while avoiding the mischievous cat, Tiger and the iguana, Iggy. Toss items at the enemy and lead the young birds to safety.



GAIN GROUND (YEAR: 1991)

Game Type: Action

Number of Players: 1 (2 co-op)

Default Controls: Primary Shot: ✕

Alt. Shot: □

Information: Maneuver your characters across a dangerous battlefield swarming with enemies. You'll start with three characters but there are 20 playable characters in the game — each with their own special weapons and speeds. Try to get as many safely across each stage as possible.



GOLDEN AXE (YEAR: 1989)

Game Type: Action

Number of Players: 1 (2 co-op)

Default Controls: Magic: △

Attack: ○ or □

Jump: ✕

Information: Take control of one of three mighty heroes: a powerful fighter, a female amazon, or a mighty dwarf in this classic action game. To defeat the evil Death Adder, fight through his hordes using your weapon and magic attacks or ride the fearsome, fire-breathing beasts to your advantage.



GOLDEN AXE II (YEAR: 1991)

Game Type: Action

Number of Players: 1 (2 co-op)

Default Controls: Magic: △
Attack: ○ or □
Jump: ×



Information: Play once again as one of the three brave heroes in order to defeat the evil Dark Guild, an ancient lord of darkness who has escaped from his prison to bring chaos to the world.

GOLDEN AXE III (YEAR: 1993)

Game Type: Action

Number of Players: 1 (2 co-op)

Default Controls: Magic: △
Attack: ○ or □
Jump: ×



Information: The Prince of Darkness arises to conquer the world and once again the three heroes must defeat this new evil. This time, you can play as two new warriors — a man-panther who has mastered the magic of fog and a hulking barbarian who can manipulate stone.

KID CHAMELEON (YEAR: 1992)

Game Type: Action/Platform

Number of Players: 1
(2 turn-based)

Default Controls: Speed: □
Jump: ×
Special: ○



Information: When a highly advanced, virtual reality game called Wild Side begins to trap kids inside the game, you must play as Kid Chameleon to save the day. Collect helmets along the way to make Kid more powerful and transform him into new forms.

PHANTASY STAR II (YEAR: 1989)

Game Type: Role-Playing

Number of Players: 1

Default Controls: Speak: □
Cancel: ○
Confirm: ×



Information: Help Rolf and his friends uncover the cause of the chaos on planet Mota in this classic RPG. Defeat vicious animals that have appeared to threaten the planet and find out what's wrong with Mother Brain, the controlling entity on Mota.

PHANTASY STAR III: GENERATIONS OF DOOM (YEAR: 1990)

Game Type: Role-Playing

Number of Players: 1

Default Controls: Speak: □
Cancel: ○
Confirm: ×



Information: You are Rhys, prince of the Orakian kingdom of Landen. When your love, Maia, is stolen by a winged dragon, you must set out on a quest across multiple planets spanning three generations to save her.

PHANTASY STAR IV: THE END OF THE MILLENNIUM (YEAR: 1994)

Game Type: Role-Playing

Number of Players: 1

Default Controls: Camp: □
Cancel: ○
Confirm: ×



Information: Once again it is up to you to save the world in the final Genesis *Phantasy Star* adventure. This time, journey to the world of Parma in the Algo Solar System and fight off an ancient evil that prepares to destroy life on the planet again.

RISTAR (YEAR: 1995)

Game Type: Action/Platform

Number of Players: 1

Default Controls: Jump: ✕

Grab: ○ or □

Information: An evil space pirate, Greedy, has corrupted the kings of Valdi System's seven planets and enslaved the people who live there. The plea for a hero is answered by Ristar who uses his amazing extendable arms and courage to save Valdi from Greedy.



SHADOW DANCER: THE SECRET OF SHINOBI (YEAR: 1990)

Game Type: Action/Platform

Number of Players: 1

Default Controls: Ninjitsu: △

Attack: ○ or □

Jump: ✕

Information: You are Joe Musashi, the original Shinobi, who must avenge the death of your former student at the hands of the Union Lizard street gang. You will fight your way through the streets of New York armed with an arsenal of shurikens, swords, Ninjutsu magic, and Yamato – your student's faithful dog.



SHINOBI III: RETURN OF THE NINJA MASTER (YEAR: 1993)

Game Type: Action/Platform

Number of Players: 1

Default Controls: Ninjitsu: △

Attack: ○ or □

Jump: ✕

Information: You are Joe Musashi, ninja master, who must return once more to defeat your old foe, Neo Zeed. This time Zeed is under the leadership of the mysterious Shadow Master.



SONIC THE HEDGEHOG (YEAR: 1991)

Game Type: Adventure/Platform

Number of Players: 1

Default Controls: Jump: ✕

Information: This is the game that launched the career of Sonic, the furry blue hedgehog with attitude. Lead Sonic through six different zones full of ramps, loops, and bottomless pits in a quest to stop the evil Dr. Ivo "Eggman" Robotnik from destroying the world.



SONIC THE HEDGEHOG 2 (YEAR: 1992)

Game Type: Adventure/Platform

Number of Players: 1 (2 vs.)

Default Controls: Jump: ✕

Spin Dash: ↓ +
Tap ✕ to rev up,
release ↓ to
dash.

Information: Dr. Robotnik is back and you can bet Sonic is not far behind. This time Sonic has a pint-sized sidekick named Tails and a new Spin Dash ability to aid him on his adventure though 11 new stages.



SUPER THUNDER BLADE (YEAR: 1988)

Game Type: Action/Flight

Number of Players: 1

Default Controls: Shoot: ✕

Information: Fly the world's most heavily armed helicopter across enemy skies and decimate their forces with your superior fire power.



SWORD OF VERMILION (YEAR: 1990)

Game Type: Role-Playing

Number of Players: 1

Default Controls: Magic: □

Cancel: ○

Confirm: ×



Information: When the kingdom of Excalabria is invaded, King Erik has no choice but to send his infant son, and future heir to the throne, into hiding. You will take control of the now grown-up prince who learns of his heritage and must now fulfill his destiny and avenge his father's death.

VECTORMAN (YEAR: 1995)

Game Type: Action/Platform

Number of Players: 1

Default Controls: Shoot: ○ or □

Jump: ×



Information: In the year 2049, mankind is forced to abandon an over-polluted Earth to seek out other planets for colonization. Play as the transforming VectorMan in order to free Earth from Warhead — a mechanized Orbot who has taken control of the other Orbots and declared himself ruler of Earth.

VECTORMAN 2 (YEAR: 1996)

Game Type: Action/Platform

Number of Players: 1

Default Controls: Shoot: ○ or □

Jump: ×



Information: You will take control of VectorMan once again. This time battling a mysterious species of mutant insects bent on destroying Earth.

VIRTUA FIGHTER 2 (YEAR: 1996)

Game Type: Fighting

Number of Players: 1 (2 vs.)

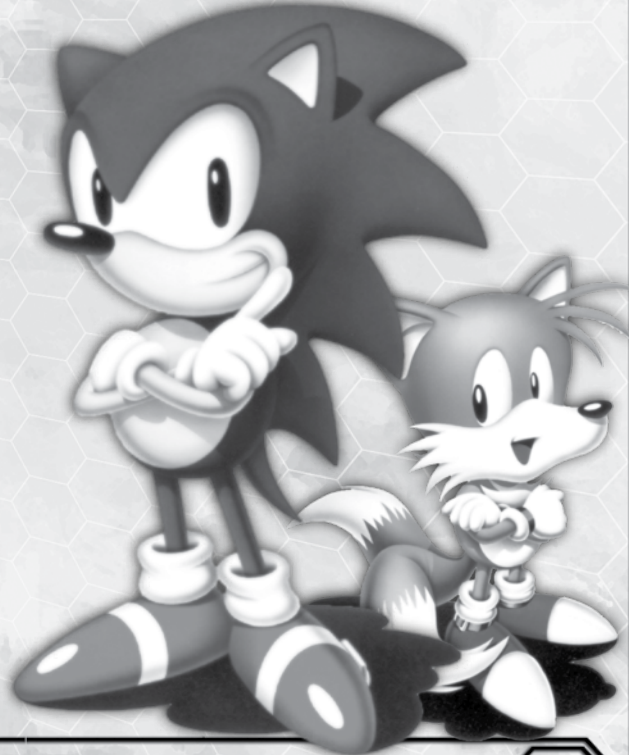
Default Controls: Defense: L or R

Punch: ×

Kick: ○ or △



Information: Control one of the eight most elite fighters in the world in this smash hit arcade fighting game. Either fight your way to the top alone or challenge your friends in 2P mode.



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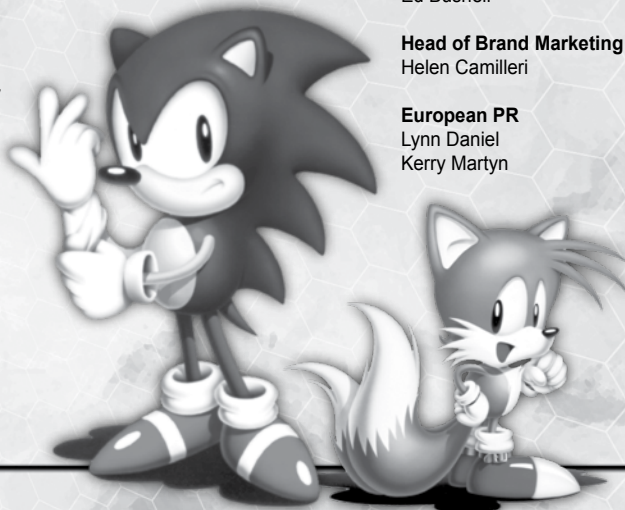
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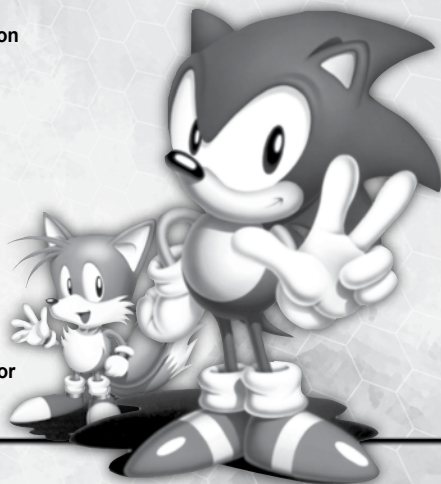
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Off Base Productions

MANUAL DESIGN

Option-Shift Design



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