

PlayStation®2



SEGA
GENESIS

COLLECTION



EmuMovies

SEGA

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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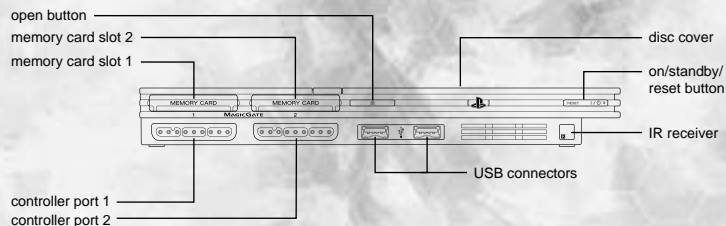
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GETTING STARTED



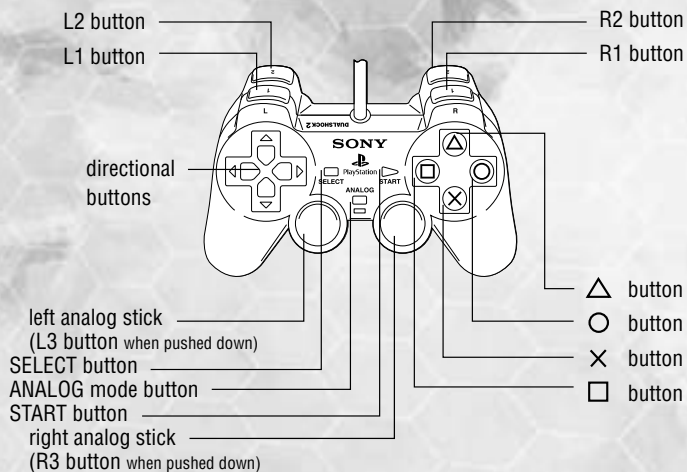
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Sega Genesis® Collection disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



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 card (8MB) (for PlayStation®2) or turn off your console.

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

LOADING SAVED GAME SETTINGS

Your saved game settings will automatically be loaded when first booting up *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.

MENU CONTROLS

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

Control	Action
Navigate menu/Highlight menu item	Left analog stick or directional buttons ↑ / ↓
Select highlighted menu item	× button
Adjust / Cycle menu item	Left analog stick or directional buttons ← / →
Previous screen/Return to Main Menu	△ button
Quick scroll through games / change pages	L1 and R1 buttons

GAME SELECT OPTIONS

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. 9.

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

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 left analog stick or directional buttons ↑ and ↓ to cycle through the list of games. You can also press the L1 and R1



buttons to quickly page up and down for quick navigation.

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
○ 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.

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 the Auto Save and Progressive Scan features. Use the left 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.

Note: 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 and 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, unlock bonus content, or when you achieved a high score after a game is over.

PROGRESSIVE SCAN

Turn ON/OFF the Progressive Scan option (for use with high-end televisions that support 480p Progressive Scan).

EXTRAS MENU



Access the Extras Menu by pressing the **□** button from the Game Select Screen. *Sega Genesis Collection* has five classic games that can be unlocked and played in the Extras Menu. Use the left 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.

MUSEUM



Each game in the *Sega Genesis Collection* has its own Museum, which includes a history of the game, tips for playing, and artwork. To enter a game's Museum, highlight the game in the Game Select Screen and press the Δ button. While in the Museum, press $L1$ or $R1$ to cycle between the History, Tips, and Art sections. Press Δ 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 \uparrow and \downarrow to scroll through the text.
Art	View each game's artwork and early concept sketches. Use the left analog stick or directional buttons to highlight a piece of artwork and press the \times button to view it. Once in view mode, you can use the left analog stick or directional buttons to move the art, press the \times button to toggle the Help Bar on and off and zoom the art in and out with the right analog stick. Pressing the $L1$ or $R1$ buttons will allow you to cycle through each piece of art, and the Δ button will return you back to the previous page.
Tips	Learn handy tips and strategies that will help you master each game. Use the left analog stick or directional buttons \leftarrow and \rightarrow 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 left analog stick or directional buttons to cycle through the options and press \times to select the option. Press Δ to exit back to the game.



finished configuring the Controller Setup, highlight DONE and press \times 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 left 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 \times 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.

RESUME GAME

Exit the Select Menu and return to gameplay.

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

SELECT MENU

VIDEO SETUP

Video Setup allows you to adjust your game's viewing area on your television. Press the \times button to accept and return to the Select Menu or the \triangle button to cancel. The \square 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.



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: ⓧ

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: ⓧ

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: ⓧ

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.



COLUMNS (YEAR: 1990)

Game Type: Puzzle

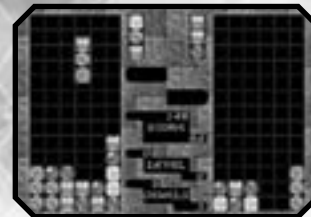
Number of Players: 1 (2 vs)

Default Controls: Rotate: ⓧ

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: ⓧ

Custom: ○

Item 1: △

Item 2: L1

Item 3: R1

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: ⓧ

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

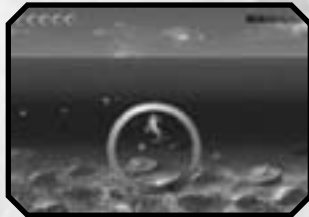
Default Controls: Sonar: ○
 Dash: □
 Accelerate: ×

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: 1992)****Game Type:** Action**Number of Players:** 1 (2 co-op)**Default Controls:** Magic: △

Attack: ○ or □

Jump: ×

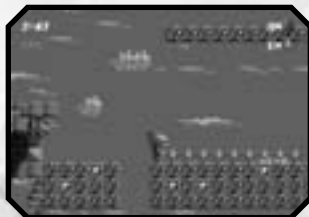
Information: The Prince of Darkness arises to conquer the world and once again the three heroes must defeat this new evil. This time, you can play as two new warriors — a man-panther who has mastered the magic of fog and a hulking barbarian who can manipulate stone.

**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 MILLENIUM****(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.



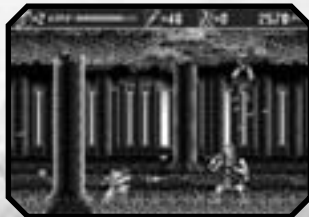
SHINOBI III: RETURN OF THE NINJA MASTER (YEAR: 1993)

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 through 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: L1 or R1

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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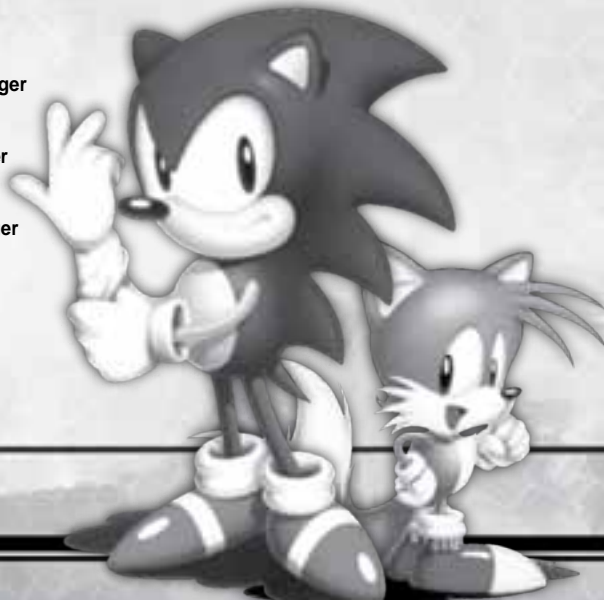
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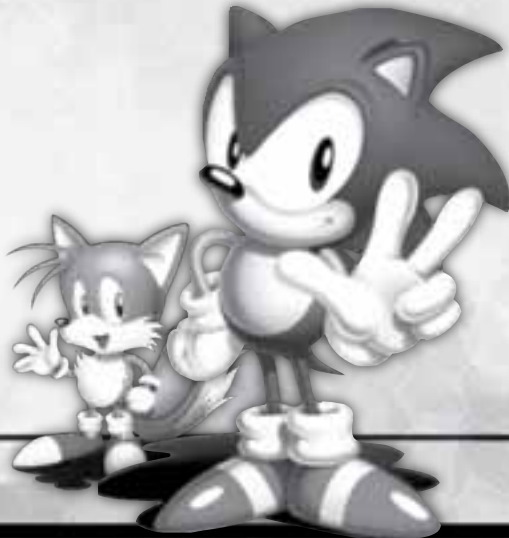
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MANUAL COPY

Off Base Productions

MANUAL DESIGN

Option-Shift Design



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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: www.sega.com/support
- E-mail: support@sega.com
- Telephone: 1-800-USA-SEGA

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