

SEGA

VECTORMAN™

GENESIS™
INSTRUCTION MANUAL



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

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 induce 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 TVS

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.

HANDLING YOUR SEGA CARTRIDGE

- ☐ The Sega Genesis cartridge is intended for use exclusively on the 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 break during extended play, to rest yourself and the Sega cartridge.

For gameplay help, call 1-415-591-PLAY

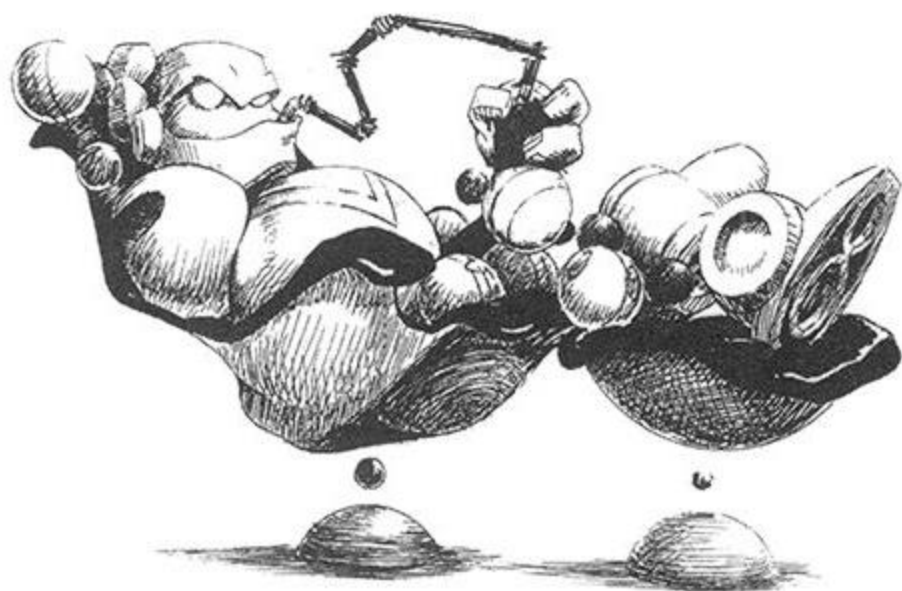
For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

For More Information, Visit Sega's Internet Sites at:
web site: <http://www.segaoa.com>
ftp site: <ftp.segaoa.com>
email: webmaster@segaoa.com
CompuServe: **GO SEGA**

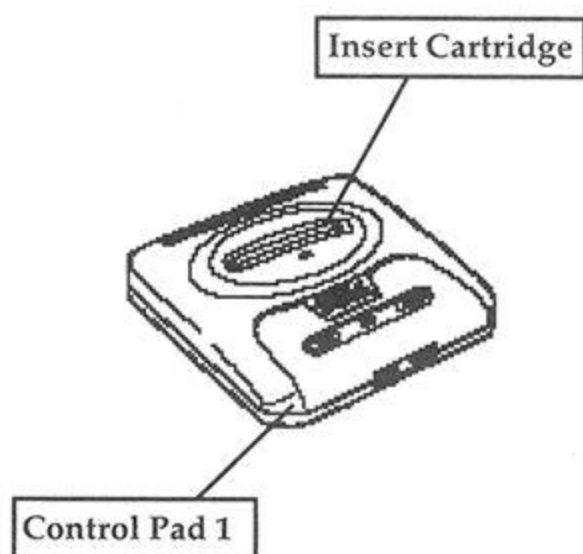
This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

CONTENTS

Setting Up	1
VectorMan Mission	2
VectorMan Controls	3
Morph Controls	4
Boss Round Controls	6
VectorMan Story	8
Options	9
Game Info	10
Power-Ups	12
Weapons	14
Morph Icons	15
Bonus Rounds	16
Evil Orbots	17
Survival Guide	20
Credits	21
Play-To-Win Rules!	22



SETTING UP



1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power is off. Then insert the *VectorMan* cartridge into the cartridge slot and press it down **firmly**.
3. Turn the power switch on. In a few moments, you'll see the Sega™ and Bluesky Software™ logos.
4. If the logos don't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on again.

Important: Always make sure the power switch is off before inserting or removing the cartridge.

VECTORMAN

Returning from a routine mission to the sun, VectorMan receives the following messages:

To: vectorman@skygames.com (VectorMan)
From: refus@cleanup.orb (Refus Q. Orbot)
Subject: Warhead!
Priority: urgent

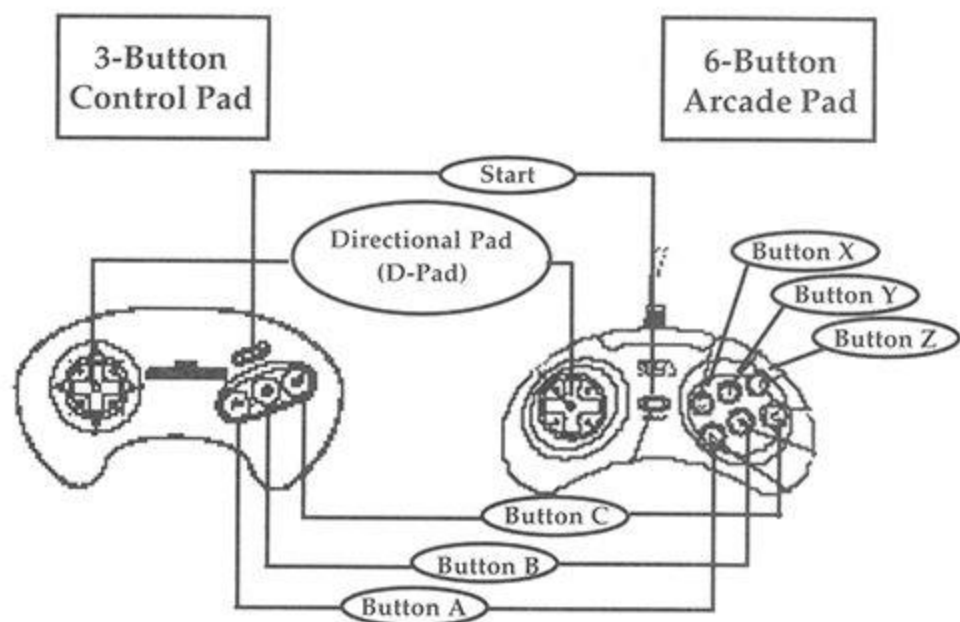
Help us! We are being reprogrammed to
ambush the humans when they return.
You're the only one who <:-o %*-
&^%\$*%42-#(!2_3684^%# |-(...

From: Warhead.@worldlinkcenter.com (warhead)
Subject: Routine maintenance
Priority: evil

Report at once to the Worldlink Center
for reprogramming.

WarHead

CONTROLS



VECTORMAN

Our hero in his humanoid form.

- D-Pad Up: Look Up
- D-Pad Down: Crouch
- D-Pad Left: Run Left
- D-Pad Right: Run Right
- A, B: Shoot
- C: Jump
- Start: Pause

Special Moves

- You can shoot while running.
- Hit the jump button in the air to boot-blast even higher than a regular jump.
- If you have the rapid-fire gun, hold the shoot button down to let loose a stream of bullets.

CONTROLS

Morphs

DRILL

- D-Pad Left: Slide Left
 - D-Pad Right: Slide Right
- Some floors can be drilled through. Just move on top of them as the drill and they'll explode!



BOMB

- D-Pad Left: Roll Left
- D-Pad Right: Roll Right
- Shoot Buttons: Trigger

When the form times out or you trigger the bomb, our hero detonates in a huge explosion (don't worry — he gets better). Some walls, floors, and ceilings can be knocked out of its way.



BUGGY

- D-Pad Left: Drive Left
- D-Pad Right: Drive Right

Drive around the level as the dune buggy, bursting through walls.



JET

- D-Pad Left: Fly Left
- D-Pad Right: Fly Right
- D-Pad Up: Fly Up
- D-Pad Down: Fly Down



When VectorMan is a jet, he can fly anywhere, and contact with enemy orbots destroys them! Use the jet morph to access secret areas that are impossible to reach any other way.



MISSILE

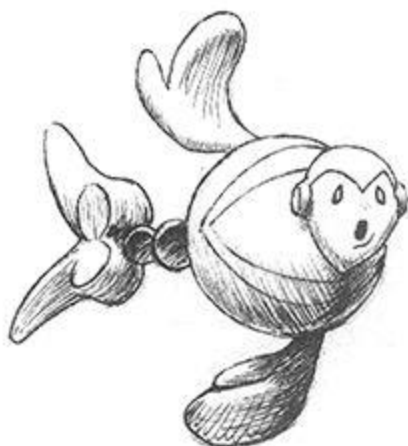
- D-Pad Left: Fly Left
- D-Pad Right: Fly Right

When VectorMan is a missile, he can smash through ceilings and reach new areas of a level.

FISH

- D-Pad Left: Swim Left
- D-Pad Right: Swim Right
- D-Pad Up: Swim Up
- D-Pad Down: Swim Down

The fish morph allows our hero to swim quickly under water and to defeat enemy orbots by ramming them.



CONTROLS

Parachute

- D-Pad Left: Float Left
- D-Pad Right: Float Right

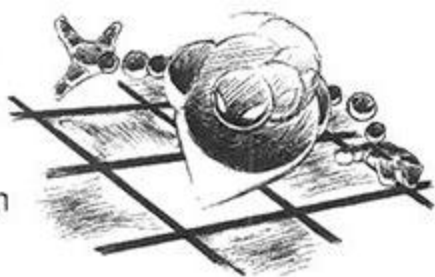
VectorMan can slowly drift to Earth as this powerup, allowing much more maneuverability in the air.



Boss Rounds

Dancin' Fool

- D-Pad Left: Dance Left
- D-Pad Right: Dance Right
- D-Pad Up: Dance Up
- D-Pad Down: Dance Down
- A,B: Shoot

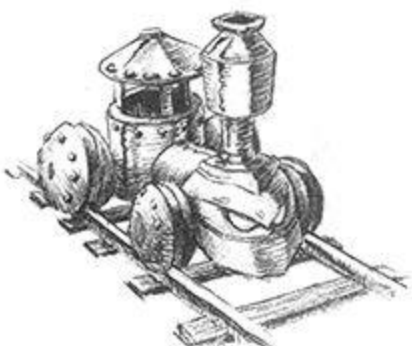


When confronting WarHead in the Disco, VectorMan becomes a dancin' fool. Bounce off the enemy tops and shoot the evil villain through the spinning door. Watch out for the electrical charges that WarHead fires at you!

Train

- D-Pad Up: Move Up
- D-Pad Down: Move Down
- A, B: Shoot
- C: Jump

When battling WarHead on the levitating tracks, our hero morphs into a train. Try to shoot WarHead's grasping hands, but don't let them grab you!

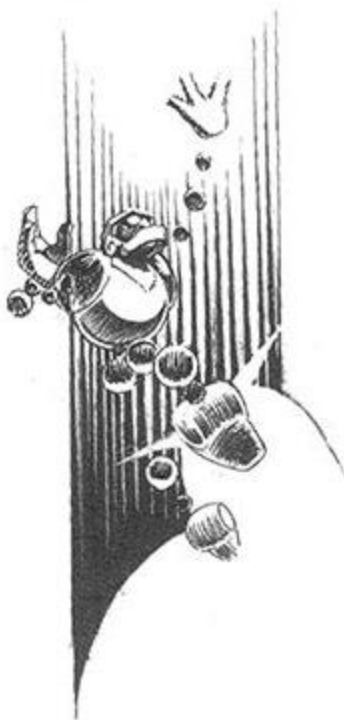
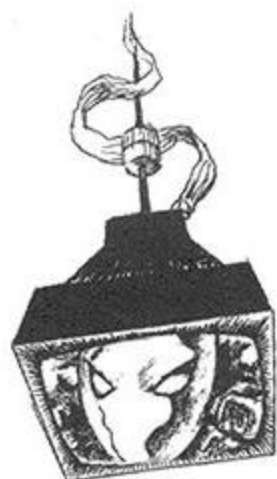


Cricket

- D-Pad Left: Hop Left
- D-Pad Right: Hop Right
- D-Pad Up: Hop Up
- D-Pad Down: Hop Down
- A, B: Shoot



VectorMan takes on WarHead in the form of a cricket on the rolling mat. Hop around, and try to line up a shot at the villain's huge hands, but don't let the hands squish you.

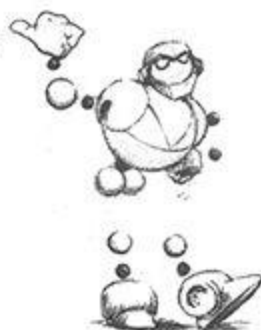


VECTORMAN!

The future of the human race looks hopeless when maintenance drones accidentally replace the orbot leader's head with a salvaged atomic bomb. All the orbots on Earth are immediately ordered, via television receivers, to stop cleaning up the planet and to start manufacturing weapons for an impending ambush of the returning humans. Only one orbot, a sludge barge pilot who was out of communications range, is unaffected by the evil takeover. You are that pilot: VectorMan! The only hope of the entire human race is for you to destroy the villainous WarHead: you must seek him out by following a trail of television receivers around the Earth, and then confront him in a battle that will decide the fate of humanity, and of the planet Earth itself!

OPTIONS

- D-Pad Up: Move Cursor Up
- D-Pad Down: Move Cursor Down
- D-Pad Left: Change Selection
- D-Pad Right: Change Selection
- Start: Exit to Title Screen
- A, B, C: * Trigger Sound Test
 - * Trigger Music Test
 - * Information Screen



From the Title screen, you can Select OPTIONS to configure the game.

SOUND: Turn sound effects on and off. Do this if you can't take the excitement of loud explosions.

MUSIC: Turn game tunes on and off. This is useful if you have lame taste in music.

DIFFICULTY: Pick the one you can deal with: LAME (it's hard enough for most people), WICKED (you won't survive), and INSANE (no one comes out alive).

MUSIC TEST: Listen to all the cool tunes. Hey, it even works when MUSIC is disabled.

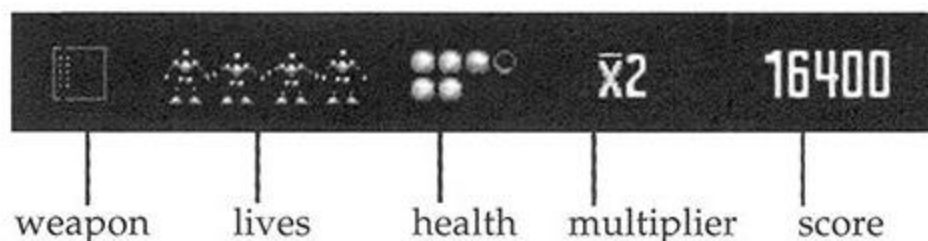
SOUND TEST: Hear orbots die in agony! Thrill to VectorMan's voice! Try to figure out what #25 is!

BUTTONS: If you prefer a different button set-up, you can change it here.

INFORMATION: Trigger this option to take a gander at all the goodies in the game.

STATUS AREA

VectorMan's vital statistics are shown at the bottom of the screen at all times during gameplay:



Current Weapon: VectorMan can use six different weapons (see Weapons) throughout the game. This icon shows which weapon is currently active. It flashes when there is only a little ammunition left.

Lives: The dancing VectorMen icons show how many lives are held in reserve.

Health: VectorMan can take several hits before he loses a life. The filled-in balls represent the number of hits he can take. The empty balls represent the number of times he's been hit. Empty balls can be filled in by grabbing a health point power-up. The total number of health points can be increased by grabbing a Max Health power-up. See the section on Power-Ups for more info.

Time Remaining:

VectorMan has a limited amount of time to finish each level. This indicator shows how much time is left.

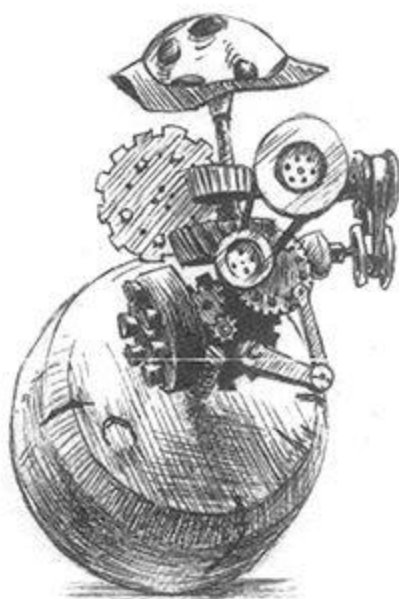
Multiplier:

By picking up power-ups, VectorMan can have a 2x, 3x, 5x, or even 10x multiplier. Each score earned while a multiplier is showing is multiplied by that number. Also, each health power-up you get fills in 2, 3, 5, or 10 health balls, and each 1-Up you get gives you that number of lives. Multipliers only last a short time, so rack up the points while you can.

Score:

You accumulate score by picking up photons (see Power-Ups) and by destroying enemy orbots. When you reach a certain score, you earn an extra life. The score needed depends on difficulty level (see Options):

Lame	10,000 Points
Wicked	20,000 Points
Insane	40,000 Points



POWER-UPS

The television receivers scattered throughout the Earth contain many different items that VectorMan can use in his fight against the evil orbots. Also, when enemies are destroyed, they occasionally drop an item that can be picked up.

x2

Multipliers:

x3

When VectorMan picks up a multiplier, all scores earned, health power-ups, and 1-Ups are multiplied by 2, 3, 5, or 10. 2x and 3x multipliers can appear when orbots are destroyed, but 5x and 10x multipliers can only be found in televisions. Multipliers only last a short time, so plan your strategy carefully.

x5

x10

Health Point:



A Health Point fills in a ball on the health indicator (see Status Area), up to the maximum number of health balls.



Full Health:

A Full Health power-up fills in all the balls on the health indicator.



Max Health:

A Max Health power-up increases the number of health points that VectorMan has. It can only be found in a television.



1-Up:

A 1-Up gives VectorMan an extra life.



Milestone

The milestone power-up enables VectorMan to restart the level wherever the milestone was touched.



Extra Time

Picking up the Extra Time icon adds two minutes to the level timer.



Television Receiver

Destroying a television earns VectorMan a PowerUp, Weapon, or Morph Icon.



Photon

Photons are pulsating energy sources that are spread out through all the levels. Picking up photons earns points.

WEAPONS

Weapon icons replace VectorMan's current weapon with a new one, but each new weapon has a limited amount of ammunition. When ammo is out, VectorMan gets the standard ball gun back.



Rapid Fire:

The rapid fire gun shoots a stream of bullets which ricochets off walls. Hold down the shoot button to repeatedly fire bullets.



Wave:

The wave gun fires a cone of energy. It's useful for destroying enemies who aren't in the direct line of sight, and it even goes through walls.



Bolo:

The bolo gun shoots a big rotating energy ball which travels through enemy orbots.



Orb:

The orb can only be used once each time you pick up an orb icon, but it destroys all the nearby orbots in a huge explosion.



Nucleus Shield:

The nucleus shield rotates around VectorMan, protecting him from harm. After a short period of time, the shield goes away automatically, leaving our hero with the standard ball gun.

MORPH ICONS

When VectorMan picks up a morph powerup, he immediately transforms into a new shape. Check out the Controls section of the manual to learn how to control the various shapes. Many times, when VectorMan is in a new shape, he has access to parts of the level that he wouldn't be able to reach in human form.



Drill: The drill is useful for breaking through floors.



Bomb: When the bomb detonates, floors, walls, and ceilings can be destroyed by the explosion.



Jet: As the jet, VectorMan can fly much higher than he could ever jump.



Fish: As the fish, VectorMan can swim through water much faster than he can run.



Missile: The missile form can break through ceilings.



Parachute: The 'chute makes VectorMan drift slowly down, so he has much more maneuverability than normal.



Buggy: VectorMan can use the Dune Buggy form as a battering ram to burst through walls.

BONUS ROUNDS



Satellite Dish

Destroying a satellite dish earns access to the Bonus Round, where VectorMan can rack up extra points. Satellite dishes are all protected by an impenetrable energy shield that can only be disabled by destroying the Satellite Shield Generator.



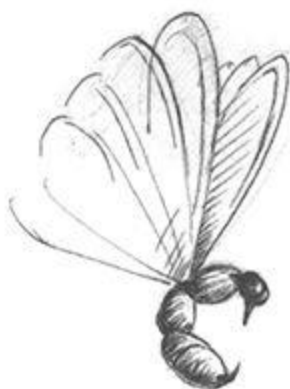
Satellite Shield Generator

Destroying the Shield Generator turns off the shield protecting the satellite dish. In most levels, the Generator is hidden in a secret place, so search the level carefully.

ENEMIES

TURRET

Turrets watch for intruders from vantage points on walls, floors or even on ceilings.



BEEDLE

Such a small orbot may seem harmless but in swarms Beedles are relentless!

DOORMAN

Doorman uses a sturdy shield to guard its territory. There aren't very many ways to push your way past. Maybe if you sneak up from behind...



HOWITZER

Howitzer is four barrels of grenade-launching mobile artillery.

JAWS

A fire extinguisher, a bear trap and some clever engineering make Jaws a lethal contraption. A quick blast from that nozzle and it's airborne!



LEGS

Legs is a sentry guarding its territory with a powerful kick!



MARGE

Marge is part Doorman, part Legs and all attitude. It'll seem docile until you get too close.

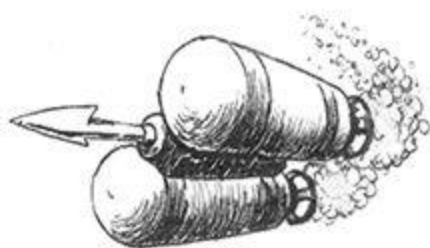


SLUDGE PILOT

An angry Sludge Pilot is a formidable foe. It shakes the ground and can blast you with powerful arm cannons!

ANGLER

Anglers usually swim in schools. So where you see one...



SUBMARINE

Packs of Submarine orbots patrol the seas. They'll sneak up from the depths, so keep your eyes peeled.

MECHA JELLYFISH

Just when you thought it was safe to go swimming, Mecha Jellyfish remind you it's not.



SURVIVAL GUIDE



Max Health Power-Ups are the most valuable items in the game. They increase VectorMan's supply of health points, allowing our hero to take more punishment.

Shooting downward in the air slows VectorMan's descent and can allow access to new areas.

Hitting the jump button while in a jump launches a boot-blast, which not only extends a jump but also can defeat enemy orbots.

Fight enemies on slopes by crouching under their shots and shooting up at them.

Some walls that appear solid are actually secret doors.

There are many secret areas, point bonuses, bonus games, and special codes that make it easier to get a high score and finish the game. Exploration and experimentation are very important.

Marge and Doorman are equipped with super-resistant face masks that cannot be damaged. But both of these orbots also have a weak spot: you just have to find it!

Game Credits

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PLAY-TO-WIN!

**Randomly selected
cartridges have a chance to
win built right in!**

If you finish one of the winning game cartridges, a final screen saying "You Win!" will give you a secret phone number and address.

**Winners have a chance to win over \$160,000
(U.S.) in prizes - a \$25,000 (U.S.) Grand Prize,
one of ten \$10,000 (U.S.) 1st prizes, or one
of ninety Sega Saturns with Virtua Fighter™
(U.S. \$399 retail value)!**

To claim prizes, you must first call the secret phone number, then mail-in your VectorMan cartridge, dated cash register receipt, and a 3x5 card with your hand printed name, address, age, and phone number so it is received within ten working days of calling. Prizes will be awarded based on the order in which valid calls are received and must be claimed by 7/31/96.

No purchase required. You can also participate by mailing in a 3 x 5 card with your hand printed name, address, age, and phone number to "Sega Play-To-Win Contest" P.O. Box 7531 Melville, NY 11775-7531. Entries must be received by 7/31/96. Limit one entry per stamped envelope. No mechanical reproductions or photocopies allowed. Winners will be chosen by a random drawing.

Contest open to U.S. and Canadian residents (excluding Quebec). Void where prohibited. 101 prizes available. Individual odds of winning: \$25,000 (U.S.) Grand Prize - 1/515,000, \$10,000 (U.S.) 1st Prize - 1/51,500, Sega Saturn (U.S. \$399.00 retail value) - 1/5722.

All prize claims are subject to verification. Total prize value: \$160,910 (U.S.). Prizes won by minors will be awarded to winner's parent or legal guardian, who must sign all required documents. Sega will reimburse verified winners for toll calls made to secret phone number. Sweepstakes is subject to the complete official rules.

Sega is not responsible for lost, delayed, misdirected, damaged, illegible, incomplete or postage-due entries, prize claims or mail or for printing errors in the game materials or rules. Sega recommends insuring winning cartridges prior to mailing. Sweepstakes is open to legal U.S. and Canada residents (excluding Quebec) except employees of Sega, its affiliates, subsidiaries, advertising and promotional agencies, retailers and their families or persons with whom they are domiciled. In order to win a prize, Canadian residents will be required to answer a mathematical skill testing question to be administered by mail. One prize per family or household.



Winners will be notified of prize verification by mail. Winners will be required to sign and return affidavits of eligibility and liability/publicity releases within 14 days of notification or prize may be forfeited.

Taxes are the responsibilities of prize winners. For a list of winners send a stamped self-addressed envelope to "Sega Play-To-Win Contest" P.O. Box 7419, Melville, NY 11775-7419 after 7/31/96. All game materials submitted for prize claims become the property of Sega and will not be returned. Winners submitting cartridges will receive a replacement game cartridge after verification. Sega will reimburse valid winners for phone tolls. Unclaimed prizes will not be rewarded. Decisions of the judges are final in all matters relating to this promotion.

Prizes are non-transferable; no prize substitutions. Game materials are automatically void if they are reproduced, mutilated, forged, altered or tampered with in any way, if they are obtained outside authorized, legitimate channels, or if they contain printing, production, typographical, mechanical or other errors. Liability for game materials containing printing or other errors is limited to replacement with other game materials while supplies last. Only the number of prizes stated in the official rules will be awarded. By accepting prizes, winners consent to use of their names likenesses for advertising and promotional purposes without additional compensation, except where prohibited.

LIMITED 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 limited 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 limited 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 warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she 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 limited 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 or she 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 90 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 limited 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.



On Sega Genesis™

*The first truly
Interactive Comic Book!*