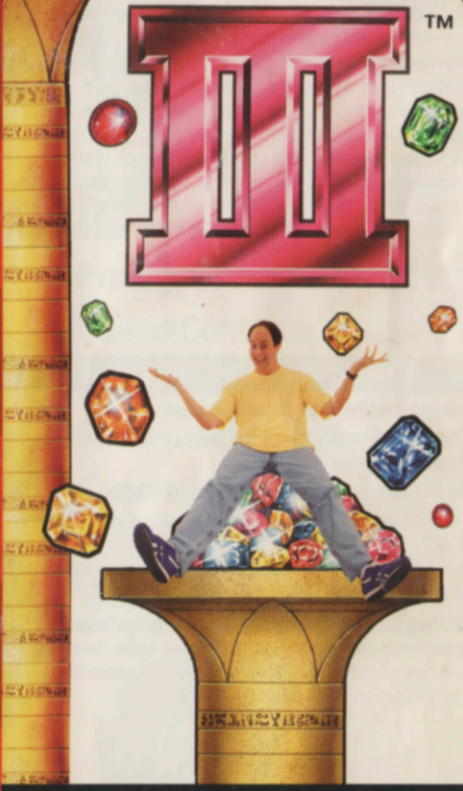
SEGA™

GENESIS™

VIC TOKAI INC.

COLUMNS™ III



INSTRUCTION MANUAL

TEAM PLAY™

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

OFFICIAL SEGA SEAL OF QUALITY

WARNING:
READ BEFORE USING YOUR SEGA VIDEO GAME 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 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.

Handling the Sega Genesis Cartridge

Handling the Sega Genesis Cartridge

* The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
* Do not bend, crush or submerge in liquids.
* Do not leave in direct sunlight or near a radiator or other source of heat.
* Be sure to take an occasional recess during extended play to rest yourself and the SEGA Cartridge.

Warning to owners of projection televisions: 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.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

COLUMNS III™

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PROLOGUE

Welcome to the world of Columns..... You'll like the simple rules of this action puzzle game - line up Jewels of the same color and they disappear.

Young or old, male or female - from 1 to 5 players can play the game. So let's open the door to the World of Columns!

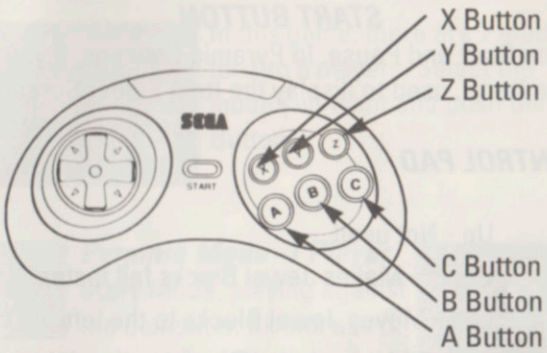
Put the cartridge in your machine and turn it on.

HOW TO START

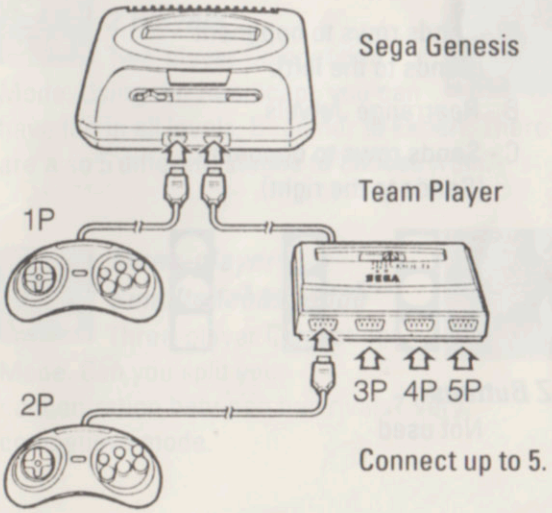
Push the Start Button at the Title Screen to get the Mode Select screen.
(See page 6 for an explanation of the different modes.)



USE OF THE CONTROLS



Connecting To Hardware



Button Functions

START BUTTON

Game Start and Pause. In Pyramid Columns, if you have Items, used to display the Item Select Screen.

CONTROL PAD

Up - Not used.

Down - Makes Jewel Blocks fall faster.

Left - Moves Jewel Blocks to the left

Right - Moves Jewel Blocks to the right.

A, B, C Buttons

A - Sends rows to opponent (Sends to the left).

B - Rearrange Jewels

C - Sends rows to opponent (Sends to the right).



X, Y, Z Buttons

Not used

HOW TO PLAY

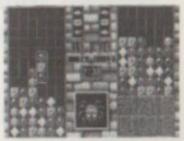
Explanation of Modes



In this game, there are 7 modes for 1 to 5 players. Select the mode you want and push the C Button.



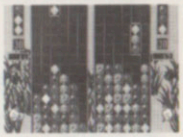
Pyramid Mode -1 Player



Story Mode, playing against the computer. Skillful use of the Items you get by defeating your enemy will earn you points.



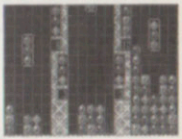
One-on-One Mode 2 Players



Two-player Competition Mode. Using the Handicap , you can have fun in all levels, Beginner to Expert. There are also 5 different stages to choose from.

* 

Three-player Simultaneous Mode



Three-player Competition Mode. Can you split your concentration between two rivals? Very competitive mode.



Two Against One Mode
3 Players



Two players combine to battle against 1 player. Best if the single player is an expert. This mode will test your spirit of cooperation.



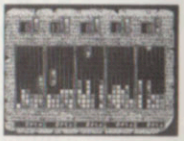
Four Player
Simultaneous Mode
4 Players



Four player, extremely competitive mode. In a fight to the finish against all of your opponents, can you be the last one standing?



Five Player
Simultaneous Mode
5 Players



Five players battle at the same time. All of the other players are your rivals. Can you win in a fight to the finish?

★ *NOTE: To play with three to five players you will need the SEGA TEAM PLAYER. The Sega Tam Player must be connected to Controller Port 2.*



Test Mode



Used to check your Control Pad, and listen to the background music. Use the Control Pad to move the cursor to one of the items displayed below, and push the proper button.



In BGM, SE, and VOICE, use the A and B Buttons to select what you want to hear, and push the C Button to hear your selection.



BGM



Listen to the game background music.



SE

The sound effects from the game are collected.



VOICE

You can listen to the voices in the game.



PAD

Used to check for problems in your Control Pad. When you push a button the corresponding button will light on the screen. If it checks out OK, push the Start Button. When you're through the game returns to Test Mode.



COLOR

Adjusts the colors displayed on the screen. If the colors of the Jewels are hard to see on the screen, you can adjust them here.



EXIT

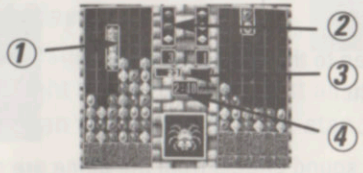
Leaves the Test Mode.

GENERAL RULES

How to advance

Arrange the blocks falling from the top of the screen. If three or more blocks are lined up vertically, horizontally, or diagonally, they disappear.

VIEW OF THE SCREEN



① FIELD

This is where the battle takes place. If the Jewels pile up past this point, the game is over.

② NEXT

The next block that will fall is displayed.

③ POINTS

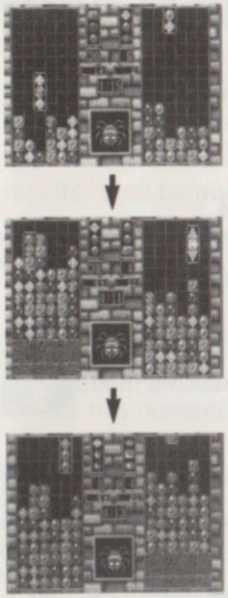
If you get more than 10 points from eliminating Jewels, you can attack (send rows to) your opponent. You can collect up to 30 points.

④ SCORE

Shows the number of Jewel Blocks eliminated. (One on One Mode only)

Attacking (Sending Rows)

If you get more than 10 points you can dump rows over to your opponent's field, and the number of your rows will be reduced (10 points per row). In addition, any Blocks falling in your opponent's field will be broken up.



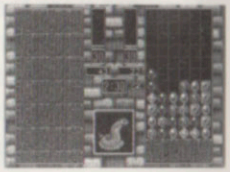
You collect points for Jewels you've eliminated. Check your Points display once in a while to keep track of how many points you have.

Wait for a chance to attack! If you wait until your opponent tries to use a Magic Stone, you can destroy it.

When you decide to attack, it will send rows to your opponent that he can't get rid of. If you're losing, this is a chance to turn a loss to a win.

LEARNING THE TRICKS IS THE SECRET TO WINNING.

Game Over



If you can't extinguish the Jewels, if you're attacked by your opponent, and even 1 block ends up outside of the field, it's Game Over and the end of the match. If you hit Game Over at the same time as your opponent(s), the set is a draw.

Depending on the mode, the winner is determined either by Set/Match or by points.

Set/Match

The number of sets is determined at the start of the game. The player who wins more than half of the sets is the winner.
(Pyramid, One On One, Two Against One modes)

Points

The number of points in each set are added together, and the player with the most points wins. (3 Player, 4 Player, 5 Player Simultaneous modes)

Special Jewels

In the game, Special Jewels will appear to save you. When you've advanced to Expert status, victory or defeat can be decided by the way you use these Jewels. If used well, they can be a real advantage in battle!

MAGIC STONES



Once you get to a certain point in the game, bright, twinkling Jewels (Magic Stones) will appear. There are 3 kinds, and have the results listed below. Use them well!

• • • • • • • • • • *EFFECT* • • • • • • • • • •



Reduce Rows (Gets rid of your rows)
You can get rid of 3 rows that your opponent has dumped on your side.



Dump Rows
(Dump rows on your opponent)
This will dump two rows into your opponent's playing field.



Eliminate Jewels
This Magic Stone will eliminate the Jewel that it lands on, and any other Jewels of the same color in your playing field.

FLASHING STONES

If you can set up a long string of Jewels and eliminate more than 4 lines at once, a Flashing Stone will appear. If you extinguish the Stone while it's flashing, one of the following results (called "Poison" in this manual) will happen to your opponent.



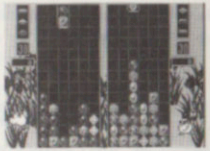
EFFECT

1. Left-Right Reverse

The functions of your opponents Left and Right Control Pad buttons will be reversed.

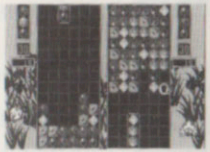
2. Rearrange Defeat

No matter how your opponent pushes buttons, it will be impossible to rearrange the falling Jewels.



3. Monochrome

All of your opponent's stones, including the ones in the NEXT window, will turn to black and white.



4. Screen Reverse

The screen will reverse top to bottom - the blocks will come from the bottom and go up.

4. NEXT Blockout

Nothing is displayed in the NEXT window.

SUPER FLASHING STONES

During game play, one of the stacked-up stones will suddenly start to glow. This is a Super Flashing Stone. Since it only flashes for a short time, think carefully before you extinguish it. When it disappears, one of the following effects will take place. If used well, it can really turn the game around!



EFFECT

1. All Clear

All of the Jewels and rows in your field will disappear.

2. Dump 5 Rows

Five rows of invincible blocks will be dumped onto your opponent's field. This is said to be the most effective attack in the game..



3. Speed Up

The speed of the dropping blocks on your opponent's side will be increased. This can cause him to make mistakes.

4. Special Jewel Block

For the rest of the game, your opponent won't be able to use Magic Stones or Flashing Stones. If they come out they'll be destroyed in the NEXT Window.

Tips

First, extinguish blocks diagonally!

Don't let rows stacking up blow your concentration!

Use good timing in destroying your opponent's Jewels!

Aim at your Opponent's Magic Stones and Flashing Stones!

Knock out multiple rows at once to get a Flashing Stone!

Use your Antidotes well!

Keep in mind that it's not over until it's over!

SPECIAL MODE RULES

1 Player

Pyramid Columns

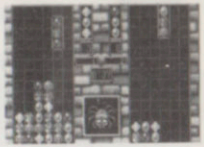
One-player mode. You can set the strength of the computer at the start of the game. Unfortunately, there are no Flashing Stones in this Mode.



Computer Strength

Practice

A 3-stage beginner's level. The computer has no attack strength. The player has 5 colors of Jewels.



Normal

Middle skill level. The computer has some attack strength. The number of levels is increased to 10.

Hard

Compared to the other levels, the computer has an amazingly strong attack. With 6 colors of Jewels and 11 levels, this mode is for experts.



If you can clear the Hard level, you're well on your way to becoming King of Columns World!

ITEMS

If you push the Start Button during game play, the Item Window will open (If you have no Items, or if you have only the Sands of Time, the game will pause). Select the Item you want with the cursor, and push the A or C Button. If you don't want to use any of the Items, select EXIT and push the Start Button, and the game will continue.



Sands of Time



When you have this, even if you lose, you can continue as many times as you want. As many times as there are grains of sand.



Sixteen Tons

All of the stacked-up rows in your playing field will be eliminated. The same effect as a Magic Stone.



Mystery

Eliminates all of the Jewels in your field. You can use this in a pinch when your Jewels stack up.



Magic Stone Chip

When you use this, a Magic Stone will certainly pop up in the NEXT window! Be careful not to break the Magic Stone that comes out!



Antidote Plant

Counteracts any Poison (Flashing Stones) that your opponent might toss your way, Don't make any mistakes when using this!



Bright Curtain



For a time, you will be immune to attacks and Flashing Stones your opponent throws your way. Use this when you're at a loss against a strong enemy.

Number of Games



There are three sets to a match in Pyramid. Unlike other modes, you can't change the number of games. Whoever wins 2 of the sets wins the game.

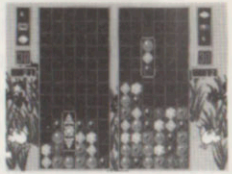
Determining the Winner



If you win 2 of the sets, you advance to the back room. A stronger opponent is awaiting in the back room.
If you lose 2 sets the game is over, but you can continue if you have the Sands of Time.

One-On-One Mode

Two players compete. Determine the number of sets before the game starts. You can also choose the background and button configuration.



CONFIGURATION

In the Handicap Control Stage there are 3 things you can change in the game backgrounds and Jewel patterns. Change any of these aspects you like.

Number of Layers

According to the Handicap, you start the game with a number of rows already stacked up.

Number of Colors

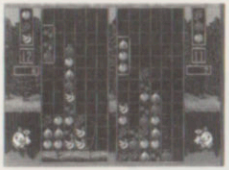
Select from 4, 5, or 6 Jewel colors. Fewer colors mean fewer combinations, thus an easier game.

Control

You can determine which button to use for arranging your Jewels, and which to attack your opponent with. Choose the configuration you want from among the 3 types.

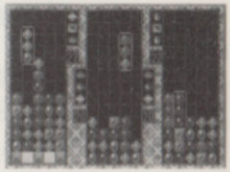
Stage Select

You can choose from 5 different configurations of background and Jewel styles. Pick one to fit your mood.



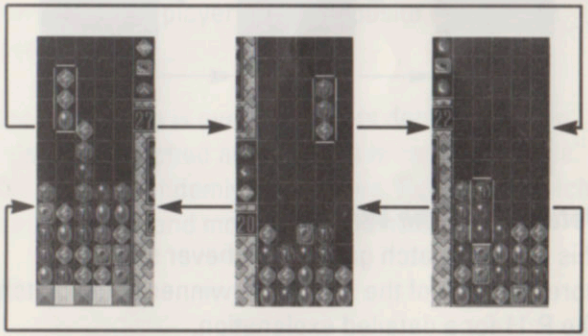
3-Player Simultaneous Mode

Three players compete. 1P, 2P, 3P from left to right. You can use the buttons to determine which opponent to attack. In this mode, you can use buttons to pick which opponent to attack.



ATTACK

Use the A button to attack the player on your left, and the C Button to attack the player on your right. A player on the edge of the screen can attack the player on the opposite edge.



Flashing Jewel Results

Any player who uses a Flashing Jewel will have an effect (Poison) on both of the other players.

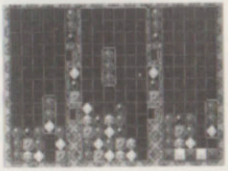
Determining the Winner

Determined by points. The player with the most points at the end of the match is declared the winner.

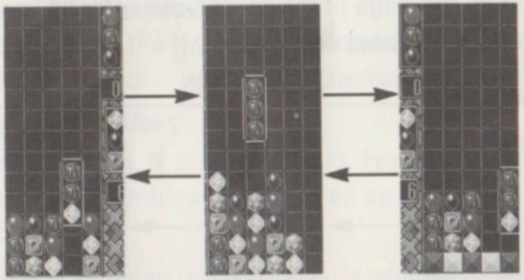
Two Against One Mode

View of the Screen

A 3-player, 2-against-1 mode. It looks like 3-player Battle Mode, but the use of the A and C Buttons is different.



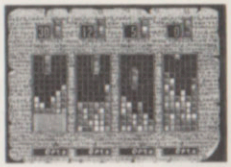
Player 2, by using his buttons correctly, can attack Players 1 and 3. Players 1 and 3 work together to attack Player 2.



Determining the Winner.

This is a Set/Match game. Whichever side wins more than half of the sets is the winner of the match. See P. 11 for a detailed explanation.

Four Player Simultaneous Mode



The screen is divided into 4 parts. Sudden death rules apply here. The players are arranged 1,2,3,4 from left to right. The Jewels are small, so pick their colors carefully.

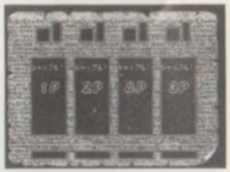
Attack

The rules are the same as 3 Player Simultaneous Mode. Attack the player on your left with the A Button, and the one on the right with the C Button. Of course, if you defeat the player next to you, move on to the next player. A player on the edge of the screen can attack the player on the opposite edge of the screen.

Once the game is over and points determined, the fields are switched around. This is called a shuffle. The order is randomly determined. Figure out which area is yours, and move on to the next match.

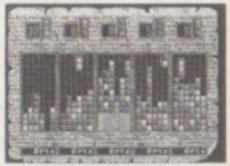
5 Player Simultaneous Mode

5 players fight to the finish. Play continues until 4 players have been defeated.
In the first set, the players are arranged 1,2,3,4,5 from left to right.



Attack

Like 4 Player Simultaneous Mode, you use the buttons to determine which opponent to attack. If the player next to you is beaten, the attack moves on to the next player, then to the next. The players on the edge play against each other.



Shuffle

Just like 4 Player Simultaneous Mode, once the match is over and points are counted up, the players' fields are switched around. Figure out which area is yours, and try the next set.



5 Players

Notes:

Notes:

Warranty

VIC TOKAI INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days form the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid, to VIC TOKAI INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

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The Team Player is recommended for 3 to 5 Players.

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