

SEGA™

32X™

GENESIS

INSTRUCTION MANUAL



EPILEPSY 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 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 YOUR CARTRIDGE

- This Sega Genesis 32X™ Cartridge is intended for use exclusively with the Genesis 32X™.
- 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.

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.

ONLY THE STRONGEST SURVIVE

In a frantic attempt to escape a lifetime of hard labor on an interstellar mining project, a shipload of criminals have hijacked their prison barge and used it to ram a military cruiser. The damage was extensive—only four members of each ship survived.

The prison barge is completely useless. Power and life support on the military cruiser are fading fast, and all the escape pods have been destroyed, except one... and that pod has room for only one passenger.

Eight beings from eight different worlds, either criminals or professional soldiers, are all desperate to survive. There is only one way to determine who will escape and live, and who will die.

Play against the computer, or challenge a friend. Select one of the soldiers from the barge and choose between two different kinds of battle armor. Or select one of the fugitives and rely on your best natural resources. Then step into the arena. Use all the special moves at your disposal, and pay close attention to how your opponents use theirs.

Your life depends on it.

SEGA GAMEPLAY HOTLINE

1-415-591-PLAY

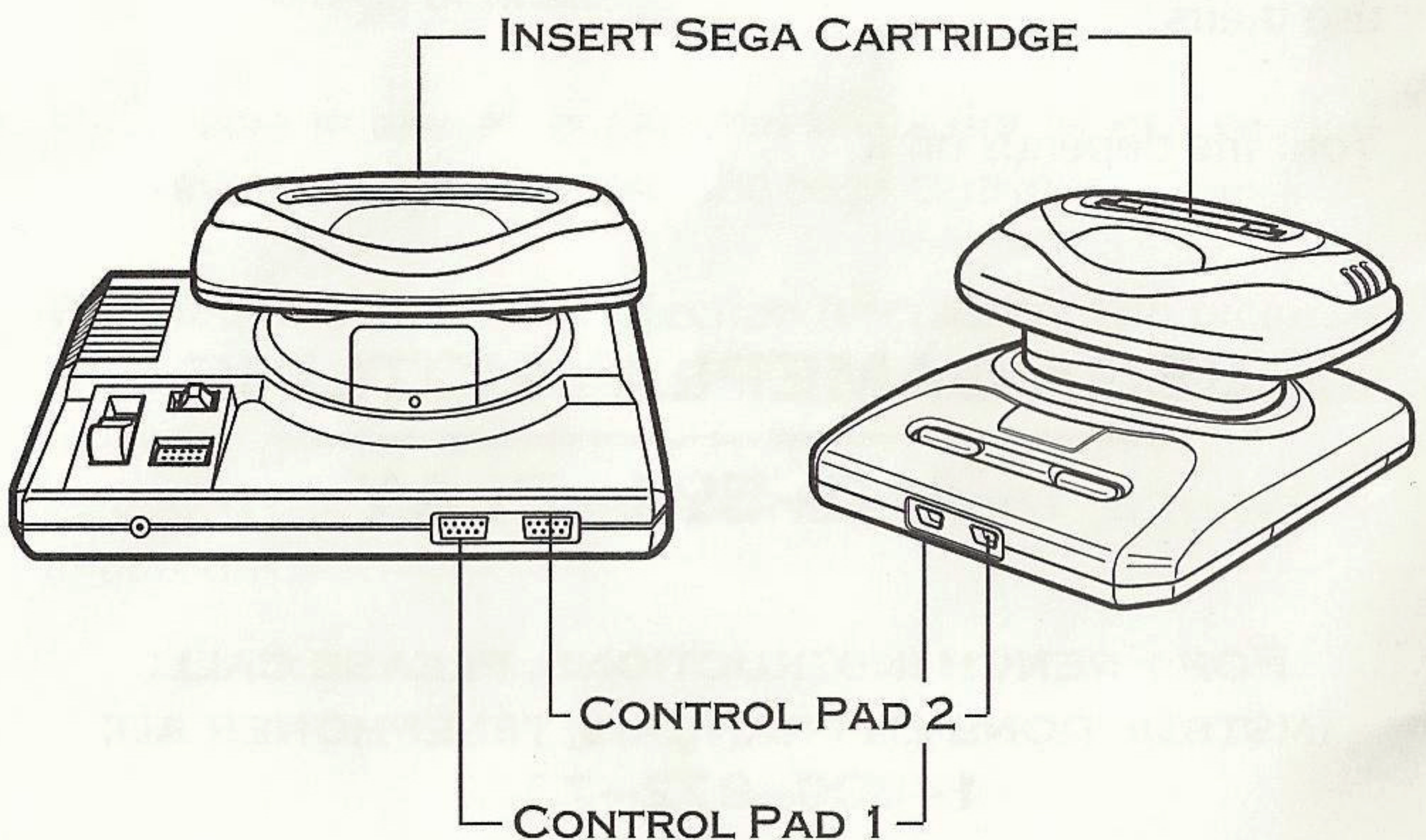
**FOR FRENCH INSTRUCTIONS, PLEASE CALL:
INSTRUCTIONS EN FRANÇAIS, TÉLÉPHONER AU:
1-800-872-7342**

STARTING UP

1. Set up your Genesis 32X as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2.
2. Make sure the power switch is OFF. Then insert the *Cosmic Carnage*TM cartridge into the console.
3. Turn the power switch ON. The Sega screen appears. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start button when the Title screen appears.

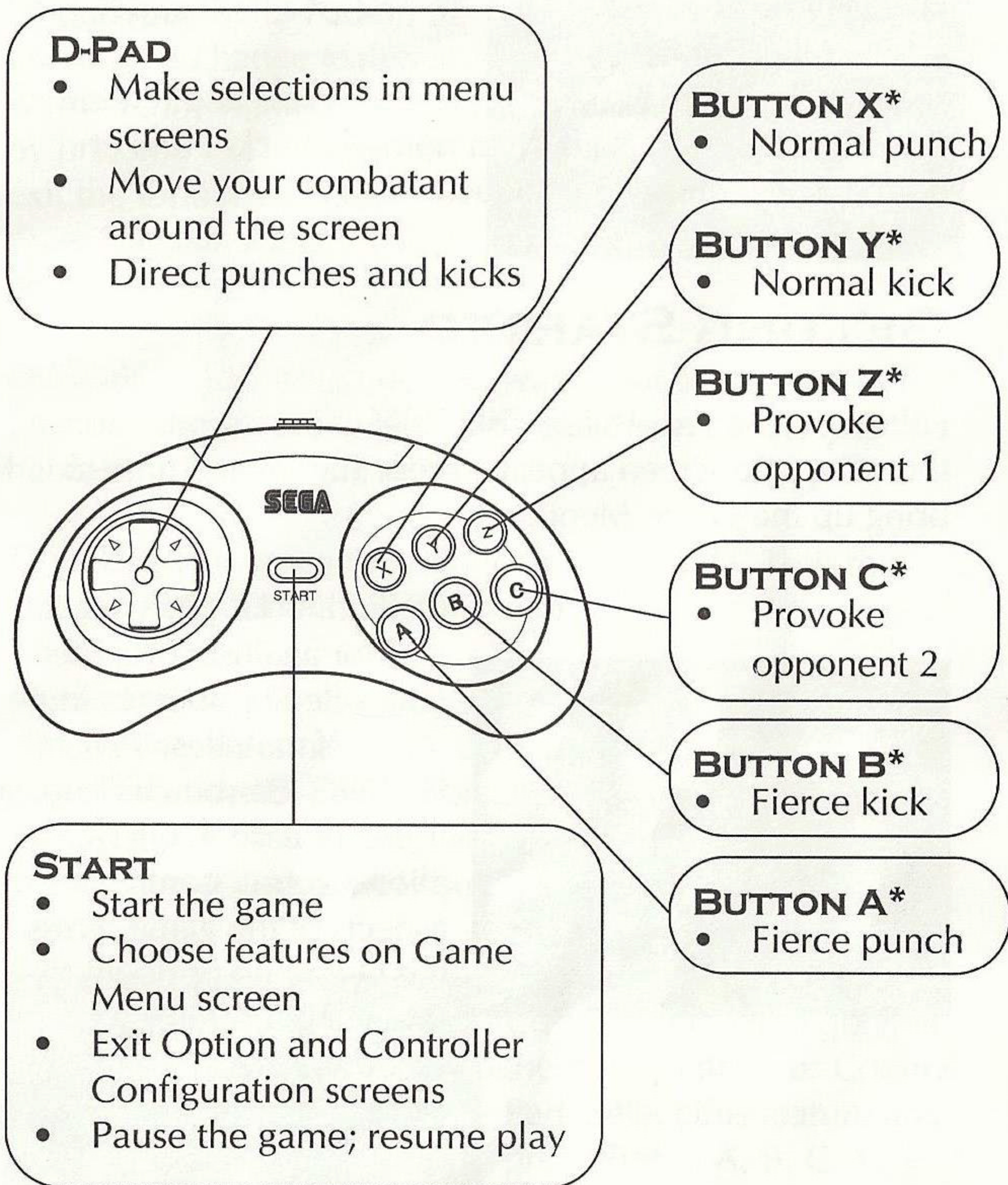
Important: Always make sure the power switch is OFF before inserting or removing the cartridge.

*Cosmic Carnage*TM is for one or two players.



TAKE CONTROL!

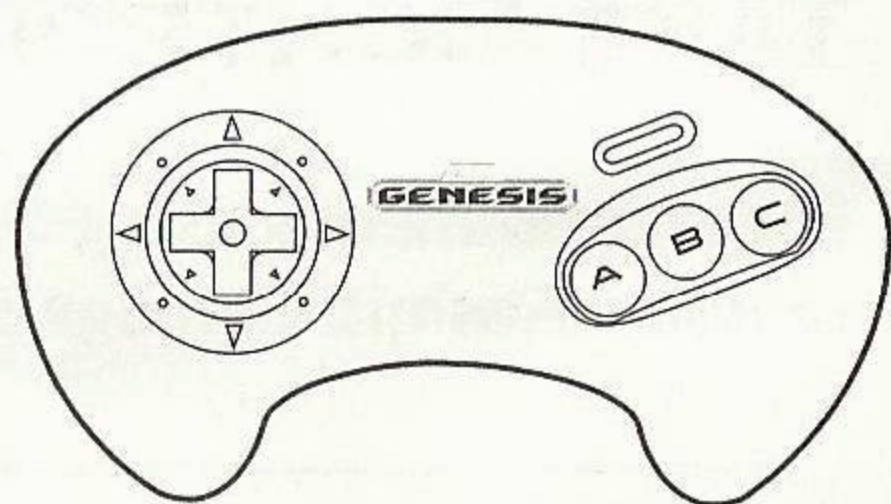
Sega recommends using the 6-Button Arcade Pad for the ultimate Cosmic Carnage gameplay experience.



* These buttons can be used to choose items in the Option screen. The gameplay functions of these buttons can be changed with the Controller Configuration option. (See page 5.)

Note to 3-Button Control

Pad Users: The default functions of Buttons A, B and C are the Fierce Punch, Fierce Kick and Provoke 2, but the type of attack produced depends on the speed at which the button is pressed. Press and release Button A, B or C quickly for a normal attack. Press at normal speed for a fierce attack.



GETTING STARTED

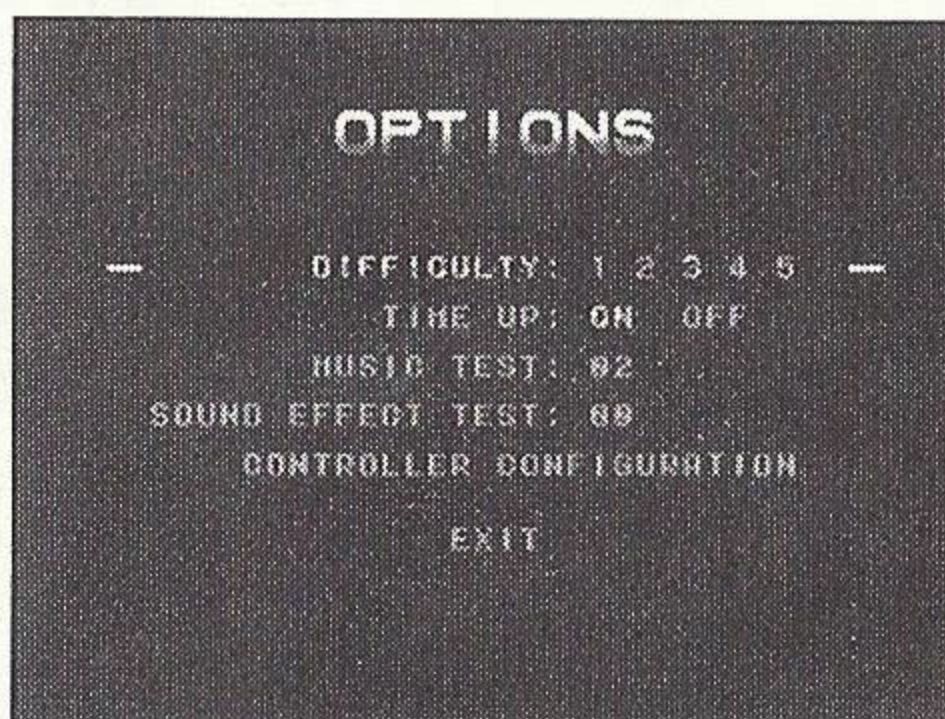
Following the Sega™ logo is a brief game introduction, then the Title screen appears. Press Start at any time to bring up the Game Menu.



ONE PLAYER pits your warrior against computer-controlled opponents in a series of matches. **TWO PLAYERS** lets you challenge a friend to a duel. **OPTIONS** allows you to configure aspects of the game. Press the D-Pad up or down to select the desired feature, and press Start.

VIEW YOUR OPTIONS

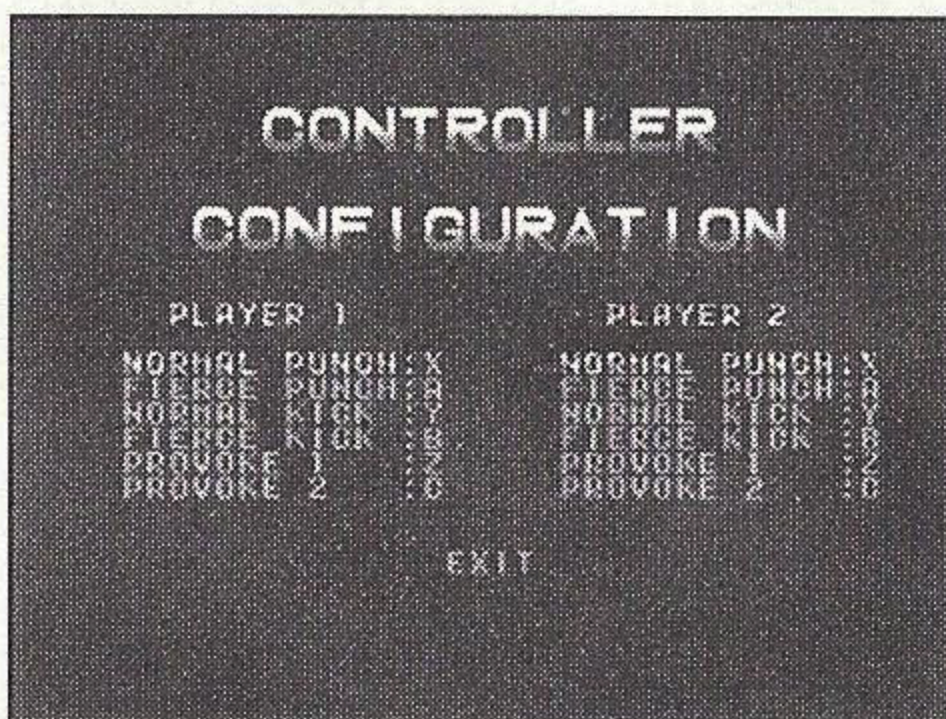
Select **OPTIONS** and press Start to bring up the Option menu. Highlight an option by pressing the D-Pad up or down, and change features within a highlighted option by pressing left or right. To exit the Options screen, press Start, or select **EXIT** and press any button.



Difficulty: How tough do you want your opponents in the One Player game? Level 1 is the easiest and Level 5 is the hardest.

Time Up: This sets a time limit on your battle. Turn this feature off for an unlimited time match.

Music Test and Sound Effect Test: Use these features to play the background music and sound effects used in the game. Press the D-Pad left or right to select the number of the track you wish to play, and press Button A, B, C, X, Y or Z to play the music or sound effect.



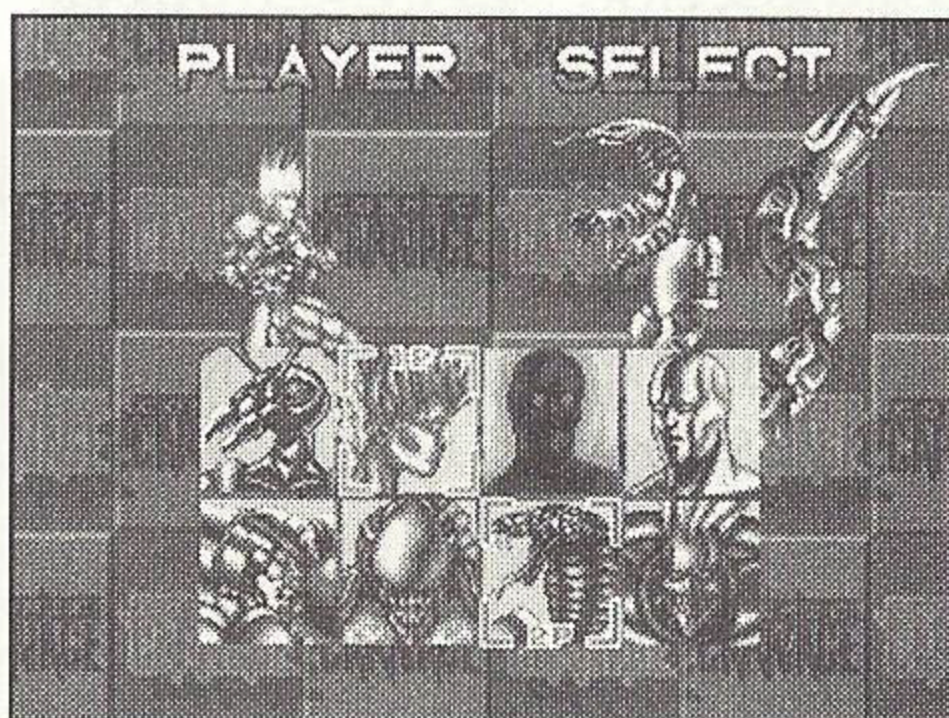
Controller Configuration: Customize the functions of the buttons on your Control Pad. Select this feature and press Button A, B, C, X, Y or Z. When the Configuration screen appears, press the D-Pad up or down to highlight the desired

function, then press the button you would like to use for that function. To return to the Options screen, press Start, or select **EXIT** and press any button.

LET THE CARNAGE COMMENCE!

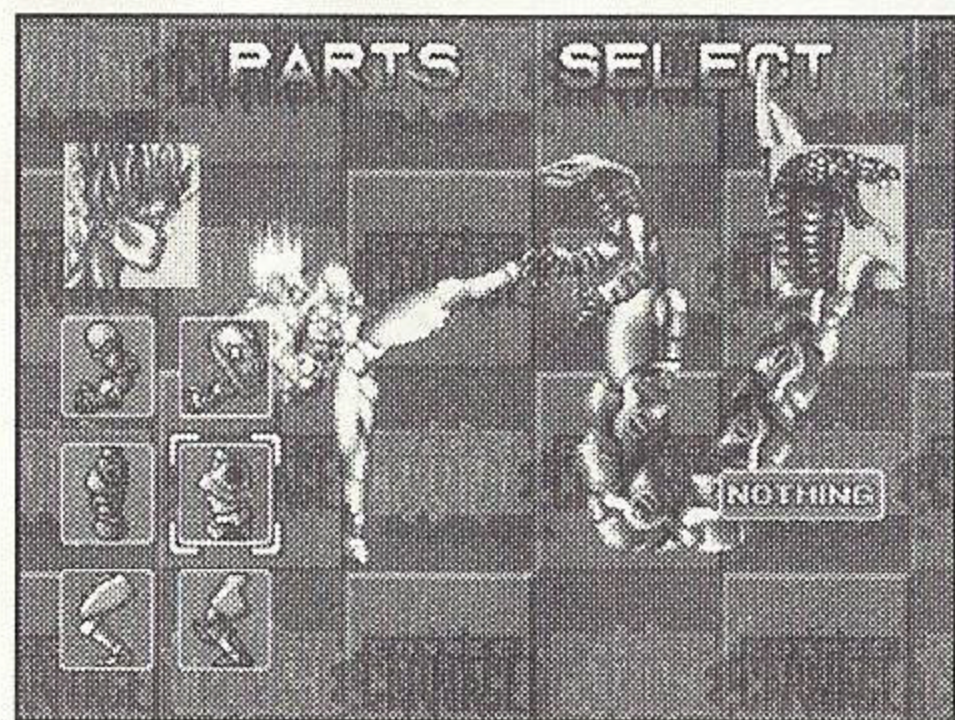
SELECT YOUR FIGHTER

When you select a game and press Start, the Player Select screen appears. Use the D-Pad to highlight the desired fighter, and press Start. In a One Player game, the computer randomly chooses an opponent once you've chosen a fighter. In



a Two Player game, both players must select a fighter and press Start to proceed to the next screen.

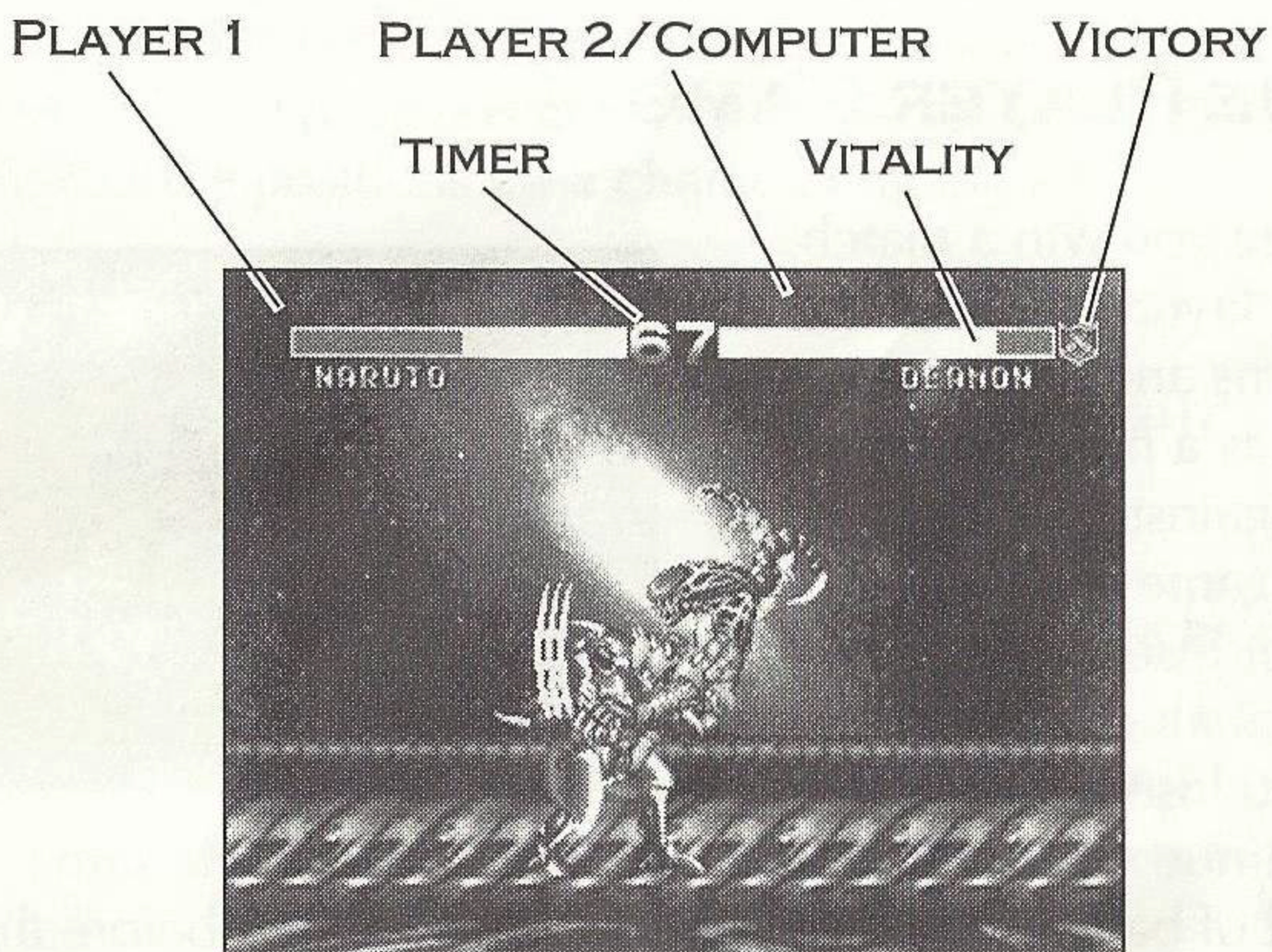
SELECT YOUR ARMOR



The Parts Select screen appears next. If you chose one of the soldiers (Tyr, Naruto, Cylic or Zena-Lan), you select the armor you want your fighter to wear. Press the D-Pad up or down to select the armor category and press left or

right to choose within that category. The special attacks you can use depend on the armor your fighter is wearing. Press the Punch, Kick and Provoke buttons to see how your fighter moves with the armor you've chosen. If you've chosen one of the fugitives from the prison barge, the screen shows that no armor is available. In a One Player game, the computer automatically selects armor (if available) for your opponent. Press Start to begin your match.

THE ARENA



Timer: You start each battle with 99 seconds computer time. When the Timer runs out, the battle ends and the fighter with the most Vitality remaining wins. If each combatant has the same amount of Vitality remaining when the Timer runs out, the battle is declared a draw. The Timer can be shut off in the Option menu.

Vitality: Each time a fighter is injured, a little bit of Vitality disappears from that fighter's Vitality bar. The fighter who runs completely out of Vitality loses the battle.

Victory: A match consists of a maximum of three battles. The first fighter to score two victories wins the match.

GAME OVER

ONE PLAYER GAME

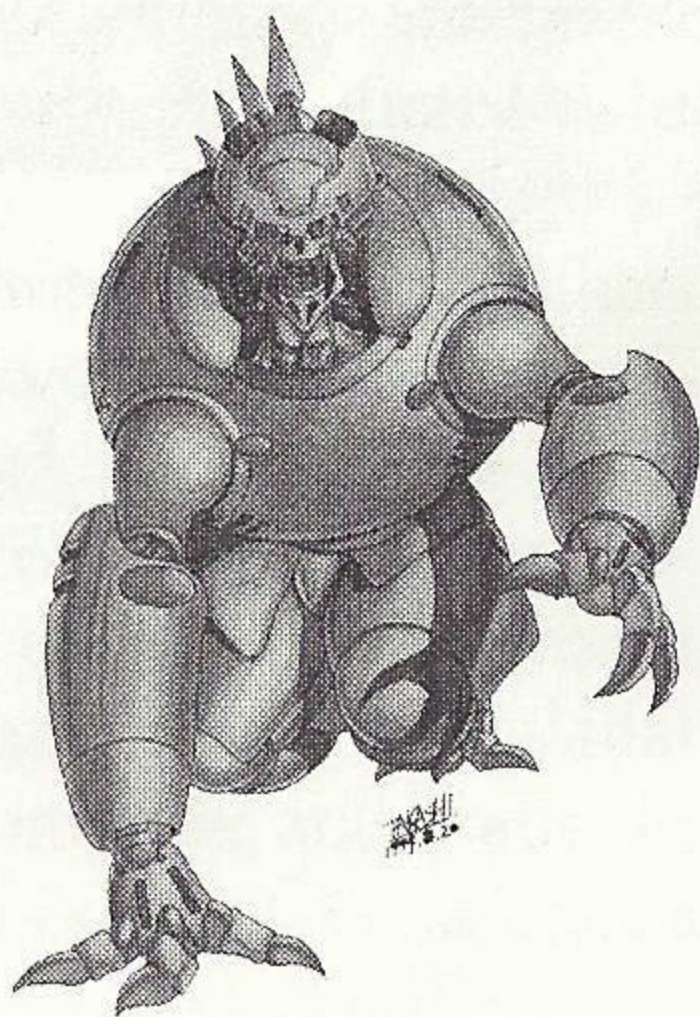
When you win a match, the Player Select screen returns and the computer selects a new challenger to pit against your champion. The game ends when you either lose a match or defeat all your challengers. If you lose a match, the

Continue screen appears next. To continue at the same level of battle with the same fighter, press Start before the countdown reaches 0.



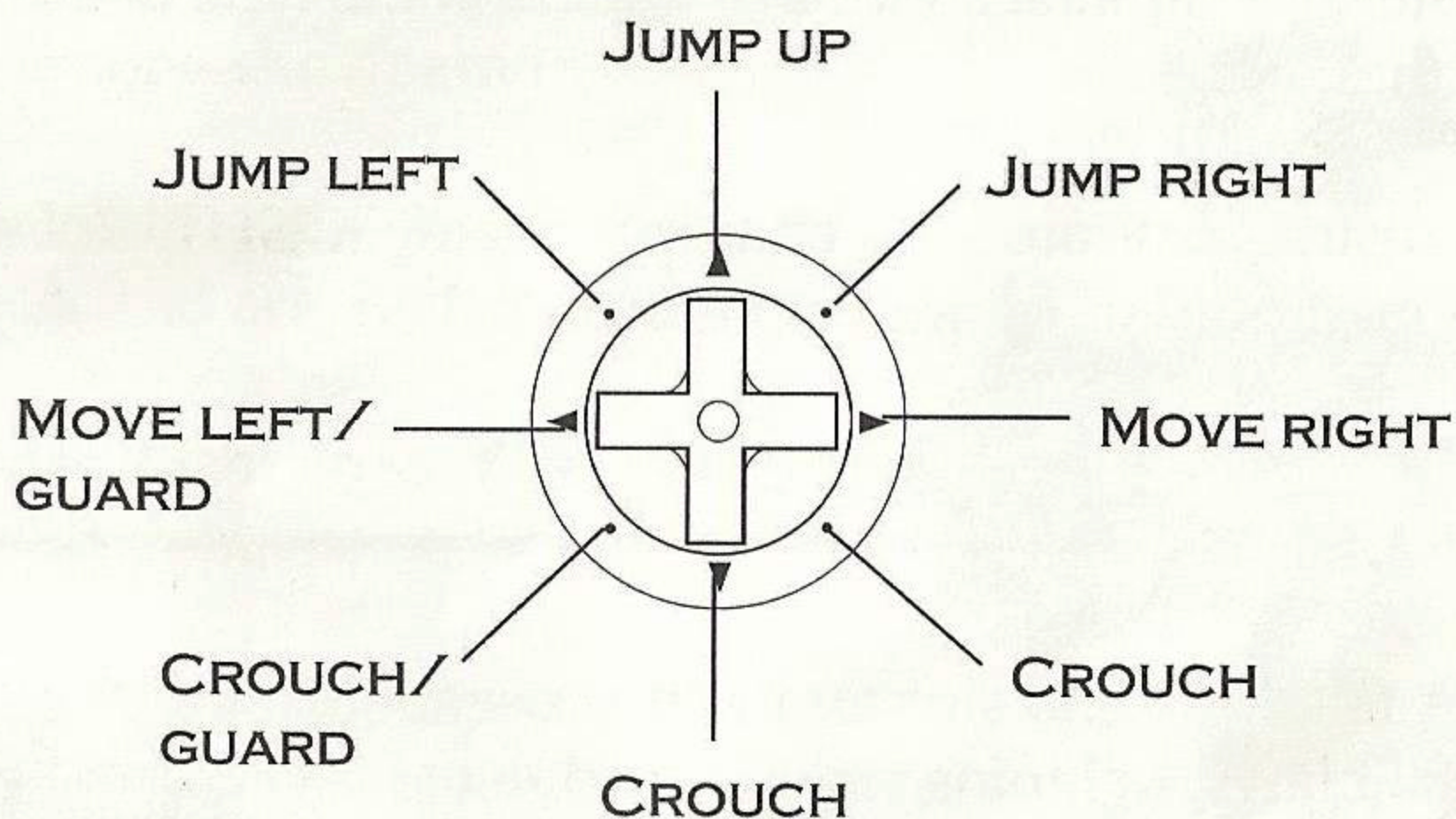
TWO PLAYER GAME

The game ends when either player loses a match. The Player Select screen appears next. The winner retains his or her champion while the loser has the option of selecting a new challenger.



THE MOVES

Here are the eight basic D-Pad positions used in the game. These positions are for a character facing RIGHT. Reflect the positions for a character facing left.



Punches and Kicks: The D-Pad directs the types of punches and kicks thrown when you press the Punch and Kick buttons. Experiment to see which works best with each fighter.

Jump: Press the D-Pad up. Guide your jumps by pressing left or right. While in midair, press the Punch and Kick buttons for vicious aerial attacks.

Crouch: Hold the D-Pad down. Then use the Punch and Kick buttons to trip up your enemy with low blows.

Guard: To brace against attacks, press the D-Pad away from your opponent. For a crouching guard, press the D-Pad down and away from your opponent.

Contact Moves: Some fighters are capable of close combat moves such as clawing, squeezing or throwing opponents. Move your fighter up to your opponent until they are touching, then press a punch or kick button. Or try one of the special attacks described on the following pages.

THE FIGHTERS

Those fighters who wear armor have two types of special attacks: one for light armor and one for heavy armor. The type of attack you can use depends on the part your fighter uses to attack (arms or legs) and the type of armor on that part.

All instructions are for a character facing RIGHT. Reverse the method for a character facing left.

TALMAC

This tall, dark and sinister fugitive uses razor claws, lightning reflexes and powerful punches to hold his own in the arena. No one is sure whether he is wearing a mask, or if that is his real face. No one has gotten close enough to find out. Talmac does not use armor.



Gale Wall: Press ▼ ▲ ◀ then any Punch button

Gale Wave: Press ▶ ◀▶ then any Punch button

Pile Dragon: Press ▶ ▼ ▲ then any Punch button

Gale Arrow: Press ◀ and hold, then ▶ and any Punch button

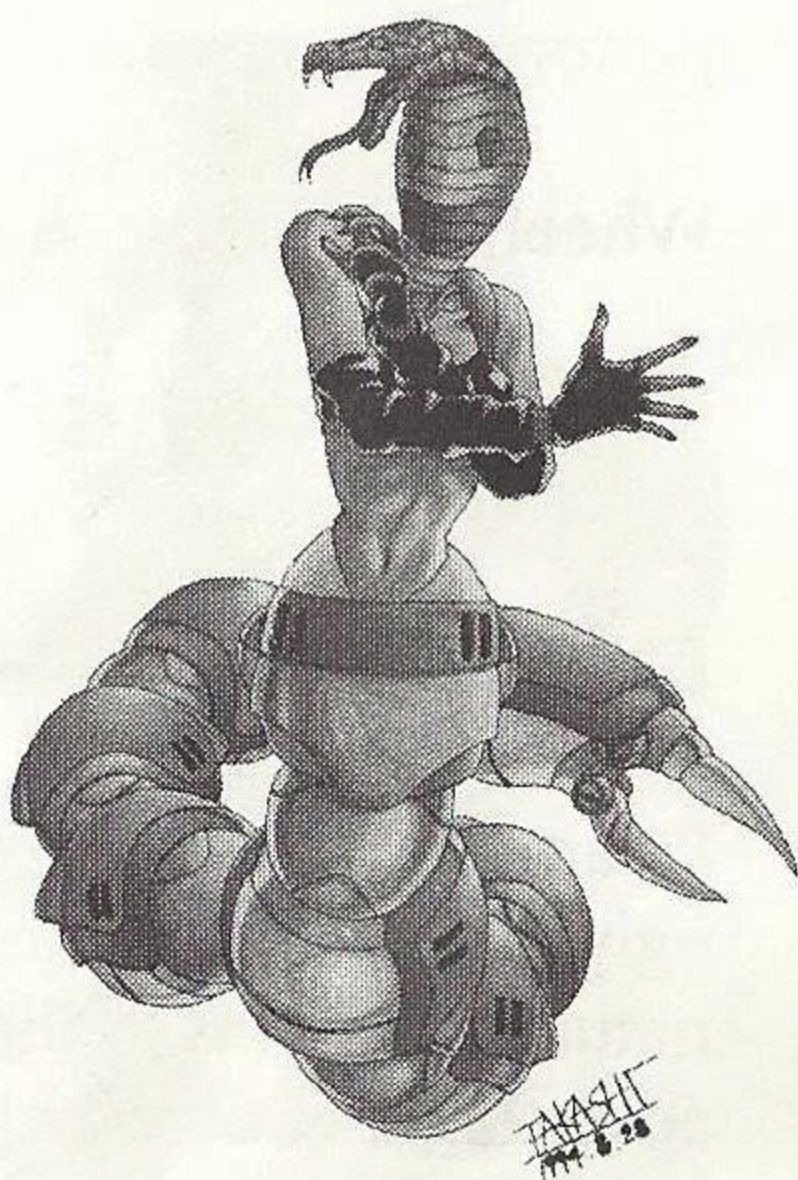
NAJA

To defeat this serpentine siren, you must steer clear of her tail, a weapon she uses as a battering ram, whip or vise. Naja does not use armor—she doesn't need any.

Back Whip: Press ▼ and hold, then ▲ and any Kick button

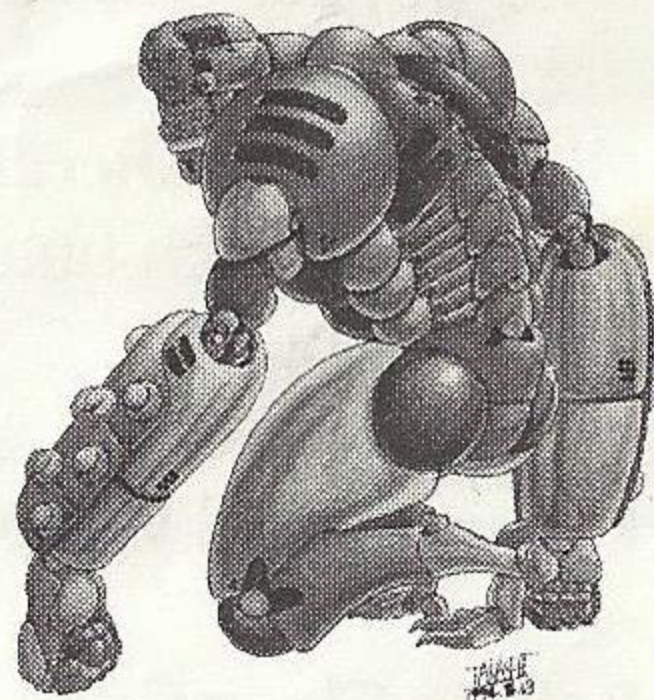
Winder Rush: Press ▼▲◀ then any Punch button

Tail Squeeze: Contact your opponent and press any Kick button



YUG

This gorilla-like humanoid relies almost entirely on his long, powerful arms to deliver punishing hammer blows, bone-crushing holds and devastating throws. He has a very long reach. Yug's armor is built in, so he does not use additional armor.



Spinning Double Striker: Press ▶▲▼▲◀, then press any Punch button TWICE

Blaze Hold: Press ▼▲▶ then any Punch button

Strangle Hold: Grab onto your opponent with the Blaze Hold. Then press and hold ▲ and press any Punch button repeatedly. This must be done quickly, or Yug will not perform the move.

Wheel Press: Press ▲◀▶▲▼ then any Kick button

Rolling Gangbuster: Press ◀▶ then any Punch button

DEAMON

Deamon is as vicious as he is ugly, and he enjoys using his natural weapons to their best advantage. His long claws can tear an opponent to bloody shreds, and that scorpion stinger attached to the back of his head isn't just for show. Deamon does not use armor.



Whirling Thrasher: Press ▶▶ then any Punch button, then any Kick button

Hammerhead Whip: Press ◀▼▲ then any Punch button

Rolling Claw: Contact opponent and press any Punch button

TYR

A master designer of weapons and bodysuits, Tyr has saved the best designs for himself. He uses the weight and power of his armor to support devastating charges and body slams. His drop throws are lethal.



LIGHT ARMOR ONLY

Atomic Hammer: Press $\blacktriangleright\blacktriangleleft\blacktriangledown$, then any Punch button for a forward attack or any Kick button for a rear attack

Dash Hurdler: Press \blacktriangleleft and hold, then \blacktriangleright then any Kick button

Breast Charger: Press \blacktriangleleft and hold, then \blacktriangleright then Button C or Z

HEAVY ARMOR ONLY

Mega Buster Drop: While in midair, press \blacktriangleleft and any Punch button simultaneously

Mega Cyclone Wrecker: Press \blacktriangleleft and hold, then \blacktriangleright then any Kick button

Mega Cannon: Press \blacktriangleleft and hold, then \blacktriangleright then Button C or Z

BOTH ARMOR STYLES

Super Press: Press $\blacktriangledown\blacktriangleleft\blacktriangleleft$ then any Punch button

Tornado: Press ◀▶ then any Kick button

Super Whip: Press ◀▶ then the Fierce Punch button

NARUTO

Elbow blades and a long sword give Naruto a long, sharp reach. He is especially proficient at aerial maneuvers and martial arts moves.



LIGHT ARMOR ONLY

Naruto Slice: Press ▶▶▼▶ then any Punch button

Spinning Kick: Press ▼▶▶ then any Kick button

Whirlwind Kick: Press ▼▶▶ then Button C or Z

HEAVY ARMOR ONLY

Spinning Double Slice: Press ▶▼▶ then any Punch button

Whirling Blast Kick: Press ◀▶▼▶▶ then any Kick button

Double Hand Blast: Press ▶◀▶ then Button C or Z

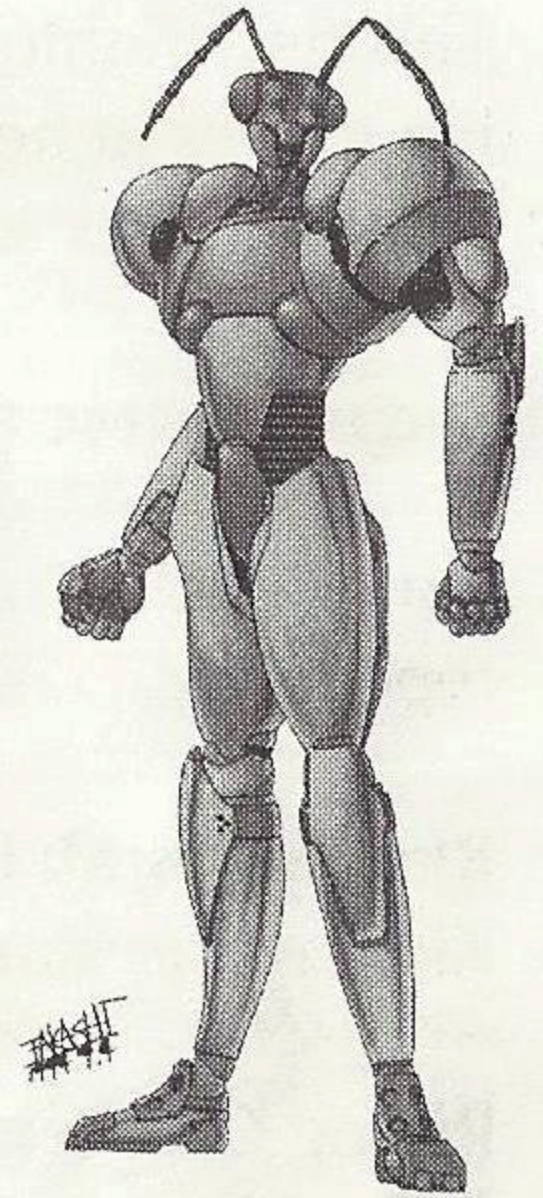
BOTH ARMOR STYLES

Dash: Press the D-Pad TWICE in the direction you want to dash

Drop Throw: Contact opponent and press ◀▶ then any Punch button

CYLIC

An entomologist's nightmare, this fighter is fast and agile, with a number of projectile attacks that allow him to wreak havoc from a distance.



LIGHT ARMOR ONLY

Energy Smasher: Press ▼▲► then any Punch button

Graviton Crusher: While in midair, press ◀► then any Kick button

Energy Blaster: Press ▼▲► then Button C or Z

HEAVY ARMOR ONLY

Machine Gun Knuckle: Press ►▼▲ then any Punch button

Energy Thunder: Press any Kick button repeatedly

Grenade Attack: Press ◀ and hold, then ► then Button C or Z

BOTH ARMOR STYLES

Double Needle Kick: Press ►▼▲ then any Kick button

Neck Throw: Contact opponent, then press ◀ then ► and any Punch button simultaneously

ZENA-LAN

This fiery fighter has a number of electrifying moves at her command. Speed and agility are her greatest assets.



LIGHT ARMOR ONLY

Fury Punch: Press any Punch button repeatedly

Bloody Spiral: Press ◀◀ then ▶ and any Kick button simultaneously

Riding Crusher: While in midair, press ▶ and Button C or Z simultaneously

HEAVY ARMOR ONLY

Lightning Ring: Press any Punch button repeatedly

Knee Blast: Press ▼▶▶ then any Kick button

Blazing Charge: Press ▶▶ and Button C or Z simultaneously

BOTH ARMOR STYLES

Flying Lariat: Press ◀▶▼▶▶ then any Punch button

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Genesis 32X 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 GENESIS 32X 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 Genesis 32X 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.

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France No. 1,607,029; Japan No. 1,632,396/82-205605 (Pending)