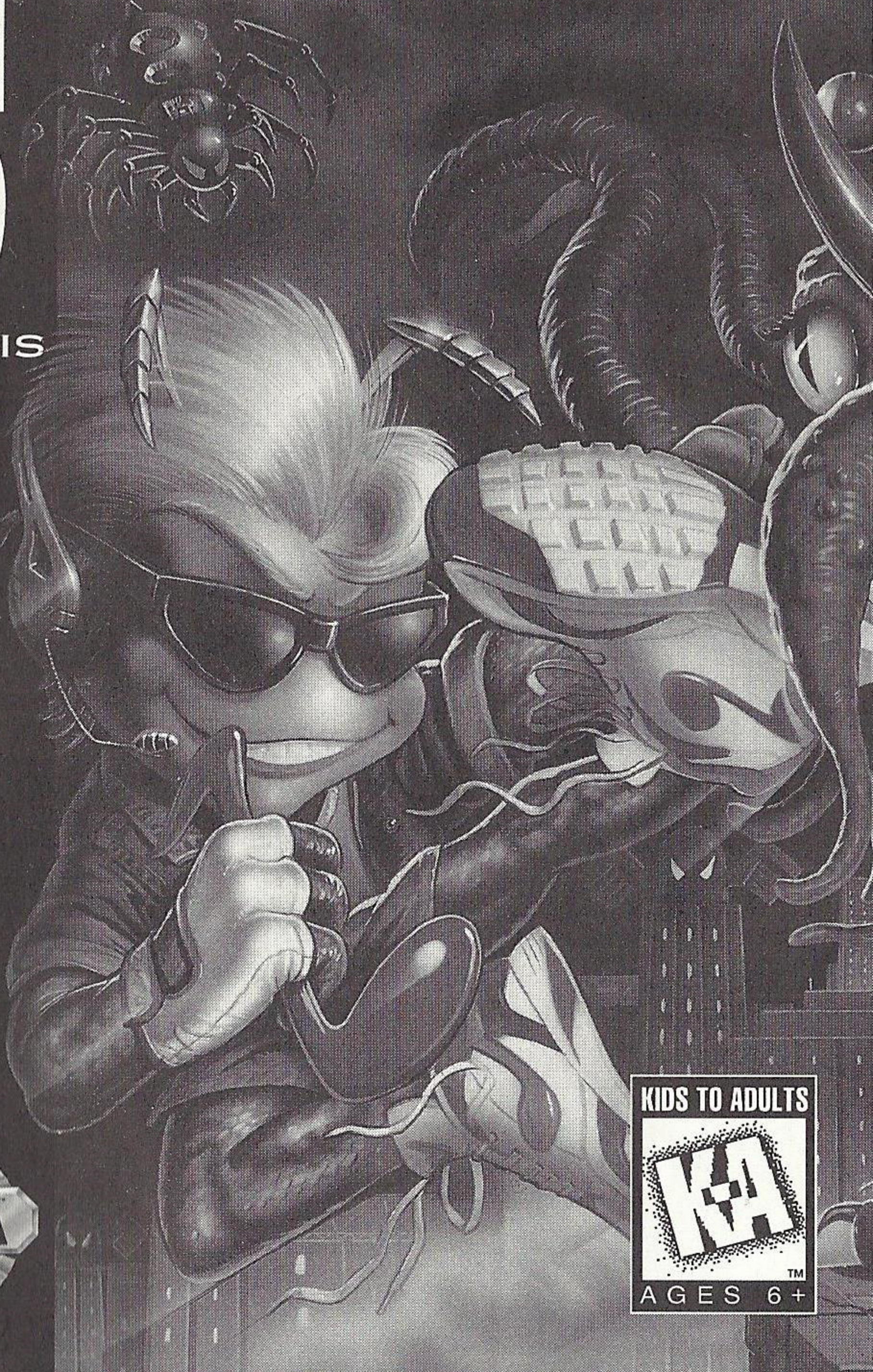
SEGA™

TEMPO™

32X™

GENESIS

INSTRUCTION MANUAL



OFFICIAL SEGA SEAL OF QUALITY

84504

KIDS TO ADULTS

K-A™

AGES 6+

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

- The Genesis 32X Cartridge is intended for use exclusively for the Genesis 32X 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 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.

CAN TEMPO TAKE THE TROPHY?

Welcome to Rhythma, a place where all the world's a stage. Once a year, Major Minor, Dance Master of Rhythma, holds a huge music festival, with weeks of concerts and events. The highlight of the festival is the Major Minor Show, a dance contest that anyone can join. First prize is the Major Minor Trophy, the most coveted award in Rhythma. The favorites of this contest are Tempo and his friend Katy. Surely they'll win first place this year....

But the curtain rises on a new and dangerous opponent. The scheming King Dirge wants that trophy, and will do anything to get it. He knows he doesn't stand a chance against this young couple's superb sense of rhythm and dazzling dance moves, so he has rounded up his performance company, Mussi Productions, and placed them on every stage. The Mussi members will stop at nothing to get Tempo and Katy out of the contest.

Can Tempo dodge Mussi Productions, thwart Dirge's dirty schemes, and take home the trophy? Maybe... with your help. Travel from stage to stage, dancing, dodging and grabbing points and power-ups. Play extra games for bonuses, and gather up all the strength you can. You'll need it!

STARTING UP

1. Set up your 32X System™ as described in its instruction manual. Plug in Control Pad 1.

2. Make sure the power switch is OFF. Then insert the *Tempo*™ cartridge into the console.

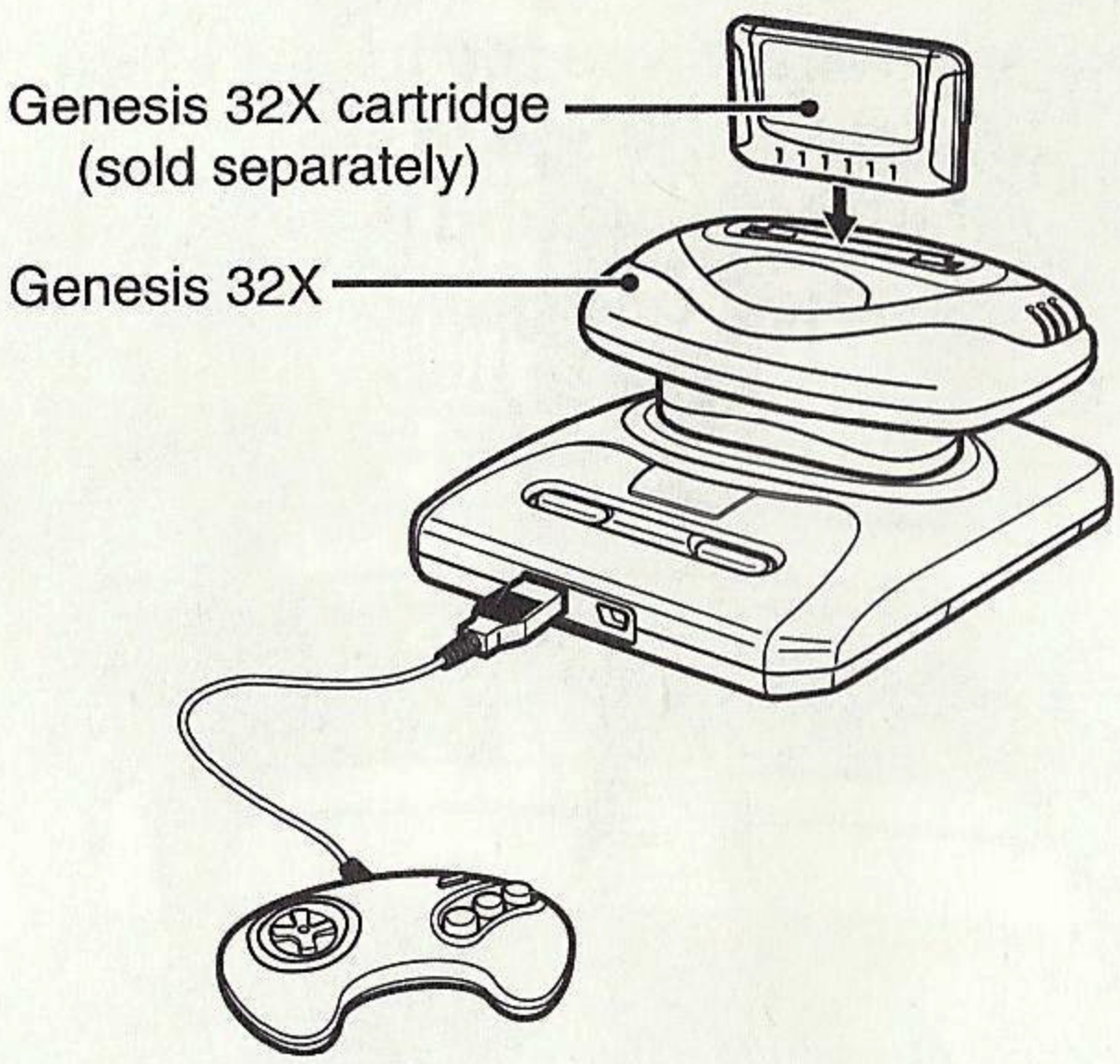
3. Turn the power switch ON. The Sega screen appears. Then in a few moments, the Title screen appears.

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 Start when the Title screen appears.

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

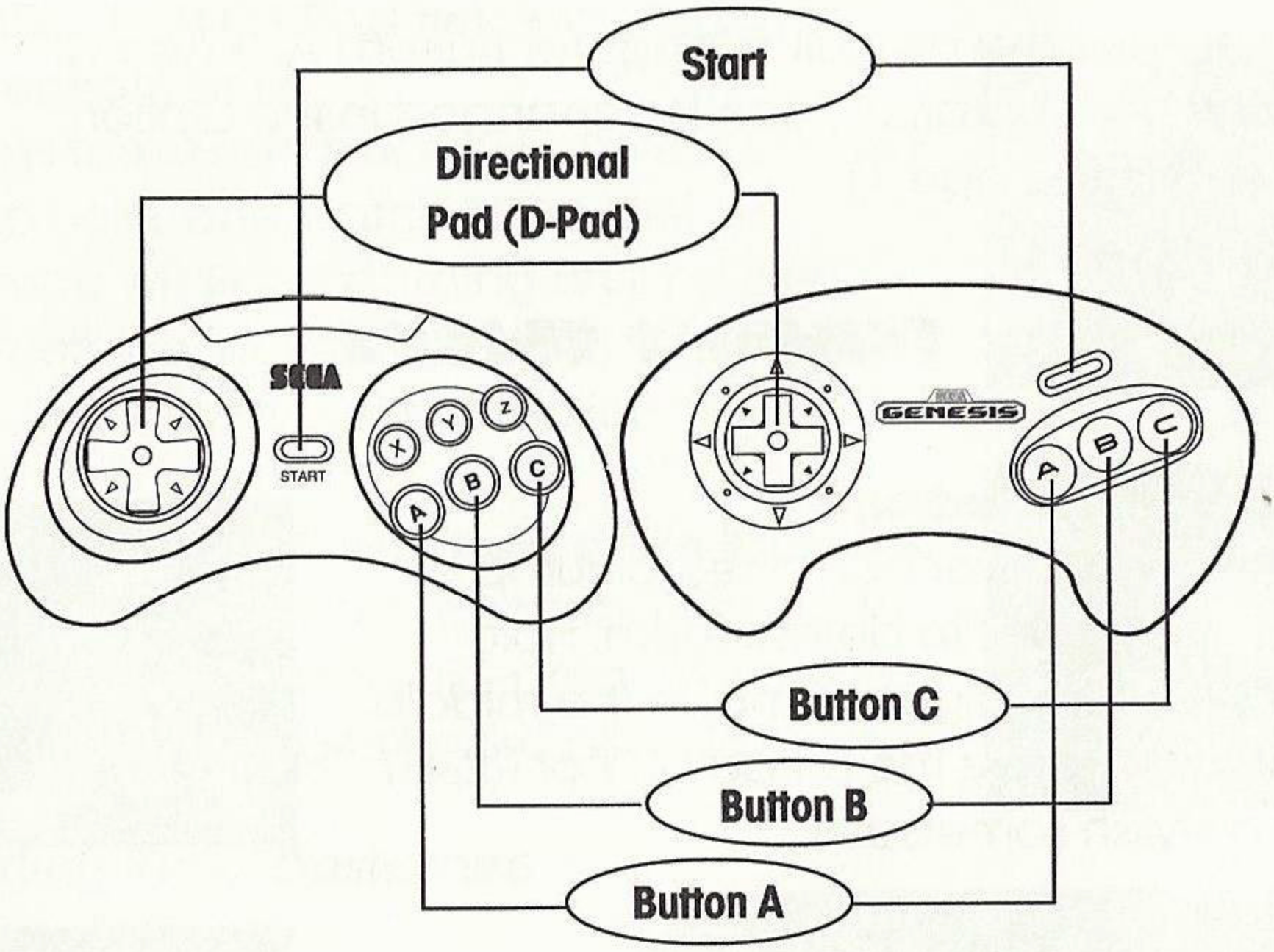
Note: *Tempo* is for one player.



TAKE CONTROL!

6-Button Arcade Pad

3-Button Control Pad



D-Pad

- Moves Tempo around the screen
- Press DOWN to duck/scroll down the screen
- Press UP to look up/scroll up the screen

Start

- Starts the game
- Pauses the game. Press again to resume play.

Button A*

- Kick
- Perform special moves in Bonus games (see page15)

Button B*

- Jump
- Fly—Tap once and hold

Button C*

- Snap Attack

Buttons X, Y, Z

- Not used

* These are the default settings for Buttons A, B and C. Button configurations can be changed in the Option screen (see page 7).

TEMPO'S TRICKS

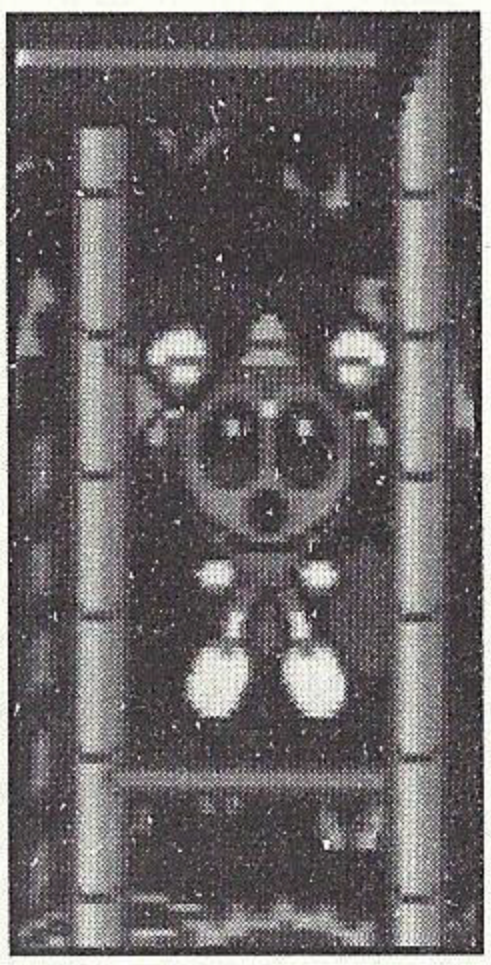
Jump: Press Button B

Jump to get over obstacles, or jump on top of enemies to defeat them. Hold Button B for a higher jump. In the middle of a jump, press the D-Pad LEFT or RIGHT for a stylish somersault.



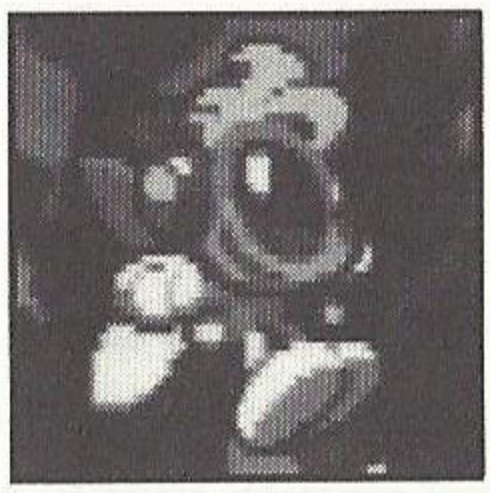
Traverse Ladders: D-Pad UP or DOWN or Button B

To reach a ladder from below, place Tempo below the ladder and press Button B to jump. Tempo will automatically grab on and flip himself up the ladder. To descend a ladder, have Tempo stand on the top rung, then press the D-Pad DOWN.





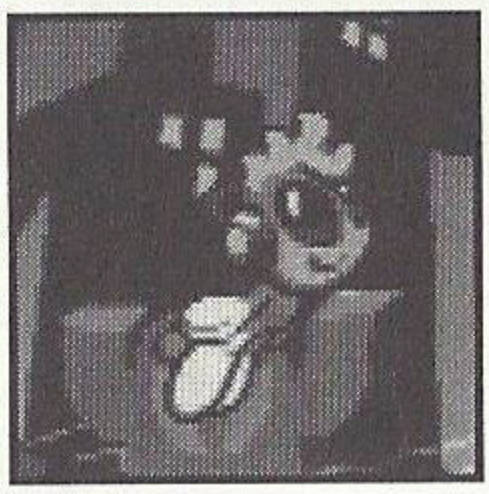
Fly: Hold Button B while in midair
Learn how long to hold Button B and when to let go, to maneuver through some of the trickier traps.



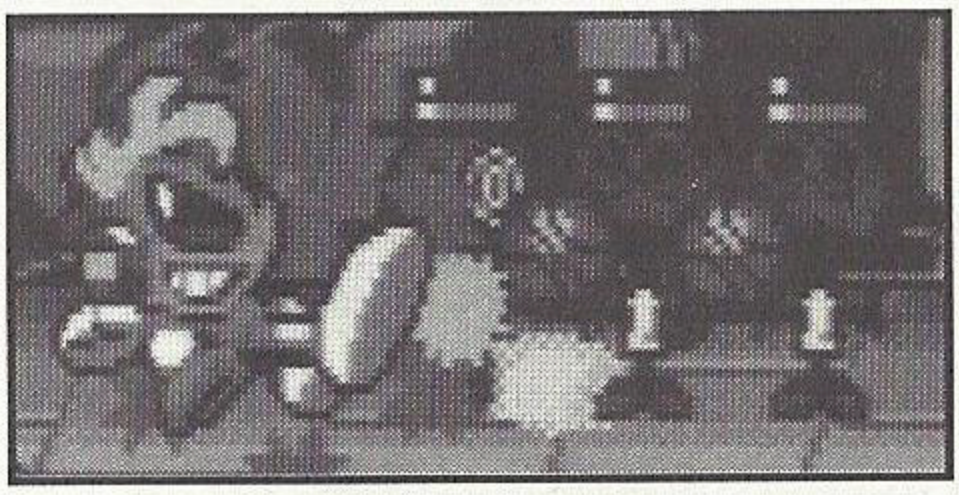
Dash: Press D-Pad twice in the same direction, hold
Press the D-Pad twice LEFT or twice RIGHT and hold, and watch those feet fly! Tempo will keep dashing until he hits something, or until you press the D-Pad once in the opposite direction.



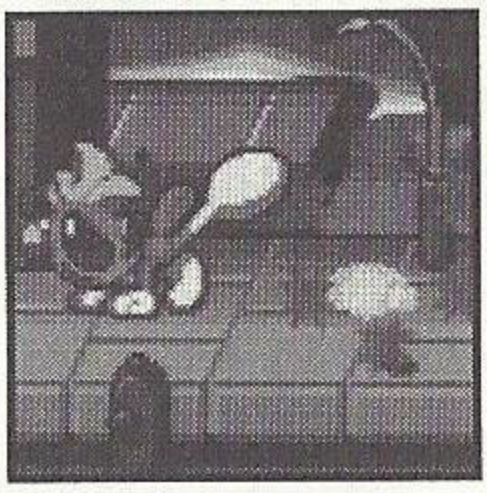
Spring Jump: Dash, then press Button B
In the middle of a dash press Button B to spring high into the air—great when you need that little bit of extra altitude.



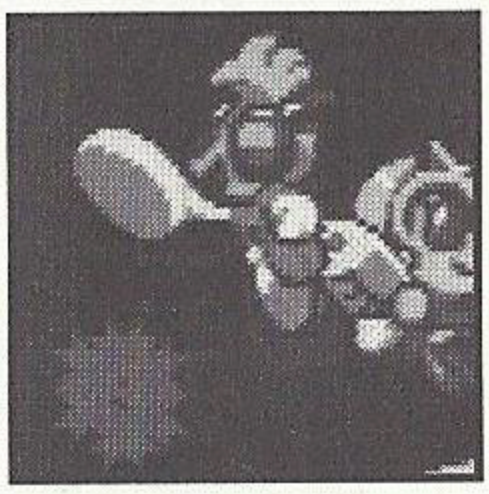
Sliding Kick: Dash, then press Button A
In the middle of a dash, press Button A for a stylish sliding kick that can take out groups of enemies at once.



Back Kick: Hold D-Pad DOWN and press Button A
This shows great style and is excellent for getting those hard-to-reach enemies.

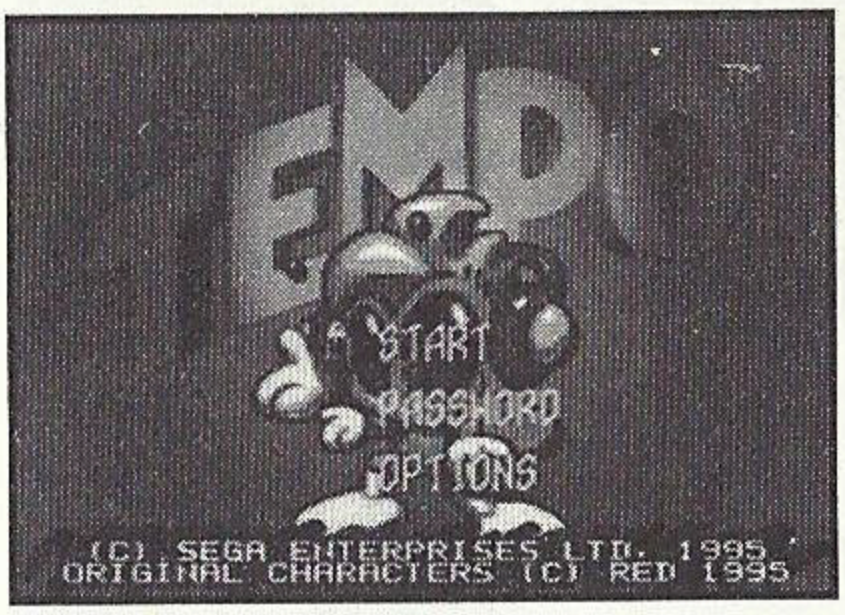


Wall Kick: Press Button A
Get next to a wall and jump toward it, just as you're about to hit the wall, press Button A to kick off. The action will propel you back and up. How can you use this move? Experiment!



GETTING STARTED

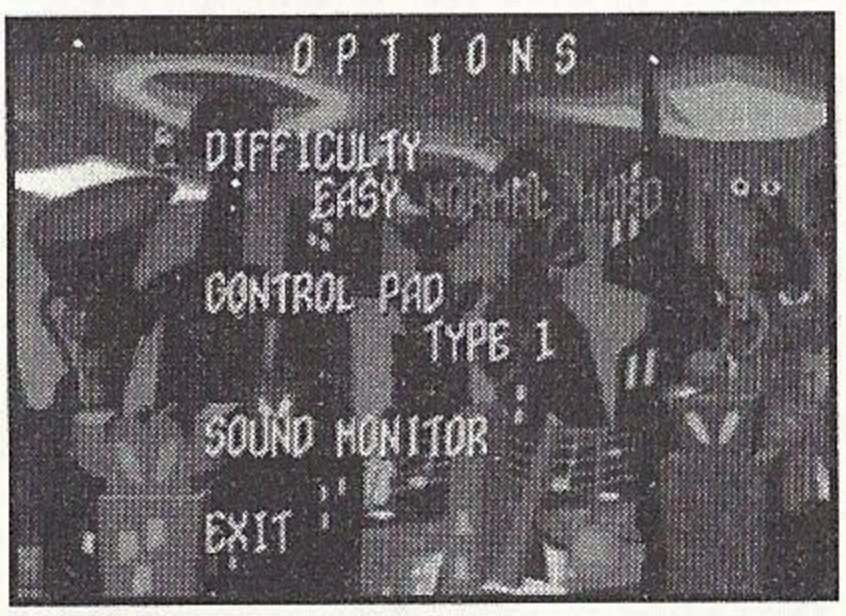
The *Tempo* introduction and Title screen follow the Sega logo. Wait a moment to see the game demo, or press Start at any time to bring up the Title screen. Press again to see the Game Menu. Make your selections by pressing the D-Pad UP or DOWN, then press Start.



Start the game here by pressing Start, or enter your Password (select PASSWORD) or look at the Options menu (select OPTIONS). For more about passwords, see page 17.

SETTING THE TEMPO (OPTIONS)

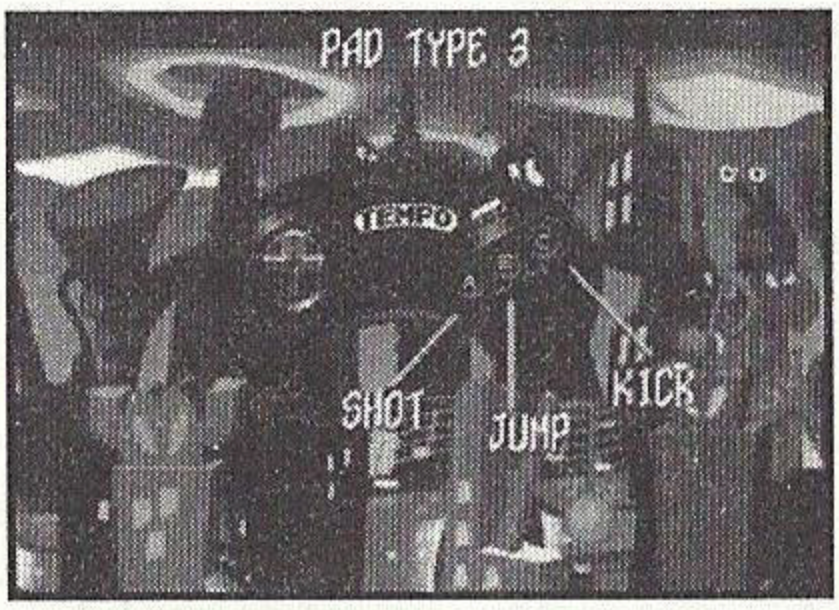
Select an option by pressing the D-Pad UP or DOWN. Make choices within the selected option by pressing LEFT or RIGHT. Exit the Options menu by pressing Start. Or highlight EXIT and press Button A, B or C.



Difficulty: Select between Easy, Normal and Hard.

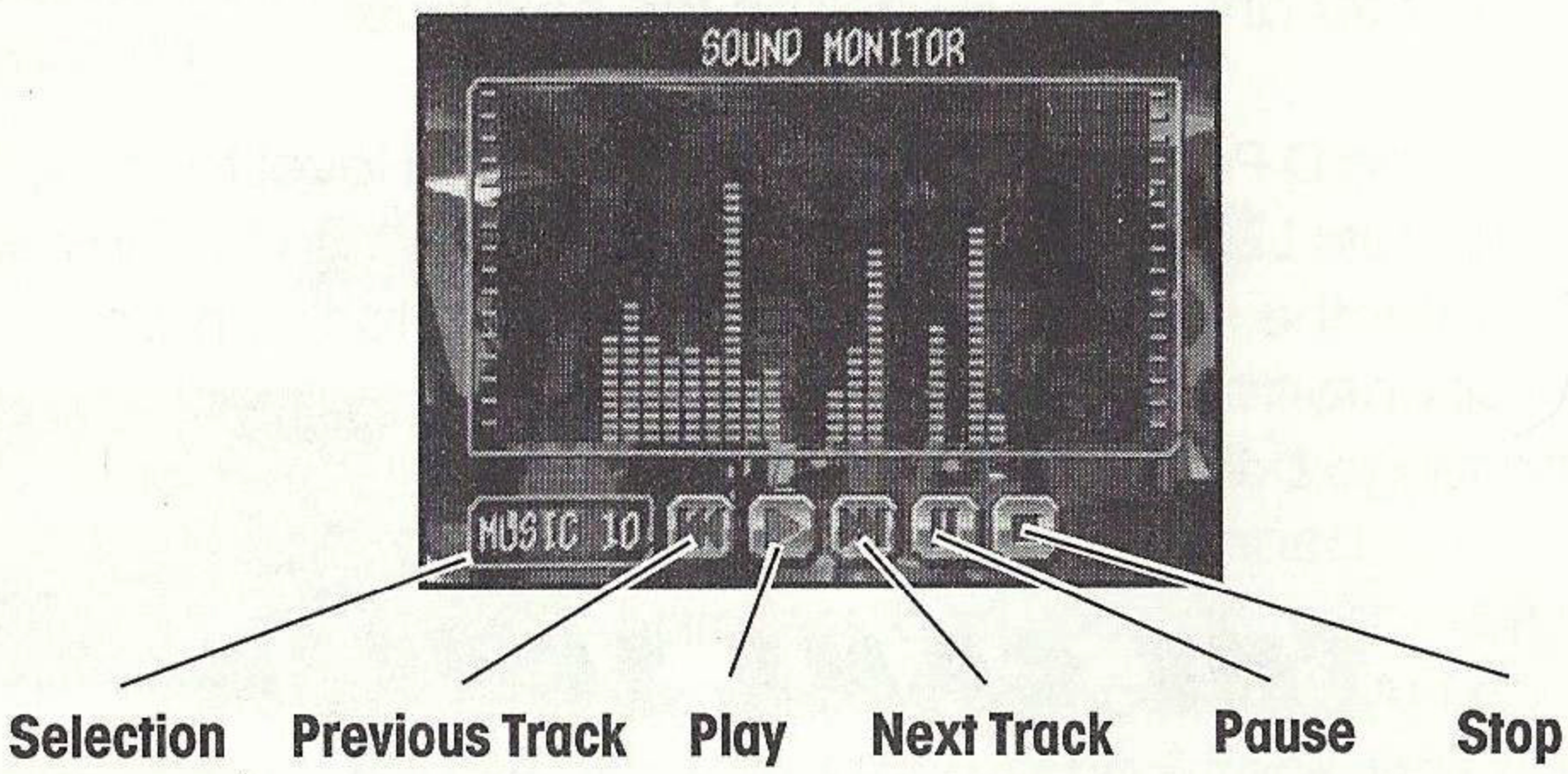
SEGA GAMEPLAY HOTLINE
1-415-591-PLAY

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



Control Pad: This customizes the button functions on your Control Pad. Select this option and press Button A, B or C to see the Control Pad screen. Press LEFT or RIGHT to cycle through the six configurations available. To return to the Options menu, press Start.

Sound Monitor: This lets you sample the music tracks, voices and sound effects used in the game. Select this option and press Button A, B or C to bring up the Sound Monitor screen.



The box in the lower left corner displays the track number. Press the D-Pad UP or DOWN to cycle through Music, Voice or S E (Sound Effect) categories. Then press the D-Pad LEFT or RIGHT to select a function button, and press Button A, B or C to perform the function. Highlight EXIT and press Button A, B or C, or press Start to return to the Options menu.

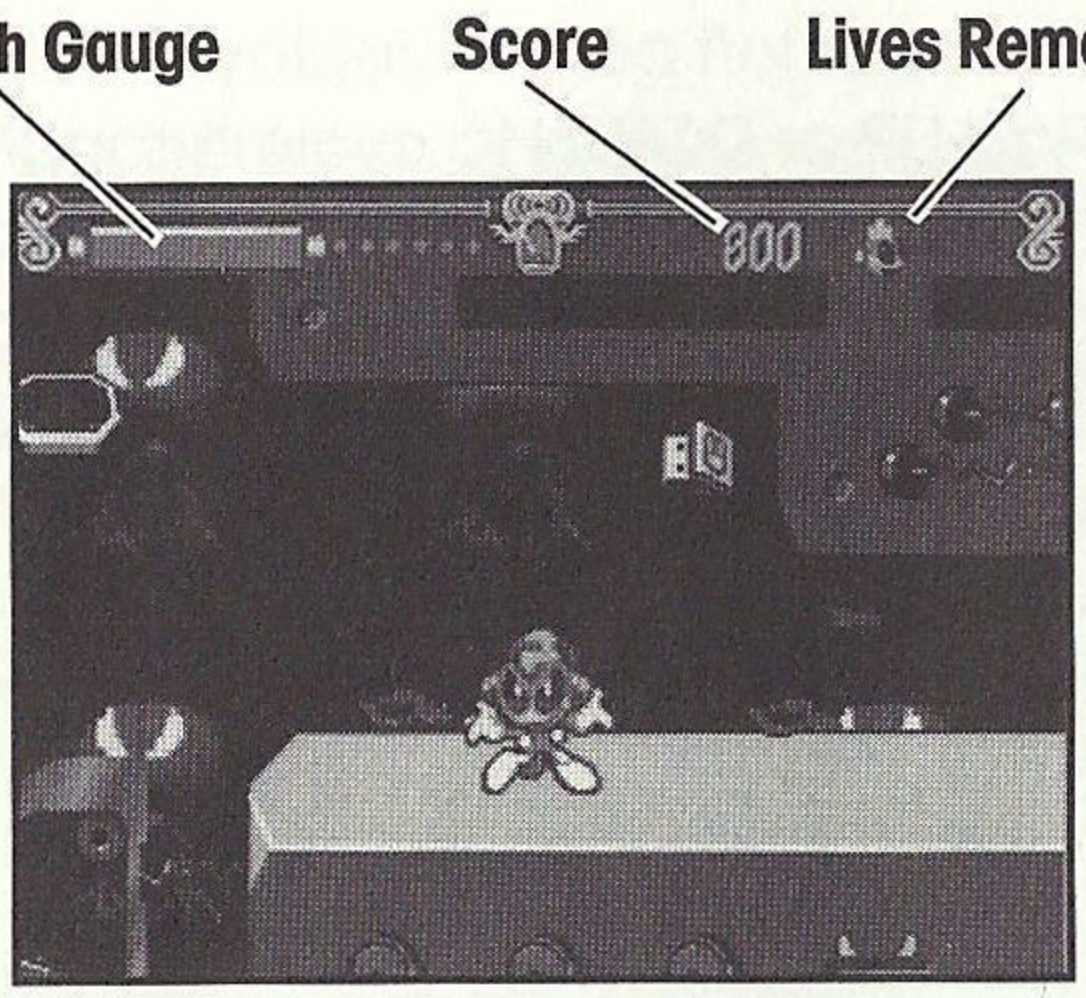
THE CURTAIN RISES



After you select START or enter your password, the Major Minor tower appears. There are four levels on the tower—three levels of normal stages, and one level of Bonus Games. You start the game at the first level, and can select any of the three stages on that level. Once you complete a level, the pedestal before the entrance disappears and the stage can no longer be entered. You must successfully complete all stages on a level before you can enter any of the stages on the next level.

Press the D-Pad UP or DOWN to travel from level to level, and press LEFT or RIGHT to select a stage within that level. To enter the stage, press Button A, B, C or Start. Tempo hops onto the pedestal to the cheers of the crowd, and the stage begins.

THE GAME SCREEN

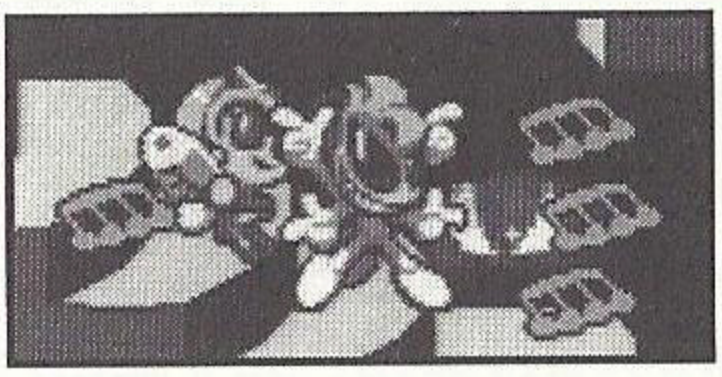


Strength Bar: Grab Notes to fill this bar up, and grab a Headphones Item to make the bar grow. The Strength Bar empties every time Tempo takes damage, and when it runs out, you lose a Life.

Lives Left: A Tempo icon appears for every Life you have remaining in the game. If you get more than three Lives, a number replaces the icons. Whenever Katy joins you on the screen, a Katy icon appears here as well. You start the game with three Lives, and get a 1UP with the first 5,000 (Easy mode), 10,000 (Normal mode) or 15,000 (Hard mode) points you score.

Press Start to pause the game and see how many **Gold Coins** you have (for information on Gold Coins, see page 11).

SNAP ATTACKS



Press Button A, and snap a note that stuns any enemy it touches. While an enemy is stunned, it's harmless, and you can finish it off with a kick or jump attack. At first, Tempo can only use one hand for a Snap Attack. Pick up Snap Items to use more hands (Tempo has four to snap with) and extra power. Whenever Tempo takes a hit, he drops the Snap Item he is carrying and goes back to using one hand. But fear not—you can pick the Snap Item back up later... unless it's in a very dangerous spot.



2 Hand Snap

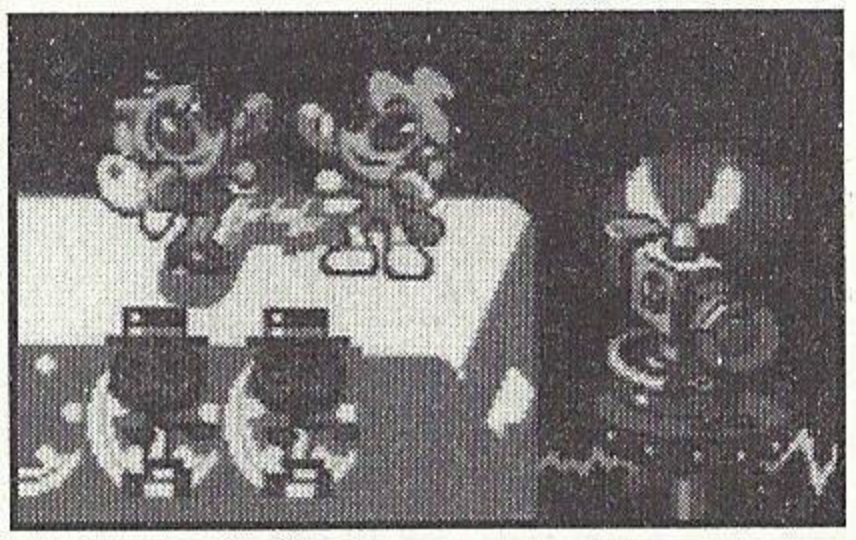


3 Hand Snap



4 Hand Snap

WHAT KATY DOES



Katy is Tempo's friend and dance partner, and she can help him in many ways. She knocks down walls, defends Tempo from certain attacks, and can help get rid of an enemy once Tempo stuns the enemy with a Snap Attack. And the two of them make beautiful music together.

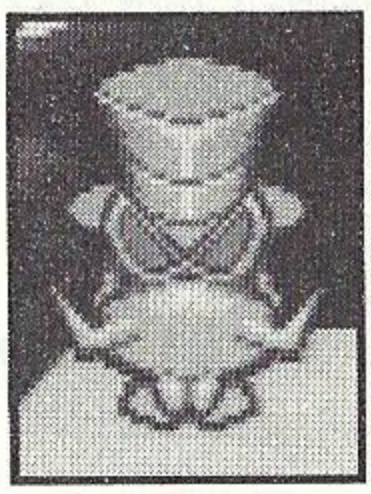
To call Katy to Tempo's side, find a DANCE item and walk over it. Katy will follow Tempo around and help him until he takes several hits of damage. Then she flies away.

LANDMARKS

You'll find these helpful features in every stage.



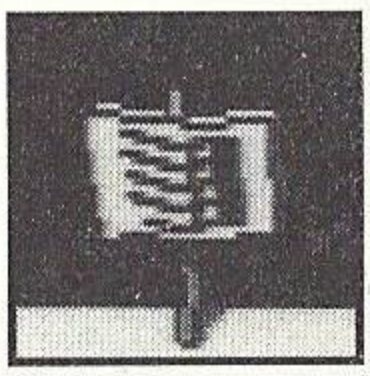
Treble Clef: Touching this sends Tempo cartwheeling across the screen. Tempo is invincible as long as he's spinning.



Minor Teleporter: This sends Tempo to another part of the stage, sometimes to a secret room. Just jump onto the Major's hat.



Flower: Defrost this poor little plant to dissolve all the crystals in the area. When the crystals melt, they leave you Notes. To free the flower from its icy prison, simply walk over it.



End: This marks the end of the first two levels of each stage.

ITEMS

You'll find Items everywhere: concealed in colored keys, hidden in secret rooms, or just floating around in the air. Pick an Item up by touching it.

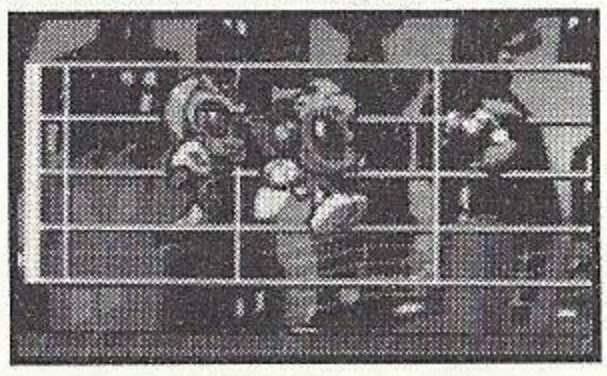


Gold Coin: Collect these for chances to play the Bonus Games. (See page 15.) Pause the game to see how many Coins you have so far.



Power Notes: These fill up your Strength Gauge. The more notes grouped together, the more power you get.

Song Notes: These pop out of midair when you reach a certain spot, and play a tune when you grab them in succession. Song Notes don't fill up your Strength Gauge, but they're good for extra bonus points.





Giant Note: This not only completely fills your Strength Gauge, but gives you bonus points as well!



CD: This makes you invulnerable for a short period of time. And cows fly. No, really.



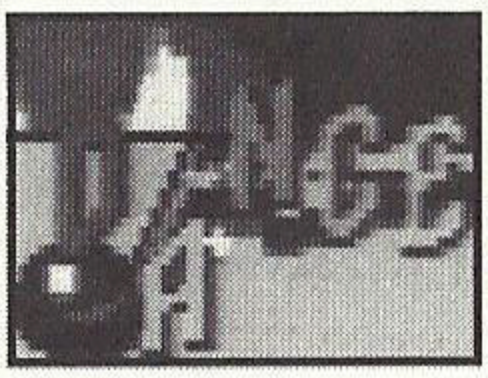
LP: This makes you mega-powerful! Not only can you fly anywhere on screen, you can also fire devastating LP attacks. Too bad this only lasts a short time.



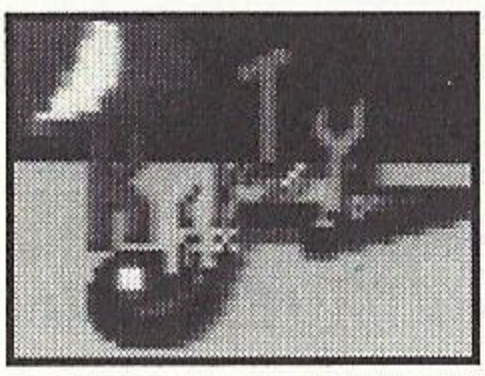
Cassette Tape: This gives you twice the score for each enemy you defeat within a short period of time.



Headphones: This makes your Strength Gauge bigger.



DANCE: Step over this icon to launch into a dance of such magnificent skill, that your friend Katy joins you and defeats all enemies on screen. If Katy is already with you when you come across one of these, your double dance turns all enemies on screen into Gold Coins. You receive bonus points at the end of each stage for each dance you perform.

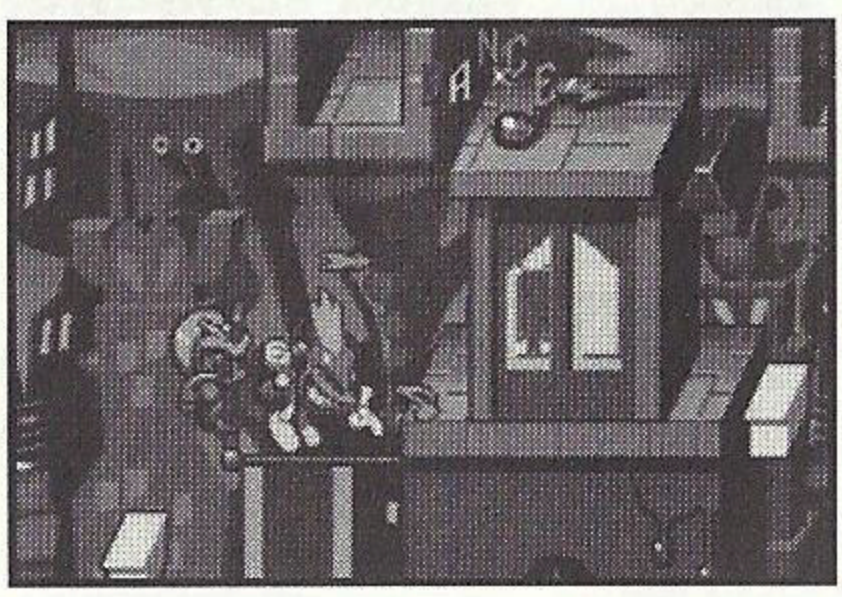


KATY: Katy has to be with you before you can use this. Her super spin opens passageways for you.

FACE THE MUSIC!



STAGE 1: DOWNTOWN PERFORMANCE



The big city is crowded with enemies that you must snap, hop and kick out of the picture. Style counts! Search for goodies in hidden basements. Ride the accordions, dance on clouds, but don't stay in one place for too long. Hang onto laundry for a lift.

Level Boss: Da' Boot.



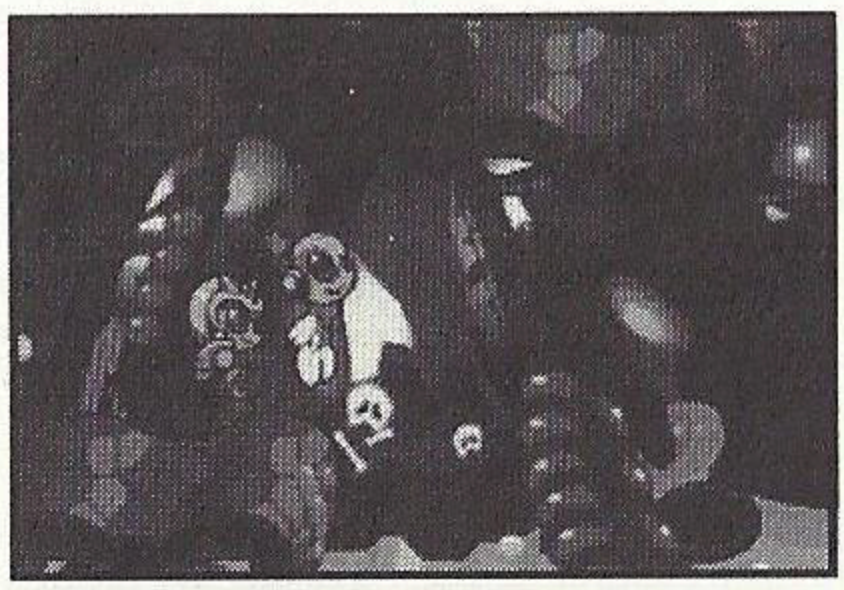
STAGE 2: HI FI PERFORMANCE



You've wound up inside a giant entertainment system. Race along the revolving belts and cassette tapes, and battle the video game icons for extra points. Watch out for the sparks rampaging free of their circuits.
Level Boss: Headcase.



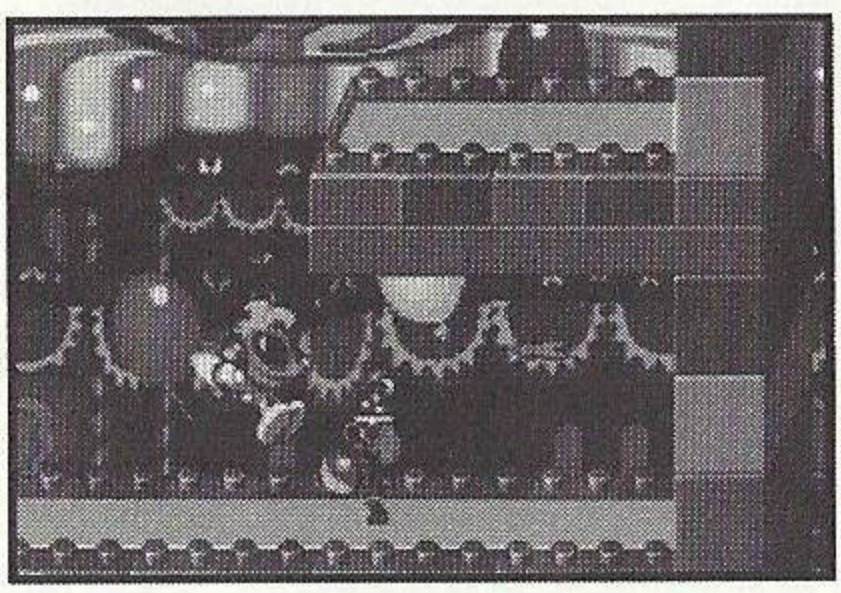
STAGE 3: INDIGESTION PERFORMANCE



Looks like you've found one sick puppy. Hop among this critter's choppers, then get ready for a stomach-churning journey through the innards. Watch the area around you and avoid getting into a tight squeeze. And beware of the occasional heart attack....
Level Boss: K.O.



STAGE 4: CIRCUS PERFORMANCE



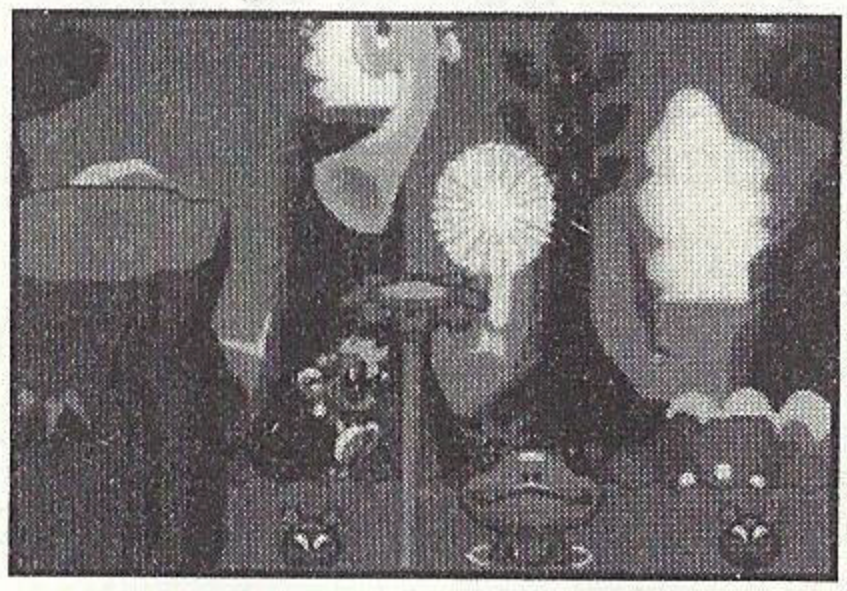
Life's a circus, and you must get past the clowns. Here's where things get tough. You're lost within a maze of building blocks, with bikers and stunt bugs flying all over the place. Dodge the musicians astride their psychotic pianos, and take a wild ride through vent pipes to secret rooms and big bonuses.
Level Boss: Baff da' Clown



STAGE 5: JUNGLE PERFORMANCE

Welcome to the jungle! Jitterbug through a jungle full of hostile flora and fauna. Smash the honeycomb for surprises—either freebies or free Bees. Bounce off drums and ride along leaves.

Level Bosses: The Buzzelles



? STAGE 6: WINTER PERFORMANCE

Merry Christmas! These Santas won't give you presents, so you'll have to seek the goodies out on your own.



? STAGE 7: FINAL PERFORMANCE

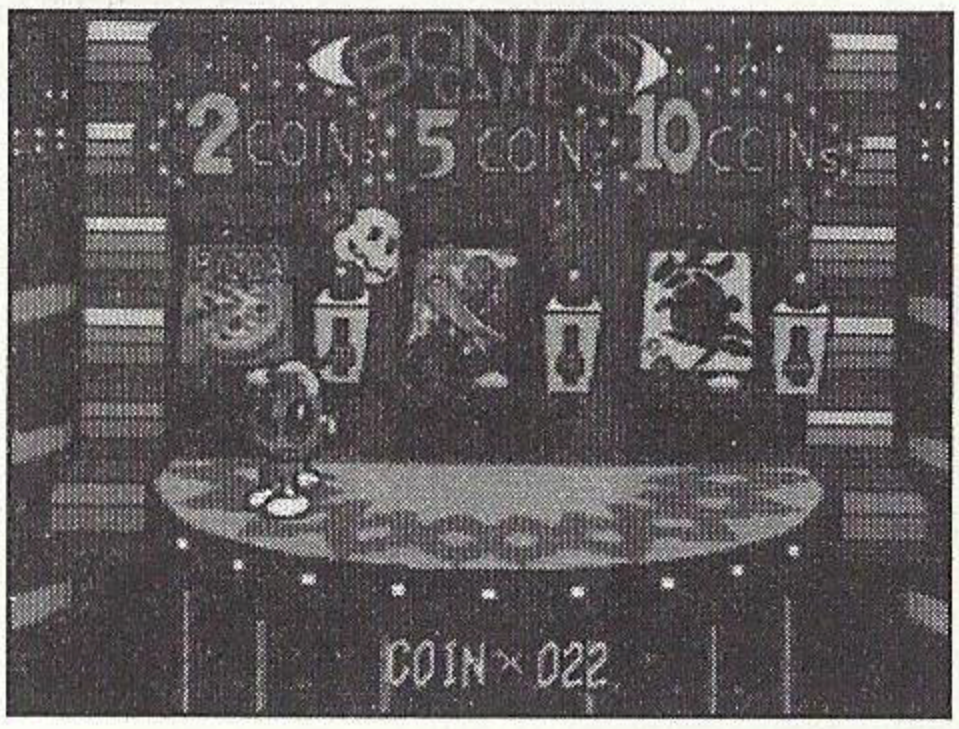
Will you dazzle your rivals in the final confrontation? Will there be an encore? Will you get the Major Minor Trophy and all the fame and fortune that goes with it? There's only one way to find out....

STAGE CLEAR

Receive points for completing each stage in the shortest period of time, for the number of Note Items you pick up and the number of Dance Performances you make.

BONUS GAMES

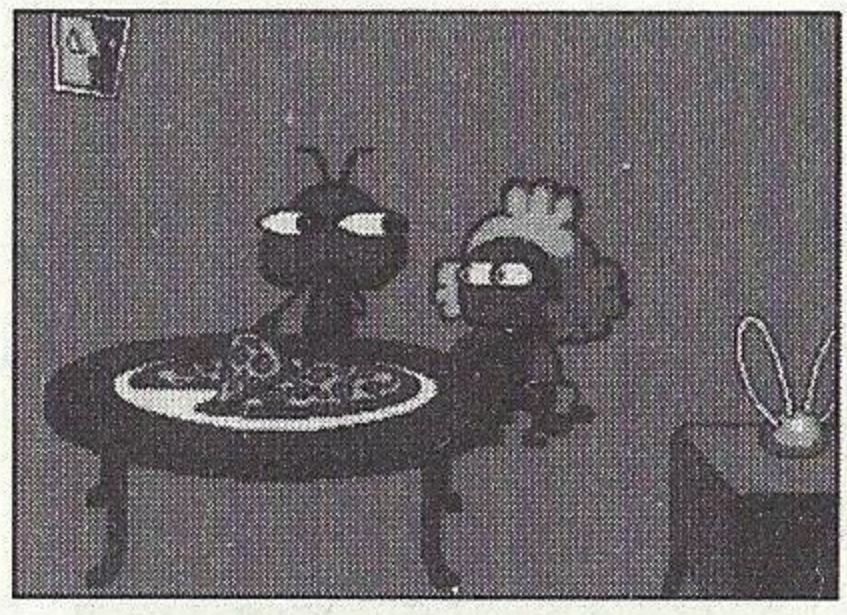
Between stages, you can use the Coins you collected during your previous stages to play one or more of the Bonus Games and pick up extra points.



Place Tempo in front of the Bonus Game you want to play, and press Button A, B, C or Start. If you have enough Coins, Tempo will enter the game. An introduction screen appears. Press Start to begin play.

TASTY VITTLE SESSION (2 COINS)

Press Button A to sneak a slice of pizza. How many slices can you grab before you get caught? Timing is everything!



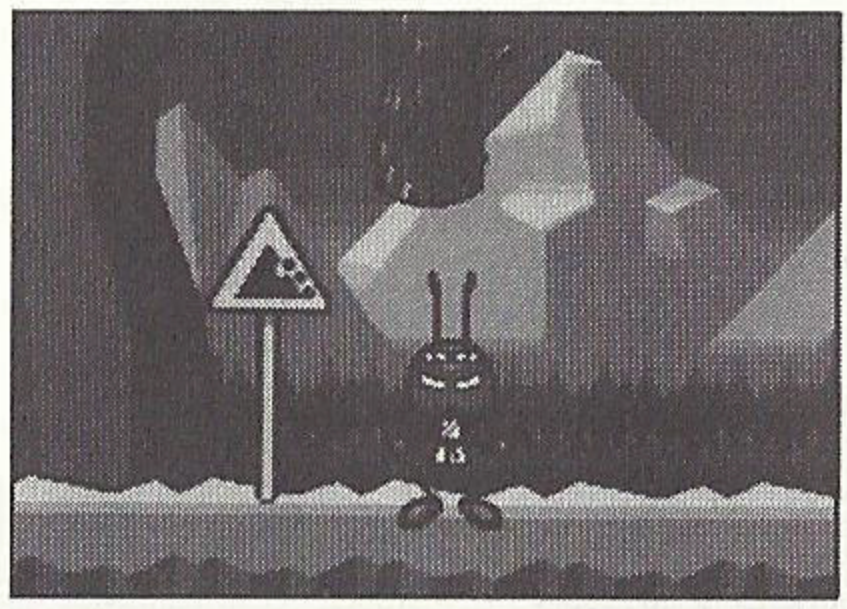
GOIN' PEARLIN' (5 COINS)

Press Button A to surf. Receive points for each cool surfing pose you can accomplish without wiping out.



JUST HACKIN' AWAY (10 COINS)

Press Button A to split rocks or logs.



GAME OVER

The game ends when you run out of Lives. That's it. Finito. But wait—you have a choice! A menu screen appears with the following options:

Continue: Continue the game at the beginning of the stage you left off. You start the game with two Continues.



Password: Check out your password for that level so you can continue your game at a later time. Be sure to write it down.

End: This ends the game and brings back the Sega screen.

Use the D-Pad to place the icon before the desired feature, and press Start.

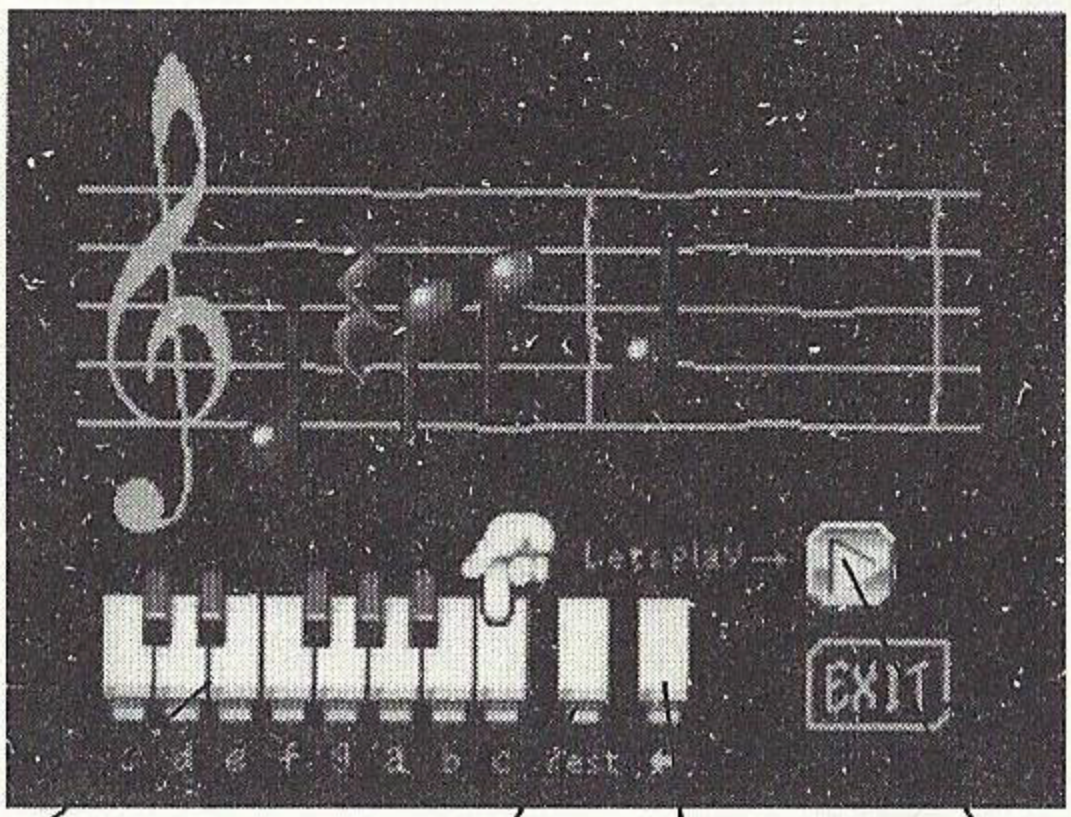




WHAT'S THE PASSWORD?

You pick up a password by ending a game at any stage besides Stage 1, and requesting a password.

Select PASSWORD from the Game Menu and press Start to bring up the Password Screen. Make your selections with the D-Pad, and make all entries by pressing Button A.

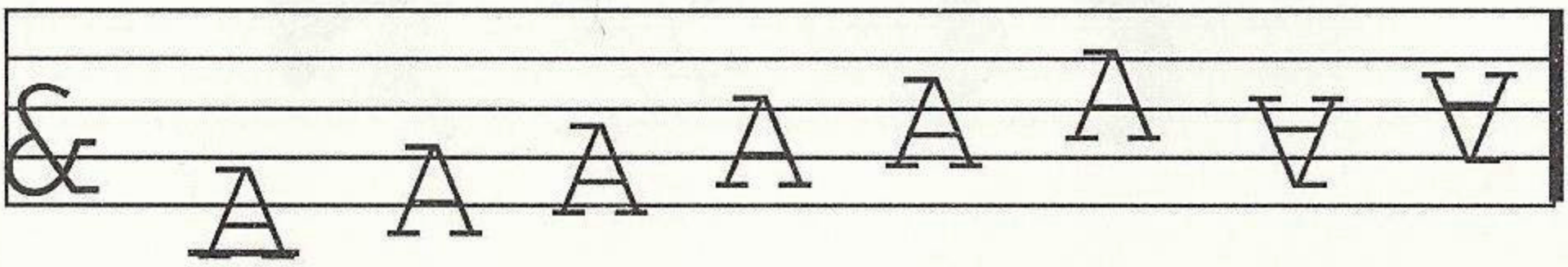


Piano Keys: These select the notes you want to enter on the Password Bar.

Play Button: This plays your password.

Rest Key: Select this and press Button A to put a Rest on the Password Bar.

Erase Key: This erases anything entered previously on the bar.



TEMPO'S TIPS

- Style counts! Snapping enemies from a distance is safest, but a stylish bounce or sliding kick gets you more points.

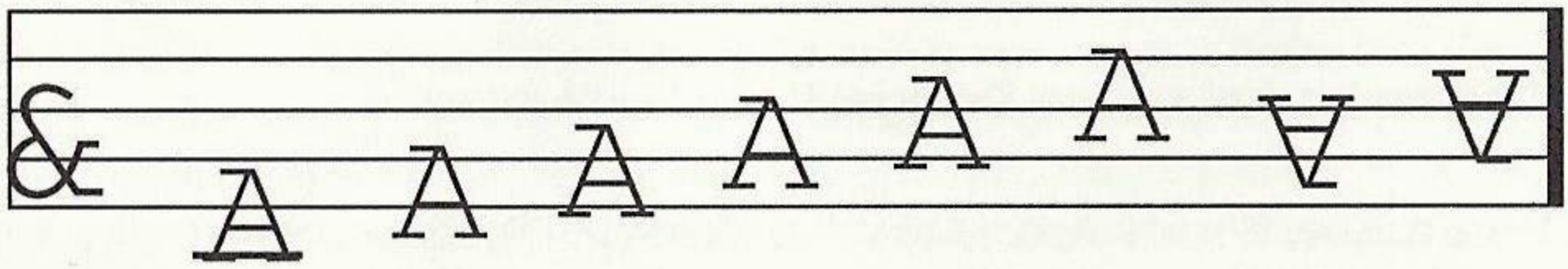
- Save your music notes and DANCE Items for when you really need them, but be sure to use them before you leave each level.

- Search for Headphones Items first, then use the Notes to fill up your Strength Gauge.

- Don't overlook Katy's abilities. Let her help you with her long-range attacks.



PASSWORD PAGE



C D E F G A B C

CREDITS

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Character Animation Design: Keita Komiyama

Producers: Hiroshi Aso, Motohiko Hojo (RED), Mike Larsen

Product Manager: Ami Blaire

Assistant Game Designer: Ryoma Kaneko (RED)

Assistant Producer: Bill Person

Lead Programmer: Tsukasa Aoki

Programmers: Yuzo Iwai, Naohiro Hirao, Masanaga Uekusa

Graphics: Hiroyuki Hirama, Masahiro Kumono, Yuta Ihara, Mototaka Nakatsu, Akira Soejima, Yasuhumi Yamaguchi

Lead Testers: Norihito Sekine, Jeff Junio

Assistant Lead Testers: Lorne Asuncion, Don Carmichael, Mike Herauf, Lance Nelson

Testers: Arnold Feener, Ly Ly, Joe Cain, Jeff Hedges, Dana Green, John Amirkahn, Janine Cook, Kerry Kirkham, Phil Co, Peter Clark, Richie Hideshima, Maria Tuzzo, Sean McInnes, Rachael Bristol, Christine Watson, Sean Doidge, Len Jung, Crisi Albertson, Erik Larsen, Robert Buckingham, Amber-Leigh Junier, Sam Saliba, Noah Mackenzie, Atom Ellis, Howard Gipson, Steve Bourdet, Jeff Loney, Ed Riel, Nicole Tatum, Chris Lucich, Tony Lynch, Lloyd Kinoshita, Dan Webber, Steve Rapp, Chris Charles, Charles Artoux, Eric Simonich, and Todd Morgan

Manual: Wendy Dinsmore

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