



WOLFCHILD™

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FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.
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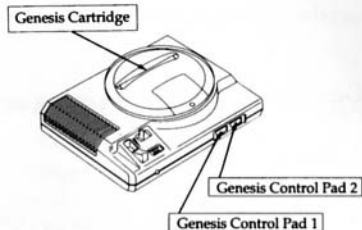


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Getting Started



1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.
2. Make sure that the power switch is OFF. Then insert the WOLFCHILD cartridge into the console and press it down firmly.
3. Turn the Power Switch ON. In a few moments the Sega screen will appear.

IMPORTANT: If the Sega screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the SEGA cartridge.

4. Press the Start Button on Control Pad 1 when the WOLFCHILD title screen appears.

Handling Your Sega Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with 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 recess during extended play, to rest yourself and the Sega Cartridge.

A Beast is Born

Dr. Kal Morrow, the world's foremost authority on biogenetic science, has been kidnapped by the notorious terrorist group, CHIMERA.

The leader of CHIMERA, a confirmed sociopath named Karl Draxx, has set out to conquer the world using mutant war machines of the doctor's own creation.

But Draxx is unaware that moments after the kidnapping, Morrow's youngest son, Saul, returned from conducting oceanographic research at sea to find his father's lab in ruins—and the entire incident captured on security videotape. At that moment Saul swore to do everything in his power to avenge his father's abduction and bring down Draxx once and for all.

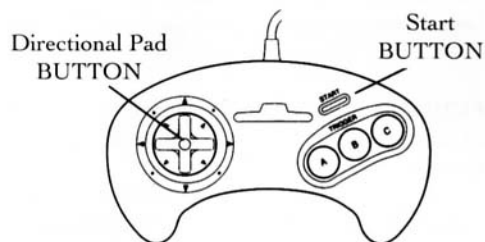
But Saul knew he couldn't take on the bloodthirsty CHIMERAN army alone.

Fortunately, Draxx's army failed to find Morrow's secret blueprint for the perfect war machine—Project Wolfchild—a half-man, half-beast warrior possessing enormous strength, incredible psychic powers, and an immunity to all levels of pain.

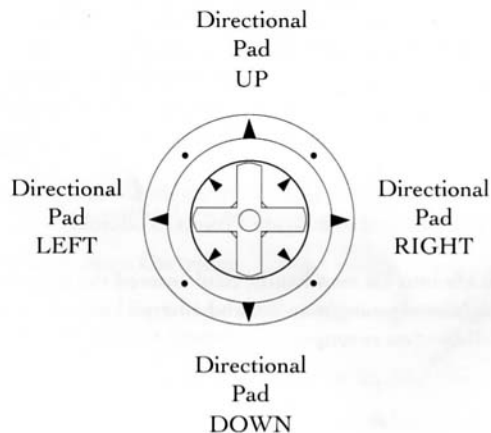
Saul had no other choice. In order to single-handedly crush his father's captors he had to activate Project Wolfchild.

Taking his life into his own hands, Saul entered the transmutation booth a frightened young man . . . and emerged a lycanthropic warrior hell-bent on revenge.

Names of Controller Parts



This manual refers to the following directions:



Controlling Saul

TO MOVE RIGHT OR LEFT:

Press the Directional Pad RIGHT or LEFT.

TO DUCK:

Press the Directional Pad DOWN.

TO PUNCH OR SHOOT:

Press the A BUTTON.

TO JUMP:

Press the B BUTTON.

TO FIRE SMART BOMBS:

Press the C BUTTON.

Main Game Menu

To make a selection in all Wolfchild Menus, move the arrow next to desired Menu item by pressing the Directional Pad UP or DOWN. To make your selection, press the Start BUTTON.



START

Choose START to begin the game with the current Options settings.

OPTIONS



The options setting allows you to customize the following settings by pointing to the desired option and then pressing LEFT or RIGHT to scroll through the different settings.

Game Level

You can set the game level at Easy, Medium or Hard.

Lives

You can choose to take on CHIMERA with up to 6 lives.

Sound Test

There are 23 different sound tracks and EFX available for you to sample. To sample any selection from the sound system, cycle through to a desired track, then press ANY BUTTON.

Controls

You can customize the game controls BUTTON assignments on the control pad to your own specifications.

Rapid Fire

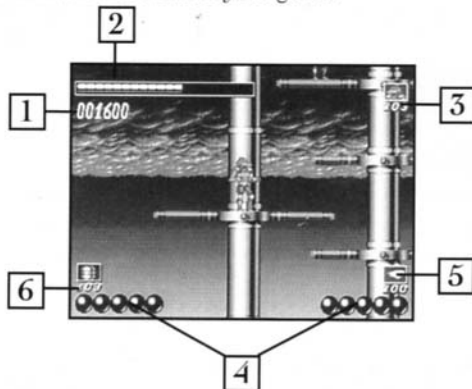
This selection enables you to punch, or fire at rapid-automatic speed by holding down the fire BUTTON.

Exit

Use this selection to confirm all your options settings and return to the Main Game Menu.

Wolfchild in Action

Located around the game screen are a number of indicators that display information relevant to your game.



1. Score

This shows your current score, awarded for collecting certain bonuses and blasting CHIMERA's evil warriors.

2. Vitality Bar

The function of this bar is central to the game and determines Saul's current form. It is very important to understand how this indicator operates.

Saul begins each game in his human form and the vitality bar will be filled up to the maximum. You can fill up the vitality bar beyond this limit by collecting vitality bonuses. Saul will then transform into Wolfchild and remain in that state until the vitality bar drops below the Wolfchild level as a result of damage from enemy forces.

At that point Saul will transform back into his human form until sufficient vitality bonuses can be collected to transform him back into Wolfchild. Should Saul suffer enough hits to empty the bar, you'll lose a life.

The maximum length of the bar may be extended throughout the game by collecting the EXTEND bonuses. This will increase the portion of the vitality bar and allow Saul to take more hits as Wolfchild.

3. Lives

This icon displays Saul's current form, and the number next to it shows how many lives remain.

4. Bonus and Extra Letters

This indicates the bonus letters you've collected.

5. Weapon Indicator

This represents Saul's current weapon type and the number of shots he has left. In human form, the icon depicts a fist, since he is unarmed as a human. As Wolfchild, the icon represents his current psychic weapon.

6. Smart Bombs

This indicates the number of smart bombs Saul is currently carrying. Smart bombs are collected as bonuses and come in limited supply. When Saul throws a smart bomb at the ground, it will shatter, triggering a massive burst of arsenal energy equal to 10 hits on every enemy that happens to be on the screen at the time the bomb is activated. You can add Smart Bombs to your arsenal by picking these up:



Wolfchild's Firepower

The following weapons can be used by Wolfchild by picking up the icons shown. Each time you collect one, you get 30 shots added to your total—up to 99 maximum.



SINGLE FIREBLAST

Each time Saul transforms into Wolfchild he is given an unlimited supply of single fireblasts. Even when all other weapons run out, he will still be able to use the single fireblast.

DOUBLE FIREBLAST

This weapon comes in limited supply, has a powerful single-shot capability, and allows Wolfchild to fire at a faster pace.



ARC BLAST

This weapon follows a curving path when fired, and proves ideal for wasting enemies that try to hide below Wolfchild.



FLAMER

The flamer travels horizontally, inflicting multiple wounds on anything it touches. The flamer can only be stopped by contact with solid landscape. The flamer will destroy any breakable piece of scenery it comes in contact with.





HOMER

These are Wolfchild's homing missiles. They pursue the enemy until they strike, or will blast into anything in their path. If an enemy is blasted before the Homer gets to him, it will find a new enemy target to destroy.

PLASMA BALL

This inflicts quadruple hits on any enemy it strikes. The Plasma Ball will zig-zag until it collides with a target.



THREE WAY

This weapon fires a spread of three single-hit bullets.



BOOMER

This weapon swings around Saul's body like a boomerang and takes a double hit on anything it collides with.



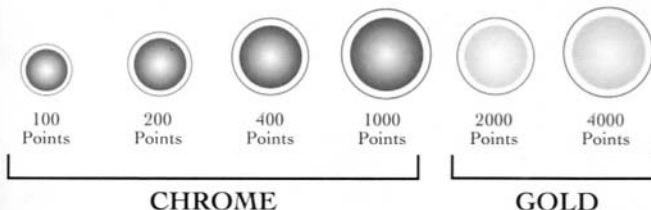
Bonus Pick-Ups

Bonuses and collectibles appear throughout the game behind breakable scenery or in hidden bonus areas. Bonuses and collectibles can also be invisible and require a hit from Saul's fist or Wolfchild's psychic weapons to make them appear.

These items will appear for only a short time so it is important to collect them before they disappear.

POINTS BONUSSES

These ore orbs award the following points.



BONUS AND EXTRA LETTERS

Each time you collect a letter, it will register on the BONUS and EXTRA letter indicators at the bottom of the screen display. Collect all the letters needed to complete either word and you will be awarded with a special bonus: BONUS—20,000 points. EXTRA—extra life.



VITALITY BONUSES

Collecting vitality bonuses will replenish 1 or 2 points of extra vitality on your vitality bar.



EXTEND BONUS

Collecting these increases the maximum length of the vitality bar by 1 point.



SHIELD BONUS

Each time you pick up one of these, Saul gets a limited period of invulnerability.



RESTART BONUS

Restart bonuses are very important. When Saul loses a life he is returned to the start of the level, or to the position of the last restart bonus he collected before he lost a life. In order to prevent being returned to the beginning of a level each time Saul loses a life, collect these bonuses whenever you can.

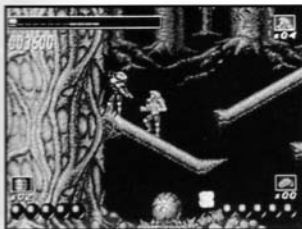
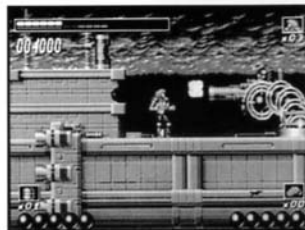


Levels

On your way to the final confrontation with Draxx, you must conquer nine levels. In order to free your father, you must defeat the psychotic Draxx.

BATTLE ON THE CRUISER

Begin your quest by boarding a giant battle cruiser on its way to CHIMERA's stronghold. Here you'll come face-to-face with Draxx's airborne assault squads and deadly bird mutations created using your father's captured knowledge.

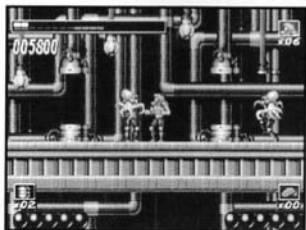
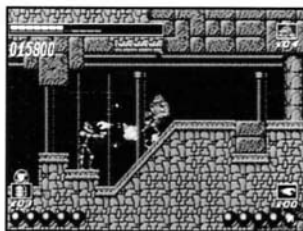


WELCOME TO THE JUNGLE

Get ready for the battle in the bush. Amidst the towering trees and hostile plant life, you'll battle through CHIMERA's ground forces against bizarre lizard mutations and a lethal creature that possess the chameleon's ability to blend in with its surroundings.

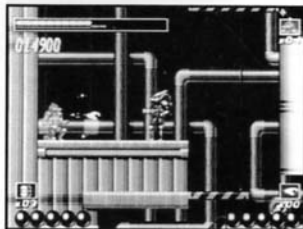
SAY YOUR PRAYERS IN THE LOST TEMPLE

Once a thriving mecca of worship for the filthy rich, the realm of the ancient temple is now a creepy crawly arthropod colony. Now, only beetle infestations, falling larvae, fire-spitting millipedes and giant cockroaches dominate this cryptic landscape.



BLAST THROUGH THE BASE

Finally, you've made it to Draxx's stronghold. Hop on the runaway cargo elevator and prepare to face mutant warriors of every size and shape. Beware! Turn any corner and you may find yourself face-to-face with trigger-happy fish-heads or heavily "armed" octo-heads.

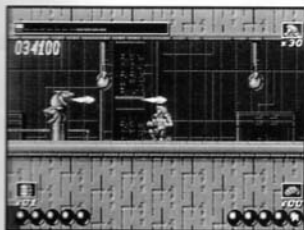
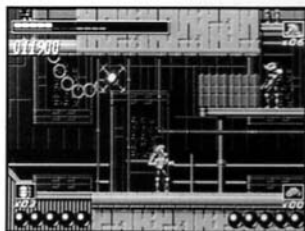


MIX IT UP IN THE BIOGENETIC LABS

This is where your brainwashed father creates all his killer mutants. And now you've got to destroy them...before they destroy you. Battle a gang of fire-spewing warriors through biogenetic silos, on cargo conveyor belts and across emergency scaffolds.

CLEAN UP IN THE CORE

You've made it to the Inner Core of the CHIMERAN stronghold. Now you're only one stage away from rescuing your father. Prepare to battle with the most hideous of all Draxx's deadly experiments including salmonhead laser blasters, falling flame drops and swaying slash orbs.



GIVE DRAXX THE AXE

Prepare for the battle to end all. You've made it to the lair of the insane Draxx. Now it's time to waste the psychopath and set your father free.

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