

MANUAL



FANTASY GOLDS

TM

SEGA®

Thank you for purchasing Fantasy Zone.
Please read these instructions carefully before playing.

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A space operetta in pastel colors!



Prologue

*A long time ago, far beyond our universe,
was a Fantasy Zone!*



The year is 1422 B.G. The official interplanetary currency has collapsed, causing widespread panic on every planet.

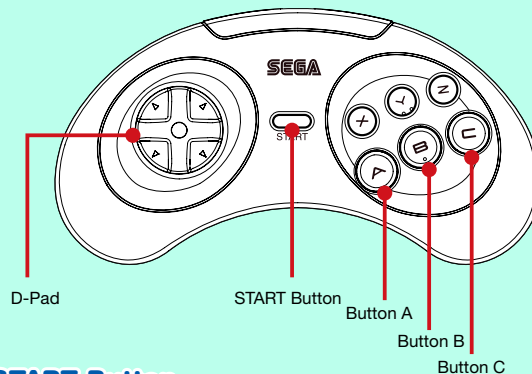
An official investigation by the Space Association revealed that someone was corrupting the inhabitants of Menon to rob them of foreign currency, which they are now using to fund construction of a giant fortress in the “Fantasy Zone.”

Warrior “Opa-Opa” is ordered to crush the schemes of this unidentified enemy. The fate of the Fantasy Zone now sits squarely in his hands!

Controls

This is a game for 1 to 2 players. For 2 player play, players alternate each time Opa-Opa takes damage.

* A second Control Pad must be connected to CONTROL 2 for 2 player play.



START Button

Start game / Pause game / Resume game

D-Pad

Move Opa-Opa / Choose from menu screen

Button A / Button C

Shot / Confirm

Button B

Bomb

* Buttons X, Y and Z are not used.

* During gameplay, press Buttons A, B and C together with the START Button to return to the title menu.

How to Play

Getting Started

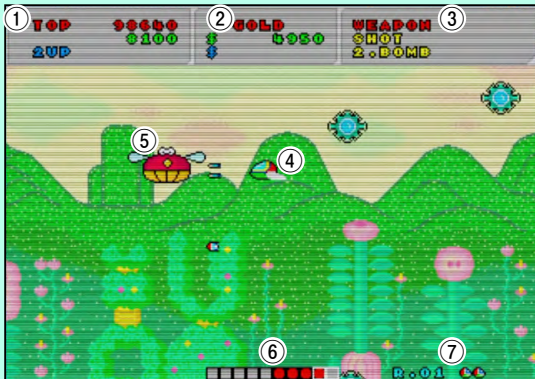
- Press the START Button at the title screen to display the title menu.
- Choose the mode you wish to play and press the Confirm button to begin.

* See page 8 for an explanation of each mode.

* Confidential Information:
Start the game while holding Button B and.....
"Welcome to the Fantasy Zone!"



Game Screen



- ① High Score/Current Score
- ② Current Gold
- ③ Weapons Equipped
- ④ Opa-Opa
- ⑤ Base
- ⑥ Radar (red blocks: bases, white square: current field of view)
- ⑦ Current Round/Remaining Ships

Rules

- You are Opa-Opa, and you fight off enemies.
- Each Round is dotted with enemy bases. Referring to the radar at the bottom of the screen, take out all of the enemy bases.
- Succeed in taking out the bases and you'll be confronted by the Round boss. Defeat the boss to proceed to the next Round.
- Defeat enemies and they will drop coins (Gold). Pick up the coins to use at the Parts Shop (see below).
- Collide with an enemy shot or the enemy itself and you'll take damage. If you take damage when you have no Ships remaining, it's game over. There are no continues.



Parts Shop

- Touch the red balloon that occasionally appears to enter the Parts Shop. Here you can purchase weapon and engine power-up parts. Each time you buy a part, its price will increase for subsequent purchases, so use strategically.
- Make a purchase at the Parts Shop or touch a yellow balloon to display the Parts Select screen. Select the parts you want to use for each category.
- The WEAPON area displays the time limit for currently equipped shot-type parts and remaining rounds for bomb-type parts (excluding TWIN BOMBS). When a part runs out of time or rounds, it will return to the default configuration.



Game Modes

ARCADE

A game mode based on the original arcade version. 1 player play and 2 player alternating play is available. Settings such as game difficulty can be set in "OPTION."

SUPER EASY

As the name suggests, this game mode has been adjusted to make it super easy to play! It's aimed at people that want to get on and enjoy the game without overthinking it!

Other than difficulty, the main differences compared to ARCADE mode are as follows:

- You begin the game with 150,000 Gold!
- Coins are easier to pick up! Coins are drawn to Opa-Opa when in their vicinity.
- The Parts Shop appears more readily, and there's no time limit while browsing.
- Revamped life system! No more one-shot kills. In addition, life is recovered when you clear a Round!



TIME ATTACK

Race against the clock to clear 8 Rounds. The difficulty is reduced, giving you more options to find a fast clear strategy.

OPTION

Use the D-Pad **↑ ↓** to select an item, and **← →** to change the setting. Press the START Button to return to the title menu.

ARCADE MODE SETTING

Change settings for ARCADE mode.

LEVEL: Game difficulty.

PLAYER: The number of Ships you begin the game with.

FIX: Round 2 of NEW (see Ver. below) has incorrect song notation. To fix this, set to BEAT. To leave it as it is, set to BEST.

RAPID: Rapid fire setting. Set from OFF to up to 30 shots per second.

VER.: Change the game version. Set to OLD for the original Japanese arcade version, or NEW for the updated American version.

DEMO **♪**: Set music for the game demo ON / OFF.

SUPER EASY MODE (NO CHANGE)

Check the settings for SUPER EASY (these can't be changed).

TIME ATTACK MODE (NO CHANGE)

Check the settings for TIME ATTACK (these can't be changed).

RECORDS

Check the High Scores / Clear Times for each mode (scores for SUPER EASY are not recorded).

SOUNDTRACK

Listen to music and sound effects used in the game.

LICENSE

See the license information for open source software used in this game.

Power-Up Parts

The following parts can be purchased at the Parts Shop.
All prices are default, and increase on each subsequent purchase.

Weapon 1 (Shot)

Default: TWIN SHOT



WIDE BEAM (\$500)

A pulsating blaster weapon that damages a wider area than the regular Twin Shot.



LASER BEAM (\$1000)

A ludicrously destructive beam of energy that hits far away enemies instantly.



7WAY SHOT (\$5000)

Shoots in seven directions simultaneously. An inelegant but powerful weapon for the discerning connoisseur.

Weapon 2 (Bomb)

Default: SINGLE BOMB



TWIN BOMBS (\$100)

Launch two bombs consecutively. Makes short work of enemy bases directly ahead!



FIRE BOMB (\$2000)

As it drops, it detects Bases horizontally and this triggers a destructive fiery blast sent left and right across the width of the screen.



SMART BOMB (\$2000)

Instantly damages every enemy on the screen! Unlike other weapons, it can even destroy enemy fire!



HEAVY BOMB (\$2000)

Drop a 16 ton weight straight down from the top of the screen, and watch it smash right through enemies, Bases, anything you like really...

Engine

Default: SMALL WINGS



BIG WINGS (\$100)

A little faster than the Small Wings, which if we're fair can really be a bit too slow.



JET ENGINE (\$1000)

A noticeable speed boost with this one. Fast enough for most purposes.



TURBO ENGINE (\$10000)

Now we are talking serious speed. You'll need fast reflexes to use this safely!



ROCKET ENGINE (\$100000)

Definitely not for the faint of heart or level of head. Suited only to top tier champion level Fantasy Zone veterans and the clinically insane.

Miscellaneous



EXTRA SHIP (\$5000)

Money can't buy you love, but it can get you an extra Ship! Take special care of it though, because the repeat purchase price increases are absolutely through the roof!!

Rounds & Bosses

The game features the following Rounds and bosses.

1. Plaleaf (Planet of Greenery)



BOSS
Stunpalon



2. Tabas (Planet of Fire)



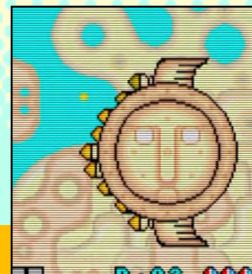
BOSS
Volanda



3. La Dune (Planet of Sand)



BOSS
Cobabeach



4. Dolimicca (Super Planet)



BOSS
Crabumger



5. Polaria (Planet of Ice)



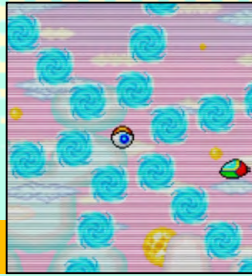
BOSS
Poppos



6. Mockstar (Planet of Clouds)



BOSS
Winklone



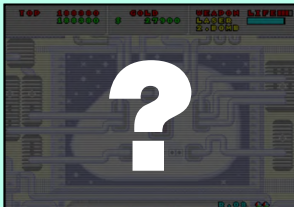
7. Pocarius (Planet of Water)



BOSS
IDA-2



8. Salfar (Planet of Evil Spirits)



BOSS
????

Precautions

Game cartridges are precision electronic equipment! Please take the following precautions when handling them.



● Cartridges are Delicate!

Do not subject your cartridges to strong shocks.

Striking or stepping on a cartridge will damage it!



● Be sure the power is OFF!

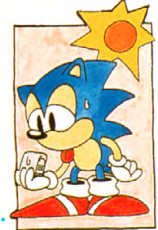
Before removing a cartridge, make doubly sure that the console power is switched to OFF!



● Storing your Cartridges

When storing your cartridges,

try to avoid places that are unusually hot, cold or humid.



● Don't Touch the Terminals!!

Do not touch the terminal contacts or allow them to get wet. Doing so will damage the cartridge!



● Precautions while Playing

Try to take a 10 to 20 minute break for each hour of gameplay. Sit as far back from the TV as the controller cables will allow.



Warning for 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.





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