

Score cool prizes!
(Information on pages 20-21)

SEGA
GENESIS
MULTIMEDIA ENTERTAINMENT SYSTEM

*Instruction
Manual*

**COOL
SPOTS**



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of 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 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.



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Japan No. 82-205605 (Pending)



COOL SPOT ADVERTISING



PLEASE READ BEFORE USING YOUR BEER
COOL SPOT SYSTEM

A warning label is attached to the back of the
cool spot system. It contains information on
how to use the system safely and effectively.
Please read this information carefully before
using the system. The information on the
label is important for your safety and the
proper use of the system. It includes
instructions on how to use the system
safely and effectively. It also includes
information on the proper use of the
system. Please read this information
carefully before using the system.



COOL SPOT ADVERTISING

COOL SPOT SEGA MANUAL

Starting Up

1. Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. (*COOL SPOT is for one player only.*)
2. Make sure the power switch is OFF.
3. Insert the COOL SPOT Cartridge into the Genesis System console with the label facing towards you. Press the Cartridge firmly into the Cartridge Slot.
4. Turn the power switch ON. In a few moments the SEGA screen will appear.
5. Press the START button on the title screen.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.



COOL SPOT NEWS
THE NEWS FROM THE WORLD OF COOL SPOT

BREAKING NEWS

SPOT and his friends, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT and SPOT are in trouble and they need help...FAST!

OLD NEWS

For years, Wild Wicked Willy Will has been trying to capture a real live SPOT to prove to the world that they really do exist. (Up to date, they have never been 'spotted')

HOT NEWS!

Now, Will may be about to get his wish.

BAD NEWS!

Will, in a moment of true wickedness, put cunning SPOT trap cages in all of the fun places where other SPOT friends would be hanging out.

REALLY BAD NEWS!

The traps have worked all too well! There is now a SPOT caught in every cage!

TRULY AWFUL NEWS!

Will will be back any minute to take the SPOT into captivity forever.

GOOD NEWS!

You're here to save the day!

You can help SPOT who has got "SPOT Cool Shots" to spot the cages, free his fellow SPOT friends, stop Will and be a totally "COOL SPOT!"

SPOT TO THE RESCUE

Due to incredibly good planning (okay, you were actually out surfing at the time) you are the only SPOT that is still free to have a good time. All of the other SPOT characters have been trapped in one of Wicked Will's cages.

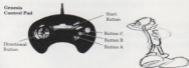
So, there you were, being totally cool as usual, when a sign caught your eye. On it was pinned a hurriedly scribbled message:

"HERO WANTED"

You, as Cool SPOT, must rescue your friends before it's too late! You'll need to use your cool wits and your Cool Shot of bubbles in a race against time (good thing Will is a little slow) to free the other SPOT characters from the traps. Are you up for it? Will you be cool enough before Will gets his wicked hands on them?

TAKE CONTROL!

Below are the instructions for using the Genesis Control Pad:



D (Directional) Button

- Press up or down to move the hand on the Start Game, Options, and Sound Test screens.
- During play, press up and hold to look up or climb up ropes. Press down and hold to look down, or to climb down ropes.
- Press left or right to move left or right while being bounced on bubbles or when captured inside one.
- Press left or right and hold to run in that direction.
- Press in any direction to aim your Cool Shot that way.

Start Button

- Press to start game.
- Press to bypass opening screens.
- Press to pause game and again to resume game.



Button A

- Press to change options on the Options Screen or to enter the Sound Test

Button B

- Press to change options on the Options Screen.
- During play, press to use your Cool Shot. You can aim in any direction with the D button.

Button C

- Press to change options on the Options Screen.
- Press to jump up. Tapping the C button jumps lower, while holding it down will jump higher!
- Pressing while holding the D button to the left or right will cause SPOT to do a somersault in the chosen direction.

OPTIONS SCREEN

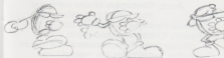


To enter the Options Screen from the title screen, move the hand to **OPTIONS** and press the A button. To change an option, move the hand to the option you wish to change and press the A button. The following is a list of the options available and what they do:

Difficulty:

There are three levels of difficulty for COOL SPOT. They are: Easy, Normal, and Difficult. A number of things in the game will change based on your choice of difficulty level. They are:

1. The number of SPOT characters you start with. On the "easy" setting, you





have four SPOT characters at your disposal to rescue your friends. On "normal" setting, you begin with 3, and on "hard" you have only 2. Talk about tough — you've got to be so completely cool to complete the game this way! (Or the programmer...Grin!)

2. The number of cool points you must collect to be cool enough to fire your Cool Shot at the lock on the cage. On "easy", you must collect 30 cool points. "normal" requires 60 cool points collected, while the "hard" setting requires 90 (GULP!)
3. The number of cool points you must collect to qualify for the bonus level. On "easy," if you collect 75 cool points, you will qualify for the bonus level to earn continues. On "normal," you must collect 85 cool points, and

on "hard," you better get them all! (99 will do if you are a wimp!)

4. The percentage chance that an enemy will become a 7UP glass, and the number and type of enemies on each level. The 7UP glasses heal you if you have taken any damage. On easy, monsters have the best chance of becoming a 7UP glass, and the 7UP glasses restore more health to you. For example, on the easy level there is a 1 in 10 chance that a blasted enemy will transform into a 7UP glass. On the normal level there is a 1 in 5 chance. On the difficult level, the blasted enemies will not transform into 7UP glasses.
5. Last, but definitely most important, you receive a free SPOT character whenever you reach specific scores. On the "easy" setting, you'll get another SPOT character

every 50,000 points. On "normal," you'll receive them every 75,000 points. On "hard," you've got to score a cool 100,000 to get each extra SPOT.

6. You can only win our cool competition if you play on difficult! See pages 20 & 21 for details.

Music: This option will turn on or off the cool music that is played during the game. (Tommy the musician will be mighty annoyed if you ever use this feature!)

Sound FX: If you like to play without the added bonus of sound effects, this is the option for you! If you like to hear your enemies before you disintegrate them, leave it alone!

Sound Test: This option will list the music and sound effects that are included in COOL SPOT. To choose the sound you wish to hear, use the D button to move the list up and down so that it is next to the title of the music or effect and press the A button to hear it.

Triggers: This option lets you customize how the A, B, and C buttons

work for playing COOL SPOT. Set it up so that it is most comfortable for your delicate little hands. (Maybe you should get some cool white gloves like SPOT!)

Exit: This option allows you to exit the Options screen and jump right into playing COOL SPOT!

A DAY IN THE LIFE OF A HERO

There are oodles of levels in the game you've got to complete to save each of your friends. To finish a level, you've got to collect enough cool points to be way cool enough to fire your Cool Shot at the lock on the cage that a SPOT is trapped in. If you don't believe us and try to finish a level before you have sufficient Coolness, a giant hand will appear on the screen pointing you back toward the level you are currently on. When you're cool enough to fire your Cool Shot, you will see the words "FIND CAGE" appear on your screen.





The following is a description of the items shown on the status bar at the top of the game screen:

Cool %:

This is a percentage that depicts the amount of coolness you have based on the number of cool points you have collected. If you reach 100% absolute coolness, you will not only gain an extra SPOT and the respect of your closest friends, but you'll also get 10,000 extra points, which might just be enough to earn you an extra SPOT character. Would you believe it? Something to work for, don't you think?

Health Meter:

This shows your overall health. Whenever an enemy touches you, your health will decrease by a small amount (something about losing your cool.) When this happens, a small bit of the SPOT on the status bar will peel off. If the SPOT peels all the way off, you've lost not only

your head, but also your SPOT. Now, you must begin the level with a new SPOT. Of course, if you managed to go by a Restart Flagpole, you'll begin at its location.

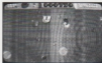
SPOT Characters:

This is the number of SPOT characters you've got to complete the game. The good news is there are more SPOT characters to be found and earned throughout the game. Each level has at least one hidden SPOT which will give you an extra SPOT — look for it! Not only that, but there are extra SPOT characters that can be earned every 50,000, 75,000 or 100,000 points depending on the difficulty setting.



Score: This shows your current score for this game. This is what you use to determine who is coolest among your friends.

Time: This shows how much time you have left to complete the current level. When you get close to running out of time, you'll hear a sound that will speed up the closer your time dwindles down to zero. The bad news is if you run OUT of time, you'll lose the SPOT you're using and will have to start over with a new SPOT. The good news is that there is a chance to increase the time you've got! Look for the hand holding the watch to get 30 seconds added to your time left!



Hi: This is the highest score reached since switching on your Genesis Game Console. However, the default is a simple 100,000 points, so you've got to beat that to get your score listed.

Programmer's Hint: If you want to beat my high score, collect everything, shoot everything, ignore time and if you are truly amazing, you will see SPOT get what he deserves!

Special Items:

Cool Points: These are the red round spinning discs that look very much like SPOT (without legs, arms, glasses, or a mouth!). YOU WANT THESE! If you become cool enough and your cool percentage gets to be 100%, you'll have 10,000 points added to your score. At the end of the level, wait with bated breath for your chance to gain an extra SPOT.



7UP: **NOTE:** One Cool Point collected gives you 1% Coolness! This gives you 7% toward your cool percentage. These not only get you closer to your free SPOT character and free points, but they are often necessary to complete the level. SO, GET THESE!



7UP Glass: This replenishes some of your health, which will cause the SPOT shown on the status bar to glue himself back on! YOU WANT THESE TOO!



Balloons:

You can grab ahold of the string on a balloon by jumping toward it. While floating on a balloon, you can still fire in any direction. To let go of a balloon, jump left or right. When you are on a balloon and you aren't sure where to move next, jump up to see what's above you. You may find your next balloon foothold. Take a chance! If there's nothing there you'll just land back on your original balloon.

**Bubbles:**

Bubbles bounce you upward, so you don't even have to press the jump key! But be careful! Shooting a bubble will cause it to break. Of course, this may be something you WANT to do sometimes....

**Capture Bubbles:**

The capture bubbles are smaller than regular bubbles, but they're big enough for you to jump inside of them! Once you're inside, you can control their movement. If you press the jump button, you'll burst out of them. You'll know it's time to make a move when the bubble starts wobbling a lot. SPOT gets bored quickly, so press the jump button or watch SPOT free himself.

**Watch:**

This will increase the time you have to complete the current level by 30 seconds — just long enough to find that secret hidden cool point you'll need to get an extra SPOT! YOU NEED THESE!

**Restart Flagpole:**

When you touch it, the flag will move from half mast to the top of the pole, marking your place just in case you lose a SPOT and have to start over. Not that you would lose a SPOT or anything, because you're too cool, but if a "friend" were to make a teensy mistake and lose his SPOT, you can be a pal and tell him about the flagpoles! In that case, he would return to the flagpole location when he started again with a new SPOT.

**1-UP:**

This gives you 1 extra SPOT. YOU WANT THESE! YOU WANT LOTS OF THESE! GIMME! GIMME! GIMME!





Bonus Score Screen

At the end of each level, two factors are added together to give you a bonus score. You will see your SPOT character hanging onto a balloon at the bottom of the bonus score screen. Whatever time you have leftover will count down to zero, boosting SPOT up toward the top. Then, your cool percentage is counted down to zero, and Spot is pulled up even higher. If the combined extra time and cool percentage get SPOT all the way to the top of the screen, you'll get another free SPOT!



Bonus Game

During the Bonus Game, you are in your favorite place — a 7UP bottle. You've got to travel up the bottle using the bubbles and anything else you find. In

addition to regular bubbles, there are capture bubbles (the smaller bubbles!) which you can use to guide your way up the bottle. You want to move fast because you only have so much time to collect the cool letter at the top of the bottle. If you run out of time, you will be returned back to the game. The cool letters at the top will be one of the following: U-N-C-O-L-A. These letters are used as continues: If you run out of Spot characters and get the GAME OVER screen, you will "swap" a continue letter for a fresh set of SPOT characters. Unfortunately, you don't want this to happen, because your score will reset and you will be unable to get the cool prize for collecting all six letters.



Programmer's Hint: One neat trick is to jump through bubbles from below. This way, you go a little bit

higher and you might be able to reach more goodies. Also, if you jump out of a bubble you are captured in right into a bubble above, you'll jump WAY high!

COOL PRIZE

Oh yeah, we almost forgot the cool prize! If you manage to get all the cool letters while playing the game on the "Difficult" setting without swapping any of the cool letters for a continue, and finish the game releasing all of your SPOT friends, you can receive a cool prize! Here's what you have to do:

- 1) Play the game on the "Difficult" setting;
- 2) Collect all the cool letters U-N-C-O-L-A from the bonus game;
- 3) Finish the game without having to swap any of the letters for continues;
- 4) Take a picture of the special secret screen that will be shown at the end of the game; and
- 5) Mail the picture along with a piece of paper with your name, address, city, state and zip code to the following address:

Virgin Games, Inc.

Attn: Cool Spot U-N-C-O-L-A Game
18061 Fitch Avenue
Irvine, CA 92714

- 6) You will receive your cool prize within six to eight weeks of our receipt of your picture and address.
- 7) **ONLY ONE PRIZE PER PERSON!**

Here's additional information you will need to know:

- 8) Requests must be received by December 31, 1993. No liability is assumed for lost, late, stolen, misdirected or illegible mail.
- 9) All requests are the property of Virgin Games, Inc.,

and will not be returned.

- 10) By submitting an entry, the winner agrees to allow use of his/her name and likeness thereof for advertising and promotion of this competition without compensation. All state and federal taxes are the responsibility of the winners.
- 11) The competition is open to all residents of the continental U.S. excluding its territories and overseas military installations. Employees of Sega of America, Inc., Virgin Games, Inc., the Seven-Up Company, their affiliates, subsidiaries, advertising, production, promotion and fulfillment agencies and the families of each are not eligible. Void where prohibited by law or taxed. All Federal, State, and local laws and regulations apply.

LEVELS OF COOLNESS

There are eleven cool and crazy levels you've got to complete to save all of your captured friends. The following is a brief description of each of those levels.

SHELL SHOCK

Ugh! Those dang dragonflies — their sting is a SPOT-seeking laser-type shooting thing — OUCH! The only thing good about this place is that sand crabs come and go, and hermit crabs are a tad bit timid. They only come out of their shell when they think no one is around. So stand real still until you see them poke their head out and then BAM! Right in the kisser with your Cool Shot! Look for the hidden cool points, they might be behind ANYTHING!



Programmer's Hint: When you fire at a Hermit Crab while he's hiding (like a chicken) in his shell, your shots ricochet off the hard shell straight up into the sky. Use this to your advantage to get those pesky Dragonflies that home in on you! If you can't get a ricochet to work for you, stand in one place and keep firing up until the dragonfly flies right where you want him — in the path of your Cool Shot! If you keep blasting that hermit shell, you will finally blow it away!



PIER PRESSURE

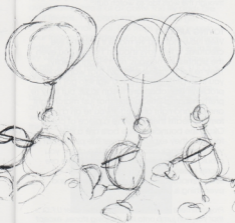
Just when you thought it was safe to go near the water again! Right after you've dealt with the dragonflies, you've got to go to battle against BEES! We're not talking regular bees, but DIVE BOMBING BEES! Shoot them quickly to minimize the damage you'll take. Of course, firing after the Bees is no easy task when you've got pinching crabs, uncool oysters, spitting fish and creepy crawly worms to worry about — YUCK! You might want to go down some of the ropes you don't need and look for hidden goodies to find!



Programmer's Hint: NEVER UNDERESTIMATE THE POWER OF WIMPY JUMPS! If you press the button with a little tap, you will just jump up a little bit — this is how to aim your shots that kill off those darn hopping Oysters. Wimpy jumps also let you make those really difficult jumps from rope to rope without falling into the water. (SPOT can't swim you know!) However, if you want to be MACHO, then just keep bumping into things, get SPOT all annoyed and lose the game!

IN DA WALL

Whew! You made it to the inside of the wall near the Toy Store! Boy, there certainly should be a chance to catch your breath here, right? —NOT! No Way! That'd make it too easy! So take a real deep breath and then go against the crawly spiders with a quick flick of the thumb on the fire button! You should avoid the barbed wire, one wrong step and ooooh, it REALLY hurts! Now the mice are a little upset that you woke them, the cheese they're throwing isn't soft, but you're Cool Shot can take 'em out, as long as you are persistent and don't try to jam through this level too fast! If you want to get the extra 10,000 by collecting all the cool points, you will need to go ALL OVER this level again and again and again!



Programmer's Hint: Walls may stop SPOT from running through them, but you can shoot your Cool Shot through the wall! Shoot away at those enemies on the other side of a wall to make way for smooth sailing. Oh! I almost forgot. The enemies can shoot through the walls too, so watch out!

TOYING AROUND

Well! Now that you've made it past the live creatures, a few toys shouldn't make you even the slightest bit nervous, right? Right? Really! They're just harmless little toys that want to keep you from getting where you want to go! No problem! The robots are tough to kill, but they're pretty mindless little soldiers that just march right and left and right and left. If you're on a platform beneath them, they're a piece of cake! Okay, the bouncing slime balls are a little tougher, they explode all over the place, but if you stand back and just shoot like crazy, you should be able to make it through. There are secret passageways! Try anything! Even if it seems impossible! This is a video game and everything is possible!

Programmer's Hint: There are shiny little silver U.F.O.'s that you can jump onto like stepping stones, except you can't stand on them forever or you'll slip off. Most people fall apart and turn into wrecks yelling "ARRGH! IT'S UNFAIR!" when they fall right off, but you can do this! All you have to do is jump BIG and FAST the moment you land on the U.F.O. and you won't slip off! Now, wasn't that easy? If you don't know where to jump, just jump straight up! You'll get a chance to jump again because the U.F.O. will immediately go back to its original position. So take your time with it

and try not to panic!

WADING AROUND

Yep! More water! In case you didn't know, we love water. It's great fun since you've got to avoid falling into it at all costs! The lily pads are your friends. You can jump on them to get across the small pool. The frogs — they're not your friends. Their idea of a good time is spitting water at you, so get them first! The planes in the sky will be dropping bombs that might blow you to bits, so get them second. The blimps, U.F.O.'s and rockets can be used to get toward the ceiling where the trapped SPOT is, but remember how the U.F.O.'s work, and avoid the spikes on the rockets! You might have to fight your way to the top more than once to get everything on this level!



Programmer's Hint: The guy who laid out all of the levels and the enemies in the game is called BILL. Feel free at any time to shout out "ARRGH! BILL!" or "BIMILLILLILLIIII!" when it seems like a jump just simply can't possibly be made. The good news is that we've tested every single jump and they all CAN be made. The bad news is the people we used to test the jumps are really good. But you can do better than them, right? Right! (P.S. The spikes on the rockets don't really

hurt you -(Say loudly "THANKS BILLI")- You what? You've made them slippery??! OH BILLLLLLLLLL!!!!

LOCO MOTIVE

Ahhhh... a nice change of pace, don't you think? Like the train ride at an amusement park, you'd think you'd be able to relax and enjoy the ride — Yeah, right! Watch out for the shootinest toolinest cowboys popping up firing their stuff at you! And we knew you wouldn't be completely happy unless you had to worry about birds that dropped eggs on you. Talk about looking completely uncool with egg on your face! The jumbo balloons, U.F.O.'s, and bubbles are here to help you go high in the sky and save your friend.



Programmer's Hint: You know those cool hands that point you to the cage on the EASY and NORMAL settings of the game? Think about it! Would we point the way to cool treasures and secrets?! Of course not! Look around! Be daring! Just don't run out of



time! (Oh yeah, and watch out for hidden train drivers)

RADICAL RAILS

You've finally gotten plenty of practice at everything in the game, right? Wrong! Go completely out of control down these slopes and slips and try not to get sucked into the vacuum tubes that'll shoot you out at the top of the level, only to fall helplessly out of control toward the bottom!



Programmer's Hint: When you get to the cage on each level that has your friend trapped, don't free him right away! Make him sweat, keep him worried. I mean, why should you waste your spare time when you could be doing some



*serious
cool
point*



collecting? After all, he's not going anywhere and every little cool point is worth so much more when your score gets totaled up in the after level BONUS section! (Maybe you'll even win an extra SPOT!)

WOUND UP

Oh no! You've got to face those dang-nabbit robots again! Just remember what you learned before, and remember there is even MORE of everything to deal with! Watch out for Robots, Chattering Wind-up Teeth, UFO's, Bouncing Slime Balls, and Bomb Dropping Fighter Planes here. Use your wits against these guys, and your Cool Shot tool!

Programmer's Hint: Make sure you make use of the natural SPOT ability to shoot 360°. The best way to do this is to put the ball of your thumb on the middle of the D button and roll it around while you are pressing the fire button as fast as you possibly can! If you can't fire quickly enough, you should think about buying an auto-fire joystick, but that's up to you. Shouting works for me...when you miss!

BACK TO THE WALL

Once again inside the wall, this time you're on your way out. Of course, while you were busy



battling other villains, more spiders and mice replaced the ones you got rid of! Remember, avoid the electric bolts! A meeting with them can be quite enlightening but not a lot of fun! And the barbed wire — totally UNCOOL! The mousetraps can be rather uplifting — check it out!

Programmer's Hint: Progress really slowly through the level! Don't shoot enemies if there is no need to, but practice the levels to find where the hidden cool points are as well as the free extra SPOT characters because you just might need them to finish this game! Oh! And keep someone nearby to mop your brow and console you should you face the GAME OVER screen right before the end...

DOCK & ROLL

C'mon! Don't get tuckered out yet — you're almost there! Just a little bit more to go! All you've got to do is get by those pesky bees, (okay, so we've doubled the number of them) avoid the crabs, shoot the worms, dodge and shoot the oysters, get all the cool points and goodies and you've got it! No problem, right?

Programmer's Hint: There are no hints for this level. You're on your own.

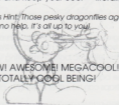
SURF PATROL

If you've made it this far, you are literally minutes away from getting what you've been struggling, grappling and striving for! LITERALLY MINUTES as long as you move as fast as possible, don't blow it and keep your cool — literally!

Programmer's Hint: Those pesky dragonflies again, huh? Sorry — no help, it's all up to you!

FINALE:

YEAH! WOW! AWESOME! MEGACOOOL! YOU MUST BE A TOTALLY COOL BEING!



COOL SPOT CREDITS

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Engineers:

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Parade Tune by

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Quality Assurance Manager:

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Roger "Ragman" Hardy
Wills "Fudge Genius" Wong
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Doug "The Dark Side" Cope
Kevin "Antibody" Norr

Christian "Madonna Freak" Laursen

David "The Bish Man" Bishop
Bill "R.C." Anderson

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Steve "Sample Scientist" Herfitt
Don "The Monopoly Man" Griffin

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"Handling Your Cartridge"

- The Sega Genesis Cartridge is intended for use exclusively for 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.

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