

SEGA™



GENESIS™

SPARKSTER™



INSTRUCTION MANUAL
LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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 previously 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 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.

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.

Welcome!

...to the second great adventure of SPARKSTER, the Rocket Knight. Our opossum hero is back, and he's primed for action. With new moves and improved jet pack control, this opumped-up opossum will be swinging his sabre through eight great levels—seven game stages and a cool interactive demo stage. Read this manual for the latest info, then jump into action.

Catch opossum opower, opeople!

Table of Contents

- 4 Introduction
- 5 Setting up your system
- 6 Operations
- 7 Rocket & screw attacks
- 8 Controlling the giant robot—"SPARKROBO"
- 9 Playing the game
- 10 Game screens
- 11 Items & power-ups
- 12 GAME OVER & CONTINUE features
- 13 Stages
- 14 Characters
- 16 The "Legendary Armor"
- 17 Password notebook
- 18 Warranty
- 19 Consumer service & support

Introduction

This is a story of the strange world of Elhorn, a world of valiant knights and magic... and machines. Near the center of Elhorn lies the peaceful and enchanted Kingdom Of Zebulos.

Long ago, the army of the Devotindos Empire invaded Zebulos with an evil and powerful spaceship called the "Pig Star". But thanks to the courage of Sparkster, leader of the elite fighting force known as "The Rocket Knights", the vicious imperial army was destroyed. For a time, it looked as though Zebulos would find peace once again.

But alas, it was not to be. All the lands of Elhorn were again engulfed in war. In every region of Elhorn, tribes formerly held in the evil grip of the Devotindos Empire turned violent. From this mass confusion there arose the evil empire of "Gedol". The Gedol empire soon swelled, using every evil means available to take control of every region of Elhorn. The King of Gedol then learned of the existence of Sparkster. Fearful of interference from the legendary Rocket Knight, King Gedol sent out an order to his troops to have Sparkster destroyed.

Sparkster stands alone, the sole hope of Elhorn against the giant Gedol Empire. Let the adventure begin!

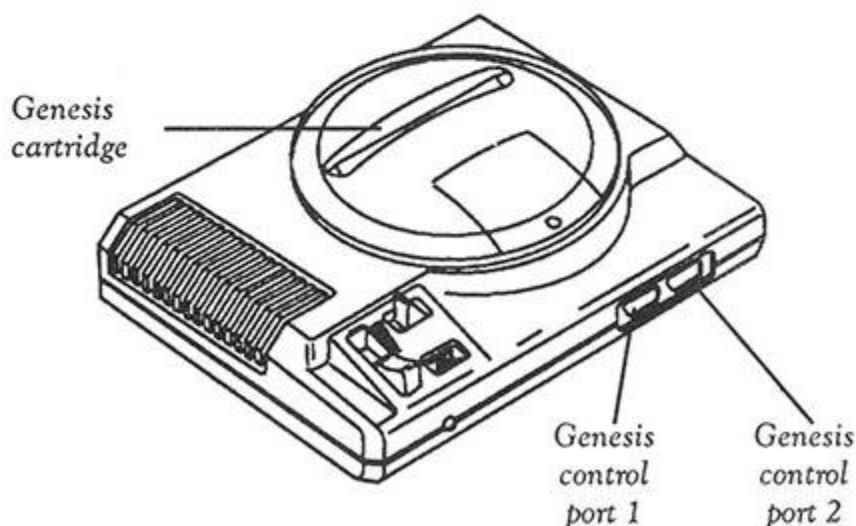
Starting up your system

1. Set up your Genesis System, following the instructions in your Genesis System Instruction manual. Plug in Control Pad 1.
2. Make sure the console's power switch is turned off.
3. Insert the **Sparkster** cartridge into the console with its label facing forward. Press the cartridge firmly into the cartridge slot.
4. Turn the power Switch on. The Konami screen appears.

NOTE: If nothing appears on screen, turn the switch off. Check your cartridge to make sure it is inserted correctly and check all cables to make sure they are properly connected, then try again.

IMPORTANT: Always make sure your Genesis System is turned off before inserting or removing the game cartridge.

5. Press the Start Button on Control Pad 1.



Operations

This is a single-player game. Plug Control Pad 1 into your Sega Genesis System.

Direction button (D-button): Press the D-button left or right to move horizontally and down to squat. Press in these directions also to make selections in the Option screen.

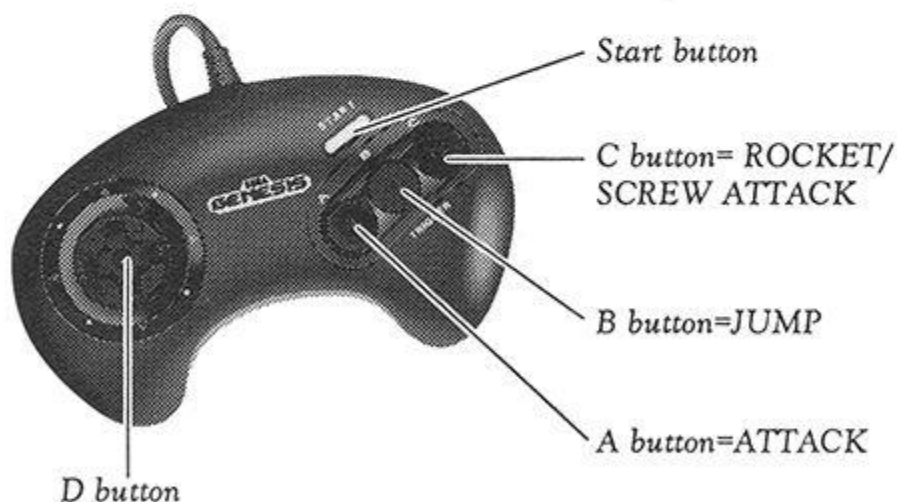
Start button: Press the start button to start the game or select the play mode. During play, press the Start button once to pause and again to continue play.

A button: Press to attack

B button: Press to jump

C button: Rocket button for Rocket and Screw attacks.

** The X, Y, and Z buttons on a 6-button Control Pad are not used.*



• Button assignments for the A, B and C buttons can be changed in the Option screen.

Rocket and screw attacks

The Rocket Energy Gauge is located at the center of the Score display and turns red as power is stored. When it's completely red, press the Rocket button to attack. When the gauge turns from red to all white, press the Rocket button for the Screw Attack. Energy is stored automatically. The longer you wait, the more power you have to unleash your wrath!

- Rocket button only:
Rotating attack from present position
- Use the D-button and Rocket button together to attack in different directions.



Rebound

You rebound when hitting obstacles (like walls). This is particularly effective when going up narrow paths. You do not rebound when hitting obstacles straight up, down or sideways.

Switches

Either step on or use the Screw Attack to activate switches. This lets you plunge into places where characters cannot go using Rocket and Screw Attacks alone. (Sometimes walls and poles disintegrate and another course appears.)

Dangling

You can dangle from tree branches and ropes using your tail. You can attack with your sword and use the Rocket Attack while dangling.

- D-button up/down: Keep the D-button held up or down and press the Jump button up to climb or dangle.

Controlling the giant robot, "Sparkrobo"

Sparkster controls the gigantic robot that appears in the opening of the game.

NOTE: This is an interactive demo. If you press the START button, the demo will end and you will start playing the game.

D-button left/right: Moves you forward and backwards

D-button down: Stores punch power, but you can't store power while blocking (pressing the Punch button after storing power makes your punch stronger).

A button: Delivers straight punch (medium strength)

B button: Delivers uppercut (maximum strength)

C Button: Guards (You incur no damage when in a guard position).

Playing the game

Advancing

Sparkster defeats enemies by using swords and Rocket Attacks while gaining items to advance through all seven stages.

Clear each stage and move on to the next stage by defeating the Boss at the end of each stage.

Game start

Press the D-button to indicate the desired selection on the Title screen and press the Start button.

START: Starts the game.

PASSWORD: Lets you start the game from the beginning of an incomplete stage.

OPTIONS: Changes the game settings.

- Press the D-button up or down to select a setting.
- Press the D-button left or right to change the setting.
- Press Start to go back to the Title screen.

Level

Changes the level of difficulty of the game.

Control

Changes the functions of the A, B and C buttons.

Players

Changes the number of Sparkster player units.

Continue

Changes the number of times you can continue.

Sound

Press A to start the game sounds.

Screens

1) Sparkster mark: Shows how many Sparkster player units are left. When this number reaches 0, the game is over.

2) Life gauge: Shows Sparkster's strength level.

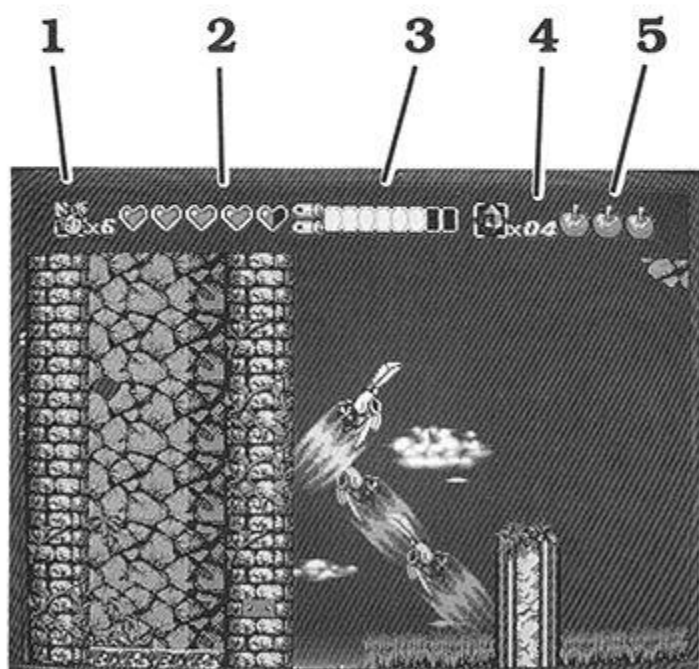
3) Rocket gauge: Changes colors as energy is automatically stored.

All red: Rocket Attack is possible

All white: Screw Attack is possible

4) Gem number: The slot machine spins once every time you collect ten blue gems, or one red gem.

5) Slot machine: When three matching items line up in the slot machine, that item falls from the top of the screen.



Items

Acquiring items will help you in your quest to save Elhorn. You can get items during stages or by winning on the slot machine.



1 Up mark: Gives you one extra Sparkster player unit.



Blue Gem: Collect 10 blue gems for one spin on the slot machine.



Red Gem: Collect 1 red gem for one spin on the slot machine.



Rocket Pack: Launches your Rocket Pack as soon as you grab it!



Apple: Restores some life.



Meat: Restores life completely.



Bomb: Watch out—you'll be damaged if you touch one of these!



Power Up Capsule: Powers up your sword into a Flaming Sword (The sword's power returns to normal as soon as you receive any damage.)



Keys to the Seals: They're called keys, but nobody actually knows what they really look like. Collecting all seven keys gives Sparkster a special power-up.

Game over and continue

The game ends when all Sparkster player units are gone.

Continue

YES: When there are still some continues left, you can continue to play from the stage where you were last defeated.

NO: You will return to the Title screen after receiving a password.



Password

Record the password before turning off the game, and you'll be able to restart play from the stage where you were last defeated.

We've left room on page 17 for your list of passwords.



Stages

Opening demo (optional): Robot attack

Stage 1: Ancient ruins and forest

Stage 2: Desert pyramids

Stage 3: Air battle

Stage 4: High-speed robot battle

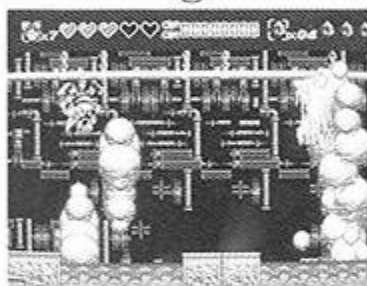
Stage 5: The battle of Gedol

Stage 6: The final battle

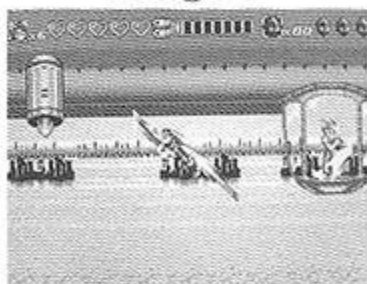
Stage 1



Stage 2



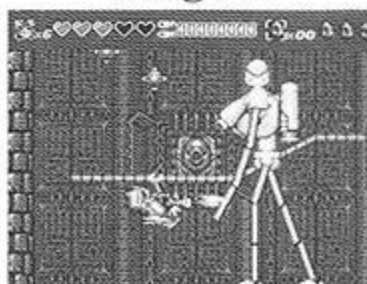
Stage 3



Stage 4



Stage 5



Stage 6



Characters

Sparkster the Rocket Knight

The strongest of the Rocket Knights. Armed with a sword and armor made of steel, Sparkster flies through the air at high speed with a rocket pack on his back.



Sparkster arrived in the Kingdom of Zebulos after journeying in search of his arch enemy Axle Gear, the Black Knight. A number of years previously, Axle Gear had permanently disabled Sparkster's master and foster father, the Rocket Knight Mifune Sanjulo. Sparkster, his fighting skills honed and polished from his travels, finally won the battle to save Zebulos from the evil denizens of the Devotindos Empire.

Axel Gear, the Black Knight

Axel Gear belongs to the Black Knights, a band of former Rocket Knights gone bad. He is utterly possessed by evil ambition. After he disabled Mifune, Sparkster's master, he became Sparkster's arch rival. He wants to hunt down all remaining members of the Rocket Knight corps.





Princess Cherry

She is also in love with Sparkster. She has been kidnapped by the evil empire and is now confined in some secret location.



Princess Sherry

The princess of the Kingdom of Zebulos, and Sparkster's girlfriend.



Paeli

The leader of the Gedol Ninja.



Evil King Gedol

The king of darkness who plots to destroy the world using wicked means.

The “Legendary Armor”

In Elhorn there is an ancient legend of the “Seven Seals”.

One of the Rocket Knights’ weapons is the armor known as the “Legendary Armor”, which possesses a special sacred power. If a warrior wearing the Legendary Armor obtains all seven “Keys to the Seals”, the warrior will be able to release the sacred power of the Armor and become invincible. The seven “Keys to the Seals” exist somewhere in Elhorn, but nobody knows what they look like.

Find the Keys, break the Seals, and release the sacred power that will thwart the evil ambitions of King Gedol! It’s time for Sparkster to head into battle once again to save Elhorn!



Passwords

Here's a place to keep track of your passwords.

Konami (America) Inc. Limited Warranty

Konami (America) Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center.





This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this game and all the fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

-  85¢ per minute for recorded hints
-  \$1.15 per minute for live support from a game counselor
-  Touch tone phone required
-  Children under 18 years old must have the parental permission before calling



Hints are available 24 hours a day. Live support Monday-Friday 8:30AM-5:00PM CST only. Prices and availability subject to change. U.S. accessibility only.

If you experience technical problems with your Sparkster™ game cartridge, try our Warranty Services number (708) 215-5111.

Online support

Konami Consumer Support is available online from:

CompuServe: To reach our Consumer Support board in the Video Game Publishers Forum, type GO VIDPUB at any "!" prompt. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your free introductory membership and \$15 usage credit.

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/
4,026,555; Europe # 80244; Canada #'s 1,183,276/
1,082,351; Hong Kong # 88-4302; Germany # 2,609,826;
Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029;
Japan # 1,632,396/82-205605 (Pending).

KONAMI®



SEGA AND GENESIS ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

Konami® is a registered trademark of Konami Co., Ltd.
SPARKSTER™ is a trademark of Konami (America) Inc.
©SPARKSTER is an official Konami character and all rights are reserved.
©1994 Konami (America) Inc. All Rights Reserved.

Konami (America) Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

Printed in Japan