# JEWEL MASTER

### EVIL STALKS THE KINGDOM

An army of Demons terrorizes the land. Bone-hurling Skeletons wait to torture your mere flesh and blood. Mythgard's only salvation rests in the hands of the JEWEL MASTER.



2600

### TAME THE POWER OF THE JEWELS

Capture the rings of Earth, Wind, Fire and Water. Each ring holds an elemental magic. Combine the rings to attain many mystical weapons. But choose carefully— only certain combinations can protect you.



RING SELECT

FIRE BALL      WAVE

### CONFRONT THE DARK LEGION

Battle an onrush of Sandworms, Moth-Bats, and Subterranean Ogres. Face the fiery heat of the Red Phoenix. Fight Ghouls, Dragons, and giant Scorpions. Force them to taste the fire of the Jewels.



29600

EmuMovies

## SEGA GENESIS
### 16-BIT CARTRIDGE

# MERCS

# INSTRUCTION MANUAL

# Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.

2. Make sure the power switch is OFF. Then insert the *Mercs* cartridge into the console and press it down **firmly**.

3. Turn the power switch ON. In a few moments, the Sega screen appears.

4. Press Start when the Title screen appears.

**Important:** If the Sega screen doesn't 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.**

Genesis Cartridge

Genesis Control Pad 1
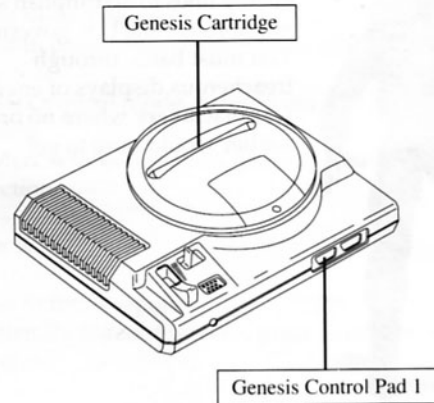
# Get Behind Enemy Lines

The world is faced with the worst outbreak of revolutions and terrorism that it has ever seen. The forces that seek to disrupt peace will stop at nothing to get what they want!

The U.S. government has tried its best to eliminate these threats using the military. But the military is ineffective against the guerilla warfare and terrorist tactics of the enemy. The U.S. government can not afford to take sides in the rapidly changing power structures of war-torn countries. The government needs a way to accomplish its missions with a minimum of casualties.

Now, the decision is made to send a group of professional mercenaries, known as the Mercs, who are well-trained in anti-terrorist activities.
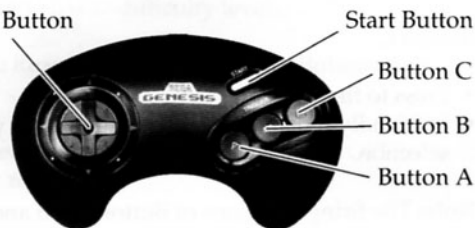
As a Merc, you must penetrate enemy lines to accomplish secret missions for the U.S. government. You must battle through treacherous displays of enemy war machinery where no ordinary soldier would dare to go!

# Take Control!

Learn the button functions before you play to help you fight most effectively.

Directional Button
(D-Button)

Start Button

Button C

Button B

Button A

## Directional Button (D-Button)

- Press to move in 8 directions.
- Press to point in the direction you wish to fire.
- In friendly hideout screens, press to select items.
- In Merc selection screens, press to select a Merc.

## Start Button

- Press to start game.
- Press to pause during play, press again to resume play.
- In the Original mode, press to open Merc selection screens.
- In Merc selection screens, press to enter your selection.

## Button A

- Press to fire weapon.
- In friendly hideout screens, press to enter your selection.

### Button B

- Press to fire a Mega crash bomb.
- In friendly hideout screens, press to cancel your selection.

### Button C

- Press to fire weapon.
- In friendly hideout screens, press to enter your selection.

**Note:** The firing functions of Buttons A, B and C can be rearranged in the Options screen.

# Getting Started

When the power switch is turned ON, the Title screen will appear. Press the Start Button to open the Mode selection screen. Press the D-Button up or down to select a mode, then press the Start Button to enter your choice. Select Arcade Mode or Original Mode to begin play. Select Options to open the Options screen.

## Options Screen

Press the D-Button up or down to select the options you wish to change. Press the D-Button left or right to make changes.

**MODE:** Select a game mode. The LEVEL option will change according to this selection.

**LEVEL:** Select a level of difficulty from among EASY, NORMAL and HARD. The Original mode offers only NORMAL and HARD difficulty levels.

**CONTROL:** Rearrange the functions of Buttons A, B and C.

**RAPID:** Select ON to shoot rapid fire. Select OFF to shoot single rounds.

**SOUND TEST:** Listen to BGM (Background Music) and SE (Sound Effects) that are used in the game. Press the D-Button left or right to select a number and press Button A or C to hear the sounds. Press Button B to cancel.

**EXIT:** Press Buttons A, B or C to return to the Mode selection screen.

**Note:** You can return from the Options screen to the Mode selection screen at any time by pressing the Start Button.

# Arcade Mode

When you select the Arcade mode in the Mode selection screen, a series of story screens will appear. Read the story screens to learn more about the mission, or press the Start Button to begin play. The objective is to accomplish seven missions within the time limit.

# Screen Signals



1. **Present mission**
2. **Score**
3. **Remaining time:** This is the time you have left to complete this mission. You will lose your life when time runs out.
4. **Life gauge:** You will lose your life when the gauge reaches zero.
5. **Number of Mega crash bombs remaining:** You will start the game with three Mega crash bombs and may acquire more during the game.
6. **Enemy life gauge:** This shows the enemy's vitality only during battles with the large enemy vehicle at the end of each mission.

# Scoring

You will receive points for each item that you pick up and for each enemy that you defeat. Each time you clear a stage, you will receive bonus points and extra vitality.

**Mission bonus:** You will receive extra points for finishing the mission.

**Mega crash bomb bonus:** You will receive extra points for each remaining Mega crash bomb. If you have fewer than three Mega crash bombs, the number will be restored to three for the next mission. If you finish a mission with more than three Mega crash bombs, you will start the next mission with that number of bombs.

**Life bonus:** If your life gauge has run down, it will be partially refilled.

When the game is over, the Best Fighters screen will appear. If your score is good enough to be included in the top seven scores, your score will be listed.

# Vehicles

In some places you may shoot enemy soldiers riding vehicles and steal the vehicles. In situations where you can steal the vehicles, the word "ENTER" appears on screen. Each vehicle has an endurance gauge. This gauge runs down as the vehicle is hit by enemy fire. You can ride each vehicle until the gauge reaches empty. Your Merc does not sustain damage while riding in vehicles. Your Merc can enter jeeps, boats, tanks and gun batteries.

Vehicle endurance gauge

6

7

# Continue & Game Over

When time runs out or when your life gauge becomes empty, you will fall down and lose your life. Each time you lose your life, the Continue screen will appear (if you have any credits left). This screen indicates the number of remaining credits and a countdown. Press the Start Button before the countdown reaches zero to resume play. You can continue once for each credit. When the number of credits reaches zero, the game is over.

**Note:** The number of credits changes according to the LEVEL setting in the Options screen.

## Missions

1. Land in enemy territory.

2. Break the enemy tank line.

3. Neutralize the attack unit "Scorpion".

4. Penetrate the mountain pass.

5. Destroy the enemies' supply line.

6. Neutralize enemy Head Quarters.

7. Intercept the flight of the Hercules.

# Original Mode

When you select the Original mode in the Mode selection screen, a series of story screens will appear. Read the story screens to learn more about the mission or press the Start Button to see a map of your next mission. Press the Start Button again to begin play immediately. The objective is to use five soldiers, each with different abilities, to accomplish eight missions.

## Screen Signals

1. **Present mission**
2. **Score**
3. **Number of medals**
4. **Life gauge:** When this gauge becomes empty, the Merc in action will die.
5. **Number of Mega crash bombs remaining:** You will start the game with one Mega crash bomb. You may pick up more during the game.

## Change Mercenaries

Press the Start Button during the game to pause the game and open the Merc selection screen. Select a mercenary from among those available. You will start

the game with one mercenary and this number will increase as other soldiers join you at friendly hideouts along the way. Select a different Merc by pressing the D-Button up or down. Press the Start Button to enter your choice.
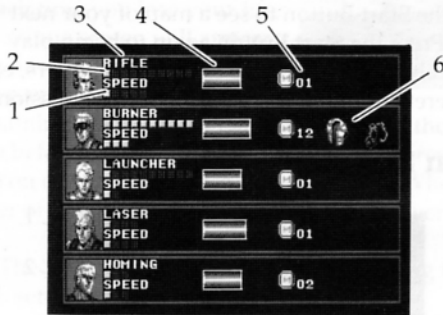


1. **Speed:** Shows how fast the Merc can move. Speed can be increased by picking up boots.
2. **Weapon power:** Shows the hit power of the Merc's weapon. This increases each time a power-up item is collected.
3. **Weapon:** Shows the weapon that the Merc is equipped with.
4. **Life gauge:** Shows the vitality of the Merc. Each Merc has a different life gauge capacity. This gauge can be restored by picking up life items.
5. **Number of Mega crash bombs remaining**
6. **Protective equipment:** Shows whether or not the Merc is equipped with a gas mask and/or bullet-proof vest. Once put on, this equipment stays effective throughout the game.

# Friendly Hideouts
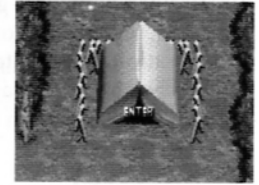


You can join with other Mercs and shop for items at friendly hideouts. You will be able to identify these hideouts by the word "ENTER" flashing in front of a tent or shack. You can buy items with the medals that you have collected on the way. Different hideouts sell different items.
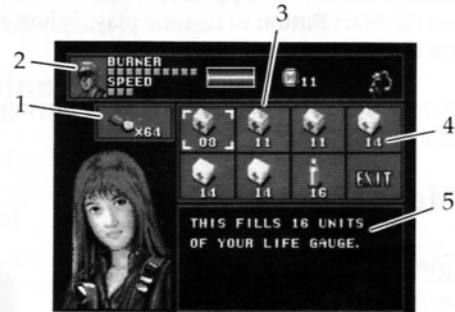


1. **Medals**
2. **Active Merc**
3. **Items for sale**
4. **Cost of items** (in number of medals)
5. **Messages** (information about the items)

Select the items you wish to buy with the D-Button and press Button A or C to enter your selection. Press Button B to cancel.

Next press the D-Button up or down to select which Merc to give the item to. Press Button A or C to enter your selection. Select EXIT and press Buttons A, B or C to resume play.

**Note:** When an item is given to a Merc who already has that item, the transaction is automatically cancelled with an indication that the item is unnecessary. Information can be bought more than once. Once the information is bought, the transaction cannot be cancelled.

## Game Over

When the life gauge of any Merc reaches zero, he falls over and dies. If there are other Mercs remaining, the Merc selection screen will appear. Select the next Merc and Press the Start Button to resume play. When all of the Mercs die, the game is over.

**Note:** Mercs can be brought back to life by buying Elixir at friendly hideouts.

## The Merc Lineup

**Name:** Rifle
**Weapon:** Assault rifle
**Characteristics:** Good rapid fire function, good range, easy to use, poor hit power.
**Power up capacity:** 10 stages

**Name:** Burner
**Weapon:** Flame thrower
**Characteristics:** Useful when surrounded by enemies, average hit power.
**Power up capacity:** 10 stages

**Name:** Launcher
**Weapon:** Grenade launcher
**Characteristics:** Poor rapid fire function, poor range, good hit power, useful in close range combat.
**Power up capacity:** 10 stages

**Name:** Laser
**Weapon:** Laser gun
**Characteristics:** Good range, poor rapid fire function, good hit power, effective against powerful enemies.
**Power up capacity:** 4 stages

**Name:** Stet
**Weapon:** Homing missile
**Characteristics:** Average hit power, poor rapid fire function, useful in dark.
**Power up capacity:** 3 stages

## Missions

1. Coast

2. Forest

3. Cliff

4. Lakes and Bogs

5. Desert

6. Street

7. Port

8. Enemy Hideout

## Items

Shoot the wooden crates that appear in the game to see the items that are stored inside. Walk (or ride) over the items to pick them up.

**Hamburger:** Restores part of life gauge. (3 units in Arcade mode, 2 units in Original mode)

**Spinach:** Restores part of life gauge. (3 units)

**Roast chicken:** Restores part of life gauge. (3 units in Arcade mode, 4 units in Original mode)

**Leg of lamb:** Restores part of life gauge. (3 units in Arcade Mode, 6 units in Original mode)

**First aid box:** Restores part of life gauge. (16 units)

**Life-up:** Adds four full units to life gauge capacity. Up to four life-up items may be used.

**Power:** Increases weapon hit power.

**Mega crash bomb:** Increases number of Mega crash bombs that can be used.

## Special Arcade-Mode Items

You can use a variety of weapons by picking them up along the way. The power of your weapons increases each time you pick up a power-up item. Power increases up to ten levels.

**Assault rifle:** Fires bullets.

**Flame thrower:** Shoots a continuous flame.

**Shot gun:** Shoots scattered bullets.

**Grenade launcher:** Shoots single grenades.

**Medal:** Restores part of life gauge.

## Special Original-Mode Items

**Medal:** Adds one medal which can be traded in for items at friendly hideouts.

**Special medal A:** Adds three medals.

**Special medal B:** Adds five medals.

**Special first aid box:** Completely restores life gauge.

**Boots:** Increases speed.

**Bullet-proof vest:** Reduces damage inflicted by the enemy.

**Gas mask:** Reduces damage caused by poisonous gas.

**Elixir:** Brings Mercs back to life.

**Dynamite:** Explodes, causing damage to your Merc.

**Item soldier:** Drops a mystery item when defeated.

## Helpful Hints

- Sometimes it is necessary to shoot down walls and doors to advance. Anything that flashes when shot at can be eliminated.

- Learn where to find items that restore vitality so you can continue fighting without losing lives.

- You don't need to destroy every foot soldier that you come across.

- Learn the best tactics for fighting the large enemy vehicle at the end of each stage.

# Scorebook

| Date | | | |
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| Name | | | |
| Score | | | |

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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.

**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.

### FOR GAME PLAY ASSISTANCE, PLEASE CALL:
### (415) 591-PLAY

# Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.
To receive warranty service, call the Sega Consumer Service Department at the following number:

### 1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

## Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

## Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.