

SEGA
GENESIS

CRACK DOWN™

**SAGES
CREATION™**

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**SAGES
CREATION™**

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CRACK DOWN

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STORY

During the beginning of the 21st Century, man had developed the scientific technology to create artificial life. The excitement of the invention only lasted a short while, until Mr. K, a genius scientist gone mad, found a terrible way to put this technology to an evil use. He created war-like bodies and formed a powerful, unstoppable military. Then Mr. K's army took control of the United Nations' future industrial city, Atlantis, and used it as a base to oversee his operations to conquer the world.

In response, the United Nations immediately sent out its troops to stop the crisis, but they could not stand up against the powerful military of Mr. K. The unexpected situation called for the United Nations to take a final measure by appointing a special mission of top class Special Forces Officers, Ben and Andy. The mission was to secretly enter Atlantis, the enemy's central base, and destroy the city by using Sigma, a newly developed time bomb.

Although Ben and Andy are powerful and experienced warriors, Atlantis, in enemy hands, was an extremely dangerous and unpredictable place. All the enemies they encounter on the way are artificial, non-living bodies, that are hard to eliminate. It is vital that the time bombs be set in specific areas for effective destruction within the compound.

On the other hand, yet unconfirmed sources state that Mr. K is now creating his last artificial warrior, and it is rumored to be indestructible. If this is true, the city must be destroyed now.

Top class Special Forces Officers Ben and Andy the world is on your side. Your mission is to fight for the future of the people.

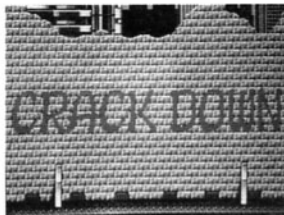
STARTING THE GAME

This game is intended for 1-2 players. Before starting the game, please make sure the control pads are properly installed.

When there are two (2) players, the play will be simultaneous. Be sure to use two (2) control pads. (Additional control pads are available for purchase.)

STARTING THE GAME

When the title screen appears, press the start button. The screen will change as shown on the right. Use the directional button to choose the type of play and select by pressing the start button.



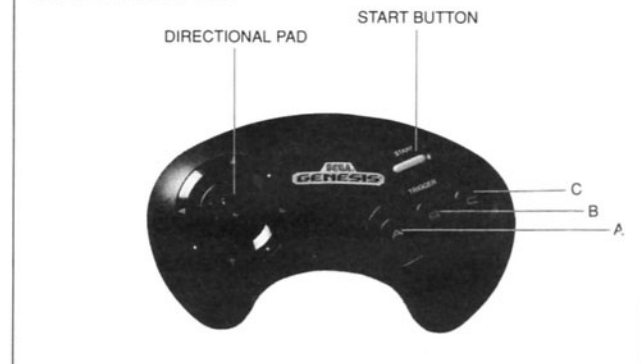
(1) PLAY START:

Select when there is only one (1) player using one (1) control pad.

(2) PLAY START:

Select when using control pad (1) and (2) and there are two (2) players playing simultaneously.

CONTROL PAD



OPERATING INSTRUCTIONS

START BUTTON

- Starts game
- Press to pause during play

DIRECTIONAL BUTTON

- Moves the player body against walls and other objects

(A) BUTTON -Switches to machine gun & cannon

(B) BUTTON -Fires machine gun or cannon.
-Throws punches during close range battle with enemy

(C) BUTTON -Emits Super Bomb

VIEWING THE OPTION SCREEN

On the option screen, you are able to make changes to the game standards. By using the up/down directional buttons, choose the changes you want to make, and make the changes using the left/right buttons.

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                OPTIONS
LEVEL          NORMAL
CREDIT        4
M. GUN        20
CANNON        0
SUPER BOMB    2
CONTROL       A-CANNON SHOTS
              B-M. GUN SHOTS
              C-SUPER BOMB
SOUND TEST?   0
EXIT
```

LEVEL: You may select the difficulty level of the game.

EASY
NORMAL
HARD

CREDIT: You may change the number of continuous plays. (maximum of six (6) plays.)

M. GUN- You may change the number of machine gun shots you will get at the start of the game.

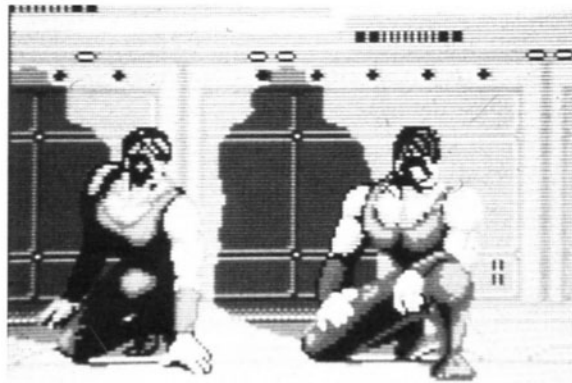
CANNON- You may change the number of cannon shots you will get at the start of the game.

SUPER BOMB- You may change the number of super bombs you will get at the start of the game. (You may stock up to 9 super bombs.)

CONTROL- Your may change the operating instructions for the A-B-C buttons in six (6) different ways.)

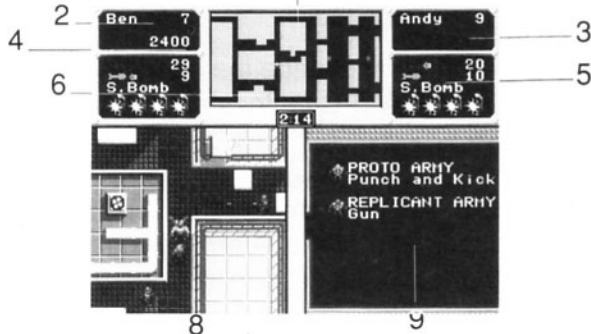
SOUND TEST- You may change the BGM and sound effects for your game. After making changes with the directional buttons, press the A, B, or C button.

EXIT- When you press the A, B, or C button, you will return to the title screen.



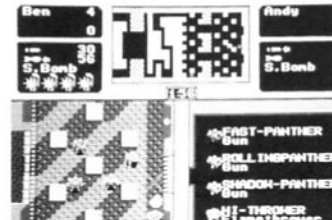
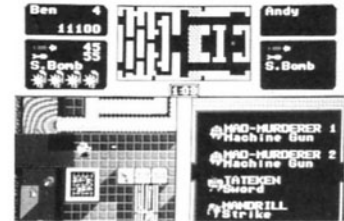
VIEWING THE SCREEN

On the left side of the screen, the data for Player-1 (Ben) will be shown and the data for Player-2 (Andy) will be shown on the right.



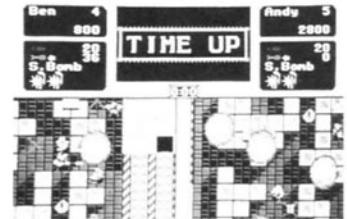
- (1) Remaining plays
- (2) Score
- (3) Machine gun shots
- (4) Cannon shots
- (5) Super Bombs
- (6) Time: countdown for time bomb explosion
- (7) Map: The red light shows the position where the bomb is set.
- (8) Field of Player-1
- (9) Information of Enemy Characters that appear. (When there are two (2) players playing simultaneously, the field for Player-2 is shown.)

While destroying enemies in the given time limit, go to areas marked by an "X" and set the bombs.



When bombs are set the red lights on the map will disappear. When they are successfully set in all "X" areas, the player may exit from areas designated in each act and proceed to the next act.

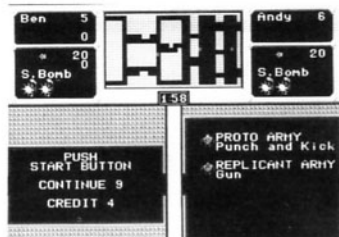
When the time count becomes 0:00, one play is used up and you will return to the beginning of the act.



BONUS: When the act is completed during the given time limit, bonus points are given.

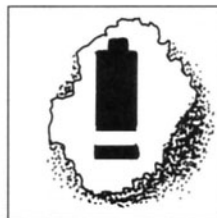
GAME OVER

When there are no remaining players, the game is over, and the following screen will appear. At this time, if you press the start button before the count becomes "0", you will be able to continue playing. Continuous play can only be played up to the number of credits given. *In the (2) Player mode, even if (1) player's game becomes over, the other player will still be able to continue the game.



EASY: 1-UP when you reach 10,000 points at the beginning, thereafter every 30,000 points.
NORMAL: 1-UP when you reach 10,000 points at the beginning, thereafter every 40,000 points.
HARD: 1-UP when you reach 20,000 points at the beginning, thereafter every 50,000 points.

There are three (3) types of weapons that the player may use, and that can be stocked.

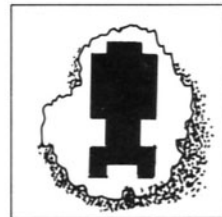


CANNON

Far more powerful than the machine gun, the cannon can destroy enemies that are lined up in just one shot. When saving the shots the stock may increase between 10-60.

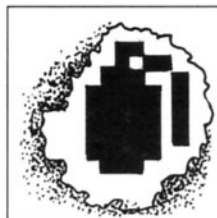
MACHINE GUN

A weapon for one-on-one situations. When saving the shots, the stock may increase between 10-60.



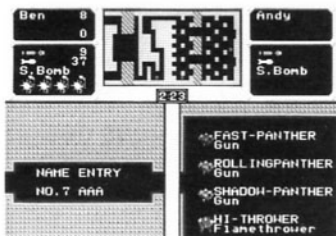
SUPER BOMB

An extremely powerful bomb. It can destroy enemies in the same area easily. When saving the shots, the stock may increase by 1.



NAME ENTRY

When the completed score is within the top seven (7) scores, you may enter your name. Use the left/right buttons to choose the letters and the up/down buttons to make the changes. When the letters are changed, press the A or C button to make the selection.



1-UP IN NUMBER OF PLAY

When you reach a specific score, you will be given an additional play, and the scores needed will depend on the difficulty level.

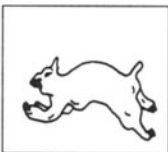
ENEMY CHARACTERS

ENEMY CHARACTERS

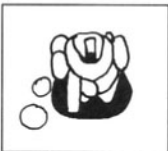
Because of his strong desire for "power", a mad scientist that created the evil artificial creatures. The only thing that matters to him is power. But for him, ultimate power is having control of the world.

ENEMY CHARACTERS TO BE AWARE OF:

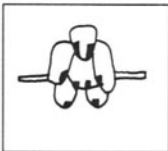
AMASUNIO: An artificial creature that resembles a dog. Attacks swiftly, chases the player and bites to the death.



HI-THROWER: Be aware of the fireballs he fires.



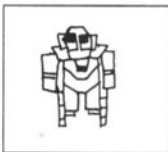
MAD-MURDERER: Attacks by double or triple machine gun shots.



TATEKEN: Uses a sword and shield. But cannons are not effective when he uses his shield.



WALLCUTTER: A threatening one that will come after you by swinging a chain saw.



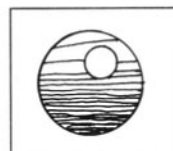
MANDRILL: An artificial creature that resembles a large ape. Attacks with sharp claws and makes powerful body blows.



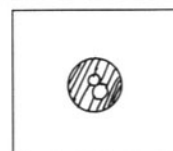
CRASH SOLDIER: Fires shots in four (4) directions and destroys the player.



BIO SEED: Attacks the player by going through walls. The basis of the artificial life.



DIZZY METAL: Metal-based artificial creature that moves at high speed and attacks with laser beams.



MAGAMERA: Attacks while swiftly circling in the air.



ROBOT-K: Extremely powerful robot that resembles Mr. K.



PRECAUTIONS

**The cartridges are highly sensitive.
Please take the following precautions.**

MAKE SURE THE POWER IS OFF!

When inserting or replacing the cartridge, always make sure to turn the power switch off. When the cartridge is inserted or replaced while the power is on, it may damage the unit.

THE CARTRIDGE IS VERY SENSITIVE.

Do not hit or step on the cartridge. Never attempt to take the cartridge apart.

BE CAREFUL IN STORING THE

CARTRIDGE. When storing the cartridge, do not place in areas with extremely high or low temperature. Do not place in areas exposed to direct sunlight, near stoves or areas of high humidity.

DO NOT USE CLEANING SOLUTIONS OR SOLVENTS. Do not use paint thinners or benzene or other cleaning solutions and solvents to clean the cartridge.

WHEN PLAYING THE GAME. When playing for long periods of time, your eyes will get tired. For your own health, please rest 10-20 minutes for each hour you play. Also, try to stay as far as possible from the TV screen.

Handling The Sega Genesis Cartridge.

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush, or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Warranty

SAGE'S CREATION INC. warrants the original consumer purchaser that the SAGE'S CREATION Cartridge shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period. SAGE'S CREATION will repair or replace the defective cartridge or component part at its option, free of charge. This warranty does not apply if the defects have been caused by negligence, abuse, maltreatment, accident, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the SAGE'S CREATION Consumer Service Department at following number: 714-373-9136. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. Do not return your SAGE'S CREATION Cartridge to your retail seller. Return cartridge to SAGE'S CREATION Consumer Service. Please call first for more information.

SAGE'S CREATION will provide you with instructions on returning your defective cartridge if our consumer service person is unable to solve the problem by phone. The cost of returning the cartridge to the SAGE'S CREATION Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your SAGE'S CREATION Cartridge requires repairs after termination of the 90 day warranty period, you may contact the SAGE'S CREATION Consumer Service Department at the number listed above. If the consumer service person is unable to solve 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 the SAGE'S CREATION Service Center with an enclosed check or money order payable to SAGE'S CREATION, INC. for the amount of the cost estimate provided to you by the consumer service person. If after inspection it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitation on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subjected to the conditions set forth herein.

In no event shall SAGE'S CREATION, INC. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this 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.