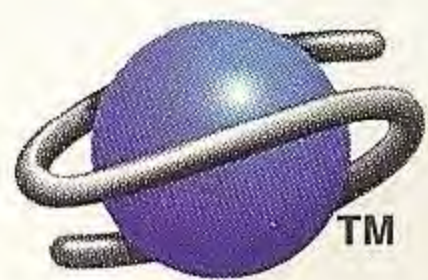
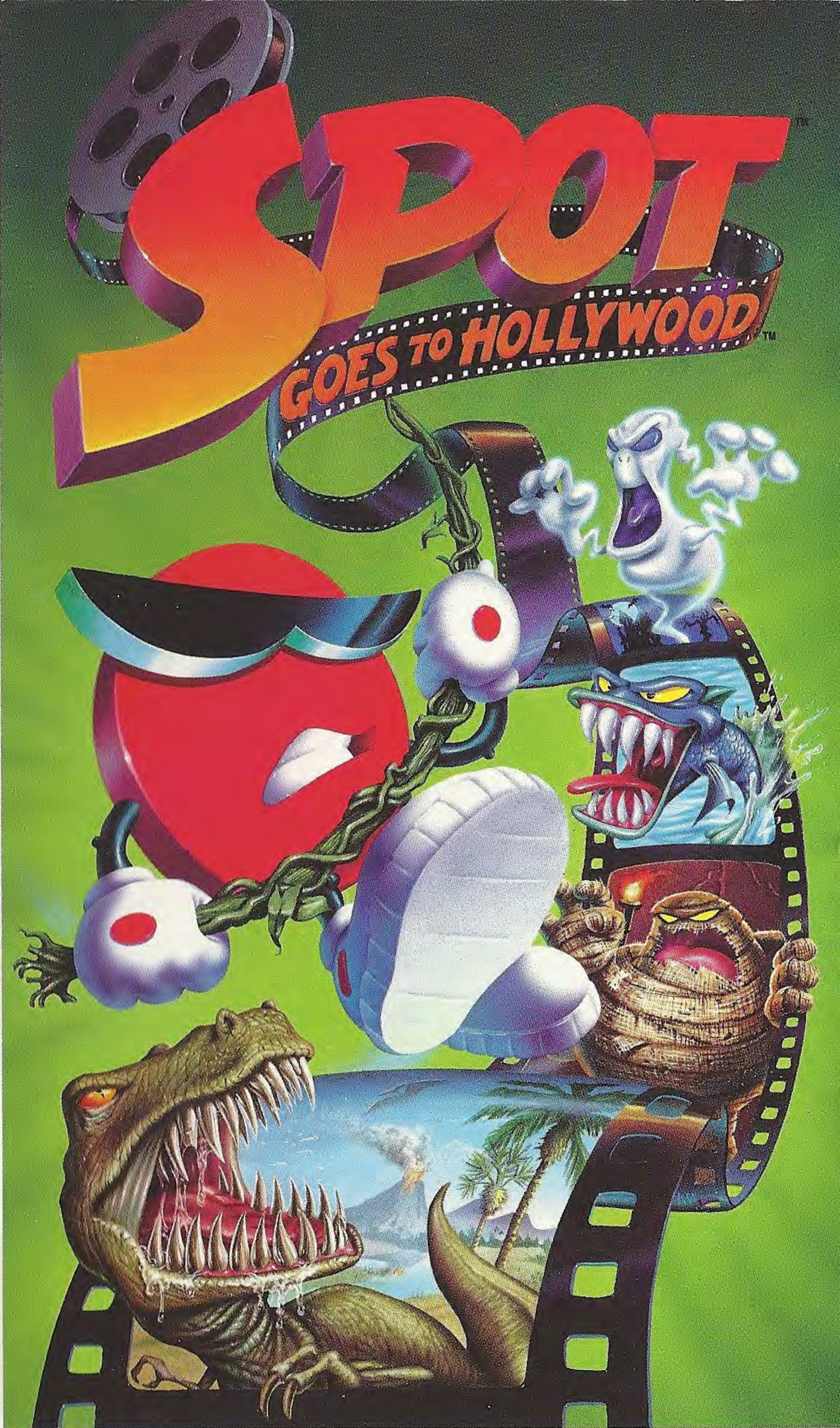


SEGA™



SEGA SATURN™



T-7001H

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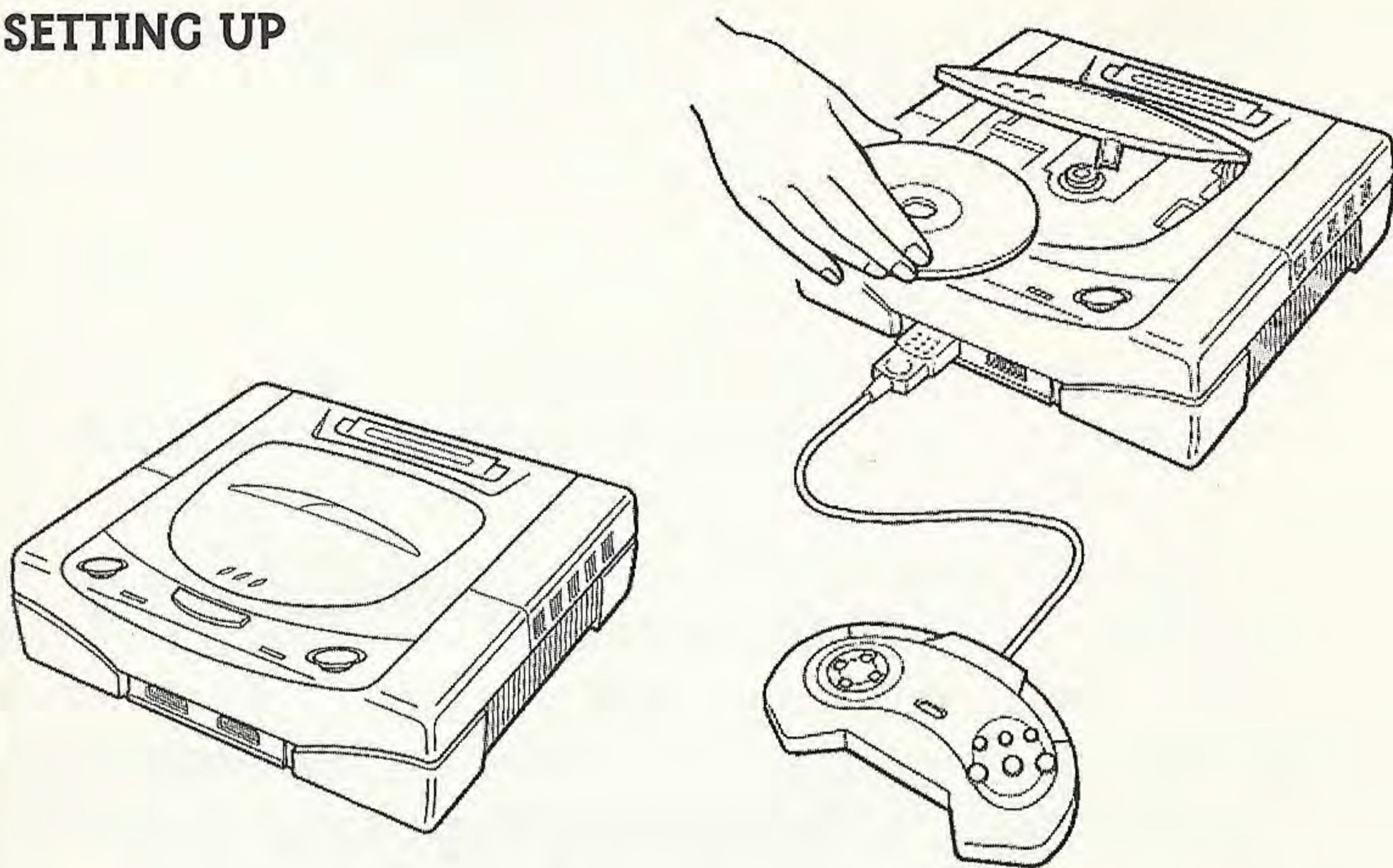
HANDLING YOUR SEGA SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ 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 Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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SETTING UP

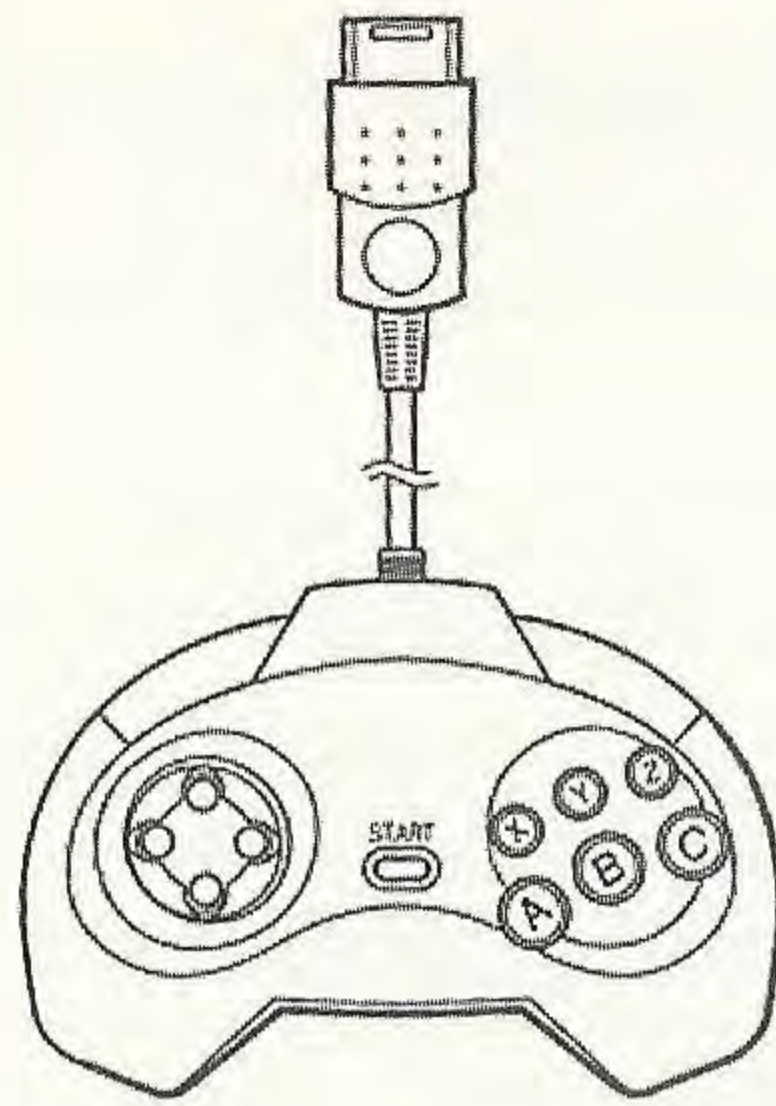


1. Set up your Sega Saturn system and plug the Control Pad into CONTROL PORT #1.
2. With the power switch OFF, insert the *SPOT Goes to Hollywood* disc into the disc tray.
3. Turn on your TV or monitor, and then turn on the Sega Saturn system.
4. The Sega logo, the Virgin Interactive Entertainment logo and a short introduction will appear.
5. Press the **START** button to go to the START/OPTIONS screen. If you do nothing, a short preview/demo mode will run for you.

If nothing happens on screen when you start up, turn the power switch to OFF. Check your Sega Saturn system. Make sure the disc is properly inserted in the console. Turn the power switch ON again.

Always turn the power switch OFF when you are inserting or removing the disc.

THE START/OPTIONS SCREEN



After watching the logos and main introduction sequence to *Spot Goes to Hollywood*, you will be taken to the main title screen. From here you will be given two choices:

START: Press **START** here and follow the steps to begin a new game, enter a password for a game in progress, or load a saved game from internal memory.

OPTIONS: Allows you to customize your gameplay preferences:

MUSIC Balance

MASTER VOLUME Balance

CONFIGURE: Customize your controller

D PAD/BUTTON CONFIGURATION: Press the **START** button to enter the controller configure screen. Use Up or Down to highlight the function you wish to edit. On **BUTTONS**, you will have three separate choices of where fire, jump, run and special weapons buttons can be placed. Use left or right to move through these choices, and pick the one that is most comfortable for you. When **DIRECTION** is highlighted, you may choose from three separate methods to control SPOT with the **D-PAD**. Use left or right to move through these choices. Your preferences will be displayed on the on-screen controller for reference. When you are finished making your selections, highlight **EXIT**, or press the **B BUTTON**.

When you've made all your choices, press **START** on the main screen to begin rolling on SPOT's feature film debut

CONTROLLING SPOT

Here are the default settings for directing SPOT through this Hollywood romp. Remember, you can always customize your setting through the OPTIONS/START screen.

D-PAD UP	Moves SPOT Northwest (The upper left portion of your screen)
D-PAD RIGHT	Moves SPOT Northeast (The upper right portion of your screen)
D-PAD DOWN	Moves SPOT Southeast (The lower right portion of your screen)
D-PAD LEFT	Moves SPOT Southwest (The lower left portion of your screen)
A BUTTON	Fires a HOT SHOT.
B BUTTON	JUMP in direction D-PAD is pushed.
C BUTTON	RUN in direction D-PAD is pushed.
B+C BUTTON	SUPER NUKE 'EM shot
START	Pauses the game.

DEFAULT CONTROLS

C BUTTON	JUMP
B BUTTON	FIRE
A BUTTON	SPECIAL FIRE
Z BUTTON	RUN

You can change the default controls by selecting the configure option.

PASSWORDS

You'll guide SPOT through a cinematic adventure that is made up of 6 unique film worlds. Some worlds contain several levels (anywhere from 4 to 6), others are bonuses.

As you enter each film world, you will be given a password. As soon as you receive it write it down and don't lose it. In the unfortunate event that you run out of SPOT lives, you can use this password to begin again at the beginning of the last world you entered, instead of the beginning of the game.

O.K., so it's not exactly a password. What you're really going to see is a grid of numbers. It will look something like this:

8	1	2	5	4
7	3	5	2	2
7	5	6	6	2
1	2	1	1	8
6	8	8	2	3

When you're asked to give a password to enter a level, the grid filled with numbers will appear. Use your **D-PAD** to move the cursor around the grid to highlight the individual digits in the password. When you have a digit highlighted, use the **A Button** to increase the digit in value. For example, the 4 in the upper right hand corner will become 5 then 6 then 7 and so on depending upon how often you press the button. After the number 8, the digits will cycle back to 1. Use the **B Button** to decrease the digit value.

Move about the grid to continually increase or decrease each digit until the entire grid exactly matches your password. When the grid matches, press the **START** button. You will be told what film world you are about to enter, number of SPOT lives you have remaining and how many Stars you have already found (more on that later).

Alternatively, you can just save your game using the internally built-in save game function.

WHAT YOU'LL SEE ON THE BIG SCREEN

Health SpotDots
Collected Power Up
Weapon Collected Stars

Lives



SPOT Goes to Hollywood is no short flick featurette. This is one of those marathon big screen epics. There is no time limit. So take your time and explore every scene for as long as you like. There is also no score to keep track of.

When you look at the screen, you will see SPOT's lifemeter, represented by hearts. You'll only have a few chances before your hearts run out, so be cautious. There are plenty of items throughout the various scenes that you can pick up to replenish your health. Directly left of these hearts is SPOT's face. He will show expressions when he collects something cool, or when something happens that is decidedly unhip.

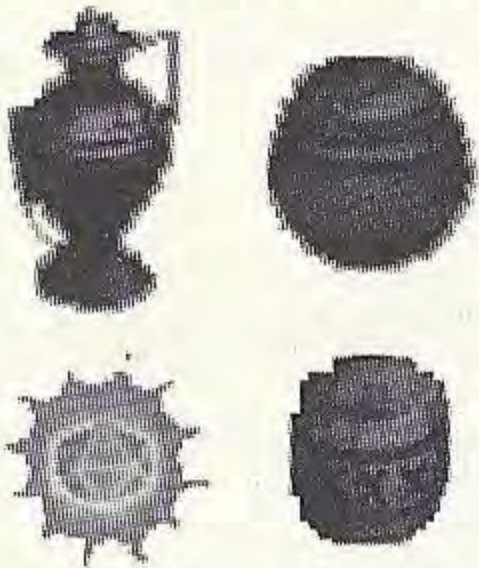
Pausing the game will allow you to see all of your vitals—Lives, SpotDots collected, Special Weapons, and the number and order of the stars that you have collected.

Anytime you collect an item, the appropriate display will scroll on-screen for quick reference.

WEAPONS AND COOL STUFF TO COLLECT

THE HOT SHOT — You are automatically armed with these and have an unlimited amount. So, fire away!

BREAKABLES:



Shoot these objects open to reveal hidden surprises...look carefully for these, they may contain valuable SpotDots, weapons or maybe even dangers!

SPECIAL SPOT SHOTS

3 WAY SHOT:

3

This special effects shot starts out as one blast ray and then splits into three taking out even more bad guys!

FREEZE SHOT:

F

This one turns the enemy into static Ice Cubes -but only for a limited time.

POWER SHOT:

P

The Big One. Takes out almost any enemy and keeps on going!

BOMB:

B

Activates your Special Weapons button and out pops a BOMB! Tick, Tick, Tick and BOOM! (Stand clear!)

NOTE : Some of your special shots are limited, or restricted to two only, so be careful!

PROPS/COLLECTIBLES (in other words cool stuff to collect)

HEALTH: Restores your health hearts, taking it back to full.



IUP: Awards you an extra life.



TIMED INVINCIBILITY

(SHIELD): When you get one of these GO FOR IT! Nothing can hurt you. But be careful—time is fleeting and your invincible time is limited.



BUBBLE: Jump into the bubble icon and float around, controlling your bubble as you go with the **D-PAD**. A word of caution: the bubble only lasts for a limited time, then POP!



SPOTDOTS: Pick up as many of these as you can find! Remember that 100 cool points will award an extra life, so keep hunting through the levels. Small equals +1, big equals +5.



WARPS: Enter the flashing columns of light to teleport yourself to special areas. Keep an eye out though, these become tougher and tougher to find as you progress!



TIPS and HINTS from the Development Team

Forget the expression "Look before you leap." There are secrets everywhere!

The bigger they are, the harder they fall ... and the BOMB kills them all!

Collect 100 SpotDots for another extra life!

Not all secret rooms contain good items, but the greater the risk, the greater the reward!

Search hard for secret level exits...some levels cannot be found without some creative stunts!




LIGHTS! CAMERA! LET'S GET ROLLING!



In the great big cinematic adventure of *SPOT Goes to Hollywood*, you'll travel through three distinct film worlds, plus three bonus areas (if you can unlock the secret to access these!). Each film world has several sub-plots or levels. Be sure to explore and discover everything that you can in each world. Your ultimate goal is to discover every level in every world. The more you discover, the more options and bonuses will open themselves up to you. Your main goal is to collect all 5 Golden Stars in each level. You'll want to aim to finish the game with a perfect percentage, if you're REALLY good!

THE WORLD MAP

How the world map works: As you progress through the game, new titles for scenes from the current world will appear at the bottom of the screen behind the image of that world. Pressing left or right allows SPOT to enter any of these areas that he has previously visited, or the area that is next to conquer. Also shown is the current amount of stars found in that level directly below the level name. You can replay any of these levels at any time, in any order. *SPOT Goes to Hollywood* is an exploration game as well as a cool shoot'em up. Be curious and take the time to discover everything there is to see in each level. The more you look, the more you'll find. Plus, the more surprises and bonuses that are revealed, the more paths and options will become available to you!



THE PIRATE PERILS 


Yo ho, yo ho, a pirate's life for me! There's much more hidden in this Davey Jones' locker than sixteen dead men and a bottle of rum. You're starting out your high seas adventure at the  tail-end of the swinging-est,  swashbuckling-est pirate ship ever rigged for the high seas! It's your job to push forward to the front and battle the eight-legged sea monster. 



But be careful you land lubber, there's a high seas battle going on as you push your way forward. Watch out for the backfiring cannons.  And keep your little red head from getting bonked by avoiding the in-coming cannon balls  (you can tell they're coming by the shadows on the deck and the incoming whistling sound)!

Be sure to push and pull around the various cargo items that are stowed on board. They may help you reach items that are out of reach or reveal secret rooms, areas or levels! And remember to try all of those warp columns!

THE ADVENTURE 



Deep in the ruins of a lost continent lies a forbidden temple. Long forgotten by man,  yet recently discovered by YOU. It's your expedition's mission to make it through the various unexplored areas, including the deep mineshafts and the roaring rapids to the forbidden temple. 


 When you've made it into the temple, avoid the various nasties laying in wait. Find the queen spider, but be careful.


Raise and lower the deadly spikes to defeat  the spider as it drops from high above. Dodge its crawling spider offspring and steer clear of the poisonous shots! 



HAUNTING HORRORS

In this land of late-night spookies and nail-biting horrors, you need to guide SPOT from the depths of the haunted graveyard to the very top of a bell tower in the  mad scientist's castle. But look out! There are more things that go bump in the night in this haunted level than you can shake a skeleton at! Watch out for the moving tombstones! 

Also, poltergeists are hovering everywhere—and you never know what might reach out and grab you! Just because it's buried, doesn't mean it's stopped moving! Shoot the light switch to turn the  ghosts running, that's the only way to permanently stop them!

As in every level, EXPLORE EVERYTHING! Old castles are famous for secret passages and hidden laboratories, torture chambers, and other scary rooms. Make your way upward to the top of the bell tower. But beware—the castle's custodian  IGOR is not fond of intruders. He'll do whatever it takes to persuade you to leave. One of his potions might have an adverse effect on an unsuspecting SPOT.

On the roof of the bell tower, you will confront the master of horror in the night himself, COUNT DRACULA. It's going to take more than a stake in the heart to drive this monster off.



BONUS WORLDS:

Find the secret to unlock SPOT's access to these very special levels. Hint: Keep your head in the stars!

THE WILD, WILD WEST

Howdy, Partner! I reckon you better keep an eye on the horizon and your hand on your pistol as you Run, Gun and try to avoid a stampede of Mad Cows, Crazy Injuns and trigger-happy desperados.

TRIASSIC TERROR

Drive, Duck and Dodge O.K., the objective here is very simple. Keep yourself from becoming dino-food! You're out in the middle of a prehistoric wonderland filled with some of the craziest dinosaurs ever hatched! Avoid the dive-bombing pterodactyls. Steer clear of the lava rivers. Dash left or right to dodge perils, and jump to drive SPOT to safety.

SCIENCE FICTION!

You take off on a heroic flight aboard a starfighter to stop the ruthless tyranny of an alien race...blast your way to the vicious mechanical boss at the end of the space station! Shoot everything that moves, or they'll shoot you!

CREDITS in alphabetical order
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TROUBLE-SHOOTING

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