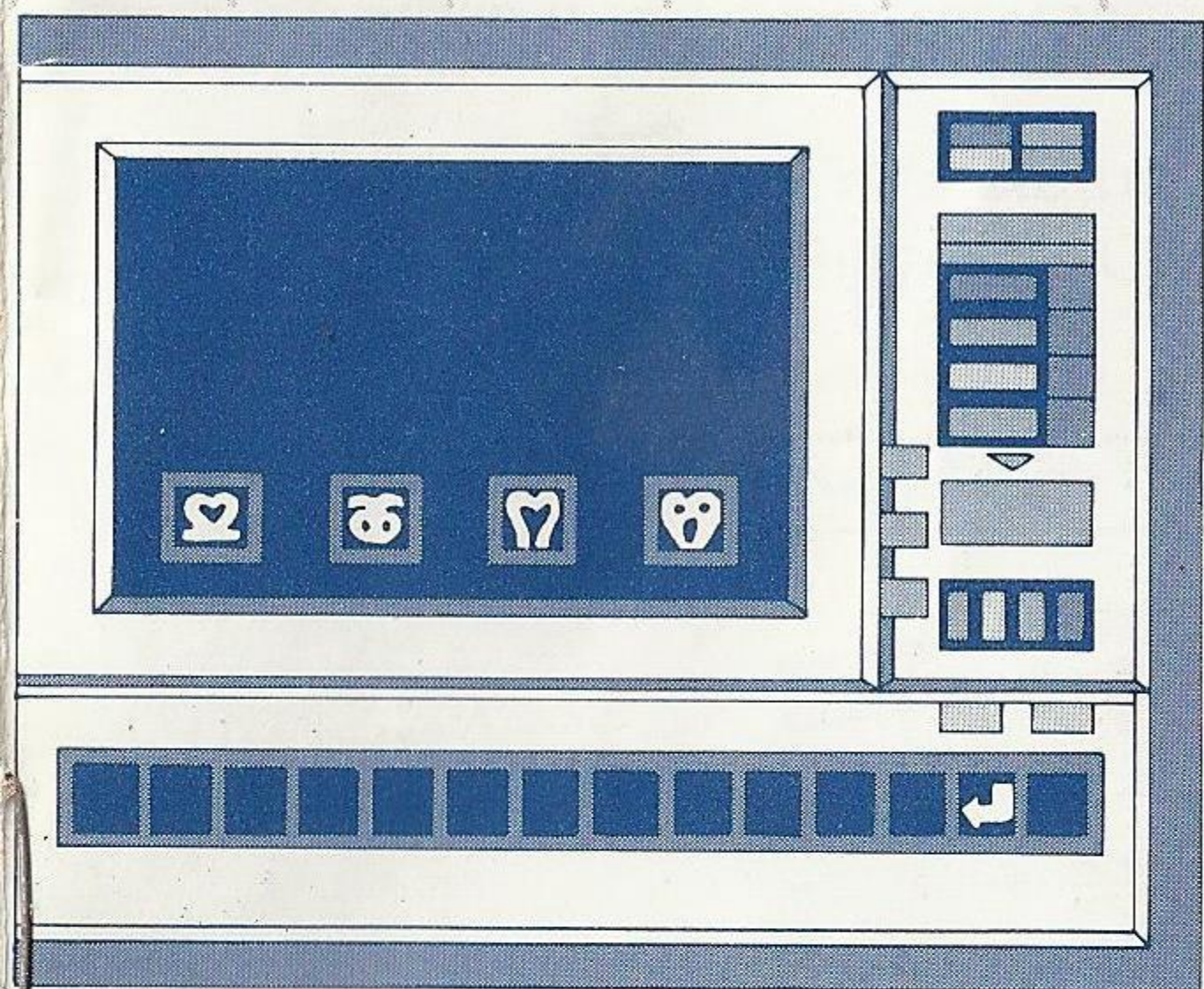


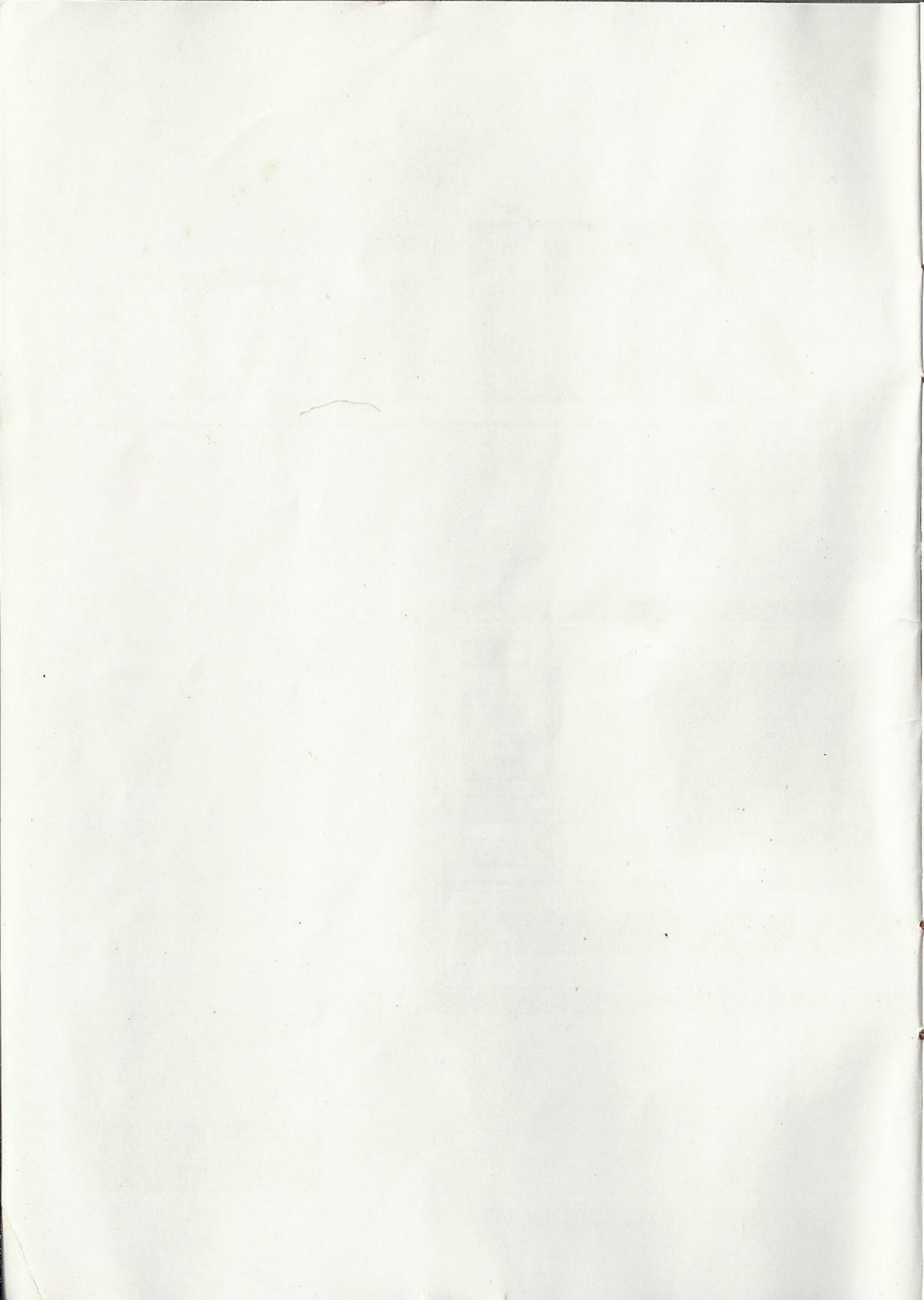
# Zillion™



SEGA®

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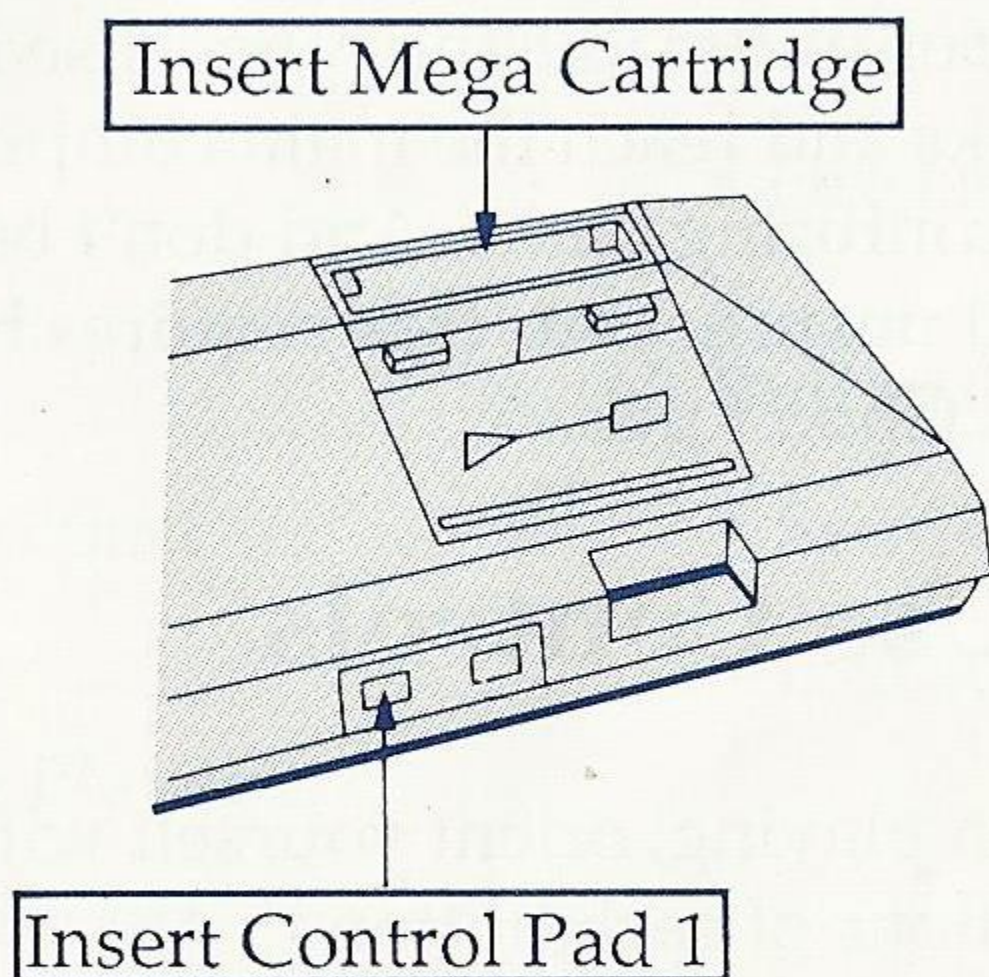


# Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the ZILLION™ cartridge in the Power Base (shown below) by following instructions in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

**IMPORTANT:** Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge™.

For 1 Player Only: Press Button 1 or 2 on Player 1's Control Pad.





## The Story Unfolds

You have a complicated and dangerous mission ahead of you. First of all, you're a member of the White Knights, a peacekeeping force within the Planetary System. Your efforts are needed to obstruct the takeover planned by the Norsa Empire.

Within the Norsa's heavily protected labyrinth of rooms lies the key to your success: five floppy disks which contain their entire plan for destruction. If you can obtain these disks, you'll have the power to end their designs on domination.

You're armed with the protection of the Zillion Laser in addition to the added defense of Champ, Apple and Amy. Apple and Champ are trapped in the maze, and it's your responsibility to free them too.

Now, this is an exercise in memory and strategy, so you may want to keep a pen and pad handy. Because in order to discover the disks and reach the main computer, you'll need to travel many confusing paths. And don't be discouraged if you feel lost and unsure, your trek requires hours of playing time to succeed. Good Luck.

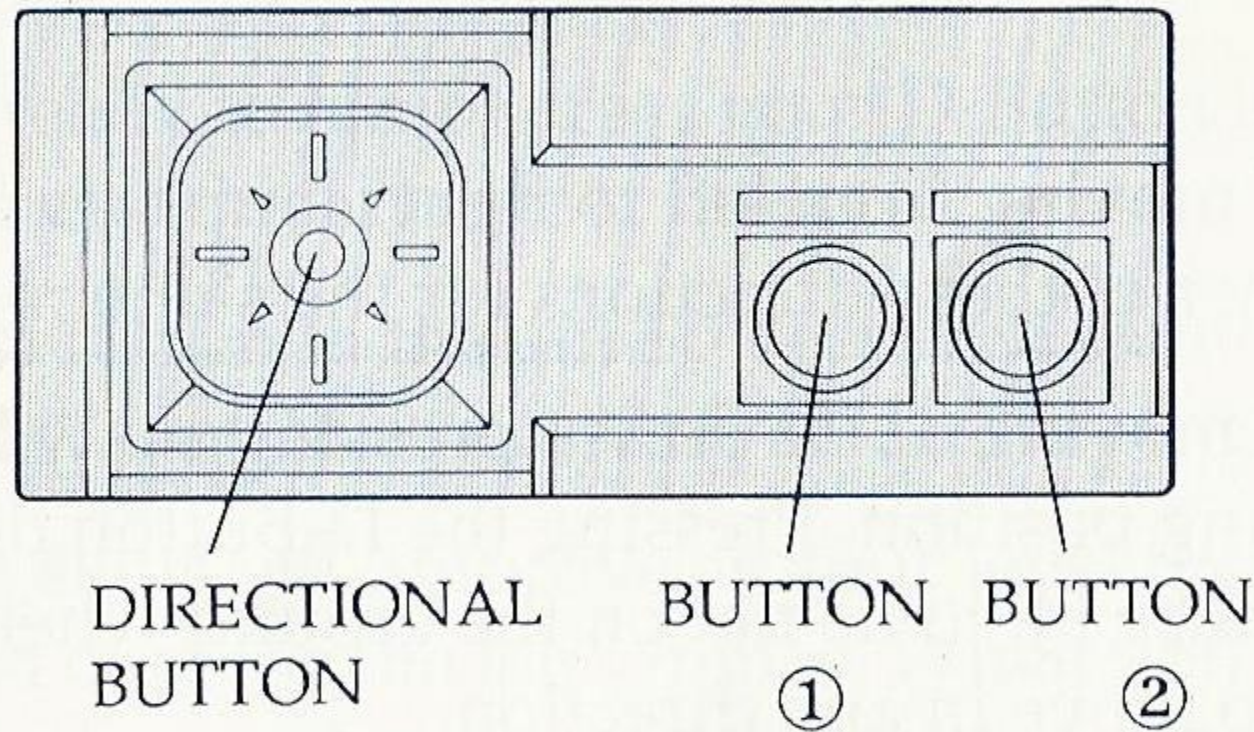
## How To Use Controls

Before you begin playing, orient yourself with the movements and functions of each button.



## Individual Functions:

Each button on your Control Pad will prompt its own series of moves.



### Your Directional Button (D-Button):

- Will advance J.J. to the left or right
- Move across screen for selections
- Move J.J. up or down
- Advance elevator up or down
- Retrieve symbols and items from secret cylinders

### Button 1:

- Jump

### Button 2:

- Fire laser gun Zillion

### Pause Button:

- Screen status report

### Button 1 or 2:

- Symbol selection
- Exit status report

### Control Pad for Player 2:

- Screen status report

Now that you're familiar with the basics, here's the set-up for sophisticated playing.



## **Moving Left to Right and Up or Down:**

In order to keep J.J. moving, you must manipulate the D-Button at all times. Naturally, if you cease to use it, J.J. will stop.

- When moving from left to right, simply press the D-Button in either of these directions for the same response.
- When moving up or down, pressing up will return J.J. to a standing position. Pressing the D-Button directly down will cause J.J. to lie flat on the ground where he will continue to move in any direction.

## **Making Selections and Retrieving Symbols:**

You'll be faced with selection screens and computer cylinders throughout the game which you'll need to confront and operate.

- When J.J. has exploded a cylinder and is ready to retrieve its items, position him in front of the cylinder and press the D-Button up. He will turn to face the cylinder and automatically be awarded the items.
- When J.J. reaches the computer, position him in front and press the D-Button up. Now you're inside. Make your selection by moving the D-Button to the right or the left until you stop on a desired symbol. Press Button 1 or 2.

## **Advance Elevator Up or Down:**

Once you've entered the elevator, simply move the D-Button up or down to reach your desired destination.



## **Jump:**

Once inside the game, you'll see that jumping is as necessary as walking. And it's quite simple to master.

- When you're ready to jump, press your D-Button in the desired direction while pressing Button 1.
- J.J. can jump and turn in the air. So keep it in mind to use your D-Button as much as possible when jumping.
- Your jumping skills will improve as your level increases. But there is no cure for the land mines. When you approach a mine, get as close as possible without stepping on it, and then press Button 1. Otherwise, you're sure to land on top of it.

## **Firing Zillion:**

The laser can be fired from any position you're in whether you're in mid-air or lying flat on the ground. The directions Zillion cannot be fired in are up and down.

- When you're ready to shoot, press Button 2 as many times as necessary for rapid fire and singularly for one-shot.

## **Screen Status Report:**

Within the game is a status report which will update you on various important factors. There will be more about this later in the manual.

- When you're ready to review this information, press the Pause Button on the Power Base and the screen will be presented.



- When you're ready to exit this screen, press Button 1 or 2.
- Another way you can review this information is to plug Player 2's Control Pad into its port in the Power Base and press Button 1 or 2. The screen will be presented and when you're ready to exit, press Button 1 or 2 again.

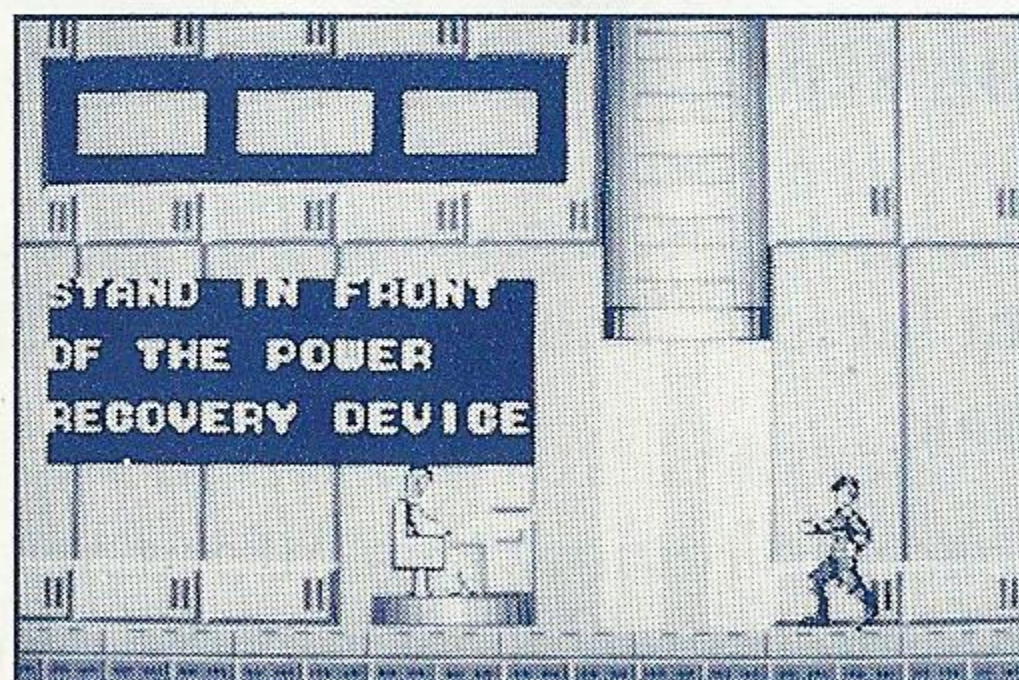
## Take Control

Before you enter the maze, the following will guide you through some game rules and requirements.

### Life Power:

J.J. will begin his journey outside of the maze. Here is the Mother Ship where he'll be safe from Norsa Warriors and can be replenished.

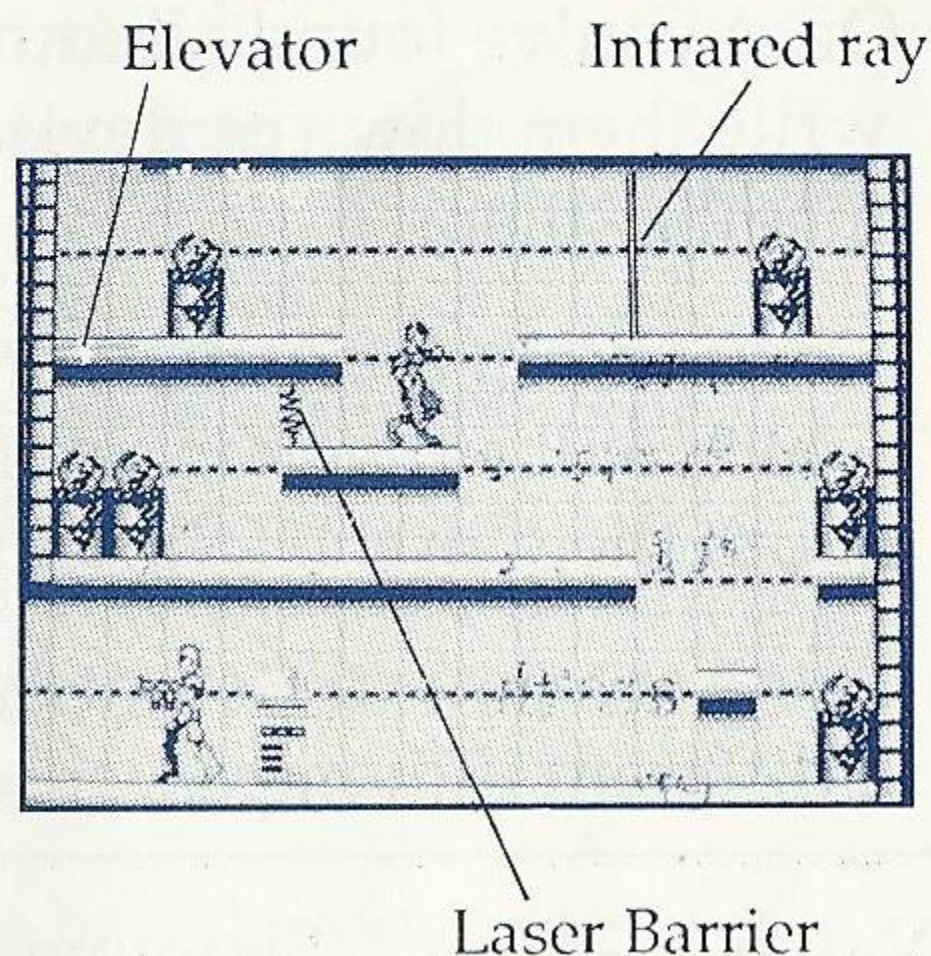
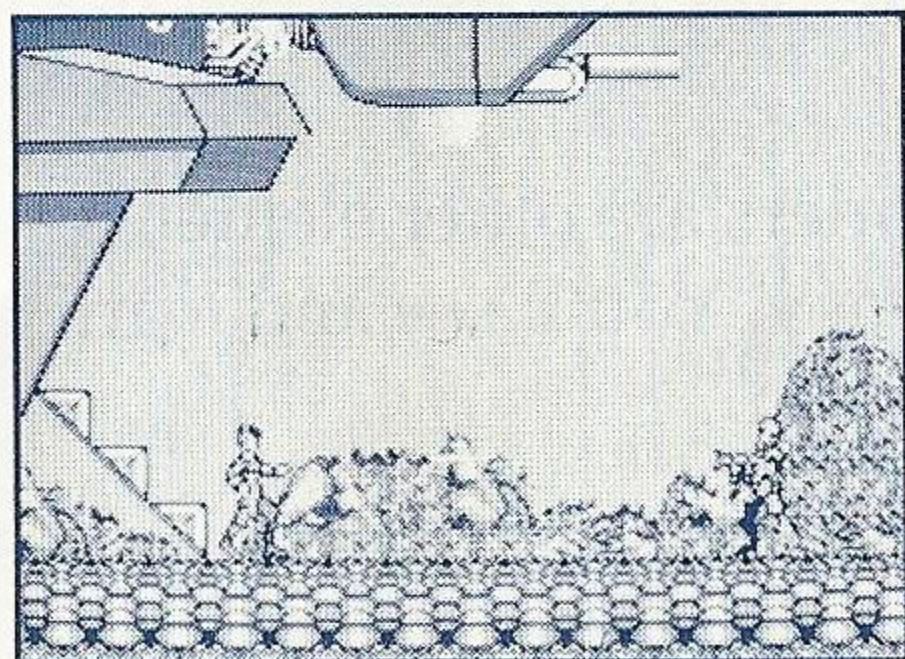
In the beginning of the game, J.J. will be awarded 700 life points. These life points will diminish every time he is hit by enemy fire. When his life force is getting low, he can return an unlimited number of times to the Mother Ship where he'll receive 700 life points and another ID Card.





## Entering The Maze:

Once you leave the Mother Ship, you're an open target. Run as quickly as possible to the elevator opening and take any of the paths offered.



## Inside The Maze:

There are hundreds of happenings in this maze, which will be discussed throughout the manual, in addition to suggestions for figuring out the maze. But for now, you should learn all the technical elements before studying strategy.

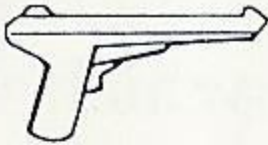
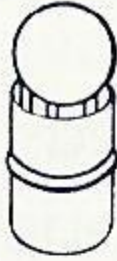
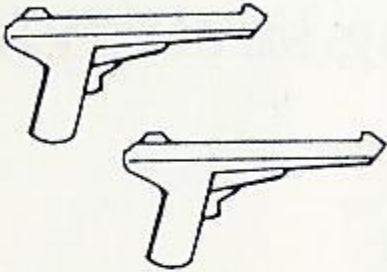
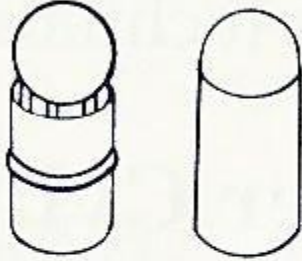

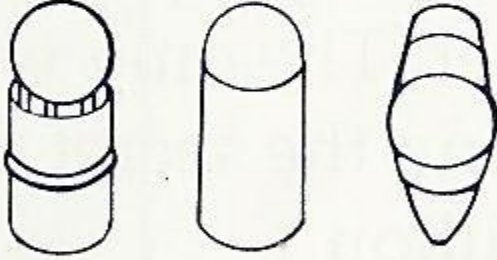
## Computer Cylinders:

The whole purpose of entering each room is to move on to another. The only way to move from room to room is by discovering the secret door. In order to do this, you'll have to use Zillion.

- When you enter a room you want to explode all the cylinders in order to acquire their hidden elements. Sometimes these elements are the symbols which you must feed the computer so it will open the secret door.



- You must acquire four symbols and one ID Card. You cannot gain access to the computer for any purpose without an ID Card. You'll find these inside the computer cylinders too.
- Once you've found all four symbols it might be helpful to write them down or devise a method that helps you remember them.
- Now, within the computer cylinders are other elements which will aid you in your journey. You'll see and learn about them in the following section.
- There are three different cylinders in all and each requires a different Zillion power to blast it open.

Value of Zillion	Shooting Distance	Destroys Cylinder
1. 	Short	
2. 	Medium	
3. 	Long	

- Your Zillion power will increase with the right key when you shoot a cylinder, so even if you have acquired all four symbols and an ID Card, shoot the remaining cylinders for power and extra items.



## Definition of Computer Cylinder Item:

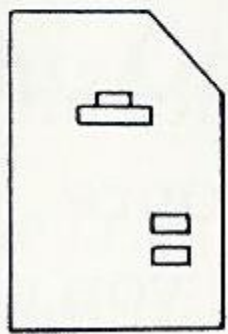
Below are illustrations and explanations of what you can expect from the cylinders.

- Key Symbol



Symbols 1 - 10 which have special functions besides opening doors.

- ID Card



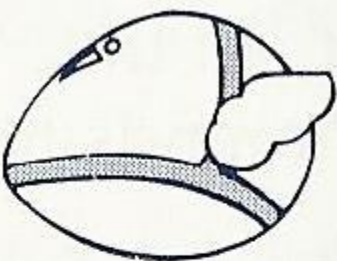
Use to gain access to computer for inputting commands. There are two cards: blue and red. Blue Cards can be used in any room, while a Red Card is the only access to the main computer.

- Bread



When you take bread, your life power will increase by 40 points.

- "Opa-Opa"



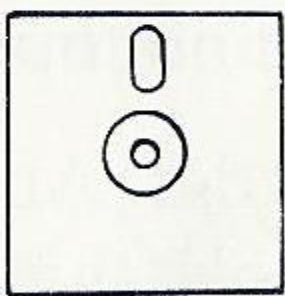
Will increase the level of the player with life power, jumping ability, speed and endurance. There are eight levels in all.

- Scope



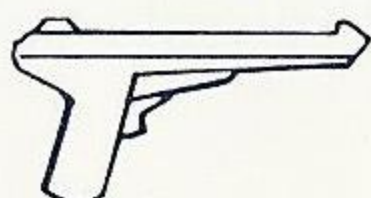
In each room are infrared rays which can be seen when the scope has been acquired.

- Floppy Disk



Discover all five of them and feed them to the main computer to win.

- Zillion Power



When you locate one, your level will increase and a new group of cylinders will be available to you.



## Activate Computer:

Now you've been through a room, you've collected an ID Card, or several, and you think that you've memorized the four accurate symbols to gain entry to the next room. Well let's see if you have.

- Once you've approached the computer as instructed in the beginning, you should see the monitor appear with a selection of symbols and other keys.
- By using your D-Button, enter the four symbols into the computer bank. Do this by pressing Button 1 or 2 once you've settled on a symbol. If you make a mistake you can choose the key near the 'Enter' to delete your choice. Once the four have been entered, move to the 'Enter' key and press Button 1 or 2.
- If you're correct, you'll receive your card back with a message indicating which command has been carried out. In this case, it will have to do with 'Door Open'. In the next section, you'll see that there are other commands to prompt also.
- Now move over to the exit and press Button 1 or 2 to return to the maze.
- If you are incorrect, the screen will display 'Error' in the same way. If you make three incorrect selections in a row, your card will not be returned and the door will not open.
- The symbols do not have to be entered in any order. And if you leave a room without inputting the symbols, they will change after you've left and are very difficult to retrieve again.





Back space key  
(Delete)

Enter key

## The Other Computer Commands:

The computer will only activate a command when four symbols have been input. So just as four symbols were needed to open a door, four symbols are needed for the remaining commands. They are entered exactly the same as before and the only difference will occur when you have activated the command. Your ID Card will not be returned to you. So it is very important to collect as many cards as possible. If you run out, you can receive more in the Mother Ship.



### Map Display

- This is a simplified map of the underground base or maze. The blue flashing point indicates the present position of the player. Green color indicates which rooms you have passed through. Red color indicates location of the room containing the main computer.



### Laser Barrier Stop

- Those yellow lasers in each room which zap your life power will be temporarily disabled with this command.





### Sensor stop

- Will eliminate infrared rays.



### Moving Walkway Stop

- Will prevent the floor from moving under you temporarily.



### Auto-Gun Stop

- Will disable the auto-gun temporarily.



### Warp A

- Returns you to the elevator at the base of the underground entrance.



### Warp B

- Returns you to the nearest elevator.



### Base Explosion: Main

- If you enter this command into the main computer bank, the entire base will explode in X minutes. If you do not manage to escape the underground in X minutes, you will perish in the explosion.



### Explosion Cancel: Main

- This will cancel the previous command once it is input. This command can only be entered into the main computer bank.



### Suicide

- When you decide to commit suicide, this is the command. We will help you determine when this is useful.





## Danger Zones:

Once you've entered the maze and you're ready to make progress, look out for the following:

### Land Mines

- When you approach a land mine, remember to cross it as we explained earlier. Should you activate the mine, your life power will decrease. When you reach a Zillion power of three, you can shoot your way through the field by lying face down.

### Barriers

- Barriers are the yellow lines running up and down in the room. They will significantly decrease your life power when you pass through them. They can be neutralized for a short period of time with the right command and an ID Card. Remember, sometimes they will zap you repeatedly if you get stuck against one. So be careful.

### Infrared Ray Sensors

- These sensors will not be visible unless you have picked up 'Scope' power. They are beams that run lengthwise, up and down and in anyplace within the room. There can be only one beam per room, so if you figure out its location by trial and error, you can be confident you won't activate others. Now, when you do cross a sensor, eight Norsa Warriors will be summoned and they will remain until you confront them. Either kill these enemies or be killed by them.



## Review Status:

Your status report will review this important information.

LEVEL . . . . . Level ability of player. Eight levels in all.

LIFE . . . . . Present amount of life power points.

ZILLION

POWER . . . . . Present firing power of Zillion.

JUMP . . . . . Jumping ability of player.

SCOPE . . . . . Existence or nonexistence of infrared ray sensors in the present room.

## Know the Players

There are heroes, heroines and villains in this game, each with their own special characteristics. Now is the time to become familiar with your teammates.

### J. J. - The Main Trouper

- 168 cm tall, weighs 53 kg, blood type O, 16 years old. He's got a strong sense of justice, always ahead of the pack to the scene of evil doings. His special skills are combat oriented.



### Apple

- 165 cm tall, weighs 50 kg, blood type O, 17 years old. Excellent defense in close combat situations. His specialty is fighting with agile moves and endurance.



## Champ



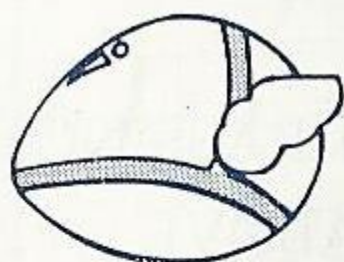
- 178 cm tall, weighs 68 kg, blood type B, 18 years old. A real straight shooter. Never loses his cool, and is always courageous in combat.

## Amy

- 155 cm tall, weighs 46 kg, blood type AB, 16 years of age. The favorite of the White Knights. She operates the power center at the Mother Ship.



## Opa-Opa



- 38 cm tall, weighs 16 kg, Sega Mascot and prized friend of the White Knights.

In addition to teammates, there are naturally enemies.

## Norsa Warriors

- There are four different classes of soldiers. Therefore, they will react differently to your defensive moves. The following section will help you prepare for each class.





This table illustrates Zillion's destruction ability at each level.

CLASSIFICATION	NUMBER OF SHOTS NEEDED TO DESTROY		
	LEVEL 1	ZILLION LEVEL 2	LEVEL 3
Class A Warrior	1	1	1
Class B Warrior	1	1	1
Class C Warrior	2	1	1
Class D Warrior	3	2	1
Auto-Gun	CAN NOT BE DESTROYED		
Land Mine	1 DIRECT HIT		1 PASSING ABOVE
Barrier	CAN NOT BE DESTROYED		
Infrared Sensors	CAN NOT BE DESTROYED		



## Individual Level's Values and Maximum Power

LEVEL	PLAYER	LIFE MAX.	JUMPING	SPEED	DAMAGE		
					Warrior	Land Mine Bullets	Barrier
*1*	J. J.	700	1.0	1.0	30	60	120
	Apple	600	1.5	1.5	40	80	160
	Champ	800	0.5	0.5	20	40	80
*2*	J. J.	720	1.0	1.0	30	60	120
	Apple	620	1.5	1.5	40	80	160
	Champ	820	0.5	0.5	20	40	80
*3*	J. J.	740	1.0	1.0	30	60	120
	Apple	640	1.5	1.5	40	80	160
	Champ	840	0.5	0.5	20	40	80
*4*	J. J.	760	1.0	1.0	30	60	120
	Apple	660	1.5	1.5	40	80	160
	Champ	860	0.5	0.5	20	40	80
*5*	J. J.	780	1.5	1.5	20	40	80
	Apple	680	1.5	2.0	20	40	80
	Champ	880	1.0	1.0	10	20	40
*6*	J. J.	800	1.5	1.5	20	40	80
	Apple	700	1.5	2.0	20	40	80
	Champ	900	1.0	1.0	10	20	40
*7*	J. J.	820	1.5	2.0	20	40	80
	Apple	720	1.5	2.0	20	40	80
	Champ	920	1.5	1.5	10	20	40
*8*	J. J.	840	1.5	2.0	10	20	40
	Apple	740	1.5	2.0	10	20	40
	Champ	940	1.5	1.5	10	20	40



**Warrior A**

- Always moving to the right and left. When they spot you, they will begin shooting.

**Warrior B**

- Always moving to the right and left. When they spot you, they will begin shooting and are able to squat and shoot.

**Warrior C**

- These warriors are the same as the Warrior B type, but more dangerous. They can shoot up, giving them a three-directional shooting capacity.

**Warrior D**

- These are the most dangerous. In addition to the above abilities, they will attack with their bodies and you'll lose points with contact.

**Time To Exchange Teammates:**

Now that you know your teammates so well, you should be able to decide when exchanging places with any one of them would be a good idea.

After J.J. has rescued Apple and Champ from the maze, they can help him during the game.

- To change players, push either the Pause Button or Button 1 and 2 on Player 2's Control Pad. You will see the status review screen.
- Individual players will begin to appear on this screen. You can choose any one of them by moving them into frame with your D-Button. Now push Button 1. Exchange will automatically take place.



## **One More Chance:**

Even if you collapse and the "Game Over" message appears, you will be awarded another chance by Opa-Opa.

He'll appear on screen with two choices:

- Continue - You can start the game from the position and screen you last played. You will be awarded life power points according to your level.
- Retry - You are challenged to start from the beginning.

This option will be awarded three times throughout the entire game.

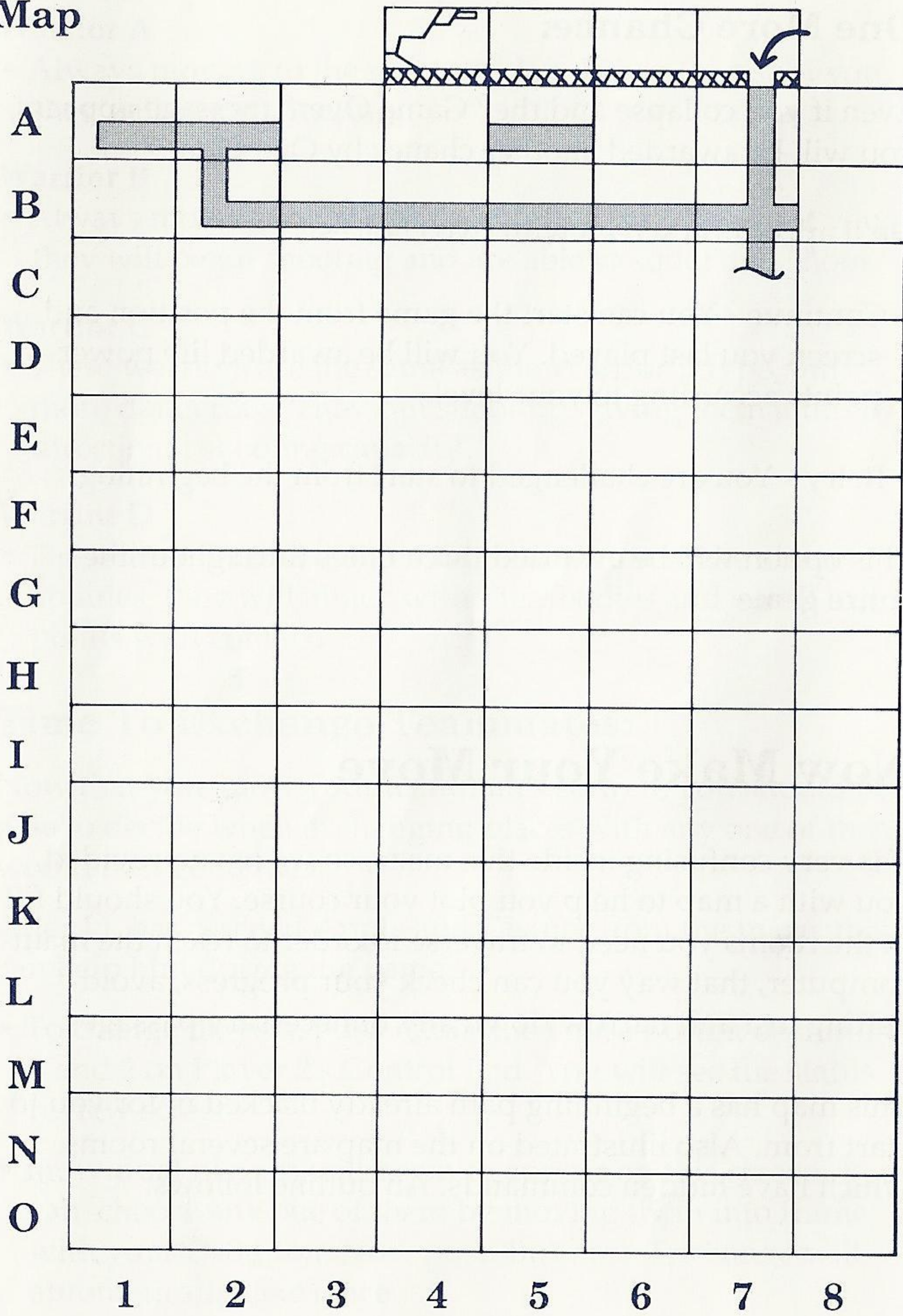
## **Now Make Your Move**

It is very confusing inside this maze, so we have provided you with a map to help you plot your course. You should fill in the rooms you need to traverse in order to reach the main computer, that way you can check your progress, avoid getting lost and narrow down any unnecessary passages.

This map has a beginning path already blacked in for you to start from. Also illustrated on the map are several rooms which have hidden commands. An outline follows:



# Map





## Hidden Commands Collection:

Because we've numbered the rooms with a grid system, you can easily identify which room we're referring to with our numerical titles.

When you input the commands we've listed below, a special message will appear that will not be displayed in any other room under the same command.

Room #E - 2  
Input: Explode

Room #H - 5  
Input: Explode

Room #C - 4  
Input: Suicide

Room #I - 8  
Input: Suicide

Room #I - 6  
Input: Explode

Room #N - 6  
Input: Explode

These messages will deliver special information and instructions to help you reach the main computer more quickly.

## The Last Word:

Remember that this is a thinking game and will take hours of playing time to win, succeed, or however you see it. So prepare yourself for an incredible computer game and don't get discouraged.

Grab a pad and pen, review the symbols and create your own method of recall, keep your manual nearby, and go get those floppy disks. Once you've input all five, it's time to explode the base and head back to the Mother Ship. Good Luck.











# Handling The Mega Cartridge™

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



# 90-Day Limited Warranty Sega<sup>®</sup> Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

## 90-Day Limited Warranty

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

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Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

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