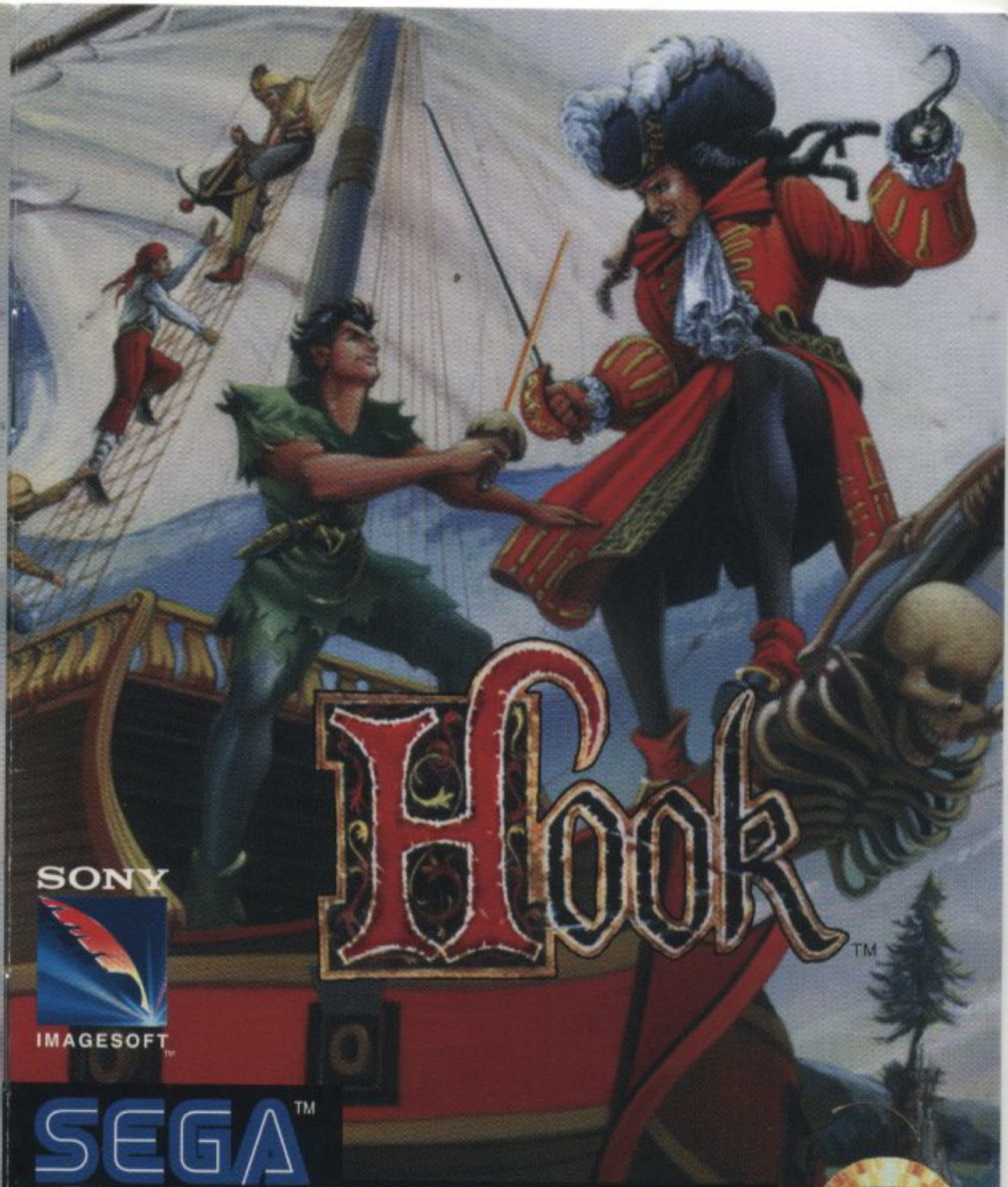
SEGA™

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

1 PLAYER

GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

PRINTED IN JAPAN



SONY IMAGESOFT™

SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA SEAL OF QUALITY

EPILEPSY WARNING

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 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.

SONY

Sony Imagesoft
2100 Colorado Avenue
Santa Monica, CA 90404

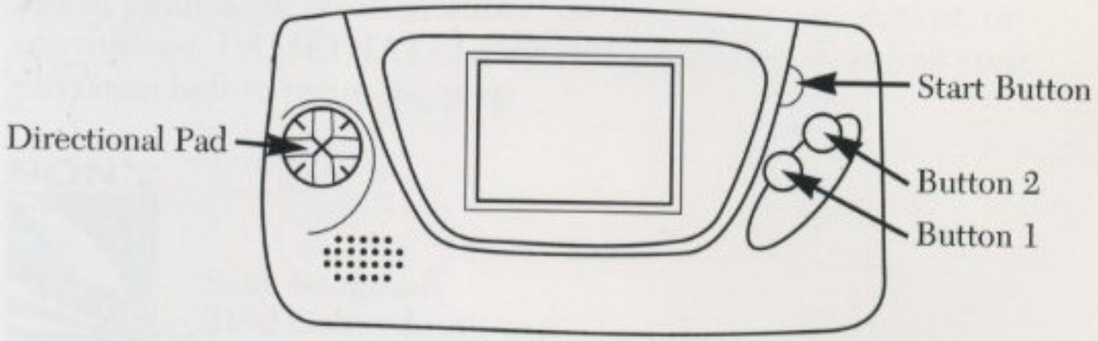
For questions or comments about this or other Sony Imagesoft products call (310) 449-2393.

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™ GAME GEAR™ SYSTEM.

HANDLING THIS CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it or submerge in liquids.
- Do not leave 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.

STARTING UP



1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Hook* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Hook* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Contents

Introduction

Captain Hook has kidnapped your children and taken them back to Pirate Town.

Now you must win back the Golden Sword from your old rival Rufio and rescue your beloved children from Hook and his henchmen.

As Peter Pan, you will encounter many hazards and battle countless foes in your quest to free your children. You will face fierce Pirates, evil skeletons, spiny porcupines, pointy treetops. . . and all the while you'll be developing your fighting skills to face the heinous Hook.

Be careful! Neverland is a massive island, and Hook is a shrewd and elusive buccaneer. To survive—you must regain your boyhood powers.

Hurry. Your children await!

Controlling the Pan

TO ADVANCE OR RETREAT:
Press the Directional Pad RIGHT or LEFT.

TO USE A WEAPON:
Press Button 1.

TO CROUCH:
Press the Directional Pad DOWN

CROUCH ATTACK:
Press the Directional Pad DOWN and press Button 1.

TO JUMP:
Press Button 2.

TO JUMP AND SPIN:
Hold down Button 2.

RUNNING JUMP:
Press the Directional Pad LEFT OR RIGHT and press Button 2.

JUMPING SLASH:
Press Button 2 to jump then press Button 1 to activate weapon.

TO FLY:
Press Button 2 twice and use the Directional Pad to maneuver Pan in any direction. To land, press Button 2 again.

TO JET:
Keep Button 1 depressed while flying.

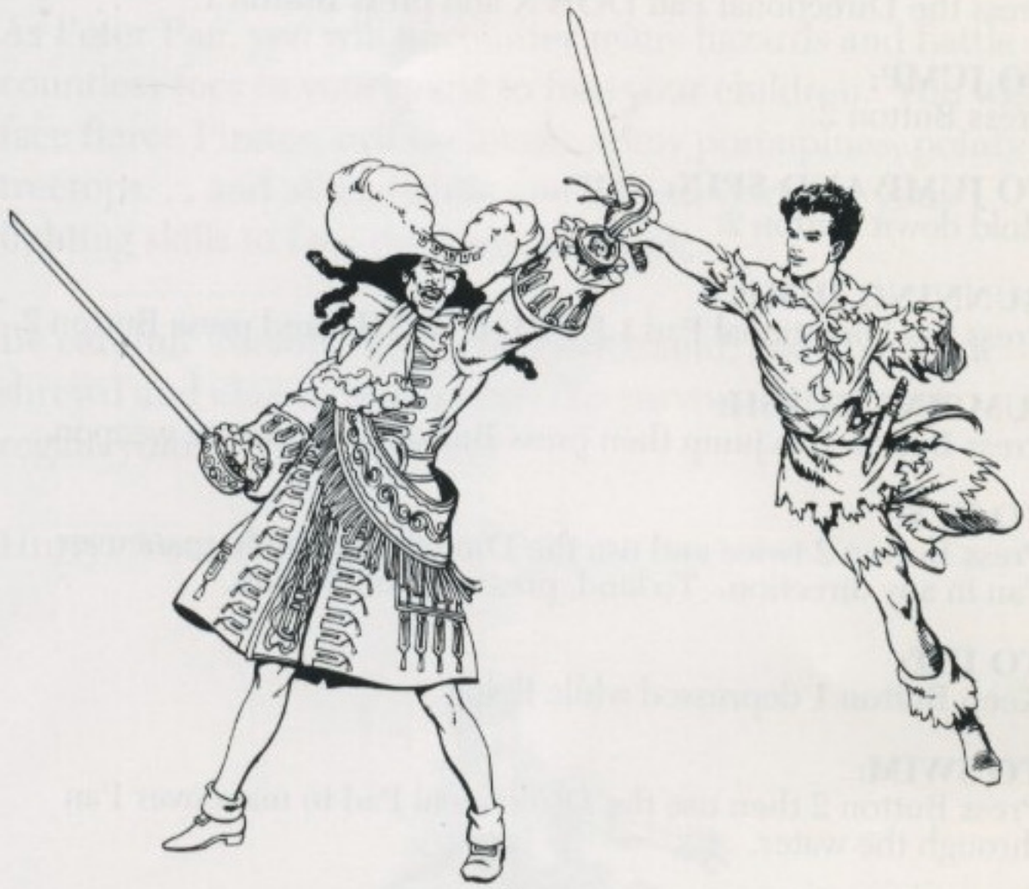
TO SWIM:
Press Button 2 then use the Directional Pad to maneuver Pan through the water.

SURFACE SWIM:
Keep Button 2 pressed.

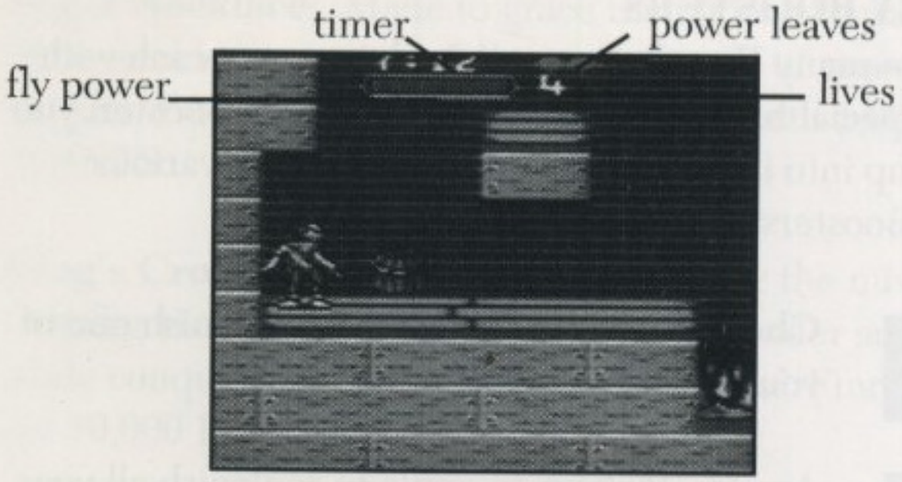
TO PAUSE GAME/DISPLAY CURRENT SCORE:
Press the Start Button.

Getting Started

To bypass the story sequence and begin play, press Button 1.



Main Game Screen



TIMER
Displays how much time you have remaining to complete the current level.

LIVES
Shows how many lives you currently have. You begin each game with two lives.

FLY POWER
Indicates how much flying power you currently have.

POWER LEAVES
This shows how many Power Leaves you currently have. Each Leaf you collect increases your ability to take enemy blows.

What to look for

ENERGY BOOSTERS

There are many Energy Boosters in the game—each with its own special function. To obtain an Energy Booster, you must jump into it. The following is a list of the various Energy Boosters in the game.

Cherry: Pick up a cherry to replenish one of your power leaves.

Apple: Pick up an apple to replenish all your power leaves.

Pixie Dust: To refill your Fly Meter find Tinkerbell and stand underneath her Pixie Dust rain. Once she powders you with her magical potion you'll be able to fly again.

1-Up: Hidden around Neverland are up to three 1-Ups. Look for them because they will pop up when you least expect it.

HIDDEN TREASURE

Sheba's Tiara: Years ago Pirates raided the Queen of Sheba's ship. From it they stole huge chests of magnificent sapphire and gold tiaras. Each one is worth 100 POINTS.

Ring of Honor: As a sign of his favor, Captain Hook gives one of his Pirates a gold and ruby ring set. If you take one of these rings from a Pirate, you get 500 POINTS.

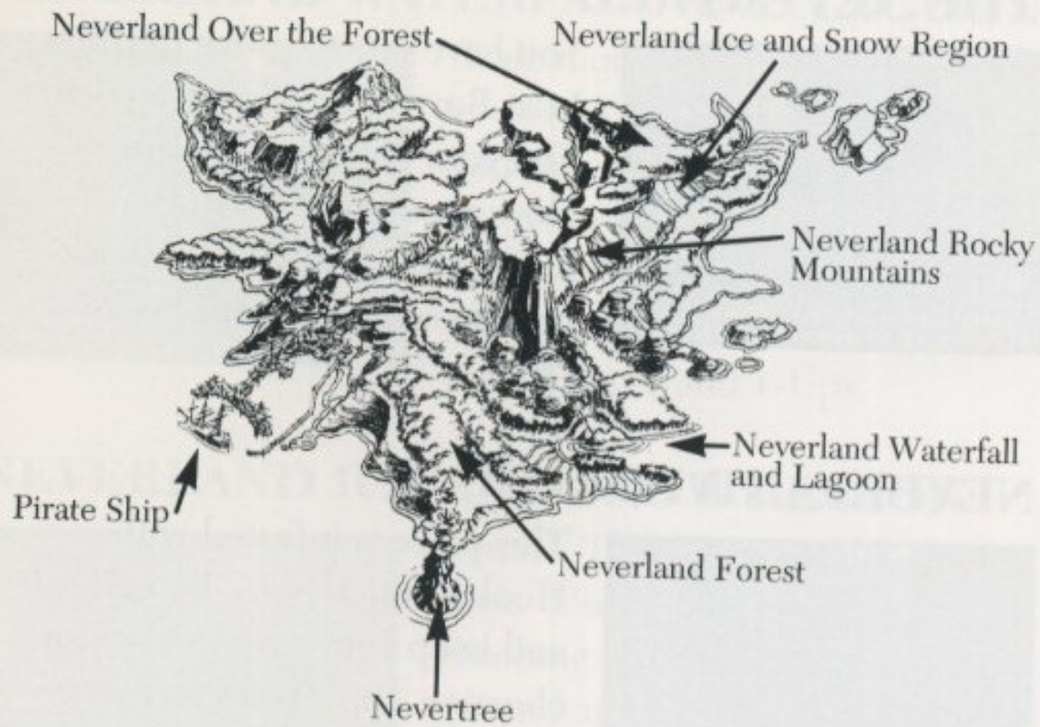
Regal Necklace: Made to grace the napes of royalty, these necklaces recently fell into the hands of greedy Pirates. Get your paws on one—they're worth 1,000 POINTS.

King's Crown: Alexander the Great made the mistake of crossing Hook's path. All the crowns Alexander acquired while conquering the world are now Hook's. Find a crown, get 10,000 POINTS.

The Magic Sword

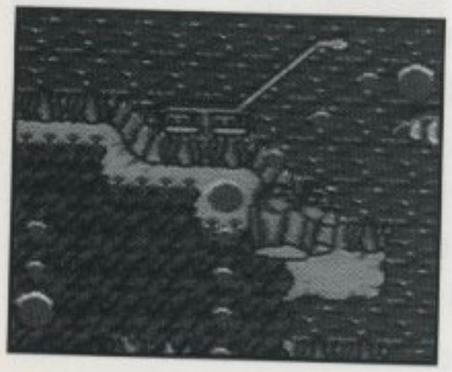
The first thing you have to do as Peter Pan is win back your Golden Sword from Rufio. But remember: the sword is slippery. Each time you get hit, you will lose the sword. But not to worry— it will pop up again in various places around Neverland.

Levels—Nevertree and Neverland



The Island of Neverland is filled with a thousand dangers. Good luck in your quest to save your children from Hook's evil hold.

NEVERLAND MAP SCREEN

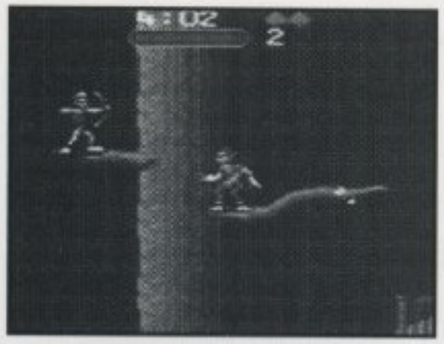


After you complete a level, the Map Screen will appear to let you know where you are. Study this map well to learn about the places you will travel on your quest. To exit the map screen, push the START Button and you will automatically advance to the next level.

THE NEVERTREE

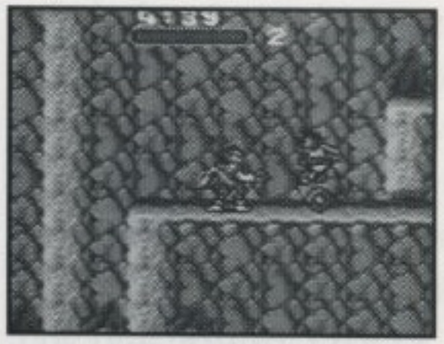
You have lots to prove to the Lost Boys. Your first step is to find your way through the Nevertree and face Rufio. Defeat him and you win back your sword...and your honor.

NEVERLAND FOREST



This place is infested with Hook's henchmen. Be careful and keep your eyes peeled for cherries, apples and an extra leaf. This is your chance to prove to the Pirates, and to yourself, that Peter Pan has indeed returned.

NEVERLAND ROCKY MOUNTAINS

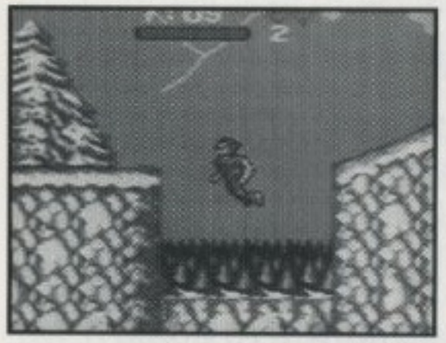


Pirates are not known for their hospitality. Watch out for barrel-riding swashbucklers and arrow-firing swabbys. And look for your Golden Sword—you may find it hidden somewhere in these ancient mountains.

NEVERLAND WATERFALL AND LAGOON

Scale monstrous cliffs, muscle your way through the waterfall and stay clear of thorn fields. But your journey is worth it because this dangerous region is filled with wonderful things like extra Leaves and 1-Ups.

NEVERLAND ICE AND SNOW REGION

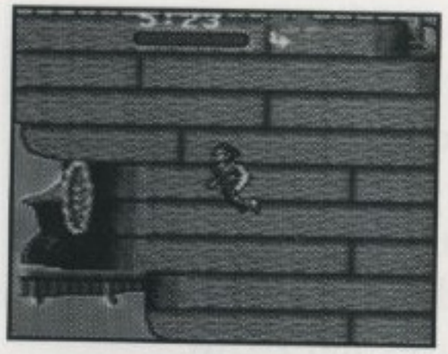


Brrrrr! This place is cold...and slick. Use your mountain climbing skills to hold your ground and fly over sharp ice spikes.Also keep an eye out for snow-ball hucking Pirates.

NEVERLAND OVER THE FOREST

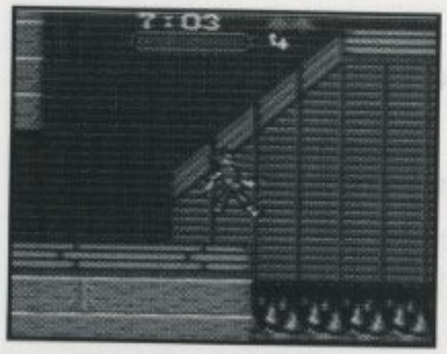
Flying through the trees will be a true test—are you cured of your fear of heights??? Be sure to fill your Fly Meter with Pixie Dust every chance you get, and watch out for dynamite-loaded hot air balloons.

PIRATE SHIP



You've made it. Now all you've got to do is find your children. Be prepared to do a lot of dodging, jumping, flying and fighting with hordes of ugly sea dogs.

HOOK



At last! Now you've cornered Captain Hook—and he's ready for a dirty fight. Try to avoid his direct attack. Find a way to maneuver out of his path and don't let up. Remember...get past Hook and you're home free...and so are your children!

SONY IMAGESOFT WARRANTY

Sony Imagesoft warrants to the original purchaser of this Sony Imagesoft product that this Game Cartridge is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Sony Imagesoft product is sold "as is," without expressed or implied warranty of any kind, and Sony Imagesoft is not liable for any losses or damages of any kind resulting from the use of this product. Sony Imagesoft agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Sony Imagesoft product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Sony Imagesoft 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 SONY IMAGESOFT. 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 SONY IMAGESOFT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SONY IMAGESOFT SOFTWARE PRODUCT.**

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

Patents: **U.S. No, 4, 442, 486/4, 454, 594/4, 462, 076; Europe No. 80244; Canada No. 1,183, 276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)**