



**GAME GEAR™**  
COLOR PORTABLE VIDEO GAME SYSTEM

# PSYCHIC WORLD™

**SEGA™**



## 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 Psychic World cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Psychic World 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.

**Note:** Psychic World is for one player only.

Insert Sega Cartridge



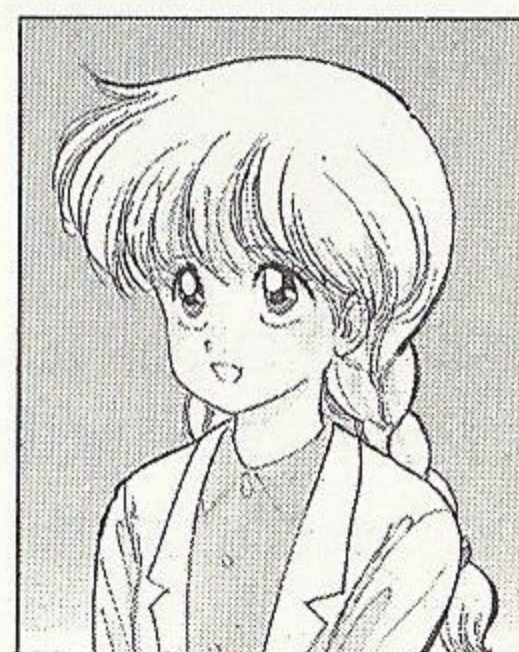


# Kidnapped!



Dr. Knavik, a research scientist who did experiments with animals, had a laboratory deep in the woods where he worked in complete privacy. He got lonely, though, and found that he could do with some help. He hired two sisters, Lucia and Cecile, to work as his assistants. They got along wonderfully.

One evening, there was a sudden explosion in the lab. Dr. Knavik and Cecile were working late, and Lucia had already gone to bed. "I forgot to check the pressure earlier," lamented the doctor. The animals that he kept for experiments seemed to be terribly disturbed by the loud noise. "Make sure the animals are OK and that the cage is secure," he told Cecile. As she approached the cage, however, the animals made a rush for the door, breaking it down.



The second noise brought Lucia out of her sound sleep. "What was that? I hope Dr. Knavik and Cecile are OK," she said. She dressed and entered the lab, where she saw the doctor standing near the far wall, looking out a huge hole. "What happened, doctor? Where's Cecile? Where are the animals?"



"I don't know how to tell you this," he started, "but the explosion apparently scared the animals more than I thought. They've broken free, and taken your sister with them!"



Lucia, overcome with both grief and rage, turned and asked the doctor in a shaky voice, "W-W-What can we d-do to g-g-get her back?" Dr. Knavik went to a closet and pulled out what appeared to be a motorcycle helmet. "This is an earlier experiment of mine. It's an ESP Booster. Wearing it enables you to perform mental tricks you never thought were possible. I want you to

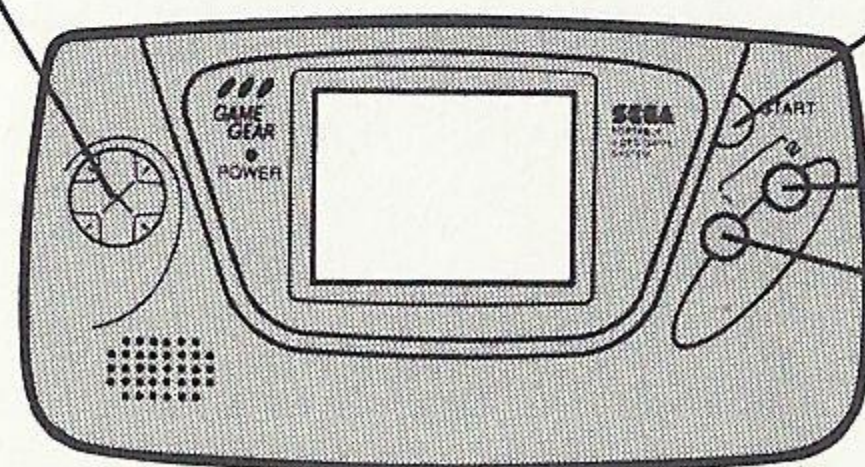
take it and go find Cecile. I'm too old to fight those creatures— you're young, fast and strong. You're the only hope she has!"

## ***Take Control!***

If you try to rescue Cecile before you learn how to use your control buttons, you're putting Lucia at risk!

Directional Button (D-Button)

Start Button



Button 2

Button 1



## **D-Button**

- Press to move the marker on the Continue screen.
- Press up to go through doorways and climb ladders.
- Press down to squat and move or descend ladders.
- Press left or right to move Lucia in either direction. If you hold the D-Button in one direction, Lucia runs like the wind!

## **Start Button**

- Press to start the game.
- Press to pause the action; press again to resume play.

## **Button 1**

- Press to make Lucia attack enemies with one of several weapons.

## **Button 2**

- Press to make Lucia jump. The longer you hold Button 2, the higher she jumps.

## ***ESP/Attack Window***

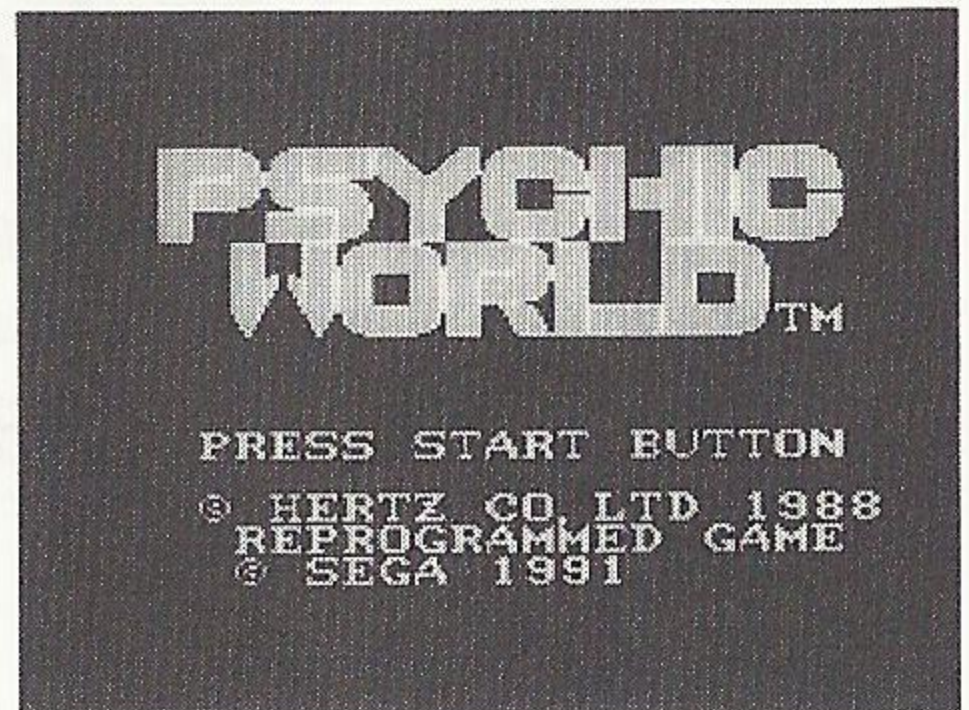
There are various weapons and defenses available to you. Each is represented by a square symbol (pages 8-9). You can use an ESP or attack capability if its symbol appears in your ESP/Attack window.



To open the window, press and hold the D-Button down. Then press and hold Button 2, and release the D-Button. The window appears horizontally across the bottom of the game screen. To put a capability into use, press the D-Button repeatedly to the left or right until the symbol representing the capability you want to use moves into the flashing white frame. Then release Button 2, and you can immediately use the capability.

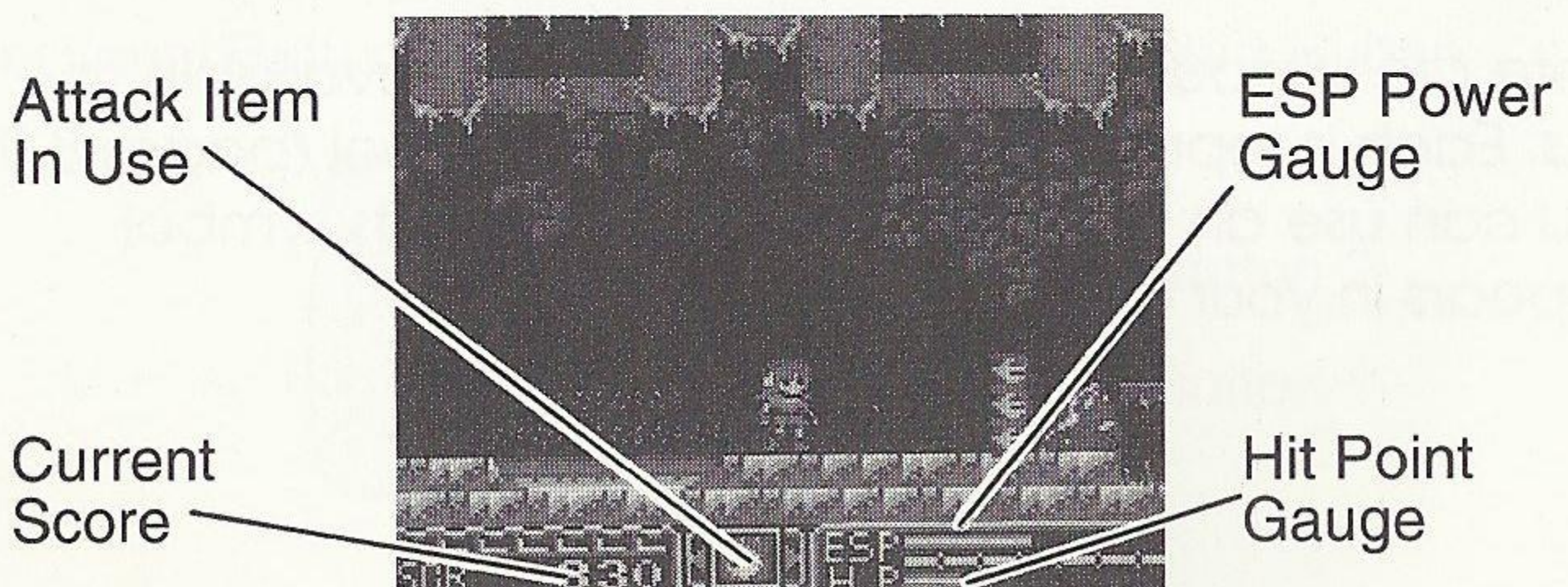
## Getting Started

The Title screen comes up after the story screens. Read the story and learn more about your task. To skip the story screens, press the Start Button after the Sega logo.

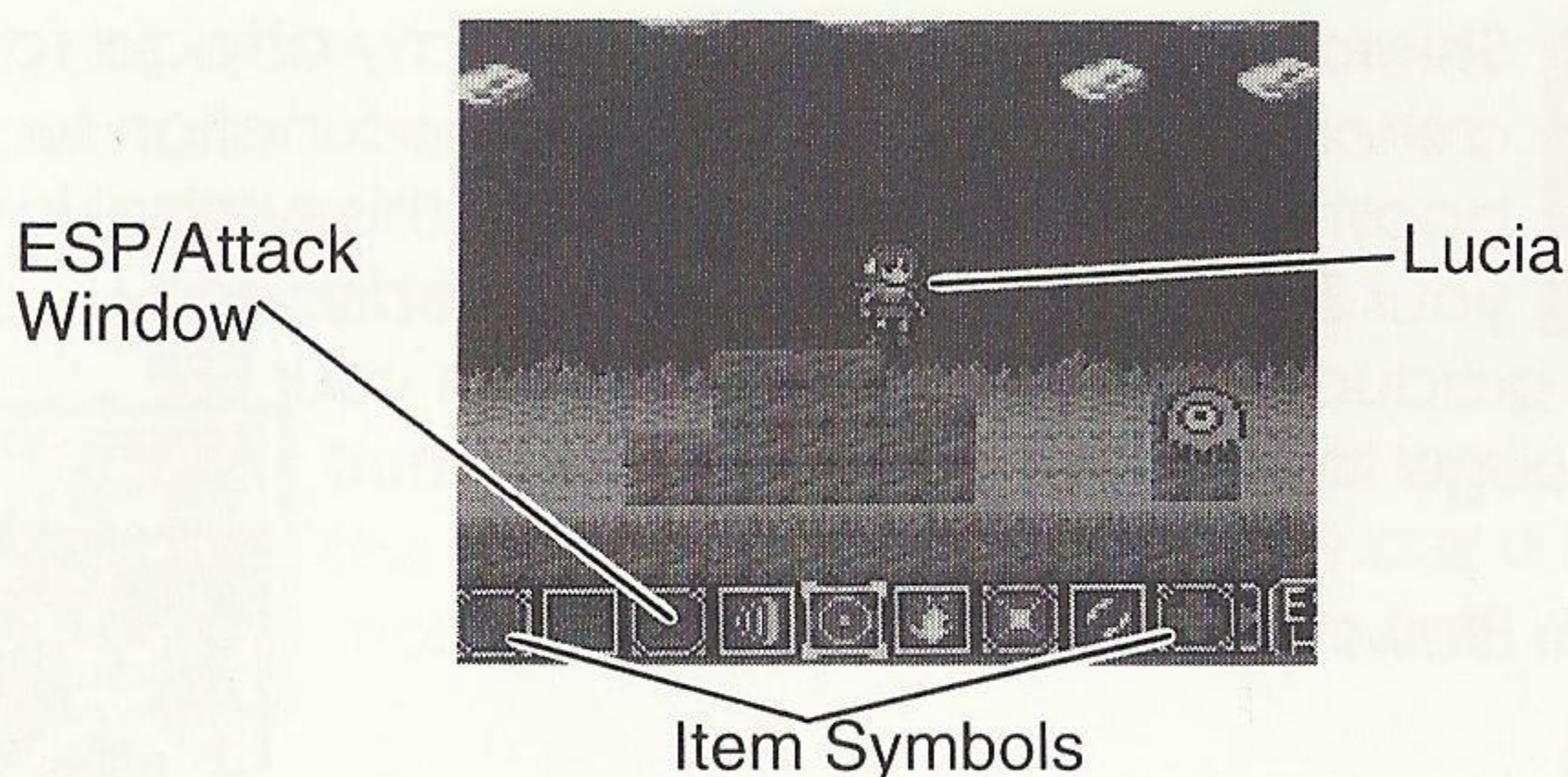


Press the Start Button at the Title screen, and the Round 1 Title screen appears. The game screen follows.

## Screen Signals







## ***Save Sis!***

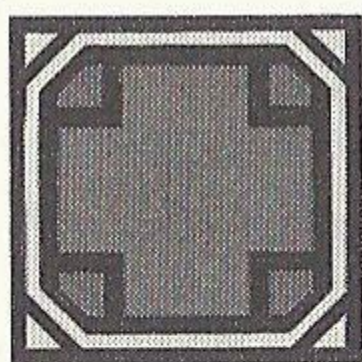
Guide Lucia through four terribly dangerous zones, fighting all sorts of mutated creatures. You can keep playing as long as you have energy in your Hit Point Gauge. If you can get through the final round safely, you'll rescue Cecile and all will end happily (or will it?). Should you have your clock stopped by enraged mutants along the way, though, there's no telling what might happen to Lucia's poor sister!

## ***The Wonders Of ESP***



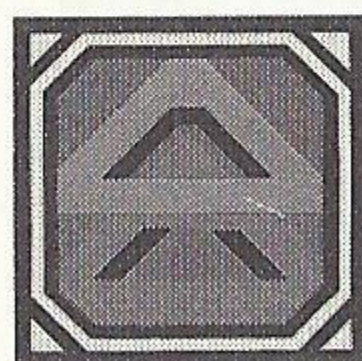
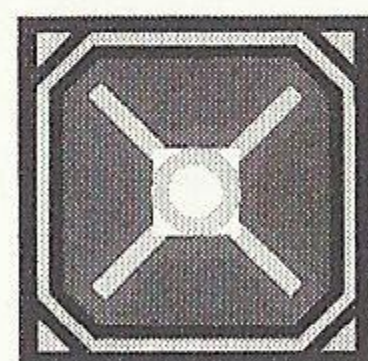
Dr. Knavik gave Lucia a special helmet to wear as she attempts to save Cecile. It's called an ESP Booster, and it gives her the power to perform amazing extra-sensory disciplines that help her to defeat the creatures of the land. There are four Item symbols that appear as you destroy creatures. Picking one up gives you the ability to perform that discipline for the rest of your journey.





**Shield:** Protects you against enemy attacks for a short time. You can also use this function to boost your Hit Point total. Select this symbol in your ESP/Attack window repeatedly, and energy is gradually transferred directly from your ESP Power Gauge to your Hit Point Gauge.

**Explosion:** Blows all enemies in the area into little bits!



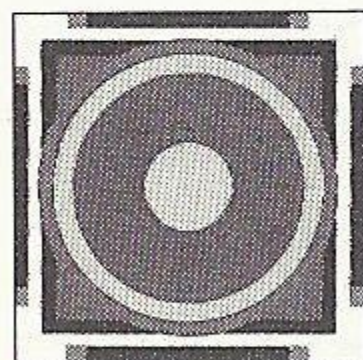
**Levitation:** Lets Lucia float to levels she couldn't reach by jumping.

**Teleportation:** Allows you to pull Lucia out of a desperate situation and whisk her back to the beginning of the round you're playing.



## ***Attack!***

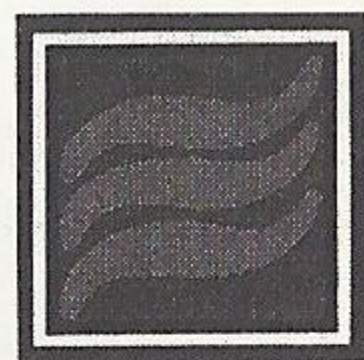
Dr. Knavik outfitted Lucia with a very reliable, yet not very powerful, weapon known as a Psy Cannon. As you wipe out angry mutants, new Item symbols appear that give you and Lucia more lethal attack capabilities.



**Psy Cannon:** This is Lucia's first weapon. Pick up other symbols as soon as you can, because this isn't powerful enough to get you to the fortress!

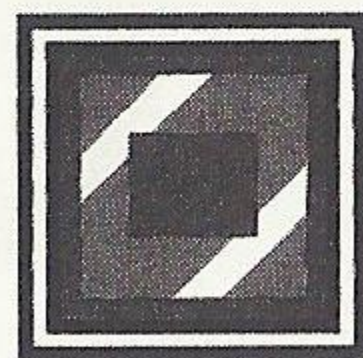


**Hydro Wave:** Launch icy blasts at the strange creatures. Also, if you find the vaporous areas, you can use Hydro Wave to make blocks of ice. How can this help you? Wait and see...



**Burning Bullet:** Shoot flame balls that scorch the mutants. Be warned— there are a few monsters that are impervious to fire!

**Freeze Ray:** Freeze the mutants in their disgusting tracks! Move quickly, because they tend to be very angry when they thaw out!

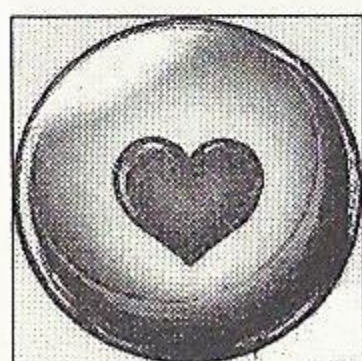


**Ultra Sonic:** Send powerful radio waves that disintegrate many barriers and most monsters. But be ready when you come up against mutants that can withstand these blasts!

**NOTE:** You may come across the same Item more than once. Each time you pick one up, the weapon becomes a bit stronger (**Teleportation** excluded).

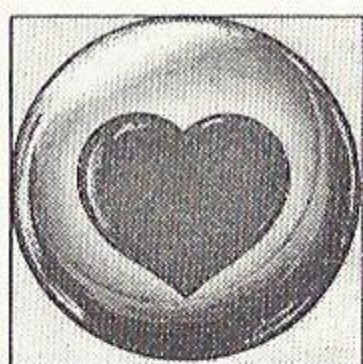
## ***More Power To You!***

You and Lucia will certainly lose ESP Power and Hit Points along the way. There are Items that restore these, as well as others that give you bonus points.



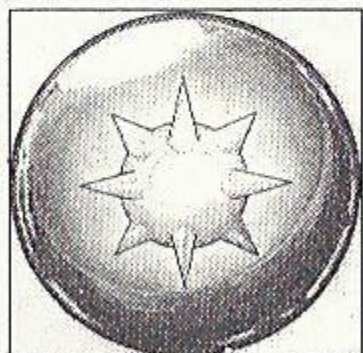
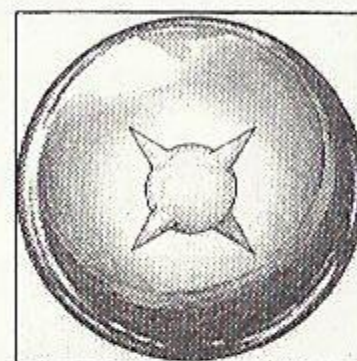
Restores 10% of your lost Hit Points.





Completely restores your lost Hit Points.

Restores 10% of your Lost ESP Power.



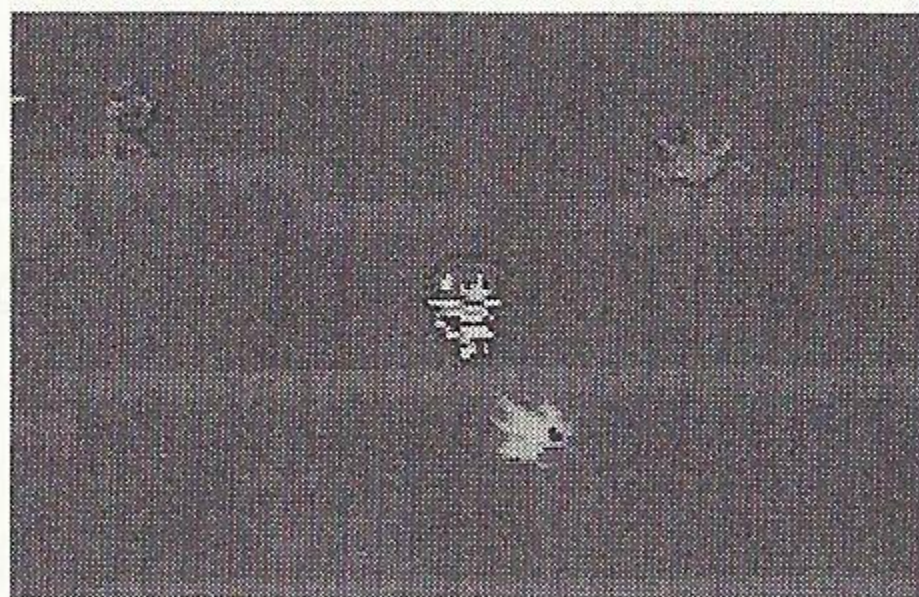
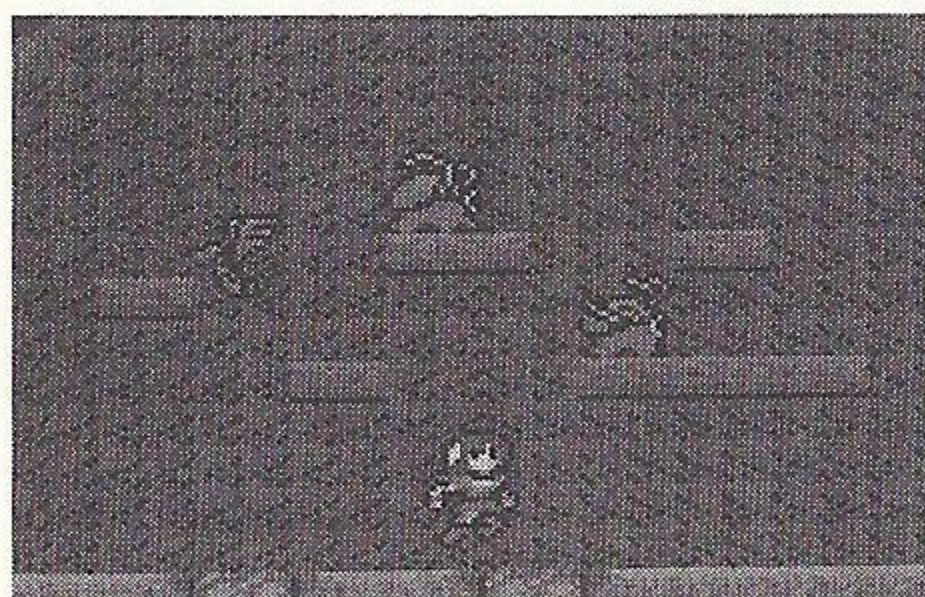
Completely restores your lost ESP Power.

Collect a 500-point bonus!



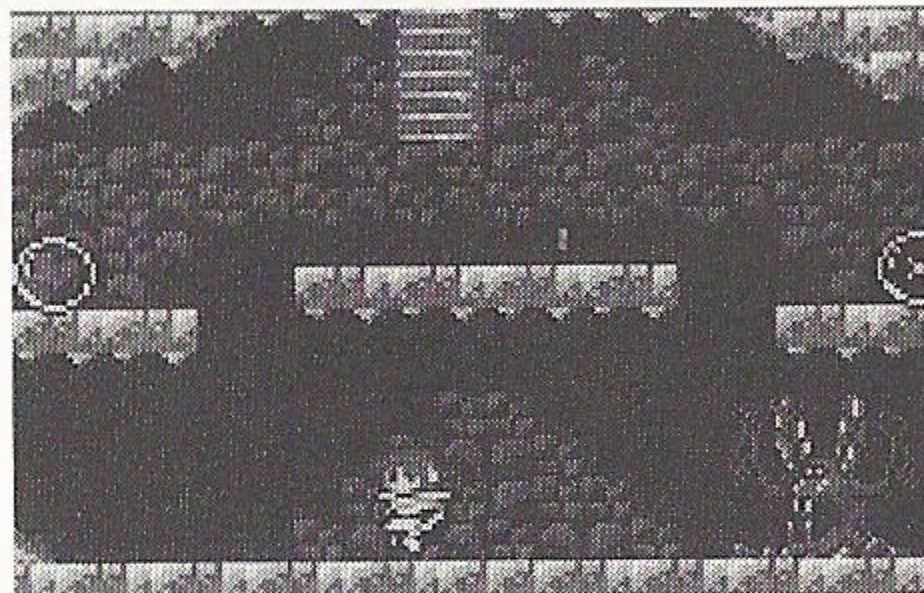
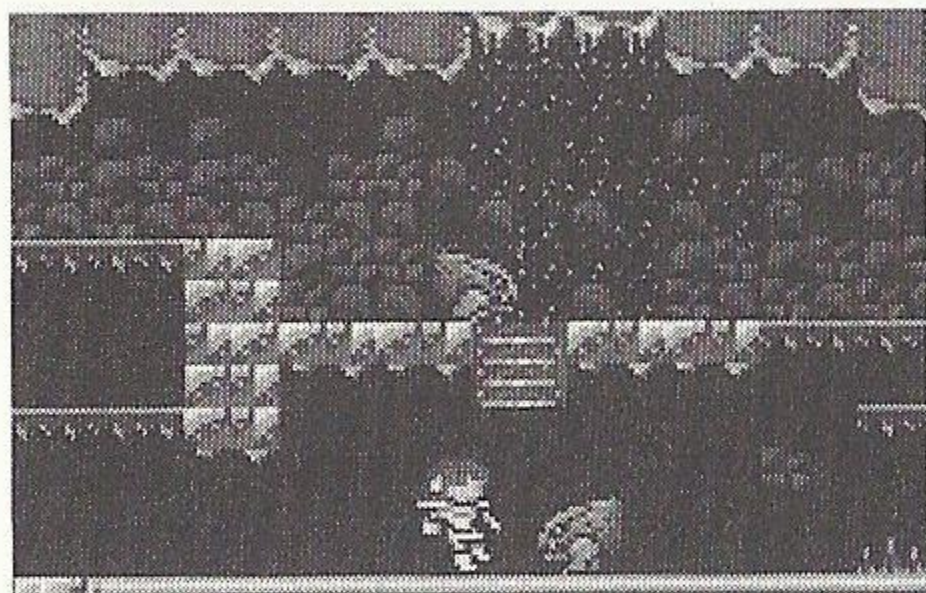
## ***Psychic World***

### ***Round 1- Prairie***

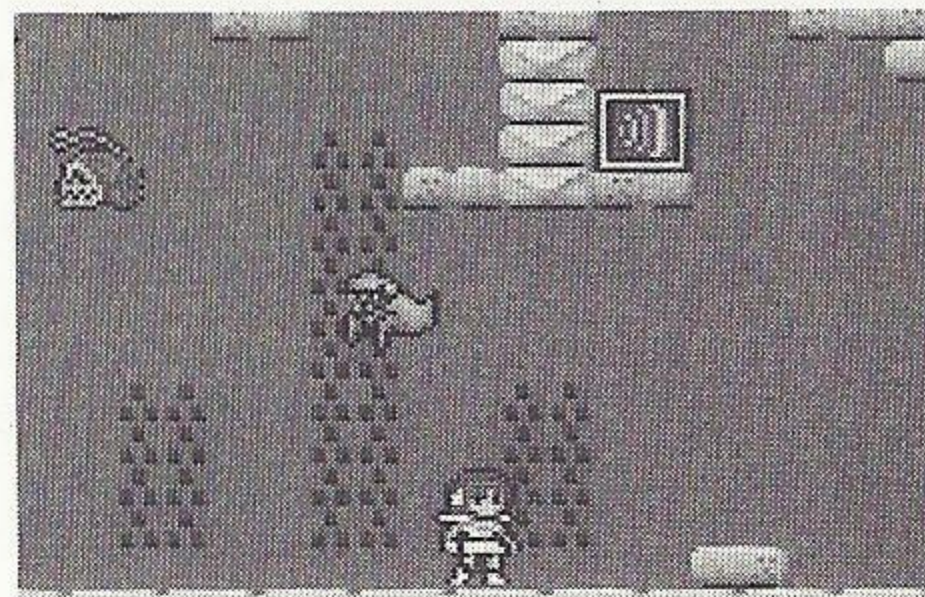
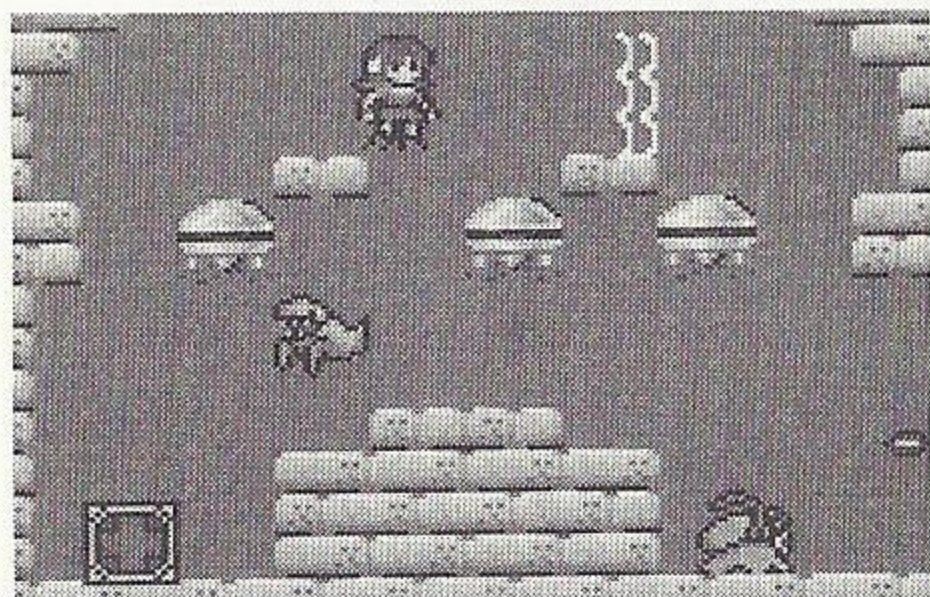




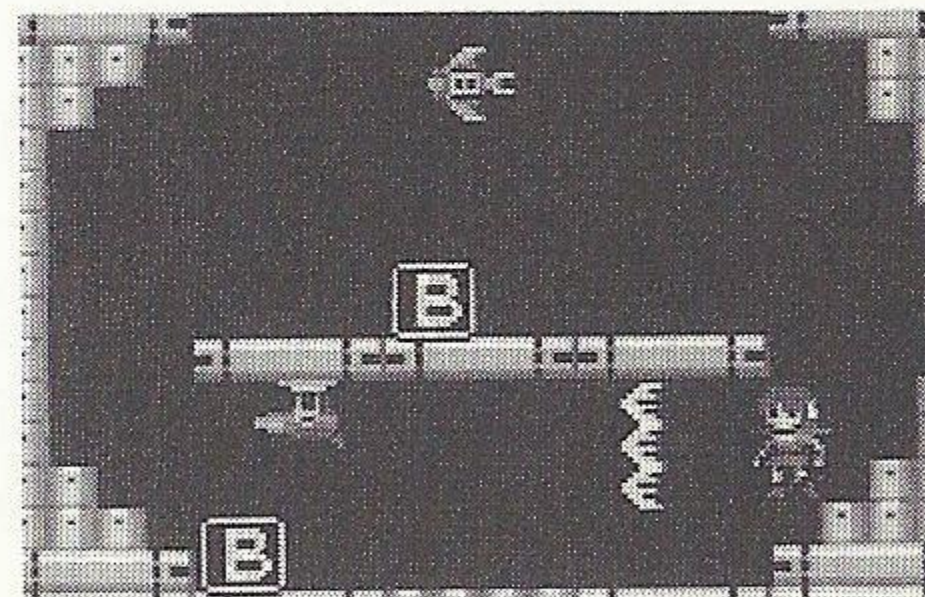
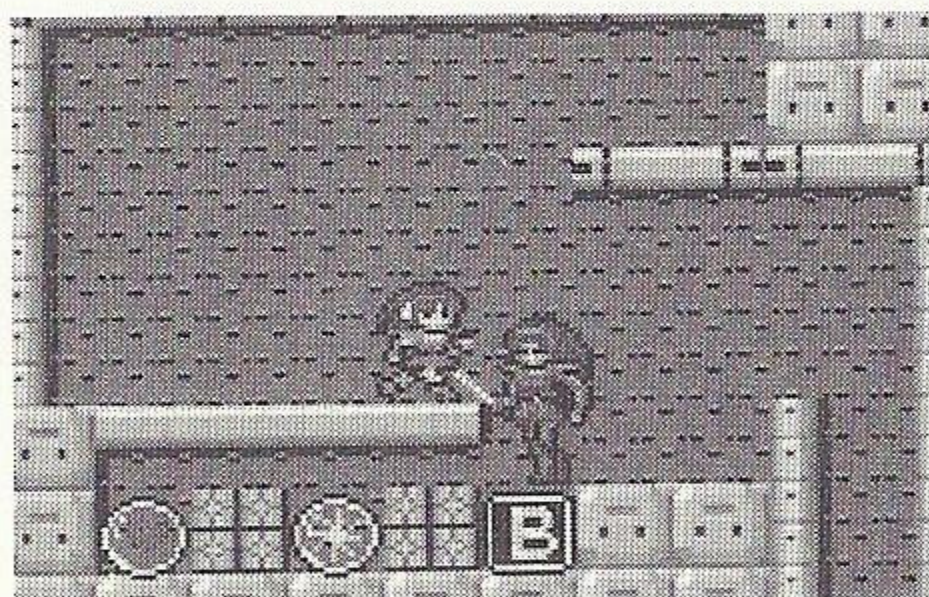
## Round 2- Ice Field



## Round 3- Ruins



## Round 4- Fortress

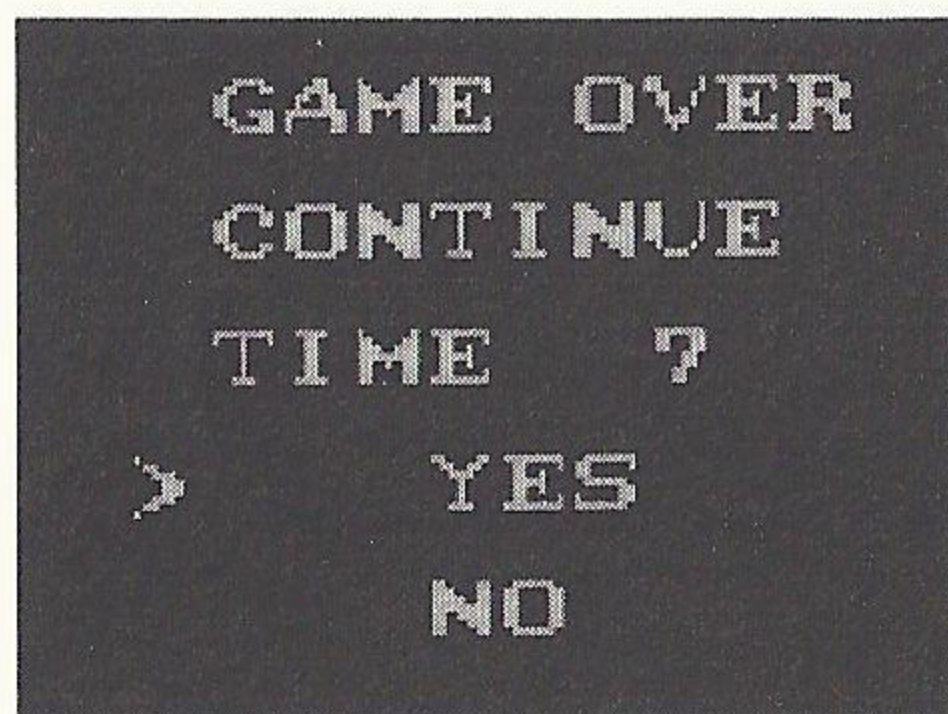




## Scoring

You collect points for downing mutated creatures and angry monsters. Picking up certain Items earns you bonus points (page 10). Your ESP Gauge is refilled as your score increases in increments of 1,000 points (1,000, 2,000, and so on).

## Game Over/Continue



The game ends if and when Lucia runs out of Hit Point energy. You'll see her body spin faster and faster until she disappears. At this point, the Game Over/Continue screen comes up. To keep playing, press the Start Button and you'll return to the beginning

of the round in which Lucia was stopped. To end the game and start over again, use the D-Button to move the marker down to No, and press the Start Button. The Sega logo will appear again.

If you don't make a selection before the timer reaches zero, you have to start from the beginning. Don't get all the way to the fourth round and blow your chance to rescue Cecile by responding "No" or letting the timer run out on the Continue screen!



## ***Dr. Knavik's Prescriptions***

- Remember each difficult section of each round. The only way you can hope to get through this terrifying ordeal is to know when and how to use all of your ESP and Attack functions.
- Practice using the various functions early. Even if you don't need any special help at the time, you can learn how to use each one to your benefit later on.
- Pick up absolutely every item you see in the beginning. After you've gotten used to the game, you may recognize Items that can't help you in your situation. While you're getting used to playing, though, grab, grab, grab!
- For game play information, call 1-415-871-GAME.

### **\*\*\*\*\*Handling This Cartridge\*\*\*\*\***

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush 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.



## \*\*\*\*\*SCORECARD\*\*\*\*\*

[illegible]



## Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this 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 CARTRIDGE TO YOUR RETAIL SELLER.** Return the cartridge to Sega Consumer Service only. 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 Cartridge requires repairs after expiration 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.

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