

SEGA™

PHANTOM 2040

PHANTOM 2040

IS ALSO AVAILABLE ON SEGA™ GENESIS™



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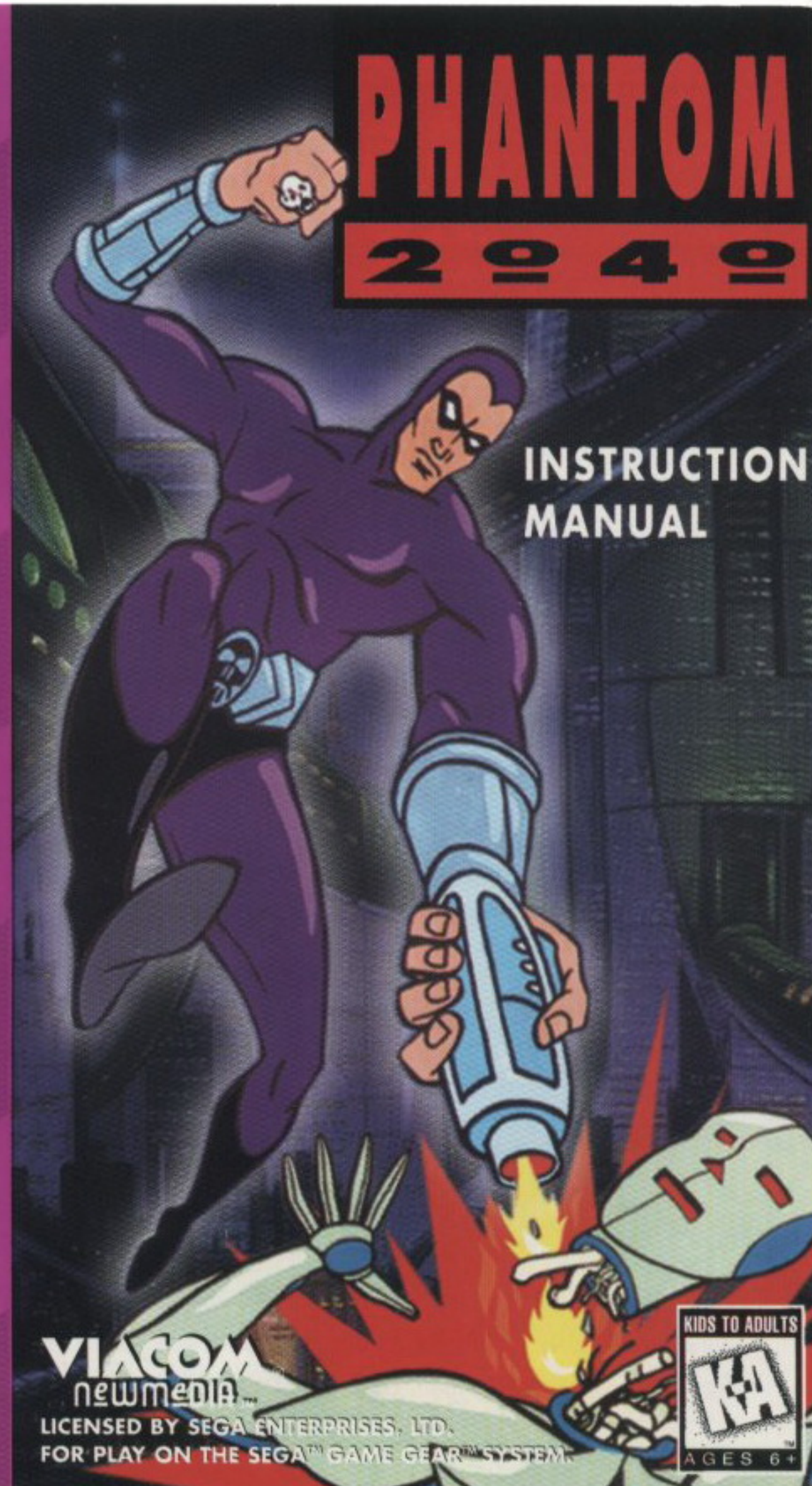
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GAME GEAR™



INSTRUCTION
MANUAL



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

KIDS TO ADULTS



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 previously 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.



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PHANTOM

2040



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HANDLING THE CARTRIDGE

This Cartridge is intended exclusively for the Sega™ Game Gear™ 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.

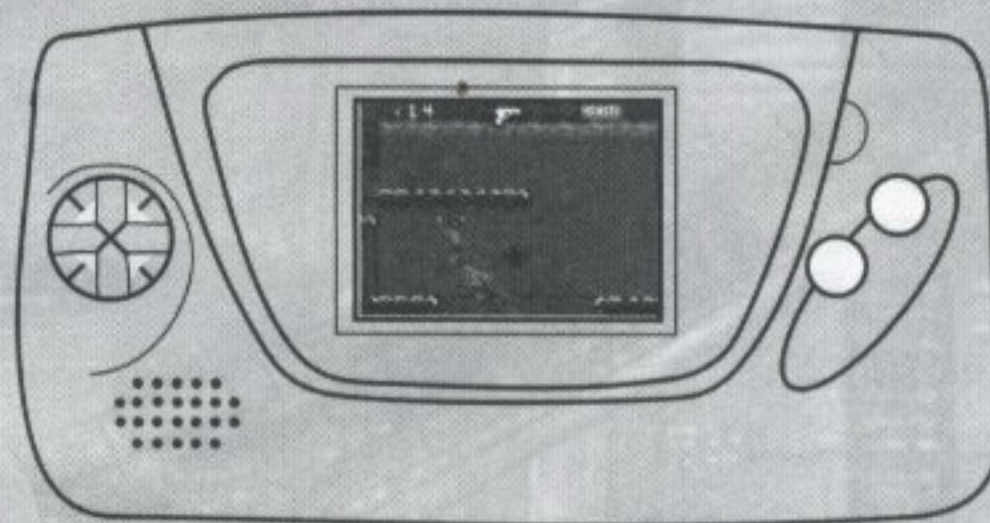
Be sure to take an occasional recess during extended play to rest yourself and the Sega cartridge.



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SETTING 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 Phantom cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Phantom 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.
5. From the title screen, press the Start button to begin play.

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DRAWN BACK TO HIS LAIR DEEP WITHIN THE **GHOST JUNGLE**, **THE PHANTOM** HEARS THE DISTURBING NEWS OF **MAXIMUM, INC.'S** LATEST EVIL PLANS. THEY ARE DEVELOPING A NEW **BIOTECHNOLOGY** THAT UTILIZES THE **LIVING BRAIN OF DECEASED LEADER, MAXWELL MADISON SR.**

GRAFT WILL DESTROY ANYTHING IN HIS PATH IN ORDER TO BUILD THIS EXPERIMENTAL NEW BIOT AND HELP **MAXIMUM, INC.** ATTAIN **WORLD-WIDE DOMINATION**. BUT **ONE MAN** STANDS IN HIS WAY...

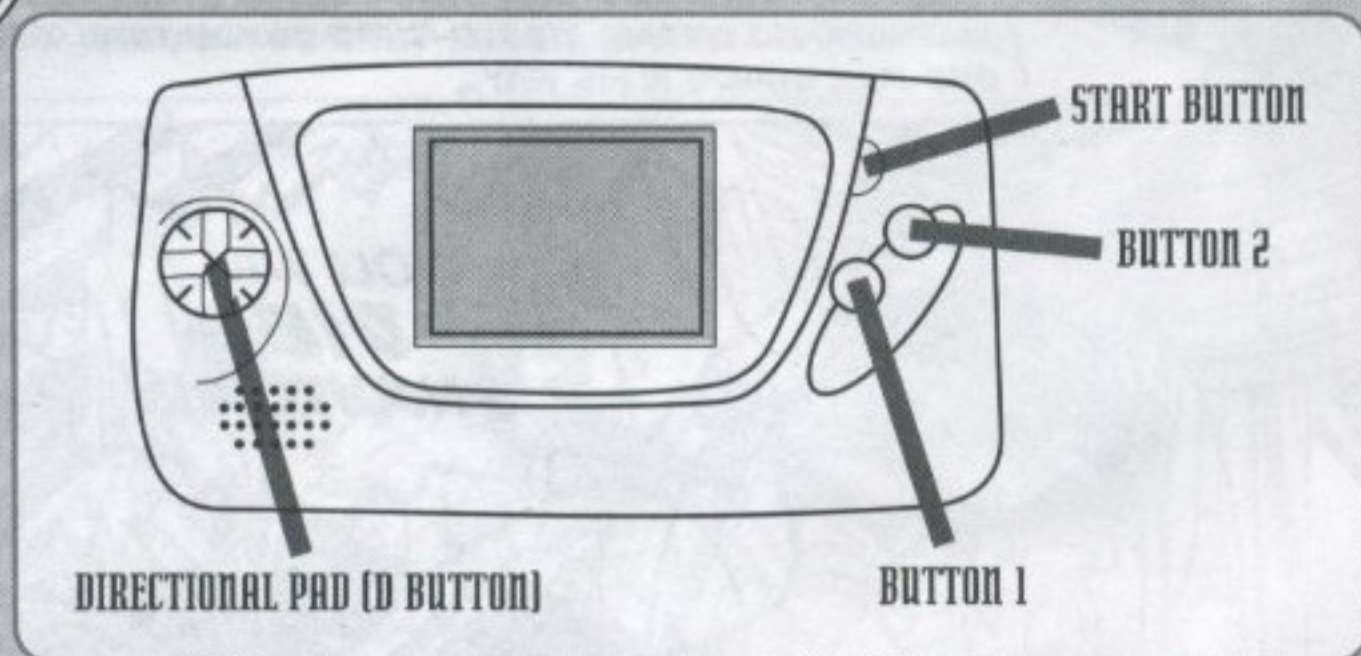
YOU WILL
DIE,
PHANTOM!!!

WITHIN THE IMMENSE BORDERS OF THE CITY, **THE PHANTOM** FIGHTS TO PROTECT **METROPIA** FROM THE THREAT OF **MAXIMUM, INC.** HE MUST ACCESS THE HIDDEN **FRACTAL BIOT LAB** TO PREVENT **GRAFT** AND HIS **HENCHMEN** FROM GETTING THE BIOT PARTS. THE FATE OF THE **WORLD** HINGES ON HIS ACTIONS. HE IS **THE PHANTOM**--
SOMEONE HAS TO CARE!





GAME CONTROLS



Start Button

- Start game
- Pause/resume game
 - Displays score
 - Opens Inventory/Selects Inventory item
 - Shows number of times weapon can be selected

Button 1

- Attack or fire weapon
- Use with Direction Pad for special moves (see Combinations, page 8)

Button 2

- Jump
- Use with Direction Pad for special moves (see Combinations, page 8)



DIRECTIONAL PAD

- Press direction to move
- Tap in all directions to escape when caught or bound

Left, Right, or Down

ALL LEVELS

- Press LEFT, RIGHT, or DOWN to jump off rope or vine

Left/ Right

ALL LEVELS – Press START

- Scroll through inventory items

SIDE-SCROLLING:

- Double-tap to run
- Press with Button 1 or Button 2 for special moves (see Combinations, page 8)

HYPERCYCLE

- Bank left or right

Up/ Down

SIDE-SCROLLING

- Press with Button 1 or Button 2 for special moves (see Combinations, page 8)

HYPERCYCLE

- Speed up/slow down

Up

CYBERSPACE TERMINALS

- Log onto Maximum security system at Cyberspace Terminal



COMBINATIONS

Button 1 + Up

- Shoot up or punch

Button 1 + Down

- Crouch and shoot or kick

Button 2 + Up, Up

- Climb up ledge, grab vine or rope

Button 2 + R, R (or L, L)

- Running jump

Button 2 + Down

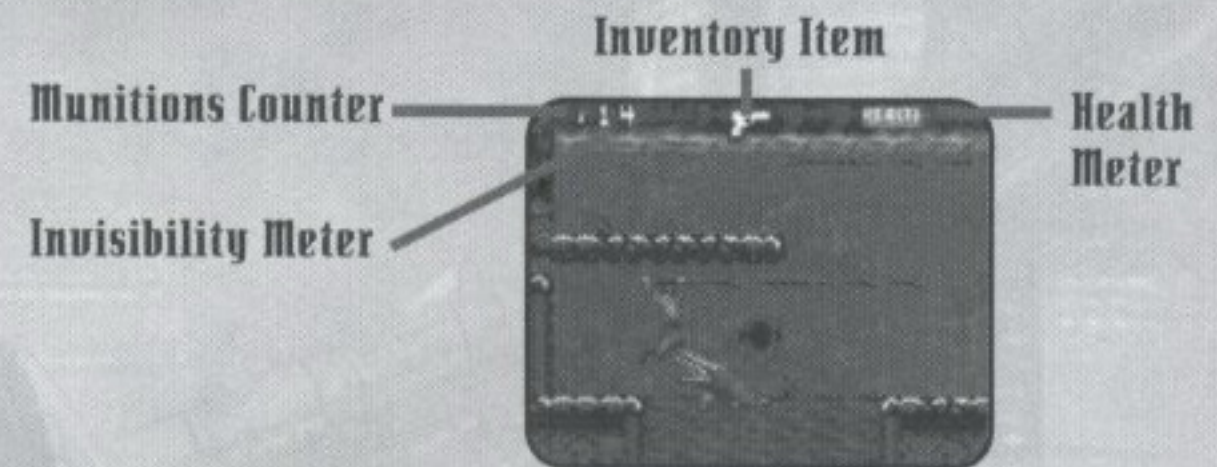
- Climb down ledge, vine, or rope

Down + L or R

- Roll left or right



GAME SCREEN



Invisibility Meter

Time left for Phantom to remain invisible

- Located in upper left of screen
- Must be selected from Inventory (see PHANTOM WEAPONS & POWER-UPS for more information)

Active Inventory Item

Last item selected, ready for use

- Located in upper center of screen

Munitions Counter

Number of bullets available or number of times weapon can be used

- Located in upper left of screen

Health Meter

Phantom's health status

- Located in upper right of screen



PHANTOM 2040 WEAPONS & POWER-UPS



Hand-to-hand

- One-on-one, full, physical combat



Wrist Communicator

- Opens audio/visual communication with Phantom's lair for up-to-the-second information from Sparks



Smart Gun and Bullets

- Regular gun
- Needs Regular Bullets



Armor-piercing Gun and Bullets

- High-powered gun
- Needs Armor-piercing Bullets



Wave Gun

- Fires powerful ultrasonic wave, stunning live opponents or blasting open blockades



Flash Pellet

- Kills or stuns all enemies on-screen

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Health

- Increases strength and stamina
- Health Meter shows any changes (see GAME SCREEN, Health Meter, page 11)



Invisibility

- The Phantom blends into his surroundings. (see GAME SCREEN, Invisibility Meter, page 11)



Maximum Security Keycards

- Opens matching color-coded doors in the Final Level
- Can only obtain the cards by completing Cyberspace at the four terminals in the final level.



Timer

- Adds time to your overhead race through the city.



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GAME LEVELS

GHOST JUNGLE / CYBERSPACE 1

The Ghost Jungle is a place of forsaken beauty. A landscape of crumbling walls, perilous swamps, and treacherous creatures – both natural and unnatural – await you. But as the Phantom, you must return to your underground lair.

Once there, find a Cyberspace Computer Terminal to access the Cyberspace Activators and leave the forest.



Alligators & Bats

• Prepare yourself for these carnivorous killers.

Arboreal and Ground Snakes

• Serpents strike from the ground and the trees!

Flame-throwing, Flying and Century Biots

• Destroy these relentless biots.

Cyberspace Terminal

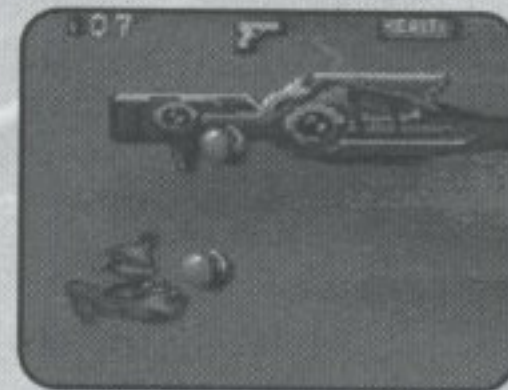
- Find the computer terminal to bust into Maximum, Inc.'s security system.
- Once here, you have only seconds to break through the security system undetected (see Cyberspace, page 18).

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HYPERCYCLE 1 / BOARDING

Take great care as you speed through the gleaming metallic superstructures of Metropia. It's a race to overtake the hypercruiser carrying Maximum, Inc.'s newest biot parts. Those biot parts must never reach Maximum Inc.'s secret lab.



Jetpack Biots

• These airborne enemies will stop at nothing to destroy you.

Hypercruiser Biots

• Clash with in-flight biots to enter the cargo cruiser.

Mine-laying Cruisers and Mines

• You've not much to time to destroy these cruisers – the cargo is rigged to blow!

Orbs

• Keep out of the crossfire of the spherical destructors.



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GAME LEVELS (CONT.)

THE CITY / LEVEL 3

Within the inner sectors of Metropia lies Maximum, Inc.'s secret lab. The bitter, robotic Graft awaits to tear you to shreds before you can enter.

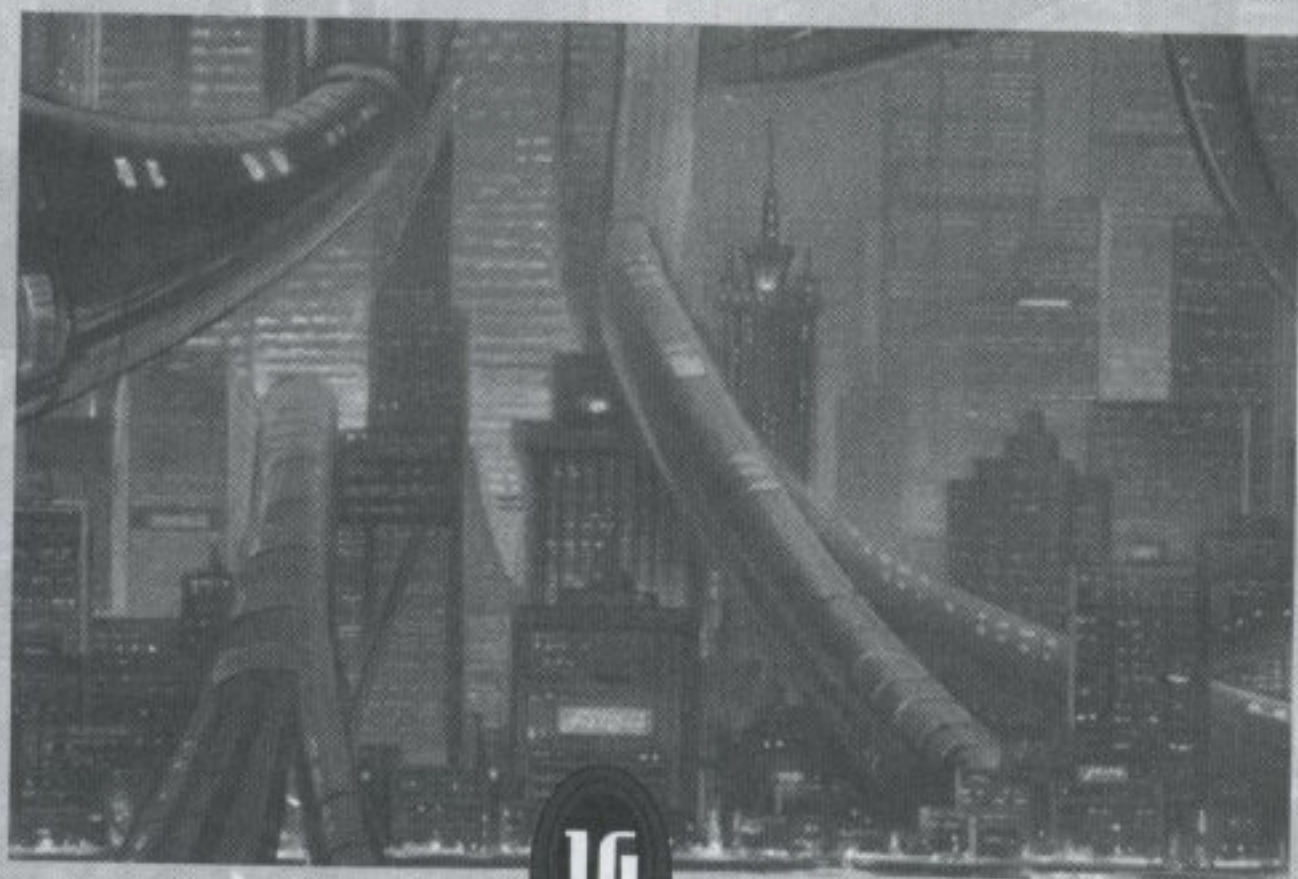


Turret Guns

- These guns will take you out before you know what hit you!

Mounted Cameras

- Beware! They are alerting guards to your location.



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THE LAB / LEVEL 4

Emotionless, faceless machines, the Biological Optic Transputer Systems (BIOTS), carry out their deadly tasks with relentless precision. And they're on guard at Maximum, Inc.'s secret lab. Dodge or destroy them as you go toward the Fractal Research Division.



Spider Biot

- Stay clear of this angry arachnid. It reaches quite far with its claws.

Cyberspace Terminals

- The computer terminals access the rest of the lab.



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GAME LEVELS (CONT.)

HYPERCYCLE 2 / LEVEL 5

The new biot is being built at Maximum, Inc.'s headquarters, but biot sentries block your way. Dodge, out run, or even smash them to avoid the weaponry assault from the ground and rooftops. Remember, it's a long, painful way to the ground!



Ground and Rooftop Installations

- Shoot down the cowardly snipers

THE FRACTAL BIOT LAB / FINAL LEVEL

Maximum, Inc. is nearly finished with the experimental new biot. Log onto the four cyberspace terminals to get security cards. Then find and destroy the brain transfer machine while you still have the chance!



Armored Biot

- Armor-piercing bullets take down these massive guards.



Jai Alai Biot

- Avoid these agile sentries and their bouncing energy bursts.

Regis Biot

- Battling this aerial assault is anything but easy.

Fractal Biot

- These shape-shifting biots are the cutting edge of deadly technology.

Cyberspace 3

Go to the Maximum Access Node to get the Yellow Access Key.

Cyberspace 4

Reach the M. A. N. for the Red Access Key.

Cyberspace 5

Get the Blue Access Key.

Cyberspace 6

Get the Green Access Key.





CYBERSPACE

Surf the grid! Use the Cyberspace Activators to break through Maximum, Inc.'s security system. Move along the blue lines to reach the Maximum Access Node (the pulsating circle). But watch out for security traps and obstacles! It pays to learn what they do!



Cyberspace Phantom

• Shows the Phantom within the Cyberspace interface



Maximum Access Node

• Your target: reach this point to get through the security system



Slow Node

• Slows down all activity



Fast Node

• Speeds up all activity



Speed Burst Node

• Gives the Phantom short bursts of speed



Teleportation Node

• Teleports Phantom



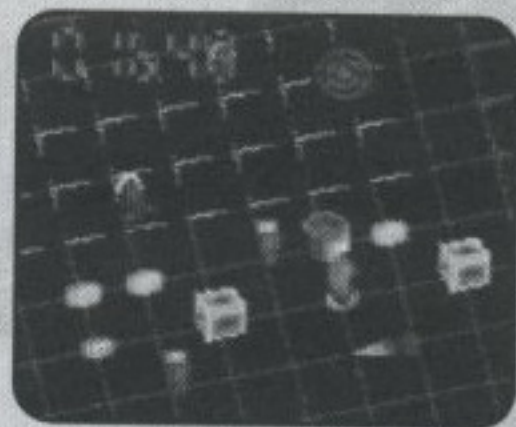
Security Traps

• Moving devices that block Phantom!



Dead End Node

• Dead end



PASSWORDS

A password is given after completing each level. If you start a new game, the password jumps you to the next level.

To enter a password:



1. From the start screen, use the Directional Pad to move to the Password Option.
2. Press **Start**.
3. Use the Directional Pad to find the first letter of the password.
 - **Down** moves forwards through the alphabet
 - **Up** moves backwards
4. **Start** selects the letter.
5. Repeat Steps 3 and 4 for the remaining letters of the password.
6. When you've spelled the password, press **Start**.
 - The correct password goes to that level.



SUPPORT

For additional help, please contact us Monday through Friday between the hours of 7 AM and 8 PM, Mountain Standard Time at:

VNM Product Support

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