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JUNCTION

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INSTRUCTION MANUAL



Micronet CO., Ltd.

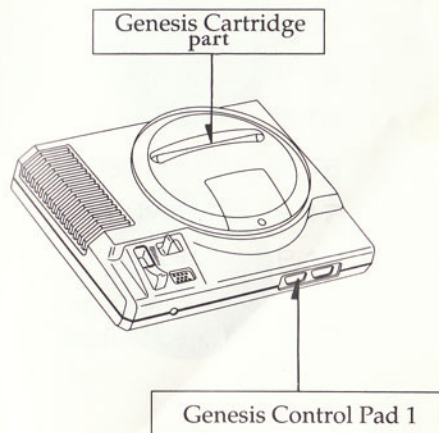
THIS GAME IS LICENSED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA GENESIS SYSTEM

Loading Instructions: Starting Up:

1. Make sure the power switch is OFF.
2. Insert the JUNCTIONTM cartridge in the Sega Genesis SystemTM (shown below) by following instructions in your Genesis System manual.
3. Turn the power switch ON. If nothing appears on screen, make sure the cartridge is securely inserted into the console.

For 1 Player Only: Press Start Button.

IMPORTANT: Always make sure the System is turned OFF when inserting or removing your Genesis Cartridge.



Thank you purchasing the JUNCTION SEGA GENESIS cartridge. The rules are quite simple, but we urge you to read this manual before starting the game to get the most enjoyment.



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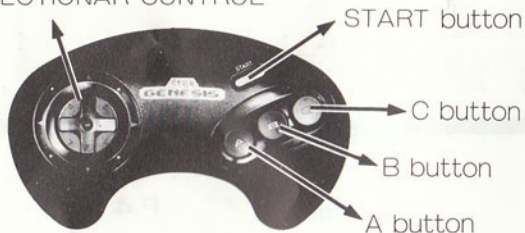
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CONTROL

Before you begin playing, learn which buttons control the moves, and functions you'll rely on during game play.

Basic Functions of The Genesis Control Pad:

DIRECTIONAR CONTROL



DIRECTIONAR CONTROL MOVES TILES

START button Start and PAUSE GAME ? ? ?

A button Slow down.

B button Speed up.

C button Slow down in operation 0, block movement in operation 1.



STARTING THE GAME

After the introduction Phase, title screen will appear. Press the start button.



Use the directional control to move the cursor to the Game. Start or Configuration choice.



Press the START button.



CONFIGURATION

Use the up and down directional control to select the item to be changed. The left and right buttons are used to change the entry.



Align the cursor with "EXIT" and press the A, B, C, or START buttons to start the game.

STAGE —stage select

JUNCTION has a total of 50 stages. This option allows you to select your starting stage as any of the 50. However, a score of at least 100,000 points is required to see the ending, so even if stage 50 is selected and cleared you may not be able to see the ending.

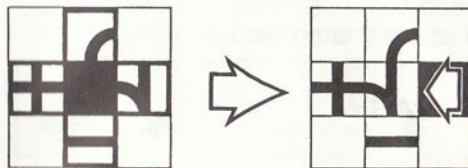
CONFIGURATION

STOCK —Sets the number of red balls (your pieces)

MUSIC —Tests music.
Select number 0 to stop music.

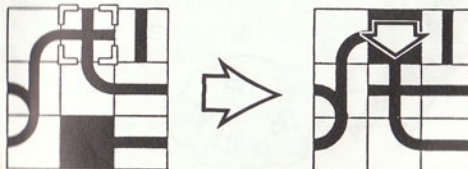
SOUND —Tests sound effects.

OPERATION —Insert controller into left.



Operation 0:

Allows you to move any of the blocks adjacent to any open space.



Operation 1:

Allows you to make multiple block moves. Move the cursor to the block to be moved, move with C button.

CONFIGURATION

BGV MODE — Tests game background video and music.

RANK

Use the left/right direction buttons to cycle the rank selection from EASY to NORMAL to HARD. Press button A, B, or C to fix your selection.

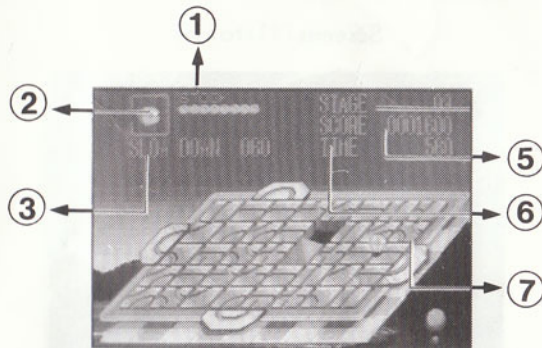
Align the cursor with "EXIT" and press the A, B, C, or START buttons to start the game.

EASY	Time is long, and no enemies appear.
NORMAL	
HARD	Time is short.

Configuration settings remain valid until the power is turned off.



GAME SCREEN



1. Number of red balls (your pieces)

Red balls vanish when they

- ☆ smash into enemies
- ☆ have no place to go
- ☆ run out of time.

2. Red ball configurations.

3. Remaining slowdown time.

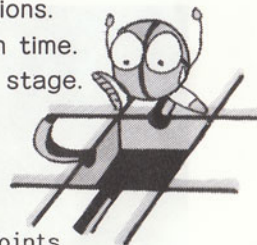
4. Number of current stage.

5. Score

6. Remaining time.

7. Checkpoint

(If you can pass all of the checkpoints you will clear the stage. After you pass it, the checkpoint vanishes)



STAGE INTRODUCTIONS

Screens 1 to 10

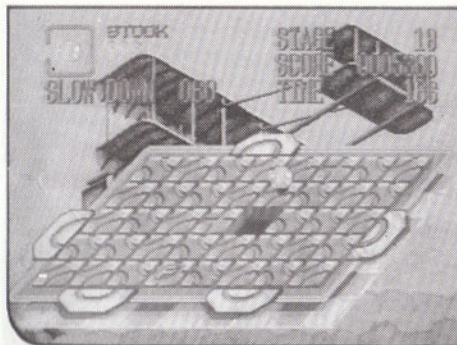


RIPPLE

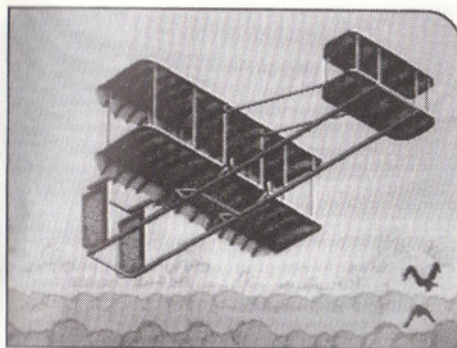


STAGE

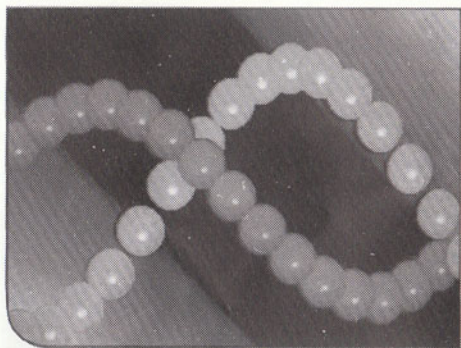
Screens 11 to 20



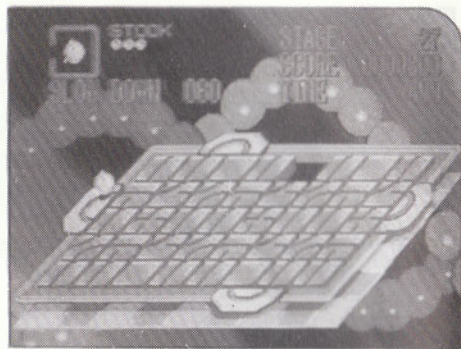
FLY AWAY



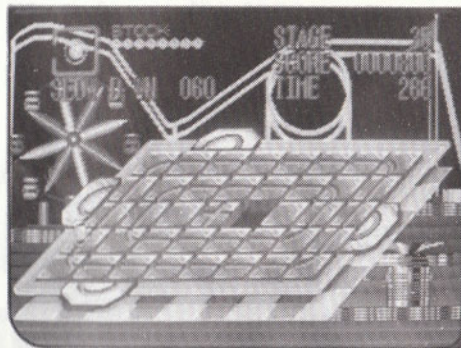
Screens 21 to 30



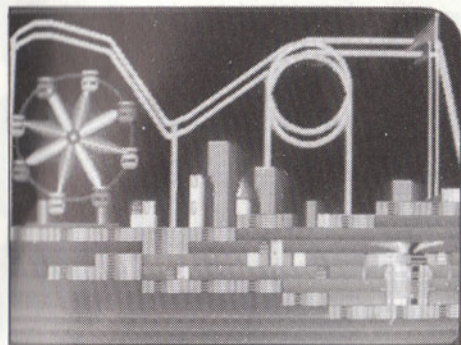
FLOWING



Screens 31 to 40

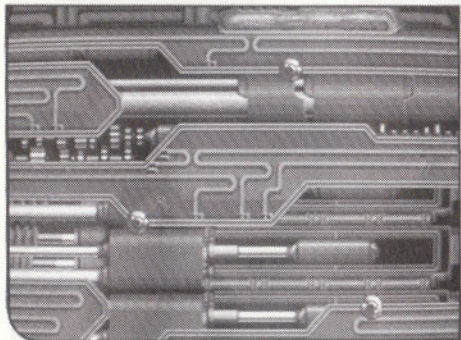


FUN FAIR

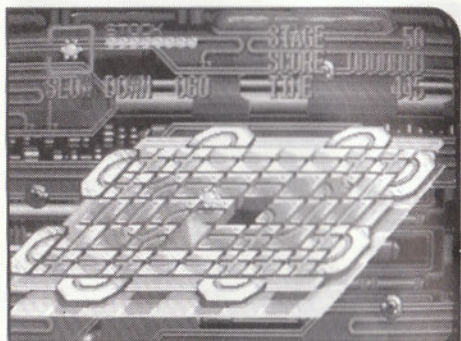


STAGE

Screens 41 to 50



MECHA



ITEMS

A number of items will appear during the course of the game. If you pick them up they will have the following effects.



Extend :

Adds one red ball.



Slowdown power :

DECREASES red ball speed



Self speed up :

Red balls become faster



Enemy slowdown :

Enemy speed drops



Time extend :

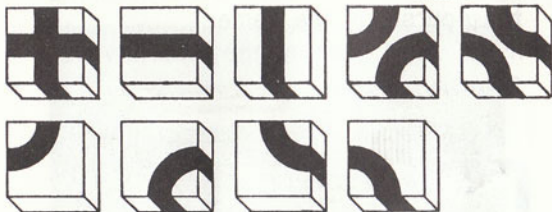
Remaining time increases.



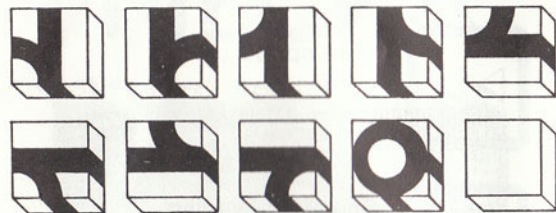
BLOCKS



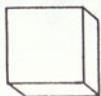
•Basic blocks



•**Special blocks** /Proceed in a direction other than the one you have come from (the direction of advance at a JUNCTION will depend on the number of times you have moved a block).



•**Dead ends** (backtrack your path)



•Gold blocks cannot be moved.

GAME OVER



The game is over when your stock runs out.



there are four different game over screens.



HIGH SCORE

When a button is pressed after game over is reached, the high score screen will be displayed. If your score is in the top eight, you may enter your name.



Move the cursor with the left/right direction buttons, and select the letter you want with the up/down buttons. Press the B, A, or C button to move the cursor to the right, and press the start button to REGISTER YOUR score.



The number to the right of the score is the final stage number.

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WARRANTY

PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game of any N.A.M. games, please call a game counselor at (707) 745-1293 Monday through Friday from 8:30AM - 5:00PM Pacific Time.

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Handling The Sega Genesis Cartridge

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

NOTE:

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