

181
SPOT

SEGA MD

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 light 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.

HANDLING THIS CARTRIDGE

This Cool Spot Cartridge is intended exclusively for European and Australasian MEGA DRIVE systems.



COOL SPOT

For Proper Usage

- Do not immerse in water!
- Do not bend!
- Do not subject to any violent impact!
- Do not expose to direct sunlight!
- Do not damage or disfigure!
- Do not place near any high temperature source!
- Do not expose to thinner, benzene, etc!
- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.
- Be sure to take an occasional recess during extended play.

WARNING! For owners of projection televisions. Still pictures of images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



STARTING UP

Set up your Sega Mega Drive as described in its instruction manual. Plug in Control Pad 1. Cool Spot is for one player only.

Ensure the Power Switch is set to OFF. Then insert the Cool Spot Cartridge, its label facing towards you, into the Mega Drive and press it down firmly.

Push the Power Switch to ON. After a few seconds, the Sega Screen will appear. When the Cool Spot Title Screen is shown you are ready to play Cool Spot!

IMPORTANT! If the Sega Screen doesn't appear, push the Power Switch to OFF. Ensure your Mega Drive is set up correctly and the Cool Spot Cartridge is properly inserted. Then push the Power Switch to ON again. Always ensure the Power Switch is set to OFF before inserting or removing the Cool Spot Cartridge.

THE STORY...

Cool Spot's Cool Chums (all called Spot) have been kidnapped and locked in cages.

Cool Spot's Spot Shots aren't powerful enough to bust open the locks on the cages. What he needs is Cool Shots, and the only way to get those is to collect enough Cool Points.

Watch out for the Uncool Characters (a Spot Shot or two should take care of them) and collect the Cool Counters for Cool Points. But can you collect enough Cool Points to qualify for the Bonus Game?

PLAYING COOL SPOT

TAKE CONTROL!

Before you begin to play, take the time to familiarise yourself with the movements and functions of the Control Pad (Fig 2).

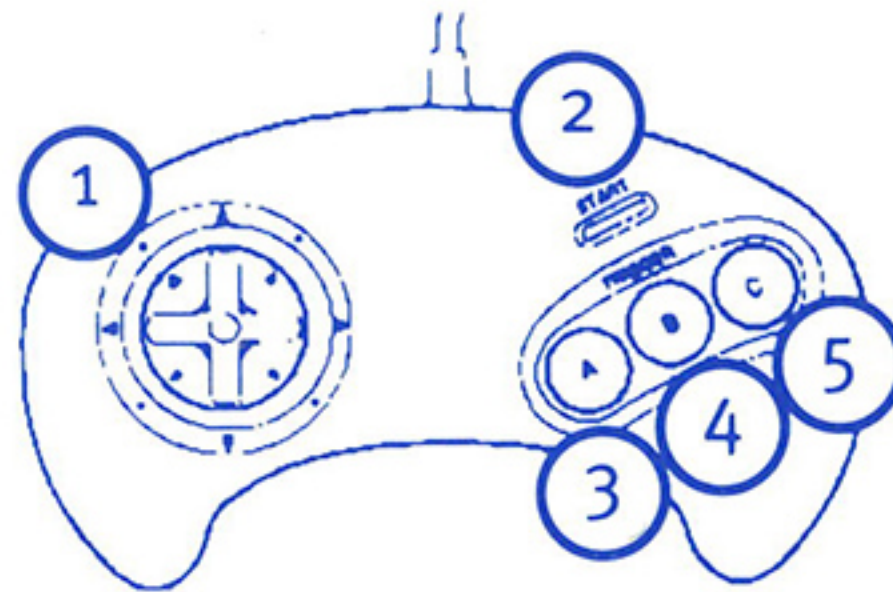
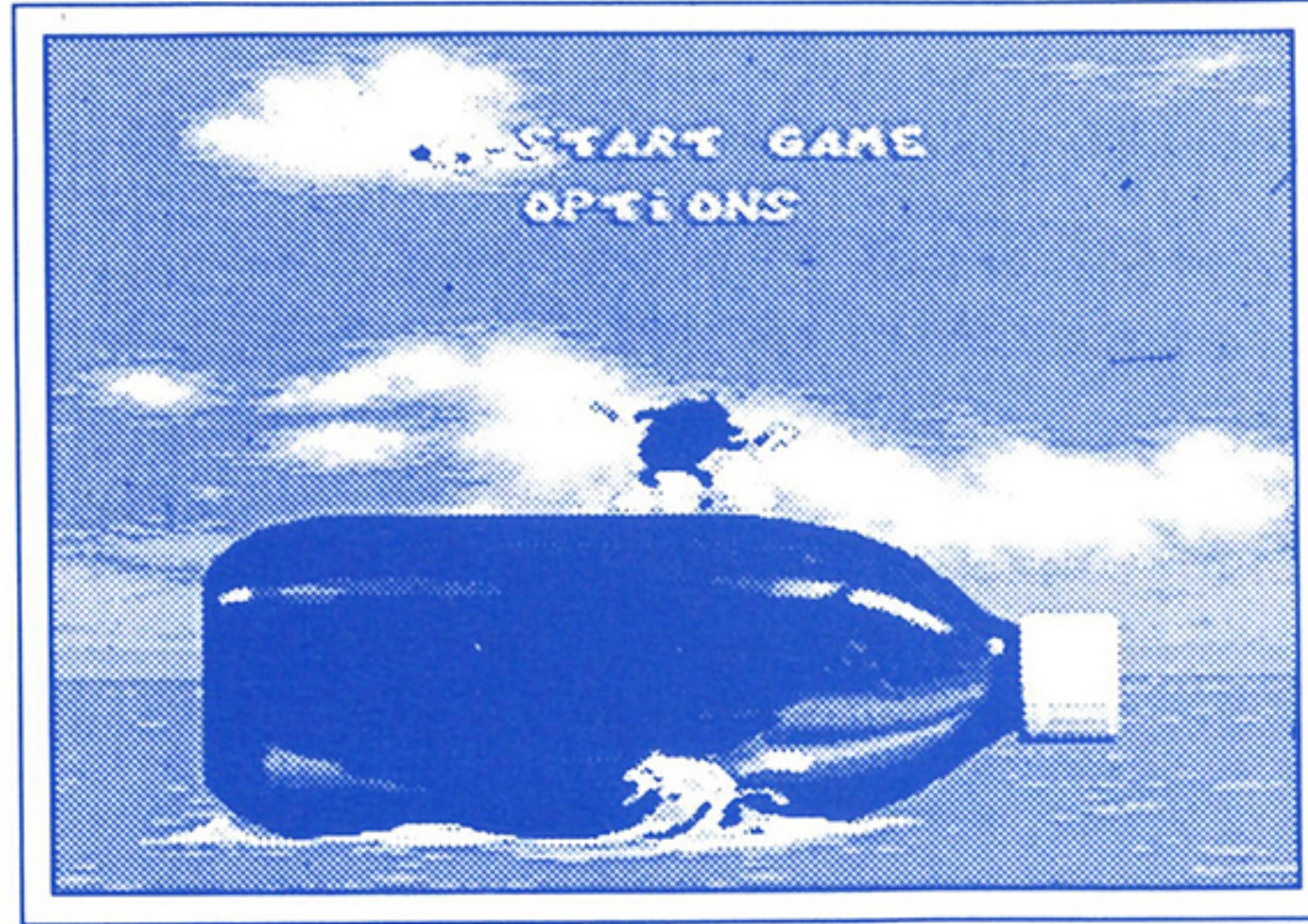


Fig 2: the Sega Mega Drive Control Pad

1. DIRECTIONAL BUTTON (D-BUTTON)
2. START BUTTON
3. A.BUTTON
4. B.BUTTON
5. C.BUTTON

THE TITLE SCREEN



COOL SPOT

After the Sega Screen and the Virgin Games Credits have been shown, you will be presented with the Cool Spot Title Screen. Look, there are two options: 'START GAME' and 'OPTIONS'. The Cool Hand points to the option to be selected.

Press the A, B, C or Start Button to skip the Sega Screen or Credits.

Press the D-Button up or down to move the Cool Hand between the options.

Press the A, B, C or Start Button to select the option.

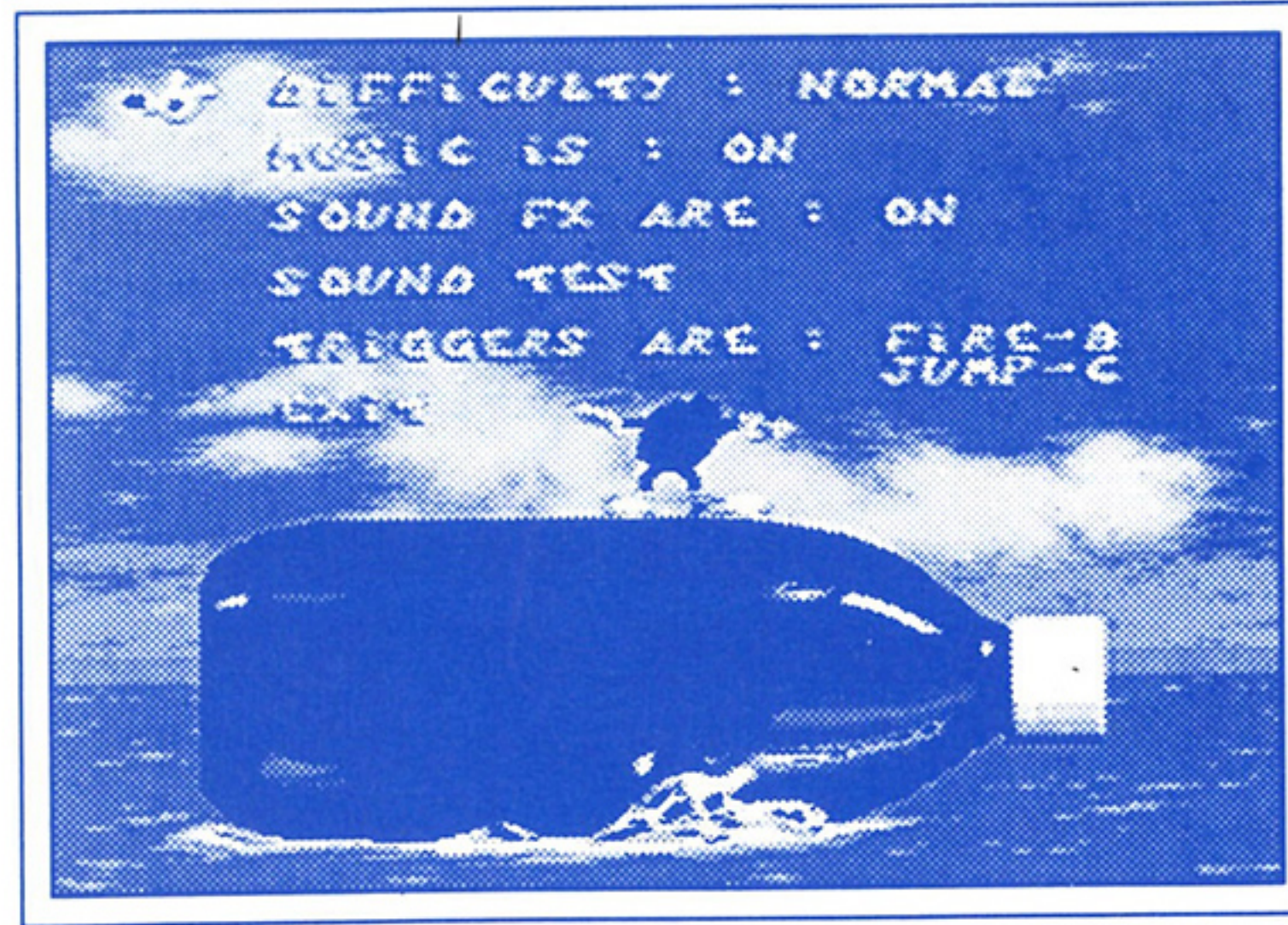
Note that if no Button is pressed on the Sega Control Pad for approximately 20 seconds a demonstration of Cool Spot in action will be shown.

Press the A, B, C or Start Button to quit the demonstration and return to the Sega Screen.

THE OPTIONS SCREEN

When you select 'OPTIONS' on the Title Screen you will be presented with six new options.

Press the D-Button up or down to move the Cool Hand between the options.



Press the A, B, C or Start Button to select the highlighted option.

DIFFICULTY : NORMAL

Life's a game of numbers, dude, and these three levels of difficulty determine them. You can choose between 'EASY', 'NORMAL' and 'DIFFICULT' to affect the number of Cool Spot characters you start with, the number of Cool Points you need to collect to complete a level, the number of Cool Points you need to qualify for the Bonus Game and the number of points you need to score to earn an extra Cool Spot character. The DIFFICULTY setting also determines the number and type of Uncool Characters you will meet in a level, and the possibility of an Uncool Character removed from play leaving behind a 7-Up Glass (see APPENDIX TWO: COOL COLLECTIBLES on page 14).

MUSIC IS : ON

Select 'OFF' if you don't want to listen to the music, though quite why you wouldn't want to is a mystery. Tommy the musician will cry if he ever finds out, and who could blame him?

SOUND FX ARE : ON

Select 'OFF' if you don't want to listen to any noises. This is not a wise move though, as it helps to hear what's around the corner, so to speak.

COOL SPOT

SOUND TEST

You may wish to listen to some or all of the music and noises used in Cool Spot, in which case select this option. Part of a long list of names will be presented. The Cool Hand points to the name of the tune or sound effect to be played.

Press the D-Button up or down to move the list in those directions.

Press the A Button to play the tune or sound effect.

Press the B, C or Start Button to return to the options.

TRIGGERS ARE : FIRE - B
JUMP - C

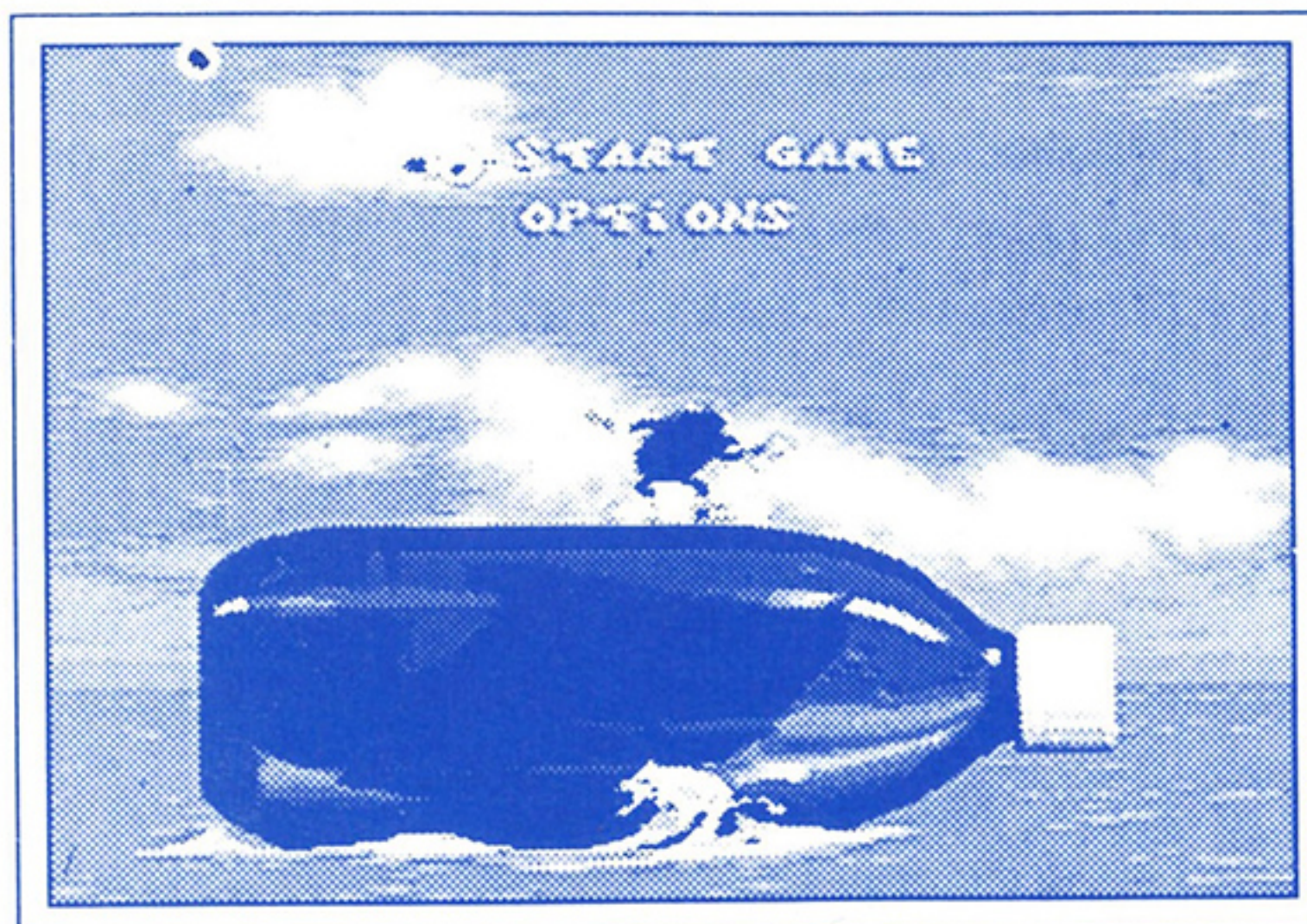
Perhaps you would prefer to use a different combination of buttons for playing Cool Spot. Select this option to cycle through the possibilities.

EXIT

Select this to return to the Title Screen.

HERO WANTED!

It was a piece of paper which caught Cool Spot's eye and alerted him to the situation. You are shown that piece of paper before you get to tackle Level One for the first time.



COOL SPOT

WHAT YOU CAN EXPECT TO SEE DURING PLAY

Before Cool Spot's quest begins you are shown the number of Cool Points you need to collect to give Cool Spot the power of Cool Shots. The number of Cool Points you need to collect (30, 60 or 90) depends on the DIFFICULTY setting (EASY, NORMAL or DIFFICULT). You will qualify for the Bonus Game (see BONUS GAME on page 13) if you collect 75, 85 or 99 Cool Points, depending on the 'DIFFICULTY' setting. All the action happens in the Play field which takes up the best part of the screen. The Status Panel at the top of the screen shows everything you need to know about the state of play.



COOL POINTS

COOL HAND

COOL SPOT'S HEALTH

COOL SPOT CHARACTERS
REMAINING

YOUR SCORE

HI-SCORE

TIME REMAINING



COOL POINTS

Every Cool Counter collected increases Cool Spot's Cool Points by a single percentage. Collect 100 per cent for an extra Cool Spot character and 10,000 bonus points.

COOL SPOT'S HEALTH

Represented by this Spot. If Cool Spot bumps into an Uncool Character, his health deteriorates a little and the Spot peels off the Status Panel. The Spot falls off when Cool Spot's health has all gone, and a Cool Spot character is lost.

COOL SPOT CHARACTERS REMAINING

When no more Cool Spot characters remain, it's Game Over. You start with 5, 4 or 3 Cool Spot characters depending on the DIFFICULTY setting. There are three ways to earn extra Cool Spot characters: collect 100 Cool Points or the hidden 1-Up tokens, or score 50,000, 75,000 or 100,000 points, depending on the DIFFICULTY setting.

YOUR SCORE

You score points for removing Uncool Characters from play and acquiring Cool Collectibles (see APPENDIX TWO: COOL COLLECTIBLES on page 14). Live that dream. Chase that Hi-Score. Win. Be best. But above all... be cool.

TIME REMAINING

That's right, you don't have all the time in the world to stroll through a level. When time is running out, a jingle plays. The jingle gets faster and faster until no more time remains. You then lose a Cool Spot character.

If you have any Cool Spot characters remaining you will resume play from the beginning of the level or the last Restart Flagpole touched (see APPENDIX THREE: SPACIOUS SPECIAL SCENERY on page 15). Note that you can increase your time limit by collecting Stopwatches (see APPENDIX TWO: COOL COLLECTIBLES on page 14).

HI-SCORE

When you turned on your Mega Drive to play Cool Spot, the Hi-Score was set at 100,000 points. You can beat this. Note that your Hi-Score is not affected by pressing the Reset Button on the Mega Drive System but it will be lost when the Mega Drive is turned OFF.

COOL HAND

A Cool Hand always points the way to the cage. Should you spot the cage before you have Cool Shots you will see a large Cool Hand pointing back to the level. Now get back there and collect enough Cool Points.

CONTROLLING COOL SPOT



Press the D-Button left or right to move Cool Spot in those directions whether he is on solid ground or in the air. Note that when the D-Button is held down, Cool Spot will eventually run along solid ground.



Press the D-Button up or down when Cool Spot is on solid ground to make him look in those directions. The screen will move slightly so you can spot what is above or below.

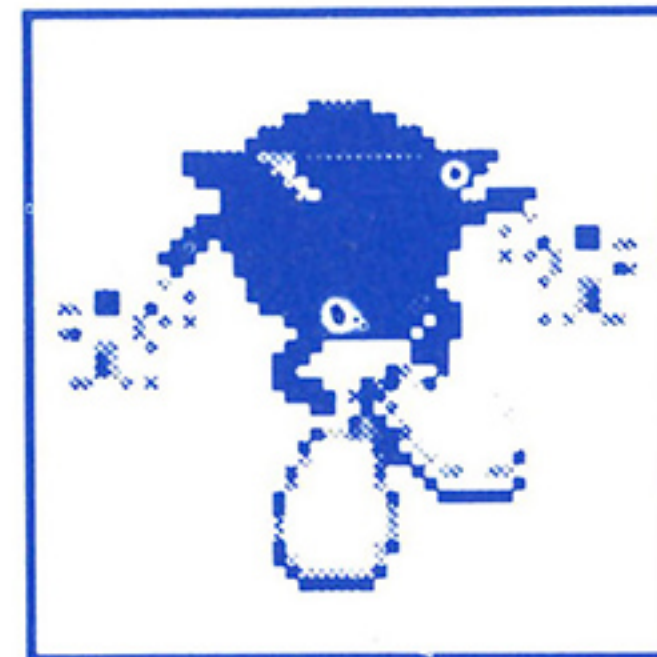


Press the D-Button up or down when Cool Spot is on a rope of any description to make

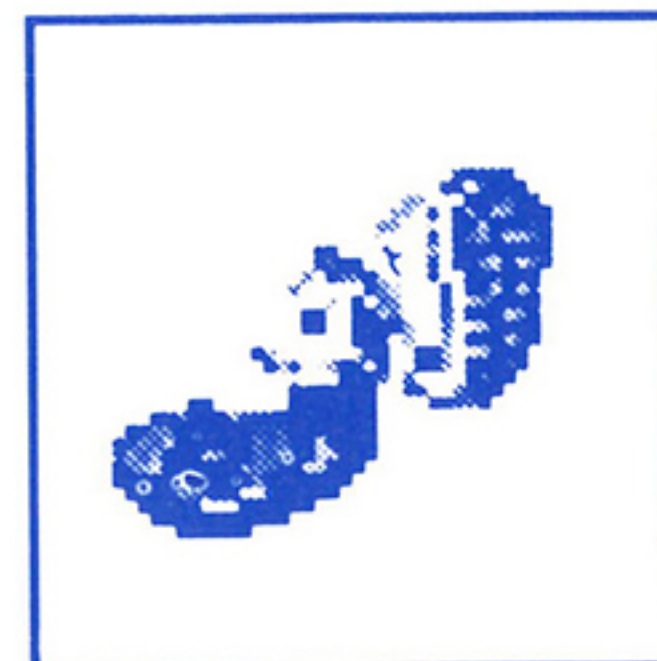
him climb in those directions.



Press the D-Button in any direction at any time then press the B Button to make Cool Spot throw Spot Shots.



Press the C Button to make Cool Spot jump straight up, whether he is on a rope of any description or on solid ground. Note that the longer the C Button is held down, the higher Cool Spot will jump.



Press the D-Button left or right then press the C Button to make Cool Spot perform a somersault in those directions.

HOLD IT!

Press the Start Button during play to freeze the action. The screen will darken.

Press the Start Button to resume play when the action is frozen.

COOL SPOT

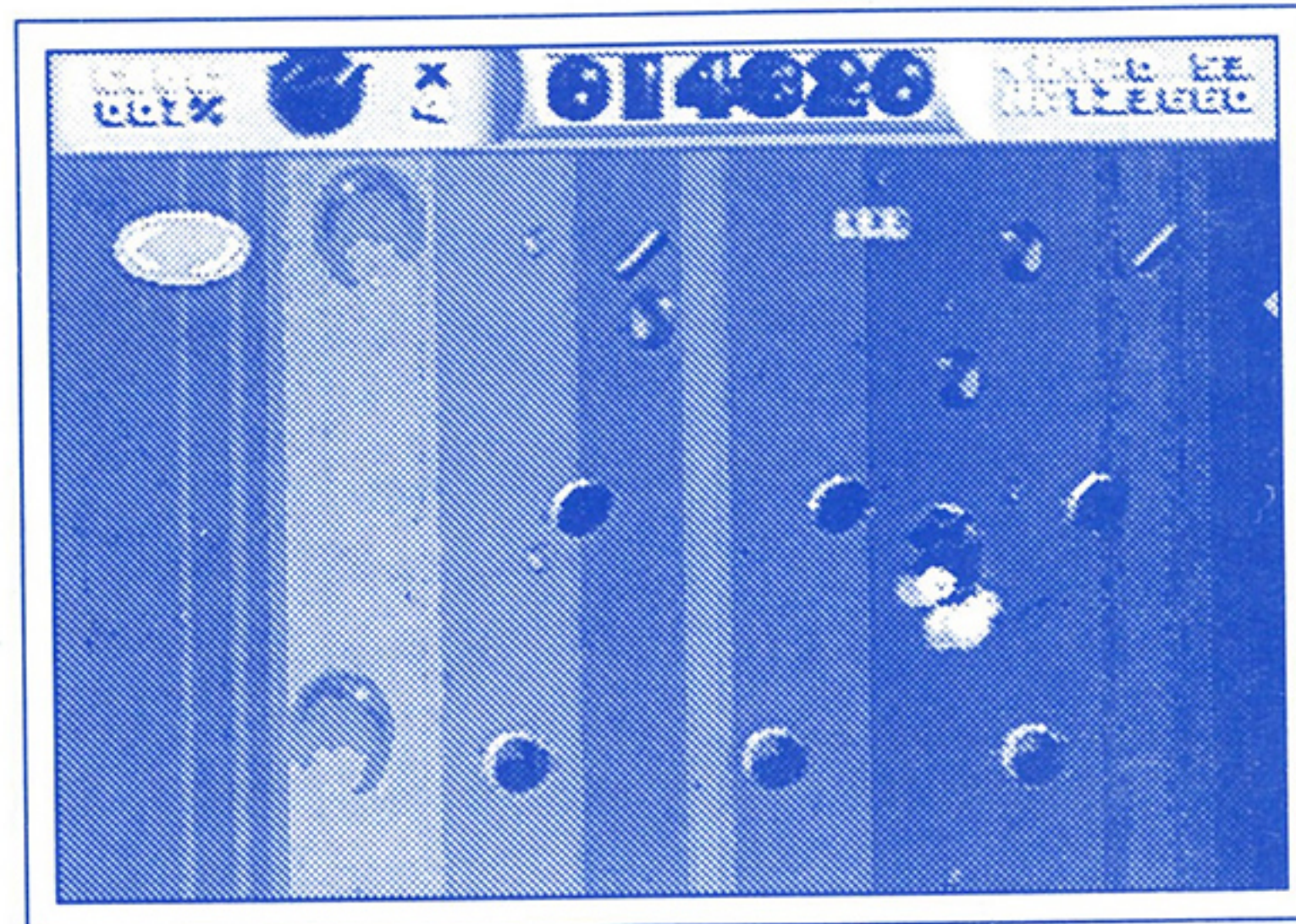


COOL SPOT

COOL BONUS SCREEN

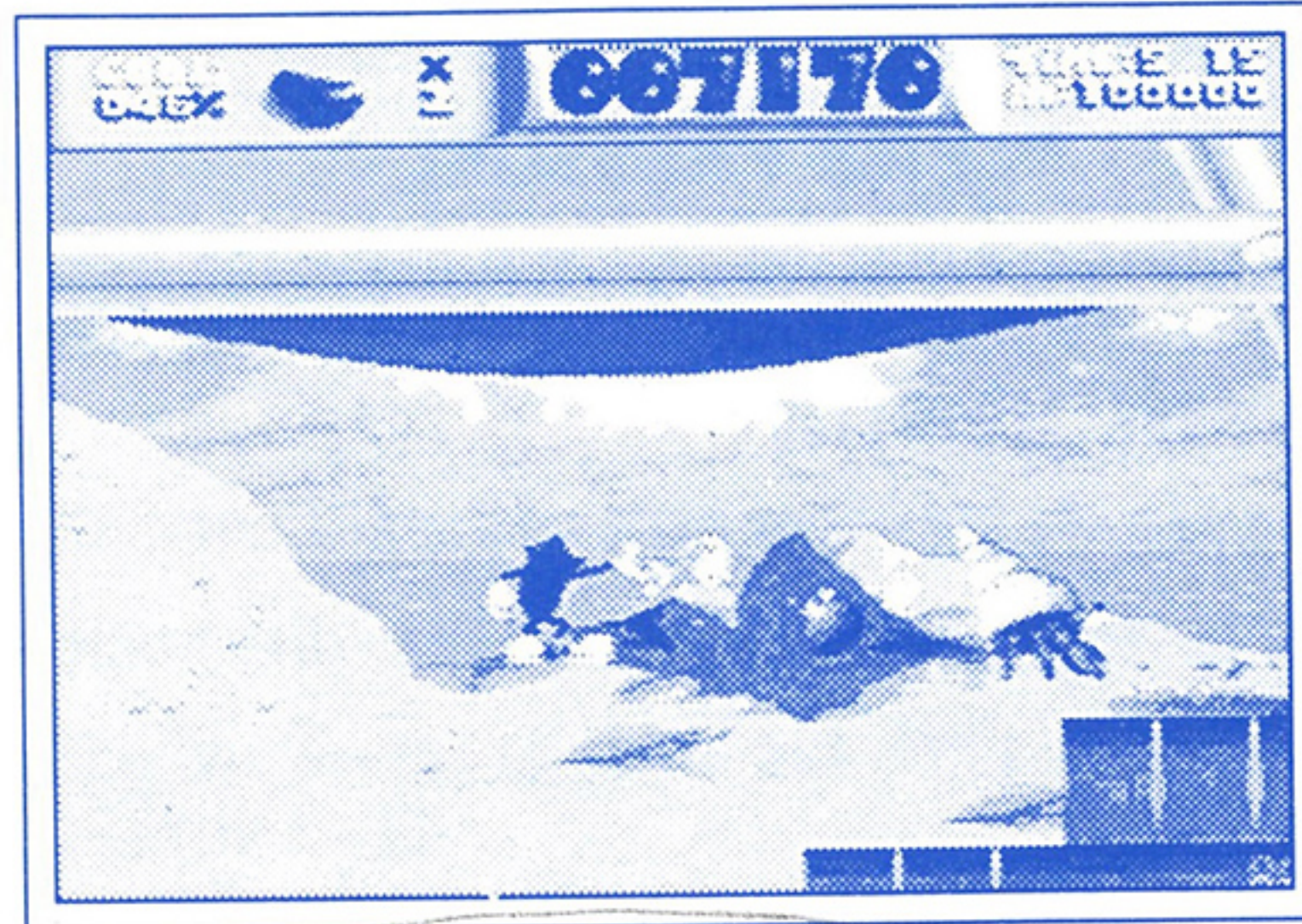
So you did it - you completed a level. Cool. When the celebrations are over, you will be given a Time Bonus for the time remaining and a Cool Bonus for the number of Cool Points collected during the level.

Look, there's Cool Spot, hanging around on a Balloon. The Balloon rises as the Bonus points are awarded. The more Bonus points you earned, the higher the Balloon rises. If the Balloon carries Cool Spot all the way up to the 1-UP token, he collects it and you get an extra Cool Spot character to play with.



APPENDIX ONE: LEVELS OF COOL

Cool Spot's quest takes him through 11 increasingly testing levels. A signpost is shown before each level. Note that some Uncool Characters are tougher than others and it can take more than a single Spot Shot to remove them from play.



SHELL SHOCK

Life's a beach, especially when it's full of sand dunes and sand dudes. Look out for Balloons and Bouncy Bubbles - they can help Cool Spot reach new heights.

DRAGONFLIES

Watch out for their shooting stings.

CRABS

They hide in holes in the sand, popping up occasionally to exercise their pincers.

HERMIT CRABS

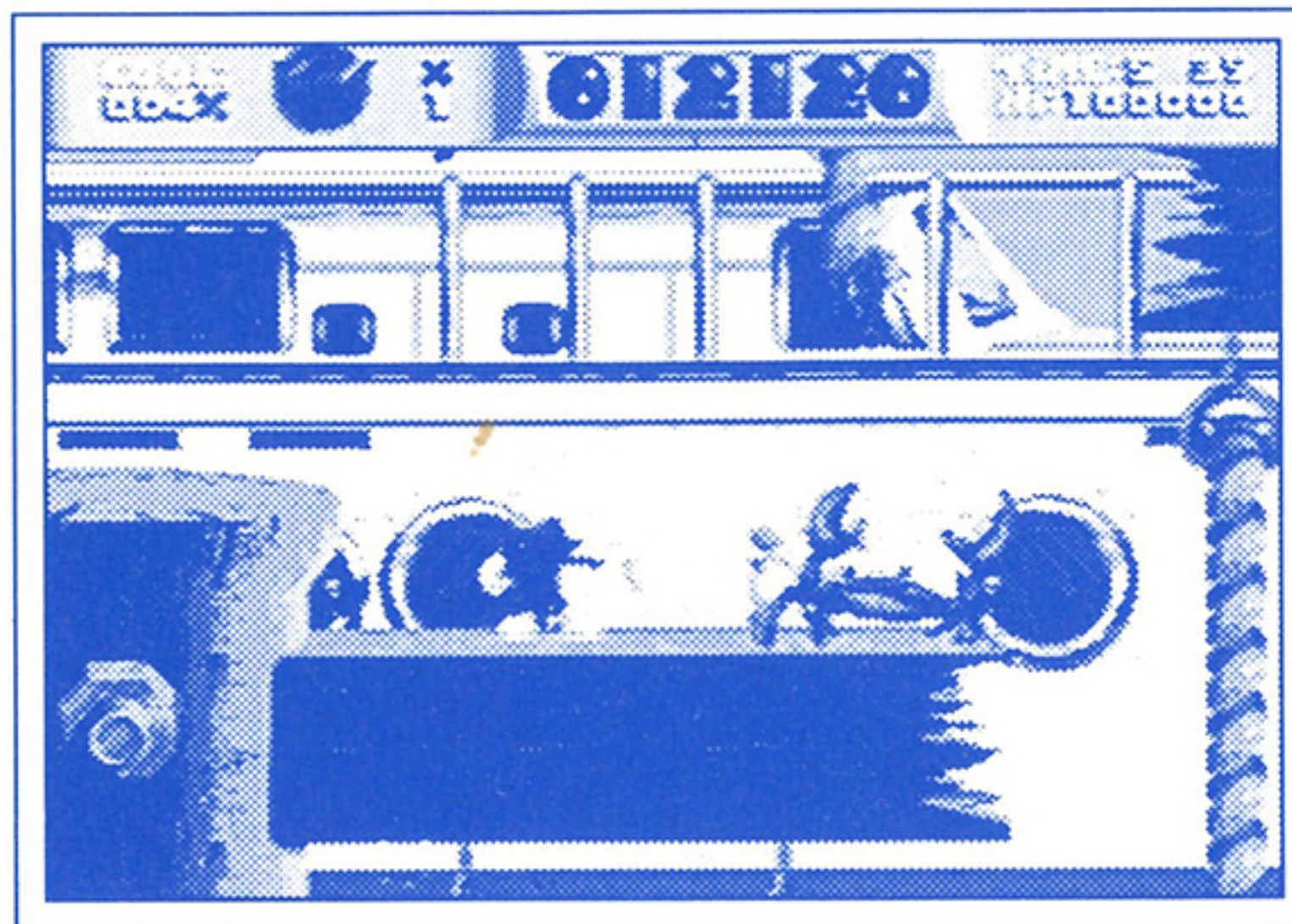
These shy little beggars hide in their shells. Let them have a Spot Shot when they poke their heads out of their portable homes. But beware: without a shell Hermit Crabs run riot.

PIER PRESSURE

Take a boardwalk along the pier and make the most of the ropes to pass the posts (note that some of them have holes through them).

BEES

Don't they have anything better to do than dive bomb at Cool Spots?



CRABS

They are red not with embarrassment but anger, which is why they nip anything cool nearby.

OYSTERS

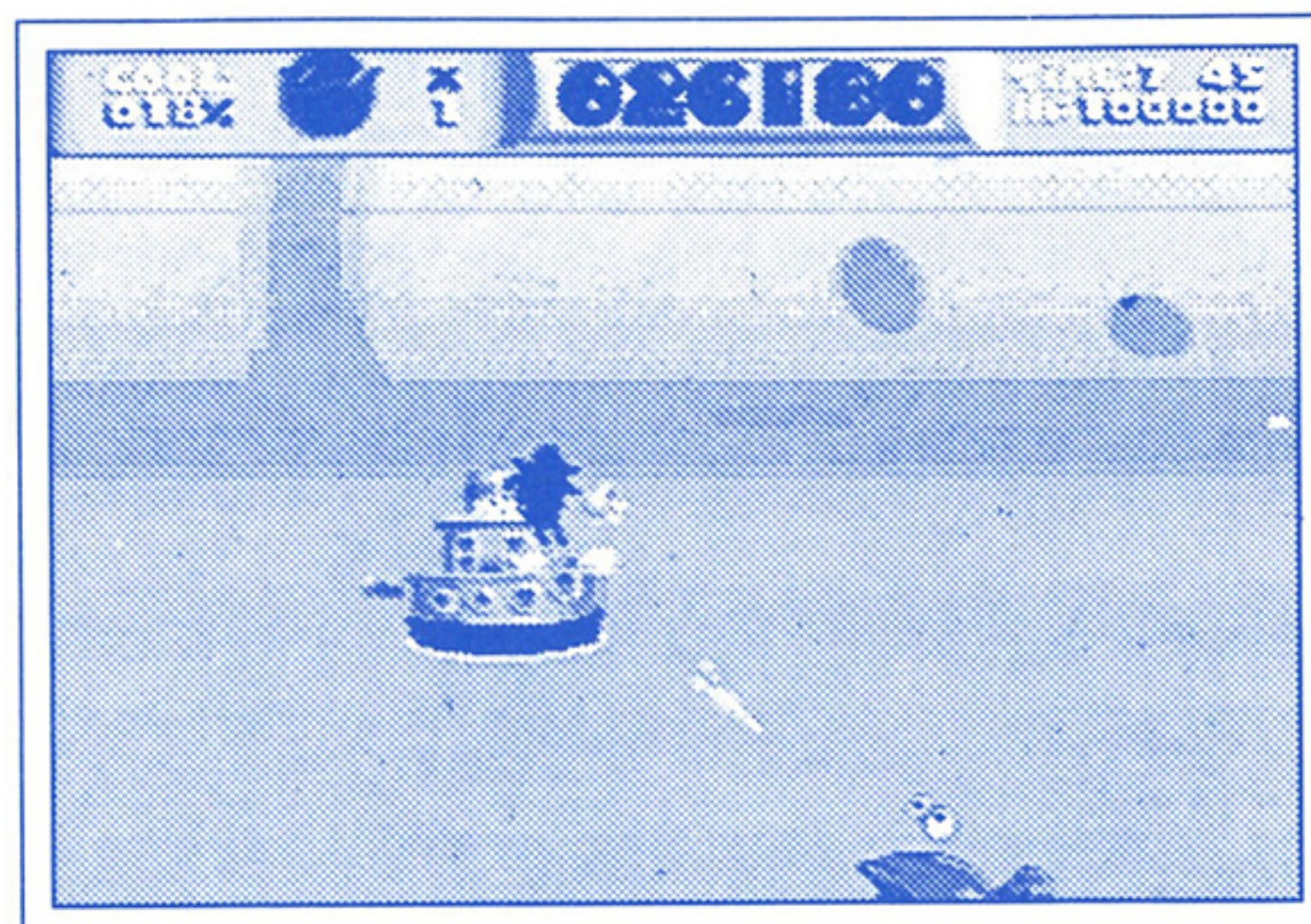
A noisy noise annoys an oyster which is why they don't open their shells often, but when they do, let them have it with a Spot Shot.



COOL SPOT



COOL SPOT



FISH

They spit water.

WORMS

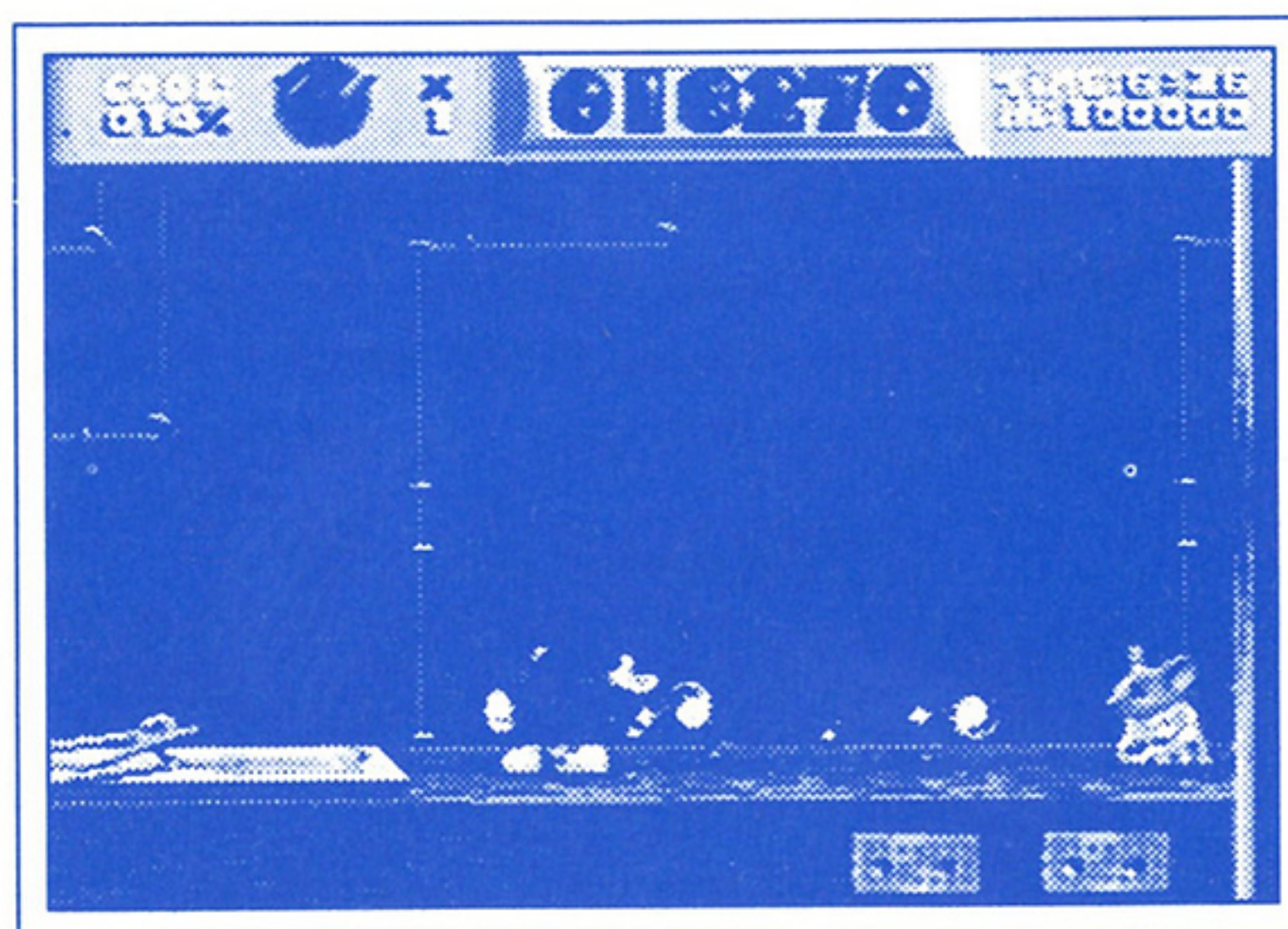
Remove them from the ropes before climbing.

IN DA WALL

Use the wiring to climb but don't walk on the barbed wire, nails or tacks.

SPIDERS

They creep and crawl along the ceiling before dropping down.



MICE

The ratty rodents aren't happy with Cool Spot's intrusion into their domain so they throw lumps of hard cheese at him.

MOUSE TRAPS

You can use these to propel Cool Spot to new heights, but if he jumps on one the wrong way - SNAP!

TOYING AROUND

With so many psychotic playthings around this toy shop's not such a fun place to be. The tiny tilting toy UFOs can be used as platforms, but don't fall off them.

ROBOTS

They patrol platforms and are stupid but tough.

SLIME BALLS

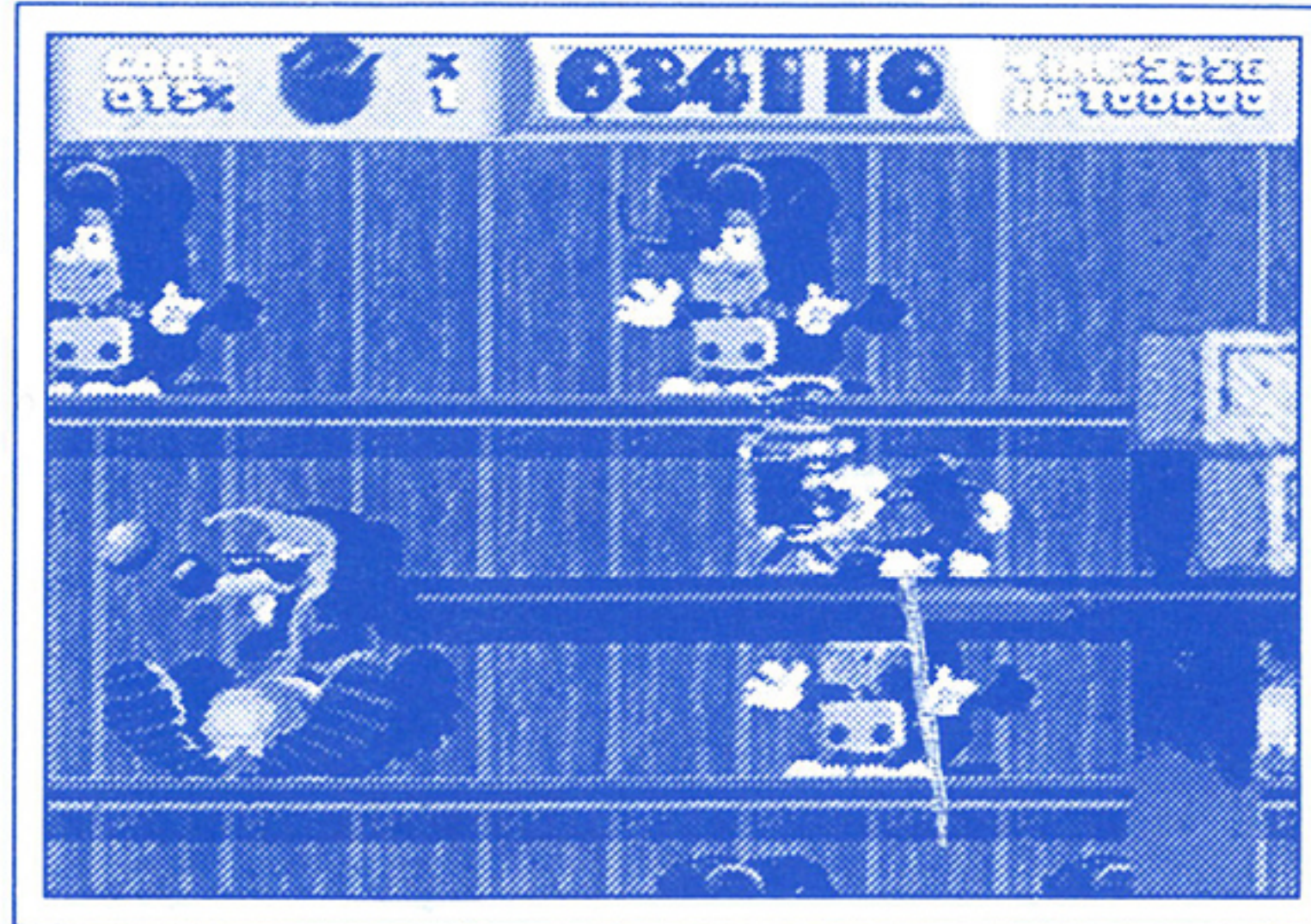
Ugh. These are nasty bouncing blobs which explode into small pieces.

TEETH

Chattering clockwork ones with a bite worse than their bark.

CARS

They drive along platforms.



WADING AROUND

Use the lily pads, toy boats and rubber ducks to help Cool Spot get out of the rubber ring full of water. It's a pity Cool Spot can't swim (that's why he's such a cool surfer - he can't afford to fall in the sea). Outside the ring, toy blimps and rockets suspended from the ceiling make handy platforms. The rockets' spikes don't hurt but they are slippery.



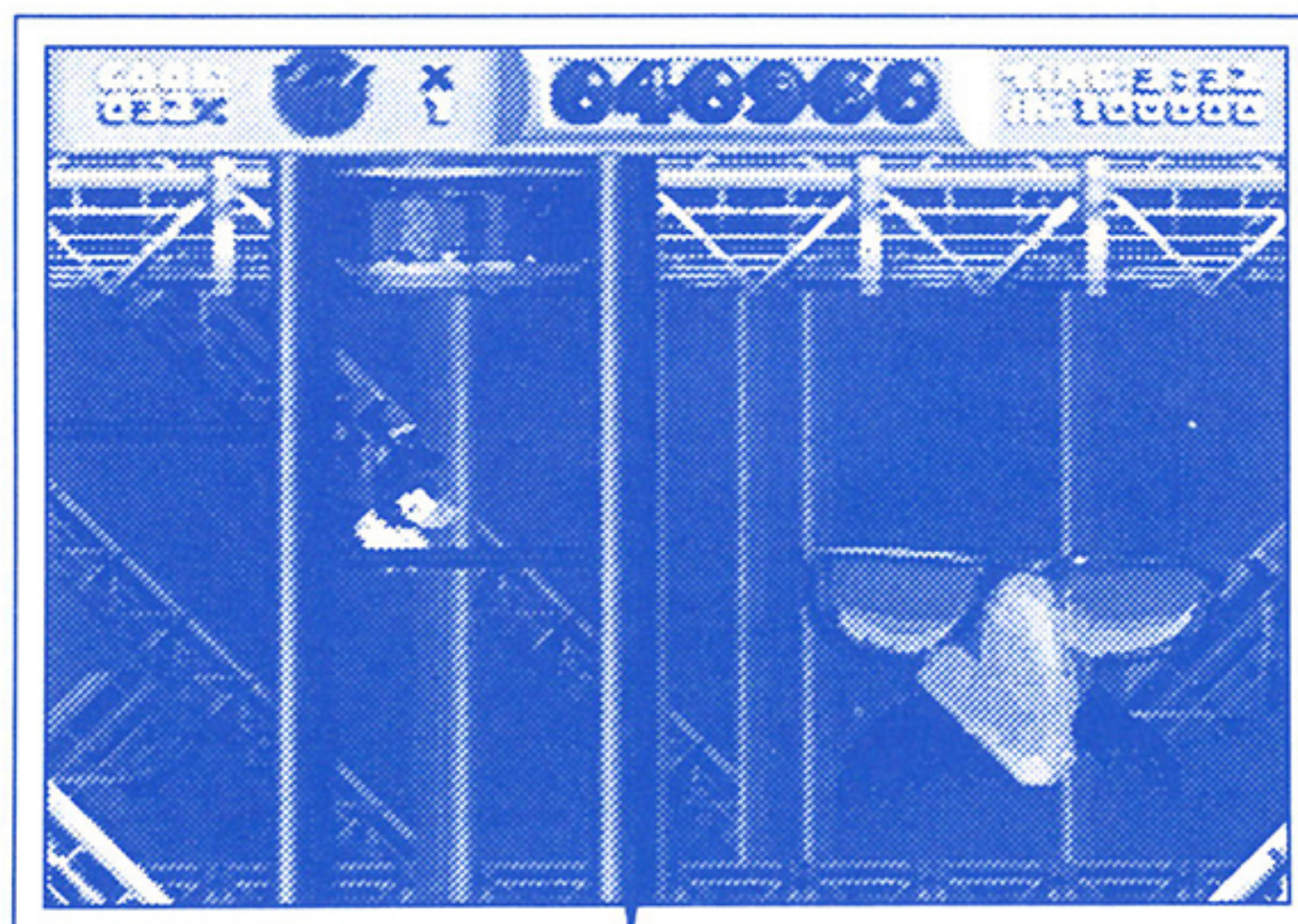
COOL SPOT

FROGS

They live on lily pads and spit water.

BIPLANES

When you hear a buzzing overhead, beware, for these Biplanes drop bombs.





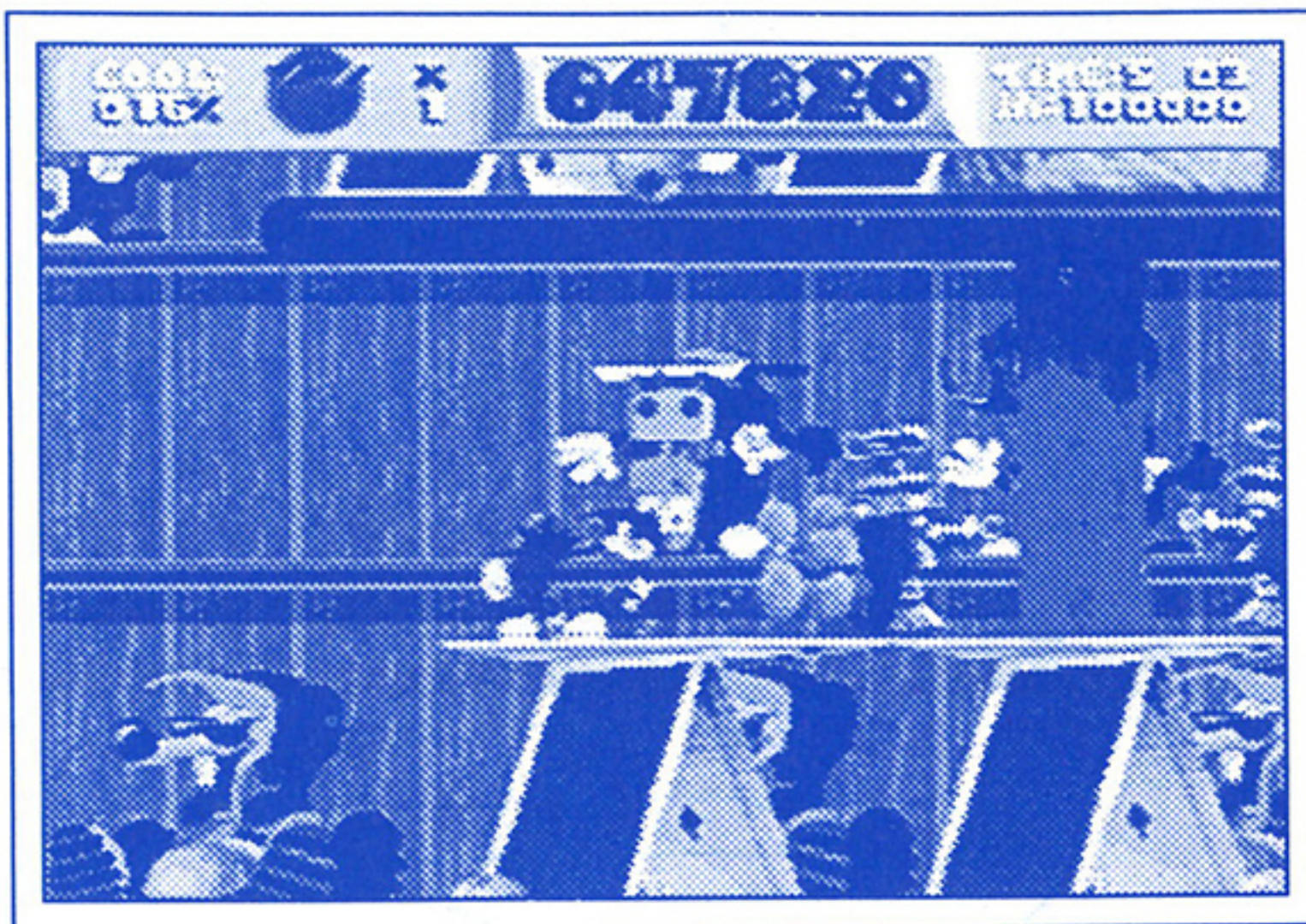
COOL SPOT

LOCO MOTIVE

Take a radical ride on a toy train then use the goofy balloons to make it to the top (the UFOs and Bubbles will help here).

COWBOYS

These boys are rootin' tootin' 'n' shootin' - water from their rifles.



TRAIN DRIVERS

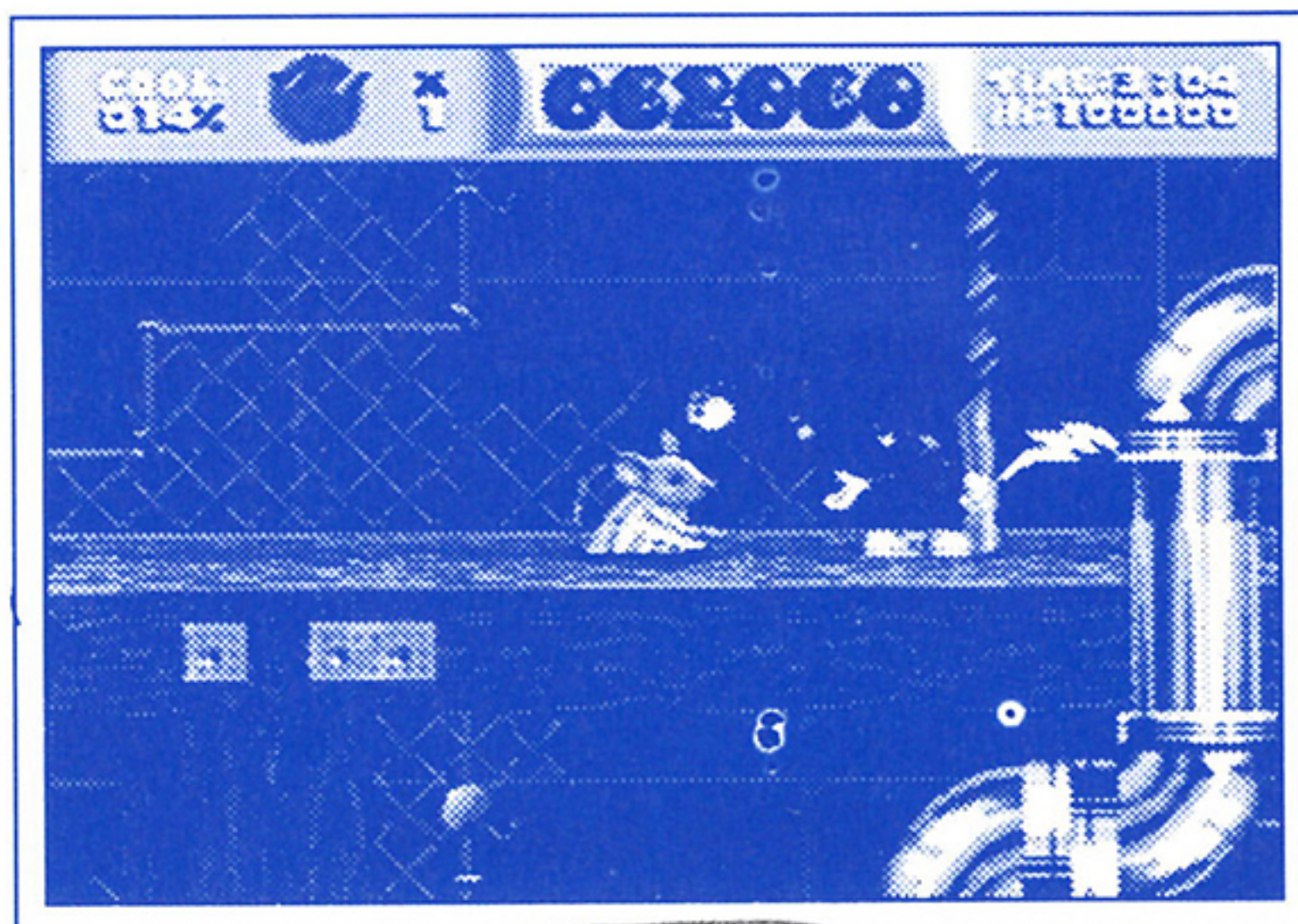
Where? Oh, there! Watch out, they throw coal.

BIRDS

Mind they don't drop their load on Cool Spot's head.

RADICAL RAILS

A far-out version of Snakes & Ladders with a network of slippery slopes and vacuum tubes. It's kinda fortunate there are no Uncool Characters to worry about.

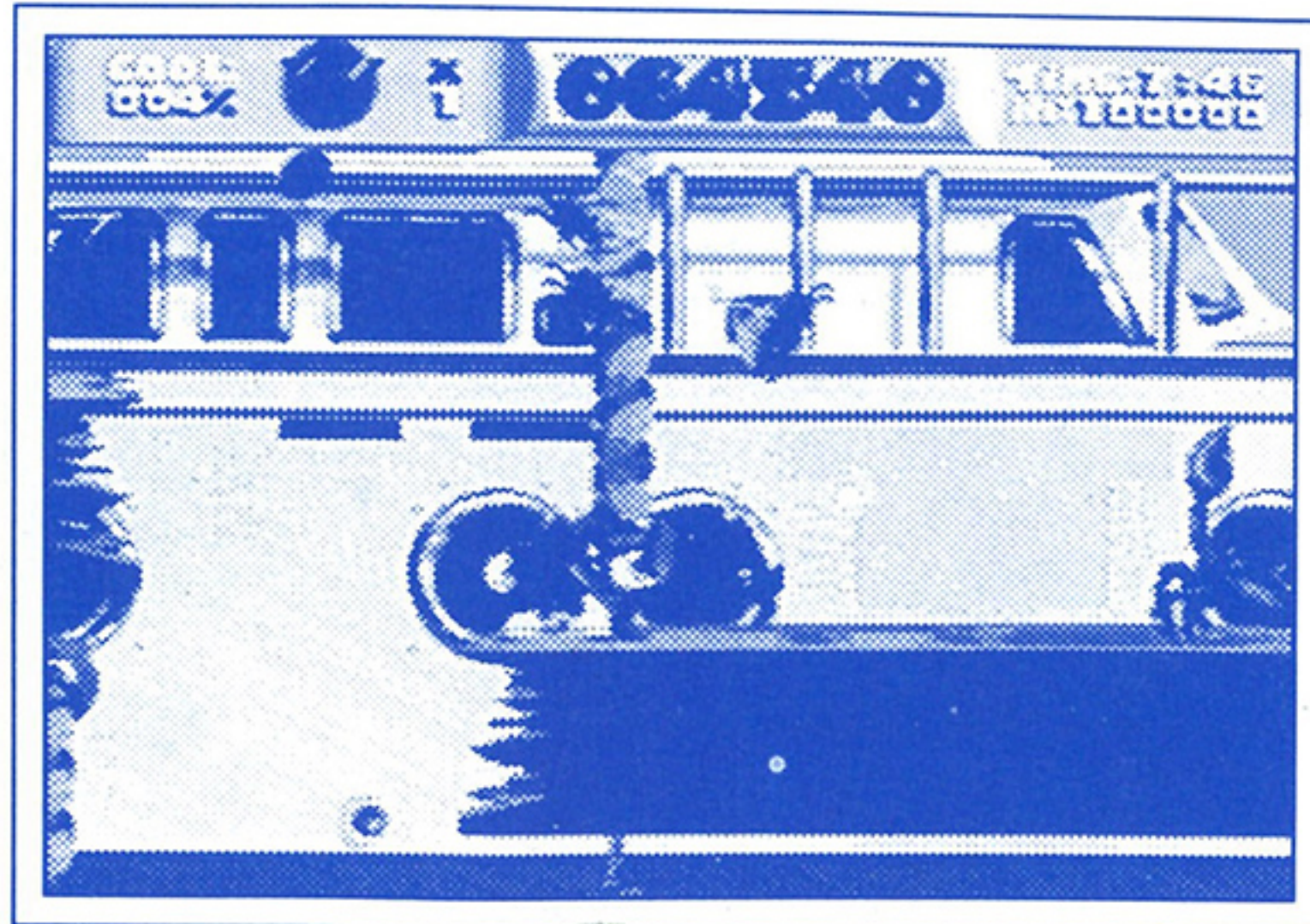


WOUND UP

You gotta get outta this place if it's the last thing you ever do. Now Cool Spot has to make his way through another side of the Toy Shop, with more Robots, Teeth, Slime Balls and bomb-dropping Biplanes.

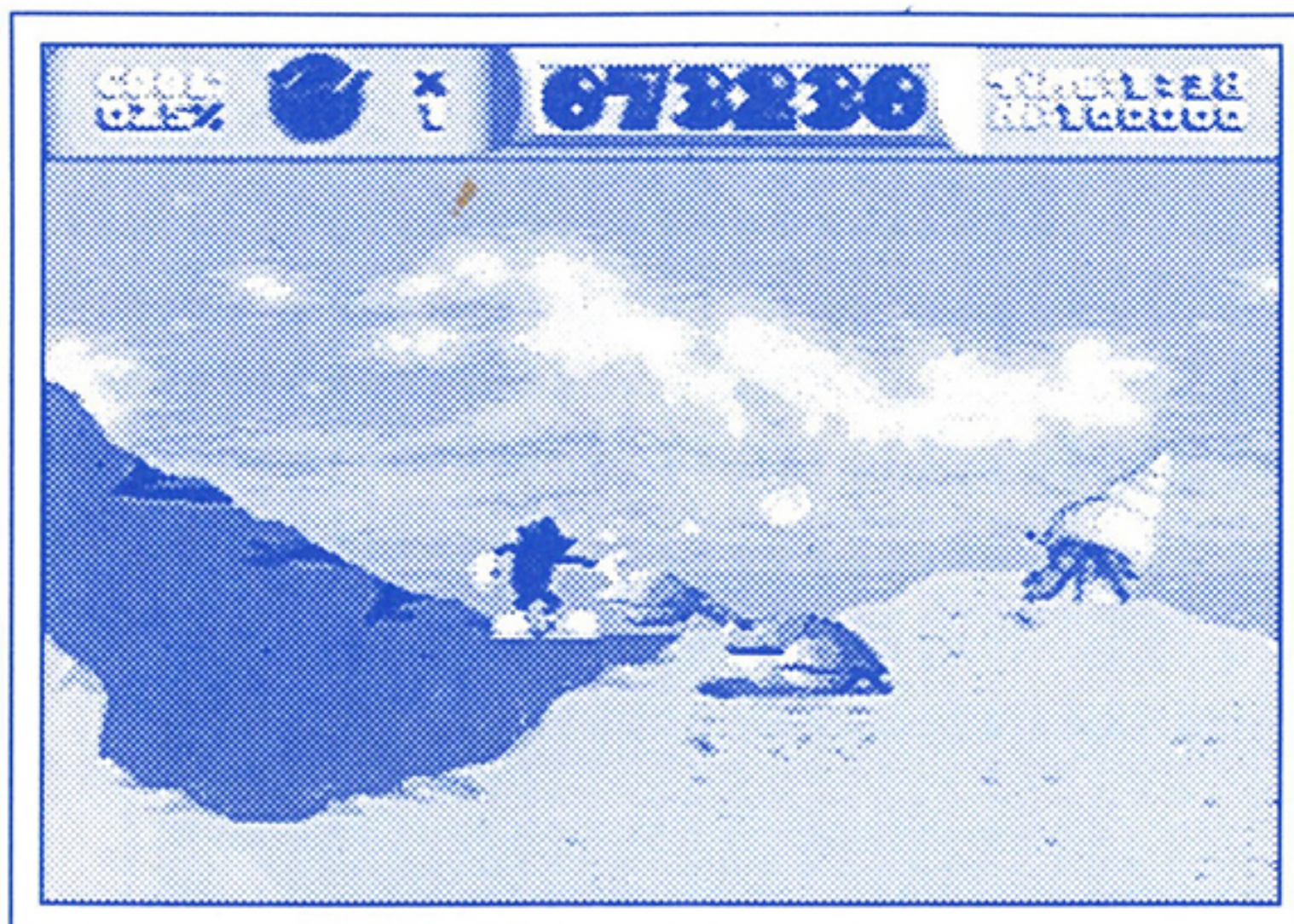
BACK TO THE WALL

Not only are there more Spiders, Mice, Mouse Traps, Barbed Wire, Nails and Tacks to contend with - there are also bouncing Electric Sparks which are sure to shock.



DOCK & ROLL

Oh no, not more Bees, Crabs, Worms and Oysters... 'Fraid so!



SURF PATROL

Hang on in there, the end is in sight.

The Bonus Game

BONUS GAME

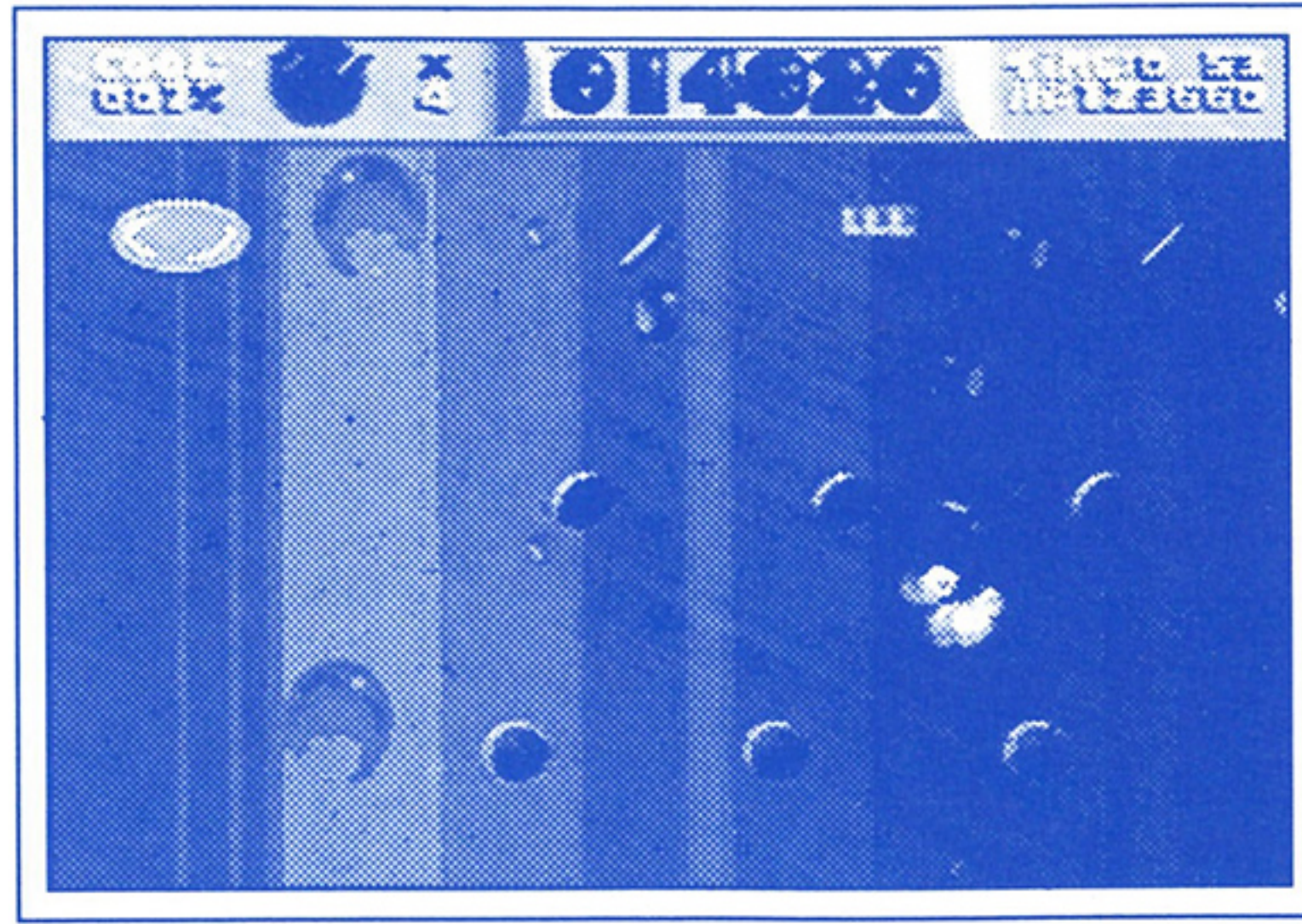
This takes place in a bottle of fizzy pop full of Cool Counters and Bouncy and Blobby Bubbles. Use the Bubbles to help Cool Spot collect the Cool Counters but more importantly to reach the top of the bottle... where you will find a Cool Letter from the word 'VIRGIN'. Get that Cool Letter - and be sharp about it! (There's a time limit.)



COOL SPOT



COOL SPOT

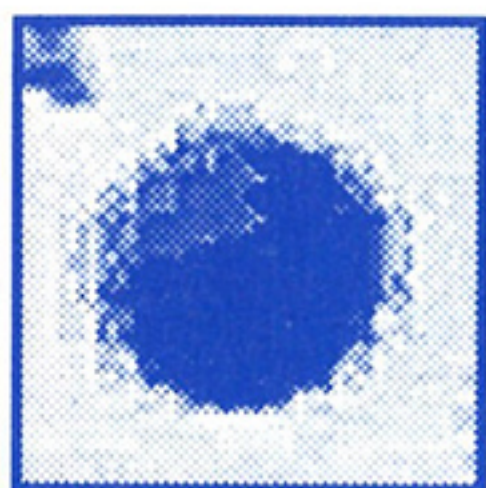


When the Bonus Game is over, Cool Spot will receive a Cool Bonus for the number of Cool Points acquired. He will then store the Cool Letter. If you have a Cool Letter and lose all your Cool Spot characters you don't start from the first level - instead you will continue from the level on which you lost your last Cool Spot character. Note that your score is reset to zero. Beware! Some Bonus Games feature bombs.

APPENDIX TWO:

COOL COLLECTIBLES

The following items are found on every level. All Cool Collectibles are most useful, so pick them up when you spot them.



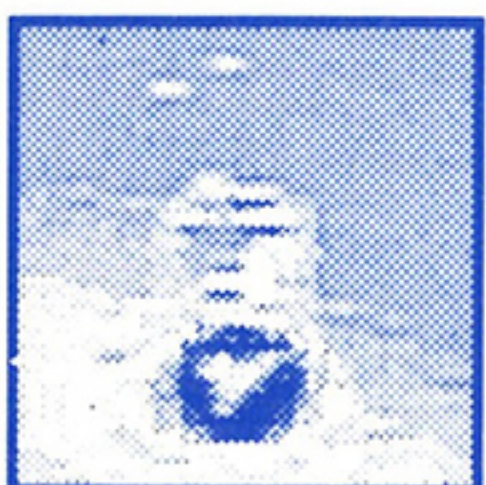
COOL COUNTERS

Each red spinning disc like this one is worth a Cool Point which is represented as a percentage.



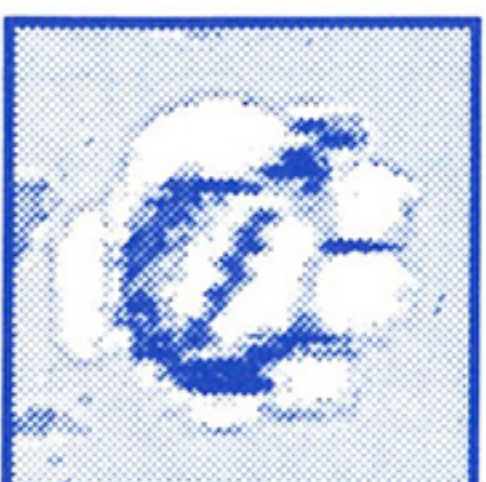
SUPER COOL COUNTERS

Seven (count 'em) Cool Points packed into a single disc. You won't spot many of these, but when you do, don't walk on by.



COOL GLASS

Usually left behind by some Uncool Characters removed from play. A Cool Glass boosts Cool Spot's health.



STOPWATCH

An extra 30 seconds of time could spell the difference between success and failure.



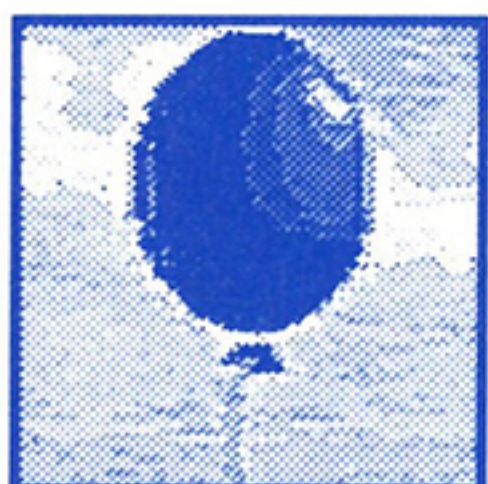
1-UP

They are usually hidden behind certain parts of the scenery. An extra Cool Spot character is yours if you can discover a 1-Up token.

APPENDIX THREE:

SPACIOUS SPECIAL SCENERY

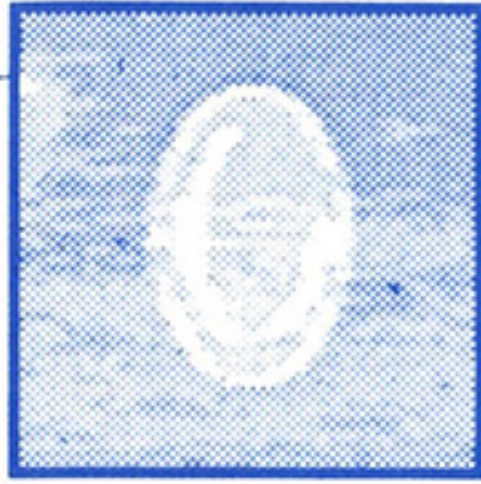
Cool Spot can run and jump on the scenery - he can even jump through some of it. Sometimes though you will spot the following Special Scenery. Take advantage of its most useful nature.



BALLOONS

Some of them simply hang in the air, others float around, but all of them are useful. Cool Spot will grab a Balloon's string when he jumps near it. He can still throw Spot Shots.

Cool Spot will let go of a Balloon's string when he jumps left or right or is hit by an Uncool Character or its shots.



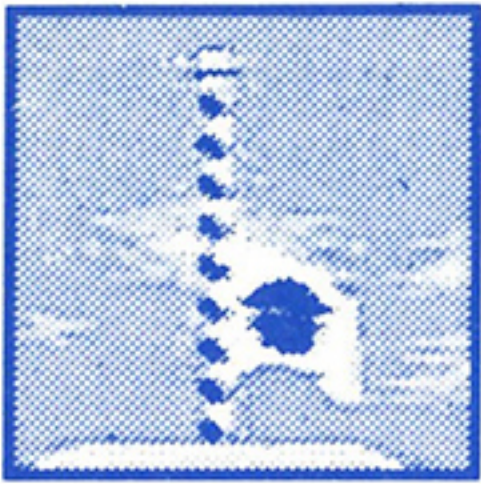
BOUNCY BUBBLES

They burst when Cool Spot shoots them or lands on them. But! When Cool Spot lands on a Bouncy Bubble he is bounced upwards. Bouncing from Bubble to Bubble is fun AND useful.



BLOBBY BUBBLES

Smaller but better than Bouncy Bubbles. Cool Spot doesn't jump on to Blobby Bubbles - he jumps inside them. You can then determine the direction of the Blobby Bubble's movement as it floats upwards, just like you'd control Cool Spot. Note that after a few seconds Cool Spot will struggle and break free from the Blobby Bubble. To burst the Blobby Bubble beforehand, jump!



RESTART FLAGPOLE

Touch it and watch the flag rise to show that Cool Spot's position in the level has been remembered. Now if Cool Spot were to lose all his energy he wouldn't be returned to the beginning of the level, oh no, he'd instead be placed at the last Restart Flagpole he touched.



COOL SPOT



APPENDIX FOUR: COOL PLAYING ADVICE

Cool Spot can throw his Spot Shots in almost any direction. Use your finger or thumb to roll the D-Button in a clockwise or counter-clockwise direction and keep pressing the B Button as quickly as possible. And remember: practice makes perfect.

Cool Spot has the ability to push certain pieces of scenery. When Cool Spot's standing next to a solid-looking part of the background, press the D-Button in the direction of the scenery to make him push against it.

Spot Shots ricochet off a Hermit Crab's shell... and they might perhaps be deflected to hit a Dragonfly.

Small jumps are usually useful for jumping from one rope to another, but they are invaluable when it comes to throwing Spot Shots into an Oyster's open shell.

In the Bonus Game, try to jump through Bouncy Bubbles from below as Cool Spot will fly a little bit higher. And if Cool Spot jumps out of a Blobby Bubble into a Bouncy Bubble above he will fly way high.

Cool Spot cannot walk through most walls, but he can throw Spot Shots through them. Take advantage of this to take out Uncool Characters on the other side.

If you want to get high scores, collect everything, shoot everything and pay no attention to the time.

Don't stand on the tiny tilting toy UFOs for too long - Cool Spot will get tipped off.

APPENDIX FIVE:

A COOL CHALLENGE

So you managed to complete Cool Spot on all three Difficulty settings? Nice one. Now try the following challenge and prove just how super cool you can be!

If you can collect all six Cool Letters and then complete Cool Spot on the DIFFICULT Difficulty setting without ever losing all your Cool Spot characters you will see a special secret ending!

SEGA™

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