



# POP FLAMER™

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## BEFORE YOU START....

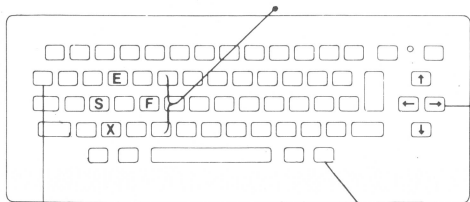
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1. This Game Cartridge is intended for SEGA Personal Computer SC-3000 or Computer Video Game SG-1000.
2. Turn the power switch on after inserting the Cartridge in the ROM Cartridge Inlet of the Body. The Body and /or the Cartridge may be damaged if you insert the Cartridge in the Body without turning the power off.
3. Use the Joystick when playing the game on the SG-1000. When playing the game on the SC-3000, either the Keyboard or the Joystick (an option) is usable.
4. **JOYSTICK:** When using the JOYSTICK with SC-3000, connect it with "JOY 1." When two players play the game, connect it with "JOY 2." also.
5. **KEYBOARD:** Refer to the drawing.
6. Pull out the Cartridge after turning the power off. Keep it in its case and handle with extreme care.

# SEGA

## When playing by using the KEYBOARD (SC-3000)

Maneuver POP FLAMER.  
(For 2 players)



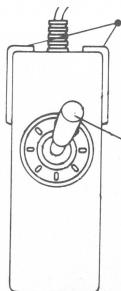
Operate the POP  
FLAMER by  
using the  
CURSOR control  
keys.  
(For one player)

**FUNC**

START button (for 2 players)  
or FLAME button (for 2 players)

**INS  
DEL**

START button for one player  
or FLAME button  
(for one player)



START button and  
FLAME button  
(Either one is usable.)

Maneuver the POP FLAMER.

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## When playing by the JOYSTICK

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# POP FLAMER™

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## How To Play

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- \* When playing by using the JOYSTICK  
For one player, connect the JOYSTICK to "JOY 1" and press the START button.  
For 2 players, connect the JOYSTICK to "JOY 1" and "JOY 2" and then press the START button of "JOY 2".
- \* When playing by using the KEYBOARD (SC-3000), refer to the illustration.
- \* Break the balloon by maneuvering the POP FLAMER through the use of the JOYSTICK or control key.
- \* By pressing the button, a flame is emitted from the flamethrower to eliminate the MONSTER which is in your way.
- \* Flame from the flamethrower will decrease every time it is used.
- \* When the balloon is broken, you are supplied with additional liquid fuel.
- \* When the FROG is obstructing your way, eliminate it by using the flamethrower.
- \* The "HARADON" emits a tranquilizing beam. If you are exposed to this beam, you will be numbed and not be able to move temporarily. So, care should be taken to avoid it!!
- \* When the POP FLAMER has a drink to increase its power and becomes the "SUPER MOUSE", it can swallow any nearby MONSTER and will not be attacked even if it comes into contact with the other MONSTERS.
- \* The POP FLAMER is eliminated when it is caught by a MONSTER.
- \* The number of POP FLAMERS for one game is 3 and when the SCORE exceeds 10,000 points, one additional POPFLAMER is earned.

## <SCORE>

HARADON.....	200 POINTS
MONSTER.....	200 POINTS
OBSTACLE FROG.....	500 × ? POINTS
BALLOON.....	300 POINTS OR MYSTERY POINTS

For every 3 scenes in which all the balloons are broken, all the above respective scores will increase starting from the following scene.

### **CAUTION:**

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# SEGA ENTERPRISES, LTD.

Head Office: 2-12, Haneda 1-chome, Ohta-ku,  
Tokyo 144, Japan Tel: 03-742-3171

For inquiries, please contact the Personal Computer Division