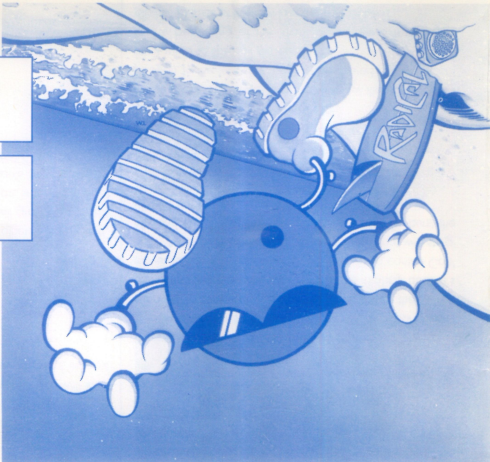




Master System
SEGA



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Printed in Australia
SEGA



ENGLISH
EPILEPSY WARNING

PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Such people may have no medical history of seizures or epilepsy. Please take the following precautions to minimize any risk:

PRIOR TO USE:

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering light, consult your doctor prior to playing.
- Sit at least 2.5m (8ft) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.

- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible (preferably 14" or smaller)

DURING USE:

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experiences any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, or any involuntary movement or convulsions IMMEDIATELY discontinue use and consult your doctor.

HANDLING THIS CARTRIDGE

This Cool Spot Cartridge is intended exclusively for the European and Australasian Sega Master System.

FOR PROPER USAGE:

- 1) Do not immerse in water!
- 2) Do not bend!
- 3) Do not subject to any violent impact!
- 4) Do not expose to direct sunlight!

- 5) Do not damage or disfigure!
- 6) Do not place near any high temperature source!
- 7) 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 Master System, Master System II or Power Base Converter as described in its instruction manual. Plug in Control Pad 1. Cool Spot is for one player only.

Ensure the Power Switch is OFF. Then insert the Cool Spot Cartridge, its label facing towards you, into the Sega

Master System, Master System II or Power Base Converter and press it down firmly.

Press the Power Switch 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, press the Power Switch OFF. Ensure your Master System, Master System II, Power Base Converter 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 OFF before inserting or removing the Cool Spot Cartridge.

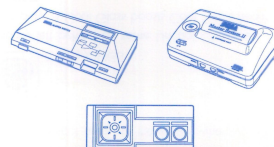


Fig 1: The Sega Master System, Master System II and Control Pad

THE STORY SO FAR...

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).

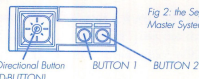


Fig 2: The Sega Master System and Master System II Control Pad



THE TITLE SCREEN

After the Sega Screen, licensing information and the Virgin Games logo 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. Notice also the high score of 50,000 points. Are you cool enough to beat it?

- Press the D-Button up or down to move the Cool Hand between the options.
- Press Button 1 or 2 to select the option.

Note that if no Button is pressed on the Sega Control Pad for approximately 30 seconds a demonstration of Cool Spot in action will be shown.

- Press Button 1 or 2 to quit the demonstration and return to the Title Screen.



Fig 3: The Options Screen

THE OPTIONS SCREEN

When you select 'OPTIONS' on the Title Screen you will be presented with three new options (Fig 3).

- Press the D-Button up or down to move the Cool Hand between the options.
- Press Button 1 or 2 to select the highlighted option.

SKILL

Life's a game of numbers, dude, and three levels of difficulty determine them. You can choose between 'EASY', 'NORMAL' and 'HARD' to affect 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

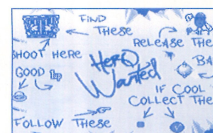
extra Cool Spot character. The SKILL setting also determines the number and type of Uncool Characters you will meet in a level, and the possibility of an Uncool Character removed from play leaving behind a Virgin Glass (see APPENDIX TWO: COOL COLLECTABLES on page 13). Select 'EXIT' to return to the Options Screen.

MUSIC

The default 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? Select 'EXIT' to return to the Options Screen.

EFFECTS

The default is '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. Select 'EXIT' to return to the Options Screen.



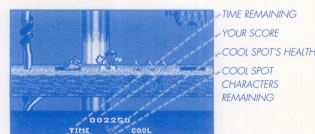
HERO WANTED!

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.

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 (40, 60 or 90) depends on the SKILL setting (EASY, NORMAL or HARD). You will qualify for the Bonus Game (see BONUS GAME on page 12) if you collect 60, 90 or 99 Cool Points, depending on the 'SKILL' setting.

All the action happens in the Playfield which takes up the best part of the screen. The Status Panel at the bottom of the screen shows everything you need to know about the state of play.



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 on the Status Panel disintegrates. The Spot flashes when Cool Spot has only one unit of energy left. A Cool Spot character is lost when Cool Spot's health has all gone.

COOL SPOT CHARACTERS REMAINING

When no more Cool Spot characters remain and you die, it's Game Over. You start with 3 Cool Spot characters. There are two ways to earn extra Cool Spot characters: collect enough Cool Points for the Cool Bonus Screen (see Cool Bonus Screen on page 8) or collect the hidden 1-Up tokens.

YOUR SCORE

You score points for removing Uncool Characters from play and acquiring Cool Collectables (see APPENDIX TWO: COOL COLLECTABLES on page 13). Live that dream. Chase that Hi-Score. Win. Be best. But above all... be cool.

TIME

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 14). Note that you can increase your time limit by collecting Stopwatches (see APPENDIX TWO: COOL COLLECTABLES on page 13).

COOL HAND

A Cool Hand always points the way to the cage in which your Spot friend is being held captive. Should you spot the cage before you have Cool Shots you will be told how many more Cool Points you need. Now get back there and collect enough Cool Points.

CONTROLLING COOL SPOT



WALK

- 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.

COOL SPOT

COOL SPOT

COOL SPOT

COOL SPOT



LOOKING UP & DOWN

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.



CLIMB

Press the D-Button up or down when Cool Spot is on a rope of any description to make him climb in those directions.



SHOT

Press the D-Button in any direction at any time then press

Button 2 to make Cool Spot throw Spot Shots.



JUMP

Press Button 1 to make Cool Spot jump straight up, whether he is on a rope of any description or on solid ground. Note that if up on the D-pad is held down, the higher Cool Spot will jump.

HOLD IT!

Press the Pause Button on the Sega Master System during play to freeze the action. The screen will say "paused." Press the Pause Button to resume play when the action is frozen.

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

(Fig 4). 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.

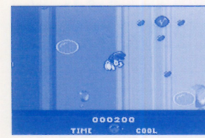
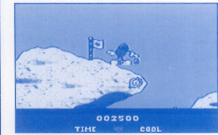


Fig 4: the Cool Bonus Screen



Fig 5: ah - the first level's this way



SHELL SHOCK

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

DRAGONFLIES

Watch out for their shooting stings.

APPENDIX ONE:

LEVELS OF COOL

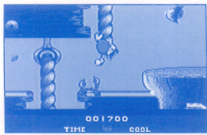
Cool Spot's quest takes him through 8 increasingly testing levels. A signpost is shown before each level (Fig 5). Note that some Uncool Characters are tougher than others and it can take more than a single Spot Shot to remove them from play.

CRABS

They hide in holes in the sand, popping up occasionally to exercise their pincers. They are red not with embarrassment but anger, which is why they nip anything cool nearby.

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?

OYSTERS

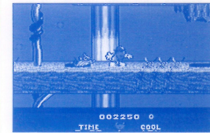
A noisy noise annoys an oyster which is why they don't open their shells often, but when they do, let them have it with a Spot Shot.

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

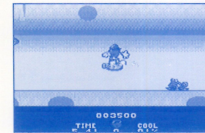
They creep and crawl along the ceiling before dropping down.

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

If he jumps on one the wrong way - SNAP!



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

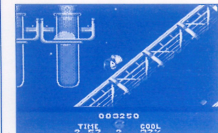
pity Cool Spot can't swim (that's why he's such a cool surfer - he can't afford to fall in the sea). Outside the ring, toy blimps and rockets suspended from the ceiling make handy platforms. The rockets' spikes don't hurt but they are slippery.

FROGS

They live on lily pads and spit water.

BIPLANES

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



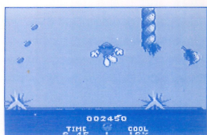
RADICAL RAILS

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



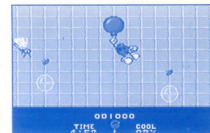
BACK TO THE WALL

More Spiders, Mice, Mouse Traps, Barbed Wire, Nails and Tacks to contend with.



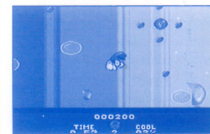
DOCK & ROLL

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

This takes place in a bottle of fizzy pop full of Cool Counters and Bouncy and Bloppy 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.)

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 COLLECTABLES

The following items are found on every level. All Cool Collectables 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 2 minutes 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.



BLOPPY BUBBLES

Smaller but better than Bouncy Bubbles. Cool Spot doesn't jump on to Bloppy Bubbles - he jumps inside them. You can then determine the direction of the Bloppy 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 Bloppy Bubble. To burst the Bloppy 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.

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 Button 1 as quickly as possible. And remember: practice makes perfect.

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 Bloppy 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.

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