Destroy the Mutant Menace!

EX-MUTANTS™

EARTH: 2055

You and 5 others are Ex-Mutants, reclaimed humans brought back from genetic disaster. Now the Lord Mutant Sluggo wants to destroy you!

Four of your comrades have been captured as bait to lure you into Sluggo's lair. Are you tough enough to save them? Slash and bomb through 11 levels of a wasteland that calls itself Sluggtown.

Be Ackroyd, master of the battle axe, slicing a path through radio-active war zones. As she-warrior Shannon, smash the scourge with nunchakus and homing orbs. This time, you're more than a mere mortal. You're an EX-MUTANT!

1 PLAYER

US Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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SEGA GENESIS 16-BIT CARTRIDGE

CHAKAN™

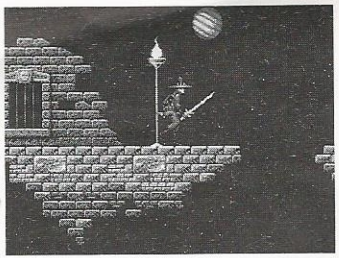
INSTRUCTION MANUAL

Epilepsy 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 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.**

"I Wander Forever, Seeking Rest"



"I have been a warrior of mighty strength and skill. I have been steeped in the darkest occult mysticisms and versed in the ways of dealing death.

"I was powerful and proud. . . so proud that I believed I had no equal, not even Death himself. When Death challenged me to a duel, I arrogantly accepted. I had no fear of losing my soul. Only the reward, eternal life, gleamed before my inner vision like the brightest jewel, and would be mine.

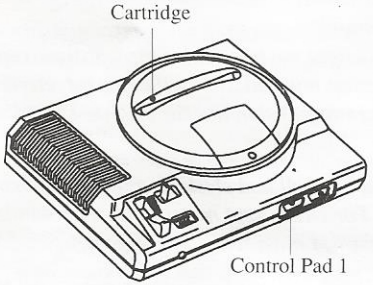
"I battled Death with spell and steel . . . and won. Now I suffer my doom. For Death kept his promise with a hideous twist. As my reward, I must wander in agony, haunted by the pain of victims, until all beasts of darkness have been destroyed.

"I journey through subterranean mazes of horror, drawing my blade against the crawling, stinging and flying fiends of a supernatural world. I wade through evil poisoned seas, slashing all that lurks in the depths. I travel through the web of evil, raising my sword again and again in weary battle . . . endless combat . . .

"I have lived through twenty torturous lifetimes. All that creeps, walks or flies behind the four portals of the world must feel the edge of my sword. All that howls or buzzes, all that breathes, whistles or moans in the gloom of night, all that is undead, must die by my hand. Only then will I be released from this dark misery . . . and find rest."

Starting Up

1. Set up the Genesis System and plug in Control Pad 1. (*Chakan: The Forever Man* is for one player only.)
2. Make sure the power switch is **off**. Place the *Chakan: The Forever Man* cartridge into the cartridge slot and press it down **firmly**.
3. Turn the power switch **on**. The Sega screen will appear, followed by the timeless legend of Chakan.



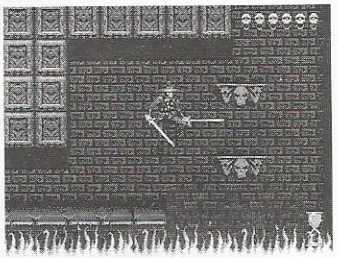
Important:

- If you don't see the Sega screen, turn the power switch **off**. Check your Genesis setup, make sure the cartridge is **firmly** in the console, and then turn the power switch **on** again.
- Always turn the power switch **off** when you're inserting or removing the cartridge.

For game play help, call 1-415-591-PLAY.

Getting Started

Game Demos



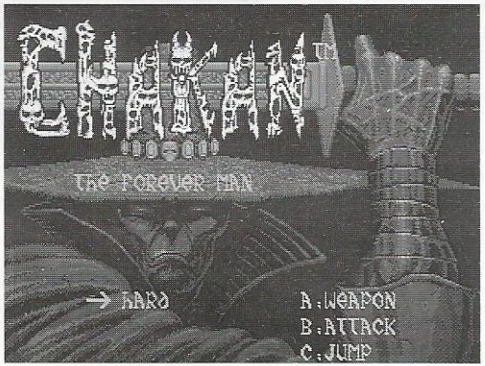
Wait a few moments at the Title screen to see the first of four game demos. Watch it closely. The attacks and maneuvers you see Chakan perform will serve you well when you're thrust into actual warfare. After the demo, you can press **Start** to skip the legend screens, then wait at the Title screen to see the second demo. Do this for all four demos, to arm yourself with vital battle knowledge.

Start Game

Press **Start** at the Title screen to see your two selections: "Start Game" and "Options." Press **Start** again to begin your endless wandering and the arduous battles to fulfill Chakan's destiny. Or press the **D-Button** RIGHT and then press **Start** or **Button A**, **B** or **C** to see the Options screen.

Options

Use this screen to set your skill mode and button controls. Press the **D-Button** RIGHT or LEFT to move between the selections. Press **Button A**, **B** or **C** to change the settings. Press **Start** to exit.



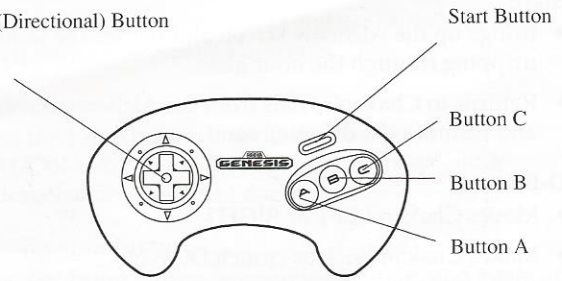
Skill Mode

Choose a Practice game to have the use of all Chakan's alchemies and weapons from the start. Experiment with them during battle to learn their powers. Then choose Easy mode to refine your warrior prowess in the murky netherworlds. Finally, use your mighty skills in Hard mode to destroy the onslaught of supernatural fiends.

Button Controls

Tailor the actions of **Buttons A**, **B** and **C** to your liking. If you don't change this option, the settings will be: **A – Weapon**, **B – Attack** and **C – Jump**.

Take Control!



Before Play

Start Button:

- Skips the legend screens and exits the game demos.
- Brings up the "Start Game" and "Options" selections on the Title screen.
- Starts the game when "Start Game" is marked.
- Goes to the Options screen when "Options" is marked.
- Exits the Options screen.

D-Button:

- RIGHT or LEFT moves the arrow between selections on the Title and Options screens.

Button A, B or C:

- Advances through the legend screens.
- Goes to the Options screen from the Title screen when "Options" is marked.
- Changes the setting of the marked item on the Options screen.

During Play

Start:

- Brings up the Alchemy screen and pauses the sand dripping through the hour glass.
- Returns to Chakan's trials from the Alchemy screen and resumes the dripping sand.

D-Button:

- Moves Chakan LEFT or RIGHT.
- Makes Chakan duck or crouch DOWN.
- Controls the attacking direction of your weapon.
- Moves the Mystic Hand on the Alchemy screen to select an alchemy.

Button A (Weapon):

- Changes Chakan's weapon. Press repeatedly to cycle through all the available weapons (including potions, if you've chosen an alchemy but haven't yet used it).

Button B (Attack):

- Attacks with Chakan's current weapon in the direction he's facing. Press along with the **D-Button** UP, DOWN or DIAGONALLY to aim your attack.
- Uses an alchemy when Chakan is holding potions.

Button C (Jump):

- Takes Chakan through a Mystic Portal at the Navigation level.
- Makes Chakan jump up to climb rocky stairs or reach higher footholds. Press the **D-Button** while jumping to maneuver RIGHT or LEFT.

Note: You can change the actions of **Buttons A**, **B** and **C** on the Options screen. See page 4.

Special Moves and Attacks

Descend:

Press the **Jump** button + the **D-Button** DOWN to jump down difficult or blocked descents.

Roll:

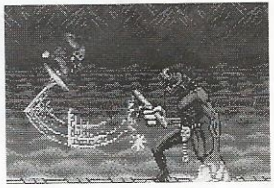
Press the **Jump** button + the **D-Button** DOWN DIAGONALLY to roll through narrow passages or under attacking beings of darkness.

Double Spin Jump:

Press the **Jump** button twice (once to jump, and again at the top of the jump) for a high-reaching, spinning leap. Press the **D-Button** while jumping to maneuver RIGHT or LEFT.

Spin Attack:

During a double spin jump, press the **Attack** button to extend your weapon in a slicing spin attack. With practice, you'll be able to decimate multiple swarming enemies with one spin.



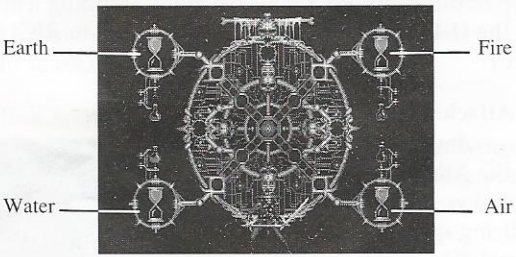
Projectile Attack:

When attacking with the swords of alchemy, press the **Attack** button repeatedly to launch devastating projectiles. The Fire Sword and Cold Fire Sword hurl fireballs; the Earth Sword and Air Sword launch lightning bolts. Use the **D-Button** to manuever this attack, spewing an avalanche of projectiles at onrushing foes.

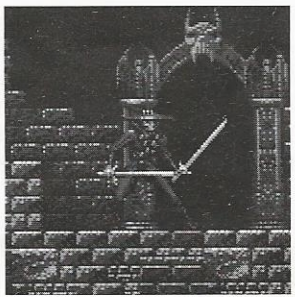
Navigating the Planes of Darkness

Chakan is doomed to search the four portals of the world — Earth, Air, Fire and Water — seeking out and destroying the Inhuman Royalty of Supernatural Darkness.

His search begins at the Navigation level, where a huge chart marks the four points of the world. Here the ebb and flow of his wanderings are counted. Here also Chakan returns, amid the eerie howling of beasts, when he is overcome by the forces of horror.



Four Mystic Portals can be found in the Navigation level. Each leads to one point of the world. Move Chakan through the Navigation level to seek and discover the portals. When you reach a portal, stand in front of it and press the **Jump** button to travel into its levels.

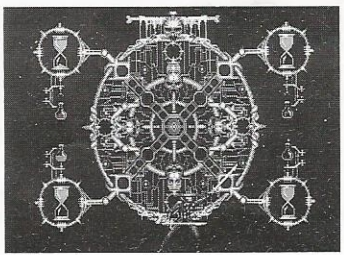


Each portal of the world has two planes: Terrestrial and Elemental. You must first subdue the fiends of all four Terrestrial planes before you are allowed entry to the Elemental planes. The table below shows the enormity of your anguished journey.

Positions of the World	Earth	Fire	Water	Air
	Terrestrial Planes			
Conquer all punishing phases of the Terrestrial Planes . . .	Phase 1 Phase 2 Phase 3	Phase 1 Phase 2 Phase 3	Phase 1 Phase 2 Phase 3	Phase 1 Phase 2 Phase 3
	Elemental Planes			
. . . to enter the unnamed horrors of the Elemental Planes.	Phase 1 Phase 2 Phase 3	Phase 1 Phase 2 Phase 3	Phase 1 Phase 2 Phase 3	Phase 1 Phase 2 Phase 3

When you conquer a phase (or are vanquished by its demons), you return to stand before the Mystic Portal of that point of the world. You can now re-enter the portal, or journey through another portal to another point of the world.

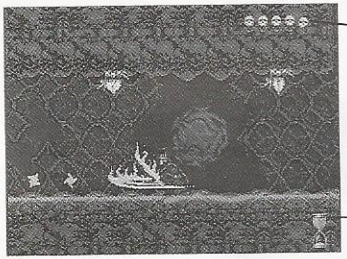
When you conquer all three phases of the Terrestrial Plane for one of the worlds, its portal will close. You must now subdue all other Terrestrial phases before you may re-enter that portal and begin your wanderings in the Elemental Plane. The portal closes again when you vanquish all three phases of its Elemental Plane.



The Navigation chart counts your successes. Return to it to see a blue marker added for each conquered phase.

Endless Battle

The beings of darkness rush on with ceaseless fury. Use all of Chakan's straightforward and devious attacks — spins, jumps and rolls — to withstand and destroy the beasts. Relax your guard at your own peril, for suffering too many wounds will defeat you, and time slipping through the glass will trick you.



Skull Bar:
Skulls disappear as Chakan sustains injury. Some blows are slight, taking only half a skull. Other impacts are of such power that all skulls vanish at a single hit. When all the skulls disappear, Chakan has been defeated, and he must re-enter the phase. Chakan will also be overcome if he falls into a bottomless pit or a deadly chasm of fire or ice.

Hour Glass:
As the sands recede from the upper to the lower flask, time fades away. Should the upper flask empty completely, Chakan will be forced back to the Mystic Portal with a stinging rebuke from the cruel lips of Death. He loses all weapons and potions acquired while in the portal (see page 11), and he must start the plane of that portal over from the beginning.

Potions

Yet Death is not omnipotent, as Chakan has once proven. Potions of Earth, Fire, Water and Air can be found throughout the worlds. When collected in different combinations, these potions are the makings of potent alchemies that confound and destroy enemies, and provide Chakan with extraordinary powers and instruments of deadly destruction.

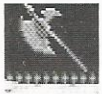
Note: To use the potions, see pages 12-13.

Weapons

Chakan always carries his twin swords, which slice into foes with razor edges and lightning speed. Yet these are the weakest of his armaments. Four other weapons of irresistible force lie waiting somewhere in the portals of the world. Find and secure these arms, or you may never conquer the Inhuman Royalty of Darkness. During battle, press the **Weapon** button to cycle through your arms and press the **Attack** button to use them.

Swing the **Battering Mallet** to bash through walls and rocky obstacles.

The **Scythe** slashes through enemies and tears through spider webs.

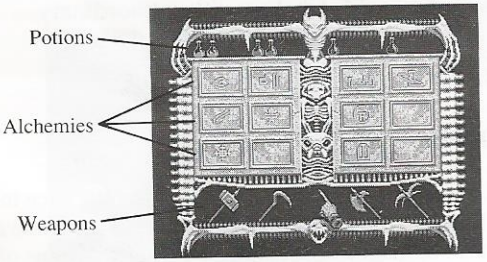


Wield the **Battle Axe** to splinter beasts and doors.

Heave the **Grappling Hook** to catch onto ram's-heads and other fixtures. Use it along with the **Jump** button to swing over pits and ascend otherwise unscalable walls.

Alchemies

Potions are the ingredients of immensely powerful alchemies. To use alchemies (and take stock of your weapons), press **Start**. The Alchemy screen will appear. Here you'll see the potions you've gathered, the alchemies available, and your store of weapons.



Twelve alchemies await your bidding. Yet they only appear if you've collected the correct combination of potions.

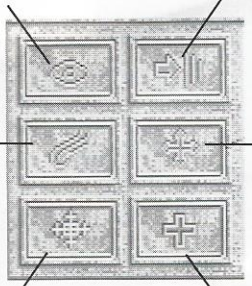
To use an alchemy:

1. Press the **D-Button** to move the Mystic Hand to the alchemy you want.
2. Press **Start** to return to battle. Chakan appears, holding two potions aloft.
3. Press the **Attack** button to use the alchemy immediately. Or, you may want to keep the alchemy in reserve until the moment you need it. In that case, press the **Weapon** button to switch to another weapon. When you're ready for the alchemy, press the **Weapon** button until Chakan again holds the potions high, and then press the **Attack** button.

Shields you from enemies' sight.

Slows down enemies.

Gives you the blue lightning Air Sword.



Hurls bombs, causing instant death to most visible foes.

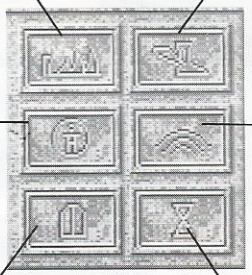
Arms you with the blue Cold Fire Sword.

Restores your Skull Bar.

Gives you the orange Fire Sword.

Imparts the power of the super high jump.

Shields you from all enemies.



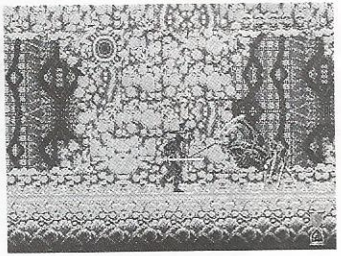
Provides the green lightning Earth Sword.

Creates a passage where none exists. (But beware: it may not take you where you want to go.) Once you've created the passage, you will return to that spot upon re-entering the portal for that point of the world.

Reverses the Hour Glass, tempering the threat of the slipping sands.

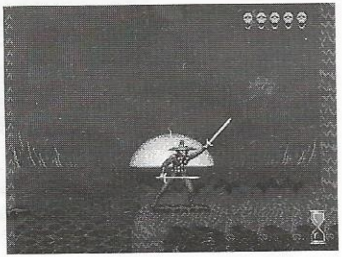
The Four Portals of the Supernatural

Earth



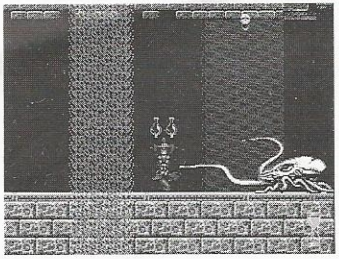
Descend into a murky nest of horrors. The realm of the Spider Queen is dank, smelling of the dead. Her offspring crawl and squirm through the mazes, biting and stabbing with poisoned stingers. Find here the sticky webs that only your Scythe can tear away. Face and vanquish skeletal lizards and venemous larvae that are born squeaking and snapping for blood. Bulbous pulsating plants burst with toxic spores, and mutated horrors make every step a nightmare.

Fire



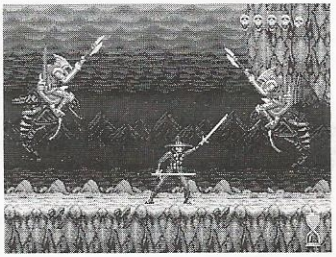
Scale the rotting, death-tainted walls to the bastion of the sadistic Elkenrod, Mistress of Spectres. Biting swarms of bats push and peck you. The fiery breath of Elkenrod's ghostly victims singes your face. Lava-spewing gargoyles portend things more horrible to come. In the purple shroud of sunset you fight winged imps and flame spitters, while huge goat-footed cyclops hurl boulders to dash you into the furnace pits below.

Water



Journey through a festering sea of carniverous squid and spiked lizards. Crumbling columns bar your way. Giant clawed worms undulate in the layers of skulls dropped by the Mantis, ruler of this realm of watery confusion. Fight through the precarious frozen caves, battling horned tundra wolves. Grapple on slick ice floes with slippery demons whose only desire is to see you perish in the frozen depths.

Air



Rise to the floating castle of the Dragonfly King, an airy outpost of dark disaster. Fight the mace-wielding Man-Ox. Destroy the armored riders to commandeer the Flying Insectoids. Then mount them at your peril for airborne combat among the floating islands of doom. Ascend skyward for a final joust with the deadly knight of this drifting world.

Chakan: The Forever Man Credits

Producer: E. Ettore Annunziata

Marketing: Jaime Wojick

Programmed by Extended Play: Beth Carter, Dave Foley, Jonathan Miller, Dean Sitton

Stunt Programmer: Burt Sloane

Design: Jonathan Miller, Mark Steven Miller

Art Direction: Mira Ross, Steve Ross

Music and Sound: Nu Romantic Productions, Mark Steven Miller, Jason Scher

Lead Tester: Mark Lindstrom

Testers: Jay Alonzo, Bryce Bigwood, Shawn Boundy, Joe Cain, Ron Calonje, Alex Fairchild, Lawrence Jeung, Martin Kojonok, Julio Martinez, Dianna Myers, Sean Patten, Eric Rawlins, Siegle Stangenberg, Gabriel Watts

Special Thanks: Steve Apour, Jeronimo Barrera, Clydé Grossman, Sara Holihan, Jerry Markota, Al Nilsen, Spencer Nilsen, SOA Consumer Service

Manual: Carol Ann Hanshaw

CHAKAN was created by Robert Kraus. For information on the CHAKAN comic book series from RAK Graphics, please write to: Robert Kraus, c/o RAK Graphics, 241 East Thorton Street, Akron OH 44311.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or get it wet. Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play to rest yourself and the Sega Cartridge.

Warning to Owners of Projection TVs: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.