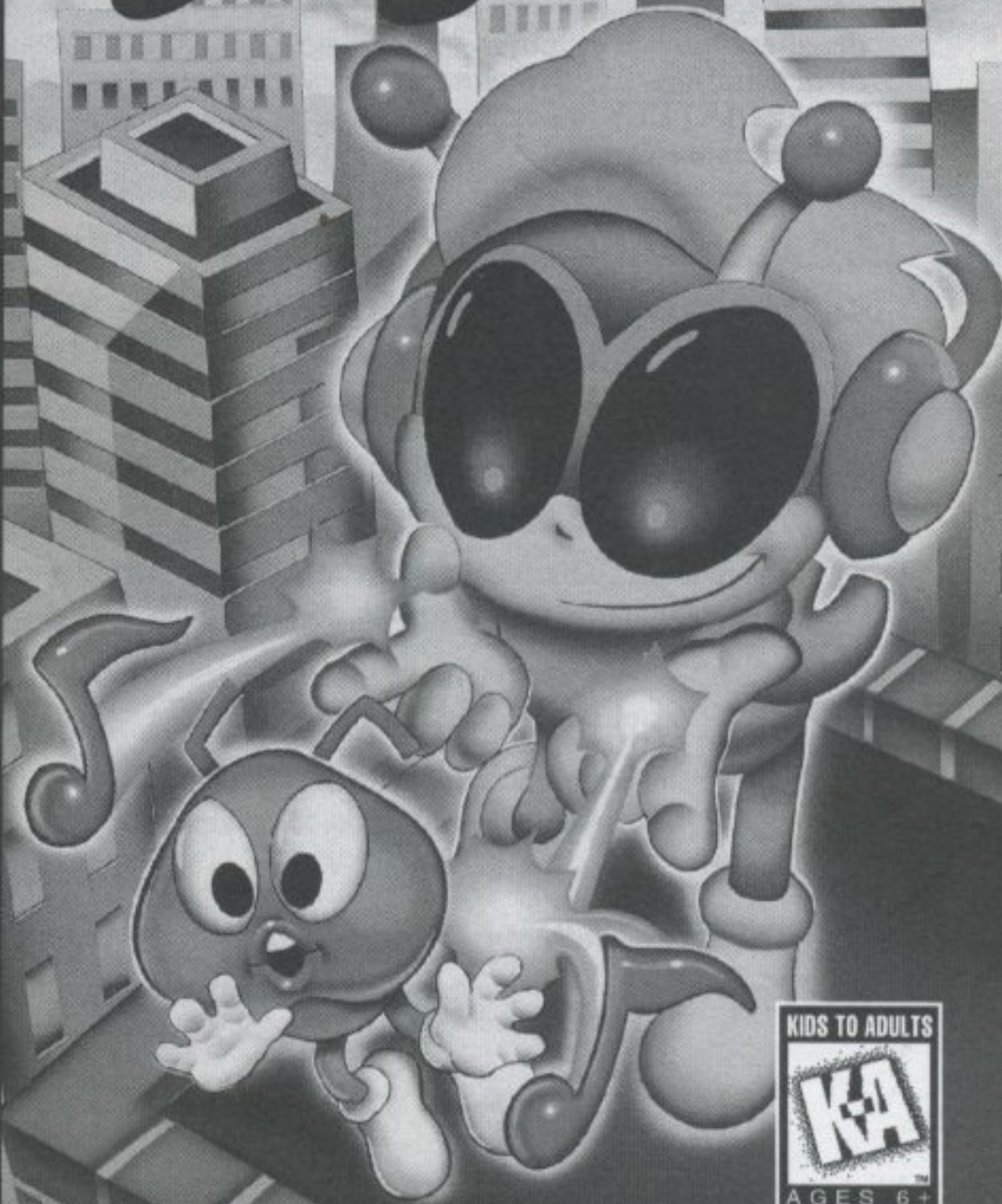


SEGA™

SEGA CLUB™

GAME GEAR™  
INSTRUCTION MANUAL

TEMPO JR.™



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## 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.**

## HANDLING YOUR CARTRIDGE

- ❖ The Sega cartridge is intended for use only on the Sega Game Gear.
- ❖ Do not bend the cartridge, 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 cartridge.

## FRENCH INSTRUCTIONS

For French instructions, please call:  
Instructions en français, téléphoner au:  
1-800-872-7342

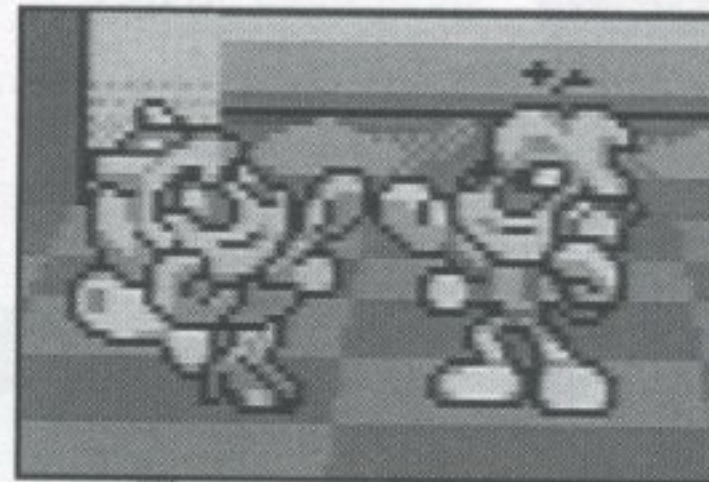
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## SEGA'S GAMEPLAY HOTLINE

**1-415-591-PLAY**

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# KATY'S BEEN KIDNAPPED!



Welcome to Music World, a place where music is the source of all life! Once a year, Major Minor, Dance Master of Music Land, holds a huge show, with weeks of concerts and musical events. The

highlight of the Major Minor Show is a dance contest that anyone can join. The favorites of this contest are Tempo and his friend Katy. Surely they'll take the big trophy this year....

But Katy is missing! The evil Zenza has kidnapped her, and his nasty henchmen are holding her prisoner. Zenza's message to Tempo is to stay out of the contest! Both Tempo and Katy have practiced hard for the show, and Tempo knows that his dance partner wouldn't want him to give up.

Will Tempo find the henchmen in their hideouts and get Katy back in time for the big contest? Or will the Major Minor show have a different winner this year—thanks to Zenza's dirty tricks? It'll take some smooth moves and fancy footwork. Is Tempo up to the task?

## STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Tempo Jr.* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Sega logo appears.
4. If the Sega logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

**Important:** Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

**Note:** *Tempo Jr.* is for one player.

### Insert Sega Cartridge



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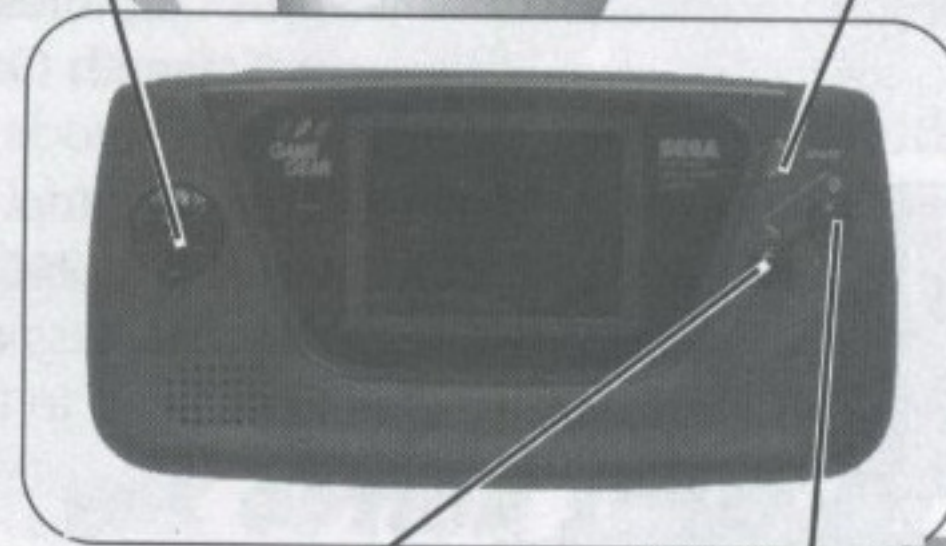
## TAKE CONTROL!

### D-Pad

- ♪ Makes selections
- ♪ Guides Tempo around the screen
- ♪ UP: Look up
- ♪ DOWN: Duck/look down

### Start

- ♪ Starts the game.
- ♪ Pauses the game/resumes play



### Button 1

- ♪ Attack

### Button 2

- ♪ Jump
- ♪ Fly (press and hold when Tempo is in the air)

**SEGA GAMEPLAY HOTLINE**

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## SUPER MOVES



**Attack:** Press Button 1 to throw musical notes at your enemies. When the enemies begin to flash they aren't dangerous anymore. Get close and press Button 1. Or press Button 2 to jump on top of an enemy. Finish your move with a flashy flip.

Most enemies you attack turn into musical notes. Walk or fly over these to add strength to your Strength Gauge.



**Jump/Fly:** Press Button 2 to jump. The longer you hold down Button 2, the higher you jump. While in the air, press and hold Button 2 to fly. Use the D-Pad to fly left or right.



**Buzz-Dash:** Press the D-Pad TWICE LEFT or TWICE RIGHT and hold for a quick burst of speed.



**Roll:** While doing a Buzz-Dash, press Button 1 for a quick somersault. This is a great attack move, too!

## GETTING STARTED

The *Tempo Jr.* title screen follows the Sega logos. Wait a moment and see a demo of the game. Or press Start to see the game menu.

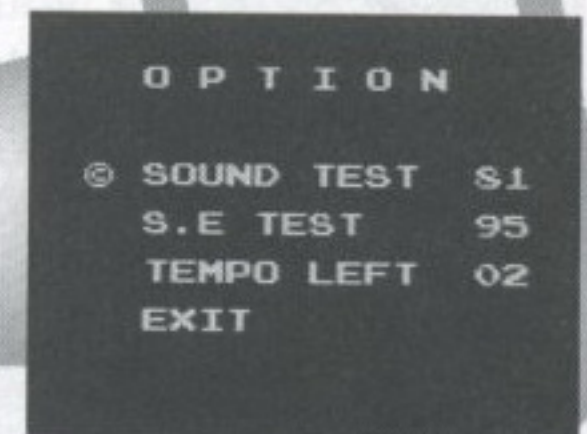
Press the D-Pad UP or DOWN to select a feature, then press Start. **Start** lets you get right into the game. If you have a password from an earlier game that you want to use, choose **Password**. (For more about passwords, see pages 13–14.) Choose **Option** to change the number of Lives you have, or listen to the music and sound effects used in the game.



## THE OPTION SCREEN

Press the D-Pad UP or DOWN to choose an option, and press LEFT or RIGHT to change option settings.

**Sound Test** and **S.E. Test:** This lets you play the music and sound effects used in the game. Press the D-Pad LEFT or RIGHT to select a track, then press Button 2 or Start to play the music or sound effect. Press Button 1 to stop the music.




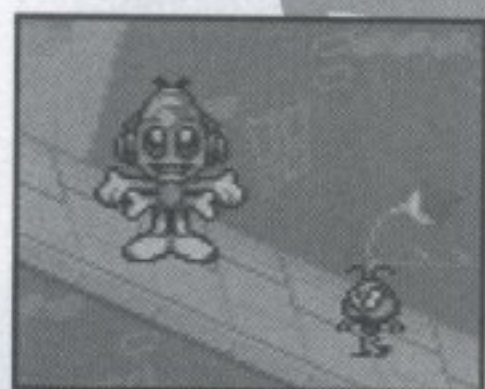
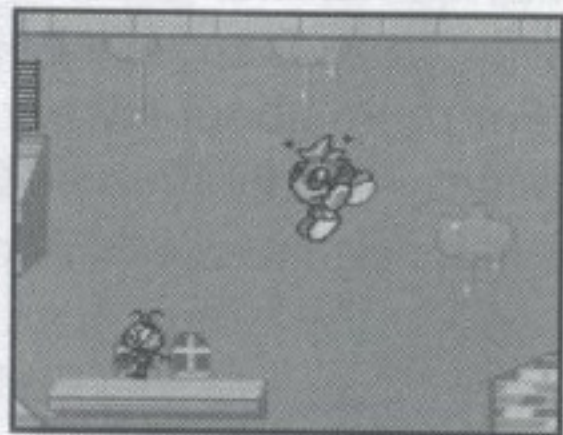
**Tempo Left:** Here you select the number of Lives you want to start the game with. Select 0 for one Life, 02 for three Lives, 04 for five Lives or 06 for seven Lives.

To return to the Title screen, select **Exit** and press Start or Button 2.

## TEMPO'S CUES

The **Strength Gauge** gets smaller every time Tempo touches an enemy or dangerous obstacle. When the gauge disappears, you lose a Life. Fill up the gauge by grabbing musical notes and CD Items.

**Strength Gauge** 



When the Strength Gauge is completely full, it begins to flash. Now you can use Tempo's special **Dance Attack** to turn all nearby enemies into Gold Coins (which you can later use in a bonus game). Just press Buttons 1 and 2 at the same time. But be careful—this move takes a lot of energy from your Strength Gauge.

Press Start to pause the game and see your score. Press again to resume the game.



After you battle the boss at the end of each stage, the Result Screen shows your score and the number of Lives you have left.

## ITEMS



**Flat** makes your music notes fly down toward the ground. This is a good attack to use when you're traveling downhill.



**Sharp** makes your music notes fly up. This attack is handy when you're going uphill.



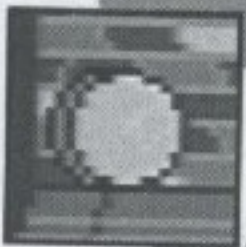
**Zigzag** makes your music notes zigzag up and down—good for hitting targets both high and low.



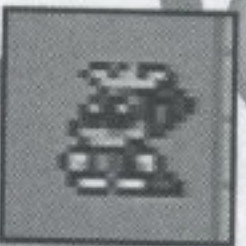
**Musical Note** appears whenever you defeat an enemy. Pick it up to add a little bit of power to your Strength Gauge.



**CD** adds a lot of power to your Strength Gauge.



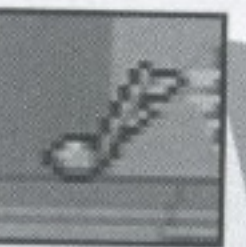
Each **Gold Coin** you pick up gives you one chance to try for extra points in the Bonus Games. (See pages 11–12.)



**Tempo** gives you an extra Life.



This poor little **Flower** has wilted, and everything around it is dark and dreary. Snap the Flower with a musical note to perk it up. If you lose a Life in the middle of a stage, you'll begin your next Life at the last Flower you revived.



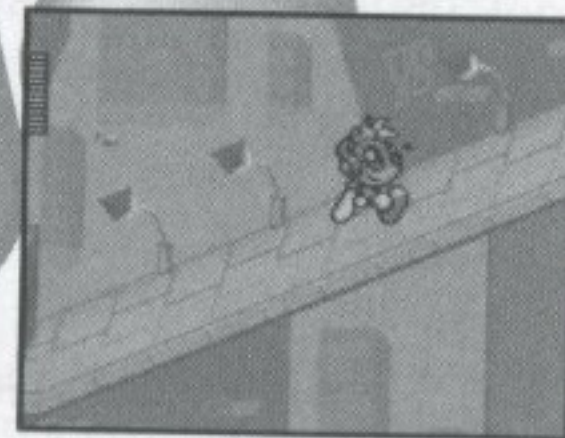
**Keynote** opens the exit.

## TEMPO'S TRAVELS

Major Minor introduces you to each new stage. Press Button 2 to begin play.

### 1: INNER CITY PERFORMANCE

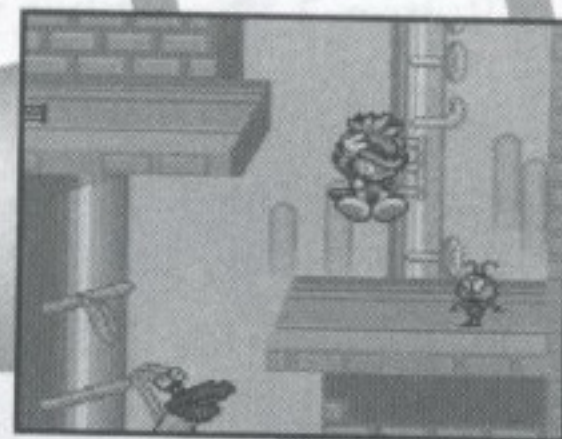
Your first opponent is waiting for you in the center of town. High building ledges and narrow alleys are crawling with enemies. Watch out for the water traps.



**Hint:** Tempo can't fly upward. Before you go over water, make sure you start out as high in the air as you can. Then if you find yourself flying across a big body of water or at a dead end, you have room to move around.

### 2: THROUGH THE WOODWINDS PERFORMANCE

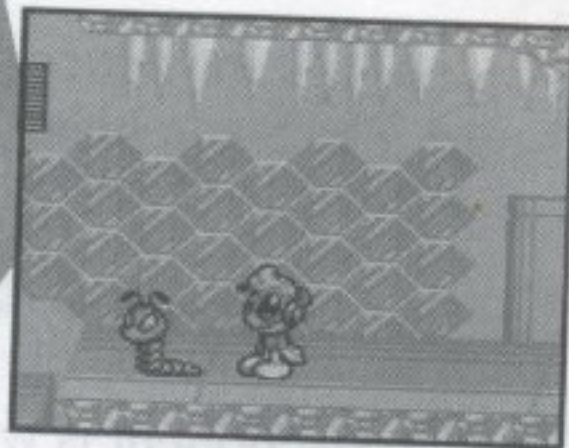
This windy wilderness is full of buzzing bees and pod plants that spit seeds. Zip across the piano keys as you search for goodies.



**Hint:** Bees can fly through platforms. Watch your step!

### 3: WINTER WONDERLAND PERFORMANCE

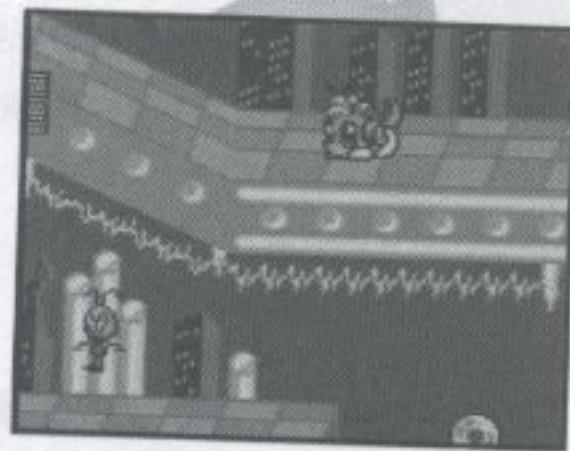
Welcome to a world of snow and glittering ice. Hanging silkworms block your path, and other enemies throw snowballs. The sharp icicles are dangerous, so look up before you leap!



**Hint:** Not all walls are solid. Check for hidden rooms!

### 4: NIGHT LIGHTS PERFORMANCE

The music and bright lights keep your enemies hopping. It'll take some tricky flying to get past the electric bumpers and spikes.



**Hint:** Scout around, and look up and down before you jump or fly. Remember, the longer you press and hold Button 2, the higher you jump.

### 5: FINAL SHOWDOWN PERFORMANCE

Now it's time for the biggest contest of them all. Are you up to the challenge?

## BONUS GAMES

Between each stage, you can try one of the bonus games and pick up extra points. You get a try for each Gold Coin you picked up during the previous stage. When you run out of Gold Coins, the bonus game ends and you go to the next stage.

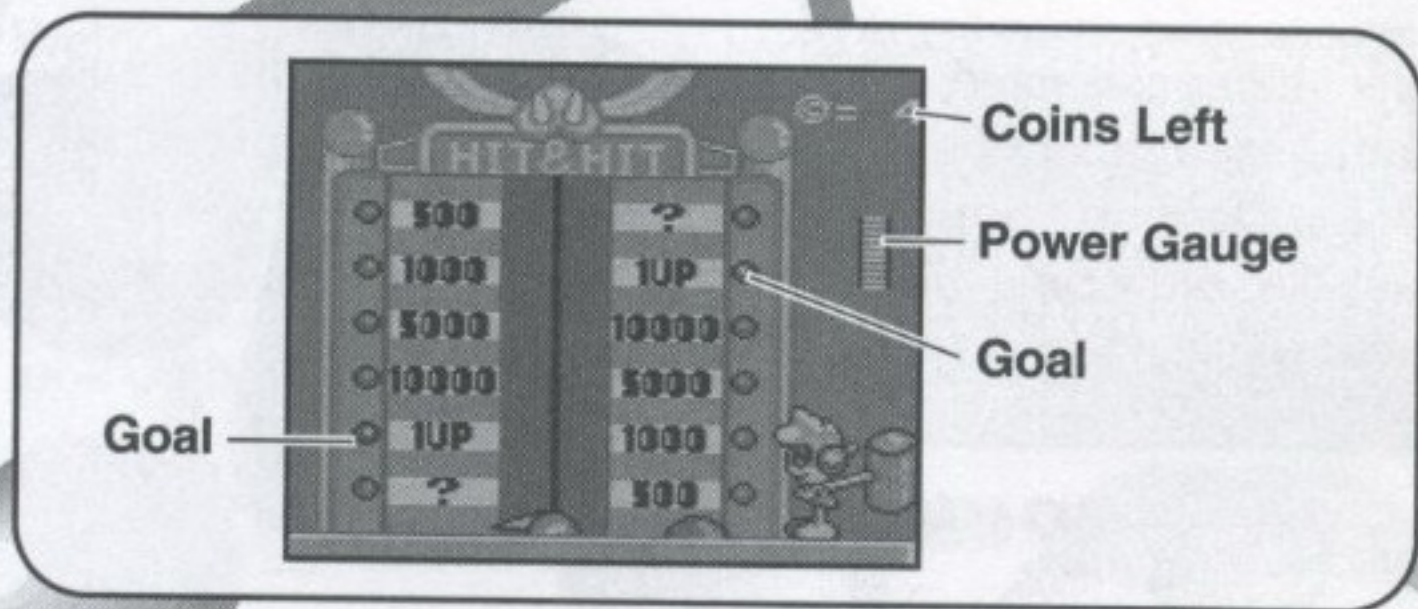
### SOUND TRACE GAME



Just follow the leader! Major Minor will play a pattern of notes that you must copy. After Major Minor plays the pattern, use the D-Pad to select each note, and press Button 1 or 2 to play the note. The more patterns you copy correctly, the more points you score. If you make a mistake, the game ends. Use a Gold Coin and try again. The Sound Trace Game follows Stages 1 and 3.

**Hint:** Take your time and choose your notes carefully!

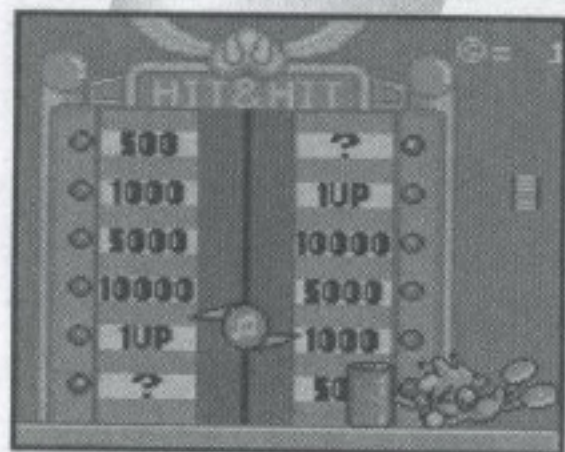
## HIT & HIT GAME



The Hit & Hit game follows Stage 2. In this game you need good timing and a little bit of luck. If you do well, you can score extra points or get a 1UP. Press Button 1 to make the lights stop at a goal on the scale.

Next, press Button 2 to use the hammer and knock the marker up the scale. The power gauge on the right side of the screen shows how hard you will hit with the hammer if you press Button 2: press Button 2 when the gauge is high to hit very hard, or when the gauge is low for a gentle hit. If the marker points to a goal that is lit, you win that goal.

Each hit costs one Gold Coin.



## CONTINUE?



At the end of the game, you have three choices: you can continue a game at your current level (select YES), end the game and go back to the beginning of the first level (select NO), or pick up a password so you can start the game at that level at a later time (select PASSWORD). Press the D-Pad UP or DOWN to make your choice, and press Button 2.

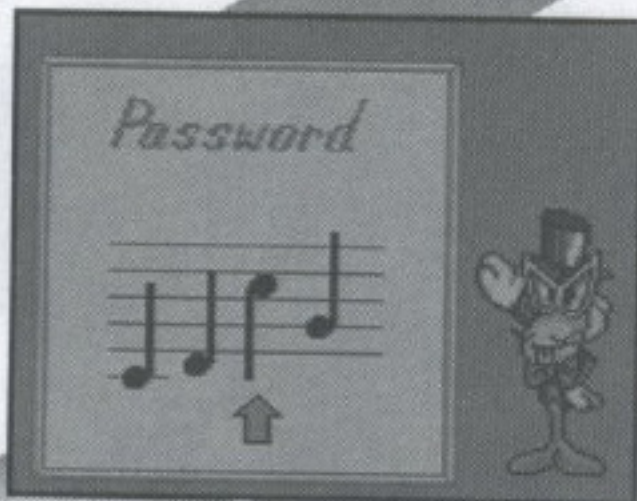
## WHAT'S THE PASSWORD?

When you select PASSWORD and press Button 2, a screen appears that displays your musical password. Write it down carefully!

Press Button 2 to go back to the Game Menu.



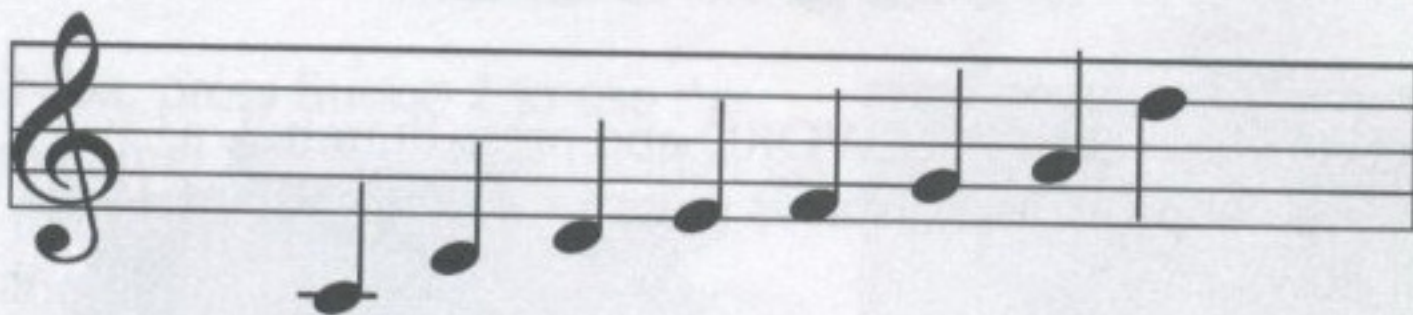
## ENTERING A PASSWORD



From the Game Menu, select PASSWORD and press Start. The Password screen appears with four musical notes. Press the D-Pad LEFT or RIGHT to select each note, and press UP or DOWN to set the notes higher or lower on the bar.

Press Button 2 to play the notes and enter the password. Press Button 1 to go back to the Title screen.

### NOTE NAMES



Notes:	C	D	E	F	G	A	B	C
	Do	Re	Mi	Fa	So	La	Ti	Do

## PASSWORD PAGE

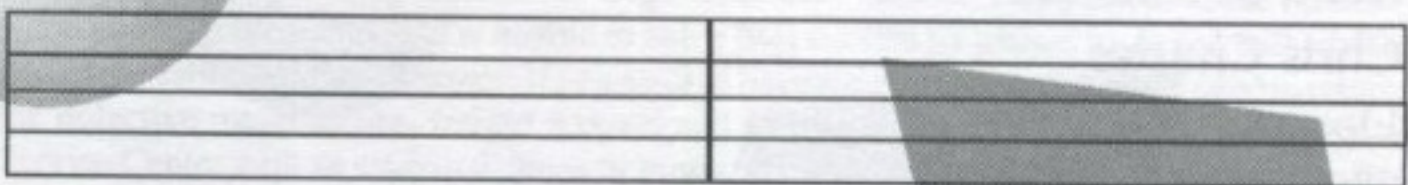


Level 1: F A B C Level:



Level:

Level:



Level:

Level:



Level:

Level:

## CREDITS

**Producer:** Mike Larsen  
**Asst. Producer:** Bill Person  
**Product Manager:** Chrissie Huneke Kremer

**Test Leads:**  
Fernando Valderrama  
Al Dutton  
Kevin Johnson  
Jennifer Vernon

**Testers:**  
Tim Spengler  
Peter Clark  
Robert Owen  
Mark Busalacchi  
Chris Charles  
Dana Green  
Charles Artoux  
Jeffery Kessler  
Scott Morrison  
Howard Gibson  
Nathan Clark  
Mike Herauf

**Manual:** Wendy Dinsmore

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## LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear 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 United States warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA.**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at **1-800-872-7342.**

**DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER.** Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she 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 Game Gear Cartridge requires repairs after expiration 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 or she 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.**

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