

DRAGON'S FURY™



SEGA
GENESIS
16-BIT CARTRIDGE



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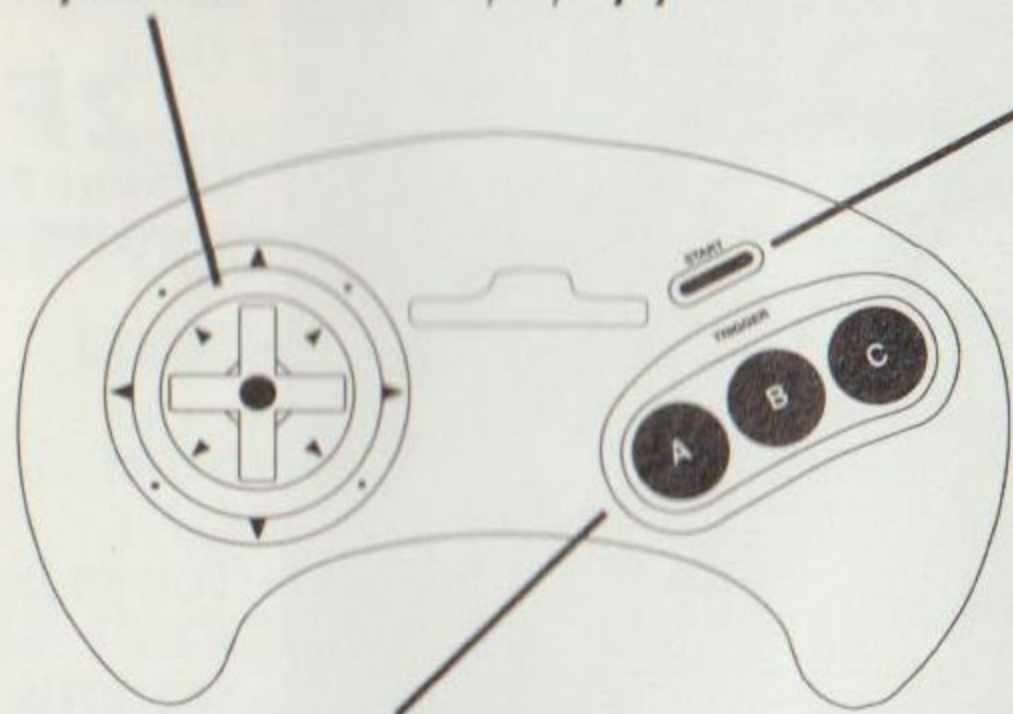
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INTRODUCTION

Dragon's Fury is the ultimate video pinball game — and more! It's so awesome, you'll feel like you're actually fighting fantastic monsters and supernatural creatures. Play well, practice hard, master all the secrets of Dragon's Fury, and you just might reach the *final mystery stage*!

GAME CONTROLS (Default settings)

Operates the left flipper



Starts game and pause/unpause.

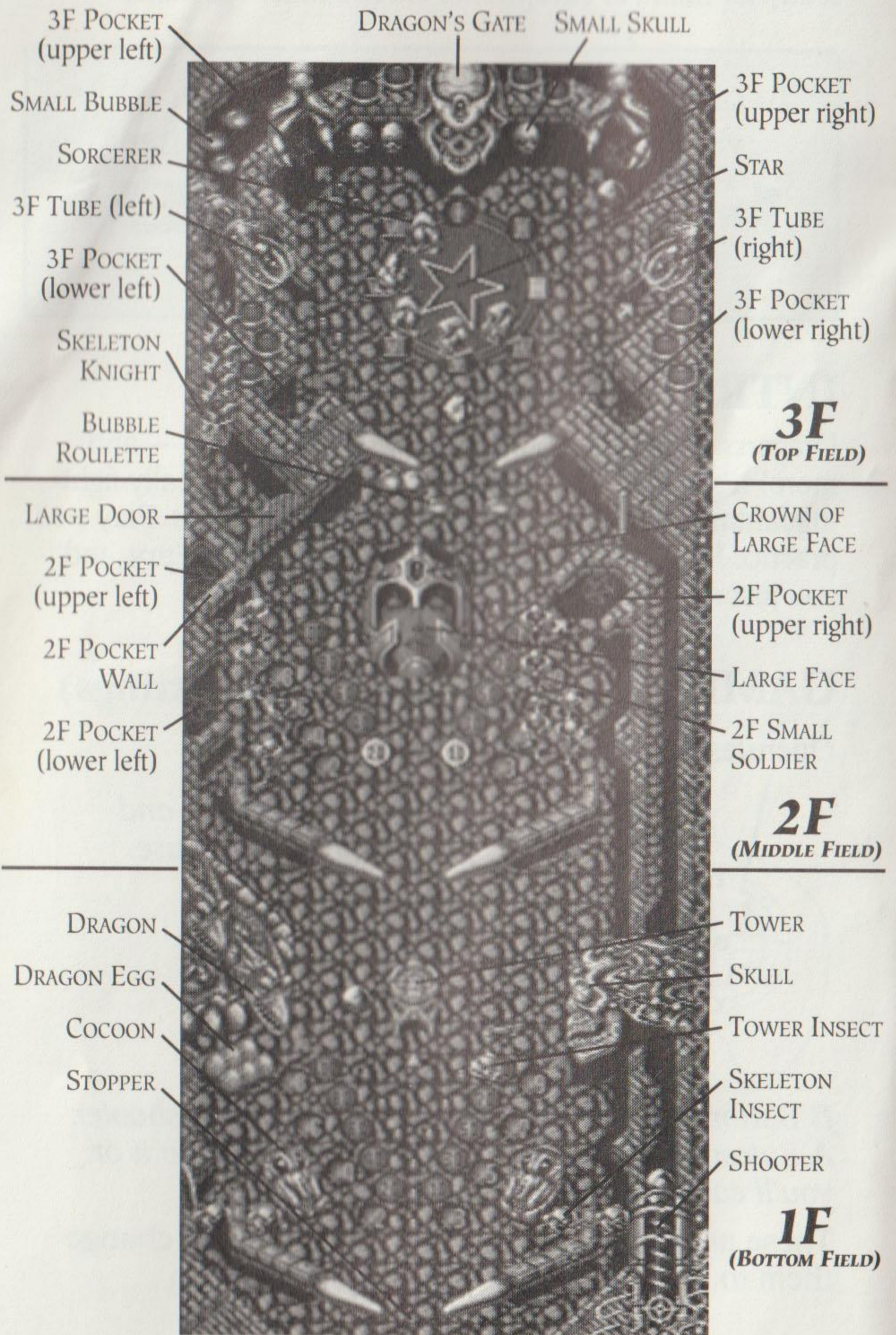
B Button: Operates the right-side flipper and shooter.

A Button: "Shakes" the machine. Don't overdo it or you'll cause the "TILT" warning to come up.

These are only the default settings. You can change them to suit your particular style of play.

THE MAIN STAGE

The main stage is made up of three vertically scrolling fields: top (which we'll call 3F), middle (2F) and bottom (1F).



Scoring

SKELETON KNIGHT: 5,000 points when hit. When hit 4 times, it's destroyed and you win 10,000 points.

SMALL BUBBLE: 100,000 points each. When one is destroyed, bubble roulette becomes a stopper between the 3F flippers.

BUBBLE ROULETTE: Each time it's hit, it changes from blue to pink to gray to blue to red to gray. When all three are:

- Blue: 1,000 points.
- Pink: Increase in bonus rate and 5,000 points.
- Gray: Increase in bonus base points and 1,000 points.
- Red: Extra ball and 10,000 points.

The Bubble roulette stopper returns to normal if the ball leaves the main stage.

SORCERER: 1,000 points per hit; destroyed when hit twice and worth 5,000 points plus increase in bonus tip. When the ball enters a pocket in 3F, the sorcerer's color changes. There are 8 colors. During odd-numbered colors, the bonus base points increase if all are destroyed.

SMALL SKULL: 2,000 points when destroyed. Skulls affect the rotation of the star. When the star stops, the roulette also stops. When the ball enters the pocket that the arrow is pointing, you'll enter that Bonus Stage.

3F POCKET (upper left): Normal condition is worth 1,000 points and an increase in bonus base points. Color of ghost also changes. While the arrow is lit, you get 10,000 points and enter Bonus Stage 3.

3F POCKET (upper right): Same as upper left pocket except you enter Bonus Stage 2.

3F POCKET (lower left): Same except you enter Bonus Stage 1.

3F POCKET (lower right): Same except you enter Bonus Stage 5.

3F RIGHT AND LEFT TUBES: 5,000 points while arrow is lit. You'll enter a randomly assigned bonus stage.

3F DRAGON'S GATE: 5,000 points while arrow is lit. Go to Bonus Stage 4 when the ball enters the mouth.

LARGE FACE: 300 points when hit. The face changes when the ball enters the upper right or lower left pockets of 2F. When the face is hit 6 times, it becomes a dragon and the mouth opens. If the ball enters the mouth, you'll earn 10,000 points and go to Bonus Stage 6.

CROWN OF LARGE FACE: When the ball enters the upper portion of the crown, you earn 3,300 points.

2F POCKET WALL (upper left): 5,000 points when hit. When hit 4 times, it is completely destroyed and 20,000 points are awarded.

2F POCKET (upper left): When entered, 100,000 points are added and bonus calculated. After calculation, bonus tip, rate and base points are cleared and you'll proceed to a randomly chosen bonus stage. The wall returns after the ball exits the pocket.

2F POCKETS (lower left and upper right): When entered the first time, 1,000 points are added, and the face does not change. Each additional time they're entered adds 8,000 points.

2F SMALL SOLDIER: 3,000 points when hit once, 5,000 points when hit twice, which destroys it and 1 is added to the bonus tip. When all soldiers on the left or right are destroyed, you win 20,000 points. There are 4 stages of color changes: gray, blue, pink and red. The bonus rate increases by 1 if all blue soldiers are destroyed.

LARGE DOOR: 5,000 points when hit. When hit 4 times, it's destroyed and you earn 50,000 points. Door reappears after you return from a bonus stage.

SKELETON INSECT: Worth 4,000 points if it's hit between the cocoon and wall; 10,000 points if it's in the exit chute.

COCOON: 1,000 points per hit. Destroyed when hit 10 times, which awards 20,000 points and adds 1 to your bonus multiplier.

CATERPILLARS: Six come out of the remnants of the cocoon. 1,000 points per caterpillar hit, 50,000 points if all are hit. Caterpillars that are hit turn into flies. You get 2,000 points per fly hit, 100,000 if all are destroyed.

DRAGON EGG: 1,000 points and adds 1 to the bonus tip for each destroyed. A baby dragon appears from the ruined egg. These are worth 1,000 points each. If all six eggs are destroyed, you get an additional 20,000 points and the mouth of the skull opens.

DRAGON: 5,000 points plus an increase in bonus base points for each hit. When hit 8 times, 10,000 is added and the mouth opens. If the ball enters the mouth, you earn 10,000 points and enter Bonus Stage 1.

SKULL: If the ball enters the open mouth, your bonus is calculated (although your bonus tip, rate and base points are not cleared until they've reached their maximum). The mouth closes if you leave the main stage.

EYEBALL OF SKULL: 4,000 points plus increase in bonus base points when hit.

TOWER: Each time the ball passes through while the arrow is lit, a stopper appears between the 1F flippers, and 10,000 points are added. Each time the ball passes through after this, you earn 5,000 points. After the stopper appears and the ball goes through the tower 5 times, the tower turns red. Enter the tower at this time to enter Bonus Stage 5.

STOPPER: You lose it when the ball leaves the main stage.

TOWER INSECT: 1,000 points when hit. It's destroyed when hit twice; you earn 5,000 points and add 1 to the bonus tip. 20,000 points when all insects are destroyed.

ENTRANCES TO BONUS STAGES

- 3F upper left pocket: Stage 3
- 3F left tube: random stage
- 3F lower left pocket: Stage 1
- 3F dragon's gate: Stage 4
- 3F upper right pocket: Stage 2
- 3F right tube: random
- 3F lower right pocket: Stage 5
- 2F upper left pocket: random
- 2F upper right pocket: random
- 2F large face: Stage 6
- 1F dragon: Stage 1
- 1F tower: Stage 5

BONUS STAGE SCORES

STAGE 1

clear		1,000,000
dragon	hit	5,000
	destroyed	200,000
flame		5,000
hole (eyeball)		1,000

STAGE 2

clear		1,000,000
pot	hit	5,000
	destroyed	45,000
bat		2,000
hole		1,000

STAGE 3

clear		2,500,000
sorcerer	hit	10,000
	destroyed	100,000
ring (sorcerer)		
	hit	1,000
	destroyed	100,000
boss	hit	10,000
	partially destroyed	150,000
ring	hit	2,000
	destroyed	20,000
hole		1,000

STAGE 4

clear		2,000,000
large skull	hit	10,000
small skull	hit	5,000
hole		1,000

STAGE 5

clear		5,000,000
door	hit	5,000
	destroyed	45,000
fire breather		
	hit	5,000
lamp light		10,000
upper hole		2,000
lower hole		1,000

STAGE 6

clear		4,000,000
face	hit	20,000
	destroyed	200,000
snake	hit	10,000
	destroyed	100,000
flame		5,000
cold air		5,000
hole (eyeball)		2,000

HINTS

1. 2,000,000 points if ball enters the head of the large face on the first try (with a score of 0).
2. 2,000,000 points and all sorcerers destroyed if the large star stops at six o'clock (pointing down).
3. 100,000,000 points if all of the following occur: bonus tip is 60 to 69, bonus multiple of 9, large face is a dragon.
4. If the ball passes through the tower 10 times (not necessarily consecutively), and there is one insect left on the tower, the ball turns pink and for 1 minute all points are multiplied by five!
5. If the ball enters the head of the large face when the face's color is pale and one soldier on the left and right side of 2F remains, the ball turns red and all points are multiplied by six for one minute!
6. If the ball destroys a baby dragon while it's in the middle of the shooter, you'll win another ball!
7. If you're on you last ball and you have less than 500,000 points, pockets appear in 3 places above the 1F flipper. When the ball enters a pocket, you'll scroll to 3F and the ball emerges from the middle of the large star in 3F. At this time, the bubble roulette becomes a stopper.
8. When you clear all six bonus stages perfectly, the ball turns blue, and for one minute, all points are multiplied by four! You will also earn 50,000,000 points and an extra ball.

PASSWORDS

BGMOFFMODE	Eliminates background music (BGM)
TECHNOSOFT	2,000,000 points, game starts with 10 balls
LUCKYLUCKY	77,700 points, game starts with 7 balls
0000000000	0 points, you get one ball
TIMETRIAL0	3-minute time trial game
TIMETRIAL1	3-minute time trial game (without BGM)

HANDLING THE SEGA™ GENESIS™ CARTRIDGE

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Do not leave game paused for a long period of time as the image may "burn" into the TV screen.

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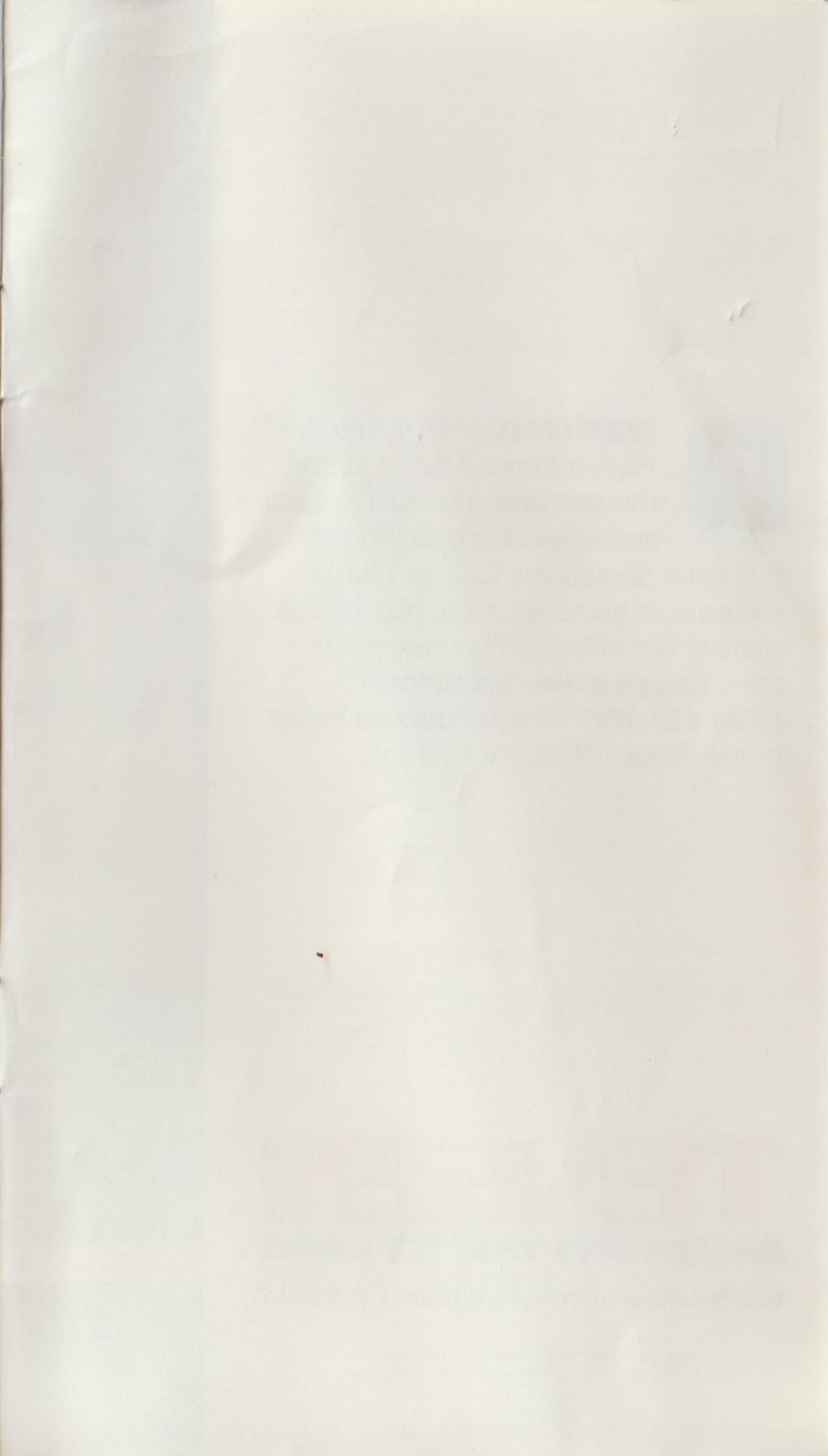
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PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game or any of Tengen's games, please call a ***Tengen game counselor*** at ***(408) 433-3999*** Monday through Friday from 8:30AM- 6:00PM Pacific Time.

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