



 **KONAMI**®

# INSTRUCTION MANUAL

  
**MEGA DRIVE**

## 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 2.5 m (8 ft) 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, any involuntary movement or convulsions IMMEDIATELY discontinue use and consult your doctor.

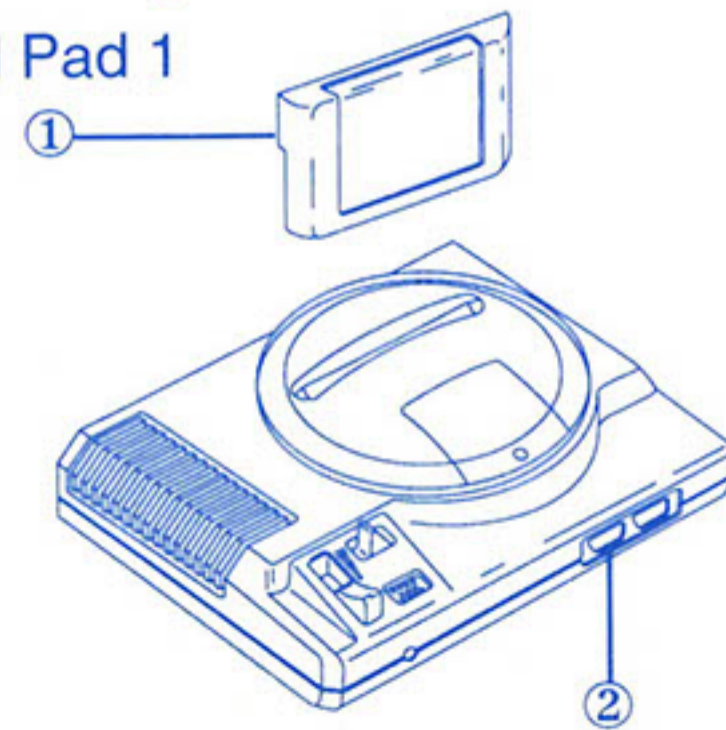
## Starting Up

1. Set up your Sega Mega Drive/Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the console.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen 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 that the Console is turned OFF when inserting or removing your Mega Drive/Genesis Cartridge.

**Note:** This game is for one player only.

- ① Sega Cartridge
- ② Control Pad 1



## Welcome...

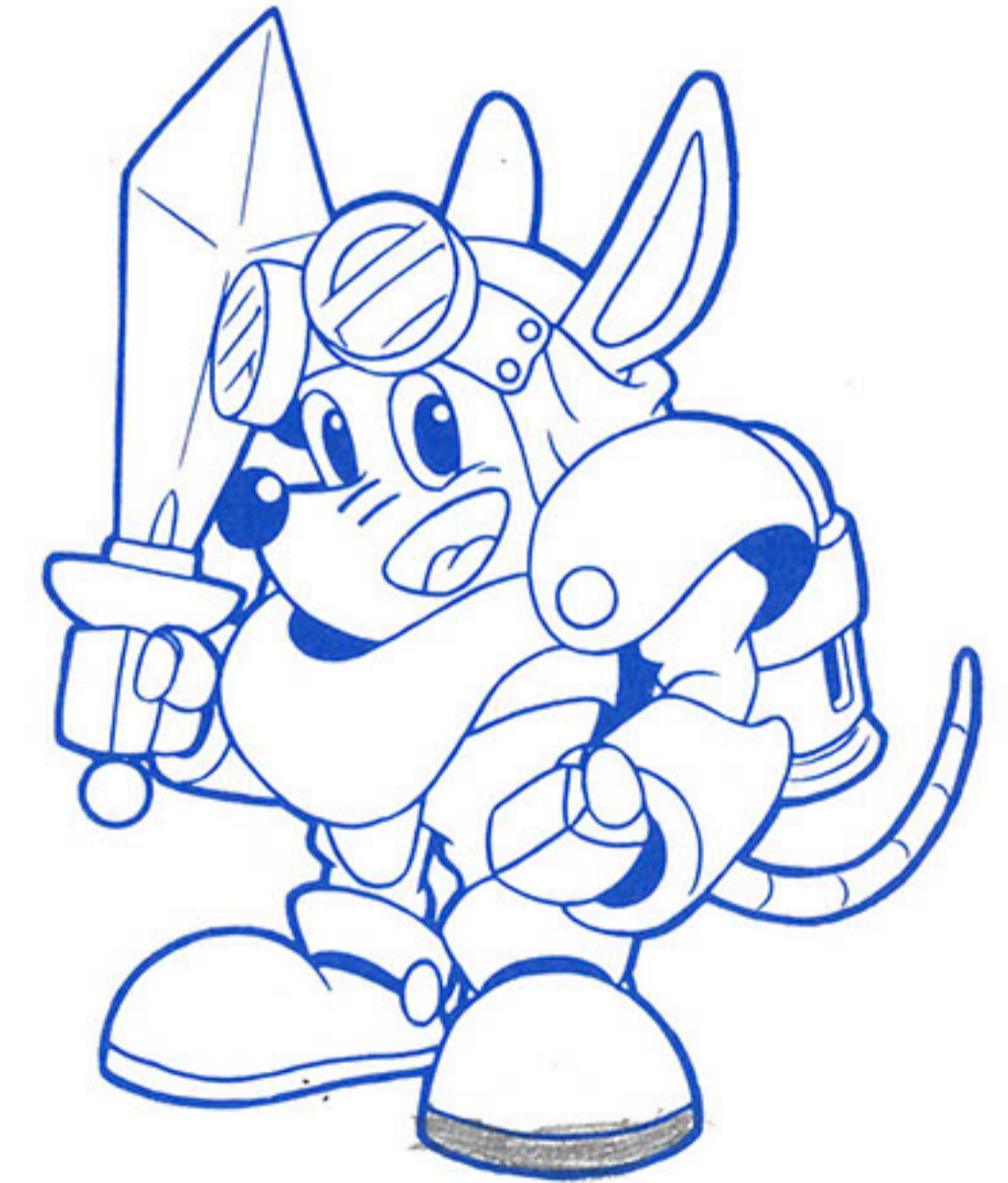
to Rocket Knight Adventures from Konami. Get set to jet off into a whole new world of action and fun with Sparkster—one tough opossum, and one of the bravest of the Rocket Knights. Before you strap on your rocket pack, we recommend that you read this instruction manual. It will prepare you for the fantastic mission ahead of you in this Sega™ MEGA DRIVE™ game.

For further information on this or other Konami games, within the UK call the Konami Hotlines on 0626 56789.

## A brief history of Zebulos

### The past

The world you are about to encounter is called Elhorn. It is a world of warriors, magic and machinery. It is also the home of the kingdom of Zebulos.



Zebulos is a kingdom with a long history. Its first king was El Zebulos. Now, it is difficult to sort the ancient legends and myths from the facts. The prevailing belief is that El Zebulos was a brave hero who fought a band of evil would-be invaders who sailed in a powerful evil ship called the "Pig Star." These invaders would have brought destruction to El Zebulos and his clan. They fought hard, and though the odds were against them, El Zebulos would not give up. His courage and conviction provided the leadership necessary to overcome their opponents. After defeating the invaders, El Zebulos became the ruler of the peaceful land, and the Pig Star was placed under a magical seal to keep it out of enemy hands. The "Key to the Seal" was guarded by Zebulos and his royal family.

From generation to generation the Zebulan family has guarded the Key. Because the Pig Star had the power to destroy whole worlds, the Kingdom of Zebulos has always been subject to attack. An elite fighting force was formed—the powerful Rocket Knights. These armored warriors use rocket packs and mystical swords as well as superb fighting skills to protect and serve the kingdom.

The current leader of the Rocket Knights is the brave Sparkster. He emerged as leader when the Rocket Knight master Mifune Sanjulo was destroyed by a corrupt knight called Axle Gear. Sparkster fought Axle Gear and banished him from the land, but there are rumors that Axle Gear has returned to the kingdom.

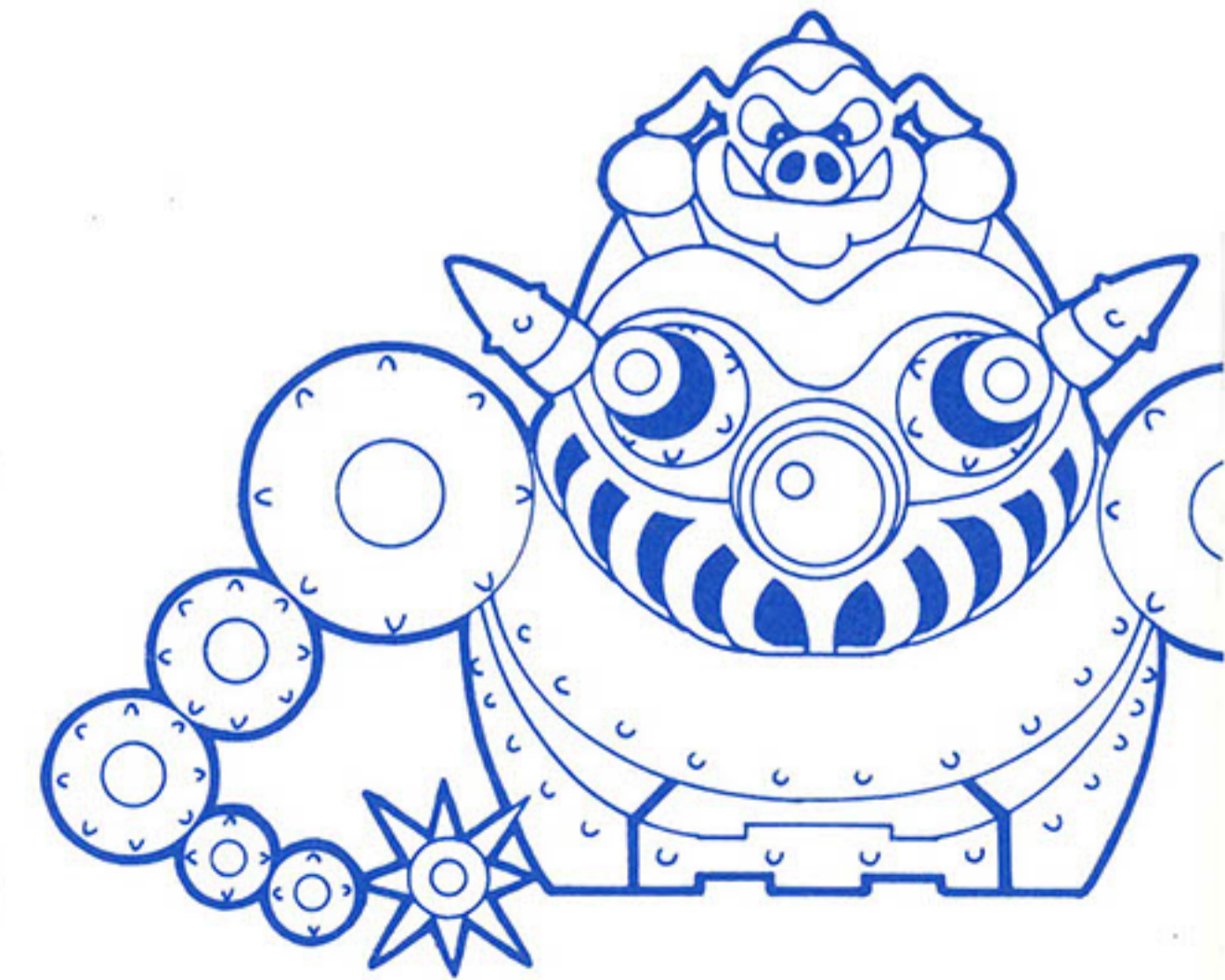
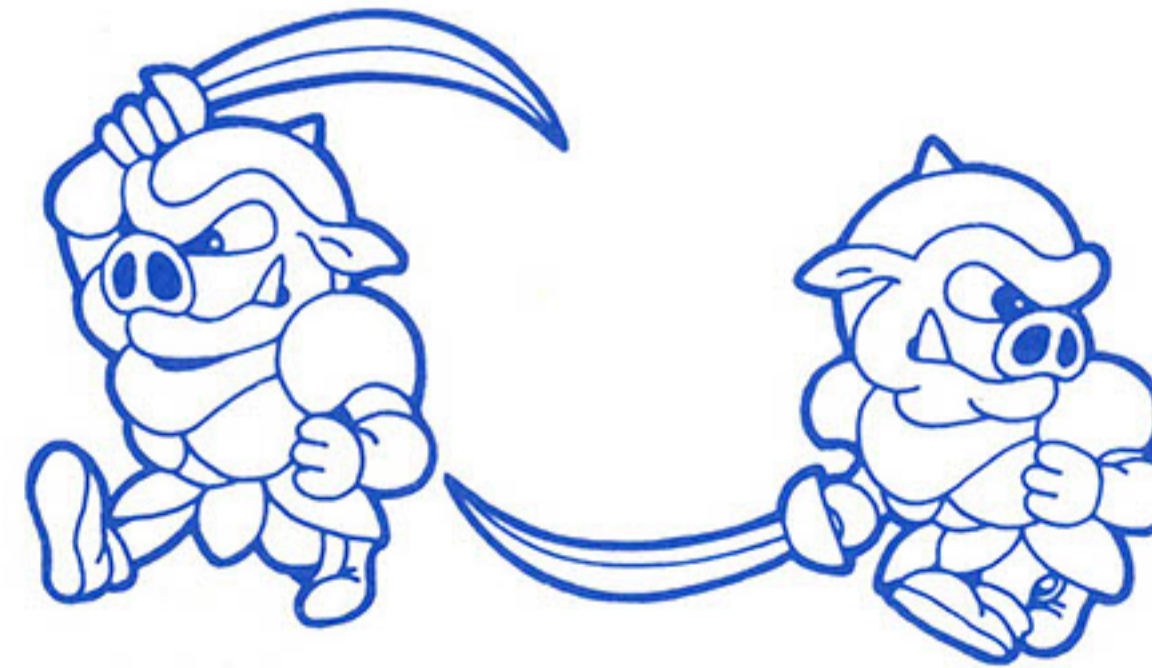
## The present

The kingdom has recently come under attack from the nearby Devotindos Empire. Overwhelmed by the robot-led army's attack, the Zebulan forces are nearly wiped out. The Zebulan empire is on the verge of crumbling. Sparkster feels the presence of Axle Gear behind the attack, and heads to the Castle Zebulan. Sure enough, Axle Gear has taken the Princess! He plans to use her as a hostage to blackmail the king and get the Key to the Seal, but he doesn't realize that the Princess is actually the only one left who knows of the location of the Key.

## The future

There isn't going to be a future if Sparkster doesn't rescue the Princess from Axle Gear. It is that simple. He must crush the Devotindos army and finally end Axle Gear's threat before the Key is recovered and the Pig Star is reactivated.

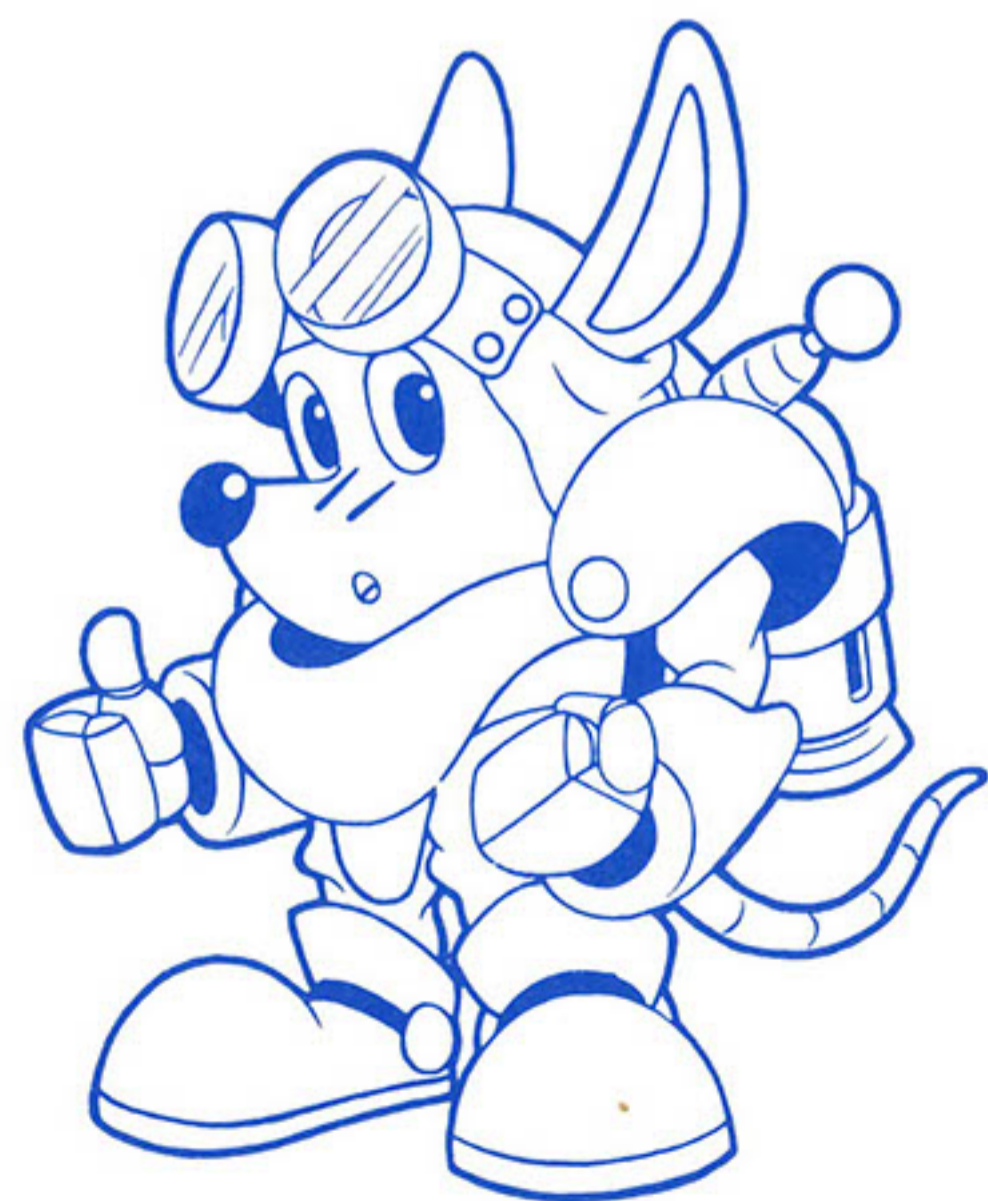
The fate of Zebulos is in your hands! You control Sparkster. Are you hero enough to face the challenge of a lifetime?



## Be a knight for a day!

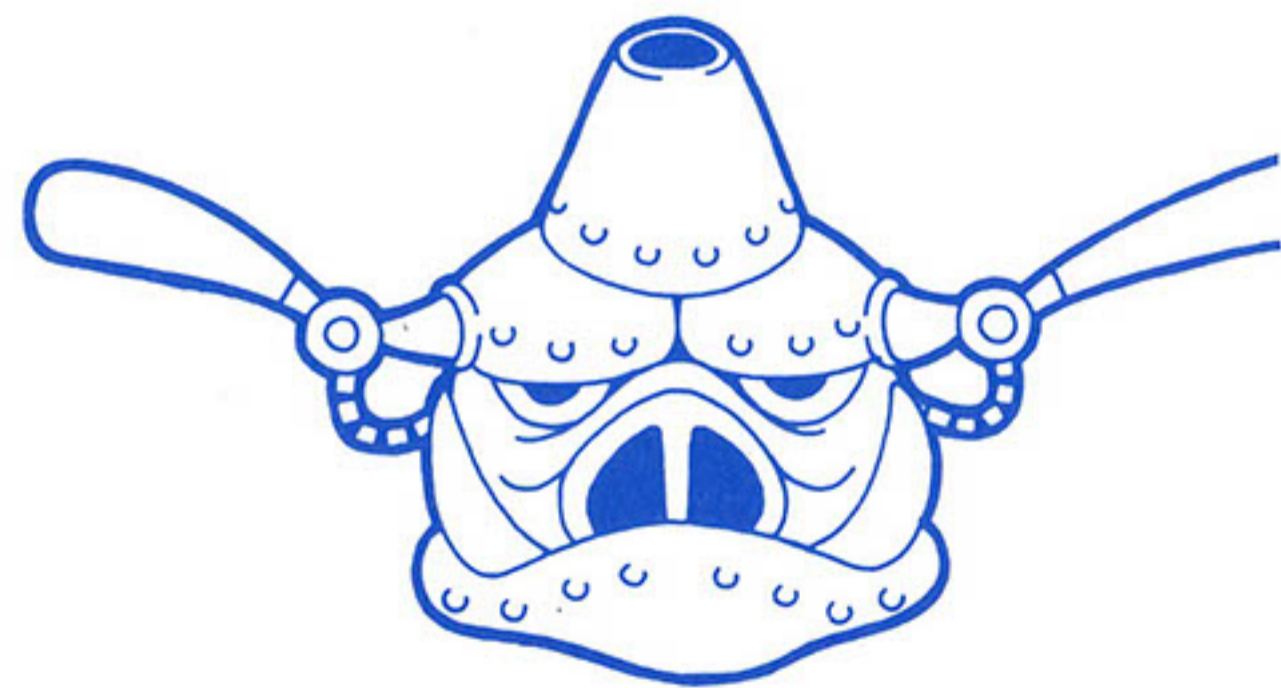
Or a week, or a month, or...

There are seven levels to this game. Each is divided into sub-levels. At the end of each level you will find a boss character waiting to put a stop to your rescue attempt. All you have to do is stop the end boss and move on to the next level. Doesn't that sound simple? What could be easier? Well, maybe throwing a baseball into an empty soup can from 500 feet, but that's beside the point. With enough practice you can do it.



You control Sparkster. You must get past the enemies by defeating them or escaping. If Sparkster is hit by an enemy's attack, he loses some of his life gauge. When the life gauge is empty, he loses a player unit.

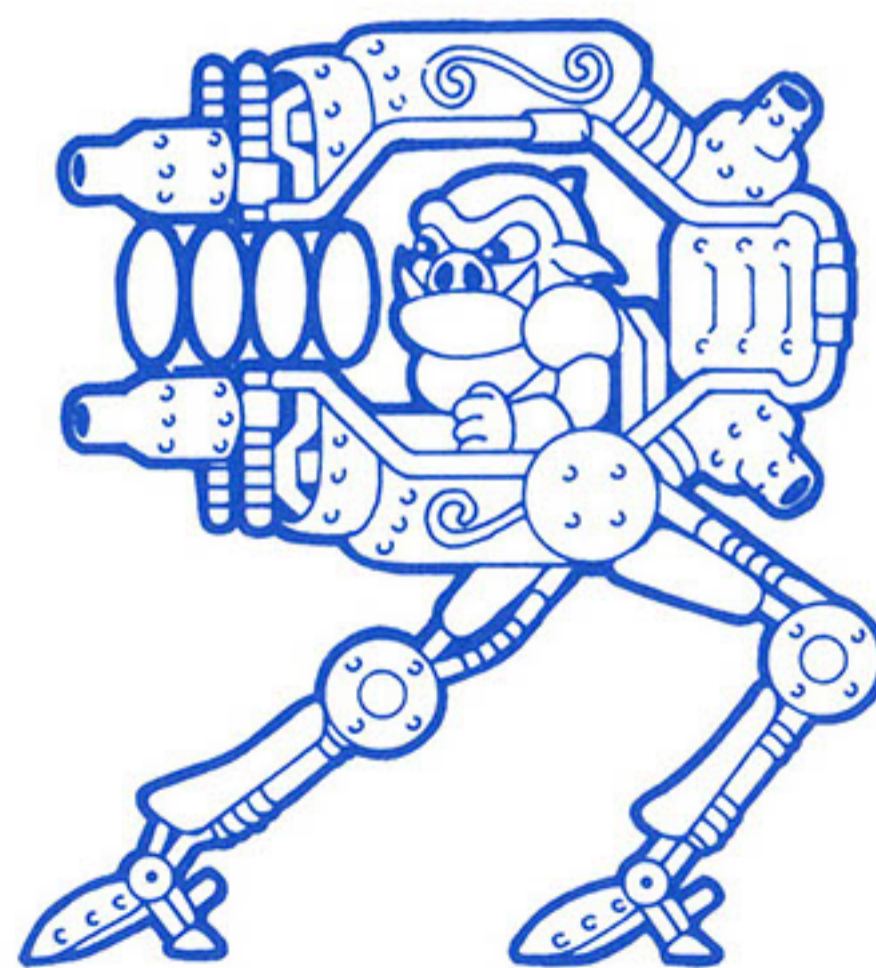
There are a set number of player units at the start of a game, but you can earn more by finding "1-up" power-ups in the game.



You can also earn extra player units by earning points.

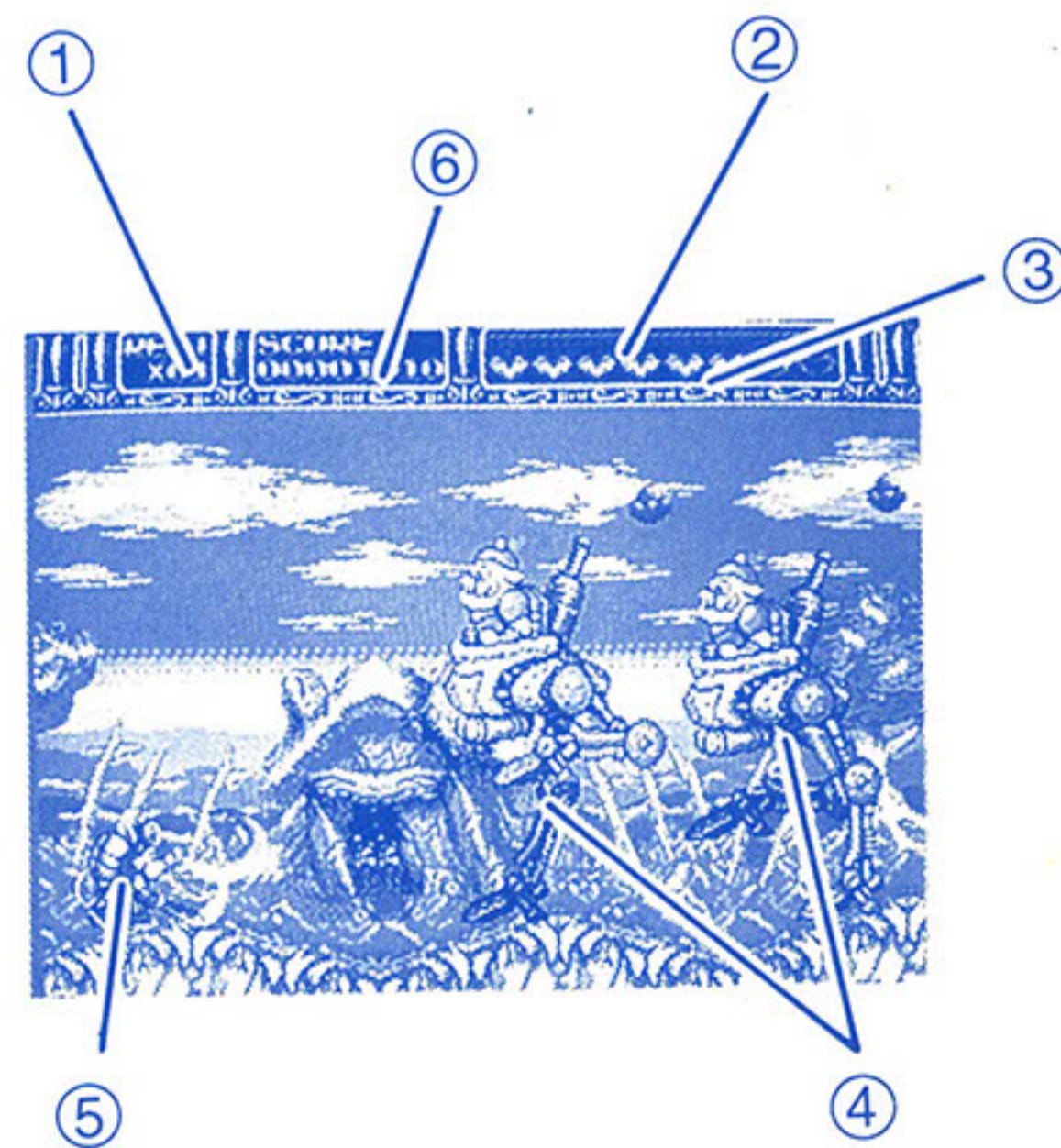
- For 20,000 points you get one unit, for 60,000 points you get another unit, and for every 60,000 points after that you get another unit.

When all of the player units are used up, the game ends. But even at the end of a game you may select CONTINUE to resume the game from the start of the level where you left off.



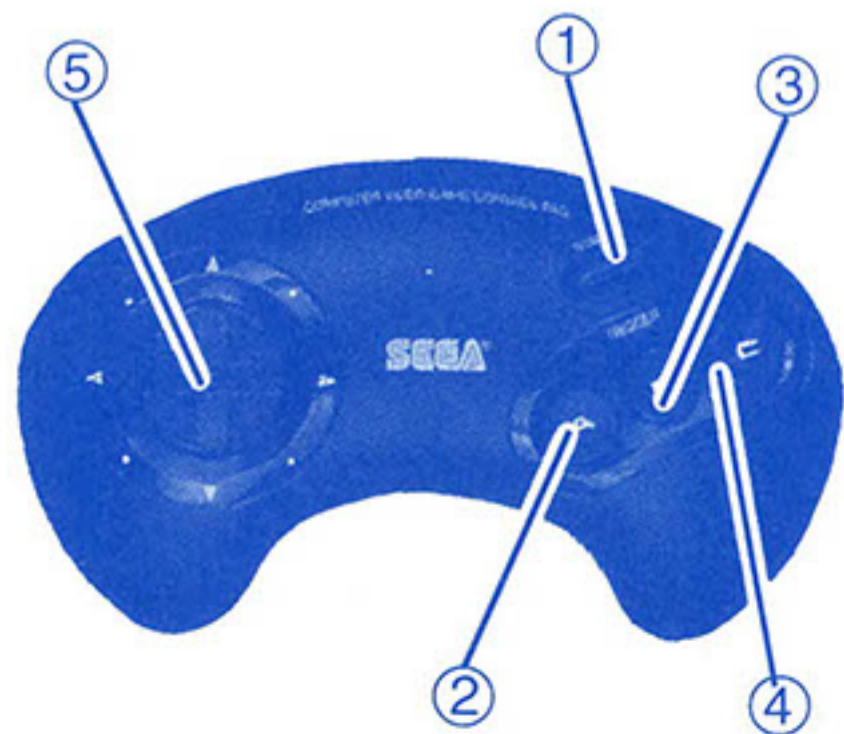
- The number of player units that you have depend on the difficulty level you have selected on the OPTION screen.

- ① Remaining player units
- ② Energy gauge
- ③ Life gauge
- ④ Enemy
- ⑤ Sparkster
- ⑥ Score



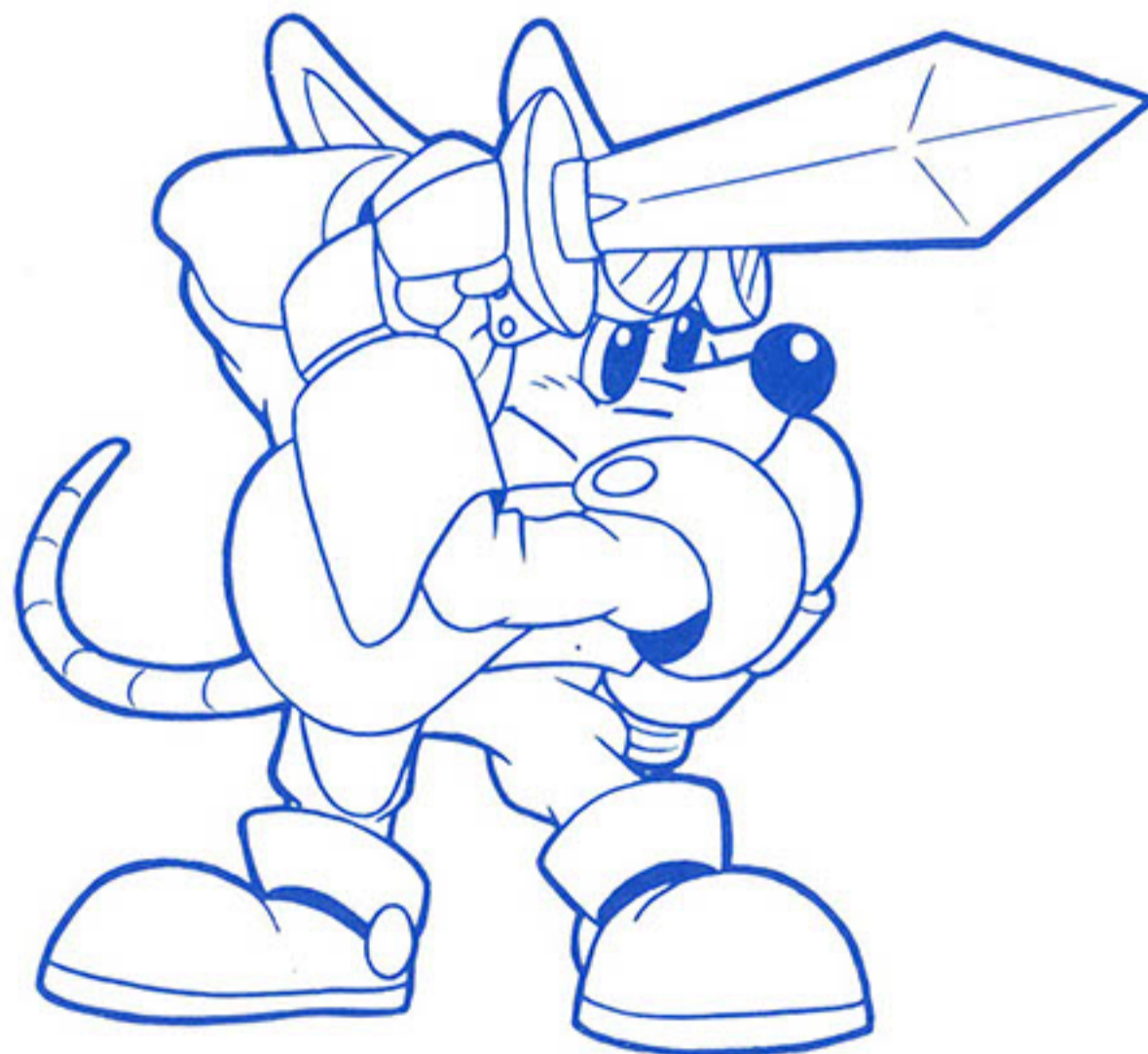
## Controlling your destiny

- ① Start button...Used to start the game; in mid-game used to pause; resume play by pressing again.
- ② A button...Press to attack (hold for rocket pack energy build-up).
- ③ B button...Press to jump.
- ④ C button...Press to attack (hold for rocket pack energy build-up).
- ⑤ Directional button (D button)...Control the direction of movement and attacks.



## Begin the mission

When you turn on the game unit the KONAMI screen should appear. The story introduction will appear. You may want to watch it and learn some more background information. If you wish to skip this screen, press the Start button again.



You will get to the Title screen eventually. Select the mode of play you want with the D-button and press the Start button.

The next little box to appear will offer the following choices. Select one with the D-button and then press the Start button:

START...Select to begin the game.

OPTIONS...Select to change game settings.

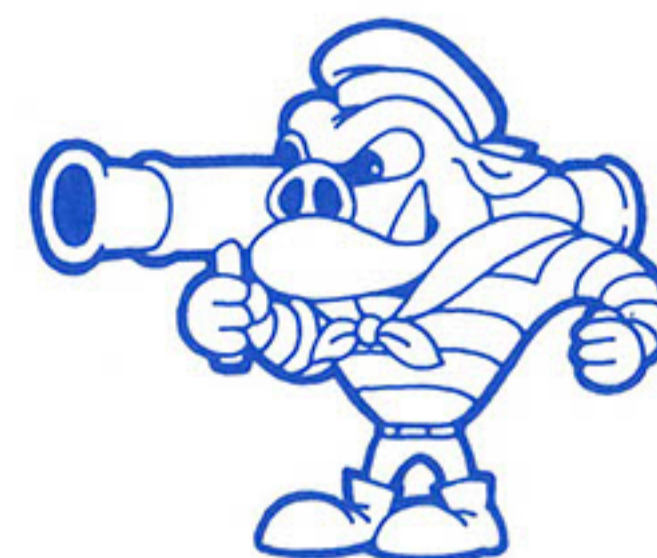


## Sparkster's controls

### Basic controls

You can move Sparkster left/right/up/down by pressing the D-button in that direction. If he is standing on solid ground, pressing down will make him crouch.

To attack, press the A or C button (unless you change the control configuration in the Option mode).



## Rocket attack

To use Sparkster's rocket pack, press and hold down the attack button to build up energy in the Energy Gauge. When the energy is full release the attack button and you will go into a rocket attack.

The rocket attack can be combined with the D-button. If you are pressing down (or not pressing the D-button at all) then you will do a spinning attack on the spot.



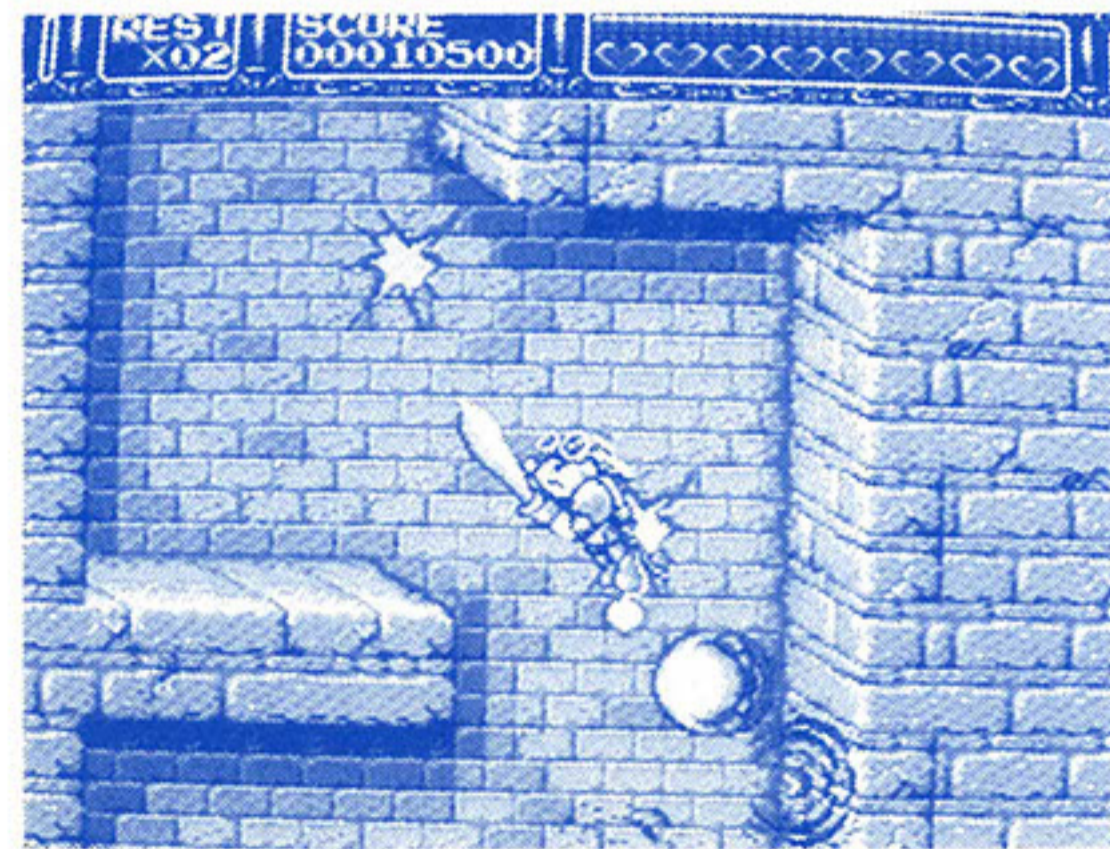
## REBOUND JUMP

Use the rocket attack to bounce off walls or other objects. This technique can be used, for example, to climb up narrow passageways.

- Before releasing the attack button for the rocket attack, press and hold the D-button to aim in the direction in which you want to fly.

## SUPER JUMP

If you jump when the energy gauge is full and then use a rocket attack, you can jump even higher and attack directly to the side from an elevated position.



## Other special moves

### HANG

Hang by your tail from a branch or other object. Move left or right; get down by pressing down on the D-button and jumping.

### UNDERWATER

Sparkster will float when he enters the water. Press down to make him dive. He can also grab onto an underwater pole or other objects.

### FLYING

By picking up special power items, Sparkster can fly for extended periods. Move with the D-button and attack with the attack button. The jump and rocket attack can't be used when flying.

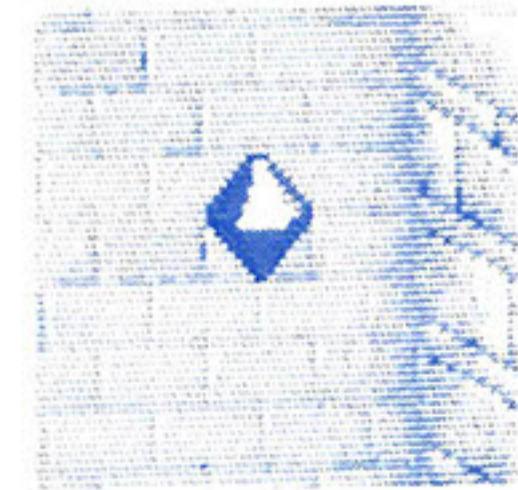


## Items of value

When you pick up items along the way, good things will happen. There are items hidden somewhere in each stage.

- ① Gem: Earn bonus points.
- ② Apple: Some life is restored.
- ③ Banana: A lot of life is restored!
- ④ 1-up: Earn an extra player unit.
- ⑤ Power pack: Allows you to fly.

①



## Staging your success

- ① Stage 1: Kingdom of Zebulos
- ② Stage 2: Mountain range
- ③ Stage 3: Going underground
- ④ Stage 4: Flying battleship
- ⑤ Stage 5: Kingdom of Devotindos
- ⑥ Stage 6: Deep space
- ⑦ Stage 7: The PIG STAR!

## Option mode controls

At the title screen you have the choice of going to the Option screen and changing the game settings. If you do this, then use the D-button to move up/down the list of options. Press the D-button left or right to see the settings for each option. When you have all the options showing that you want, press the Start button or highlight EXIT and press the A, B or C button to return to the title screen.

**CONTROL:** Changes the functions of the A, B and C buttons.

**LEVEL:** Set the game's level of difficulty. The number of Sparkster player units and the number of Continues will vary with this setting.

**SOUND:** You can listen to game sound effects and music by selecting an option and pressing the A, B or C button.

**EXIT:** Select to return to the title screen.

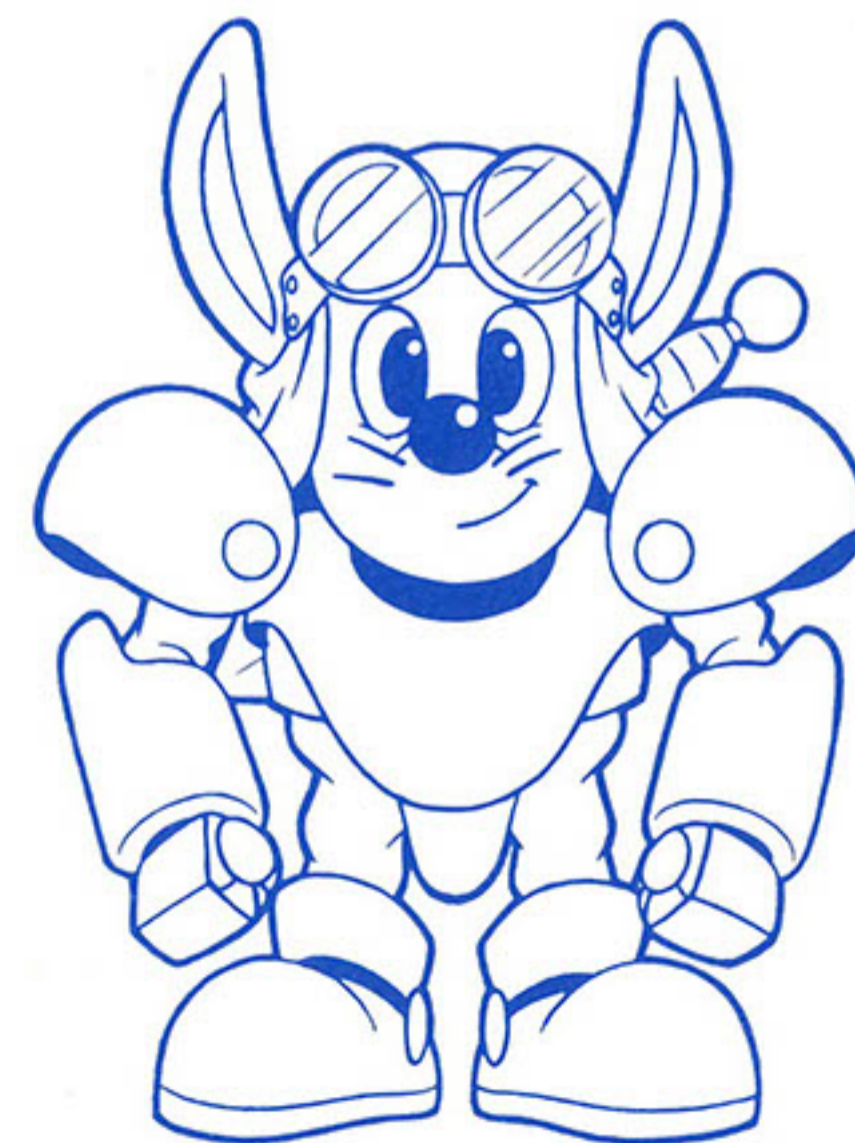
## The stuff of legends

Here are some of the characters you will meet in the **Rocket Knight Adventures**. Some are heroes, some are villains, but all are important to the story.

### Sparkster

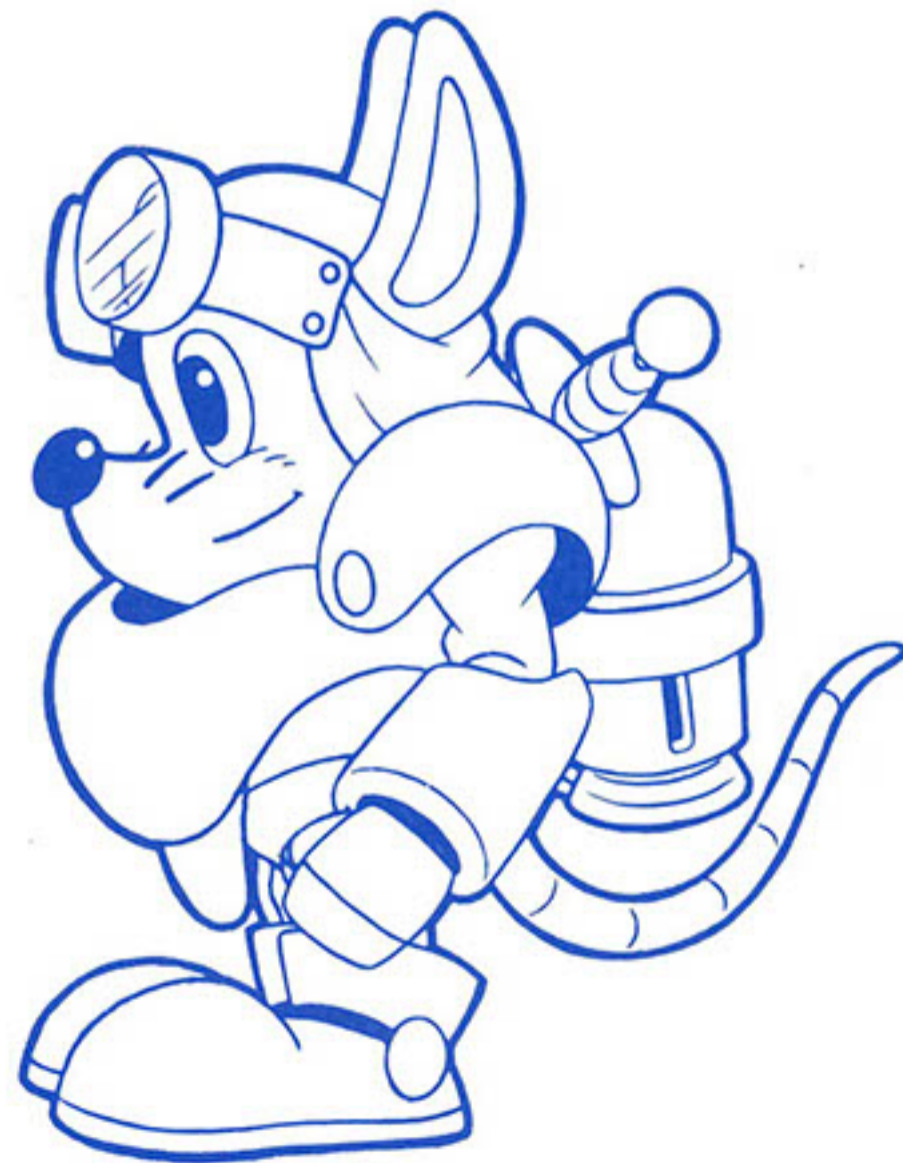
A war orphan, he was taken into the house of Mifune Sanjulo, a descendant of a long line of Rocket Knights. There Sparkster was raised as a Rocket Knight himself.

①



Ten years back, his master Mifune was permanently disabled by the Black Knight Axle Gear.

Sparkster arrived in the Kingdom of Zebulos after searching all over for Axle Gear, upon whom he seeks revenge. He poses as a wandering outlaw, but is in fact a strong defender of justice. He also has a careless side to him and is easily pleased by praise or flattery.



### King Zebulos

A descendant of the royal Zebulos family that has protected the “Key to the Seal” from generation to generation. He is loved by the people for his tolerant and fair rule. In his youth he was buddies with Mifune, Sparkster’s teacher, and went on numerous adventures with him. He is a widower whose only child is Princess Sherry.

### Princess Sherry

She is a very kind and proper daughter, but slightly naive. Because she is to inherit the “Key to the Seal” she is the target of the attack and kidnapped by the Devotindos Imperial army.



### Axle Gear, the Black Knight

The Black Knights are a band of Rocket Knights who have gone bad. Power and greed corrupted them. Axle Gear once tried to steal an ancient book that contained the secrets of the Rocket Knights. The book was kept by Mifune, whom Axle Gear wounded severely.

Now Axle Gear is the assistant to Emperor Devligus—leader of the Imperial Army. Axle Gear secretly hates the ugly Devligus, and is always looking for a chance to overthrow him and take control.

Axle Gear has one other secret—he is in love with Princess Sherry.



### Emperor Devligus Devotindos

Single-handedly he built the powerful army of the revived Devotindos Empire. Versed in archaeology, he dug up and revived robots from the ruins of the old Empire. With his powers of hypnosis, he controls crowds and oppresses neighboring countries and planets—his ultimate goals remain unclear.

### Captain Fleagle

As the bad boy of the local aristocrats, he became captain of the Empire’s great flying battleship, The Big Baroné. He is a clumsy oaf who never seems to get things right.





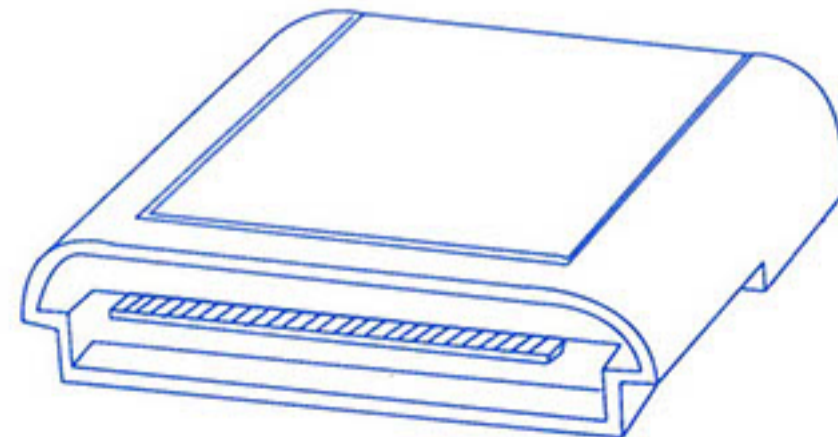
## Handling This Cartridge

This Cartridge is intended exclusively for the Sega Mega Drive/Genesis 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, benzine, 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 or 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.



LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ MEGADRIVE™ SYSTEM.

SEGA AND MEGADRIVE ARE TRADEMARKS OF SEGA ENTERPRISES LTD.  
KONAMI® IS A REGISTERED TRADEMARK OF KONAMI CO.,LTD.  
ROCKET KNIGHT ADVENTURES™ AND SPARKSTER™ ARE TRADEMARKS OF KONAMI CO.,LTD.  
© 1993 KONAMI. ALL RIGHTS RESERVED.

Patents: U.S. 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)

T-95046-50

Printed in Australia.