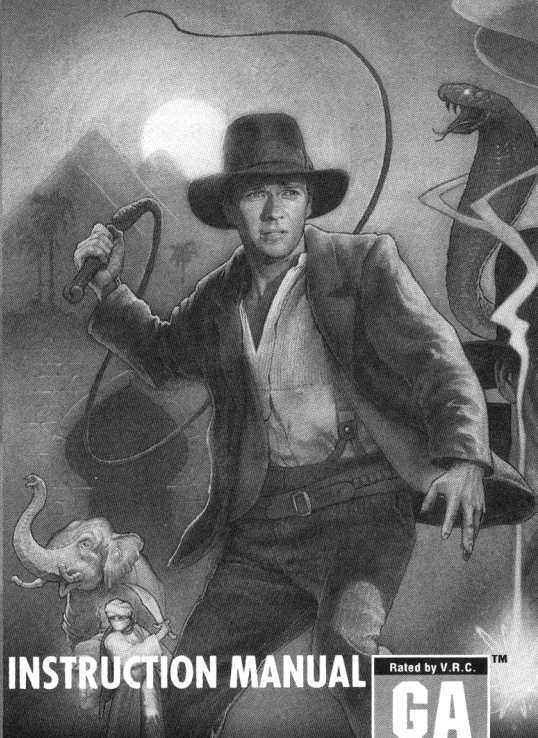


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INSTRUMENTS of CHAOS

...starring **YOUNG**
INDIANA JONES



INSTRUCTION MANUAL



SEGA™

Rated by V.R.C.™

GA

Appropriate for
all audiences.
General Audiences

EPILEPSY WARNING

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.**

Zero in on the Zeppelin!

The Germans are bent on world domination. In fact, their plan to build a Doomsday Zeppelin is downright twisted. To design the Zeppelin's deadly weapons, they've enlisted the world's most brilliant -- and sinister -- scientists. A dedicated German spy ring has arranged to buy weapons technologies from four of these scientists, each located in a different corner of the globe.

As an agent of Belgian Intelligence, only you -- as Young Indiana Jones -- can save the world. Luckily for Young Indy, and for the rest of civilization, the French have intercepted a series of short-wave radio transmissions revealing where the transfer of plans will take place.



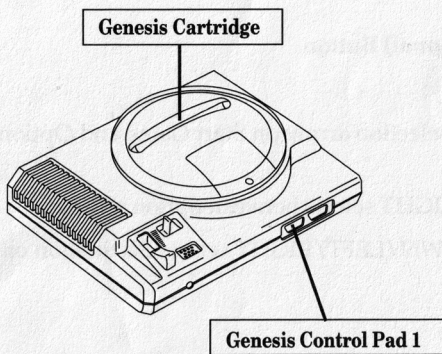


Travel with Young Indiana Jones to Egypt, India, London, Tibet and more exotic locations brimming with treacherous traps and evil enemies. Wield Young Indiana Jones' trusty bullwhip, pistol and grenades to fend off temple priests, scorpions, knife-throwing thugs and other fearsome foes.

But keep your eye on the clock. If you don't beat the spy to the meeting place, the transfer of plans will be successful, pushing the world one step closer to complete chaos!

Starting Up

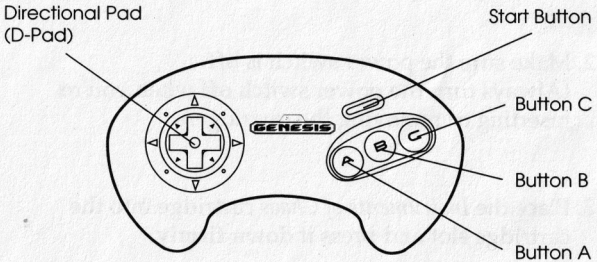
1. Set up the Genesis System and plug in Control Pad One. (*Instruments of Chaos* is a 1-Player game.)
2. Make sure the power switch is **off**.
(Always turn the power switch **off** when you're inserting or removing the cartridge.)
3. Place the *Instruments of Chaos* cartridge into the cartridge slot and press it down **firmly**.
4. Turn the power switch **on**. The Sega screen will appear.



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, then turn the power switch on again.

Take Control!

Learn the game controls to master all of Young Indiana Jones' hotshot moves.



D (Directional) Button

Before Play:

- Moves selection arrow on Start Game and Options Screens.
- LEFT/RIGHT selects between option settings.
- UP/DOWN/LEFT/RIGHT selects destination on Map Screen.

During Play:

- LEFT/RIGHT makes Young Indiana Jones walk right or left.
- DOWN makes Young Indiana Jones crouch.

D (Directional) Button (continued)

- Aims whip.
- Aims pistol.
- UP + C makes Young Indiana Jones jump extra high.
- Press twice to make Young Indiana Jones sprint.
- With B down makes whip swing back and forth.

A Button:

Before play:

- Advances game from Map Screen to game start (B and C do this also).

During Play:

- Fires pistol.
- Throws grenade when held together with B.

B Button:

- Attacks with whip.
- Climbs with whip when held together with UP.
- Swings whip when held down.

C Button:

Before play:

- Previews sound effects on Options Screen.

During play:

- Makes Young Indiana Jones jump.

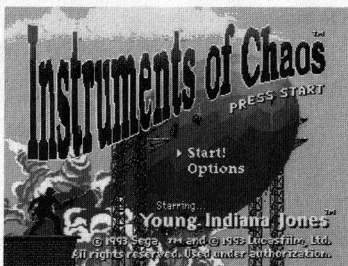
Start Button:

- Starts game.
- Enters selection on Options Screen.
- Pauses game during play.
- Skips Telegraph Screen message.

Get Your Bearings

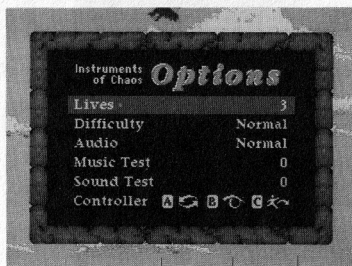
Once you're familiar with the controls, read the message about Young Indy's mission. When the "Instruments of Chaos" title screen appears, wait a few moments to see a demo of Young Indy's moves and the distant lands you'll be visiting.

Press START during the story or game demos to return to the Title Screen. Press START again to begin the game. Or press the D pad DOWN to select Options, and press START to advance to the Options Screen.



Options Screen

Use the Options Screen to select the parameters for your mission. Move the arrow UP or DOWN to select an item. Then press LEFT or RIGHT on the D button to change the setting.

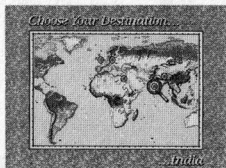


Whip Gun Jump

- **Lives** Choose from 1 to 9 lives.
- **Difficulty** Select between EASY, NORMAL and HARD settings.
- **Audio** Choose NORMAL, MUSIC ONLY, SFX ONLY, or NONE.
- **Music Test** Preview the music sound track for Young Indy's adventures by pressing the C button.
- **Sound Test** Check out the game sound effects by selecting this item and pressing the C button.
- **Controller** Select the settings you want for the control pad buttons.

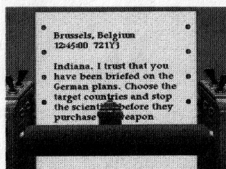
When you're done setting the options, press START to start game.

Map Out Your Mission



When the Map Screen appears, choose the setting for Young Indiana Jones' first adventure.

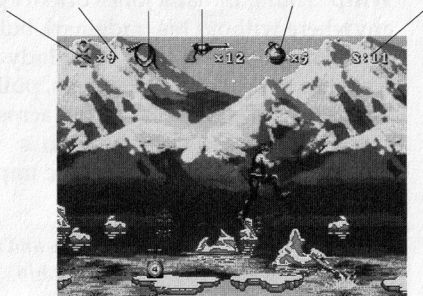
Worldwide Telegraph



Get briefed for your assignment by reading this critical transmission intercepted by French communications specialists.

Screen Indicators

Ankh Lives Whip Bullets Grenades Clock



The Ankh This ancient life symbol tells you how much life Young Indy's got left. Getting injured in battle decreases Young Indy's energy supply. When the Ankh is gold, Young Indiana Jones is at full strength. When the Ankh turns to white, his strength is fading. When it's red, he's in trouble -- better recharge fast by finding hidden lives and energy supplies!

Number of Lives Located to the right of the Ankh, this number tells you how many lives Young Indy's got left.

Whip Flashes if charged by poison tip power-up.

Bullets Number of bullets in Young Indy's gun.

Grenades Number of grenades at Young Indy's disposal.

Clock Counts down the minutes before the weapons trade will take place. On each level, Indy has a limited amount of time to beat the spy to the meeting place.

Weapons



Whip Young Indiana Jones doesn't go anywhere without his trademark bullwhip. And with good reason. Young Indy uses his whip to beat down attackers, pull himself up to ledges and swing across sizzling oil slicks. The whip also is essential for escaping from some impossible situations.

Hint: Look for rings, railings, posts and other places Young Indy can attach his whip.



Pistol Young Indy's pistol has a 360° firing range. Use it to blast charging monks, twisted temple priests and diving vultures. Along the way, look for wooden crates with reserve ammo.



Grenades Lob grenades to blow up attackers and other obstacles. Try throwing grenades to destroy pulleys, chains and other mechanical traps.

Surplus Supplies

Belgian Intelligence contacts have stashed munitions to help Young Indy complete his assignment. When you see the wooden crates, use Young Indy's whip to break them open and find surplus supplies.



1-Up Looks like an Ankh, yields one bonus player.



Bullets Loads extra bullets for Young Indiana Jones' pistol.



Grenades Gives Young Indiana Jones five extra grenades.



Clock Gives Young Indiana Jones additional time to intercept the weapons.



Bomb Sabotage! Young Indy's got from 1 to 4 seconds to get clear of these enemy explosives!



Red Cross Refuels Young Indy's life meter.



Hat Makes Young Indy invincible -- temporarily!



Poison Tip Makes Young Indy's whip extra lethal.

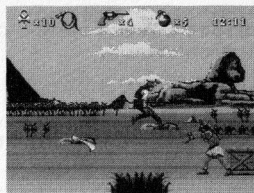


Mystery Crack it with Young Indy's whip to find out what's inside.

Round-The-World Adventure



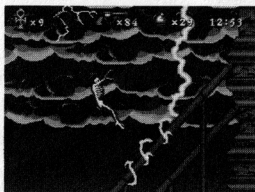
India There's danger in the bazaars and sacred temples.



Egypt Young Indiana Jones is assaulted by Egyptian guards, stinging scorpions and swirling sandstorms at the Great Pyramids. Inside the pyramids, he's welcomed by a host of nasties.



Tibet Leap onto slippery ice floes to cross the ice cold lakes of Tibet. Then ascend to the mountain temple.



London Scale the Tower Bridge in a wicked lightning storm. Then brave vermin and lethal grinding clock-works in Big Ben.

Germany Young Indiana Jones infiltrates the German airbase to destroy the Doomsday Zeppelin. If you captured plans for a weapon, a less powerful version of the weapon will appear on the Zeppelin. The more plans you captured, the better your chances of defeating the awesome Zeppelin.

Agents of Darkness

Young Indiana Jones' mission leads him into the heart of danger, where he has to think on his feet to solve some perplexing puzzles. Young Indy is also under constant attack from legions of vicious opponents.

Egyptian Guards If they have their way, they'll drop Young Indy in the desert and leave him for vulture food!



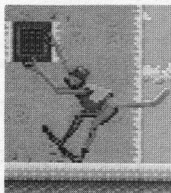
Tibetan Monks The monks use bamboo poles to maneuver on the steep mountain slopes, and to try to push Young Indiana Jones to his death.



Crazed Construction Workers These British goons will ruin Young Indy's day!



Monkeys When monkeys leap onto Young Indy from above, they take away vital life points.



Temple Priests Young Indiana Jones has a close shave with disaster when he confronts temple priests with spinning blade-tipped poles.



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.

Instruments of Chaos Credits

<i>Developed by:</i>	Brian A. Rice, Inc.
<i>Designer & Producer:</i>	Michael Latham
<i>Programming:</i>	Brian A. Rice, Robert M. Birmingham, Joseph M. Guagenti, Chuck Batson, Rob McCool, Patrick J. Simmons
<i>Graphics & Animation:</i>	Mark Waterman, Tom Drophy, Pascal Saint-Clair
<i>Graphics Management:</i>	Charles Wiltgen
<i>Other Artwork:</i>	Mira Ross, Dave Pasciuto
<i>Music & Sound Effects:</i>	Cliff Falls, Rolf Weber
<i>Lead Tester:</i>	Julio Martinez
<i>Testing:</i>	Ben Szymkowiak, Wesley Gittens, Casey Grimm, Joe Cain, Lisa Stuart, Greg Becksted, Kurt Tindle, Blair Bullock, Mike Palser, Conan Tigard, Harry Chavez, Erik Wahlberg, Vy Nong, Katherine Weathers, Tim Spengler, Michael Baldwin, Srini Chandrasekara, Rich Gangwish, Glen Cureton, Dermot Lyons, Kirk Rogers, Rey Alferez, Joe Ganis, Adam Ornsted, Vasily Lewis, Mark Paniagua, Dave Forster, Lawrence Jeung, Wing Kwan, Jeff Todd, Tony Lynch, Jason Kuo
<i>In-House Director:</i>	Charles Wiltgen
<i>Marketing:</i>	Pamela Kelly
<i>Manual:</i>	Mike Yoffie

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: **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 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 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 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 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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