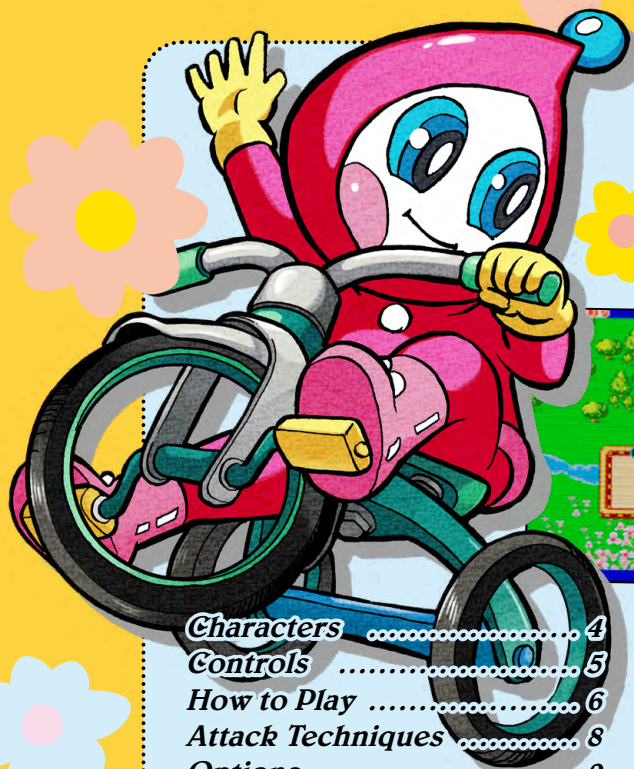Spatter

MANUAL

SEGA®

Thank you for purchasing Spatter.
Please read these instructions thoroughly before playing!

A fantastic new game filled with cute thrills!

Contents

Characters

A sweet, innocent boy on his tricycle enters the maze in search of flowers! What could possibly go wrong?!

San on his tricycle

Oh no! Monsters!

They're very dangerous, so don't let them catch you! Keep out of their way as you pick up your flowers!

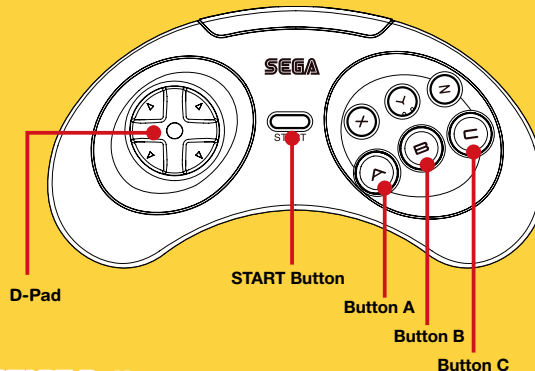When cornered though, you can always jump the fence, or knock them away!!

Enemies of San

Controls

Spatter is a game for 1 to 2 players.

For 2 player games, players alternate every time one takes damage. A second controller is required for 2 player play.

D-Pad

START Button

Button A

Button B

Button C

START Button
Game Start / Game Pause / Confirm Selection

D-Pad
Move San
Select from menu

Button A
Confirm selection at title menu and Options
Insert credit

Button B / Button C
Jump / Throw block
Confirm selection at title menu and Options

* Control explanations assume TYPE A configuration.
* Buttons X, Y and Z are not used.

How to Play

Starting the Game

- Select GAME START and press Button A to insert credits. When you press the START button, the game starts at the cost of 1 inserted credit.

* Select OPTION to change game settings (P.9).

Rules

- You are San, riding your tricycle. Your goal is to pick up all the flowers in the Round. Also, to come out of the ordeal unharmed.

- Pick up all the flowers to clear the Round. A bonus score will be awarded based on the time it took to clear, and you will then proceed to the next round. There are a grand total of 100 rounds.

- Collide with an enemy and you'll take damage. If you take damage when the number of remaining challenges is zero, the game is over. There is no continue. That's it! If you get a high score though, you can register your name in the rankings.

- When San is near a fence, press Button B or C to jump the fence to dodge enemies. If you're on the other side of the fence, you can use the same command to knock enemies away.

- If you press Button B or C in front of a block, you can launch it at an enemy. It's a very effective weapon!

Game Screen

① Current score and high score   ② San   ③ Flowers
④ Fence   ⑤ Block   ⑥ Enemy   ⑦ Remaining tries
⑧ Picked up and remaining flowers   ⑨ Current Round

Bonus Scene

- Complete Round 2 to enter a Bonus Scene (Round 3). Jump around the stage to pick up all the fruit, then go and meet the girl at the top of the stage.

- After that, there will be Bonus Scenes every four Rounds. The next will be Round 7, Round 11, Round 15, and so on.
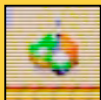
Attack Techniques

• There are different ways to deal with each enemy.
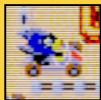
These are very common, but you can easily knock them away at a fence, or hit them with blocks.

This one will follow you at high speed. It can only be defeated with blocks.

This enemy cannot be defeated. It can even smash through blocks. It is relentless in its pursuit. Run away, fast!

• Press Button B or C while near a fence to jump. You can use this technique to dodge enemies coming towards you, or knock away enemies on the other side of the fence.

Dodge enemies with a quick jump!

Knock away all the enemies on the other side!

• Push blocks to wall in enemies. Additionally, press Button B or C in front of a block to send it flying forward. Send one at an enemy to make short work of them. When a block hits an enemy or a wall, the block will break earning you a special bonus.

Options

Use the D-Pad ⬆ ⬇ to select a setting, and ⬅ ➡ to change it.

PLAYER STOCK
The number of remaining tries.

EXTEND
Score required to increase Player Stock.

DEMO SOUND
Choose whether or not to have background music play during the demo.

STAGE RESET
When re-attempting a Round, choose whether or not to replace moved/broken blocks and picked up flowers.

SCREEN MODE
Change the game screen display area.

BUTTON SETTING
Reassign the button commands.

CONCERT
Open the background music playback screen.

STAFF CREDIT
See a list of staff responsible for making the game available in Mega Drive / Genesis format.

DEFAULT SETTING
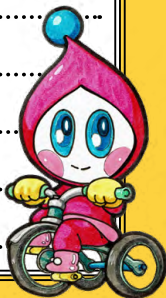Reset all settings to default.

EXIT
Return to the title menu.

High Score Memo

Record details of your high scores and strategies!
Feel free to photocopy this page—it fills up quickly!

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Precautions

Game cartridges are precision electronic equipment! Please take the following precautions when handling them.
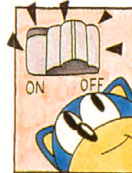
● Be sure the power is OFF!
Before removing a cartridge, make doubly sure that the console power is switched to OFF!

● Don't Touch the Terminals!!
Do not touch the terminal contacts or allow them to get wet. Doing so will damage the cartridge!

● Avoid Chemical Cleaners!!
Do not use chemicals such as benzine or solvents when wiping off dirt.

● Cartridges are Delicate!
Do not subject your cartridges to strong shocks. Striking or stepping on a cartridge will damage it!
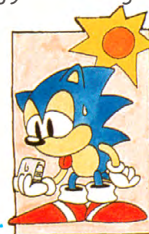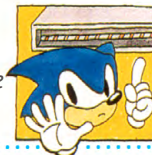
● Storing your Cartridges
When storing your cartridges, try to avoid places that are unusually hot, cold or humid.

● Precautions while Playing
Try to take a 10 to 20 minute break for each hour of gameplay. Sit as far back from the TV as the controller cables will allow.

Warning for owners of projection televisions: 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.

SPATTER

SEGA CORPORATION