

SEGA™

GENESIS™



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INSTRUCTION MANUAL



EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

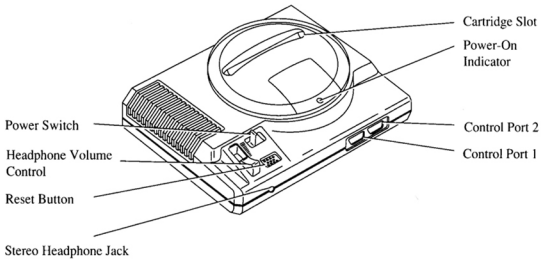
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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.**

MEGA MAN™ THE WILY WARS

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GETTING STARTED



1. Check the power switch on your Sega Genesis System. Make sure it is OFF before inserting or removing the cartridge.

2. Insert your MEGA MAN: THE WILY WARS cartridge into your Sega Genesis system and turn the power ON. When the title screen appears, press the Start Button. Push the Start Button again to reach the main screen.

For more information on the OPTION MODE, please read the section entitled, "Using the Option Mode."

3. On the next screen, you must choose the file you wish to play. The memory feature on the cartridge can store up to three different games at once.

4. Once you have chosen the game file you wish to use, select the game you wish to play and press the START button. You may choose Mega Man, Mega Man 2 or Mega Man 3.

5. After you have made your selection, choose the evil robot you wish to battle and press the Start Button.

CONTROLLING MEGA MAN

To make Mega Man run left or right: Press the D Button left or right.

To make Mega Man fire his current weapon: Press the B Button.

To make Mega Man jump: Press the C Button.

To activate the weapon select screen: Press the A Button.

To make Mega Man climb up or down a ladder: Push up or down on the D Button while standing on the ladder.

To make Mega Man slide (in Mega Man 3 only): Hold down on the D Button and press the C Button.



SAFETY PRECAUTIONS

Follow these suggestions to keep your MEGA MAN: THE WILY WARS cartridge in perfect operating condition.

1. DO NOT subject your cartridge to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your cartridge. Keep it clean and dust-free by always storing it in its protective case.
3. DO NOT try to disassemble your cartridge.
4. DO NOT let your cartridge come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.



A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting MEGA MAN: THE WILY WARS for your Sega Genesis system. Capcom is proud to bring Mega Man's greatest adventures to you in this exciting cartridge!

MEGA MAN: THE WILY WARS offers 16 Megs of high-resolution graphics and gameplay. We hope you enjoy this action-packed addition to your Sega Genesis library.



WARNING TO 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.



TROUBLE IN TIME

“I should have melted that meddling robot years ago. But now, with the help of my new Wily Machine, I’m going to fix that. I’ll just take a quick blast to the past and I’ll make sure that Mega Man will never have survived any of our first three encounters!”

“With Mega Man destroyed in the past, there will be nothing to stop me here in the future. The world will finally be mine!”



GOTTA GET BACK IN TIME!

Wily’s mechanical minions are on the loose and Mega Man has to stop them. Blastin’ everything that moves, Mega Man must track down the lair of each robot master and blow him away! But hundreds of mindless metal machines block every turn and they have only one order running through their malicious microchips - Destroy Mega Man!

Dodge their endless barrages of lethal lasers as you race through the corridors. Every hit packs quite a whallop, so keep a sharp eye on your Energy Level! Collect energy capsules from fallen foes to keep up your strength, because if you run out, you’re history!

GOTTA GET BACK IN TIME! (CONT.)

As Mega Man defeats each of the robot masters, he will also gain a copy of the robot master's weapon and add it to his own arsenal. These weapons can be activated by selecting the Weapon Select Window.



When the window appears, press the Directional Button left, right, up or down to highlight the weapon you wish to use. Then, close the Weapon Select Window and Mega Man will activate his new weapon. Remember, these special weapons require extra energy each time they are fired, so collect weapon capsules to keep them fully charged!



CYBERNETIC CONTRAPTIONS

Wall climbers, floating platforms, magnet beams, and even a cybernetic dog named Rush are all creations of that brilliant inventor - Dr. Light. His useful inventions are hidden throughout the 22 stages of the adventure.

Use them wisely and they'll help Mega Man to overcome some troublesome obstacles!

Once found, these devices can be summoned at a moment's notice by using the Weapon Select Window. Simply highlight the item you wish to use and close the Weapon Select Window. Hit the fire button and the item will activated and ready to go! Some helpful items you might find are:

In Mega Man:

Magnet Beam: For creating temporary platforms.

In Mega Man 2:

A floating platform

A jet slet

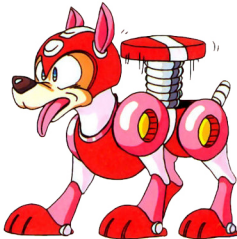
A platform that climbs up walls

In Mega Man 3:

Rush Coil: Rush, the robodog, turns into a springboard!

Rush Jet: Rush turns into a jet sled.

Rush Marine: Rush turns into a personal submarine.



POWER UP ITEMS



Point Pellets: These pellets increase Mega Man's score. Only available in Mega Man 1.



Yashichi: The Yashichi will refill all of Mega Man's powers. Only available in Mega Man 1.



Energy Capsules: These capsules restore Mega Man's health energy.



Weapon Capsules: These restore the energy level of Mega Man's current special weapon.



Energy Tank: The Energy Tank fully recharges Mega Man's health supply. The number of tanks currently stored is shown in the weapon screen.



Surprise Tank: Who knows what's inside? Only available in Mega Man 3.



1-Up: This extra life gives Mega Man one more chance to complete his mission.

USING THE OPTION MODE

The OPTION MODE allows you to change the button configuration used in the game. It also allows you to listen to various songs and sound effects used in the game.



KEY CONFIG: This option allows you to select which button is used for SHOT, JUMP and WINDOW. Use the Directional Button to highlight the action you wish to change and press the button you wish to use. The selection will automatically change.

MUSIC: This option allows you to hear the various pieces of music used in the game. Press left or right on the Directional Button to change the selection number. Press the A Button to hear the selected tune.

SOUND: This option allows you to hear the various sound effects used in the game. Press left or right on the Directional Button to change the selection number. Press the A Button to hear the selected sound.

EXIT: This option returns you to the title screen. Highlight this option and press the Start Button.

THE GAME FILE SCREEN

The Game File screen allows you to save up to three different Mega Man adventures.



Highlight the file number you wish to use. Press left and right to see the Robot Masters that have been defeated so far (their portraits will be shaded). Once you have selected the file number you wish to use, press the Start Button.

The other options on the Game File screen are CLEAR and COPY.

The CLEAR option will erase a game file, so you can start over.

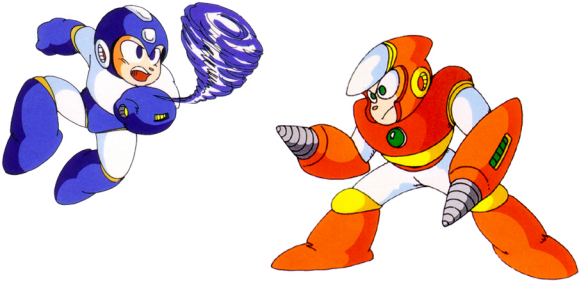
The COPY option allows you to copy one game file to another game file.

HIGH-TECH HINTS

Some robots are very susceptible to certain types of weapons. If you find that your current weapons aren't doing much damage against a robot master, maybe you should try to defeat a different one.

Hitting the jump button while hanging on a ladder will make Mega Man fall. Use this tactic to quickly descend ladders.

When Mega Man gets hit by an enemy, he is invincible for a few seconds. Use this time to get by tough enemies or obstacles.



90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day period, Capcom will repair or replace the cartridge, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Cartridge to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number, Simply record this number on the outside packaging of your defective cartridge, and return your cartridge freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER THE EXPIRATION OF WARRANTY:

If the cartridge develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective cartridge and return the defective cartridge freight prepaid to Capcom, enclosing a check or money order for \$10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the cartridge or replace it with anew or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the \$10.00 payment refunded.

WARRANTY LIMITATIONS:

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