

SEGA  
**GENESIS**  
16-BIT CARTRIDGE



**COLUMBUS**  
**COLUMBUS**

**INSTRUCTION MANUAL**

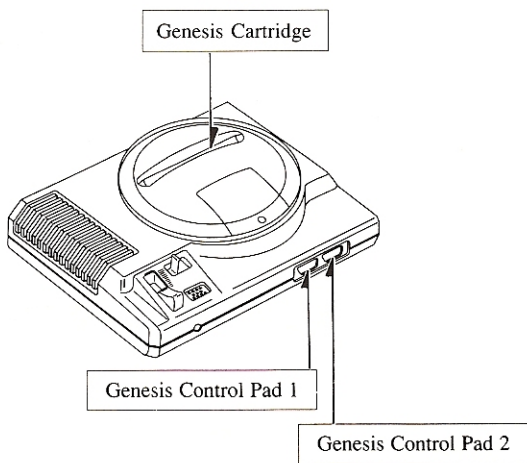
# Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the Columns cartridge in the Genesis System (shown below) by following the instructions in your GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

**IMPORTANT:** Always make sure that the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player insert Control Pad 1 into Control Port 1.

For 2 Players insert Control Pad 2 into Control Port 2.



## Columns

Go back in time to a bygone civilization, the ancient world of Phoenicia. And play the game that originated among the Phoenician merchants – Columns. It's incredibly captivating. You'll find yourself losing track of time. Yet it's very simple. You don't have to be a game whiz to play at the hardest level.

Columns of sparkling, rainbow-color jewels drop one after another. Arrange 3 or more jewels of the same color horizontally, vertically or diagonally and remove them from the play screen. If the columns pile up to the top, the game is over. If you have the urge to challenge something different, try Flash Columns. In

the Flash Columns version, you'll be timed on how quickly you can make a flashing jewel disappear.

Start on the easiest level and work your way up. Or challenge one of the higher levels from the start. Play alone or double the fun by playing with a friend. So simple and so captivating! With a little help from the Phoenician gods you can perform miracles!



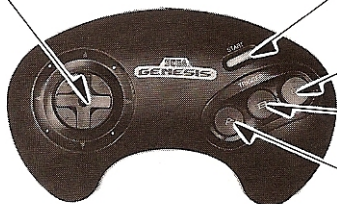
# Using Your Control Pad

Learn how to use your Control Pad before you start playing.

## Control Pad Buttons

Directional Button  
(D-Button)

Start Button



Button C

Button B

Button A

### Directional Button (D-Button)

- Press up or down to select a game mode.
- Press left or right to move the columns in those directions.
- Press down to increase the speed at which the columns drop.\*

### Start Button

- Press to start.
- Press to pause; resume play.
- Press to cancel the "HOW TO PLAY" demonstration.

### Button A

- Press to enter a selected Game Mode.
- Press to arrange the jewels.\*



## Button B

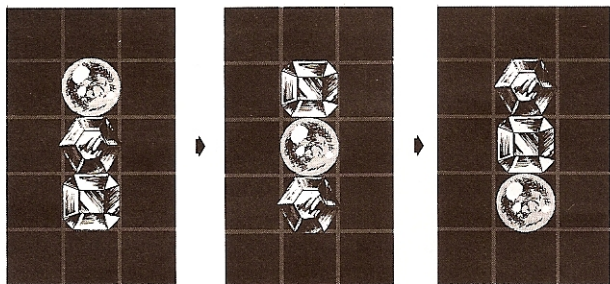
- Press to return to the previous game mode selection screen.
- Press to arrange the jewels.\*

## Button C

- Press to enter a selected game mode.
- Press to arrange the jewels.\*

# Arranging the Jewels

To shift the jewels, press Button A, B or C.



Press button.

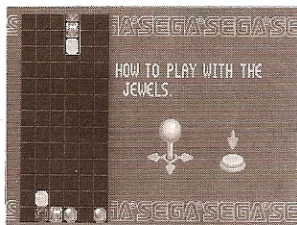
Press button.

**Note:** You can alter the marked ( \* ) Control Pad Button functions on the Options Screen.

# Getting Started



When you turn the Genesis system on, the Title screen appears. Press the Start Button to advance to the Select Screen.



If you wish to see a demonstration of the game, wait for about 10 seconds or so, and the "HOW TO PLAY" demonstration appears automatically. To cancel the demonstration, press the Start Button. Then

press the Start Button again to go to the Select Screen.

## Select Screen

On the Select Screen, choose one of the following:

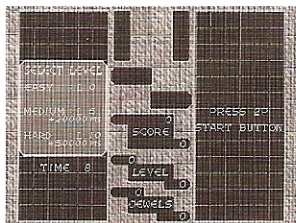


"ARCADE" to play the arcade version of Columns; "MENU" to play the Original Game or Flash Columns; "OPTIONS" to set the various game modes.

Press the D-Button to select and then press Button A or C or the Start Button.

**Note:** If you don't choose an option within 20 seconds or so, the demonstration will resume. Press the Start Button to cancel. Then press the Start Button again to go back to the Select Screen.

## Arcade



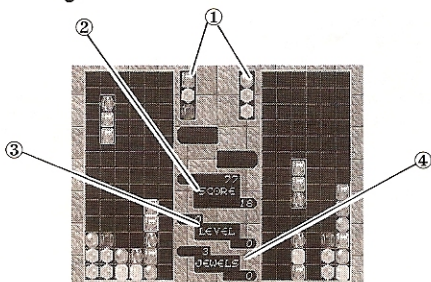
On the Arcade game screen, select "EASY," "MEDIUM" or "HARD" with the D-Button before the timer reaches "0." Then press Button A or C to start. If you don't change the game level within the

time limit, the game will automatically start on the level that is highlighted on the screen.

If you choose:

- EASY: You start at level 0. Hints will be given until level 3. When 2 jewels of the same color line up, a flashing frame will surround them.
- MEDIUM: You start at level 5 with 20,000 points.
- HARD: You start at level 10 with 50,000 points.

## The Play Screen

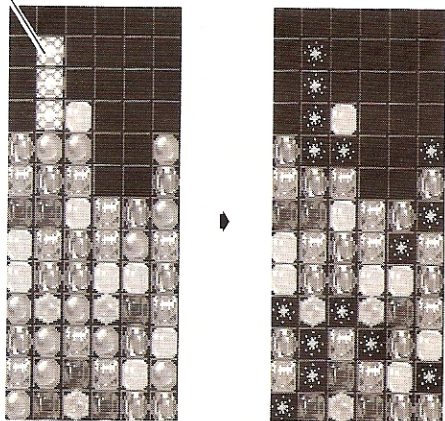


1. The next column of jewels that will appear on the screen.
2. Score
3. Level
4. The total number of jewels that disappeared from the screen.

## The Magic Jewel Works Wonders!

The Magic Jewel appears in the Medium or Hard version of the Arcade game. If the Magic Jewel lands on a red jewel, all the red jewels on the screen disappear. It works the same with all the other colors.

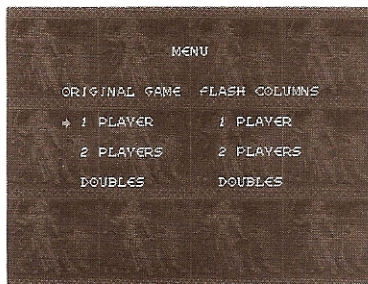
Magic Jewel





# Menu

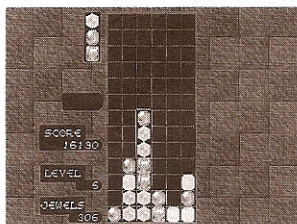
On the Menu screen, you can choose "ORIGINAL GAME" or "FLASH COLUMNS" and the number of players.



## Original Game

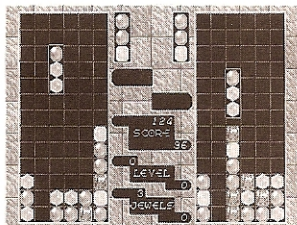
The object of the original game is to make as many jewels as possible disappear.

If you're playing alone, select "1 PLAYER" with the D-Button and press Button A or C.



1-Player Screen

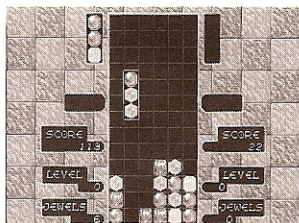
If 2 people are playing, select "2 PLAYERS" with the D-Button on Control Pad 1 and press Button A or C. Player 1 will play on the left play field and player 2 will play on the right. Whoever finishes



2-Player Screen

first can press the Start Button to begin a new game. If both players select the same options (e.g. class, level or time trial), whoever earns the better score can enter the initials.

If 2 people wish to play on the same play field, select "DOUBLES" with the D-Button on Control Pad 1 and press Button A or C. The 2 players alternately challenge the computer. The initials and the total points of the 2 players appear on the Game Information screen.



Doubles Screen

**Note:** Make sure Control Pad 2 is plugged in for a "2 PLAYERS" or a "DOUBLES" game.

When you enter your options by pressing Button A or C on the "MENU" screen, you advance to the Game Mode screen. To go back to the "MENU" screen, press Button B.

## Game Mode Screen

Press the D-Button up, down, right or left to move the cursors and arrows in those directions.

**Note:** The blue cursor sets the game mode for player 1 and the red cursor sets the game mode for player 2.

## Class

If you choose:

- "NOVICE," you play with jewels of 4 different colors.
- "AMATEUR," you play with jewels of 5 different colors.
- "PRO," you play with jewels of 6 different colors.

## Level

Select a level. The higher the number, the faster the columns drop.

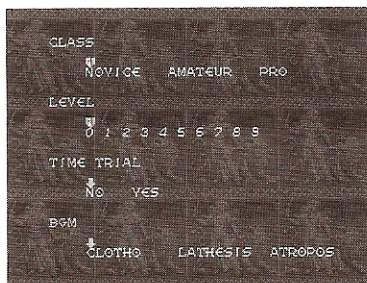
## Time Trial

If you select "YES," you'll have a time limit of 3 minutes to play a game. When the timer reaches "0," the game will be over.

## BGM (Background Music)

You can choose 1 of the 3 musical themes that you wish to hear during the game.

To exit this screen press Button A or C or the Start Button.



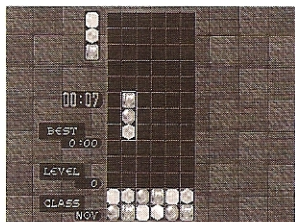
## Flash Columns

In Flash Columns, you are timed on how quickly you can make a flashing jewel disappear. First, choose the number of players and the game mode.

To play alone, select "1 PLAYER" with the D-Button and press Button A or C.

For 2 players select "2 PLAYERS" with the D-Button on Control Pad 1 and press Button A or C. Player 1 will play on the left play field and player 2 will play on the right. Whoever finishes first can press the Start Button to begin a new game.

In Doubles, 2 people alternately play on the same play field. Both players can enter their initials at the end of the game.



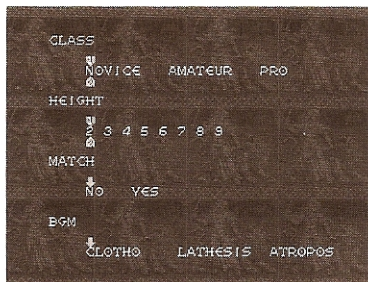
Flash Columns Screen  
for 1 Player

## Game Mode Screen

Press the D-Button up, down, right or left to move the cursors and arrows in those directions.

**Note:** The blue cursor sets the game mode for player 1 and the red cursor sets the game mode for player 2.





## Class

As with the Original Game select "NOVICE," "AMATEUR" or "PRO."

If you choose:

- "NOVICE," you play with jewels of 4 different colors.
- "AMATEUR," you play with jewels of 5 different colors.
- "PRO," you play with jewels of 6 different colors.

## Height

The numbers indicate the height of the columns on the screen when you start the game.

## Match

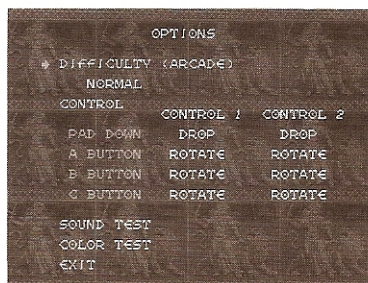
If you wish to compete against another player in Flash Columns, select "YES." (You can select this mode only if you have selected "2 PLAYERS" on the previous screen.) The player who makes the flashing jewel disappear first is the winner.

## BGM (Background Music)

Select 1 of the 3 musical themes you wish to hear during the game.

To exit the screen press Button A or C or the Start Button.

## Options Screen



Press the D-Button on Control Pad 1 to move the arrow to make your selections on the "OPTIONS" screen.

## Difficulty (Arcade)

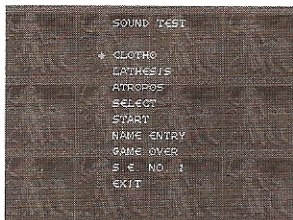
Don't confuse this option with the Game Level selection on the Arcade game screen. Here you can set the overall difficulty for the 3 game levels on the Arcade game screen. Select "EASIEST," "EASY," "NORMAL," or "HARD" by pressing the D-Button left or right. (The game is pre-set at "NORMAL.") For example, if you select "HARD" here and select "EASY" on the Arcade game screen, you'll be playing the hardest version of the "EASY" level.

# Control

Press the D-Button left or right to alter the functions of the Control Pad Buttons. If 2 people are playing, make sure both Control Pads are adjusted.

## Sound Test

When you select "SOUND TEST" and press Button A or C, the Sound Test screen appears. To hear any of the listed game music, press the D-Button to select and press Button A or C.

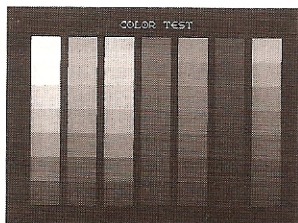


If you select "S.E. NO." (Sound Effects Number), press the D-Button left or right to select a number, then press Button A or C to hear the sound effect.

To return to the "OPTIONS" screen, select "EXIT" and press Button A, B or C.

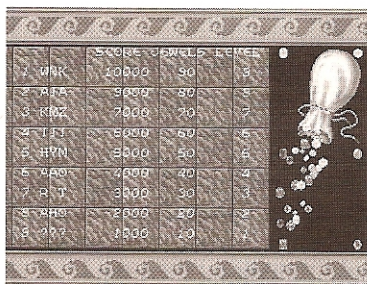
## Color Test

When you select "COLOR TEST," and press Button A or C the "COLOR TEST" screen appears. Use this screen to adjust the color on your television set. Press Button A, B or C to return to the "OPTIONS" screen.



Select "EXIT" on the "OPTIONS" screen and press Button A, B or C to return to the Title Screen.

## Scoring

A screenshot of the High-Score Board. It features a decorative border with a repeating pattern. The board is a table with 9 rows and 4 columns. The columns are labeled 'RANK', 'SCORE', 'JEWEL', and 'LEVEL'. To the right of the table is an illustration of a white balloon with a string, from which several small, sparkling jewels are falling. The table contains the following data:

RANK	SCORE	JEWEL	LEVEL
1 WRC	10000	90	8
2 RFA	9000	80	8
3 RIZ	7000	70	7
4 TTT	5000	60	6
5 HYN	3000	50	6
6 RAO	4000	40	4
7 R T	3000	30	3
8 RHO	2000	20	2
9 RRT	1000	10	1

High-Score Board

In the Arcade mode, if you rank among the top 9 players, your initials and score will appear on the High-Score Board.

To view the the High-Score Board, press Buttons A, B and C on Control Pad 1 simultaneously during the "HOW TO PLAY" demonstration, or wait until the demonstration ends.

In the Menu mode, the best score and time appear on the Game Information screen before each game. (This screen appears right after the Game Mode screen.)

A screenshot of the Game Information screen. It has a dark, textured background with a repeating pattern. The text is displayed in a simple, monospaced font. The information shown is:

GAME :	ORIGINAL
CLASS :	NOVICE
BEST SCORE	
	0
BY	

Game Information Screen



## Entering Your Initials



If you earn a high score, you can enter up to 3 initials on the Name Entry Screen. Enter all 3 letters before the timer reaches "0."

For each space, press the D-Button up or down to get the desired letter and press Button A, B or C to enter. After the third letter "ED" (End) appears. Press Button A, B or C to complete the name entry procedure.

To make corrections, press the D-Button up or down until the arrow ( ← ) appears. Press Button A, B or

C to move the arrow to the letter you wish to correct and re-enter the correct letter.

## Helpful Hints

- Miracles do happen! When you play at the Easy level of the Arcade version and desperately need help, you may get lucky!
- Aim for chain reactions.
- You can earn higher scores by playing at the higher levels.



# Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

# Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

# 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.
- Be sure to take an occasional recess during extended play.

## 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 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 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 fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

**1-800-USA-SEGA**

Our Consumer Service Department is in operation from 6:00 a.m. to 9:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.



If the Sega technician is unable to solve the problem by phone, we 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 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 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 ninety 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 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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