



JAMES BOND 007™

**THE
DUEL™**



DOMARK™



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INTRODUCTION

You are James Bond — the world's greatest secret agent! In 007's biggest challenge yet, you must face all your old adversaries in a race to save the world.

Mad Professor Gravemar has attacked a top secret international satellite launch center on a remote Caribbean island.

Holding hostages as human shields, he plans to launch deadly satellites into space on a shuttle and use them to take over the world.



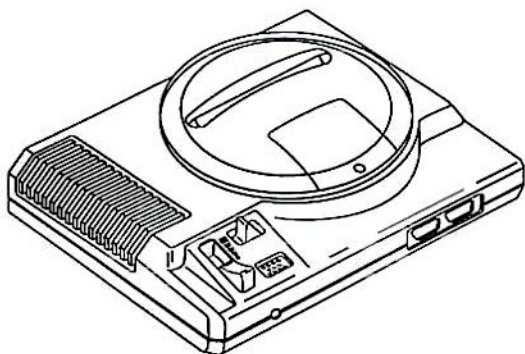
Your mission is to rescue the hostages and destroy the mad Professor's strongholds, including the space shuttle launch center. This can only be done by locating and placing bombs in strategic positions. To help you, Q has managed to plant special weapons in various locations on the island.

You've never faced such deadly opposition: hundreds of guards with orders to shoot to kill — and all your old arch enemies reproduced by the Professor's cloning machine!

LOADING INSTRUCTIONS

Starting up

1. Make sure the power switch is OFF.
2. Insert the game cartridge into the Console as described in your SEGA GENESIS manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF. Remove the cartridge and try again.
4. Press Start Button on GENESIS Control Pad 1.



TAKING CONTROL

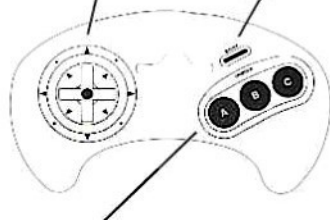
Before you begin playing, learn which buttons activate the moves and functions you'll use during play.

Directional Button

- Press left or right to **Face Bond in Different Directions**.
- Press down or up to **Kneel or Stand Up**.
- Stand by doorway and press up to **Hide** in the doorway.

Start Button

- Press to **Start** the game.
- Press to **Pause** the game.



Button A: Press to **Jump**

- Press A plus the Directional Button to jump in another direction.

Button B: Press to **Shoot**.

- Hold down for automatic shooting.
Press B plus the Directional Button to shoot in another direction.

Button C: Press to **Throw** grenade.

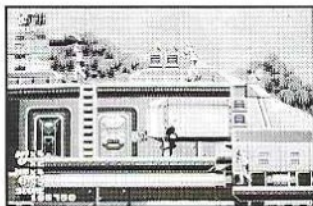
LEVEL DESCRIPTIONS

Level 1

The action begins as you jet-pack on to the supply ship unloading at the island docks. Find and rescue the hostages; eliminate the Professor's guards; locate and set the bomb to destroy the ship's flight deck; and face an old enemy, Jaws, before you can escape. But be careful! There's only a limited amount of time until the bomb explodes. If you are still on the level, you'll die!

Level 2

Having neutralized the Professor's supply ship, make your way through the jungle where the satellite receiving station is hidden. The evil voodoo doctor, Bones, will thwart your attempts to storm the station. You must, of course, free the hostages before you can set the bomb. Then find the entrance to level 3, the underground power plant.



Level 3

Inside the volcano, the mad Professor has engineered a volcanic heat exchanger reactor. You must negotiate the corridors; avoid the molten lava; scale the outside of the reactor; reach the top to set the bomb; and make your way to level 4, the Shuttle Launch Pad. But beware of Yoyo!

Level 4

This tough level challenges you to destroy the Space Shuttle. Odd Job and the guards are not your only obstacles — you must also negotiate around the searing heat from the Shuttle's engines. Once the hostages are rescued and the shuttle is destroyed, your mission is complete — almost. Now you must escape from the island!

Level 5

Your arch enemy Jaws is back, making one last desperate attempt to foil you. The only way to triumph over Gravemar and escape safely is to defeat Jaws in this ultimate confrontation!

Good Luck James!



ON SCREEN INFORMATION

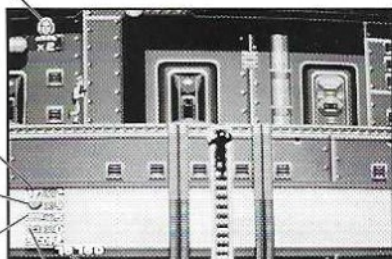
Explanation of icons on the screen (from top to bottom).

Hostage/bomb indicator

Lives remaining

Times you can be shot before losing a life

Number of ammo clips (24 bullets each).
Pick these up when you shoot an enemy — Bond will automatically reload his gun



Score

Number of grenades
(found only in Q Cases)

SCORING

250.....Bullet hit on enemy vehicle

250.....Pick up ammo clip

2500.....Kill enemy guard

5000.....Kill Yoyo / Bones / Odd Job

10000.....Collect Q Case

10000.....Collect bomb

15000.....Kill Jaws

25000.....Traversing submarines

25000.....Rescue hostage

25000.....Place bomb

50000.....Destroy enemy vehicle

50000.....Blow up objective

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.
- Do not leave game paused for a long period of time as the image may "burn" into the TV screen.
- For owners of projection televisions: Still pictures or images may cause permanent damage to the picture tubes or the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

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PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game.

Should you have any further problems or questions about playing this Domark game, please call a *Tengen game counselor* at **(408) 433-3999** Monday through Friday from 8:30AM-5:00PM Pacific Time.



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