



**KID
CHAMELEON**™

INSTRUCTION MANUAL

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**For game play help, call
1-415-591-PLAY.**

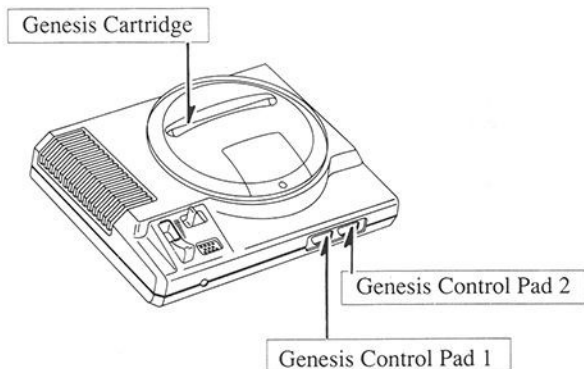
Starting Up

1. Set up the Genesis System and plug in one or two Control Pads.
2. Make sure the power switch is OFF. Then insert the *Kid Chameleon* cartridge into the console.
3. Turn the power switch ON. The Sega screen will appear.

Note: If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis System is set up correctly and the cartridge is **firmly** inserted in the console. If the system is connected to a TV, make sure it's tuned to the correct channel (3 or 4). Then turn the power switch ON again.

4. *Kid Chameleon* will automatically scroll through its story and short game demos. Press the **Start** button to go to the Title screen.

Important: Always make sure the power switch is OFF before inserting or removing the Genesis cartridge.



KID-Napped!

Wild Side is the newest game in town. It's a hologram that creates a reality not our own. You step inside to play, and the door locks behind you. Nobody knows what goes on inside, because nobody ever comes out!

Kids are disappearing left and right. Heady Metal, the boss of the game, has escaped. He's capturing kids by defeating them at their own game. Soon nobody will be left to challenge the dark destroyer.

But one kid appears on the scene who refuses to be beaten. He is the toughest, coolest head in town. He's Kid Chameleon!

Take Kid Chameleon into Wild Side and give Heady Metal and his gruesome underlings a taste of their own aspirin. Because Kid Chameleon is about to cause a few headaches of his own!



CREDITS

Software: Mark Cerny, BichCau Le, Bill Willis, Steve Woita

Game Design: Graeme Bayless, Bill Dunn, Rick Macaraeg, Hoyt Ng

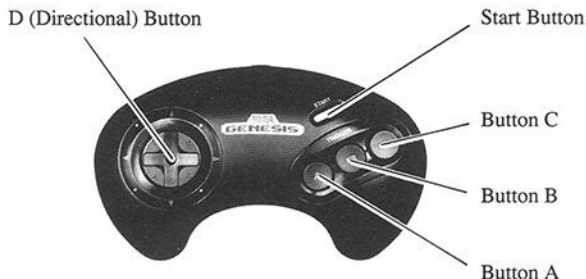
Art: Alan Ackerman, Paul Mica, Brenda Ross, Craig Stitt, Judy Totoya

Sound: NuRomantic Productions

Special Thanks: Haven Carter, Scott Chandler, Hugh Bowen, The Test Group, Hanshaw Ink

Take Control!

This section tells you how to use the Control Pad buttons in *Kid Chameleon*.



Screen Controls

Start Button:

- Press to go from one screen to the next. You can do this on any screen that's not a game action screen.
- Press at the Title screen to see the Select Game box. Press again to start a 1 Player game. Or, move the marker with the **D-Button** and press **Start** to begin a 2 Player game or go to the Options screen.
- Press during play to pause the game and see the Pause Game box. Press again to resume play. Or, use the **D-Button** to move the marker and press **Start** to begin the round again or give up.

D-Button:

- Press UP/DOWN to move the marker in the Select Game and Pause Game boxes.
- Press UP/DOWN to move the highlight on the Options screen. Press LEFT/RIGHT to change the setting on the option that's highlighted.

Kid Chameleon Controls

Kid Chameleon is capable of an incredible number of moves. After you learn the controls, try out different combinations and surprise yourself.

Note: You can change the buttons for **Speed**, **Jump** and **Special**, and reverse the **Speed** action. See page 9.

D-Button:

- Press LEFT/RIGHT to move in those directions.
- Press DOWN to crouch or duck. Press DOWN hard to look down.
- Press DOWN and LEFT/RIGHT to crawl.

Speed (Button A):

- Press and hold to speed up when you want to get some place fast. When you set the game to FAST ACTION on the Options screen (page 9), you can use this button to slow down.

Speed + Start:

- Press both buttons at the same time to energize the Diamond Powers (you must have the right number of Diamonds). Different transformations have different powers, and the powers last only a short time. (See pages 12-21 for descriptions.)

Jump (Button B):

- Press quickly to jump. Hold down briefly for high leaps. Jump to bash blocks with your head, smash enemies with your feet, and reach high spots. Some transformations have special jump powers or moves.

Jump + D-Button:

- Press both buttons at the same time to jump LEFT or RIGHT.
- Jump, then quickly press the **D-Button** to turn around in midair.

D-Button + Jump 2X:

- This button combination flips Kid Chameleon onto a platform. Press the **Jump** button. When Kid Chameleon is even with the platform, press the **D-Button** toward it and press the **Jump** button again. Flip to escape danger and get to hard-to-reach spots. The flip only works when Kid Chameleon is near an edge, and is not transformed by a Helmet.

D-Button + Speed + Jump:

- Press the **D-Button** and **Speed** button together to start a run, then press the **Jump** button for a running high jump.

Special (Button C):

- Press for Special Power when transformed by certain Helmets (see pages 12-21).

Transformation

Iron Knight
Red Stealth
Berzerker
Maniaxe
Juggernaut
Micromax
EyeClops
Skycutter
Cyclone

Special Power

Crawl up walls and obstacles.
Slash with sword.
No **Special** button power.
Throw axes.
Fire skull bombs.
No **Special** button power.
Light up invisible blocks.
Fly upside down.
Whirl and fly.

Getting Started

1. Press **Start** at the Title screen. The Select Game box will appear at the top left.



2. Press the **D-Button** DOWN to move the marker to **OPTIONS**, and press **Start**. You'll go to the Options screen (pages 8-9). Press **Start** at the Options screen to return to the Select Game box.
- Note:** Once you set your options, they'll stay in effect until you change them or turn off the power. If you don't want to change the options, skip step 2.
3. Leave the marker at **START ONE** for a 1 Player game. Move it DOWN with the **D-Button** to **START TWO** for a 2 Player game.
4. Press **Start** to go to the first Round screen. (In 2 Player games, players take turns playing through the rounds.)
5. Press **Start** again to start playing.

The Options Screen

You can change the game settings on the Options screen before you begin play. Press the **D-Button** to move the highlight and choose the settings you want:

- UP/DOWN moves the highlight.
- LEFT/RIGHT changes the setting.



2 Players:

- ONE CONTROLLER
- TWO CONTROLLERS

Choose the setting that matches the number of Control Pads that are plugged in. With ONE CONTROLLER, two players will take turns using Control Pad 1. With TWO CONTROLLERS, one player will use Control Pad 1 and the other player will use Control Pad 2.

Controls:

Modes	1	2	3	4	5	6
Button A	Speed	Speed	Jump	Jump	Special	Special
Button B	Jump	Special	Speed	Special	Speed	Jump
Button C	Special	Jump	Special	Speed	Jump	Speed

You can change the Control Pad buttons for **Speed**, **Jump** and **Special**. Try out different settings until you find the one that works for you. (In 2 Player games with two controllers, both players must use the same setting.)

Speed Button:

- FAST ACTION/PUSH FOR SLOW
- NORMAL ACTION/PUSH FOR FAST

With NORMAL ACTION, Kid Chameleon moves at a walking pace. You hold down the **Speed** button when you want him to run. This gets him through easy parts or out of some enemy's clutches fast.

When the setting is FAST ACTION, Kid Chameleon moves at running speed. Hold down the **Speed** button to slow him down.

Exit:

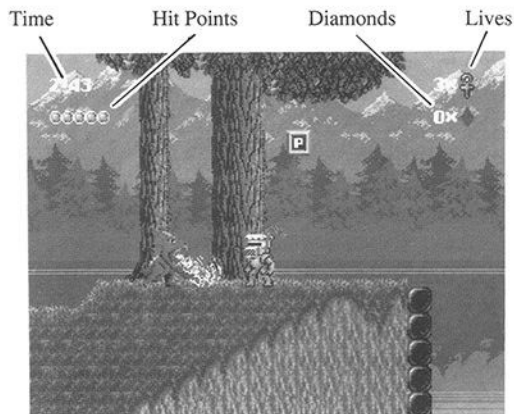
Highlight this option and press the **D-Button** DOWN, LEFT or RIGHT to go back to the Select Game box. You can also exit by pressing **Start** from anywhere on the Options screen.


Headlong Mayhem!

Start your attack as soon as the round begins. Disintegrate the monsters of Wild Side by jumping on them. Use your head and feet to bust open blocks. Diamonds, Helmets and other items will fall out. Run over the items or jump to grab them. They're ALL important.


You magically transform into a creature of incredible power when you grab a Helmet. Now you can use Special Powers (press the **Special** button) to escape danger and send the creeps and fiends to Nowheresville.

The numbers at the top of the screen keep track of how you're doing.




Time: 

You start each round with 3 minutes. Every Clock you grab adds 3 more minutes (up to a maximum of 9:59). If the time gets to 30 seconds, it begins counting down over your head. When it reaches 00, you lose a Life. The time resets to 3 minutes when you start a new round, or restart the current round.

Hit Points: 

You start out with 2 Hit Points as Kid Chameleon. You have 3 Hit Points after you transform (the Iron Knight has 5). You lose a Hit Point when injured. Losing all the Hit Points while transformed turns you back into Kid Chameleon. If you lose all the Hit Points then, you lose a Life. Hit Points carry over to the next round.

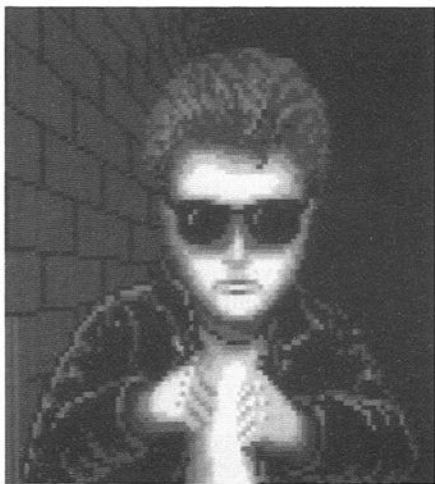
Lives: 

You start with 3 Lives. You get an extra Life when you grab a Life item or earn 50,000 points. You lose a Life when you run out of Hit Points as Kid Chameleon, or the time reaches 00. You can restart the round if you have Lives left. If you don't, the game ends (unless you use a Continue. See page 26.) Lives carry over to the next round.

Diamonds: 

Diamonds build up your Diamond Powers. Grab as many as you can when they fall out of the blocks. Then press **Speed + Start** to energize your awesome abilities. (You must have 2, 5, 20 or 50 Diamonds to use Diamond Power, depending on your transformation. See pages 12-21.)

Kid Chameleon



Kid Chameleon is too tough to beat. He can run like the wind, pounce like a leopard and flip like a whip. Helmets transform him into creatures of incredible power that can out-fight almost any monster Wild Side has to offer.

Special Power: Leaping flip, when Kid Chameleon is near a high edge (press the **D-Button + Jump 2X**, see page 6).

Diamond Powers: Circle of Doom (kills any enemy it touches). Cost: 20 Diamonds
Death Snake (seeks out enemies and kills anything it touches). Cost: 50 Diamonds

Iron Knight



The menacing Iron Knight has 5 Hit Points, more than any other transformation. Using his spiked gloves and boots, he can easily scale cliffs, walls, columns, and just about anything else. He can also break some of the blocks by jumping on them.

Helmet:



Special Power: Crawling up obstacles (press the **Special** button rapidly).

Diamond Powers: Circle of Doom (kills any enemy it touches). Cost: 20 Diamonds
Extra Hit Point. Cost: 50 Diamonds

Red Stealth



Red Stealth is samurai power unleashed! His blazing sword slashes through attackers from the front, back and above. With amazing leaps he jumps higher than any other transformation. He can destroy blocks with his downstroke to enter blocked paths.

Helmet:



Special Power: Sword attack. (Use **Jump + Special** to attack downward.)

Diamond Powers: Samurai Haze (slows down all enemies). Cost: 20 Diamonds
Death Snake (seeks out enemies and kills anything it touches). Cost: 50 Diamonds

Berzerker



Kid Chameleon powers up as a raging rhino when he grabs the horned Helmet. Berzerker bull-charges walls to smash through them, and can kill certain foes by ramming them. He automatically breaks into his charge after running a short distance.

Helmet:



Special Power: Charging obstacles (press the **D-Button**).

Diamond Powers: Invulnerability. Cost: 20 Diamonds
Wall of Death (disintegrates all enemies and obstacles). Cost: 50 Diamonds

Maniaxe



As the terrifying Maniaxe, Kid Chameleon treats the ghouls to Fright Night. He slices through attackers by hurling an endless number of axes, even while jumping.

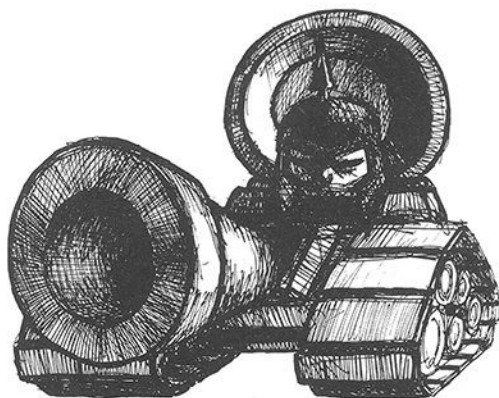
Helmet:



Special Power: Throwing axes.

Diamond Powers: Circle of Death (kills any enemy it touches). Cost: 20 Diamonds
Extra Life. Cost: 50 Diamonds

Juggernaut



Kid Chameleon becomes sheer terror on tractor treads when he turns into the Juggernaut. He blows away attackers with skull bombs from his tank's front-mounted cannon. With all that armor on, it's tough squeezing into tight places.

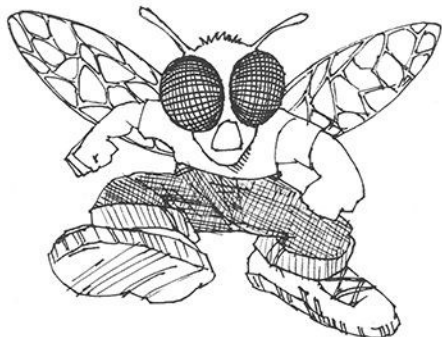
Helmet:



Special Power: Firing skull bombs.

Diamond Power: 5-Way Shot. Cost: 5 Diamonds per shot.

Micromax



Kid Chameleon's insect Helmet shrinks him down to a half-pint. Like a fly, Micromax can stick to walls and spring off to higher spots. He can also squeeze into tiny areas that are inaccessible to other transformations.

Helmet:



Special Power: Sticking to walls (press **Jump + D-Button** to jump onto a wall).

Diamond Powers: Mini-Snake (seeks out enemies and kills anything it touches).
Cost: 20 Diamonds
Swift Mini-Snake (moves even faster than the Mini-Snake).
Cost: 50 Diamonds

EyeClops



Kid Chameleon gains super sight when he turns into EyeClops. His powerful light beam reveals unseen blocks. His Fatal Beam burns all enemies.

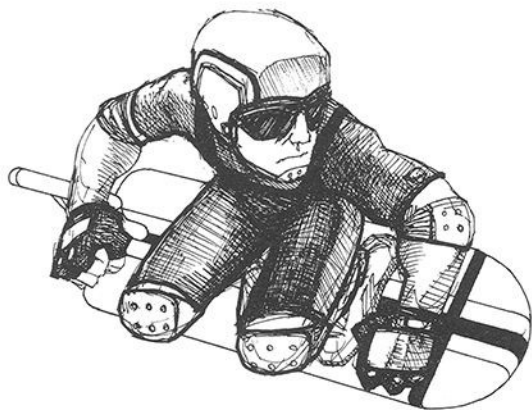
Helmet:



Special Power: Revealing unseen blocks for a short time.

Diamond Powers: Fatal Beam (damages all enemies it shines on). Cost: 2 Diamonds per shot.

Skycutter



Skycutter skates safely over deadly terrain with his jet-powered hoverboard. Then he flips and rides on the ceiling!

Helmet:



Special Power: Flying upside down. (Press **Jump** + **Special** to flip upside down. Press **Special** again to flip right-side up.)

Diamond Powers: Invulnerability. Cost: 20 Diamonds
Death Snake (seeks out enemies and kills anything it touches). Cost: 50 Diamonds

Cyclone



The winged Helmet transforms Kid Chameleon into a whirling tornado. He can soar to any height, drill through blocks and enemies, and rain down disaster on his pursuers.

Helmet:



Special Power: Whirlwind flight (press **Jump**, then press **Special** rapidly).

Diamond Powers: Slashing Rain (knives into enemies). Cost: 20 Diamonds
Tracking Rain (seeks out foes and slashes everything it touches). Cost: 50 Diamonds

Wild Side Blocks



Prize blocks contain power items. Break them to get what's inside.



Smash **Rock** blocks from above or below. Berzerker can bull-charge through Rock walls.



Iron blocks cannot be destroyed, but Berzerker can push them.



Rubber blocks ricochet you in the opposite direction. Bounce on them repeatedly to jump higher and higher.



Hit **Cannon** blocks to fire bullets that blast open holes in other obstacles.



Ice blocks are too slick to walk on, so try jumping across them. These blocks shoot out deadly icicles when broken.



Vanishing blocks disappear when touched.



Push **Shifting** blocks to make steps or escape routes. Enemies caught between Shifting blocks will be squashed.



Drill blocks have lethal whirling blades that pulse in and out.



Mushroom blocks grow another layer on top when hit from below. Then the lower blocks disappear.



Ghost blocks appear and disappear.

Power Items

Smash Prize blocks, then grab the items that fall out. Any items you don't pick up will start flashing, and will disappear after a few seconds.



All **Helmets** transform you.



Diamonds energize your Diamond Power.



Clocks give you 3 more minutes of time (up to 9:59) to clear a round.



Lives are good for 1 extra Life each.



Coins give you 1 extra Continue.

Special Items



Flags signal the end of a round. Touch a Flag to clear the round.



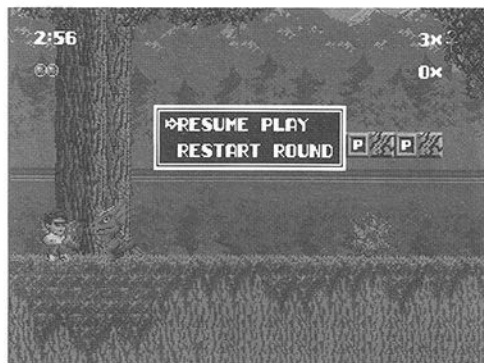
Telepads warp you to other areas in a round, and sometimes to other rounds. Stand on a Telepad. If you don't warp in a few seconds, move a little to the left or right.



Lifts raise you. Knock a Lift with your head to start its timer. Then jump on the platform. When the timer reaches 00, the Lift will rise. Stay clear of descending Lifts.

The Pause Game Box

Press **Start** during play to pause the game. The Pause Game box will appear. You can use this feature to take a short break, to restart the round or to give up.



Resume Play:

Press **Start** to pause. Press it again to resume play.

Restart Round:

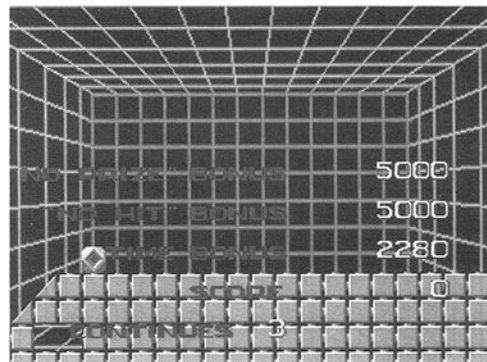
Press the **D-Button** to move the marker to this option, and then press **Start**. You'll start the current round over, at the cost of 1 Life. Use this option when you're in a tough situation with no way out.

Give Up:

The bottom option in the box will become GIVE UP when you only have 1 Life left. Move the marker to this option and press **Start**. If you have Continues left, you'll go to the Continue screen (page 26), and you can start the round over. If you have no Continues left, the game ends.

The Score Screen

The Score screen appears after every round to add up your points. You can earn points in 5 categories, though you may not gain points in all categories after every round. Press **Start** at the Score screen to go on to the next round.



Time:

Bonus points for any time left when you clear a round.

No-Hit:

Bonus points for clearing the round without getting hit.

No Prize:

Bonus points for completing the round without picking up any items, including Helmets.

Speed:

Bonus points for completing the round in record time.

Path:

Bonus points for clearing the round by the shortest route.

Continues:

This number tells you how many times you can continue play after losing all your Lives. You start every game with 3 Continues. You also get extra Continues in some of the Prize boxes.

When you lose all your lives, the Continue screen appears. Press **Start** to keep on playing. You'll go back to the beginning of the round that just ended, but you'll lose everything you gained in the previous game.

The game ends when you lose your last Life if you have no Continues left.

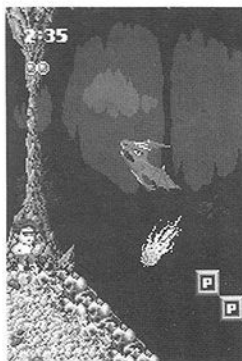


Creeps, Fiends, Ghouls and Demons

Wild Side has more leaping, belching, bullet-spitting, whirling, buzzing, gnawing, rolling, raging, hissing, burning and stinging enemies than you'll ever want to see again.

You can flatten some of them with one jump. Others won't give up until you pound them into the ground. The Dragon seems pretty tame, until you meet the Dive-Bombing variety. And some foes, like the Fire Walkers and Imps, are definitely from Hell!

Try to learn the warning sounds and attack characteristics of all the monsters, so you don't get caught with your back turned. Certain creatures take longer to die, and a number of them will be impossible to destroy unless you have the right transformation.

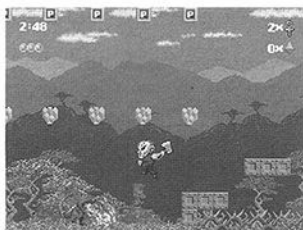


Warrior Pass

*These are only some of the round names.
It's up to you to find the secret paths to other rounds,
and the mysterious final round.*

Blue Lake Woods
Highwater Pass
Under Skull Mountain
Isle of the Lion Lord
Windy City

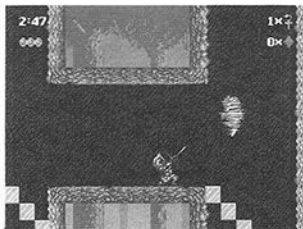
Sinister Sewers
The Crystal Crag
Dragonspike
Stormwalk Mountain



Dragon Fate

The Whispering Woods
Devil's Marsh
Bloody Spike Swamp
Knight's Isle
Whale Grotto

Hoverboard Beach
Pyramids of Peril
Madmaze Mountain
Stairway to Oblivion
Coral Blade Grotto



Black Peril

Woods of Despair
Forced Entry
The Cliffs of Illusion
Lion's Den

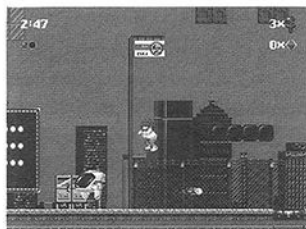
Wind Castles
Blizzard Mountain
Caves of Ice
Nightmare Peaks



Chaos Maze

Diamond Edge
The Hills Have Eyes
Secrets in the Rock
Ice God's Vengeance

Beneath the Twisted Hills
Alien Isle
The Land Below
The Final Marathon



Wild Side Survival Guide

- Jump to search all the high crannies and spaces in Wild Side, even when it looks like there's nothing above you. You may find invisible Prize blocks.
- Shifting blocks can help you clear a round. Push them up to make steps, or use them as weapons to trap unwary enemies.
- Listen for the Diamond tones. They make a sound whenever you've gained enough Diamonds to use Diamond Power.
- Watch your time. If the time is getting dangerously short, find a Clock or rush to the Flag at the end of the round. You'll get another 3 minutes when the next round starts.
- Restore your Hit Points by grabbing another Helmet.
- Search for Flags and Telepads in hard-to-reach places and by destroying blocks.
- Learn how to use the unique powers of each transformation. You don't have to pick up every Helmet you find, and some will be better than others for getting you through the round.
- To play for high scores, set the game to FAST ACTION and don't pick up any items.
- You can always find new ways to move through the rounds. Try 2 Player games and get ideas by watching the other person's tactics.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- 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.

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.

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 ninety 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 this number:

1-800-USA-SEGA

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, 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 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 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 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.

RADICAL ACTION GAME FROM SEGA!

CALIFORNIA GAMES

Amp up...

and get ready to grind! With the hottest competition under the California sun. Five massive events take you beyond radical!

Get Weird, Dude!

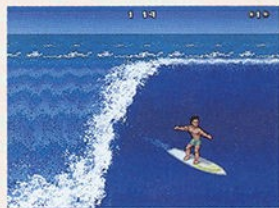
Half pipe: pump up for the half-pipe, solo or with a buddy, and get air! Surfing: carve a wave and go aerial! Skating: rr-oo-ooo-lilll on skates-- even do stunts! The badder you are, the better it gets. BMX riding: shred dirt on a BMX. Foot bag: grab a pal and fast-kick a foot bag.

Turf to Surf!

Boardwalk to half-pipe! Welcome to a new state of intensity for one to NINE players! It's most meritorious! So pull on those knee-pads and get gnarly!



672-0781



Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)