SEGA GENESIS®

LAST BATTLE™

INSTRUCTION MANUAL

Loading Instructions: Starting Up:

1. Make sure the power switch is OFF.

2. Insert the Last Battle™ cartridge in the Genesis System (shown below) by following 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 Only:
   Press Start Button on Genesis Control Pad 1.

Genesis Cartridge

Genesis Control Pad 1
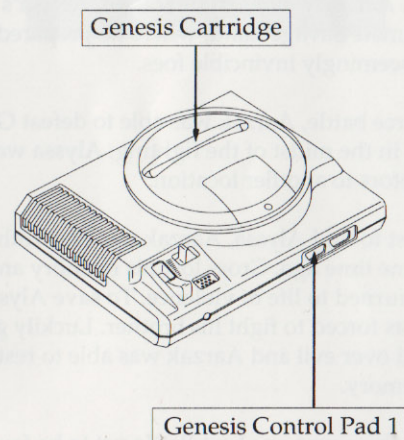
Last Battle Story

All is not well with the world! A great war had devastated the land and a nefarious power had established an empire where the good people like slaves.

But there was hope. The mighty Aarzak and his two companions, Alyssa and Max banded together to reclaim their homeland.

Using the secret martial art of JET-KWON-DO, Aarzak went to battle against Duke, master of TAE-KUNG-FU. In the end Aarzak was victorious and peace reigned in the land. However, before the battle was over, Gromm, Gross and Garokk, the three strongest and most evil warriors escaped. For three years, the trio plotted to get back in power.

One day, they staged a surprise attack on the capital city. Alyssa was captured and taken to the land of the unknown. Aarzak followed the trail of Alyssa's captors to the Ultimate Savage Land, where he prepared to fight the three seemingly invincible foes.

After a fierce battle, Aarzak was able to defeat Gromm. However, in the midst of the fighting, Alyssa was taken by her captors to another location.

In his quest to find Alyssa, Aarzak met his brother Gross. Some time ago, Gross lost his memory and as a result, he turned to life of violence. To save Alyssa, Aarzak was forced to fight his brother. Luckily good triumphed over evil and Aarzak was able to restore Gross' memory.

However, there was one Last Battle yet to be fought.

Garokk, the most powerful enemy had to be defeated. There is a secret to defeating Garokk which is contained in the sealed legacy of the creator of JET-KWON-DO. After much thought, Aarzak was able to break the seal and learn how to defeat Garokk. Even with this knowledge, the fighting continued for days. Yet in the end, Aarzak prevailed and Alyssa was rescued.

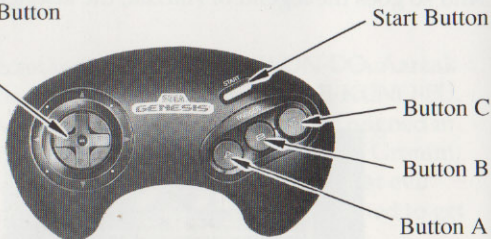And so goes the legend of Aarzak, the last hero!
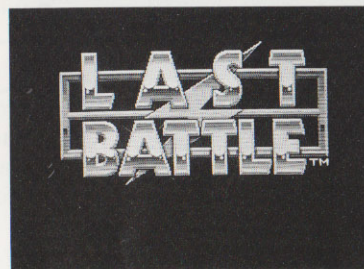
Take Control

Before you begin playing, learn which buttons prompt the moves and functions you'll rely on during play.

Basic Functions:

Below lists the controls of the Genesis Control Pad.

Directional Button
(D-Button)

Start Button

Button C

Button B

Button A

Directional Button (D-Button):
- Moves Aarzak to the left and the right.
- Kneel.
- Jump.
- Select destination during Map Screen.

Start Button:
- Begins play.
- Pause play.
- Release pause.
- Locate Status Window.

Button A:
- Punch.
- Moves figure during Map Screen.

Button B:
- Kick.
- Moves figure during Map Screen.

Button C:
- Jump.
- Moves figure during Map Screen.

Move Aarzak In Different Directions

To move Aarzak either forward or backwards press the D-Button to the right or to the left.

Kneel

To kneel, press the D-Button only downward.

Jump

To jump upwards, press Button C. To jump higher, press the D-Button up and press Button C at the same time.
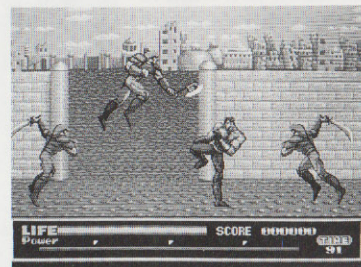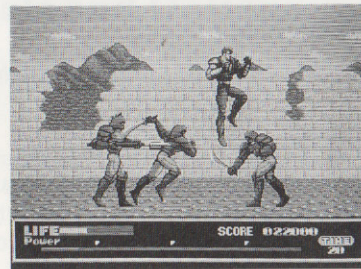
Kick

To kick your opponent, press Button B. To jump in the air and perform a scissor kick, press Buttons B and C simultaneously.

Punch

Press Button A for power punches.

Pause

If you need to pause the game during play, press the Start Button. When you're ready to resume play, press the Start Button again.

Method of Play

The game is composed of four chapters. Each of these chapters is divided into seven to ten areas. You must fight your way through every area. When the battle in one area is won, you will be able to advance to the next area. Choose the next area with the help of the Map Screen.

Start Play

When the Title Screen appears, press the Start Button.

Game Over

You've won the game when you survive all four chapters and defeat Garokk in the Last Battle. The game ends when Aarzak loses all his lives.

Map Screen Selection

When you have survived one area, a Map Screen will automatically appear offering you several paths to take.

Use the D-Button to turn the arrow in the direction you want to the figure to follow. When the figure occupies your desired direction, push Buttons A, B, or C and Aarzak will automatically start play in the new area.
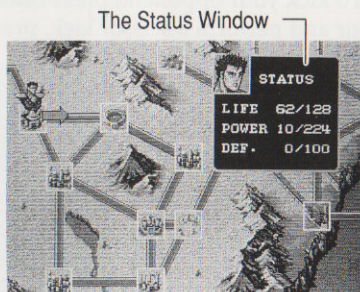
The Status Window

Locate The Status Window

When the Status Screen appears, push the Start Button.

6

The Status Window will now appear. Here you can find out the current condition of and maximum values for Aarzak's life, power and score. The number to the left of the slash is the present value and the number to the right is the maximum value to which it can be increased. Keep in mind, the larger the value of the power value the less Aarzak's life will decrease every time he is hit.

Screen Signals and Options

During game play your screen will inform you of certain gains and losses.

Life Gauge: Aarzak's life is monitored by the Life Gauge. Every time he is injured, it will decrease an increment until it finally reaches zero and the game ends.

Score: Every time Aarzak defeats an enemy, his score will increase.

Power Gauge: Your energy level is reflected by the Power Gauge.

Time: There is a time limit attached to every chapter. When the time reaches zero, Aarzak's life will begin to decrease.

Life Gauge

Power Gauge

Score

Time

7

Power Up

When Aarzak is able to defeat his enemies in succession and continually increase his score, the red lamp of the Power Gauge begins to grow in length. When the lamp reaches the required white mark, Aarzak's power is increased.

When Aarzak's power increases, the condition of his body changes. He beefs up and so does the power of his attack methods. Now he will also suffer less damage from the enemy.


This increase in power is cancelled at the completion of each chapter and he will return to his original condition.

The length of the red bar required for an increase in power varies for each chapter. It must meet the number of white marks according to the chapter number. In Chapter Four, the bar must reach the entire distance.

Labyrinth

There is one labyrinth to enter during each chapter. Here you can gain points and power with no time limit attached.

To enter a labyrinth, you must satisfy the conditions of the chapter. If entrance to the labyrinth is blocked, visit a new area to earn more points and power and then return to the labyrinth entrance for another try.
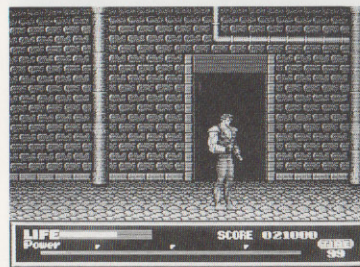
When inside the labyrinth there are rooms filled with enemies. To enter these rooms, press the D-Button upwards. After you have entered and left a room, you will not be allowed to pass through again. If you meet an ally inside the labyrinth, you will automatically be allowed to leave.
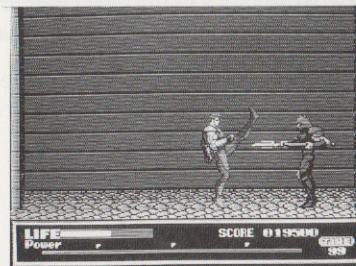
Conversation

During game play, Aarzak will have opportunities to speak with his allies and enemies. In some cases his Life Gauge will be replenished when the conversation ends. Pay close attention to these conversations.
They may provide you with hints to help you on your journey.


Now, Make Your Move

The Boss

A major battle takes place during every chapter between you and a boss enemy. If you don't defeat him, then you will not be able to advance to the next chapter. He resides in one of the areas displayed in the Map Screen.

When you encounter this boss, his Life Gauge will be displayed at the bottom of the screen so you can observe who is winning the battle.

After Chapter 1, it is not possible to enter the boss' area until you have survived several areas. You will find your arrow blocked when you attempt to face the direction where the boss resides. So move towards the direction you're allowed. When you have defeated the final boss in Chapter Four, the game ends.
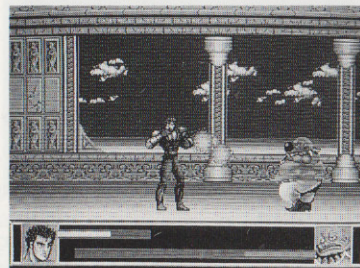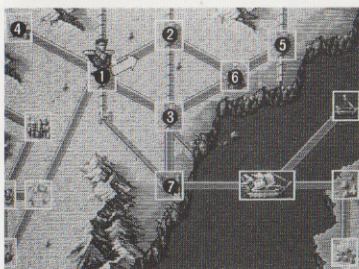
The Chapters And Areas
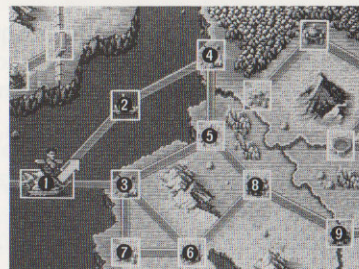
Chapter 1: New Legend Creators
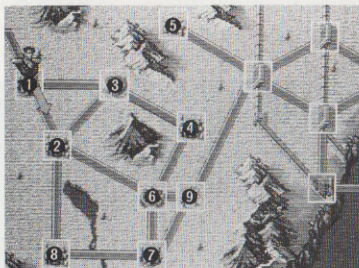
1. Western Area
2. The Wilderness
3. Hulk's Area
4. Prison Entrance
5. Quiet Village
6. Rebel's Prison
7. Southern Area
8. Butcher's Area
9. Eternal Plain

Chapter 2: Golden Assassins

1. First Gate
2. Second Gate
3. Third Gate
4. Quiet Village
5. Fourth Gate
6. Forbidden City
7. Seashore

Chapter 3: Ultimate Hell

1. Pirate Ship 1
2. Pirate Ship 2
3. Savage Land 1
4. Savage Land 2
5. Eternal Plain
6. Dry River Bed
7. Western Village
8. Desert
9. The Gromm Castle

Chapter 4: The Destroyer's Fate

1. Valley of No Return
2. Castle Entrance
3. Great Coliseum
4. The Garokk Castle
5. Eternal Plain
6. The Village
7. East Mausoleum
8. West Mausoleum
9. Northern Village
10. Tombstone

Characters

Sophia: The empress behind the empire. No one knows where she dominates from, but Alyssa is rumored to know the secret because Sophia is Alyssa's mother.

Gere: A bounty hunter with a taste for vengeance. The father of Anne, he has joined the ranks of Aarzak.

Anne: Gere's daughter.

Luisa: A friend to Gere who lives in "Quiet Village" where she takes care of Anne.

Cynara: The only woman in the "Ultimate Land" with a kind heart.

Rob: In a desperate attempt to make the "Ultimate Land" better for Cynara, he has joined the battle for good.

Aarzak: Our hero.

Alyssa: A woman who helped to form the resistance and almost lost her life to her captors.

Max: Alyssa's companion and comrade second only to Aarzak.

Dare-Devil: The boss of the pirates. He is Rob's father.

Garokk: The top general who rules the "Ultimate Savage Land."
When he is defeated, everything will be clear. He is Aarzak's last foe.

Gross: One of the generals in the "Ultimate Savage Land." He is Aarzak's older brother.

Gromm: The third general in the "Ultimate Savage Land."

Zee Bee: Gromm's brothers and Kung-Fu experts.

Syd: In service of the Duke.

Duke: The protector of Sophia and Tae-Kung-Fu expert.

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.

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 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. 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.

✿✿✿✿✿✿ MEMO ✿✿✿✿✿✿