

SEGA™

GENERATIONS Lost

SEGA
GENESIS

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 game,
please call a game counselor at

408-433-3999

Monday through Friday from
8:00 am -5:00pm Pacific Time.

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INSTRUCTION
MANUAL

MANUFACTURED FOR PLAY ON
THE SEGA™ GENESIS™ SYSTEM.

Rated by V.R.C.™

MA-13
Parental Discretion
Advised.

General Audiences

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.

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.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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The Mystery of *Generations Lost*



In the pre-dawn darkness, two figures stand before a small fire, staring into the flames, when one—a wizened elder—breaks the silence—

“Monobe ...”

“Yes, Geezer?”

“You are of the blood of the Keptan, the last of your line. With the sun’s rising, your day of hope begins. This is the time to lead the people of this troubled world to a new beginning. You must journey far and wide, through lands populated by strange creatures ... lands not visited since the early times.

“Wear this special garb ... it may help you in your travels.

“Be wary and stay alert always ... for things in this world are not as they seem.”

And as the dawn unfolds across the sky, the elder waves his walking stick and bids you his final farewell, in words that will long echo in your mind—“Seek the final level, where all becomes clear. Use your gifts to overcome obstacles.

“You will find help in many places. Leave no door unopened, no stone unmoved. If you are shrewd and brave, and have a bit of luck, you may arrive where you started, yet know the place for the first time.”



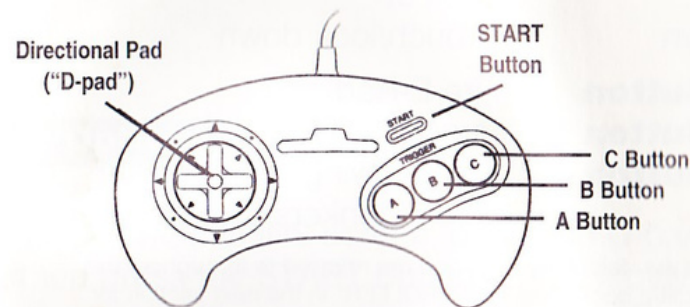
GETTING STARTED



1. Make sure that your Sega Genesis System is turned off. Place the *Generations Lost* cartridge securely in the cartridge slot on the Genesis.
 2. Plug a Genesis Controller into the "Control 1" port on your Sega Genesis.
 3. Turn on your Genesis. After the title sequence begins, you may press START a few times to go directly to the START/OPTIONS screen.
- The Sega Genesis Cartridge is intended for use exclusively with 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 recess during extended play, to rest yourself and the Sega Cartridge.

Game Controls

- Use your Sega Controller as shown here to play *Generations Lost*.



General Controls

START

- Tap to pause and resume play
- Press and hold, then release to go to Inventory/Transnode map
- When in Transnode chamber: Press to select a node or level
- On Transnode map, tap to go to the highlighted node or level

D-pad

- On Transnode map, cycle through levels and sectors on the map

Up/Down only

- On Inventory, cycle through items held

Controlling Monobe

D-pad

Left/Right	Move Monobe left/right
Up	Look up
Down	Crouch/look down

A Button

Fire E-Rad

B Button

Punch

C Button

Jump; swing from Plunker when Plunkers are activated.

These are default settings and are referred to throughout this instruction book. See "CONTROLLER" in the next section for information on customizing controls.

Combinations

Left/Right and A Button	Use key to open locker
Up and A Button	Repel up using E-Rad
Down and A Button	Energize your E-Rad when on an E-Rad energizer

Elevators

You need a key to activate the elevators. They flash when they're active. Guide Monobe into the car and press the D-pad Up or Down to go in that direction.

Game Options

At the START/OPTIONS screen, press the D-pad Left, then press the START Button to begin play at the initial level with game options at their default settings. Or press the D-pad Right to highlight OPTIONS, then press the START Button to set up game options as you want them.

Press the D-pad Up or Down to highlight the option you want, then press the START Button to select it. To set each option the way you want it, press the D-pad Left or Right to highlight your choice, then press the START Button to confirm it and return to the OPTIONS menu.

START GAME. Select this to begin play with all options as they are currently set up. If you have not entered a password (see the next page), you'll begin at the initial level.

PASSWORD. Select this to enter a password that you've learned during previous play (see "Checkpoints and Passwords" on page 12). When the password entry screen appears, press the D-pad Left and Right to highlight each character in turn, and press the D-pad Up or Down to select the letter you want for each character. When you've finished spelling out your password, press START.

DIFFICULTY. By pressing the D-pad Up or Down, you may select AMATEUR, SKILLED, or EXPERT. The default is SKILLED.

CONTROLLER. Pressing the D-pad Up or Down lets you assign the ERAD, ATTACK, and JUMP controls in different configurations to the A, B, and C Buttons on your controller.

MUSIC. By pressing the D-pad Up, you can listen to each of the 81 sounds in the game, beginning with 0 and ending with 80.

Solving the Mystery

Generations Lost is a mystery, a quest, and an adventure, with plenty of action to test your courage and your reflexes ... plus puzzles and strategies to challenge your wits.

The Geezer sends you off with words of warning and hope, and gives you a suit with strange and magical powers. Through experience you will learn how to use those powers wisely. Only at the end of your journey, through many lands and dangers, will you come to understand the fate of the lost generations—and your own destiny.

Lives and Life Energy

You begin each game with three lives. You may accumulate more by collecting power-ups found in lockers along the way—see "Gathering Items," page 14.

Displayed in the upper left corner of the screen is your life energy indicator, which tells you how healthy you are.

Life Energy Indicator



When the indicator is green and rapidly active, your health is robust. As you take blows from enemies and your health deteriorates, your chest armor sparkles and the life energy indicator slows down, turning first yellow, then red. As the indicator reaches the red stage, you have very little energy left before you lose your current life. When the ball stops moving, you've lost a life.

When you lose your last life, the game ends, and you must start your quest over again. You may start from any level for which you know the password—see “Checkpoints and Passwords,” page 12.

On the first level and most other levels, you'll find at least one health power-up platform, which you can use to restore your life energy.

To power-up your life energy, jump on a health power-up platform. As Monobe is surrounded by floating life energy beams, your life energy indicator will return to its healthiest state.

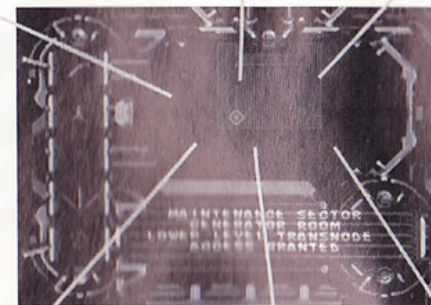
Navigating the Six Levels

There are six levels, or nodes, in the world of *Generations Lost*. Each has up to five separate sectors.

Agricultural Sector

Security Sector

Maintenance Sector



Propulsion Sector

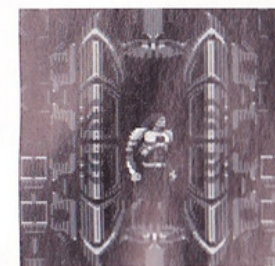
Main Bridge

Engineering Sector

On each level except the first, you'll come upon at least one Transnode, a chamber that can transport you between levels.

To operate a Transnode, walk into it and press START. You'll go to the Transnode map screen.

On the map, you may choose the level you want to go to by pressing the D-pad Up, Down, Left, or Right.



You may always go back to Transnodes you have successfully traveled through before. To advance to new levels, however, you may need certain items in your inventory (see “Gathering Items,” page 14).

You get an “ACCESS DENIED” message when you don't have all the items needed to advance to a level you've selected on the map. Sometimes, you'll also be told what you must add to your inventory in order to gain access to the level.

Checkpoints and Passwords

Scattered through the world of *Generations Lost*, you'll come upon various checkpoints that mark your progress toward the solution to the mystery.

Checkpoint Marker



Once you've passed a checkpoint, its marker changes in appearance—

Checkpoint Marker Already Passed



If you lose a life and have lives remaining, you'll restart play at the last checkpoint you passed.

As you make progress through the game, new passwords will be revealed to you when the Geezer talks to you at the end of certain levels. Always look for passwords at the end of his dialogue, and write down each and every password you're given. If you lose all your lives and the game ends, or if you want a break, you'll need to enter a password to resume play close to where you left off.

You can enter any password you know from the OPTIONS menu (see page 8). You'll start play in the sector where you were issued that password.

The Energy Radiator (E-Rad)

The Energy Radiator, or E-Rad, is the most useful, most versatile power of your special suit—both a weapon and a unique means of moving around.

You can fire your E-Rad only when it's fully energized. Each time you use it, it must re-energize itself before you can use it again.

Appearing in the upper right corner of the screen is the E-Rad energy meter. It's white when the E-Rad is fully energized, and flashes purple while the E-Rad is re-energizing itself.

To fire your E-Rad as a weapon, press the A Button. The E-Rad fires in the direction you're facing, and can effectively damage any enemy within range.

To repel up with your E-Rad, press and hold the D-pad Up and press the A Button. The E-Rad sends up a repelling beam, which attaches to any solid surface it meets and then lifts you up to that surface.

To repel down with your E-Rad, press and hold the D-pad Down and press the A Button.

When you find that its length is limited, you may need to supercharge your E-Rad. This makes it longer and more powerful, but supercharging lasts only until you sustain a limited amount of damage from enemies.

To supercharge your E-Rad, jump onto an E-Rad supercharger, then press and hold the D-pad Down while you press the A Button.

You can also quick-charge your E-Rad, by collecting a quick-charger from a locker (see page 16.) When quick-charged, your E-Rad has the added capability of rapid fire.

Plunkers

Plunkers—from which you can swing over land and water—enable you to travel fast while eluding enemies and other dangers. Plunkers are active only in Plunker zones, which are marked by Plunker Markers.

Plunker Markers



Inactive



Active

To use Plunkers, jump and hold down the C Button.

Gathering Items

To succeed, even to survive, you'll have to gather power-ups, fast E-Rad chargers, puzzle solutions, elevator keys, and other items along the way. You hold these items in your inventory, which always displays your Energy Radiator.

Lives Remaining



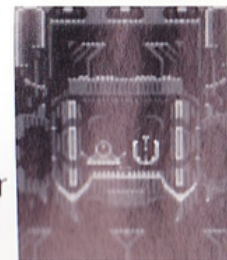
To view your inventory, press and hold the START Button, then release it. You may press the D-pad Up and Down to scroll through the items in your inventory. As each one is highlighted, you'll see a description of it in the lower right quadrant of the screen.

Lockers

Some items are concealed inside lockers.

When you find a locker, somewhere nearby will be a lock that you must unlock to open the locker. While standing next to the lock, press and hold the D-pad Left or Right, and press the A Button. Then walk past the open locker to pick up the items inside it.

Other important items to look for include shields, which protect you for a limited time against danger, and pieces of the Polyphase Conductor.



E-Rad Quick Charger

When quick-charged, your E-Rad has the added capability of rapid fire.



Shield



Polyphase Conductor Piece



Enemies

Camorock. Found primarily in the Agricultural Sector, these creatures can be lethal if they hit you.



Armafer. Found primarily in the Agricultural Sector, these beasts will throw stones at you, causing you great harm if they hit you.



Monkey. These protect the Propulsion Sector from intruders.



Guardian. These creatures guard the Mountain Face.



Dollick. Defeat this nasty guy to gain a piece of the Cap Key.

Hints and Tips

- You can jump or E-Rad onto platforms above or below you. Generally, you can E-Rad farther up than you can jump.
- Try different kinds of blows on the various enemies you meet. You can knock out birds with a punch or two; you may have to shoot other enemies with your E-Rad.

- You can simply punch away the arrows that your adversaries will shoot at you in barrages.
- This cat can be your friend when you reach the Cat Dungeon. 
- To understand the game, it's very important to read the story of *Generations Lost* as it appears on the screen during your journey.
- It's not essential to explore all of the secret rooms you come upon, but you'll find that they often contain useful power-ups and other helpful items.
- If you get lost or stuck, *try everything*. There are many things to discover and secrets to unlock in *Generations Lost*.
- Remember that the E-Rad can shoot enemies *above* you as well as those in front of you.
- Be sure to keep your E-Rad fully charged—you never know when you're going to need it (see page 13).

Credits

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