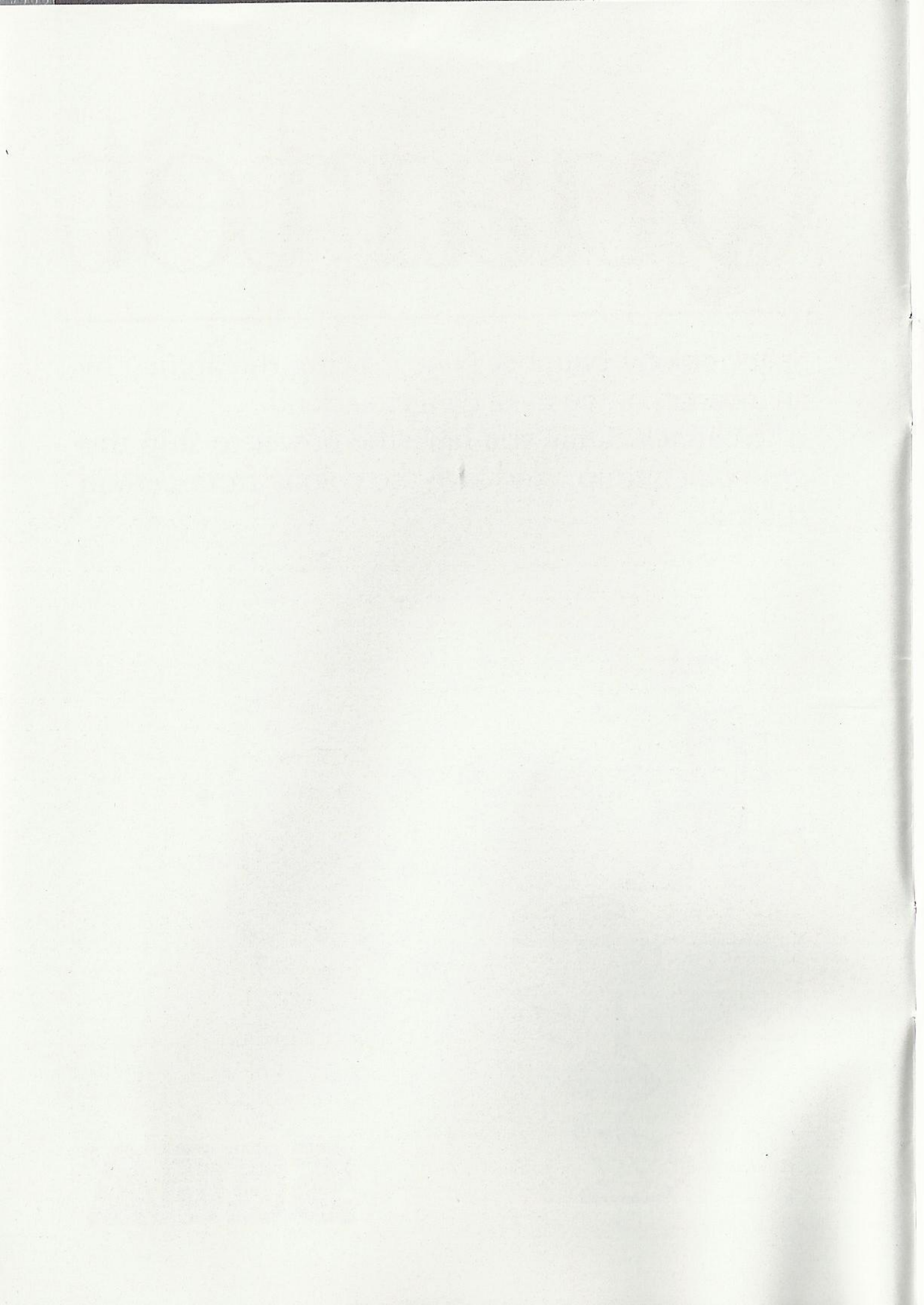


Quartet™

Space colony Number Nine is being threatened by an invasion of the most dangerous kind. Alien attack. Only you have the power to stop this gruesome group. And save the colony from certain collapse.



SEGA®



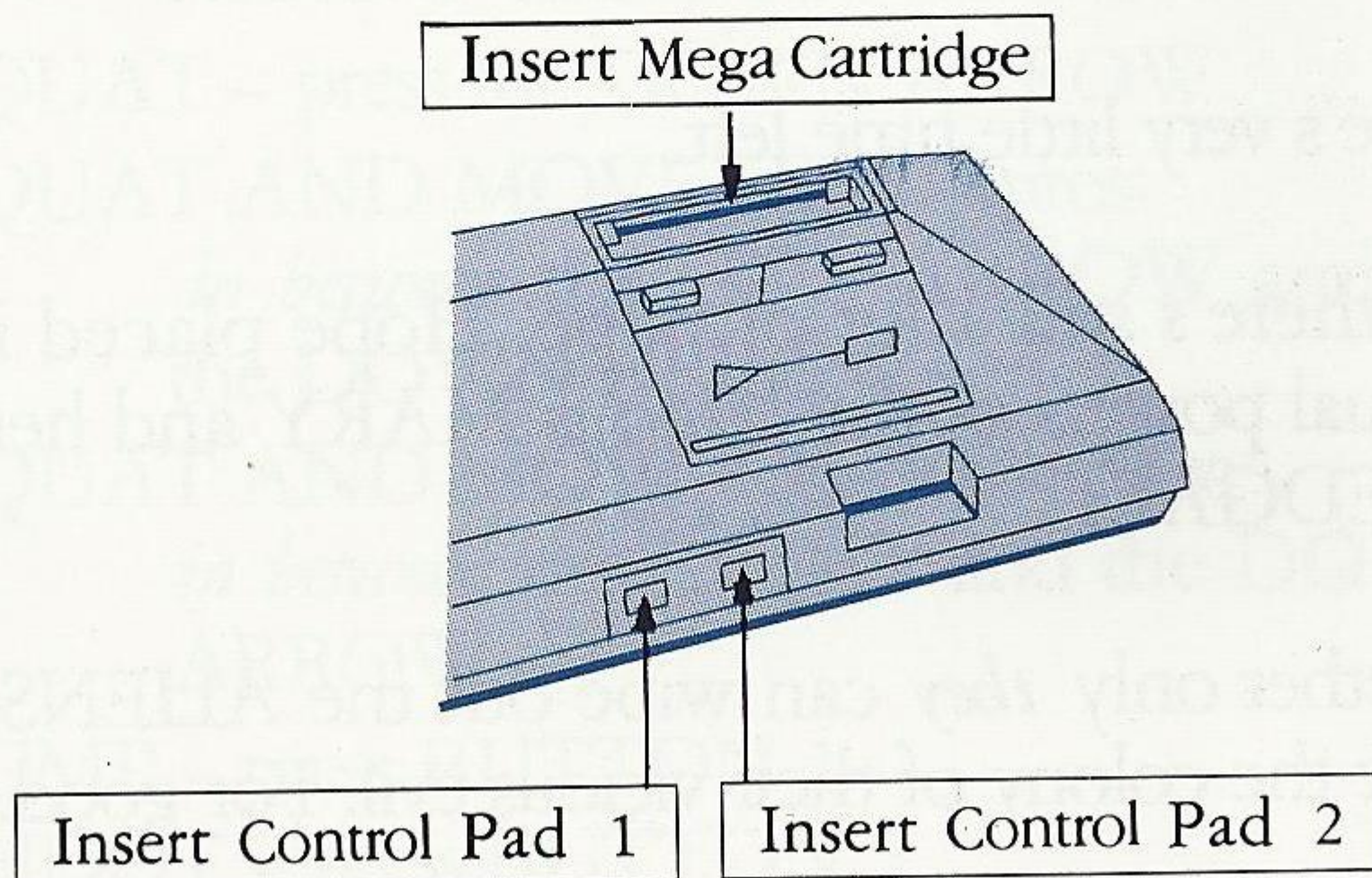
Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the QUARTET™ CARTRIDGE into the power base (shown below) as described in your SEGA SYSTEM™ manual.
3. Insert a control pad into port 1 on the power base. If two people are to play, insert another control pad into port 2.
4. Turn the power switch ON. If nothing appears on screen, recheck Sega Cartridge insertion.

IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.

For 1 player: Push either BUTTON on control pad 1.

For 2 player: Push either BUTTON on control pad 2.



What's Happening

It's thousands of years into the future. And by now mankind has established space colonies throughout the galaxy.

Most of them are peaceful, productive places to live. Most of the time. But once every few centuries or so, something somewhere goes amiss.

This time it happened on the beautiful Colony Number Nine, renowned for the contributions of its late, great ruler, Queen Cynthia.

What's happened? The colony has been invaded by a group of awesome ALIENS of the nastiest kind. Despite state-of-the-technology protection, the ALIENS have entered Queen Cynthia's tomb, confiscated her casket, and are about to destroy the rest of the colony.

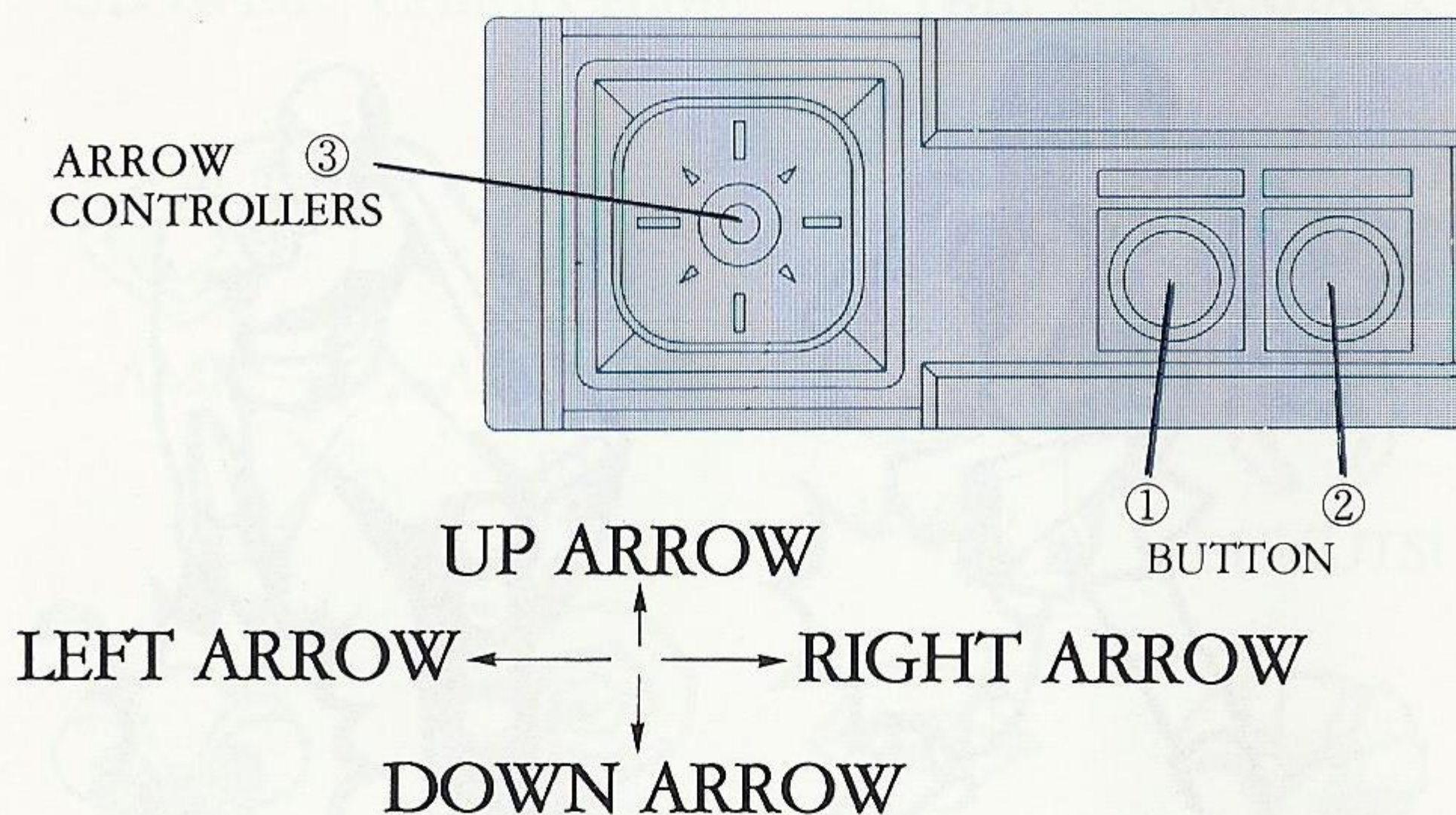
There's very little time left.

But there's still a lot of hope. Hope placed in the spiritual powers of the famous MARY and her partner, EDGAR.

Together only *they* can wipe out the ALIENS. And purge the colony of their vicious evil. For good.

Taking Control

The following illustration shows you the controlpoints on your SEGA SYSTEM™ control pad. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.



TO MOVE RIGHT OR LEFT – press the RIGHT ARROW or LEFT ARROW

TO SQUAT – press the DOWN ARROW

TO SQUAT AND MOVE LEFT – press *in between* the LEFT ARROW and the DOWN ARROW

TO SQUAT AND MOVE RIGHT – press *in between* the RIGHT and the DOWN ARROW

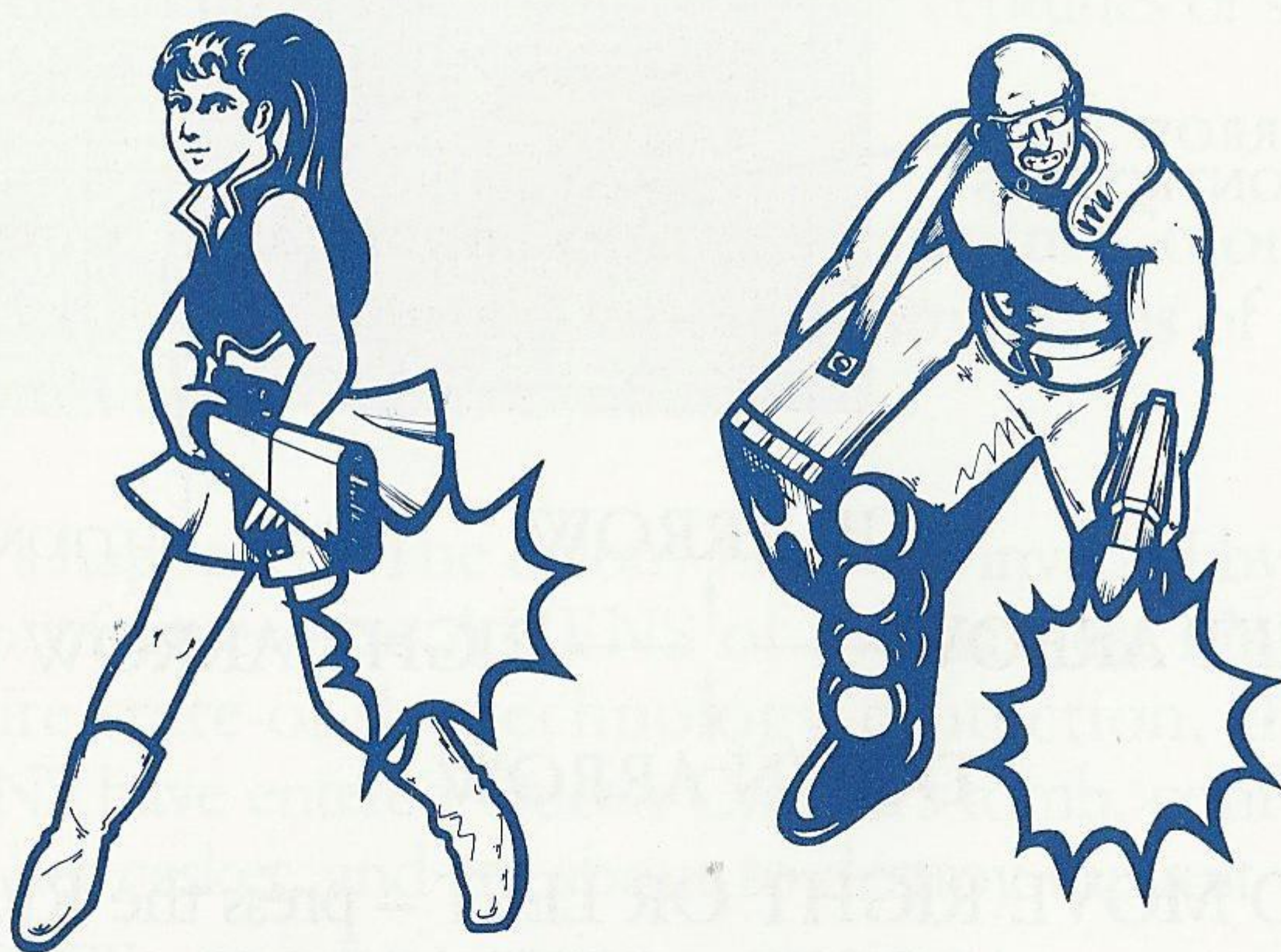
TO JUMP – press BUTTON 1

TO SHOOT – press BUTTON 2

Who's Who

In a one-player game, you're MARY. In a two-player game, the second player is EDGAR.

MARY and EDGAR are the only humans from colony Number Nine with enough spiritual power to defeat the attacking ALIENS.



Your enemy ALIENS include a host of ferocious characters, – each more grotesque than the next – as well as their all-powerful ALIEN leader.

You must eliminate every last ALIEN to retrieve Queen Cynthia's casket and restore total peace to the colony.

LIST OF ALL OF THE ALIENS



GLOWER



CHIMECHIME



SLYME



MABACK



AMEI



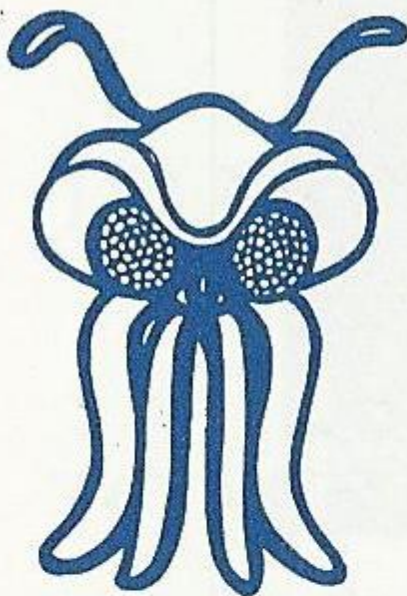
AMEYRO



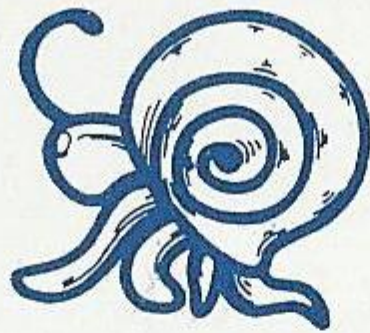
HECO



ABUKUTSU



IKASAGO



HODATE



AMAPPO



SOPRATEN



AMOEHA



AMOENI



F.T.



MARCHAN



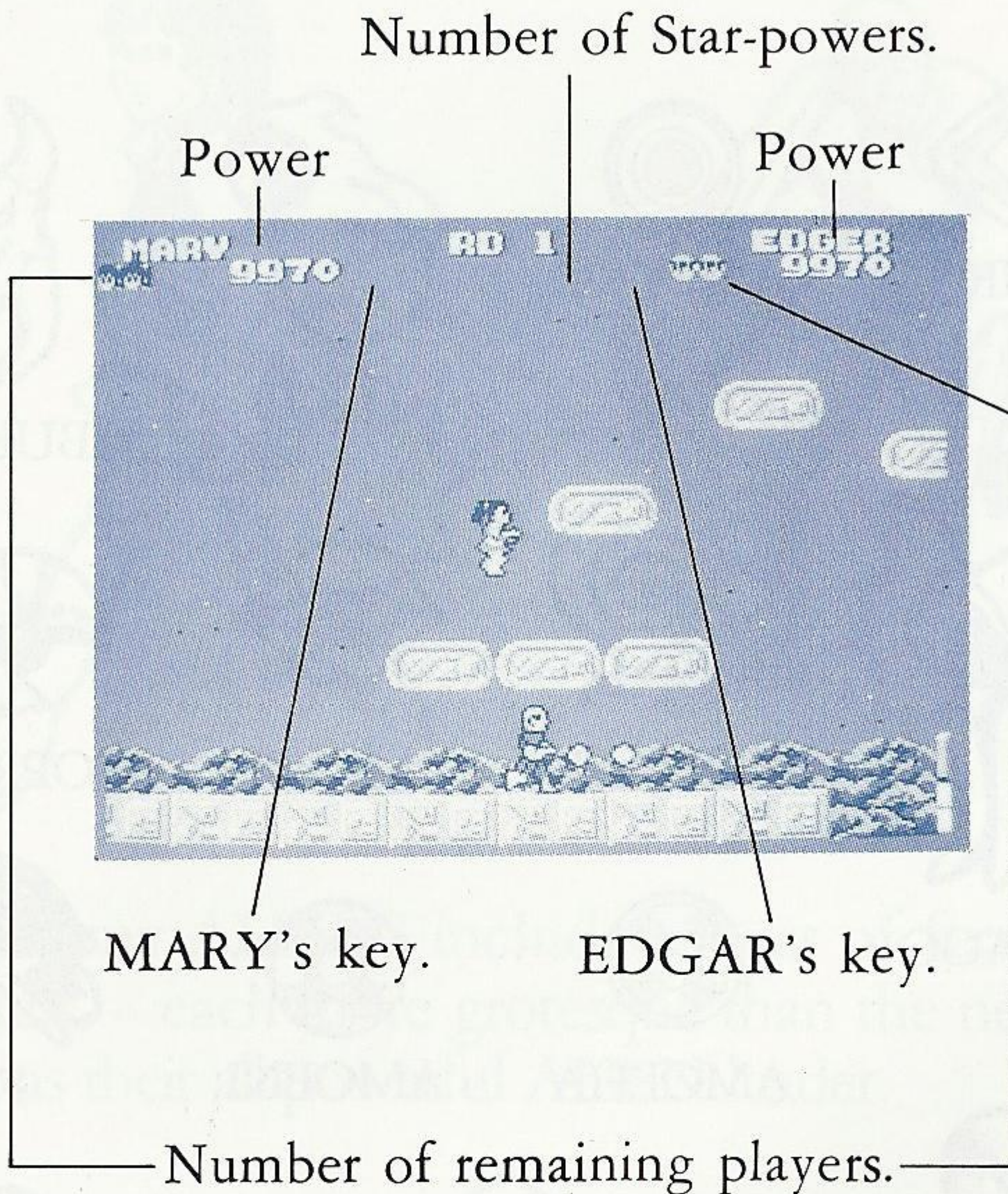
ADAMYA



HYHOFALLOKE

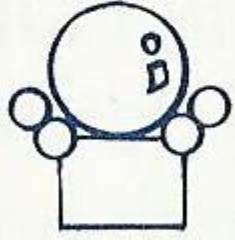
What's What

Fortunately, for MARY and EDGAR's sake, you won't have to rely entirely on your spiritual powers. There are several ways to obtain added powers. And score extra points.



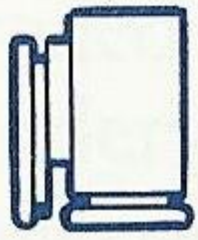
They are:

POINT-BALLS



After fighting off all the ALIENS, a POINT-BALL will appear on the screen. Get it and you get points.

THE JET ENGINE



This supersonic jet engine allows you to move in eight different directions. And since the ALIENS will be attacking from all different directions, it'll help improve your chances.

TO MOVE UP, DOWN, RIGHT OR LEFT --
press the UP, DOWN, RIGHT or LEFT
ARROWS

TO MOVE DIAGONALLY – press *in between*
the UP, DOWN, RIGHT or LEFT ARROWS

TO OPEN THE DOOR – press BUTTON 1

TO SHOOT – press BUTTON 2

THE STOPPER



In real emergencies, you can use THE STOPPER. It stops the ALIENS dead in their tracks. But only for a limited amount of time.

THE BOMB



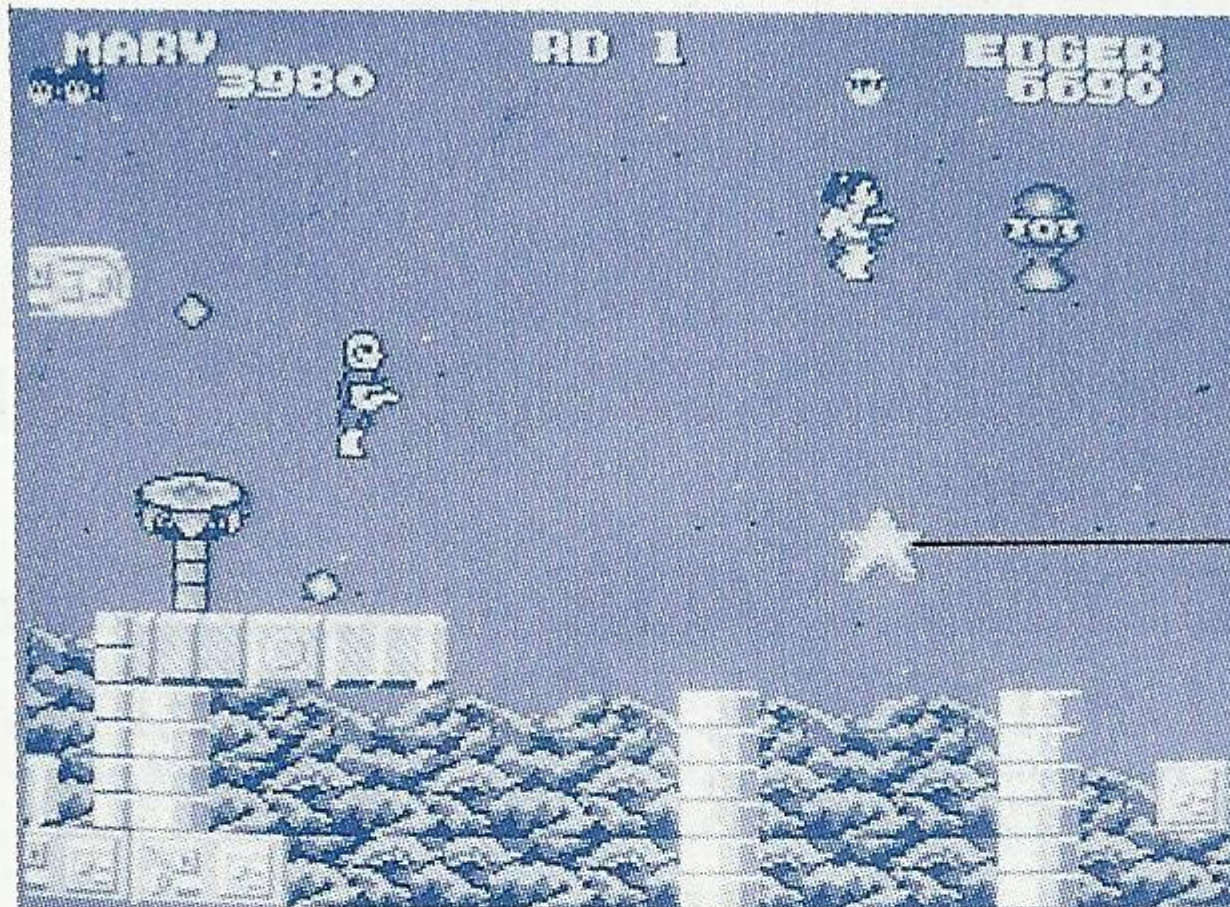
This is a very potent piece of equipment. Why? Because when you use it, you destroy all ALIENS currently on the screen!

THE MISSILE



There are two kinds of missiles. One makes the ALIENS harmless. But just for a while. The other increases your power level.

The Star-power



The star-power

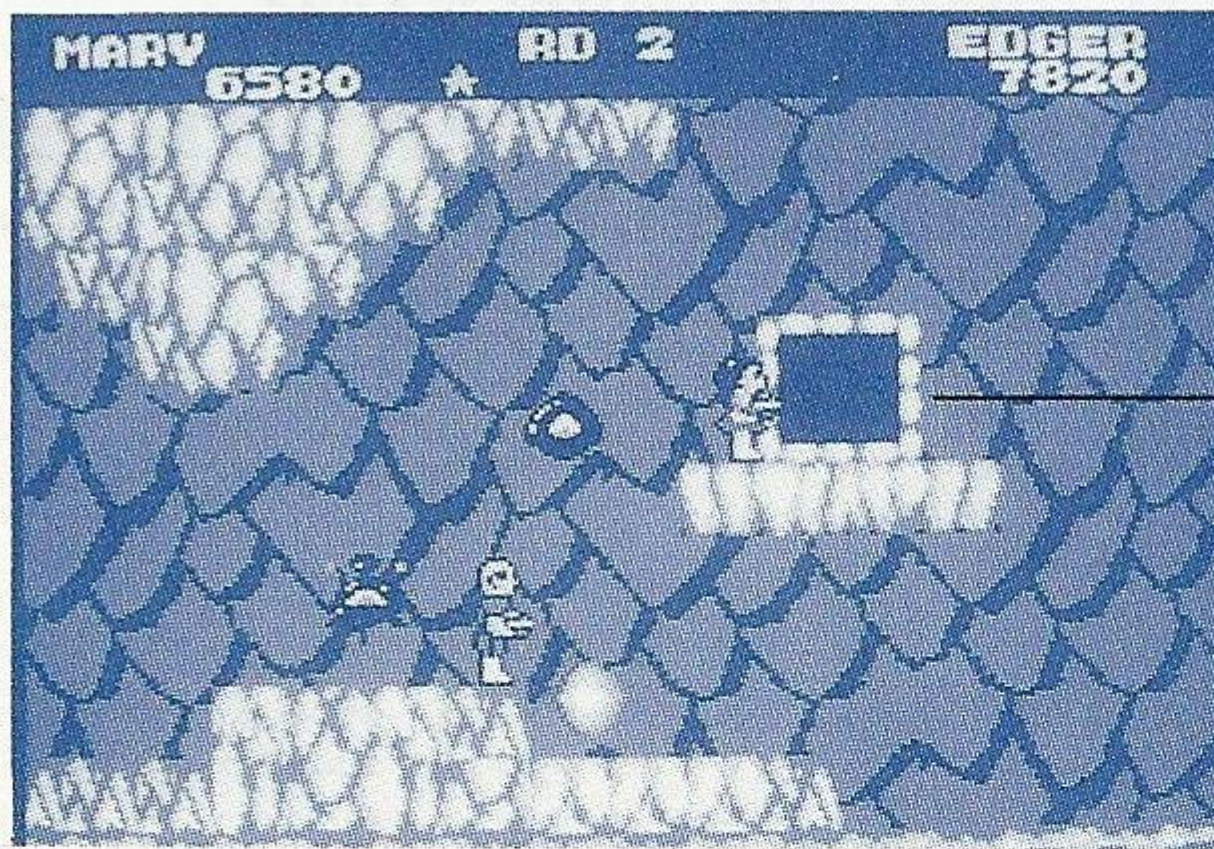
You'll need to start to collect these miraculous little bundles right away. There's one in every round – from the first through the fifth. And you'll need all five to finally advance to round 6.

But if by chance you miss one, all is not lost. You'll just have to play a few rounds over until you've collected a total of five STAR-POWERS.

NOTE: The STAR-POWERS are not easy to find. In fact, you'll have to use quite a bit of persistence to find them.

The Warped Door

Once you get to round 2, your battlefield will be divided into two worlds: the Surface World and The Underworld. And the WARPED DOOR is your only connection between the two worlds.



The Warped Door

To Enter the WARPED DOOR:

- o Stand directly in front of the door and press the UP ARROW.
- o If you happen to have a JET ENGINE, stand directly in front of the door and press BUTTON 1.

The Magic Key

In order to enter each consecutive round, you have to open the EXIT door with a MAGIC KEY. The problem is that the ALIEN leader is always the one who possesses the key.

So to obtain the MAGIC KEY and go on to the next round, you must first overcome the ALIEN leader.

Oops. Try Again.

At the beginning of each game you get three lives. When you lose all of them, the game is over.

NOTE: You'll get an additional life when you score 80,000 additional points.

Know The Score

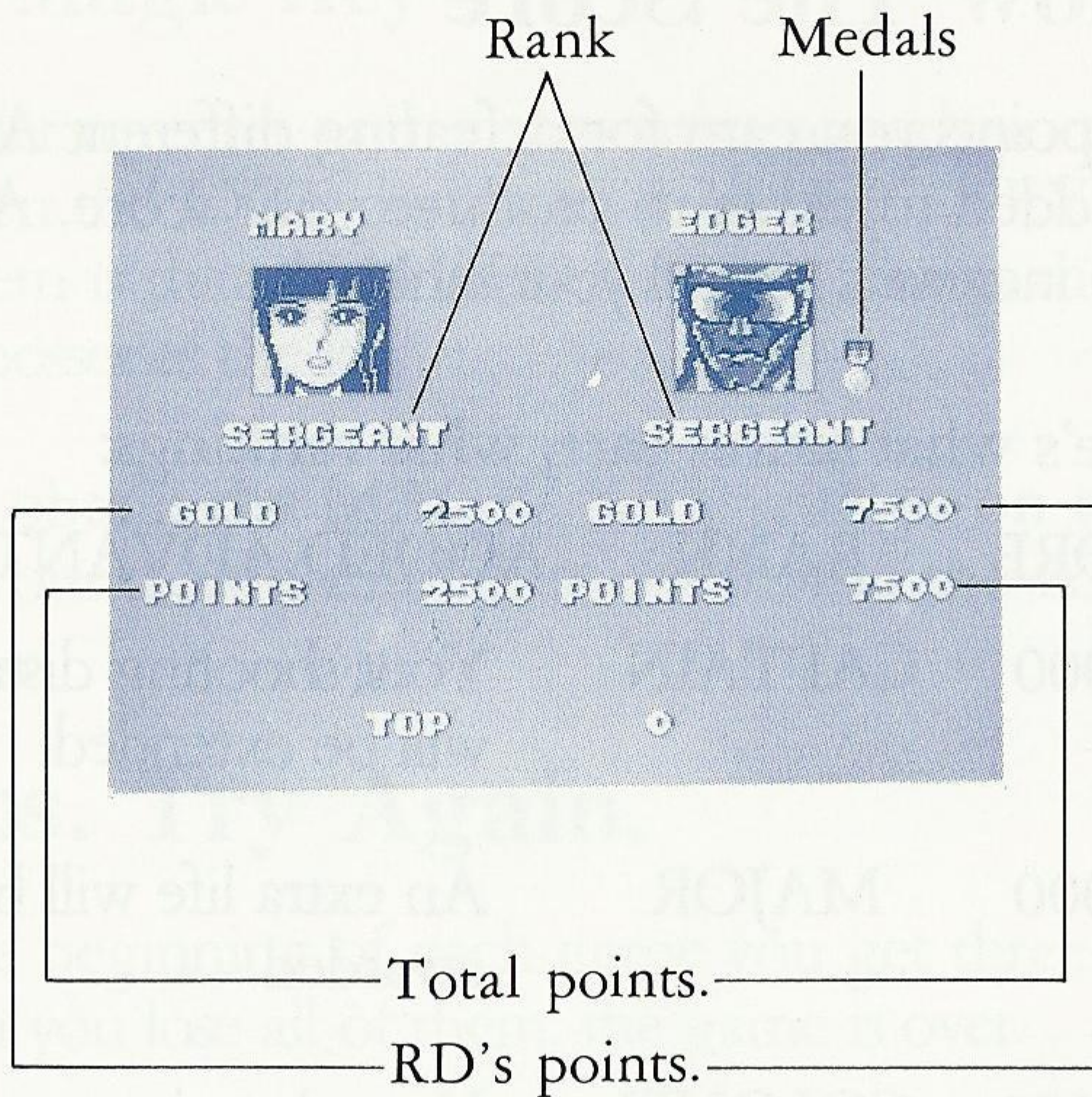
The points you earn for defeating different ALIENS are added together to produce your score. As your score increases, so will your ranking.

Here's what scores earn what rankings:

SCORE	RANK	ADDED ADVANTAGES
40,000	CAPTAIN	Your shooting distance will be extended
80,000	MAJOR	An extra life will be awarded
120,000	COLONEL	Your shooting range will be widened
200,000	GENERAL	Your shooting speed will be increased

MEDALS

Every time you overcome the ALIEN leader, you'll get a medal. And in a two-player game, you'll receive 5,000 points for each medal.



Helpful Hints

- o Be ruthless in going after the ALIENS. Because they'll be ruthless in going after you!
- o Be sure and get every POINT-BALL. You'll need the extra points to advance your ranking.

HINTS FOR MAKING THE STAR-POWER APPEAR

ROUND	HINT
# 2	3 Maback creatures will appear in vertical formation - shoot the top Maback and the Star-Power will appear.
# 3	Shoot twice at the pot next to the exit and Star-Power will appear.
# 4	Destroy all of the Abukutsu creatures and the Star-Power will appear in the center of the Sur-face World.
# 5	Destroy block on the right side of the Under-world and the Star-Power will appear.

HINTS FOR OVERCOMING THE ALIEN LEADER

ROUND	HINT	SHOTS NEEDED IN A	
		1-PLAYER GAME	2-PLAYER GAME
#1	Shoot all over his body	16	40
#2	Shoot all over his body	10	20
#3	Aim for his head	25	40
#4	Shoot all over his body	20	40
#5	Shoot all over his body when he's shooting you	15	30
#6	There are four leaders in all. Shoot them in this order:	6 to his body, then 3 to his head	
	1. Underworld, right side		
	2. Surface World, right side		
	3. Surface world, left side		
	4. Underworld, left side		

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System.™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty

Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, 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 service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

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 limitations of 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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