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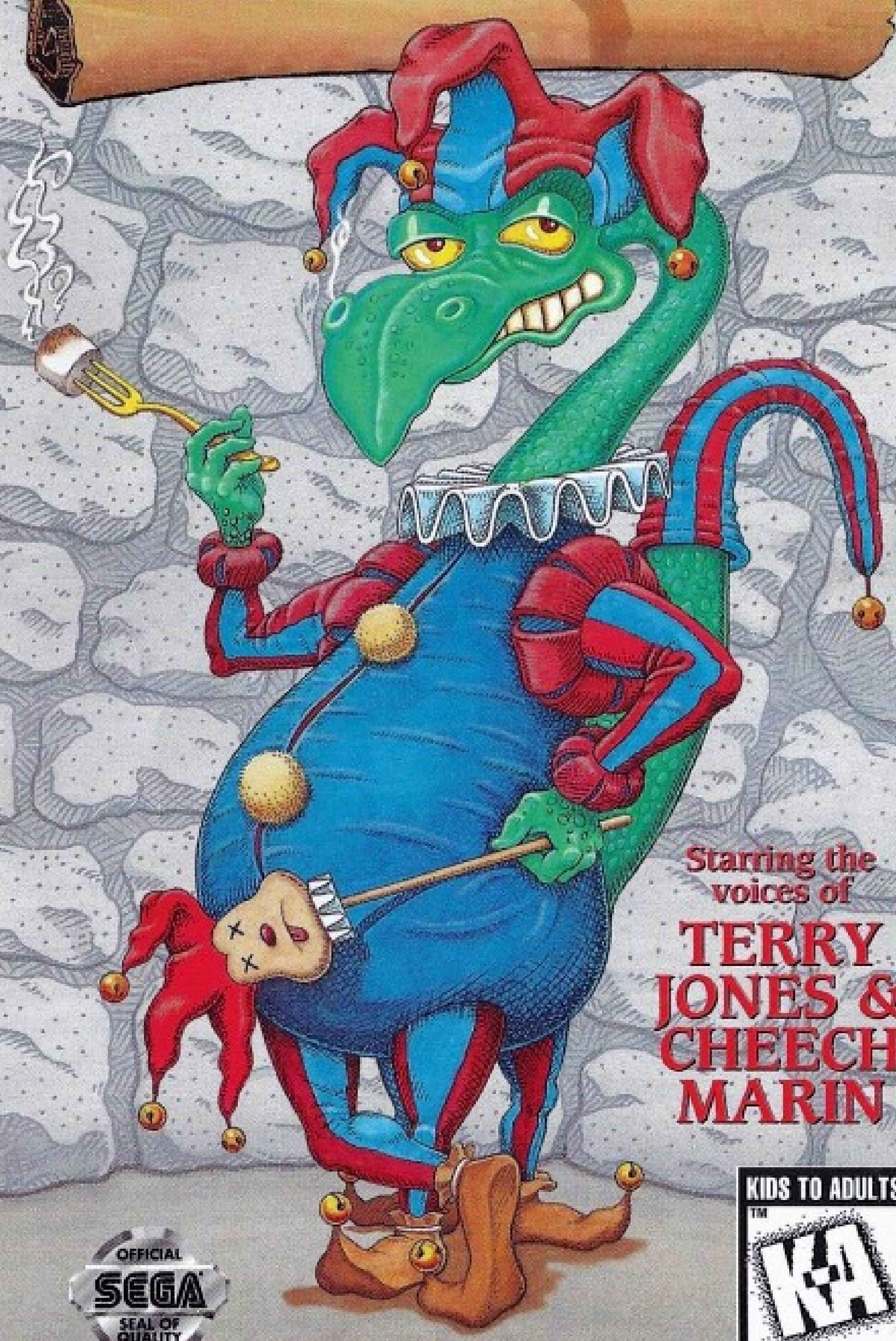


HINDSCOPE®



SEGA SATURN™

BLAZING DRAGONS™



Starting the
voices of
**TERRY
JONES &
CHEECH
MARIN**



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-15907H

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

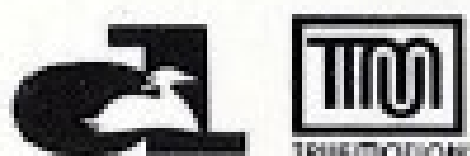
- The compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.



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This product contains video compressed using TrueMotion. TrueMotion is a trademark of The Duck Corporation.

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SET-UP

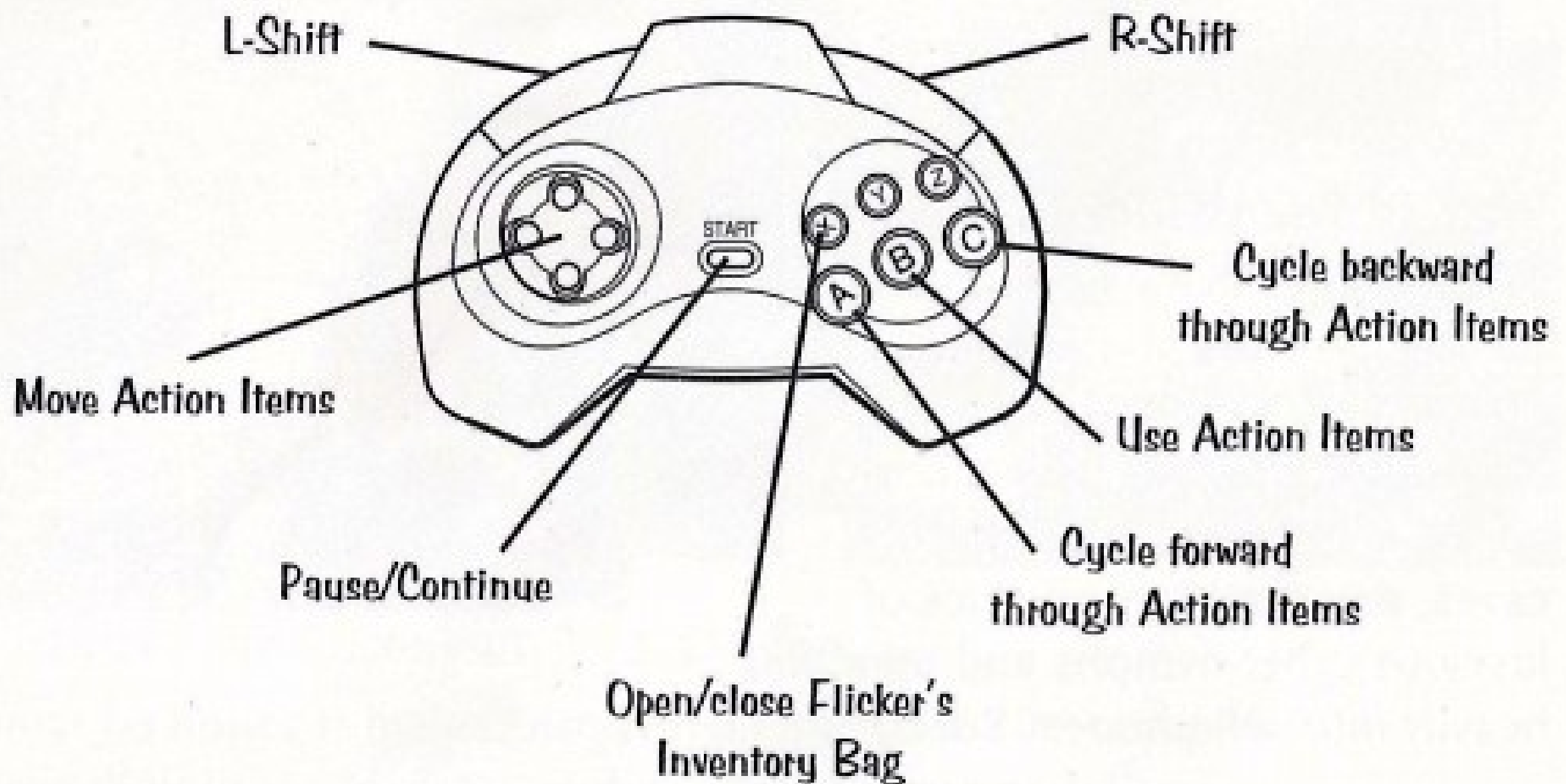


- 1 Set up the Sega Saturn system, following the instructions in its hardware manual.
- 2 Plug in the game controller.
- 3 Make sure the power is OFF before inserting or removing a CD.
- 4 Insert the *BLAZING DRAGONS* disc, label side up, into the CD tray. Close the disc cover.
- 5 Turn the system ON by pressing the console's Power button.
- 6 A series of logo screens appears, followed by the *BLAZING DRAGONS* introductory full-motion animation and title screen.
- 7 Watch the game demos, which begin after a few moments of idling at the title screen.
- 8 While at the title screen, press the **Start** button on the controller to begin the game.

NOTE

If nothing appears on screen, turn the Sega Saturn OFF. Make sure the system is set up correctly, then turn the unit ON.

CONTROLS



USING MENUS

- Highlight menu item **D-Pad** up/down
- Change setting **D-Pad** left/right
- Confirm selection **Button A, B or C**
- Exit menu Highlight EXIT option, press **Button B**

NOTE

Many menu items have unique controls. All of these are intuitive. If you need help, see pg. 6-8 for specific instructions.

PLAYING THE GAME (default controls)

- Move Action Icons **D-Pad**
- Cycle forward through Action Icons **Button A**
(Eye, Foot, Jaw, Claw, any item held in Claw)
- Cycle backward through Action Icons **Button C**
- Use Action Icons **Button B**
(look at, walk to, talk to, pick up, use item)
- Open/close Flicker's Bag (inventory) **Button X**
- Pause/continue **Start**

NOTE

The four arcade sequences in the quest have their own intuitive controls. If you need help, see pg. 14-15 for instructions.

OUR STORY

BACK IN THE MERRIE OLDE DAYS . . .

. . . before UZIs and e-mail, dragons were everywhere. Nowadays, dragons have all become hermits, lounging in caves, downloading graphics of luscious cyber-nymphs and breathing heavily into cell-phones. But back then, dragons ruled!



AS THE STORY OPENS . . .

. . . we meet Flicker, a young, ambitious, intrepid . . . well, *oddy*. He's *inventive*. He *Puts Things Together*, and he *Makes Devices*, and they help him *Solve Puzzles*.



Flicker is the lowliest dragon in Camelhot, the center of dragondom, and home of the most delicious *diamond frappé* in the known world.

Flicker is *in amore* with Princess Flame, King All Fire's daughter. Flame has everything a dragon dude could want: eyes like jewels, a voice like silk, and a figure that rivals the most advanced siege-craft in size and motion.

Her father, King All Fire of Camelhot, is retiring. To ensure his kingdom's future, he's decided to hold a royal tournament. The winner will naturally be the worthiest dragon in the kingdom, and upon that champion King All Fire promises to bestow his crown and his daughter's hand in marriage.

THE PLOT THICKENS . . .

However, just at this moment, a dire evil in the form of Sir George the Human rears its ugly head. To everyone's disgruntlement, Sir George announces his own entry in the tournament: the mysterious Black Dragon.

In what he hopes is a checkmate move, King All Fire sends the Dragon Knights to investigate this unknown upstart.

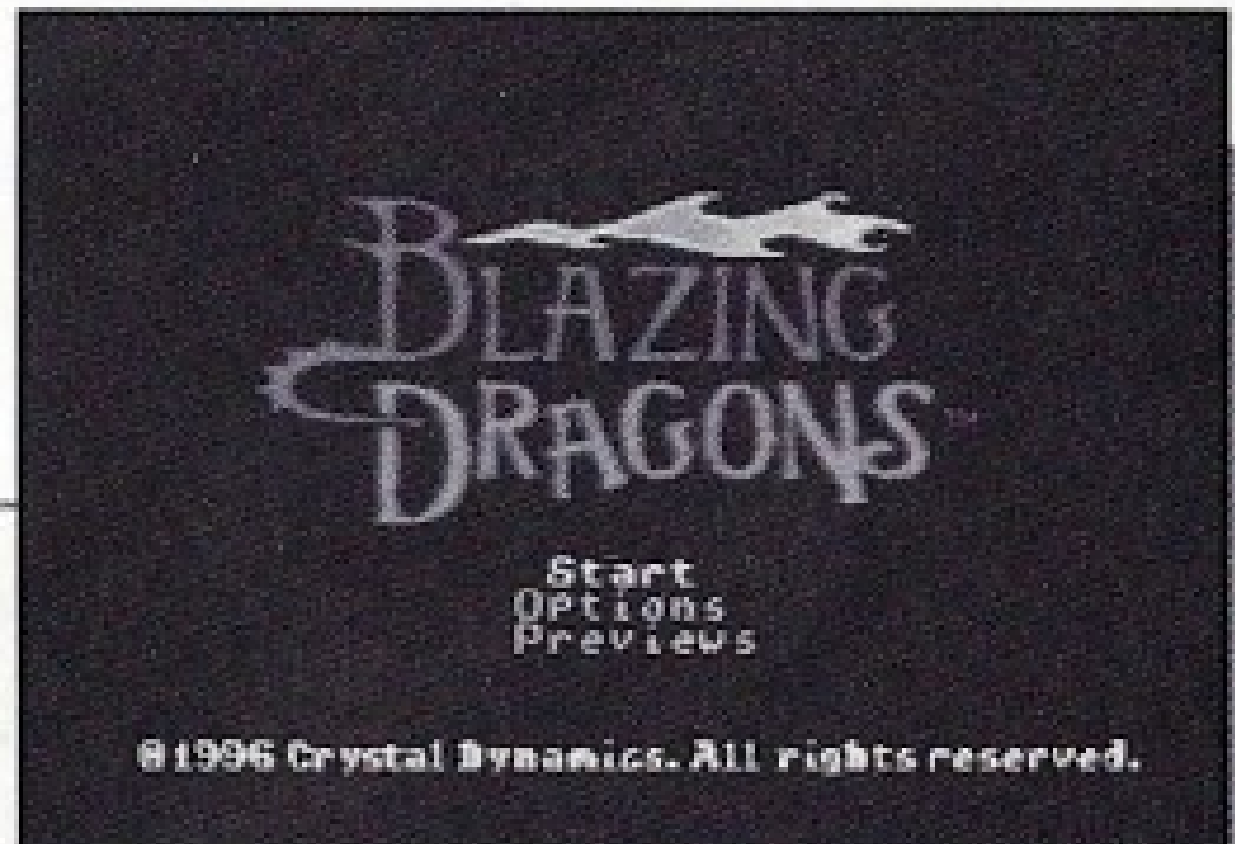
And he sends Flicker to do the dishes



MAIN MENU

Use the Main Menu on the Title screen to:

- START Flicker's quest.
- use OPTIONS items.
- enjoy PREVIEWS of Crystal Dynamics' excellent new titles.



CONTROLS

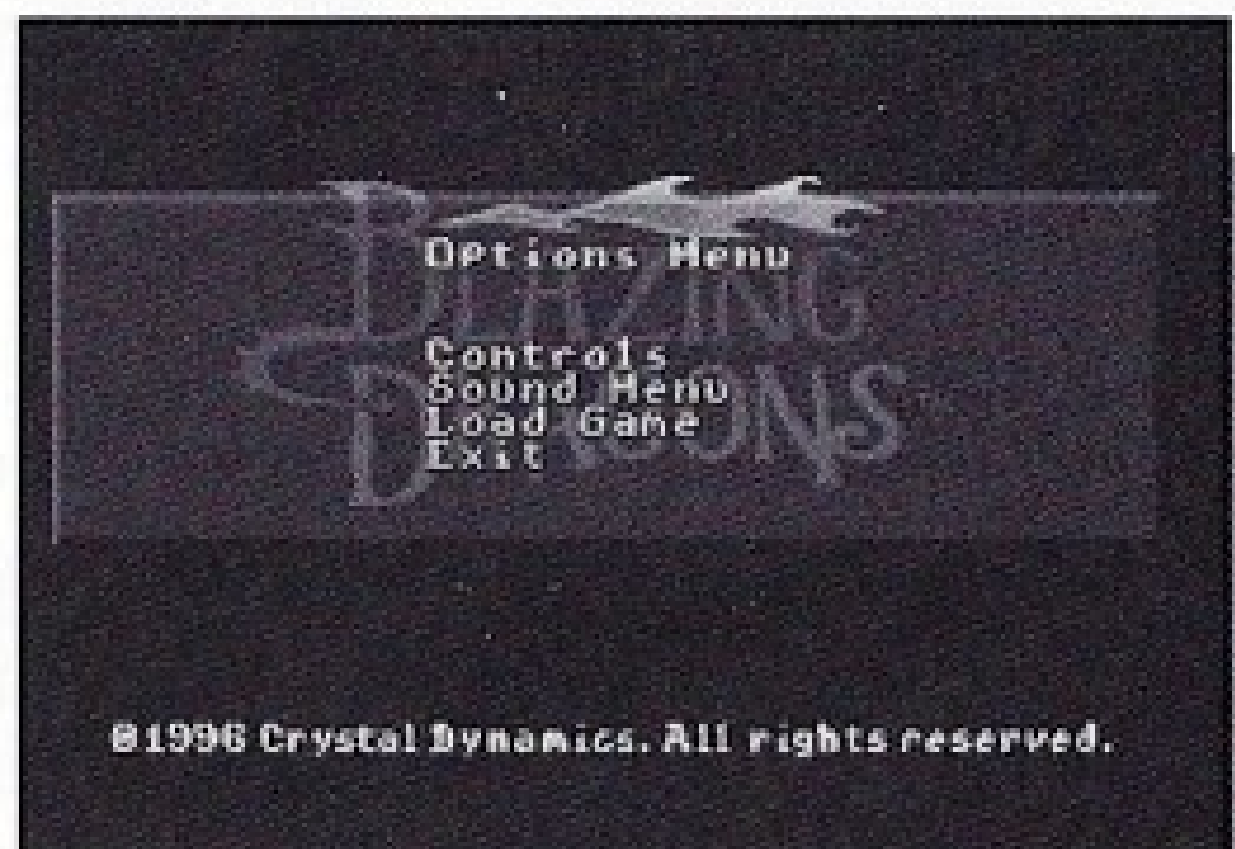
- **D-Pad** up/down highlights an item.
- Any **Action** or **Shift** button advances to the next screen or menu.

START

Choose this item to start the game.

OPTIONS

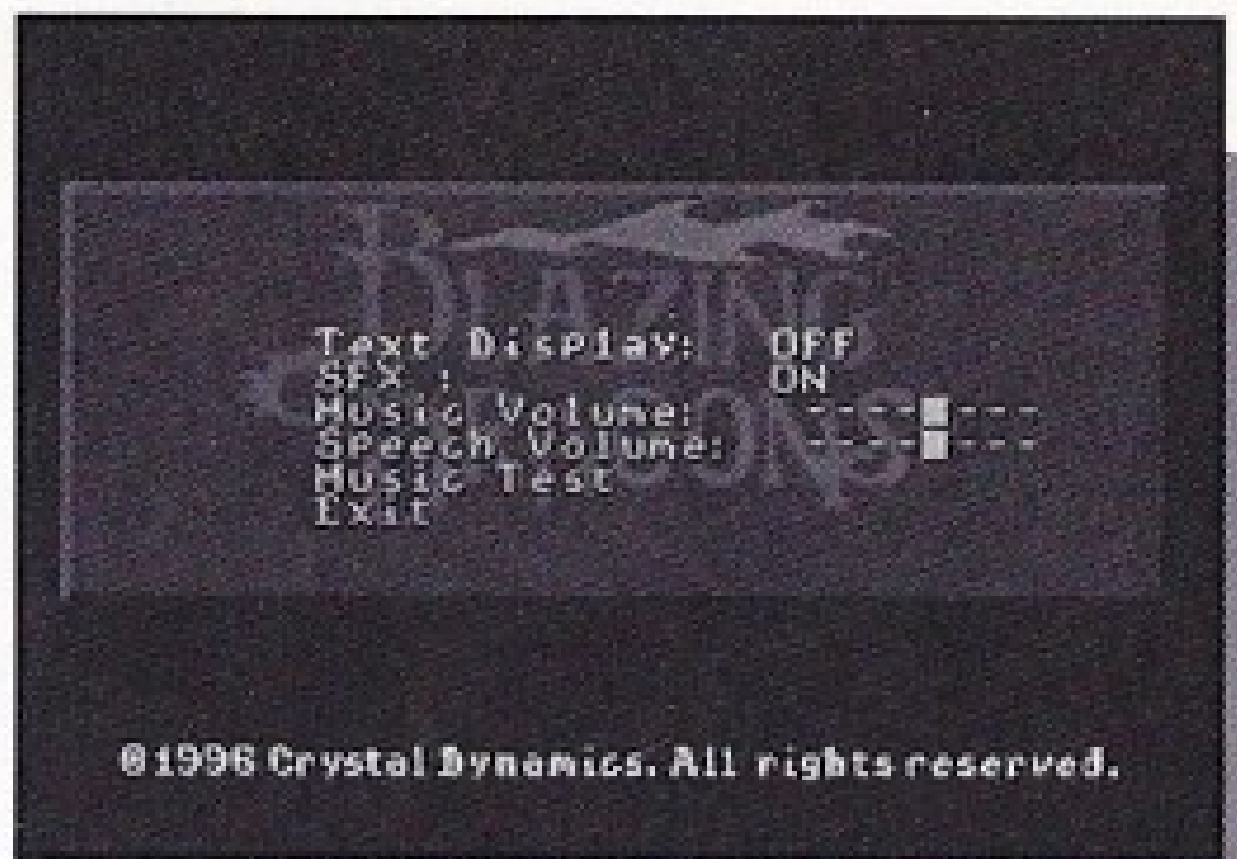
Select items from this menu, using the same controls as mentioned above.



NOTE

You can also access the Options screen items during a game by pressing **Start** to pause and display the Main Menu.

SOUND MENU: Use this item to enable/disable the text display during the game, and to adjust the sound volume. A menu appears with the following options:



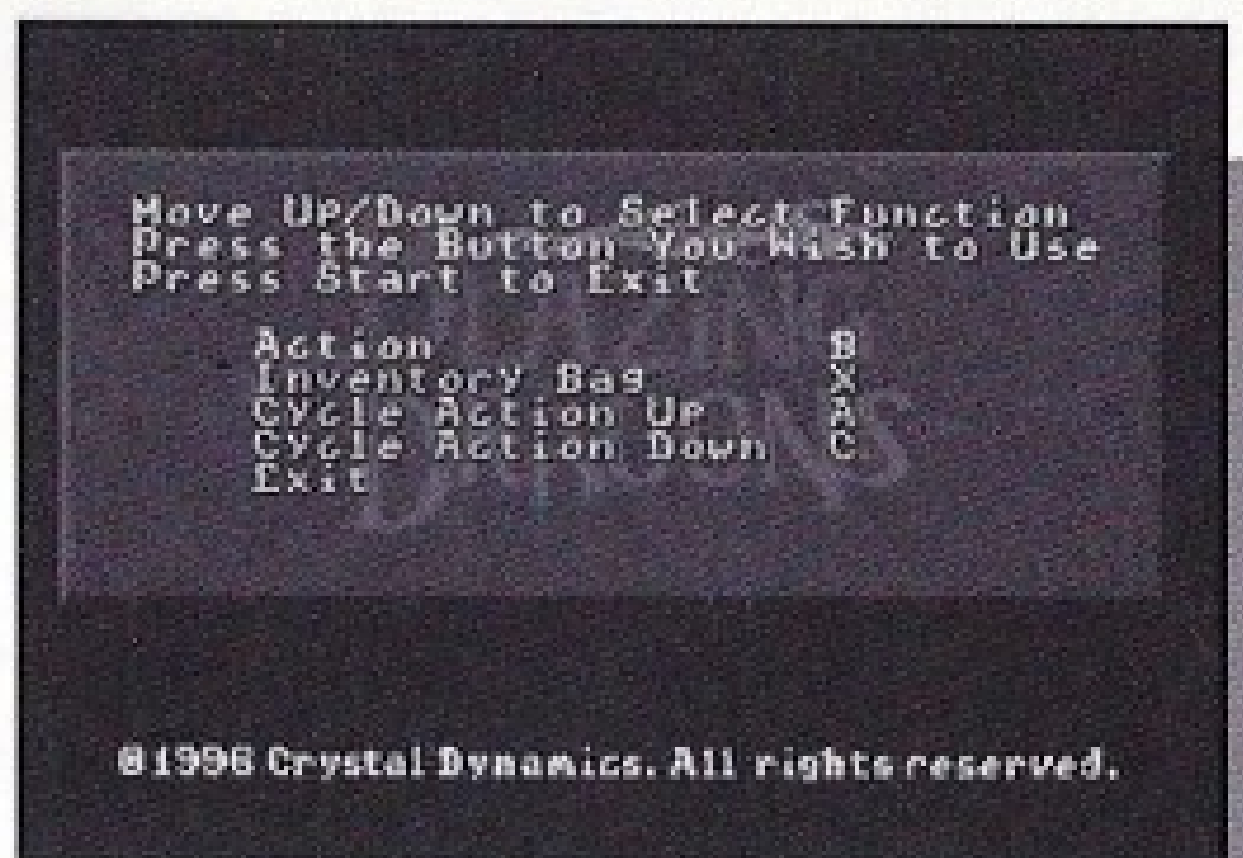
Text Display/SFX: Toggle ON or OFF by highlighting the item and pressing the **D-Pad**.

Music/Speech Volume: Adjust the volume from 0 (OFF) to 7 (maximum) by highlighting each item and pressing the **D-Pad** left/right.

Music Test: Sample the game's soundtrack and test your volume settings. Highlight this item, press **Button B**, and then press the **D-Pad** left/right to hear the listed selection. (This option is not available during gameplay.)

Exit: Highlight and press **Button B** to return to the Options menu.

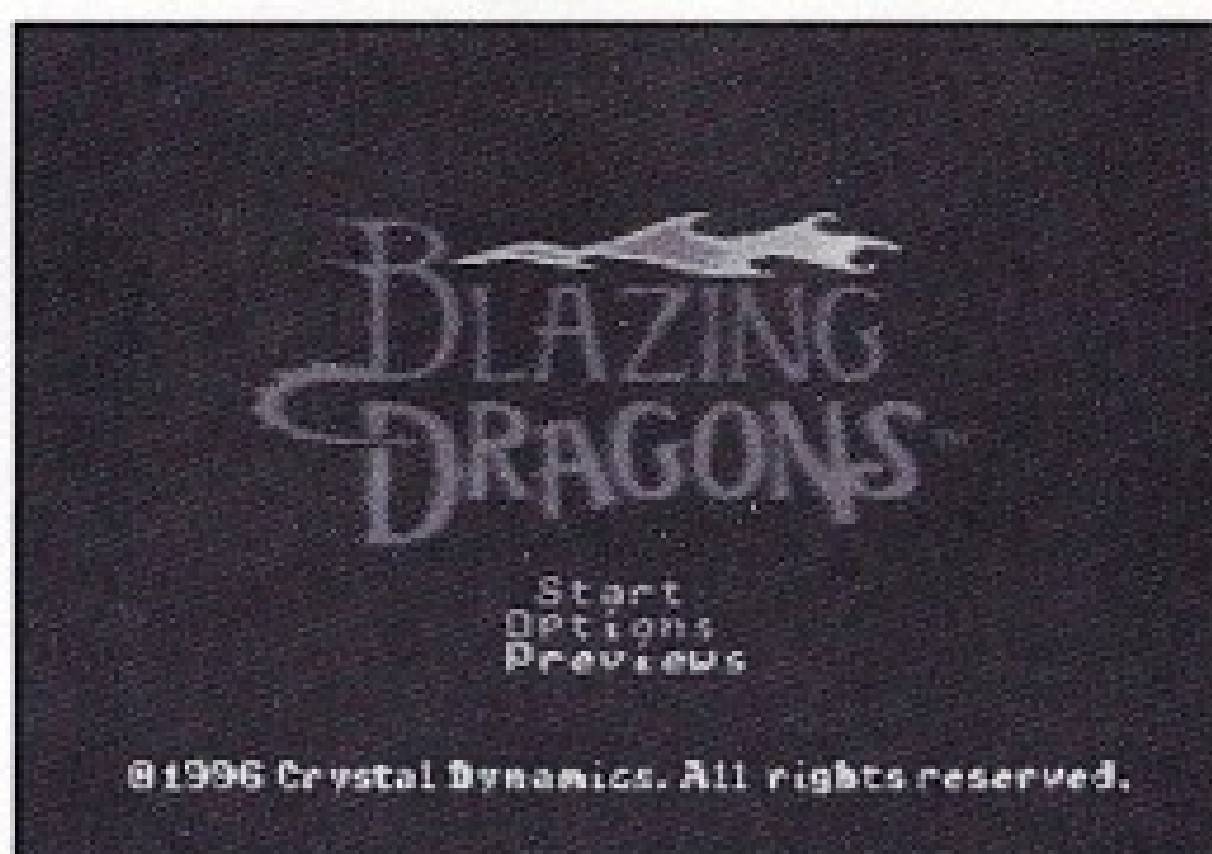
CONTROLS: Use this item to reconfigure the button controls to your personal style of play. A menu appears:



- 1 Press the **D-Pad** up/down to highlight a button function.
- 2 Press any **Action** or **Shift** button on your controller. That button will be reconfigured to the highlighted function.

PREVIEWS

Something for everyone! Crystal Dynamics presents the hottest titles in action, sports and adventure. Enjoy highlights from these power-packed games and start making that wish list.

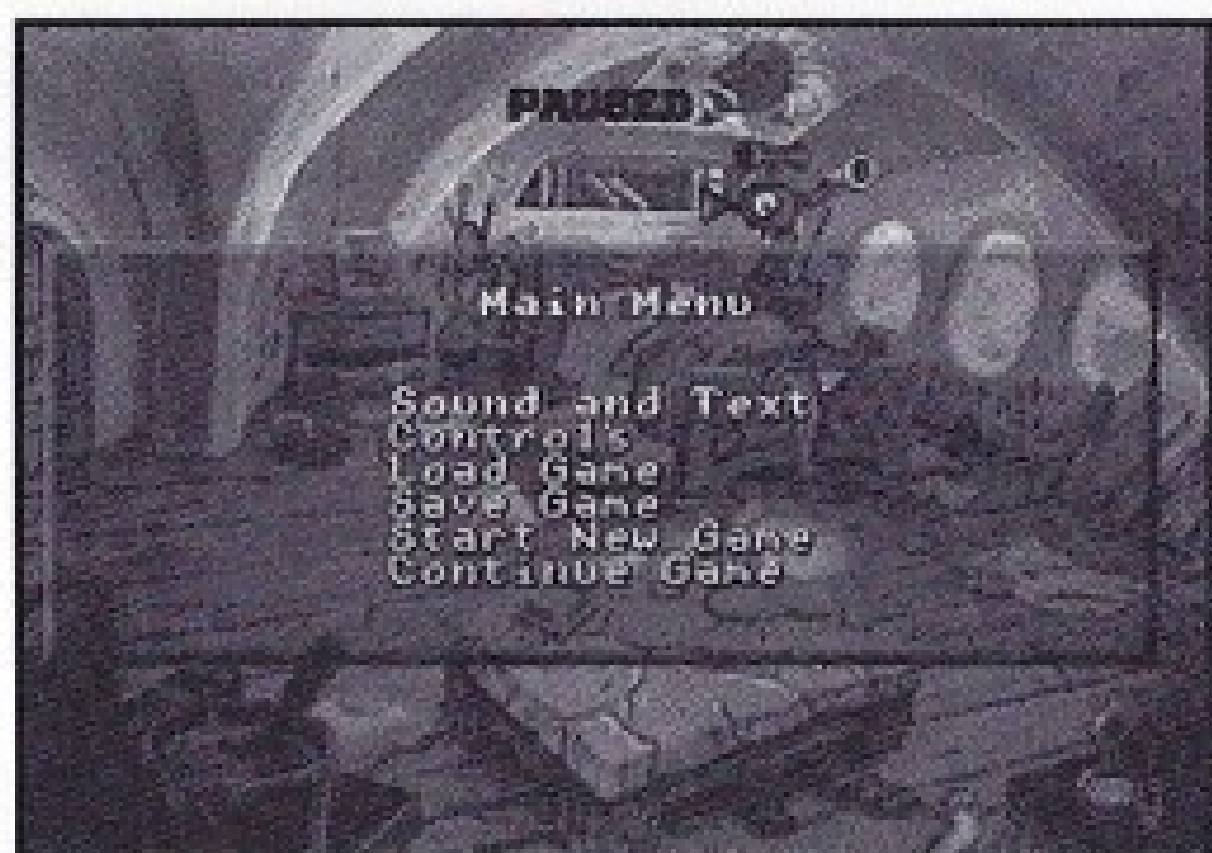


MAKING CHANGES DURING PLAY

All Main Menu options (except Music Test) are available during play, so you can make changes on the fly. Press **Start** during a game to display the Main Menu, and then proceed with any option as described on the previous pages.

Use the Main Menu options to:

- Adjust the sound volume and turn the sound FX or text display ON/OFF.
- Reconfigure the controls.
- Load a saved game.
- Save a game in progress.
- Start a new game.
- Continue the current game.



ACTION ICONS

Flicker's Bag



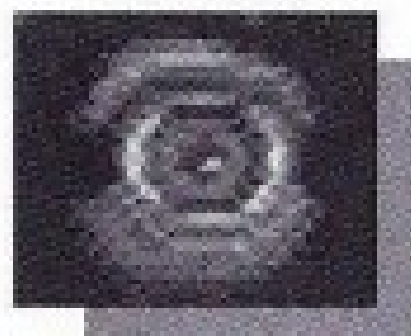
CONTROLS

- **D-Pad** moves the current icon. For instance, move the Claw onto an item to pick it up, or move the Jaw near someone to start a conversation.
- **Button B** uses the icon.
- **Button A** cycles forward through the icons.
- **Button C** cycles backward.

NOTE

As you cycle through the icons, any additional item Flicker is holding will be displayed in the sequence.

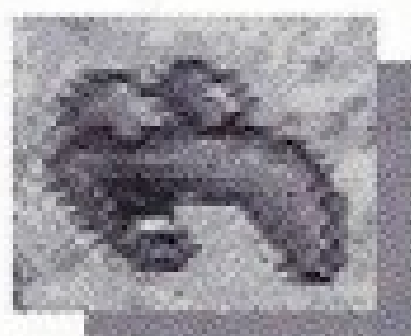
Jaw Icon



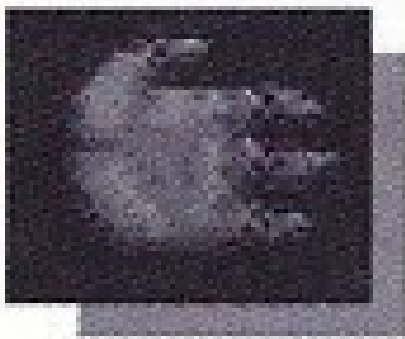
EYE: Wide awake when near something worth examining. Otherwise, droopy.



FOOT: Frisky when the road ahead beckons. Otherwise, a loafer.



JAW: Motor mouth when near someone worth talking to. Otherwise, quiet as a clam.



CLAW: Goes into a “gotcha” grab when near a useful item. Otherwise, just hopeful.



FLICKER'S FACE: Exit Flicker's Bag, Invention Book and other zoom-in screens.

NOTE

You can also press **Button X** (default) to exit Flicker's Bag.

Q: WHY DO YOU NEED ACTION ICONS?

A: Because you always want to:

- **E**xamine everything in the room to see what items you might want to take with you. **E** is for **E**ye and **E**xamine.
- **F**ollow every pathway, climb every mountain, ford every . . . whoops, wrong dragon. . . **F** is for **F**oot, **F**ollow, beat **F**eet.
- **J**ive-talk with everybody. The ditziest dame or crabbiest workman can often spill a clue or bestow a verbal gift. **J** is for **J**aw, **J**ive and **J**abber.
- **C**lutch and **C**arry moveable items. They are useful or valuable or both. **C** is for **C**law, **C**lutch and **C**arry.

NOTE

Be sure to save your game often, especially after collecting items, examining rooms, talking to people, and succeeding at any difficult task.

WHAT'S IN THE BAG?

Flicker stashes items in his Bag. If he can pick something up and get it into his Bag, it's bound to be useful. (Non-useful items blow Flicker off with discouraging comments.)

Flicker's Bag is bottomless. It holds a lot of baggage. So don't overlook anything you could store in it during your travels.



TO OPEN THE BAG:

- Press **Button X**, or point at the Bag icon in the corner of the screen and press **Button B**.

TO SHUT THE BAG:

- Press **Button X**, or point at Flicker's Face in the corner of the screen and press **Button B**.

TO PUT SOMETHING IN THE BAG:

Move the Claw over an item you want to pick up, and press **Button B**.

Then do one of the following:

- Open the Bag, position the new item in it, and press **Button B**.
- Drag the item to the Bag icon and press **Button B**.
- When you pick up another item, it takes the place of the item you were holding. The previous item goes in the Bag automatically.

TO EXAMINE AN ITEM IN THE BAG:

- 1 Open the Bag.
- 2 Move the Eye to an item and press **Button B**. The item will provide information about itself.

TO TAKE SOMETHING OUT OF THE BAG:

- 1 Open the Bag.
- 2 Move the Claw over an item and press **Button B**.
- 3 Drag the item out of the Bag, and the Bag snaps shut. Or press **Button X** to shut the Bag. Flicker is now holding the item.

CARRYING & USING ITEMS

After picking up an item, such as the candelabra, you carry it with you. (You can't see the item, but it's there.)

- 1 When you cycle through Flicker's Action Icons (default **Button A** or **Button C**), the item appears in the cycle sequence.
- 2 Press **Button B** to use the item when it appears. Be sure to first move it to the spot where it will do the most good.
- 3 Put the item in Flicker's Bag to get it out of the sequence and tuck it away until needed.



CONVERSING

Talking to people is one of the most important aids to figuring out what to do. Move the Jaw near or over the person you want to converse with, and press **Button B**.

Talk to everyone. Be sure to ask the right questions. Actually, ask all the questions you can to everybody in the kingdom. You might even ask the same questions over again in a different order.

During conversations, a question menu will sometimes appear, giving you a choice of questions to ask:

- 1 Press the **D-Pad** up/down to select the question you want to ask.
- 2 Press **Button B** to ask the question.

Keep in mind: the reason you ask questions is to get information, so remember what people say.



INVENTION BOOK

This important volume can save your aspirations. Study its illustrations for hints on assembling various items you collect. Use what you learn to create the solutions to some of Flicker's most puzzling conundrums.



TO USE THE INVENTION BOOK:

- 1 Open Flicker's Bag and Examine the Invention Book.
- 2 Turn the pages by pointing to the corners and pressing **Button B**.
- 3 Use the Eye icon to Examine specific parts of any invention, for helpful descriptions.
- 4 Point to Flicker's Face and press **Button B** to close the book.

CAMELHOT MAP

The Map is your complete guide to what's hot in the Kingdom and its vicinities: hunting, water sports, castles, mental hospitals, giants, and more . . . much more! It's all here! AND the Map is your **ONLY** guide to the locations of all the Knights of the Square Table.



Just pick a spot on the Map, and you're there! Instantly. And there's a Map Bonus: more adventure-packed spots open to you as you progress!

TO USE THE CAMELHOT MAP:

- 1 Open Flicker's Bag and Examine the Camelhot Map.
- 2 Move the Foot to wherever you want to go and press **Button B**.
- 3 Your scaly rump is instantly transported to your destination.

NOTE

Sometimes leaving a scene returns you to the Map automatically.

ARCADE SEQUENCES

During Flicker's quest, he'll be called upon to compete in four different challenging arcade-type games, each with unique controls.

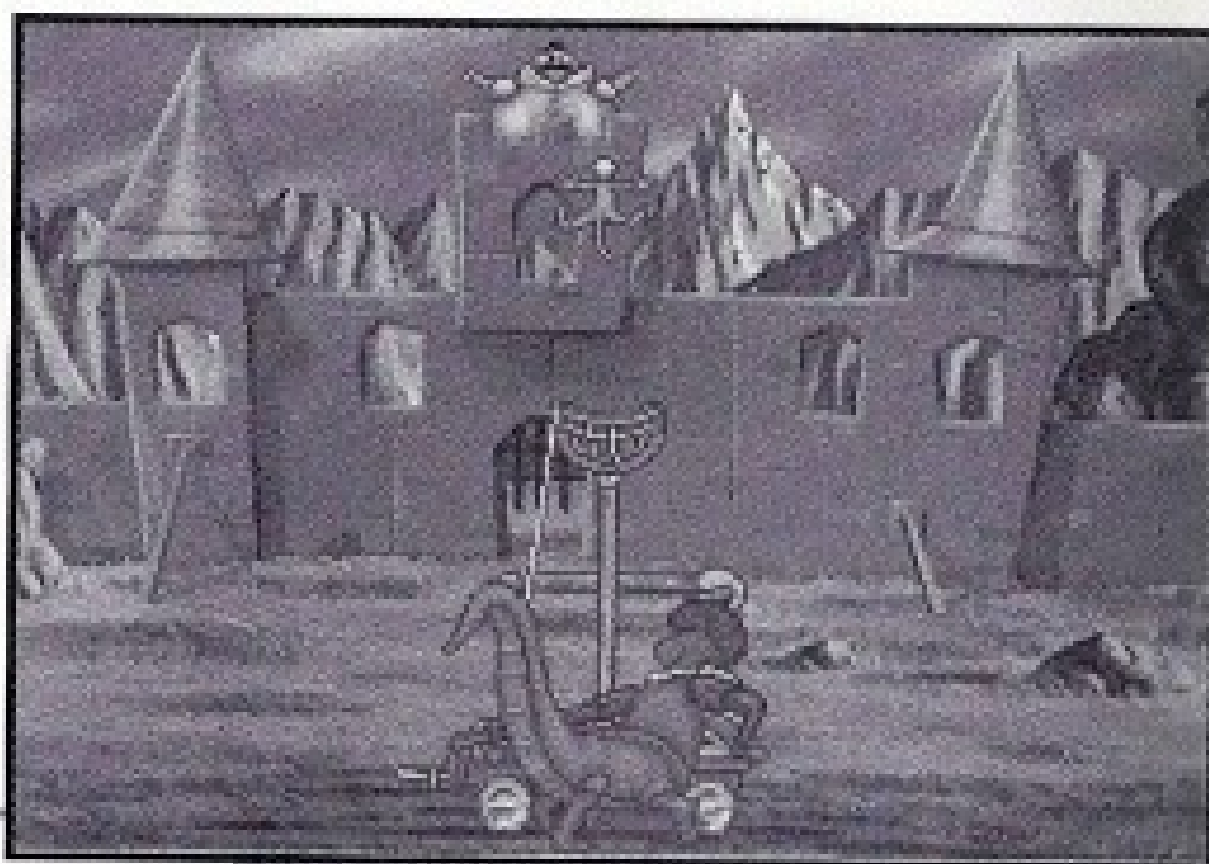
Each sequence takes practice and skill to win, and Flicker **MUST** win before he can progress. Between attempts, you can always go off and do some questing elsewhere, and return later to try again.

NOTE

Be sure to save your game before attempting the arcade games.
ALWAYS save after winning one.

CAT-A-PULT

Using siege-craft and a willing tabby, try for a bull's-eye on 9 out of 10 knightly mugs. Cycle to the Claw icon to start.



CONTROLS

Move Cat-a-Pult **D-Pad** left/right

Launch cat **Button B**

(For more height, hold down longer before releasing.)

DANCE CONTEST

Trounce the brute at his own version of "Simon Says."

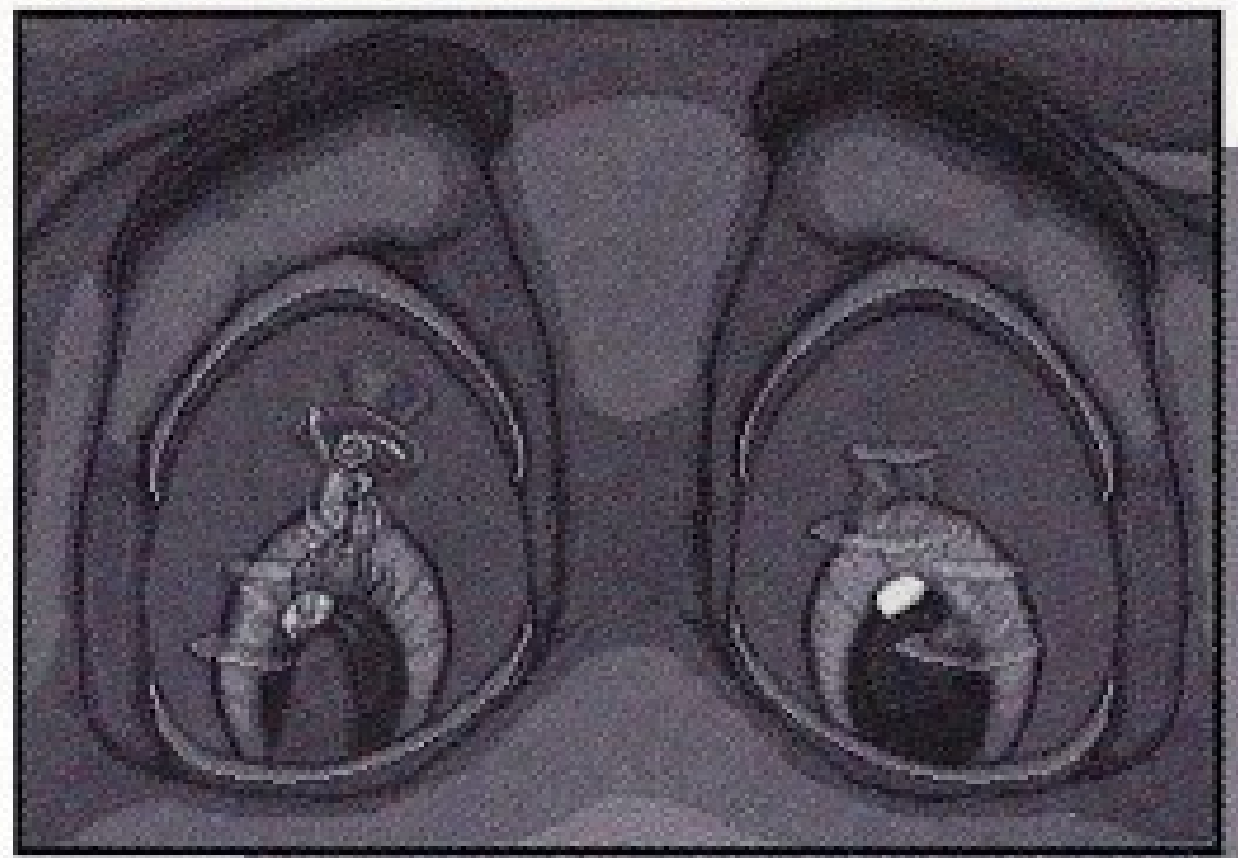


CONTROLS

Press the controller buttons in a random sequence, following the cues on screen. Hint: Tap the buttons as soon they light up.

RABBID RABBITS

Keep your eye smack-dab on the well rabbit. Blink when you must, but don't lose sight of the healthy hare!



CONTROLS

Blink **Button B**
Choose bunny **D-Pad**

THUMB WRESTLING

Get down and digital!



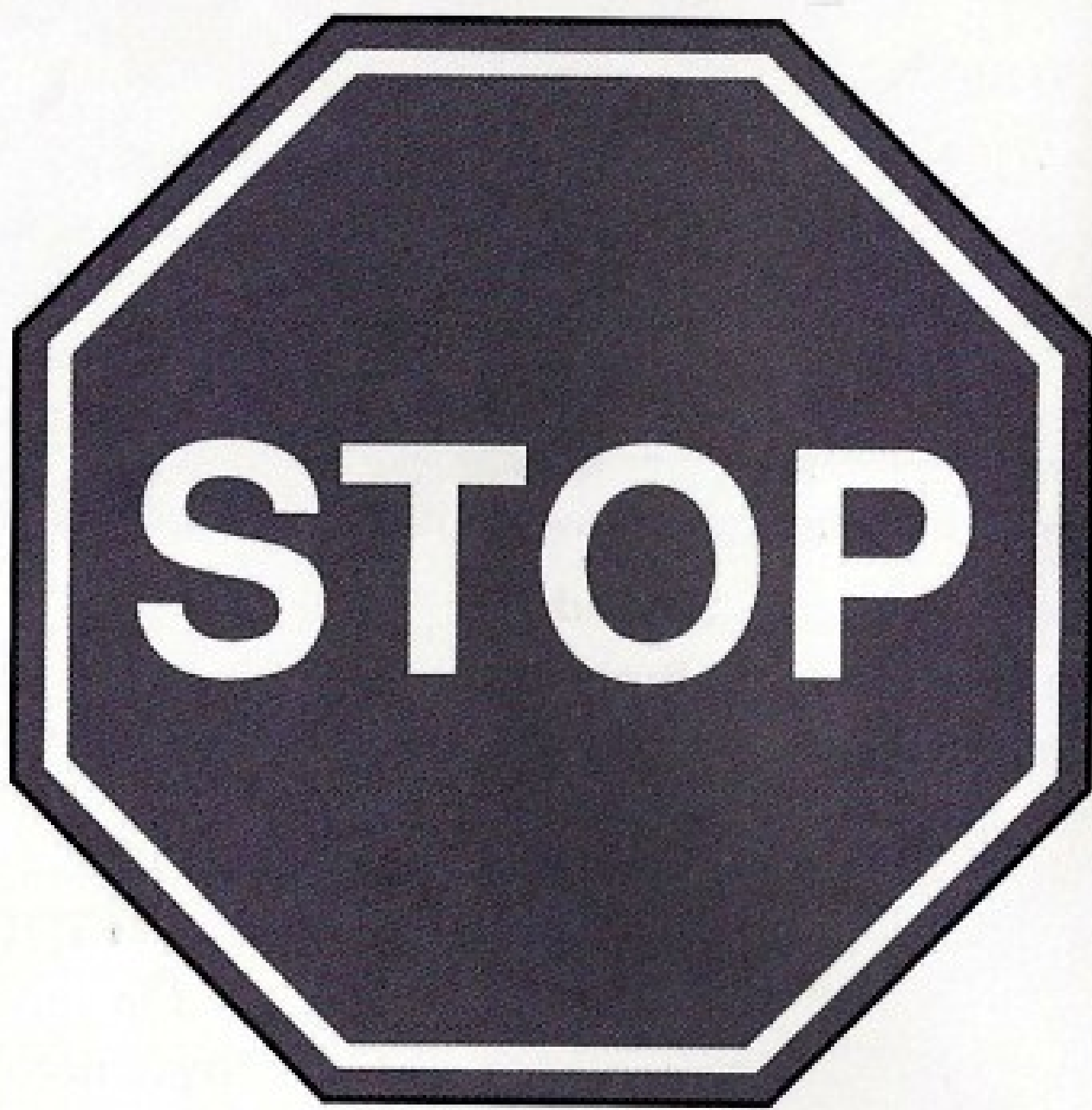
CONTROLS

Move thumb **D-Pad**
Drop thumb **Button B**
Pin or break pin Alternate **Left Shift** and **Right Shift**

WHOA,

THERE!

Sloooow Down



Don't You Want to Solve This Thing
ON YOUR OWN?

D

O T

N U T

T R H P

N E A

G

E

Unless you're stuck.

HINTS

If only Flicker could win the tournament and marry the Princess. That is, if only Flicker could first, become a knight, next, enter the tournament, then, win it and marry the Princess.

That is, if he could initially finish the dishes, then, work as a Squire and unmask the Black Dragon, in the meantime save the Knights, rescue Flame, become a Knight, enter the tournament, almost lose it, win it and, finally, marry the Princess!

CASTLE KP

Before Flicker can pursue his quest for knighthood and the hand (or claw, as the case may be) of his lady love, he must wash a palace-size pile of dirty dishes.

Flicker's an inventor. Read the Book!

INFO LADY

Ask the Info Lady for help.

She has an important clue for almost every major puzzle.

FLAME'S ROOM

Say goodbye to Flame before leaving the Castle.

Preserve her kiss, and later give someone a toadal makeover.

SAVE THE KNIGHTS

If Flicker is going to succeed at dragging his tail up the royal ladder, he's going to have to do some knightly networking. This means sucking up . . . er, ah, *helping out* the big Sirs of the Square Table.

Sirs Burnevere, Blaze, Gasflame and Loungealot have all forged ahead heroically, straight into deep dragon doo-doo. If the truth be known, all four of these royal warriors are burdened with serious shortcomings.

Flicker must save each one and gain favor with all who sit at the Square Table. The whole dragonly plan is to get hired on as a squire by a grateful Knight.

HOME FOR THE GRIMLY INSANE

Sir Burnevere is pulling rubber room time.

Distract babbling Dr. Fraud so Sir Burnevere can escape.

THE ENCHANTED POOL

Sir Blaze has fallen hopelessly in love as he gazes at his own reflection in the pool. Break the spell quick before he goes on his honeymoon.

The fly-munching madman is the knight's only hop.

BEHIND THE CASTLE

Sir Gasflame the Myopic is committing a feudal faux pas by attacking his own liege. Save him from a bad career move.

The seeds of Gasflame's enlightenment could be in the bag.

ON THE HILL

Quarrelsome Loungealot is ready to clash in mortal combat with the ominous Black Dragon. But the Dark Defender is a no-show.

Loungealot's salvation is the cat's meow.

GUIDO'S PIZZA STAND

Pull off a feather heist to tickle the chef's fancy.

ENTRANCE TO TOURNAMENT GROUNDS

The sign handler is your stop 'n drop source for questing necessities.

Don't chew on this puzzle too long.

SAVE THE LADY OF THE LAKE

The lady has taken a shock. Give the boatman the same.

FLAME'S ESCAPE

Flame's hand (plus the rest of her) is in jeopardy. Assist her getaway.

A punked-out fair lady provides the *modus escapibus*.

TRAPPED IN THE CASTLE

The solution is a real drag, involving a tricked and tranced Trivet.

The word now as always, girls, is: Accessorize!

SAVE THE DODO

Get eco-aware. Stop the hunter from stalking the rare bird.
A little strategic graffiti will confuse the local constabulary.

IN THE JUICE BAR

Waiter! What's the juice du jour?

INFILTRATING CASTLE GRIM

At the moat, you need a specialty food item.
Give Sir George the gift of roughage.
A stinking disguise of the very despised is in order.

SAVING THE DAMSEL DRAGON

Fool the local sorcerer out of his numbers.

STILL STUCK?

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INVENTORY ITEMS

BONE	Something everyone has, but very few want.
CAMELHOT MAP	Long rows to hoe, and where to go.
CANDELABRA	Three-pronged wick sticker.
CAT	A flung feline.
CLICKER	Flicker's trickiest invention.
CLIPPERS	A real cut-up.
COMICS	It's a wrap.
CRACKERS	Saline solution.
CRICKET BAT	One of four you'll need.
CUBIC ZIRCONIA	A winning gem.
DODO STAMP	Arresting!
EAGLE STAMP	Interesting!
EAR OF CORN	Dry up, but don't blow away.
EFFIGY HEAD	See no evil.
ELECTRIC EEL	Powerful, self-frying <i>unagi</i> .
FEATHER DUSTER	Give someone the tickles.
FLAME'S FLYING KISS	A floating favor.
FLAME'S TRUNK	A blessing in disguise?
FROG	No croaker, and lookin' for love.
HAIR TONIC	Looks good, works good.
HAND MIRROR	Made by real hands. Reflect on its use.
INVENTION BOOK	Keeps track of your best inventions.
LANCE THE MOLE	Fuzzy sub-turfer, likes to chew.
LAUNCH CODE	Dragons aweigh!
MAGIC BEAN	What goes up, goes up.
METAL KEG	Packs a wallop.
MONARCH QUARTERLY	A hallowed tome of historical hot air.
MOP	Squishy on one end.
OAR	Oar what?

PADDLE	Keeps your butt out of the sling.
PAVLOV'S JAR	Everyone needs a jar, with or without the moth.
PERUVIAN COAL	Hot stuff, straight from the Peruvian Prince.
PICKAX	Loosen up.
PIPE CLEANER	Boldly goes where no one has gone before.
PITCHFORK	Dig it.
PIZZA PADDLE	Guido's blade of the trade.
POPCORN	Stuff it.
PRUNES	A moving tribute.
MINE POWDER	Precipitate, what?
RAPUNZEL'S HAIR	This is a wild one.
RUST-B-GONE	Hungry hunter.
SALAD TONGS	Snippy, but not shocking.
SHEET WITH HOLES	Scary.
SOAP	Clean up your act.
STILTS	Rise to the occasion
TAIL WARMER	You put it over your . . . you know.
TARTAN RIBBON	Plaid, to you Yanks.
TERMITES	Give 'em something to chew on.
WHISTLE	Hustle up an army.
WOODEN PIN	Have you gone batty?

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Rob Paulson
Robert Ridgeley
Roger Rose
Kath Soucie
B.J. Ward

Voice-Over Direction & Casting

Gordon Hunt
Kris Zimmerman

Additional Casting

Kalmenson & Kalmenson

Voice-Over Recorded at

Cheshire MultiMedia Sound,
Santa Monica, California
West Lake Studios, Hollywood,
California
Saunders & Gordon, London, England

Music

Power of Two Music

Sound Effects

Tom Corwin

Additional Sound Effects

John March

Audio Processing

Brian Schmidt

Closeup Lip Synching

Six Foot Two

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Patent Numbers:

U.S. Nos. 4,442,486/4,454,549/4,462,076/5,371,792; U.K. No. 1,535,999;
Europe No. 80244; Hong Kong No. 88-4302; Singapore No. 88-155

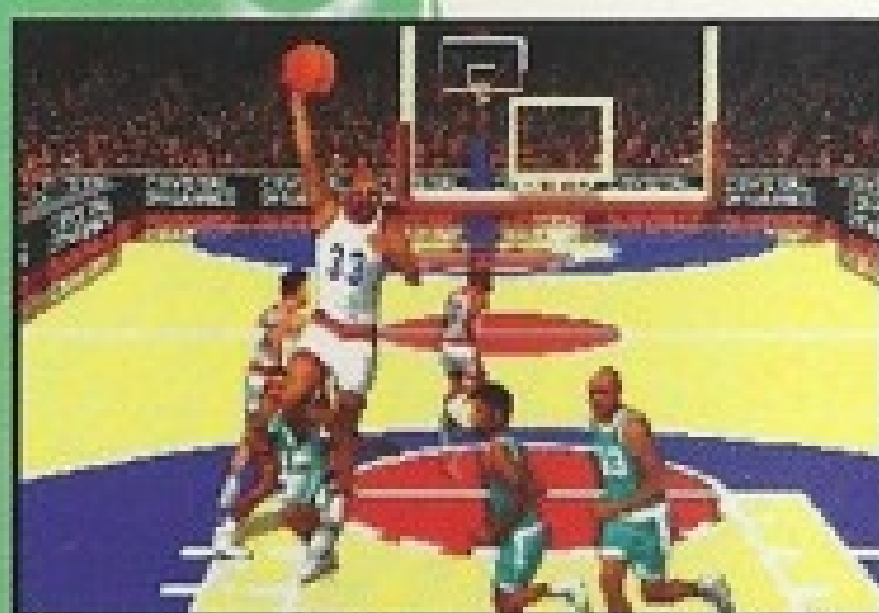
SLAM 'N JAM™

featuring
MAGIC & KAREEM '96

CRYSTAL DYNAMICS™

IT'S SHOWTIME!

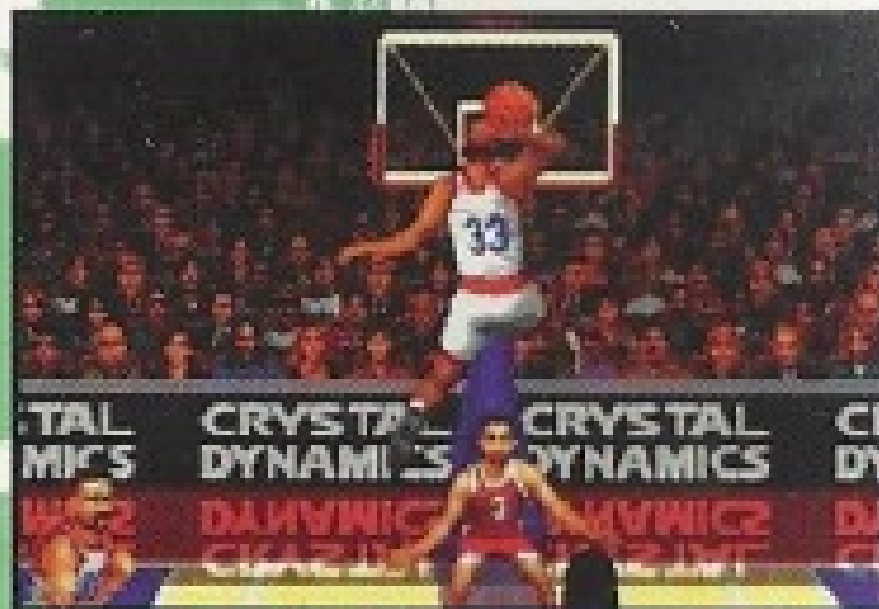
- ▶ *Magic and Kareem are back! Dish the no-look pass or post up to sink the 'sky-hook'.*
- ▶ *Call plays: isolate players, set picks and double team on defense.*
- ▶ *Substitute players from a deep bench.*
- ▶ *Track team, game, and league leaders' stats.*
- ▶ *Bang the boards in the Franchise-Player mode: Be the go-to-guy for the entire game.*
- ▶ *Up to 4 players.*
- ▶ *View instant replays from multiple angles.*
- ▶ *Supercharged color commentary of sports favorite, Van Earl Wright.*



"Kareem with the 'sky-hook'!"



"For threeeeeee!"



"This fastpaced, first-person basketball sim does a phenomenal job of bring players into the action." —NEXT Generation magazine



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