

The cover art for the Sega Genesis game 'Insector X' depicts a large, yellow and black striped mechanical insect with a pilot's head on its thorax. The insect is holding two swords aloft. To the right, a hero in a red suit and helmet with wings is firing a handgun at the insect. The background is a dramatic, cloudy sky.

Insector X™

SEGA
GENESIS
16-BIT CARTRIDGE

INSTRUCTION MANUAL

SAGES
CREATION™

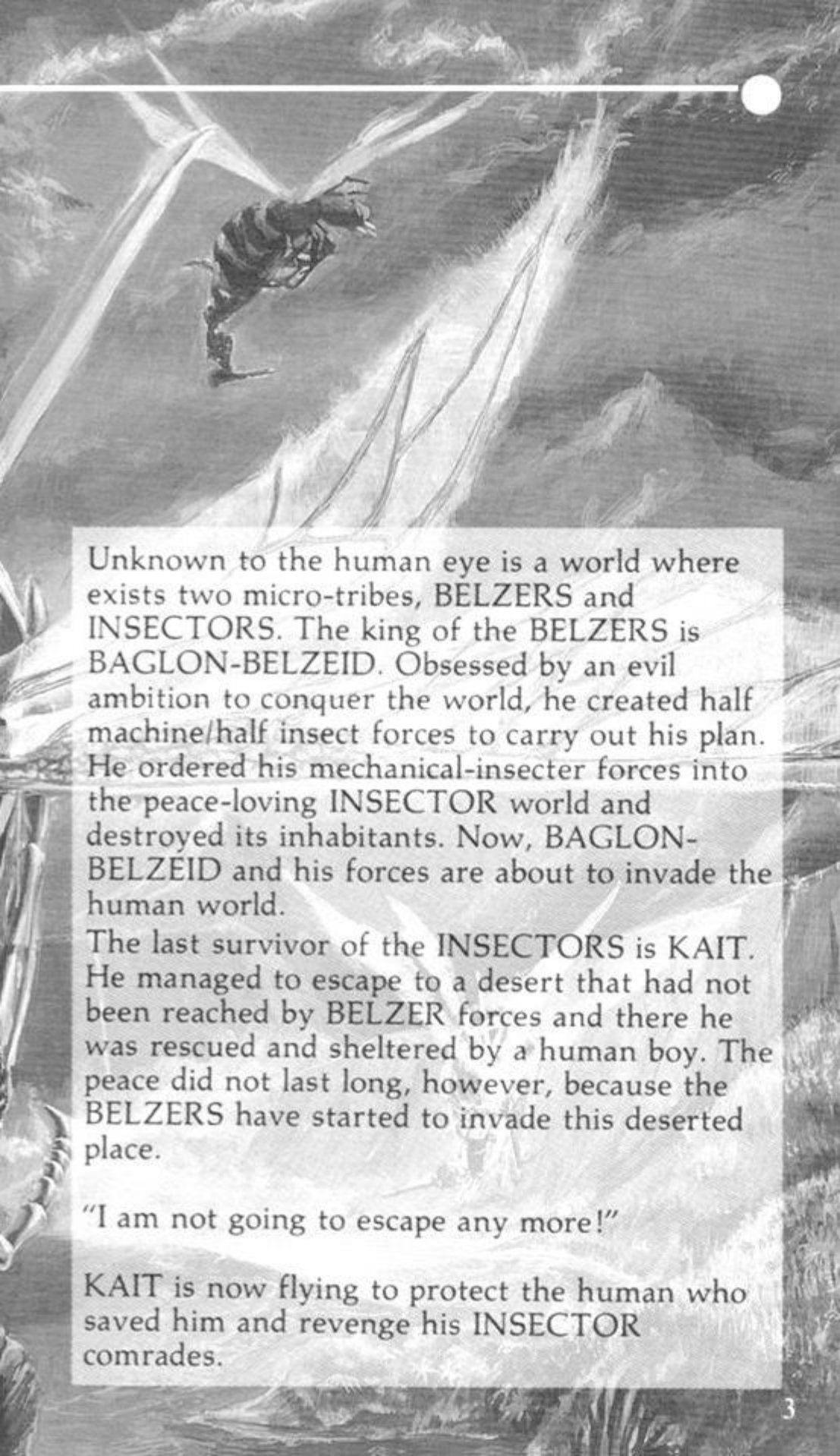
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Insector X







Unknown to the human eye is a world where exists two micro-tribes, BELZERS and INSECTORS. The king of the BELZERS is BAGLON-BELZEID. Obsessed by an evil ambition to conquer the world, he created half machine/half insect forces to carry out his plan. He ordered his mechanical-insecter forces into the peace-loving INSECTOR world and destroyed its inhabitants. Now, BAGLON-BELZEID and his forces are about to invade the human world.

The last survivor of the INSECTORS is KAIT. He managed to escape to a desert that had not been reached by BELZER forces and there he was rescued and sheltered by a human boy. The peace did not last long, however, because the BELZERS have started to invade this deserted place.

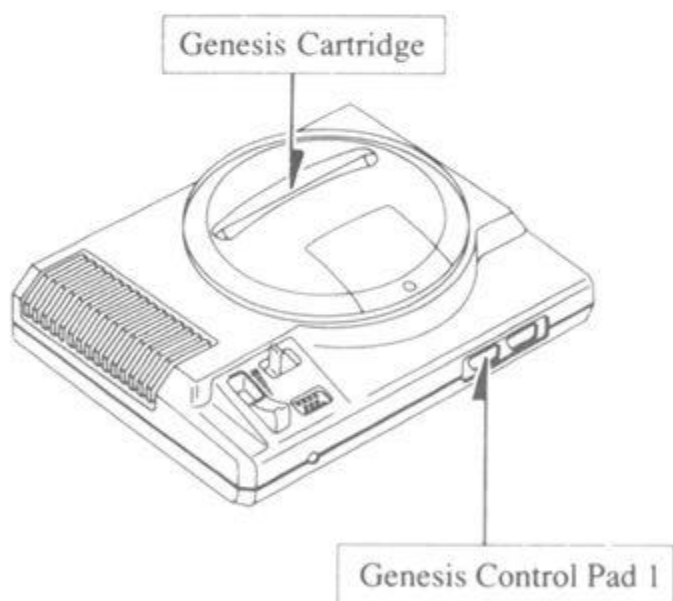
"I am not going to escape any more!"

KAIT is now flying to protect the human who saved him and revenge his INSECTOR comrades.

● HOW TO START

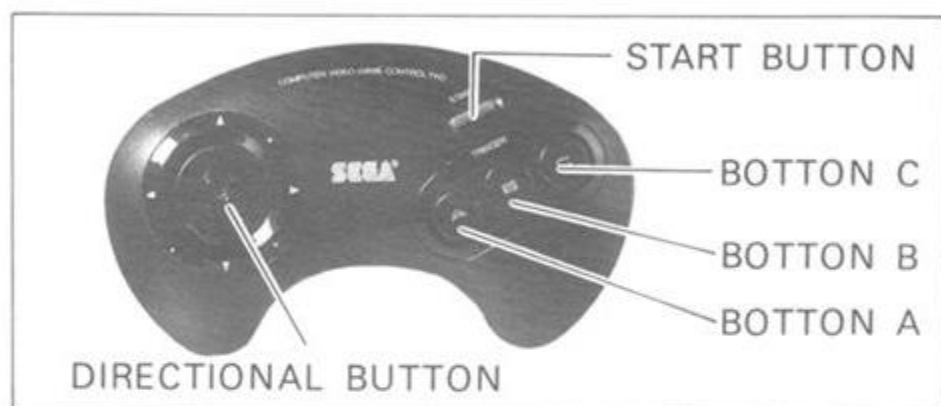
1. Make sure the power switch is OFF.
2. Insert the Insector-X Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
3. Turn the power switch ON. If nothing appears on screen, recheck the Cartridge insertion.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.



● HOW TO USE YOUR GENESIS— CONTROL PAD

Insector-X is a game for one player. Connect the Genesis control pad to the connector marked Control 1 on the Genesis System.



START BUTTON

Press to start game. If pressed during the game it toggles between pose and resume.

D (DIRECTIONAL) BUTTON

Directs KAIT in eight directions. In option mode it is used to move the cursor to change settings.

BUTTON A

Switches between types of weapons. (refer to page 13 for details)

BUTTON B

Fires the normal weapon.

BUTTON C

Fires the special weapon.

Note: Functions of A, B and C Buttons may be changed in Option Mode.

● START THE GAME

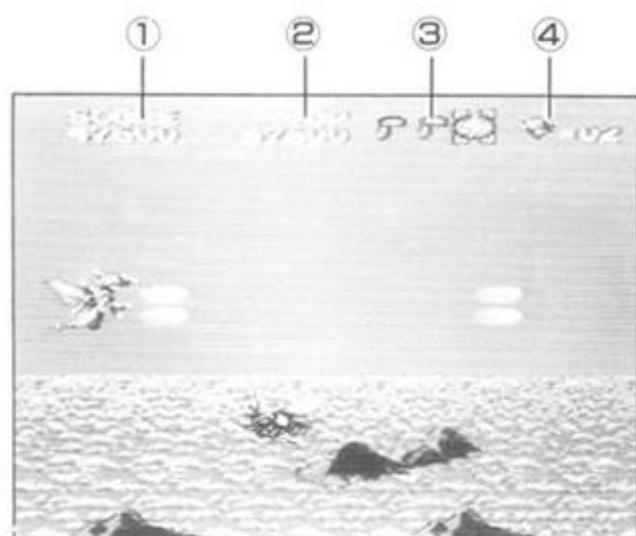


When you turn on your Genesis Game System, the Sega screen appears. Press START. The following screen will appear:

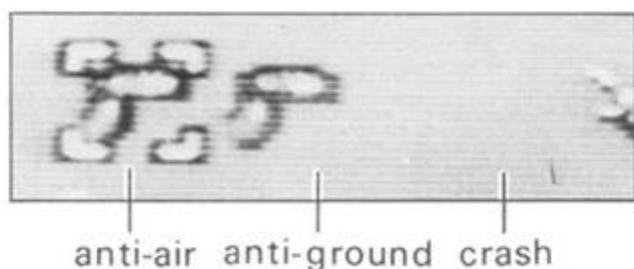


Move the cursor with the Directional Button (up or down) to START and press START Button.

● DESCRIPTIONS OF GAME SCREEN



1. Current score
2. The highest score since the last power up (factory default at shipment is set to 30000)
3. Types of special weapons available now. Nothing is displayed when no special weapon is available.



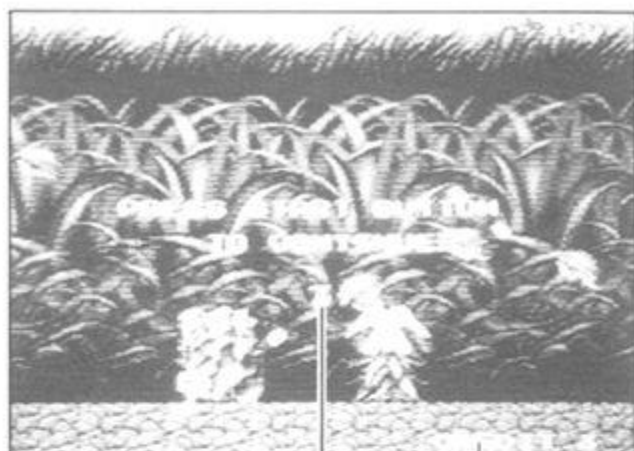
Anti-air weapon

Anti-ground weapon

CRASH (refer to description of CRASH in page 11.)

4. Number of fighters (KAIT) left.

CONTINUE



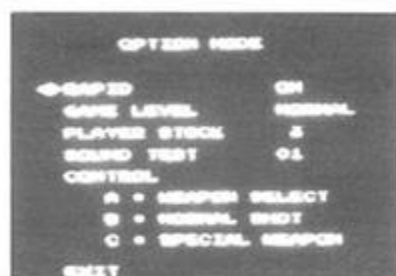
timer credit

If KAIT is defeated when there are no remaining fighters, the game is over. If you have credit you can continue the game. Press the START Button before the timer count turns to zero to restart the game.



● OPTION MODE

If **OPTIONS** is selected from the title screen, you will be put into **OPTION MODE**, and will be able to change the configurations of the game.



With the **Directional Button** move the cursor up or down to select the option you would like to change, and move it right to left to change settings.

After finishing changes select **EXIT** and press the **START Button** to exit this mode.

RAPID

Sets continuous shooting function; allowing you to shoot rapidly and continuously.

GAME LEVEL

Sets level of difficulty from easy, normal and hard.

PLAYER STOCK (1—8)

Sets the number of **KAIT** fighters you have.

SOUND TEST (00—46)

Press either **A**, **B** or **C Button** to hear the game sound.

CONTROL

Sets the functions of **A**, **B** and **C Buttons**.

NORMAL WEAPON ...normal shot

SPECIAL WEAPON ...fires special shot

WEAPON SELECT ...switches types of special weapon

EXIT

Press the **START Button** to exit option mode.

● ITEMS



SPARROW CARRIER drops various items when defeated. KAIT will be powered up by catching them.

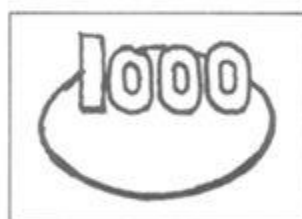
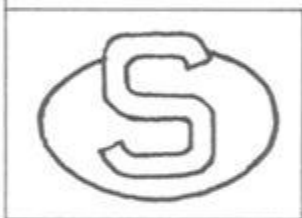


POWER UP

Normal weapon will be powered up.

SPEED UP

KAIT's speed will be increased up to five levels.



POINT UP

1000 points will be added to the score.

DOUBLE POWER UP

This appears only in certain circumstances. Normal weapon will be powered up by two levels.





1 UP

The number of fighters (KAIT) will increase by one.

SPECIAL BONUS

The effect of this item is unknown. It sure has a good effect though!

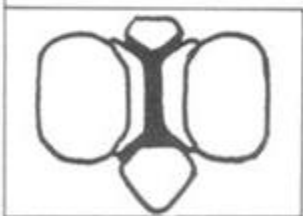


CRASH

This will cause limited damage to all enemy on the screen. The white icon is displayed when KAIT has this item. Move the cursor to the white icon with Button A and press Button-C to use it. This item will not be lost even when KAIT is defeated.

SPECIAL WEAPON

This item may appear when certain enemy, except for SPARROW CARRIER, are defeated. This item enables KAIT to use special weapon. Catching more than maximum number will add 1000 points to the score.

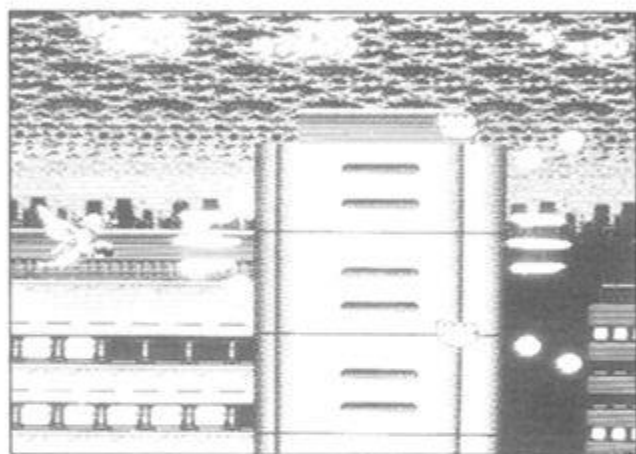


● POWER UP

KAIT can be equipped with two types of weapons: a normal weapon that is standardly equipped and a special weapon that is available after catching items.

● NORMAL SHOT

The normal weapon will be powered up by catching POWER UP items up to seven levels.



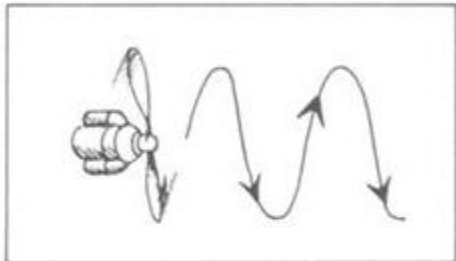
It will go back to the initial level if KAIT is defeated.



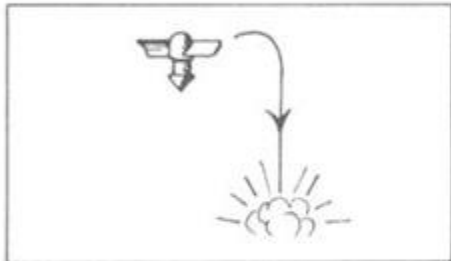
● SPECIAL WEAPON

Catching SPECIAL WEAPON item(s) will equip KAIT with a special weapon that can be used as an anti-air or an anti-ground weapon. Press Button A to toggle between weapon types and press Button C to fire. The weapon can be powered up to four levels.

● LEVEL 1 ●

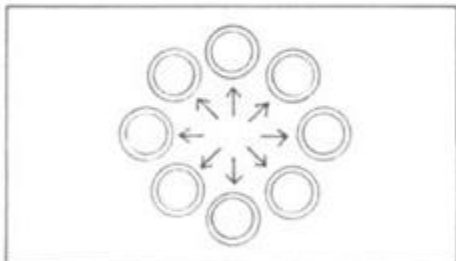


PROPERA-MISSILE (anti-air)
Shoots out revolving discs in waves.

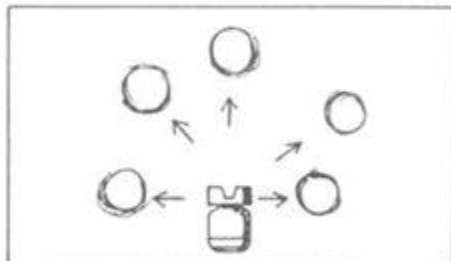


PARACHUTE-BOMB (anti-ground)
Falls with revolving feathers and has strong power; effective against difficult enemies.

● LEVEL 2 ●

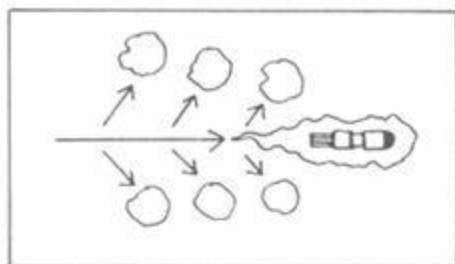


RING-LASER (anti-air)
A ring shaped laser that penetrates the ground and is discharged around KAIT. It's effective in narrow places and when KAIT is surrounded by enemy.



SPRAY-BOMB (anti-ground)
Discharges smoke when hitting the ground. It can also destroy weak enemy in the sky even though it is an anti-ground weapon.

• LEVEL 3 •

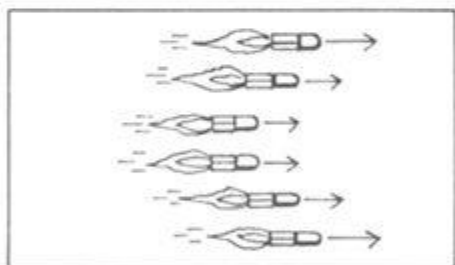


FIRE-MISSILE (anti-air)
Scatters small fire balls when flying. It can penetrate weak enemies.

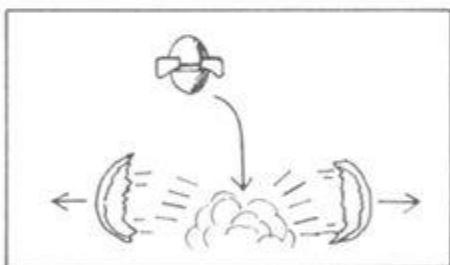


BOUND-FIRE-BOMB (anti-ground)
Explodes when hitting the ground and bounds back into the air. Even if it misses enemies on the ground, it can still damage enemies in the air.

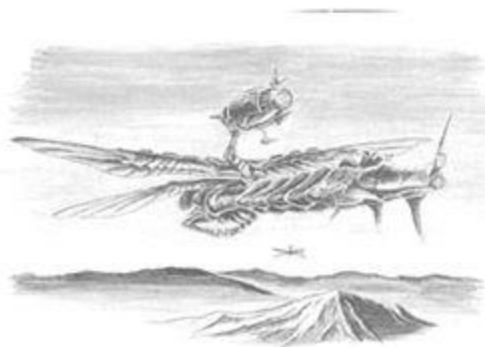
• LEVEL 4 •



FORMATION-MISSILE (anti-air)
Six missiles are launched in formation.



SWEEPER-BOMB (anti-ground)
Explodes when landing on the ground and fires lasers. It's the most powerful weapon against enemies on the ground.



● SCREENS OF THE GAME —————

Insector-X has five rounds. Defeat the mechanical-insector forces and destroy BAGLON-BELZEID's ambition!

- **ROUND 1** ● ————— **DESERT AREA**
KAIT's battle starts in the desert. Get into the pyramid and destroy the boss hidden deep within its chamber.

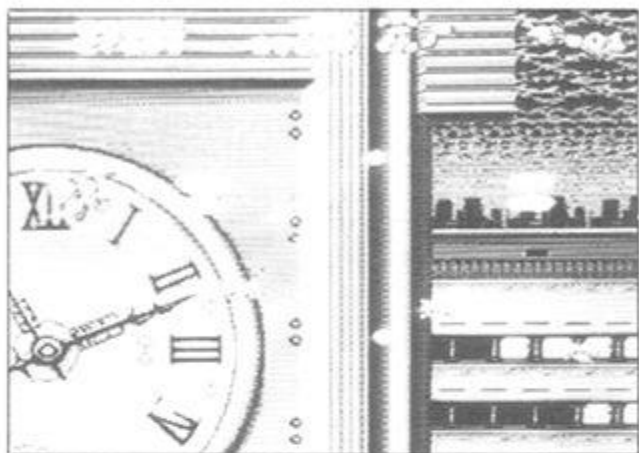


- **ROUND 2** ● ————— **PLATEAU AREA**
BAGLON-BELZEID's forces are already hiding in this rich, grassy highland and so the fierce battle begins.

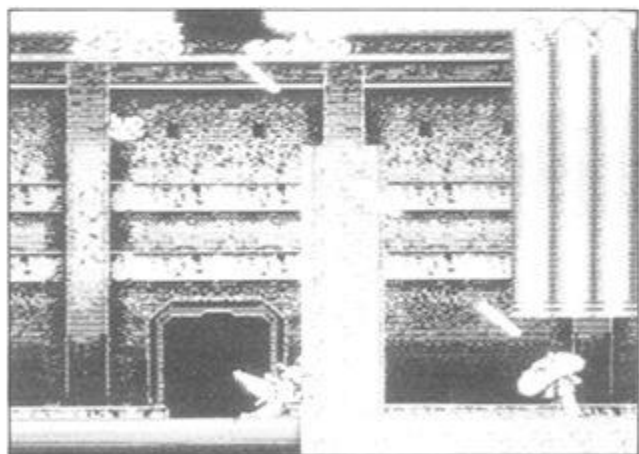


• **ROUND 3** • ————— **CITY AREA**

The enemy forces begin attacking the humans. KAIT is fighting alone high in the sky, above the city. The humans can do nothing but watch.

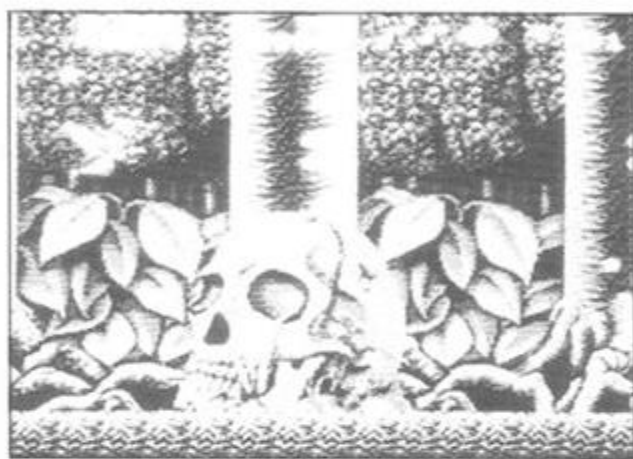


The enemies are hidden in a deep underground sewer. They attack from the water surface and the ceiling.

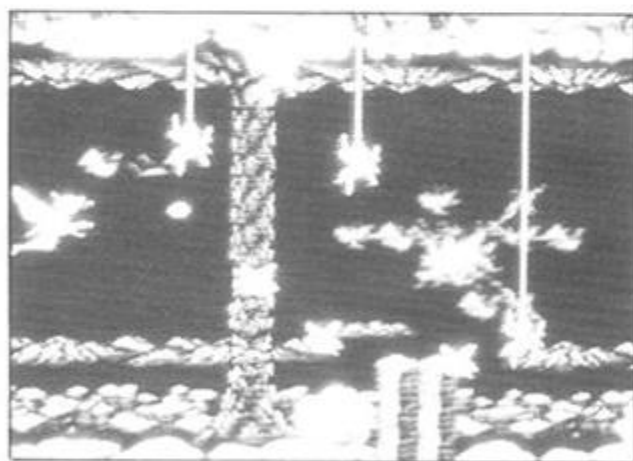


• **ROUND 4** • ————— **JUNGLE AREA**

BAGLON-BELZEID forces counter attack KAIT who marched into the jungle in search of their headquarters.

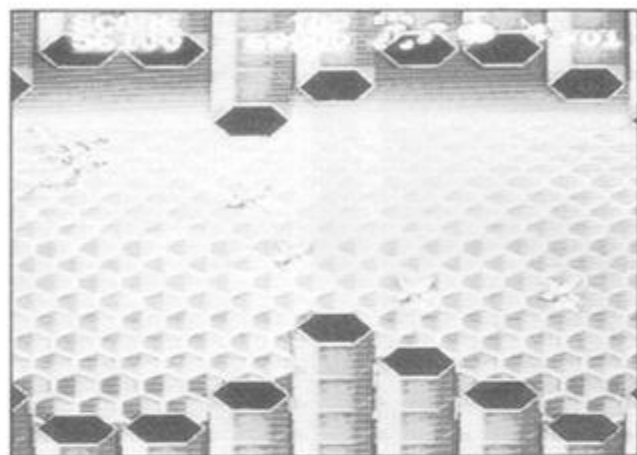


The enemy emerges from the cave located deep within the jungle. KAIT swoops right in.

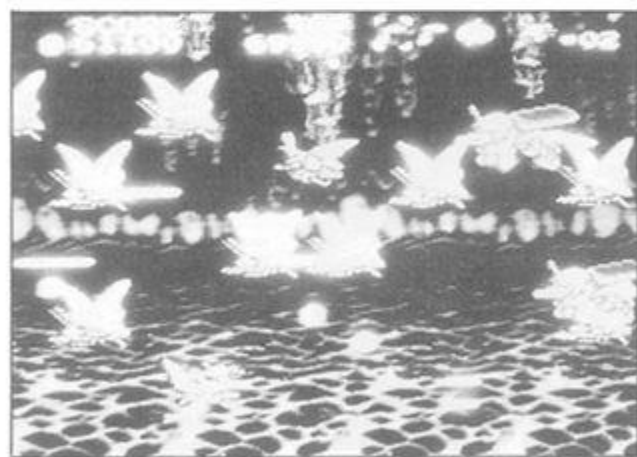


● **ROUND 5** ● ————— **THEIR EMPIRE**

It turns out that the underground empire of BELZERS is deployed in a small honey comb.



BELZERs lay on a counter attack with full force. King BELZEID must be in there somewhere...Go on Insector-fighter KAIT!



● BELZER Soldier

WELLFLY



They are not strong, but can be troublesome foe when combined with other enemies.

YONAKUNI-THUNDER



They come in groups. They fly slowly and fire laser weapon.

DAY=BISER



It grows in places difficult to attack and fires its cannon continuously.

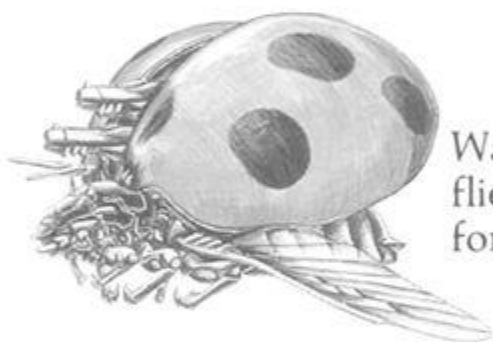
HAPPY-GEROGERO

They are sneaky enemies on the ground that sweetly turn around as KAIT passes over them.



LADY BIRD

Watch out for her; she flies in wave-like formations.

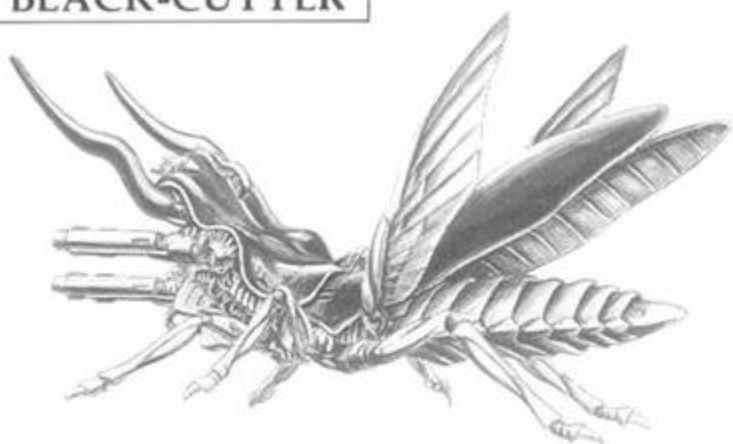


SUB-BOMBER

This enemy floats on water and is equipped with strong anti-air weapons.

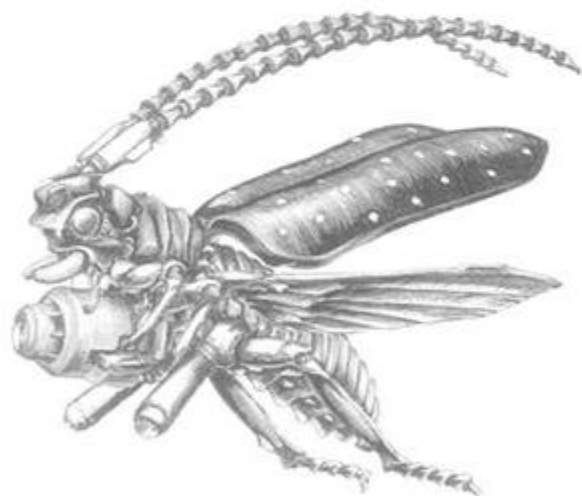


BLACK-CUTTER



They fire high-speed bullets rapidly from the weapon protruding from their chins. They may sometimes drop an item.

HAMMER SAW



They come in groups of 2 or 3 and fire bullets that drift down slowly. They are durable and strong, and may sometimes drop an item.

BOSS CHARACTERS

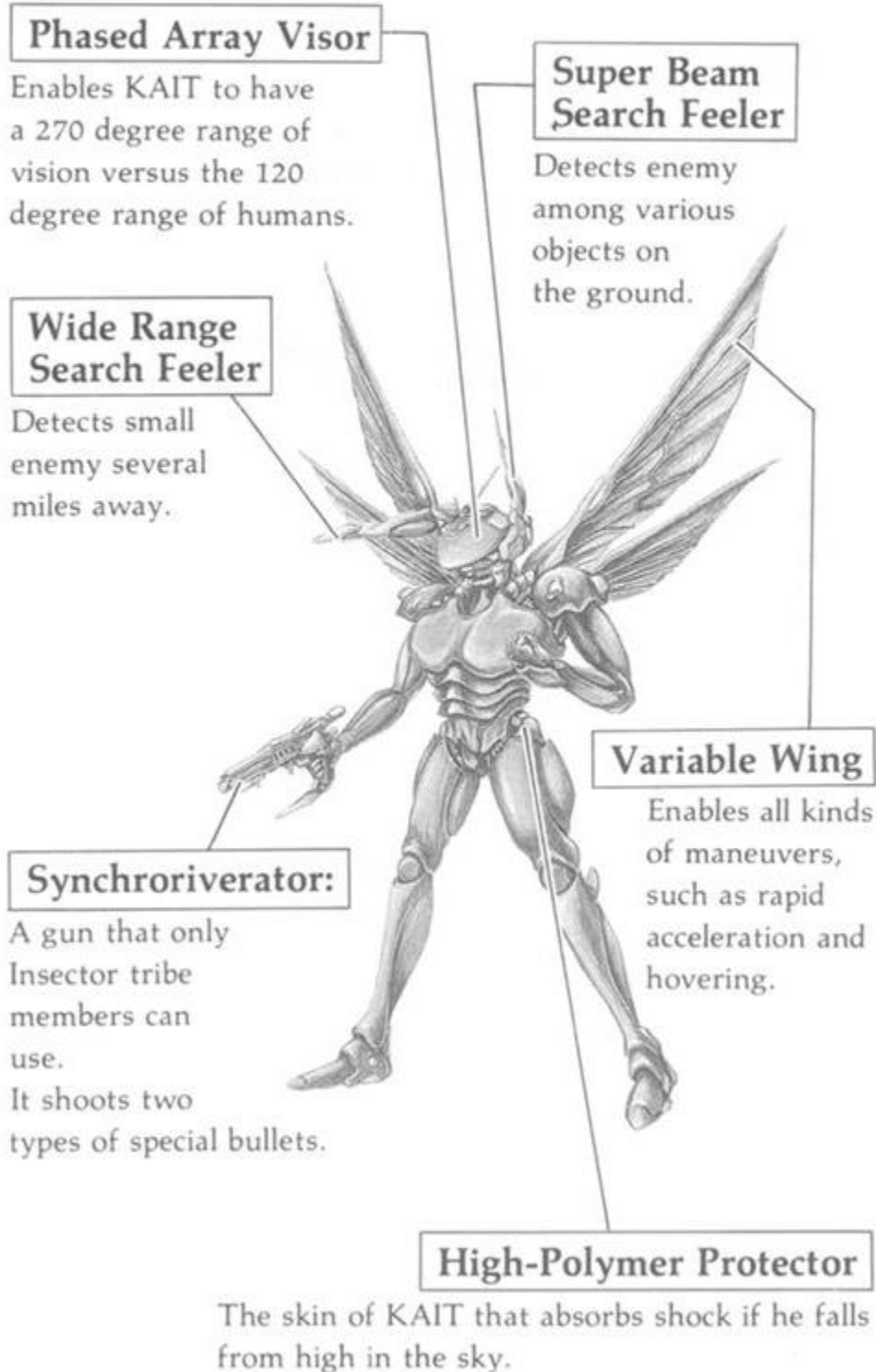


Death-Blader

This boss character emits fire balls from its mouth and flames from its tail.

● INSECTOR FIGHTER KAIT

The last survivor of the INSECTORS, Insector fighter KAIT inherited a wide range of dynamic equipment. Now he flies armed with bravery and pride.

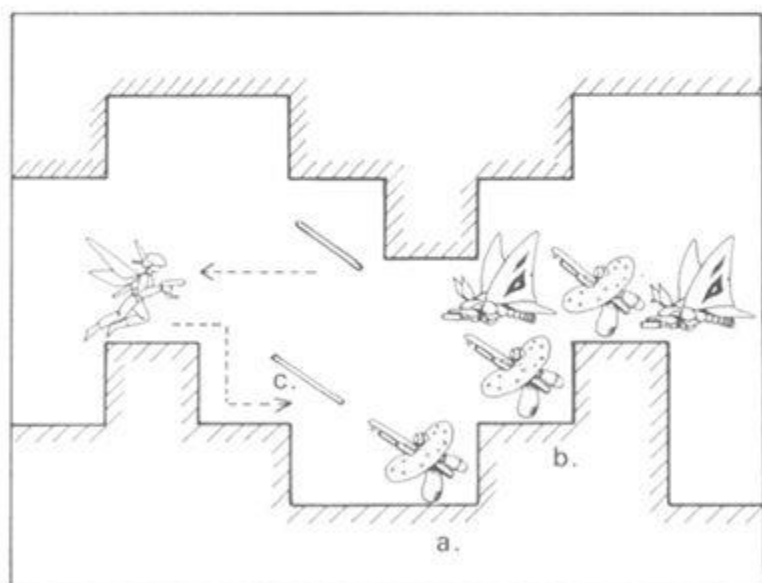


● GAME TIPS

These game tips provide you with hints for rounds 1 to 3. However, for rounds 4 and 5, you must rely on the expertise you have gained in the previous rounds to survive.

● ROUND 1 ●

It's fairly easy to get through enemy forces until you reach the fifth Day-Biser and the Yonakuni-Thunder. Don't rush to attack the Day-Biser. Rather, retreat to avoid its laser attack while shooting at the two Yonakuni-Thunder. After defeating them, advance along the floor to defeat the sixth Day-Biser. If you maneuver carefully you may be able to defeat the fifth Day-Biser too, however we suggest you stay at point-C and after it fires 3 laser shots, just try to pass over it and escape.



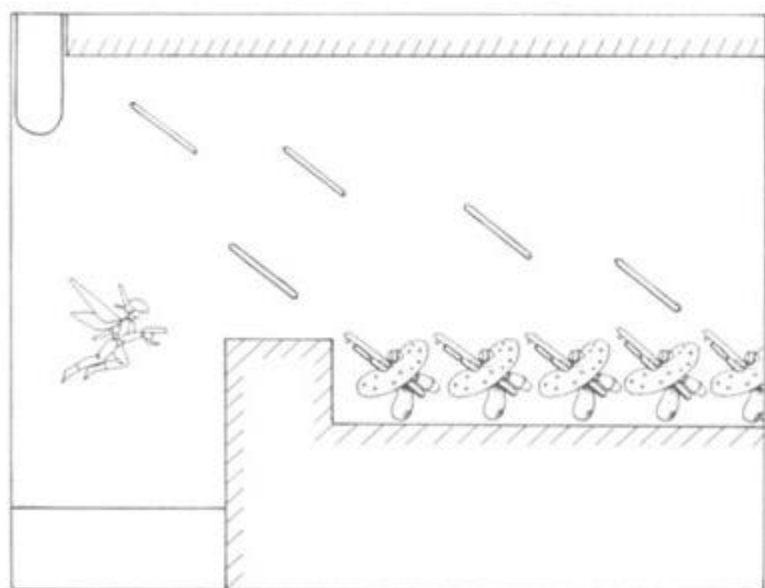
● ROUND 2 ●

The hardest part of this round is in the second location where you encounter the Red Worms which spring up from the ground. Go for their weak spot —

the mechanical portion at the center of their body. Unless you've been powered-up considerably you will not be able to defeat all the Red Worms. The safest way to clear through is when they appear on the right side of the screen, stay in the upper left corner and keep on shooting without trying to defeat them.

● ROUND 3 ●

You will come to a place where Day-Bisers are lined up to attack you. You should shoot at them from leaning up against the barrier as illustrated in the figure. After clearing through you will come to a place where four Sub-Bombers are floating in line. First defeat them and then start attacking the enemies in the sky. The Sparrow-Carrier shows up next with a 1-Up Item, and immediately after that you'll encounter a Day-Biser. Don't rush to attack that Day-Biser or you'll be shot by its laser. Stay high in the sky and let it shoot 3 laser shots. After that, descend and defeat it.



ROUND 1 • The Boss: Death-Blader

a) How it moves:

It will appear from the right side of the screen. It moves up and down four times and then ejects fire while moving forwards and backwards.

b) How it attacks:

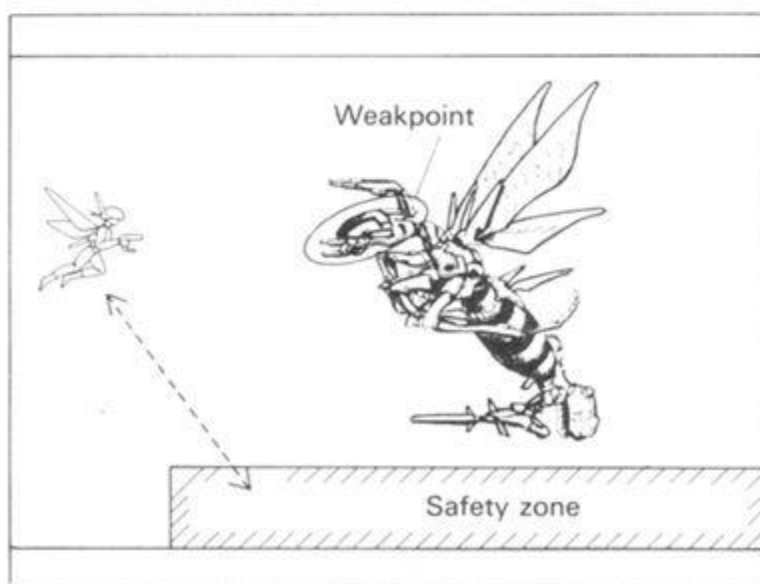
It shoots in three directions and ejects fire from its tail as it moves forwards and backwards.

c) Weak point:

The head. Hitting other parts of its body won't cause any damage.

d) How to attack:

After the Boss appears on the screen you have a few seconds before it begins attacking. During this time inflict as much damage as possible by shooting at its head, but beware because soon it will start attacking you from its head. Note that its eyes start glowing right before it shoots. When it stops moving and starts ejecting fire escape to the safety zone shown in the figure. Wait there until it stops ejecting fire and starts to move up and down, then rise up and resume your attack. As its life level decreases its eyes flash faster.



ROUND 2 • The Boss: Lance-Hopper

a) How it moves:

It comes rushing from the right side of the screen. If you fly low it moves forwards and backwards and if you fly high it jumps up and down.

b) How it attacks:

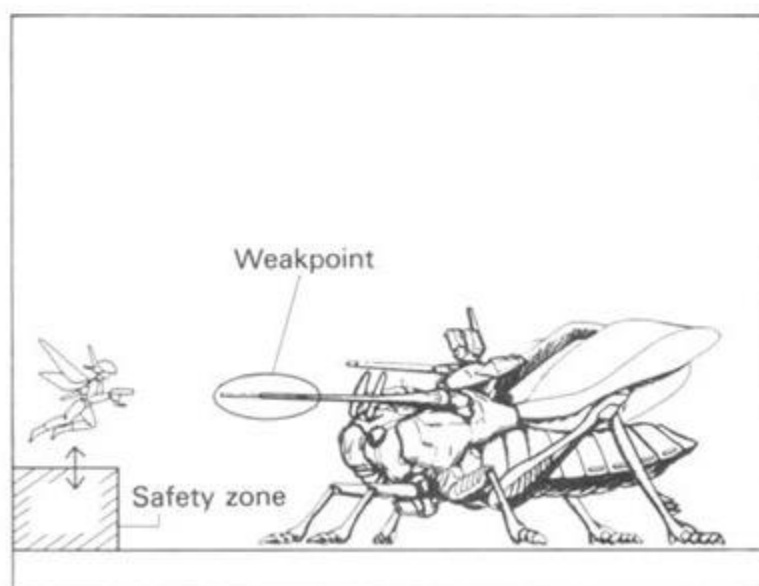
It fires from the cannon on its back. It shoots five times and waits for a while and then repeats this pattern.

c) Weak point:

The lance protruding from its body. Hitting other parts won't damage it.

d) How to attack:

If you have more than two P Items or a special weapon stay in the safety zone shown in the figure and attack from there. If you are not powered up enough stay at a height where you can hit its lance without being hit yourself. When it charges towards you, escape to the safety zone and repeat this procedure.



ROUND 3 • Boss: Disaster-Mothwing

a) How it moves:

It comes fluttering down slowly, then it repeatedly goes up and down two times and moves backwards and forwards.

b) How it attacks:

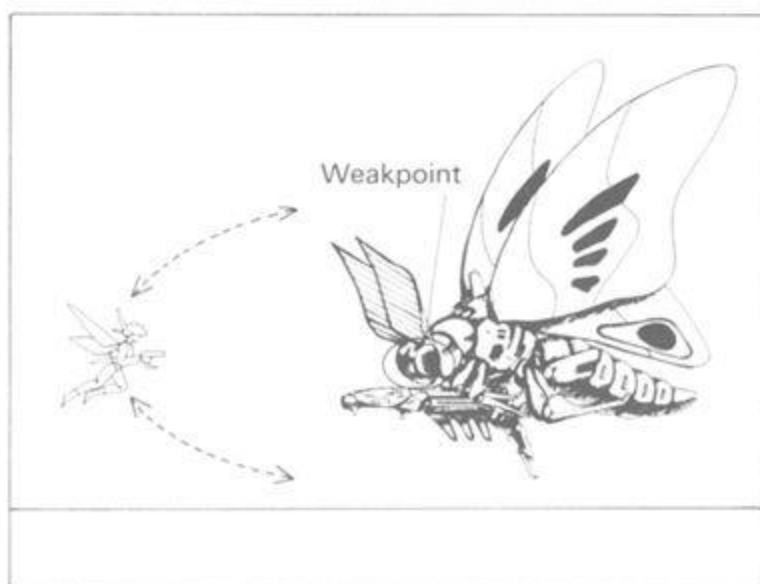
It fires its cannon continuously and scatters phosphorous particles.

c) Weak point:

Its big eyes.

d) How to attack:

It's extremely tough. As the boss scatters its phosphorous particles throughout a wide range, there is no place for you that's very safe. You have no choice but to confront it bravely and shoot at its vulnerable eyes. Fly to the upper and lower parts of the screen where fewer particles reach, but beware when moving in front of the boss because you'll be right in his line of cannon fire.



● 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

SAGE'S CREATION, INC. warrants the original consumer purchaser that the SAGE'S CREATION Cartridge shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, SAGE'S CREATION 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, abuse, maltreatment, accident, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the SAGE'S CREATION Consumer Service Department at following number:

714-373-9136

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 SAGE'S CREATION Cartridge to your retail seller. Return cartridge to SAGE'S CREATION Consumer Service. Please call first for more information.

SAGE'S CREATION will provide you with instructions on returning your defective cartridge if our consumer service person is unable to solve the problem by phone. The cost of returning the cartridge to SAGE'S CREATION's Service Center shall be paid by the

purchaser.

Repairs After Expiration of Warranty

If your SAGE'S CREATION Cartridge requires repairs after termination of the 90 day warranty period, you may contact the SAGE'S CREATION Consume Service Department at the number listed above. If the consumer service person 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 SAGE'S CREATION's service center with an enclosed check or money order payable to SAGE'S CREATION, INC. for the amount of the cost estimate provided to you by the consumer service person. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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MEMO

MEMO

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