

SEGA® PC

Sega is a registered trademark of SEGA. Comix Zone and all related characters and indicia are trademarks of SEGA. Windows is a registered trademark of Microsoft Corporation. Pentium is a registered trademark of Intel Corporation. Sound Blaster is a trademark of Creative Labs, Inc.

This game is licensed by Sega for home play on the system described herein only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved. Printed in the U.S.A.

85011



SEGA® PC



COMIX
ZONE

WINDOWS 95/
WINDOWS
CD-ROM



TABLE OF CONTENTS

Survive Comix Zone!	4
System Requirements	5
Handling Your Compact Disc	5
Getting Started	6
Windows 3.1	6
Windows 95	7
Input Devices	8
Using Menus	9
Take Control!	10
Keyboard	10
Digital Game Pad	11
Basic Moves	12
Fighting Moves	13
Serial Double Punch	14
Serial High Kick Tornado	14
Serial Low Kick	14
Uppercut	15
Floor Sweep	15
Back Kick/Turn Around	15
Whirlwind Jump Kick	16

Somersault Leap Forward.....	16
Flying Dragon Kick.....	16
Grab-A-Mutant.....	17
Roll.....	17
The Screen.....	18
Inventory Items.....	18
Mutant Hit List.....	20
Episodes.....	21
Support.....	22
Technical.....	22
Game Play.....	22
Credits.....	23
PC-CD-ROM Credits.....	24
Warranty Information.....	25

SURVIVE COMIX ZONE!

Sketch Turner is in it up to his inkwell. Mortus is drawing horrendous creatures to battle Sketch in every panel of the strip. If Mortus destroys Sketch, that megalomaniac Mutant will become real and Earth will be doomed to his rule!

But there is hope. Now that he's a comic book superhero, Sketch can kick some serious butt. Instantly, Sketch can fight like a one-man mercenary platoon!

PLUS! Sketch's pet rat Roadkill has morphed into a killer attack rodent. Sketch can sic him on the Mortus Mutants and know there will always be shocking developments.

AND! Alissa Cyan is backing Sketch with constant situation reports and battle advice. Does Mortus have plans for her, too?

Comix Zone has three Episodes. Each Episode is two comic-book pages long, packed with many panels of action. Each panel contains a peril, puzzle or obstacle that Sketch must master.

Can Sketch make it to the end of the book? Can he defeat Mortus and come back to the real world? The future is in your hands. . . .

SYSTEM REQUIREMENTS

Operating	Windows® 3.1 or Windows 95
CPU Type & Speed	Pentium® processor, 60 Mhz
Memory	8 MB
Graphics	SVGA: 640 x 480 x 256 colors
CD-ROM Speed	2X
Available Hard Drive	5 MB
Audio	16 BIT
Sound Card	Sound Blaster™ 16 or compatible
Other	Keyboard or digital game pad

HANDLING YOUR COMPACT DISC

Avoid bending the compact disc. Do not touch, smudge or scratch its surface.

Do not leave the compact disc in direct sunlight or near a radiator or other source of heat.

Always store the compact disc in its protective case for safekeeping.



GETTING STARTED

Comix Zone will run under Windows 3.1 or Windows 95. The installation instructions differ slightly, depending on which version of Windows you are using.

WINDOWS 3.1

To play *Comix Zone* under Windows 3.1, follow these steps:

1. Place the *Comix Zone* CD in the CD-ROM drive, label side up. Close the tray.
2. From the FILE menu of the Program Manager, select RUN.
3. In the dialog box that appears, type the drive designation for your CD-ROM drive (usually D), followed by a colon (:), followed by the word "setup," as shown: **D: SETUP**.
4. Press Enter or click the OK button. An automatic installation process will begin. *Comix Zone* will create a new program group called Sega Arcade, and place the *Comix Zone* program icon in that group. If you have previously installed a Sega PC game on your system, you will already have a Sega Arcade program group. In that case, the installation



procedure will simply place the *Comix Zone* icon in the existing Sega Arcade program group.

5. To start playing, double-click the *Comix Zone* icon in the Sega Arcade.

WINDOWS 95

To play *Comix Zone* under Windows 95, follow these steps:

1. Place the *Comix Zone* CD in the CD-ROM drive, label side up. Close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.

The first time you insert the *Comix Zone* CD-ROM, the dialog box will give you the option of installing the game, or installing and playing the game. Select **INSTALL** to begin the installation process, or **INSTALL & PLAY** to allow game play immediately following installation. If you do not wish to install *Comix Zone* at this time, select **CANCEL**.

Comix Zone will create a new program group called Sega Arcade, and place the *Comix Zone* program icon in that group. If you have previously installed a Sega PC game on your system, you will

already have a Sega Arcade program group. In that case, the installation procedure will simply place the *Comix Zone* icon in the existing Sega Arcade program group. Once *Comix Zone* is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, Uninstall or Cancel. Click **UNINSTALL** if you wish to remove *Comix Zone* from your system, or **CANCEL** to take no action.

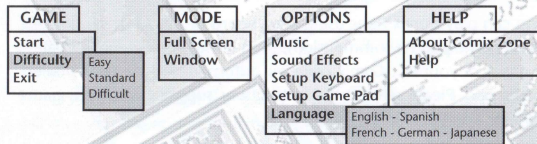
INPUT DEVICES

You can play *Comix Zone* using a keyboard or digital game pad. To use a game pad (recommended), plug it into your game port at the rear of your PC. *Comix Zone* will automatically use the installed game pad. Please refer to the instructions supplied with your game pad for additional information.

USING MENUS

When you play *Comix Zone* in a window, you will be able to access the menu items at any time. If you are running *Comix Zone* at full screen, press the ESC key to return to a window.

To access a menu, move the arrow pointer to the title on the menu bar and press the Left mouse button. To select an item from the menu, move the pointer down to highlight the item and click the Left mouse button. Each menu and its options is outlined below:



TAKE CONTROL!

KEYBOARD

Comix Zone can be played using your PC keyboard. Select Keyboard Setup from the OPTIONS menu to change the defaults. The default keys are as follows:

Move	Control
Help	Function key F1 or Menu: "Help" then "Help"
Start	Function key F2 or Menu: "Game" then "Start" or Action button
Move Left	Cursor Left
Move Right	Cursor Right
Move Down/Crouch/Pick up if over an item	Cursor Down
Aim High	Cursor Up
Action	X
Jump	Z
Use left item in inventory box	Keyboard 1
Use middle item in inventory box	Keyboard 2
Use right item in inventory box	Keyboard 3
Pause/Unpause game (game automatically pauses when another window is selected)	Function key F3

DIGITAL GAME PAD

Comix Zone supports a digital (switched) game pad—an analog joystick is not recommended. Select Setup game pad from the OPTIONS menu bar to change the defaults. The default keys are as follows:

Move	Control
Help	Function key F1 or Menu: "Help" then "Help"
Start	Function key F2 or Menu: "Game" then "Start" or Action button
Move Left	Press Left
Move Right	Press Right
Move Down/Crouch/Pick up if over an item	Press Down
Aim High	Press Up
Action Button	Button 1
Jump	Button 2
Use left item in inventory box	Keyboard 1
Use middle item in inventory box	Keyboard 2
Use right item in inventory box	Keyboard 3
Pause/Unpause game (game automatically pauses when another window is selected)	Function key F3

BASIC MOVES

Basic Moves can be accessed from either the keyboard or digital game pad. To utilize, select the appropriate control as detailed on pages 10-11.

- Pick up objects by moving Sketch over them and selecting the **Down** control.
- Push objects by standing next to them and selecting the **Left** or **Right** control.
- Jump and hang by selecting the **Jump** control under a pipe, ledge or other hand-hold.
- Move while hanging by selecting the **Left** or **Right** control.
- Kick while hanging by selecting the **Action** control plus the **Left** or **Right** command.
- Pull levers by getting within arm's reach and selecting the **Action** control.

FIGHTING MOVES

Here are the real Mutant-mashing attacks that you (and Sketch!) must master to escape the *Comix Zone*. Remember . . .

- **Action** attacks change with the position of the control.
- Press the direction control either before or at the same time as the **Action** control to perform many of the moves.
- Tap the **Action** button rapidly for one of the three Serial Attacks. Enemies may attempt to block, but as soon as you get in three valid hits, you'll finish them off with a special move!
- You can fool most enemies with **Combination Moves**. Enemies cannot block rapidly alternating attacks! So, hit 'em once, then quickly pound 'em again with a different move.
- Experiment to find deadly special moves.

NOTE: *Serial and Combination Attacks only work during battles with humanoid enemies.*

SERIAL DOUBLE PUNCH

Good ol' fashioned straight punches are the best shots of any street fighter, in the comics or out. Fire off a sequence of these, manage three valid hits and Sketch finishes up with a scissor kick!



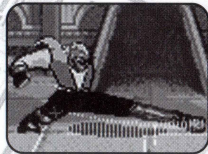
SERIAL HIGH KICK TORNADO

A jaw-shattering single kick turns into a tornado of spin kicks with multiple button taps. Slam the enemy three times for a whirlwind finish!



SERIAL LOW KICK

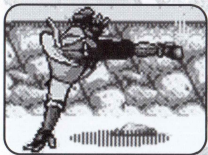
This low attack finishes with a furious wheel kick with rapid button taps.





UPPERCUT

Send 'em from the floor to the moon with this shot!



FLOOR SWEEP

Hit 'em as low as you can go!

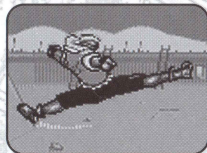


BACK KICK/TURN AROUND

Tremendously satisfying when you're sandwiched between two enemies. Or, jump over an enemy and kick him before he turns around.

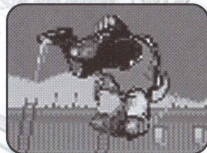
WHIRLWIND JUMP KICK

Get maximum air for a nasty whirlwind kick.



SOMERSAULT LEAP FORWARD

Great for attacks, retreats and getting high!



FLYING DRAGON KICK

Never under-estimate this kung-fu classic.



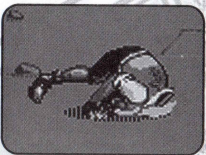


GRAB-A-MUTANT

Get in their face close . . .
. . . to scissor kick 'em, or . . .



. . . to toss 'em.



ROLL

An excellent way to dodge some
attacks.

THE SCREEN

Health Meter—This shows how much life Sketch has left. When the bar runs out and a red alert appears, better have some Ice Tea ready.

Health Tip—Sketch depletes some of his health when performing special moves or hitting solid objects. So think smart. Don't waste energy when you can use your brain (or explosives!) to do the dirty work.

Inventory—Holds your power-up items. You can carry up to three inventory items at a time. (See below.)

Attack Arrow—A flashing arrow prompts Sketch to the next panel as soon as he's conquered the one he's in. Sometimes Sketch will have a choice of two routes. Take your chances.

INVENTORY ITEMS

Look for these life-saving items in every panel during Sketch's travels through the *Comix Zone*. Pick up as many as you can! To pick up an item, stand over it and press down on the controller.

Roadkill—This is Sketch's pet rat. His tail got electrified during the warp, so let him use his new-found ability to your advantage . . . AAZAP 'em! Don't forget, Roadkill has a good sense of smell—he can often sniff out hidden goods!

Ice Tea—A swallow of this refreshing drink will partially restore a depleted health meter. Save some for bad times!

Superhero—This fist turns Sketch into a page-ripping superhero!!! Use it when the going gets tough.

Knife—A good old-fashioned long-range weapon. Great for turning switches and setting off explosives at a distance.

Grenade—Some hard-to-reach bozo giving you a hard time? Throw him one of these and watch the fireworks!

Bomb—Danger, high explosives! A dynamite weapon that blasts whatever's nearby . . . including Sketch!

Surprise—Pick up the "?" and you could get any of the other power-ups, or . . . KABOOM! So, don't touch these if your health is low!

MUTANT HIT LIST

Behold your enemies! They sting, bite, shock and hit like a freight train. When you destroy them, Mortus draws more.

Gravis the Bully—This android brute only appears to be dumb and slow. Watch out for his sentinel attacks . . .

Strigil the Assassin—These shadow assassins have a deadly way with crowbars . . .

Spawn Mutant—The Mutant's true form? Don't try to grab him or you'll find out!

Mongoria—These super quick terrors may be the worst threat, short of Mortus himself. They hate each other . . . so play that to your advantage.

Cocoon Crawler—Intended as a food source for newborn Mutants, these creatures will sting, no matter who you are!

Styx the Monk—Gives an entertaining gymnastics show while tearing you apart from atop his hydraulic staff. Your jumping skill will prove useful here.

Pelagus—A squid? A man? The devil? Watch out for his bouncing slime-ball and spring attacks!

Flying Creature—Not very tough—a few jump kicks or uppercuts will do. But beware—these creatures are part of a larger being.

EPISODES

Night of the Living Mutants—The sewers are alive with Mutants, traps and dead ends. They're guarding the place with their lives . . . Why?? Learn the ropes.

Welcome to the Temple—Not!—Fight for your life, while a screaming crowd calls for your head. Is this a training ground for the syndicate?

Curse of the Dead Ships—This wreckage graveyard holds a deadly secret. Does the story end here???

SUPPORT

TECHNICAL

Need help with set-up and installation? Call (716) 871-7781, 9:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday-Friday.

GAME PLAY

In the U.S.A, call 1-900-200-SEGA. Calls will be billed at \$.85 a minute (recorded); \$1.05 a minute (live).

In Canada, call 1-900-451-5252.

Calls will be billed at \$1.25 a minute (recorded/live).

All game play callers must be 18 years old or older, or have a parent's permission. Touch-tone phones are required.

CREDITS

Concept, Design & Art Direction . . . Peter Morawiec
Technical Director & Programmer . . . Adrian Stephens
Art Aoki Kunitake
Fei Cheng
Craig Stitt
Animation Chris Senn
Tom Tobey
Dean Ruggles
Bob Steele
Ross Harris
Conceptual Art Tony DeZuniga
Alex Niño
AI Scripting Adrian Stephens
Peter Morawiec
Robert Morgan
Dean Lester

Character Voices Howard Drossin
Deborah Costa
Peter Morawiec
Fei Cheng
Sue Ortlip
Executive Producer Dean Lester
Associate Producer Mike Wallis
Manual Neil & Carol Ann Hanshaw

PC CD-ROM CREDITS

Code Conversion Adrian Stephens
Director Dean Lester
Brand Manager Victoria Lockhart
Test Lab PC Test

LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega PC compact disc 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 limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to Sega of America, Inc. warrants to the original consumer purchaser that the Sega PC compact disc 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 limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited 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 U.S. warranty service, please call the Sega Consumer Service Department: 1-800-USA-SEGA.

To receive Canadian warranty service, please call the Sega Canadian Consumer Service Department: 1-800-872-7342.

DO NOT RETURN YOUR SEGA PC COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega PC compact disc requires repairs after termination of the 90-day limited 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 or she 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. You will also need to enclose a 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 compact disc 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 90 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 limited 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.

EPILEPSY WARNING

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 CD-ROM 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.

NOTES

NOTES

