



Super Locomotive™

MANUAL

SEGA®

Super Locomotive™



Thank you for purchasing Super Locomotive.
Please read these instructions thoroughly before playing.

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Run, invincible locomotive!
Run like the wind!
Smash through your enemies!
Blast them with Smoke!
Make your way to the station beyond!

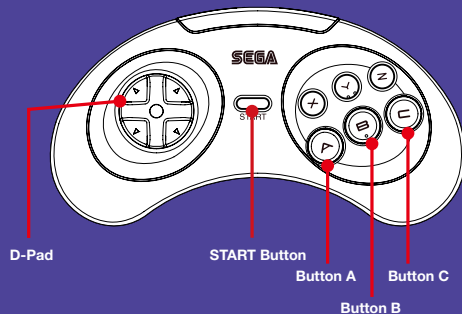


**Defeat the evil army that took
 over your railroad!!
 May your victory be swift!**

Controls

Super Locomotive is a game for 1 to 2 players. In a 2 player game, the player changes every time damage is taken.

* A second Control Pad must be connected to CONTROL 2 for 2 player play.



START Button

Start game (with CREDIT inserted)
PAUSE / Confirm at PAUSE screen

D-Pad

Control locomotive
Move cursor

Button A

Smoke button—launch Super Smoke
Confirm at OPTION screen and NAME ENTRY screen

Button B

Change button—transform into Super Locomotive
Confirm at OPTION screen and NAME ENTRY screen

Button C

Insert CREDIT / Confirm at OPTION screen

* Buttons X, Y and Z are not used.

* The above commands assumes that BUTTON SETTING in OPTION is set to TYPE A.

How to Play

Game Rules

Control a locomotive as it runs along its tracks, dodge enemy attacks, and arrive at the next station to clear the Round.

If you hit an obstacle such as an enemy locomotive or an aircraft bomb, your locomotive will take damage and Player Stock will reduce by 1. Take damage when Player Stock is at 0 and it's Game Over.



Starting the Game

- Start the game to display the main menu. Select "GAME START" to display the demo. Select "OPTION" to change various settings (p. 10).
- Press Button C to insert a CREDIT at any time, including during the demo or game play. Press the START button after inserting a CREDIT to start the game, consuming the CREDIT in the process.



Game Screen

The game screen of Super Locomotive is split into upper and lower parts.

On the upper screen, you can see a top down view of the route map showing nearby enemies, positions of signals, etc.

The lower screen is viewed from the side, and shows the position and height of approaching enemies.



- ① Player 1 Score
- ② High Score
- ③ Player 2 Score
- ④ Defeated enemies
- ⑤ Distance to next station
- ⑥ Remaining ENERGY
- ⑦ Current Round
- ⑧ Player Stock

Some of the enemies and obstacles are show below:



Player locomotive
Press the Change button to transform into Super Locomotive.



Enemy locomotive
Be careful, as some smaller ones cannot be hit by Super Smoke.



Enemy aircraft
When you get closer, they will drop bombs.



Oil transport train / Oil tank
Touch to replenish ENERGY.



Blue / Red signal
As a normal locomotive, you can't pass through the red lights, so either change your course, or transform into Super Locomotive to smash your way through.

Controlling the Locomotive

While driving, press the D-Pad ← → to adjust the speed of the locomotive (this also allows you to reverse).

To switch rails, press the D-Pad ↑ ↓ at a branch point that branches in the direction of travel.



Remaining ENERGY

The locomotive's ENERGY always decreases while it is running.

Please note that when ENERGY reaches 0, you will not be able to transform into Super Locomotive or fire Super Smoke.



Super Smoke Attack

Press the Smoke button to launch a Super Smoke attack in the opposite direction to attack enemies hot on your heels.

Hold the button longer to fire the Super Smoke higher.

If used well, you can use this to destroy airplanes and falling bombs.



Change! Super Locomotive

Press the Change button to transform into Super Locomotive for a short time.

While transformed, your speed will increase, you will become invincible, and even if you come into contact with an enemy locomotive or red light, you will not take damage. However, your ENERGY will decrease at a faster rate.



BONUS SCENE

After clearing a Round, enjoy a BONUS SCENE. Hit the flying aircraft with Super Smoke and try to destroy them all.

Each BONUS SCENE spawns a single aircraft for every enemy defeated during the Round.



NAME ENTRY

At Game Over, if you have a new High Score, the NAME ENTRY screen is displayed.

Use the D-Pad ← → to select a letter, then press Button A or B to confirm.

* If you don't want to see the NAME ENTRY screen at Game Over, set NAME ENTRY to OFF in OPTION.



OPTION

Select OPTION at the main menu to change in-game settings, and listen to BGM, and view staff credits.

Select EXIT to return to the main menu.

PLAYER STOCK

Number of locomotives remaining until Game Over.

EXTEND

Reach the set score during play to increase PLAYER STOCK by 1.

DIFFICULTY

Choose the game's difficulty level.

NAME ENTRY

Choose whether or not to display the NAME ENTRY screen at Game Over.

SCREEN MODE

There are three display modes. When FULLSCAN is selected, the display on both sides of the screen may appear distorted.

BUTTON SETTING

Command assignments can be set to four different patterns.

CONCERT

Listen to the game's background music.

STAFF CREDIT

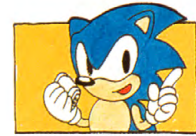
Check the staff credits for the Mega Drive Mini 2 / Genesis Mini 2 version of the game.

DEFAULT SETTING

Return all settings to their default setting.

Precautions

Game cartridges are precision electronic equipment! Please take the following precautions when handling them.



● Cartridges are Delicate!

Do not subject your cartridges to strong shocks.

Striking or stepping on a cartridge will damage it!



● Be sure the power is OFF!

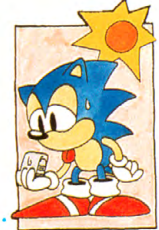
Before removing a cartridge, make doubly sure that the console power is switched to OFF!



● Storing your Cartridges

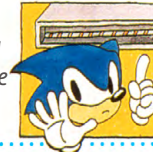
When storing your cartridges, try to avoid

places that are unusually hot, cold or humid.



● Don't Touch the Terminals!!

Do not touch the terminal contacts or allow them to get wet. Doing so will damage the cartridge!



● Avoid Chemical Cleaners!!

Do not use chemicals such as benzine or solvents when wiping off dirt.



● Precautions while Playing

Try to take a 10 to 20 minute break for each hour of gameplay. Sit as far back from the TV as the controller cables will allow.



Warning for 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.

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