With SEGA Classics, you'll enjoy a blast from the past with games that are just as fun the second time around! The first part of this manual refers to the Palm version of this game. The latter pages contain the vintage manual from the Sega Game Gear version of this game.

For a full catalog of SEGA Classics games for Palm devices and customer support resources, see: **http://www.palm.com/sega**.

Super Columns

©2003

Object:

Arrange the descending columns in such a way that three or more gems of the same color are lined up horizontally, vertically, or diagonally. When you get a match, the gems disappear, helping you to keep the screen from filling up. When the gems reach the top of the screen, the game will end. You score points by eliminating gems.

How to Play:

The STORY Mode is a split screen game in which the first player (either you or your computer-controlled opponent) to win two out of three matches is the victor. As you score points, you'll be able to sabotage your opponent by sending stone blocks to his playfield, speeding up his columns, and preventing him from spinning his columns or changing the gem order. You can also lower your own base level and win magic gems.

The ENDLESS Mode is a solo contest in which the gems and the clock are you only opponents. Your objective is to stay alive as long as possible and score as many points as you can. The faster you work, the better your completion time -- the game ends only when the gems pile up all the way to the top of the playfield.

In the FLASH Mode, you must make your way through piles of gems in order to eliminate all flashing gems. Once again, the game ends when the gems reach the top of the playfield, but this mode of play gives you unlimited continues.

Depending on which game mode you are playing, be on the lookout for special columns such as Glitter Columns, which cause all gems of a certain color to disappear, and Stone Block Columns, which are vulnerable only to magic. Among other things, Magic Columns can reverse the entire screen, causing all gems to fall into new patterns.

Game Controls:

Start button: (First button from the left) Start, pause, and un-pause the game.

Button 1: (Third button from the left) Rotate a column.

Button 2: (Fourth button from the left) Change the order of gems in a falling column.

Directional Pad Controls:
Press left or right on the directional control pad to move the column over your desired landing spot. Press down on the directional pad to drop the column quickly to the bottom.

Program Options:

Tap the Options button to access the sound option: Tap the Sound On checkbox to clear the check and play without music and sound effects. Select OK to set this option, or Cancel to return to the game with the option unchanged.

Exiting and Saving the Program:

Tap the Quit button. The "Do you want to save this game?" overlay will appear with the following options:
    YES - The game will save your progress and
          then exit.

Super Columns ©2003

(manual continued)

NO - The game will exit without saving the game.
CANCEL - The overlay will disappear and the game will resume.

Note: If the game is a demo version, the game will not offer the option to save your progress.

Resuming a Saved Game:

With a game saved in memory, if the user starts the game, the "Resume saved game?" overlay will appear with the following options:
YES - Resumes saved game.
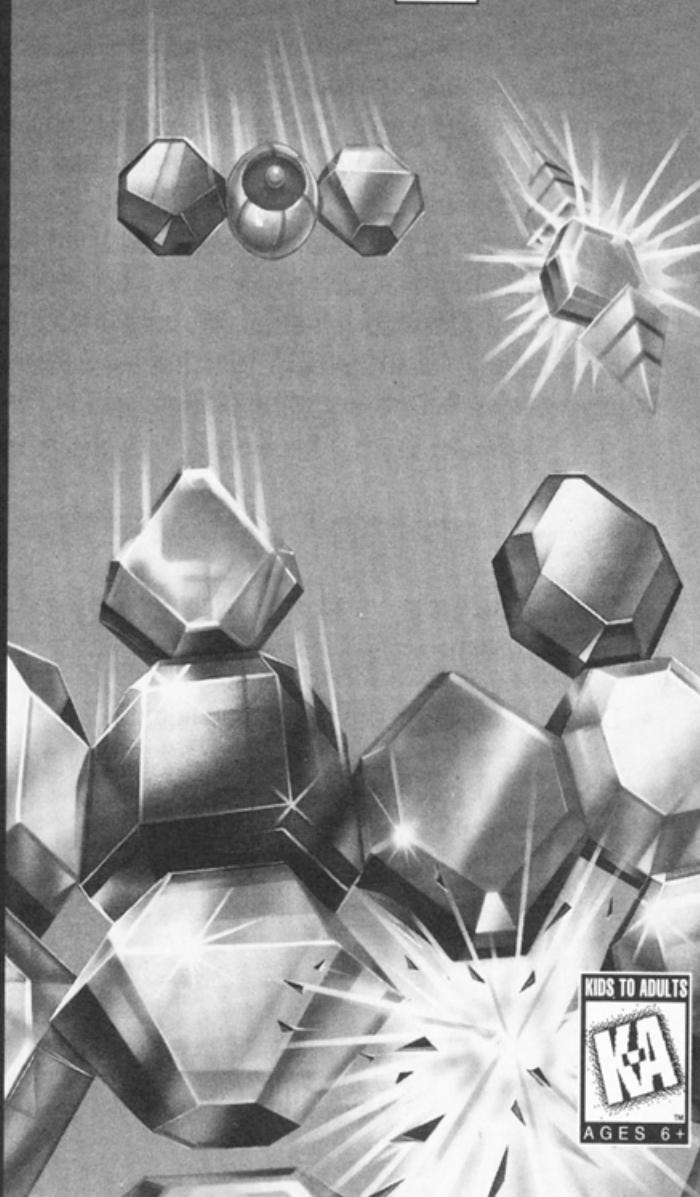NO - Begins a new game.
DELETE - Deletes saved game.

ORIGINAL GAME GEAR MANUAL ON FOLLOWING PAGES

SEGA™

SUPER COLUMNS™

GAME GEAR™

INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS

K·A

AGES 6+

EPILEPSY WARNING
READ BEFORE USING YOUR SEGA
VIDEO GAME SYSTEM

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 video 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.**

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.

- Do not bend, crush or submerge in liquids.

- Do not leave in direct sunlight or near a radiator or other source of heat.

- Be sure to take an occasional recess during extended play.

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games you need two game cartridges and a Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF. Then insert the *Super Columns* cartridge into the Game Gear unit and turn the power switch ON. In a few moments, the Sega logo appears.
3. If the Sega logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.
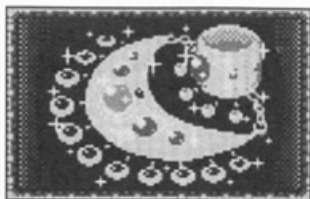
Note: *Super Columns* is for one or two players.

INSERT GEAR-TO-GEAR CABLE

INSERT GAME CARTRIDGE
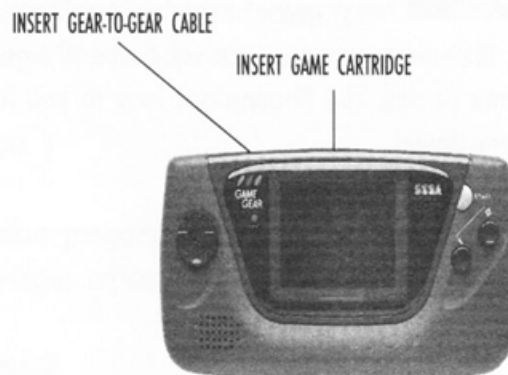
SEGA GAMEPLAY HOTLINE

1-415-591-PLAY

Surhand Has Stolen The Amulet!

The evil Surhand has taken the sacred amulet which brings peace to the lands of Phoenicia. It is said that the aura of peace which the amulet emanates can be turned into the power of destruction—and it looks like Surhand has exactly that in mind.

If Surhand learns to harness the sacred amulets mystical power, all the citizens of Phoenicia will be forced to do the evil merchant's bidding.

The citadel that Surhand controls is guarded by four of Surhand's wiliest henchmen, all of whom are masters of the game of Columns. But this is not a game! In order to retrieve the Amulet and save Phoenicia, you must defeat Surhand's guards at this ancient game of skill. The Phoenicians look to you for help—don't let them down!

2

Take Control!

D-PAD (DIRECTIONAL PAD)   START

BUTTON 2

BUTTON 1
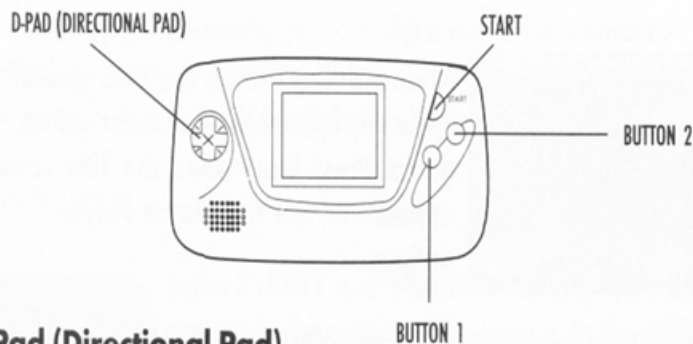
D-Pad (Directional Pad)

- Moves selection arrow
- Highlights options
- Left and right to move columns in those directions
- Down to increase the speed with which the columns drop

Start

- Makes pregame selections
- Speeds through screen messages
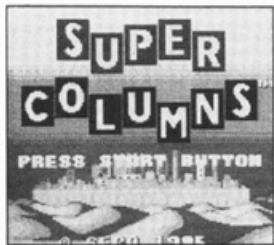- Pauses the game; resumes gameplay when paused

Button 1

- Makes pregame selections
- Changes crystal columns from horizontal to vertical

Button 2

- Makes pregame selections
- Changes order of gems in columns

3

Mission Gems!

After the Sega logo, the Title screen appears, followed by a short game demo. Press Start when the Title screen appears to see the Game Player options.

Note: The default option is **1 PLAYER**. For two-player **VERSUS** games, you need a Gear-to-Gear Cable and two *Super Columns* cartridges.

One Player Action

Choose from **ENDLESS** where you pit yourself against the clock to make the highest score; **STORY** – you against Surhand and the merchant's minions; and **FLASH**, a game of strategy where you try to clear the screen of the flashing gems.

Column Control!

The action is simple—or so you might think. Arrange the descending columns of gems so that three or more gems of the same color are situated next to each other horizontally, vertically or diagonally.

Each time you do this, the same-colored gems disappear, and your score increases.

As each column descends, you can flip it into a horizontal or vertical position by pressing Button 1, and change the order of the gems in the column by pressing Button 2.

THE GAUGE
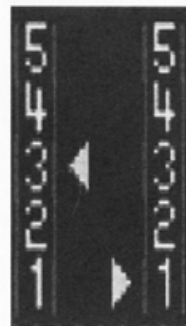
In the **STORY** and **VERSUS** modes, two gauges appear in the center of the screen. In the **STORY** mode, the gauge on the left is yours and the gauge to the right is your opponent's. In the **VERSUS** mode, Player One's gauge is on the left and Player Two's gauge is on the right. As your point score increases, you gain points on the gauge.

You can perform various techniques to impede your opponent when you reach a certain point level. As your score increases, the type of technique changes. To perform a technique, wait until the select arrow on the gauge points at the number of the technique you wish to use. Press the D-Pad up and Button 2 to select the technique on the gauge, then press the D-Pad up and Button 1 to perform the technique.

The chart on the following page indicates the various techniques available and the scores needed to perform them. Keep in mind that none of the techniques' effects last more than a few seconds.

POINTS	GAUGE NO.	TECHNIQUE
50 POINTS	1	SENDS A SET OF STONE BLOCKS TO YOUR OPPONENT
100 POINTS	2	STOPS YOUR OPPONENT FROM SPINNING HIS OR HER COLUMNS OR CHANGING THE GEM ORDER IN THE COLUMNS
150 POINTS	3	INCREASES THE SPEED IN WHICH YOUR OPPONENT'S COLUMNS DROP
200 POINTS	4	LOWERS YOUR BASE LEVEL
250 POINTS	5	GIVES YOU A MAGIC GEM

SPECIAL COLUMNS

There are some special columns to look out for. Here's what they look like, and what their effects and uses are.
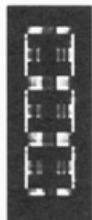
Glitter Column: This column appears in the **FLASH** mode. The Glitter Column, when it makes contact with a gem, causes all gems of that color to disappear.

Stone Block Column: Stone Blocks appear in the **VERSUS** and **STORY** modes. Stone Blocks can only be removed by using a magic column, and cannot be set horizontal.

Magic Column: This column appears in the **ENDLESS, VERSUS** and **STORY** modes. Position the square to affect the gems on your screen. Press Button 2 to set the appropriate part of the column to hit the gems on screen.

CAUSES ALL GEMS ABOVE THE SQUARE CENTER COLUMN TO DISAPPEAR.

CAUSES ALL GEMS THE SAME COLOR AS THE ONE THE COLUMN COMES IN CONTACT WITH TO DISAPPEAR.

REVERSES THE SCREEN, CAUSING ALL THE GEMS ON SCREEN TO FALL INTO NEW PATTERNS (HOPEFULLY CAUSING SOME OF THEM TO DISAPPEAR).

Also be on the lookout for two other types of special columns which appear in the **ENDLESS**, **VERSUS** and **STORY** modes. These two types of column each perform one of the functions of the Magic column.

• The Reversal column (three flashing triangles pointing upward), causes all gems the same color as the one the column comes in contact with to disappear.

• The Vanish column (three flashing triangles facing downward), causes all gems above the column to disappear.

GAME MODES

ENDLESS

In the Endless Mode, the gems and the clock are your only opponents. Pressing the D-Pad left and right highlights options, and pressing the D-Pad up or down moves the highlighter to the next set of options. When you're through setting the options, press Start to begin the game.

OPTION SCREEN

1. GAME DIFFICULTY

3. SOUND

5. TOP SCORE

```
      ENDLESS MODE
   EASY NORMAL HARD
   LEVEL 0123456789
   SOUND ABCDEF
  ▶BLOCKS     ◆◆◆◆◆◆
  TOP SCORE           0
  BEST TIME  00:00:00
```

2. STARTING LEVEL

4. BLOCK TYPE

6. BEST FINISH TIME

1. In the **EASY** Mode you play using four types of gems, while **NORMAL** is played with five gems. **HARD** is played with all six gem shapes.

2. The level you start at determines the speed in which the columns fall.

3. Select any of six different musical choices to accompany your masterful playing.

4. Select either gems or colored blocks for your game.

5. The top score achieved is displayed here. The top score is erased when you turn off your Game Gear machine.

6. The fastest completion time is displayed here.

The game continues until the screen fills to the top with gems, after which **GAME OVER** appears, followed by the SEGA logo. If you decide to play again, the next time you set the game options, the fastest time and highest score appear at the bottom of the Option screen.

STORY

Surhand has stolen the sacred amulet already, and is in the palace, learning to control its power. Surhand's minions have been instructed to stop you from entering the palace. They plan to challenge you to play Columns against them—and they expect to win! It's up to you to foil their schemes and get to the palace before it's too late.

The first screen shows a map of Phoenicia's capital city, with a red dot on the map indicating how close you are to the palace. Next, your opponent appears on the screen. Press Start to forward to the game screen.

THE GAME SCREEN

YOUR NEXT COLUMN   OPPONENT'S NEXT COLUMN

GAMES WON

DESCENDING COLUMN

YOUR GEMS

BASE BLOCKS ─────────────────────────── OPPONENT'S GEMS

YOUR GAUGE   OPPONENT'S GAUGE

CURRENT OPPONENT
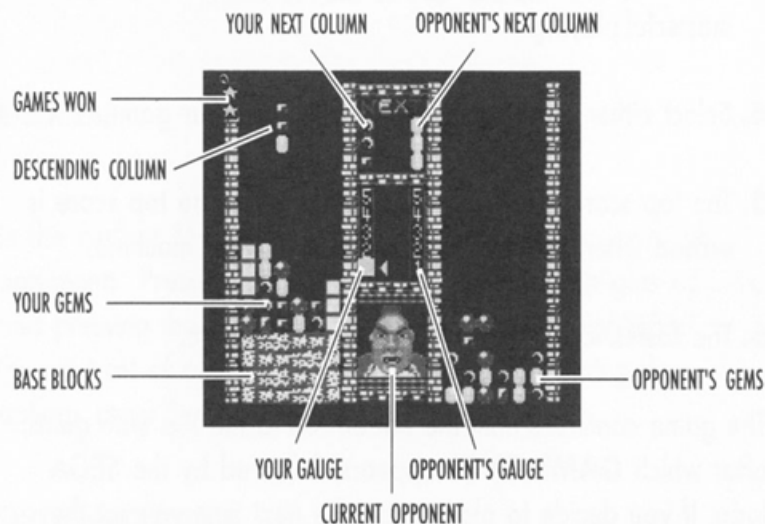
The match continues until one player has won three games. If you win the match, the next screen that appears shows how far you've progressed on the map, followed by the next opponent. If your opponent wins, **GAME OVER** appears on the screen, followed by the SEGA logo. If you have any difficulty, perhaps it's time for some more practice in the **FLASH** or **ENDLESS** mode.

FLASH

In the **FLASH** Mode, your challenge is to eliminate all flashing gems on the screen. Use any means at your disposal to make your way through the other gems and eliminate ones which are flashing. As you progress through the levels, the starting level of the gem pile becomes higher. Some levels have stop blocks between them, and in some levels, the flashing gems are completely surrounded by the stone blocks. Puzzling indeed! You have infinite Continues in the **FLASH** mode. Once the screen

10

fills to the top with gems, the Continue screen appears. Move the arrow to **YES** or **NO** and press Button 1 or 2 to select. Selecting **YES** starts you back at the level you last played, and selecting **NO** ends the game. **GAME OVER** appears on screen, followed by the Sega logo and the Title screen.

Two Player Action

After you've inserted a cartridge into each Game Gear unit, connected the Gear-To-Gear cable and turned on the machines, the SEGA logo appears, followed by the Title screen.

You have a choice between the **1 PLAYER** and **VERSUS** modes. Select the **VERSUS** mode and the next screen that appears is the **VERSUS** Option screen. Either player can select the number of games to be played, and once that has been decided, each player selects the other options individually. Options are selected as in the **ENDLESS** mode, and the options available are the same, except that the top score and best times are not displayed.

The Game screen and gameplay is the same as in the **STORY** mode, except that the opponent's face is not displayed at the bottom of the screen. After the match the SEGA logo appears, followed by the Title screen.

11

Tips

- In the **FLASH** mode, try keeping at least one gem the same color as that of the flashing gem in the open. That way you can save some effort if the Magic Gem appears by placing it onto the gem and get rid of all the gems of that color—including the flashing gem.

- Each opponent in the **STORY** mode has their own special technique. One may send you stone columns, while another may increase the speed at which your columns of gems drop. Keep your mind on making as many points as possible, and hitting the opponent back. See which techniques work with each opponent—some of these guys aren't as tough as they seem at first.

- The **ENDLESS** mode is the ideal training ground for perfecting your speed and accuracy. The faster you are, the better your chances of retrieving the sacred amulet.