

COMING
SOON TO
SEGA SATURN™

PANZER DRAGOON™ ZWEI



HELP
YOUR
FIRE
BREATHING FRIEND
SPROUT HIS WINGS...
THEN GO AND FRY YOUR FOE

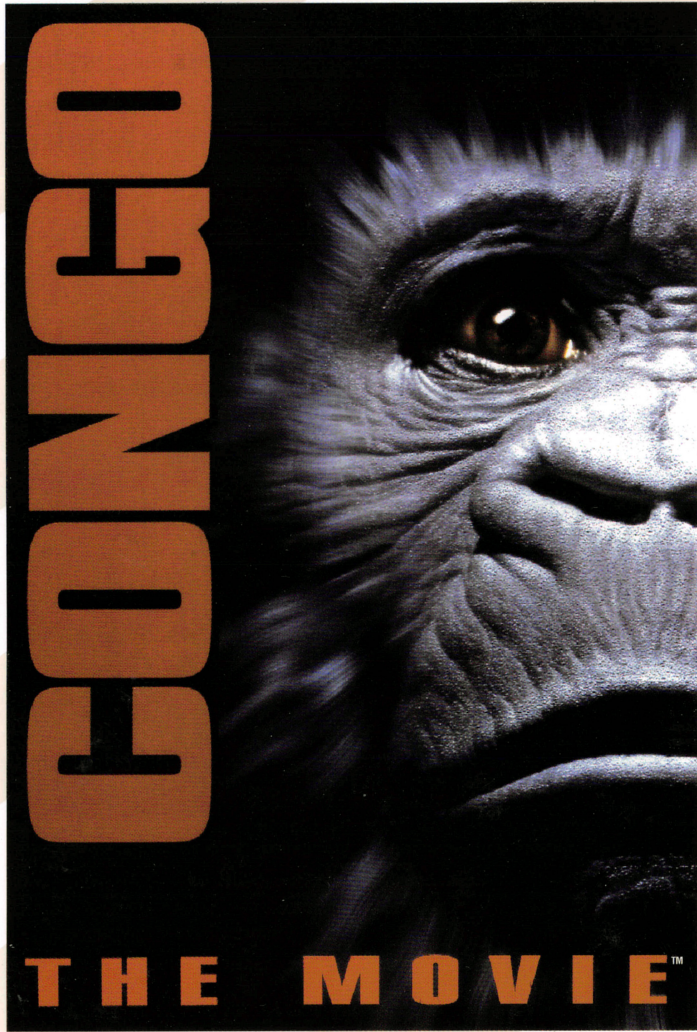
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SEGA®



SEGA SATURN™

81010



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The Lost City of Zinj



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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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.

SEGA SATURN VIDEO GAME USE

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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.

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- 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 rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

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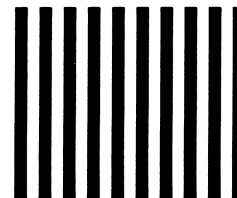
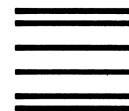
For French Instructions, please call:
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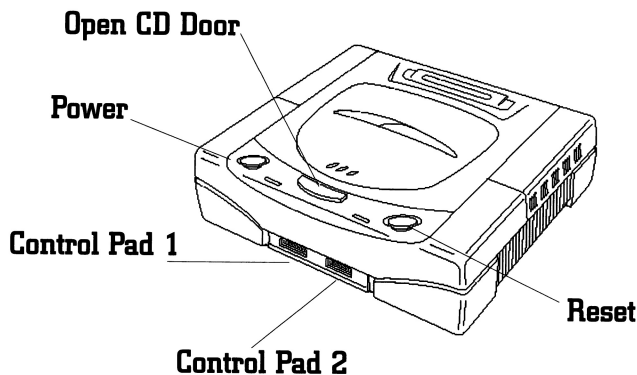
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 The Big Man in the Sky.

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GETTING STARTED

1. Set up your Sega Saturn System™ as described in its instruction manual.
2. Place the Congo disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

MOVIE PRODUCTION

A COMMOTION PICTURES PRODUCTION

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Larry Loth
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GAME MANUAL

Curtis Clarkson and Richard Verdoni

Message from Travicom

No popcorn box to hide behind this time, Kabalo.

The diamond expedition has gone awry as your plane has crashed somewhere on the outskirts of the Congo jungle. You're alive, but not for long—unless you find the antidote for the virus you've contracted.

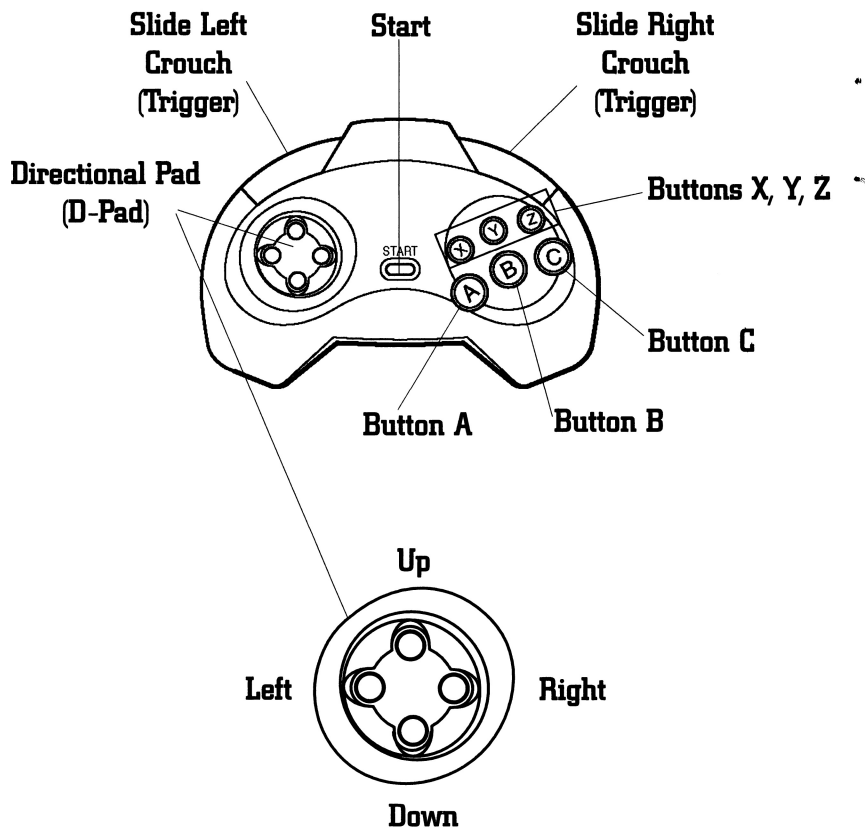
The antidote, and the diamonds, await somewhere in this dark, dense jungle. All you have to do is get past Giant Mosquitoes, "Mutant" Grays, voodoo Totems and Double-Headed Snakes. Not to mention Spiders and Colubus bats.

You've got quite an adventure on your hands. Be glad you still have your Auto-Mag pistol.

Happy hunting.



CONTROLS



Standard Controls

START	Access Automap screen.
D-Pad UP or DOWN	Walk FORWARD and BACKWARDS respectively.
D-Pad LEFT	Pivot LEFT.
D-Pad RIGHT	Pivot RIGHT.

MUSIC

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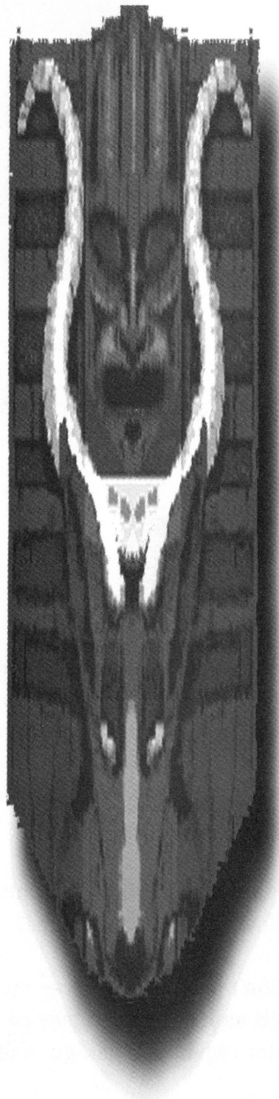
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A BUTTON

Jump. (Press the D-Pad in appropriate direction to guide jump. To jump and slide, press the L or R Triggers. Hold the B Button to jump farther.)

B BUTTON+D-Pad

Run.

C BUTTON

Fires selected weapon. (Hold to repeat fire, release to end fire.)

L+R Triggers

Crouch. (To walk while in crouch position, hold down both Triggers and press UP or DOWN on the D-Pad.)

X BUTTON

180° spin. (Tap the D-Pad LEFT for a 90° left turn. Tap the D-Pad RIGHT for a 90° right turn.)

Y BUTTON

Press and hold to call-up your weapon inventory. Press the D-Pad to select weapon. (For quicker weapon selection, tap the Y Button to cycle through weapons.)

Z BUTTON+D-Pad

Look around.

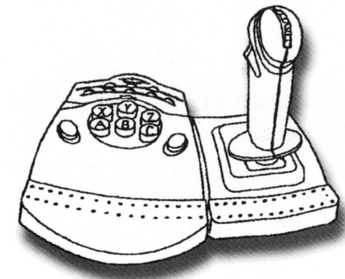
L Trigger

Slide LEFT.

R Trigger

Slide RIGHT.

A and C Buttons are reversed on mission stick to allow the weapon Button to be on the Trigger Stick.



MAIN GAME MENU

To make a selection, press the D-Pad UP or DOWN to choose an option and press the START Button to enter your selection. To make a selection under a Main Game Menu option, press the D-Pad LEFT or RIGHT.

Play New Game

Here you can begin a new game, select the difficulty of the game, or continue a saved game.

View Controls

Here you can view a diagram of the controls assigned to each button.

Set Options

Here you can adjust the volume of the game, sound FX, and background music levels.



OPTIONS MENU

The following items appear on the Options Menu.

Sound

Here you can hear the sound effects in Mono or Stereo, and you can raise or lower the volume level of the sound FX.

Music

Here you can raise or lower the volume level of the game background music.

Catacombs



Dark, dank, cavernous and totally unpredictable, the Catacombs were carved out by the Zinjites as they dug for diamonds. This area is laden with lava pits, diamond riches, a wild river and the Amphitheater—home to the Gray gorillas. Hope you can swim!



TIPS



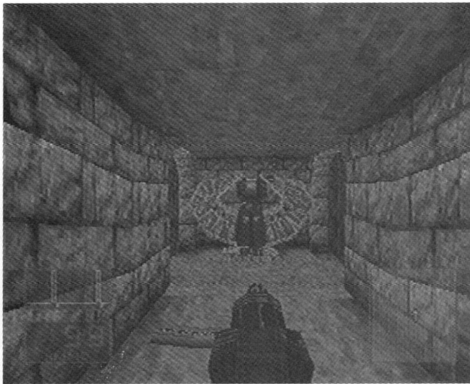
- You can use your ducking abilities to avoid shots aimed at your head and, if your timing is good, to dodge punches, claw swipes and snake bites. Press both Trigger Buttons at the same time to duck.
- When using the shotgun wait for your target to get very close so that you can do maximum damage.
- Pressing both the Run Button (B) and the Jump Button (A) at the same time allows you to jump farther.
- Don't pick up all power-ups when you first find them. Consider your health and ammo limits. It may be worthwhile to come back and pick them up later—when you can get a larger benefit from using them.

Ruins



These are the remnants of the oldest buildings in Zinj. Crumbling temples and fortresses dominate this area, along with heavy vegetation, Giant Heads, Totem puzzles, Two Headed Snakes and "Stone Throwing" and "Punching" Grays.

Zinj City



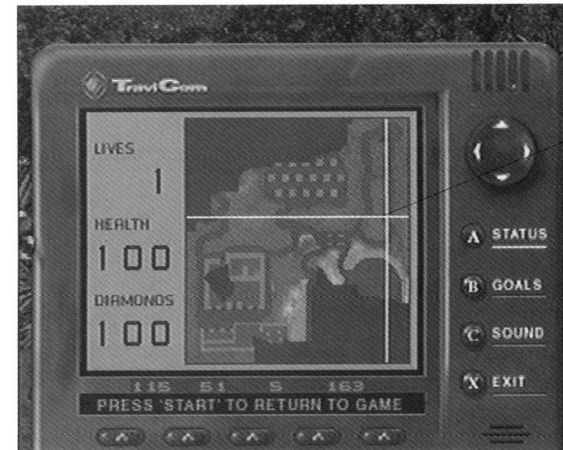
Built by the last line of rulers of Zinj, this city remains intact. Unfortunately, so do the traps and secret doors. The Royal Quarters, the Arena, the Temple, the Dungeon, and the Breeding Area...along with Totems, await your arrival. Remember: the pictograms will set you free.

AUTOMAP SCREEN

To access the Automap Screen, press the **START** Button during gameplay. The following items appear on the Automap Screen.

Map

Gives you a top-down view of the terrain you have covered, and your relative position on that map. The intersection of the cross-hair lines is your location. Unexplored areas don't appear on this map.



Cross-hair

Status

Goals

Sound

Status

Here you get an update on your current health status (from 1 to 100) and the number of Diamonds you have collected. 100 indicates full health.

Goals

Allows you to view the latest entry in your daily journal.

Sound FX+Music

Here you can adjust the volume levels of the game sound FX and background music. To adjust, press the D-Pad LEFT or RIGHT.

MAIN GAME SCREEN

The following is what you will find on the Main Game Screen.



Health Meter

Ammo Count

Selected Weapon

Location Map

Selected Weapon

The weapon you are currently using is the one shown. To access a display of the weapons you have available, you must press and hold the Y Button. Here you access any of the weapons you've acquired during your journey. Use the D-Pad to select the weapon. You begin with an Auto-Mag Pistol. This weapon has unlimited ammo, but the time between shots is greatly reduced if you have only "1" ammo. Tap the Y Button to cycle through the various guns.

Health Meter

Displays your current health status. When you get injured, your heart reading will drop and turn red to alert you that you are in serious danger. Full health is 100.

Ammo Count

Displays how much ammunition you have remaining in the weapon you are currently using.

Location Map

Provides an aerial view of your orientation in relation to your map. You appear as a white arrow and leave a yellow trail that tracks where you have been.



Giant Head

These thick skulls guard the gate that leads from the jungle into the ruins of Zinj. Stay clear of their fireball triple-shots.

Boss Grays

Big, nasty and very hard to kill, there are four Grays—each guard their domain. Good luck.



LEVELS

The following is a brief description of areas you must survive.

Jungle

Dark, sweaty, creepy, undisturbed for the past 1,000 years... The Jungle is a great place for you to practice your hunting skills. Beware of Spiders and Mosquitoes, voodoo Totems and "Stone Throwing" Grays, as well as secret bridges.



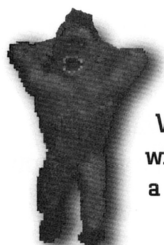


Chameleon

Able to blend in with her surroundings, the Chameleon can prove very problematic. She may be cute, but one swipe from her acidic tongue and things can turn ugly real quick.

"Mutant" Gray #1

The smallest and most common of the Grays, "Punching" Grays pack a wallop. A 345 pound wallop! Aim, fire, move on.



"Mutant" Gray #2

Very dangerous and aggressive, this Gray can nail its prey with boulders from 90 yards away. Crafty like a sniper, she attacks without warning. Hunt with caution.

Colobus Bat

Found in the Ruins, this bat-like monkey likes to surprise its victims with a quick lunge, followed by a severe clawing of the eyes. Make no mistake—she is dangerous.



Totems

Totems can be found in a variety of shapes and range from harmless to extremely dangerous. Some float, some fly, some follow like a shadow. All spit deadly exploding darts. Don't wait for the reds in their eyes to blast these termite-infested deities.



Sarcophagi Sarcophagi are the burial coffins/idols that inhabit the Zinj interiors. You will encounter several types of Sarcophagi. Proceed with great caution as all fire lasers.



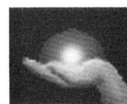
POWER-UPS

The following is a description of the various Power-ups you must collect to survive the danger of the Congo. To collect a Power-up, simply walk over it. Jump over Power-ups if you wish to save them for later.



Health

There are two types of Health Power-ups to collect. One replenishes your health by 25%, the other by 100%. If you are completely healthy then health Power-Ups cannot be collected.



Continue

Gives you an extra life you can carry with you to the next levels.



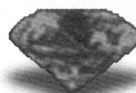
Antidote

Found in specific levels—cures the effects of fever and snake venom. The antidote will prevent the next two Snakes from poisoning you again. If you are not poisoned or infected with the fever, you cannot pick up the antidote.



Backpack

Increases the amount of ammo you can carry at one time. One of these is generally provided with each TraviCom Diamond Bonus ammo drop. Ammo limits can be checked on the weapon Inventory Screen by pressing and holding the Y Button.



Diamond Bonus

If you collect all of the diamonds on a level, you will receive an air drop of extra ammo from TraviCom at the beginning of the next level.



DEATH, DYING, EXTRA LIVES, SAVED GAMES

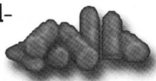
Your game is saved at the end of each level. If you die with at least one extra life remaining, you can choose to 1) spend your extra life (play will continue from your current location in the level with 100% health), or 2) exit game and play a new game, or continue a saved game from beginning of current level. If you die with no lives, the game is over (the previously saved game is then deleted).

WEAPON POWER-UPS

The following is a list of the various Weapon Power-ups scattered throughout each level. If you are carrying the maximum amount of ammo for a particular weapon, you will not be able to pick up any more weapon Power-ups for that weapon.

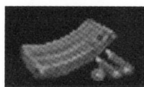
Auto-Mag Pistol

You always carry this weapon. Ideal for blasting Spiders and stunning evil Totems. More accurate at long range than other weapons. Ammo looks like a pile of yellow bullets. **Initial Maximum Ammo: 100.**



JJ 5000 Machine Gun

Fires a powerful shot. Ideal for those surprise Mosquito attacks. Ammo looks like an ammo clip. **Initial Maximum Ammo: 100.**



Blanc Et Noir Elephant

This pachyderm pulverizer can inflict severe damage at short range. Only drawback is its long delay. Ammo looks like a clip of red shells. **Initial Maximum Ammo: 36.**



Bio-Missile Bazooka

Launches a small guided missile that hones in on organic targets, not inorganic such as Totems. Requires missile reloads—essential for blasting Spider nests. Ammo looks like a group of rockets. **Initial Maximum Ammo: 16.**



Phasic Laser

Emits a continuous, pulsating phasic beam that can vaporize a Gray or Totem instantly. Feed this thing sparkling blue Diamonds.



ENEMIES

The following is a list of the many creatures you will encounter in Congo. Believe us, they are a lot worse in person.

Spider



The Spider is the foot soldier of the Congo jungle. Simply put, she will stop at nothing to destroy you. She lunges at her victims, and she is virtually unstoppable when she attacks in swarms.

Mosquito

A 10-pound mosquito, that is. The only real threat this pest poses is the venomous spittle she spews at her prey. Prepare for war.



Two-Headed Snake

A native in the Congo, this Siamese "slitherer" likes to baste her victims in her vicious salivary serum. Don't get too close—exposure to her spit will cause minor damage and temporarily effect your sense of direction. Find the antidote for a cure. The antidote will protect you briefly from becoming infected again.

