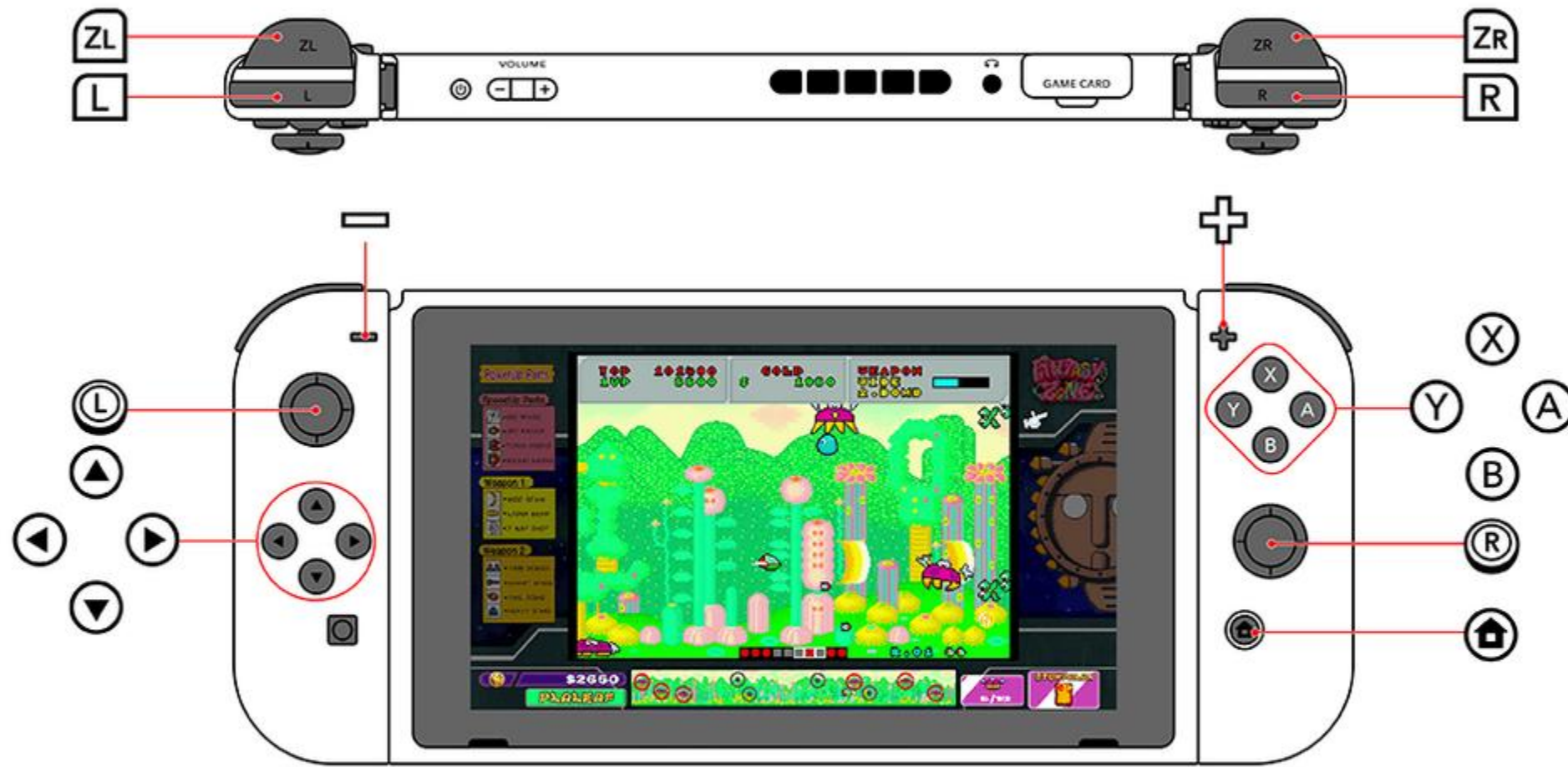SEGA AGES

Fantasy Zone

↗ Original Mode   ↗ Controls
↗ Upa-Upa Mode
↗ Time Attack Mode

WM-01

Basic Controls

Directional buttons (▲ / ▼ / ◀ / ▶) and Left Stick (Ⓛ) commands are identical.

✱ The Nintendo Switch™Lite and Nintendo Switch Pro controller use the same commands.

■ Button Assignments (Default Setting)

◀ / ▶ / ▲ / ▼	Move Ship / Menu Select
Ⓐ	Rapid Shot
Ⓑ	Bomb
Ⓧ	Start Button
Ⓨ	Shot
L / ZL	Rapid Shot
R / ZR	Rapid Bomb

✱ Button assignments can be changed via the SETTING MENU.

■ Change Weapons (Upa-Upa Mode)

L / ZL	Change Weapon 1 (Shot Type)
R / ZR	Change Weapon 2 (Bomb Type)
Ⓧ	Start Button / Weapon List

✱ Button assignments cannot be changed.

START MENU

Start the game to display the START MENU. Use ⊙ / ⊙ to select an option and press Ⓐ to confirm.

☑ Original Mode

Play a faithful reproduction of the original arcade game.

Press ⊙ / ⊙ to enable ☑ **ROUND SELECT**.

☑ Upa-Upa Mode

Use available Coins to change weapons any time you like.

☑ Time Attack Mode

Clear the game in the shortest time you can. You have as many ships as you need, but if you lose a life then don't expect the clock to do you any favors!

■ Load

Press ⊙ / ⊙ to select a save slot, and begin from where you left off.

Press Ⓨ to lock and unlock the selected data. Hold Ⓛ and Ⓡ to delete a save that isn't locked.

✳ Deleted data cannot be recovered. Please use with caution.

■ Manual

Open and view the online manual (this one).

✳ An internet connection is required for viewing the manual.

■ Staff Credit

See the amazing staff responsible for bringing you the SEGA AGES version of *Fantasy Zone!*

START MENU

■ Ranking

See the most recent Ranking for each category. Press Ⓐ to download the latest Ranking.

✳ An internet connection and Nintendo Account is required to access and register scores to the Ranking.

Ⓛ / Ⓡ	Switch between categories of ranking.
Ⓧ	Switch between *Top Rank* and *My Rank*.
⊙ / ⊙	Switch between scores.
Ⓐ	See information on selected scores (Top 50 only).

■ Play Replay

Press ◀ / ▶ to select a replay slot. Replay controls are as follows:

Ⓛ / Ⓡ	Change speed of playback.
◀ / ▶	Fast rewind / Fast forward.
Ⓐ	Pause / Restart (while paused, press Ⓡ to step one frame forward, or ◀ / ▶ to skip ahead or behind 5 seconds).
Ⓑ	End playback.
Ⓨ	Restart playback from beginning.
Ⓧ	Display / Hide command menu.

Press Ⓨ to lock and unlock the selected replay data. Hold Ⓛ and Ⓡ to delete a replay that isn't locked.

✳ Deleted data cannot be recovered. Please use with caution.

SETTING MENU

Press Ⓧ at the START MENU or PAUSE MENU to open the SETTING MENU.

Press Ⓛ / Ⓡ to switch between categories of settings. When settings are complete, press Ⓑ to return to the previous screen.

■ Game Settings

Difficulty	Set the game difficulty from *EASY* to *HARD*.
Number of Lives	Set from *1* to *5*.
Game Version	Set to *OLD (JPN Ver.)* or *NEW (USA Ver.)*.

✱ The *Difficulty* and *Number of Lives* settings apply to ↗ ORIGINAL MODE and ↗ UPA-UPA MODE.

✱ All settings for ↗ TIME ATTACK MODE are fixed.

The menu items below unlock when your ↗ COIN STOCK exceeds the figures shown. Your Coin Stock is shown at the lower middle of the screen.

Extra Bosses	Extra bosses will appear upon filling certain conditions.
Weapon Time	Extends time limit of Weapon 1 Power-Ups.
Gold Rush	Increases the value of Coins dropped by enemies.

SETTING MENU

■ Screen Settings

Display Mode	Set to *Normal (Display Details)* / *Normal* / *Fit* / *Full* / *Vintage* / *Vintage (Small)*
Display Effect	Set to *Off* / *Scan line* / *Smoothing* / *Scan line + smoothing*.
Wallpaper	Choose a wallpaper to display.
Base Marker	Set to *Off* or *On*. This helpful indicator shows you the height of the next Base in each direction.

✳ When *Display Mode* is set to *Vintage* or *Vintage (Small)*, the *Display Effect* will automatically be locked to *Scan line + smoothing*.

Press or hold ⓨ to see a preview of the selected screen settings.

■ Command Settings

Select an item and press Ⓐ to operate the right pane.

Controls 1	Assign a command to each button.
Advanced Settings	Choose a speed for Rapid Shot, and enable or disable HD Rumble.

✳ HD Rumble is not supported by Nintendo Switch™Lite.

■ Sound Settings

Listen to the in-game music tracks.

PAUSE MENU

Press ✚ / ➖ during gameplay to display the PAUSE MENU.

■ Save

Press ◄ / ► to select a save slot and save your game progress. Up to 10 games may be saved.

■ Load

Press ◄ / ► to select a save slot, and begin from where you left off.

■ Ranking

View the current ↗ RANKING.

✱ There is no option to view replays when selecting *Ranking* from the PAUSE MENU.

■ Manual

Open and view the online manual (this one).

■ Game Reset

Select this option, then press and hold Ⓐ to reset the game. The PAUSE MENU will be exited automatically.

■ Return to Start Menu

Select this option, then press and hold Ⓐ to end the game and return to the START MENU.

Controls

■ Weapon 1 (Shot)

Press Ⓨ to fire a ↗ **SHOT** type weapon.

Press and hold Ⓐ / Ⓛ / ⎆ZL for Rapid Shot.

■ Weapon 2 (Bomb)

Press Ⓑ to fire a ↗ **BOMB** type weapon.

When you have the *Twin Bombs* Power-Up equipped, press and hold Ⓡ / ⎆ZR for Rapid Shot.

Rapid Shot

For both weapons, pressing and holding their respective buttons (Ⓨ, Ⓑ) will allow Rapid Shot/Rapid Bomb, but the dedicated button will provide a much faster repeat rate. There are also three ↗ **RAPID SHOT SPEED** settings.

* In Upa-Upa Mode, Ⓛ / ⎆ZL / Ⓡ / ⎆ZR are only used to change weapons.

■ Move

Move the ship in any direction.

■ Pause Menu

Press ⊕ / ⊟ to open the ↗ **PAUSE MENU**.

Story

What's Happening

The evil MENONS are aiming to take over the Fantasy Zone by using misappropriated foreign currency to build their forces.

Your job? To recover the Coins and return the power where it belongs, so Fantasy Zone is safely protected.

The Fantasy Zone is actually a solar system of eight unique planets—each more fantastic than the last. You must destroy the creatures on each planet (while collecting as many Coins as possible) before you go on to the next one.

Between planets, an ominous creature will try to attack you. And only by destroying it will you be able to proceed.

Who's Who and Where's Where

You're Opa-Opa. a valiant fighter in an expandable space ship. All the planetary creatures—and you're going to meet some weird ones—are working against you.

Look for—but avoid bumping into—the flabby flying Quili-Quili, the scissorlike Sourtham, the three twisting Thaya-Thayas and a host of other mean and mischievous creatures that appear in the eight planets of the Fantasy Zone.

Don't trust any of them.

Because they're all out to get you.

Before you have a chance to get them.

If you're skillful—and persistent—you will eventually reach all eight Fantasy Zone planets. Each is completely unique, from the terrain to the dangerous creatures who live there.

Good luck!

Starting Up

■ Insert Coin / Start Game

Press Ⓧ to insert a Coin, and again to start the game (*Round Select* set to *Off*).

● Round Select

If *Round Select* is set to *On*, insert a Coin to display the Round Select screen. Begin the game from any previously played Round.

● Coin Charge

After selecting a Round, press ◄ ► to take Coins from your ⬈ **COIN STOCK** in $1000 Coin units to bring into the game with you. This is handy if you want to Power-Up quickly!

✳ There is no Coin Charge when *Round Select* is set to *Off*.

✳ If you reset the game before completing a game, Coins borrowed from the Coin Stock will not be returned.

Playing the Game

Clear each of the 8 Rounds to progress to the next.

■ Destroy the Bases

Your primary objective is to destroy the 8 Bases found on each planet (Round). As time passes, more and more enemies will emerge, so try to take them out quickly!

■ Pick Up Coins

When you destroy enemies, they will drop Coins. Try to pick these up before they disappear. Coins can be traded at the 🔗 PARTS SHOP for weapons and other upgrades.

■ Boss Battle

When you have destroyed all 8 bases, you will have to fight off the Boss. Bosses are tougher than other enemies, and you will have to find and attack their weak spot. Beat the Boss to clear the Round and progress to the next.

Coin Stock

Any Coins you pick up will be added to the Coin Stock, a running total of all Coins collected that remains after you finish each individual game. As the Coin Stock increases, additional options in 🔗 GAME SETTINGS and selectable Rounds in 🔗 ROUND SELECT will become available. Coin Stock can also be borrowed from when you start a game using *Round Select*.

■ Lost Lives and Game Over

If you collide with a Base or an enemy, or are hit by an enemy weapon, you will immediately lose a life together with all your Power-Ups.

If you have lives remaining, you can try again with a new ship in its default configuration.

Lose a life with no ships remaining and it's Game Over.

✳ There is no Continue function.

■ Name Entry

If you finish a game with a new high score, you will be prompted to enter a name up to 3 letters.

◀▶   Choose letter

Ⓐ Ⓑ Ⓨ   Enter letter

[←]   Delete the last letter.

[ED]   Complete name entry

Game Screen

❶ **High Score**

❷ **Current Score**

❸ **Current Coins**

These are the Coins that can be spent at the Parts Shop.

❹ **Equipped Weapon 1 / Remaining Weapon Time**

❺ **Equipped Weapon 2 / Remaining Units**

❻ **Radar Map**

White squares show current location, red circles show Bases

❼ **Current Round**

❽ **Remaining Ships**

❾ **Base Marker**

If *Base Marker* is set to *On* in 🔗 **SCREEN SETTINGS**, pointing hands left and right of the screen will indicate the height of the nearest base.

The following information is also shown when *Display Mode* is set to *Normal (Display Details)* in 🔗 **SCREEN SETTINGS**.

❿ **Total Coins accumulated in current game**

⓫ **Planet Name**

⓬ **Detailed Mini Map**

⓭ **Bases (Remaining/Total)**

⓮ **Boss Name**

Parts Shop / Parts Select

■ Parts Shop

If you see the small red balloon appear, touch it to enter the Parts Shop.

Use the directional buttons to select a part and press Ⓐ / Ⓑ / Ⓨ to purchase it.

Buyers beware: the Parts Shop really knows how to price gouge the popular items! Any time you buy a Power-Up, expect the price for that Power-Up to increase!

Select *Exit* to leave the penny-pinching Parts Shop.

■ Parts Select

When you leave the shop, you will be taken straight to Parts Select. You can also enter by touching the yellow balloon.

Use the directional buttons to select a category (*Speed Up* / *Weapon 1* / *Weapon 2*) and press Ⓐ / Ⓑ / Ⓨ to equip the desired Power-Up item.

Select *Exit* to leave Parts Select.

Power-Up Weapons

Shot type weapons work for a limited time, and Bomb type weapons are generally limited in number. When these run out, your ship will return to its default configuration.

If you have additional parts in stock, you can equip these when you touch the yellow balloon.

Power-Up Parts

Power-Up Parts available at the Parts Shop are detailed below. Please note that prices listed are for first time purchase of a given item. The price will increase with each subsequent purchase.

■ Weapon 1 (Shot Type)

Default: Twin Shot

Wide Beam ($500)

A pulsating blaster weapon that damages a wider area than the regular Twin Shot.

Laser Beam ($1000)

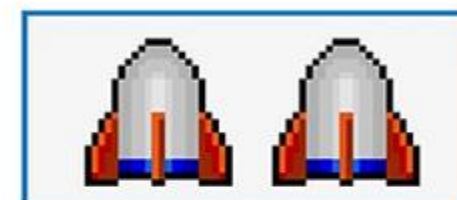A ludicrously destructive beam of energy that hits far away enemies instantly.

7 Way Shot ($2500)

Shoots in seven directions simultaneously. An inelegant but powerful weapon for the discerning connoisseur.
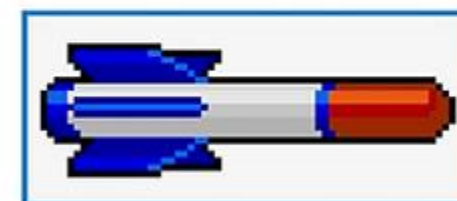
■ Weapon 2 (Bomb Type)

Default: Single Bomb

Twin Bombs ($100)

Launch two bombs consecutively. Twice the bombs for double the impact!

Fire Bomb ($2000)

When it hits a target, it sends out a fiery blast in two directions, destroying everything in its path. Everything!

Smart Bomb ($2000)

Instantly damages every enemy on the screen! Comes in handy in a pinch!

Heavy Bomb ($2000)

Drop a 16 ton weight straight down, and watch it smash right through enemies, Bases, anything you like really…

Power-Up Parts

■ Speedup Parts

Default: Small Wings

Big Wings ($100)
A little faster than the Small Wings, which if we're fair can really be a bit too slow.

Jet Engine ($1000)
A noticeable speed boost with this one. Fast enough for most purposes.

Turbo Engine ($10000)
Now we are talking serious speed. You'll need fast reflexes to use this safely!

Rocket Engine ($100000)
Definitely not for the faint of heart or level of head. Suited only to top tier champion level Fantasy Zone veterans and the clinically insane.

■ Other

Extra Ship ($5000)
Money can't buy love, but it can get you an extra ship! Take special care of it though, because the repeat purchase price increases are absolutely through the roof!!

Upa-Upa Mode

Dark have been the times of late. The evil MENONS' continued sabotage efforts have completely destabilized the Fantasy Zone's official inter-planetary currency—the Space Dollar.

One particularly uncertain morning, Upa-Upa—Opa-Opa's kid brother—checked his brother's bank book to see how dire their straits were. To his surprise, he found a small fortune! With careful planning, he knew their financial troubles were over!

But then, on the other hand…

These liquid assets could buy me all the Power-Ups I like! I could go and save Fantasy Zone all by myself!

But sooner or later, the fortune is going to run out. What will I do then?

You know… that sounds like a problem for Future Upa-Upa! He can cross that bridge when he comes to it!

Satisfied he'd tied up all the loose ends, Upa-Upa emptied his brother's building society account and set off for adventure!

Upa-Upa begins the game with a default weapon configuration of Single Shot and Twin Bombs.

Please note that Coins earned in this mode are not added to your Coin Stock.

■ Start Game

First, select an engine that suits your play style and level of desire not to plow out of control headfirst into enemies at unfathomable speeds. Once gameplay starts, you cannot change the engine, so choose carefully!

Next, borrow some money from the Coin Stock via ↗ **COIN CHARGE** and enjoy the game!

✳ There is no Round Select in Upa-Upa Mode.

■ Game Screen (Upa-Upa Mode)

❶ Weapon 1 List
Press Ⓛ / ⓏⓁ to select.

❷ Weapon 2 List
Press Ⓡ / ⓏⓇ to select.

❸ Total Coins Earned in Current Game

❹ Current Coins

Other on-screen items are the same as for *Original Mode* when *Display Mode* is set to *Normal (Display Details)*.

■ Select Weapon

Instead of a Parts Shop and Parts Select, change weapons any time you like—as long as you have the money to pay for them! Press Ⓧ to return the ship to default configuration.

It's important to note that Power-Up weapons are charged per bomb, or by the second, until such time as money runs out or you cancel. If you don't have enough Coins for a weapon, your ship will return to default configuration, and the weapon will be displayed behind a 🚫 mark preventing you from selecting it.

Time Attack Mode

Play through all 8 Rounds in the quickest time you can! You have unlimited ships to use.

During Parts Shop and Parts Select, the clock will keep on ticking, so quick decisive judgment is the key to getting your clear time down!

＊ There are no ↗ **BASE MARKERS** or additional information displays.

＊ Parts Shop and Parts Select come with a countdown timer. Stay in there too long and you'll be exited by force!

If your clear time sets a new record, your time and replay data will be registered to the Rankings.

Retry

If you want to give up a go and start over in a hurry, press Ⓛ + Ⓡ + ✛ / ▭, or Select *Retry* from the Pause Menu.

On successful clear, press Ⓧ to give it another go.

Replay and Ranking

■ Saving Replay Data

At game clear or game over, a replay data will be saved. Up to 10 replay data files can be stored, with the eldest being deleted automatically.

Lock replay data to prevent it from being deleted. Please note that it is not possible to lock all 10 data slots.

■ Ranking

At the end of the game, if you earned a high score (*Total Coins* in *Upa-Upa Mode*), it will be registered to the ranking server. At the time of ranking registration, replay data is uploaded, and replays of the top 50 places can be viewed by anyone.

If any game setting other than *Game Version* has been changed, you start from a Round other than the first, or you use Coin Charge, your score will be registered to *Freestyle Ranking*. Otherwise, it will be registered to ranking based on the game mode.

✱ Rankings are registered when you open the Pause menu on completion of play.

✱ Rankings are not registered if the *Load* function has been used.

✱ If network connection issues prevent you from registering your score, it cannot be registered at a later time.