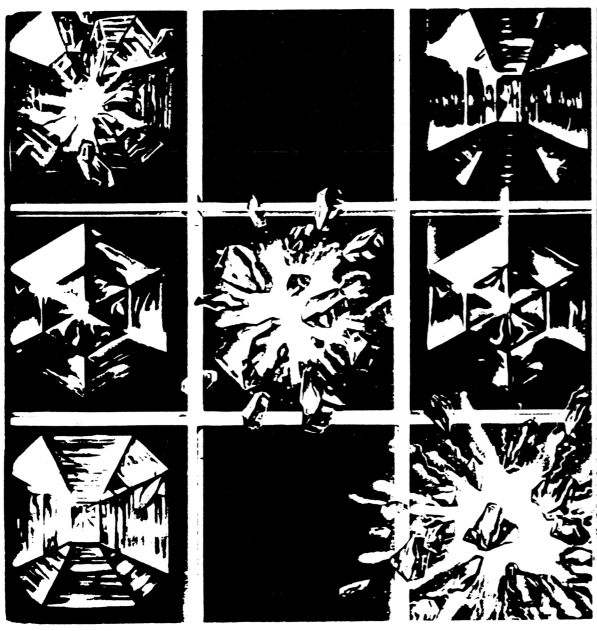


INSTRUCTION MANUAL

COLUMNS

SEGA

Loading Instructions:

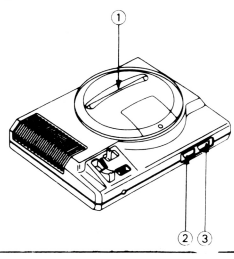
Starting Up

1. Make sure the power switch is OFF.
2. Insert the game cartridge into the Console as described in your SEGA MEGA DRIVE/GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.

IMPORTANT:
Always make sure that the Console is turned OFF when inserting or removing your Mega Drive/Genesis Cartridge.

For 1 Player: Press Start Button on Mega Drive/Genesis Control Pad 1.

① Insert Mega Drive/Genesis Cartridge.
② Insert Mega Drive/Genesis Control Pad 1.
③ Insert Mega Drive/Genesis Control Pad 2.



Columns

Go back in time to a bygone civilization, the ancient world of Phoenicia. And play the game that originated among the Phoenician merchants— Columns. It's incredibly captivating. You'll find yourself losing track of time. Yet it's very simple. You don't have to be a game whiz to play at the hardest level.

Columns of sparkling, rainbow-color jewels drop one after another. Arrange 3 or more jewels of the same color horizontally, vertically or diagonally and remove them from the play screen. If the columns pile up to the top, the game is over. If you have the urge to challenge something different, try Flash Columns. In the Flash Columns version, you'll be timed on how quickly you can make a flashing jewel disappear.

Start on the easiest level and work your way up. Or challenge one of the higher levels from the start. Play alone or double the fun by playing with a friend. So simple and so captivating! With a little help from the Phoenician gods you can perform miracles!

Using Your Control Pad

Learn how to use your Control Pad before you start playing.

Control Pad Buttons

① **Directional Button (D-Button)**

- Press up or down to select a game mode.
- Press left or right to move the columns in those directions.
- Press down to increase the speed at which the columns drop.*

② **Start Button**

- Press to start.
- Press to pause; resume play.
- Press to cancel the "HOW TO PLAY" demonstration.

③ **Button A**

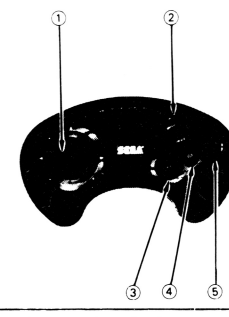
- Press to enter a selected Game Mode.
- Press to arrange the jewels.*

④ **Button B**

- Press to return to the previous game mode selection screen.
- Press to arrange the jewels.*

⑤ **Button C**

- Press to enter a selected game mode.
- Press to arrange the jewels.*



Arranging the Jewels

To shift the jewels, press Button A, B or C.

① Press button.
② Press button.

Note:
You can alter the marked (*) Control Pad Button functions on the Options Screen.

Getting Started

When you turn the Mega Drive/Genesis system on, the Title screen appears. Press the Start Button to advance to the Select Screen.

If you wish to see a demonstration of the game, wait for about 10 seconds or so, and the "HOW TO PLAY" demonstration appears automatically. To cancel the demonstration, press the Start Button. Then press the Start Button again to go to the Select Screen.

Select Screen

On the Select Screen, choose one of the following:

"ARCADE" to play the arcade version of Columns;

"MENU" to play the Original Game or Flash Columns;

"OPTIONS" to set the various game modes.

Press the D-Button to select and then press Button A or C or the Start Button.

Note:
If you don't choose an option within 20 seconds or so, the demonstration will resume. Press the Start Button to cancel. Then press the Start Button again to go back to the Select Screen.

Arcade

On the Arcade game screen, select "EASY," "MEDIUM" or "HARD" with the D-Button before the timer reaches "0." Then press Button A or C to start. If you don't change the game level within the time limit, the game will automatically start on the level that is highlighted on the screen.

If you choose:

- **EASY:** You start at level 0. Hints will be given until level 3. When 2 jewels of the same color line up, a flashing frame will surround them.
- **MEDIUM:** You start at level 5 with 20,000 points.
- **HARD:** You start at level 10 with 50,000 points.

The Play Screen

① Score
② The next column of jewels that will appear on the on the screen.
③ Level
④ The total number of jewels that disappeared from the screen.

The Magic Jewel Works Wonders!

The Magic Jewel appears in the Medium or Hard version of the Arcade game. If the Magic Jewel lands on a red jewel, all the red jewels on the screen disappear. It works the same with all the other colors.

⑤ Magic Jewel

Menu

On the Menu screen, you can choose "ORIGINAL GAME" or "FLASH COLUMNS" and the number of players.

Original Game

The object of the original game is to make as many jewels as possible disappear.

If you're playing alone, select "1 PLAYER" with the D-Button and press Button A or C.

① 1-Player Screen
② 2-Player Screen

If 2 people are playing, select "2 PLAYERS" with the D-Button on Control Pad 1 and press Button A or C. Player 1 will play on the left play field and player 2 will play on the right. Whoever finishes first can press the Start Button to begin a new game. If both players select the same options (e.g. class, level or time trial), whoever earns the better score can enter the initials.

If 2 people wish to play on the same play field, select "DOUBLES" with the D-Button on Control Pad 1 and press Button A or C. The 2 players alternately challenge the computer. The initials and the total points of the 2 players appear on the Game Information screen.

① Doubles Screen

Note:
Make sure Control Pad 2 is plugged in for a "2 PLAYERS" or a "DOUBLES" game.

When you enter your options by pressing Button A or C on the "MENU" screen, you advance to the Game Mode screen. To go back to the "MENU" screen, press Button B.

Game Mode Screen

Press the D-Button up, down, right or left to move the cursors and arrows in those directions.

Note:
The blue cursor sets the game mode for player 1 and the red cursor sets the game mode for player 2.

Class

If you choose:

- "NOVICE," you play with jewels of 4 different colors.
- "AMATEUR," you play with jewels of 5 different colors.
- "PRO," you play with jewels of 6 different colors.

Level

Select a level. The higher the number, the faster the columns drop.

Time Trial

If you select "YES," you'll have a time limit of 3 minutes to play a game. When the timer reaches "0," the game will be over.

BGM (Background Music)

You can choose 1 of the 3 musical themes that you wish to hear during the game.

To exit this screen press Button A or C or the Start Button.

Flash Columns

In Flash Columns, you are timed on how quickly you can make a flashing jewel disappear. First, choose the number of players and the game mode.

To play alone, select "1 PLAYER" with the D-Button and press Button A or C.

For 2 players select "2 PLAYERS" with the D-Button on Control Pad 1 and press Button A or C. Player 1 will play on the left play field and player 2 will play on the right. Whoever finishes first can press the Start Button to begin a new game.

In Doubles, 2 people alternately play on the same play field. Both players can enter their initials at the end of the game.

① Flash Columns Screen for 1 Player

Game Mode Screen

Press the D-Button up, down, right or left to move the cursors and arrows in those directions.

Note:
The blue cursor sets the game mode for player 1 and the red cursor sets the game mode for player 2.

Class

As with the Original Game select "NOVICE," "AMATEUR" or "PRO."

If you choose:

- "NOVICE," you play with jewels of 4 different colors.
- "AMATEUR," you play with jewels of 5 different colors.
- "PRO," you play with jewels of 6 different colors.

Height

The numbers indicate the height of the columns on the screen when you start the game.

Match

If you wish to compete against another player in Flash Columns, select "YES." (You can select this mode only if you have selected "2 PLAYERS" on the previous screen.) The player who makes the flashing jewel disappear first is the winner.

BGM (Background Music)

Select 1 of the 3 musical themes you wish to hear during the game.

To exit the screen press Button A or C or the Start Button.

Options Screen

Press the D-Button on Control Pad 1 to move the arrow to make your selections on the "OPTIONS" screen.

Difficulty (Arcade)

Don't confuse this option with the Game Level selection on the Arcade game screen. Here you can set the overall difficulty for the 3 game levels on the Arcade game screen. Select "EASIEST," "EASY," "NORMAL," or "HARD" by pressing the D-Button left or right. (The game is pre-set at "NORMAL.") For example, if you select "HARD" here and select "EASY" on the Arcade game screen, you'll be playing the hardest version of the "EASY" level.

Control

Press the D-Button left or right to alter the functions of the Control Pad Buttons. If 2 people are playing, make sure both Control Pads are adjusted.

Sound Test

When you select "SOUND TEST" and press Button A or C, the Sound Test screen appears. To hear any of the listed game music, press the D-Button to select and press Button A or C.

If you select "S.E. NO." (Sound Effects Number), press the D-Button left or right to select a number, then press Button A or C to hear the sound effect.

To return to the "OPTIONS" screen, select "EXIT" and press Button A, B or C.

Color Test

When you select "COLOR TEST," and press Button A or C the "COLOR TEST" screen appears. Use this screen to adjust the color on your television set. Press Button A, B or C to return to the "OPTIONS" screen.

Select "EXIT" on the "OPTIONS" screen and press Button A, B or C to return to the Title Screen.

Scoring

↑ High-Score Board

In the Arcade mode, if you rank among the top 9 players, your initials and score will appear on the High-Score Board.

To view the the High-Score Board, press Buttons A, B and C on Control Pad 1 simultaneously during the "HOW TO PLAY" demonstration, or wait until the demonstration ends.

In the Menu mode, the best score and time appear on the Game Information screen before each game. (This screen appears right after the Game Mode screen.)

↑ Game Information Screen

Entering Your Initials

If you earn a high score, you can enter up to 3 initials on the Name Entry Screen. Enter all 3 letters before the timer reaches "0."

For each space, press the D-Button up or down to get the desired letter and press Button A, B or C to enter. After the third letter "ED" (End) appears. Press Button A, B or C to complete the name entry procedure.

To make corrections, press the D-Button up or down until the arrow (←) appears. Press Button A, B or C to move the arrow to the letter you wish to correct and re-enter the correct letter.

Helpful Hints

- Miracles do happen! When you play at the Easy level of the Arcade version and desperately need help, you may get lucky!
- Aim for chain reactions.
- You can earn higher scores by playing at higher levels.

HANDLING THE MEGA DRIVE/ GENESIS CARTRIDGE

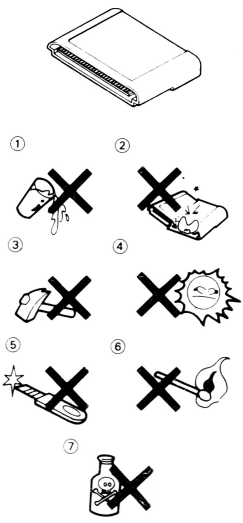
The Mega Drive/Genesis Cartridge is intended exclusively for the SEGA MEGA DRIVE/ GENESIS SYSTEM.

For Proper Usage

① Do not immerse in water!
② Do not bend!
③ Do not subject to any violent impact!
④ Do not expose to direct sunlight!
⑤ Do not damage or disfigure!
⑥ Do not place near any high temperature source!
⑦ Do not expose to thinner, benzine, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.

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



SCOREBOOK

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Score			

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