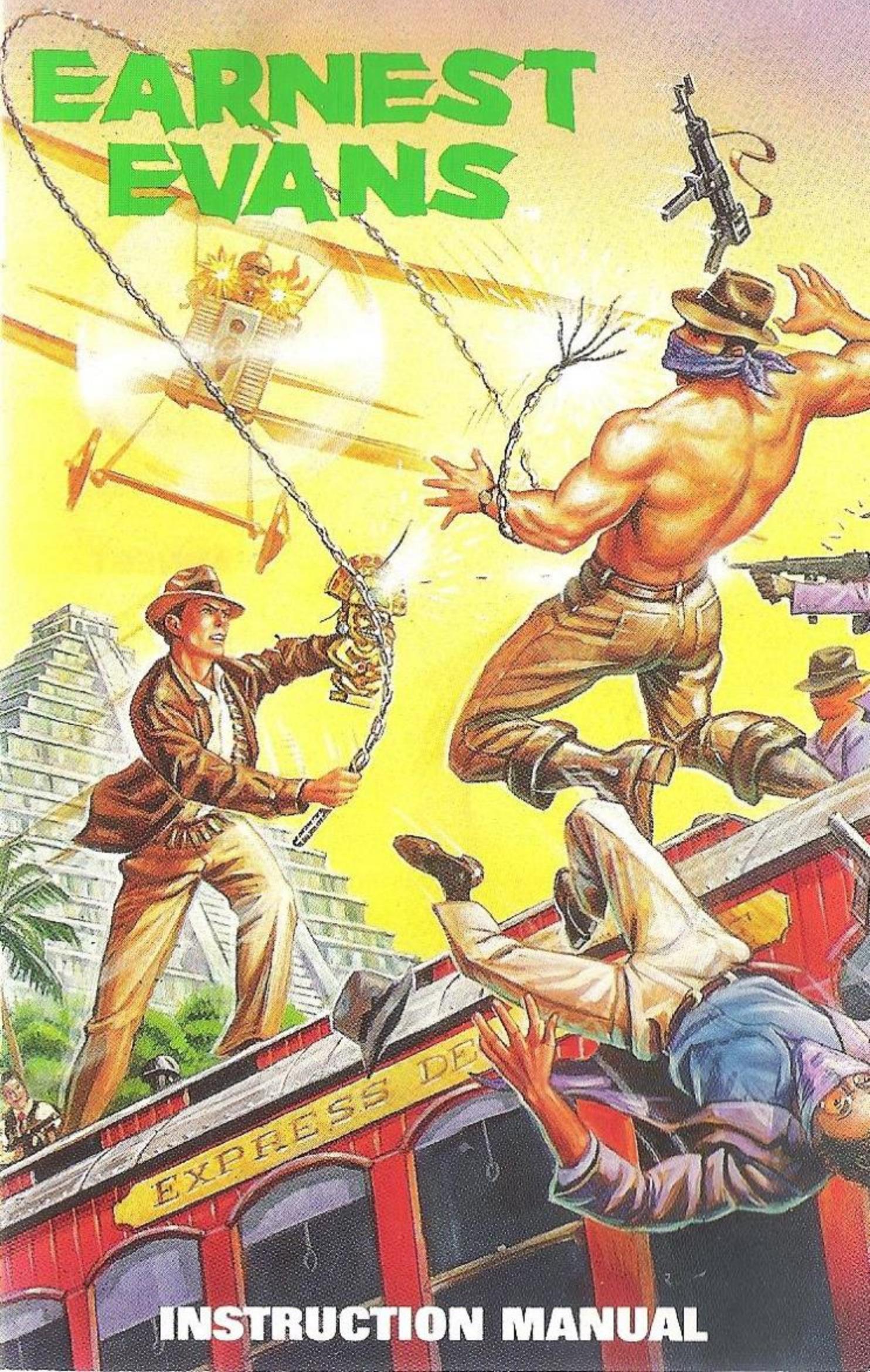


RENOVATION
PRODUCTS

SEGA
GENESIS
16-BIT CARTRIDGE

EARNEST EVANS



INSTRUCTION MANUAL

HANDLING THE SEGA GENESIS CARTRIDGE

- The Sega Genesis cartridge is intended exclusively for the Sega Genesis System.
- Do not bend, crush, or submerge in liquids.
- Do not leave in direct sunlight or near a radio or other source of heat.

Warning to 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.

GAME HINT HOTLINE

If you have any questions about playing **EARNEST EVANS**, or you are interested in hints on how to play more effectively, please call the Renovation Game Hint Hotline at: **(415) 591-7529**

DISCLAIMER

The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblance between the persons, names, places, institutions and incidents in this game and actual persons, names, places, institutions and incidents is purely coincidental.

RENOVATION PRODUCTS, INC.
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LOS GATOS, CA 95030

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Japan #82-205605 (Pending)

Thank you for purchasing the **EARNEST EVANS** Game Cartridge for the Sega Genesis System. Please read this instruction manual carefully to ensure proper handling of your game.

General game description:

This is a side-view type action game for one player. The gamer will manipulate the hero, explorer Earnest Evans, as he ventures through the world of the 1980s to defeat evil. Please connect the Genesis controller with the Control Pad 1.

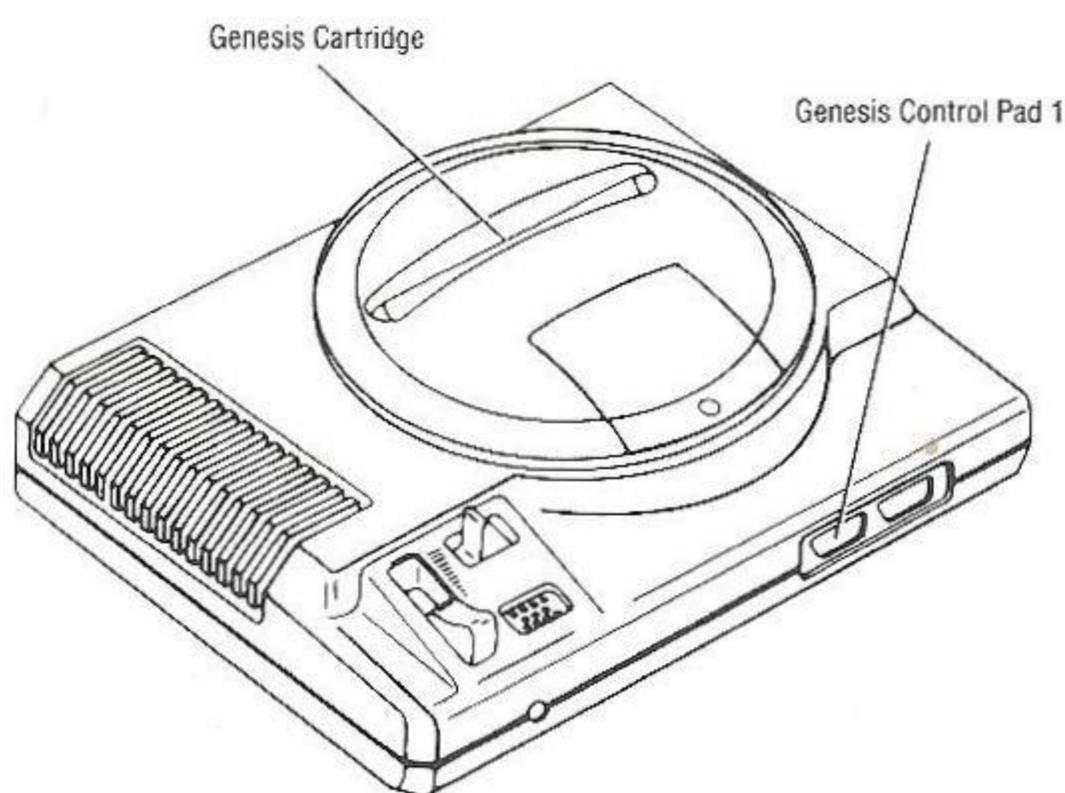
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STARTING UP YOUR SYSTEM

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Earnest Evans cartridge into the console, *with the label facing towards you* and press it down firmly.
3. Turn the power switch ON. In a few moments, the SEGA screen appears.
4. Press Start when the Title screen appears.

Important: If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.



Dr. Earnest Evans carefully adjusted the pillow that supported his back and turned to his long-haired grandson, who was slowly assembling a link chain with raw materials.

"Earnest, my young boy, there is something I must ask of you, and you must listen intently. I have an important task for you, now that you are old enough," Evans said.

"Gramp, can it wait? I have to finish my chain cord or I'll never drag that gold chest out of the creek," young Earnest replied.

Please listen. I have been waiting many years until I could pass this vital information on. Your father had to care for you and Annet so I've kept this inside until now," Evans replied.

Earnest gazed at his grandfather with renewed interest. Awesome, he thought. Maybe I could become a great man like Gramp.

"When your mother foiled the ambitions of Vincente DeMarco, she confided in me a secret she had discovered. Annet told me about three precious idols," Evans said.

"What about the idols, Gramp?" Earnest asked.

"These idols were scattered somewhere around the world by Hastur before its power was crushed. Annet knew where the first idol was, and we found it in the Santa Clara Valley of California back in 1940," Evans said. "Your grandmother died shortly after and your father came to live with me. He fell for Annet, and then I continued the search myself."

"What's the big deal about these statues? Why such an extensive search, Gramp?"

"Annet told me that the idols, when together, would bring about evil beyond comprehension," Evans continued. "This evil, known as Mavur, wouldn't wipe out civilization and start over like its counterpart Hastur. It would meld with the planet and roam the universe forever."

"Earnest, my boy, it is the 1980s and you are now 23 years old. I have one statue, and Annet told me that DeMarco's remaining syndicate, lead by a man named Tresidder, holds another. I know where the other statue is, and almost got it, but that was when I broke both my legs badly. Go to Mexico to the Coaterique cave, get the other statue from Tresidder in Europe and meet your fate in Peru!"

"Can I finish my chain cord and get that gold chest first Gramp?"

"Forget the chest, Earnest. Finish the cord because you'll definitely need it. . ."

GAME-START MENU

After the Sega title comes up, the Earnest Evans title screen will be displayed.

Choose an "Option" by moving the D (Directional) Button up or down, press the Start Button to enter the option.

Start

Choose "Start" and press the Start Button to play the game from the beginning.

Configuration Mode

The D Button selects commands in the Configuration Mode as follows. Choose "Mode" with the D Button, right, or left, and press the Start Button to enter the mode.

Music

You can enjoy different kinds of music used in the game.

Sound Effects

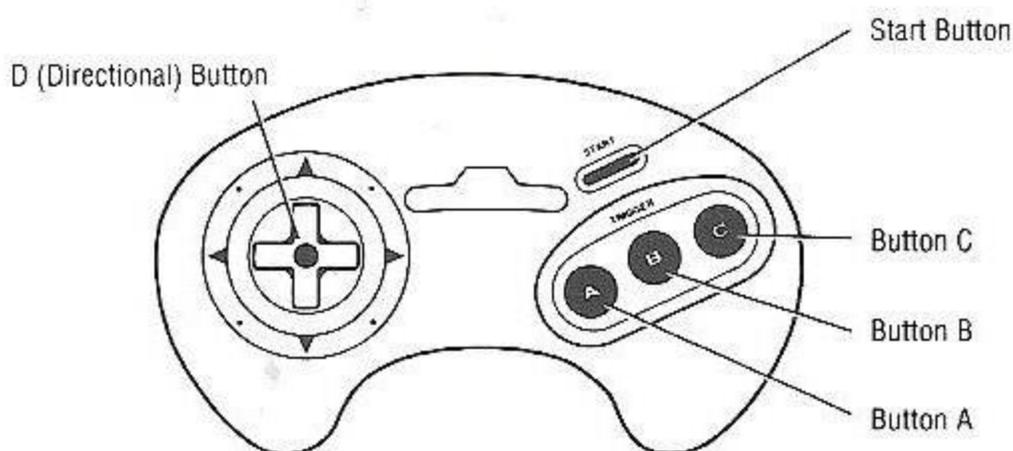
You can hear sound effects used in the game.

Control

Set the functional assignments of each button.



TAKING CONTROL



D (Directional) Button

Press to move Earnest Evans in any direction.

A Button

Press to attack enemies with weapons.

B Button

Press to jump.

C Button

Press to choose weapons to use.

Start Button

Press to pause during the game.

You can change the above pre-assigned functions of each button in the configuration mode.

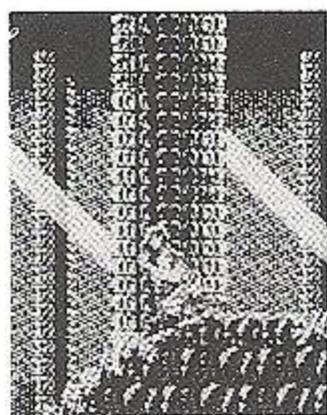
How to control movements of your character.

Crouching

Press the D Button downward once.

TAKE CONTROL

From a crouching position

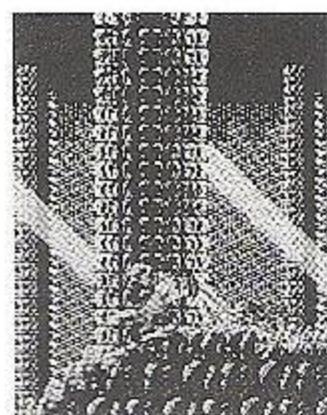


Standing up: Press the D Button upward.

Walking while crouching: Press the D Button right or left for each direction.

Lying flat on the ground: Press and hold the D Button down.

From a lying-flat position



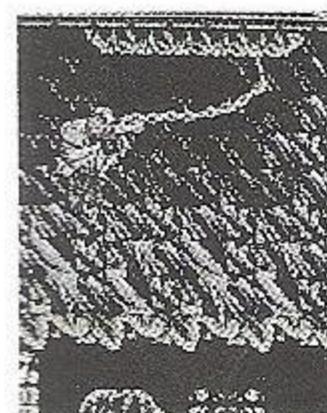
Standing up: Press the D Button upward.

Crawling: Press the D Button right or left for each direction.

Rotating: Press the B Button (or your assigned button for jumping).

Swimming: Press the B Button while in the water.

Broad jumping:



Shoot the whipcord at a tree branch or a hook to hitch the whipcord. Then press the B Button to jump using its reaction while the whipcord is hitched. The distance jumped depends on timing.

SCREEN COMPOSITION

The screen composition of the game is as follows:

1. **Your character:**

Earnest Evans,
American explorer.

2. **Enemy characters:**

Enemies who attack
your character.

3. **Items:**

Weapons, medicine
and obstacles.

4. **Current score:**

Game score at hand.

5. **High-Score:**

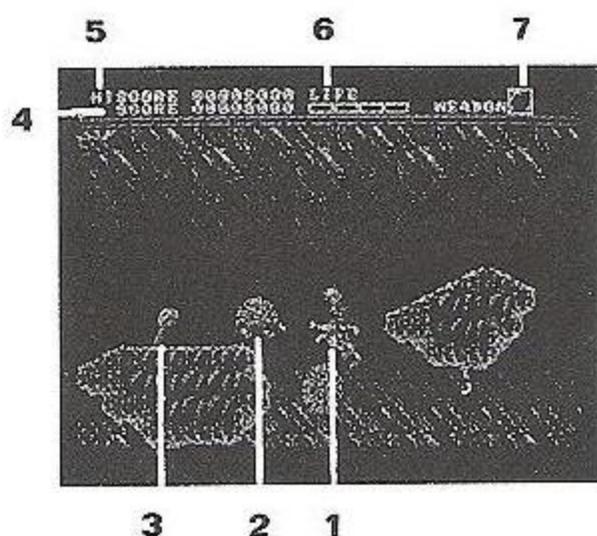
Best record score set in the past.

6. **Life Gauge:**

Indicates the physical strength of Earnest Evans.
There are two gauges. When the subgauge reaches
zero, he will lose one unit of the main gauge. When
the main gauge reaches zero, the game will be over.

7. **Weapon window:**

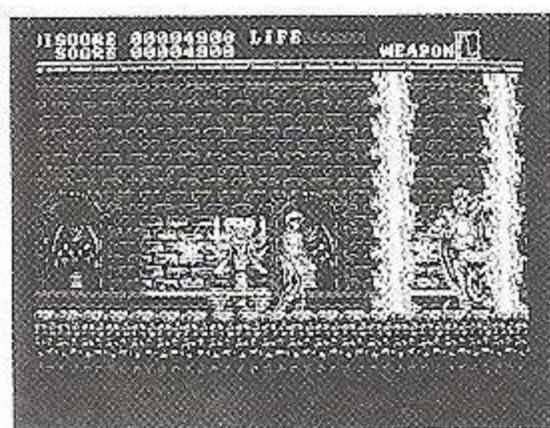
Indicates the weapon which Earnest Evans is
currently using.



EARNEST EVANS GAME BASICS

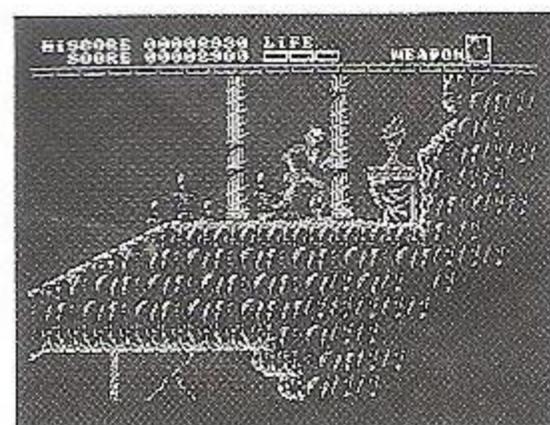
This is an action game. You will manipulate Earnest Evans, explorer, unto different stages such as mysterious caves, ruins, towns dominated by gangs and so on.

The game consists of twelve different stages. Each stage has its own unique settings, boss character, enemy characters, treasures and so on. You will clear each stage by succeeding in either of the following actions:



1. Defeat the enemy boss

You are to defeat the boss of the enemies who appears at the end of the stage.



2. Capture treasures

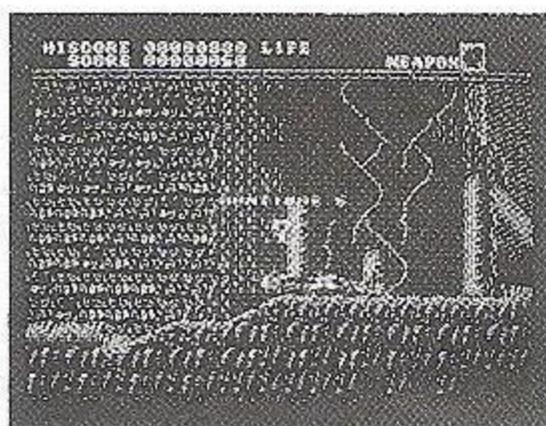
In some stages, such as Stage 1, you are to go to the end of the stage where some treasures lie, pick them up, and bring them back.

GAME OVER & CONTINUOUS PLAY

When the Life Gauge reaches zero through loss by enemy attacks and entrapment in the caves, the game is over. Instantly the "continuous play" indication lights up and the countdown starts. Press the Start button before it goes down to zero for continuous play from the stage where the game ended.

Continuous play will be possible up to five times.

Note: If you don't press the Start Button before it reaches zero and the title screen appears, you will have to start the game from the beginning.

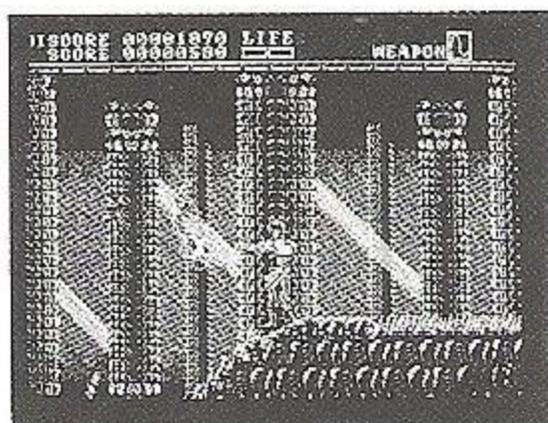


STAGES

This game has twelve unique stages. Here are some examples:

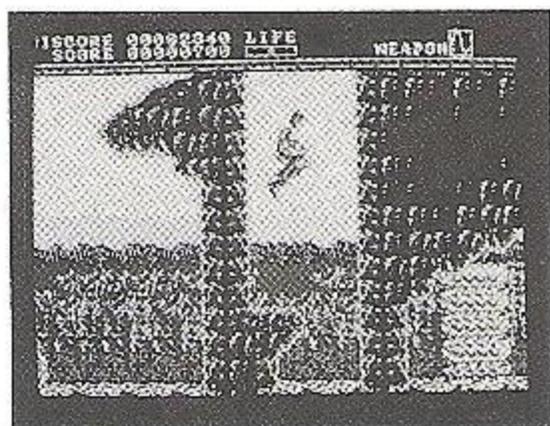
Mexico: Cave of Coaterique

The first place that Earnest Evans will explore. In the cave of the god Coaterique, he will come across dreadful traps before finding an idol.



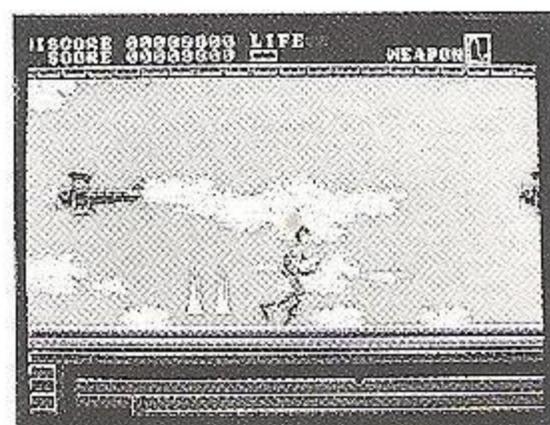
Peru: Ukayari Valley

Earnest explores the darkest part of Peru in order to locate the Mavur temple. But it's not that easy... something waits there, something indigenous to the Ukayari Valley.



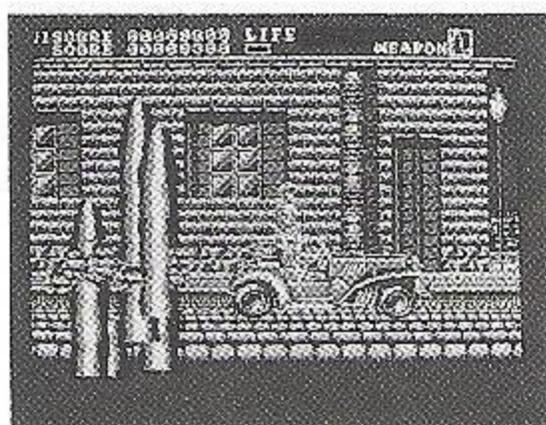
Europe: Trans-Europe Express

In pursuit of the syndicate gang, Earnest will travel across the ocean to Europe. Intense battles occur once again in a trans-European train.



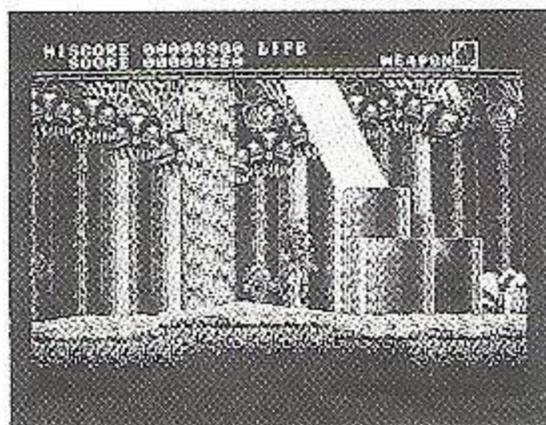
Belgium: Brussels

Earnest must escape from syndicate group members to face Brady Tresidder once and for all.



Mongolia: Gobi Desert

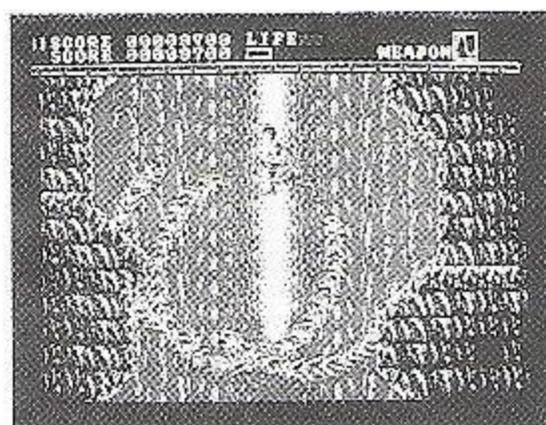
Will Earnest survive the harsh desert and the many obstacles that stand in his way to returning to Peru?



The United States:

Grand Canyon, Arizona

With his chain whip, our hero will find the Colorado River, where fierce water creatures want to make Earnest into a seafood dish.



CHARACTERS

Earnest Evans:

The 23-year-old grandson of the well-known archaeologist and treasure hunter of the '30s and '40s. Earnest is the son of Annet. He commands a hand-made chain whip and wants to follow in the footsteps of his grandfather.

Annet:

Annet, now in her 70's, used to be a sorceress in a village deep inside Peru. Dr. Earnest Evans adopted her as his daughter. When she finds out her son has gone on a quest to find the other statues and to contain Mavur, she races to Belgium to aid Earnest.

Brady Tresidder:

The successor to Vincente DeMarco in the syndicate for the 1980s. Tresidder has found out the secret of Mavur, and has claimed one of the Mavur idols. Earnest heads to Belgium to defeat Tresidder and to keep him from summoning Mavur.

LIMITED WARRANTY

Renovation Products, Inc. warrants to the original purchaser that the Renovation Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Renovation Products, Inc. will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective materials or workmanship.

DO NOT RETURN YOUR RENOVATION GENESIS CARTRIDGE TO YOUR RETAIL SELLER. RETURN CARTRIDGE WITH A DATED PROOF OF PURCHASE to the following address. The cost of returning the cartridge to Renovation's Customer Service Department shall be paid by the purchaser.

Renovation Products, Inc.
Customer Service Department
987 University Avenue, Suite 10
Los Gatos, CA 95030

Repairs After Expiration of Warranty

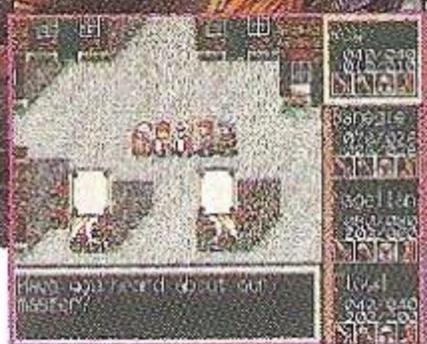
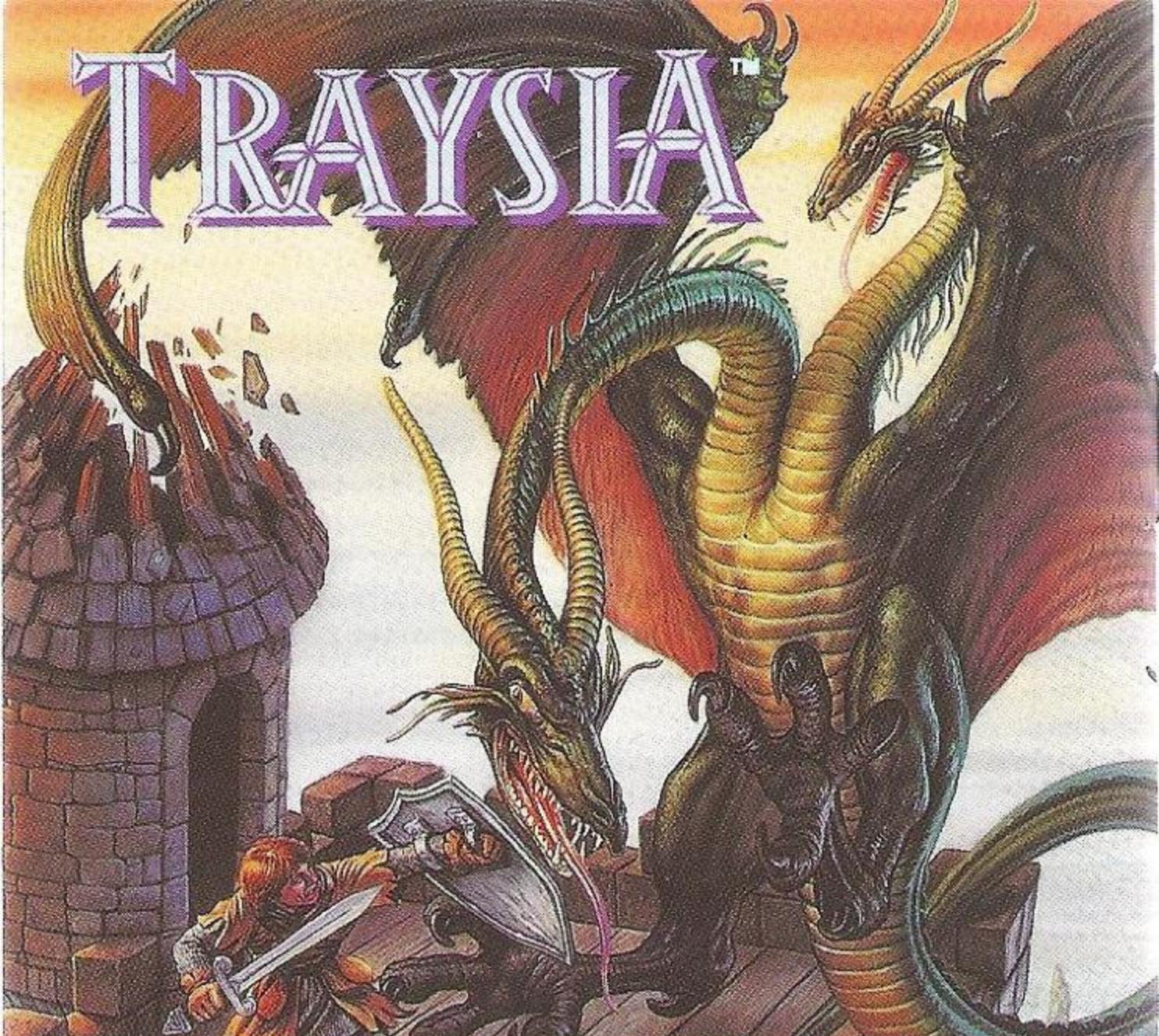
If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they will advise you of the estimated cost of repair. If you elect to have the repair done, you'll need to return the defective merchandise, freight prepaid and insured against loss or damage, to Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall RENOVATION PRODUCTS, INC. be liable for consequential or incidental damages resulting from possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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- Travel through several kingdoms filled with magical beasts and amazing challenges!
- Use battle-earned gold and gems to up-grade your weapons and fortify your armor!
- Search for powerful magic spells to defeat the evil wizards!
- Only if he succeeds can Roy return to his home town of Johanna and reunite with his true love, Traysia!

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