



**INSTRUCTION
MANUAL**

**CAPTAIN
PLANET**
AND THE PLANETEERS™

SEGA

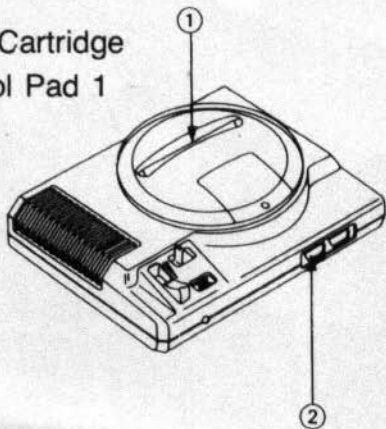
Starting Up

1. Set up your Sega Mega Drive/Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the console.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen 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 that the Console is turned OFF when inserting or removing your Mega Drive/Genesis Cartridge.

Note: This game is for one player only.

- ① Sega Cartridge
- ② Control Pad 1



The Power Is Yours!

Captain Planet and the Planeteers must summon their utmost powers to save our planet — and themselves — from the arch enemies of Earth, the Eco-Villains.

Evil Zarm has commanded four of his most despicable underlings to build doomsday machines that will pollute the Earth. Worse yet, each villain has trapped one of the Planeteers in his stronghold. Gaia, the spirit of Earth, and Ma-Ti, the Planeteer of Heart, are being held prisoner on Hope Island.

While they're separated, the brave Eco-Warriors can only use their individual powers. Only by escaping to Hope Island can they combine the powers in their Rings and call forth Captain Planet for the final all-out battle to save the Earth!

Take Control!

BEFORE PLAY:

① Directional Button (D-Button):

- UP or DOWN moves the marker on the Options menu.
- LEFT or RIGHT changes the setting of a marked option.

② Start Button:

- Skips through the opening screens and goes to the Title screen.
- Brings up the Options menu on the Title screen.
- Starts the game from the Options menu.
- Exits the Eco-Alert screen and takes you into action.



③, ④, ⑤ **Button A, B, or C:**

- Plays a Sound Test setting on the Options menu.

DURING PLAY:

① **D-Button:**

- Moves your Planeteer **RIGHT** or **LEFT**.
- **DOWN** makes your Planeteer crouch. **DOWN DIAGONALLY** makes your Planeteer crawl.
- Aims your shots in any direction except **DOWN** when used with the **Shot** and **Super** buttons (see below).
- **DOWN** drops your Planeteer down from an overhead pipe. **DOWN DIAGONALLY** drops your Planeteer down to the right or left.
- In Duke Nukem's Atomic Reactor, **UP** or **DOWN** activates an elevator when your Planeteer is standing on it.

② **Start Button:**

- Continues the game from any text screens.
- Pauses a game or resumes a paused game.

③ **Button A (Shot):**

- Fires a single shot from your Planeteer's Eco-Power Ring, using a small amount of power.

④ **Button B (Super):**

- Fires a multi-shot blast from your Planeteer's Eco-Power Ring, using a large amount of power.

⑤ **Button C (Jump):**

- Makes your Planeteer jump up. Tap the button for a short hop; hold it down longer for higher jumps.
- **Jump + D-Button RIGHT** or **LEFT** makes your Planeteer jump in those directions.
- **Jump + Shot or Super** makes your Planeteer fire while jumping up.
- **Jump + Shot or Super + D-Button** makes your Planeteer fire right, left or diagonally while jumping.

Note: You can change the actions of **Buttons A, B** and **C** on the Options menu. See page 28.

Eco-Warriors

① Wheeler:

Wheeler is a tough, street-smart kid from Brooklyn, New York. He's quick to react without always considering what he's getting into. His short temper and fast, funny comebacks make him the firebrand of the Planeteers. Naturally, his power is Fire. He can launch one ball of fire at a time (**Shot** button), or three balls of fire at once (**Super** button).

① Wheeler

② Kwame

③ Linka

④ Gi

⑤ Ma-Ti



② **Kwame:**

Raised in a remote African village, Kwame is dedicated to protecting the Earth's open spaces and endangered species. He is quiet but firm, with an earthy wisdom that comes from living close to nature. With his power of Earth, Kwame hurls one ball of soil (**Shot** button), or three balls at once (**Super** button).

③ **Linka:**

This brainy Planeteer from the former Soviet Union has a wide knowledge of computers and music. Linka thinks about situations before jumping in, so she moves confidently through danger zones. Wind is her power. She can fire one ball of wind (**Shot** button), or three balls at the same time (**Super** button).

④ **Gi:**

Gi, from Asia, is into high tech and high style. This rock'n'roll fan and natural linguist feels most at home in or near the sea. She even communicates with dolphins, her favorite sea friends. Using her power of Water, Gi can launch one ball of water (**Shot** button), or three balls at once (**Super** button).

⑤ **Ma-Ti:**

The youngest Planeteer, Ma-Ti grew up in the care of a Kayapo Indian shaman. He possesses the secrets of the rain forests and the special healing skills of the great forest plants. His power, Heart, lets him communicate with the other Planeteers across far distances.

⑥ Gaia:

Gaia is the Planeteers' major source of wisdom, information and advice. As the spirit of Earth, her health depends on the health of the planet, and especially on her home, Hope Island.

Eco-Villains

① Dr. Blight:

This super (mad) scientist uses her vast knowledge to create biological freaks that waste the environment. MAL, her temperamental super-computer, assists in the destruction!

⑥



② **Duke Nukem:**

A victim of his own catastrophic experiments, this hideous “glow-in-the-dark” mutation loves radioactivity. Count on him to show up at every nuclear meltdown — to make things worse! Dim-witted Leadsuit is his lab assistant.

③ **Hoggish Greedly:**

This human pig lives to devour Earth's resources, leaving a desolate trail of destruction. He keeps close tabs on Rigger, his groveling flunky, to make sure he doesn't take the biggest piece of whatever's at hand.

②



④ **Verminous Skumm:**

A huge rat-like bully, Skumm thrives on filth and disease. He and Squeak, his servant, travel the world spreading plagues and epidemics.

⑤ **Zarm:**

This malicious Earth spirit is the exact opposite of Gaia. His plans to cover the planet with pollution could destroy Gaia and the Planeteers!

④



Getting Started

Press **Start** at the Title screen to see the Options menu.

On the Options menu:

- Press the **D-Button** UP or DOWN to move the marker from one option to the next.
- Press it LEFT or RIGHT to change the setting of the marked option.
- Press **Start** at any time to exit.



Skill Level:

Choose an Easy, Normal or Hard game. If you don't change the setting, you'll play a Normal game.

Button:

Change the actions of **Button A**, **B** and **C** to any one of six settings. If you don't change the setting, the buttons will be:

A — Shot,

B — Super and

C — Jump.

Sound Test:

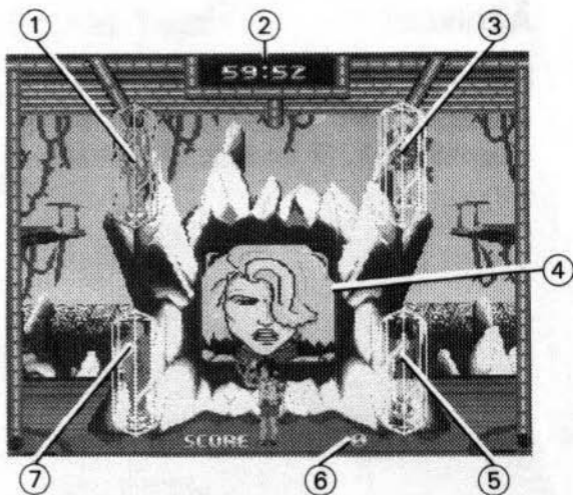
Listen to the game's music and sound effects. Choose a setting, and then press **Button A**, **B** or **C** to hear it.

Choosing a Toxic Zone

From the Options menu, press **Start** repeatedly until you get to the Eco-Alert screen on Hope Island. Here, Ma-Ti can tune in to the Planeteers, wherever they are in the world.

The Eco-Warriors are trapped in four Toxic Zones, controlled by Zarm's henchmen. Use the **D-Button** to highlight each crystal to find out where they're imprisoned. You'll see a mug shot of each Planeteer's captor

- ① Kwame
- ② Game Clock
- ③ Linka
- ④ Eco-Villain
- ⑤ Gi
- ⑥ Game Score
- ⑦ Wheeler



Note: The Planeteers' captors change with each game.

For each Zone, you must shut down the pollution machines and destroy the doomsday vehicle. If you succeed in every Zone, all five Planeteers will meet on Hope Island to summon Captain Planet for the most intense assault of all — the final face-off with Zarm!

You only have 60 minutes (game time) for the Planeteers to escape. The clock at the top of the screen shows your rapidly decreasing time.

Choose your opponent and press **Start** to begin that Planeteer's break for freedom. Next, you'll learn from Ma-Ti what you must do to escape. Press **Start** again for action!

Fighting for the Earth!

Rev up your Eco-Power Ring. Your quest to stop the world's worst polluters begins! Lead your Planeteer through the maze of traps and mutant monstrosities. Each Toxic Zone is different!

It's up to you to figure out the best way to avoid damage while carrying out your mission to destroy the abominable machines! (See pages 42 - 58 for mission information.) Whenever you clear a Zone, you'll return to the Eco-Alert screen to choose another battleground.

- ① Score
- ② Energy
- ③ Power



Battle Indicators

Watch your indicators so you don't run out of the vital necessities for winning.

① **Score:**

Shows your score so far in the game. This same score appears at the bottom of the Eco-Alert screen.

② **Energy:**

You start out with four globes of energy. Each unit is shown as a full Globe. As you take damage, the Globe starts to disintegrate. When one Globe disappears completely, another one takes its place. Be sure to pick up all the Globes you see during your skirmishes, so you can stay energized (see below).

①

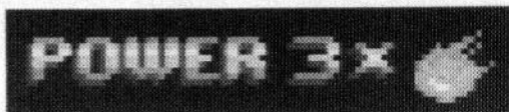


When your last Globe disappears, you've lost your battle for freedom. You'll be warped back to the Eco-Alert screen and you'll have to start the Zone over (or choose a different Zone).

③ **Power:**

You also begin with four units of power. The units decrease as you fire shots from your Eco-Power Ring. Firing with the **Shot** button uses up a small amount of power. Each shot of the **Super** button decreases your power by much more. Be careful with your power; you'll need most of it to annihilate the pollution machines. Watch for Power Pellets (see below) that fall from destroyed robots and other enemies, and grab them to restore your power.

③

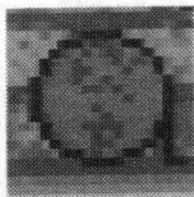


When you've used up your last Power Pellet, the indicator starts flashing. When this happens, you won't be able to use your **Super** button, and you can only fire once every three seconds with your **Shot** button.

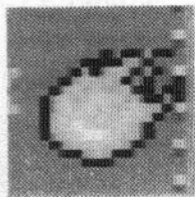
Energy Globes and Power Pellets

- ① **Globes** give you an extra unit of energy.
- ② **Power Pellets** restore one unit of power. They appear in the right form — Fire, Wind, Earth or Water — for each Planeteer.

①



②

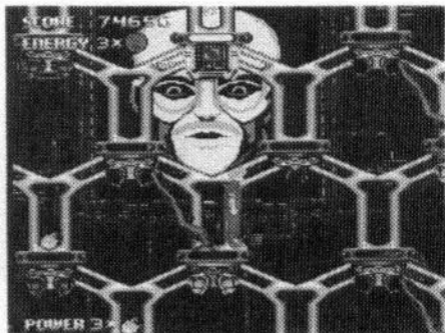


Toxic Zones

Dr. Blight's Evil Computer

The genius — but mad — scientist Dr. Blight is using her computer banks to develop biological monstrosities. Stop her before her unnatural freaks overrun the world!

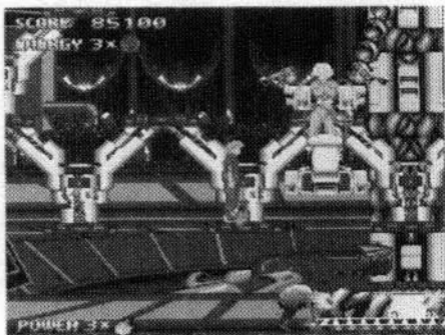
You must destroy five computer terminals while jumping between platforms and avoiding MAL's deadly lasers. Shoot out the lasers (aim diagonally). Even better (and to save power), time their strikes and jump when the coast is clear.



Robot Drones attack you with plasma cannons. Nail them for Power Pellets. Break down the yellow computer terminals — and MAL's grinning face — and they'll download Energy Globes. Shoot only at what you have to, or you'll waste precious time and power.

In Dr. Blight's Mutation Lab, blast the rotating arm on the mechanical platform to make it malfunction. Her mutations will get in the way; ignore them if you can. Jump to different specimen stands to find the best position for your assault. When Dr. Blight starts spinning, you've beaten her!

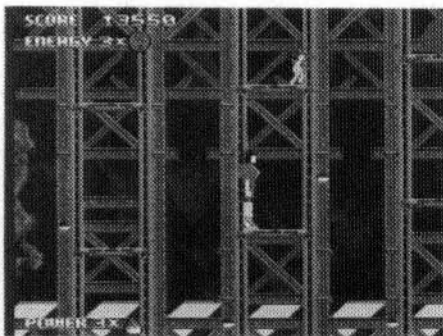
Note: Linka, with her computer expertise, usually has the easiest time clearing this Toxic Zone.



Duke Nukem's Uranium Mine

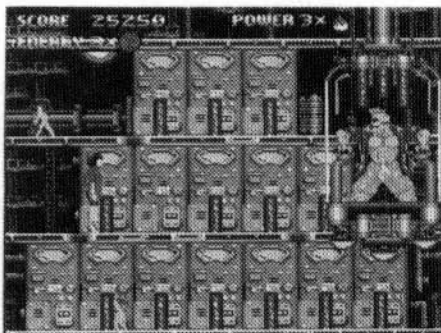
Day and night, Duke Nukem's glowing pollution plant pumps out radioactive uranium. Ride the conveyor belt to each mine shaft, then crawl through to smash the mining machines and atomic cloning devices. Watch where you step — harmful uranium ore and slave Automatos are everywhere!

In this Zone, try to avoid enemies rather than destroy them, so you'll have most of your power left when you reach the major foes. Follow the Exit arrow after crushing all six machines. Attack Leadsuit until he drops a Power Pellet and Energy Globe and runs away!



Duke Nukem's carelessly built Atomic Reactor is the next Chernobyl waiting to happen! Jump on the fuel rods to pound them down (hold down the **Jump** button continuously). Step on the red elevator tiles and use the **D-Button** to move UP or DOWN between floors. When Duke Nukem drops another load of Automatos, incinerate them before they can raise the rods. Push down all the rods on one floor and Nukem will leave it alone. Make all the rods disappear and you've out-nuked the Duke!

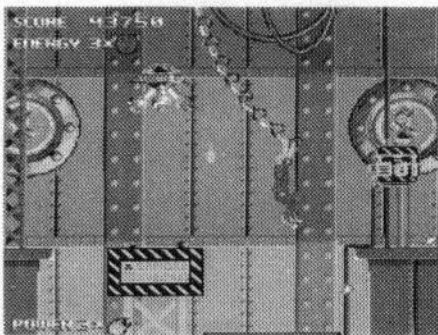
Note: Wheeler, with Fire power, clears this Zone the fastest.



Hoggish Greedly's Undersea Oil Rig

You're trapped in Greedly's offshore oil-pumping station, a huge resource-guzzling hog that's draining the Earth's fossil fuels. It's time to put a muzzle on the whole operation!

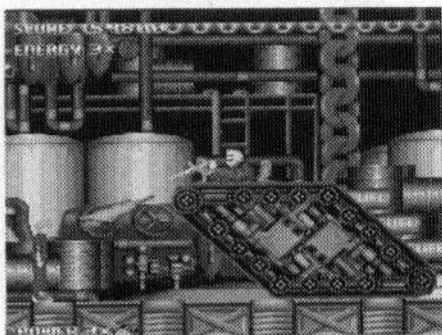
Move to the right, over, under, and hand-over-hand across the pipes. Beware of scalding steam! Cross under or over the shirling drills, while fighting off the Security Droids that strafe you from above. Drop them with well-aimed shots and pick up their Power Pellets. Try to stay out of the toxic sludge that floods the bilge.



Clear the lowest level, ride the elevator up, and start moving to the left. Pull yourself across the spewing oil heads on the overhead chains. Take the elevator up to the top level, where you can swing on pulley chains to cross the upper deck fast! You'll run into Rigger and his loaded grease gun. Fight him off until he gives up!

Greedy attacks in his menacing Flamer Tank. Blast away his gun, then go for the fuel tanks. Bounce on the springs for height and grab the overhead chains to get behind the raging villain. Don't waste time! When you finally defeat him, he'll run like a stuck pig!

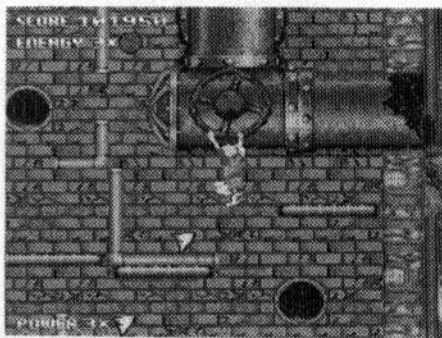
Note: With her Water power, Gi is the most adept at clearing this poisonous polluter.



Verminous Skumm's Sewer Hideout

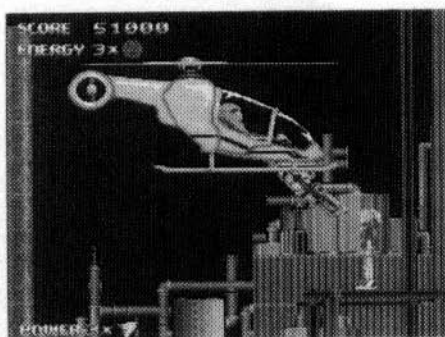
Crawling through conduits is filthy work! Somehow, you've got to find the eight valves that control the flow of hazardous sewage.

Use your hand-over-hand technique to work your way up the maze of water lines. Battle off a barrage of crazed rats and cockroaches. Track the streams back to their sources to locate the valves. When you find one, grab hold of it, and press the **D-Button LEFT** to crank it. Stay with it until the stream turns to a trickle and finally shuts off. Press the **D-Button DOWN** to jump off.



Shutting off the valves brings more trouble, this time in the form of Squeak, Skumm's vile valet. Dodge away from him, duck for cover, and use every opening to push him back with shots.

Stun Squeak, and you'll face Skumm himself in his Getaway Chopper. Get high on the scaffolding for position. Shoot out his gun and windshield, then let loose at his tail and engine. You can even hang onto his landing skids for close-range shots. But be warned: it doesn't feel good when he scrapes you off! Send him into a tail spin and you've conquered the Zone!



Note: Kwame's Earth power is the best weapon for getting through this ordeal.

Zarm's Doomsday Barge

Only one Eco-Villain remains — Zarm, the scourge of the Earth.

The Planeteers gather on Hope Island, raise their Eco-Rings together and meld their powers to summon Captain Planet. *"Let our powers combine!"*

While off in the ocean, Zarm gets ready with a very nasty surprise . . .



Handling This Cartridge

This 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.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

