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## **SURVIVE COMIX ZONE!**

Sketch Turner is in it up to his inkwell. Mortus is drawing horrendous creatures to battle Sketch in every panel of the strip. If Mortus destroys Sketch, that megalomaniac Mutant will become real and Earth will be doomed to his rule!

But there is hope. Now that he's a comic book superhero, Sketch can kick some serious butt. Instantly, Sketch can fight like a one-man mercenary platoon!

PLUS! Sketch's pet rat Roadkill has morphed into a killer attack rodent. Sketch can sic him on the Mortus Mutants and know there will always be shocking developments.

AND! Alissa Cyan is backing Sketch with constant situation reports and battle advice. Does Mortus have plans for her, too?

The full version of *Comix Zone* has three Episodes. Each Episode is two comic-book pages long, packed with many panels of action. Each panel contains a peril, puzzle or obstacle that Sketch must master.

Can Sketch make it to the end of the book? Can he defeat Mortus and come back to the real world? The future is in your hands. . . .

## HOW TO GET THE FULL GAME

Get *Comix Zone* and other hot titles by Sega PC at the following retail outlets:

- Toys 'R' Us
- Software Etc.
- Babbage's
- CompUSA
- Computer City
- Incredible Universe
- Electronics Boutique
- Egghead

## **SYSTEM REQUIREMENTS**

|                      |                                 |
|----------------------|---------------------------------|
| Operating            | Windows™ 3.1 or Windows 95      |
| CPU Type & Speed     | Pentium™ processor, 60 Mhz      |
| Memory               | 8 MB                            |
| Graphics             | SVGA: 640 x 480 x 256 colors    |
| CD-ROM Speed         | 2X                              |
| Available Hard Drive | 5 MB                            |
| Audio                | 16 BIT                          |
| Sound Card           | Sound Blaster™ 16 or compatible |
| Other                | Keyboard or digital game pad    |

## INPUT DEVICES

You can play *Comix Zone* using a keyboard or digital game pad. To use a game pad (recommended), plug it into your game port at the rear of your PC. *Comix Zone* will automatically use the installed game pad. Please refer to the instructions supplied with your game pad for additional information.

## USING MENUS

When you play *Comix Zone* in a window, you will be able to access the menu items at any time. If you are running *Comix Zone* at full screen, press the ESC key to return to a window.

To access a menu, move the arrow pointer to the title on the menu bar and press the Left mouse button. To select an item from the menu, move the pointer down to highlight the item and click the Left mouse button.

# Take Control

## KeyBoard

*Comix Zone* can be played using your PC keyboard. Select Keyboard Setup from the OPTIONS menu to change the defaults.

The default keys are as follows:

### Move

Help

Start

Move Left

Move Right

Move Down/Crouch/Pick up if over an item

Aim High

Action

Jump

Use left item in inventory box

Use middle item in inventory box

Use right item in inventory box

Pause/Unpause game (game automatically pauses when another window is selected)

### Control

Function key F1 or Menu: Help then Help

Function key F2 or Menu: Game then Start or Action button

Cursor Left

Cursor Right

Cursor Down

Cursor Up

X

Z

Keyboard 1

Keyboard 2

Keyboard 3

Function key F3

## DIGITAL GAME PAD

*Comix Zone* supports a digital (switched) game pad - an analog joystick is not recommended. Select Setup game pad from the OPTIONS menu bar to change the defaults. The default keys are as follows:

### Move

Help

Start

Move Left

Move Right

Move Down/Crouch/Pick up if over an item

Aim High

Action Button

Jump

Use left item in inventory box

Use middle item in inventory box

Use right item in inventory box

### Control

Function key F1 or Menu: Help then Help

Function key F2 or Menu: Game then Start or Action button

Press Left

Press Right

Press Down

Press Up

Button 1

Button 2

Keyboard 1

Keyboard 2

Keyboard 3

Pause/Unpause game (game automatically  
pauses when another window is selected)

Function key F3

## **BASIC MOVES**

Basic Moves can be accessed from either the keyboard or digital game pad. To utilize, select the appropriate control.

- Pick up objects by moving Sketch over them and selecting the Down control.
- Push objects by standing next to them and selecting the Left or Right control.
- Jump and hang by selecting the Jump control under a pipe, ledge or other hand-hold.
- Move while hanging by selecting the Left or Right control.
- Kick while hanging by selecting the Action control plus the Left or Right command.
- Pull levers by getting within arm's reach and selecting the Action control.



# FIGHTING MOVES

Here are the real Mutant-mashing attacks that you (and Sketch!) must master to escape the *Comix Zone*. Remember . . .

- Action attacks change with the position of the control.
- Press the direction control either before or at the same time as the Action control to perform many of the moves.
- Tap the Action button rapidly for one of the three Serial Attacks. Enemies may attempt to block, but as soon as you get in three valid hits, you'll finish them off with a special move!
- You can fool most enemies with Combination Moves. Enemies cannot block rapidly alternating attacks! So, hit 'em once, then quickly pound 'em again with a different move.
- Experiment to find deadly special moves.

**NOTE:** *Serial and Combination Attacks only work during battles with humanoid enemies.*

## Serial Double Punch

Good ol' fashioned straight punches are the best shots of any street fighter, in the comics or out. Fire off a sequence of these, manage three valid hits and Sketch finishes up with a scissor kick!



## Serial High Kick Tornado

A jaw-shattering single kick turns into a tornado of spin kicks with multiple button taps. Slam the enemy three times for a whirlwind finish!



## Serial Low Kick

This low attack finishes with a furious wheel kick with rapid button taps.



## Uppercut

Send 'em from the floor to the moon with this shot!



## Floor Sweep

Hit 'em as low as you can go!



## Back Kick/Turn Around

Tremendously satisfying when you're sandwiched between two enemies. Or, jump over an enemy and kick him before he turns around.



## Whirlwind Jump Kick

Get maximum air for a nasty whirlwind kick.



## Somersault Leap Forward

Great for attacks, retreats and getting high!



## Flying Dragon Kick

Never under-estimate this kung-fu classic.



## Grab-A-Mutant

Get in their face close...

...to scissor kick 'em, or...



...to toss 'em.



## Roll

An excellent way to dodge some attacks.



## THE SCREEN



**Health Meter** -- This shows how much life Sketch has left. When the bar runs out and a red alert appears, better have some Iced Tea ready.

**Health Tip** -- Sketch depletes some of his health when performing special moves or hitting solid objects. So think smart. Don't waste energy when you can use your brain (or explosives!) to do the dirty work.



**Inventory** -- Holds your power-up items. You can carry up to three inventory

items at a time. (See below.)



**Attack Arrow** -- A flashing arrow prompts Sketch to the next panel as soon as he's conquered the one he's in. Sometimes Sketch will have a choice of two routes. Take your chances.

# INVENTORY ITEMS

Look for these life-saving items in every panel during Sketch's travels through the *Comix Zone*. Pick up as many as you can! To pick up an item, stand over it and press down on the controller.



**Roadkill** -- This is Sketch's pet rat. His tail got electrified during the warp, so let him use his new-found ability to your advantage . . . AAZAP 'em! Don't forget, Roadkill has a good sense of smell - he can often sniff out hidden goods!



**Iced Tea** -- A swallow of this refreshing drink will partially restore a depleted health meter. Save some for bad times!



**Superhero** -- This fist turns Sketch into a page-ripping superhero!!! Use it when the going gets tough.



**Knife** -- A good old-fashioned long-range weapon. Great for turning switches and setting off explosives at a distance.



**Grenade** -- Some hard-to-reach bozo giving you a hard time? Throw him one of these and watch the fireworks!



**Bomb** -- Danger, high explosives! A dynamite weapon that blasts whatever's nearby . . . including Sketch!



**Surprise** -- Pick up the ? and you could get any of the other power-ups, or . . . KABOOM! So, don't touch these if your health is low!

# MUTANT HIT LIST

Behold your enemies! They sting, bite, shock and hit like a freight train. When you destroy them, Mortus draws more.



**Gravis the Bully** -- This android brute only appears to be dumb and slow. Watch out for his sentinel attacks . . .



**Strigil the Assassin** These shadow assassins have a deadly way with crowbars . . .



**Spawn Mutant** -- The Mutant's true form? Don't try to grab him or you'll find out!



**Mongoria** -- These super quick terrors may be the worst threat, short of Mortus himself. They hate each other . . . so play that to your advantage.



**Cocoon Crawler** -- Intended as a food source for newborn Mutants, these creatures will sting, no matter who you are!



**Styx the Monk** Gives an entertaining gymnastics show while tearing you apart from atop his hydraulic staff. Your jumping skill will prove useful here.



**Pelagus** -- A squid? A man? The devil? Watch out for his bouncing slime-ball and spring attacks!



**Flying Creature** -- Not very tough - a few jump kicks or uppercuts will do. But beware - these creatures are part of a larger being.

## EPISODES

This demo contains only the first page of the first episode. The full game contains three complete episodes.

**Night of the Living Mutants** -- The sewers are alive with Mutants, traps and dead ends. They're guarding the place with their lives . . . Why?? Learn the ropes.

**Welcome to the Temple -- Not!** -- Fight for your life, while a screaming crowd calls for your head. Is this a training ground for the syndicate?

**Curse of the Dead Ships** -- This wreckage graveyard holds a deadly secret. Does the story end here???

# CREDITS

Concept, Design & Art Direction  
Technical Director & Programmer  
Art

Peter Morawiec  
Adrian Stephens  
Aoki Kunitake

Animation

Fei Cheng  
Craig Stitt  
Chris Senn  
Tom Tobey  
Dean Ruggles  
Bob Steele  
Ross Harris

Conceptual Art

Tony DeZuniga  
Alex Nino

AI Scripting

Adrian Stephens  
Peter Morawiec  
Robert Morgan  
Dean Lester

Character Voices

Howard Drossin  
Deborah Costa  
Peter Morawiec  
Fei Cheng  
Sue Ortlip

Executive Producer

Dean Lester

Associate Producer

Mike Wallis

Manual

Neil & Carol Ann Hanshaw

## PC CD-ROM Credits

Code Conversion

Adrian Stephens

Director

Dean Lester

Brand Manager

Victoria Lockhart

Assistant Producer

Scott Hawkins

Test Lab

PC Test

