SEGA™

CLOCKWORK KNIGHT™

SEGA SATURN™



OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS

KA™

AGES 6+

81007

WARNINGS

READ BEFORE USING YOUR SEGA SATURN

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

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.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

FOR GAME PLAY HELP, CALL 1-415-591-PLAY
For Latest News on Sega Saturn, call 1-800-SEE-SATURN

For More Information, Visit Sega's internet sites at:

web site:	**http://www.segaoa.com**
ftp site:	**ftp.segaoa.com**
email:	**webmaster@segaoa.com**
CompuServe:	**GO SEGA**

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

Starting Up

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.

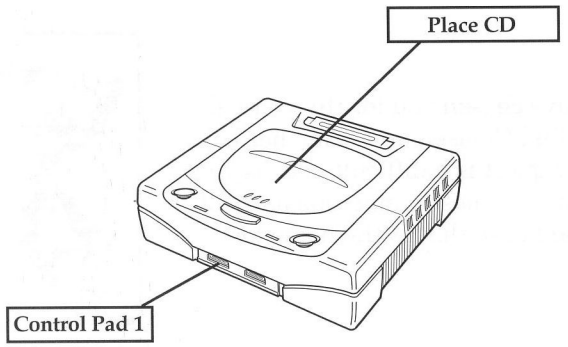
   Note: *Clockwork Knight* is a one-player game.

2. Place the *Clockwork Knight* disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. (If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console then press the Reset Button after the Sega Saturn logo sequence plays, to display the on-screen Control Panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



Find Chelsea!

Princess Chelsea has been mysteriously kidnapped! It is up to you, Sir Tongara de Pepperouchau, to bring her back safely.

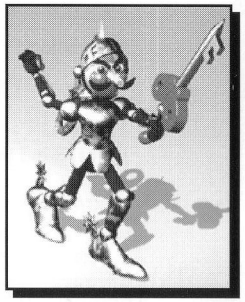


Every night at the stroke of twelve, all the toys in toyland are awakened by the delicate singing voice of Princess Chelsea, the fairy princess of the Clockwork, who alone has the power to wake the toys from their deep sleep.

Last night, suddenly, the lights went out. When the emergency lights came on, Chelsea was spotted being dragged away down a dark tunnel by a mysterious evil stranger!

Without her, the entire world of toys is doomed. If she does not return by dawn, the toys will fall asleep, never to be awakened again.

The toys have chosen you for this critical mission to find Chelsea and bring her back safely. Your quest is a difficult one, as you must explore the most dangerous parts of this magical house that is the home for toyland.

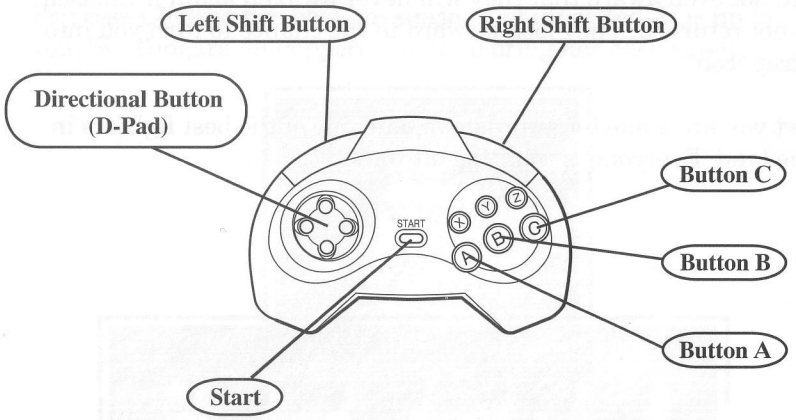


After you set out on your journey, an evil spell is cast over the rest of toyland. Now there are a number of hypnotized, evil toys who are not even aware that they will never awaken again if Chelsea is not returned. They look forward to the chance to turn you into scrap iron.

Yet you are a master swordsman, and one of the best fighters in the land. Everyone is counting on you.



Take Control!



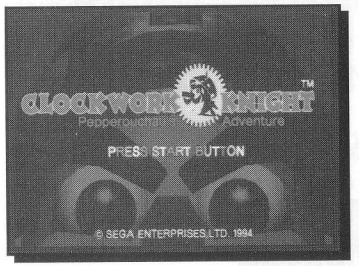
Start	⚜ Forwards through intro screens ⚜ Pauses game; resumes play when paused
D-Pad	⚜ Highlights options ⚜ Changes option settings ⚜ Moves Pepperouchau around game screen ⚜ Directs Pepperouchau's jumps
Button A or C	⚜ Forwards through level intros ⚜ Makes Pepperouchau jump* ⚜ Opens boxes when pressed repeatedly*
Button B	⚜ Forwards through level intros ⚜ Makes Pepperouchau attack*
Left and Right Shift Buttons	⚜ Accesses sounds and sound effects on the Option screen ⚜ Displays/hides Status Bar at the top of the Game screen

* This is the default setting. To change button functions, see *Game Options,* page 6.

Note: Buttons X, Y and Z of the Control Pad are not used in this game.

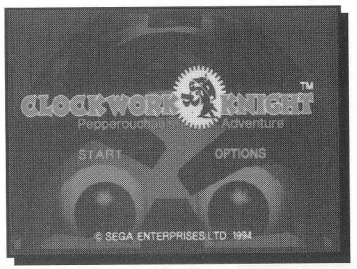
Getting Started

After the Sega logos, the *Clockwork Knight* intro begins. A demo showing Pepperouchau in action follows. Press Start at any time to bring up the Title screen.



Press Start to bring up the Mode select screen.

Mode Select



To start searching for Chelsea right away, select START, or before beginning the game, select OPTIONS to change features of the game.

Press the D-Pad LEFT or RIGHT to highlight a mode, and press Start or Button A or C to select.

Game Options

The Options screen has two sections, the Option section and the Sound section. When you bring up the Option screen, the Option section is automatically accessed. Press the Right Shift Button to access the Sound section, and the Left Shift Button to return to the Option section. You can access both sections as many times as desired. Press the D-Pad UP or DOWN to highlight an option, and LEFT or RIGHT to change the option.

Option Section



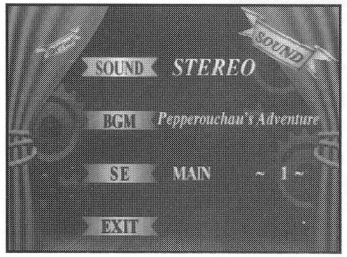
LEVEL
Set the game's difficulty level (TRAINING, NORMAL, or HARD).

Note: In Training Mode you cannot completely finish the game.

PLAYER
Choose from three to six Tries (for an explanation of Tries, see the next page).

CONTROL
Select one of two button configurations.

Sound Section



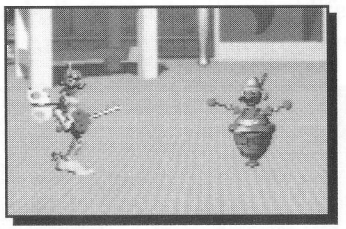
SOUND
Select either STEREO or MONO.

BGM
Listen to any of the game's background music tracks. Press Button A or C to play a track, and Button B to stop.

SE
Press Button A or C to play any of the game's sound effects.

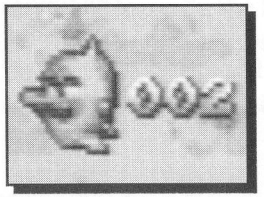
When finished, press Button A, B or C when EXIT is highlighted, or Start at any time to return to the Mode Select screen.

Let the Quest Begin!



You will travel through many places in your search for Chelsea. Remember that you need to move fast through each place to find Chelsea by dawn. Each scene has a time limit of 5 minutes (except in Hard Mode where there is a time limit of 4 minutes). If you are not finished with the scene in that amount of time, you lose a Try and start back at the beginning of the scene.

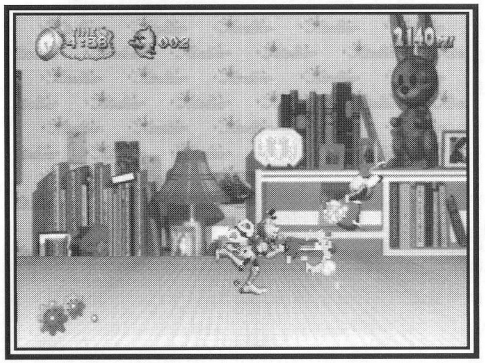
Tries



You start the game with three Tries, each Try allowing three Hits. If you are hit by another toy, or touch something dangerous, you lose a Hit. If all of your Hits are lost, you use a Try and start back at the beginning of the scene. Failure to finish a scene within the time limit, or falling off the screen also costs a Try, so watch both the clock and your step!

Note: The number of Tries you start a game with can be changed (see *Game Options,* page 7). The maximum number of Hits you have for a Try can also change (see *Paladin's Power-ups,* page 12).

Game Screen



(1) Time Remaining — The time you currently have to complete the scene.

(2) Tries Remaining — The number of Tries you currently have. When you lose your last Try, the Continue screen appears (see *Continue Screen,* page 16).

(3) Score — Your current score.

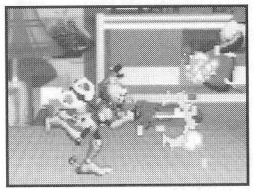
(4) Hits Remaining — Your current number of Hits. Each gear represents a Hit.

Sir Pepperouchau's Moves

You have trained hard all of your mechanical life to protect toyland. Now is your chance to prove that you can!

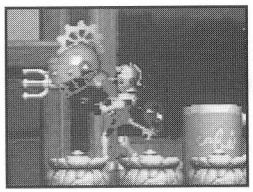
Note: References to "Attack Button" and "Jump Button" are based on the button configuration you have selected (see *Game Options,* page 6).

Key Lunge



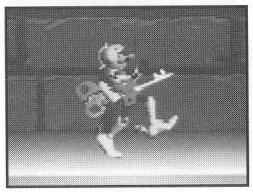
Press the Attack Button to attack your foes with your trusty key. Press repeatedly when fighting stronger machines (and to open boxes—see page 11).

Throw Foe



To throw a stunned villain (and some objects), press and hold the Attack Button, then walk towards the villain or object to pick it up. Face other enemy toys and release the Attack Button. Watch the shattered parts go flying!

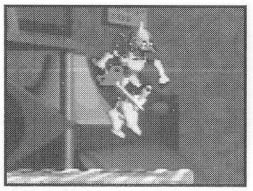
Knight Sprint



Tap the D-Pad LEFT or RIGHT twice and hold to sprint. To stop sprinting, release the D-Pad. You can perform a Key Lunge while sprinting by tapping the Attack Button.

Jump

There are three kinds of jumps that you can perform in this game.



Regular Jump

Press the Jump Button, and use the D-Pad to direct your jump. The longer you hold the Jump Button, the higher and farther you leap.

Paladin Leap

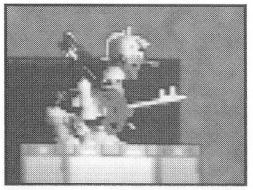
Sometimes you need a little extra to jump clear of danger. Press the Jump Button while running to get a longer jump.

Spring Jump

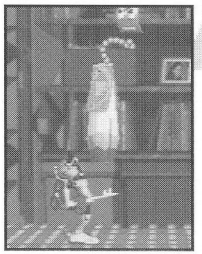
If you find a spring, hop on and go for a ride! Press the Jump Button when Pepperouchau touches the bottom of the spring to reach distant targets.

Crouch (or Look Down)

There are three reasons to do this: to avoid low-hanging beams and low-flying enemies by crouching, or to look to see what surprises might be waiting for you below. Press the D-Pad DOWN to do this maneuver.

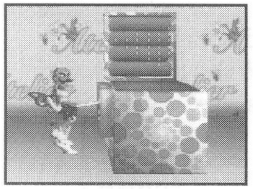


Look Up



You can also look up to see what surprises might be lurking above. Press the D-Pad UP.

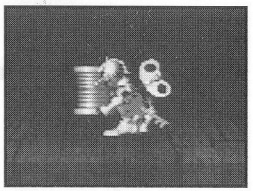
Open Box



Your key can be used to attack, but it also is used to open boxes. Insert your key into the lock and open the box lid by pressing the Attack Button repeatedly.

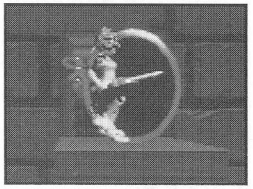
Place Item

You might need to place an item on the floor during the game. Press and hold the Attack Button and walk to the item to pick it up, then release as you press the D-Pad DOWN.

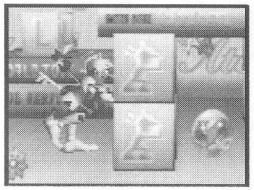


Enter Pipe

Press the D-Pad UP while in front of a pipe to enter it.



Push Object



Pepperouchau can push certain objects. Press and hold the D-Pad in the direction of an object to push it.

Pull Object

To pull an object walk up to one and press and hold the Attack Button. With the Attack Button pressed, press the D-Pad away from the object. Look hard for these rare treasures!

Key Grab

What do you do when you want an item but you can't get to it? Press the Attack Button. If the key touches it, it's yours!

Paladin's Power-ups

There are many magical items throughout the house. Take the time to acquire them, as they can greatly aid you on your adventure.

Keys



Keys restore lost Hits and sometimes add additional Hits.

Gold Key

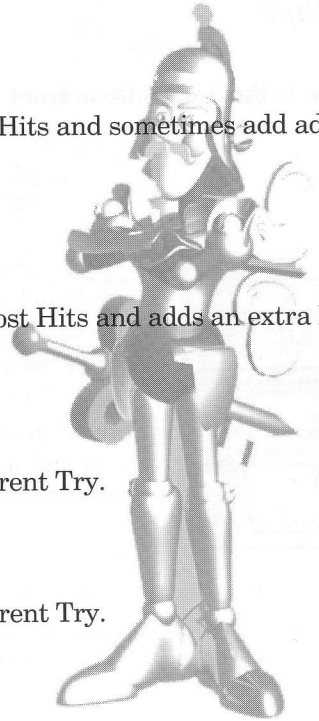
Each one you find restores all lost Hits and adds an extra Hit to your current Try.

Silver Key

Restores all lost Hits to the current Try.

Bronze Key

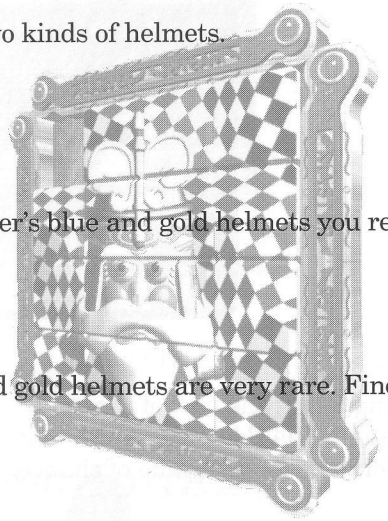
Restores one lost Hit to the current Try.



Helmets



There are two kinds of helmets.



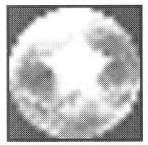
Oneon's Helmet

If you find one of your father's blue and gold helmets you receive an extra Try.

Garluch's Helmet

Your grandfather's red and gold helmets are very rare. Find one and receive three Tries.

Pa Zur's Sphere



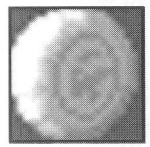
Pa Zur the Sage made these. Find one and no evil toys can harm you (for a short time). But watch out, because you can still be smashed by heavy machinery or fall off of the screen.

Time Bonus



Each of these small clocks adds five seconds to your Time Remaining.

Imperial Crown



These can be used either in the Soltia Roulette bonus game (see next page) or in the Continue screen (see page 16).

Care for a Try?



After completing one part of the house, you are invited to try your luck in the Soltia Roulette bonus stage. The enchanting perfume bottle Soltia hosts this game of chance.

Soltia appears and explains the rules of the game to you. Press Button A, B or C to advance through the text.

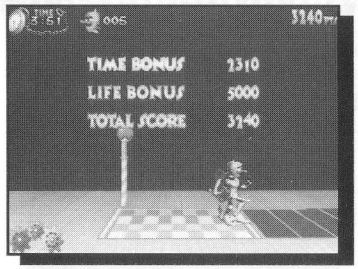
After the explanation, press Button A, B, or C. You are given one of four choices: enter the game requiring 5, 10 or 15 Imperial Crowns to join, or quit the bonus stage.

Press the D-Pad to highlight your choice. Press Button A, B or C to select. The more you pay to enter a game, the better your chances of winning.

After the treasure boxes stop spinning, press the D-Pad LEFT or RIGHT to highlight your choice. Press Button A or C to open the box. Did you win anything?

If you did, you are given a choice: play double or nothing, or take the treasure and end the current game.

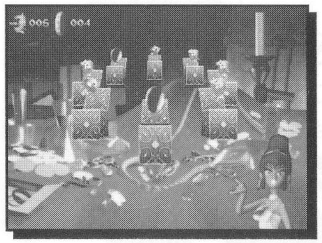
If you try to double your earnings, you don't have to pay another entrance fee to play. Yet, your treasure is lost if you lose. If you take your treasure but want to play a new game, you will need to pay again. Press the D-Pad LEFT or RIGHT, and press Button A or C to choose whether you will play again or not.



You can continue to play the bonus game as long as you have enough Imperial Crowns to do so.

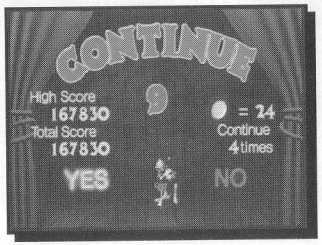
Note: If you have not collected enough Imperial Crowns, this bonus game does not appear.

Score Screen



TIME BONUS	The more Time Remaining you have when you finish a scene, the higher the time bonus you receive.
LIFE BONUS	The more difficult the game, and the less damage you've taken when you finish a scene, the higher this bonus is.
TOTAL SCORE	Your current score for all the completed scenes.

Continue Screen



After losing your last Try, either the Game Over screen or the Continue screen appears.

If you still have at least 20 Imperial Crowns when you lose your last Try, the Continue screen appears. Press the D-Pad LEFT or RIGHT and press Button A, B or C or Start to select YES to continue the game, or NO to end the game. Each time you continue the game 20 Imperial Crowns are used. You start from the part of toyland where you lost your last Try.

Sir Garluch's Tips

- Learn to use all of your moves. You need every one sooner or later.
- If you come across a key but your Hit count is already full, leave it. You can always go back to it later when it is needed.
- If you reach the end of the scene with a lot of time remaining, go back and look for treasure you might have missed. What you find may be worth more than the points you receive for the Time Bonus. Just don't get lost.
- Try to keep at least 20 Imperial Crowns at all times. Though its tempting to spend all you have to win big prizes in Soltia's Roulette, if you reach a difficult part of the game and have no crowns left to continue with, the game is over.
- Look for secret passageways and hidden rooms. It's well worth the effort.

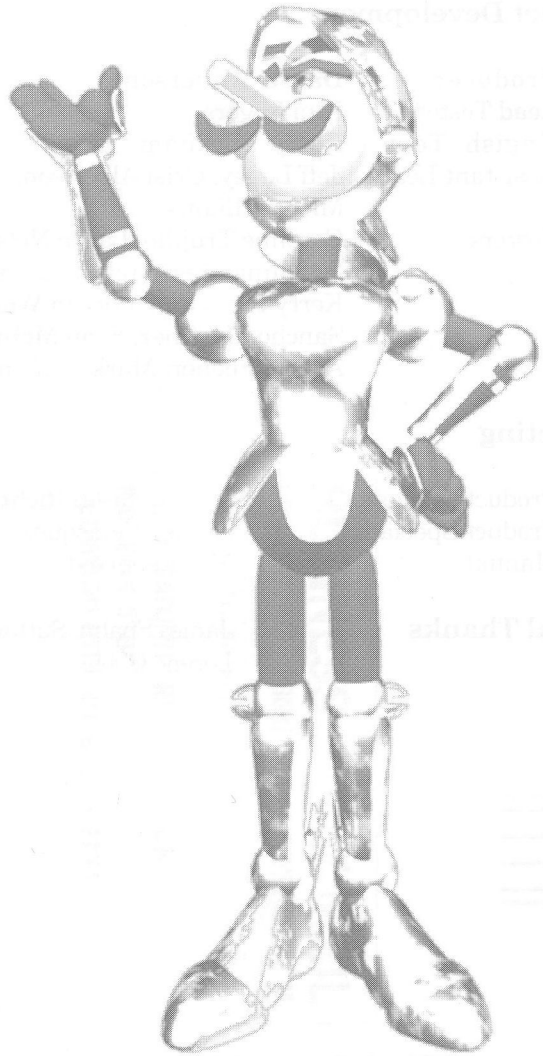
Honorable Knights

Name	Score	Area Reached

Honorable Knights

Name	Score	Area Reached

Game Notes



Credits

Sega of America

Product Development

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Lead Tester	Kim Rogers
Engish Text	Kerry Kirkham
Assistant Leads	Jeff Loney, Crisi Albertson, Mike Williams
Testers	Caroline Trujillo, Lance Nelson, Jeff Junio, Fernando Valderrama, Kerry Kirkham, Morgan Weiss, Sancho Martinez, Sean McInnes, Arnold Feener, Mark Griffen

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Product Manager	Sarah Mason Richmond
Product Specialist	Nemer Velasquez
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Special Thanks

James Spahn, Sutton Trout, Lorene Goble

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To receive U.S. warranty service, call the Sega Consumer Service Department at this number: 1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number: 1-800-872-7342

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REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

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REGISTRATION CARD

SEGA™

The following information applies to the primary player

First name

Last name

Address

City

State | Zip code | Telephone

Date product purchased: Month/Year / | Gender Ⓜ Ⓕ | Age

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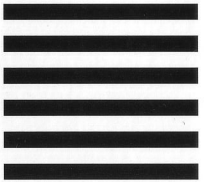
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