

ACTIVATOR™ INSTRUCTION GUIDE

SEGA™

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GAME PLAY ASSISTANCE AND INFORMATION

For expert game play assistance or information on other great Sega products, call the Sega experts at:

1-415-591-PLAY
7 days a week, 9 am - 6 pm Pacific time

IF YOU NEED HELP

If you have difficulty operating your Activator, first check the Activator Tips section on pages 15-16. If you can't resolve the problem, call the Sega Consumer Service Department at:

1-800-USA-SEGA (U.S.)
1-800-872-7342 (Canada)
7 days a week, 9 am - 6 pm Pacific time

EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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. Consult your owner's manual before playing video games on your projection television.

NTSC WARNING

Operates only with NTSC televisions, Genesis and Sega CD systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions, Genesis or Sega CD systems.

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JUMP INTO THE GAME!

Activator gives you total body control when you play Genesis games. Your hands, feet, legs and arms become the ultimate controllers. What a way to play!

Check out these excellent Activator features:

- Every punch, kick and move you make instantly transforms into an action on screen.
- You can perform all regular game moves, plus hundreds of combination moves. You can even discover new moves that are not possible with ordinary controllers.
- With two Activators, you and your friends can team up or go head-to-head for hot action two-player games.
- The Activator plays all Genesis games, old and new, and replaces all standard controllers.
- You can assemble the Activator in minutes, without special tools or extra parts.
- The Activator plugs directly into the Genesis and an AC outlet and needs no batteries.



BEFORE YOU START

UNPACKING CHECKLIST

When you unpack your Activator, check off its components on this list to make sure you've received everything you need:

- 8 Activator Panels
(7 Standard Panels + 1 Master Panel. The Master Panel has an ON/OFF switch, LED and 2 ports for connection to the Genesis and AC power.)
- Controller Cable
- AC Adaptor
- Activator Instruction Guide* (this book)
- Activator Game Guide*

If anything is missing, please call Sega Consumer Service at:

1-800-USA-SEGA (U.S.)
1-800-872-7342 (Canada)

CHOOSING A LOCATION

The Activator needs plenty of room in order to give you the best gameplay. Before setting it up, you may want to move your Genesis system to a more open location. Follow the suggestions below to choose the best spot for your Activator/Genesis setup:

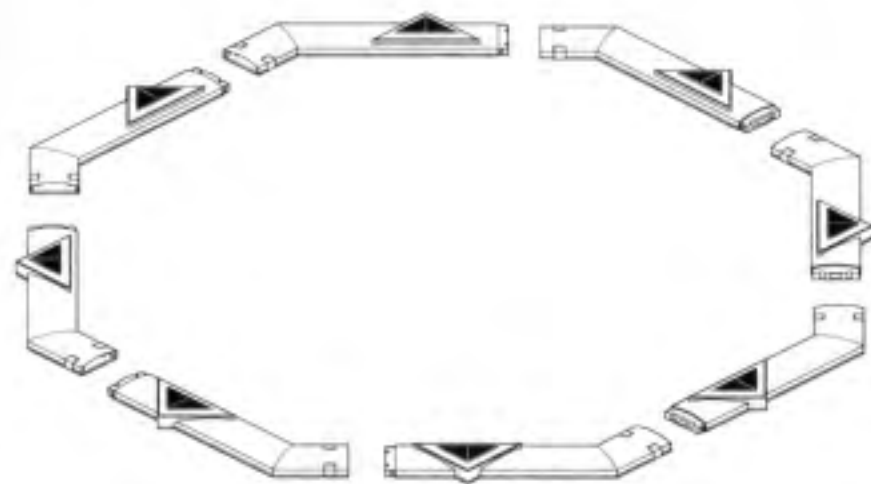
- Choose a room with a flat, white, reflective ceiling, 8 to 12 feet high. (The Activator may not be as responsive if the ceiling height exceeds 15 feet.) Do not select a room with an angled or "cathedral" ceiling.
- Make sure the room has a constant light source, such as natural light or floor lamps. Do not use the Activator in a room with fluorescent lighting.
- Position the Activator on the floor, from 3 to 5 feet away from your Genesis and TV or monitor, with plenty of clear space around the Activator for you to move around.
- When setting up two Activators, allow 3 to 5 feet between the Activators, with both units at a distance of at least 3 feet from your Genesis.
- Please remember: the Activator is for indoor use only.

SETTING UP YOUR ACTIVATOR

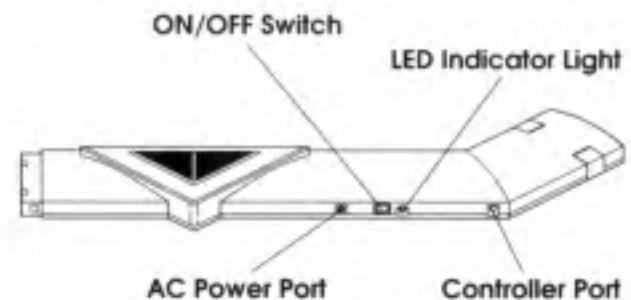
CONNECTING THE PANELS

1. Unpack the Activator near your Sega Genesis system.
2. Lay out the Activator panels on the floor to form a loose octagon. Turn each panel so that the triangle faces up.

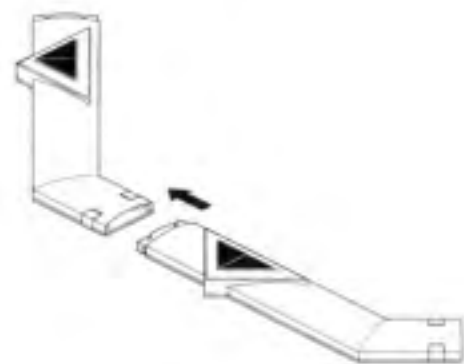
THE PANELS CAN BE ARRANGED IN ANY ORDER.



3. Place the Master Panel facing the Genesis. The Master Panel has an ON/OFF switch, LED indicator light and 2 ports, one for the controller cable and the other for the AC power cable.



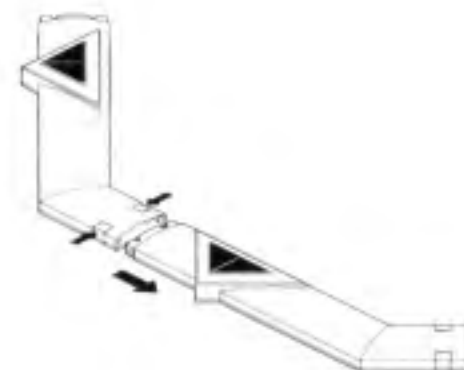
4. Connect the panels. To do that, fit the tabs on the short end of one panel into the matching sockets on the long end of another panel. Push the panels together until the tabs snap into place.



5. Continue connecting all the panels to form an unbroken octagon.

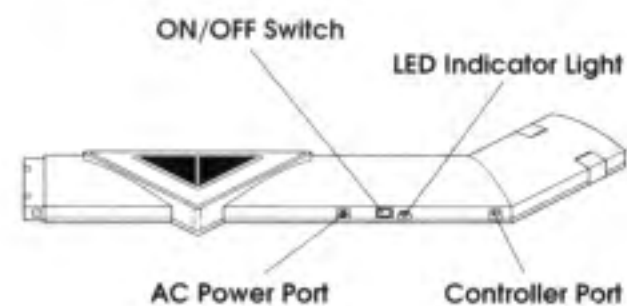
DISCONNECTING THE PANELS

1. Make sure the Activator's power switch is turned OFF.
2. Locate the 2 buttons on the top of the panel, near the tabs.
3. Press the buttons with your thumb and first finger. The tabs will disengage from their sockets.
4. Gently separate the panels.



CONNECTING THE ACTIVATOR TO THE GENESIS

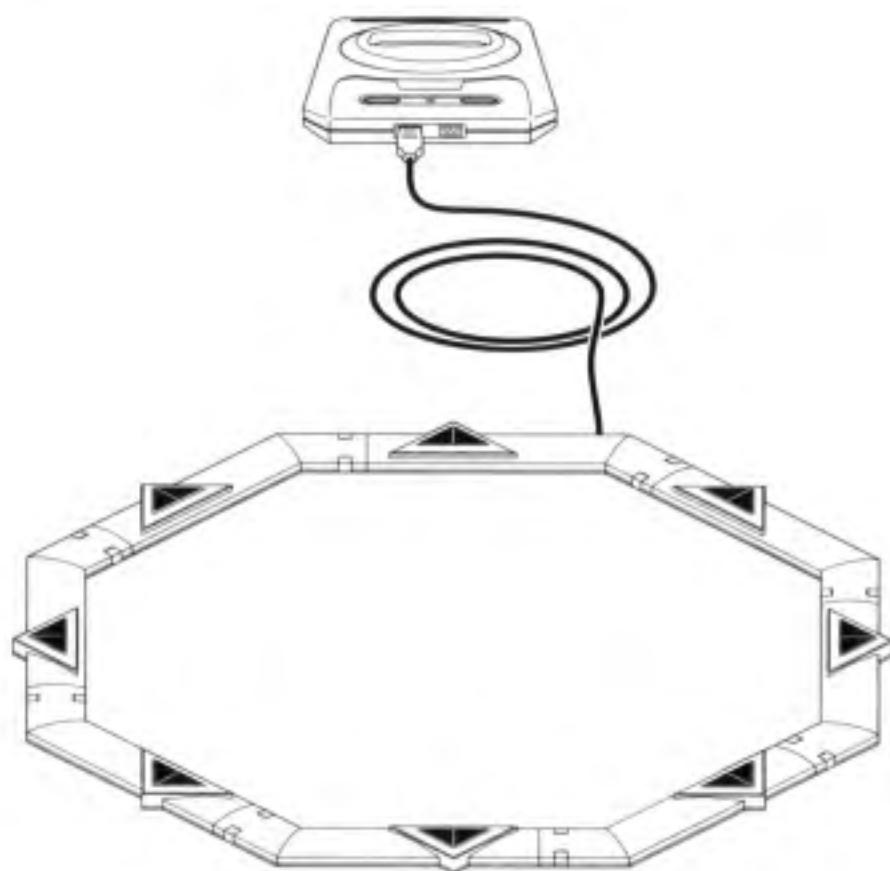
1. Locate the Master Panel on the Activator. The Master Panel has 2 connector ports: one for the Controller Cable and the other for the AC Adaptor.



2. Turn the Activator so that the Master Panel faces your TV or monitor and Genesis console.
3. Plug one end of the Controller Cable into the Control Port on the Master Panel. Plug the other end into **Control Port 1** on the Genesis.
4. Connect the AC Adaptor to its port on the Master Panel. Connect the other end to a power source such as a wall outlet or power strip.

5. Make sure the Activator is positioned from 3 to 5 feet away from your Genesis and TV or monitor.

Note: Use the Genesis Control Pad Extension Cord (sold separately) to extend the Activator's Controller Cable by an additional 6 feet.

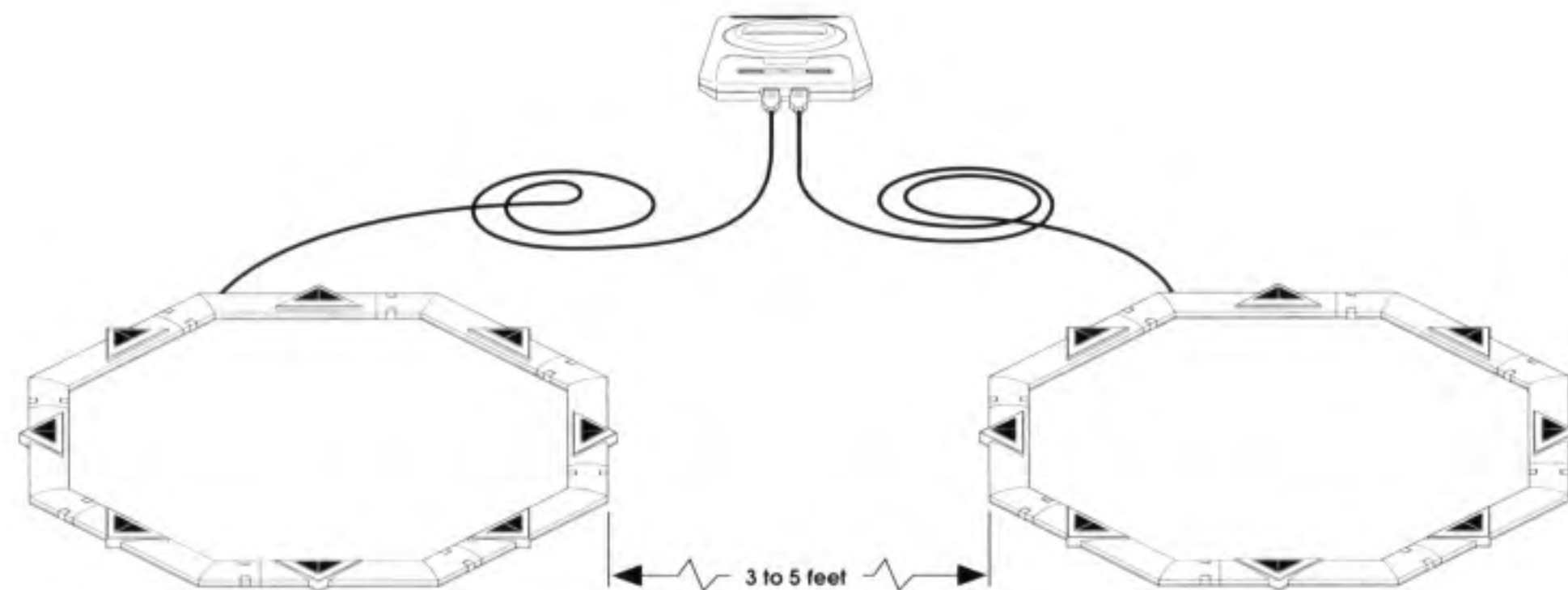


CONNECTING A SECOND ACTIVATOR

1. Assemble a second Activator (see page 4).
2. Plug one end of the Controller Cable into the Control Port on the Master Panel. Plug the other end into **Control Port 2** on the Genesis.
3. Connect the AC Adaptor to its port on the Master Panel. Connect the other end to a power source such as a wall outlet or power strip.

4. Position the Activator on the floor, from 3 to 5 feet away from the Genesis, and from 3 to 5 feet away from the other Activator. Doing this ensures that the players and the Activators will not interfere with each other during play.

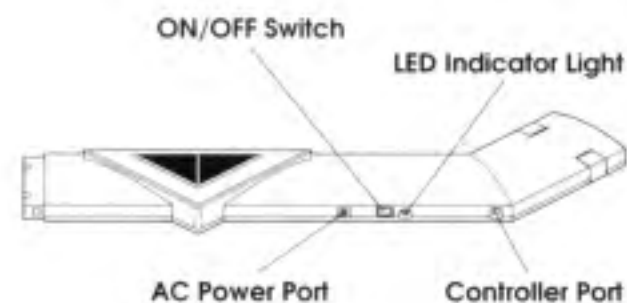
Note: You don't need a second Activator to enjoy your two-player games. One player can use the Activator and the other player can use another control pad.



POWERING THE ACTIVATOR ON

1. Turn on the Activator by pushing the ON/OFF switch to the ON position.

Note: The LED indicator light will glow red when the Activator is ON.



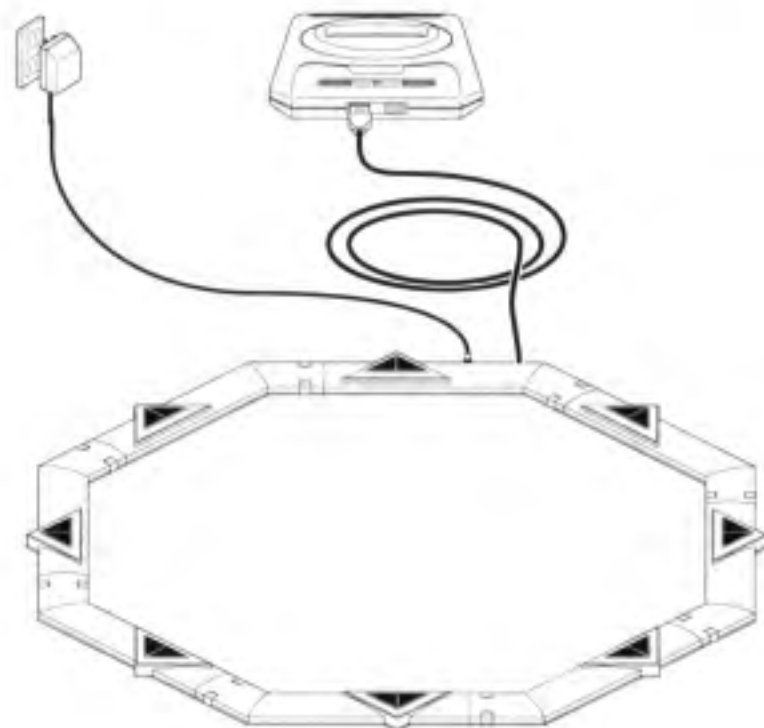
2. Insert a game cartridge into the Genesis console, and turn on the Genesis.

3. Let the Activator calibrate until the SEGA logo appears on screen. While calibrating, the Activator sends infrared beams upward to measure the height of the ceiling. **DURING THIS TIME, DO NOT TOUCH OR CROSS OVER THE ACTIVATOR PANELS.**

Note: Calibration only occurs if both the Activator and the Genesis are ON. If the Genesis is OFF, the Activator will not calibrate.

4. As soon as the Activator calibrates, it's ready to play!

Note: Recalibrate the Activator whenever the light changes in the room you're playing in (for instance, when you turn on the overhead lights). You can recalibrate the Activator by turning its power switch OFF and then ON, or by turning the Genesis OFF and then ON.



IMPORTANT NOTE: IN ORDER TO WORK CORRECTLY, THE ACTIVATOR NEEDS TO CALIBRATE FOR 5 TO 10 SECONDS WITHOUT INTERRUPTION EACH TIME IT IS POWERED ON.

POWERING THE ACTIVATOR OFF

Turn the Activator's power switch OFF, or unplug the Activator from the power source to turn it OFF.

Always unplug the Activator when you're not using it.

STORING THE ACTIVATOR

Save the Activator package and use it as a storage unit for your Activator.

USING THE ACTIVATOR

HOW THE ACTIVATOR WORKS

When the Activator is ON, its panels fire continuous infrared beams through the lenses toward the ceiling. The beams bounce off the ceiling, and the Activator picks them up as they return.

You stand inside the Activator and break the beams with a variety of moves. You can break the beams at a low level, near the floor, by kicking or sweeping your feet over the Activator panels. You can break the beams higher up, at about chest height, with punches, elbow jabs and high kicks.

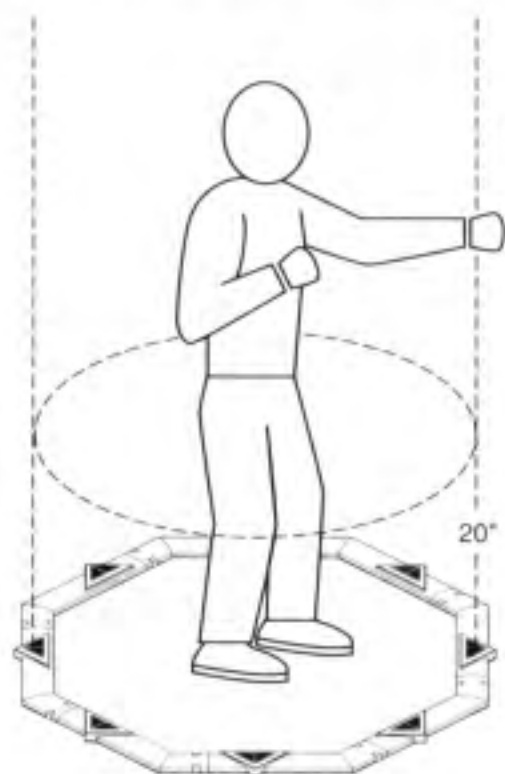
Low Beam Break,
from the triangles to 20" above them



When you break the beams, they reflect off your body instead of the ceiling. The Activator "reads" your actions and sends signals to the Genesis to indicate high or low beam breaks. With the speed of light, your "beam breaks" are instantly transformed into game actions.

Note: You may be able to customize some games by selecting the height for the top of the low beam break and the bottom of the high beam break. For full information, please see the instruction manuals for individual games.

High Beam Break,
20" or higher above the triangles.



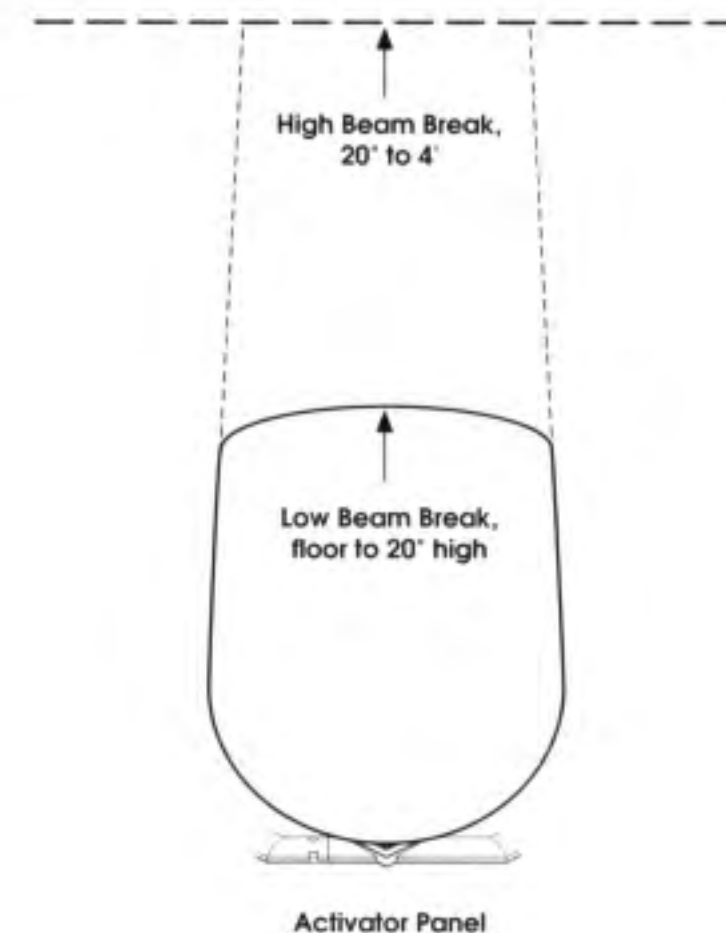
BREAKING THE BEAMS

The Activator panel you move over and the height at which you break its beam determine the actions you perform in the game.

Note: The Master Panel must always face your TV or monitor and Genesis System. The other panels can be connected to the Master Panel in any order.

- Always kick or punch over the triangles that contain the lenses and lens covers on the Activator panels, to be sure of breaking the infrared beams.
- Break the beams at a low level by kicking over the panels from the triangles to 20 inches above them.
- Break the beams at a high level by punching over the panels with your hands at about chest height, at least 20 inches above the triangles or higher.
- Sometimes, breaking the beam at either a high or low level performs the same action, depending on the game you're playing.

Note: For best results, wear light-colored socks or shoes with light-colored soles when playing with the Activator.



ACTIVATOR GAME CONTROLS

GENERAL CONTROLS

With the Activator, you can perform all the game moves in almost any Genesis game. The Activator's panels take the place of the buttons and D-Pad on a standard controller.

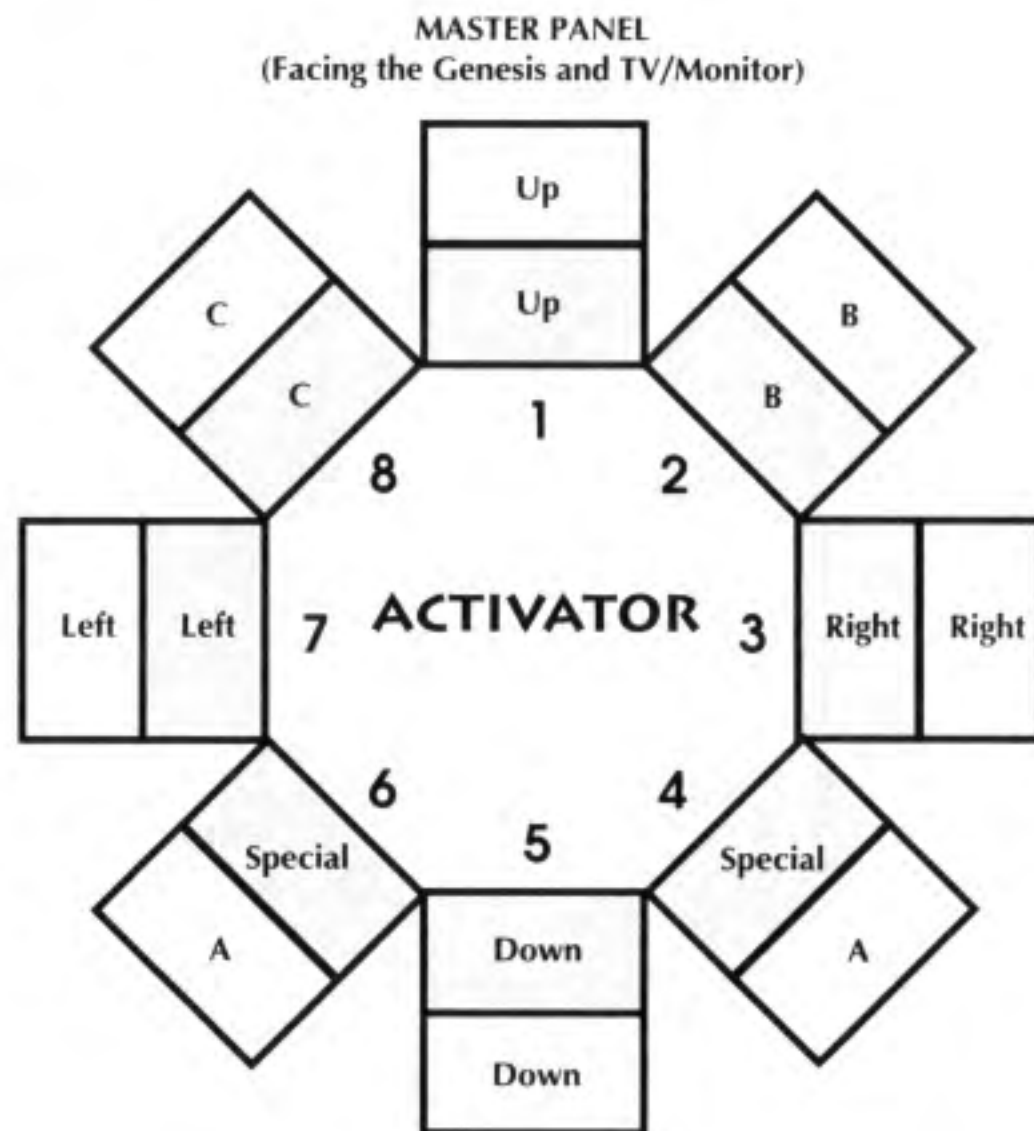
Look at the picture model of the Activator at the right. It shows the general controls that work for all Genesis games (unless specified differently in a particular game's instruction manual).

In the model:

- The panels are numbered clockwise from 1 through 8, starting with the Master Panel facing your Genesis and TV or monitor.

Note: The numbers are for illustration purposes only. The actual panels on the Activator are not numbered, and can be connected in any order.

- The rectangles represent the beams that are fired by the Activator's panels.
- The low part of the beam, toward the inside of the Activator, is shaded. Use your feet, knees, legs and hips for these controls.



- The high part of the beam is not shaded. Use your hands, arms, shoulders and head for these controls.
- Panels 1, 3, 5 and 7 act as the D-Pad on a standard controller. Break the beams on two of the panels together for diagonal moves.
- Panels 4 and 6 are Button A. Break the beams on these panels at the same time to start, pause or resume a game.
- Panel 2 is Button B.
- Panel 8 is Button C.

COMBINATION MOVES

The Activator is at its best when you're doing combination moves like flying jump kicks and spinning back flips. You achieve these moves by breaking multiple beams at once, or in specific combinations.

Now you can really get into the game! You'll feel like you ARE the game characters as you make them do head butts, shoulder smashes and backhand punches!

The general combination moves for all games are:

Start ~-4 + 6 (A + A)

Rapid Attack Right or Diagonal Right ~-1 + 3 (Up + Right)

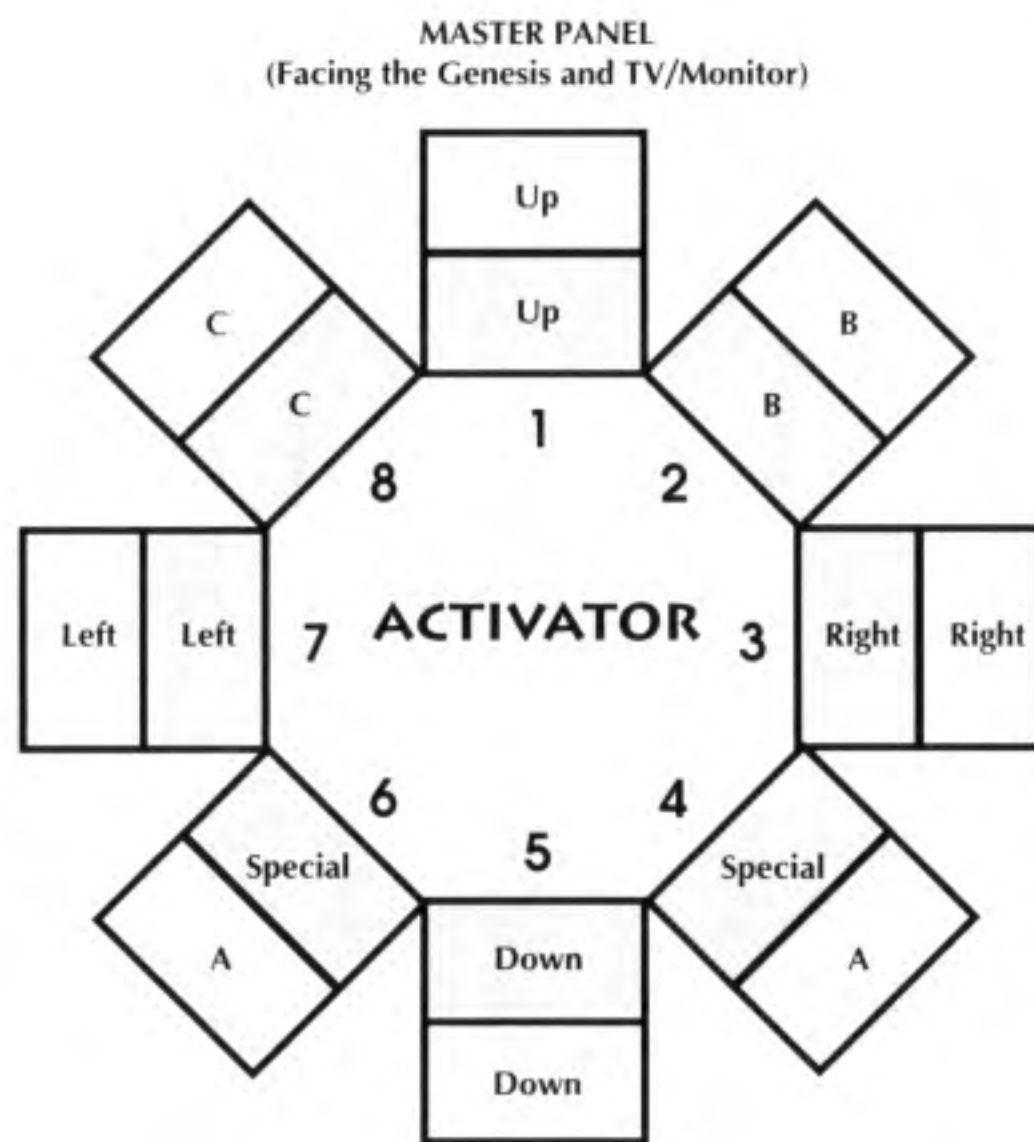
Rapid Attack Left or Diagonal Left ~-1 + 7 (Up + Left)

Down Diagonal Right ~-5 + 3 (Down + Right)

Down Diagonal Left ~-5 + 7 (Down + Left)

Pause/Resume ~-4 + 6 (A + A)

Your *Activator Game Guide* gives you the controls for many exciting Genesis hits, both classics and hot new titles. Check it out!



DO . . .

- Use the Activator in a room with a flat, light-colored, reflective ceiling, 8 to 12 feet high.
- Make sure the room has a constant light source, such as natural light, floor lamps or overhead lighting (no fluorescent lighting).
- Position the Activator from 3 to 5 feet away from your Genesis System.
- Make sure the Master Panel is facing the Genesis and your TV or monitor.
- Position two Activators 3 to 5 feet from each other and from the Genesis during two-player games.
- Check the tabs on connected panels to make sure they are correctly and securely in place.
- Turn on the Activator first, and then turn on the Genesis.
- Let the Activator calibrate for 5 to 10 seconds **without interruption** when you power it ON.
- Operate the Activator with your arms, hands, legs and feet for the best game play.
- Wear white or light-colored socks or shoes with light-colored soles for the best results.
- If the light changes, recalibrate the Activator by following the instructions on page 8.
- Disconnect the Activator from AC power when you're not using it.
- Gently disconnect the panels to avoid damaging the tabs when you put the Activator away.
- Store the Activator in its package for safekeeping.

DON'T . . .

- Use the Activator in a room with a skylight, or with a low or vaulted ceiling.
- Use the Activator in a room with fluorescent lighting.
- Wear shoes with dark soles or hard or sharp heels when playing with the Activator.
- Step on the Activator panels.

ACTIVATOR HOTLINE

1-800-USA-SEGA (U.S.)

1-800-872-7342 (Canada)

7 days a week, 9 am - 6 pm Pacific time

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Activator and all component parts shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Sega will repair or replace the defective system 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 causes not related to defective materials or workmanship. Additionally, this warranty shall not be valid if the serial number of the Activator has been altered, defaced or removed in any way.

Please retain your dated sales receipt to easily establish the date of purchase for in-warranty repairs. To receive U.S. warranty service, call Sega U.S. Consumer Service at:

1-800-USA-SEGA

To receive Canadian warranty service, call Sega Canadian Consumer Service at:

1-800-872-7342

PLEASE CALL FIRST FOR REPAIR INFORMATION. The cost of returning the system to Sega's Service Center shall be paid by the purchaser.

DO NOT RETURN YOUR ACTIVATOR TO THE RETAIL SELLER.

REPAIRS AFTER EXPIRATION OF LIMITED WARRANTY

If your Activator requires repairs after termination of the 90-day limited warranty period, you may contact Sega Consumer Service 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 system 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 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this 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.

FCC WARNING

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential setting. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by using one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the Activator and the receiver.
- Connect the Activator into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.

CAUTION!

Please note that changes or modifications not expressly approved by the party responsible for FCC compliance may void the user's authority to operate the equipment. Please check with the manufacturer prior to effecting any changes or modifications to the Activator. Please also note that the Activator connecting cable which is attached is made of shielded wire. If a cable other than that supplied with this Activator is used, there is the possibility of violating FCC emission limits. Such change or modification of the Activator is prohibited as per the previous warning. Therefore, use the attached shielded cable when setting up and using the Activator.

If necessary, consult the dealer or an experienced radio/television technician for additional suggestions. You may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.