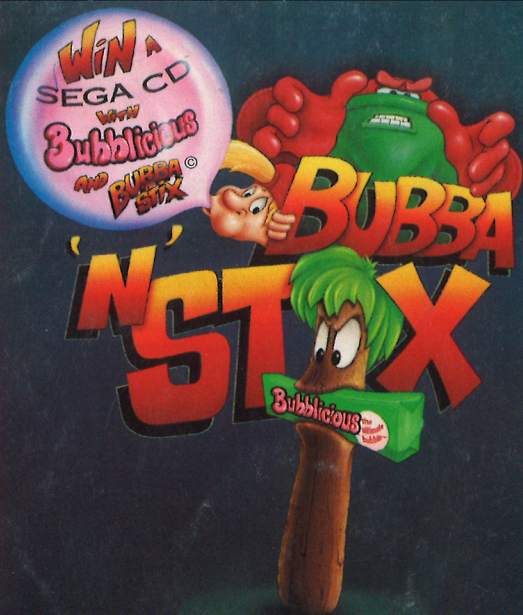


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A STRATEGY ADVENTURE

INSTRUCTION MANUAL



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**WARNING: READ BEFORE USING YOUR
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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 previously 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.



This official seal is your assurance that this product meets the highest quality standards of SEGA™.

Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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Welcome Earthling!

Join Bubba and his faithful sidekick Stix as they fight a cast of thousands of wacky aliens in their attempt to get back home. The aliens needed a star attraction for their zoo and unfortunately for Bubba 'N' Stix, they're it.

Luckily our heroes managed to escape when the alien's ship crash landed on a strange planet. Now they've found themselves on an uncharted planet and there's no telling what will happen next.

Help Bubba stay out of the clutches of the evil aliens, and at the same time prevent an invasion of Earth!

You've got only one thing going for you. Stix has the answers to many of the mind-bending tricks and traps that you'll encounter along the way. Stix can also help by bonking aliens, acting as a pry bar, a platform, or a snorkel, plus much, much more.

Will our intrepid heroes ever get back home or will they become the next star attraction at Urfunkel T. Floop's Theme Park and Zoo? Can you help them stop a balloon animal invasion from conquering known space? Can Bubba smuggle Stix through customs without getting caught? Most importantly, will Bubba remember where he left his towel?

The answers to these questions and more await you inside...

Starting Up

- 1) Set up your Sega Genesis System as described in its instruction manual.
- 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 will appear.
- 4) Press the Start Button on the Genesis Control Pad to advance past the title sequence and begin play.
- 5) If the Title Screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and that the cartridge is properly inserted. Then turn the power switch ON again.

Important: Be sure that the Console is turned OFF when inserting or removing your Sega Genesis Cartridge.

Note: This game is for one player only.

HANDLING YOUR CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the SEGA™ GENESIS™ SYSTEM.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight, near a radiator or near other sources of heat.

Be sure to take an occasional recess during extended play to rest yourself and the Sega Cartridge.

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.



Begin Your Mission

Once you start BUBBA 'N' STIX, the Core Design and Sega logos should appear, followed by the BUBBA 'N' STIX Title Screen. If you wait a moment, you'll see a short demonstration of the game. You may want to watch the demo to gain some valuable hints about BUBBA 'N' STIX's game play. Press the Start Button at any time to skip this screen and go straight to the Selection Screen.

At the Selection Screen, you have the choice of starting a New Game, entering a Password to continue a previous game, or going to the Option Screen to change the game's settings. Use the D-Button (Directional Button on your joypad) to move up or down the list of options. Press the Start Button to make your selection.



Passwords: Upon successful completion of a level, you will be given a password. To use this password, select the Password Option from the Selection Screen and then enter the password. This allows you to skip to the last level you've completed.

To change the password, push Left or Right to move along the letters then push Up or Down on the D-Button to change the selected letters. When you think you've entered the password correctly, press the Start Button to automatically start the level that corresponds to the password you've entered.

Pressing the C- Button at any time while in the password Selection Screen will set all the letters back to 1 (default for Level 1). Pressing Button A at any time will reset you to the last valid password entered.

Options: The Options Screen allows you to change the basic setup of the game. There are four main options to choose from:

- 1) Adjust the number of lives you start the game with.
- 2) Adjust the button assignments on your Control Pad.
- 3) Go to the music/sound effects preview screen.
- 4) Exit Options Screen.



Lives: By pressing the D-Button Left or Right, you can select 3, 4, 5, or 6 lives to begin your game.

Controls: Use the D-Button Left or Right to step through Stix's moves and Bubba's Run and Jump buttons. When you're on the desired button, press the D-Button Up or Down to reassign it.

Sound Test: Use the D-Button Left or Right to choose whether you want to preview the music or sound effects. Use Up or Down on the D-Button to select the item number you'd like to hear, then press the A, B, or C Button to hear the preview. Pressing the Start Button takes you back to the Selection Screen.

Exit: After the desired options have been selected, exit to return to the Selection Screen.

It's the Way You Move...

Start Button: Use it to start the game. In mid-game, this button can be used to pause the game. Play is then resumed by pressing it again.

A-Button: Use it to control the action of Stix. In general, pressing and releasing the A Button will make Bubba either poke or swipe Stix at an enemy. Holding down the A Button, however, causes Stix to be thrown. The action of Bubba will determine the direction in which Stix travels.

B-Button: Used exclusively to make Bubba jump. To perform a standard high jump, the B-Button must be pressed and released. To jump even higher, hold down the B-Button. Bubba can also jump further if he's running when the B-Button is pressed.

C-Button: While holding down the Right or Left buttons on the D-Pad, press the C-Button at any time to make Bubba break into a run.

D-Button (Direction Button) Left/Right: Used to control Bubba's direction of movement and Stix's attacks.

D-Button (Direction Button) Down: Used to make Bubba crouch down. If used simultaneously while pressing Left or Right, Bubba will crawl in the chosen direction.



Special Controls

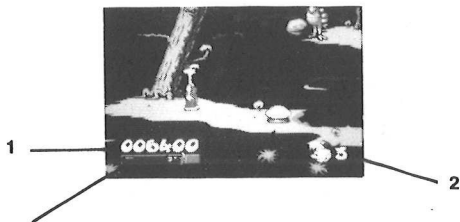
Stix can be used in a number of different ways, most of which you'll discover along the way. However, should you be faced with a cliff that is too high to jump onto or over, press Left or Right while facing the cliff, then press Button A to see what happens.

Stix on Your Side

Bubba can stick Stix into walls etc. to help him bound onto or over tall obstacles; Stix may then be left behind. Press Button A to make Stix return to Bubba's hand. Should Stix be left behind and is no longer visible on screen, or if he is out of Bubba's view, he'll fly back automatically to Bubba's side.

In the Deep End

When Bubba enters water, he can use Stix as a snorkel. By raising Stix above the water, Bubba can replenish his air supply. Simple joypad controls maneuver Bubba while he's swimming. However, Bubba's movements are heavily influenced by the water's currents. If no control is applied while Bubba's underwater, he'll drift upwards.



Screen Display

Located around the Game Screen are a number of indicators that display information relevant to the game.

1. Score Indicator: The Score Indicator shows your current score awarded for collecting certain bonuses during the game.

2. Lives/Air Supply: Bubba's lives and air supply are displayed as an icon of the main character's face. Next to Bubba's face is the number of lives he has left to play. The face icon will also double as an air supply meter when Bubba enters the water. Bubba's face will become increasingly blue as his air supply runs out.

3. Vitality: Vitality is displayed as an icon of Bubba's trusty companion, Stix, which depletes every time you take a hit.

The Good, the Bad, and the Collectibles



EXTRA LIFE



VARIOUS MONSTERS



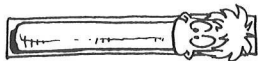
VITALITY REPLENISHER



ER . . . SMALL BLOB THINGS . . .
(THEY GAIN YOU TIME IN THE BONUS
ROOMS)



CHECKPOINT BONUS



HEALTH BAR

Bonus Points: Collect small monsters in different colors and shapes to rack up bonus points. Collect enough points, and you can be warped into a Bonus Level.

Extra Lives: Extra lives appear as small blue aliens with the same hairstyle and hat as our goofy hero Bubba.

Vitality Replenishes: Extra vitality appears as small green monsters carrying medical cases. When collected, each alien replenishes one unit of vitality.

Checkpoint Bonuses: Checkpoint markers appear as small green monsters with light bulbs on their heads. In the unlikely event that you should die, you'll resume your game in the place where you last collected one of these monsters.

Credits

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BUBBA 'N' STIX TEAM

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Ted Hoff, Mike Klug, Susan Lusty, Mike Kruse,
Mitzi McGilvray, Dan Van Elderen, CJ Welch.



PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this Core Design, Inc. game, please call a **Tengen game counselor at (408) 433-3999** Monday through Friday from 8.30am - 5.00pm Pacific Time.



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Address all correspondence regarding this CORE DESIGN game to:
TENGEN Inc., Warranty Department, PO Box 360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your CORE DESIGN game cartridge develops problems after the 90-day warranty period, you may contact Tengen at 1-408-473-9400. If the Tengen customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Tengen. Return the defective game cartridge, freight prepaid, to Tengen at the address below. Enclose a check or money order for \$12.00, payable to "Tengen". Tengen will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the \$12.00 payment refunded.

**TENGEN Inc., 675 Sycamore Drive
Attn: Customer Service, Milpitas, CA 95035-0782**

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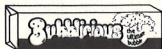


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