

PAFEROBOY 2TM



SEGA
GENESIS
ORIGINAL GAME SERIES



TENGEN

To order other great Tengen video game hits
with VISA or MasterCard, call toll-free:

1-800-2-TENGEN

(1-800-283-6436)



This official seal
is your assurance
that these
products meet 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.

This game is manufactured for play on the SEGA™ GENESIS™ SYSTEM.
Sega and Genesis are trademarks of Sega Enterprises, Ltd. Printed USA.

CONTENTS

Congratulations!	1
Game Controls	2
Quick Start	2
Game Select Screen	3
Playing the Game	3
Levels	4
Scoring	5

CONGRATULATIONS!

You have just purchased **PAPERBOY 2™** a premium quality **TENGEN** game for play on your Sega™ Genesis™ system. You remember the original arcade smash hit. Now you can deliver to a whole new bunch of zany subscribers. Get ready for countless hours of exceptional fun at home!

GAME CONTROLS

DIRECTIONAL PAD:

↑	Speeds up bike
↓	Slows down bike
→	Moves bike right
←	Moves bike left

BUTTONS:

START	Starts/Pauses/Continues game
A BUTTON	Throws papers left
B BUTTON	Throws papers right
C BUTTON	Jump



QUICK START

► To start the game:

1. Place your Paperboy 2 cartridge in your Sega Genesis.
2. Turn on your Sega Genesis.
3. Any time after the title screen appears, you can press the **A Button** or **Start** to advance to the Game Select Screen. (if no buttons are pressed, the game will go into demo mode)
4. Select your action figure, Paperboy or Papergirl by using the **A Button** on your controller.
5. Start peddling 'cause it's time to begin your paper route!

GAME SELECT SCREEN

After the title screen, you will see the Game Select Screen. Here you can choose your route and whether you would like to play Paperboy or Papergirl. You can cycle through the choices by using the ↑ or ↓ on your controller. Select the route option with the ↑ or ↓ arrow on your controller, then cycle through the available routes with the ← or →.

If you have two controllers plugged in, two people can play at once!

The Options selection will allow you to turn the music on or off, conduct a sound test (it's fun, try it!) or customize how you want the controller to work.

PLAYING THE GAME

When the game begins, a screen shows all the houses on your route. The houses that you must deliver to are yellow and the non-subscribers' are blue. Don't worry about memorizing this screen, because once you are on your route you'll know who to deliver to by the blue newspaper box and the red welcome mat in front of a subscriber's house.

The object of the game is to successfully deliver to all of your subscribers every day. A missed subscriber will cancel his subscription! Get the newspaper in the box or on the welcome mat to successfully make the delivery. You can get extra points by doing good deeds such as saving babies, or stopping robbers. Also collect bonus points by breaking non-subscriber's windows and flower pots. But be careful, subscribers will cancel if you damage their property!

LEVELS

The game has three "weeks" of seven days each (Monday through Sunday). Each route has 18-20 houses. If you miss or damage a subscriber's house, that subscriber will cancel. You can regain a canceled subscriber by successfully delivering to all subscribers on your route. This is a perfect delivery. If you have no canceled subscribers to regain, you will earn an extra life when you achieve a perfect delivery. You can have a maximum of nine lives at any one time.

If you can successfully complete a week, you will earn a promotion to a new route with fancier houses.

Week 1: 20 houses, a gas station and a market

Week 2: 18 houses, a gas station, a market, a carnival and a park

Week 3: 18 houses, a gas station, a market, a carnival, a park, a car dealer and a mall

Training Course: In addition, there is a bonus round training course at the end of each day. This training course will allow you to perfect your skills and gain extra points. Crashing in the training course will not cost you a life.

SCORING

The score indicator appears in the upper left hand corner of your screen. Line 1 shows your score and Line 2 the number of newspapers you have available. The upper right corner shows the number of lives you have remaining.

► Score points by hitting objects with newspapers!

General:	EASY ST.	MEDIUM RD.	HARD WAY
Subscriber's Doorstep	100 points	200 points	300 points
Mailbox	250 points	500 points	750 points

Good Deeds: 100 POINTS EACH

Rescue Baby Stroller
Catch Burglar
Stop Graffiti Guy
Hit Sewer Monster

Just For Fun:

100 POINTS EACH

Cars & Trucks	Man on Diving Board
Clowns	Old Folks on Porch
Dogs	Open Car Hood
Fat Lady	Pig
Flower Pots	Pig Roaster
Garbage Cans	Scarecrow
Garbage Man	Skateboarders
Gargoyle	Sunbather
Ghost	Tombstones
Kids Jumping Rope	Vacant Lot Kids
Kids Playing Basketball	Waiter
Lawn Mower	Windows
Limousine	Zombie

HANDLING THE SEGA™ GENESIS™ CARTRIDGE

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Do not leave game paused for a long period of time as the image may "burn" into the TV screen.

TENGEN 90-DAY LIMITED WARRANTY

TENGEN warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from date of purchase. TENGEN agrees to either repair or replace at its option, free of charge, any TENGEN software product. **Before any returns are accepted you must call our warranty department (408/473-9400) for a return authorization number.** You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NO BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL TENGEN BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this 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 limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all correspondence to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your game cartridge develops problems after the 90-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

**TO ORDER OTHER GREAT GAMES FROM TENGEN
CALL : 1-800-2-TENGEN (1-800-283-6436)**

PAPERBOY: TM Atari Games; licensed to Tengen, Inc. ©1984 Atari Games; © 1992 Tengen, Inc. All rights reserved.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No.1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

Patents: Japan No. 82-205605 (Pending);
U.S. Nos. 4,442,486/4,454,594/4,462,076;
Hong Kong No. 88-4302; Europe No. 80244;
Singapore No. 88-155; Canada No. 1,183,276

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 game or any of Tengen's games, please call a **Tengen game counselor** at **(408) 433-3999** Monday through Friday from 8:30AM - 6:00PM Pacific Time.

TENGEN

ARCADE HITS THAT HIT HOME

675 Sycamore Drive • Milpitas, CA 95035

"Sega" and "Genesis" are trademarks of Sega Enterprises, Ltd.
PAPERBOY2: TM Atari Games.; licensed to Tengen, Inc.
©1984 Atari Games; ©1992 Tengen, Inc. All rights reserved.

Printed in U.S.A.