

SEGA
GENESIS
16-BIT CARTRIDGE



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)

SEGA and Genesis are trademarks of SEGA. TAZ-MANIA, characters, names, and related
indicia are trademarks of Warner Bros. Inc. © 1992. © 1992 SEGA, 3375 Arden Road, Hayward,
CA 94545. All rights reserved. Printed in Japan.

672-0799

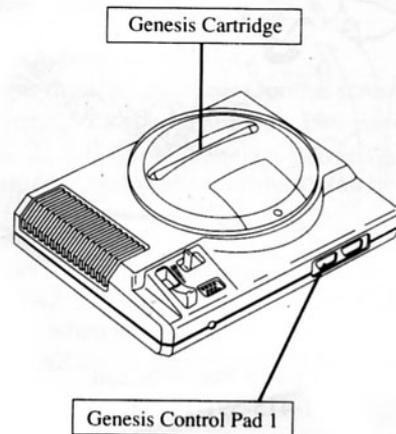
INSTRUCTION MANUAL

Starting Up

1. Set up the Genesis System and plug in Control Pad 1. (*TAZ-MANIA* is for one player only.)
2. Make sure the power switch is OFF. Then insert the *TAZ-MANIA* cartridge into the console and press it down **firmly**.
3. Turn the power switch ON. In a few moments the Sega screen will appear.
4. Press **Start** when the Title screen appears.

Important:

- If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis System is set up correctly and the cartridge is **firmly** inserted in the console. If the system is connected to a TV, make sure it's tuned to the correct channel (3 or 4). Then turn the power switch ON again.
- Always make sure the power switch is OFF before inserting or removing the Genesis cartridge.



Make Way for TAZ!

TAZ, the rambunctious Tasmanian Devil, is short on patience and always hungry! And there he goes — off and spinning! He's rushing to find the long-lost nest of the giant Tasmanian seabird. Its legendary egg will make one TAZ-size omelet!

UH-OH! Tasmania is loaded with stinging Rock Monsters and spear-chucking Bush Rats. It has waterspouts, quicksand, icebergs and jungles. Scary tunnels hide flapping bats and dark dangers. Robot factories are stuffed with shooting lasers. Every new place is chock-full of surprises — the TAZ-zapping kind!

Zoo-OOOOM! TAZ whips through 'em all. He whirls like a cyclone to wallop the bad guys and spin to safety. When he meets up with Francis X. Bushlad or Bull Gator and Axl, he tromps 'em! The same thing happens to any critter that gets in his way, unless he decides to munch it for lunch!



For Game Play help, call
1-415-591-PLAY

Take Control!

D (Directional) Button

Start Button



Start Button:

- Starts the game from the Start screen.
- Exits from one pre-game screen to the next.
- Pauses and resumes the game during play.

D-Button:

- Moves the arrow on the Start and Options screens.
- Moves TAZ LEFT and RIGHT. In the Jungle, also makes him jump UP toward land or DOWN toward the river. (See page 11.)

Button A (Action):

- Changes the settings on the Options screen.
- Performs TAZ's special abilities. (See page 7.)
- Makes TAZ pick something up. Move TAZ next to a creature or item and press the Action button.

Button B (Spin):

- Changes the settings on the Options screen.
- Turns TAZ into the whirling TAZ Tornado. He stops spinning when you release the button.
- Makes TAZ throw something he's holding.

Button C (Jump):

- Changes the settings on the Options screen.
- Makes TAZ jump. Hold the button to jump higher.
- Makes TAZ jump down. Press the **D-Button DOWN** and press the **Jump** button.
- Lets TAZ do a spinning jump. Press the **Jump** button and then the **Spin** button.

Note: You can switch the actions of **Buttons A, B and C** on the Options screen. See page 5.

Getting Started



TAZ munches the Sega logo on screen when you turn on the power. Then you'll see the Title screen. In a few moments a demo game begins. Watch all four demo games for action hints on getting TAZ through tough spots.

Press **Start** to get back to the Title screen. If you're ready to begin, press **Start** to go to the Start screen. Then press **Start** again to begin the game. Or, press the **D-Button RIGHT** to move the arrow to Options, and press **Start** to go to the Options screen.

The Options Screen

Use the Options screen to choose a play mode and to switch the actions of **Buttons A, B** and **C**. Press the **D-Button RIGHT** or **LEFT** to move the arrow, and then press **Button A, B** or **C** to change the setting. When you're ready, press **Start** to go back to the Start screen.

Practice, Easy or Hard

Choose **Practice** mode to play five quick levels without too many dangers. In **Easy** mode, go through a whole game in which TAZ bops enemies more easily and doesn't lose his health as quickly as in a **Hard** game. Play a **Hard** game for the biggest challenge of all.



Buttons A, B and C

Use this option to switch the **Action, Spin** and **Jump** buttons. There are six different button settings. Try them all to see which one works best for you. If you don't change the setting, the buttons will be:

| | |
|------------------|---------------|
| Button A: | Action |
| Button B: | Spin |
| Button C: | Jump |

The Legendary Super-Egg

Press **Start** at the Start screen. Read Pop's tale of the long-lost seabirds. As soon as TAZ hears about the enormous egg, he's off and running!



You'll see a map that shows where TAZ is headed. Maps also appear when you start each new level (except in Practice mode). You can press **Start** to skip Pop's story and the maps.

Spinning Through Tasmania

Whomp! TAZ drops into the Badlands, his first adventure in Tasmania. (In Practice mode, TAZ starts in the Factory.)



Tries Left

Press the **D-Button** to make TAZ walk LEFT and RIGHT. When he walks up to certain things — including some little bad guys — he'll automatically gobble them up. Yum!

Press the **Jump** button to jump up. If TAZ lands on an enemy, he may bonk it away. Press the **Jump** button plus the **D-Button** LEFT or RIGHT to jump over things and leap across dangerous spots.

Press the **Spin** button to turn TAZ into the TAZ Tornado and wallop small attacking critters. Press the **D-Button** at the same time to move fast. Press the **Jump** button and then the **Spin** button to spin to places you can't otherwise get to. In Practice and Easy modes, TAZ can't be hurt while he's spinning.

Press the **Action** button for special abilities. For instance, after TAZ munches Chili Peppers, press the **Action** button to make him blow out fiery breath. No monster can take it! When TAZ is standing next to something, like a crate, press the **Action** button to make him pick it up. Then you can move TAZ and drop the thing somewhere else by pressing the **Action** button again. When TAZ is holding something, like a bag of No Weed, you can make him throw it by pressing the **Spin** button.

TAZ starts the game with three Tries and a full Health Bar. Every time he gets hit, he loses some health. Watch out! Some enemies and obstacles are worse than others, and TAZ could lose all his health at once. It's a good thing he loves to eat, because almost every time he gobbles something, he gains health and earns points.

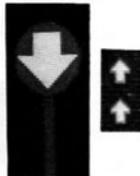
If TAZ loses all his health, he loses a Try and starts the scene over. When all his Tries are gone, the game ends. You can restart the level by moving TAZ to the RIGHT on the Continue screen. If all your Continues are gone, the game ends for good.

Pointers



Milestones mark special spots in a scene. When you lose a Try, TAZ will restart the scene from the last Milestone he passed. (If you're Continuing, though, TAZ will restart the scene from the beginning.)

Arrows show which way TAZ should go.



Signposts mark the end of a scene. Walk in front of one to go on to the next scene.

Snacks

Keep TAZ fed to keep him healthy. But be careful! Some things just aren't worth eating.



Red-hot **Chili Peppers** heat TAZ up! Eat these and press the **Action** button for hot breath that no critter can handle. TAZ will cool down after breathing fire a few times.

Frozen Fish, Roast Chicken, Fruit Plates and **Water Jugs** are just what TAZ needs. Gobble these to gain health and points.



Stars make TAZ invulnerable for a short time. Nothing can hurt him while he's flashing.



Photos are fun! **Photo 1** gives TAZ an extra Try. **Photo 3** is worth one extra Continue (three extra Tries).

Bombs explode. If TAZ eats one, he'll explode too!



No Weed gives TAZ a very bad stomach ache when he eats it. But it's the best thing to throw on Weed-Ola in the Jungle.

The Badlands



What's so good about the Badlands? Eating Chili Peppers and guzzling water from Water Jugs. Also, munching on Sand Spiders and jumping on Rock Monsters.

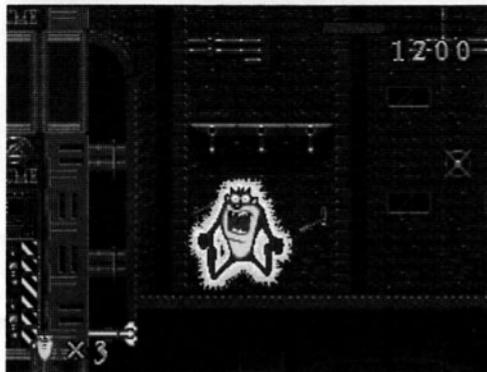
Danger! Danger! Quicksand ahead. Hitch a ride on the Rock Monsters or jump and spin across. If TAZ is lucky, he can jump and spin right out of the gooey stuff when he gets stuck.

Yahoo! Ride the Whirling Waterspouts like bucking broncos. Go high, go low, but don't fall off!

Jumping gets TAZ across the hot rocks. Use the Rock Monsters for stepping stones. Get one to follow TAZ, then jump on its head to get to a higher spot.

Spin! If there's nowhere to go, take a chance. Jump and spin, and see where it lands you. And don't let TAZ stand around when Bull Gator and Axl come rolling through!

The Factory



Somebody left a crate in the garage. Great! Pick it up and use it for a step. Walk on the conveyor belts in the opposite direction to the way they're moving, so you don't get smashed by pistons. Time your jumps over the whirling fans and the slamming doors on the blast furnaces. If you get stuck with no way out, try jumping down by pressing the **Jump** button plus the **D-Button DOWN**.

The factory's run by robots, but some of the control points are unguarded. Find the levers and use the **Action** button to throw the switch. You'll get a kick — or maybe a zap! — out of what happens next.

The factory's too dangerous to take chances, so don't skip meals. Figure out how to run between the laser shots. Sometimes waiting for a clear path is better than dashing like crazy straight into trouble!

The Jungle



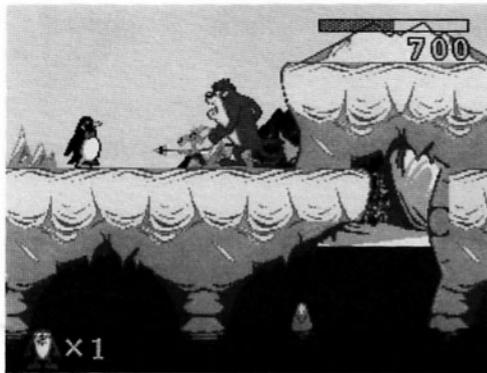
It's wild! And full of wildlife. The Bush Rats and Weed Buds aren't too keen on TAZ's invasion. Jump on the critters to knock them off rocky outcrops. Or spin to whack them. Be careful TAZ doesn't go overboard too!

TAZ has an extra ability on the river. As the logs float by, he can ride them downstream! Press the **D-Button DOWN** when jumping to jump forward, toward the river. Press it **UP** to jump backward, toward land. Use the river rocks for landing spots, too. But don't trust your footing on any one spot for too long.

In Practice and Easy modes, TAZ will bound out of the river if he falls in, as long as he's healthy enough. If he gets too weak, he goes under. In Hard mode, any time TAZ falls in the water he's out of luck.

Jumping spins will take you to the top of the Rat Tree. Sometimes you'll just have to go for it, without knowing where you'll land. Don't let TAZ eat the bags of No Weed. Throw them at Weed-Ola instead. Or tromp on its head to stamp out this snapping jungle giant.

Iceland



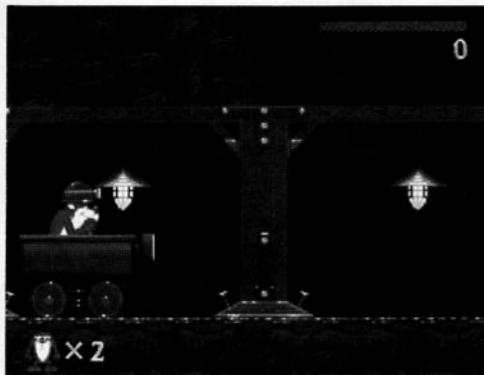
Slick ice! And TAZ keeps slipping on it! Press the **D-Button** in the opposite direction to the way TAZ is walking to keep him from sliding right off the edge of the frozen chunks.

MMMMmmmm — frozen fish for supper! The Penguins put up a squabble when TAZ goes after it, so give them a dunking.

It's Arctic weather, so it only takes a second for TAZ to freeze up into a TAZ cube when he falls into the icy water. Keep his health up, and he'll be able to break out and spin to safety.

Jump from floe to floating floe. And look for the secret igloo full of goodies near the end.

The Mine



TAZ takes a wild ride on a roller-coasting ore cart. The cart is almost out of control, so you've got to be quick to make it through safely.

Press the **D-Button** LEFT to slow down, and RIGHT to speed up. Press and hold the **Action** button to lift the cart over obstacles, and release it to set the cart down again. Look for the Up and Down arrows that show you when to raise and lower the cart.

Watch the lights right before jumping over the deep pits. Yellow lights mean "Slow down!" Green lights mean "Speed up!" to get across safely.

Once you're in the mine shafts, use the elevators to zip around. Grab the lever with the **Action** button, and press the **D-Button** UP or DOWN to move.

Some elevators are on rubber ropes. Jump to make them plunge down faster and snap back higher. Don't forget, though — in this old mine, some elevators will be "Out of Order!"

The Taztec Ruins



The ancient ruins are crumbling away, and loaded with lively Bush Rats. The temple is so broken down, it's turned into a maze of dead ends.

Be careful here. The flaming Dragon Heads are still active, and the bats can get so pesky that you might be tricked into twirling right off the ledges. Find the Milestones as soon as you can.

At the top of the temple, TAZ discovers the stone statues of his ancestors. He must be getting close!

The Giant Seabird Nest

You've found it — the long-lost legendary giant seabird's nest and its enormous egg! Now you've got to figure out how to get rid of Momma Bird. Good luck!

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break 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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge 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. To receive warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge 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 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 cartridge 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 ninety 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 warranty provides you with specific legal rights. You may have other rights which vary from state to state.
