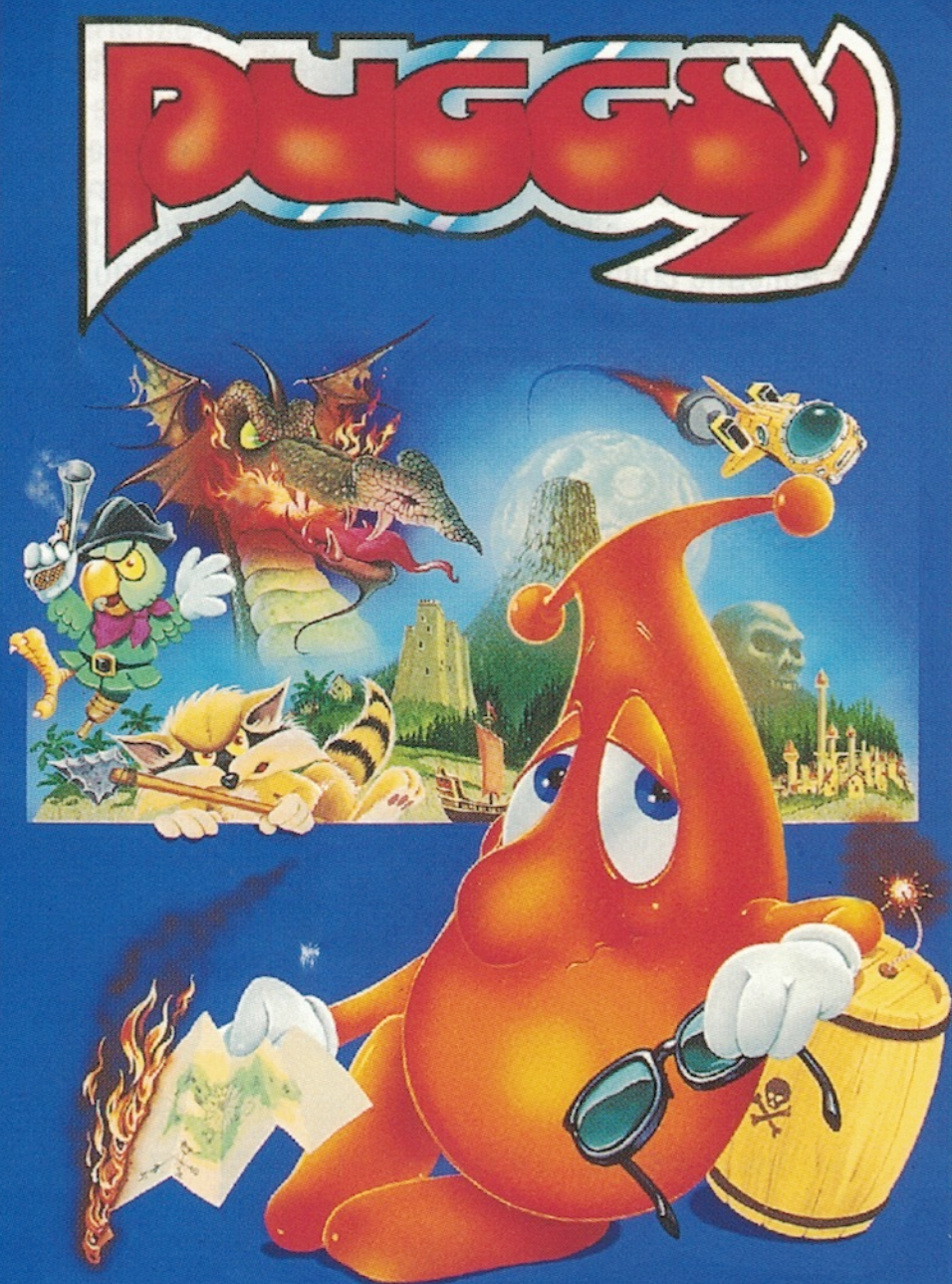


SEGA™

SEGA™
GENESIS



REYNOLDS



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

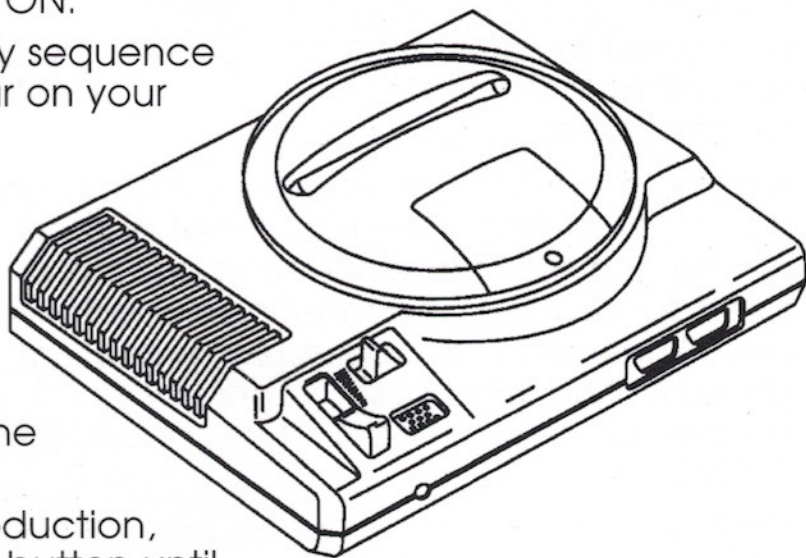
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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.



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.

STARTING PUGGSY:

1. Set up your Sega Genesis system according to the instruction manual supplied with the console. Puggsy is programmed to take full advantage of the Sega Genesis Game System's stereo capabilities, so hook your Genesis up to a stereo for best results!
- Warning - never insert or remove a cartridge from the console while the power supply is on.**
2. Turn the console OFF and insert the Wiz 'n' Liz cartridge.
3. Insert the control pad into number 1 port. To play a 2 player game, insert a second control pad into port number 2.
4. Turn the power ON.
5. The introductory sequence will now appear on your screen.
6. If it fails to appear, turn the console off, make sure that it is set up correctly and turn the machine back on.
7. To skip the introduction, press the **START** button until the Main Menu appears.



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 or near a radiator or other source of heat.
- ➡ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

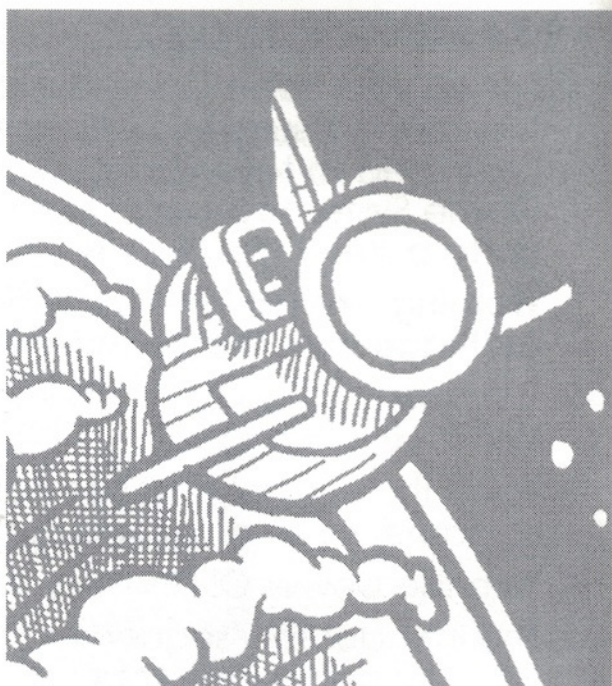
Warning to Owners of Projection Televisions:

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.

THE STORY SO FAR...

Puggsy was out for a morning drive through hyper-space one day, to pick up his daily ration of foogleburnks, when a malfunction in his navigational whoosie-whatsis caused him to stray dangerously close to an uncharted planet...

The planet's gravitational field reached out like a vice and grabbed hold of poor Puggsy's ship. Puggsy managed to safely land his spaceship in the water on this strange planet.



With no other options, Puggsy left the spaceship to try to find some help, or at least try to phone home. After wandering around a forest for a while, and meeting nobody who even knew what a foogleburnk was, Puggsy gave up and went back to his spaceship...only to find that his spaceship was GONE!

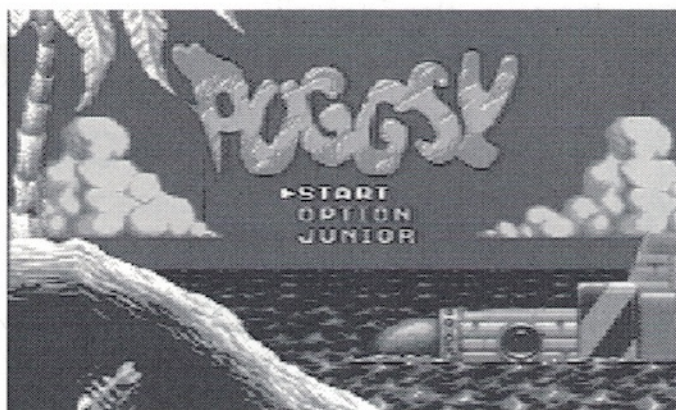
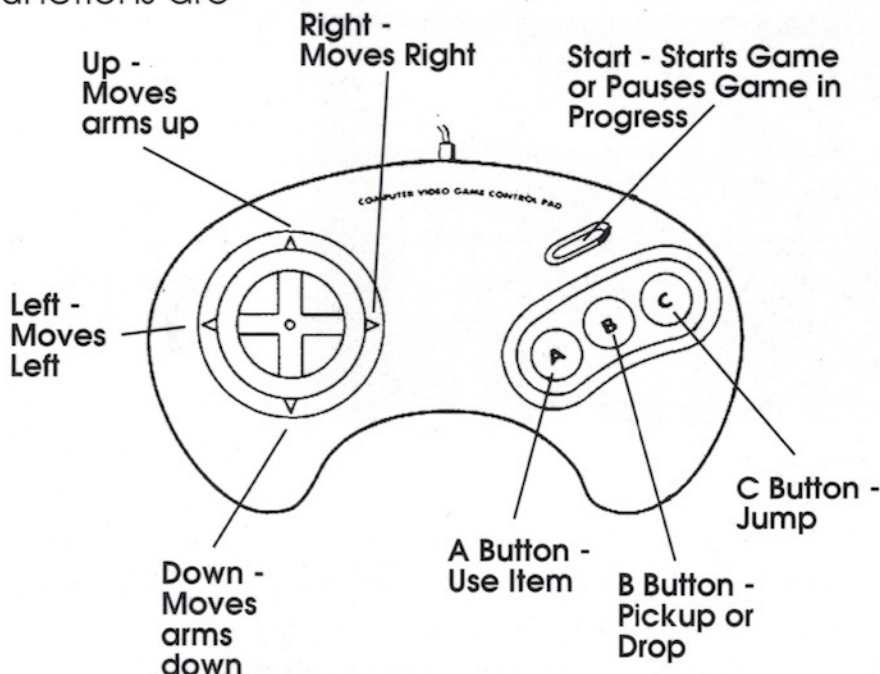
Oh No! Now Puggsy's in a real mess. Not only is he stranded on a strange alien planet fifteen light years from his home space station, Stardock, but now he's had his spaceship stolen! There are bad days - and then there are really stinkin' rotten days!!!

And so Puggsy's got a problem - major league. I mean, it's bad enough losing your keys downtown without a ride home. Being stranded on a planet without so much as a skateboard to get you around is a little more distressing! Not even Captain Kirk or Mr. Spock had to cope with that! But, undeterred, Puggsy is determined to get his stolen spaceship back.

So, armed with nothing but his tiny arms, and a healthy helping of your wits and reflexes, Puggsy's going to try to get his bulbous body back to Stardock where he belongs!

SO WHAT DO THESE STRANGE ALIEN CONTROLLER-THINGS DO?

The Puggsy program allows you to customize the Control Pad to your liking. The default button functions are



MAIN MENU:

Here's where Puggsy starts all of his adventures. You'll see him launch himself from his spaceship, and enter the forest. You're given the option here to Start the Game, Adjust the Options, or Enter the Junior levels.

Make your selection by pressing the **UP** and **DOWN D-BUTTONS** to highlight your choice, and then press the **START** button to select.

If you just leave the game sitting on this screen, a demonstration program will begin in a few minutes, showing a few of the levels in Puggsy, and also a quick tutorial of how to control him.

START:

Start here when you're ready to explore Puggsy's world. This option allows you to begin your adventures.



OPTIONS:

Enter the Options menu by highlighting the selection and pressing **START**. You select the option you'd like to change by pressing the **UP** and **DOWN D-BUTTONS**. Pressing the **START** button on the controller will return you to the Main Menu.

Control

Puggsy can JUMP and PICK-UP, DROP & USE OBJECTS. This menu allows you to configure the control pad as you prefer. Select the arrangement you prefer by pressing the **LEFT** or **RIGHT D-BUTTONS**.



Lives

This option adjusts the number of chances you have to help Puggsy get his ship back. Each heart represents a life. You may give yourself up to 7 lives by pressing on the **RIGHT D-BUTTON**.

Decrease the number of lives and make the game harder by pressing the **LEFT D-BUTTON**, giving Puggsy fewer lives.

Enter Password

Finally, you may punch in the appropriate passwords to enter later levels of play. Once you have completed a section, (such as THE BEACH) you can press button B while you're looking at the map, and a password will be

displayed in the upper-right-hand corner of the screen. Record this password (or should that be pass number???). If you should need to leave the game for any reason (sleep, eating, work, school, etc.), you can enter your password with this option to pick up where you left off.

Select the Password Entry screen by moving the highlight down to the Enter Password option, and pressing either the A, B, or C button on the Control Pad. Then, highlight the appropriate number in your password by moving with the **LEFT** and **RIGHT D-BUTTON** ARROWS. Pressing the A button will enter the number currently highlighted. You can move through the password by pressing B to move left, and C to move right.

Sound complicated? It's not, really. Just give it a try. You'll be a pro in no time!

Press the **START** button to return to the Options menu.

JUNIOR:

Get accustomed to Puggsy's strange behavior by taking him through the Junior section: a section that's also ideally suited to the younger player. Here you'll be gently hurled into Puggsy's quest in the softest, most loveable way possible. You'll also learn how to grab the gun and shoot things. Oh, what great fun you'll have!

This section's pretty much like the the full game, except that the monsters are relatively kind and leave you alone (most of the time.) The downside, though, is that the Junior island is tiny!

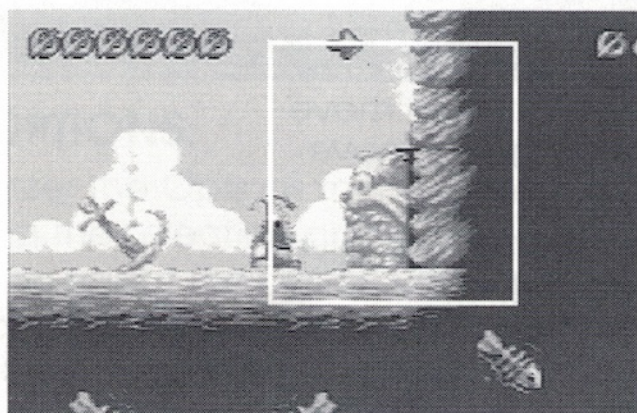


PUGGSY'S OBJECTIVE:

All Puggsy wants is to get off the planet and get home. Sound simple? Heh heh heh... To do this, he must traverse most of the game levels, and leave by the exit! (pictured on next page). The thing is, the island has a great

many paths, some of which might not lead towards Puggsy's spaceship. In addition, some levels may have more than one exit! It's up to you to make your way from level to level and not from level to dead end! Also, there are loads of special secret levels and short cuts to help (or hinder!) Puggsy on his way.

Make sure to experiment with all of the weird objects you'll run across in each level. Go through the exit carrying an object, and you'll receive a hefty bonus - the better the object the heftier the bonus. By the same



token, the more objects Puggsy manages to haul out through the exit with him, the more

bonus points he'll receive!

THE GAME:

Puggsy can walk left or right, jump, shoot, and pick stuff up. So far, this doesn't sound overly exciting, does it? Well, what makes Puggsy unique is the Total Object Interaction to be found within the game. Puggsy can interact with hundreds of on-screen objects which he must use to get along in the game. Find a box with a pair of sneakers in it, pick it up, press the Use button, and Puggsy will put them on and become a world-class sprinter! Grab the invincibility shield, press Use, and suddenly, you become Super-Puggsy! Hurl yourself into those rascally racoons as if your life depends on it - because it doesn't - you're now invincible! (For more on TOI see the Objects section).

You'll discover tons of objects along your journey, but it's up to you to find out just what they're all for. Use the section at the back of this manual to note what all the objects do. However on some levels, you'll

be given clues to find a certain object by the clue chest. Use it and it'll tell you what object to look out for. Some of the objects you'll just stand on or have to position in strategically



important places to finish the level. Others, you must use in a certain ways. But it's up to your ingenuity to decide just how to use them.

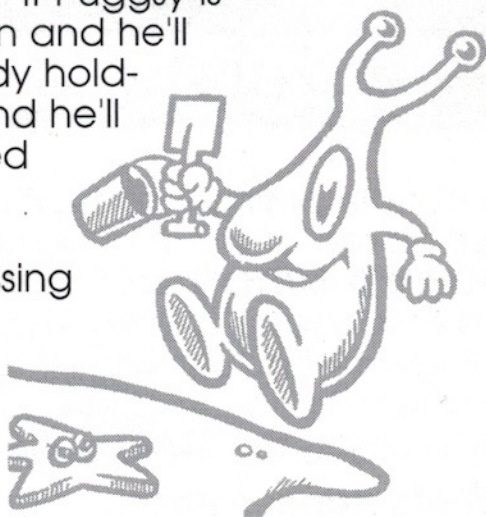
If you get stuck on a screen, you can restart it, without even losing a life, by pausing the game by pressing the **START** button, and then pressing the A, B & C buttons at the same time.

Controlling an out-of-control Puggsy

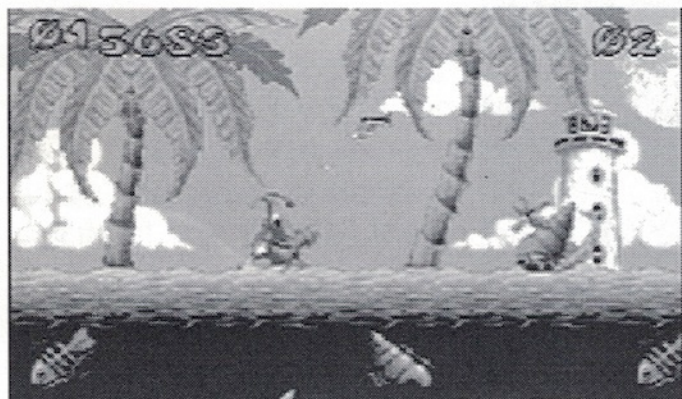
The height Puggsy jumps is dependent on the length of time the JUMP button is pressed down. There are therefore thousands of variations available to Puggsy at any time. Plus, apart from just allowing Puggsy to jump around, you can also squash most enemies by jumping on top of them and pressing the **DOWN D-BUTTON**.

The Pick-up/drop button allows Puggsy to (Surprise!) pick up or drop an item. If Puggsy is close to an object, press this button and he'll pick it up, assuming he's not already holding one. Press the button again and he'll drop it. And if two objects are piled on top of each other, grab either the top or bottom one by moving Puggsy's arms up or down (by pressing on the **UP** or **DOWN D-BUTTONS**) and then the pick-up button. Easy as pie!

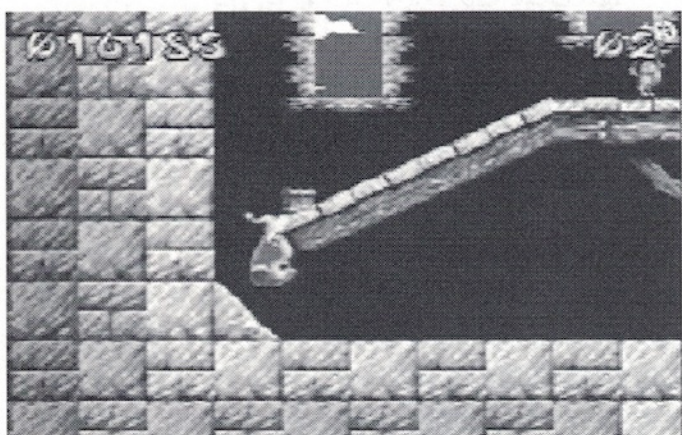
Also, Puggsy has the unusual ability to throw stuff around. Rather than just dropping the object



Puggsy's carrying, try pressing the direction arrows either up or diagonally upwards and pressing drop. The object will be hurled in the direction you've chosen, and will leave a trail of sparkles as it flies. This is really handy, because if the sparkling object hits any enemy, they'll be sure to notice!



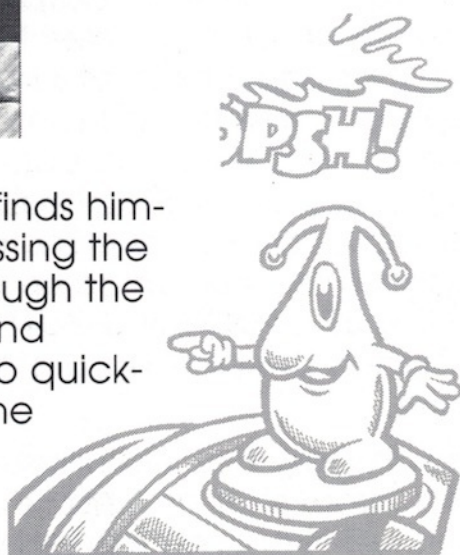
When trying to jump onto objects that are too high, Puggsy can use stuff he's carrying to help him get a grip on the surface and haul himself upwards. First, hold his arms up high, and then jump towards the ledge. Once Puggsy is bouncing up and down on the ledge, and hanging on with the object, hold the **DOWN D-BUTTON**. Once Puggsy bounces into the air, you can steer him in the direction you want him to go! Cool, huh?



A couple of final points. If Puggsy finds himself on top of a pile of objects, pressing the **DOWN D-BUTTON** lets him drop through the objects one at a time. And if you find things are happening just a little too quickly, then pause the game at any time by pressing the **START** button.

What's Happenings?

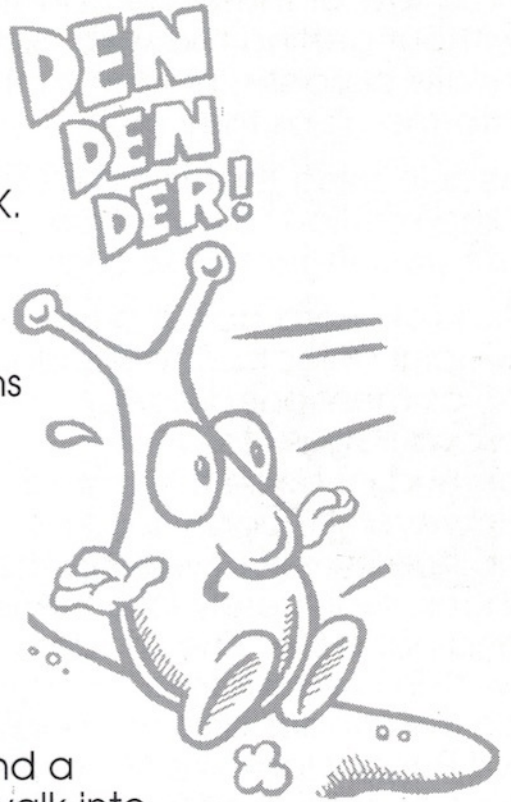
On most levels, happenings can



be found. These can usually be identified by the fact that something is happening or is about to happen. This happening must happen in order for you to complete the level. Confused? It's OK. So are we...

Happenings take the form of switches, locks, ropes, cannons and bunches of other mechanisms which must be used to continue to the next level.

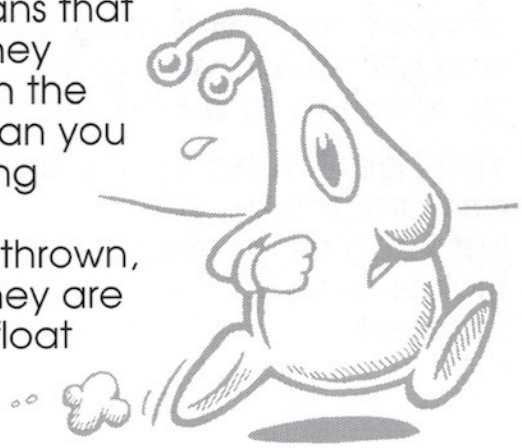
These items can be activated by objects found on that level. For example, let's say that you find a cannon. Find and pick up the match, walk to the cannon, drop the match onto the cannon and (KABLOOEY!) the cannon fires. Find a switch, get any solid object and walk into the switch with the object and that switch will be switched and, if you drop an object near it, will stay switched!



Objects Curiosity

Puggsy uses a fantastic system called Total Object Interaction (TOI). This means that just about all of the objects play a vital part in completing the game. It also means that they act and interact exactly as they would if you or I were using them in the real world (well, more or less. I mean you wouldn't want things to be as boring as in real life now would you?!?).

Almost all objects can be moved, thrown, stood upon, stacked, and used. They are subject to gravity, they'll bounce, float (or sink) in water, get blown around by fans and so on.

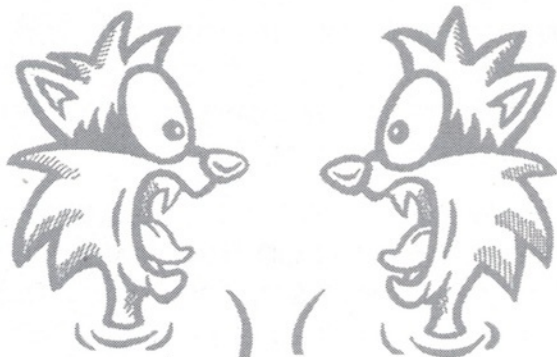


Also, each object has its own weight. If Puggsy is carrying a heavy object, he cannot jump as high as if he was carrying a light object. On the other hand, if Puggsy is getting blown around by a fan, holding a weighty object might let him walk towards it more easily. Obviously, heavy objects cannot be thrown as far as light ones, but light objects will be affected much more by fans. Buoyant objects will float in water and if Puggsy stands

on a few of these, he can stand on water without getting too wet! Similarly, he can inflate balloons, hold onto them and float up into the air as they rise!

Bear in mind that there is usually not a single fixed solution to a problem, so it's up to you to use your ingenuity to solve them.

A quick word about a few special objects. The sneaker, as mentioned earlier, allows Puggsy to dash around at twice the speed. However, if Puggsy is hit by an enemy while wearing the shoes, he'll merely lose them and not a life. The shades work in a similar fashion. Put on the shades and not only will Puggsy look like Mr. Ultra-Cool, he'll also be able to take a hit from an enemy without losing a life.



Also, you'll sometimes find a pink-and-white shield. This is an invincibility shield. Use this, and you'll be able to do just about anything without fear of losing a life.

Lastly, occasionally, you'll find a little heart. These are free lives, so grab these up whenever you can! If you manage to exit a level with one of these in your grasp, you'll be awarded an extra life to be added to your collection!

You'll get the hang of it as you go along. But beware, the puzzles just keep on getting trickier as you progress.



MAP SCREEN

Between levels, you'll see an end of level screen followed by a map of the entire island. The square box to the left shows where you've just been and offers you a new destination. Move the tiny Puggsy in the picture along the path with the direction control to progress through the game. If you come to a dead end, you can retrace your steps on this screen. Press **START** to enter the level that the tiny Puggsy's standing on.

Button A removes the magnified box in the upper-right-hand corner of the screen.



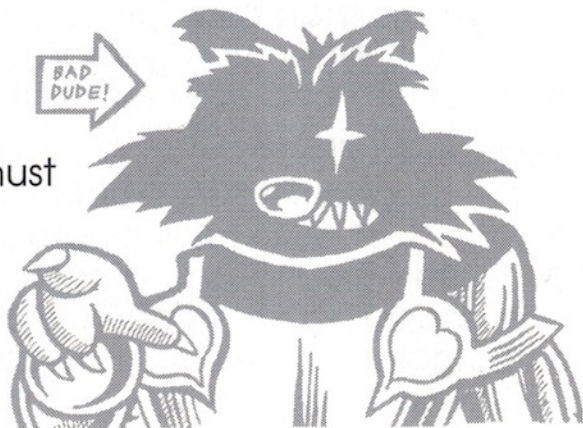
Button B views the password. Enter it on the Options screen to begin at your present stage.

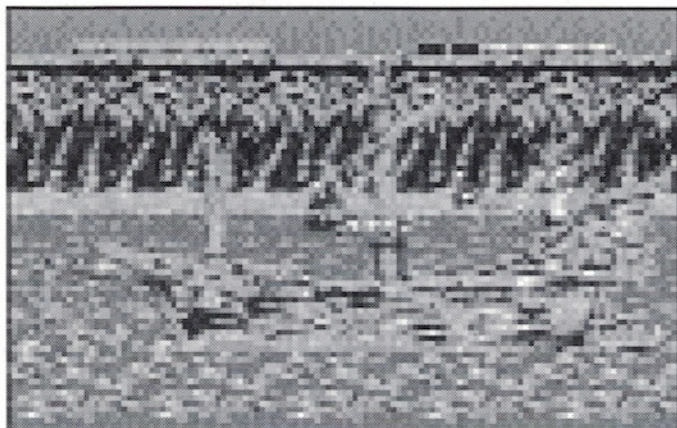
Button C shows all the world guardians. Guardians with a line through them have already been defeated.

START enters the selected level.

GUARDIANS

Every so often, you'll encounter a Guardian. These are here to try and stop Puggsy getting his spaceship back and they must be defeated for Puggsy to succeed! There are 6 evil Guardians, each of whom you must hit 6 times to defeat.





Here're some quick tips on how to deal with some of the different level guardians.

Polly Pirate

Polly jumps around firing at Puggsy. All Puggsy has to defend himself is the occasional fish that gets washed up on deck. Position Puggsy near to the fish and press a button to launch it. Unfortunately, the slippery fish is sometimes less than predictable...

The Emperor's Old Clothes

This fella throws his gloves at Puggsy. Little does he know that the ball that's rolling over his head can be dropped by Puggsy using the switches on the floor.

So Pharoah So Good

Beware! The Pharoah nose how to get Puggsy. But if Puggsy steps on the pressure pads at the right time, he can get the Pharoah!

Flour Power

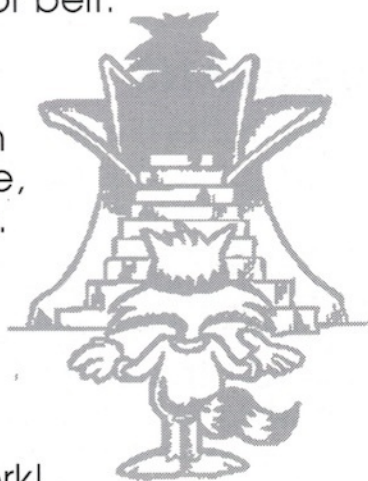
The nasty miller is throwing bags of flour at poor Puggsy! The only defense is to snatch the bags with the grabber and dump them over the miller's head using the conveyor belt.

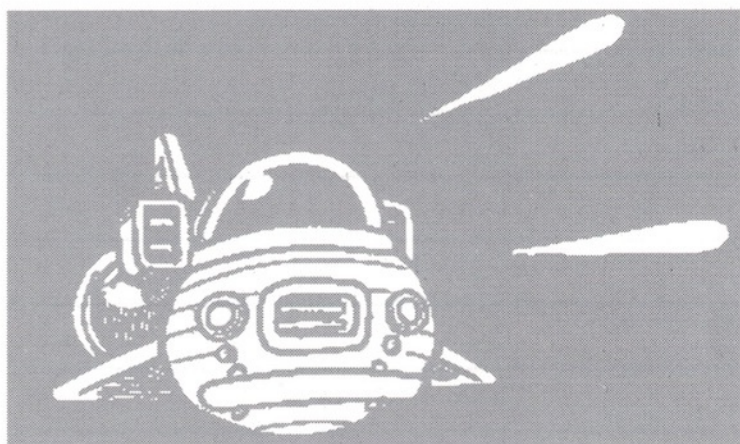
Halitosis the Dragon

Avoid his breath at all cost! There's nothing worse than a dragon's breath in the morning! When you get the chance, sneak near him and sock him in the jaw.

If Looks Could Kill!

This is the biggest, nastiest, ugliest baddy there is! With laser beam eyes, deathly bound and a nasty habit of dropping mines on Puggsy, this meanie's going to take some serious work! The only way to defeat this guardian is to give him a taste of his own medicine!



**Credits (Who did this??):**

Written and designed by Andy Ingram and Jon Burton

Music/Audio by Matt Furniss and Shaun Hollingworth

Produced by Steve Riding (Number 1 Puggsy Fan)

European Documentation by Richard Biltcliffe

U.S. Documentation by Mark Tsai

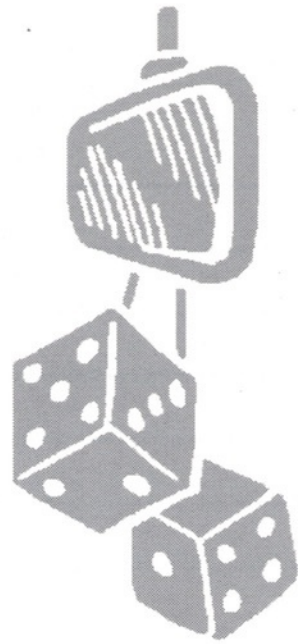
Package Design & Artwork by Keith Hopwood & Andy Smith

U.S. Packaging by Harry Bernard

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