

SEGA CLUB™

**Look for these
great Sega Club Products
coming soon!**

GENESIS SOFTWARE

**Disney's Bonkers
Crystal's Pony Tale™
Ecco Jr.™**

**Wacky Worlds™
Berenstain Bears™ Camping Adventure**

HARDWARE

Sega Club 6-Button Controller

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SEGA

GENESIS™
INSTRUCTION MANUAL

SEGA CLUB™

Richard Scarry's
BUSY-TOWN™



EARLY CHILDHOOD



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY 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 TVS

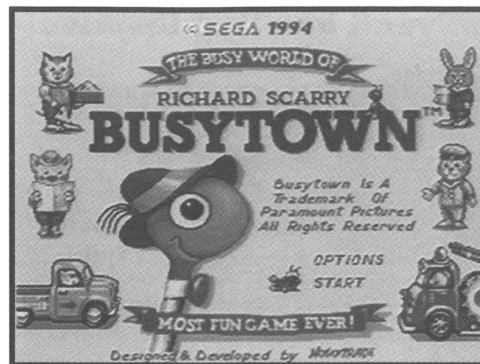
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on 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.

For gameplay help, call 1-415-591-PLAY

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342



Contents

Starting Up	2
Moving Friends in BusyTown	3
Fly Away with Lowly Worm™!	4
Special Items	5
Captain Salty	6
Building the House	7
The Delivery Truck	8
Bruno's Deli	9
The Fire Station	10
The Wind	11
Credits	12

Starting Up



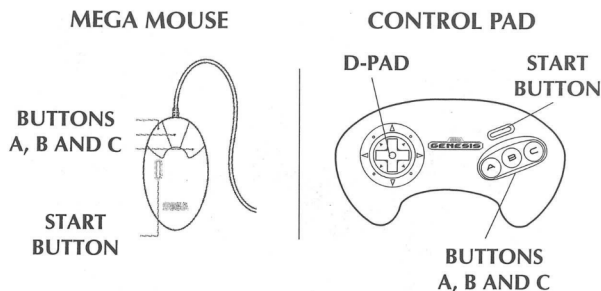
1. Set up your Genesis System by following the steps in its manual. Make sure the power is OFF.
2. Plug a Sega Mega Mouse™ or control pad into control port 1.
3. Fit the game cartridge into the cartridge slot and press it down FIRMLY.
4. Turn the power ON. The SEGA screen appears, followed by the Title screen.
5. Press the START button twice to join Lowly Worm in his Apple Car high over BusyTown!

Important: Always turn the power OFF before inserting or removing the cartridge.

Choosing Options

1. At the Title screen, wait until the bug at the lower right moves to OPTIONS, and then press START.
2. On the Options screen, choose an option by rolling the Mega Mouse or pressing the D-PAD UP/DOWN.
3. Turn SHINING ON or OFF by pressing BUTTON A, B or C.
4. Change a MUSIC or SOUND number by pressing BUTTON A or C. Activate it by pressing BUTTON B.
5. Exit the screen by pressing START or by choosing EXIT and pressing BUTTON B.

Moving Friends in BusyTown



It's easy to make your BusyTown friends move. Just roll the Mega Mouse, or press the D-PAD in any direction.

You can make Huckle Cat™ drive his truck, and Lowly Worm fly his Apple Car. You can even make the wind blow! Up, up and away!

To help a character in BusyTown use something, press BUTTON A, B or C. Your BusyTown friends can't wait to get started!

Press the START BUTTON to pause the game. Press it again when you're ready to play.

Parent's Corner

BusyTown, The Busy World of Richard Scarry is designed to be enjoyed by children from three to six years old. There are no complicated moves to learn. The easy button controls let even the youngest child begin the exploration and fun as soon as the game starts.

Fly Away with Lowly Worm!



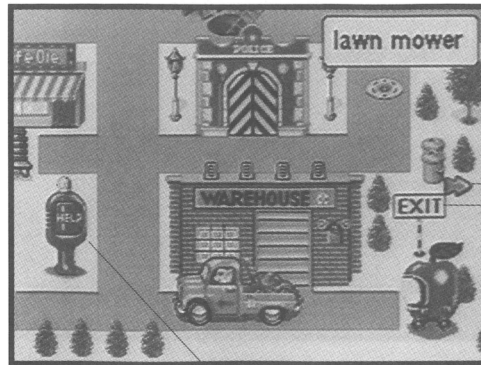
Lowly Worm is on the move! Make him hover over different places in BusyTown to find out what they are. You can go to those places together!

Which playground would you like to play in next? Fly Lowly Worm's Apple Car from place to place. Press BUTTON A, B or C when you're ready to land.

Parent's Corner

As children pilot Lowly Worm's Apple Car around the scene, each playground reveals its name. There are six playgrounds in all, plus the BusyTown Clock Tower, where the Mayor offers helpful advice on how to play. Children can choose the playgrounds in any order, and can play their favorite scenes over and over again. Piloting Lowly Worm and selecting scenes helps children build confidence in their own ability to make choices.

Special Items



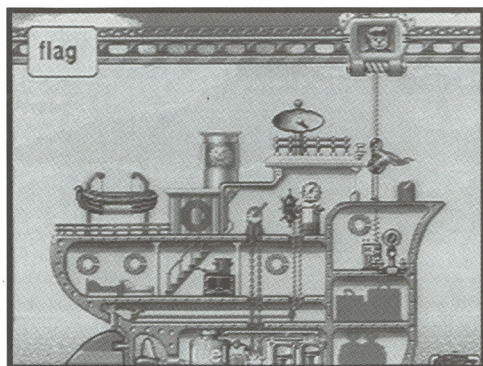
Arrow
Exit Sign

Help TV

Look for these in every scene:

- Shining** This twinkles to show you what to do next.
- Arrow** This shows the way to go.
- Help TV** You can get a helpful hint.
- Exit Sign** Go here to leave the playground. Good-bye, everyone!

Captain Salty



Help Captain Salty put his boat together!

The parts for Captain Salty's boat arrive on the conveyor belt. It's fun to hook them up. Now take them to where they belong in the boat. Each piece goes in its own special place.

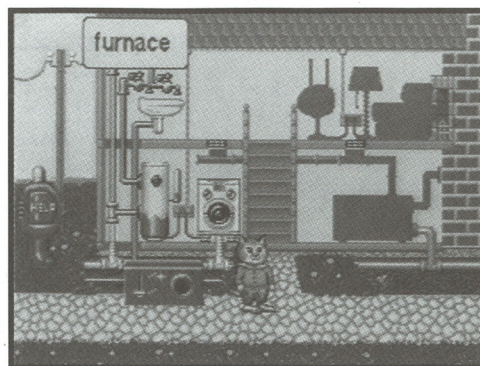
Here comes Captain Salty's crew, dropping in on parachutes. Help them land on the right spots (look for the shining, if you have it turned on), and watch them go to work!

Now the boat is ready to be painted. Be sure you don't miss a spot. Whew, that was a lot of work. Anchors aweigh!

Parent's Corner

Children develop hand/eye coordination and matching skills while they construct a colorful boat. The crew mice provide interactive fun by operating the boat when they're dropped in their proper places.

Building the House



Build a house from top to bottom!

Here's an empty house. It needs to be built and filled with furniture. Will you help Huckle Cat put the house together?

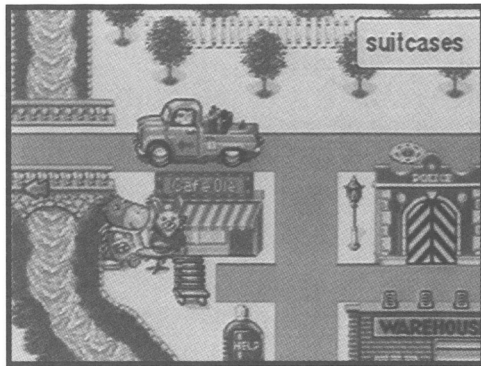
You can start anywhere you want. Put all the fixtures in the right place. Make sure everything works.

When you're finished, you've made a lovely home. Just in time for the Rabbit Family to move in!

Parent's Corner

This playground familiarizes youngsters with the basic orientation of common house fixtures. When the interior is complete, children can make Huckle Cat humorously test each feature.

The Delivery Truck



Drive the truck all over BusyTown!

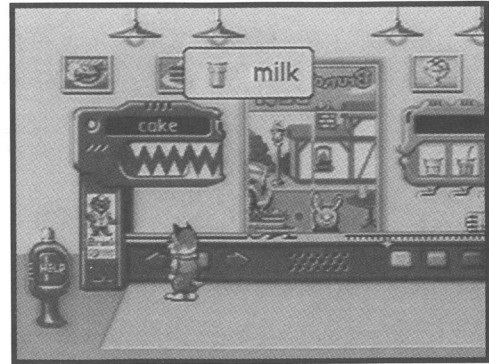
The folks in BusyTown are hard at work. Help Huckle and his friend Lowly make deliveries in BusyTown. Load up the truck at the Warehouse, and drive away. Where is the next load going?

Help Huckle Cat drive safely. Uh-oh, he hit a road bump. Now here comes Sergeant Murphy™ to straighten things out! Luckily, Huckle Cat doesn't get in trouble. He just gets to try again.

Parent's Corner

An energetic BusyTown keeps your child engaged, as Huckle Cat has an almost endless stream of goods to deliver. While steering the truck through the streets, your child will practice solving problems by looking ahead to make sure the road is free of hazards.

Bruno's Deli



Help Huckle Cat serve the customers.

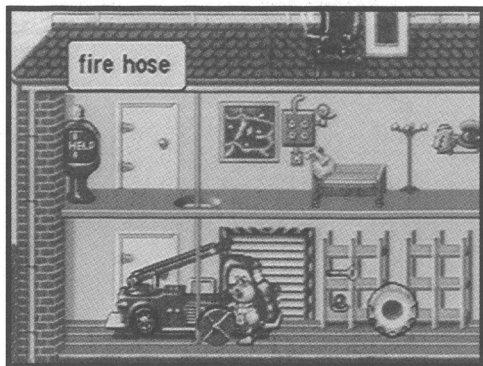
Huckle Cat is helping out in Bruno's Deli. Look and listen to find out what each customer is ordering. Make Huckle press the right buttons on the deli machines to get the food. One of the snacks or drinks will match what the customer wants.

Try to give each person the right food. Some people want two things to eat. They must be hungry!

Parent's Corner

With its text and pictures, Bruno's Deli provides an entertaining way for youngsters to begin learning language skills while playing a matching game.

The Fire Station



Help the Fire Chief put out the fire!

The Fire Chief has a busy day ahead. He needs to get the fire engine ready to go. Can you get all the equipment on the fire truck?

Now it's time to take a rest. You never know when the alarm will ring!

Drive safely. It's important to get to the fire before the house burns down. Raise the ladder to help the Fire Chief put out the fire. Try not to get the Cat Family wet. Good job!

Parent's Corner

Children explore cause and effect while loading a fire engine with real equipment and racing to a fire. The scene is thoroughly non-threatening as the Cat Family bounce on the life net and the Fire Chief mistakenly wets them down!

The Wind



Have fun with the wind!

You can make the wind do funny things. Try these out:

- Fly a kite.
- Push a cloud.
- Sail a boat.
- Blow away Mr. Frumble™'s hat.
- Shake the trees.
- Toss a balloon.
- Fly a paper airplane.
- Scare the crows.

What else can the wind do?

Parent's Corner

The mischievous wind is full of harmless tricks that will get children giggling. Your child will enjoy open-ended exploration while steering the wind around the playful scene.

Credits

Producer: Cindy Claveran
Project Manager: Péter Agócs
Product Manager: Charlie Altekruse
Marketing/Product Support: Clint Dyer
Keith Higashihara
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Zoltán Császár
Sultan

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Zoltán Tóth

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Test Leads: Fernando Valderrama
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Manual: Carol Ann Hanshaw
Special Thanks: Suzie Domnick
Renée Froix
Pam Newton
Michealene Cristini Risley

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 90 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: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

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, he or she 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 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 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 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 warranty provides you with specific legal rights. You may have other rights which vary from state to state.