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SEGA
GENESIS
3.1 MEG CARTRIDGE

As seen on

SHINING TIME
SERIES

THOMAS THE TANK ENGINE & FRIENDS™

INSTRUCTION MANUAL

ADVENTURE
SERIES



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INTRODUCTION

**THOMAS
THE TANK ENGINE
& FRIENDS™**

Thank you for bringing the world of **Thomas The Tank Engine & Friends™** into your home. This game has

been designed to work creatively with children from ages 4 to 7 years old. There are three levels of difficulty in the various stages and we're sure even the youngest player will be entertained!

This instruction book has several useful ideas and helpful hints for the beginning player. Please take the time to read it before you begin a wonderful adventure! This way, everyone will enjoy the travels of Thomas and all his friends from the hit television series, "Shining Time Station."



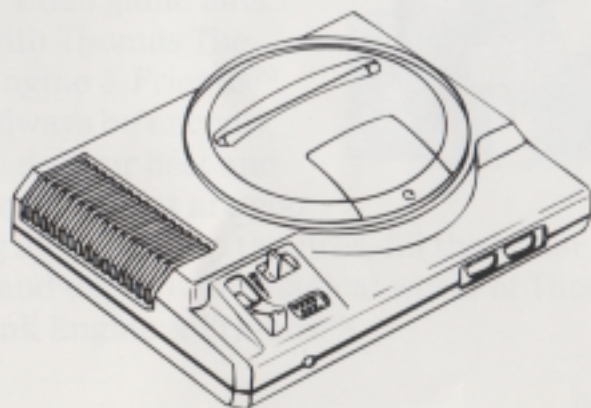
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STARTING UP

1. Set up your Genesis System as described in its instruction manual. Plug in one or two Control Pads (see SPECIAL NOTE).
2. Make Sure the power is OFF on your Genesis System Console.
3. Insert the **Thomas The Tank Engine & Friends™** Cartridge into the Console with the label facing towards you, press the Cartridge down firmly into the Cartridge Slot, and turn the power on.
4. In a few moments, the SEGA screen appears. If nothing happens, begin the start up procedure from step 1 again.

SPECIAL NOTE: The second controller can be used by a parent, guardian, baby-sitter, etc., to assist a young player in the various activities in this game. It has the priority over the first controller and can aid when the child has difficulties in reaching a goal.



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.



WELCOME TO THE ISLAND OF SODOR

Peep! Peep! It's time to begin a great adventure with Thomas The Tank Engine™ and all of his friends. The Superintendent of the Railways, Sir Topham Hatt, has a few chores for our intrepid steam engine and it will take a mighty fine engineer to guide the cheeky little Thomas along the tracks!

Start off by personalizing your favorite train on the coloring screen. Choose from Thomas, Percy, Toby, Duck or James! Whichever useful engine you choose, it will still need an engineer to guide it along the many tracks, through speedy races and around the challenge of multiple tasks. And that engineer is **You!** Enter your own name into the game and you'll be riding along on your favorite train!

You also get to pick the level of difficulty of the games. Easy, medium and hard skills offer a wide range of learning opportunities for all levels and ages of video game fans. Also, with Thomas The Tank Engine & Friends™, you'll always be encouraged to do your best and have fun! So, what are you waiting for? Stoke up the fires, fill the boiler with steam and explore the magical world of Thomas The Tank Engine & Friends™!



TAKE CONTROL!

Menu Screens: On all of the Menu Screens, you can move the cursor by using the Directional Button or by pressing the C Button. Select "Options" by pressing either the Start or A Buttons. Back up to a previous screen by pressing the B Button.

NOTE: Once you have played a task or race, you cannot go back to change the skill level for that period of play.

Options Screen: Go to the Options Screen by choosing this on the Title Screen. This screen allows the player to change the functions of the buttons in the overhead game, listen to the music and listen to the sound effects in the game. Move the cursor by pressing the Directional Button up or down.

In the top left section of this screen is a picture of a Sega Controller; when the game defaults to its command, the picture is highlighted. To the right are the letters A, B, and C in a column. Press the Directional Button to switch the functions of these buttons.

TAKE CONTROL!

For the Game, Race and Explore Mode, these are the standard controls:

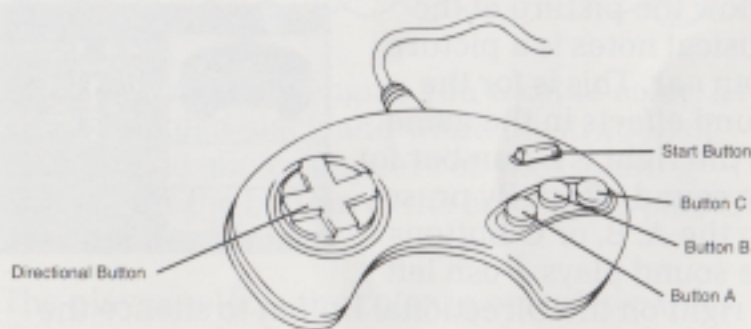
Start Button: Press the Start Button to pause the game when you're playing.

A Button: Press the A Button to uncouple a car from your engine.

B Button: Press the B Button to make your engine's steam whistle blow.

C Button: Press the C Button in the Game Mode to be reminded of your task.

Directional Button: Press the D Button to move your engine in the desired direction.



COLORING SCREEN, CONT.

The coloring is easy. Just place the tip of the paintbrush in the white area that you want to paint and press either the Start or A Buttons. The color then "floods" the chosen area. If you fill an area with a color you don't like, just follow the steps above to change the color on the paintbrush and fill in the area again.

On the right of the screen are three icons. Click on the top one to exit this screen and go to the next one. You'll notice that the engine you chose is already here and in color. The engineer, however, remains blank until you color him in on the black and white drawing.

The middle icon is a picture with a sponge on it. Click here to erase your current coloring effort. You'll start fresh with a black and white drawing.

The bottom icon is of the coloring screen. Click here to scan the various pages of black and white illustrations. This allows you to color all of the trains before moving on.



Remember, the train that appears on the exit portion of this screen is the train you will continue the game with! Click any icon by using the A or Start Buttons.

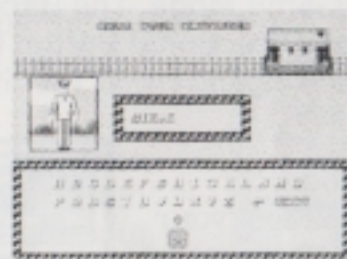
NAME THE ENGINEER

On the Island of Sodor, **you** are the engineer! Here's where you tell the game your name. If you chose the colored version of Thomas (from the previous selection), you'll skip the coloring screen and come straight here.

The alphabet appears at the bottom along with a backspace arrow, EXIT, Up arrow and Down arrow.

To name the engineer, place the cursor over the first letter of the name and press the A or Start Button. The name can be up to 12 letters long. If you make a mistake, use the backspace arrow to erase it. Press the Up or Down arrows to scroll through a list of premade names. This is for those who can recognize their names, but not necessarily spell it.

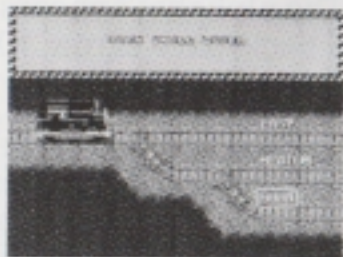
Click on Exit to move to the next screen.



PICK SKILL LEVEL

After you have "signed on" as engineer, you get to choose the level of difficulty by pressing the Directional Button (Up or Down) between the choices Easy, Medium and Hard. Make your selection by pressing the A or Start Button.

Easy is geared for the youngest players (4 years old). Medium is for children 5-6 years old. The Hard setting is for 7 and up. With a little practice, any child should be able to advance to the higher levels.



MAIN MENU

Here's where you get to choose from three separate activities: Game Mode, The Race and Explore. Use the Directional Button to toggle between the choices and press the Start button to select.

In the Game Mode, Sir Topham Hatt will test your skills as a train engineer by asking you to gather certain objects and deposit them at various locations. The Race sets you against the other engines in a test of nerves and reflexes! The Explore game features the entire map of the Island of Sodor!

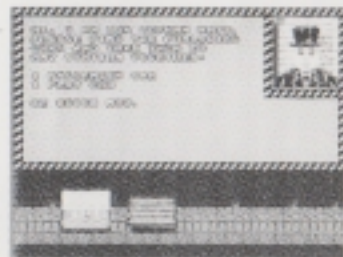


GAME MODE

A screen showing the superintendent of the railways, Sir Topham Hatt, appears first with details of your assignment. He will ask you to retrieve any of a number of special cars and bring them to a particular station. Try to remember which cars you must collect during your adventure because you'll lose points if you have to use the reminder button. The faster you complete your mission, the more points you'll score!

Some tasks require you to pull certain cars in a preset order before depositing them at a station. For these tasks, the cars will be shown at the bottom of the screen in the desired order. If you press the B Button on the Task screen, you will go back to the Main Menu.

A railroad is a busy place and sometimes there will be false cars set along the tracks to fool you. Bring only the required cars back to the station to gain the maximum points. There are also "treats" scattered along the tracks to give you a few extra points.



When you arrive at the predetermined station with the correct amount of cars, you can uncouple them by first coming to a stop and then pressing the button you choose for this function. You may also uncouple the cars at any time in the Game Mode to align them in their proper order, if necessary.

GAME MODE, CONT.

The actual Game screen consists of a playing field and an information bar at the bottom of the screen. A timer runs for the length of the game and you are awarded points in response to your timely completion of these useful tasks. Just as he does in the adventures of Thomas the Tank Engine & Friends™, Sir Topham Hatt will comment on your efficiency at the end of each game to let you know how well you performed.

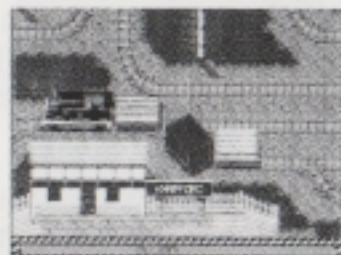
You can pause the game by pressing the Start button during the task. At this point, you can chose to get a new task by selecting Start Over, or continue your adventure by pressing the Start Button.



EXPLORE

With "Explore," you can visit all the hills, valleys and towns on the Island of Sodor by roaming through all the maps of the game. This mode is like a video train set where you can load all sorts of cars and carry them wherever you like. Bring gravel cars, coal cars and other freight cars from one end of the Island to another.

There's no timer or score to this game. All the maps are linked, by tunnels, to each other to create a true train adventure. To return to the Main Menu, just pause the game by pressing the Start Button.



THE RACE

The race game sets your train against the others in five exciting challenges. You will race on two different tracks, one horizontal and one vertical. It gets tougher as you advance from one race to the next. It also depends on the skill level you have chosen.

Before each race, Sir Topham Hatt tells you who you will be competing against. At this point, you can press the B Button to go back to the Main Menu. All along the tracks are candy treats and balloons that award you extra points when you run over them. If you win the race, you'll get 20,000 points! If you win the third race, you'll get a silver medal. If you win the fifth (and final race), you are awarded the Gold Medal! If you lose a race, you'll have to compete against the same engine on the same track.

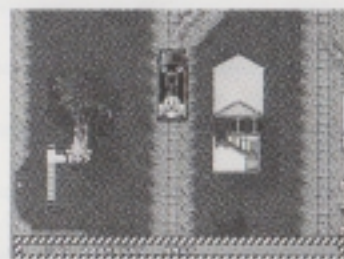
During the race you'll have to adjust your speed to hit the drifting Speed-up Balloons (large balloons with green stripes), or avoid the swaying Slow-down Balloons (large balloons with red stripes). The former gives you an extra burst of speed while the latter slows you down a bit.

There are several obstacles to avoid during the race. Steer your engine clear of patches of dirt or engines blocking the tracks by using the Directional Button at the railroad switches. This will save you precious seconds in unwanted delays.

THE RACE

At the bottom of the screen is a panel showing the following: the time you are taking to complete the race, your score, your name as engineer, and a visual indicator that shows the position of you and your opponent. Your marker is the color of your train, while your opponent is always shown as a white square.

At the end of each race your time, score and a message appears. Choose between Next Race and Quit to continue playing.



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SEGA
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16-BIT CARTRIDGE

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