

MENAGER™



6-GAME
CARTRIDGE

MANUAL

Epilepsy 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 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.**

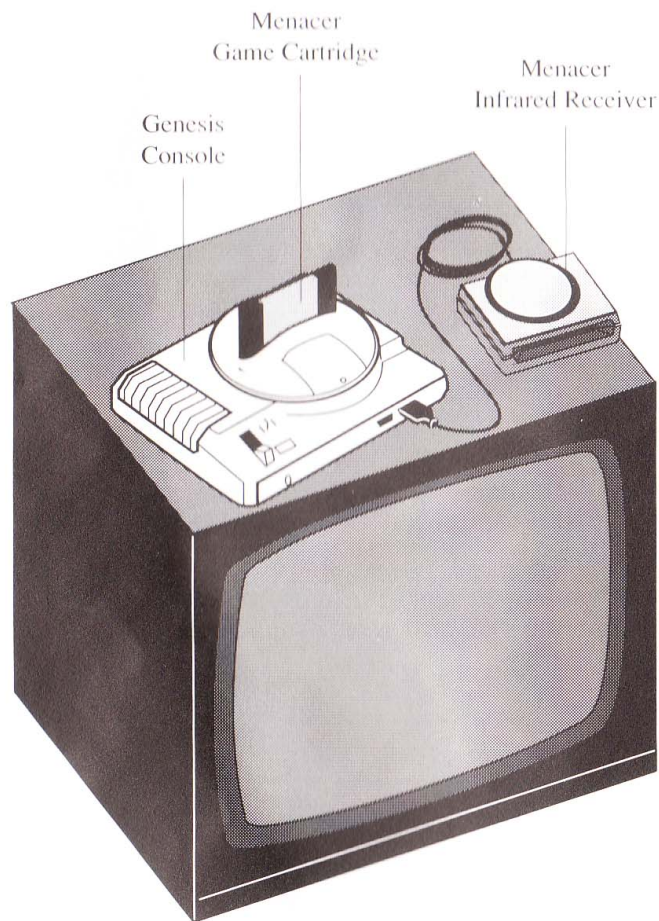
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**For game play help, call
1-415-591-PLAY**

Starting Up

1. Set up your Menacer by following the steps in your Menacer instruction manual.
2. Make sure the power switch on the Genesis is turned OFF. Insert the Menacer Game Cartridge into the Genesis console and press it down **firmly**.

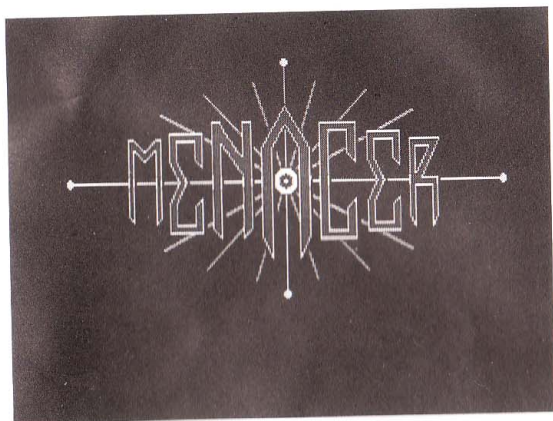


3. Turn on your TV, and then turn on the Genesis. In a few moments you'll see the Sega logo, and then the Menacer logo.
4. Stand six to eight feet from the TV screen. Aim the Menacer at the screen and press the trigger.

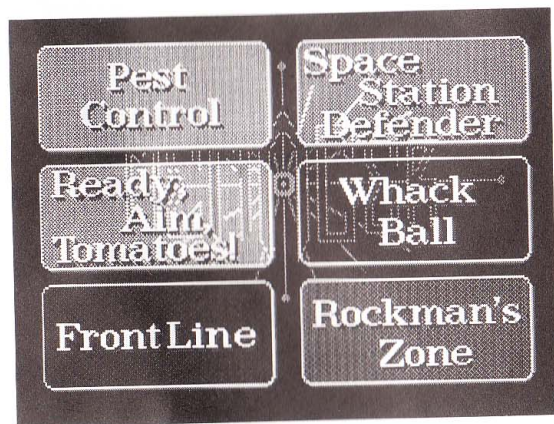
Important:

- ✧ If you don't see the Sega screen, turn the Genesis power switch OFF. Make sure the Genesis and Menacer are set up correctly, and the Game Cartridge is **firmly** inserted in the console. Check that the channel switch setting (3 or 4) on the back of the Genesis is the same as the TV channel being used. Then turn the power switch ON again.
- ✧ Always make sure the power switch is OFF before inserting or removing the Menacer Game Cartridge.

Choosing a Game



1. Aim at the Menacer logo on screen and press the trigger. The menu for the six different Menacer games will appear.



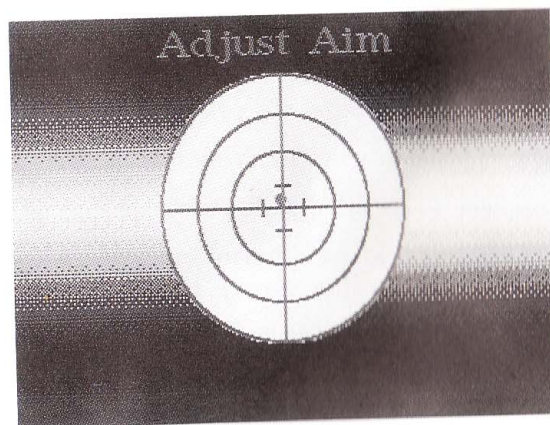
2. Point the Menacer at the game title you want to highlight it and then press the trigger.

Getting Ready to Play

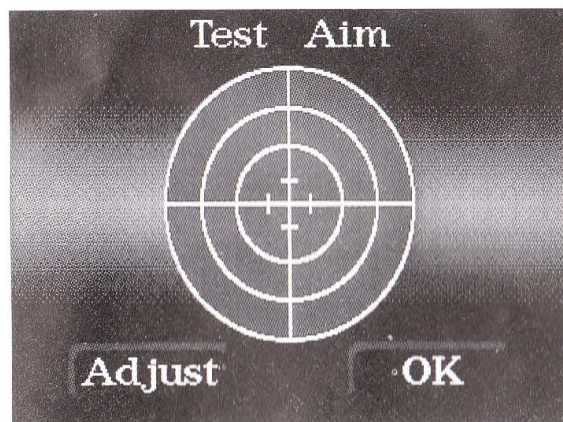
Put your Menacer Modules together before you play the game. If you're using the Binocular Module, center its adjustable sight in either the left or right scope.

A series of screens may appear before your game starts. Follow the instructions on each screen to get ready to play.

- ✧ If your game features the Accu-Sight™ cursor, you'll see a screen that lets you turn it ON or OFF. Point the Menacer at your choice and press the trigger.
- ✧ When you turn the Accu-Sight cursor OFF, you'll see screens for setting your aim for deadeye shooting. Point at your choices and press the trigger. Follow the instructions on each screen to continue.
- ✧ Use the Adjust Aim screen to set your targeting accuracy. Aim at the center of the target. If the mark hits the center, your aim is perfect. If the mark appears somewhere else, adjust the sight on the Binocular Module, or aim a little differently down the barrel of the Master Module.



- ❖ Use the Test Aim screen to practice your shooting. Hold down the trigger for machine gun action.



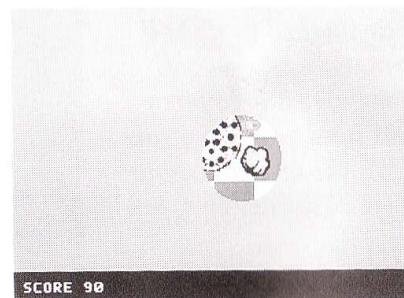
- ❖ You can practice for as long as you want. When you're ready to start the game, shoot at "OK."

Remember:

For the best accuracy, play the whole game at the same distance from the screen.

Pest Control

Blast away at bugs, bugs and more bugs as you search in the dark for creepy crawlers who crave your food!



Score: Gain 10 points for every blasted bug!

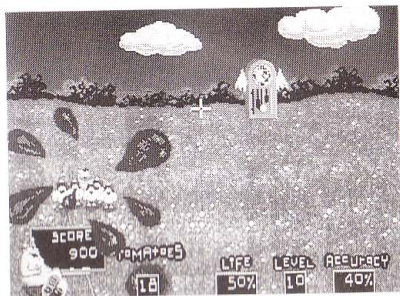
Zillions of wiggly insects are running off with your pizza. Track them with your Menacer's laser beam, and stop 'em cold with a quick shot.

Surviving the Itchy Invasion

- ❖ Blast the Drones before they can drag their tidbits to the edge of the screen.
- ❖ Queens explode into tiny Baby Bugs. Now you've really got a swarm on your hands!
- ❖ Nail two bugs at once when they're close together.
- ❖ Zap the Bug Spray to whap all pests on screen.
- ❖ Shoot the Switch to turn on the light — now you can see 'em all for a few seconds.
- ❖ Watch your score skyrocket as you blast away. But when the pizza's gone, the game's over.
- ❖ Don't overheat your Menacer by shooting too fast.

Ready, Aim, Tomatoes!

Jam-packed fun! Lob tomatoes at Crazy Dentists, Boogeymen and loads of funky foes with those hip-hoppin' aliens ToeJam & Earl™.



Score:	Earl adds up the points as you fire away.
Tomatoes:	Amount of ripe ammo left.
Life:	As long as you have Life, the game goes on.
Accuracy:	Percent of tossed tomatoes that actually hit a target.

You're ToeJam, tossing squishy tomatoes at a field full of Earth-freaks. Earl keeps score and lays on the good words (even when your aim is way off — NOT!).

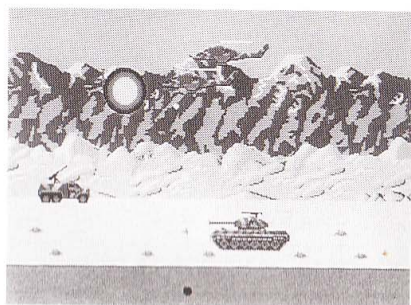
Before the game starts, shoot at "ACCU-SIGHT ON" to get the Accu-Sight cursor in the first five levels. If you choose "ACCU-SIGHT OFF," you're on your own!

Hints for Shootin' the Fruit

- ✧ At the start of each level, Earl tells you how many points you need to clear the round.
- ✧ You start with 25 tomatoes, and get a new one every few seconds. Use up all your ammo and you're a sitting duck!
- ✧ Starting at Level 2, you'll lose 5% of your Life every time you get hit (watch for the big tomato splats).
- ✧ Smack Hamburgers, Fudge Cakes and other snacks to gain back 5% of your Life plus 500 points!
- ✧ Shoot Bushel Baskets for 10 extra tomatoes at once!
- ✧ Get giant scores! Plop juicy fruit on Cupids, Chicken Gangs and all the whacked-out beings you can.
- ✧ Smaller critters are harder to hit so they're worth even more points.
- ✧ Blast a bomb and blow up every enemy on screen.
- ✧ Hit a Star Tomato for rapid fire. Suddenly, you're plastering tomatoes left and right without pressing the trigger. Star Tomatoes don't use up your ammo or affect your Accuracy.
- ✧ Whack a Sign and the game scrolls backward. Now fire away at the foes you missed before.
- ✧ Tornados pack a wallop — and always shoot back.
- ✧ You can hit the Boogeyman even when he's invisible.
- ✧ Smack the Wizard for luck — and see what you get.
- ✧ Look for surprises as the levels get higher. For example, make it to Level 13, shoot the Clock and watch what happens.
- ✧ Gain bonus points after each round for Accuracy percent and tomatoes left over. If your score isn't high enough to clear the round, you'll play the level over.

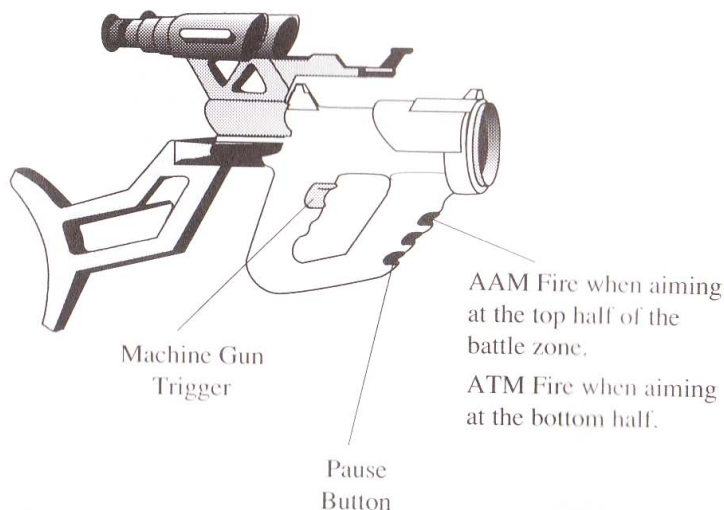
Frontline

*Eat dust while battling
an onslaught of tanks,
jets and helicopters!
The Accu-Sight cursor
pinpoints your targets.*



Score:	Batter the enemy and watch your points add up!
Lifeline:	You can take 10 hits before the game ends.
ATMS:	Your cache of anti-tank missiles.
AAMS:	Your anti-aircraft missile supply.

It's a scrappy, non-stop war for survival. In a hot, dirty desert dustbowl. Feel the sweat. Ache to the pounding ammo blasts. Spit the grit from your teeth and grab your Menacer. Now shoot to win!

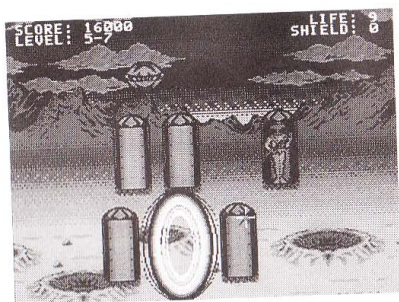


Surviving the Frontline

- ✧ If it moves, blast it.
- ✧ Hold down the trigger for a steady, unlimited burst of machine gun fire and red tracer bullets.
- ✧ Some vehicles and aircraft can return fire. Sweep the field with machine gun blasts to keep attackers to a minimum.
- ✧ Missiles kill in one hit. You start each level with 10 ATMs and 10 AAMs. If you need 'em, use 'em.
- ✧ You regain some of your Lifeline between levels.
- ✧ Frontline is a targeting test with no room for error. Start out with a full-complement Menacer, including Binocular and Stabilizer Modules. Then try different setups until you find the one that works best for you. Full control is the only way to win!
- ✧ Good luck, soldier!

Space Station Defender

*Defend Lunar Station 1
by disintegrating wave
after wave of laser-
gunning aliens.*



Score:	Points add up as you annihilate the enemy.
Level:	Shows the current level (1-999) and alien attack wave (1-8).
Life:	Each alien hit costs you one Life. When you're down to zero the game ends.
Shield:	Layer on Shields to protect yourself from alien laser blasts.
Power Zone:	Recharge your laser gun by pointing it in this zone at the bottom of the screen.

In a lonely outpost on an empty planet, you face the aggressive strikes of mutant insectoids. Take aim as the pods land. Then open fire before the unearthly beings who emerge blast you with searing laser beams.

Prepare for Battle!

Before the game starts, shoot at your choices on screen to select them:

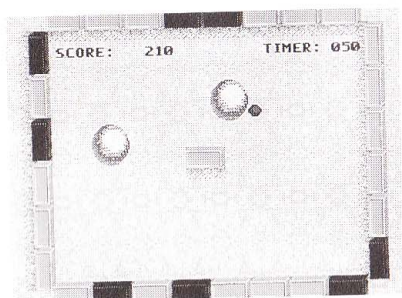
- “ACCU-SIGHT ON” turns on the Accu-Sight cursor; “ACCU-SIGHT OFF” disables it.
- With “Normal,” the alien pods will open in an orderly pattern; with “Random,” they’ll open in an unpredictable pattern.
- “Start” begins the game.

Deep Space Survival Guide

- ✧ Destroy the invaders before they shoot. You can only hit them when their pods are open.
- ✧ Insectoid weapons are highly accurate. Every alien blast hits its mark — you! And you lose one life.
- ✧ Fire on the satellites that flash by overhead to gain Shields. Each Shield protects you from one alien hit.
- ✧ Shields disintegrate in a grid pattern when blasted by enemy lasers.
- ✧ Your laser gun gobbles energy. Watch the gauge at the bottom of the screen and recharge before your energy runs dry. To restore laser energy, point the Menacer at the Power Zone at the bottom of the screen. The longer you leave it there, the more energy you’ll regain.
- ✧ Recharge between waves, when you have a few seconds’ breather from the mutant attacks.

Whackball!

Whack the bouncing ball into the right tiles for big score success!



Score:	Earn big points with your expert ball handling.
Timer:	Change the color of every tile before the timer reaches zero and you'll clear the level.
Balls:	You get three balls per level to whack against the tiles.

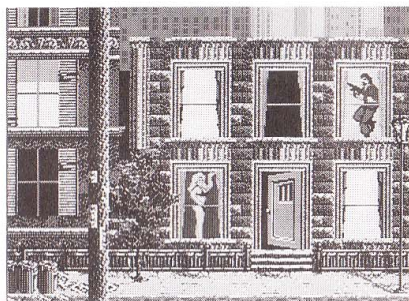
Your Menacer's a paddle, and you're a pinball wizard! Smack the ball around the box. The tiles change color when the ball bounces against them. Race to change all the tiles before the timer reaches zero, and you've cleared the round!

Whackball! Wizardry

- ❖ Use the Master Module alone. Just move it around — you don't even have to press the trigger.
- ❖ Watch the escape hatch — it moves around. If your ball falls through, you lose it.
- ❖ Use the paddle to guide the ball, and also to block the escape hatch.
- ❖ The flashing tile is a Power-Up. Whack your ball against it and get one of these (for better or worse!):
 - **Sticky Paddle** holds onto the ball.
 - **Two Balls** for double-whammy whacking.
 - **Extra Ball** for more chances to win.
 - **Lost Seconds** off the timer. The higher you go in the levels, the more seconds you lose.
 - **Tiny Paddle** makes you work harder to keep the ball in play.
 - **Reset** turns all the tiles back to their original colors, and you start the level over.
- ❖ Time bonus! Clear a level and get bonus points for time left over.
- ❖ Ball bonus! Any balls left at the end of a level earn bonus points. The points are added to your score after every five rounds.

Rockman's Zone

Train as an FBI crackshot, sharpening your aim on bad-guy cutouts.



Score:	Aim for big points by demolishing the right targets.
Lives:	Start your training with five lives. Lose 'em all and you're dog meat.
Targets:	Number of enemy cutouts on the street. Shoot this number down to zero to clear the round.
Accuracy:	Percent of shots that hit the right targets.

Rockman's Zone is no place for amateurs. It's seven city blocks where a quick eye and split-second timing make all the difference between pass and fail. Shoot at the cutouts as they pop up. Hit the bad guys, but don't harm the honest citizens.

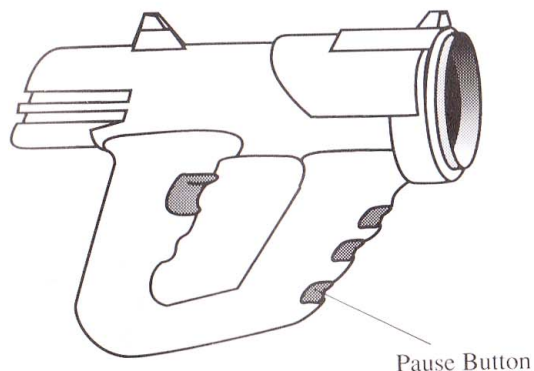
So you wanna be a G-Man? Prove yourself first — in Rockman's Zone.

Surviving the Zone

- ❖ Cutouts pop up in doors and windows. The bad guys look sinister and shoot back. Drop them before they fire.
- ❖ Each enemy hit you take costs you one life.
- ❖ Firing on cutouts of innocent onlookers and children is bad. Hit them and you lose a life. Look before you shoot.
- ❖ Use all the ammo you want; you've got an unlimited supply.
- ❖ Chase down four targets in Level 1. Then get a move on. Targets may get closer together or increase as the levels get higher.
- ❖ You gain points for your Accuracy level at the end of each round.
- ❖ No-Hit bonus! Clean up a level without getting hit for a high-point reward.

Pausing a Game

Press the Pause button on the Master Module to pause a game at any time. Press the Pause button again to resume play.



Changing Your Menacer Setup

If you add or remove the Binocular Module during a game, you'll need to readjust your aim. To do that, restart the game and go through the "Getting Ready to Play" steps on pages 5-6.

Handling Your Cartridge

- ✧ The Sega Menacer Cartridge is intended for use exclusively with the Sega Genesis System and the Sega Menacer.
- ✧ 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 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.

Score Sheet

Name: _____

Game: _____

Date: _____ Score: _____

Name: _____

Game: _____

Date: _____ Score: _____

Name: _____

Game: _____

Date: _____ Score: _____

Name: _____

Game: _____

Date: _____ Score: _____

Name: _____

Game: _____

Date: _____ Score: _____

Name: _____

Game: _____

Date: _____ Score: _____

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Menacer 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 this number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA MENACER 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.

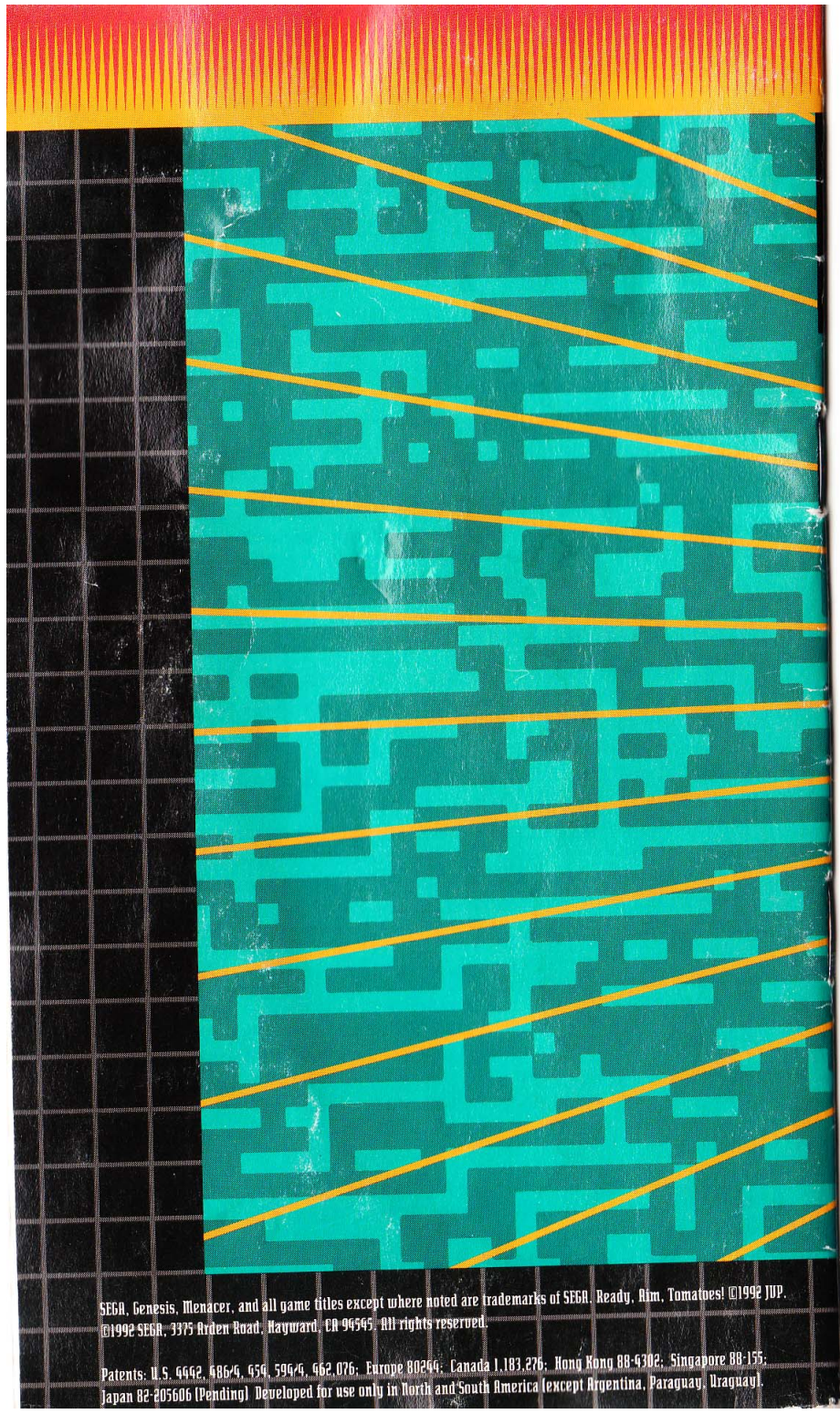
Repairs after Expiration of Warranty

If your Sega Menacer 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 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.



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