

SEGA™

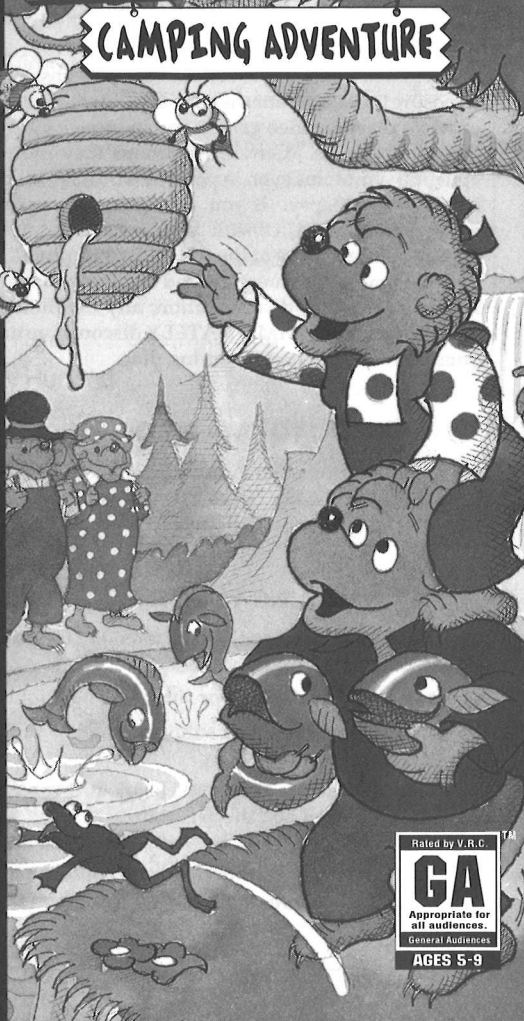
SEGA CLUB™

THE BERENSTAIN BEARS™

CAMPING ADVENTURE

GENESIS™

INSTRUCTION MANUAL



Rated by V.R.C.™

GA

Appropriate for
all audiences.
General Audiences

AGES 5-9

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

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FOR GAMEPLAY HELP, CALL

1-415-591-PLAY



THE BEST CAMPING ADVENTURE EVER!

“Sister, Brother, do you have your camping gear packed?”

“Yes, Papa,” both cubs replied.

“Then let’s get going!” The Bear family loaded their car and drove off.

Neither of the cubs had ever visited Grizzly Forge before, and they were very excited.



As soon as they arrived, Papa and Brother began setting up the tent. Mama and Sister unpacked.



“Look at all the butterflies,” said Mama. “Did you and Brother bring your butterfly nets?”

“Yes,” said Sister as she looked around. The campground was full of life. Sister saw bees and chipmunks in the trees. Squirrels hunted for acorns, and woodpeckers knocked on the tree trunks. An eagle flapped its wings high overhead.

Papa and Brother finished lighting the campfire. Then Mama and Papa settled down. Papa had his book to read and Mama was drinking a cup of her favorite cocoa.



Brother and Sister had finished their chores. Now they just couldn't sit still! Brother had an idea.

"We've collected all the firewood. Now can Sister and I go exploring?" he asked.

"We might go to the lake first," added Sister.

"Good idea," agreed Papa. "It's probably full of jumping rainbow trout."

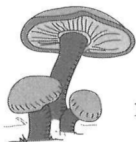
"You two be careful and don't get lost," said Mama with a smile.

"Don't go too far. And be back before dark," cautioned Papa.

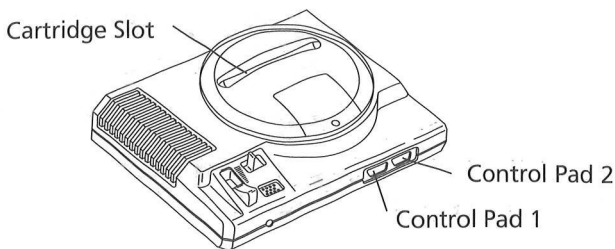
"Okay," Brother and Sister said eagerly.

They scampered down the trail. This was their first camping adventure ever, and they were determined to make the most of it!

And guess what? You're going with them!

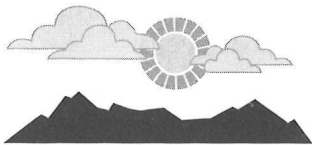


GETTING STARTED



1. Set up your Genesis.
2. Plug in 1 or 2 control pads (one for each player).
3. Make sure the power is OFF.
4. Put the game cartridge into the cartridge slot. Press it down **FIRMLY**.
5. Turn the power ON.

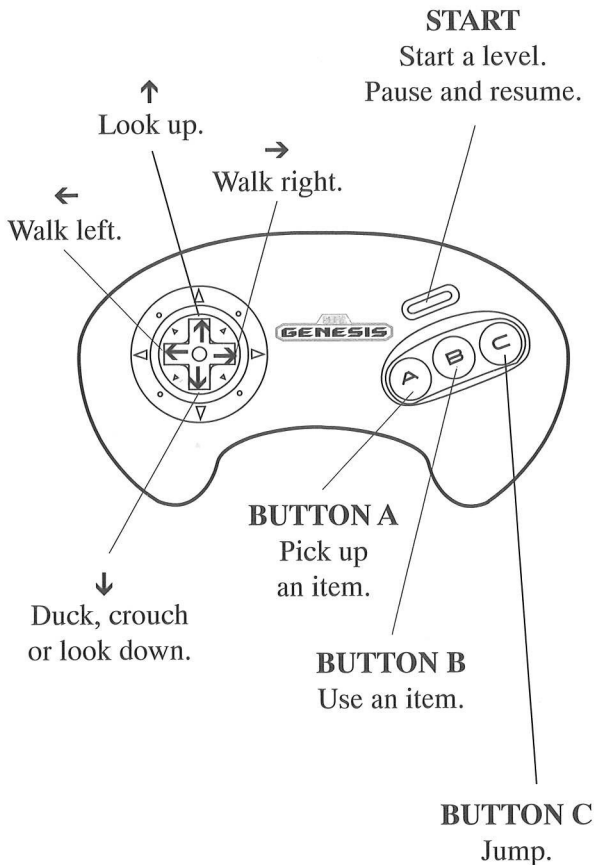
Wow! Sister and Brother Bear have climbed the highest mountain in Grizzly Forge. It's going to be a great trip!



Important

- If nothing appears on the screen when you turn on the Genesis, turn the power OFF. Check your Genesis setup, make sure the cartridge is **FIRMLY** inserted in the cartridge slot, and turn the power ON.
- Always turn the power OFF before inserting or removing the cartridge.

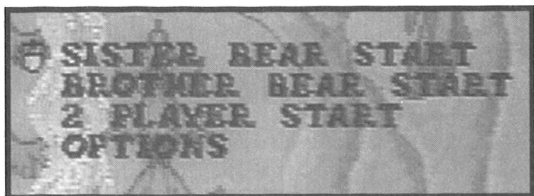
BUTTON CONTROLS: THE BEAR FACTS



SISTER BEAR, BROTHER BEAR — OR BOTH?

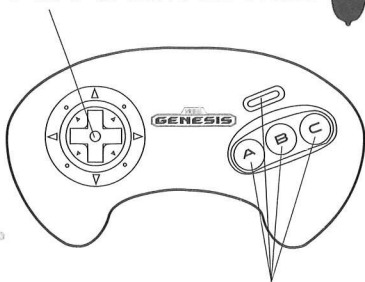
Who will you join on the best camping adventure ever? Sister Bear? Brother Bear? If you and a friend are playing together (with 2 control pads) you can take both cubs and help each other through the rounds.

You can choose a bear when you see this menu:



Use your control pad:

1. Press ↓ or ↑ to move the acorn.



2. Then press one of these buttons to get started.



CHOOSING YOUR OPTIONS

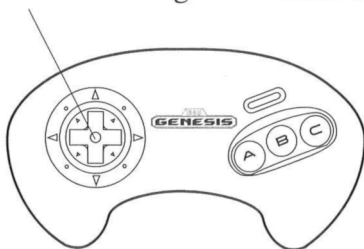
Are you a Bear Cub, a Brown Bear or a Grizzly Bear? You decide! On the first screen, instead of choosing a bear, move the acorn to OPTIONS at the bottom of the menu. Then press BUTTON A, B, C or START.

Now you'll see this screen. Use your control pad to change the settings.



DIFFICULTY

1. Press ← or → to change the DIFFICULTY level.

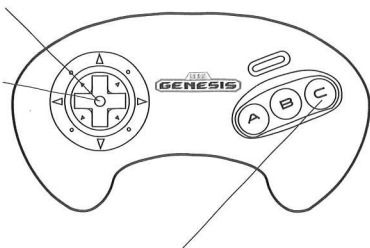


- **Bear Cub** – Start with 6 Tries at beginner level. Play 1 round in each trail to finish the game.
- **Brown Bear** – Start with 4 Tries. Play 3 rounds in each trail to finish. You're getting good!
- **Grizzly Bear** – Start the hardest level of all with 3 Tries. If you can complete each trail, you're really good!

SOUND TEST/MUSIC TEST

1. Press ↓ to move the acorn to SOUND TEST or MUSIC TEST.

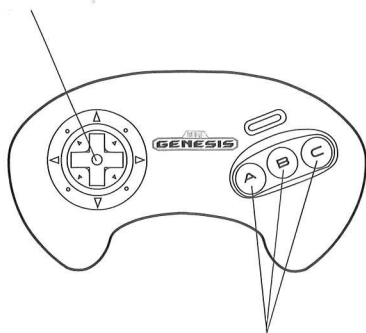
2. Press ← or → to change the number.



3. Press BUTTON C to hear the sound or music.

EXIT

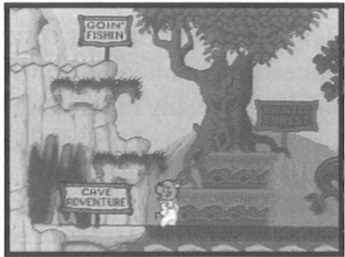
1. Press ↓ to move the acorn to EXIT.



2. Then press BUTTON A, B or C to leave the Options screen.

OFF YOU GO!

There are so many trails to explore. You can start at any one of them except the Haunted Forest. Where will you begin?



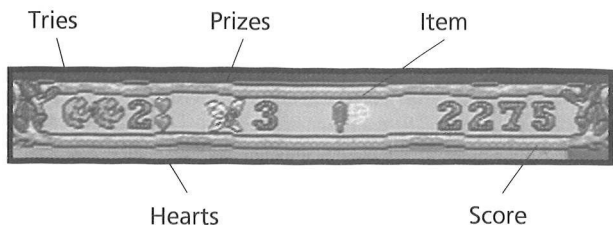
1. Move your cub to the trail you want.
 - You can see all the signs by walking left and right.
 - Jump (BUTTON C) to get to the signs that are higher up.
2. Stand in the middle of the sign and press the START button to begin.

Important

- With 2 players, be sure to keep Sister and Brother together. One cub will not be able to move ahead if it means leaving the other bear behind.
- When you finish a level, its sign will tell you "Level Complete."
- The Haunted Forest is special. You can only play it after reaching at least 1 bonus round in each of the other 4 levels. (See page 20.)

ALONG THE TRAILS

Help Sister and Brother collect prizes! Butterflies, diamonds, trout, honeycombs and many other delights are waiting for you. Look at the top of the screen for important information.



Tries

Tries are the number of chances you have to finish the game. Find a Sunny Star or collect 4-leaf clovers (see page 21) to win bonus Tries. You lose a Try when you run out of Hearts. If you lose all your Tries, your camping adventure gets rained out!



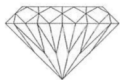
Hearts



Hearts gradually disappear as you get bumped. Pick up more Hearts along the trails to gain them back. If you lose all your Hearts, you lose one Try.

Prize

In each level, a special kind of prize appears at the top of the screen. When you collect a certain number of these prizes, you get the chance to enter a special bonus round (see page 20).



Note

• In 2 Player games, the players share their Tries and Hearts and collect prizes together.

Item

You can find nets, rocks and picks scattered on the trails. Stand next to an item and press **BUTTON A** to pick it up. (You can only carry one kind of item at a time.) Press **BUTTON B** when you want to use the item. If you lose a Try, you also lose the item you're carrying.

Score

Win lots of points by bopping critters and gathering prizes.

Have fun! You don't always have to go in the same direction. Try backtracking to explore paths you missed. You can even burrow through hidden paths. The more you look, the more you'll find!

Watch out for campground critters. If they touch you, your cub will flash or even get knocked down. Jump over them, bop them with rocks, or splat them with the Bear Bottom Bounce (see page 12).



BEAR CUB ACROBATICS

Bear Bottom Bounce

- Jump by pressing **BUTTON C**. Hold down the button longer to jump higher and farther.
- Bop a critter by landing on top of it.
- Move your cub right or left to bounce from one critter to another, or from one critter to a higher place.

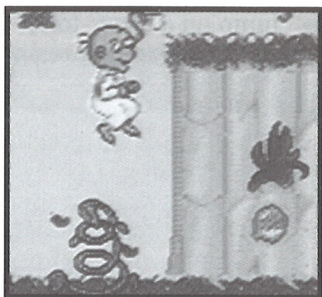


Collecting & Using Items

- Stand close to an item. Press **BUTTON A** to pick it up. (In the Bear Cub level, just walk over an item to pick it up.)
- Press **BUTTON B** to use the item. You can carry an item for a while before using it. You can use the item as many times as you want until you pick up a different one or lose a Try.
- Swing **Nets** to get butterflies or trout that are high up, or wiggling just out of reach below you. You can also swing a net while jumping.
- Toss **Rocks** to konk critters or lower bridges.
- Use **Picks** to break through some walls in the underground caves.

Springs

- Jump on a spring, such as a vine, mushroom or trampoline.
- Keep jumping to spring higher.
- Move your cub right or left to land on a higher place.
- Press **BUTTON B** while springing to swing a net or toss a rock.



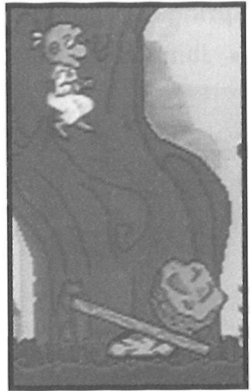
Beach Balls

- Jump onto a beach ball.
- Move right or left to roll across dangerous quicksand.
- Jump while on the beach ball to grab prizes that are overhead. Don't fall off!



Teeter-Totters

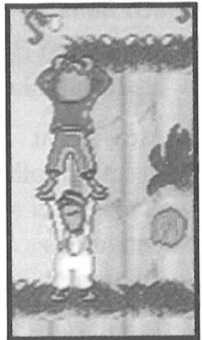
- Jump on a teeter-totter to make the boulder bounce.
- As the boulder comes down, press the direction button right or left.
- When the boulder lands, your cub will bounce up to a higher ledge on the right or left.
- This move takes a little practice in the beginning. Once you learn it, it's easy!



Cub Cooperation

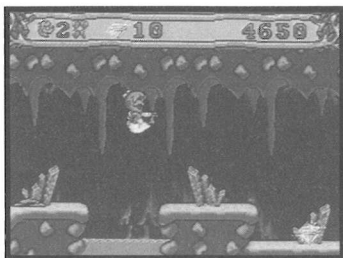
In 2 Player games, the bear cubs can help each other.

- To get onto certain high ledges, stand the cubs next to each other. Then, one player should press **BUTTON A**. Watch the cubs help each other climb the ledge!
- To use the teeter-totters, one cub should stand on the low end while the other cub jumps on the high end. Then, the cub that gets to the top first can press **BUTTON C** to push the boulder over the ledge and spring the second cub up.



CAVE ADVENTURE

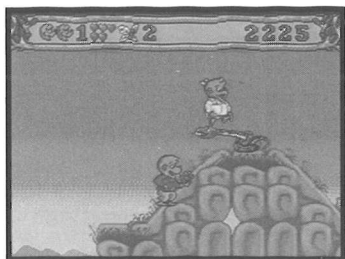
Collect sparkling diamonds in the underground caves!



Bear Footin' Tips

- Pick up rocks to bonk the bats and other critters.
- Slide down chutes! Then jump from ledge to ledge across the deep holes.
- Jump from one stepping stone to the next to get across the pools.
- Use the picks to break through some walls.
- Toss rocks at a floating bridge. If you hit it enough times, it will drop down to your level.
- Find secret rooms and tunnels. They have even more prizes!
- Keep away from falling spikes and nasty drips!
- Play the bonus rounds!

NATURE WALK



Be a mountain climber and scoop up butterflies in your net!

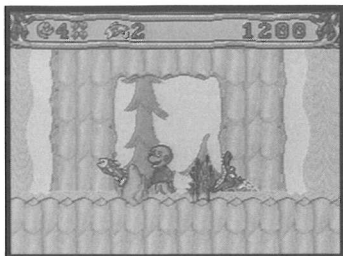


Bear Footin' Tips

- Find the nets that will help you catch butterflies.
- Hop quickly across the quicksand so you don't get stuck. Or ride the beach balls!
- Jump on the grassy rocks to keep away from bramble-bushes.
- If you fall, a floating leaf will bring you back.
- You'll find plenty of butterflies — and sneaky weasels — in the bonus rounds!

GOIN' FISHIN'

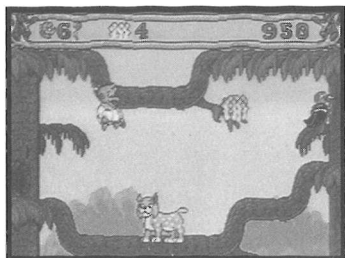
Catch colorful trout as you splash in the cool mountain streams!



Bear Footin' Tips

- Slide down the waterfalls.
- Ride high on the gushing waterspouts!
- Watch out for snapping crocodiles and other scaly critters!
- Pick up nets and use them to catch trout!
- Jump on stumps and rafts to cross the ponds.
- Jump across floating islands. They can crumble, so jump fast!
- Look for hidden paths and other surprises.
- If you fall in, you'll float in a bubble back up to dry land.
- Go fishin' in the bonus rounds!

HONEY HUNTING



Gather delicious honeycombs in the trees!

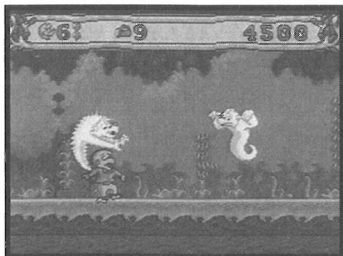


Bear Footin' Tips

- Explore the trees like the squirrels do. Jump from one branch to another.
- Bounce high on springy mushrooms and trampolines.
- Use the teeter-totters to reach high branches.
- Ride the Hollow Tree Express. Stand in front of a big knothole and press **↑**. See what happens!
- Play the bonus rounds and race high in the sky on a honey hunt!

HAUNTED FOREST

Whooo is waiting
for you in the
Haunted Forest?



Bear Footin' Tips

- Collect lots of flashlights.
- Find the floating islands to ride. Look hard. Some of them are almost invisible!
- Beware of ghosts, wolves and other troublesome critters who haunt the forests.
- Ride a “Bear-achute” back to safety when you fall.
- Play the bonus rounds and scare up lots of prizes and points!

BONUS ROUNDS

Collect enough special prizes and you can play the bonus rounds! To enter bonus round 1 of every trail, pick up the following number of prizes:

Bear Cub 10 special prizes

Brown Bear 15 special prizes

Grizzly Bear 20 special prizes

When you collect the right amount of prizes, a shining halo appears. Jump into it and your cub will be whisked off to the bonus round!

Prizes are scattered around, or come from the top, sides and bottom of the screen. Gather the prizes as fast as you can. Campground critters will do their best to keep you from collecting the goodies, while a clock counts down the seconds. When the time is up, the round ends and you return to regular play.

When you complete the regular play level, a score screen shows the prizes you collected and the bonus points you earned in the bonus round.

Note: There are 2 or more bonus rounds in every trail. See if you can play them all!

CAMPING HINTS

- Look for secret places in every level. Jump against walls to see if you can find hidden paths and more prizes and treats.
- If you haven't collected enough prizes, take a different path back through the level to see what you can find.
- Collect lucky 4-leaf clovers! When you gather the right number in any level, you will win a bonus Try!

Bear Cub	20 clovers = 1 bonus Try
Brown Bear	50 clovers = 1 bonus Try
Grizzly Bear	50 clovers = 1 bonus Try

- Keep bopping those critters! An excellent score will win you a bonus Try!

Bear Cub	50,000 points = 1 bonus Try
Brown Bear	100,000 points = 1 bonus Try
Grizzly Bear	150,000 points = 1 bonus Try



SCORING

Prizes

- 2a. Butterflies, Diamonds, Flashlights,
Honeycombs, Rainbow Trout 100 pts. each
- 2a. Acorns, 4-Leaf Clovers, Hearts, Hot Dogs,
Strawberries, Sunny Stars 100 pts. each
- 2a. Picnic Baskets 300 pts. each
- 2a. Apples 500 pts. each

Campground Critters

- 2a. Ants, Bees, Crabs,
Mosquitoes, Rats, Snails 100 pts. each
- 2a. Crows 125 pts. each
- 2a. Badgers, Bats, Cobras, Frogs, Moles,
Pikes (snapping fish), Squirrels,
Turtles, Weasels 150 pts. each
- 2a. Hooty Owls 175 pts. each
- 2a. Bobcats, Mushrooms, Porcupines
Woodpeckers 200 pts. each
- 2a. Crocodiles, Rolling Mushrooms,
Skunks, Spooks 250 pts. each

Grizzly Forge Bullies

- 2a. Spiders (Cave Adventure) 250 pts. each
- 2a. Mountain Lions (Nature Walk) 500 pts. each
- 2a. Beavers (Goin' Fishin') 1000 pts. each
- 2a. Eagles (Honey Hunting) 3000 pts. each
- 2a. Wolves (Haunted Forest) 5000 pts. each



CREDITS

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Dave Warhol



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.

SEGA CLUB™

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**Disney's Bonkers
Crystal's Pony Tale™
Ecco Jr.™
Creative Antics™
Richard Scarry's Busy Town™**

HARDWARE

**Sega Club 6-Button Controller
Sega Club Genesis
Creativity Pack**

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