

TAZ IN ESCAPE FROM MARS

Coming Soon
on Sega™ Game Gear™

Desert Demolition

Starring Road Runner & Wile E. Coyote

Coming Soon
on Sega™ Genesis™

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SEGA™

GENESIS™
INSTRUCTION MANUAL



TAZ IN ESCAPE FROM MARS



Rated by V.R.C.

GA

Appropriate for
all audiences.
General Audiences

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

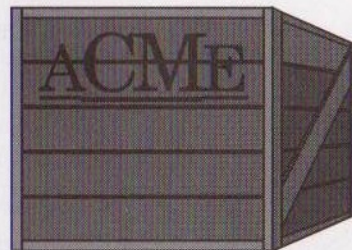
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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.

SEGA GAMEPLAY HOTLINE

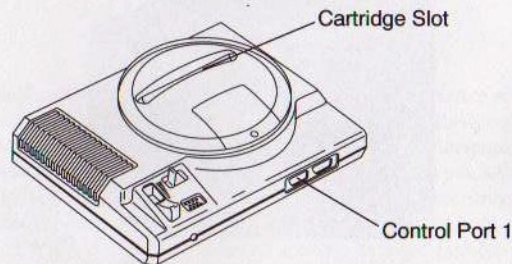
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SETTING UP



1. Set up your Genesis system and make sure the power is turned OFF.

**Always turn the power OFF
before inserting or removing the cartridge.**

2. Plug a Sega controller into control port 1.
3. Insert the game cartridge into the cartridge slot, and press it down **firmly**.
4. Turn the power ON. In a few moments, the Sega logo will appear, followed by the Title screen.
5. Press **Start** to whirl off to an out-of-this-world adventure with TAZ!

—OR—

Use the **D-Pad** to select Options, and then press **Start** to go to the Options screen.

If you don't see the Sega screen, turn the power OFF. Check your Genesis setup, make sure the cartridge is firmly inserted in the console, and then turn the power ON.

OPTIONS SCREEN

Before you start a game, you can change the game settings on the Options screen. On the Title screen, use the **D-Pad** to select Options and then press **Start**.

On the Options screen:

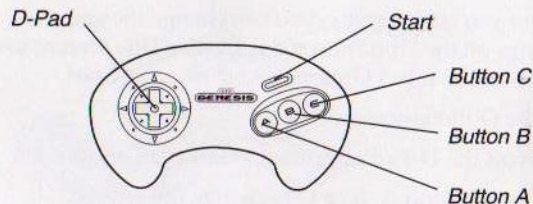
- Press the **D-Pad** up/down to select an option.
- Press **Button A, B** or **C** to change the setting.
- Press **Start** to exit back to the Title screen.

BUTTON CONTROLS

Switch the ACTION, SPIN and JUMP buttons. The normal settings are:

ACTION	Button A
SPIN	Button B
JUMP	Button C

TAKE CONTROL!



- Start the game **Start**
- Move TAZ **D-Pad** in any direction
- Eat something Stand next to an item. If it's edible, TAZ will pick it up and scarf it down.
- Pick up an item; **Button A (ACTION)** set it down
- Move levers, **Button A (ACTION)** operate machinery
- Spin **Button B (SPIN)**
- Jump up **Button C (JUMP)**
- Jump left/right/down **Button C (JUMP) + D-Pad** left/right/down
- Look up/down **D-Pad** up/down
- Pause/resume game **Start**

See pages 5-7 for TAZ's special moves.
Remember, your button controls will be different if you've switched the ACTION, SPIN and JUMP buttons on the Options screen.

TAZ'S SPECIAL MOVES

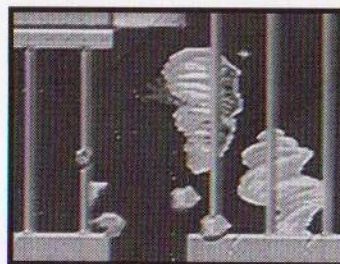
TAZ TORNADO

- Press **Button B** (SPIN) + **D-Pad** left or right for a ground tornado.
- Press **Button C** (JUMP) + **Button B** (SPIN) + **D-Pad** left or right for a flying tornado.



TAZ BOOMERANG

- To spin up a shaft, stand under the shaft and press **Button C** (JUMP).
- Press and hold the D-Pad in the direction of one of the shaft walls.
- Immediately press and hold **Button B** (SPIN) until you reach the top.



TAZ SMASH

- Spin into a TAZ Tornado to bust through brick walls.

TAZ 360

- Stand back from a loop-de-loop and press **Button B** (SPIN) to start a spin.
- Press and hold the **D-Pad** in the direction of the loop to spin 360° around the loop-de-loop.
- Do a TAZ 360 around rock barriers and the pipe maze. This move takes a little practice, but once you get the hang of it, it's easy!



TAZ DRILL

- Spin into a TAZ Tornado and press the **D-Pad** toward a dirt area to drill underground.



TAZ TURN-ON

- Press **Button A** (ACTION) to throw switches and levers that open or shut doors and operate machinery.

TAZ WHIRLY COPTER

- Find a Whirly Copter and press **Button A** (ACTION) to pick it up.
- Press and hold **Button B** (SPIN) to spin up, up and away.
- Use the **D-Pad** to direct TAZ's flight.
- Release **Button B** to float to a safe landing.
- Press **Button A** again to set down the Whirly Copter.

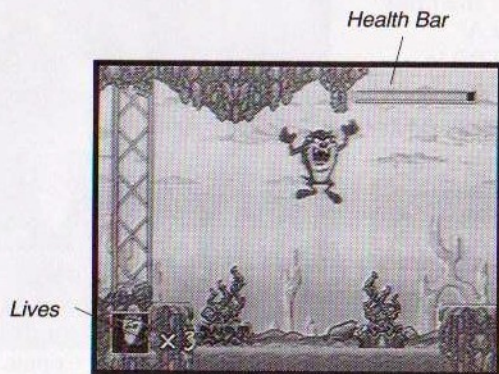


TAZ ACTION!

Hot-tempered TAZ is Marvin the Martian's favorite Rare Earth Creature. TAZ is kidnapped by Marvin the Martian's spaceship, zipped off to Mars, and caged in a zoo!

But Taz isn't about to sit around and be stared at by Instant Martians. No way! He's OUTTA THERE!

Use TAZ's moves and special attacks to make your escape. While you're at it, spin into as many space creatures as you can, turning them into space dust. That'll teach Marvin the Martian to mess with the wrong Earthling!



LIVES

TAZ starts with 3 lives. When his health bar drains, he loses 1 life. If he loses them all, the game ends.

HEALTH BAR

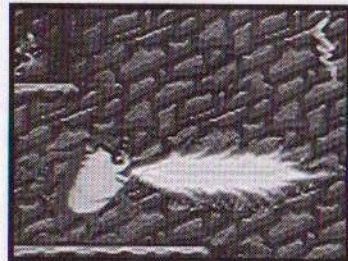
Some Health drains from the bar whenever TAZ is hit. Eat snacks (page 8) to restore TAZ's Health. If the bar empties, you lose 1 Life.

SNACKS

TAZ must eat to stay healthy. But watch out! Some junk food just isn't worth the trouble!

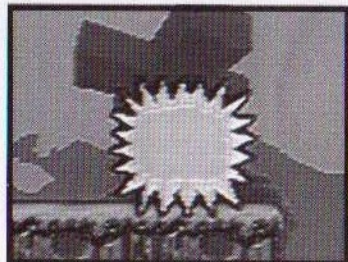
- **First-aid kits** restore some of TAZ's Health.

- **Gasoline** fuels TAZ's temper. Let TAZ swallow a can, then press the ACTION button for a blast of hot breath that melts metal!



- With a mouthful of ammunition from a **box of rocks**, TAZ can spurt a barrage of stones when you press the ACTION button.
- **Bubbling beakers** contain a potent mixture that turns TAZ into Jumbo TAZ. He's big, tough and snarly. He's also too heavy to spin! Some bubbling beakers will shrink TAZ to mini-size!

- **Bombs** explode. If TAZ eats one, he'll explode, too!



MORE GREAT ITEMS

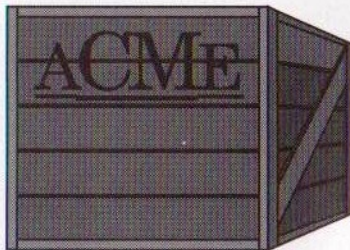
- Transporters zap TAZ to another part of the level.



- Steer TAZ through a **shrink ray** and watch him melt down to mini-size! He's small enough to fit through low tunnels. **Growth rays** expand TAZ to his jumbo size.



- Find a **crate** and you've made it through the maze. Jump in to escape to the next level!



PLANET MARS

MARS ZOO

TAZ is trapped in a cage on Mars, along with a menagerie of strange animaloids. Spin to break through the walls, and boomerang from wall to wall to get higher. Springy, hanging cages hold more dangerous creatures. A maze of loop-de-loop pipes keeps TAZ spinning! Use the TAZ 360 move to defeat the giant elephant.



MOLEWORLD

Spin through a world that's half above and half below the ground. Bump off molemen and avoid grotesque ore worms and spinning drill bits. TAZ turns into a drill bit himself to burrow through the ground, all the while pursued by a giant drilling machine that forces him to keep moving or perish! Jump onto speeding bits of falling rock while battling a flying mining machine!



PLANET X

On yet another strange planet, TAZ confronts bizarre aliens in a water-drenched terrain. Ride looping vertical waterfalls through a seemingly endless maze, jumping onto dry land at just the right moment!



Find the Whirly Copter to fly up the vertical maze. One false move and TAZ will hit the drink! Knock the Drago-Worm down to size to defeat him and escape!

MEXICO

Yosemite Sam, Road Runner and Wile E. Coyote appear to head our hero off at the pass! But first TAZ must survive a fast-moving, dusty, horns-and-hoof-filled wagon train stampede! In the village, killer bees, bandidos and a rampaging bull make the pottery fly! TAZ must lure El Toro into charging the walls so he can escape!



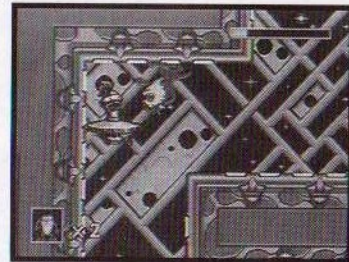
THE HAUNTED CASTLE

TAZ spins and hops along the outside of a murky castle, raising and lowering the gates while battling annoying Flying Eyeballs and nasty Killer Bees. Once inside, TAZ spins through revolving doors into secret passages and huge spiral towers. Bubbling pools, sizzling walkways, flaming nozzles and great green gobs of goo fill the castle. Witch Hazel and Yosemite Sam provide even more misery for the tortured TAZ. The Mad Scientist shoots sparks while huge Gossamer chases TAZ back and forth. Stun the monster, then trade brains to finally defeat the Mad Scientist!



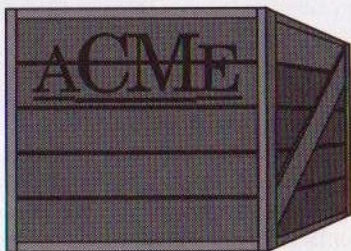
MARVIN THE MARTIAN'S HOUSE

Eighty-five percent of all accidents happen at home. Marvin the Martian's House is no exception, with K-9 and an army of laser-shooting robots as live-in hazards. TAZ falls into the trash compactor and must ricochet up the closing walls in the nick of time! Then a duplicating device turns TAZ into twins! One TAZ must jump off the other one's head to escape. A barrage of laser beams and weird gravity make this a real brain-boggler! Marvin the Martian drives a huge Pedmobile that can only be defeated by an attack to its top!



TIPS FROM TAZ

- Use the TAZ Tornado to smack many of the enemies. They'll disappear in a puff of Martian smoke. Some foes are tougher to beat than others. Don't give up!
- Not all enemies can be destroyed by a TAZ Tornado. Some can only be destroyed by fire or rocks. Some can't be destroyed at all!
- TAZ has a number of special powers and transformations, but they all last only a short time. Make the most of them while you have them!
- As you play each game, try to remember your way through the mazes so you know where to find the power-ups and exits.
- Use your spin to move quickly through some areas, especially if you know the way.
- When you see food or odd items scattered around, try to figure out how TAZ can use them.



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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.

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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.