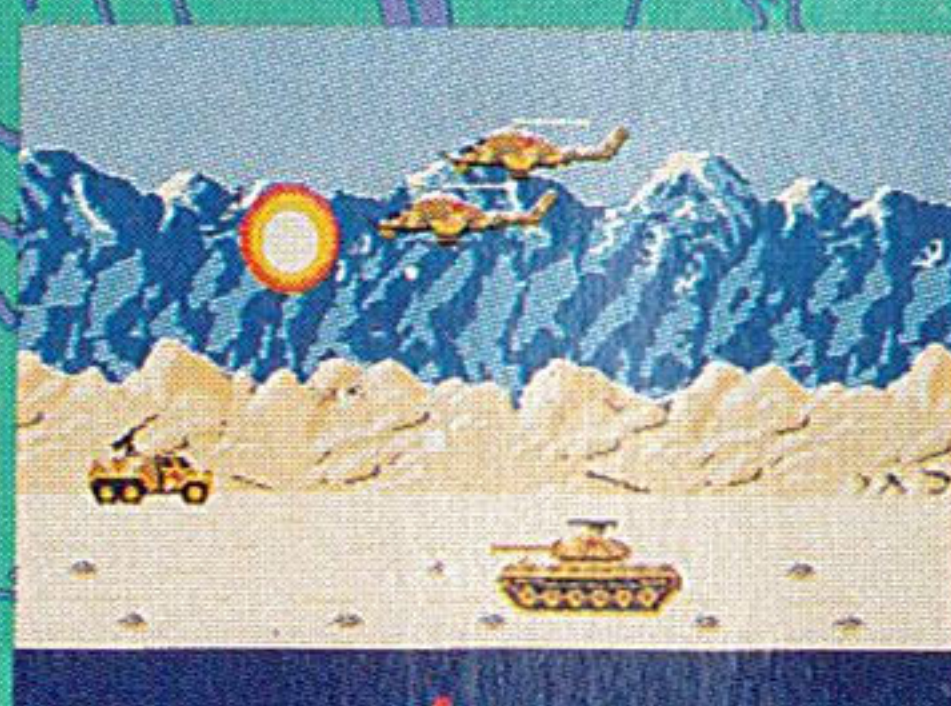


MENACER



Menacer comes with its own 6-game cartridge for non-stop, hot-shot fun! Pick out the bad guys before they get you in Rockman's Zone™! Draw on aliens in Space Station Defender™! Defend your post in Frontline™. Be ToeJam and lob tomatoes. Exterminate the pizza-loving bugs in Pest Control™! Or, grab control and win at Whackball™!



You'll do it all and win with the Menacer.

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Patents: U.S. No. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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SEGA
GENESIS
16-BIT CARTRIDGE



**Toxic
CRUSADERS**

INSTRUCTION MANUAL

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 this number:

1-800-USA-SEGA

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 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 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.

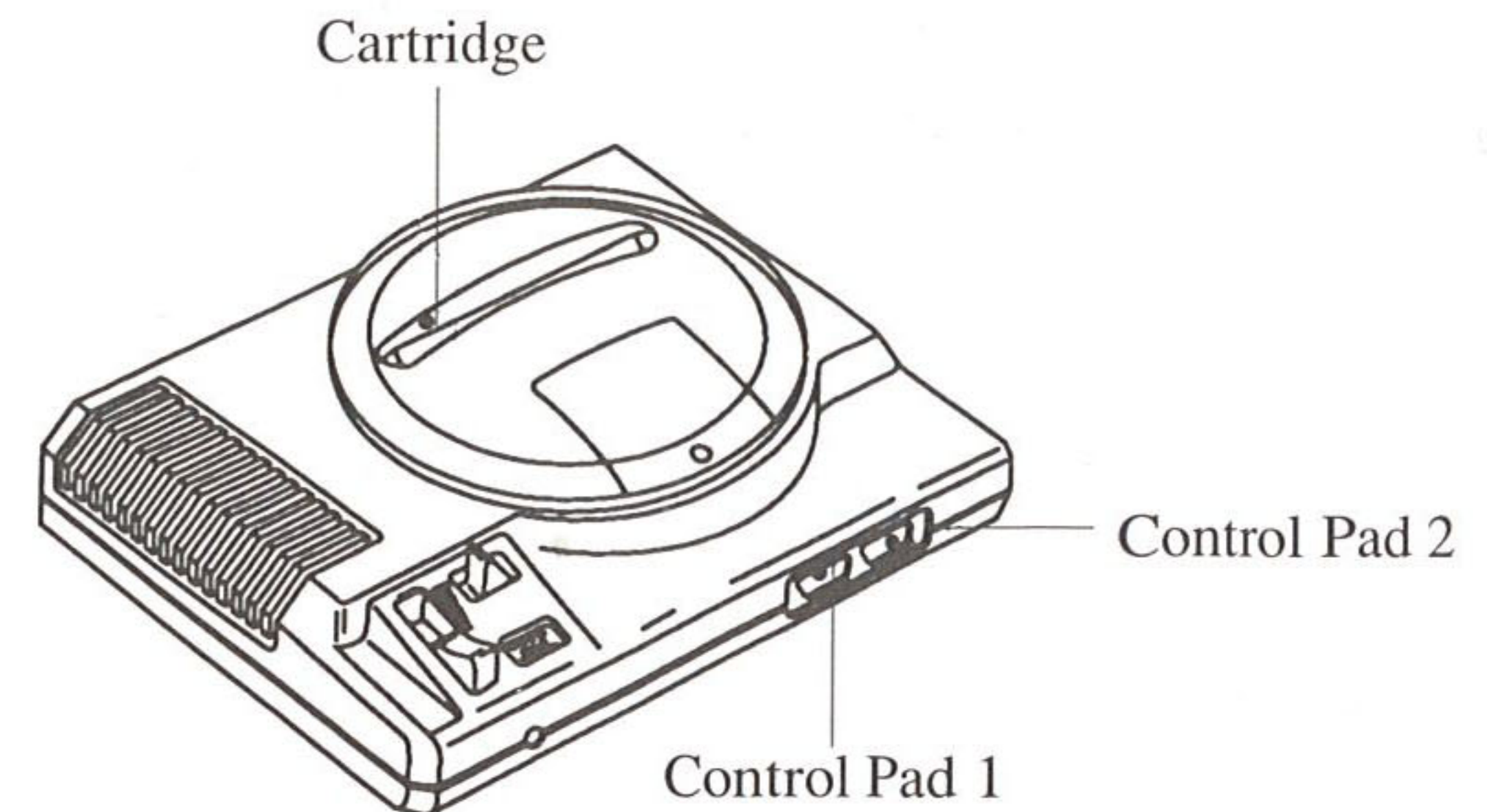
Limitations on Warranty

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.

Starting Up

1. Set up the Genesis System and plug in Control Pads 1 and 2. (For 1 Player, you only need Control Pad 1.)
2. Make sure the power switch is OFF. Place *The Toxic Crusaders* cartridge into the cartridge slot and press it down firmly.



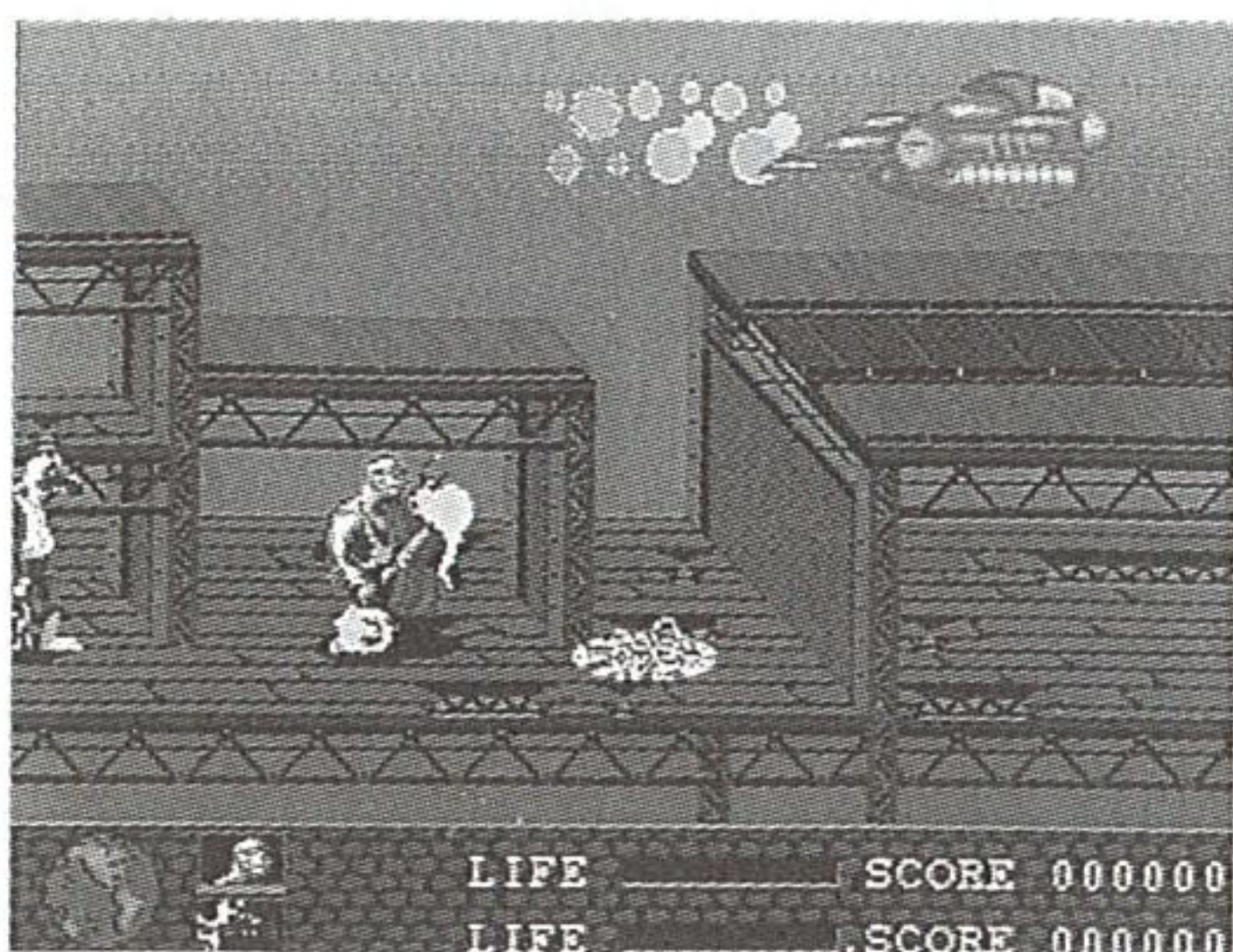
3. Turn the power switch ON. The SEGA screen will appear, followed by the Title and Credits screens.
4. Press **Start** at the Credits screen to get to the Start Game screen.
5. Press **Start** again to begin your clean-up crusade!

Important:

- If you don't see the SEGA screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is **firmly** in the console, and then turn the power switch ON again.
- Always turn the power switch OFF when you're inserting or removing the cartridge.

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

Wipe Out Slime and Smogulans!



Smogulans, the worst polluters in the universe, have busted through the ozone layer! Now they're trying to take over the Earth!

They've sent an army of Radiation Rangers to annihilate the Toxic Crusaders with fighter choppers, radioactive gunk and barrels of nuclear slime. Toxie and his pals have a heap of fighting on their hands!



Clean-freak Toxie incinerates the scum patrol with laser blasts. Never one to leave litter around, he scours up the mess with his mop and the help of his pal Bloobie.

NoZone, the beak-faced crusader, has class — er, make that crass. He spits hot blobs (and can this guy aim!) and speeds around on his wheelie foot. One mule-kick from this bird decorates the slime spreaders with tread marks before they croak.



Junkyard thrives on punching out polluters, spin jumping and licking up the leftover sludge. He really takes the bite out of grime!

The superheroes are in for non-stop combat, especially when they board the Smogulan mothership. Hold your breath (and your nose) when the Toxic Crusaders take their down and dirty war to the most poisonous planet in outer space!

Take Control!

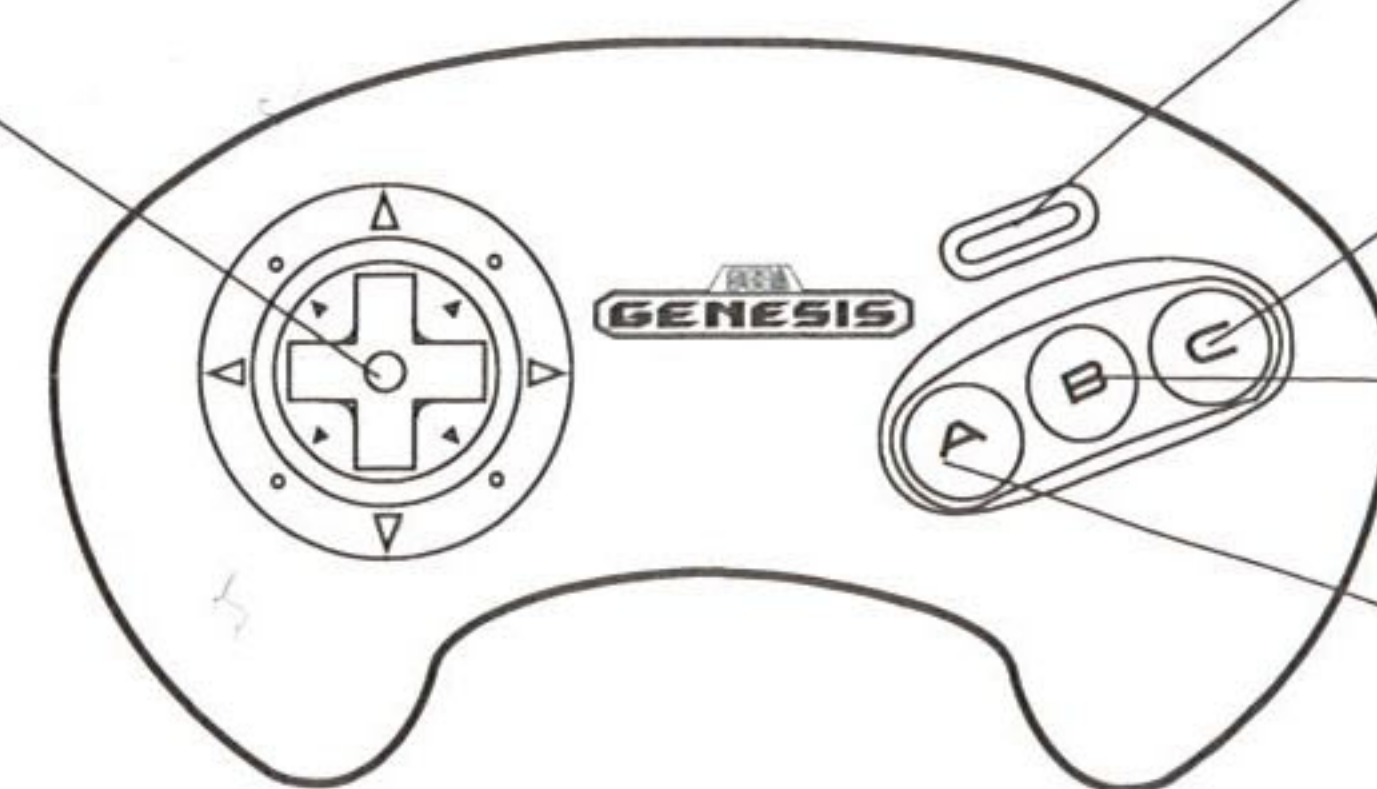
Directional Button
(D-Button)

Start Button

Button C

Button B

Button A



Start Button:

- Skips the demo games.
- Exits the Title and Credits screens.
- Starts the game from the Start Game screen or goes to the Options screen, depending on your choice.
- Exits the Options screen.
- Exits the text screens between acts and levels.
- Pauses a game during play; resumes a paused game.

D-Button:

- Selects "Start" or "Options" (press DOWN or UP) on the Start Game screen.
- Selects an option (press DOWN or UP) on the Options screen, and changes its setting (press LEFT or RIGHT).
- Moves your crusader around the screen.

Button A, B or C:

- Plays a "Sound Test" selection on the Options screen.
- Exits the Options screen when "Exit" is selected and returns to the Start Game Screen.

Button A (Shoot 1):

- Performs short-range attacks. Toxie grabs enemies and bounces them around, or whacks them with his mop. Nozone spits hot globs. Junkyard punches with his fist.
- Activates a Special Attack when you get a Power-Up. For example, after you get a green and red Power-Up, **Shoot 1** activates the Spin Attack.
- Drops bombs when you're piloting the helicopter.
- Shoots mortars when you're surfing on the river.

Button B (Shoot 2):

- Performs long-range attacks. These are just like the short-range attacks, only they cover a longer distance.
- Fires the machine gun when you're on the skateboard or surf board, or piloting the helicopter.

Button C (Jump):

- Makes your crusader jump. Press twice for a dazzling spin jump.
- **Jump + D-Button LEFT** or **RIGHT** makes your crusader leap in those directions.
- **Jump + Shoot 1** makes you swing from something, such as a nearby branch. Try this move when you can't find any other way out of a jam.

Note: You can change the actions of **Buttons A, B** and **C** on the Options screen. See page 6.

Special Attacks

Grab Power-Ups for Special Attack abilities when you press **Shoot 1**. See if you can figure out what each Power-Up does (or see page 8 for more information).

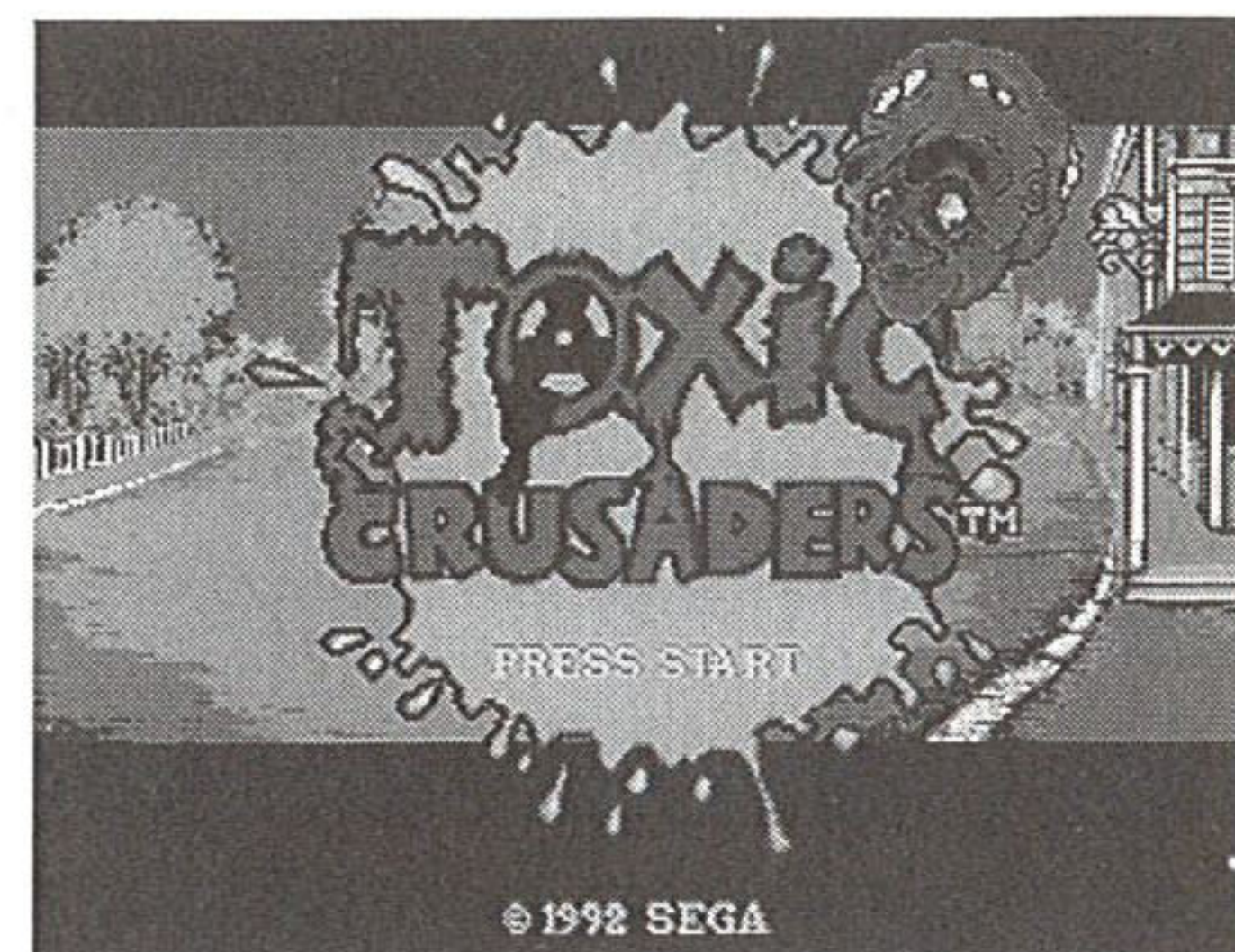
The Toxic Torpedo

In 2 Player games, make NoZone or Junkyard jump on Toxie's back. Then Player 1 can press **Shoot 2** to turn the piggyback rider into the Toxic Torpedo and whip him around the battleground with the **D-Button**.

Getting Started

When you turn on your Genesis, the SEGA, Title and Credits screens roll by. Wait a few moments and you'll see a series of demo games. Watch them for hints on battling the alien polluters.

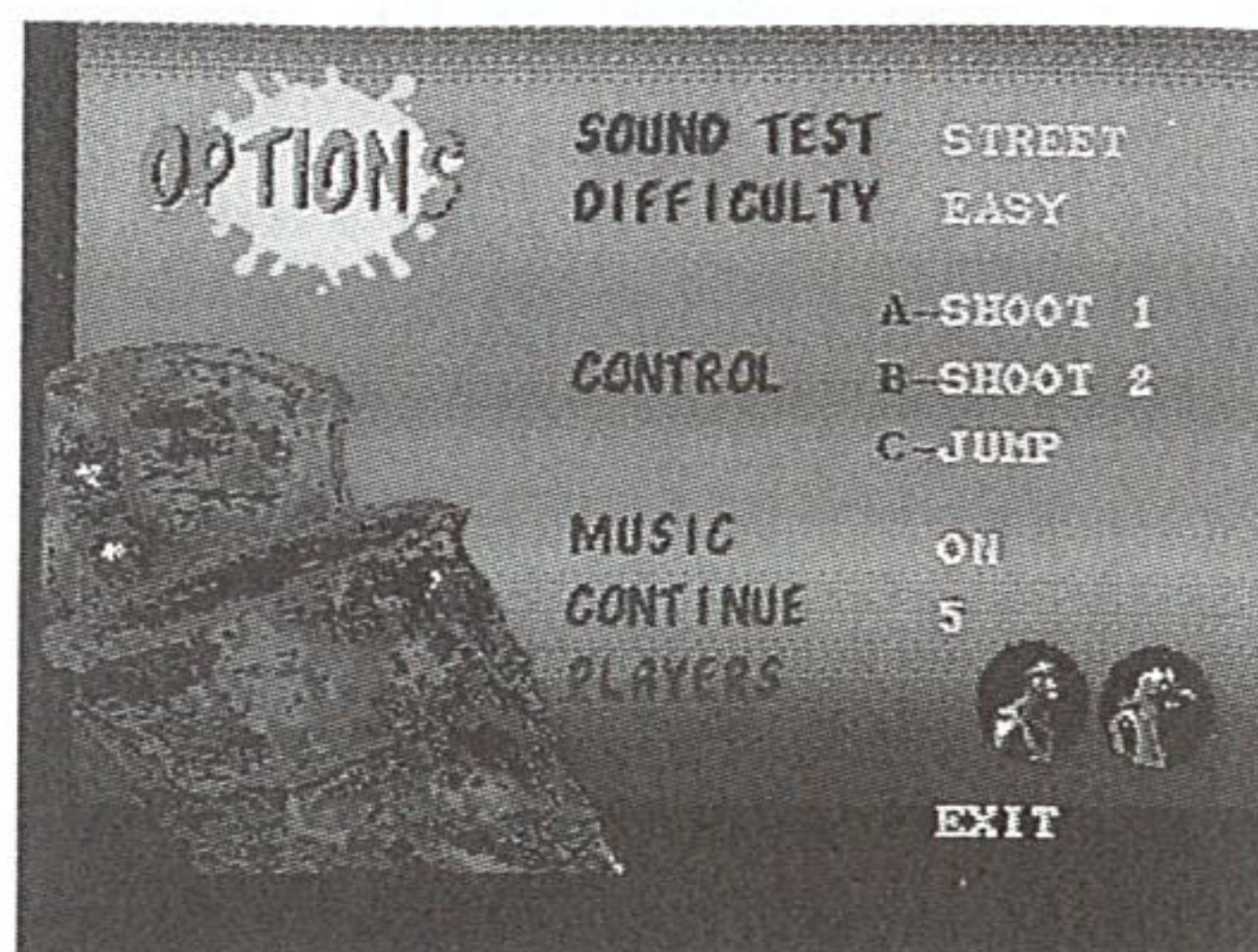
Press **Start** when you're ready to begin. At the Credits screen, press **Start** again to bring up the Game Start screen. Now you can choose to either play the game or set your game options.



- When "Start" is blinking, press **Start** to play the game. Press it 2 more times to move through the text screens and on to the game action. (During the game, press **Start** once to pause, and again to resume play. On any text screen, press **Start** to continue the action.)
- Press the **D-Button DOWN** so that "Options" is blinking, and then press **Start**. This brings up the Options screen, where you can make your game selections.

The Options Screen

Use the Options screen to select your game settings. Press the **D-Button DOWN** or **UP** to make a selection. Then press it **LEFT** or **RIGHT** to change the setting.



Sound Test:

Listen to the game's music and sound effects by pressing **Button A, B or C**.

Difficulty:

Choose an Easy, Medium or Hard skill level.

Control:

Change the actions of **Buttons A, B, and C**. Without changing this setting, the buttons are: **A – Shoot 1**, **B – Shoot 2** and **C – Jump**.

Music:

Turn the game's music and sound effects **ON** or **OFF**.

Continue:

Choose to continue the battle 1, 3 or 5 times after losing your last life.

Players:

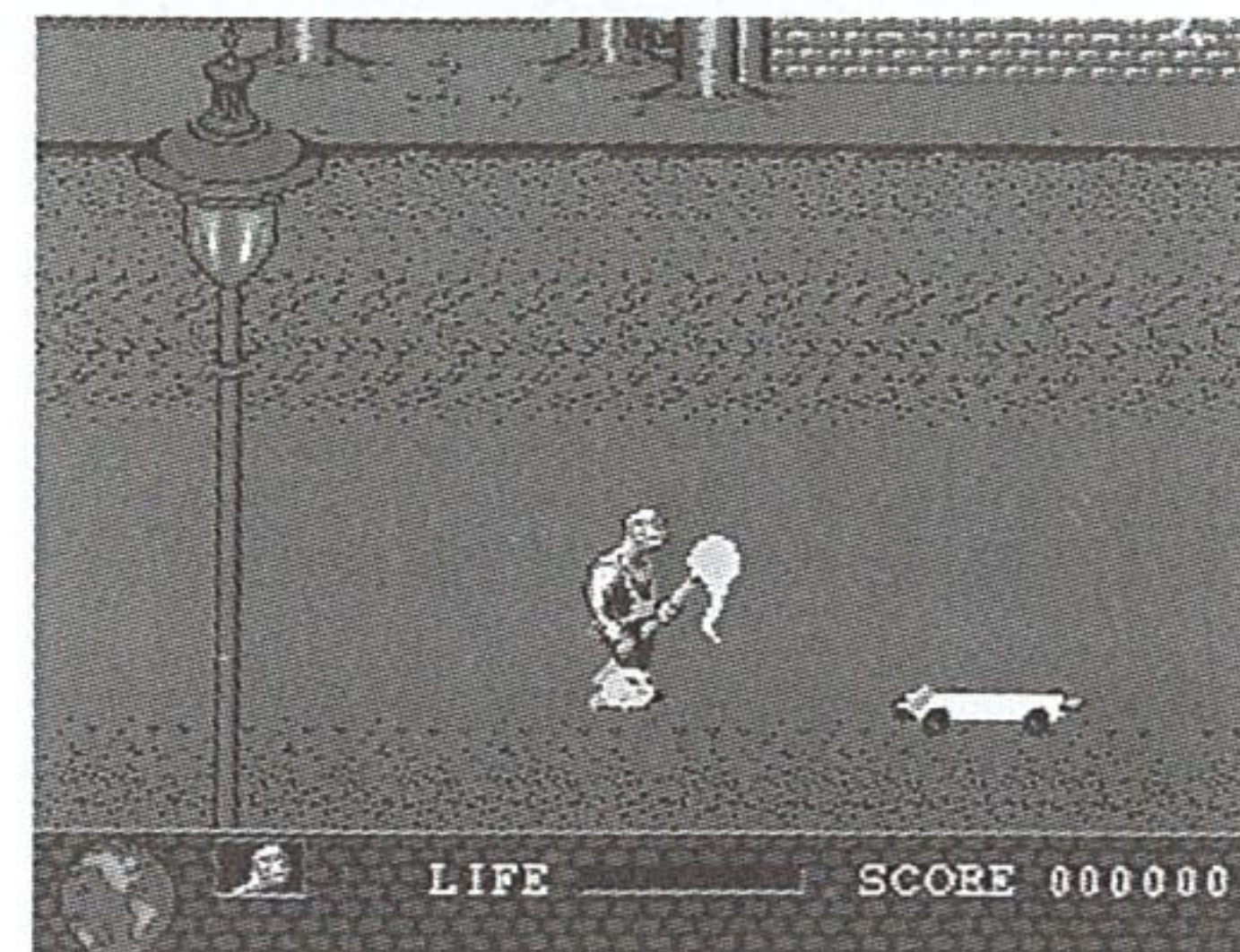
Choose your anti-pollution fighter — **Toxie**, **NoZone** or **Junkyard**. For 2 Player games, choose your crusading combo — **Toxie and Nozone** or **Toxie and Junkyard**.

Exit:

Press **Button A, B or C** to return to the Start Game screen (or press **Start** at any time).

Gone Fission!

Your mission is to exterminate the worthless but powerful scum aliens who want to poison the Earth with tons of radioactive rubbish. Watch the gauges at the bottom of the screen to keep tabs on your condition.



Life Gauge Energy Bar Score

Life Gauge:

You start with 3 lives. You gain extra lives by picking up Life Power-Ups. You lose a life if your Energy Bar drains completely. The game ends when you lose your last life. If you have Continues left, press **Start** before the counter reaches 0 to jump back into battle.

Energy Bar:

Energy drains from the bar every time you get hit. Restore the bar by picking up Energy Power-Ups, or by cleaning up the mess left by an incinerated enemy. If the bar drains empty, you lose 1 life.

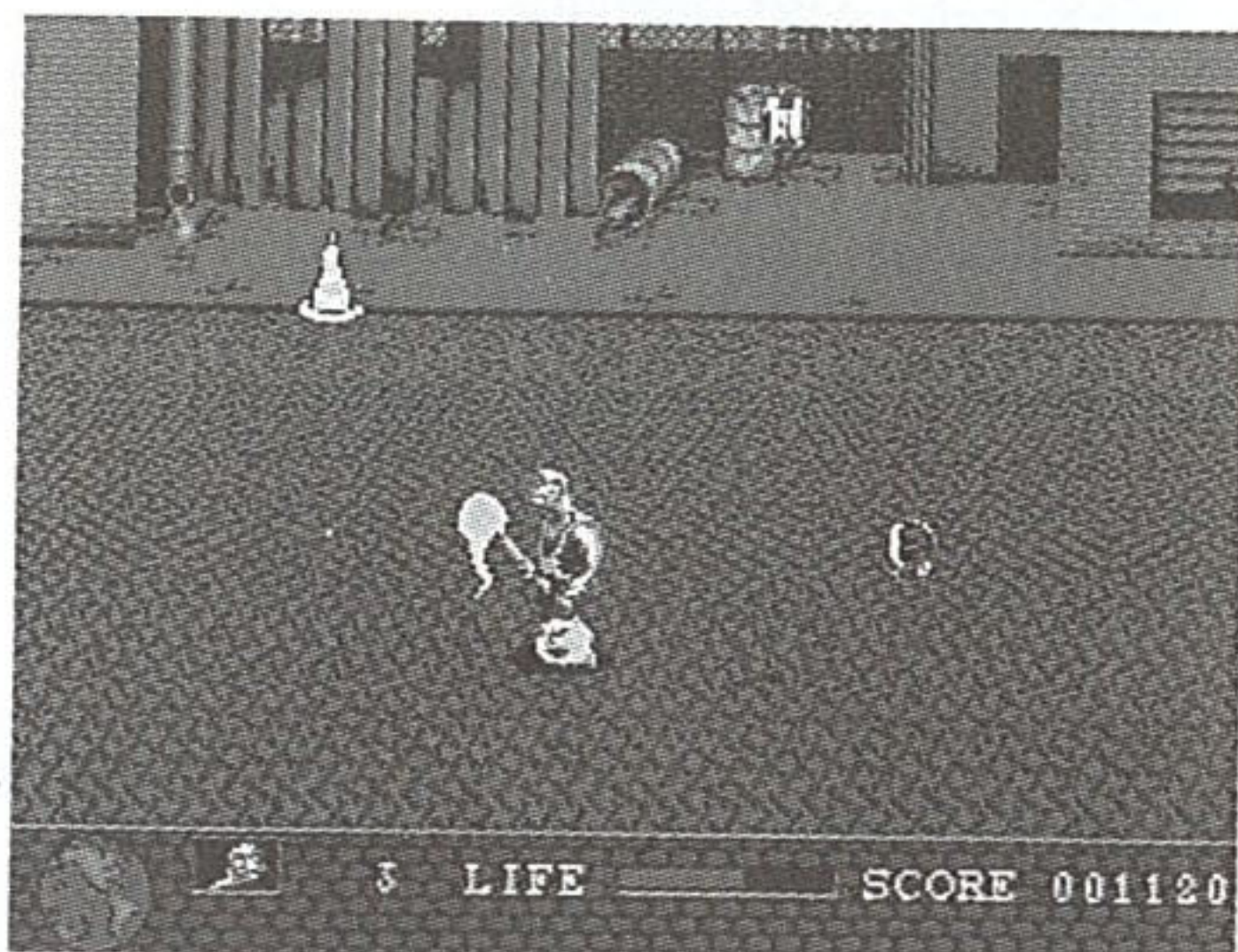
Score:

This counter keeps track of your current points for bashing enemies and picking up Power-Ups.

Note: Two indicator bars appear in 2 Player games. Toxie's is the top bar, and NoZone's or Junkyard's bar is below it.

Power-Ups

Disintegrated enemies and smashed barrels release Power-Ups. Pick these up for the power you need to face the onslaught of Smogulan attackers!



- **Green and black** Power-Ups give you an extra life. You can't get enough of these.
- **Green and red** Power-ups let you whirl like an atomic blender when you press the **Shoot 1** button.
- **Green and blue** Power-Ups put you on speedy in-line skates.
- **Green and yellow** Power-Ups give you the Golf Ball Attack ability.
- **Green and white** Power-Ups are good for Fist Attacks.
- **Green and gray** Power-Ups give you bonus points.

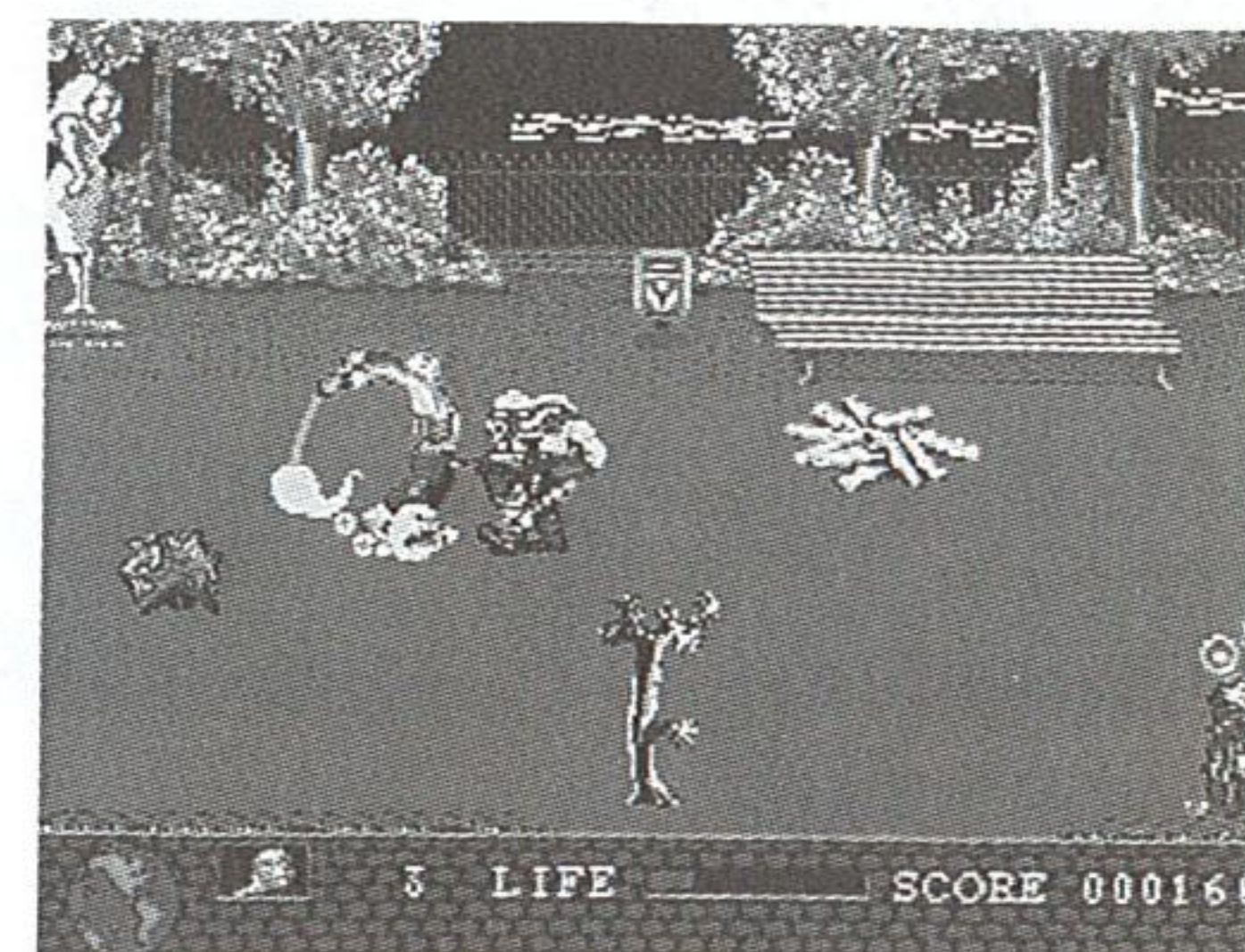
In some levels, like Tromaville and Water, Power-Ups may vary to fit the different vehicles you can use to clean up!

Tromaville and Beyond

Level 1: Tromaville Street

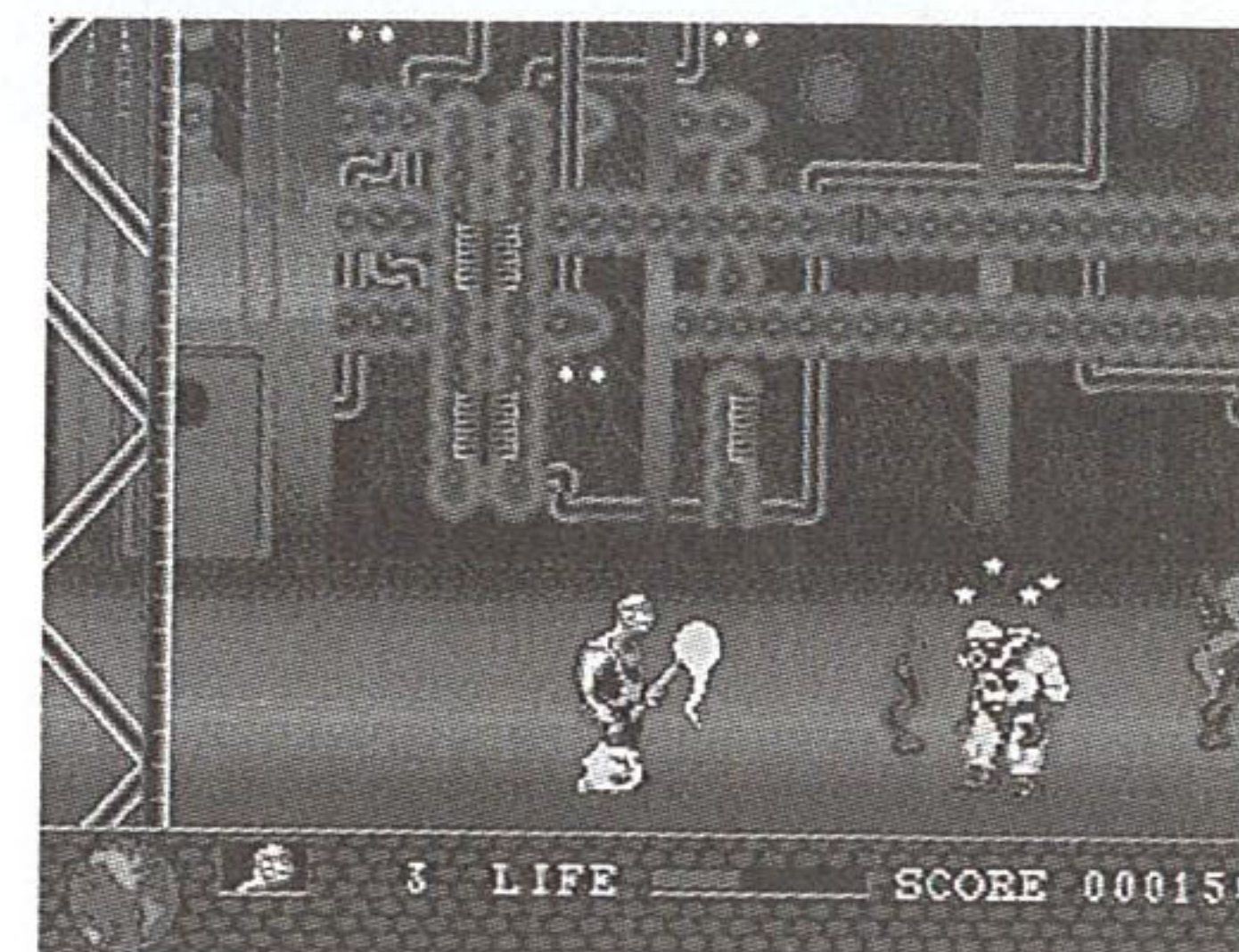
Gangs of Radiation Rangers pull a surprise attack on Tromaville's main drag, just when you're trying to get in some board time. Combat would be a lot easier if it wasn't for that Sunday

driver! Bust open barrels of gunk for extra Power-Ups. Down the helicopter, then climb aboard to give 'em back a taste of their own air-to-ground medicine. Follow the arrows to keep headed in the right direction. Wage war through the Tromaville streets and into the park, where you innocently run for cover straight into the Smogulan spacecraft!



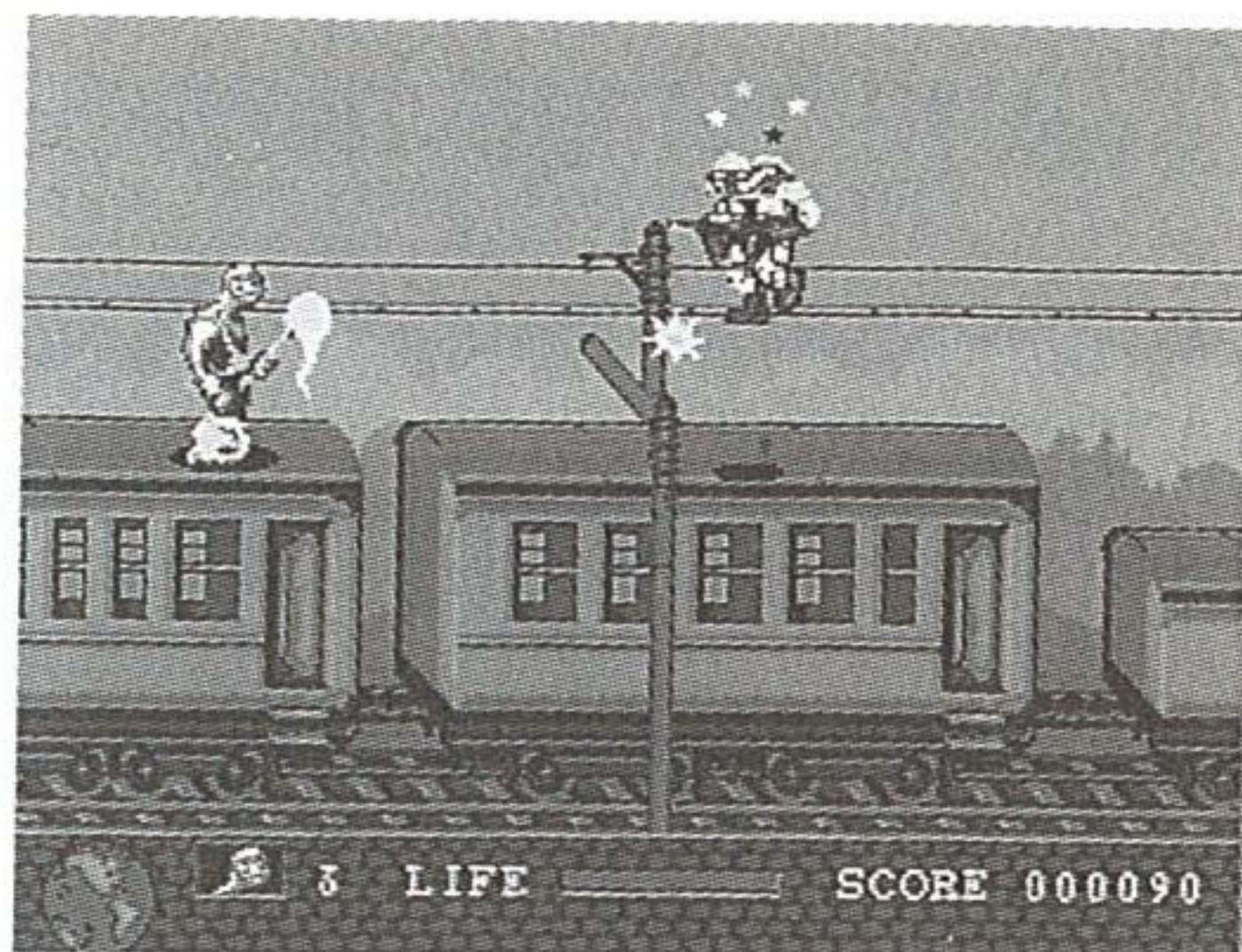
Level 2: Smogulan Ship

Bash and blast past (or through) the droids and Rangers that man the alien mothership. Ride the lifts to move farther into the main engine room. Don't spend too much time in one spot or the plunging pistons will crush you. You'll reach Free Fall, a low-gravity area where you'll do the slow-floating combat shuffle.



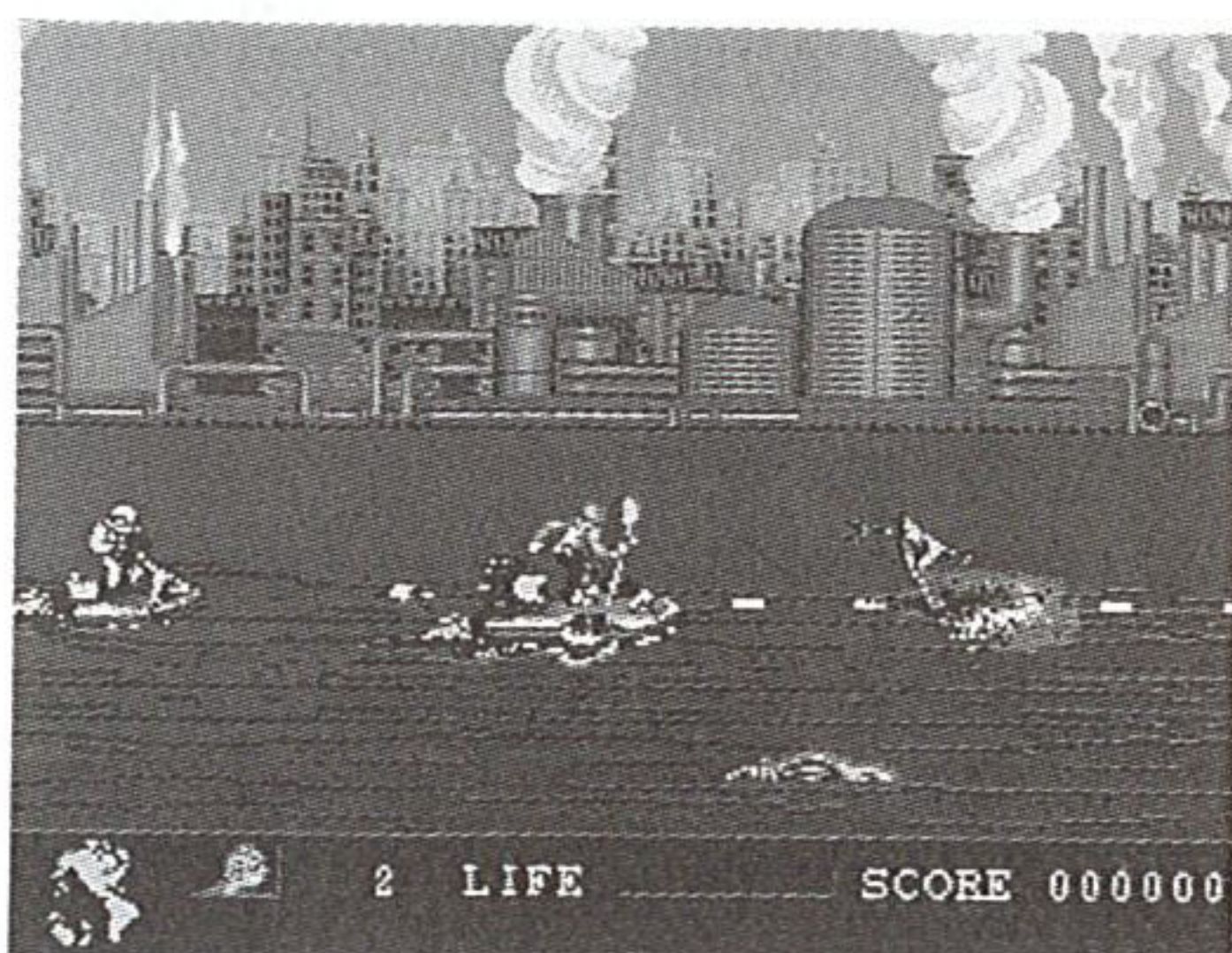
Level 3: Smogula Spaceport

Welcome to radioactive Smogula, where the fallout level is higher than the population. You'll have to go through customs, which on this planet means running a gamut of rolling conveyor belts over pools of poison while battling the unfriendly natives. Some vacation spot!



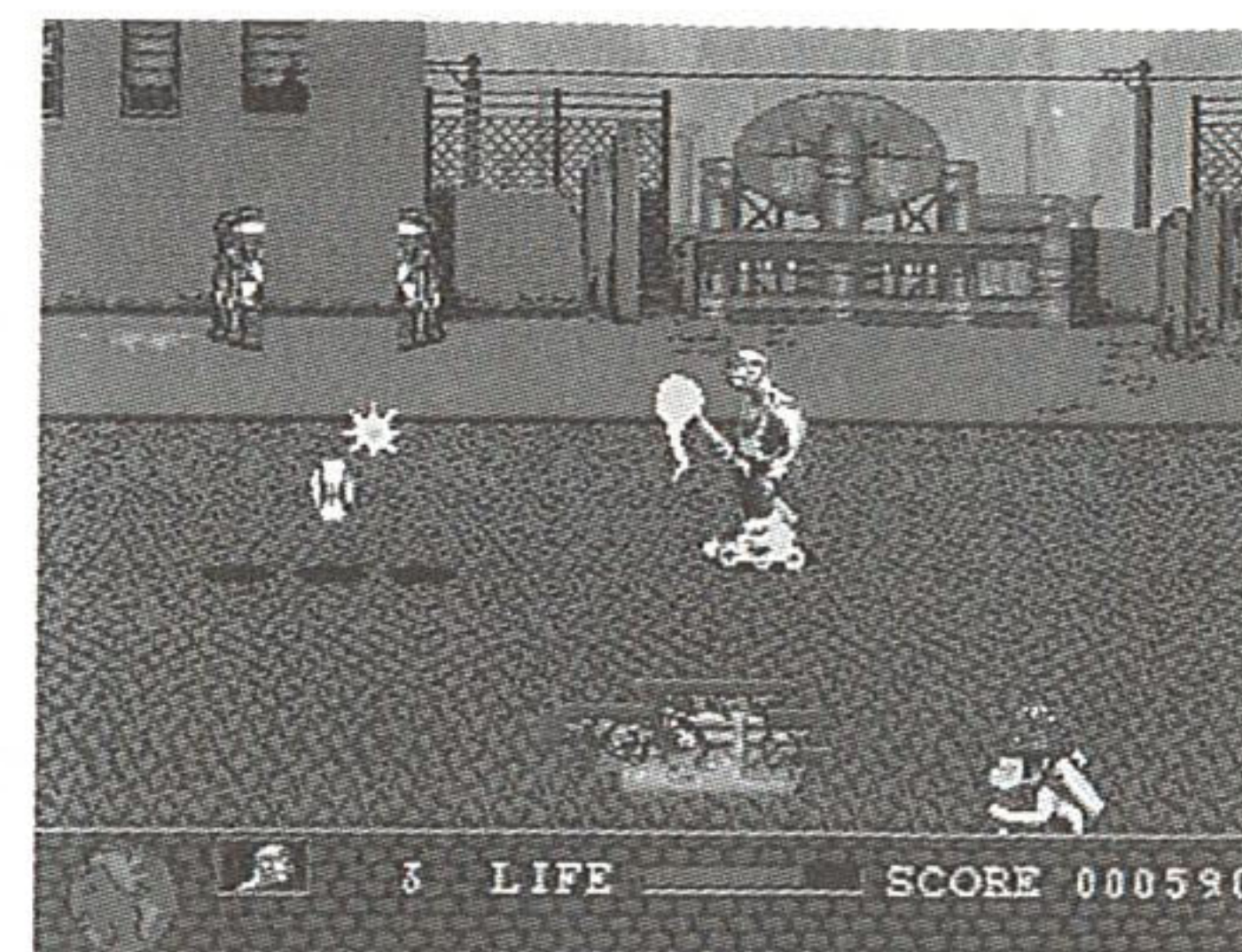
Level 4: Across the Water

Speed a surf board through a noxious river of steaming sewage. Rapid-fire your machine gun, cutting down an armada of Radiation Rangers, poisonous flying fish, submarines and Smogulan swimmers. Don't forget to take in the scenery, a pulsating panorama of smoking chemical plants and nuclear reactors. This time, pal, the choke's on you!



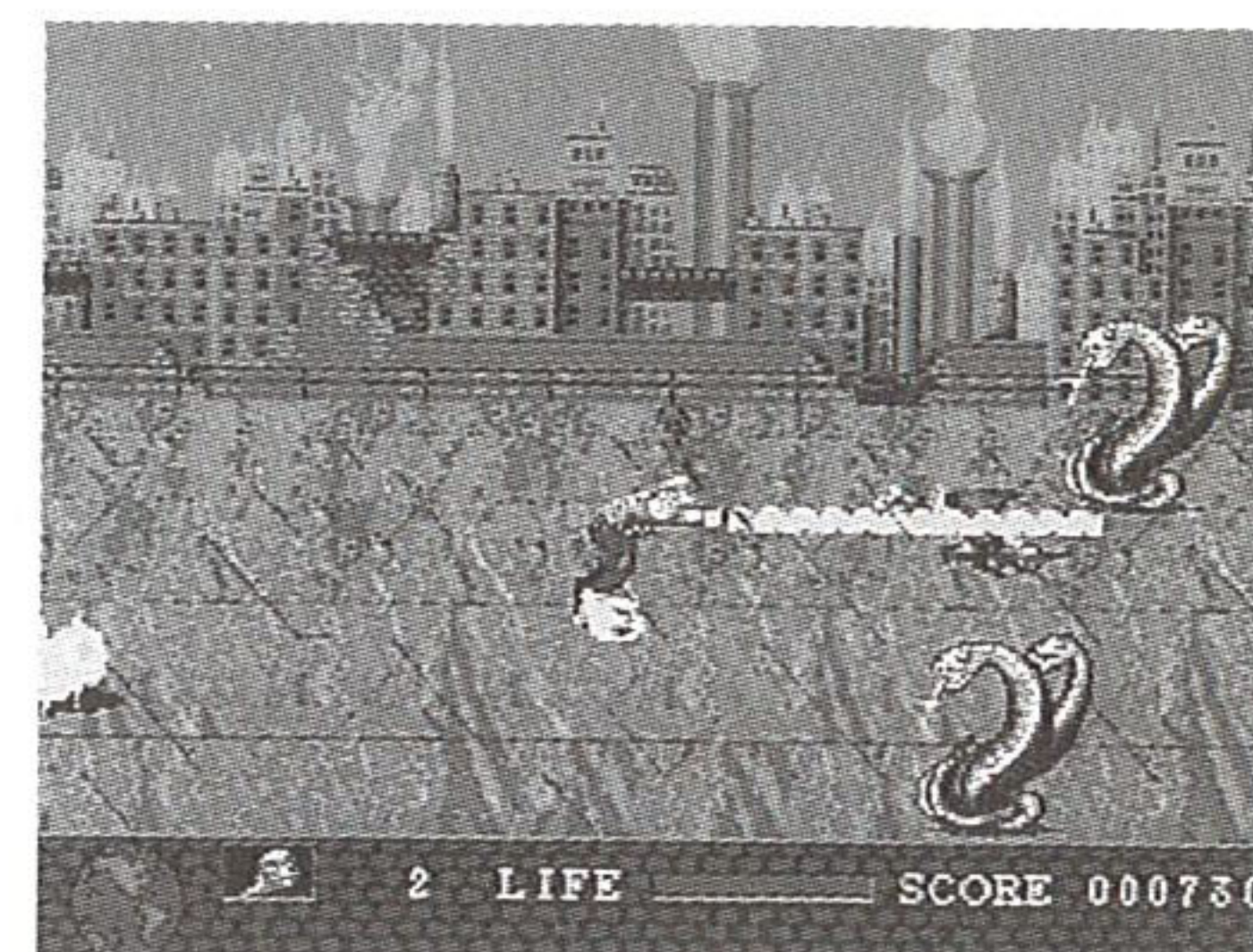
Level 5: Smogulaville

Just try to get through the oozing streets and sewers of the capital without getting sludge on your shoes! Slave-Apes, brain-controlled guards of the Smogula Safety Patrol, make havoc out of your city stroll. Leap across the broken piers, wobble on floating garbage, dodge or blast the scum vultures and watch out for the Green Grip of Death!



Level 6: Czar Zoster's Palace

Face your final fight in the slippery palace halls of Czar Zoster, the head cheese of all Smogula and its trash-dump satellites. This is your last chance to save the world!



Handling Your 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.

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.

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.**