ACCOLADE™

5300 Stevens Creek Blvd., San Jose, CA 95129
(408) 296-8400

LICENSED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA GENESIS SYSTEM

Patents: U.S. Nos 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)

3050-00229
Rev. A

BUBSY II™

ACCOLADE™

FOR THE SEGA™ GENESIS™ SYSTEM

EPILEPSY WARNING

PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM.

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Please take the following precautions to minimize any risk:

Prior to Use:

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flicker lights, consult your doctor prior to playing.
- Sit at least 2.5 m (8 ft) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible preferably 14" or smaller).

During Use:

- Rest for at least 10 minutes per hours while playing a video game.
- Parents should supervise their children's use of video games. If you or your child 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 doctor.

Handling Your Cartridge:

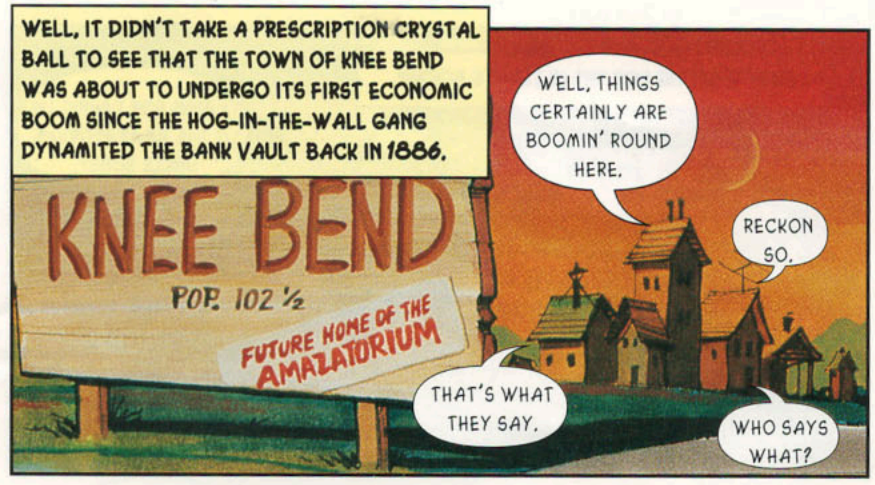
- The Sega Genesis Cartridge is intended for use exclusively with the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

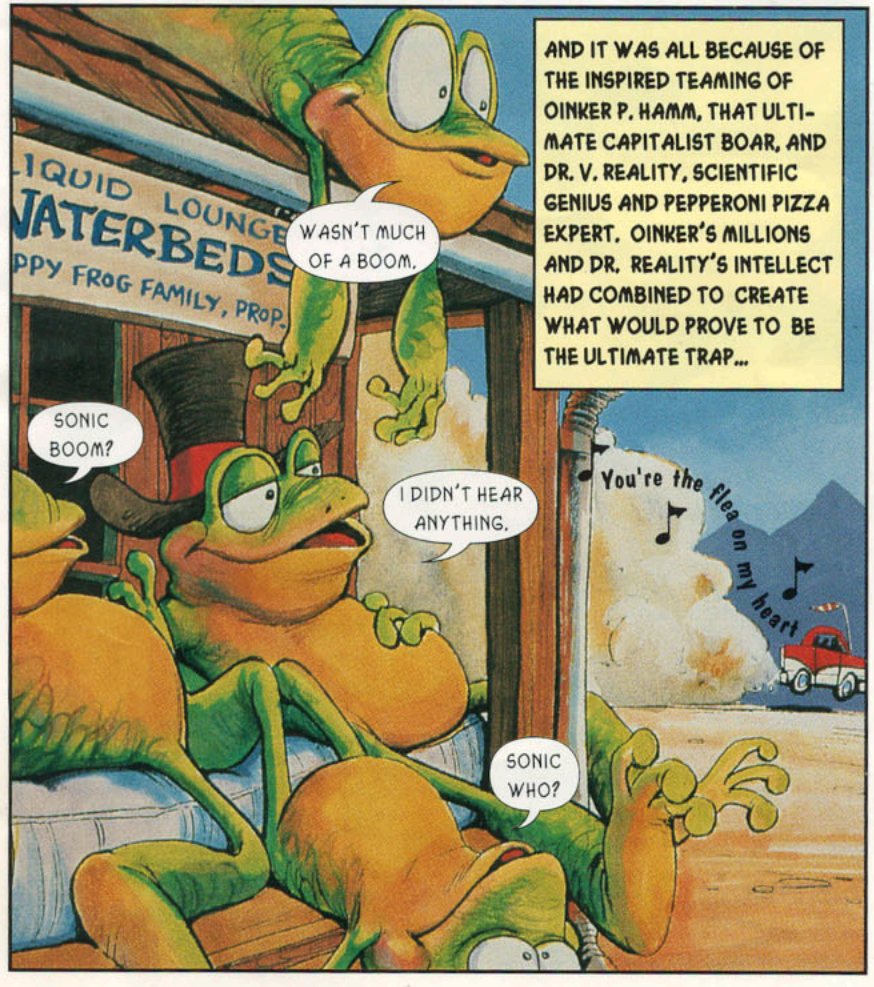
Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated overextended use of video games on large-screen projection televisions.

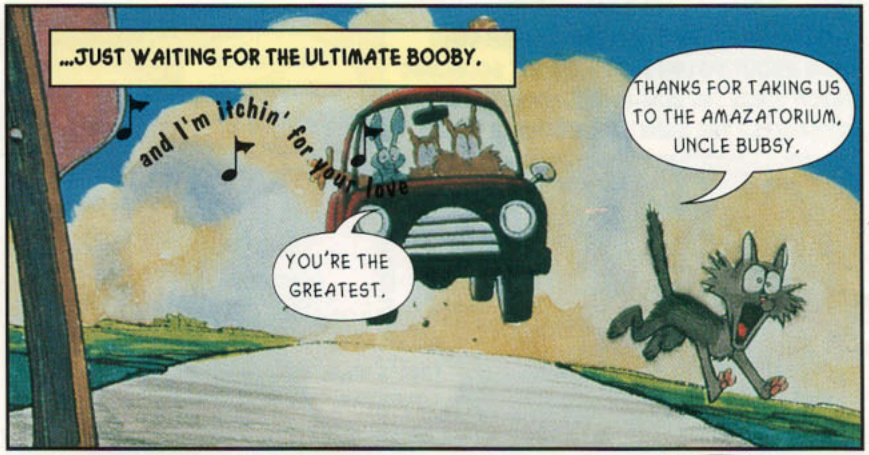
BUBSY II

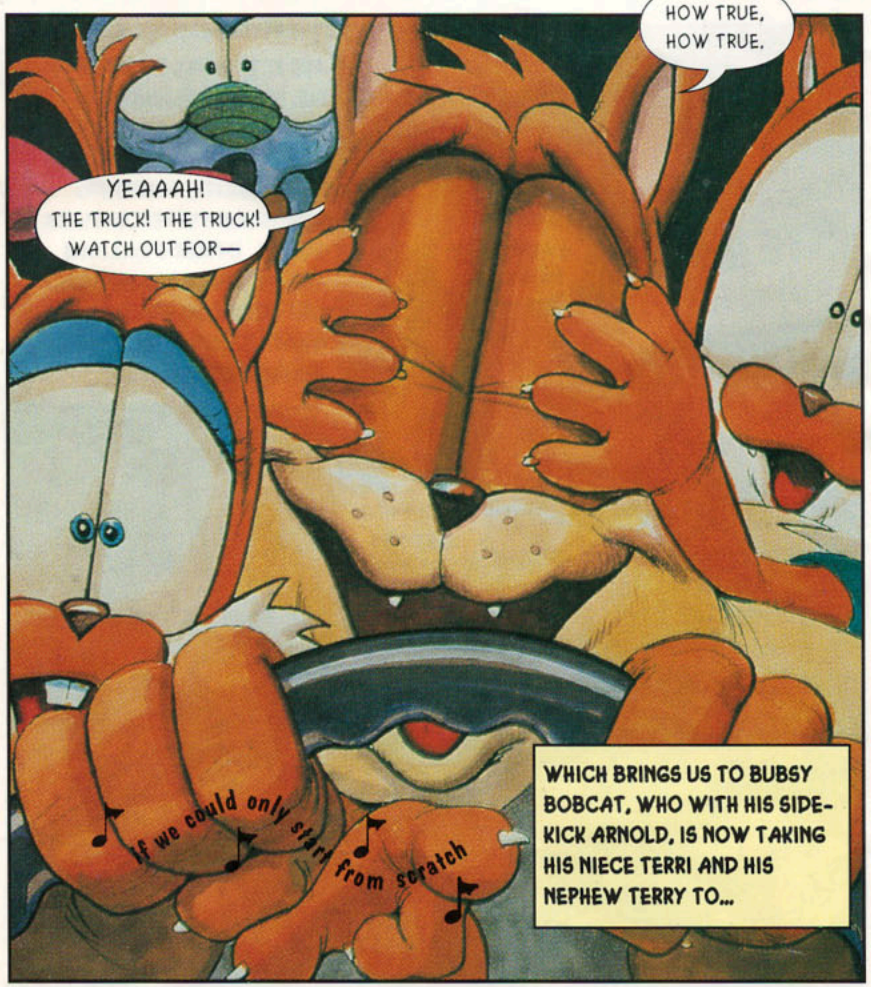
CREDITS

Producer: **Cynthia Kirkpatrick**; Executive Producer: **John A.S. Skeel**; Assoc. Producer: **James Kucera**; Design: **Team Bubsy**; Art Design: **Beckett Gladney**; Map Design: **Cynthia Kirkpatrick;** Add'l Map Design: **James Kucera**, **Arlin Robins**, **Gary Strawn**; Bubsy Design & Animation: **Ken Macklin**; Programming: **Paul Kwinn, Russell Shiffer**; Music Composition: **Chip Harris**; Sound & Sound Programming: **Russell Shiffer**; Animation & Backgrounds: **Adrian Bourne**, **William Eakin**, **Beckett Gladney**, **Michael McLaughlin**, **Ken Macklin**, **Arlin Robins**; Bubsy's voice: **Rob Paulson**; Support Programming: **John Canfield, Duke Cho, David Houston, Fred Mack, Luis Rivas**, **Gary Strawn;** Quality Assurance Coordination: **Dexter Dorris, Scott Barnes**; Quality Assurance: **Harry Chavez, Steve Fallas**, **Kevin Seiter**; Comic Book Illustration: **Ken Macklin**; Comic Book Story: **Bobbi Fagone**, **John A.S. Skeel**; Manual Writing: **Suzanne Sweeney**; Manual Interior Illustrations: **Adrian Bourne**, **Michael McLaughlin**; Marketing Services: **Shirley Sellers**; Marketing: **Bobbi Fagone**, **Nicole Noland, Larry Wiesler, Robert Burnett**. Special thanks to **Steve Kirkpatrick**, **Taunya Shiffer** (for the loans), **Brian Silva** and all those who helped.

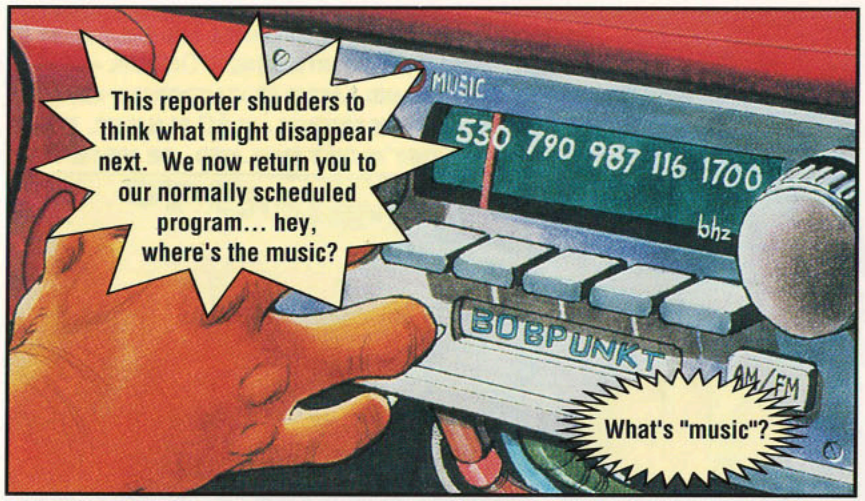

WELL, IT DIDN'T TAKE A PRESCRIPTION CRYSTAL BALL TO SEE THAT THE TOWN OF KNEE BEND WAS ABOUT TO UNDERGO ITS FIRST ECONOMIC BOOM SINCE THE HOG-IN-THE-WALL GANG DYNAMITED THE BANK VAULT BACK IN 1886.
KNEE BEND
POP. 102 ½
FUTURE HOME OF THE AMAZATORIUM
WELL, THINGS CERTAINLY ARE BOOMIN' ROUND HERE.
RECKON SO.
THAT'S WHAT THEY SAY.
WHO SAYS WHAT?


AND IT WAS ALL BECAUSE OF THE INSPIRED TEAMING OF OINKER P. HAMM, THAT ULTIMATE CAPITALIST BOAR, AND DR. V. REALITY, SCIENTIFIC GENIUS AND PEPPERONI PIZZA EXPERT. OINKER'S MILLIONS AND DR. REALITY'S INTELLECT HAD COMBINED TO CREATE WHAT WOULD PROVE TO BE THE ULTIMATE TRAP...
WASN'T MUCH OF A BOOM.
SONIC BOOM?
I DIDN'T HEAR ANYTHING.
You're the flea on my heart
SONIC WHO?


...JUST WAITING FOR THE ULTIMATE BOOBY.
and I'm itchin' for your love
YOU'RE THE GREATEST.
THANKS FOR TAKING US TO THE AMAZATORIUM, UNCLE BUBSY.


HOW TRUE, HOW TRUE.
YEAAAH! THE TRUCK! THE TRUCK! WATCH OUT FOR—
If we could only start from scratch
WHICH BRINGS US TO BUBSY BOBCAT, WHO WITH HIS SIDEKICK ARNOLD, IS NOW TAKING HIS NIECE TERRI AND HIS NEPHEW TERRY TO...

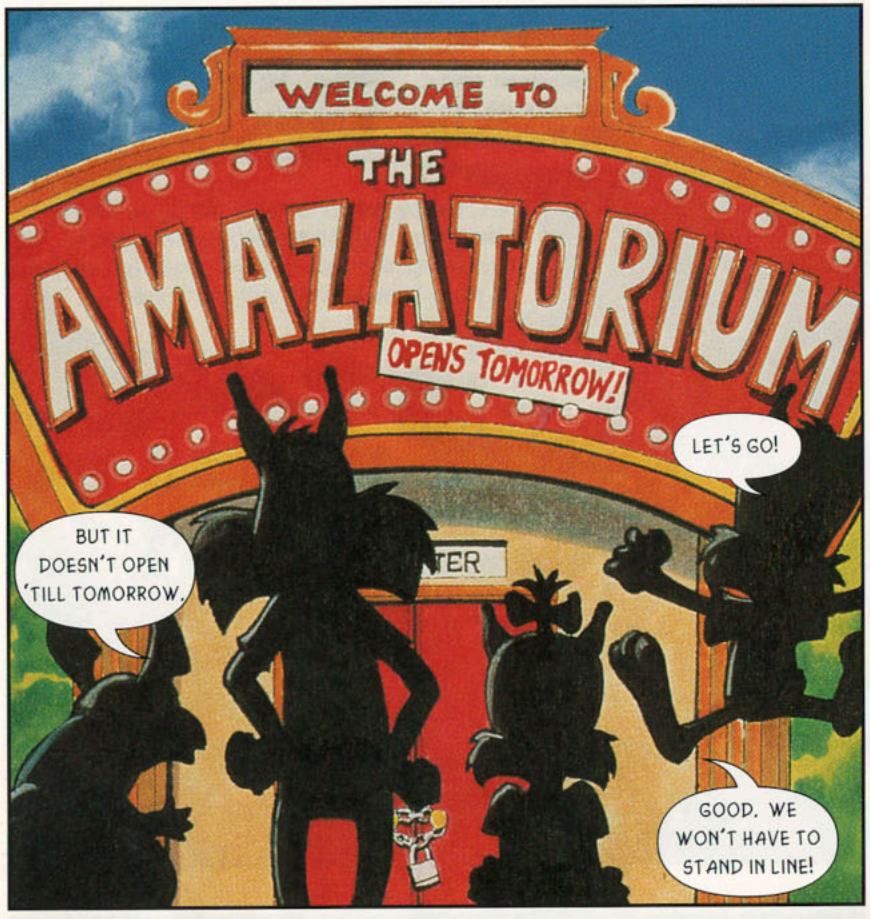
...THE THEME PARK DREAMED UP BY OINKER, AND CREATED BY DR. REALITY'S GREATEST INVENTION THE WOMPUM — THE WORLD ORIGINATION AND MATTER PROJECTION UNIFICATION MACHINE. HERE, THE EXHIBITS ARE SO REALISTIC, IT'S HARD TO BELIEVE THEY'RE ONLY SIMULATED... OR ARE THEY?
ONLY 32,875.3 METERS TO
THE INCREDIBLE
AMAZATORIUM
FREE COFFEE!
NOW HIRING
THIS WAY
EEEEEEK! THE SIGN! THE SIGN! DON'T HIT THE—
and we'll collar this romance—
NEWS FLASH!!! Thousands of travelers have been left stranded by the disappearance of all airplanes. As usual, officials are clueless as no one seems to remember what an airplane is.

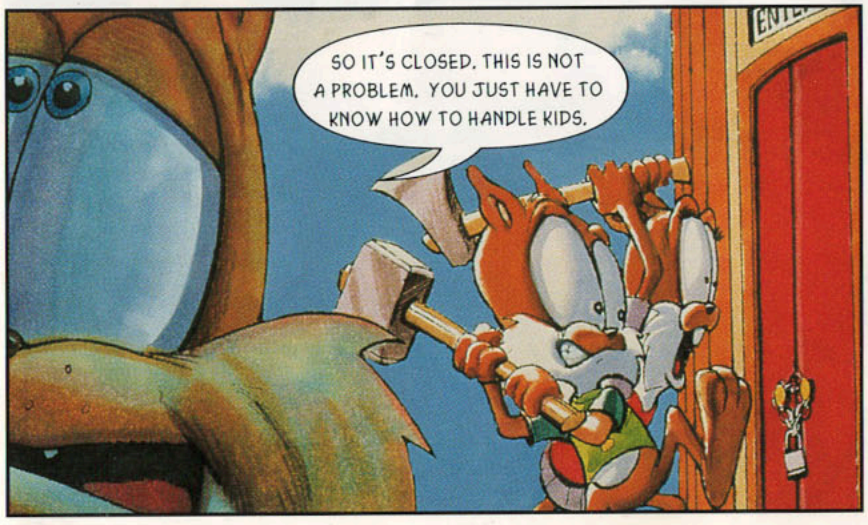

This reporter shudders to think what might disappear next. We now return you to our normally scheduled program... hey, where's the music?
MUSIC
530 790 987 116 1700
bhz
BOBPUNKT
AM/FM
What's "music"?

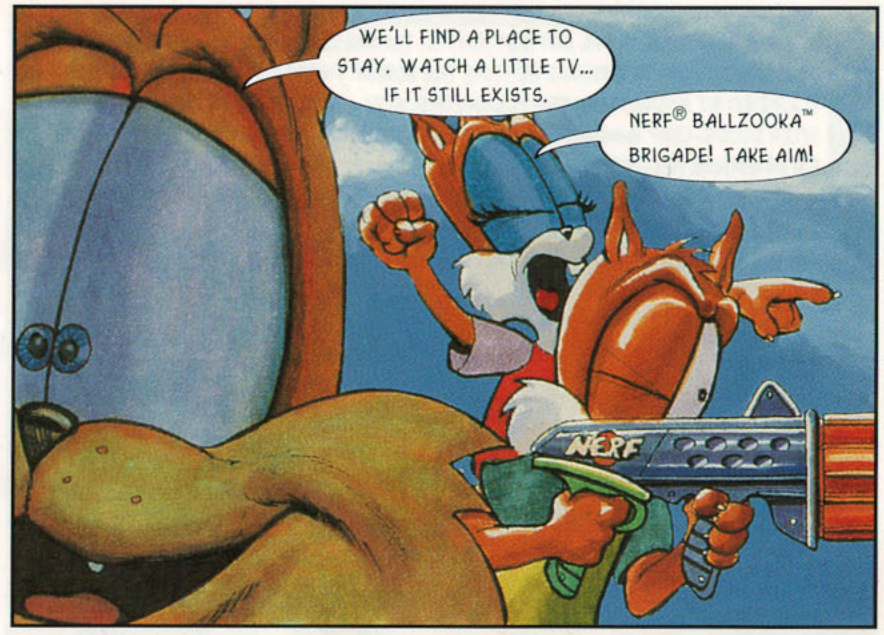
IT WORKS! I'LL BE RICH! OH WAIT, I AM RICH! NOW I'LL BE EVEN RICHER!
THE INVENTION OF AIR TRAVEL... AND MUSIC... EGYPT... MEDIEVAL TIMES... WHY PEOPLE WILL PAY ANYTHING TO EXPERIENCE THEIR OWN PAST!
BUT..BUT.. IT DIDN'T WORK.
NON-HISTORY OF EGYPT
104 108 MHz

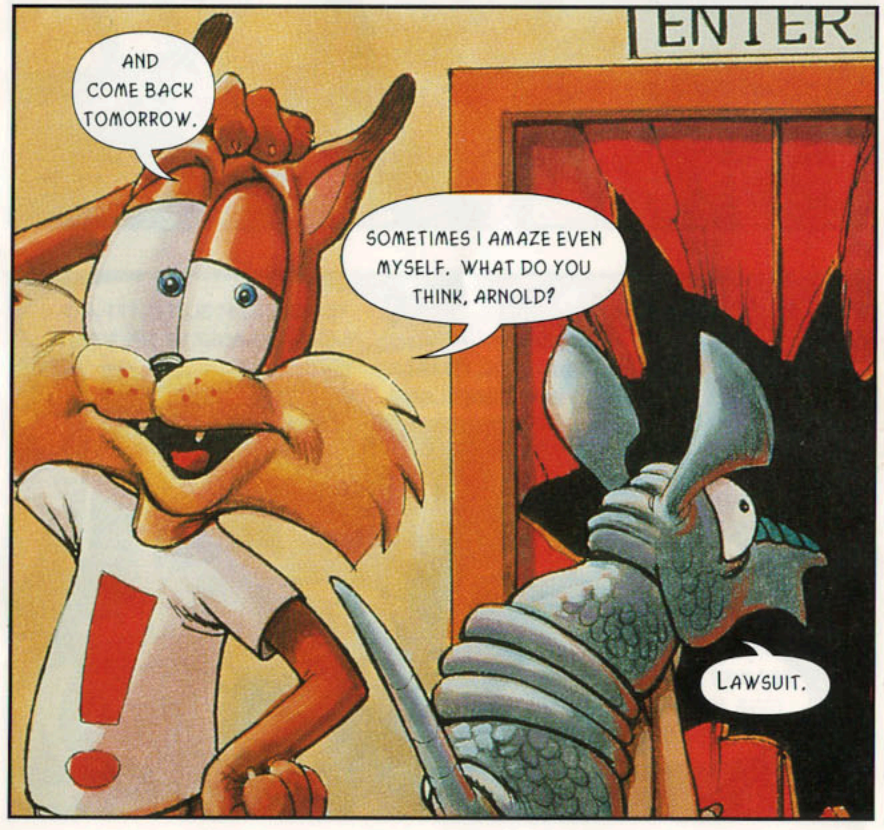
NONSENSE, MY BOY! JUST LOOK AROUND PERFECT SIMULATIONS.
SEE, THE ICE CUBE TRAY I USED FOR THE REALITY TOASTER HAS WARPED THE INPUT OF THE ACQUISITION BASTER CAUSING A MASSIVE INFLUX OF CARBONATED REALITY PARTICLES INTO THE —
WHAT ARE YOU SAYING?
WE'RE NOT SIMULATING HISTORY! THE WOMPUM IS STEALING IT!

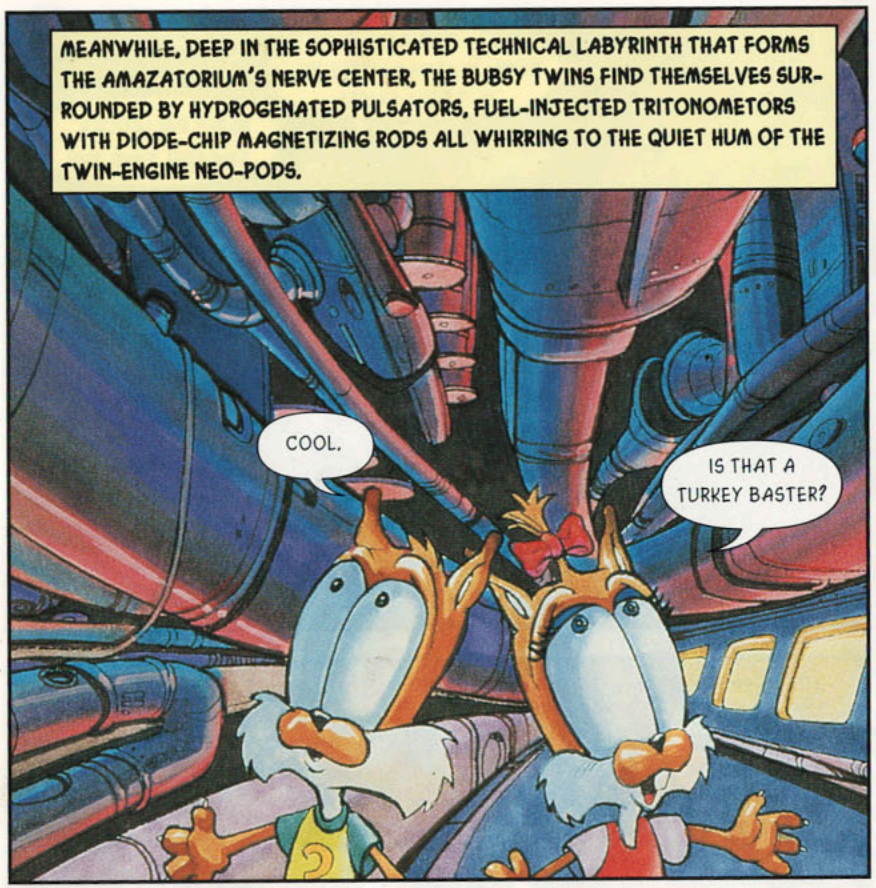
MMMMMMM
NO PROBLEM. WE'LL JUST RAISE THE TICKET PRICE.


WELCOME TO
THE
AMAZATORIUM
OPENS TOMORROW!
LET'S GO!
BUT IT DOESN'T OPEN 'TILL TOMORROW.
GOOD. WE WON'T HAVE TO STAND IN LINE!


SO IT'S CLOSED. THIS IS NOT A PROBLEM. YOU JUST HAVE TO KNOW HOW TO HANDLE KIDS.

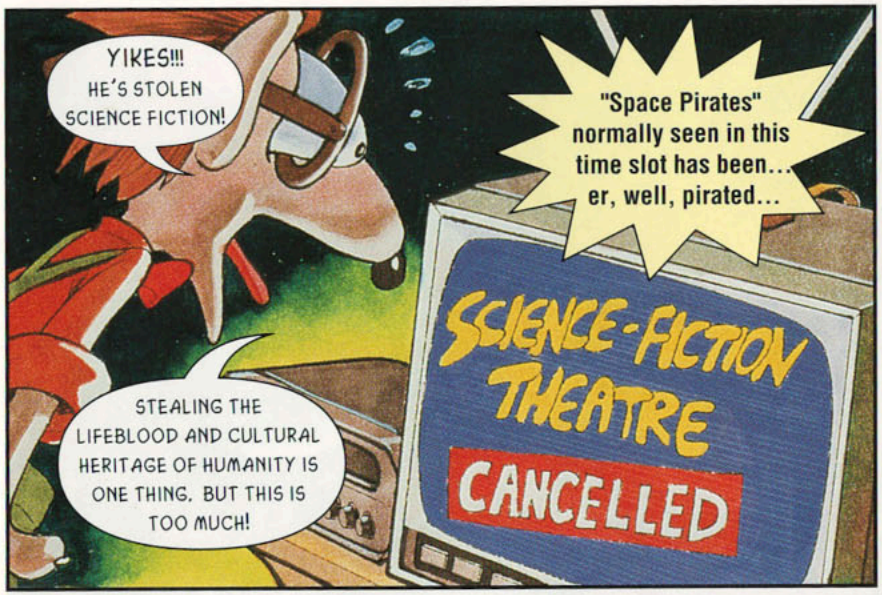

WE'LL FIND A PLACE TO STAY. WATCH A LITTLE TV... IF IT STILL EXISTS.
NERF® BALLZOOKA™ BRIGADE! TAKE AIM!
NERF


ENTER
AND COME BACK TOMORROW.
SOMETIMES I AMAZE EVEN MYSELF. WHAT DO YOU THINK, ARNOLD?
LAWSUIT.


MEANWHILE, DEEP IN THE SOPHISTICATED TECHNICAL LABYRINTH THAT FORMS THE AMAZATORIUM'S NERVE CENTER, THE BUBSY TWINS FIND THEMSELVES SURROUNDED BY HYDROGENATED PULSATORS, FUEL-INJECTED TRITONOMETORS WITH DIODE-CHIP MAGNETIZING RODS ALL WHIRRING TO THE QUIET HUM OF THE TWIN-ENGINE NEO-PODS.
COOL.
IS THAT A TURKEY BASTER?

TODAY I'VE STOLEN EGYPT AND MUSIC — TOMORROW THE WORLD!
WHAT A PIG, I'D RATHER HAVE DISNEYLAND.
SHHHHHH. THIS IS AN IMPORTANT PLOT POINT.
HOW DO YOU KNOW?
BECAUSE THIS COMIC'S HALF OVER ALREADY AND WE'RE RUNNING OUT OF SPACE.

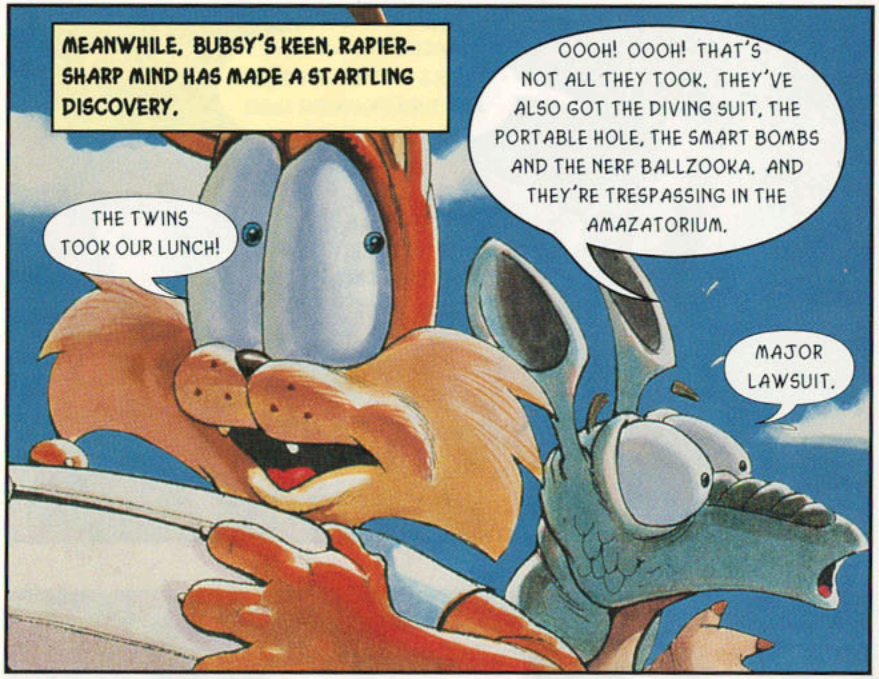
THANKS TO MY WOMPUM DEVICE I CAN STEAL ALL THE WORLD'S HISTORY AND MAKE A FORTUNE! NOTHING AND NO ONE CAN STOP ME!
WHAT'S A "WOMPUM"?
THAT SCIENTIFIC BREAKTHROUGH THE NARRATOR TALKED ABOUT BACK ON PAGE 3. WEREN'T YOU PAYING ATTENTION?

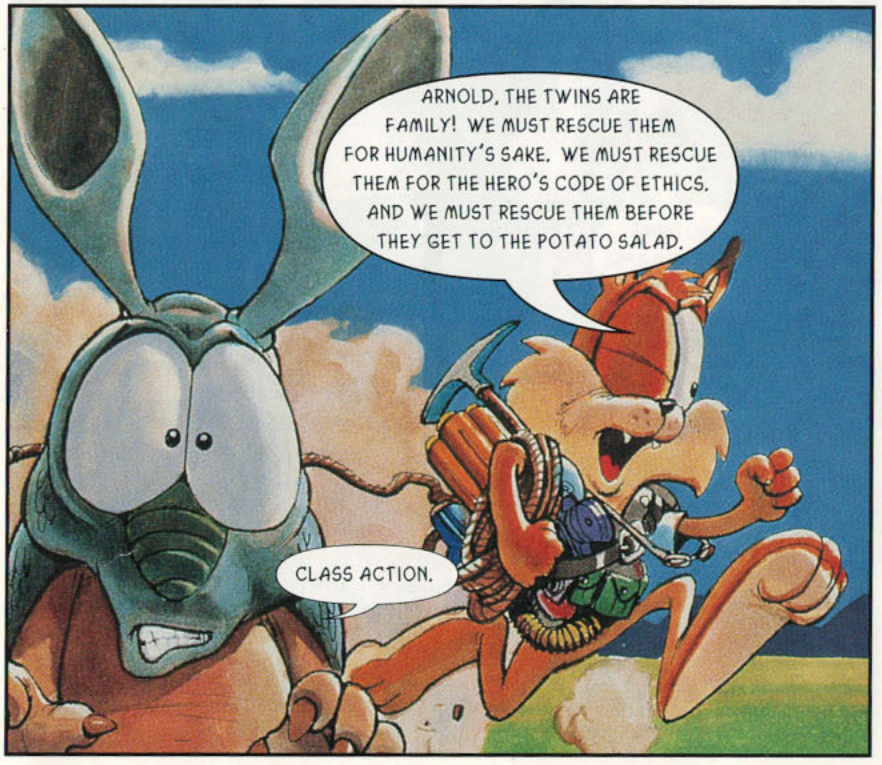

YIKES!!! HE'S STOLEN SCIENCE FICTION!
"Space Pirates" normally seen in this time slot has been... er, well, pirated...
SCIENCE-FICTION THEATRE
CANCELLED
STEALING THE LIFEBLOOD AND CULTURAL HERITAGE OF HUMANITY IS ONE THING. BUT THIS IS TOO MUCH!

THAT'S THE LAST STRAW, PIG.
THAT'S BOAR.
WHATEVER, I'M LEAVING AND I'M TAKING MY WOMPUM WITH ME, THEN I'M CALLING THE POLICE.
I DON'T THINK SO MOLE.
THAT'S VOLE. AND WHY NOT?
WHATEVER. BECAUSE I'M STEALING THEM TOMORROW.

IMAGINE STEALING THE WHOLE WORLD'S HISTORY AND THEN CHARGING THEM TO COME AND SEE IT.
IT'S HORRIBLE. IT'S TERRIBLE. IT'S DISGUSTING.
YEP. SURE WISH WE'D THOUGHT OF IT.

BUT SINCE WE'RE THE HEROES, I SUPPOSE WE'D BE BETTER COOL THIS PLAN KNUCKLES AND FAST.
NOTHING MUST STAND IN THE WAY OF OUR SAVING THE WORLD FROM THIS DIABOLICAL SWINE.
NOTHING EXCEPT MAYBE LUNCH.
RIGHT. I THINK IT'S UNDER THE DIVING SUIT.

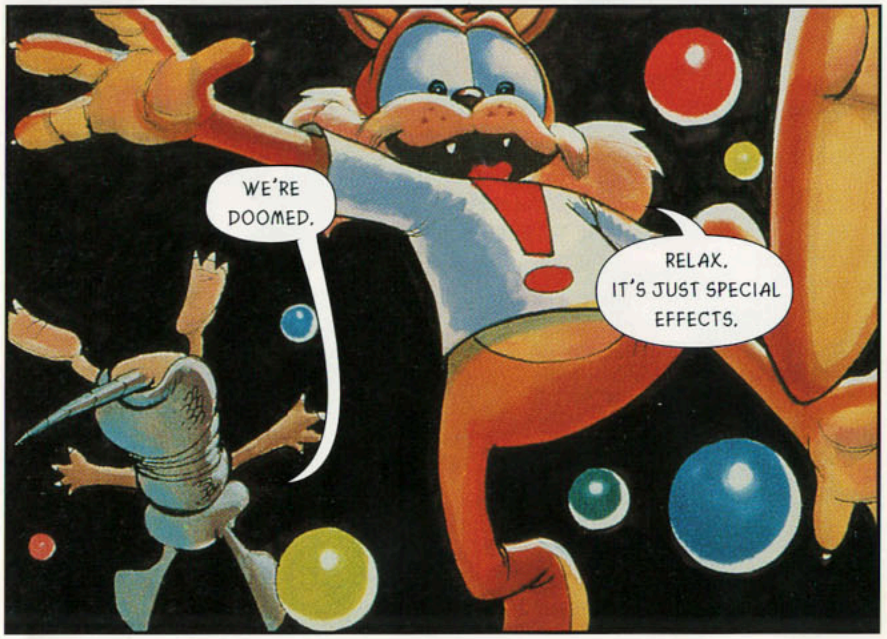

MEANWHILE, BUBSY'S KEEN, RAPIER-SHARP MIND HAS MADE A STARTLING DISCOVERY.
OOOH! OOOH! THAT'S NOT ALL THEY TOOK. THEY'VE ALSO GOT THE DIVING SUIT, THE PORTABLE HOLE, THE SMART BOMBS AND THE NERF BALLZOOKA. AND THEY'RE TRESPASSING IN THE AMAZATORIUM.
THE TWINS TOOK OUR LUNCH!
MAJOR LAWSUIT.

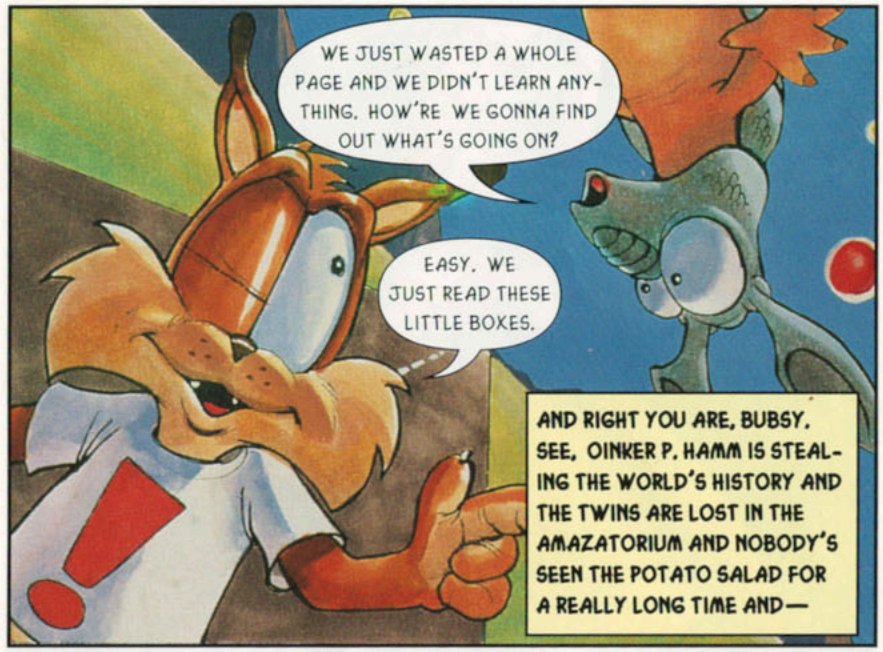

ARNOLD, THE TWINS ARE FAMILY! WE MUST RESCUE THEM FOR HUMANITY'S SAKE. WE MUST RESCUE THEM FOR THE HERO'S CODE OF ETHICS. AND WE MUST RESCUE THEM BEFORE THEY GET TO THE POTATO SALAD.
CLASS ACTION.

ALE
WARNING
RUDER
EITHER THIS MONITOR HAS A STUPID SCREEN SAVER, OR I'VE GOT A BOBCAT IN MY AMAZATORIUM.
SOON TO BE A BARBECUED BOBCAT.

BOBCAT ALERT! THIS IS NOT A DRILL!
NOPE. LOOKS LIKE A PEN TO ME.
OH GREAT. JUST WHEN I WAS GONNA FLEECE THESE GUYS.

AND SO OUR BRAVE ADVENTURERS SALLY FORTH.
WHO'S SALLY?
AND WHY IS SHE FOURTH?
THIS IS NOT GOOD. THIS IS DEFINITELY NOT GOOD.


WE'RE DOOMED.
RELAX. IT'S JUST SPECIAL EFFECTS.


WE JUST WASTED A WHOLE PAGE AND WE DIDN'T LEARN ANYTHING. HOW'RE WE GONNA FIND OUT WHAT'S GOING ON?
EASY. WE JUST READ THESE LITTLE BOXES.
AND RIGHT YOU ARE, BUBSY. SEE, OINKER P. HAMM IS STEALING THE WORLD'S HISTORY AND THE TWINS ARE LOST IN THE AMAZATORIUM AND NOBODY'S SEEN THE POTATO SALAD FOR A REALLY LONG TIME AND—

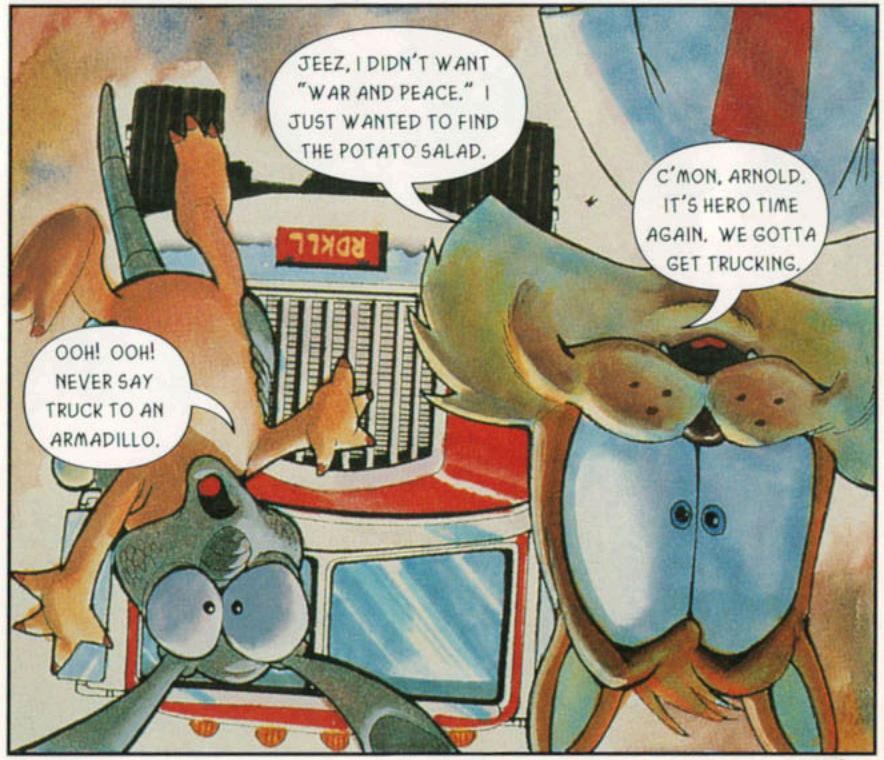
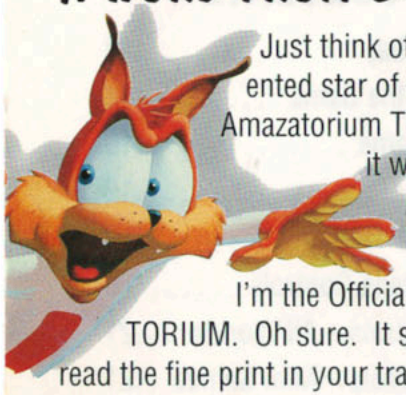

JEEZ, I DIDN'T WANT "WAR AND PEACE." I JUST WANTED TO FIND THE POTATO SALAD.
C'MON, ARNOLD. IT'S HERO TIME AGAIN. WE GOTTA GET TRUCKING.
OOH! OOH! NEVER SAY TRUCK TO AN ARMADILLO.

TABLE OF CONTENTS

A Word From Bubsy 18
The Object of the Game 18
Setting Up the Game 19
Controls 19
Bubsy Controls 19
Rocket & Bi-Plane Controls 20
Additional Controls – All Worlds ...21
Additional Controls – Mini Games ..21
Awesome Amazatorium Tours 22
First Floor Tour 22
Second Floor Tour 22
Third Floor Tour 22
Grand Tour 23
Other Options 25
Travel Advisories For The Tour 26
The Amazatorium Gift Shop 26
Now Appearing On The Big Screen ...27
Mid-Level Markers 29
Useable Items 29
Don't Leave Home Without 'Em 31
Continues 33
Henchhogs and Bad Guys 33
Things To Give A Wide Boarth To 36
Winning The Game 37
So Ya Think You're Pretty Bad 37
Customer Service 38

BUBSY II

A WORD FROM BUBSY:



Just think of it. Me. Bubsy Bobcat. Fabulously talented star of game and screen, reduced to pushing Amazatorium Tours for Dr. V. Reality. Why, it seems like it was only yesterday when I was wild. Free. And not committed to wearing a work outfit that comes with a paper hat.

I'm the Official Tour Guide of Dr. Reality's AMAZATORIUM. Oh sure. It sounds like fun. But maybe you should read the fine print in your travel brochure before making me your trusty travel guide...

The Object Of The Game

To complete the game in a victorious manner, you must reach and then defeat Oinker P. Hamm. To locate Oinker, travel through all the levels of the selected tour in the Amazatorium, **MAKING SURE TO TAG THE END OF LEVEL MARKERS** *(large, red marbles) in each world. When all levels are completed, the boss door will open that leads you to Oinker.*

These Items Are Important, Too!

The Amazatorium has three floors and two wings – East and West. Choosing one wing or the other will affect which sections you will venture through. Each wing is different, complete with its own challenges. To put it technically, "It's like having two-two-Two Amazatoriums in One." The number of levels seen in the Amazatorium will depend on the type of tour you choose. Each tour increases with difficulty, ranging from the First Floor Tour as the mildest, to the Grand Tour as the longest and most difficult.

SETTING UP THE GAME...

1 Make sure the power switch is OFF on your Sega Genesis console.

2 Pop the *Bubsy II* cartridge into the cartridge slot and press it down firmly.

3 Plug a control pad into port 1. For two players, plug a second control pad into port 2.

4 Turn the power switch ON. Turn the TV on, too.

CONTROLS

Bubsy Controls

▲

I'll look up, activate a transporter, enter a warp cave, or throw a switch.

▼

I'll look down.

◄ or ►

I'll run on the ground or glide in the air in the direction you are pressing. The longer you press, the more I'll speed up.

▼ + C Button

Will change the selected item for me to use.

A Button

Makes me jump. The longer you press, the higher I'll jump. Press with ◄/► to move me while I'm in the air.

B Button

Makes me glide when I need to get down from a high place SAFELY.

C Button

Lets me use the selected item.

START

Pauses game.

BUBSY II

Hint: To open your "lion" share of doors in the Egypt World, look for hidden switches and press ▲. Switches in other worlds look like, well, SWITCHES. (Next stop, brain surgery, JEEZ!)

Rocket and Bi-Plane Controls

▲

Makes me fly higher.

▼

Makes me fly lower. (They're still workin' on a way to make me straighten up and fly right! Not a chance!)

◄ or ►

Keep pressing to have me speed up or slow down while zipping through the stars and clouds. Press twice quickly to turn around.

▼ + C Button

Changes the selected item for me to use.

B Button

Press to fire the Nerf® Ballzooka™. (Oinker's gang won't know what hit 'em!)

C Button

Lets me use the selected item.

START

Pauses game.

A Button

Press to drop pies. (Just doin' my bit to promote peace through squooshier firepower!)

Hint: In Two-Player Feisty games, beware of banana backlash. If you get bopped with one in Air Wars or Space Pirates, your bi-plane or rocket will temporarily go bonkers.

Additional Controls - All Worlds

Friendly Two-Player Game - Press the **A Button** to have the Twin throw bananas at enemies. The Twin can also help me collect items by simply touching them.

Feisty Two-Player Game - Press the **A Button**. The Twin will drop bananas on me, hoping I'll step and slide on them.

Additional Controls - Mini Games

Frogapult - Press ▲/▼ to move me to the top or bottom of the screen. The stunt frogs will fly about as far as I am standing. Press any button to fire. Use the **D-Button** to move the frog toward its target.

Armadillo Drop - One marvelous mess of a mechanical maze. Use the fans (**D-Button**) to steer Arnold to the safety of the bottom of the truck. Keep an eye out for these helpful gizmos: Half Bubbles open doors and Bouncers give an extra boost. If you beat the clock in this game, you'll get mega bonus points.

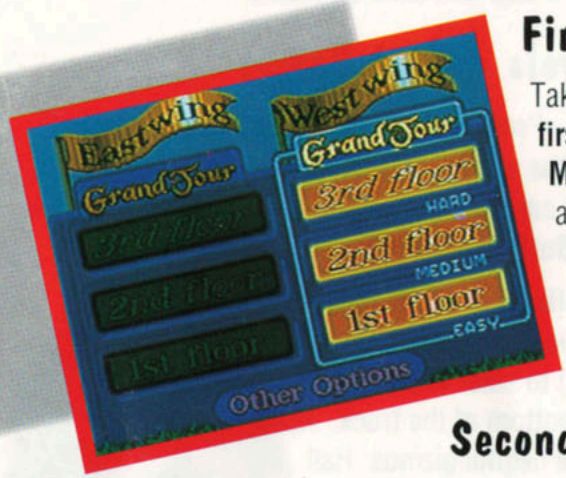
Hint: Watch out for tires; one wrong turn and Arnold becomes a re-tread. And guaranteed, you will lose your time bonus for that.

Liquid Lunacy - I'll enjoy my favorite pastime, Deep Sea Diving, (what?!) while in search of all kinds of wonderful items and power-ups. The most exciting of these is the Super Marble, which is worth a phenomenal TEN TRADING CARDS. Oh yes, make sure I avoid those small, barely-worth-mentioning, whirlpools. (Something fishy is going on here.)

BUBSY II

AWESOME AMAZATORIUM TOURS

Taking a good trip requires a little planning So, I'll get started by introducing our incredible selection of fun and exciting tours...



First Floor Tour

Take an "Easy" visit to the **first levels** of **Egypt**, **Music**, **Space**, **Medieval** and **Aerial** worlds, then discuss the fate of the world with Oinker.

Second Floor Tour

This Tour covers a visit to each of the five worlds. Watch out, things get tougher on the second floor.

Third Floor Tour

This tour takes me directly to the top floor of the Amazatorium. This floor is packed with tough henchmen and one furious boss. Is it too late to change my reservation?

Remember, no matter which tour you choose, I must **TAG THE END OF LEVEL MARKER** (big red marble) in each world before the boss door leading to Oinker will open.

After you've completed your tour in the **East Wing**, try the **West Wing** for a completely different experience.

Grand Tour

The **Grand Tour** is the most difficult. It covers all **three floors** of **Egypt**, **Music**, **Space**, **Medieval** and **Aerial** worlds, including an expanded version of the first and second floor levels. That's 15 glorious levels! Before I can move from one floor to another, I must **TAG THE END OF LEVEL MARKER** located in each world and fight the interim boss. After I've completed all three floors, I'll face the ultimate challenge of battling Oinker.

Hint: On all tours, except the First Floor Tour, some of Oinker's henchmen will take multiple hits before they go out for lunch. Also, watch for the boss door once all the tour levels are completed. (The Grand Tour boss door will lead through all sections of the Amazatorium before you reach your FINAL destination.)

Other Options

Highlight **Other Options**, then press **START** and you'll find a whole new menu containing the following options:

1 Player

Totally alone, I'll brave the dangers of the Amazatorium. Totally alone, I'll set out to recover my errant niece and nephew. Totally alone, I'll face a crowd of frenzied, barnyard animals... You want me to do this alone? ARE YOU NUTS?!

2 Player Friendly

Take turns working with me to defeat Oinker's critters. When your buddy is taking care of me, you control of one of the Twins and help by collecting treasure and throwing bananas on enemies. Look for switches that close pits or turn off hazards, so your friend has an

easier time coming through (if a switch will affect the second player, you'll see a "2" when you turn it on). A level is counted as complete when either player has reached the end of level marker. The score at the end is a total of both player's efforts.

2 Player Feisty

You still take turns working with me to defeat Oinker's barnyard critters. But when the second player is taking care of me, you take control of one of the Twins and drop bananas on me to make me slide. But beware the Smart Bomb; if it hits the "Twin player," the effect is truly STUNNING. (Yes, we have no bananas... at least for a little while!) Look for switches that open pits or turn on hazards, so the other player has a tougher time coming through. As a Feisty player, you work individually to complete all the levels and reach Oinker. Both scores are displayed at the end.

Note: If everyone playing has lost all their lives, the tour is OVER. (No refunds. Each tour-ticket sale is final. Have a nice day.)

1 and 2 Player Mini-Games

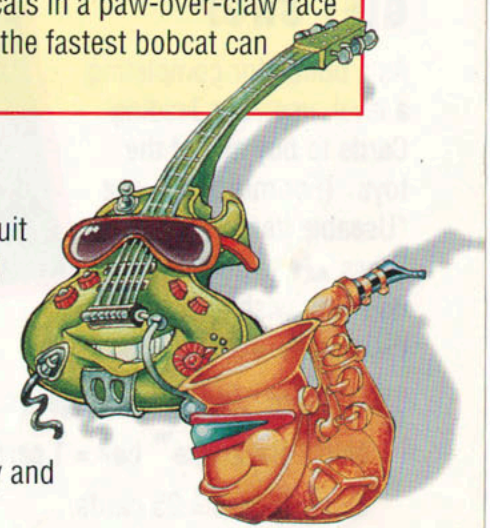
Alone, or with a buddy, you play only the Mini-Game Series: Frogapult, Armadillo Drop, and Liquid Lunacy. And I'm tellin' you now, as your trusted tour guide, that no frogs, armadillos, or bobcats were harmed in the making of these games. Honest. Cat's Honor. Cross my heart and hope to fry...

Play for Points or Time?

When you're playing for High Score, pick up every marble and treasure you can find. Search thoroughly, but don't waste too much time. You have only 15 minutes to get through each level. When you're playing for Best Time, the on-screen clock is counting the time it takes for me to get to the end of the level. Points don't matter, so don't waste precious seconds going after items you don't need.

Get it? Got it? Good.

Hint: Wanna REALLY make the fur fly? Try playing 2 Player Feisty for Time. Run with the wildcats in a paw-over-claw race of the survival of the firstest. Only the fastest bobcat can be topcat in this game.



Sound and Music

Select the right amounts of each to suit your mood. The choices are: Sound effects on or off, Music on or off.

Control Pad Controls

You don't like which buttons control my actions? Go ahead, make my day and change 'em here.

Credits

Finally, the answer to that burning question: How many people does it take to make a pig fly?...And better yet, you'll learn what kind of folks would actually want to.

TRAVEL ADVISORIES FOR THE TOUR

You'll notice, as we step into the Amazatorium, that in front of every wild and wonderful world there's a transporter pad. (But there is NO food or drinks allowed. Unless you want to share.) To enter any of the worlds, press ◄/► to put me on the transporter pad. Then, press ▲ and it's "Bon voyage, Bubsy."

THE AMAZATORIUM GIFT SHOP

As a bonus for completing a level, use your Trading Cards to buy any of the toys. (For more info, see "Useable Items," pg. 29.) Press ▲/▼ to select the item you wish to buy, then press ◄.

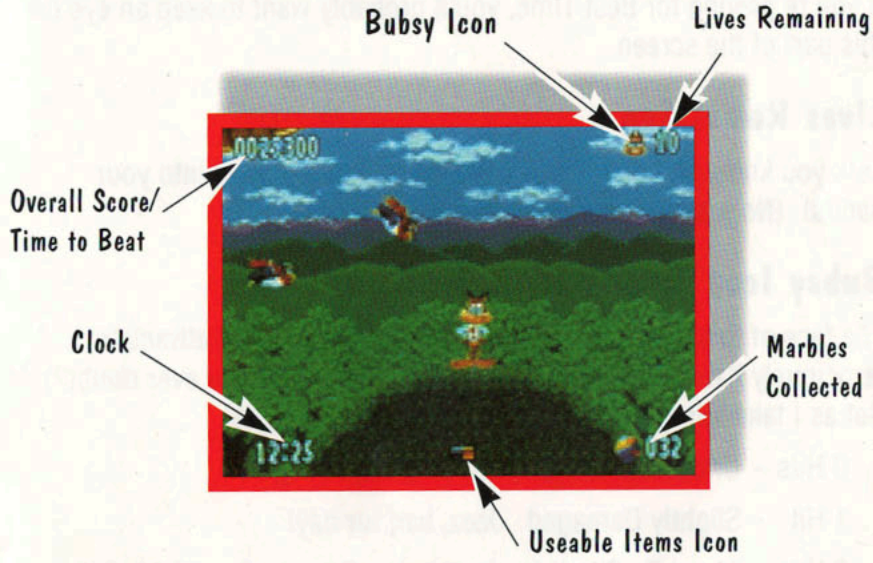
The current "rate of exchange" is:

Nerf® Ballzooka™ ball = 1 card
T-Shirt = 25 cards
Smart Bomb = 25 cards
Portable Hole = 5 cards
Diving Suit = 3 cards

When you're finished wheeling and dealing in the gift shop, press **START** to get back to the Amazatorium and the rest of the tour!

Hint: Press **START** while you're in the Amazatorium if you want to know your current score.

NOW APPEARING ON THE BIG SCREEN...



Let's go over what all these numbers and icons mean. If you already have it figured out, brownie points to you. Just humor me and read along anyway, OK?

Overall Score

You'll get points for every one of Oinker's henchmen that you help me bop, bash, or otherwise put out of business. And for you over-achiever types, there are extra points available for collecting all of the goodies (marbles, trading cards, crates and such) left laying around the Amazatorium. (More on that story later...)

Marbles Collected

Lets you know how many marbles you've collected. Just checking to see if you're still with me.

Clock

If you're playing for Best Time, you'll probably want to keep an eye on this part of the screen.

Lives Remaining

Lets you know just how many of my lives you're taking into your hands! (No pressure, no pressure...)

Bubsy Icon

The face of this icon has an unmistakable allure, a wild attraction, a ferociously handsome aura. Because it's ME! (Did you ever doubt?) But as I take hits from Oinker's henchmen, it changes:

0 Hits - Undamaged. Purr-fect as always!

1 Hit - Slightly Damaged. Jeez, bad fur day!

2 Hits - About To Bite It (so to speak). Somebody, quick! Call a plastic surgeon!

Hint: If things look ugly, and they will if I have two hits, keep an eye out for the Patch-Up. Read on to find out how to use it.

Useable Items Icon

This icon will change as you use the ▼ + **C Button** to select collected items. If you've been resourceful, fast, and fearless in the game; you could have any of these to choose from: Portable Hole, Diving Suit, Smart Bomb, or Nerf® Ballzooka™. (That last item is my personal favorite!)

MID-LEVEL MARKERS

When I get to an exclamation point, I'm part way through a level. Make me tag it and it will change to a spinning red marble with my charming face on one side. When I lose a life, I'll come back to the last mid-level marker I tagged.

USEABLE ITEMS

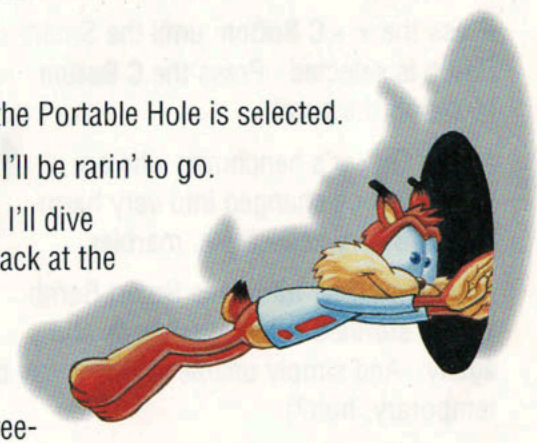
When the Bubsy Twins took their bag of toys into the Amazatorium, they didn't notice the gradually widening hole in the bottom, which leaked the contents all over five different worlds. Find and collect these nifty items. They'll help you during the tour.

Portable Hole

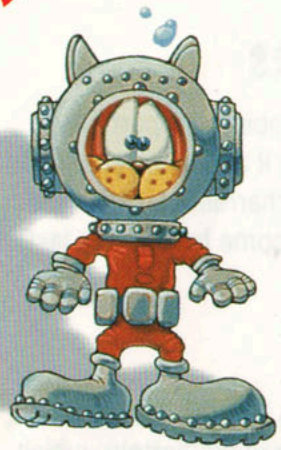
Press the ▼ + **C Button** until the Portable Hole is selected.

Press the **C Button** once and I'll be rarin' to go.

Press the **C Button** again and I'll dive through the hole and arrive back at the Amazatorium.



I can leave a level and come back as often as I want. (Bobcats crave that kind of freedom.) But the level won't be counted as complete until I tag the end of level marker. On the other paw, any other move will make me put the hole away and continue with the level.



Diving Suit

Press the ▼ + **C Button** until the Diving Suit is selected.

Press the **C Button** once to put on the Diving Suit and a second time to take it off. (I'm going UNDER-gulp-WATER?! Wait a minute. That does it. Get my agent on the phone. The closest this bobcat gets to diving is doing the Limbo on a Club Med trip to Tahiti.)

Smart Bomb

Press the ▼ + **C Button** until the Smart Bomb is selected. Press the **C Button** to set off the bomb.

Any of Oinker's henchmen who are visible will be changed into very harmless, but very collectable, marbles.

Any twin player hit by the Smart Bomb will be stunned by my quickness and agility. And simply unable to throw any bananas (too bad it's just temporary, huh?)

Nerf® Ballzooka™

Press the ▼ + **C Button** until the Nerf Ballzooka is selected. Press the **C Button** to fire Nerf balls at Oinker's henchmen. Anyone who's hit will turn into a Trading Card for me to collect. And you know what THAT means: MORE TOYS!!

HINT: Each useable item can be used only once. After that, I'll have to scramble through the levels to pick up others or, purchase them with Trading Cards.

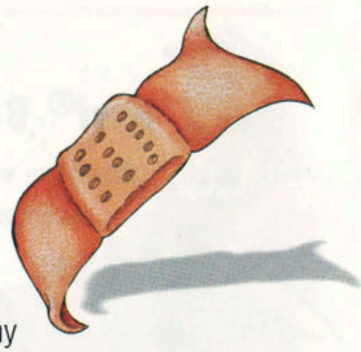
DON'T LEAVE HOME WITHOUT 'EM

The items below are pretty handy to have around as you make your way through the Amazatorium.

Trading Cards

To collect Trading Cards: Bop enemies with your Ballzooka™ or get the Super Marble from the Liquid Lunacy Mini-Game. (Have I told you lately how much I LOVE using my Ballzooka? Just a thought.) To learn how to use your Trading Cards, see **The Amazatorium Gift Shop**, page 26.

Patch-Up



This bobcat fixer-upper looks like a great, big bandage. It's good for anything that ails me. If I'm close to losing all my lives, have me tag the Patch-Up. The Bubsy icon in the upper right of the screen will show my speedy recovery.

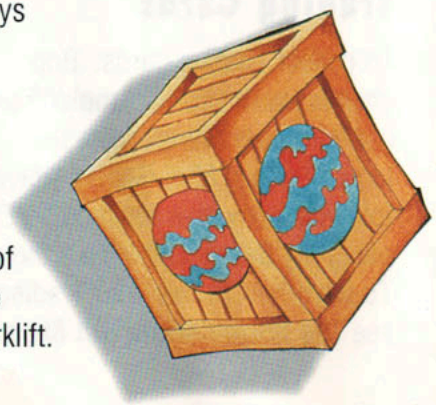
Bag o' Marbles

What it says, is what it is. A big Bag o' Marbles. But you can nab some happy points by scooping up one. So, keep on the lookout...

Super Marble

"Found only in the Liquid Lunacy Mini-Game," that's what the brochure says. Well, good luck to you, diving for that buried treasure. I would do it, but you know how much I hate water. I mean, it just plays heck with the hair!

Marble Crates



Now, you thought the Bag o' Marbles was something to write home about. Just imagine a CRATE of marbles. Just thinkin' about all those points, makes me wanna go buy a forklift.

The Mighty Souvenir T-Shirt

No trip would be complete without a souvenir T-Shirt. So, if you see one of these shirts, GRAB IT — it'll give you an extra life.

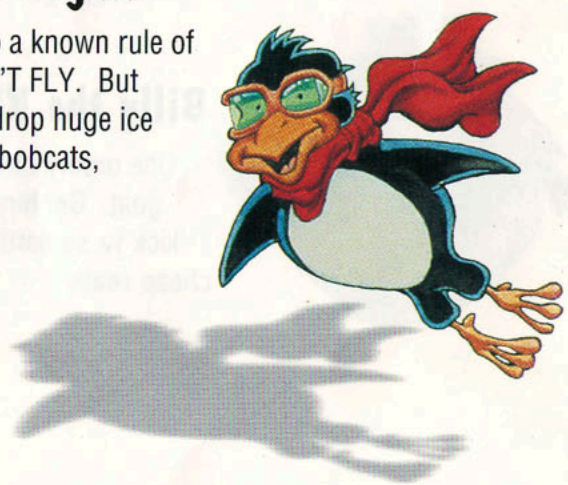
CONTINUES

When you've lost all my lives, (Thanks, pal!) the game will know which levels you've completed, and will place you back in the Amazatorium ready to go again.

Henchhogs and Bad Guys

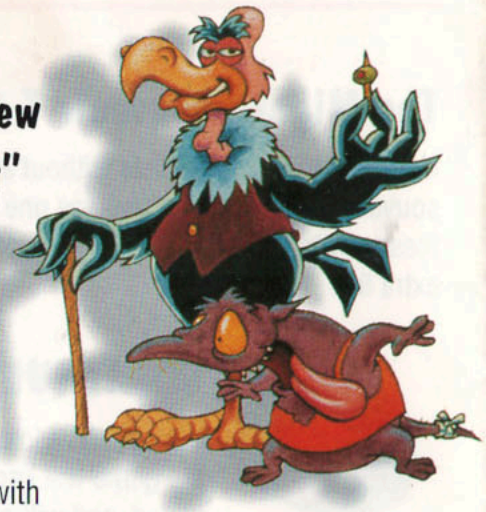
Ace the Flying Penguin

The wicked exception to a known rule of nature; PENGUINS DON'T FLY. But hey, they usually don't drop huge ice cubes on unsuspecting bobcats, either. So, go figure.



BUBSY II

Sid "the Vicious" Shrew and Boz "the Gourmet" Buzzard



Sid has an insatiable appetite. I mean it, keep your hands and feet away from the guy's mouth. He eats EVERYTHING. One part sneaky, three parts pathetic, he is best buds and a partner in crime with Boz "the Gourmet" Buzzard.

Boz is renowned for putting together tasty roadkill feasts. Since there doesn't seem to be a big outside market for Boz's, um, cuisine, he turned his frustrations toward a life of crime. Beware of the infamous "Boz Bomb."

Billy the Kid

One ornery cuss of a gymnastic goat. Get him riled and he'll side-kick ya so hard, you'll wind up in the cheap seats.

Lambo

Ewe ain't seen nothing yet that compares to the evil action of this sheep's lethal bleat. Raw, turbo-decibel power, comin' straight at ya! Stand baaa-aa-aa-aack!

Jumping Hog

Kind of an Everyhog as far as enemies go. Just don't let him get under your skin, OR sit on your head, for that matter. He'll leave a real impression on your mind!

Jimmy "Knuckles" Hog

One mean looking slab o' meat. Definitely wouldn't want to run into him in a dark alley. Or a light alley. Or one done up in paisley. Or...Well, I think you get the picture. Do you have a pair of hog-nail boots? You'll need 'em against this pig.

BUBSY II

THINGS TO GIVE A WIDE BOARTH TO

Fire

Wanna know what really burns my tail?—A flame about this high. Since Oinker did a half-asped job of putting clearly marked Exits in the Egypt World, and a great job of installing huge, open fire pits, it's a snap to make me a smokin' pile of fur. But you won't let that happen, will you?

This Is Bubsy. This Is Bubsy On Electricity.

When I touch this stuff, I fry. Any questions?

Bottomless Pits

Now, I used to think only yahoo-pinhead types thought you could tunnel through the world and get to China. Well, fellow travelers, I've sailed through the darkness, and I believe. Don't make me jump down a solid black hole unless you're SURE about where it's going. Remember, the life you save, may be my own.

WINNING THE GAME

I win the game by defeating Oinker, but YOU win depending on the Game Goal you choose and the Number of Players you have playing. In Best Time Mode, whoever is awarded the most trophies is the winner. You're the winner in High Score Mode if you beat your opponent's score.

Notes:

- Ties ARE allowed.
- To win in Best Time – Two-Player Friendly Mode, your combined number of trophies must beat Oinker's.
- Remember, you win trophies if you have the best time in a level.

SO YA THINK YOU'RE PRETTY BAD

So. You've played the game. You've played it until your ears wiggled and your hands twitched; until the Twins were etched onto your eyelids and you called out in your sleep at night, "No more, Oinker, you swine! NO MORE!!"

Well, maybe not. But you still think you're pretty bad, don't ya? Let's see ya prove it.

If you love the bizarre and irresistibly twisted worlds in my game, (c'mon, admit it, you know you do) then do your worst, or best as the case may be. Send a mug shot, er, picture of you right next to your absolute, blown-the doors-off-all-your-friends Best Score or Best Time to me:

Bubsy Bobcat
c/o Accolade, Inc.
5300 Stevens Creek Blvd. #500
San Jose, CA 95129

Oh yeah. One more thing. Get someone who still has thumbs to snap the picture, will ya?

BUBSY II

CUSTOMER SERVICE

90-Day Warranty

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this cartridge that the cartridge will be free from defects in materials and workmanship. A defective cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. To receive warranty service:

1 DO NOT return your defective cartridge to the retailer.

2 Notify Accolade Customer Service of the problem by calling (408) 296-8400 between the hours of 8 AM and 5 PM (Pacific Standard Time) Monday through Friday. Please **do not** send your cartridge to Accolade before calling Customer Service.

3 If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number on the outside packaging of your defective cartridge (be sure your packaging is at least 4" x 6" as many shipping companies will not ship anything smaller), and return your cartridge FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Accolade, Inc.
Customer Service,
5300 Stevens Creek Blvd. #500,
San Jose, CA 95129

After the 90-day period, a defective cartridge may be replaced in the United States for $15 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the cartridge, not other materials.)

This cartridge and the user manual are provided to the customer under license from Accolade, Inc. and are subject to the following terms and conditions, to which the customer agrees by opening the package of the cartridge and user manual and/or using the cartridge. Granting of this license does not transfer any right, title or interest in the cartridge or the user manual to the customer except as expressly set forth in this License Agreement.

Bubsy and the Bubsy Character are trademarks of Accolade, Inc. Bubsy II ©1994 Accolade, Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises Ltd. All other trademarks and registered trademarks are the properties of their respective owners. Neither the cartridge nor the user manual may be duplicated or copied for any reason. The customer may not transfer or resell the cartridge or user manual.

The remedies provided above are the customer's sole and exclusive remedies. In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the cartridge or the user manual. Except as provided in the warranty section, Accolade, Inc. makes no warranties, either express or implied, with respect to the cartridge or the user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.