

Coming Soon to Genesis

Flashback

ARCADE CLASSICS



Sega is registered with the U.S. Patent and Trademark Office. Sega Genesis is a trademark of SEGA.
 Marsupilami © Marsu 1996. PONG © 1972-1995 Atari Corporation. MISSILE COMMAND © 1980-1995 Atari Corporation.
 CENTIPEDE © 1982-1995 Atari Corporation. All rights reserved. Pong, Missile Command and Centipede are
 protected trademarks and copyrighted works of Atari Corporation, licensed to Sega.
 ©1996 SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved.

Patents: U.S. Nos. 4,442,486; 4,454,594; 4,462,876; 4,826,555; Europe No. 880244; Canada No. 1,183,276/1,082,351;
 Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-155; U.K. No. 1,535,999;
 France No. 1,607,829; Japan No. 1,632,396-82-205600 (Pending)

1841

SEGA®

GENESIS™ INSTRUCTION MANUAL



1841

MARSUPIAMI



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.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

For More Information, Visit Sega's Internet Sites at:

web site: <http://www.segaa.com>

ftp site: [ftp.segaa.com](ftp://ftp.segaa.com)

email: webmaster@segaa.com

CompuServe: GO SEGA

1-900-200-SEGA



**Learn SEGA game secrets
from the masters. Call Now.**

U.S.: 1-900-200-SEGA \$.85/min (recorded), \$1.05/min
(live) Must be 18 or have parental permission.
TDD Phone required. Sega of America
Canada: 1-900-451-5252 US \$1.25/min (recorded/live)

MARSUPIAMI

TABLE OF CONTENTS

| | |
|----------------------------|----|
| MARSUPIAMI - THE ADVENTURE | 2 |
| SETTING UP | 4 |
| GETTING STARTED | 5 |
| TAKE CONTROL! | 6 |
| THE AIM OF THE GAME | 8 |
| TAIL SELECTION | 9 |
| PICKUPS AND POWER-UPS | 13 |
| PASSWORDS | 14 |
| LEVELS AND ENEMIES | 15 |
| BONUS LEVELS | 19 |
| SCORING, GAME OVER, HINTS | 20 |
| CREDITS | 21 |

THE ADVENTURE

TRAPPED!

Marsupilami, an energetic marsupial, and his buddy Bonelli, the elephant, were happily playing in their jungle home. Suddenly, they were captured by the notorious hunter, Bring M. Backalive. This mercenary had been searching the jungle, looking for animals to trap and sell to the circus. After extensive observation, Bring M. Backalive decided that Marsupilami and Bonelli would be a terrific catch.

After their capture, Marsupilami and Bonelli woke up to find themselves locked in a cage. Over the next few



months they were forced to tour with the circus, performing twice a day and traveling at night. They had no idea where they were or where they were going. The work was gruelling and the food was terrible. Marsupilami was getting increasingly homesick for the jungle, his wife and three children. He decided that no matter what, he and Bonelli would escape and find their way home!

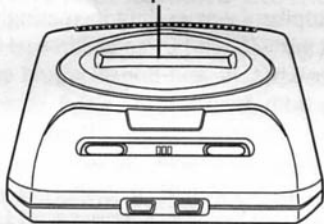
THE ESCAPE...

At last an opportunity to escape arrived! A lazy animal trainer had fallen asleep on a bench, leaving the keys to the animals' cages beside him. Using his tail, Marsupilami snatched the keys off the bench and quickly set himself and Bonelli free. Hoping the ensuing chaos would ensure an easy getaway, Marsupilami opened all the other animal cages as well.

The adventure begins with their daring escape from the circus. Marsupilami must use his amazing multi-purpose tail to fend-off enemies, negotiate obstacles and guide Bonelli to safety. What Marsupilami didn't know was that his three children had set out on a trek to rescue their father from the circus. Unfortunately, the three courageous children wound-up in one of Bring M. Backalive's traps. Now Marsupilami must not only save Bonelli, but rescue his children from the clutches of the evil hunter as well!

SETTING UP

Insert Marsupilami Cartridge



- 1 Set up your Genesis System as directed in your Genesis System Manual.
- 2 With the power switch OFF, insert your MARSUPIAMI cartridge into the cartridge slot and press down FIRMLY.
- 3 Turn on your TV or monitor, and then turn on the Genesis System.
- 4 The Sega logo screen will appear, followed by the Title screen. In a few moments, a game introduction will begin.
- 5 Press START to begin Marsupilami's adventure!

If nothing appears on the screen when you start up, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is FIRMLY inserted in the console, and then turn the power switch ON again.

IMPORTANT: Always make sure that the Genesis System is turned OFF whenever inserting or removing your game cartridge.

GETTING STARTED

Select START or OPTIONS on the Title screen. START will begin the adventure. OPTIONS will bring you to a second screen with four choices. Press the D-PAD UP or DOWN to change the highlighted option. Press START to select the desired icon.



EXIT - Brings you back to Title screen after selections have been made.

ENTER PASSWORD - Enter previously gained passwords to start the game at advanced levels.

DIFFICULTY - Press Button A, B, or C to change the difficulty level. There are three difficulty settings - EASY, MEDIUM and HARD.

SOUND TEST - Enters the screen in which you can listen to and choose the sound effects or music for the game. When highlighted, press LEFT or RIGHT to change the music selection, then press Button A, B or C to play the selected music/sound effect.



TAKE CONTROL!



DIRECTIONAL BUTTON (D-Button)

Selection Screens:

- Language Select Screen - selects in which language to play the game. (English, French, Italian, German or Spanish)
- Main Options Screen - moves the arrow between START, ENTER PASSWORD, DIFFICULTY and SOUND TEST.
- Password Entry Screen - moves the highlight over the letters.
- Sound Test Screen - Press LEFT/RIGHT to select which music/sound effect you want to hear.

During Gameplay:

- Press LEFT or RIGHT to move Marsupilami.
- Press UP or DOWN to make Marsupilami look up, climb or look down.
- During PAUSE, press LEFT and RIGHT to move the highlighted tail icon box.

Button A, B or C

Selection Screens:

- Press Button A, B, or C to select the highlighted letter in the Password Entry screen.

- Press Button A, B, or C to select the music or sound effect on the Sound Test screen.

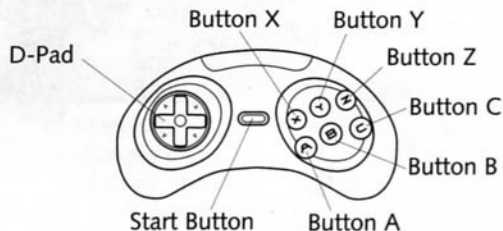
During Gameplay:

- Press Button A to punch.
- Press UP and Button A simultaneously to perform an upwards punch.
- Press DOWN and Button A simultaneously to drop a fruit.
- Press Button B to jump.
- Press Button C to perform currently selected tail option.

START BUTTON

- Starts game.
- Pauses game or resumes paused game.
- Selects an option on the Main Option Screen.
- Selects Easy, Medium or Hard when the Difficulty option is highlighted.
- Exits Password Entry/Sound Test screen when the desired options have been chosen.

SIX BUTTON CONTROL PAD



If you have a six button Control Pad for your Sega Genesis, there is no need to pause the game in order to select a tail action. Simply press Button X to move the highlighted box to the LEFT or Button Z to move it to the RIGHT.

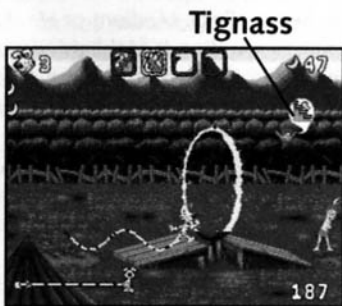
THE AIM OF THE GAME

At first, Marsupilami's goal was to lead Bonelli safely back to his jungle home. But, since Marsupilami's three kids tried to save their dad and were captured, now he must rescue his children too!



Marsupilami and Bonelli will face many problems on their journey. An active imagination is needed to help them advance through the levels.

When in trouble, look for Tignass, the hummingbird. When the game is played in EASY and MEDIUM mode, Tignass will provide clues on how to use Marsupilami's tail to overcome the next challenge.



TAIL SELECTION

During the adventure, Marsupilami can pick up various icons, each providing a different use for his amazing tail. When an icon is picked up it appears in the TAIL OPTION BAR at the top of the screen. Pause the game (press START) to select a particular tail option. The icon box will be flashing on the currently selected tail action. Press LEFT/RIGHT on the D-Pad to change your selection. When the chosen action is flashing, press START to return to the main game. When Button C is pressed, Marsupilami will perform the chosen tail action.

Tail Option Bar



Refer to page 7 for special Six Button Control Pad options.

Marsupilami's tail options are as follows:



STEPS

Marsupilami's tail changes into a set of steps, allowing Bonelli to reach platforms he is normally unable to climb.





MOUSE

Marsupilami can turn his tail into the head of a mouse.

Being terrified of mice, Bonelli will panic and charge in the opposite direction, smashing through rocks, crates, gates, etc.



SHIELD

Creates an 'umbrella' to protect

Marsupilami and Bonelli from falling objects or can be used as a bridge for Bonelli.



PARACHUTE

The parachute allows Marsupilami to glide left or right when jumping off tall platforms or between large land gaps.



HAMMER

Activate the hammer icon when standing next to an object Marsupilami wants to destroy. Smash obstructions to clear the way for Bonelli.



POLE VAULT

The pole vault is used to vault Marsupilami over large land gaps that he cannot otherwise cross. To utilize the pole vault, move

Marsupilami near the edge of the land gap and activate his tail (Button C). If he is in the correct place, Marsupilami will be flung over the land gap, continuing his adventure.

WINCH

The winch is used to hoist Bonelli to platforms which even steps will not allow him to reach. Activate the winch by laying down a piece of fruit. When Bonelli stops to eat, jump Marsupilami onto the platform above Bonelli and activate the winch by facing Bonelli and pressing Button C. Bonelli will then grab ahold of Marsupilami's tail and haul himself up onto the platform.

LEVER

Use the lever to dislodge large objects. Press Button C when standing next to the item Marsupilami needs to move. Marsupilami can use the lever when above a seesaw by dropping a large object on one side, creating a catapult effect. If Bonelli is on the other side of the seesaw, he will be catapulted out of trouble situations!

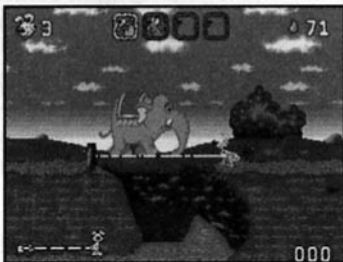
COMBAT

Marsupilami's main defense is using his tail as a fist. Punch an opponent by pressing Button A. Some enemies need to be hit more than once to be beaten - others have to be hit from behind.



BRIDGE

Marsupilami can use his tail as a bridge for Bonelli. If there is a land gap with a short post next to it, jump to the other side of the gap, turn towards the post and press Button A. Marsupilami will automatically grab onto the post and form the bridge with his tail. Release Button A to let go of the post.



PICKUPS AND POWER-UPS



FRUIT

As well as giving Marsupilami extra points, the fruit can be used to control Bonelli. When Marsupilami drops fruit in his friend's path, Bonelli will stop, sit down, eat the fruit, belch and then continue walking. Press DOWN on the D-Pad and Button A together to drop the fruit. This will buy time so Marsupilami can prepare for the next part of the journey.



HEARTS

Replenish Marsupilami's energy.



YELLOW STARS

Replenish Marsupilami's energy.



ALARM CLOCK

Gives an extra 30 seconds to complete the level.

MARSUPILAMI'S CHILDREN

Marsupilami must find his three children to fully complete his journey.

When entering a level, a cage containing one of the children is shown on the intro screen, indicating that a child is somewhere on that level.

PASSWORDS

Once a level is completed, a password will be given. This will allow you to start the game from this level the next time you play.

Enter the Password Entry screen by pressing START when the Enter Password option is highlighted on the title screen.

Once in the Password Entry screen, use the D-Pad to click on the letter, then press Button B to enter that letter. The game then starts from the corresponding level. If you hear a horn, the password you have entered is not valid. Press the START Button to exit the Password Entry Screen at any time.



LEVELS AND ENEMIES

CIRCUS

The circus has three stages, filled with a host of challenging enemies!

Circus Lion Tamer - Marsupilami must avoid the Lion Tamer's painful whip. Use tail punches to knock him out.



Juggling Clown - One punch and this clown is down, but look out for the balls he drops!

Clown - Runs at Marsupilami and Bonelli, throwing scorching hot custard pies. Avoid these at all costs!

Seal - Throws dangerously heavy beach balls at Marsupilami and Bonelli

THE ALPS

The weather's tough, but the obstacles are tougher! Marsupilami must defeat many enemies through three chilly stages!

Alpine Goat - Charges at Marsupilami and Bonelli trying to head-butt them. Goats can only be defeated when attacked from behind.



Skiers - Must be avoided as they slide down the mountain. They can be taken out with two hits.

Rocks - Shield Bonelli from the falling rocks.

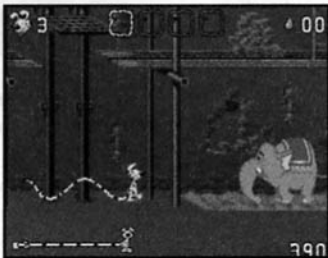
Yodellers - Cause avalanches! Knock-out the yodellers to avoid falling victim to a massive avalanche!

Snowballs - If Bonelli is hit by one, he will be stunned.

BUILDING SITE

Avoid the following hard-hatted enemies in this 3 stage level.

Hodcarrier - Be careful when punching Hodcarriers. They throw their bricks in all directions!



Barrow Basher - Knock them out from behind for extra points!

Sweeper - Just get them out of the way!

THE DOCKS

Three stages at the Docks present real challenges to Marsupilami and Bonelli.

Foreman - Tries to stop Bonelli by ordering him around. Hits from



behind will get this rotten boss out of the way!

Sailor - They chase anybody who shouldn't be on the docks. Marsupilami and Bonelli are targets of these bullies.

THEME PARK

Two stages of fast-paced action feature some unlikely villains...

Cats - They get in the way of Bonelli and cause him to change directions.



Dogs - Exactly the same as cats!

Cowboy - Watch out for that lasso! The cowboy can only be hit when his lasso is over his head.

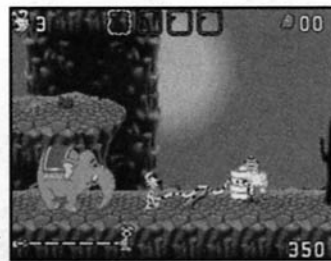
Gunslinger - It's not his bullets you have to avoid - watch out for the victims falling all over the place!

Pirate - Ouch, that sword is sharp! Jump!

PALOMBIE

Three stages of riotous rogues try to thwart Marsupilami's plan!

Sleeping Sombrero Sellers - They're always angry when woken up - beware of their flying sombreros!



Partying Locals - These drunken fools start to dance around and swing their guitars in all directions!

Children - They run through the street dropping firecrackers. Watch out!

Soldiers - Avoid their deadly grenades!

THE CHAHUTAS

The Chahutas has three stages featuring savage opponents!

Blowpipe Blower - Can only be hit when their heads pop out of the bushes.

Natives - These natives are restless, so be careful!

Gorilla - Always found at the top of the level throwing huge boulders down at Marsupilami and Bonelli.

Lazy Guard - Be careful! They throw their spears when they stumble.

THE JUNGLE

Almost home!
Marsupilami has to get by three more stages of jungle enemies...

Monkeys - Throw nuts or use their long tails to



whip down at Marsupilami and Bonelli.

Warthogs - They're as mean as they are ugly! Hit them with tail punches when they charge!

Piranhas - Continually jump out of the streams nipping at Marsupilami. Punch them out before you pass.

Duckbilled Eagle - Keep a look out for these enemies from the sky. Punch them as they swoop down at Marsupilami.

THE BONUS LEVELS

RIVER CLEAN UP

Marsupilami can't stand to see pollution! Swim through the garbage-filled river (using the D-Pad to maneuver LEFT, RIGHT, UP and DOWN) and pick up the waste with Marsupilami's tail. Swim back to the surface and the pollution will disappear.

BATTLE OF THE MARSUPIALS

Mars Le Noir, Marsupilami's main rival, has followed Marsupilami and Bonelli through the entire adventure. In his constant quest to become the greatest marsupial ever, *Mars Le Noir* challenges Marsupilami to a final battle for glory.



Dodge *Mars Le Noir's* attacks and counter with tail punches. The marsupial left standing wins!

SCORING

Scores are added up at the end of each level...

- 0.5 points for every second of time left
- 10 points for every bad guy defeated
- 0.5 points for every item of food collected
- 50 points for every Marsupial child found



GAME OVER

The quest ends when Marsupilami and Bonelli safely reach their jungle home. Marsupilami also must save his three children. If he doesn't, he'll have to deal with Mrs. Marsupilami, and she won't be happy - beware!

Alternatively, the game ends when all lives are lost. The adventure starts with three lives, and more can be gained throughout the levels.

HINTS

- Don't know what to do next? Look for Tignass. His advice will always help!
- Use fruit sparingly. Once it's all used up, Marsupilami won't be able to pause Bonelli when he needs to most.
- Look for bonuses hidden throughout each level. Extra time and energy can come in handy!

CREDITS

SEGA OF AMERICA

Product Managers

John Garner
Bill Onderdonk
Eric Dunstan

Producer

Greg Becksted

Test Lead

Don Carmichael

Assistant Test Leads

Amy Albertson
Toad Slepian

Testers

Chris Johnson, John Jansen, Shari Shanklin,
Deserae Blevins, Arnold Feener, Rebecca Colbourn,
Maya DeCampos, Byram Abbott, Kathleen Silkworth,
Daniel Dunn, Nicole Tatem, Kenneth Chan

Manual Production

Groovy Dog Productions

Programming, Graphics and Sound by Apache Software.

Produced by Paul Chamberlain of Sega Europe Ltd.

Marsupilami © 1995 Marsu Productions.
Licensed to © Sega Enterprises, Ltd. 1995

NOTES

NOTES

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.

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