

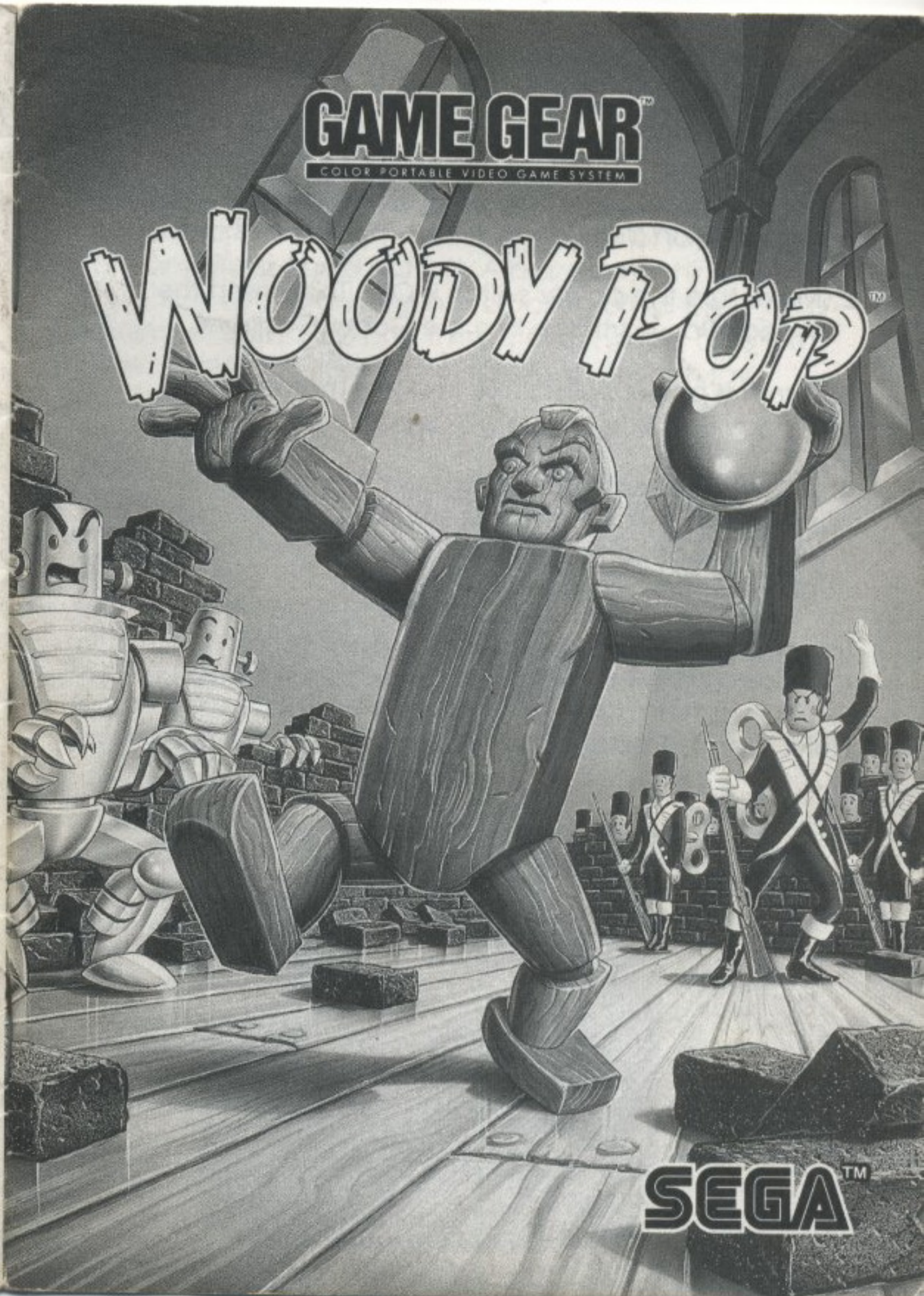
GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

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Sega of America, Inc. 130 Shoreline Drive, Redwood City, CA 94085

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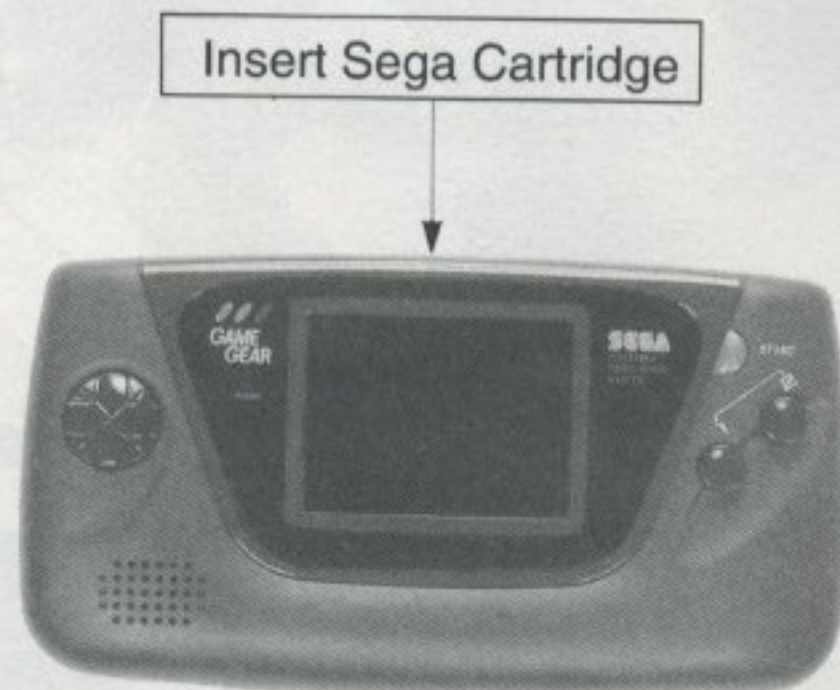
SEGA™

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the Woody Pop cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Woody Pop Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: Woody Pop is for one player only.

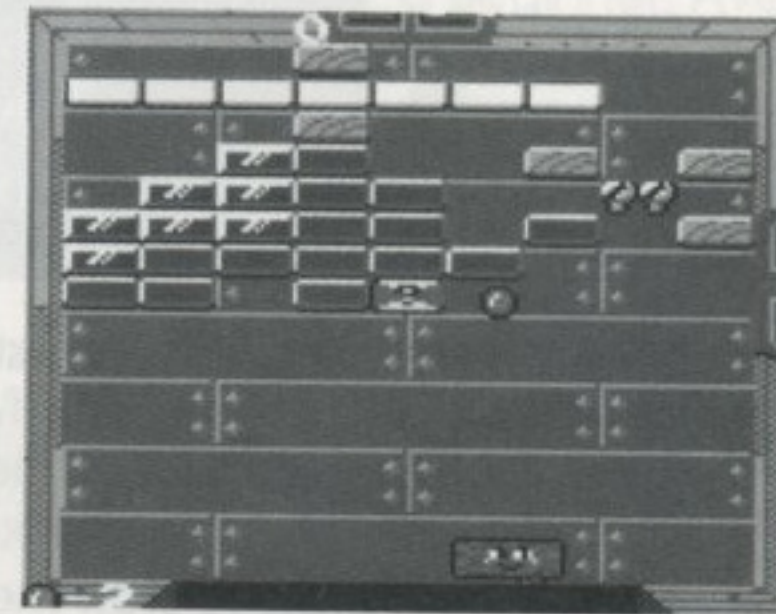


Break the Barriers!

Long known as the only source of magical toys, the Enchanted Mansion has had many years of joy and harmony. But it could not last. A crazed machine has shut down the toy factory and has blocked off all the wondrous rooms. The only thing it didn't count on is the loyalty of Woody Pop – a courageous wooden toy.

Join Woody Pop as he battles the forces of the jealous Mad Machine. Get ready for rebounds, ricochets, and bounding action as Woody Pop transforms into a brick smashing hero! But be on your guard – breaking certain bricks releases evil toy soldiers and wind-up robots that wreak havoc with your quest.

Blast through 50 levels of nonstop action in your mission to come face to face with the Mad Machine and burst his plans to eliminate the Enchanted Mansion.



Take Control!

For the best game play, learn the different button maneuvers before you start.

Directional Button
(D-Button)



Start Button

Button 2

Button 1

Directional Button (D-Button)

- Press left or right to move Woody in those directions.
- Press up or down to select a level on the Level Select screen.
- After clearing a level, press in the direction you want to go.

Start Button

- On the Title screen, press to see the Level Select screen.
- Press to pause the game; press again to resume play.

Button 1

- On the Level Select screen, press to start the game.
- At the beginning of each stage, press to let the ball bounce off Woody.

- When you pick up a Shot Item, press to shoot.
- If Woody has the Glue item, press to release the ball.

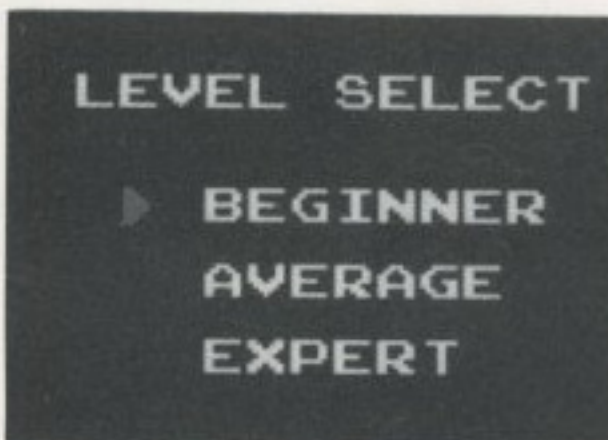
Button 2

- Press to make Woody move slowly.

Getting Started



When the Title screen appears, press Start to see the Level Select screen. (Or wait a few moments to see the demonstration.)



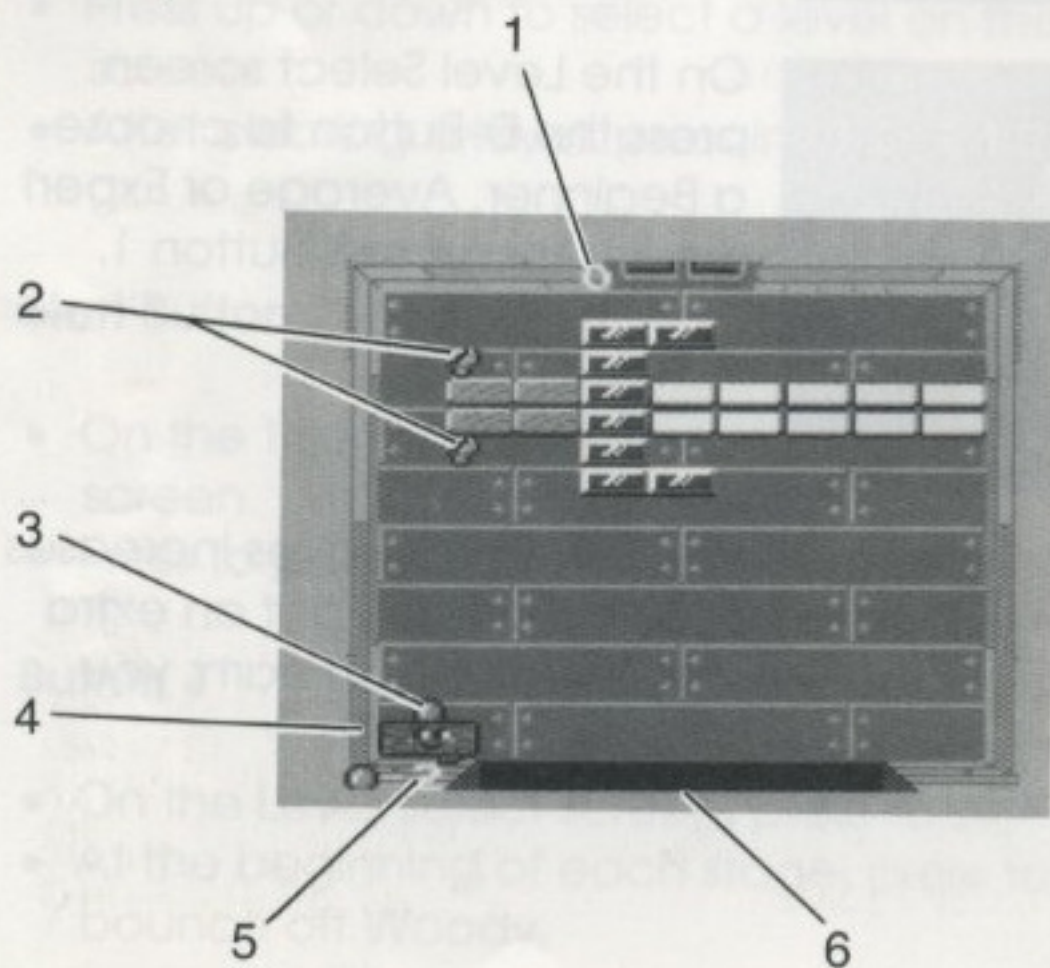
On the Level Select screen, press the D-Button to choose a Beginner, Average or Expert game. Then press Button 1.

- **Beginner:** The speed at which the ball moves increases slowly. When you earn 20,000 points, you get an extra ball. After that, for every 40,000 points you earn, you get an extra ball.

- **Average:** The speed at which the ball moves increases moderately. When you earn 20,000 points, you get an extra ball. After that, for every 80,000 points you earn, you get an extra ball.
- **Expert:** The speed at which the ball moves increases quickly. You'll get an extra ball only when you earn 20,000 points.

What Your Screen Shows

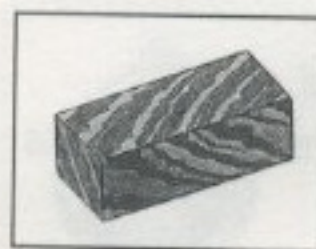
1. Score
2. Nails: These won't disappear even if you hit them.
3. Ball
4. Woody
5. The number of balls left.
6. The pit.



Blocks

There are five different types of blocks – all of which you must break in order to reach the last room in the Enchanted Mansion.

Normal Blocks: These come in six different colors.

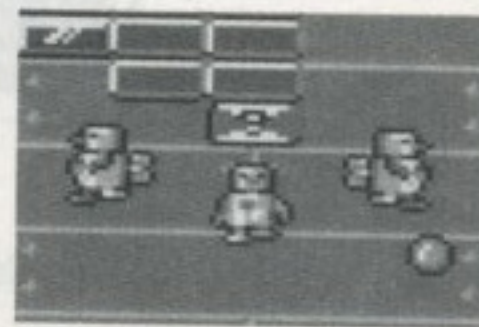
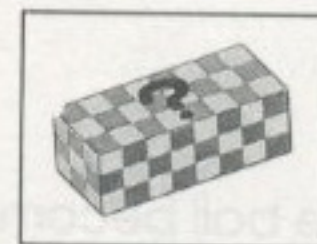
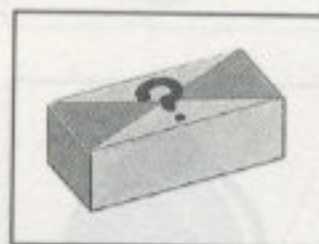


Wooden Blocks: You must hit these several times in order to break them. If you use the Flames Item, you can break them by hitting them just once.

Crystal Blocks: Break these to grab items. (See *Items*.)



? Blocks: There are two different kinds. You cannot break these unless you have a Diamond Item. When you hit them, either tiny robots or toy soldiers come out – just to get in your way.



Items

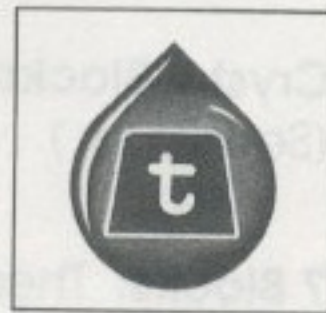
When you break the Crystal Blocks, different items appear – some you need and some you don't need.

Diamond: The ball turns into a diamond which can break all types of blocks.



Flames: The ball turns into a ball of fire. When it hits a block, it also burns the blocks that are above and below it.

Weight: The ball becomes heavier and moves slower.



Yellow Potion: Woody becomes wider. It will be easier for you to catch the ball.

Red Potion: The ball becomes bigger.



Double: If you grab this, you'll be running after two balls!



Extra Ball: You'll get an extra ball.

Shot: Press Button 1 to shoot at blocks, robots and soldiers.



Glue: The ball sticks to Woody. Press Button 1 to release the ball.

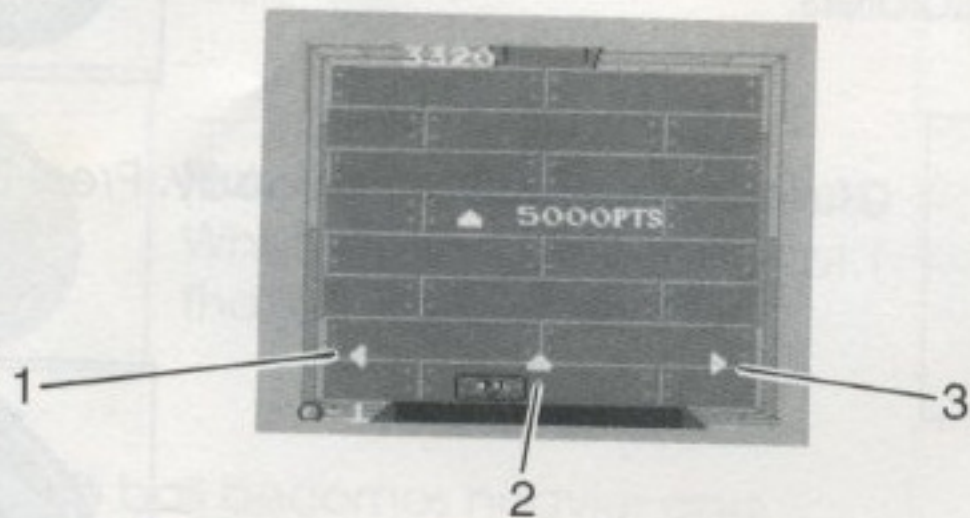
Skull: The pit becomes larger.



Hammer: This repairs the enlarged pit.

When You Clean Out a Room

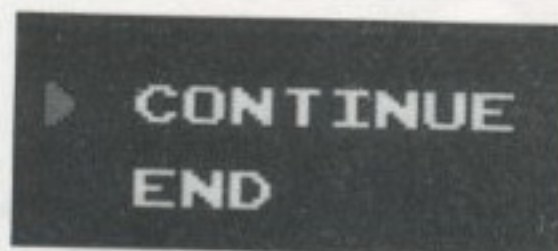
When you successfully clean out a room, a screen similar to the one shown here appears. Press the D-Button in the direction you want to go and then press Button 1. You will earn the number of points that appear next to the direction you choose.



1. Takes you to the room on the left.
2. Takes you to the room above you.
3. Takes you to the room on the right.

End of Game & Continue

When you run out of balls, the game is over. Select Continue to continue the game. There is no limit to the number of times you can continue. To end the game, select End.



Scoring

- When you break blocks, you earn points.

Red Block	50 points
Blue Block	60 points
White Block	70 points
Green Block	80 points
Pink Block	90 points
Yellow Block	100 points
Crystal Block	100 points
Wooden Block	100 points each time the ball bounces on it
? Block	1,000 points

- When the ball hits certain things, you earn points.

Robots or Soldiers	100 points
Train	100 points

- Grabbing an item earns you 500 points. (You don't get any points when you grab the Skull.)

Score

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest during extended play.
- For game play information, call 1-415-871-GAME.

Scorebook

Date			
Name			
Score			

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**Scorebook**

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Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety 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 the following number:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we 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 Cartridge requires repairs after expiration 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 ninety 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.