

TENGEN

675 Sycamore Drive • Milpitas, CA 95035

1 **SEGA** **GAME GEAR™**
PLAYER COLOR PORTABLE VIDEO GAME SYSTEM

Manufactured by Sega Enterprises Ltd. for play on the Sega™ Game Gear™ System.

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Printed in Japan

PAPERBOY™ 2

SEGA™
GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM



TENGEN



EPILEPSY WARNING

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 previously 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.

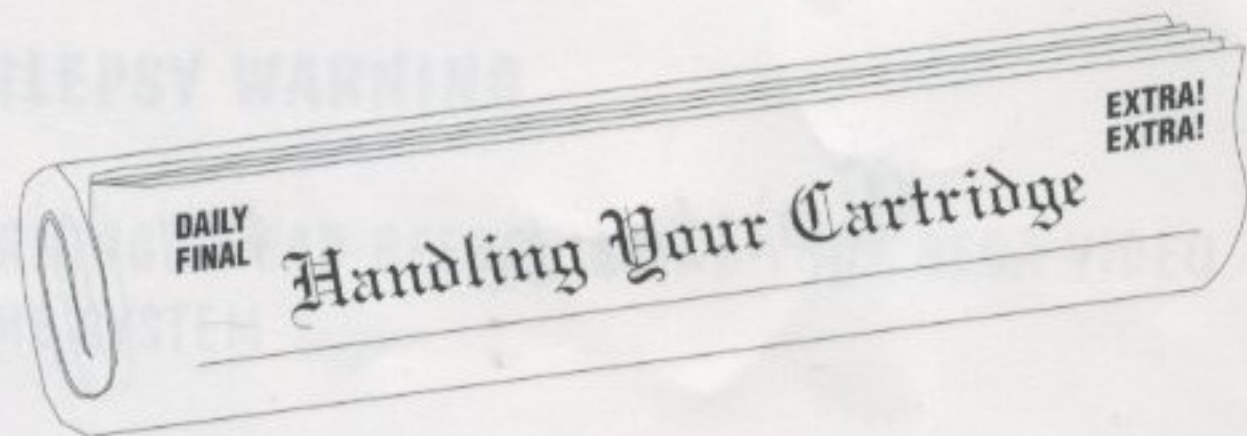


This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.



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- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave 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.



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 Paperboy 2 cartridge into the Sega Game Gear System.
3. Turn the power switch ON. In a few moments, the Paperboy 2 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 Game Gear cartridge.





Grab your rubber bands, oil your chain and get ready to deliver. Ms. Portley's waiting for the crosswords, Mr. Ormsby's gotta have the stock page, and Mrs. Willabee needs the sports section—for her pet canary.

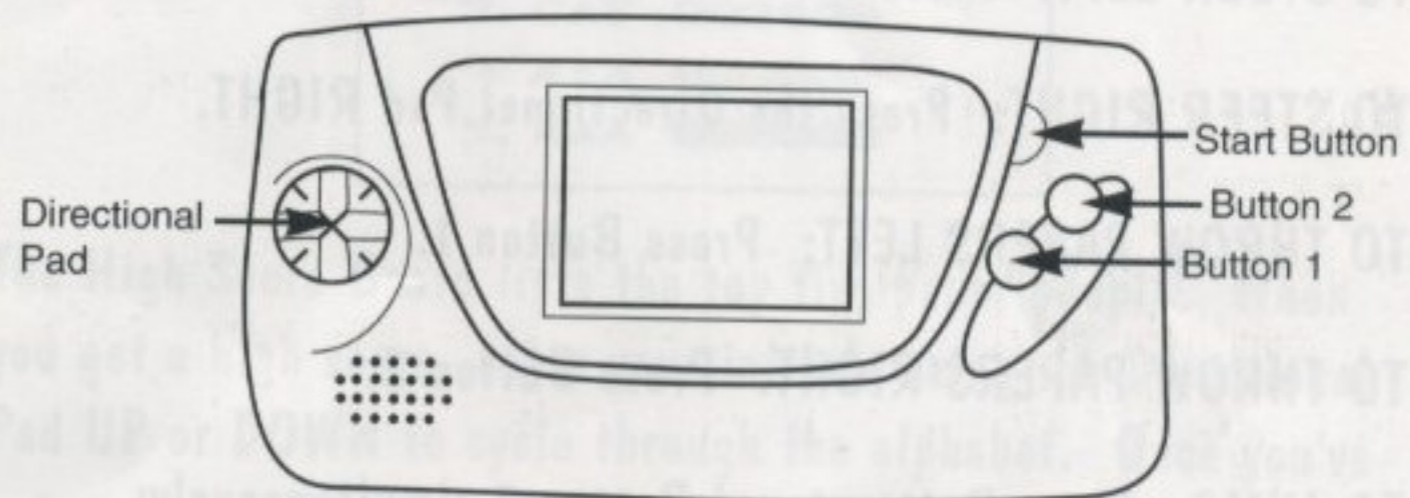
But remember...you've got the toughest route in the city. If you want to keep your customers—and your job—you must maintain your aim while using motorcross skills to dodge runaway baby carriages, whacked-out skateboarders and rabid bulldogs. It's all part of being a carrier for the Daily Breeze.

And hey! Mr. Leonard at 420 Easy Street owes us for the past three months. Break a couple of his windows and we'll call it even.

Good luck, from the Daily Breeze.



This manual refers to the following directions:





- TO PEDDLE FAST: Press the Directional Pad UP.
- TO SLOW DOWN: Press the Directional Pad DOWN.
- TO STEER LEFT: Press the Directional Pad LEFT.
- TO STEER RIGHT: Press the Directional Pad RIGHT.
- TO THROW PAPERS LEFT: Press Button 1.
- TO THROW PAPERS RIGHT: Press Button 2.
- TO JUMP: Press Button 1 and Button 2 simultaneously.

GETTING STARTED

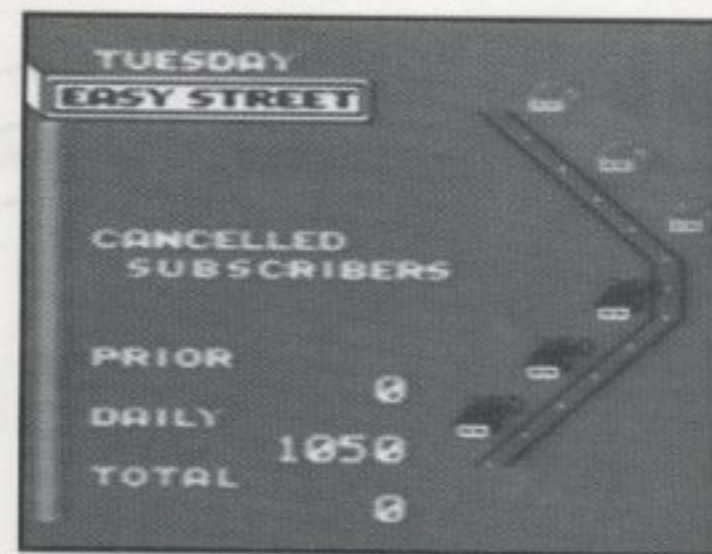
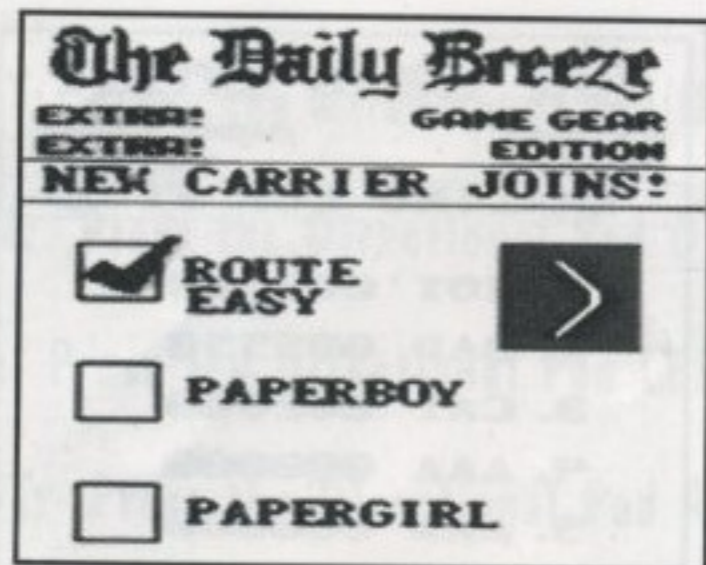
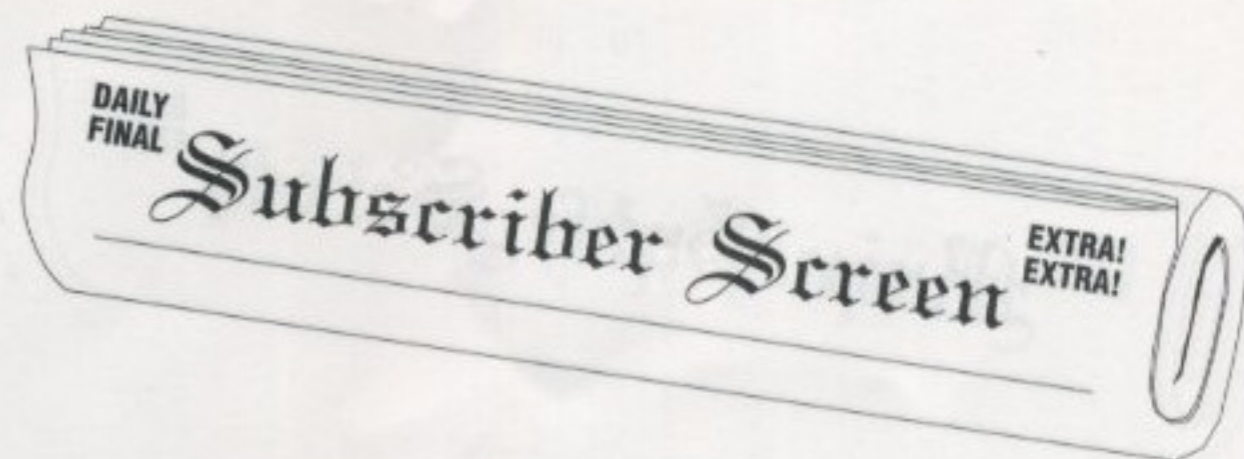
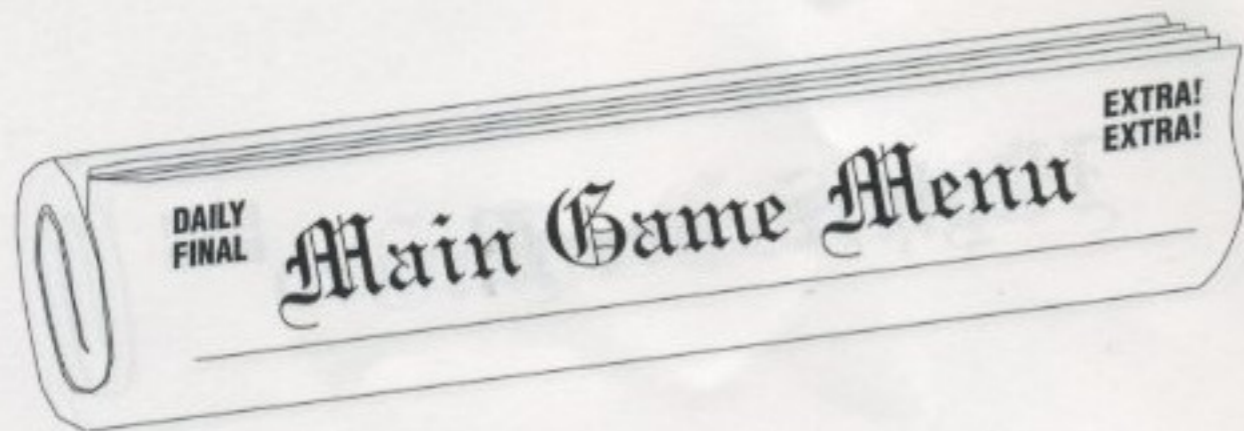
From the Title screen, press ANY Button to reach the High Score Board.



The Daily Breeze	
EXTRA! EXTRA!	GAME GEAR EDITION
AMAZING TOP FIVE:	
1. HOT	007100
2. BAD	005550
3. CAT	002800
4. AAA	000000
5. AAA	000000

The High Score Board lists the top five paper people. When you get a high score, enter your initials using the Directional Pad UP or DOWN to cycle through the alphabet. Once you've entered your first letter, advance to the next by pressing the Directional Pad Right, and repeat. When you've finished entering your initials, press Button 1 to reach the Main Game Menu.



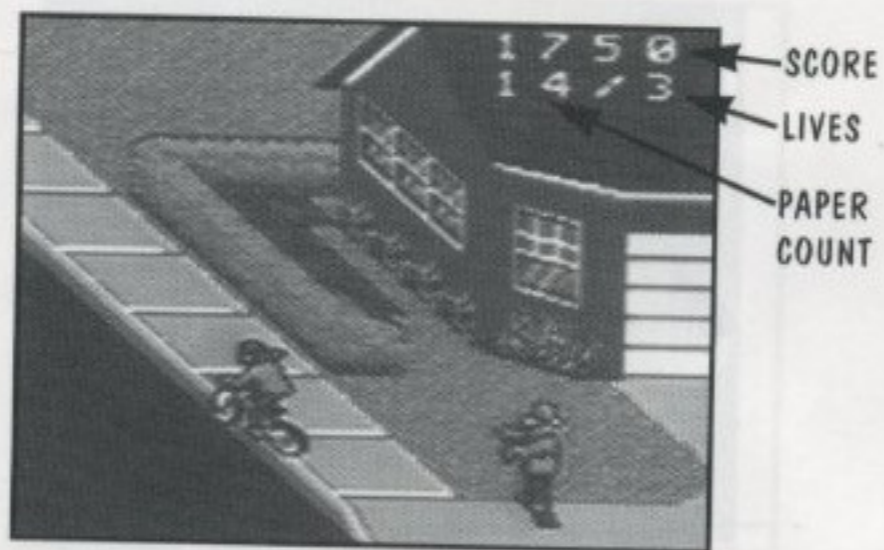


From the Main Game Menu you can choose your route and your character—Paperboy or Papergirl. Press the Directional Pad UP or DOWN to select a menu item and press Button 1 to enter your selection. To toggle through your route choices—Easy (six subscribers), Medium (nine subscribers), and Hard (12 subscribers)—press the Directional Pad LEFT or RIGHT.

At the beginning of each day, the Subscriber Screen will appear to show you all the houses on your route—subscribers (blue roofs), non-subscribers (orange roofs)—and your current point total. You'll know who to deliver to by the mailbox in front of their house.



DAILY FINAL **Main Game Screen** EXTRA! EXTRA!



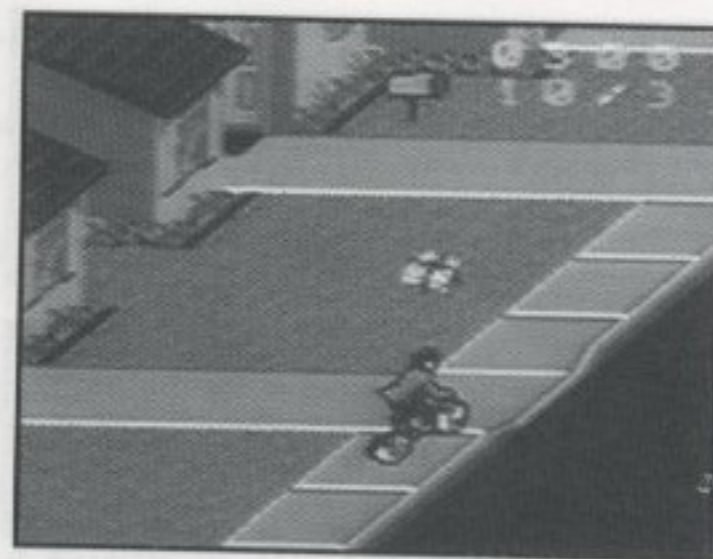
LIVES: This shows how many lives you currently have. You begin each game with 4 lives on Easy, 3 on Medium, 2 on Hard. If you make a perfect delivery to all subscribers on your route, you will get a re-subscriber (if there are any non-subscribers left on your route), or a bonus life (if all houses on your route are current subscribers). The maximum number of lives you can have at one time is eight.

PAPER COUNT: This displays the numbers of papers you are carrying. You begin each day with 10 papers.



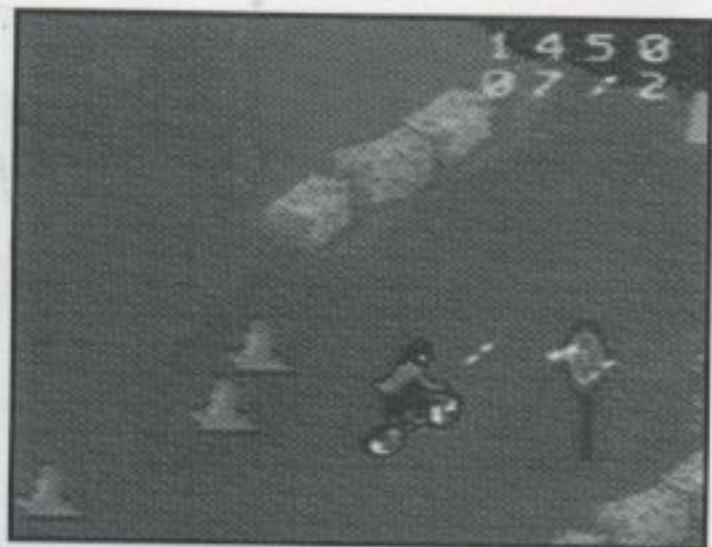
SCORE: This records your current point total.

DAILY FINAL **Picking Up Papers** EXTRA! EXTRA!

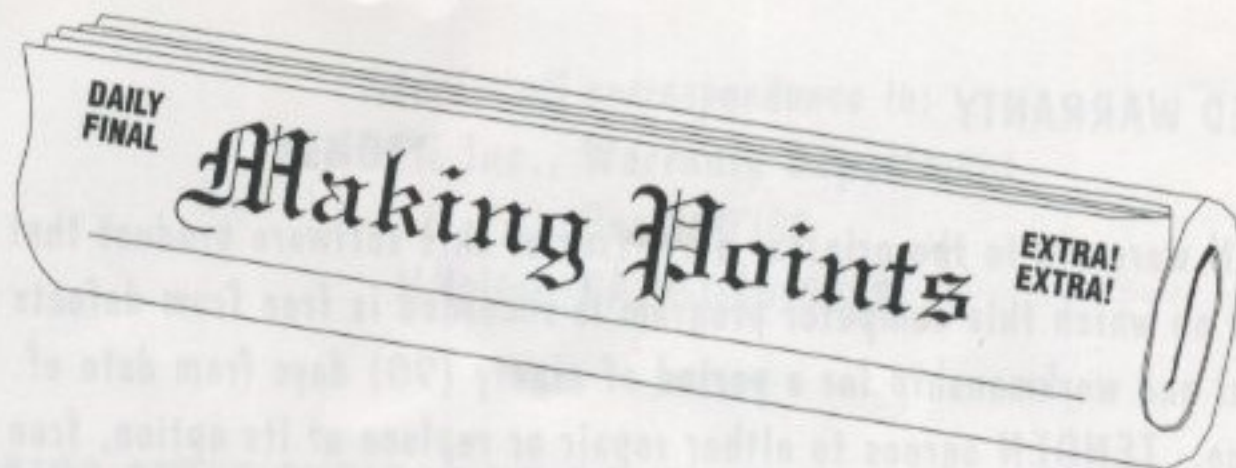


You will find your papers tied in bundles at various locations along your route. To pick up a bundle, ride into it. Each bundle contains 10 papers. The most papers you can carry at one time is 19.





After you're done with your route, you can show off your stuff on the Training Course. Toss your papers at the targets, weave back and forth between cones and hay bales, jump ramps to refill your paper supply. (If you fall while riding in the training course you will not lose a life.) This is a good opportunity to pick up some easy bonus points.



The better your aim, the better your score. For a higher score, put the papers in the mailboxes. Not only can you score with good service, but you can practically hit anything—including windows and old ladies—and get points for it. The following is a list of the targets you'll find in Easy Street, and their corresponding point totals. Some point values double in Medium Way, and triple in Hard Road.

- | | |
|---|--|
| Paper inside the mailbox: | 250 pts./Easy |
| | 500 pts./Medium |
| | 750 pts./Hard |
| Porch delivery: | 250 pts. |
| Hit character with paper: | 50-100 pts. (depending on who you hit) |
| Break a window: | 100 pts. (careful—makes a subscriber cancel) |
| Hit the runaway baby carriage: | 1000 pts. |
| Hit a target in Training Course: | 250 pts./Easy |
| | 500 pts./Medium |
| | 750 pts./Hard |



LIMITED WARRANTY

TENGEN warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. TENGEN agrees to either repair or replace at its option, free of charge, any TENGEN software product. **Before any returns are accepted you must call our warranty department (408/473-9400) for a return authorization number.** You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL TENGEN BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this 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 limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all correspondence to:
TENGEN Inc., Warranty Department
P.O. Box 360782
Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your game cartridge develops problems after the 90-day warranty period, you may contact Tengen at 1-408-473-9400. If the Tengen customer service technician is unable to solve the problem by phone, they will provide you with **RETURN MATERIAL AUTHORIZATION** number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Tengen. Return the defective game cartridge, freight prepaid, to Tengen at the address above. Enclose a check or money order for \$12.00, payable to "Tengen." Tengen will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the \$12.00 payment refunded.

PROBLEMS OR QUESTIONS?

We recommend you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions concerning this game or any of Tengen's games, please call a **Tengen game counselor at (408) 433-3999**, Monday through Friday from 8:30 a.m. - 6:00 p.m. Pacific Time.

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)