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**HARDWARE**

**Sega Club 6-Button Controller**

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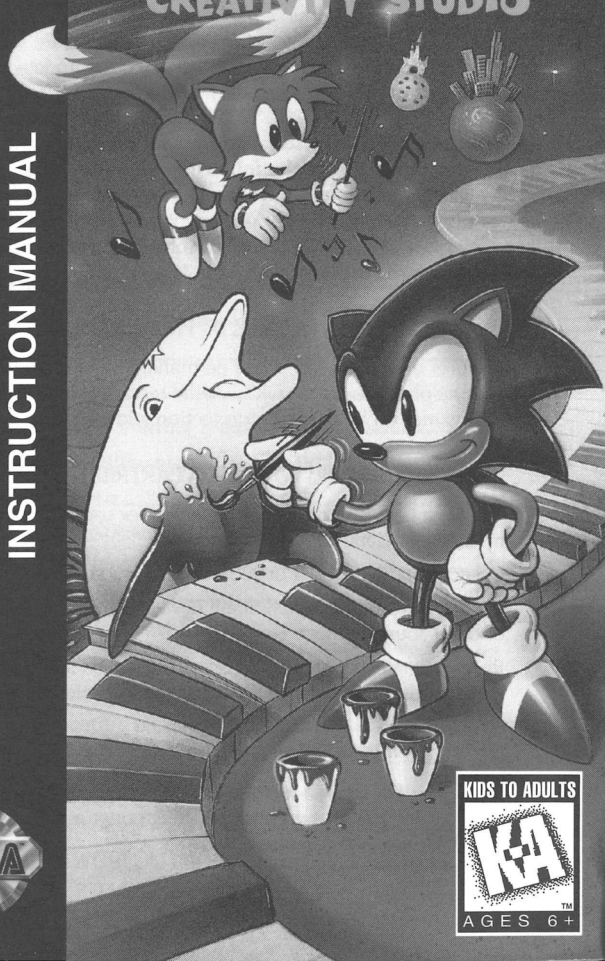
**SEGA™**

**SEGA CLUB™**

**GENESIS™**  
**INSTRUCTION MANUAL**

**WACKY  
WORLDS™**

**CREATIVITY STUDIO**



## 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.

For gameplay help, call 1-415-591-PLAY

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

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## STARTING UP



1. Set up your Genesis System by following the steps in the Genesis manual.
2. Make sure the power switch is turned OFF.
3. Plug your Sega Mega Mouse™ into either control port.
4. Fit the WACKY WORLDS game cartridge into the cartridge slot. Press it down FIRMLY.
5. Turn the power switch ON. The SEGA logo will appear, followed by the Title screen.

In a moment, you'll join Sonic The Hedgehog™ on his rocket ship in outer space. Watch the demo that follows to get tips and examples on how to play. You can press any Mega Mouse button to pass up the demo.

6. Read page 3 to find out how to use your Mega Mouse to play WACKY WORLDS.

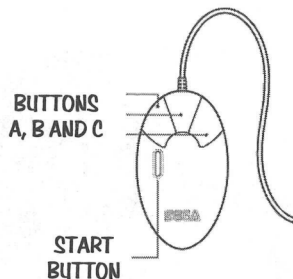
Then turn to page 4 to get started.

Have a wacky, wonderful trip!

### Important

Always turn the power switch OFF before inserting or removing the game cartridge.

## MAKING THINGS HAPPEN



It's easy to make things happen in WACKY WORLDS. Use the Mega Mouse for everything you want to do.

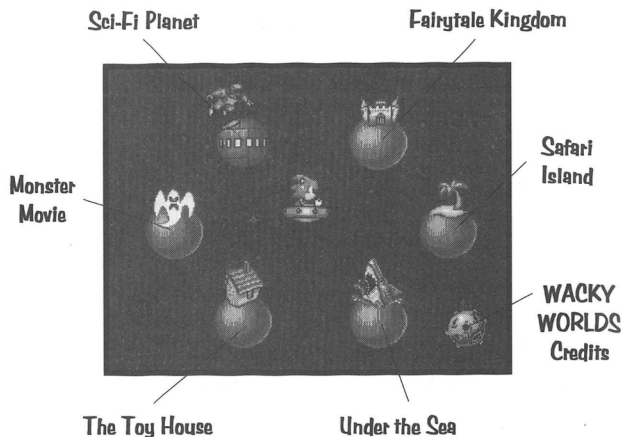
To move something around the screen, roll the Mega Mouse. You can . . .

- Fly Sonic from one planet to another.
- Move the GLOVE on any picture.
- Move the GLOVE on any tray.
- Scroll the background and entire picture left and right.

To perform an action, press BUTTON A, B or C. You can . . .

- Pick up a sticker, or put it down.
- Open a tray and use something in it.
- Turn pages in the sticker books.
- Choose a color and paint with it.
- Animate some stickers.
- Make your own music, and add it to your pictures.
- Erase just one sticker, or everything on a picture.
- Do lots more!

## CHOOSING A WORLD



Here you are with Sonic on his rocket ship. Six exciting WACKY WORLDS are floating in outer space. They're all different, with plenty of fun just waiting for you.

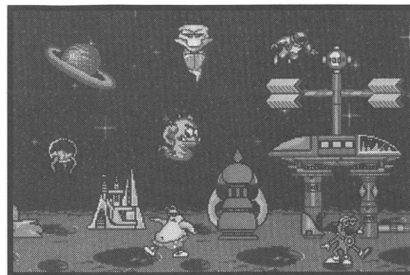
Roll the Mega Mouse to move Sonic over any planet. Then press a button to send him scooting off to your destination.

The six WACKY WORLDS are . . .

- Sci-Fi Planet
- Fairytale Kingdom
- Monster Movie
- Safari Island
- The Toy House
- Under the Sea

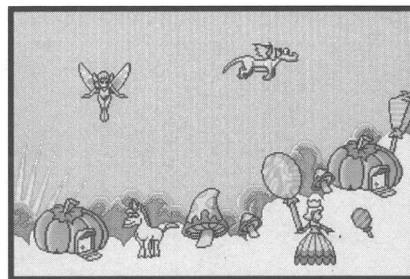
Where would you like to go first?

## Sci-Fi Planet



Jive with Toe-Jam & Earl™ on a funky far-off planet. Fill the sky with moons and asteroids and set a spaceship zipping by. This is a great place for a lunar base, with weird and wacky “goons from space”!

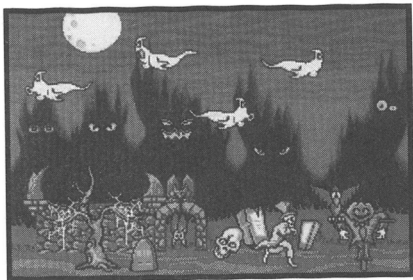
## Fairytale Kingdom



Build a lollipop world of pumpkin houses, castle towers and flapping flags. Grow a giant beanstalk with fairies flitting through the leaves. The princess lives here happily, until the dragon kidnaps her! But all is well when the knight comes to save her. They all live happily ever after, including the unicorn!

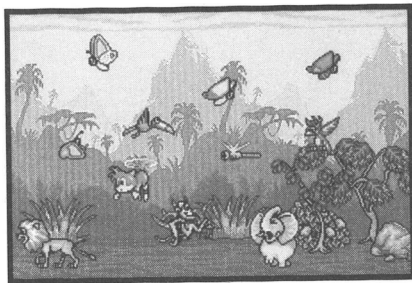


## Monster Movie



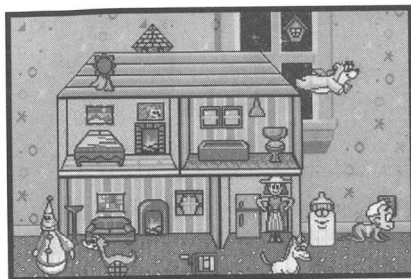
Ghosts, skeletons and bats are just a few of the gruesome ghouls in this WACKY WORLD. Make spooky music and Frankenstein will do his Monster Move under a full moon. Build a haunted castle full of glowing eyes. Whooo's there?

## Safari Island



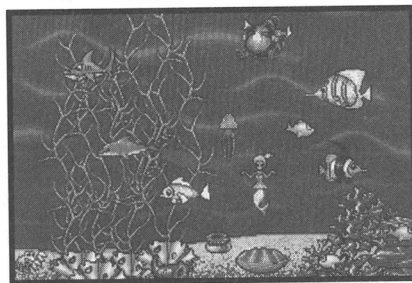
Play with Tarzan, Jane and their pets. Parrots! Elephants! Crocodiles! Lions! Make jungle music for the witch doctors dancing in the palm trees! Look out — here comes Tails™!

## The Toy House



Build a doll house and fill it with furniture. Hang pictures and light a cozy fire. Mama will be delighted! Baby's just learning to crawl. Better give him plenty of toys. Can you find the letters to spell your name?

## Under the Sea

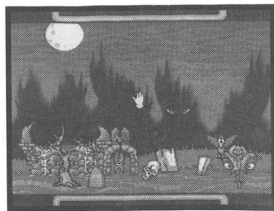


Get in the swim with sharks, jellyfish and seahorses. The diver bobs like a bubble, while the mermaid guards the sunken treasure. Clam shells open shyly to show their shimmering pearls. All to the beautiful sounds of undersea music!

## EXPLORING

1.

Every world has something fun going on. An astronaut floats in space. Rainbow-colored fish flit through seaweed. A ghost haunts a spooky castle!



When you first go to a world, the GRABBY GLOVE is ready to help you. Roll the mouse to move the GLOVE around.

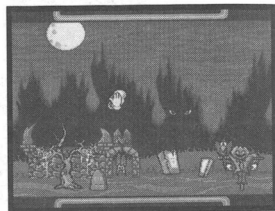
2.

Move the GLOVE over any sticker and press a button. The GLOVE grabs the sticker (and the sticker may start wiggling!).



3.

Now roll the mouse to move the sticker anywhere on the picture, and press a button to "stick" it down. If you move stickers over each other, the last sticker you grabbed will be on top.



4.

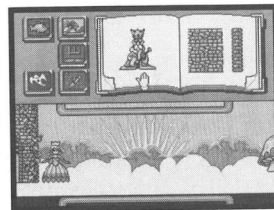
Don't forget to check out the WHOLE picture. Move the Glove all the way to one side. The picture will scroll by itself to show you more places. Some worlds have stuff hidden on the sides. See what you can find. After you explore one side, move the GLOVE all the way over to the other side. What's waiting over there?



## GETTING STICKERS

1.

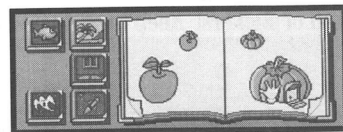
You can fill up a WACKY WORLD with stickers. Move the GLOVE to the very top of the screen and press a button. The top tray will slide open.



(The tray will also open if you leave the GLOVE over the handle for a few seconds, or move the GLOVE fast to "bump" it into the top of the screen.)

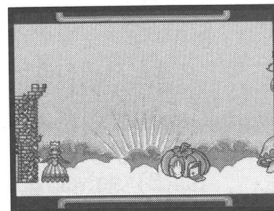
2.

The tray is full of sticker books, and one of them is open. Look at all those stickers! Move the Glove over any sticker and press a button to pick it up. The tray will close by itself.



3.

Press any button again to set the sticker in the scene. You can put it anywhere you want. On the ground. In the sky. Even over another piece!

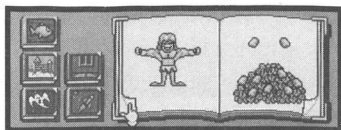


## LOOKING THROUGH STICKER BOOKS

1.

Let's look at that top tray again. Remember, it's full of sticker books.

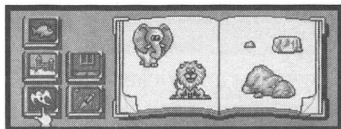
You can look through the pages. Move the GLOVE to the folded corner at the bottom of either page. (The GLOVE points its finger when it's ready to turn a page.)



Press a button to turn the page. Wow! This book is chock full of stickers! Keep turning the pages to see them all.

2.

Let's look in a different book. Move the GLOVE over a closed book and press a button. That book will open, revealing different stickers.



3.

There are six books in all, one for each WACKY WORLD. You can take stickers from any book and put them in your scene. Now that's really wacky!

### Adding Letters and Words

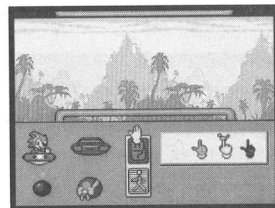
It's fun to sign your pictures, give them titles and add silly or special words. Look in The Toy House sticker book for letters, and use them in any picture. How many funny words can you think of for the characters to say?

## MAKING PICTURES MOVE

1.

Some stickers dance. Some bow. Some blink. And some even fly away! The MAGIC GLOVE you need to make them move is in the bottom tray.

To open the tray, move to the bottom of the screen and press a button. (You can also rest the GLOVE over the handle, or "bump" into the bottom of the screen to open the tray.)



2.

Find the GLOVES in the tray. The MAGIC GLOVE is sparkly blue. Move to it and press a button. Now that's your GLOVE.



3.

Move the GLOVE back to the picture. (The tray will close by itself.) Put the GLOVE over a sticker and press a button. Watch what the sticker does! Pressing the button again makes the sticker stop moving. (Some stickers can't move. They make a funny noise instead.)



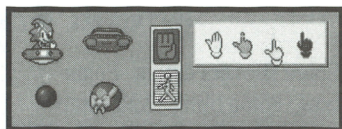
4.

Get all your stickers moving at once. Isn't that a lively scene?

## COLORING

1.

What are your favorite colors? Red? Blue? Purple and green? If a sticker isn't the color



you want, you can change it! First, open the bottom tray and pick the COLORING GLOVE that's squirting paint.

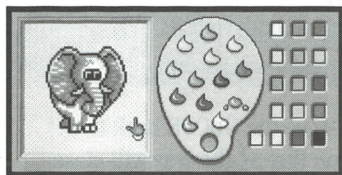
2.

Move the GLOVE over a sticker and press a button.



3.

Now you're on the painting table. To pick a color, move the GLOVE over it and press a button. Then move the GLOVE to the sticker, and press a button again. There goes the paint, right where you want it.



The square paints are solid colors. The paint drops on the palette are made up of shaded colors that will show up together. You can paint with any square or paint drop you want.

4.

Finished? Then move the GLOVE back to the picture and the newly painted sticker will follow. Isn't coloring fun?

## ERASING

1.

Maybe there's a sticker that you don't want. If there is, you can erase it.



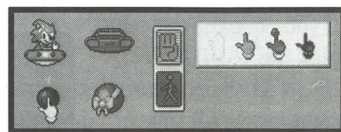
Open the bottom tray and pick the dark ERASER GLOVE with the exploding finger.

2.

Move the GLOVE over the sticker, and press a button. Blammo! So long, sticker.

3.

What if you want to erase ALL the stickers? Open the bottom drawer and pick the BOMB. Watch what happens!



4.

Change your mind? Then pick the BOMB again, and all the stickers that exploded will be put back in the picture



You have to do this right away, while the BOMB is covered with a bandage. Otherwise, the stickers are gone for good.

## STARTING OVER

1.

What if you want to start your picture over? There's a way to do that. Go to the scene and open the bottom tray.

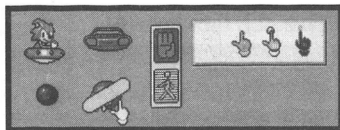
2.

Pick the **WORLD TIED UP IN RIBBON**. Your picture will go back to the way it was when you got your **WACKY WORLDS** game.



3.

If you change your mind, pick the **WORLD TIED UP IN RIBBON** again, right away. All the stickers you had before will be put back.



Remember, you have to do this right away, while the **WORLD TIED UP IN RIBBON** is covered with a bandage. Otherwise, the stickers are gone for good.

## STOPPING AND STARTING (PAUSE/RESUME)

Here's a way to give your stickers a rest. Open the bottom tray and find the **TRAFFIC SIGNAL**.



- Pick **STOP** to freeze all the moving stickers.
- Pick **GO** to get them moving again.

## GOING TO A DIFFERENT WACKY WORLD

Sonic will take you to another **WACKY WORLD** any time you want. Open the bottom tray and pick Sonic on his rocket ship. You'll zip into outer space.



Now it's time to start having fun in a totally exciting and different **WACKY WORLD**!

# MAKING MUSIC

1.

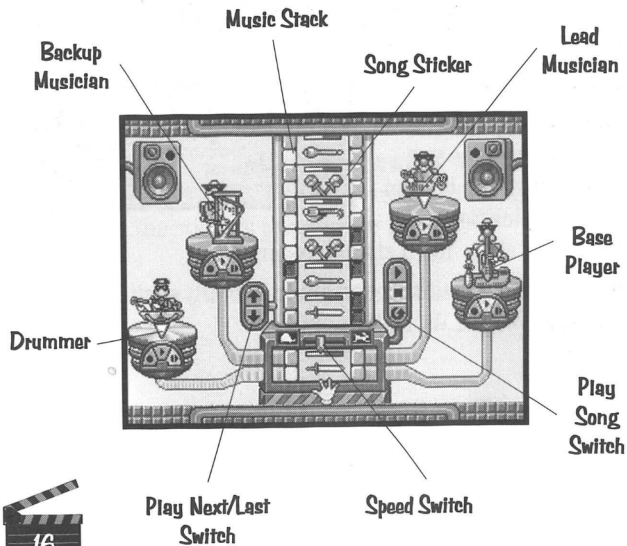
WACKY WORLDS has lots of music. Can you hear it playing right now? Each world has its own tunes. And guess what? You can mix them up.



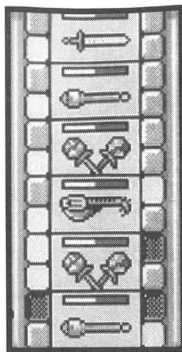
For even more fun, you can make up new sounds. That's right. WACKY WORLDS lets YOU make the music. Open the bottom tray and pick the BOOM BOX to get started.

2.

Now you're in the Music Machine. It's loaded with things to do! Every part in the Machine does something special. To pick any one, move the GLOVE over it and press a button.

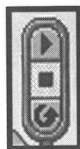


## Song Stickers



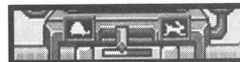
- Song stickers hold bits of music. When all the song stickers play in order, one after the other, you hear a wonderful, wild or wacky tune.
- Pick any song sticker with the GLOVE, and move it to a different place in the music stack. Try mixing them all up. That sounds great!

## Play Song Switch



- Pick PLAY ALL to listen to all the song stickers in order, one after the other.
- Pick STOP to turn the music off.
- Pick PLAY ONE to listen to only one song sticker, over and over again.

## Speed Switch



- Pick the RABBIT to speed the music up in the song sticker that's playing right now.
- Pick the TURTLE to slow the music down.



## Play Next/Last Switch



- Pick **PLAY NEXT** to listen to the next song sticker in the stack.
- Pick **PLAY LAST** to listen over again to the last song sticker you played.

## Musicians



**Lead  
Musician**



**Bass  
Player**



**Drummer**

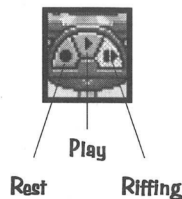


**Backup  
Musician**

Four musicians are jammin'! They're very talented. Each one plays a different part of the music — lead, bass, drums or backup. You can make them show their stuff.

For each musician . . .

- Pick **PLAY** to have him play the basic melody of the song sticker in a normal kind of way.
- Pick **RIFFING** to turn him into a wild man, playing the song with lots of energy and steam, What a show-off!
- Pick **REST** and he'll take a break while the song sticker plays.



When a musician plays, his tune flows through a tube into the song sticker. That way, the tunes from all the musicians mix together and come out as one song.

When you change what a musician is doing, the color of his music tube gets lighter or darker. So does the tab where it connects to the song sticker. That way, you can tell right away what a musician is doing.

Riffing — Light  
Playing — Medium  
Resting — Dark



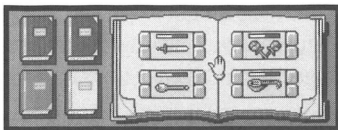
## Music Books and Bands

The Music Machine has its own trays. Open the top tray to see the four music books. Each one is for a different band. They are . . .

- Reggae (blue)
- Funk (purple)
- House Music (green)
- Music for Kings and Queens (orange)

Each music book is full of song stickers. Are you ready to make some crazy music? Then . . .

- Turn the pages to see all the song stickers in the book that's open.
- Pick a different book. It's full of song stickers, too.
- You can pick any song sticker and put it in the stack.
- When that sticker plays, watch the musicians change color. For instance, if the sticker is purple, the Funk band musicians will play. If it's green, you'll listen to the House Music band.
- Try out musicians from different bands. Move the GLOVE over one of them and press a button. The musician's color will change. You might put a Reggae bass player with a Funk song sticker. Or have a House Music drummer play Music for Kings and Queens. You're making WACKY WORLDS of music!
- When you change a musician, the tube and the song sticker tab change colors, too. That lets you know right away what band he's from.

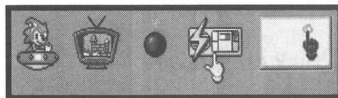


## Repeating a Change

What was the last thing you did in the Music Machine? Did you try a musician from a different band? Make the drummer riff? Slow down the music?

If it sounds good, you can make the same change in every song sticker — all at once.

Open the bottom tray in the Music Machine and pick the RADIO. Whatever you did last will be repeated in every song sticker in the stack.

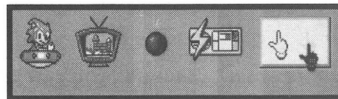


## Erasing

Suppose you want to take some of the song stickers away. Open the bottom tray in the

Music Machine and pick one of these . . .

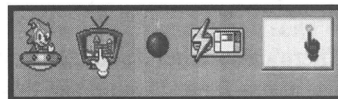
- the dark ERASER GLOVE makes song stickers vanish.
- the BOMB blows up all the song stickers in the stack.
- the WORLD TIED UP IN RIBBON puts the Music Machine back the way it was when you first got your WACKY WORLDS game.



## Leaving the Music Machine

Are you ready to leave the Music Machine?

Open the bottom tray and pick the TV. Now you're back in your WACKY WORLD. Just listen to that wonderful music!



# WORLDS OF WACKY FUN

## Stuck on Stickers

Mixing stickers from different picture books is cool! It's fun to scramble them up to make things like castles and gardens. For instance, build an undersea fortress, or plant a seaweed garden in outer space!

Don't forget to add some action with animated stickers. They usually wiggle when you pick them up, so you'll know which ones can move. Use them to make plays or puppet shows, or act out stories. See where your imagination can take you!

## Music Fun

In the Music Machine, you can get neat effects by composing the song in special ways. For example, make a thrilling "build up" by repeating the same song sticker, adding in one more musician each time. Get another fun effect by "morphing" the same sticker from one band to another!

## Stuffed with Stickers

You can only put a certain number of animated stickers in a picture. When you reach the limit, some of the stickers in the picture book will turn into "outlines." You can get them back to normal by erasing some of the other animated stickers in your picture.

There's also a limit to the total number of stickers you can use at one time. If you reach this limit (it's fairly high), the handles for the top tray will disappear until you erase some of the stickers already in your picture.



## The Mischievous Glove

If you don't move the Glove for awhile, it will start fooling around, doing tricks, even taking a walk! Don't worry. It will come right back, ready for fun, as soon as you move the mouse again.

## Clearing the Screen

The BOMB and the WORLD TIED UP IN RIBBON do similar jobs, but not exactly the same. The BOMB clears away all stickers from the screen, leaving only the background. That way, you can start your next picture or musical composition from scratch.

The WORLD TIED UP IN RIBBON returns the screen to the way it was when you first got your WACKY WORLDS game. A playful scene or musical composition will be set up, and you can start creating your own masterpiece from there.

## Saving

WACKY WORLDS automatically saves and remembers your creations, every time you play. When you end a session, you'll know your artwork will be waiting for you the next time you're ready to work on it.

## Sharing Your WACKY WORLDS

Your creations are special, so why not share them with the world? Make pictures and trade them with friends for double fun. Create musical video greeting cards and send them to people you love. Who knows — you may get a funny card back, made just for you!



# WACKY WORLDS CREDITS

Developed for Sega by	Headgames, Inc.
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Additional Music	Jim Donofrio
Lead Tester	Mark Paniagua
Assistant Leads	Jeff Loney, Joel Breton
Testers	Bill Person, Randy Kreidt, Arnold Galano, Dan Katzer, Mike Chao, Mark Dawson, Mike Wu, Jeffry Kessler, Robert Owen, Rachael Bristol
Creative Services	Moore & Price, Sutton Trout
Manual	Carol Ann Hanshaw
Special Thanks	Bob Harris, Cynthia Wilkes, Diane Fornasier, Joe Miller, John Gillin, Michael McCormick, Mike Latham

## 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.