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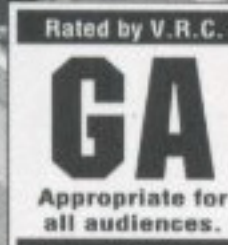
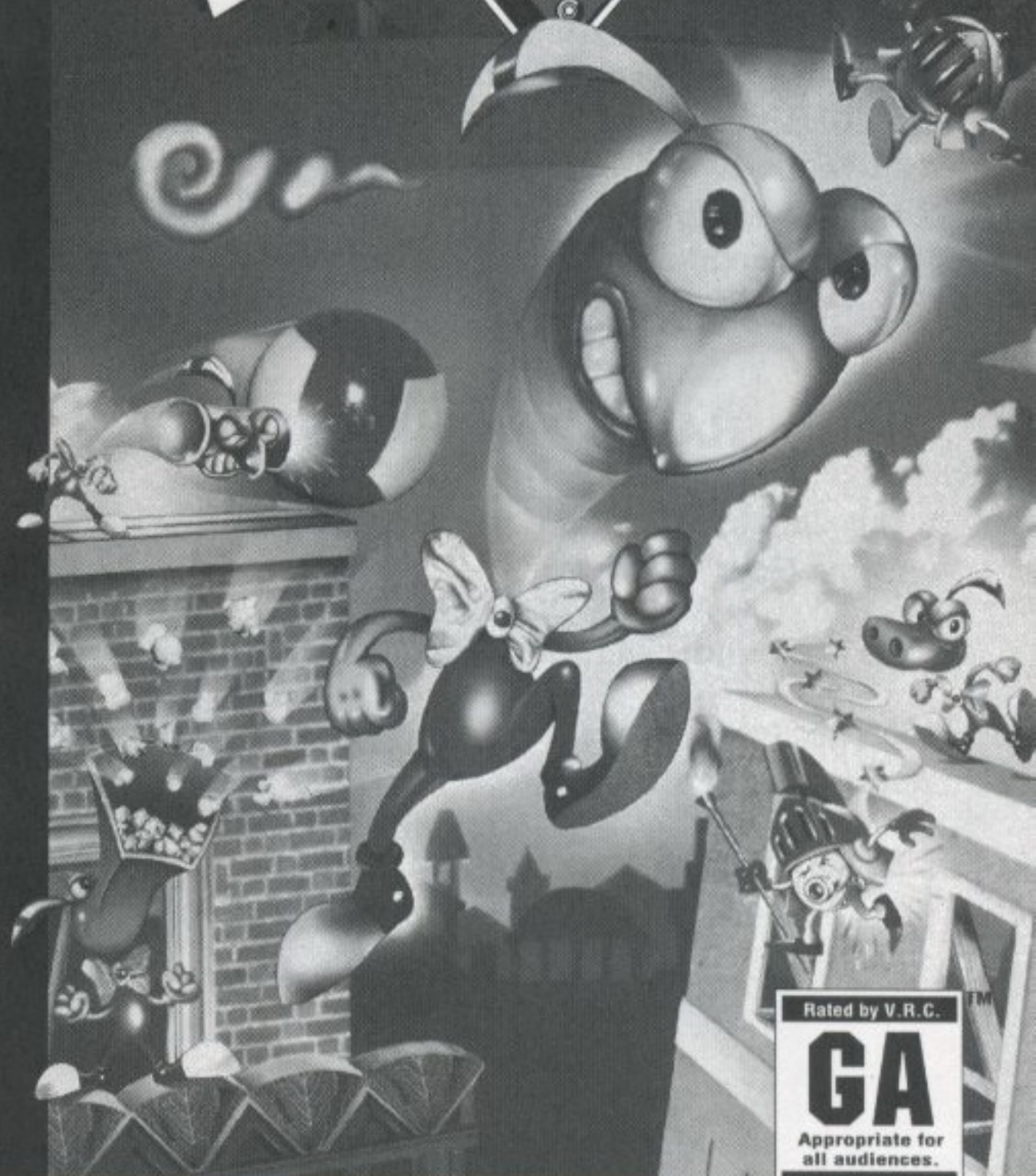
GAME GEAR™

INSTRUCTION MANUAL



DYNAMITE®

WEADDY



EPILEPSY 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 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.**

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 recess during extended play.

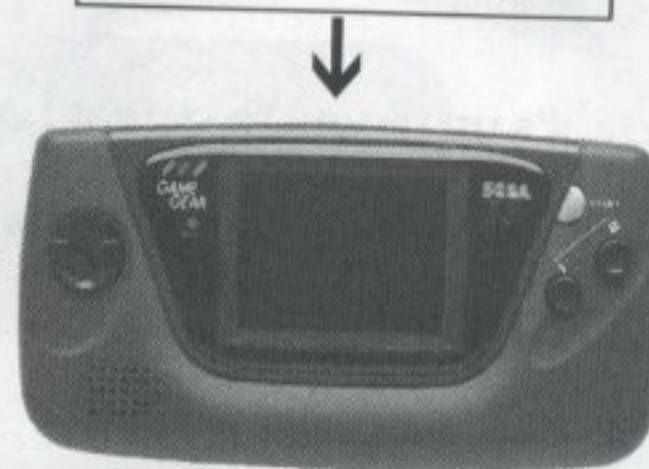
STARTING UP

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 *Dynamite Headdy*™ cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Sega logo appears.
4. If the Sega logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is inserted properly. 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: *Dynamite Headdy* is for one player.

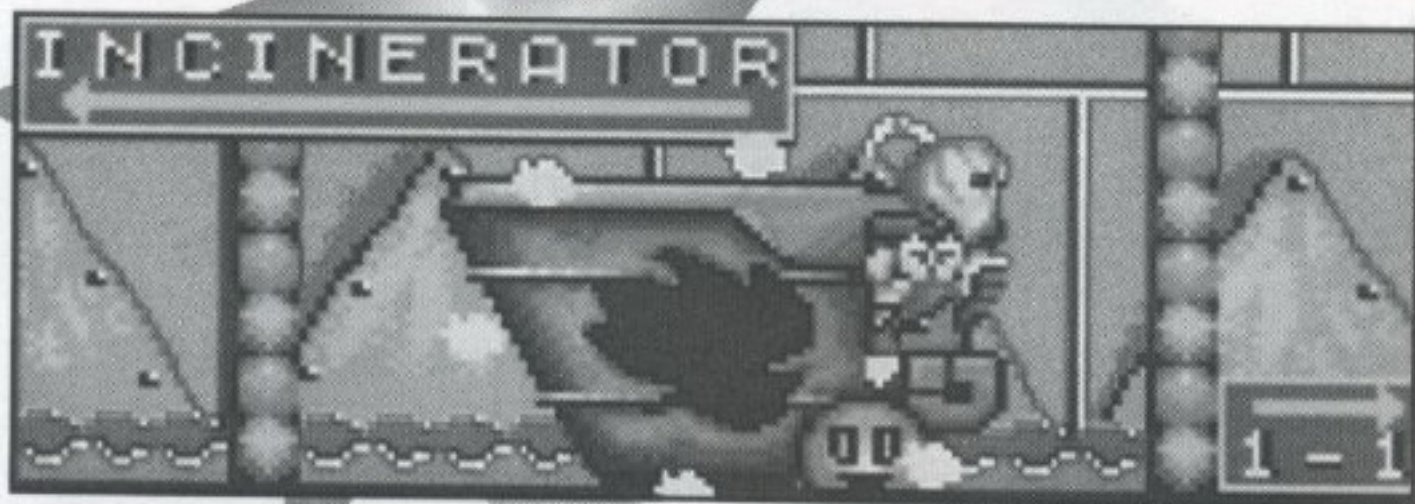
Insert Sega Cartridge



FOR GAME PLAY ASSISTANCE

CALL 1-415-591-PLAY

ON-STAGE RAMPAGE!



The curtain is raised, and the Treasure Theater Show begins. The star of the show is Dynamite Headdy, the guy with the coolest head on stage.



But danger lurks backstage—Trouble Bruin, a henchman of the Dark Demon, stirs up trouble as he tries to do away with Headdy! But Trouble Bruin is small stuffing compared to Dark Demon, who strives to rule the world by converting its inhabitants into his evil minions! Most devastating are the Keymasters, who serve as Dark Demon's elite guard.

As Dynamite Headdy, it's up to you to defeat Dark Demon and restore peace to the world. Step into the spotlight and a world where the props go wild and nothing is as it seems. Remember—a cool head always prevails!

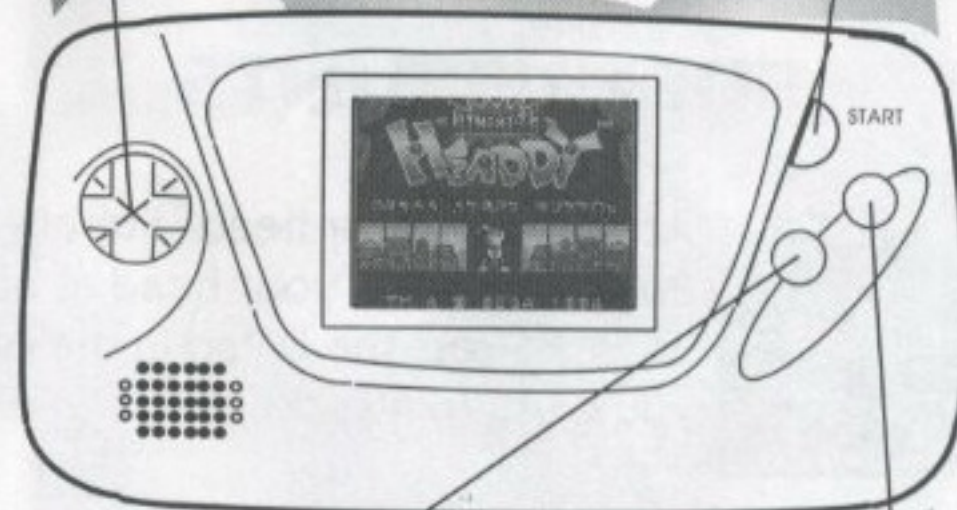
TAKE CONTROL!

D-Pad

- ☆ Moves Headdy around the screen
- ☆ Guides Headdy's attacks
- ☆ Makes Headdy duck when pressed down

Start

- ☆ Starts the game
- ☆ Pauses the game/resumes play when paused
- ☆ Skips story intro



Button 1

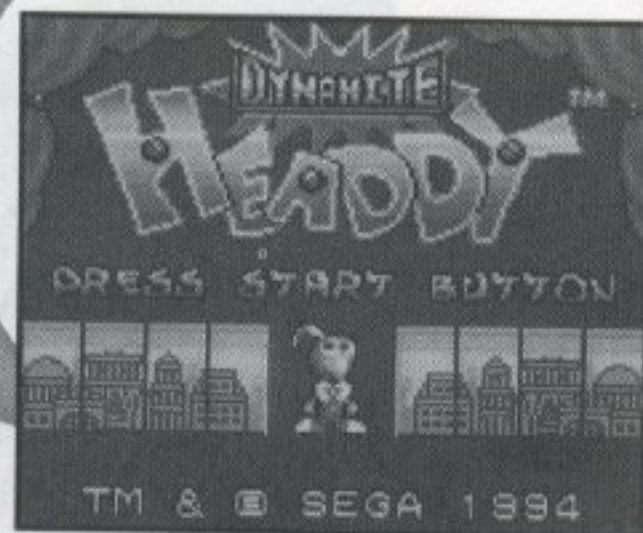
- ☆ Makes Headdy attack
- ☆ Cancels some Power Up Heads

Button 2

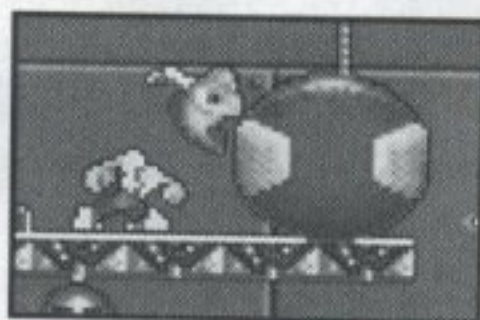
- ☆ Makes Headdy jump

GETTING STARTED

Following the Sega and Treasure logos is the *Dynamite Headdy* Title Screen. Wait a few seconds to see a demonstration of the game. From the demo, press START to bring up the Title Screen, and press again to begin playing.

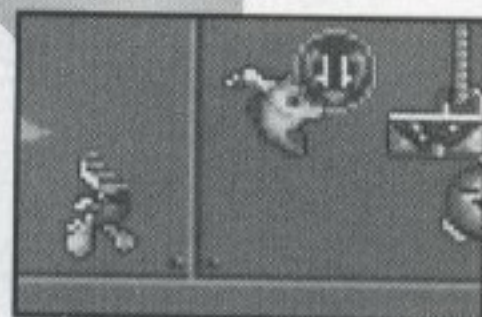


SUPER STUNTS



Attack: Use your head—literally. Press Button 1 to hurl your head at an item or enemy. Press the D-Pad in the direction you want to attack.

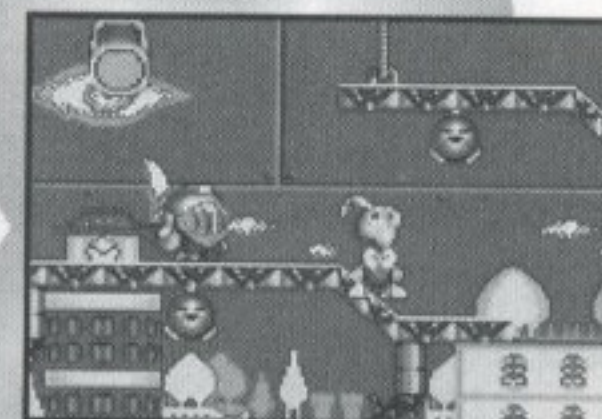
Jump: Press Button 2 to jump, and use the D-Pad to guide your jumps. While holding the D-Pad DOWN, press Button 2 to jump down from a platform. While jumping, you can attack in any direction—even directly beneath you!



Grab/climb: Grab onto a HangMan and either pull yourself up platforms, or pull a platform or ladder down to where you can jump onto it. Press and hold the D-Pad UP, and press Button 1 to grab a HangMan above you. You can grab a HangMan while in mid-air by pressing Button 2 to jump, then following the instructions above.

YOUR CUES

Vitality →



As *Dynamite Headdy*, you travel from stage to stage, exploring backgrounds, grabbing goodies, and battling the bad guys. Before the curtain rises for each scene, you'll see the number of lives you have remaining displayed beneath the title. The spotlight in the upper left corner of the screen shows your vitality. The light starts out green, and as you suffer damage, it turns yellow, then red, and begins to blink. If the light goes out, you lose a life. Use certain goodies and Power Up Heads to restore vitality and turn the light green again.

When you face a Boss enemy, a spotlight representing the Boss's vitality appears in the upper right hand corner of the screen.

THE SUPPORTING CAST

Along with your fans cheering you on, you have a number of friends who are always willing to help:



HangMan hangs from platforms, signs and other devices. Use him as a hook to pull yourself up to high places, or to pull things down to you.



HeadCase carries Power Up Heads for you to use (see following page).



Beau gives directions and points out an enemy's weak spots. This may not be safe for him, since it's not polite to point, but he'll never steer you wrong.

GOODIES



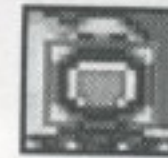
Banana restores your vitality.



Star gives you a 50-point bonus.

POWER UP HEADS

Strike HeadCase to pick up a Power Up Head. The effects of most weapons last for only a short time, and can be renewed by striking HeadCase a second time.



Slammer Head gives you extra pounding power.



War Head automatically fires a spray of weapons all around you.



Super Head makes you move faster and jump higher, and increases your attack range.



Sleepy Head restores your vitality with a little rest. But don't let an enemy catch you napping! Press Button 1 to wake up early.



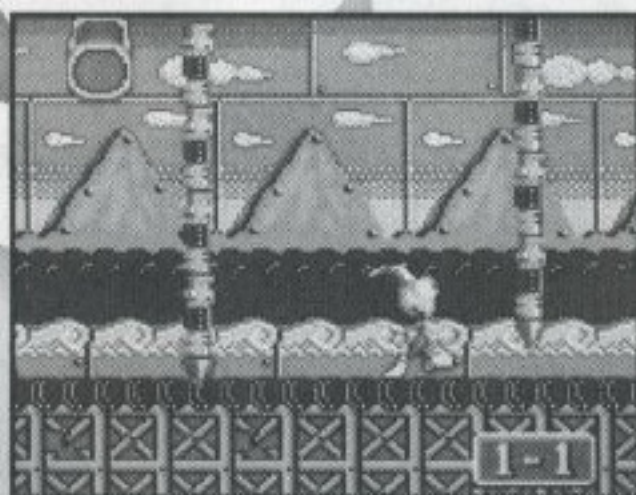
Vacuum Head sucks in all goodies and enemies within reach when you press Button 1.

THE PROGRAM

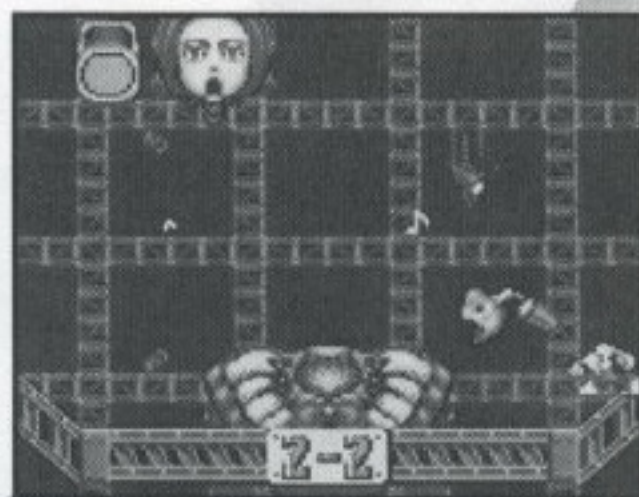
There are six stages with two or three scenes per stage. Your vitality is renewed when you enter a new stage.

STAGE 1

In **The Getaway**, you've just eluded the clutches of Dark Demon—and he wants you back. Head for the hills, dodging falling stakes and dive-bombing planes. Then you meet Trouble Bruin for the first time in **Bear Essentials**.



STAGE 2



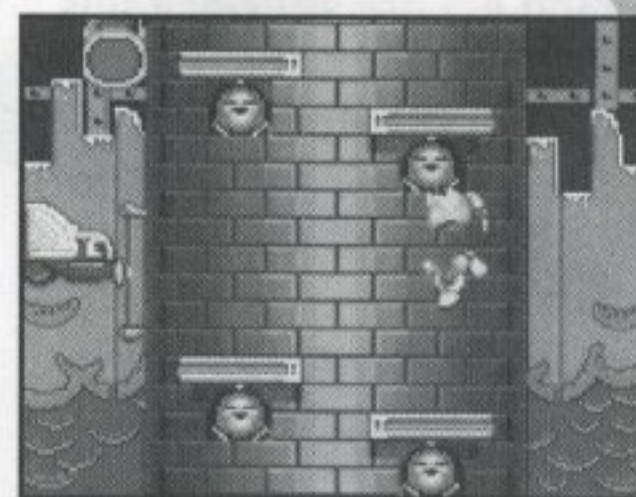
Toys N the Hood takes you into town where you meet Dark Demon's sword-happy soldiers. Knock aside statues for a lift to higher platforms. Next, head **Back Stage** for a romp around the props. Then get ready for **Opening Night**, when Trouble Bruin tries to bring down the house!

STAGE 3

Going Underground sets the stage for a subterranean battle with snakes and frogs. But look out below! Scoring a steady series of hits on your captor will keep you from being **Hooked** to your doom. Then get ready for a star-studded but deadly ballet show in **Stagestruck!**



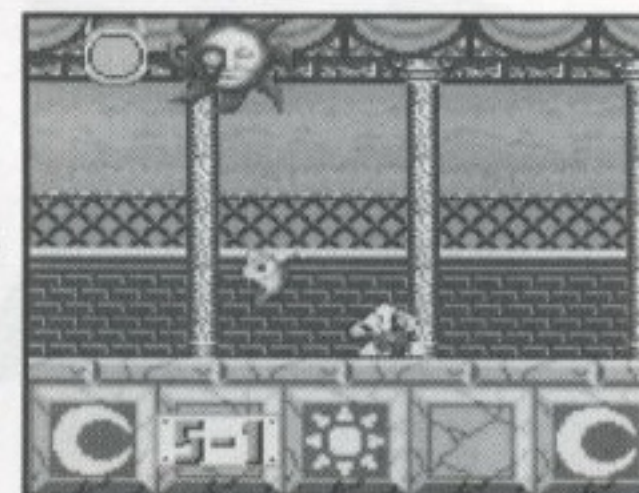
STAGE 4



You've reached the tower to Dark Demon's castle. How fast can you climb? Find out in **Stepping Up**. Once you make it to the top, go for a spin with enemies that will leave you dizzy in **Rising Fun**. If you keep a cool head in the next scene, you won't suffer from **High Anxiety**.

STAGE 5

If you manage to run the gauntlet of **Room Service**, get ready for the next scene, and your confrontation with **Twin Freaks**....



STAGE 6

In the next stage you face the **Fatal Contraption**. Will you make it to Dark Demon's **Finale Analysis**?

SETTLING THE SCORE

The Points display appears at the end of each stage. Your total score appears on the bottom of the screen.

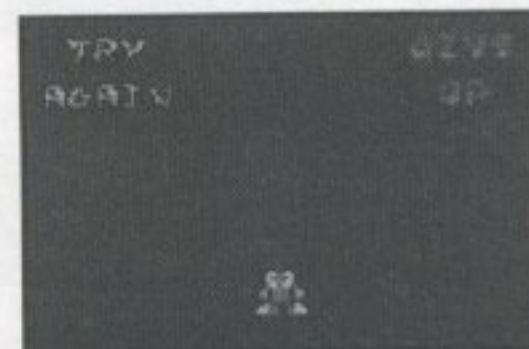
Stage Points: Pick these up by destroying enemies and grabbing bonus items.

Secret Bonus: Scattered throughout each act are special items. Attacking one gives you 1,000 Secret Bonus Points. The numbers beneath the points tally show the number of items you picked up (on the left) and the number of points available (on the right). How many can you find?

Once the score display is finished, your vitality is completely restored.

WILL THE SHOW GO ON?

The game ends when you run out of lives. But wait, you may have earned a chance to make an encore performance. When the final curtain rises, press the D-Pad left to highlight TRY AGAIN, and return to the point where you lost your last life. If you want to go back to the beginning of the game, press the D-Pad right to highlight GIVE UP.



HEADDY'S HINTS

- ☆ When standing near the top of the screen, jump up to see the screen above you.
- ☆ There's no timer in this game, so take your time and think your moves over.
- ☆ Practice firing your head in all directions, especially while jumping. This skill comes in very handy.
- ☆ Explore! There are lots of things to see and bonuses to grab in every stage.

