

SEGATM

GAME GEARTM

COLOR PORTABLE VIDEO GAME SYSTEM



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It's a TAZ Tornado!

Zoo-OOOM! Here comes TAZ, with his short fuse and gigantic appetite. The headstrong superstar is spinning across Tasmania in a fast-blast snack attack! He's rushing to find the lost giant seabird egg to make the world's biggest omelette!

TAZ whirls like a cyclone to wallop the Bush Rats, Francis X. Bushlad and a load of enemies. He spins, leaps, and skids on ice! He jumps on logs and whizzes through mine shafts in a runaway cart! TAZ gobbles everything! The hungrier he is, the wilder he gets!

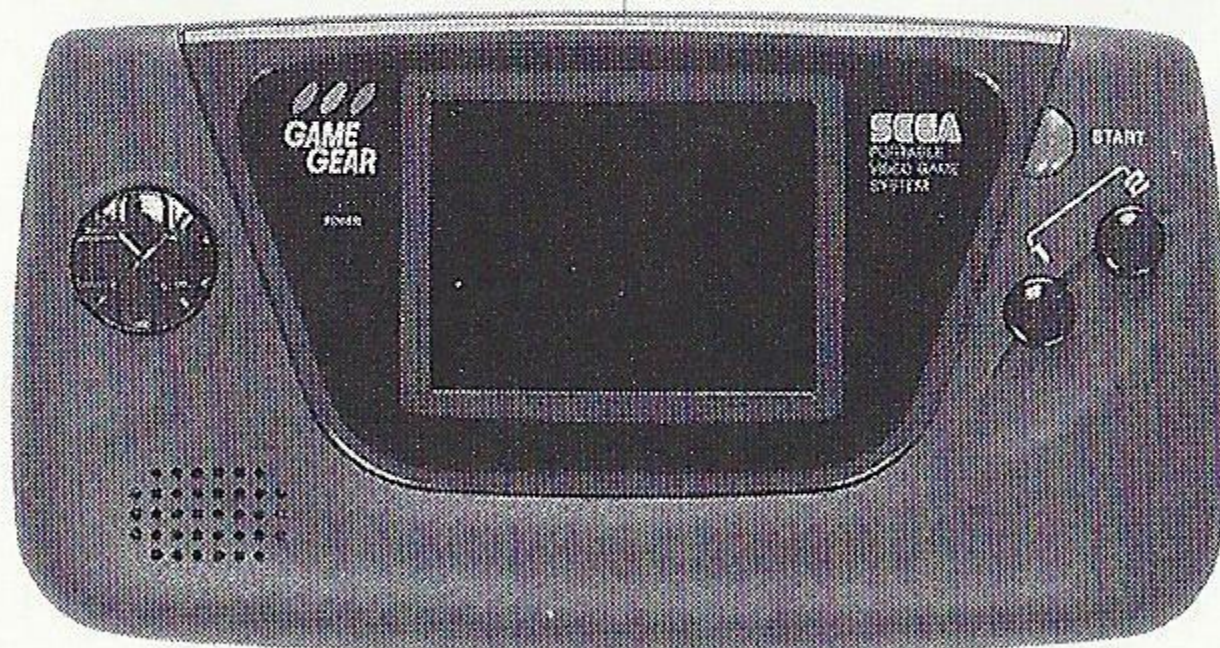
**For Game Play Assistance, call
1-415-591-PLAY**

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 *TAZ-MANIA* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *TAZ-MANIA* 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.
5. Press Start to begin the game.

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

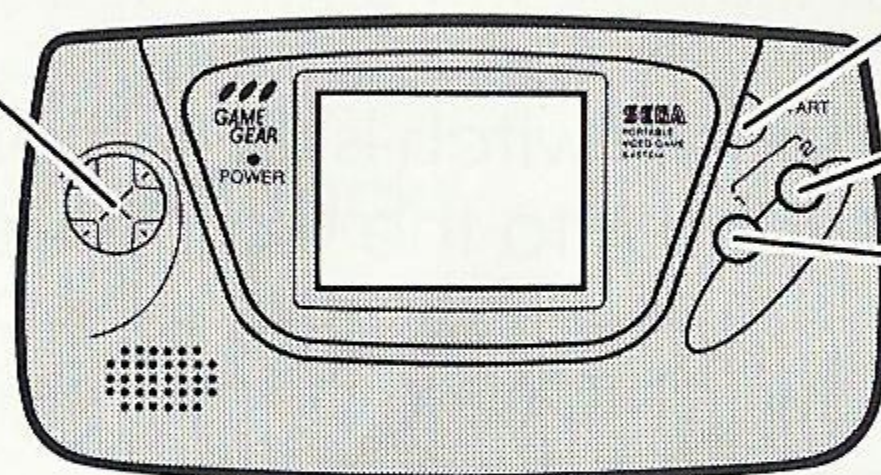
Insert Sega Cartridge



Take Control!

D (Directional) Pad

Start Button



Button 2

Button 1

START BUTTON

- Starts the game from the Title screen.
- Pauses the game. Press again to resume play.

D (DIRECTIONAL) PAD

- Moves TAZ right or left.
- Makes TAZ pick something up and munch it! Move TAZ behind the item and press down.
- Moves the cart up and down in the mine.
- Moves the marker up or down on the Score screen.

BUTTON 1

- Turns TAZ into the whirling TAZ tornado. Press the button again to cool him out.
- Slows down the cart in the mine.

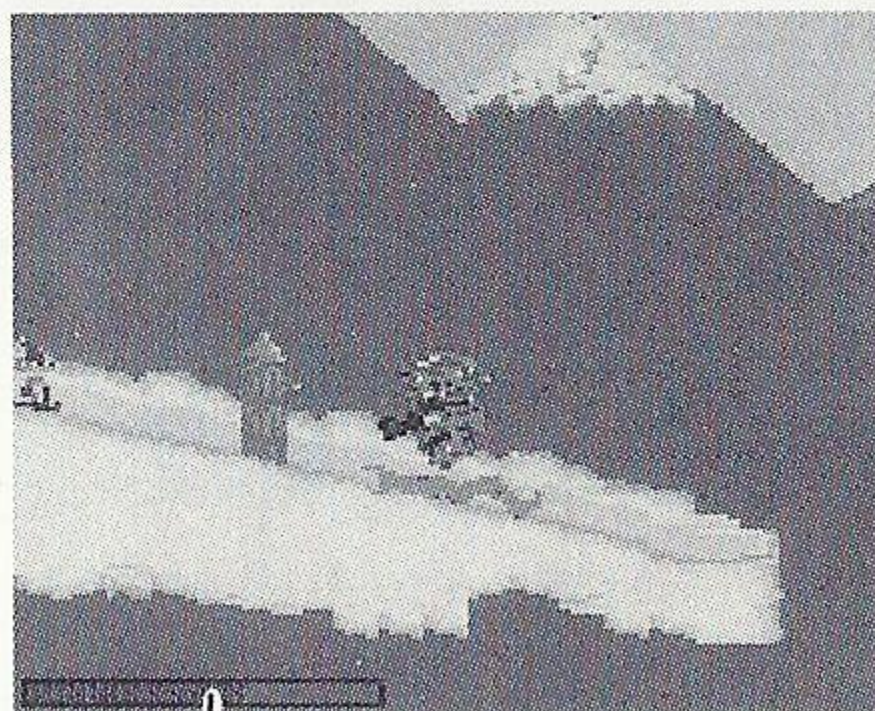
BUTTON 2

- Makes TAZ jump. TAZ can bounce on enemies to knock them out of his way.
- Raises the mine cart. Hold down the button to keep the cart up. Release it to lower the cart.
- Makes TAZ flap his feathers to fly in the Sky-Cross.

TAZ's Special Attacks

The TAZ Tornado

- Press **Button 1** to turn TAZ into a spinning dynamo and move fast! While spinning, TAZ can bop attacking bats.
- Press the **D-Pad + Button 1** to spin TAZ right or left.
- Press **Button 1** again to snap to a stop.
- TAZ won't be able to spin when his energy is almost gone.



Energy Bar

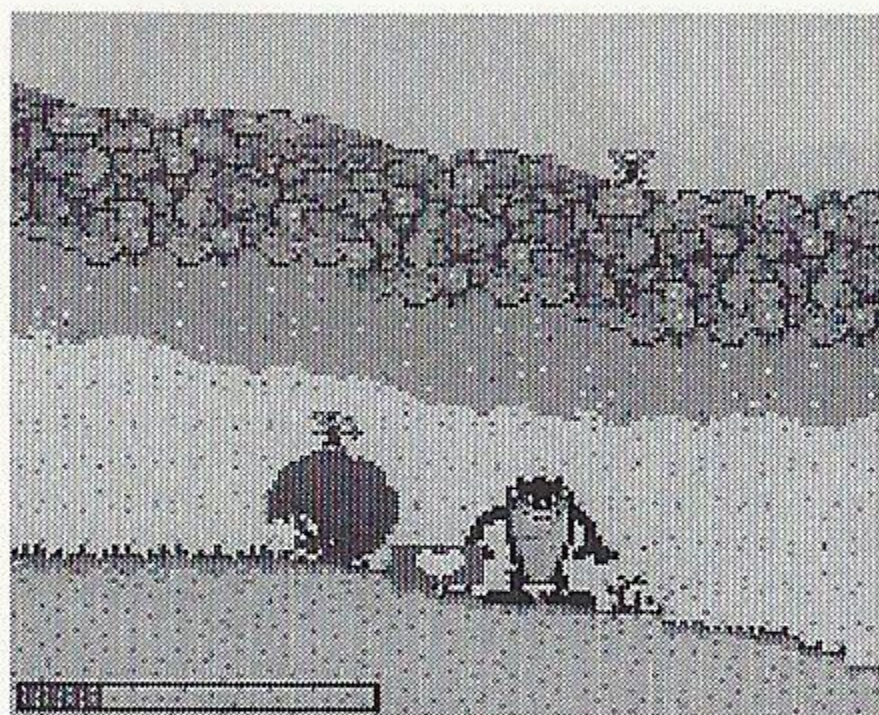
The Spinning Jump

- Press **Button 2** to jump, then press **Button 1** to do a spinning jump.
- Press the **D-Pad** up during a spinning jump to leap higher. Press it left or right to blast to higher places or distant ledges.

Energy Bar



Lives and Energy



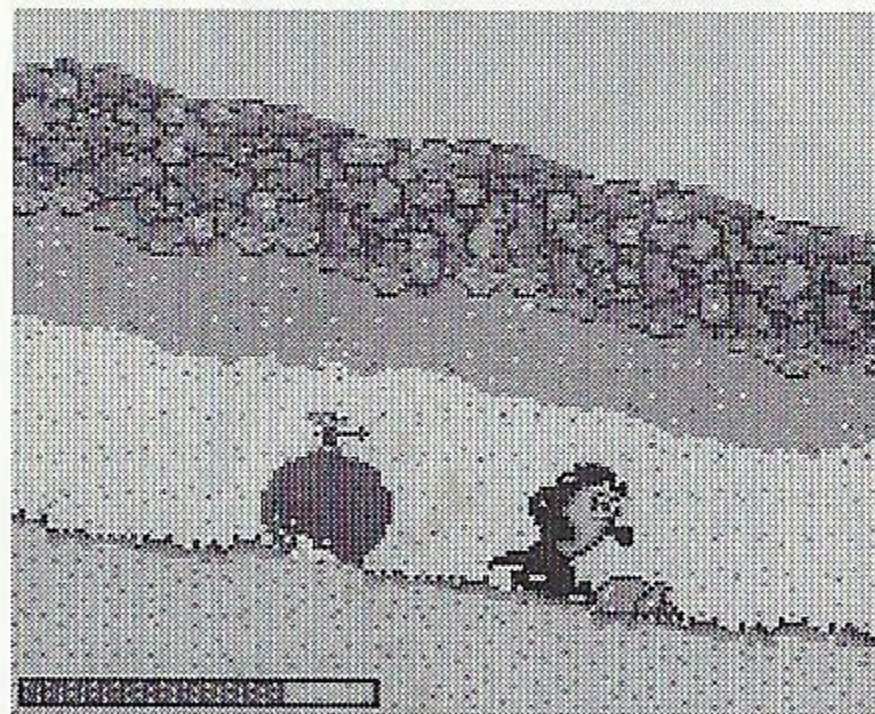
TAZ starts his giant egg hunt with five lives and a full energy bar. When he gets bushwhacked by Bush Rats or hurt in other ways, he loses some energy. If he loses all his energy, he loses one life.

Some perils are extremely dangerous — like runaway boulders and mine shaft beams. When TAZ collides with any of these, he loses one life immediately.

TAZ can keep truckin' as long as he has lives left. Find a **Heart** and press the **D-Pad** down to munch it and gain an extra life. (Press **Start** to see how many lives remain. Press it again to resume play.) If TAZ loses all his lives, he's a goner for good and the game's over.

Snacks

TAZ lives to eat! So he's gotta eat to live. He regains energy whenever he munches **Roast Chicken**, **Frozen Fish** and loaves of **Bread** or gulps **Water Jugs**. Plenty of this delicious food is scattered around Tasmania. Move TAZ behind a snack and press the **D-Pad** down to make him grab it and gobble!



TAZ Territory

The Badlands

Whomp! TAZ spins into this rocky desert. The Bush Rats spy him and launch a huge boulder. Now it's a race! Keep ahead of the barrelling boulder with the whirling TAZ Tornado.

The Bush Rats kick down loose rocks. Stay out of the rockfall and leap over the boiling geysers if you can. Don't pass up snacks or you'll run out of energy. Jump over the ravine, escape into the cave, and you're safe!

The Mine

Whoosh! TAZ rockets away in a runaway mine cart. The rails are blocked with fences and crowded with overhead beams. Don't crash! Press **Button 2** to raise the cart and release the button to lower it. Press **Button 1** to slow the cart down.

Press the **D-Pad** up to switch tracks and take a different route through the mountain mazes. All of a sudden, the ride's over and TAZ dumps out, dizzy but alive!

The Snowy Slopes

Ski TAZ! Excitable TAZ trips on a tree limb and becomes a downhill devil. Keep your eyes forward, your knees bent, and jump!

The trail is cluttered with tree stumps, rocks and branches. A mob of snow-bunny Bush Rats chase you through the snow. Stomp on those critters! Take the high slope or the low slope, it doesn't matter. You'll always end up piling into the snowbank!

Iceland

Slick ice! And TAZ keeps slipping on it! Jump from one frozen chunk to another. Give the penguins a dunking or they'll push you into the chilly lake. It only takes a second for TAZ to freeze up into a TAZ cube when he falls into the ice water. Spin to break out!

The Iceman's Cavern

TAZ is trapped in an ice cave — with an Abominable Iceman. The ceiling of this dismal creature's cave is loaded with icicles. And the floor is pitted with steam vents!

Move close to the Iceman to get his attention. Then step backward to get him to follow you. Do spinning jumps near the icicles to trigger the steam vents from below. If you make the Iceman step into the spurting steam vents, you'll be free!

The Sky-Cross

On the edge of a cliff is a tasty bird snack. And between the cliffs is a beautiful ocean — with no dry land! TAZ tries to snatch the bird and plunges over the edge instead! But he grabs some feathers just in time. Press **Button 2** repeatedly to make TAZ pump his arms and fly!

A battalion of Bush Rats attacks in floating bubbles. Weave through them and keep flapping to make it to the other side. Fly into the yellow clouds during your voyage to recharge your energy. If you land on the lower ledge, find a way to break through the wall.

The Jungle

Wet and wild! Weed Buds and spiders infest this drippy rain forest. Jump on the floating logs to ride them downstream. Leap back onto the rocky outcrops before the logs sink. Don't take a swim — the current's too fast for land-lubber TAZ. Jump ship — er, log — to shore before it sinks and takes TAZ with it. Dodge Francis X. Bushlad's arrows, and use TAZ's spin jump to escape!

The Taztec Ruins

The ancient ruins are crumbling away, and loaded with lively Bush Rats, bats and spiders. The temple is so broken down, it's a maze of dead ends. Somewhere in the ruins, you find it — the long-lost giant seabird nest and its enormous egg. Now you've got to figure out how to get rid of Momma Bird. Good luck!

The Score Screen



Press the **Start** button at any time to pause the game and see the Score screen. This shows your score so far in the game, how many lives you have left, your current scene and all the scenes you've cleared.

Press **Start** again to resume the game. Or press the **D-Pad** down to move the marker, and then press **Start** to quit.

You'll also see the Score screen at the end of a game. Press **Start** to begin the game over from the Title screen.

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 break during extended play.

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 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

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. 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.

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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.

TAZ-MANIA™



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