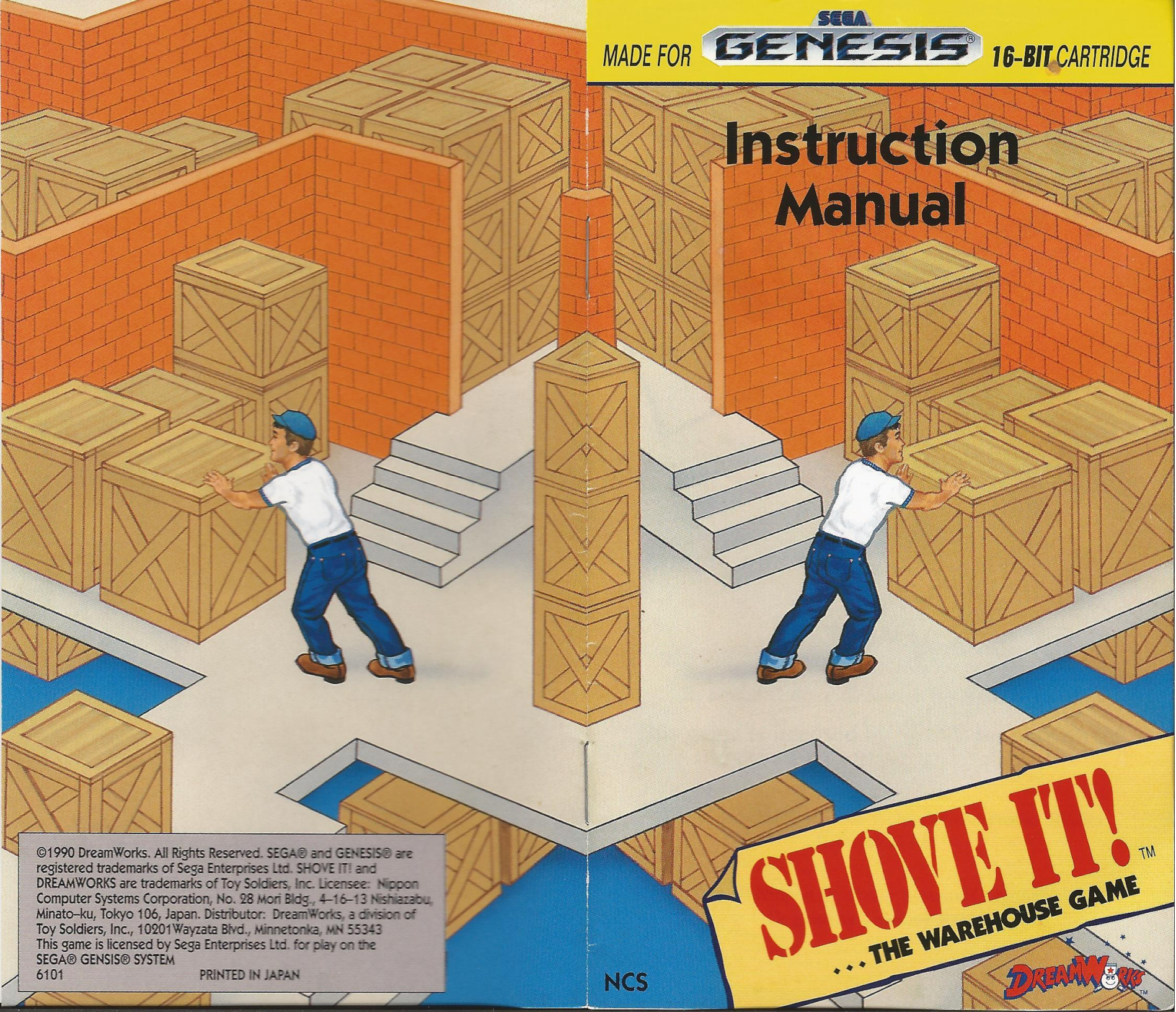

MADE FOR SEGA GENESIS® 16-BIT CARTRIDGE

Instruction Manual

SHOVE IT!™

...THE WAREHOUSE GAME

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...THE WAREHOUSE GAME

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Original by Thinking Rabbit

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INSTRUCTION MANUAL:

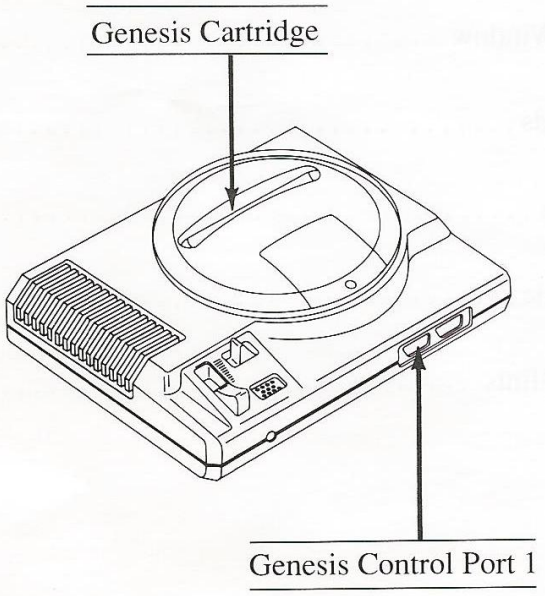
Loading Instructions: Starting Up:

1. Make sure the power switch is OFF.

2. Insert the Shove It!™ game cartridge in the Genesis System Cartridge Slot (shown below) as described in your GENESIS SYSTEM manual.

3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

IMPORTANT: Always make sure that the System is turned OFF when inserting or removing your Genesis Cartridge. Shove It! is designed for one player, so check to see that Genesis Control Pad is connected properly to Control Port 1 on the Console.



SHOVE IT!™

The Warehouse Game

You're Stevedore the warehouseman, an over-muscled, intelligent type of guy with a taste for hard work. Around the docks they like you because you can shove the crates and boxes into place in even the most crowded and confusing warehouses! You've been working overtime lately because you want a new sports car. The problem is . . . this girl!

You've got an ordinary car. It used to be everything you wanted. But one day you were out for a cruise and saw the girl of your dreams. She was beautiful! You asked her to go for a ride and she was about to go when this idiot with a fancy red sports car drove up out of nowhere. Of course the girl thought she would look better in the sports car, so you were left eating the idiot's dust. Though the hair rose on the back of your neck, you kept your cool and began considering your options.

The obvious thing would be to dump the girl like that! But you see her as a challenge. To win this babe you'll have to get the hottest, most luxurious sports car ever made! Chrome wheels, shiny paint job, leather interior, a stereo they can hear in the next county and a motor that will move you like a rocket!

Too bad, cars like that don't come for free. You've decided to put in some overtime and we've given you a series of 160 warehouse rooms that are a mover's nightmare! More boxes than you can possibly believe to be moved to specific locations in each warehouse. But the trick is, certain boxes have to be moved first so all of them will fit. It will be fun . . . exciting . . . challenging. . . or it could drive you up the wall!

Just think, maintain your cool, move each box to the its right place in the warehouse and the brand new car. . . and the girl. . .

will be yours! But fail to move the boxes and you'll be stuck with the same old car and a lot of lonely nights at the drive in movies! Now your time card has been punched, so get to work!

Object

You've got a big job ahead of you, 16 levels, 160 rooms that have to have their packages moved into order. It's not as easy as it sounds! Some of the rooms are big and some are small. Some have strange twists and turns. Each is a puzzle that will take your wits to solve. In every room you will see a series of white dots. These are where the packages must go.

Use the Directional Button (D-Button) to control Stevedore and push the packages. They can be moved in straight lines only. If you are touching a package, you can pull it back one step by pressing Button A. But you can't move packages backwards no matter how hard you try!

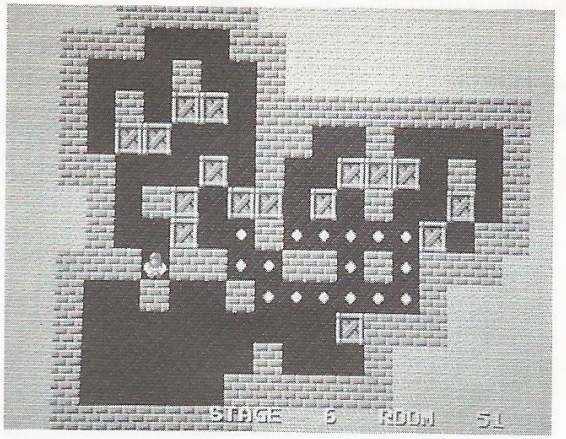
In the course of the game you may move a package into a spot where it will become unmovable. If this happens . . . start the room over. It happens to the best of us! But some things to avoid are:

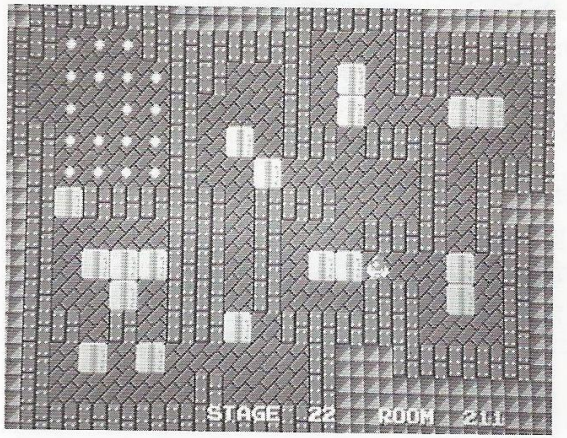
1. Don't push packages into corners.

2. Don't push your packages into square blocks.

3. A package must have two unblocked opposite sides in order to be moved.

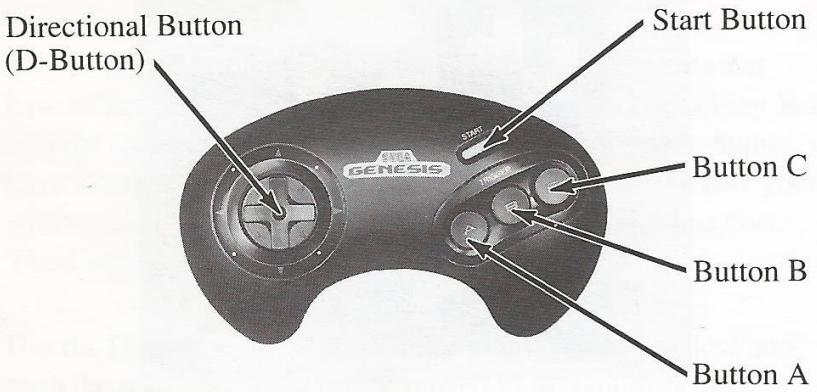
If you completely move a room, you go on to the next. Beat all ten rooms in a stage and you advance a stage. Beat them all and the car is yours!





Taking Control

Genesis Control Pad:



D-Button:

- Moves Stevedore UP, LEFT, RIGHT, DOWN and ALL DIAGONALS.

Start Button:

- Starts game
- Confirms selections
- Pause play
- Release Pause

Button A:

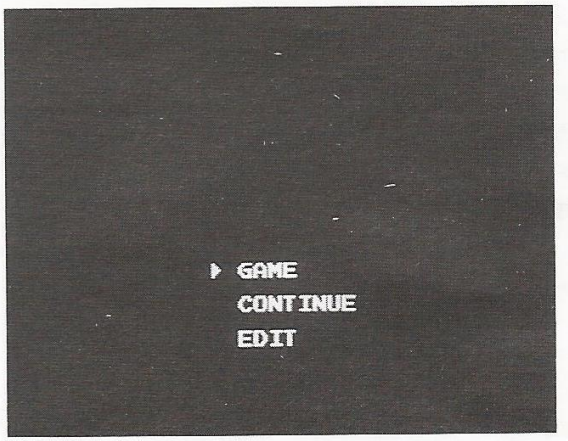
- Pulls the package back one step (But only if Stevedore is touching the package)

Button B:

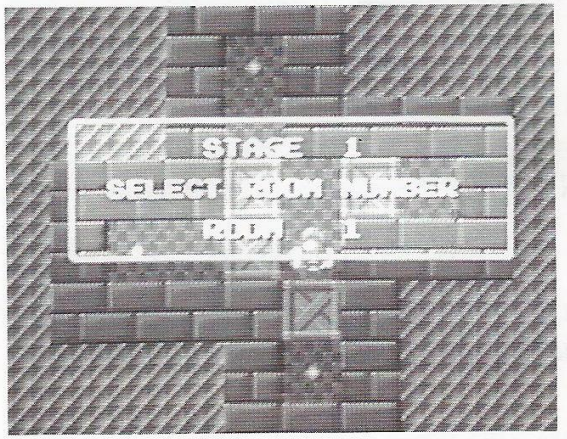
- Opens Option Selection Menu

Getting Started

At the title screen, press the Start Button on your Genesis Control Pad. This will bring the selections GAME, CONTINUE and EDIT to the screen.



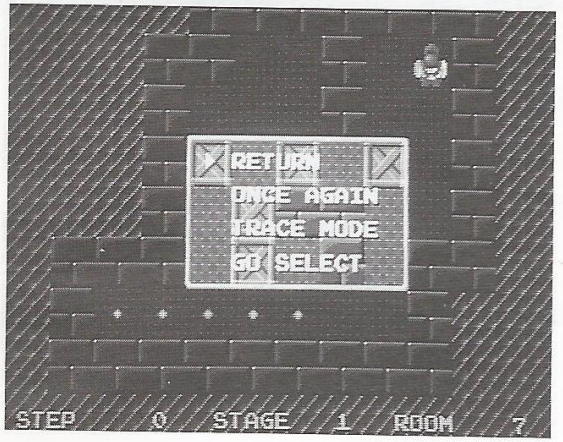
Use the D-Button to select one of the options and press the Start Button. To begin a game, select GAME and press the Start Button. This will bring you to a warehouse room in Stage 1.



There are 16 stages in all, each with 10 rooms. That's a total of 160 rooms for hours of fun! The best way to beat a stage is to

take the rooms one at a time and master the patterns. Some stages can be beaten by mastering one or two key rooms, but you have to figure out what rooms they are! You can move from room to room within each stage by using the option window.

Option Window



Whenever you are in a room, pressing Button B will bring the Option Window to the screen. The option window allows you to select from RETURN, ONCE AGAIN, TRACE MODE and GO SELECT.

To use an option, select it with the D-Button and press Button A to make it happen.

RETURN: Choose this to go back to the game without any changes.

ONCE AGAIN: Takes you back to the beginning of the room. Useful when you've backed yourself into a corner.

TRACE MODE: When selected, pressing Button A will repeat Stevedore's last movements so you can see where mistakes have been made.

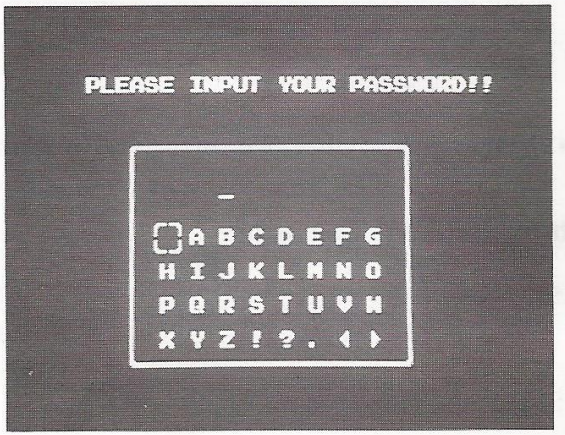
GO SELECT: Allows you to select another room. Use the D-Button to cycle the rooms.

Passwords

Congratulations! You've cleared your first stage. You'll see Stevedore on his break shoving a crate across the dock. He's sweating and breathing hard thinking about all the money he's making and of course . . . the girl. You'll also get a Password. In fact, you receive a Password each time you beat a stage. Be sure to write it down EXACTLY as it appears on the screen. Once you have a Password you can use it to return to the beginning of the next round. This way you don't have to beat all sixteen stages at one sitting! You use your Password by selecting the CONTINUE option from the title screen.

Continue

After you've selected CONTINUE and pressed the Start Button, you'll see a screen for entering your Password.



Use the D-Button to select the letters of your Password. Enter them by pressing Button A. When you have entered your Password, press the Start Button again. You will start the game at

the beginning of the last stage you played. But remember that you must completely finish a stage and get a Password before you power off. If you don't, you will have to go back and re-master the rooms you have beaten.

Edit Mode

Shove It! The Warehouse Game gives you the ability to create and play your own warehouse rooms. When you have selected the EDIT MODE option from the title screen and pressed the Start Button you will be presented with three new options:

EDIT: Go to the Edit screen to create a room.

PLAY: Play the last warehouse room you made.

RETURN: Go back to the title screen.

Make a selection with the D-Button and press the Start Button to enact your selection.

EDIT FUNCTIONS:

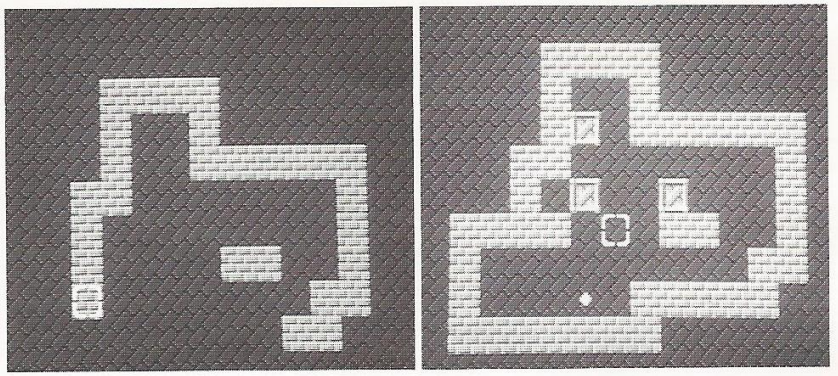
D-Button: Moves cursor UP, DOWN, LEFT, RIGHT.

Start Button: Return to Edit menu.

Button A: Press to place a Wall or Package token.

Button B: Press to erase a token.

Button C: Press to choose between a Wall, Package or Package Placement (white dot) token. Whatever is showing on the screen is what will be placed when Button A is pressed.



Helpful Hints

- Take your time when mastering the rooms. There is no time limit.
- Try to master each room in as few steps as possible. It will help the patterns for moving become clearer.
- Write down each Password carefully! Use the space in the back of this manual. If even one character of the Password is incorrect, you will not be able to get back to the last stage you played.
- Often, the key to mastering a room is finding the one Key Package that must be moved first!
- Don't be afraid to use the ONCE AGAIN option as often as necessary. What really counts is mastering the rooms. Good luck!

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