



PROBLEMS or QUESTIONS?

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

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PAPERBOY™

SEGA™

COLOR PORTABLE VIDEO GAME SYSTEM
GAME GEAR™



TENGEN

CONGRATULATIONS!

You have just purchased **PAPERBOY**,™ a premium quality **TENGEN** game for play on your Sega™ Game Gear™. The incredible fun and adventure of the original arcade smash hit is now at your fingertips, ready to provide countless hours of exceptional entertainment at home!

INTRODUCTION

It's the start of a new day, the birds are chirping, and that familiar "THWAP" sound can only mean one thing — you're beginning a day of delivering newspapers as a loyal and dedicated Paperboy! While this may seem like a simple job, you'll soon learn that it'll take all of your bike riding skills just to make it through your paper route in the chaotic world of suburbia. At the end of each day, your mean ol' boss will evaluate your performance. If you do well, you get to wake up early the next day and do it all over again, until you complete one full week. If you don't — you can always find a job tossing burgers!

GETTING STARTED

When you first turn on your Game Gear, the game will go to the title screen and then through a demo of the game. To begin the game, press the START button.

The next screen lets you turn the music off or on. It also asks you to pick the street where you'll be delivering papers: Easy Street, Middle Road or Hard Way. (It doesn't take a rocket scientist to figure out which is more difficult.)

GAME CONTROLS

UP = accelerate; DOWN = brake

(Note: To maintain top speed, you must continue to press UP. Once you let go, you'll gradually slow down to minimum speed.)

LEFT/RIGHT = move slowly left/right

DIAGONALLY LEFT/RIGHT = move quickly left/right

START Button = Start game and pause/unpause

(Note: You may not be able to pause the game after you've crashed. Just wait for the next life to start, then press START to pause.)

1 or 2 Button = throw paper

PLAYING THE GAME

You begin the game with ten customers (who live in brightly colored houses) and ten non-subscribers (dark colored houses). At the start of each day, you'll see a map of your route that shows subscriber houses (gray roofs) and non-subscriber houses (dark roofs).

Score points by delivering papers to your customers' mailboxes or porch. If you miss these targets, they'll drop their subscriptions the next day! Losing all ten customers will get you fired and the game ends. However, each day you manage to deliver to ALL your customers, you'll earn a Perfect Delivery Bonus and if you've previously lost any of your customers, you'll get one of them back as a re-subscriber.

BREAKAGE BONUS. You can also collect additional bonus points by breaking non-subscribers' windows, hitting garbage cans, lamps, bushes, tombstones and various other things.

COLLISIONS. You start the game with four lives. Do your best to avoid all obstacles that get in your way. 'Cause if you don't, you'll crash and fall off your bike and lose a life.

RESTOCKING. You can carry a maximum of 10 papers at a time. Ride over extra bundles along the way to restock.

THE TRAINING COURSE

Once you have completed your route for the day, you can show off your stuff and earn additional points on the Training Course. You have 25 seconds to complete the course.

When you enter the course, a countdown timer will appear in the place of the Bonus Point area of your screen. Toss papers at targets as you weave back and forth between obstacles. Jump the ramps to refill your supply of papers. Don't worry about crashing during the Training Course; it won't cost you a life.

THE DAILY REPORTS

After the Training Course, the Daily Report screen will appear. If you missed or accidentally damaged any of the subscribers' houses, those houses will flash and then go dark to show you that they have cancelled their subscriptions. If you make all your deliveries successfully, you get to keep your subscribers and gain new ones. When you make it through the entire week, you'll make the News!

THE HIGH SCORE BOARD

Move up and down to change letter; left and right to move position. Press 1 or 2 to enter your initials.

POINTS

The following points are for Easy Street. Scores double for Middle Road; triple for Hard Way.

Paper in porch or hit side of mailbox.....100

Paper in mailbox.....250

Jump dirt pile in street.....200

Jump ramps in Training Course:

All jumps.....200

Damage property in the same non-subscriber's yard:

1st hit.....100

2nd.....200

3rd.....300

4th.....400

5th.....500

6th.....600

7th.....700

OBSTACLES

Skateboard Fiends	Breakdancers	Workmen
The Grim Reaper	Motorcycles	Dogs
Trees	Fences	Tires
Lawn Mowers	Cats	Joggers
Lawn Ornaments	Tricycles	Tombstones
Garbage Cans	Grates	Dog Houses
Mad Bombers	Manholes	Fire Hydrants
Sign Post	Street People	Bums
Fighters	Cars	

HINTS

- You may prefer to lose many of your customers so you can go on a "trashing" rampage. Or you can be good and try for Perfect Deliveries. See which strategy scores higher for you.
- Dirt piles in the street can be used for making jumps, which will score points for you.
- Trenches and craters can knock you over if you're riding too fast. Go slowly over these.
- Jumping ramps in the Training Course also replenishes your paper supply.

HANDLING THE SEGA™ GAME GEAR™ CARTRIDGE

- The Sega Game Gear 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.
- Do not leave game paused for a long period of time as the image may "burn" into the screen.

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