

MICKEY COMES TO LIFE IN
LAND OF ILLUSION
 STARRING
MICKEY MOUSE

FROM SEGA™!



Restore peace in three kingdoms and return their castles to their rightful kings. Help Mickey by using enchanted objects like the magic flute, cloud shoes, a powerful toy cannon, a gigantic bean stalk, a mystical potion and the dreaded hip attack.

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<672-0967>



Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276;
 Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

Disney's
TALESPIN



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM



Epilepsy Warning
READ BEFORE USING
YOUR 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.**



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Starting Up

1. Set up your Sega Game Gear as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *TALESPIN* cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments the Sega screen appears.

Important:

- If the Title Screen doesn't appear, turn the power switch off. Make sure the system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.
- Always make sure the power switch is OFF before inserting or removing the Sega cartridge.

For game play help, please call 1-415-591-PLAY.

Insert Sega Cartridge



Extra! Extra! Read All About It!

Becky: Guys, have you read today's newspaper?

Baloo: Hey Becky, there's going to be a flying contest.

Kit: It's more than a contest!

Becky: The company that wins receives a lifetime work contract from the city.

Baloo: All we have to do to win is collect 10 cargo boxes each from different places around the world. Piece of cake!

Kit: The only problem is our competition.

MEANWHILE ...

Shere Khan: Another city contract. ...Mmm, quite interesting. This calls for a visit to the City Official's office.

SOMETIME LATER ...

City Official: It is my great pleasure to announce the two finalists for the city contract: Shere Khan Industries and Higher for Hire. As decided by a fair coin toss, Shere Khan Industries will go first.

Shere Khan: Higher for Hire shouldn't even bother.

SOMETIME LATER ...

Becky: Gosh, even with attacks from Don Karnage and his air pirates, Shere Khan Industries is making record time. The



newspaper predicts that Shere Khan will be impossible to beat.

City Official: Shere Khan's men have completed their run. In order to win, you must complete the contest in less than 7 days.

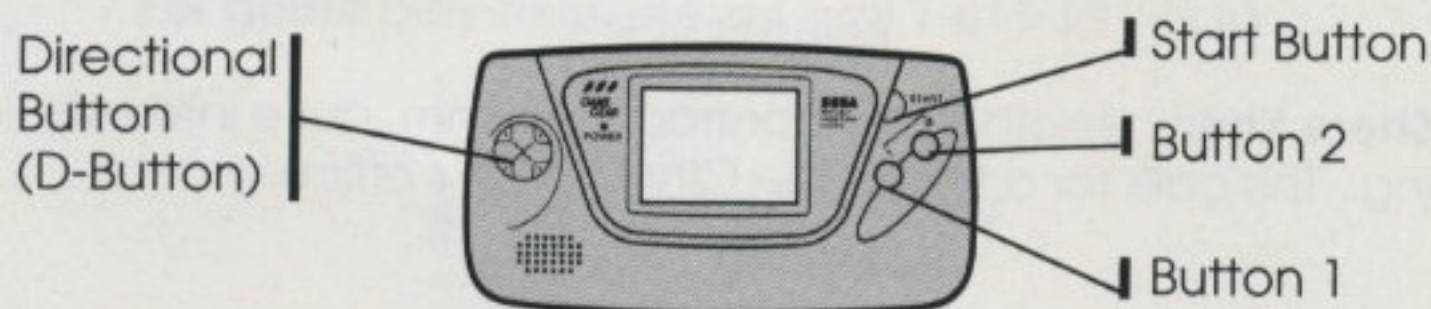
Baloo: Then let's shake a leg, I'll britches! There's no time to waste!

Kit: I'm right behind you, Baloo.

MEANWHILE ...

Don Karnage: I will do great damage to the pilots of Higher for Hire. They will regret the day they heard of Don Karnage!

Take Control



On the Character Selection Screen:

- D-Button RIGHT then LEFT moves the highlight from Baloo to Kit and back again.
- Start begins gameplay.

During Gameplay:

- Start pauses and resumes the game.

On the Ground or Underwater:

- D-Button LEFT or RIGHT moves Baloo or Kit through the level.
- D-Button DOWN makes Baloo or Kit crouch down.
- D-Button DOWN picks up an empty box or a cargo box when Baloo or Kit stands on or next to it. Press the D-Button UP to drop the collected empty box.
- Button 1 fires Kit's slingshot or Baloo's paddle ball.
- Button 2 makes Baloo or Kit jump up or through some platforms.
- Start pauses and resumes the game.

In the Air:

- D-Button RIGHT makes the Sea Duck accelerate.
- D-Button LEFT makes the Sea Duck slow down.
- D-Button UP/DOWN makes the Sea Duck climb/dive.
- Button 1 fires the grease gun.

Getting Started

Following the Sega logo, the Title screen appears. Press Start to go to the Character Selection screen.



Character Selection Screen

Press the D-Button RIGHT to move the marker to Kit; LEFT to return it to Baloo.



Baloo can't fire his paddle ball as far as Kit can fire his slingshot. But Baloo's paddle ball packs a stronger punch.

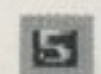
After you've made your choice, press Start again to begin gameplay.

Racing 'Round the World

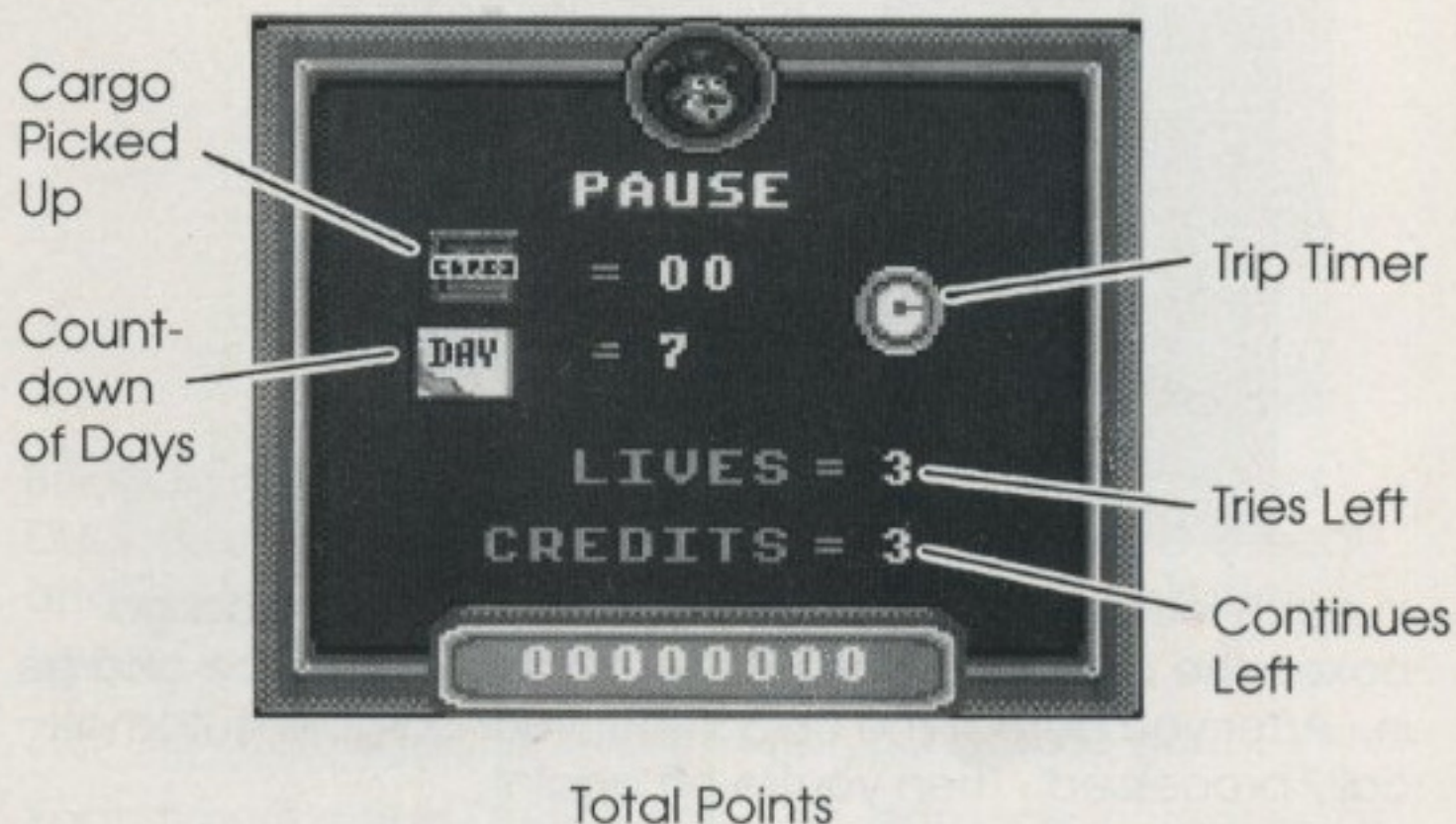
To win the contract (and keep Higher for Hire from going out of business), you've got to pick up 10 or more cargo boxes at eight different locations. You'll fight nasty critters in each spot. Defend yourself! As Baloo, you can bop enemies with your powerful paddle ball. As Kit, sting 'em with your slingshot.

Baloo and Kit begin their journey in the Jungle, the first place they need to hunt for cargo.

Screen Signals

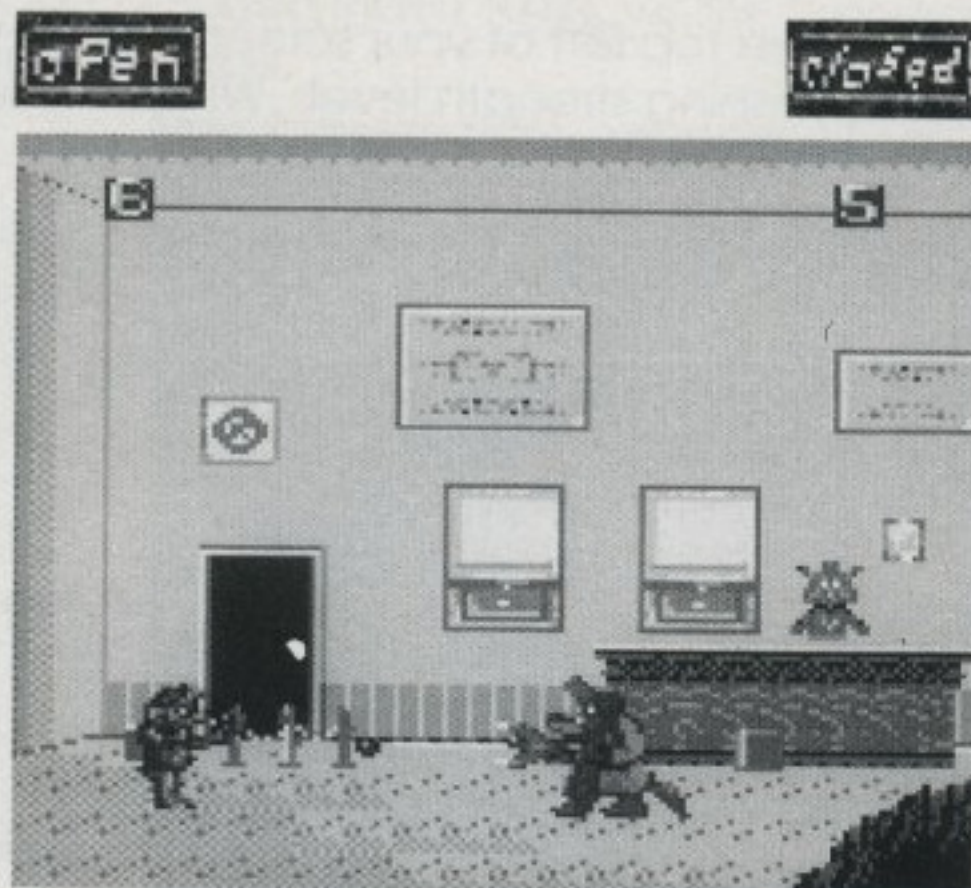
 The number at the top left of your screen counts down your diminishing strength level. When the level goes to zero, you lose a try.

Press Start to pause gameplay.



Note: The trip timer is a 24-hour clock which shows how much time has passed during the current day!

A Visit to the Customs Office



Opponent's
Strength
Level

In each locale, after you've collected at least 10 cargo boxes, the customs office opens. Find the entrance and go in. After you defeat the opponent, your cargo is automatically processed. Then you're off again!

Customs Office Meanies

Here are the unsavory characters you need to defeat:



Blaster



The
Weasel



Brutus



Don
Karnage

Straight as the Bear Flies!

Damage
Meter



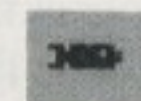
Because it takes too long to walk, you'll hop on the Sea Duck and fly between The Lost City and Italy, and Greece and Egypt. Here's your chance to show some airborne savvy!

Zap Don Karnage's air pirates with your grease gun!

Each time the Sea Duck takes a hit, damage increases, as shown on the damage meter. When the Sea Duck sustains too much damage, Kit or Baloo loses a try.

Trouble On High

Look out! Here come the air pirates, pummeling the Sea Duck with bombs and missiles! Steer clear of the mountains!



Bomb



Missile

Power Ups in the Sky

Fly into these items to make your journey easier.



- **Wrench:** Fly into this to repair damage to the Sea Duck.



- **Grapefruit:** Temporarily broadens your fire to three directions at once!



- **Star:** Gives you an extra try.

Grab 'Em Fast!

Jump or walk into these items when you see them!



- **Lucky Penny:** Keeps you temporarily safe from enemy attack.



- **Hamburger:** Restores your strength.



- **Star:** Gives you an extra try.



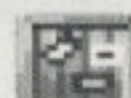
- **Launcher:** Jump on this when you need to bounce up to a higher area.



- **Clock:** Turns your Trip Timer back a bit!



- **Empty Box:** Stand on or near this box and press the D-Button DOWN to pick it up. Press the D-Button UP to drop boxes so you can climb to a higher area.



- **Power Box:** Jump on this box to gain a helpful surprise.



- **Cargo Box:** Stand on or near this box and press the D-Button DOWN to pick it up.



- **Ice Cream:** Temporarily freezes the enemy.

Worldwide Nasties



- **Seagull:** A quick peck on the cheek is dangerous!



- **Buzzard:** Don't let this bully pick on you!



- **Rats!** Ouch! They're mean.



- **Snakes:** They'll take a bite out of you.



- **Tiger in a Trench Coat:** He's undercover and he's tough!



- **Karate Cat:** This black-belted feline attacks with spinning fury.

End of Game and Continue

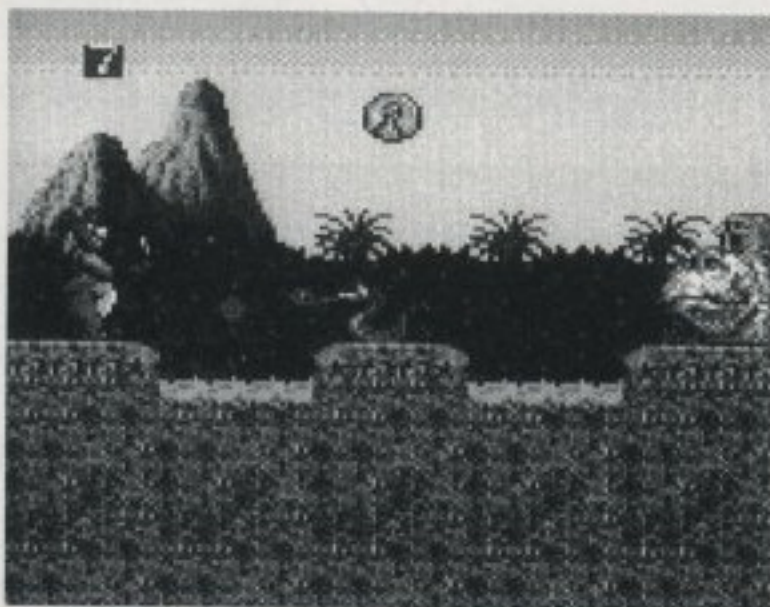
You lose a try when your strength drops to zero. When you lose all your tries, you can use a Continue (if you have one) to restart the level. You lose the game when you use up all your Continues.

Scoring

After air battles, you see the scoring screen. It shows bonus points earned, cargo accumulated, and how many boxes you still need to win.

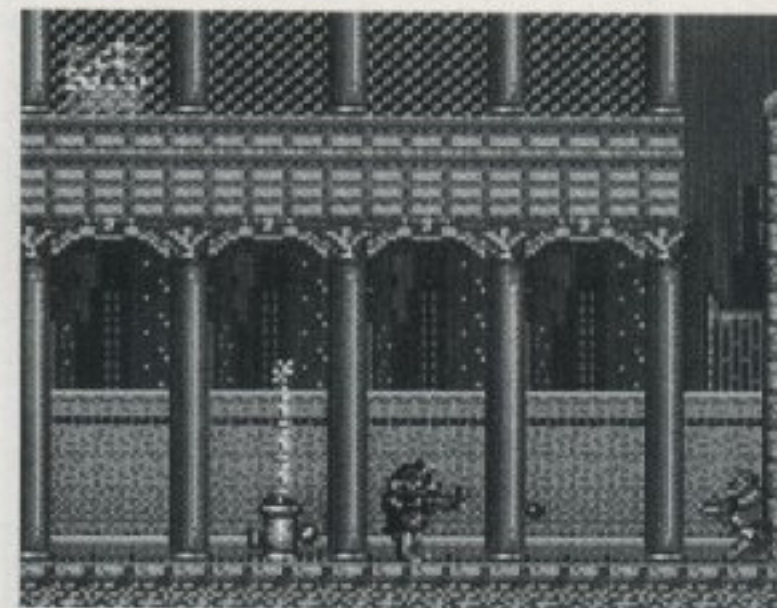
Global Gadflies

Level 1—The Jungle



Watch out for Tigers in Trench Coats, and statues that shoot coconuts. Leap across quicksand and chasms. Avoid the crabs!

Level 2—The Lost City



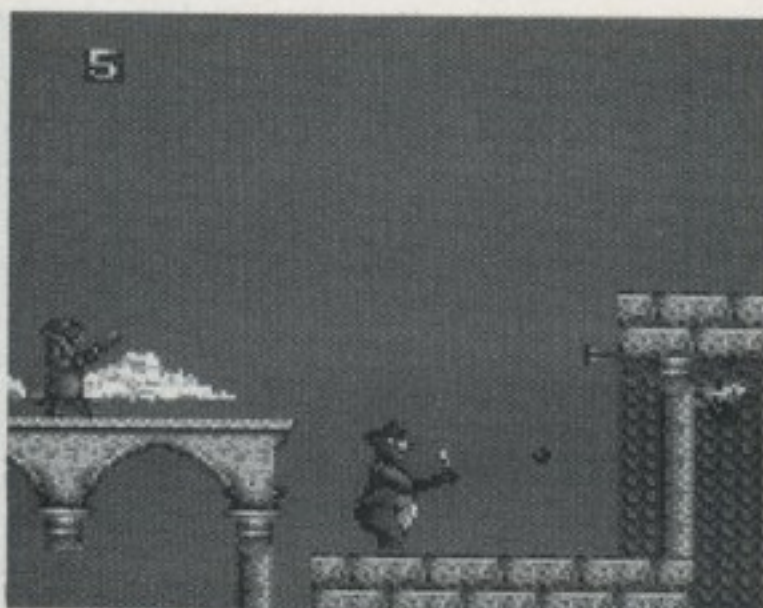
Just as it peaks, you can ride a fire hydrant jet to move up. Take the elevator to reach the customs office. Keep an eye out for those fearsome furies — the Karate Cat and the Tiger in a Trench Coat.

Level 3—Italy



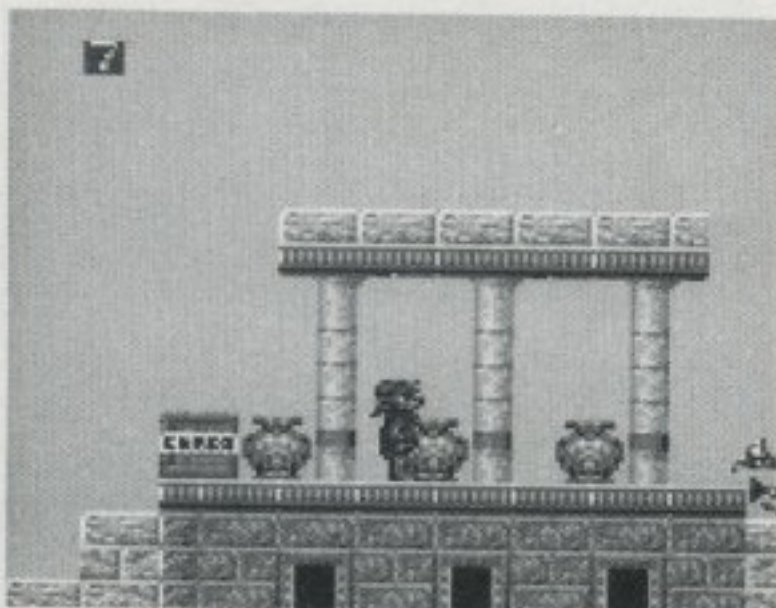
Watch out for the fountains — their spray decreases your health level. Not all platforms are solid, so you can drop down through some of them to explore.

Level 4—Greece



Quickly climb the small platforms in the walls — before they retract! If your path seems blocked, try shooting the pinwheel so you can get a boost from the spring!

Level 5—Egypt



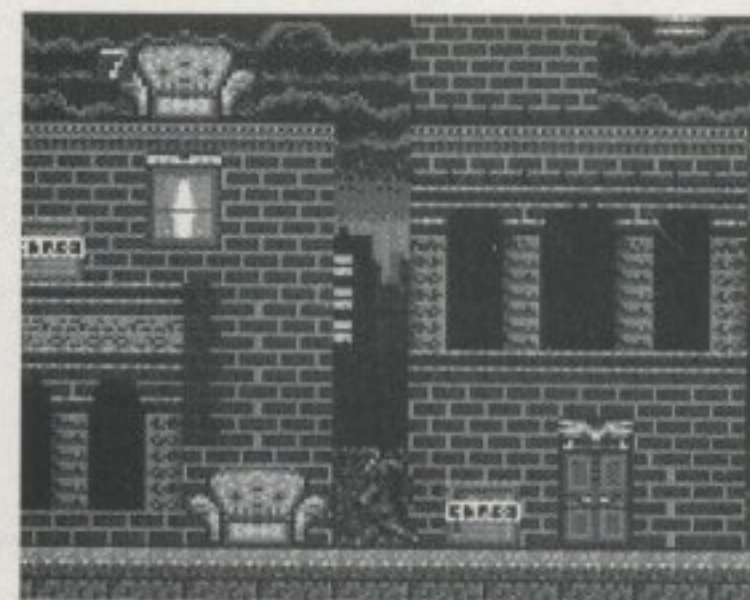
Dodge the vultures and their badminton birdies. Beware of statues. Jump over snakes and tarantulas. Avoid the tumbling creepy crawlies!

Level 6—India



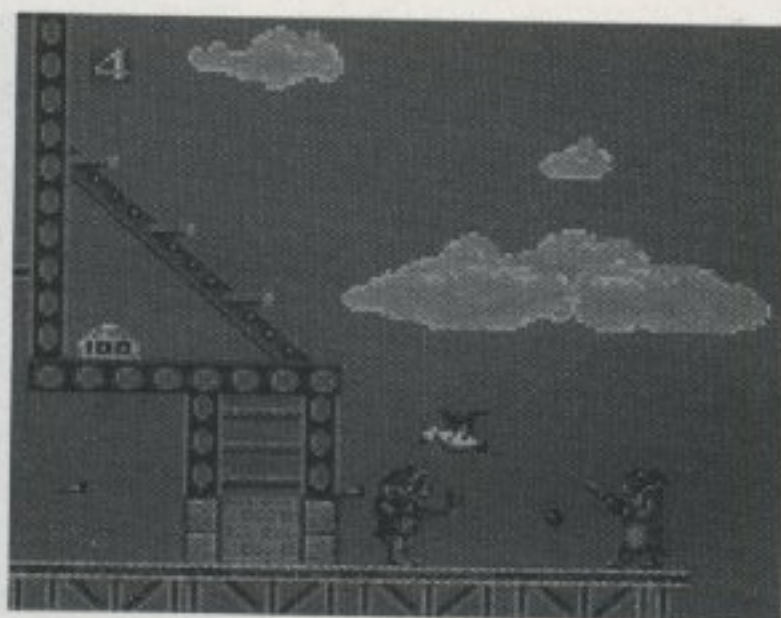
In this amazing maze, don't let the buzzards get you! When the action gets too intense, hop a transporter for a quick boost to another platform.

Level 7—New York



Burning buildings and sewer rats — what a combination! Both are bad for your health. Take elevators up or down. And do bounce on the furniture!

Level 8—San Francisco



Get away from the bridge rats! Watch out for Tigers in Trench Coats and pesky seagulls. Step on pipes and take lifts to climb higher.

Level 9—Encounter with the Iron Claw!

Here's the ultimate test of your flying skill, as you battle all of Don Karnage's forces!

Travel Tips

- Sometimes you're better off fleeing than fighting all your opponents at once.
- Look for hidden areas.
- Use your power ups wisely. You never know when you'll need them!

Handling Your Cartridge

- The Sega Cartridge is intended for use exclusively for the Sega 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.

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Lead Tester:

Testers:

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Arcadian Design

Trip Log

Trip Log

Trip Log

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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 SEGA 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 Sega 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 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

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