



T-HQ, Inc.
5015 N. Parkway Calabasas, Suite 100
Calabasas, CA 91302

© DISNEY. ALL RIGHTS RESERVED.
DEVELOPED BY VIRGIN INTERACTIVE ENTERTAINMENT.



SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES,
LTD. ALL RIGHTS RESERVED.

Printed in U.S.A.

EmuMovies

SEGA

SEGA
GENESIS



Instruction Manual

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.



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 previously 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.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE:

- This Cartridge is intended exclusively for the Sega™ Genesis™ 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 recess during extended play to rest yourself and the Sega Cartridge.



T•HQ, Inc.
5016 N. Parkway Calabasas, Suite 100
Calabasas, CA 91302



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.



Pinocchio's Adventures	2
Getting Started	4
Controls	5
Options	7
The Game Screen	7
Special Moves	8
Special Items	8
Levels	10
Credits	20
Limited Warranty	21

Pinocchio's Adventures



You are about to experience Pinocchio's story. As you help Pinocchio and Jiminy through the adventure, remember three important things:

- Always choose the path of truth
- Be brave enough to stand up to the bad guys no matter what
- Be selfless by helping others, even when all seems lost.

There are special chances throughout the adventures to help Pinocchio prove himself to the Blue Fairy. Earn the Badge of Truth, the Badge of Bravery, and the Badge of Unselfishness from the Blue Fairy and she will grant Pinocchio his wish - to be a real boy!



Getting Started

1. Make sure the power switch is Off and that there is no game cartridge in your Sega Genesis System.
2. Plug a Genesis Controller into the "Control 1" port on your Sega Genesis.
3. Insert the Pinocchio cartridge firmly in the cartridge slot on the Genesis System and turn the system on.
4. When you're ready, press the Start Button on your Controller to begin play.



Controls

Controls on all levels are the same, except for the controls on Level Two: Iampside Seating and Level Three: The Marionette Show. Those controls are listed following this section.

C BUTTON

Jump

A BUTTON

Spin (you must first collect a red book page to spin)

D-PAD RIGHT

Walk Right

D-PAD LEFT

Walk Left

D-PAD UP

Look Up

D-PAD DOWN

Duck Down



Controls (cont.)

DURING LAMPSIDE SEATING (LEVEL 2):

C BUTTON	Jump
A BUTTON	Jab Umbrella at a Bug
B BUTTON	Open Umbrella for Protection (When Standing), or Open Umbrella for Parachute (When Jumping)
D-PAD RIGHT	Walk Right
D-PAD LEFT	Walk Left
D-PAD UP	Look Up
D-PAD DOWN	Look Down

AT THE MARIONETTE SHOW (LEVEL 3):

D-PAD RIGHT	Move Arm on the Right
D-PAD LEFT	Move Arm on the Left
B BUTTON	Spin
C BUTTON	Kick Right
A BUTTON	Kick Left
D-PAD DOWN THEN PRESS THE C BUTTON	Crouch Kick Right
D-PAD DOWN THEN PRESS THE A BUTTON	Crouch Kick Left

Note: On the Easy setting, you do not have to use the crouch kick to complete the Marionette show.

Options

The Options screen contains the following items:

SKILL

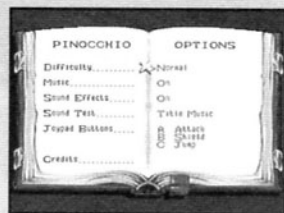
Set the difficulty level. The harder the Skill setting, the fewer tries and Continues available.

MUSIC

Turn the music on or off.

EFFECTS

Turn the sound effects on or off.



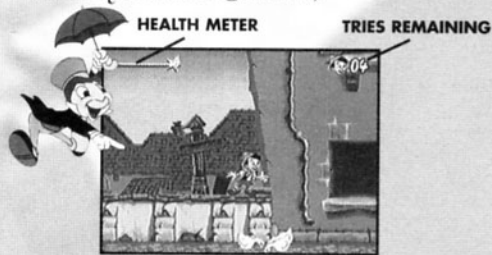
The Game Screen

HEALTH METER

This meter shows Pinocchio's strength. When the Health Meter is empty, you lose a try.

TRIES REMAINING

You start with 5, 4, or 3 tries, depending on the difficulty setting. When all tries are lost, it's Game Over (unless you have a Continue).



Special Moves



JUMP

While walking around with Pinocchio on Level One, keep an eye out for water pumps, street signs, and other special objects that Pinocchio can use to jump higher and farther.

SPIN

On some levels, Pinocchio can protect himself by spinning around when near an enemy. To spin, Pinocchio must pick up a red book page.

Special Items



PINOCCHIO'S HATS

- On the Easy setting, picking up three hats earns one extra try.
- On the Normal setting, picking up five hats earns one extra try.
- On the Hard setting, picking up ten hats earns one extra try.

BLUE FAIRY WAND



Pick up a Blue Fairy Wand to increase Pinocchio's health.

Special Items (cont.)



BOOK PAGES

In your travels, you may come across yellow, red, blue, and white pages from a book. Pick them up to get special moves and powers.

- The yellow page lets Pinocchio fly higher on blue balloons in Level Four, Pleasure Island.
- The red page lets Pinocchio spin around fast to knock down enemies.
- The blue page lets Pinocchio jump higher to reach hidden bonuses.
- The white page lets Pinocchio stay on the sea bed longer in Level Six, The Search for Monstro.



PINOCCHIO'S SCHOOL BOOKS

When you pick up enough of Pinocchio's red school books you get a chance to continue the game when you finish all your current tries.

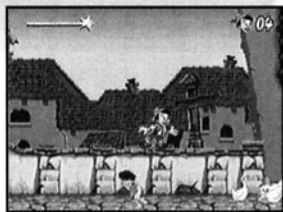
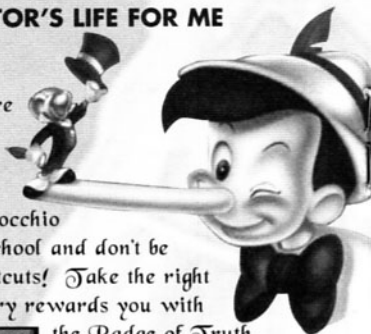
- On the Easy setting, picking up five books earns one continue.
- On the Normal setting, picking up ten books earns one continue.
- On the Hard setting, picking up fifteen books earns one continue.



Levels

LEVEL ONE: AN ACTOR'S LIFE FOR ME

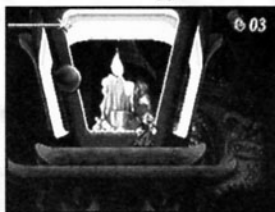
Geppetto has sent Pinocchio off to school, but he won't make it there with Honest John and Gideon around! Don't listen to their tales of Easy Street. Help Pinocchio choose the best path to school and don't be tempted into taking shortcuts! Take the right road and the Blue Fairy rewards you with the Badge of Truth. Take the wrong road and...



Hint: Get the geese and naughty boys to fight each other and both will leave you alone!

LEVEL TWO: LAMPSIDE SEATING

Stromboli has forced Pinocchio to dance in his marionette show. In an effort to gain a good seat on a lamppost, Jiminy must fight off the moths and bugs attracted to the light. For more about how to move on this level, see page 6.



Levels

LEVEL THREE: MARIONETTE SHOW

Pinocchio has his skill tested by the other marionettes in Stromboli's show. Copy the other puppets moves exactly and the audience

will throw coins and bonuses in appreciation. If you don't, well, you'll have more tomatoes than Mama Stromboli's spaghetti sauce! To learn more about the specific controls for this level, see page 6.



LEVEL FOUR: PLEASURE ISLAND

Lampwick leads Pinocchio on a chase through Pleasure Island. Lampwick and his friends don't make it easy – they're throwing bricks and balls at Pinocchio! Avoid thrown objects and follow

Lampwick as he grabs balloons and floats away. Help Pinocchio grab one and jump from string to string on the balloons to catch him! Different colored balloons can hold Pinocchio for different amounts of time, so practice on each. Note: On Easy setting, Pinocchio can stay on the first balloon he grabs and get through the level safely.

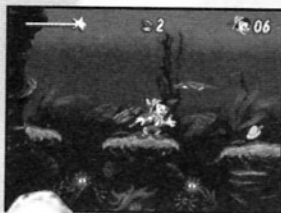
When you fly up, up, and away to the next stage, Lampwick leads the chase on a rickety old roller coaster. There are lots of broken spaces on the track, so when you come up to one, jump out of your car and into another on the other side of the break. Be alert for bells that will switch the tracks and bonuses. At the bottom of the rollercoaster, avoid fireworks and oncoming cars. Gather as many wands, hats and books as you can before Lampwick spoils the fun!



LEVEL FIVE: ESCAPE FROM PLEASURE ISLAND

Pinocchio learns that greed is bad and tries to escape Pleasure Island. But once at the docks, he runs into the evil Coachman. Be brave as you help Pinocchio knock the Coachman into the water, and the Blue Fairy will reward you with the Yellow Badge of Bravery.



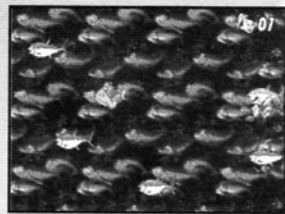


LEVEL SIX: SEARCH FOR MONSTRO

Help Pinocchio make his way along the bottom of the sea as he searches for Monstro the Whale. Pick up clams to help weigh yourself to the sea floor. They only last a short while though, so keep finding as many as you can. Keep your eyes open – Monstro is closer than you think. Use sea anemones and manta rays to help you cross dangerous areas. The streams of bubbles will help you move up and down.

LEVEL SEVEN: FISH!

Caught up in a large school of fish, Pinocchio swims with them to get away from Monstro. Help Pinocchio stay ahead of Monstro by grabbing fish and jumping from tail to tail. The longer Pinocchio stays ahead, the more bonuses you'll collect. Watch out for lion fish – they don't like to be grabbed – but some special fish and turtles will help you boost ahead. Watch for tuna that burp out bonuses!



LEVEL EIGHT: INSIDE MONSTRO

Looks like Monstro got you anyway, but that's okay, because now you can help Geppetto get away. As you wander around the shipwreck, help Pinocchio collect firewood by spinning into crates to break them apart. Light a fire, and Monstro will sneeze everyone out into the sea. Watch out for crabs and spiky wood, and find Geppetto so you can both escape.



LEVEL NINE: ESCAPE FROM MONSTRO

Chased by the mighty Monstro, you must help Pinocchio and Geppetto row their raft to safety by ducking and jumping rocks. When your raft hits a rock and cracks apart, remember to think of someone else's safety before your own - Geppetto's life may depend on it. Do the right thing, and the Blue Fairy appears one last time to bestow the Blue Badge of Unselfishness on Pinocchio.

With your help, Pinocchio has proved himself worthy of being a real boy. The Blue Fairy waves her magic wand, and Geppetto's dream comes true.



AVAILABLE NOW!

Saturn

ALONE IN THE DARK™
ONE-EYED JACK'S REVENGE

**ROBO
PIT™**

IN THE HUNT™

Genesis

**OLYMPIC
SUMMER
GAMES**

Atlanta 1996

**BASS
MASTERS
Classic
PRO EDITION**

TIME KILLERS™

To get your hands on these hot games, visit your local retailer
or call the Black Pearl/Malibu Games Hint Line!

1-818-879-5728

For immediate orders, use your Visa or MasterCard while supplies last. Phone prices subject to change without notice.
Must be 18 years of age or have parental permission. Touch-tone phone required. T•HQ Inc., Calabasas, CA.

Not sponsored by SEGA

Game Gear

**URBAN
STRIKE**
THE SEQUEL TO JUNGLE STRIKE

**SUPER
STAR WARS
RETURN OF THE JEDI™**

**JUNGLE
STRIKE**
THE SEQUEL TO DESERT STRIKE

PGA TOUR 96

**FIFA SOCCER
96**

**Sports
Illustrated
CHAMPIONSHIP
FOOTBALL & BASEBALL**

**MADDEN
96**

Connect for the latest info. on T•HQ/Black Pearl games!

<http://www.thq.com>

Credits

FOR DISNEY INTERACTIVE:

Producer: Mike Larsen
Project Manager: Chip Volders
Production Administrator: James Mellott
Production Support: Mary Schuyler
Test Supervisor: Jeffrey W. Blattner
Lead Tester: Luigi Priore
Testers: Chris Field, John Castro, Patrick Larkin, Ronny Louie, Daryl David, Jesse David,
Andre Aguilar, Toby Espirithu, Weijian Strand
Documentation: Andrea Smith

FOR VIRGIN STUDIOS, LONDON:

Programming: Dave Chapman, Leo Skirenko, Richard Turner, Phil Lewin
Head Programmer: Mike Ball
Chief Designer: Dan Marchant
Assistant Designer: Sarah Thompson
Head Artist: Kevin Oxland
Animators: Patrick Biernie, Stephen Cavalier, Paul Hallowell, Simon Swift
Sprite Artists: Mark Anthony, Wayne Dalton, Marina Vydelingum, Eric Bailey, Matt Butler;
at Westwood Studios: Cindy Chin, Frank Saxton, Penina Finger, Kennn Seward,
Andy Wilson
Background Artists: Mark Bentley, Emma Cubberley, Jonathan Green
Storyboards: Sean Millard
Music and Sound FX: Alistair Brimble
Producer: Matthew Spall
Assistant Producer: Paul Walton and Sarah Thompson
Executive Producer: Tony Fagelman

FOR VIRGIN INTERACTIVE ENTERTAINMENT:

Special Thanks to All the Virgin Studio's London Team, Louis Castle, Jonathan Howard,
David Bishop, Julian Rignall, and all the Virgin Atlantic staff (Florida and LA routes).

Producer: Paul Curasi
Associate Producer: Chuck Williams
Character Design and Development: Jim Story, Seung Kim, Michael Benet
Supervising Animators: Chris Bradley, Uli Meyer
Animators: Michael Benet, Tim Massa, Tony Stanley, Darko Cesar, Rob Corley, Elliot Bour,
Travis Blaise, Gary Dunn, Dean Roberts, Arnaud Bethier, Tom Lock, Panagiotis Rappas,
Andreas Wessel-Therhorn, Mark Broeking
Assistant Animators: Arden Chan, Kevin Proctor, Merriitt Andrews, Caroline Clifford, Kim
Torpey, Craig Grasso
Inbetweeners: Amanda Barnes, Niel Bushnell, Chris Clarke, Michele Craig, Joanne
Gooding, Richard Jack, Annie O'Dell, Daniela Topham, Debbie Wall, Julia Woolf
Effects Animators: Joe Gilland, Gary Sole
Color Models: Pam Darley
Image Processing: Cyndi Sager, Heather Pritchett
Animation Check: Jacqueline Hooks
Scanning: Jay Shindell
Editor: Jeff Draheim
Post-Production Associate: Gary Blair
Production Management:
Production Manager: Cammie Cavallin
Production Coordinators: Laura Roberson, Julie Pyle
Production Assistants: Scott Hutton, Barney North
Assistant to the Producer: Annette Laguer
Personnel Administrator: Jan Seketa
Business Manager: Cindy Beltz
Production Accountant: Stephanie Thrift
Technical Support: Enrique Santos, Todd King

PACKAGE AND MANUAL DESIGN:

Katherine Lee, Beeline Group, Inc.

Limited Warranty

T•HQ, 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 warranty occurs during this 90-day warranty period, T•HQ, Inc. will repair or replace the CARTRIDGE, at its option, free of charge. To receive this warranty service:

1. DO NOT return your defective CARTRIDGE to the retailer.
2. Notify the T•HQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the T•HQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective CARTRIDGE, and return your CARTRIDGE freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

T•HQ, Inc. Consumer Service Department
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if this product: (a) is used with products not sold or licensed by Sega (including, but not limited to, non-licensed game enhancement devices, adapters, and power supply devices); (b) is used for commercial purposes (including rental) or is modified or tampered with; (c) is damaged by negligence, accident, unreasonable use, or by other causes unrelated to defective materials or workmanship; or (d) has had the serial number altered, defaced, or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the CARTRIDGE develops a problem after the 90 day warranty period, you may contact the T•HQ, Inc. Consumer Service Department at the phone number noted. If the T•HQ, Inc. service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective CARTRIDGE. Send the defective CARTRIDGE, along with \$10.00, freight prepaid to T•HQ, Inc. If replacement CARTRIDGES are not available, the defective CARTRIDGE will be returned and the \$10.00 payment refundable.

WARRANTY LIMITATIONS: 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 BLACK PEARL SOFTWARE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

WARNING: Copying of this game is illegal and is prohibited by domestic and international copyright laws. Back-up or archival copies are not authorized and are not necessary to protect your software. This manual and other printed matter accompanying this game are also protected by domestic and international copyright laws.

The provisions of this 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 limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

T•HQ, Inc., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302. (818) 591-1310

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076; Europe # 80244; Canada #'s 1,183,276;
Hong Kong # 88-4302; Singapore #88-155; U.K. # 1,535,999