

SEGA
GENESIS
16-BIT CARTRIDGE



Disney's
TALESPIN

INSTRUCTION MANUAL

Epilepsy Warning
READ BEFORE USING
YOUR VIDEO GAME SYSTEM

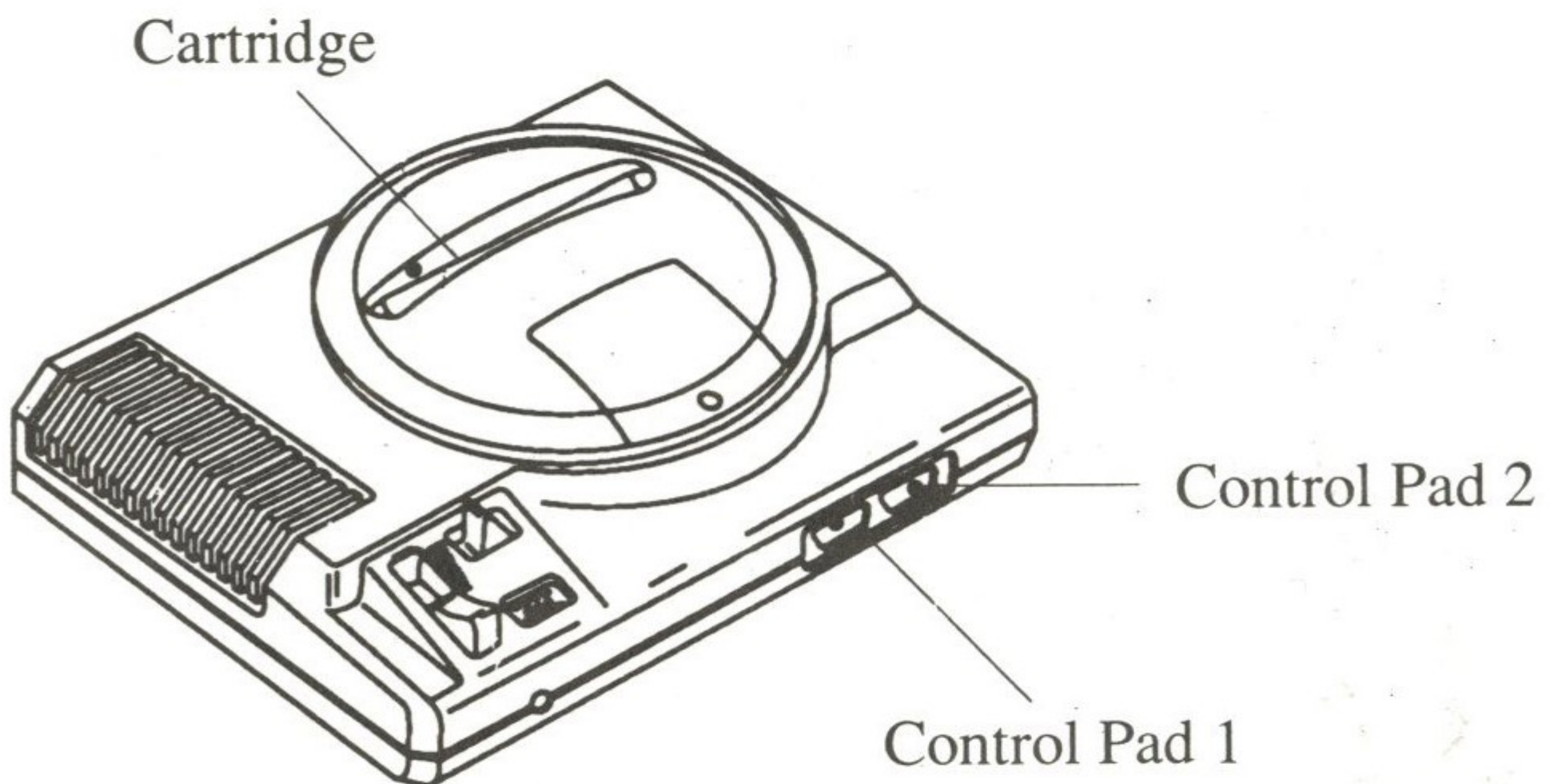
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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 Genesis System as described in its instruction manual. Plug in one or two Control Pads.
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:

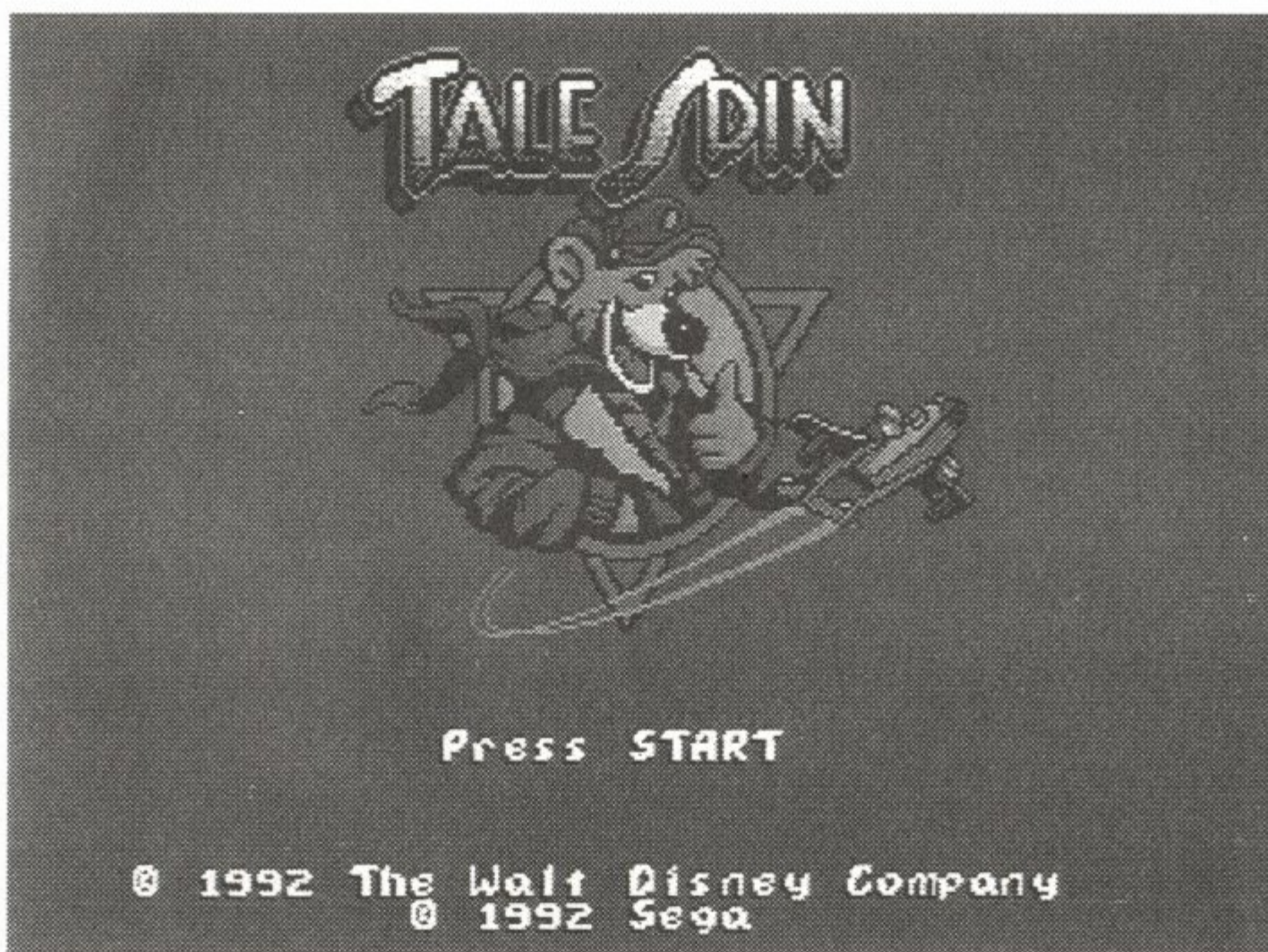
- If you don't see the Sega screen, turn the power switch OFF. Check that your Genesis System is set up correctly (see your instruction manual for details). Make sure the cartridge is firmly inserted in the console, and the channel switch setting (3 or 4) on the back of the Genesis is the same as the TV channel being used. Then turn the power switch ON again.
- Always make sure the power switch is OFF before inserting or removing the Genesis cartridge.

Grab that Cargo, Nab that Contract!

Zzzzzoom! There go Kit and Baloo. They're racing to win a contest that involves picking up cargo in nine exotic locations all over the world. The prize: a lucrative contract that'll keep Higher for Hire in good financial straits for a long time. But to beat competitor Shere Khan, they must finish the run in only seven days!

And hey — the goods aren't exactly waiting on the doorstep! You'll hunt through dark alleys, scary caves, and explore lots of secret passageways. Each new place teems with surprises — like hissing gargoyles and tigers in trenchcoats.

Once you're airborne, watch out! It's the Air Pirates, sent by Don Karnage! They hide in the clouds and shower the Sea Duck with bombs. Grease 'em up in a counterattack! Then face Don Karnage's monstrous ship, the Iron Claw, and prove that your heroes are the greatest fliers in the world!

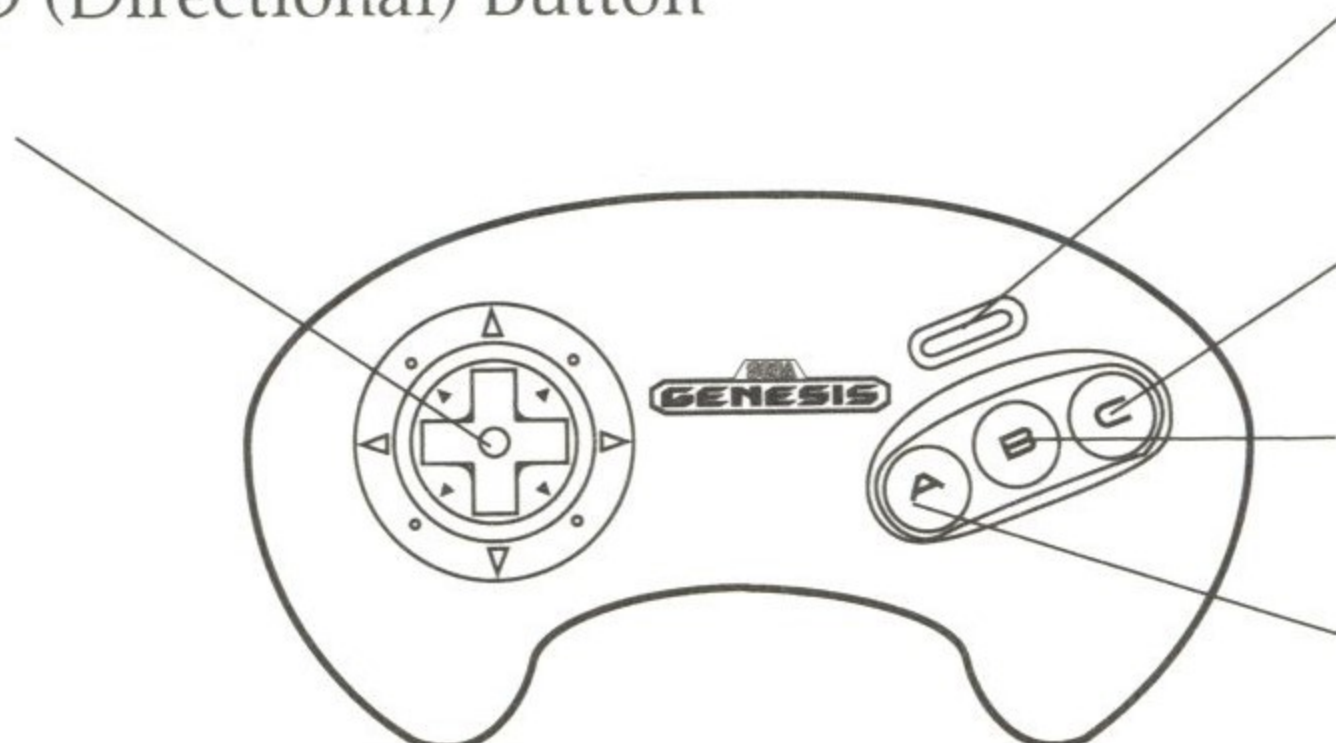


For game play help, please call 1-415-591-PLAY.

Take Control!

D (Directional) Button

Start Button



Button C

Button B

Button A

During the Sega screen:

- **Start** exits and goes to the Title screen.

On the Start/Options screen:

- **Start** exits the Start/Options screen and goes to the Character Selection screen if "1 Player" is selected.
- **Start** exits the Start/Options screen and begins the Story screens when "2 Player" is selected.
- **Start** exits the Start/Options screen and goes to the Options screen when Options is selected.

On the Character Selection screen:

(1-Player game only):

- **D-Button** RIGHT then LEFT moves the highlight from Baloo to Kit and back again.
- **Start** exits the Character Selection screen and begins the Story screens.

On the Options screen:

- **D-Button** UP or DOWN moves the highlight from one option to another.
- **Start** begins the game at any time.

During Game Play:

- **Start** pauses and resumes the game.

On the Ground:

- **D-Button** LEFT or RIGHT moves Baloo or Kit through the level.

On the Ground (continued):

- **D-Button DOWN** makes Baloo or Kit crouch down.
- **D-Button DOWN** picks up an empty box when Baloo or Kit stands next to it. Press **Button A** to drop the collected empty box.
- **D-Button DOWN** then pressing **Button C** makes Kit or Baloo jump down through some platforms.
- **Button B** fires Kit's slingshot or Baloo's paddle ball.
- **Button C** makes Baloo or Kit jump up or through some platforms.
- **Start** pauses and resumes the game.

Two players flying with Kit and Baloo:

Player 1 (Baloo)

- **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 B** fires the grease gun.

Player 2 (Kit)

- **D-Button UP/DOWN** makes the airfoil climb/dive.
- **Button B** fires Kit's slingshot.

One player flying with Kit:

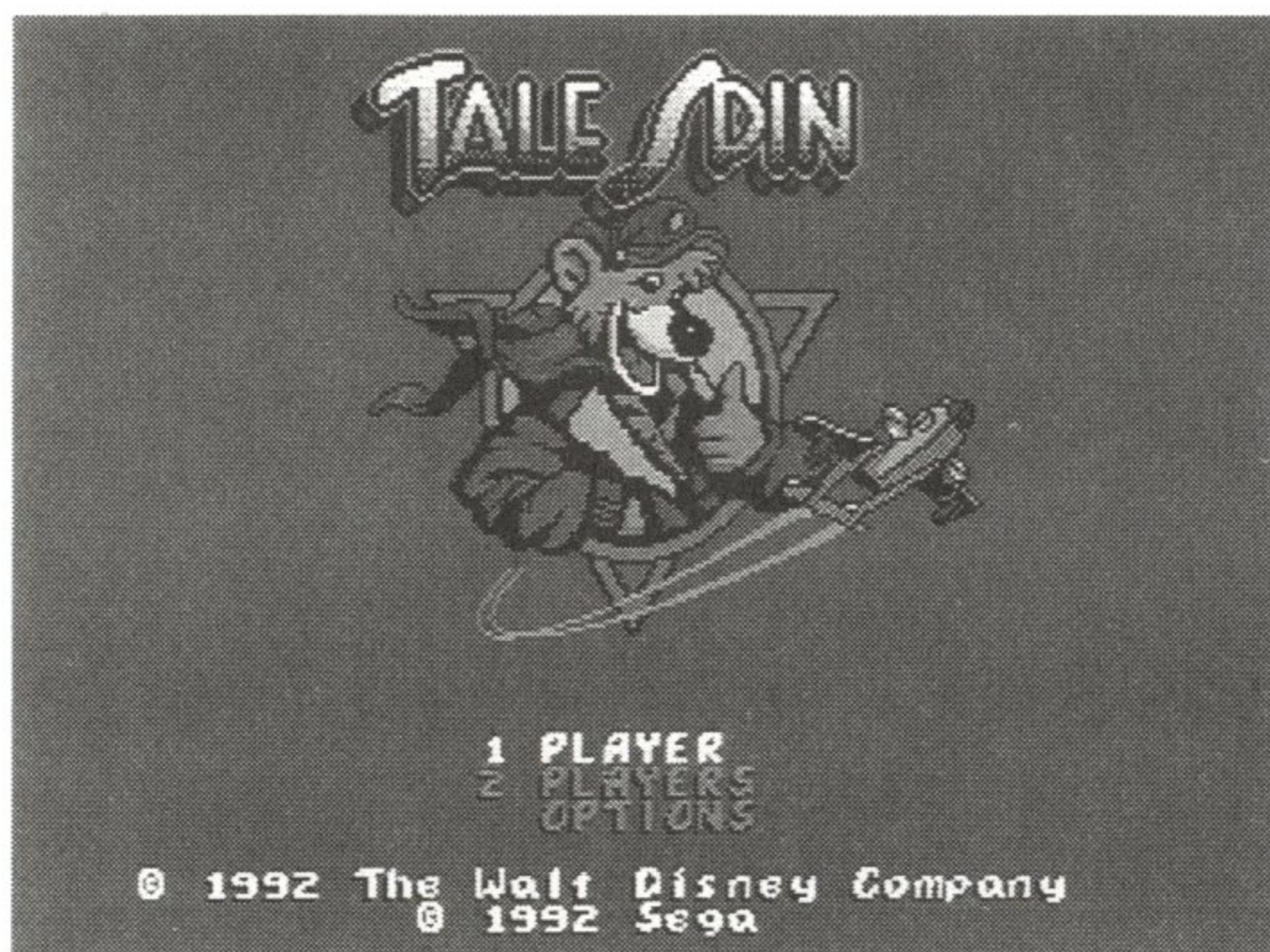
- **D-Button UP/DOWN** makes the airfoil climb/dive.
- **D-Button UP** while pressing **Button C** makes the Sea Duck climb.
- **D-Button DOWN** while pressing **Button C** makes the Sea Duck dive.
- **Button B** fires Kit's slingshot.
- **Button C** makes the Sea Duck level off.

One player flying with Baloo:

- **D-Button UP/DOWN** makes the Sea Duck climb/dive.
- **Button B** fires the grease gun.

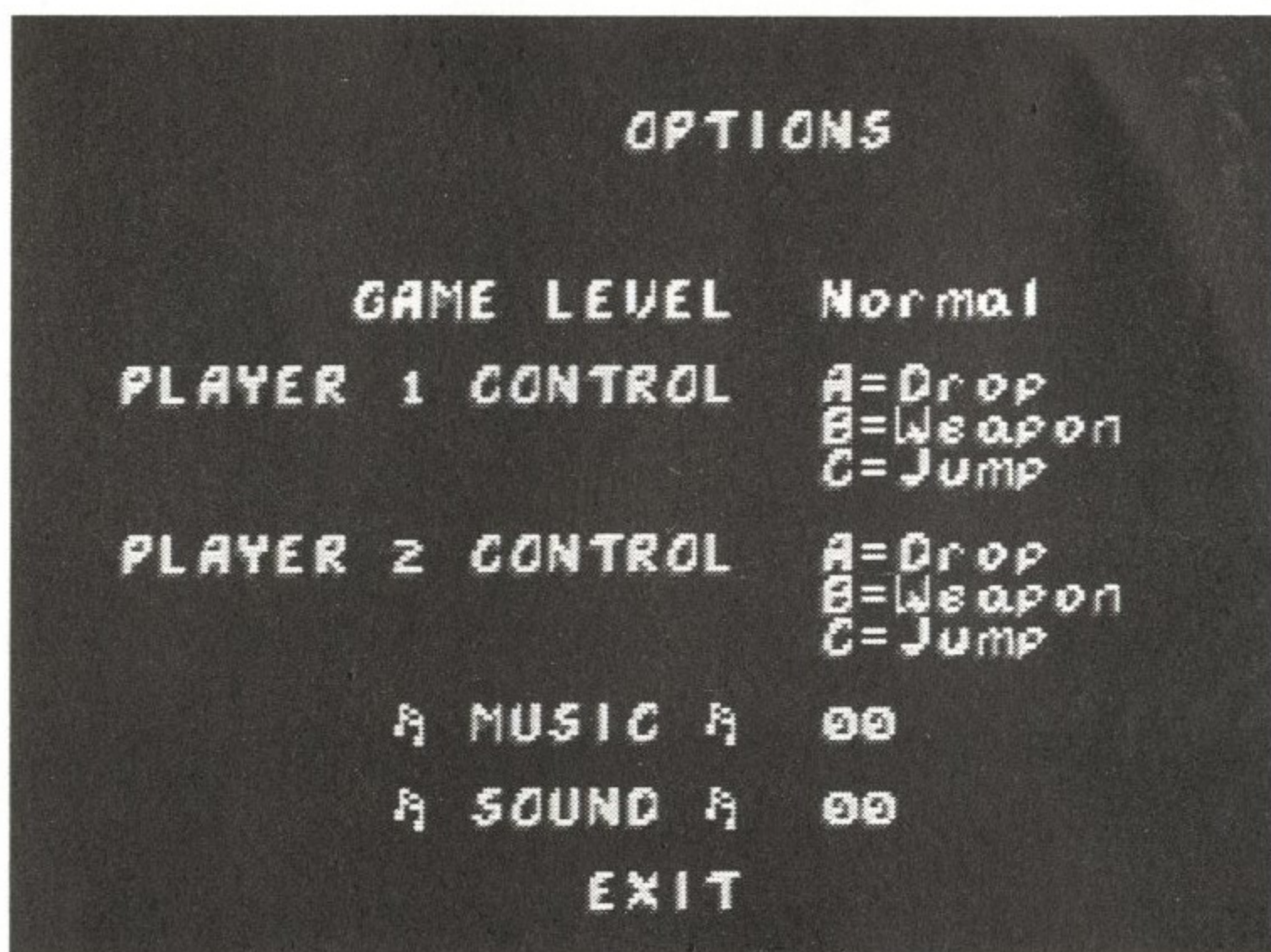
Note: You can switch the actions of **Buttons A, B** and **C** on the Options screen. See page 7.

Getting Started



Following the Sega logo, the Title screen appears. If you do nothing, you see the demo. Press **Start** to go to the Start/Options screen. Press the **D-Button UP** or **DOWN** to highlight "1 Player," "2 Players," or "Options" to set game conditions before you start to play.

Setting Options



Press the **D-Button UP** or **DOWN** to highlight a category, then press the **D-Button LEFT** or **RIGHT** to cycle through the choices.

Game Level:

Choose an easy game, where opponents cause less damage and our heroes can grab extra cargo boxes and power ups. In a hard game, Kit and Baloo face tougher enemies; fewer extra cargo boxes are available.

Control:

To change the functions of Buttons A, B and C, press the **D-Button** LEFT or RIGHT to reveal the three different arrangements. If you don't change the setting, the buttons will be: A—Drop, B—Fire Weapon, C—Jump.

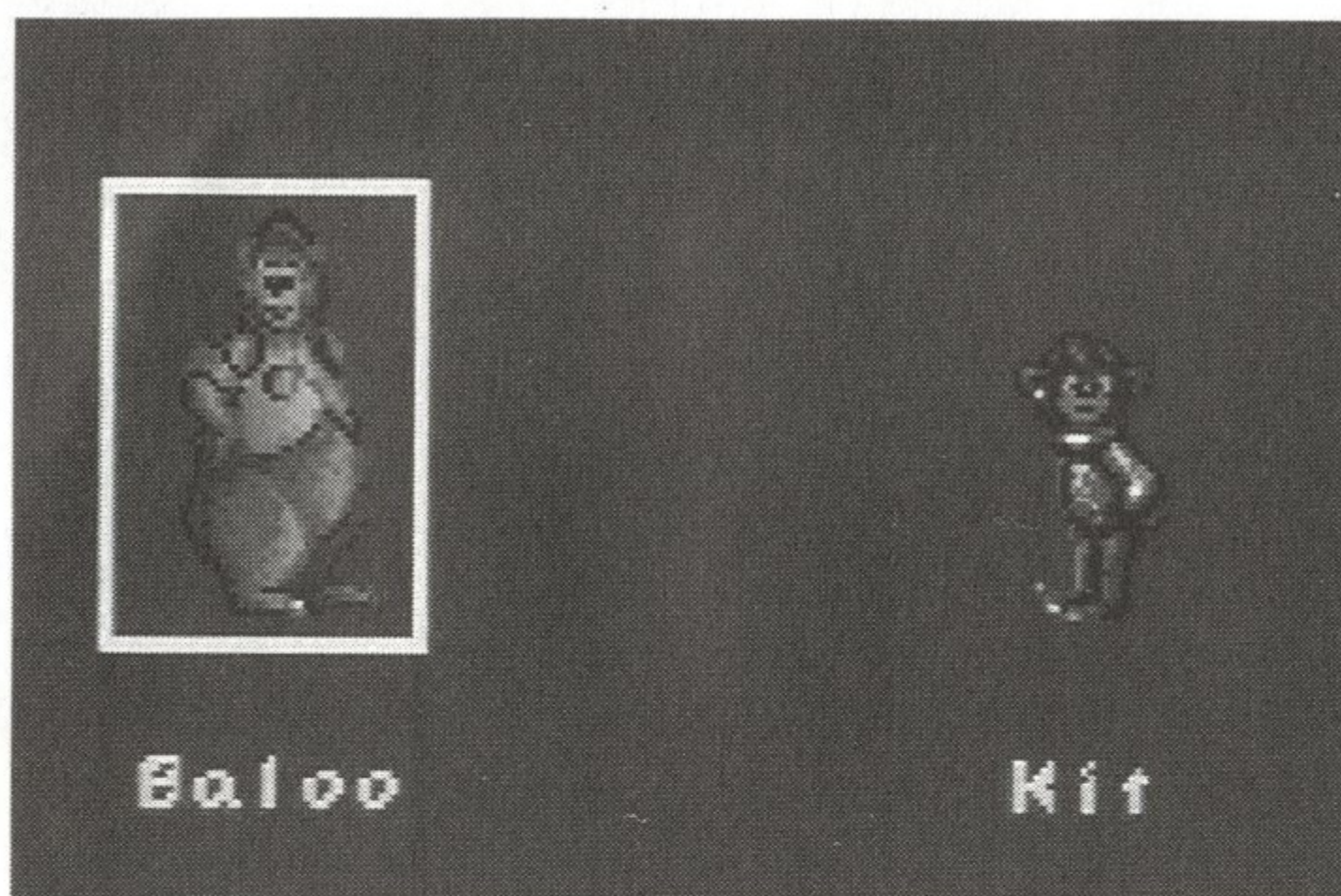
Music and Sound:

Listen to the game tunes and sound effects. Choose a setting, then press **Button A** to hear it.

Exit:

When you're satisfied with the settings, choose "Exit" and press **Start**. The Start/Options screen appears.

Play Kit or Baloo, or Team Up!



In a two-player game, Player 1 is always Baloo; Player 2 is Kit. In a one-player game, highlight "1 Player" from the Start/Options screen and press **Start** to bring up the Character Selection screen. Press the **D-Button** RIGHT to move the marker to Baloo; LEFT to return it to Kit.

Baloo can't fire his paddle ball as far as Kit can fire his slingshot. But Baloo's paddle ball packs a stronger punch. Kit can jump higher than Baloo and squeezes into smaller spaces.

After you've made your choice, press **Start** again to exit and start the Story screens.

Piggyback!

In a two-player game, Kit can ride piggyback. To do this, Player 1 presses and holds the **D-Button** DOWN. Player 2 moves Kit close to Baloo, then presses the **D-Button** UP to hop on Baloo's back. Player 1 must then release the **D-Button** to make Baloo stand up very quickly and keep Kit from falling off.



Front Page News!

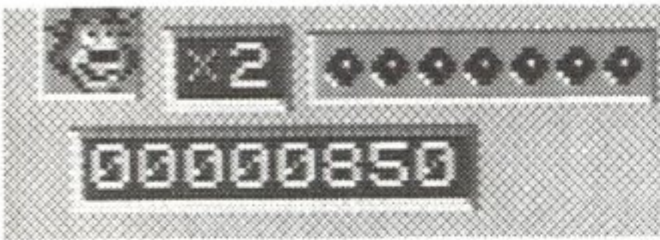
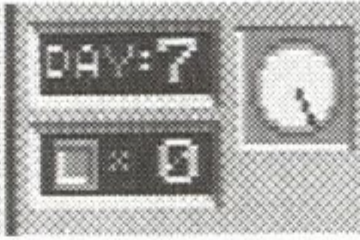
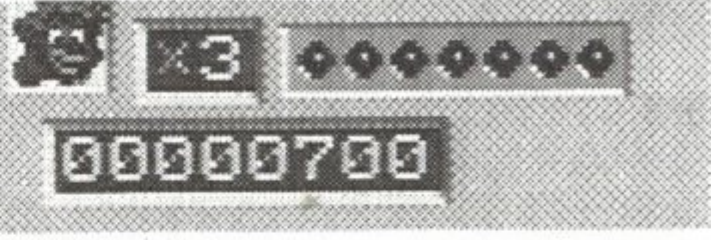
Press **Start** on the Character Select screen to get the front page exclusive on the contest. Press **Start** again if you want to skip the story and get right into the action.

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 cargo boxes at each of eight 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 start their journeys in the Jungle, the first place they need to hunt for cargo.

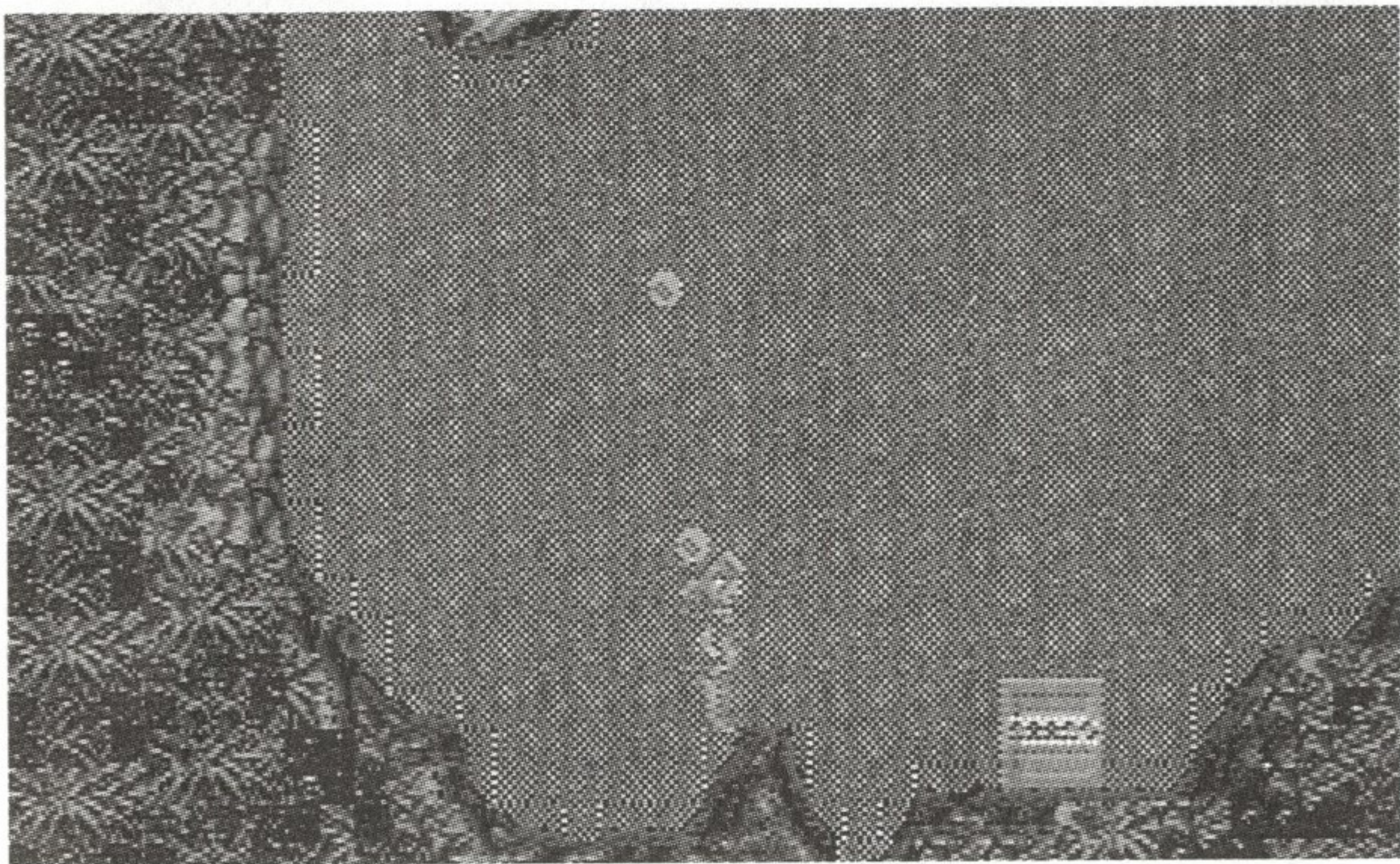
Screen Signals

Tries Left		Countdown of days		Tries Left	
Baloo's Info	Health	Health		Kit's Info	
					

Points Cargo Picked Up Trip Timer Points

Note: The trip timer shows how much time has passed during the current counted-down day!

Underwater Caution

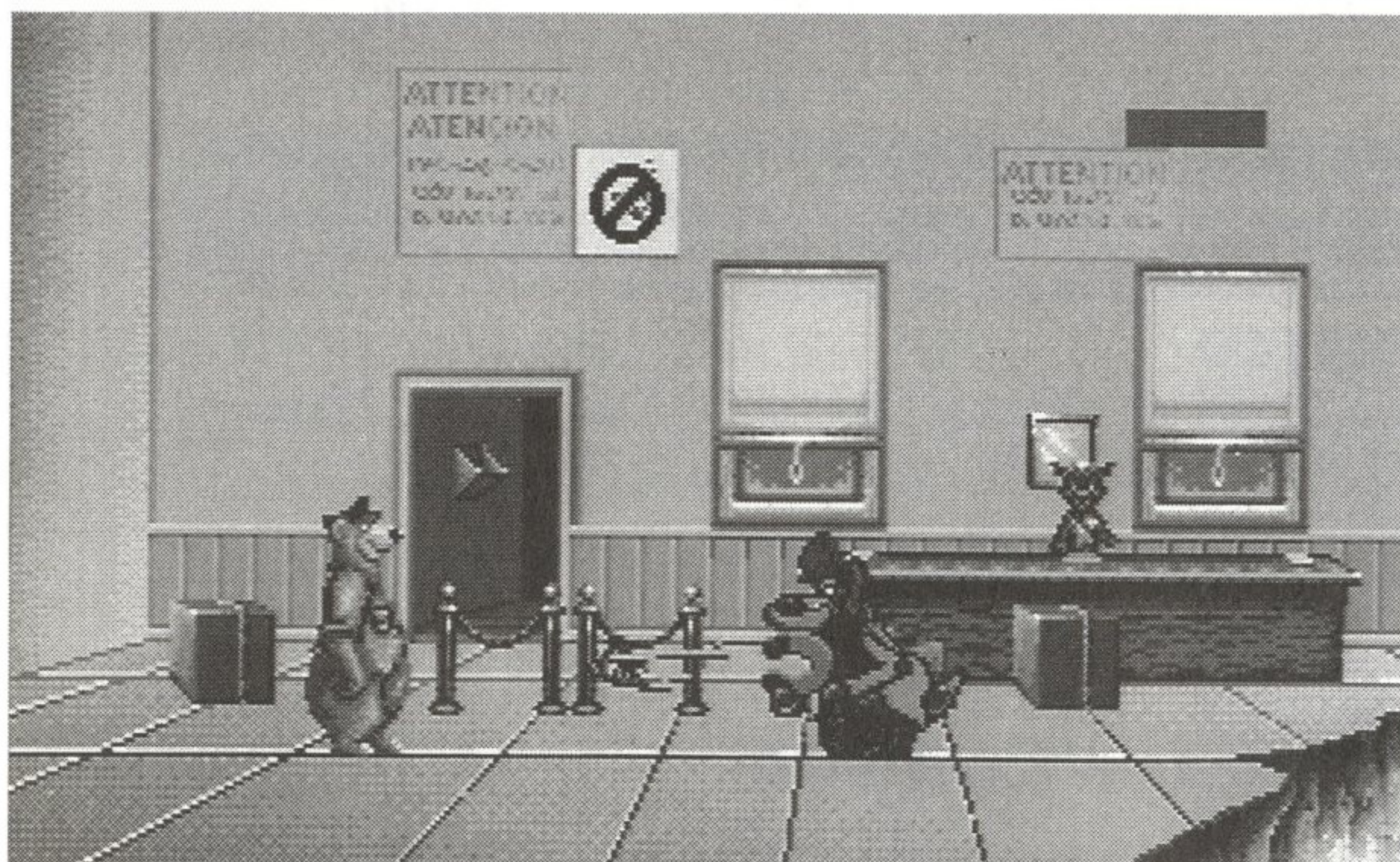
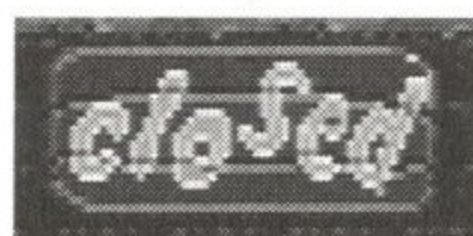


Glub, glub, glub. Oxygen is a bear necessity for Kit and Baloo! So don't keep them underwater for too long, or they'll lose a try!

A Visit to the Customs Office



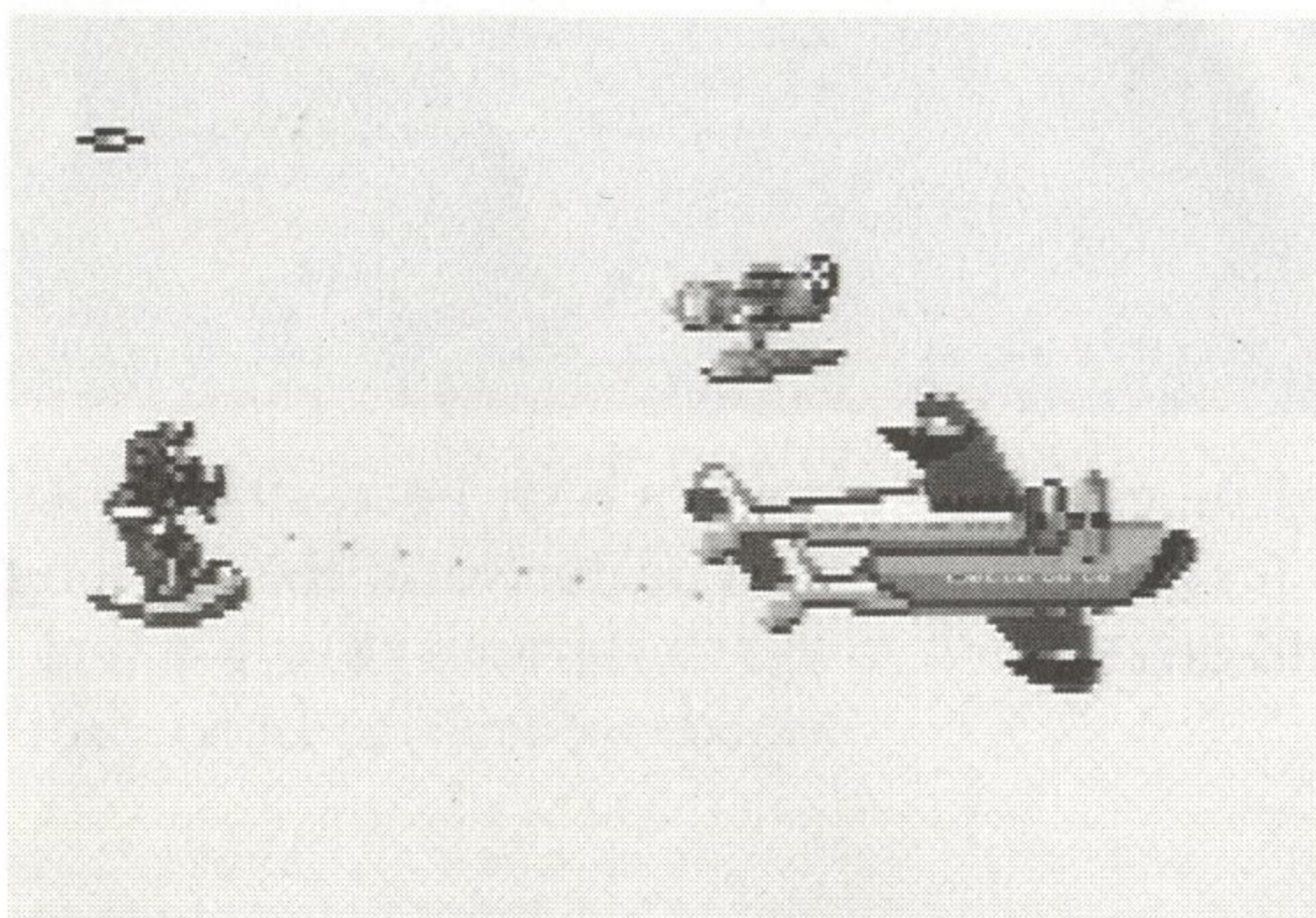
Watch for these signs!



Enemy's
Strength
Bar

In each locale, after you've collected all 10 cargo containers, 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!

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, Greece and Egypt, India and New York, and San Francisco and the Pirate Islands. Here's your chance to show some airborne savvy!

In a two-player game, Baloo pilots the Sea Duck and fires the grease gun, while Kit rides the airfoil and defends against pirate attack by firing his slingshot.

In a one-player game, Baloo pilots the plane and fires the grease gun. Or Kit rides the airfoil and fires his slingshot, with the plane set on autopilot.

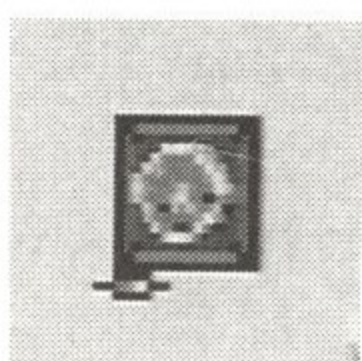
Each time the Sea Duck takes a hit, damage increases, as shown on the damage meter. When the Sea Duck sustains too much damage, Kit and Baloo both lose a try.

Power Ups

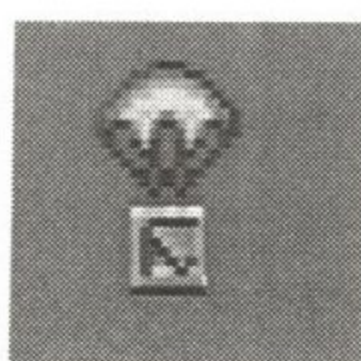
Fly into these items to make your journey easier.



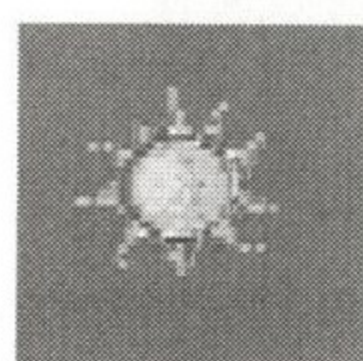
Wrench



Grapefruit



Falling Crate



Sun

- **Wrench:** Fly into these to repair damage to the Sea Duck.
- **Grapefruit:** Temporarily broadens your fire to three directions at once!
- **Falling Crate:** This adds to your cargo count!
- **Sun:** This banishes the lightning cloud!

Grab 'Em Fast!

Jump or walk into these items when you see them!



- **Speed Limit Sign:** Gives you a short burst of speed.



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



- **Hamburger:** Builds your health level.



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



- **Spring:** Jump on this when you need a lift.



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



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



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

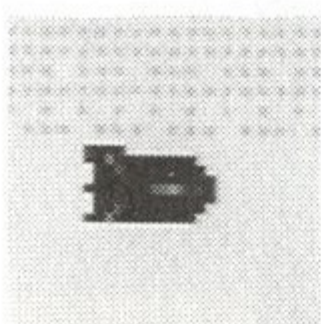


- **Cargo Box:** Stand near this box and press the **D-Button DOWN** to pick it up.



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

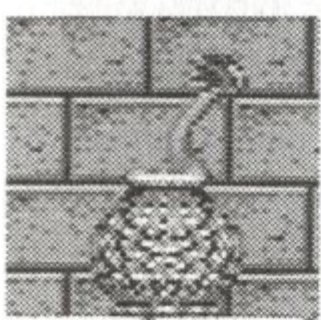
Worldwide Nasties



- **Bomb:** Hey — it's a live bomb! These Air Pirates mean business!



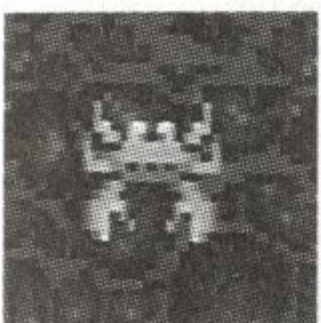
- **Lightning Cloud:** Zaps you!



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



- **Tiger in a Trenchcoat:** He's undercover and he's mean!



- **Crab:** Where there's water, there's a cantankerous crab.

End of Game and Continue

You lose a try when your health meter is exhausted. You lose the game when Kit or Baloo loses all his tries. From there, use a Continue, if you have one, to restart the level. Or start over from the beginning.

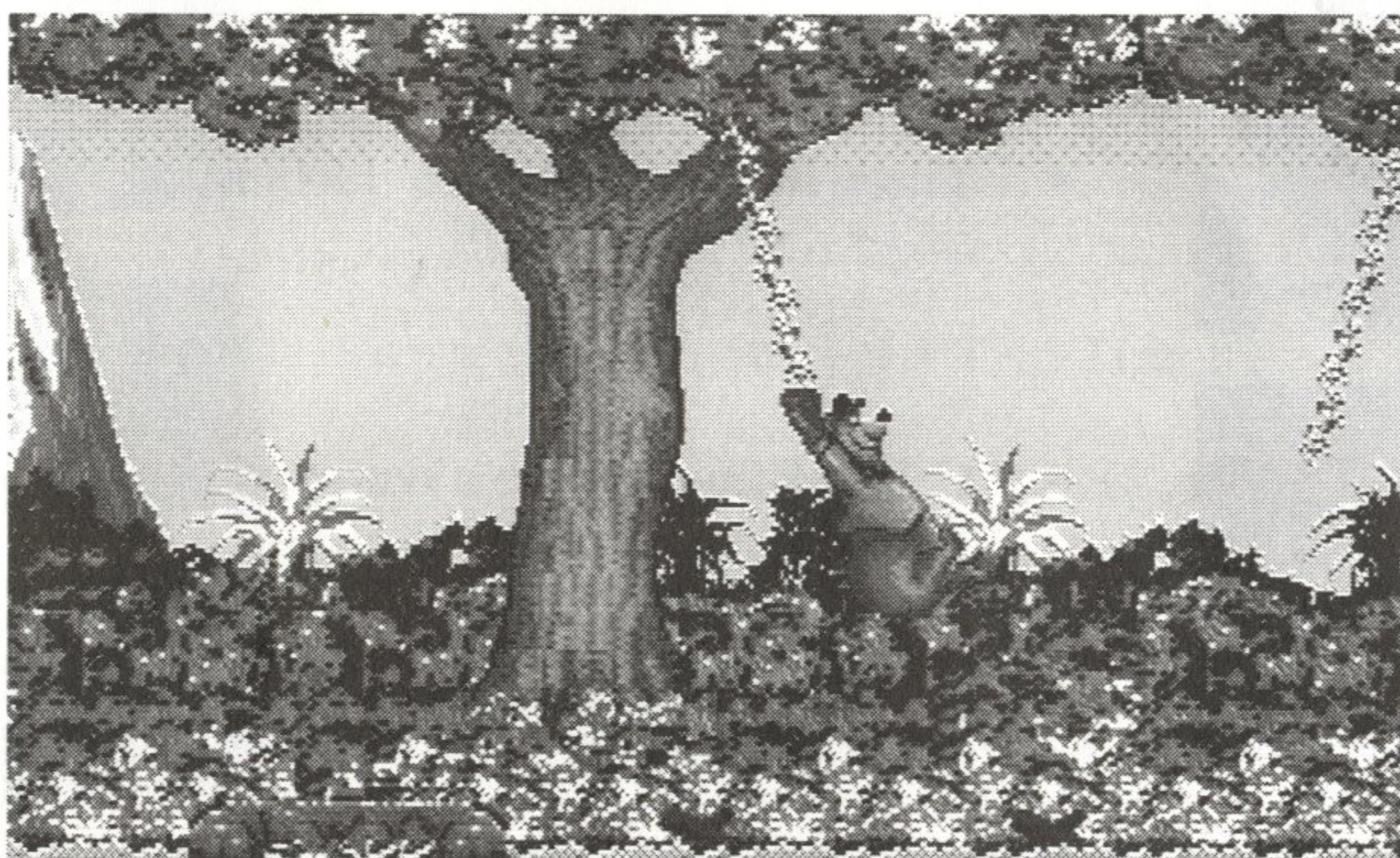
Scoring

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

Score Tally	
Bonus Points	= 00014900
Cargo Points	= 00001700
Bonus Points	= 00000000
Cargo Points	= 00000000
Cargo Collected	= 0086
Cargo needed	= 0080

Global Gadflies

Level 1—The Jungle



Watch out for tigers in trenchcoats, and statues shooting coconuts. Shake that monkey off your back! Leap across quicksand and chasms or swing to safety on vines.

Level 2—The Lost City



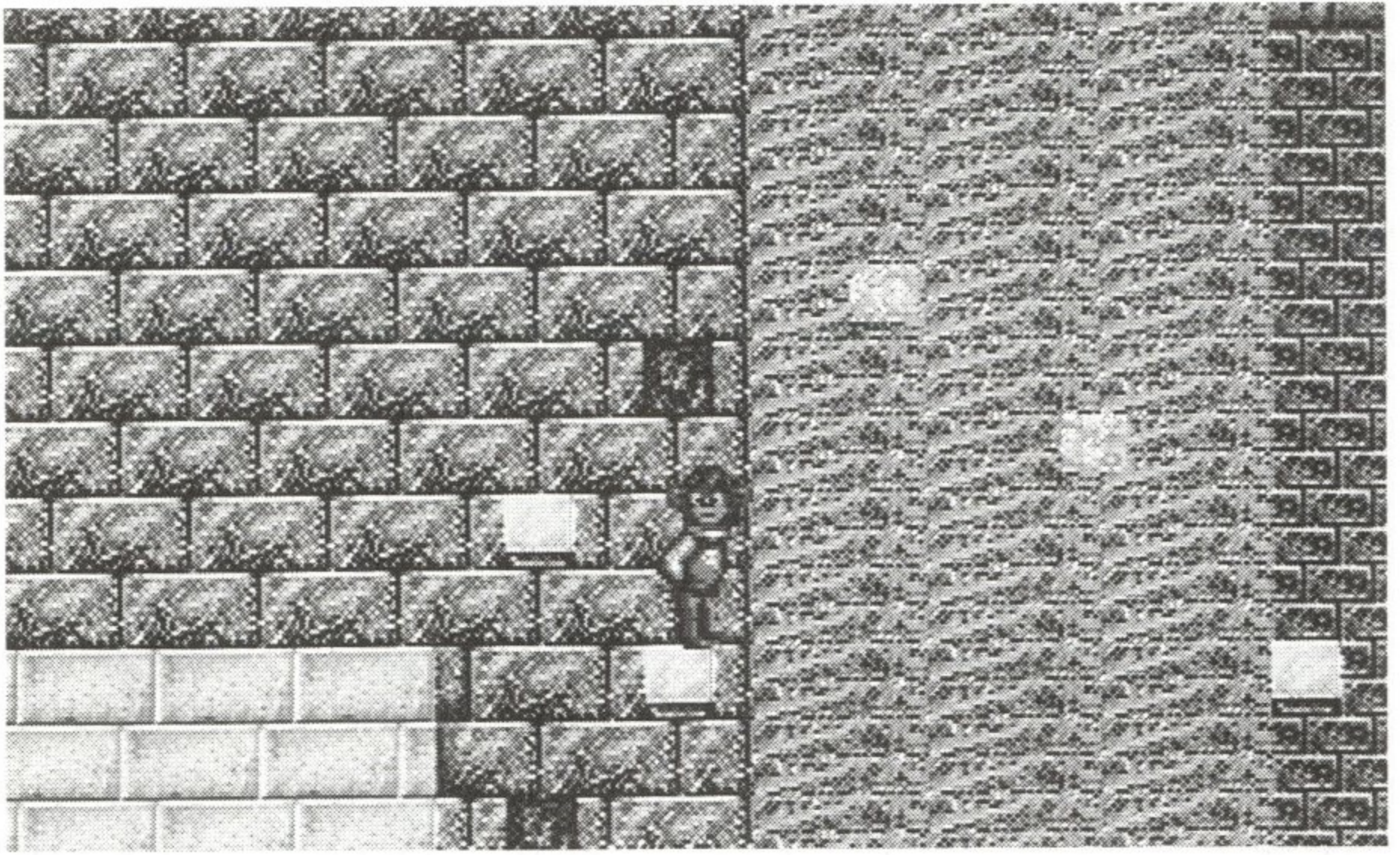
You can ride a fire hydrant gush to move up. Take the elevator to reach the customs office.

Level 3—Italy



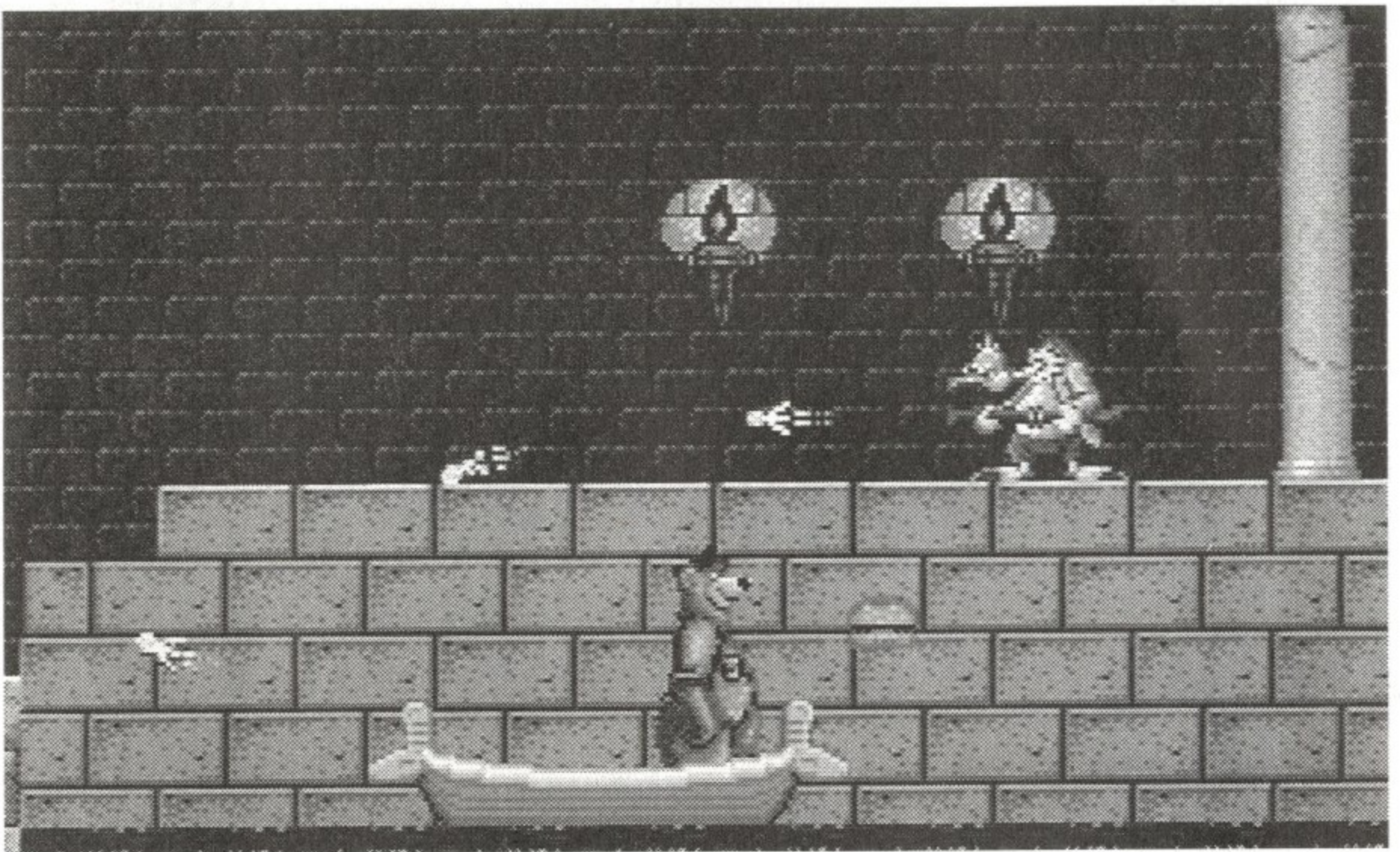
Jump into an ice cream cone to freeze your enemies! But watch out for the fountains — their spray decreases your health level. Not all platforms are solid, so you can drop down through some of them to explore.

Level 4—Greece



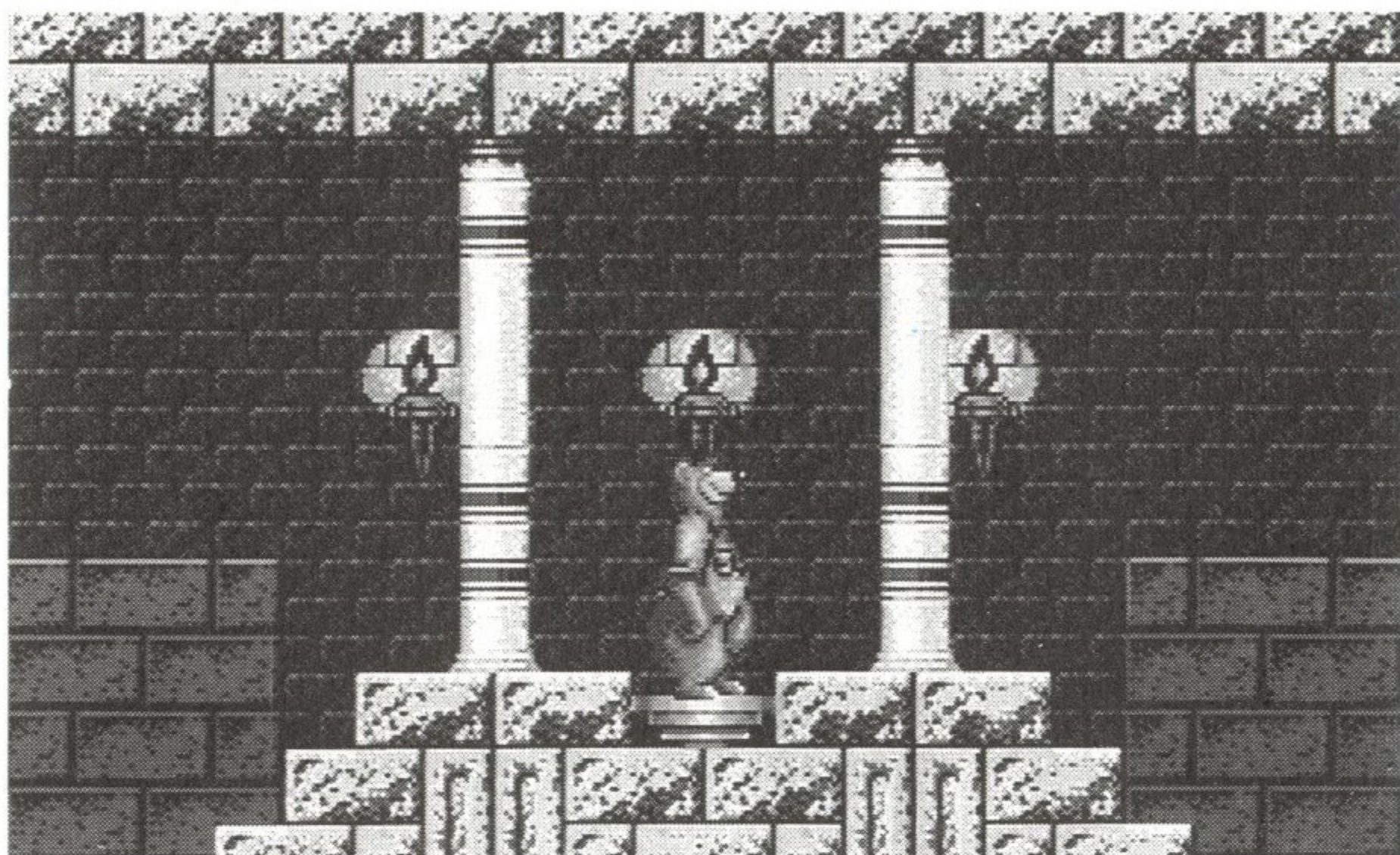
Quickly climb the small platforms in the walls — before they retract! Jump up to break rocks from platforms and create stairs. Try shooting at obstacles, especially if your path seems blocked. Avoid the nails!

Level 5—Egypt



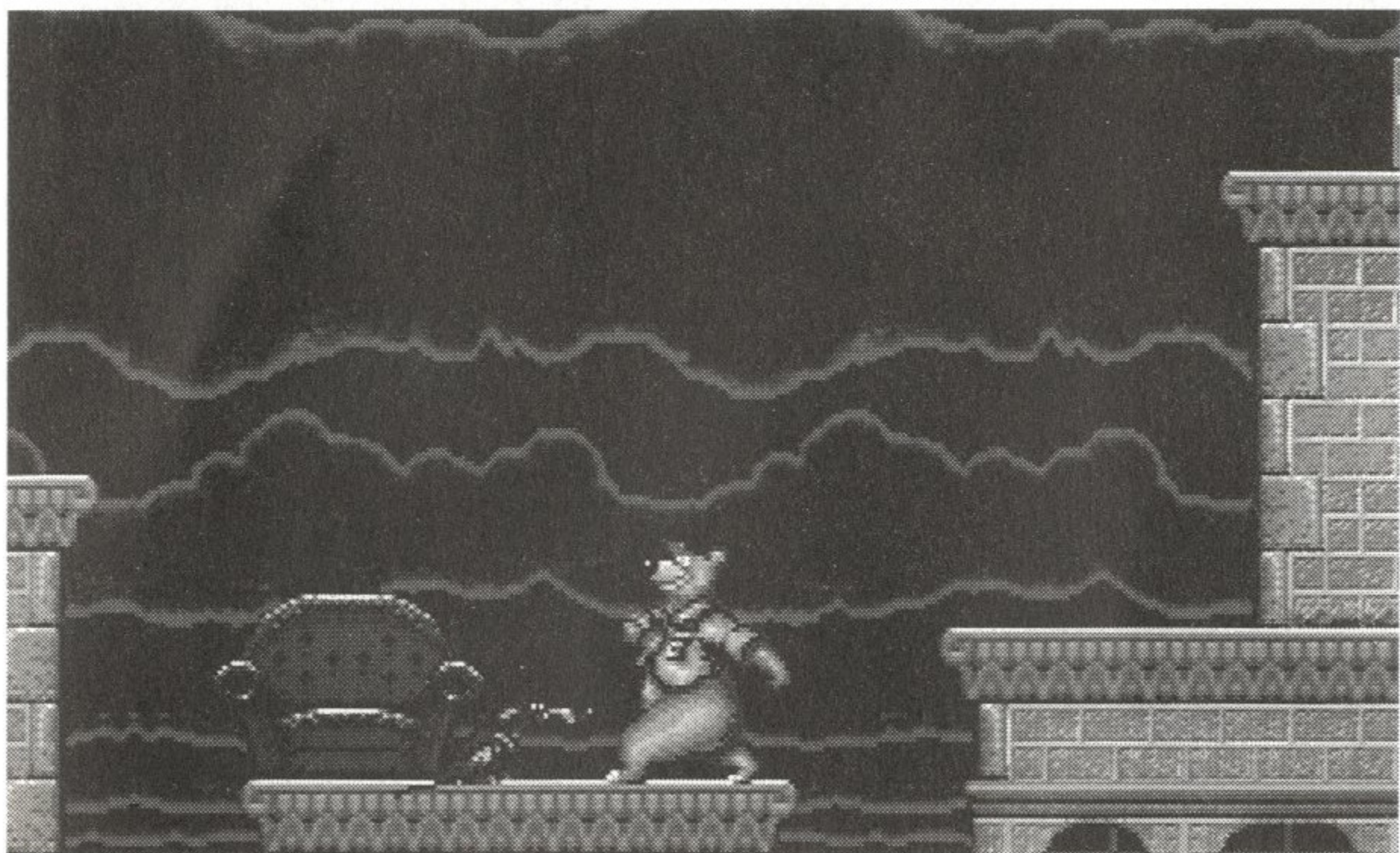
Jump into the boat to cross the canal. Dodge the vultures and their badminton birdies. Beware of statues. Jump over snakes, tarantulas, and scorpions!

Level 6—India



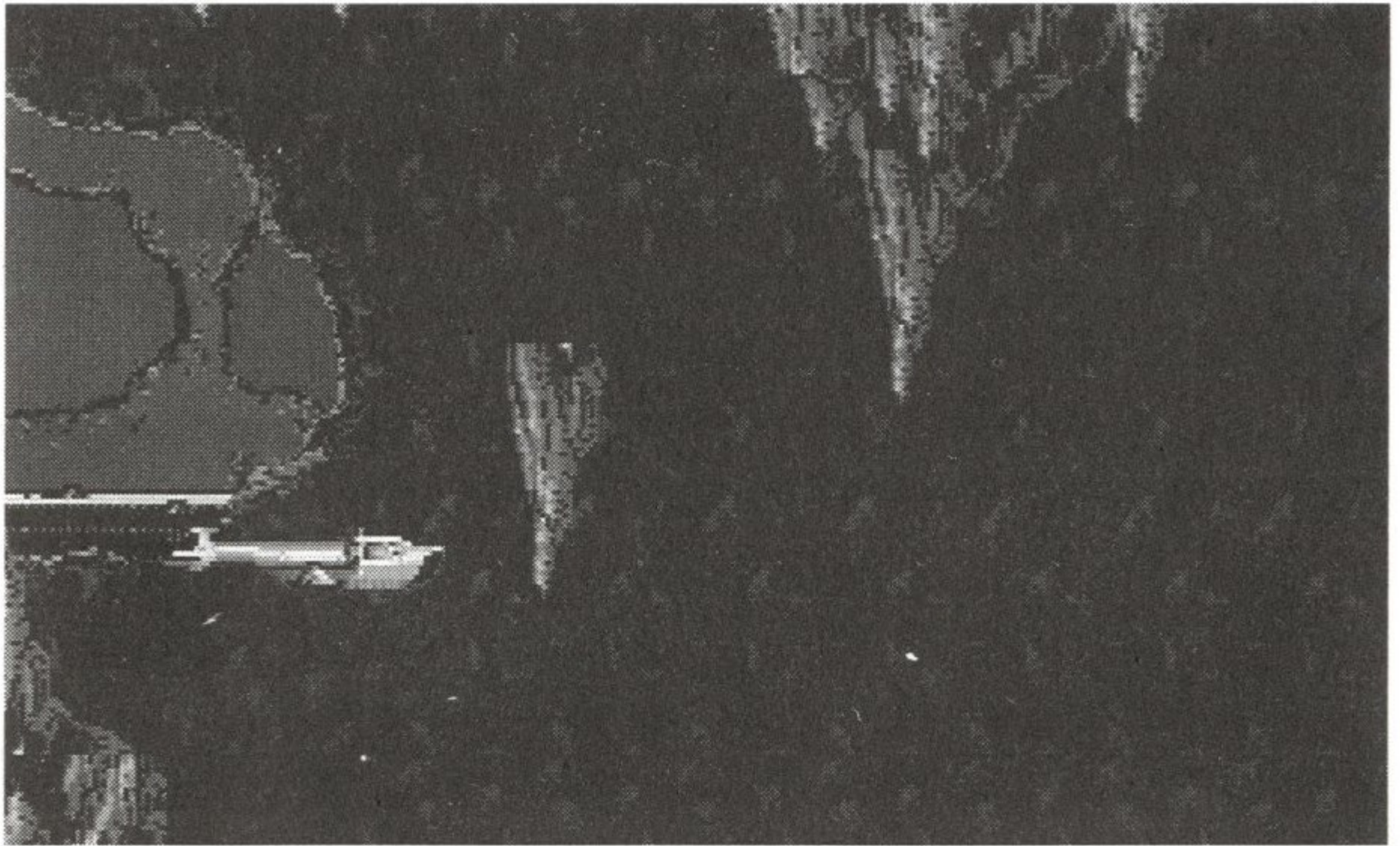
In this amazing maze, don't let the crocodiles slap you around. Hop a transporter for a quick boost to another platform.

Level 7—New York



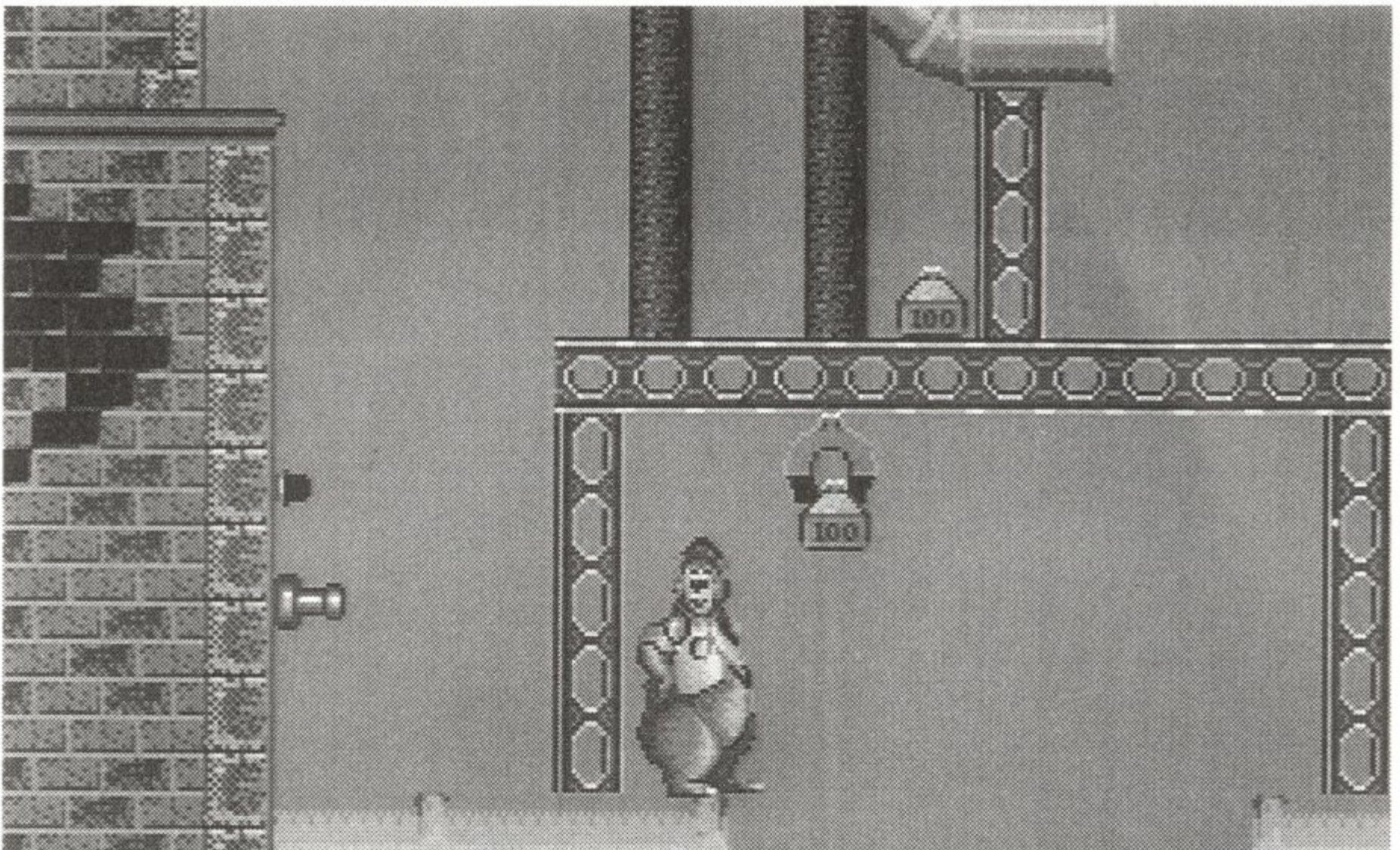
Street fires and sewer rats— what a combination! Both are bad for your health. Take elevators up or down.

Level 8—San Francisco



Get away from the bridge rats! Watch out for magnets, too. Step on pipes and take lifts to climb higher.

Level 9—Pirate's Cave



Avoid lava pits, cannon fire, stalactites and stalagmites!

Level 10—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!
- In a two player game, work as a team. For example, Kit can jump on Baloo's shoulders when Baloo ducks down.
- Sometimes boxes are too heavy to be picked up and stacked.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use 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 break during extended play.

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.

TALESPIN Credits

Game Design:

Michael Latham
Steve Ross
Doug Nishimura

Sega Credits:

Producer:

Michael Latham

Lead Tester:

Vincent Nason

Testers:

Chris Cutliff, Jef Feltman,
Ivan Foong, David Forster,
Roman Greco, Unni Pillai,
Conan Tigard, Kurt Tindle

Test Manager:

Steve Apour

Assistant Product Manager:

France Tantiado

Disney Credit:

Producer:

Patrick Gilmore

Account Executive

Cathy G. Fortier

Interactive Designs Credits:

Programmers:

Tony Ikeda, John Kuwaye,
Jack Loh, Robert Morgan,
Christopher Warner

Artists:

Bob Barrett, Joan Igawa,
Barbara Meyers, Steve
Ross, David Russ

Music:

David Delia, Paul Gadbois

Art Director:

Maureen Kringen

Technical Support:

Ala Diaz, Frank Lucero

Manual by:

Ruth Zultner Writing
Services and Arcadian
Design

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 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 this number:

1-800-USA-SEGA

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

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.

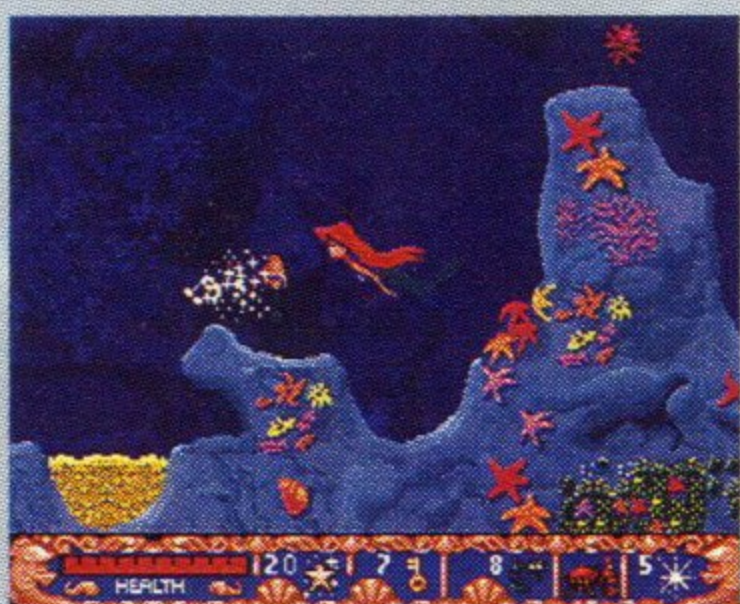
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Another Disney Hit from Sega™!

ARIEL

Disney's
THE LITTLE
MERMAID

Plunge into an Enchanted Adventure Beneath the Waves! King Triton and his daughter Ariel battle the dangers of the deep to save the kingdom. As Triton, you must rescue Ariel and break Ursula's curse.



As Ariel, the little mermaid, you must battle bewitched sea creatures and defeat Ursula to save Triton and the kidnapped merpeople.

- **Play either Ariel or Triton and hunt through 4 levels of coral reefs, volcanic mounds, and sunken galleons until you find Ursula's lair.**
- **A fierce Triton hurls blazing fireballs and furious bolts of lightning!**
- **Ariel uses her enchanting voice to break Ursula's evil spells.**



US 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)

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