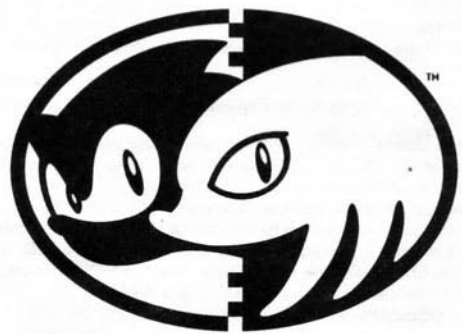


<http://www.replacementdocs.com>

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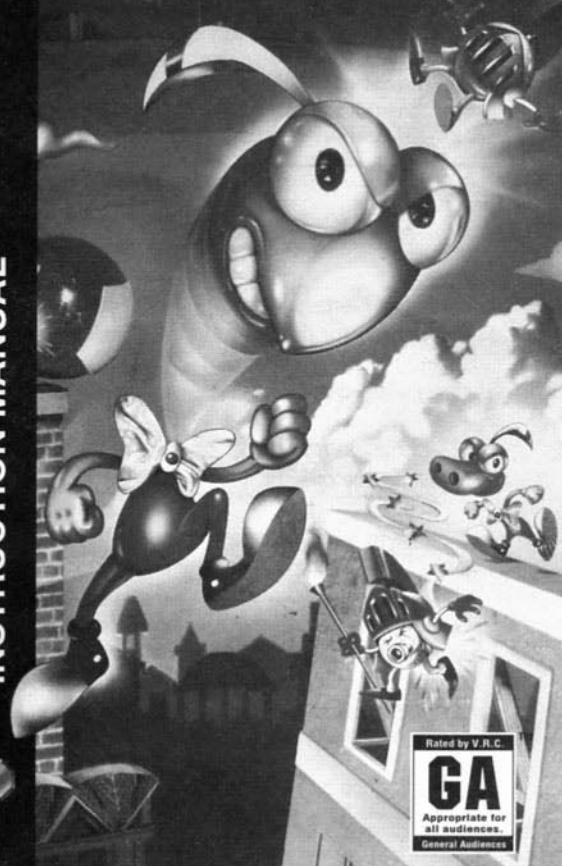
# DYNAMITE™ HEADDY™

# SONIC & KNUCKLES™



**JOINING FORCES  
ON SEGA™ GENESIS™**

# GENESIS™ INSTRUCTION MANUAL



Rated by V.R.C.  
**GA**  
Appropriate for  
all audiences.  
General Audiences

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## EPILEPSY 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 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.**

## HANDLING YOUR CARTRIDGE

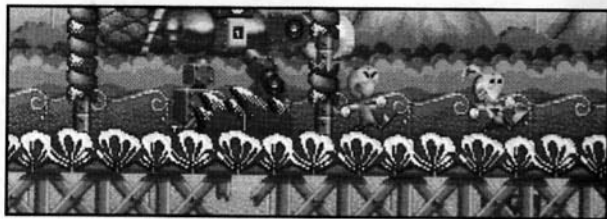
- ☆ The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- ☆ Do not bend it, crush it or submerge it in liquids.
- ☆ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ☆ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

**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.

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## ON-STAGE RAMPAGE!



The curtain is raised, and the Treasure Theater Show begins. The star of the show is Dynamite Headdy, the guy with the coolest head on stage. But danger lurks backstage—Trouble Bruin, a henchman of Dark Demon, stirs up trouble as he tries to do away with Headdy! But Trouble Bruin is small stuffing compared to Dark Demon, who strives to rule the



world by converting its inhabitants into his evil minions! Most devastating are the Keymasters, who serve as Dark Demon's elite guard.

As Dynamite Headdy, it's up to you to defeat Dark Demon and restore peace to the world. Step into the spotlight and a world where the props go wild and nothing is as it seems. Remember—a cool head always prevails!



**FOR GAME PLAY ASSISTANCE**

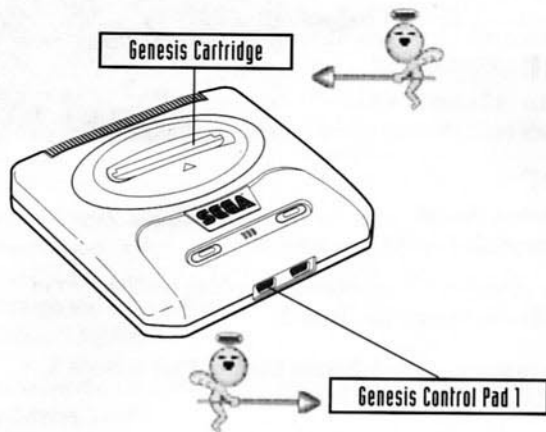
**CALL 1-415-591-PLAY**

## STARTING UP

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the *Dynamite Headdy* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega and Treasure logos, then the Title Screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start Button when the Title Screen appears.

**Important:** Always make sure the power switch is OFF before inserting or removing the cartridge.

**Note:** *Dynamite Headdy* is a one-player game.



## TAKE CONTROL



### D-Pad

- ☆ Guides Headdy around the screen
- ☆ Guides Headdy's attacks
- ☆ When pressed down, makes Headdy duck

### Start

- ☆ Starts the game
- ☆ Pauses the game/resumes play when paused
- ☆ Cancels screen messages
- ☆ Skips score addition sequence

### Button A\*

- ☆ Cancels effects of Power Up Heads (see pages 10-11)
- ☆ Proceeds through text screens

### Button B\*

- ☆ Makes Headdy attack
- ☆ Proceeds through text screens

### Button C\*

- ☆ Makes Headdy jump
- ☆ Proceeds through text screens

\* The configuration of these buttons can be changed in the Options Screen (see page 5).

**Note to users of the 6-Button Control Pad:** Buttons X, Y and Z have no function in this game.

## GETTING STARTED

Following the Sega and Treasure logos is the *Dynamite Headdy* Title Screen, which is followed by a demonstration of the game. Press START to bring up the Title Screen, and press START again to bring up the game menu. If you want to head directly into the action, press START. If you want to check out the game options, highlight OPTIONS with the D-Pad and press START.



## VIEWING YOUR OPTIONS



**Key Configuration** lets you change the button configurations used in the game. Press the D-Pad UP or DOWN until the icon is next to KEY CONFIGURATION, and press LEFT or RIGHT to cycle through your choices.

**Sound Check** lets you listen to the music and sound effects used in this game. Place the icon next to SOUND CHECK and press the D-Pad LEFT or RIGHT to cycle through the tracks. Press Button C to start the sound, and Button B to stop it.

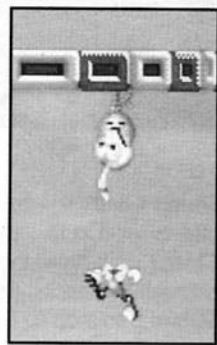
To leave the Options mode, place the icon in front of EXIT and press START.

## STUFF HEADDY CAN DO

**Attack:** Use your head—literally. Press Button B to hurl your head, and press the D-Pad in the direction you want to attack.

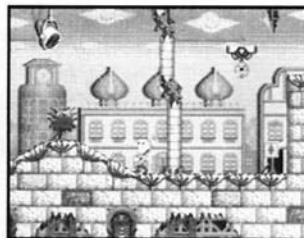


**Jump:** Press Button C to jump, and use the D-Pad to guide your jumps. While holding the D-Pad down, press Button C to jump down from a platform. While jumping, you can attack in any direction—even directly beneath you!



**Grab/climb:** Grab onto a HangMan and either pull yourself up platforms, or pull a platform or ladder down to where you can jump onto it. Press and hold the D-Pad UP, and press Button B to grab a HangMan above you. Release Button B to let go. You can also grab a HangMan while in mid air.

## YOUR CUES



As Dynamite Headdy, you travel from scene to scene, exploring backgrounds, grabbing goodies, and defeating Dark Demon's evil minions. The spotlight in the upper left corner of the screen shows your health. The light starts out green, and as you suffer damage, it turns yellow, then red, and begins to blink. As the colors change, the "H" icon inside the light grows smaller and finally disappears. If the light goes out, you lose a life. Use certain goodies and Power Up Heads to restore your health and turn the light green again.

When you face a Keymaster in battle, a spotlight with an "E" icon—representing the Keymaster's health—appears in the upper right corner of the screen.



## CAST OF CHARACTERS

### Headdy



The hero and star of the show. Champion of truth, justice and bananas everywhere.

### Heather

The mysterious woman in Headdy's life. Just what is she doing with all those keys?



### Bino



This little maintenance guy pops up on stage from time to time, usually when there's a Keymaster about. Seems like he's always in the way....

### Trouble Bruin

He operates the Keymasters for Dark Demon and he'll stop at nothing to defeat Headdy, his arch-rival!



### Dark Demon

The all-powerful sorcerer whose goal is to turn the entire world toward evil. Dark Demon pulls the strings of Trouble Bruin and the Keymasters.

## THE SUPPORTING CAST



Along with your fans cheering you on, you have a number of friends who are always willing to help. Early in the game, you'll come across a street with three doors. Each door leads to a Practice Room where you will meet one of these friends and sharpen your skills for later. Stand in front of a door and press the D-Pad UP to enter.

**HangMan** hangs from platforms, signs and other devices. Use him as a hook to pull yourself up to high places, or to pull things down to you.



**HeadCase** carries a box with two or more different Power Up Heads at a time. To use a Power Up Head, attack HeadCase when the icon for the desired Power Up Head appears. To cancel a Power Up Head, press Button A. Not all Power Up Heads can be canceled.

**Beau** gives directions and points out a Keymaster's weak spots. This may not be safe for him, since it's not polite to point, but he'll never steer you wrong.



# POWER UP HEADS

When you run into HeadCase, you can choose from two or more Power Up Heads. The effect of most Power Up Heads lasts for only a short time, and can be changed by striking HeadCase a second time. To cancel a Power Up Head, press Button A. But beware—not all Power Up Heads can be canceled.



**Lotsa Heads** gives you a multiple attack when you press Button B. Three heads are better than one!

**Liberty Head** lets you enter the intermission bonus game (see page 12).



**Head Trip** is a head to avoid. Your head becomes so big and heavy that it's difficult to move around, and it's easy for your enemies to stomp on you.

**Slammer Head** gives you extra pounding power.



**Pig Head** lets you fire weapons from your nose when you press Button B. Press and hold for continuous fire.

**War Head** automatically sprays fire all around you.



**Protector Head** surrounds you with a barrier of spinning fireballs that can damage enemies.

**Spike Head** lets you climb walls. Approach the wall and fire at it slightly above you, then pull yourself up.



**Empty Head** makes you invincible to most attacks, but not falls.



**Super Head** makes you move faster and jump higher, and increases your attack range.

**Sleepy Head** restores your health with a little nap. However, an enemy can give you a rude awakening if you're not careful!



**Pin Head** brings you down to mini-size.

**Bomb Head** destroys all enemies on-screen when the bomb is thrown and detonated. Press Button B to throw.



**Vacuum Head** sucks in all goodies and enemies within reach when you press Button B.

**Ticker Head** freezes the action for a few seconds so you can get in a few good hits.



You'll find the following Power Up Heads flying around in shooting scenes. Touch them to pick them up. Press and hold Button B for continuous fire.



**Rocket Head** lets you fly in the air and fire lasers from your nose—the latest in laser technology.

**Air Head** gives you both flying ability and triple fire.



**Feather Head** lets you fire a stream of angry birds from your beak.

## GOODIES



**Bananas** restore your health.

**Big 500** gives you a 500-point bonus. Nice!



**1-UP** gives you an extra life.

☆ Collect enough debris from the defeated Keymasters and receive a **Continue!**

## THE INTERMISSION BONUS GAME

Grabbing a Liberty Head Power Up sends you to the intermission basketball bonus game. Time to shoot some baskets! The screen display tells you how many baskets you must make. When you're ready to begin, press Button A, B or C.



Basketballs are fired from two machines. As they come out, use your head to bounce the balls into the proper baskets. Once the balls bounce on the ground, they turn

blue and can't be used. Look out for the occasional bomb that gets fired—it won't damage the machine, but it can hurt you!



Shoot for baskets marked with **Star** icons for points.

Shooting a basket with a **Key** icon causes one of your ball machines to explode. Try to avoid this.



Shooting a basket with a **Basketball** icon causes more balls to shoot out of the ball machines for a short time.

Shooting a basket with a **Slow** icon slows the movement of the baskets for a short time.



The basketball bonus game ends when:

- ☆ The required number of baskets are made.
- ☆ Your health light begins blinking rapidly.
- ☆ Both ball machines explode.
- ☆ You press Button A during the game.

After the results appear, press Button A, B or C to return to the main game. Your health is fully restored once you return to the main game. If you made the required number of baskets, a secret number appears, which you'll need later in the game.



## SETTLING THE SCORE

The Points Display appears at the end of each stage. Your total score appears on the bottom of the screen.

**Stage Points:** Pick these up by destroying enemies and grabbing bonus items.

**Time Points:** The less time it takes for you to get through each stage, the more points you receive.

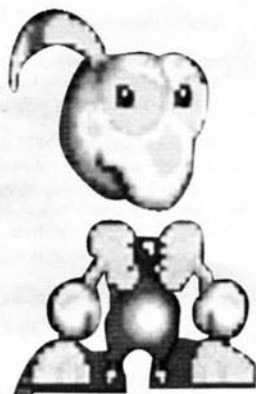
**Secret Points:** Scattered throughout each stage are Secret Bonus Points, which you pick up by doing certain special things (when you get a Secret Bonus Point, you'll know). Beneath the point tally, the number to the left shows how many Secret Bonus Points you collected. The number to the right shows how many were available. Can you find them all?

Once the Points Display is finished, your health is completely restored.



## HEADDY'S HINTS

- ☆ There's no time limit, so take your time and think about your moves.
- ☆ Practice firing your head in all directions, especially while jumping. You'll need these skills.
- ☆ Get familiar with your available heads so you can time their use to the best advantage. Each one may have a special purpose in upcoming areas.
- ☆ Use the shadows on the ground to gauge the position of an airborne attacker.
- ☆ Explore! There are lots of things to see and bonuses to grab in every stage.





# CREDITS

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**Product Manager**  
Pamela Kelly

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Lisa Best

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## Limited Warranty

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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 1-800-USA-SEGA.

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at 1-800-872-7342.

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, he or she 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 or she 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.

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