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SEGA™

GENESIS™



Disney's
Pinocchio



Instruction Manual

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PLAY ON THE SEGA™ GENESIS™ SYSTEM.



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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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- 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.



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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: *Lampside 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

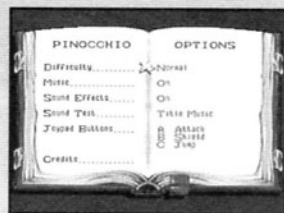
Set the difficulty level. The harder the Skill setting, the fewer tries and Continues available.

MUSIC

Turn the music on or off.

EFFECTS

Turn the sound effects on or off.



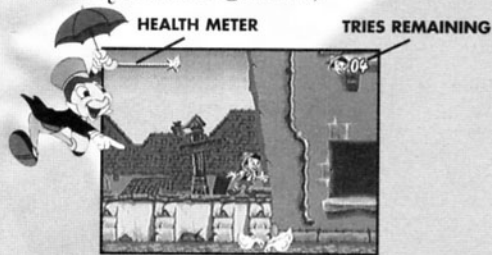
The Game Screen

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

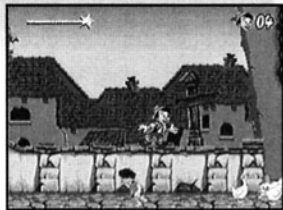
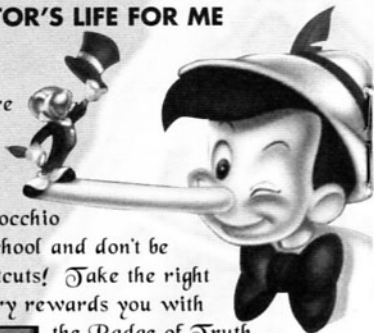
When you pick up enough of Pinocchio's red school books you get a chance to continue the game when you finish all your current tries.

- 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.



LEVEL ONE: AN ACTOR'S LIFE FOR ME

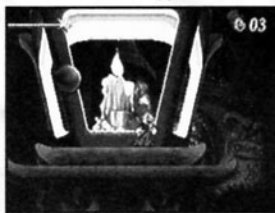
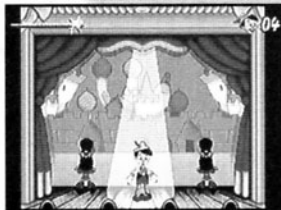
Geppetto has sent Pinocchio off to school, but he won't make it there with Honest John and Gideon around! Don't listen to their tales of Easy Street. Help Pinocchio choose the best path to school and don't be tempted into taking shortcuts! Take the right road and the Blue Fairy rewards you with the Badge 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 2.

**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

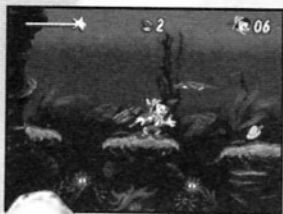
Lampwick as he grabs balloons and floats away. Help Pinocchio grab one and jump from string to string on the balloons to catch him! Different colored balloons can hold Pinocchio for different amounts of time, so practice on each. **Note:** On *Easy* setting, Pinocchio can stay on the first balloon he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



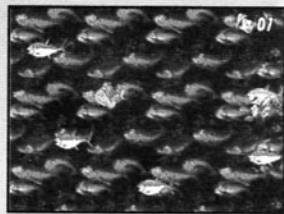


LEVEL SIX: SEARCH FOR MONSTRO

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.

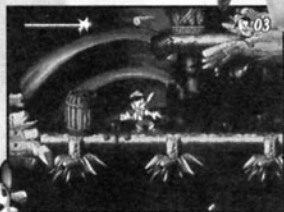
LEVEL SEVEN: FISH!

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!



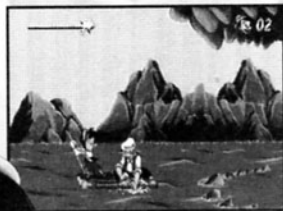
LEVEL EIGHT: INSIDE MONSTRO

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.



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