

SEGA
GENESIS
16-BIT CARTRIDGE



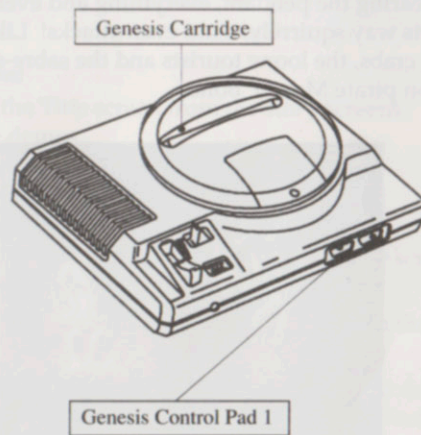
Greendog

THE BEACHED SURFER DUDE!

INSTRUCTION MANUAL

Starting Up

1. Set up the Genesis System and plug in Control Pad 1. (*Greendog* is for one player only.)
2. Make sure the power switch is OFF. Then insert the *Greendog* cartridge into the console and press it down **firmly**.
3. Turn the power switch ON. In a few moments the Sega screen will appear, followed by the opening story screens.
4. Press **Start** at any time during the story to begin.



Important:

- If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis System is set up correctly and the cartridge is **firmly** inserted in the console. If the system is connected to a TV, make sure it's tuned to the correct channel (3 or 4). Then turn the power switch ON again.
- Always make sure the power switch is OFF before inserting or removing the Genesis cartridge.

Beached and Bewitched!

As if! Greendog was stylin' until a killer wave beached him! And somehow during the shore pounding a strange pendant got stuck around his neck. Is this a bogus dream or the start of an excellent adventure?

Listen up, dude! The pendant has a curse, but you can solve it. All you hafta do is find the six pieces of the Surfboard of the Ancients. They were hidden long ago by the Aztecs somewhere in the Caribbean.

Full-on weirdness! Greendog is totally cool. But when he's wearing the pendant, everything and everybody else gets way squirrely. And even attacks! Like the crazed crabs, the loony tourists and the sabre-swinging skeleton pirate Man O' Bones.



Not to worry! Greendog's got an awesome flying disc. And he can still carve on his skateboard, in-line skates and pedal-copter. He even scuba dives! He's a true sun-seeker on a dangerous mission. In the most excellent vacationland on earth.

So chill, dude. And start shreddin'!

Take Control!



Start Button:

- Goes to the Title screen from the story screens or game demos.
- Pauses and resumes the game during play.

D-Button:

- UP/DOWN moves the highlight on the Title screen and Options screen.
- LEFT/RIGHT changes an option's setting on the Options screen.
- LEFT/RIGHT turns Greendog around. Hold down the button to move him in the direction he's facing.
- UP aims the flying disc up diagonally when Greendog is throwing it.
- DOWN makes Greendog duck.

Start or Button A, B or C:

- Starts the game from the Title screen or goes to the Options screen.
- Starts a Music or Sound Test on the Options screen.
- Exits from the Options screen and returns to the Title screen.

Panic Button (Button A):

- Uses a Power Item from the top of the screen.

Throw Button (Button B):

- Throws the flying disc in the direction Greendog is facing. Press the **D-Button UP** + the **Throw** button to throw the disc up diagonally.
- Uses the punching glove when Greendog is flying the pedal-copter.

Jump Button (Button C):

- Makes Greendog "grab some air" when he's walking, SCUBA diving, skateboarding or in-line skating.
- Makes him jump up to grab swinging vines and some flying creatures. Press again to let go.
- Keeps Greendog in the air when he's flying the pedal-copter.

Note: You can switch the **Panic**, **Throw** and **Jump** buttons on the Options screen. See page 6.

**For game play help, call
1-415-591-PLAY**

Getting Started

A luscious Caribbean beach! Most people would just stretch out and relax. But not Greendog, the laid-back dude with the big hair and a knack for finding trouble.

Read the story to see how Greendog's adventure starts. Then the Title screen appears. Wait a few moments to see the first of three different game demos that show highlights of Greendog's "island vacation."

Press **Start** during the story or game demos to return to the Title screen. Press **Start** again to begin the game. Or press the **D-Button DOWN** to move the highlight to Options, and press **Start** to go to the Options screen.

Note: You can also press **Button A, B or C** on the Title screen to either start the game or go to the Options screen.



The Options Screen

On this screen, you can switch the **Panic**, **Throw** and **Jump** buttons and listen to the game's music and sound effects.

- Press the **D-Button** DOWN/UP to move from one option to the next.
- Press it RIGHT/LEFT to change the option's setting.



Controller

Switch the **Panic**, **Throw** and **Jump** buttons. Try out all six settings to see which one works best for you.

Setting	1	2	3	4	5	6
Button A	Panic	Jump	Throw	Jump	Throw	Panic
Button B	Throw	Panic	Jump	Throw	Panic	Jump
Button C	Jump	Throw	Panic	Panic	Jump	Throw

Music and Sound Tests

Tune in to Greendog's mellow reggae beats and massive sound effects. Change the setting, then press **Start** to hear the music or sound.

Exit

Highlight this option and press **Start** to return to the Title screen. Press **Start** again to begin Greendog's epic search.

Note: You can also press **Button A, B** or **C** instead of **Start** to use the options.

Start Rippin'!

Greendog's on an island paradise full of whacked-out creatures. He's got to make sure he doesn't wipe out! Use the **D-Button** to make Greendog turn, move and duck. Press the **Throw** button to toss his flying disc, and press the **Jump** button to "blast some air."

Don't forget that Greendog's stuck with an ancient Aztec pendant. Creatures that get near him go berserk-o from the pendant's curse. Greendog can chill 'em with a bop or two from his disc.

Any creature or thing could be hiding junk food and Power Items. Thunk everything with the disc to see what pops out. Getting junk food earns points. Grabbing Power Items restores Greendog's energy and gives him extra weapons.

Screen Indicators

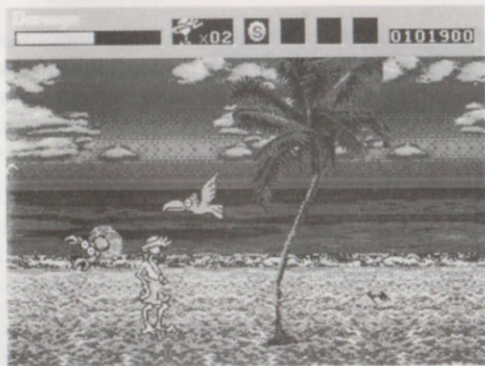
Check the indicators at the top of the screen to keep tabs on Greendog's condition.

Damage Meter

This shows Greendog's injury level. Every time a crazed critter hits him, the bar in the meter increases. Greendog is OK while the bar is green. When the bar turns yellow, Greendog better grab a Cola to restore his health. A red bar means danger! When it starts flashing, the dude drops his flying disc. He's about to wipe out! Within a few seconds, he disintegrates, unless he can quickly retrieve his disc and gulp a Cola.

Lives Left

Greendog starts with five lives. If he's hit too many times without restoring his health, he's dusted! Greendog will return as long as he has lives left. If he loses all his lives, he has the chance to continue. But if he runs out of lives and Continues, the game ends.



Power Items

This is where Greendog stores the Super Discs, Clocks and Umbrella Hats, up to four at a time, that he picks up. Press the **Panic** button to use a Power Item. If two or more items are stored, you'll use the one on the far right. If two different items are next to each other, you can use them at the same time by pressing the **Panic** button twice. (See page 10 for more information about the Power Items.)

Points

This shows Greendog's score so far in the game. He earns points when he scarfs junk food, wallops crazoid attackers and picks up certain items.

You'll hear a chime every time you earn another 10,000 points. This is a Flying Disc Bonus. The disc ramps up first to double bashing power, and then to triple bashing power. But just like any burst of energy, the bonus is only temporary. So keep earning those points!

Helacious Helps

Greendog can bag excellent items during his tropical trek. They keep him energized, earn bodacious scores, and help him zone out the weirdos.

Fetch and His Bone

Fetch is Greendog's fun-lovin' pup. Whenever he appears, he's always looking for something to chew. Usually it's Greendog's food! But if Fetch grabs a bone, he'll leave the food alone. If Greendog snags the bone first, Fetch will help him out by gnawing a few freaked-out foes.



Junk Food

The islands are loaded with junk food. Toss a killer disc into enemies, totem poles, garbage cans — whatever — and see what flies out. Wait on things a couple of times with the disc to make sure you get all the goods. The more junk food you get, the faster your score adds up! (Don't forget — if your disc is at normal or double power, the next additional 10,000 points will ramp it up.)

Junk Food	Points
Hot Dog	100
Ice Cream	100
Donut	500
Burger	1,000
Fries	1,000

Power Items

Cola

This thirst-quencher can save Greendog's life. Grab one to shorten the bar in the damage meter. Colas can turn a yellow bar back to green, and a red bar back to yellow. Gulp down enough of the fizzy stuff while avoiding attack creatures and your health could be fully restored. Awesome!



Super Disc

This excellent item needs no throwing action. It zips around on its own, seeking out and whacking enemies. Super Discs are stored at the top of the screen until you're ready to use them — for instance, when Greendog is suddenly jumped by gangs of biting bats or paranoid piranhas! Then press the **Panic** button and relax. Try to keep stocked up on these, because they only last a short time.



Clock

Press the **Panic** button to start the Clock ticking. It freezes all enemies for a few seconds, so Greendog can scam. Even when stiff, frozen foes will hurt Greendog if he touches them. Sock 'em with a disc to get them out of the way.



Umbrella Hat

This primo item protects Greendog from more than the burning rays of the sun. It makes him invulnerable! When he's wearing the Hat, Greendog can wade fearlessly through Grenada's marshes or Jamaica's tourist traps. Umbrella Hats are stored until you use them with the **Panic** button. They only last a short time.



Greendog's Excellent Adventure

Grenada (*Gruh-NAY-duh*)

The rain forest is Greendog's first stop. Thump the totem poles to get snacks. Smack the parrots or duck! Try to hit everything so you don't miss Power Items. Jump to grab the vines. Press the **D-Button** RIGHT and jump again to drop to safety or to swing from vine to vine like a monkey. Turn left and right rapidly to shake off hungry piranhas and bats. Balance on logs and grab the parrot for a quick sky ride.



The Ancient Aztec Crypts

The Aztec caverns are a maze of underground ruins. Get junk food from the pirate chests. Step on stone springs to bounce high. This isn't always a good thing, so use your brain to avoid pain.

This creepy dungeon has razor-sharp spikes, shattering rocks, and fireball-spitting dragonheads. Toss the disc into the mouth of any dragon with glowing eyes. You'll here a wall collapse somewhere, opening an escape route. A powerful mechanized Totem of the Ancients guards the last exit. Figure out how to get the treasure piece and you're outta there!



Island Hopping



"Grab some air" whenever Greendog flies to the next island on his pedal-copter. This bonus round is your chance to rack up super scores. Keep pressing the **Jump** button to stay aloft. Press the

Throw button to bonk frenzied fish and seabirds with the punching glove.

Mustique (*Muss-TEEK*)



Get stoked, dude. This is a beach-bum's bonanza!

Find a bone for Fetch and he'll be cool. Pelicans hoard snacks and Power Items in their big bills, so try to make them give it all up before they flap

away. This is a great place to use the Super Disc, especially when the baby starfish start poppin'!

In the crypts, hop on your skateboard and make a mad dash over moguis and spikes — ancient Aztec style. Don't forget to jump!

Curacao (*Kyur-uh-SO*)

Take a scuba tour in a tropical aquarium. Get by the vacuum tubes by watching the algae and listening for the suction. Tread on sea-sponges for extra oxygen. If you run out (watch your bubbles!) you'll sink to the



bottom like a dead guppy. Figure out how to snatch the giant pearl for an instant 10,000 point bonus!

Try to escape spinning daggers and zombie statues in the eerie underwater crypts. Don't zone out or you'll be just another form of fish food!

Jamaica (*Juh-MAY-kuh*)

Grab your skateboard or in-line skates and start pumpin'!

Jamaica's where the tourists hang, so use your Umbrella Hat and plenty of disc action to keep 'em under control. In the concrete bank, jam back and forth to build up speed. Switch directions at the top for aerial turns. Jump to get out and continue into the subway station. You can't ride the trains but you can swing from the chains — and that's the only way to escape!



Carve through the Aztec caverns on your deck or skates. The uneven floor, spiky pits, and low overhangs make for some righteous ragin'!

Saba (SA-buh)



Test your disc tossing against boomerang-chucking natives and fire-spewing totems. It's one swingin' jungle! Descend once more into the Aztec crypts where blazing dragonheads poke from every floor, wall and ceiling.

St. Vincent (You're Almost Done!)

Rising tidal pools and floating rocks can't be trusted! Keep Greendog's head above water. Pirate treasure is stashed in these creepy caverns — and Man O' Bones is guarding it. Even his pieces are deadly!



Shredder's Survival Hints

- Hit things more than once get all the goods.
- Throw your disc while jumping to get airborne enemies. You can't turn or move forward or backward while throwing.
- You can still throw the flying disc while using the Super Disc.
- When you jump on stone springs, get ready to turn quickly to land on a higher ledge.

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, to rest yourself and the Sega Cartridge.

Warning to owners of projection TVs: 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.

Greendog Credits

<i>Creator:</i>	Ric Green
<i>Developer:</i>	Interactive Designs
<i>Producer:</i>	Michael Latham
<i>Game Design:</i>	Michael Latham, Christopher Warner, Ala Diaz, Doug Nishimura, Steve Ross
<i>Programmers:</i>	Christopher Warner, Robert Morgan, John Kuwaye
<i>Artists:</i>	Maureen Kringen, Doug Nishimura, Joan Igawa
<i>Music:</i>	Paul Gadbois
<i>Test Manager:</i>	Steve Apour
<i>Lead Tester:</i>	Gerald DeYoung
<i>Testers:</i>	Jef Feltman, Joel Limmer, Tami Maxwell, Scott Rohde, Conan Tigard, Javone Alonzo, Tina Esposito, Jeffrey Kessler, Vincent Nason, Steve Patterson, Ben Szymkowiak
<i>Marketing Support:</i>	Madeline Canepa, Scott Steinberg
<i>Manual:</i>	Hanshaw Ink

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 90 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.

The provisions of this limited 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 limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

MENACER™



Menacer comes with its own 6-game cartridge for non-stop, hot-shot fun! Pick out the bad guys before they get you in Rockman's Zone™! Draw on aliens in Space Station Defender™! Defend your post in Frontline™. Be ToeJam and lob tomatoes. Exterminate the pizza-loving bugs in Pest Control™! Or, grab control and win at Whackball™!



You'll do it all and win with the Menacer.

Sega, Genesis Menacer and all game titles are trademarks of SEGA, unless otherwise noted. ToeJam & Earl is a trademark of JVP. All rights reserved.

Patents: U.S. No. 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)
Sega and Genesis are trademarks of SEGA. Greendog is a trademark of Ric Green. © 1992 SEGA, 3375 Arden Road, Hayward, CA 94545. All rights reserved. Printed in Japan.