

**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 lives. 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.



**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.

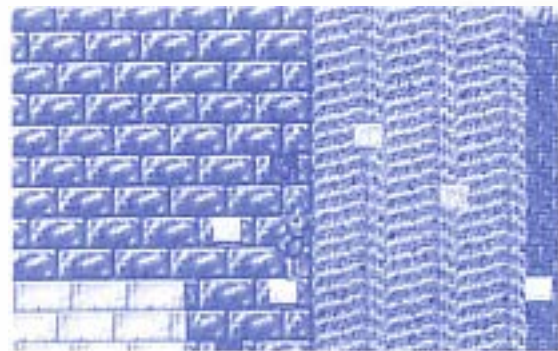


**Level 3 — Italy**

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!



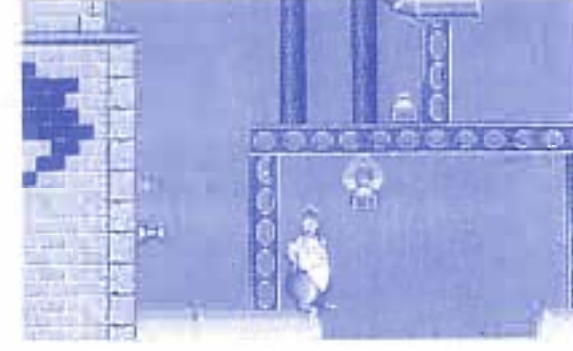
**Level 5 — Egypt**  
Jump into the boat to cross the canal. Dodge the vultures and their badminton birds. Beware of statues. Jump over snakes, tarantulas, and scorpions!

**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 THIS CARTRIDGE**

This cartridge is intended exclusively for the Sega Mega Drive/Genesis System.

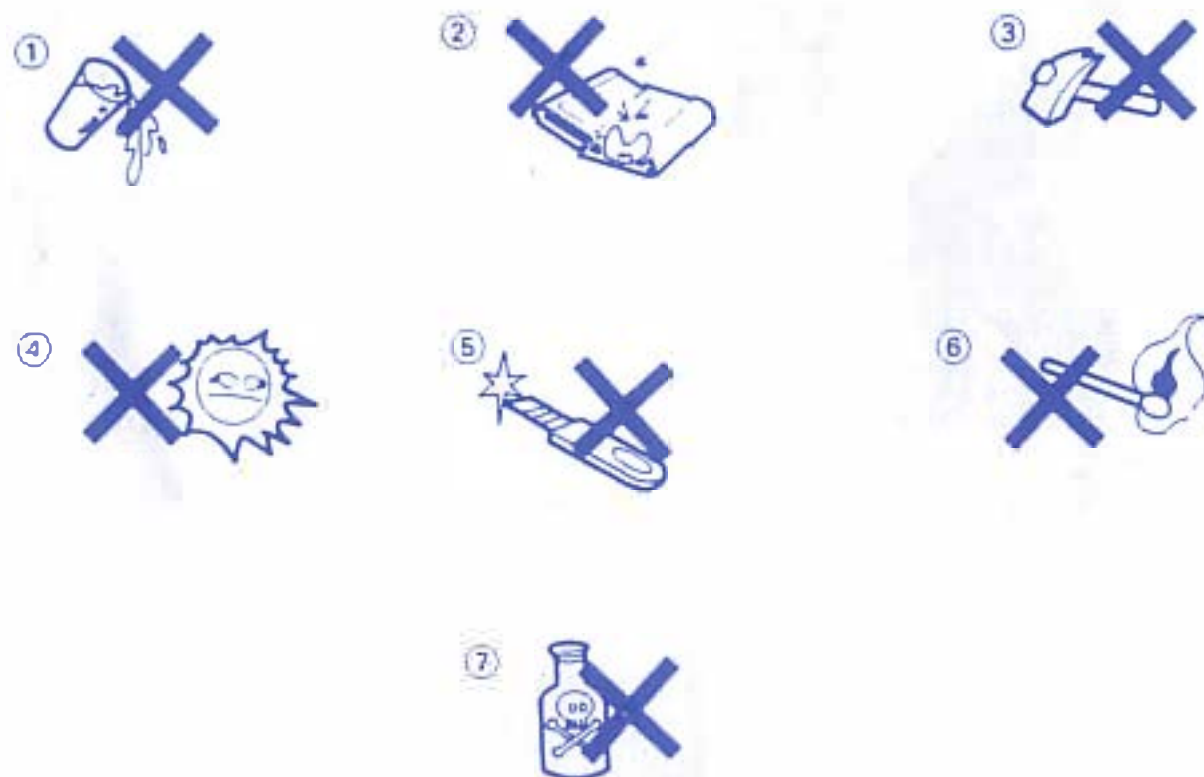
**FOR PROPER USAGE**

- Do not immerse in water!
- Do not bend!
- Do not subject to any violent impact!
- Do not expose to direct sunlight!
- Do not damage or disfigure!
- Do not place near any high temperature source!
- Do not expose to thinner, benzine, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.

• Be sure to take an occasional recess during extended play.

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



**SCOREBOOK**

Name			
Date			
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**SCOREBOOK**







Printed in Australia



## EPILEPSY WARNING

### 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 light 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.

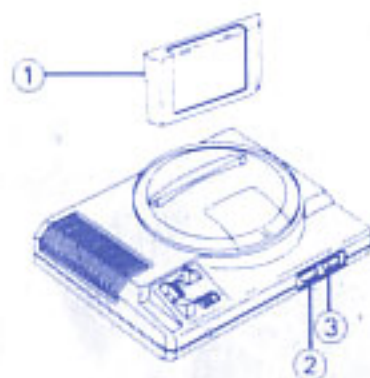
## STARTING UP

1. Set up your Sega Mega Drive/Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the console.
3. Turn the power switch ON, in a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

**Important:** Always make sure that the Console is turned OFF when inserting or removing your Mega Drive/Genesis Cartridge.

**Note:** This game is for one or two players.

- ① Sega Cartridge
- ② Control Pad 1
- ③ Control Pad 2



## GRAB THAT CARGO, NAB THAT CONTRACT!

Zzzzooom! 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!



## TAKE CONTROL!

- ① D (Directional) Button
- ② Start Button
- ③ Button A
- ④ Button B
- ⑤ Button C

**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.
- 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.

## 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 4.

## 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.



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.

## 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.



## 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.



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## 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!

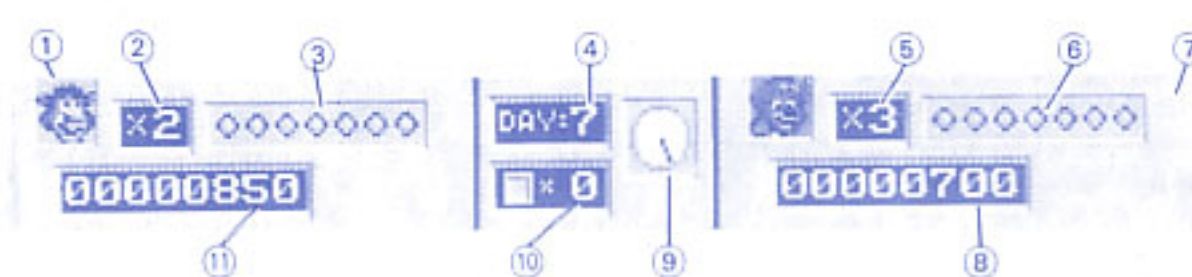
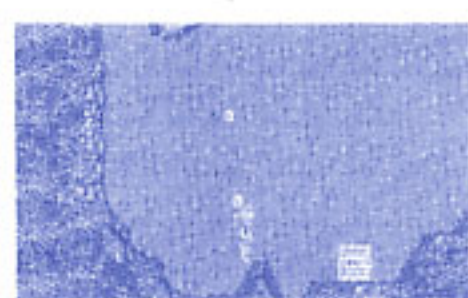
Press Start on the Character Select screen to get the front page exclusive on the contest. Press Start again if you want to skip the story and get right into the action.



## 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, sling 'em with your slingshot.

Baloo and Kit start their journeys in the Jungle, the first place they need to hunt for cargo.



## SCREEN SIGNALS

- ① Baloo's Info
- ② Tries Left
- ③ Health
- ④ Countdown of days
- ⑤ Tries Left
- ⑥ Health
- ⑦ Kit's Info
- ⑧ Points
- ⑨ Trip Timer
- ⑩ Cargo Picked Up
- ⑪ 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

①② Watch for these signs!

③ 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!

① 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.

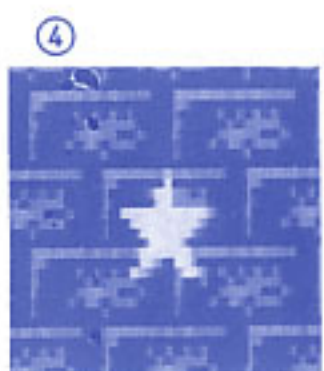
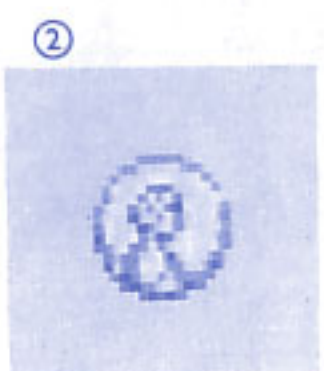
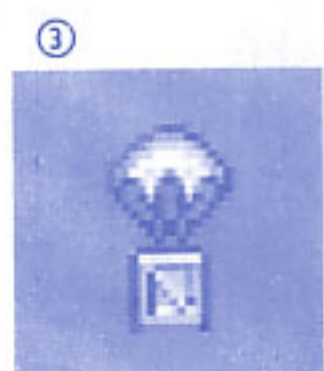
In a one-player game, Baloo pilots the plane and fires the grease gun. Or Kit rides the airfoil and fires his slingshot, with the plane set on autopilot.

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.

- ① Wrench: Fly into these to repair damage to the Sea Duck.
- ② Grapefruit: Temporarily broadens your fire to three directions at once!
- ③ Falling Crate: This adds to your cargo count!
- ④ Sun: This banishes the lightning cloud!



## GRAB 'EM FAST!

Jump or walk into these items when you see them!

- ① Speed Limit Sign: Gives you a short burst of speed.
- ② Lucky Penny: Keeps you safe temporarily from enemy attack.
- ③ Hamburger: Builds your health level.
- ④ Star: Gives you an extra try.
- ⑤ Spring: Jump on this when you need a lift.



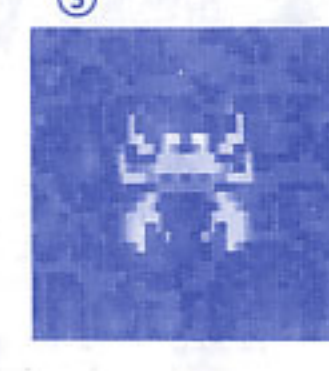
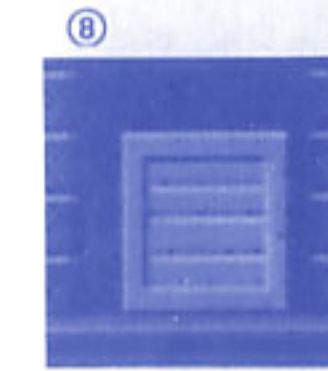
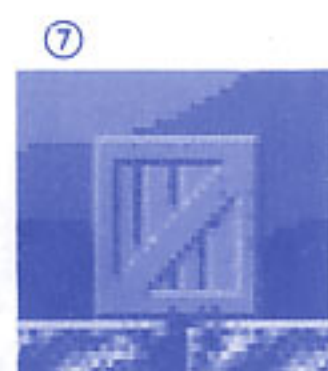
⑥ Clock: Turns your Trip Timer back a bit!

⑦ 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.

⑧ Power Box: Jump on this box to gain a helpful surprise.

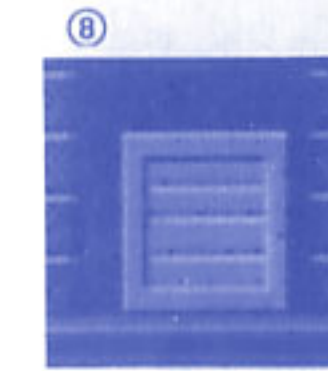
⑨ Cargo Box: Stand near this box and press the D-Button DOWN to pick it up.

⑩ Ice Cream: Temporarily freezes the enemy.



## WORLDWIDE NASTIES

- ① Bomb: Hey — it's a live bomb! These Air Pirates mean business!
- ② Lightning Cloud: Zaps you!
- ③ Snakes: They'll take a bite out of you.
- ④ Tiger in a Trenchcoat: He's undercover and he's mean!
- ⑤ Crab: Where there's water, there's a cantankerous crab.



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