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Richard Scarry's Busy Town™

HARDWARE

Sega Club 6-Button Controller
Sega Club Genesis Creativity Pack

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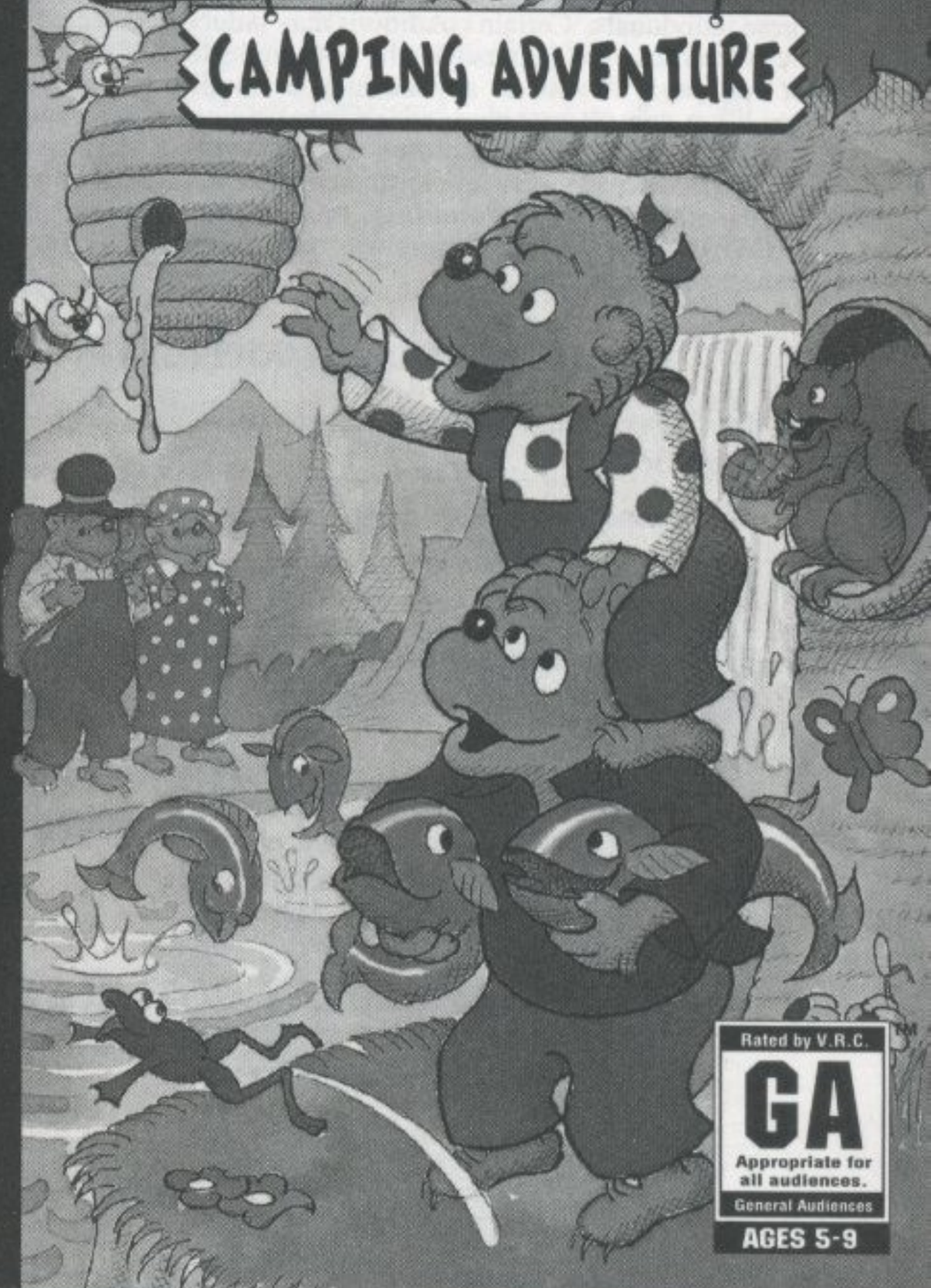
SEGA™ GAME GEAR™

INSTRUCTION MANUAL

SEGA CLUB™

THE BERENSTAIN BEARS™

CAMPING ADVENTURE



Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences
AGES 5-9

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 cartridge is intended for use only on the Sega Game Gear.
- Do not bend the cartridge, crush it or get it wet.
- 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 cartridge.

FRENCH INSTRUCTIONS

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

SEGA'S GAMEPLAY HOTLINE

1-415-591-PLAY

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THE BEST CAMPING ADVENTURE EVER!

"Sister, Brother, do you have your camping gear packed?"

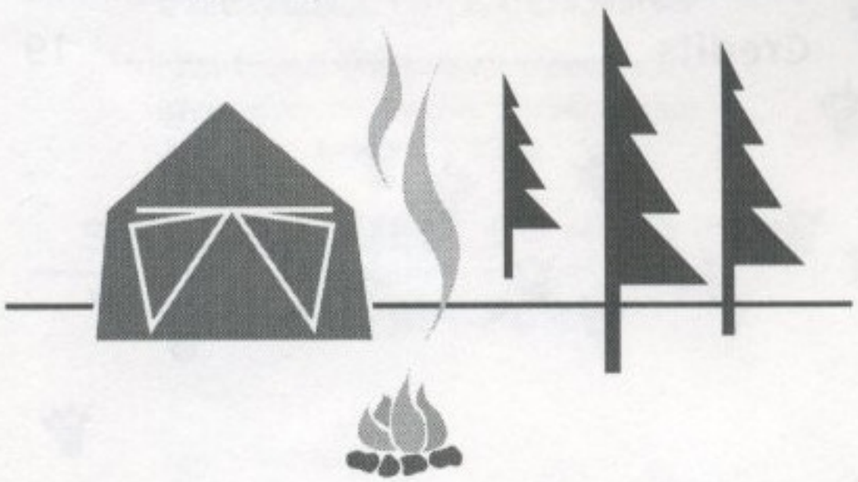
"Yes, Papa," both Bear cubs replied.



"Then let's get going!" The Bear family loaded their car and drove off. Neither of the cubs had ever visited Grizzly Forge before, and they were very excited.

As soon as they arrived,
Papa and Brother began setting up the tent. Mama and Sister unpacked the camping gear.

The campground was full of life. Sister saw bees and mosquitoes flitting by. Red-headed woodpeckers knocked on the tree trunks. Frogs, worms and moles wiggled and scuttled in the tall green grass.



Papa and Brother finished lighting the campfire. Then Mama and Papa settled down. Papa worked on his whittling and Mama got out her knitting.

Brother and Sister had finished their chores. Now they just couldn't sit still! Then Brother had an idea.

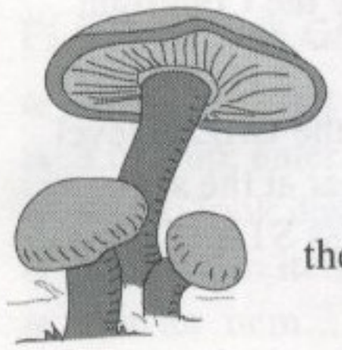


"We've collected all the firewood. May Sister and I go exploring?" he asked.

"Yes, you may. But be careful and don't get lost," said Mama with a smile.

"Don't go too far. And be back before dark," cautioned Papa.

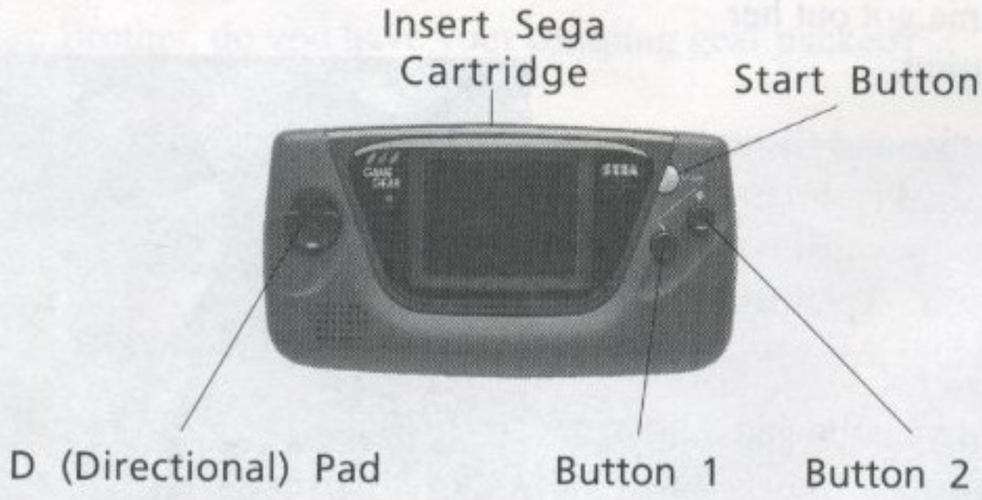
"Okay," Brother and Sister said eagerly.



They scampered down the trail. This was their first camping adventure ever, and they were determined to make the most of it!

And guess what? You're going with them!

SETTING UP



Always turn the power switch OFF before inserting or removing the cartridge.

1. Set up your Sega™ Game Gear™ and make sure the power switch is OFF.
2. Insert the game cartridge into your Game Gear and turn the power switch ON.
3. You'll see the SEGA screen, followed by the Copyright screen. Then the Title screen appears.
4. Press START to play as Brother Bear at the Grizzly level (most challenging). To play as Sister Bear at the same level, press D-PAD DOWN and then press START.

   — OR —

   Press D-PAD DOWN to move the strawberry to OPTIONS, and then press START to go to the Options menu. (Please see pages 6-7 for details.)

BUTTON CONTROLS

STARTING UP

- Bypass opening screens ..... START
- Select an option ..... D-PAD UP/DOWN, then START or BUTTON 2

OPTIONS SCREEN

- Select an option ..... D-PAD UP/DOWN
- Change a setting ..... D-PAD RIGHT/LEFT
- Play Sound or Music Test ..... BUTTON 1 or 2
- Exit ..... START

LEVEL SELECT SCREEN

- Move your cub ..... D-PAD RIGHT/LEFT
- Jump to a higher position ..... BUTTON 2
- Select level/start game ..... Move your cub in front of a sign and press START

PLAYING THE GAME

- Walk right/left ..... D-PAD RIGHT/LEFT
- Look up; enter a knothole ..... D-PAD UP
- Duck; look down ..... D-PAD DOWN
- Pick up an item ..... Walk over it
- Use an item ..... BUTTON 1
- Jump ..... BUTTON 2
- Pause/resume, ... START
  exit the score screen

BROTHER BEAR OR SISTER BEAR?

Will you join Brother or Sister Bear on the best camping adventure ever? Choose your cub from this menu:



1. Press D-PAD UP or DOWN to move the strawberry.



2. Then press START or BUTTON 2 to get started.

CHOOSING YOUR OPTIONS

Are you a Bear Cub or a Grizzly? You decide! On the first screen, move the strawberry to OPTIONS at the bottom of the menu. Then press START or BUTTON 2. Now you'll see this screen.



Difficulty

1. Press D-PAD RIGHT or LEFT to change the DIFFICULTY level.

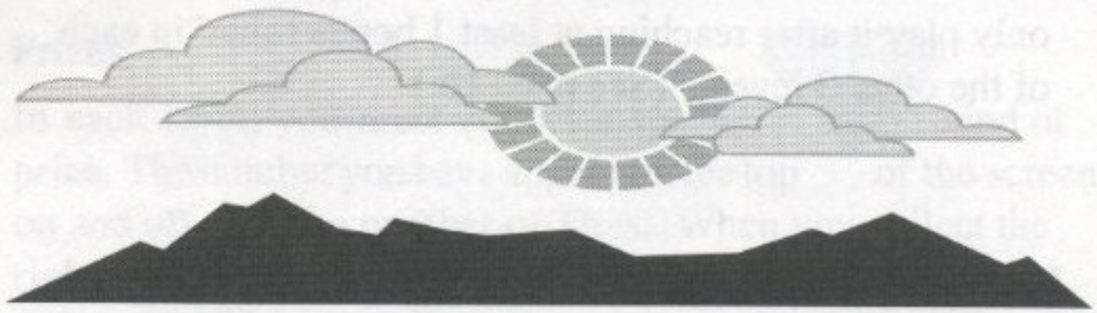
- **Bear Cub** — Start with 6 Tries at beginner level. Play one round in each trail to get to the Haunted Forest.
- **Grizzly** — Start with 4 Tries. If you can complete each trail, you're really good!

SOUND TEST/MUSIC TEST

1. Press D-PAD DOWN to move the strawberry to SOUND TEST or MUSIC TEST.
2. Press D-PAD RIGHT or LEFT to change the number.
3. Press BUTTON 1 or 2 to hear the sound or music.

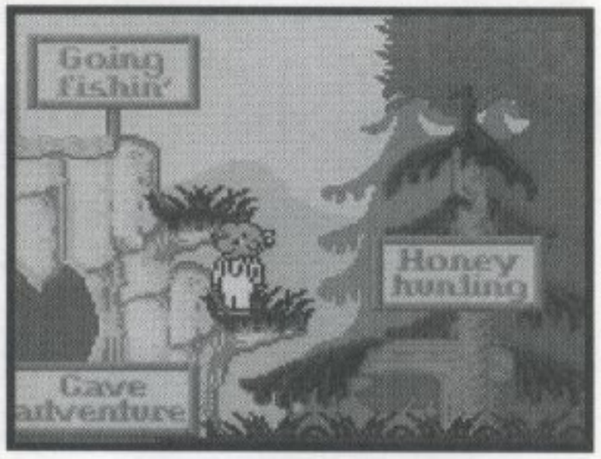
STARTING THE GAME

Press START at any time to leave the Options screen. Then choose your bear cub and press START or BUTTON 2 to begin a terrific camping adventure!



OFF YOU GO!

There are three exciting trails to explore. You can start at any one of them.



1. Move your cub to the sign for the trail you want.
2. Jump (BUTTON 2) to get to the signs that are higher up.
3. Stand in the middle of the sign and press START to begin.
4. Make your way through the level, picking up prizes and bopping critters to earn points.
5. Find the EXIT sign to complete the round.

Important

- When you finish a level, its sign will tell you "Level Complete."
- The fourth level, the Haunted Forest is special. You can only play it after reaching at least 1 bonus round in each of the other 3 levels. (See page 16.)

ALONG THE TRAILS

Help Sister and Brother collect prizes! Rainbow trout, diamonds, honeycombs and other delights are waiting for you. Look at the top of your screen for important information.



Hearts



Hearts show how healthy your cub is. They gradually disappear as your cub gets bumped. Pick up more Hearts and Hot Dogs along the trails to gain back your health. If you lose all the Hearts, you lose one Try.

Tries



Tries are the number of chances you have to finish the game. Collect 4-leaf clovers to win bonus Tries (see page 17). You lose a Try when you run out of Hearts. If you lose all your Tries, your camping adventure gets rained out!

Prizes



In each level, you must collect a special kind of prize. The number you have appears at the top of the screen, on and off with the number of Tries. When you collect the right number of prizes, you can enter a special bonus round (see page 16).

BEAR CUB ACROBATICS

Bear Bottom Bounce

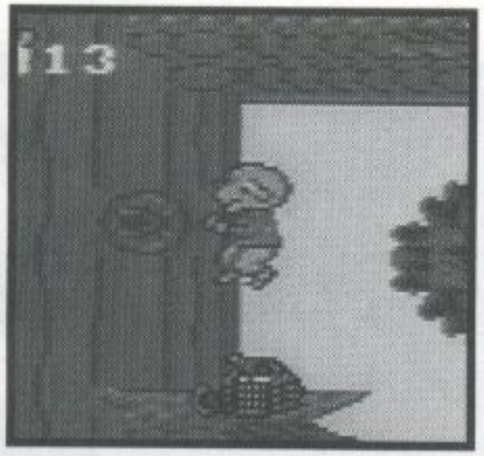


- Jump by pressing BUTTON 2. Hold down the button longer to jump higher and farther.
- Bop a critter by landing on top of it.
- Move your cub right or left to bounce from one critter to another, or from one critter to a higher place.

Collecting & Using Items

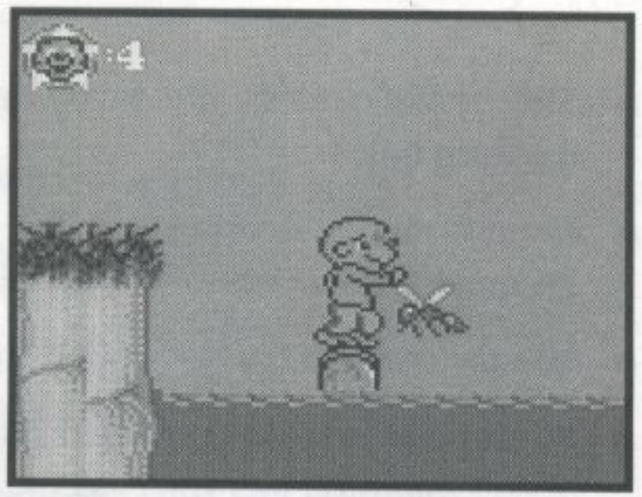
- When you find an item, walk over it to pick it up. The item will appear at the top of the screen, next to your Tries.
- Press BUTTON 1 to use the item. (You can carry an item for a while before using it.) The item lasts until you pick up a different item, complete the round, or lose a Try. While you have an item, you can use it as many times as you want.
- Swing **Nets** to get trout that are wiggling just out of reach below you.
- Toss **Rocks** to bonk critters.
- Use **Picks** to break through some walls in the underground caves.

Springs



- Jump on a spring, such as a vine.
- Keep jumping to spring higher.
- Move your cub right or left to land on a higher place.
- Press BUTTON 1 while springing to swing a net or toss a rock.

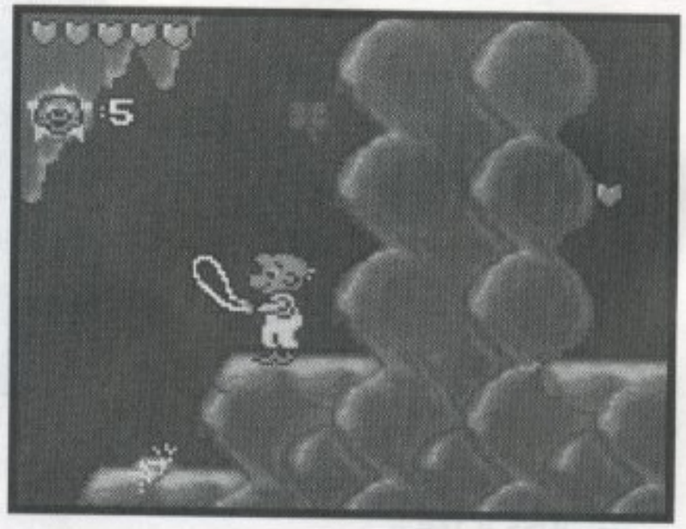
Rolling Logs



- Jump onto a log and move right or left to roll safely across deep water.
- Jump while on a log to grab prizes that are overhead.
- Don't fall off!

CAVE ADVENTURE

Collect sparkling diamonds in the underground caves!



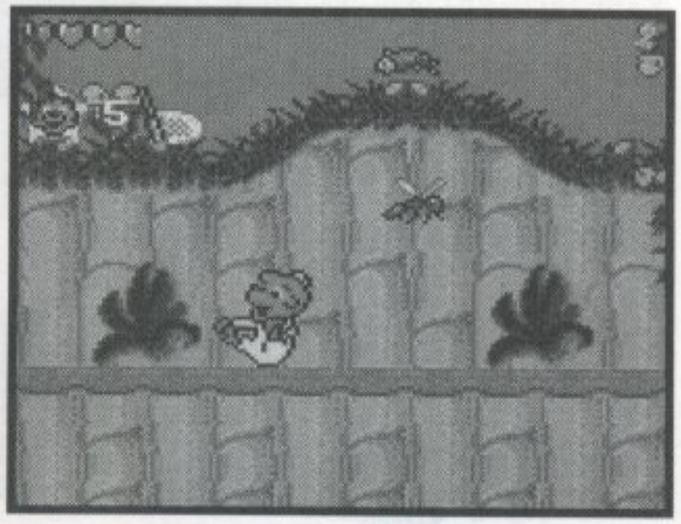


Bear Footin' Tips

- Slide down chutes! Jump from ledge to ledge across the deep holes.
- Jump from one floating stepping stone to the next. Be quick! Some of them crumble!
- Use the picks to break through some walls!
- Pick up rocks to bonk the bats and other critters!
- Find secret rooms and tunnels. They have even more prizes!
- Collect lots of diamonds, hearts and 4-leaf clovers in the bonus rounds!

GOING FISHIN'

Catch colorful trout as you splash in the cool mountain streams!



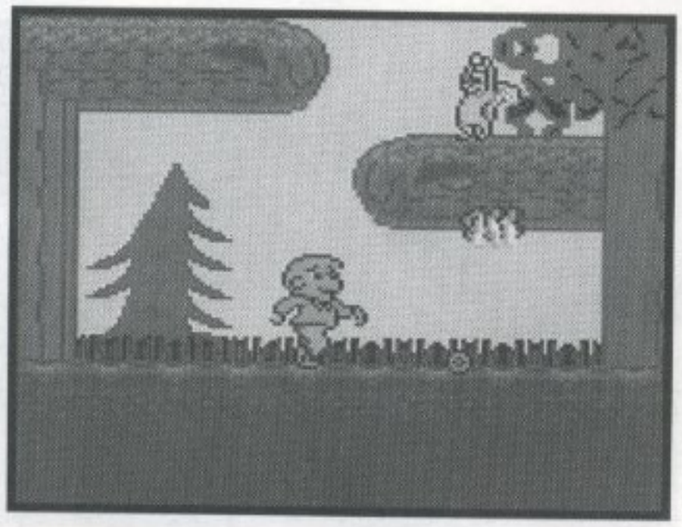


Bear Footin' Tips

- Slide down the waterfalls.
- Ride high on the gushing waterspouts!
- Watch out for snapping crocodiles!
- Pick up nets and use them to catch trout!
- Jump on logs to cross the ponds.
- Jump across floating islands. They can crumble, so jump fast!
- Look for hidden paths.
- Go fishin' for prizes in the bonus rounds!

HONEY HUNTING

Gather delicious honeycombs in the trees!





Bear Footin' Tips

- Explore the tall old oaks by jumping from one branch to another.
- Bounce high on springy vines.
- Ride the Hollow Tree Express. Stand in front of a big knothole and press D-PAD UP. See what happens!
- Play the bonus rounds and race high in the sky on a honey hunt!

HAUNTED FOREST

Whooo is waiting for you in the Haunted Forest? To get here, you must play at least 1 bonus round in each of the other 3 levels.





Bear Footin' Tips

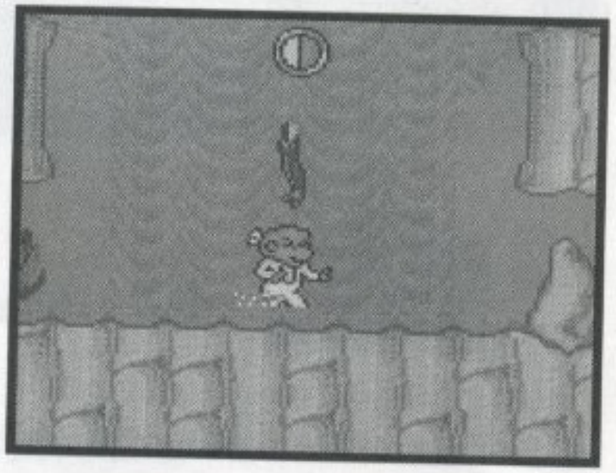
- Collect lots of flashlights.
- Find the floating islands to ride. Look hard. Some of them are nearly invisible!
- Beware of ghosts, wolves and other troublesome critters who haunt the forests.
- Ride a "Bear-achute" back to safety when you fall.
- Play the bonus rounds and scare up prizes and points!

BONUS ROUNDS

Collect enough special prizes and you can play the bonus rounds! To enter the first bonus round of any trail, pick up the following number of prizes:

Bear Cub ..... 10 special prizes
Grizzly ..... 20 special prizes

When you collect the right amount of prizes, a shining halo appears. Jump into it and your cub will be whisked off to the bonus round!



Prizes are scattered around, or come from the top, sides and bottom of the screen. Gather them as fast as you can. Campground critters will do their best to keep you from collecting the goodies, while a clock counts down the seconds. When the time is up, the round ends and you return to regular play.

There are 2 bonus rounds in every trail.
See if you can play them all!

CAMPING HINTS

- Look for secret places in every level. Jump against walls to see if you can find hidden paths and more prizes and treats.
- Listen for sounds that warn you when a critter is approaching. For instance, you'll know a bat is nearby in the Cave Adventure when you hear its "chirp"!
- If you haven't collected enough prizes, take a different path back through the level to see what you can find.
- Collect lucky 4-leaf clovers! When you gather the right number in any level, you will win a bonus Try!

Bear Cub	8 clovers = 1 bonus Try
Grizzly	18 clovers = 1 bonus Try



SCORING

When you complete a round, a score screen shows the prizes you collected and the bonus points you earned.

Prizes

- Diamonds, Flashlights, Honeycombs, Rainbow Trout ..... 100 pts. each
- 4-Leaf Clovers, Hearts, Hot Dogs, Strawberries ..... 100 pts. each
- Picnic Baskets ..... 300 pts. each
- Apples ..... 500 pts. each

Campground Critters

- Ants, Bees, Crabs, Mosquitoes, Rats, Snails, Spiders ..... 100 pts. each
- Badgers, Bats, Frogs, Moles, Pikes (snapping fish), Squirrels, Turtles ..... 150 pts. each
- Hooty Owls ..... 175 pts. each
- Porcupines, Slugs, Woodpeckers ..... 200 pts. each
- Crocodiles, Rolling Mushrooms, Spooks ..... 250 pts. each

Grizzly Forge Bullies

- Skunk (Cave Adventure) ..... 250 pts.
- Beaver (Going Fishin') ..... 1000 pts.
- Eagle (Honey Hunting) ..... 3000 pts.
- Wolf (Haunted Forest) ..... 5000 pts.



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Special Thanks
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LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear 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 United States 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 GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. 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 Game Gear Cartridge requires repairs after expiration 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.

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.