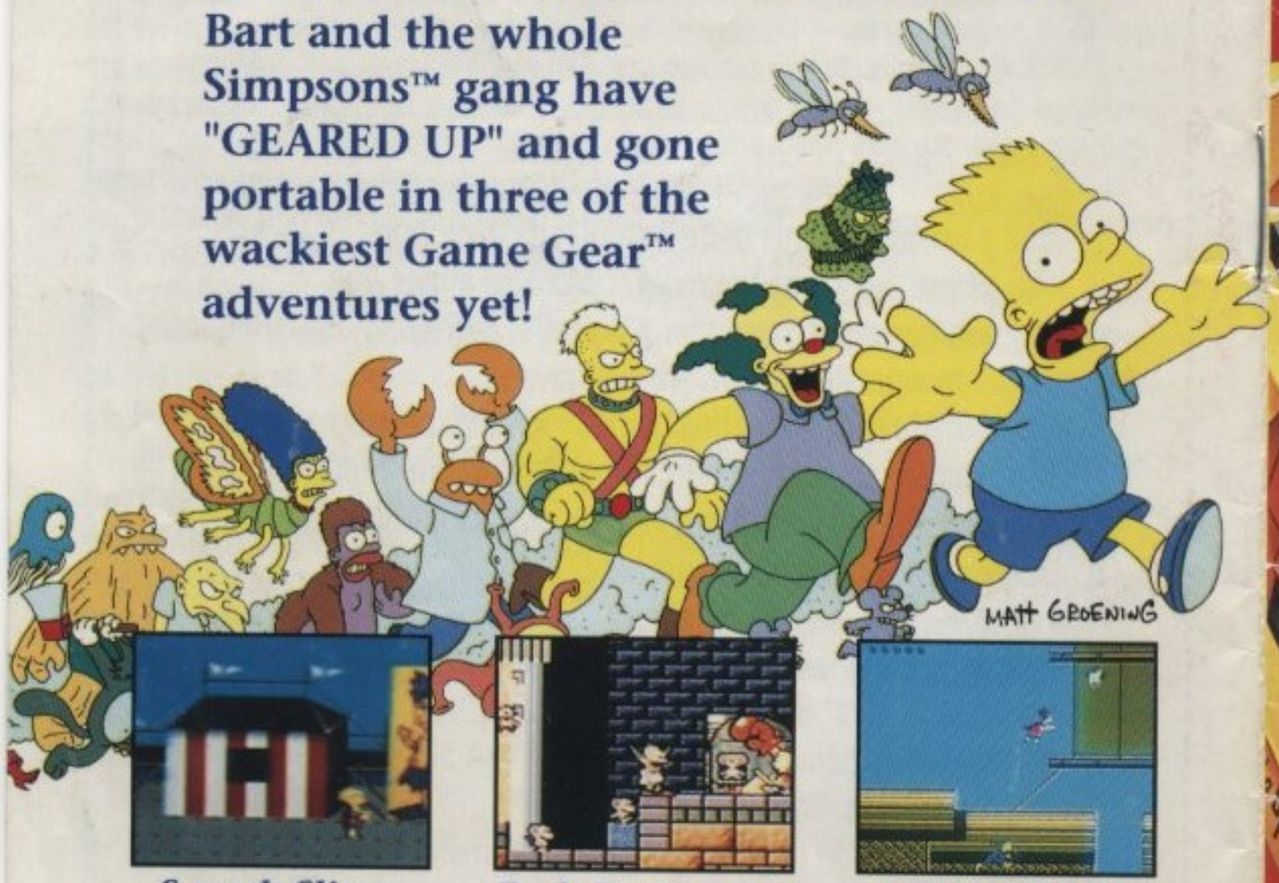
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LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

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THE INCREDIBLE CRASH DUMMIES™



SEGA™

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COLOR PORTABLE VIDEO GAME SYSTEM

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HANDLING THIS CARTRIDGE

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

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.

THE INCREDIBLE CRASH DUMMIES™

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BEFORE YOU GET STARTED!

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert The Incredible Crash Dummies™ cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the title screen will appear.
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 power switch is turned OFF when inserting or removing your Sega Cartridge.

NOTE: The Incredible Crash Dummies™ is for one or two players.

DUMMY-PROOF CONTROL



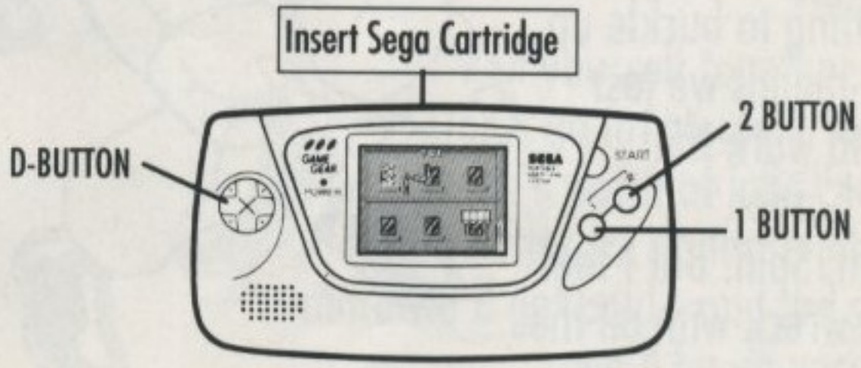
To Move- Press the Directional Pad arrows RIGHT, LEFT, UP or DOWN.

To Jump, Accelerate or Blow - Press the 2 BUTTON.

To Decelerate or Use Hammer - Press the1 BUTTON.

To Pause - Press START.

To Continue - Press START a second time.



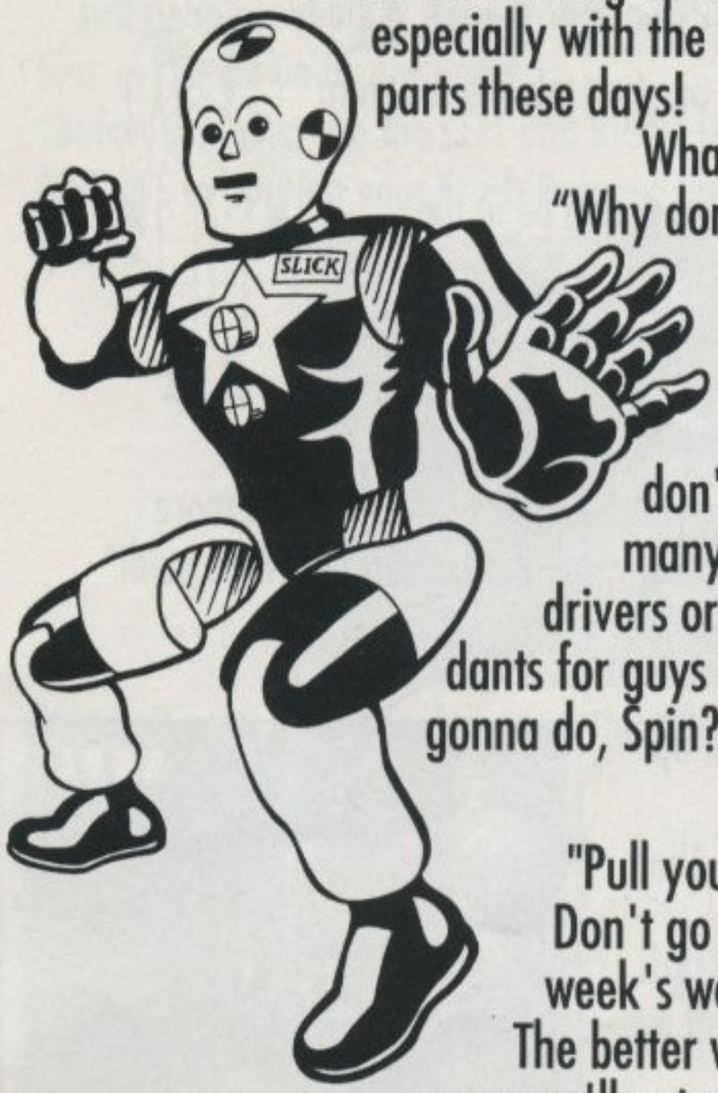
INTRODUCING
THE INCREDIBLE CRASH DUMMIES!

"Hi, I'm Spin!
"And I'm Slick, and we're a couple of dummies."
"Yeah—Crash Dummies! It's not the highest-paying job in the world, but we like it. We remind people to buckle their safety belts, then do a little crashin' and bashin' to drive the point home!



"We're doing a bang-up job, but there are always people forgetting to buckle up, which means we just have to work that much harder."
"Right, Spin. But I feel like a wreck with all the

hard work we've been doing lately. We could use a vacation, maybe crash on a nice beach someplace for a week. But saving up for a trip isn't easy especially with the high price of spare parts these days!
What are we gonna do?"
"Why don't we do some extra work on the side, Slick?"



"Good idea, but I don't think there are too many job openings as bus drivers or valet parking attendants for guys like us! What are we gonna do, Spin? We'll never get that vacation!"
"Pull yourself together, Slick! Don't go to pieces: I've got a week's worth of jobs lined up. The better we do those jobs, the more we'll get paid-- and the sooner we'll be on vacation!"



DAYONE:

STUNT WORK



"Okay, Slick, our first job is to be stunt men."

"Wow, Spin, we're gonna be in the movies!"

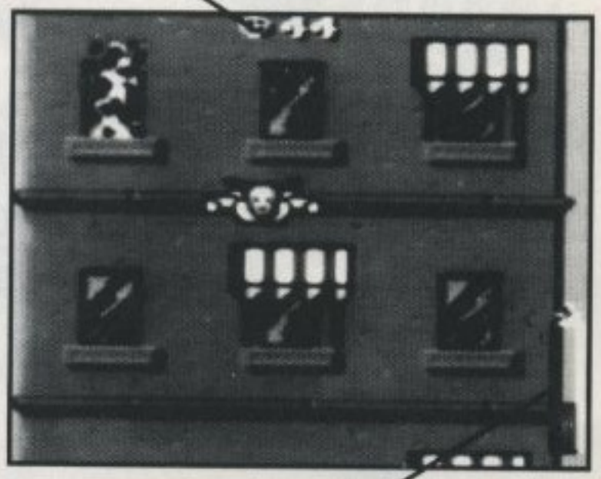
"That's right! The director wants us to jump off the top of a burning building."

"Piece of cake!"

"But the icing is this: He wants a spectacular fall. The more awnings and railings we bust through, the more we'll be paid!"

"Sounds like fun!"

"It should be. We can swing off flagpoles, float up on balloons, and even bounce off the awnings. The flashier, the better! But watch out for the fire, Slick, don't bump into any birds on the way down, and score plenty of points or else you'll have to start

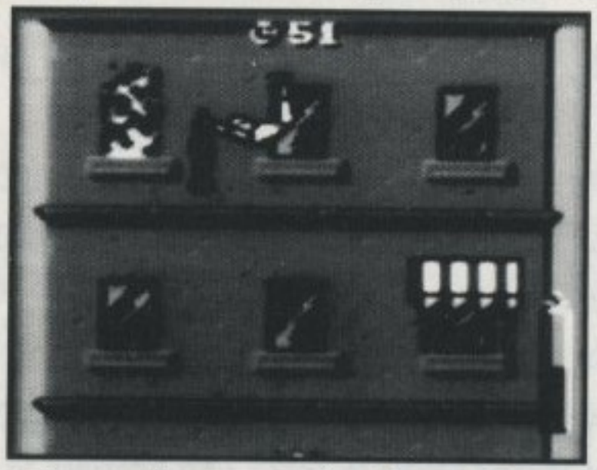


over. Oh, and be sure to hit the target on the sidewalk at the end of the fall!"

"Anything else, Spin?"

"Just be quick about it: The director only has a certain amount of time in the movie for this stunt.

*Before jumping, use the LEFT and RIGHT DIRECTIONAL PAD ARROWS to position your Crash Dummy. Press the 1 or 2 BUTTON to dive.



Note: Don't wait too long, or the Crash Dummy will dive automatically.

*Once airborne, use the UP and DOWN DIRECTIONAL PAD ARROWS to have your Crash Dummy assume either the bomb, freefall, or dive position. Use the LEFT and RIGHT DIRECTIONAL PAD ARROWS to make your Crash Dummy drift toward the left or right.

*To swing off a flagpole, press the LEFT or RIGHT DIRECTIONAL PAD ARROW when your Crash Dummy is over the flagpole. The Dummy will grab the pole and swing toward the left or right.

DAY TWO:

TESTING AIR BUMPERS



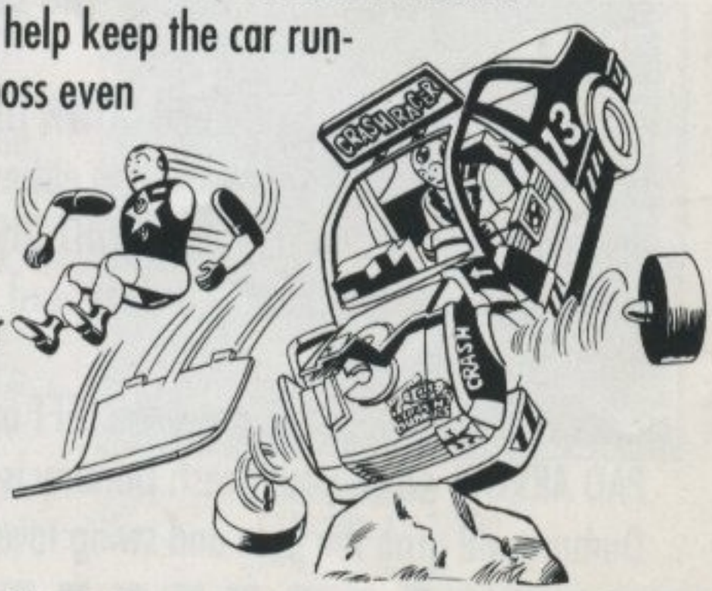
"Our next job, Slick, is to crash test a new style of air bumper."

"Sounds great, Spin. Air bumpers are the coolest invention since safety belts!"

"They sure are, Slick. Only the air bumpers in the cars we're gonna be driving aren't inflated yet, so we have to pick up air cans along the way."

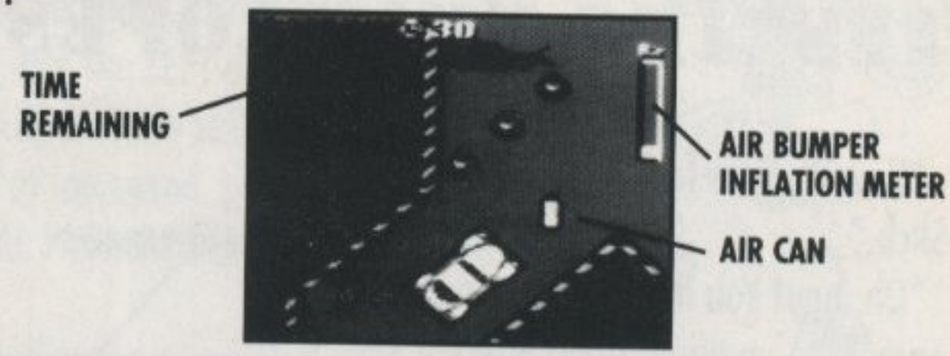
"Is that all we have to do?"

"Are you kidding? This is work, pal; we're getting paid! There are all kinds of traffic cones to crash and barriers to smash. There are wrenches that'll help keep the car running, and sometimes the boss even leaves a little extra cash laying around."



"What's that big thing at the end of the course, over by the crash wall?"

"It's a giant magnet, Slick! When we reach the end of the course, it'll pull the car to the wall as fast as can be. That's why the air bumpers have to be inflated as much as possible! But we have to hurry: We're really fighting the clock today!"



*To drive, use the LEFT and RIGHT DIRECTIONAL PAD ARROWS to steer your vehicle. Press the 2 BUTTON to accelerate in a forward direction; press the 1 BUTTON to decelerate your forward motion, or to move in a reverse direction.



*Ramps cause your vehicle to become airborne momentarily, allowing you to hurdle objects or reach floating air cans. Driving over the edge of a ramp will cause your vehicle to briefly drive on just two wheels, enabling you to negotiate your way through narrow passages.



*Be careful about hitting too many walls or barriers: Too much damage to your vehicle will render it inoperable. Picking up tools on the road, however, will repair some of the damage done along the way.

DAY THREE:
TESTING SKI SLOPES

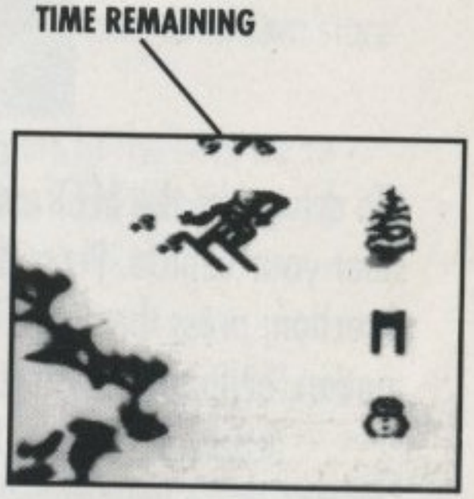
"Now it's time for us to go skiing, Slick."

"Oh, boy! You mean we've earned enough to go on vacation already, Spin?"

"Not quite, pal. You see, the boss wants to open up a new ski resort, and he wants us to test the slopes! He especially wants us to make sure that all the flags on the slope are solidly in the ground, so we have to try and hit them all on the way down. And if we don't hit enough of them, we'll have to start all over again!"

"What about all those snowmen somebody made and left on the slopes?"

"The boss says he'll pay us extra if we can clear them off the course for





him! Catch my drift?"

"Cool!"

*To guide your Crash Dummy down the slope, use the LEFT and RIGHT DIRECTIONAL PAD ARROWS. To ski straight down the slope at top speed, press the DOWN DIRECTIONAL PAD ARROW.



*To make your Crash Dummy hotdog down the slope, press the 2 BUTTON. This will cause you to jump over any obstacle that is in your way.

Note: You will automatically hotdog when you hit a stone.



*Be careful about hitting snow drifts and trees. If your Crash Dummy hits a snow drift, you'll temporarily become a snowball rolling down the slope uncontrollably, and you'll miss some of those flags you're supposed to be hitting. That's important, because if you don't hit at least half the flags, you'll have to start over. If you hit a tree, you'll lose a life.

DAY FOUR

THE BOMBFACTORY

"These jobs are cracking me up, Spin! What's next?"

"The boss is sending us to a factory, Slick—a bomb factory!"

"Oh, boy! What do we have to do?"



"Quality control. It seems there's been some confusion on the assembly lines. Some bombs are coming down the line with their fuses lit, and some aren't even coming down the line at all."

"What's coming down the line instead?"

"Crash Dummy body parts!"

"Hey, I'll bet we know some of those guys! So what do we have to do?"

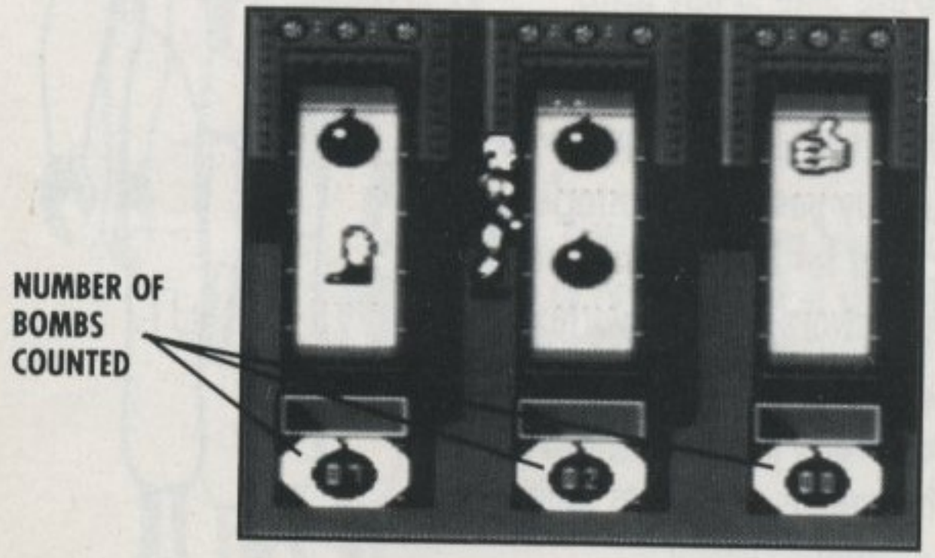
"Simple: All we have to do is blow out the fuses on the lit bombs, hammer the body parts off the assembly line, and allow the good bombs through."

"Let's blow...er, go to it!"

*To move your Crash Dummy from one assembly line to the next, or to change which way you are facing, use the LEFT and RIGHT DIRECTIONAL PAD ARROWS. To position your Crash Dummy along a single assembly line, use the UP and DOWN DIRECTIONAL PAD ARROWS.

*To bend over and blow the fuse out on a lit bomb, press the 2 BUTTON. To hit an object on an assembly line with a hammer, press the 1 BUTTON.

*Be sure not to let any lit bombs pass you on the assembly line; they'll cause that line to stop moving, and the other lines to move that much faster!



DAY FIVE:
GUIDING GUIDED MISSILES

"Well, Slick, this is it. It's time for us to take to the sky."

"You mean we're going hang gliding, Spin?"

"Aim higher."

"We're going to fly airplanes?"

"Higher."

"Higher?"

"We've been hired to guide guided missiles."

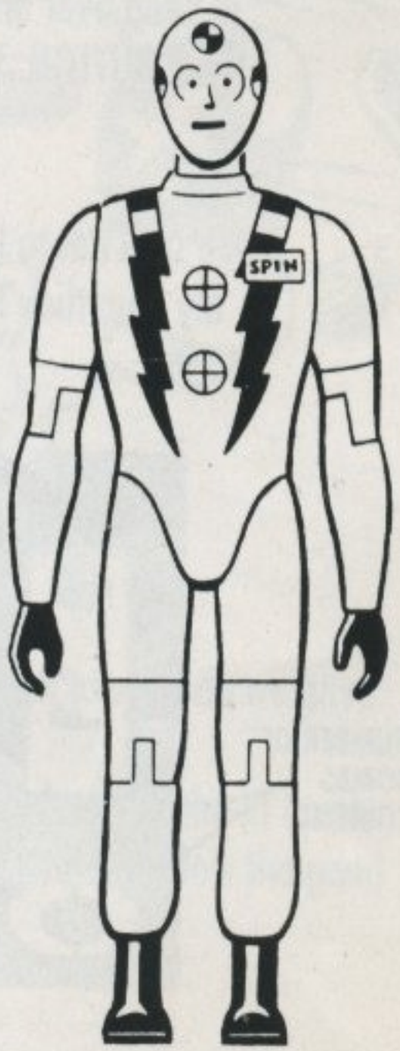
"Wow! What's the catch?""

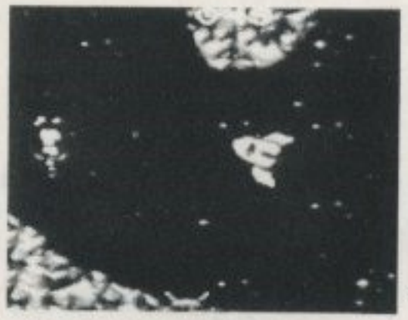
"No catch, really. All we have to do is guide our way past some obstacles—but watch out for other missiles coming at us, and beware of space vortexes!"

"That's it?"

"And be sure to hit the target."

"This sounds as easy as falling off a building!"







*To navigate the guided missile, use the LEFT and RIGHT DIRECTIONAL PAD ARROWS to turn the missile, and the 2 BUTTON to fire your engines.

*Watch out for obstacles: Other missiles will shoot at you, and whirlpool-like space vortexes may catch you in their gravitational grip—or send you hurtling into a wall of rock!

A TIP: Try firing your engines to give yourself a gentle side-to-side momentum, then use gravity and your engines to negotiate your way past the obstacles!

THE INCREDIBLE CRASH DUMMIES™

TRIVIA TEST!

Hey, think you're so smart? Try answering some of these questions!

Q #1: What's the difference between a Crash Dummy who doesn't use a safety belt and a pile of useless spare parts?

A: Nothing!

Q #2: What's the first thing that goes through your head when you find yourself in an accident without your safety belt buckled?

A: The windshield!

Q #3: What is a Crash Dummy's favorite sport?

A: Bashketball!

Q #4: What's the one thing a person who doesn't use safety belts will never see?

A: Old age!

DON'T YOU BE A DUMMY: BUCKLE YOUR SAFETY BELT!

AND LEAVE THE CRASHIN' TO US!

NOTES

NOTES

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Name: _____

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1. Game title: THE INCREDIBLE CRASH DUMMIES™ GAME GEAR
2. Who **purchased** this game? □Male □Female Age _____
3. Who **plays** this game the most? □Male □Female Age _____
4. Why was game purchased for **player**? □ Self-purchase □Requested Gift □Unrequested Gift
5. How did you hear about this game? □Friend □Radio □TV □Newspaper □Magazine Ad □Game Review □In-Store Display □Played Before Buying □Arcade □Salesperson
6. How would you rate the game play?
   1 2 3 4 5 6 7 8 9 10 (Best)
7. How would you rate the graphics?
   1 2 3 4 5 6 7 8 9 10 (Best)
8. Which kind of game do you like most? □Action □Role-Playing □Sports □Simulation □Maze/Puzzle
9. How often do you play coin-op arcade games?
   □Never □Sometimes □Frequently
10. What game/computer systems are in your household? □NES □Super NES □Genesis □Game Gear □Game Boy □PC (IBM or other)
11. How many times a month do you rent video games? _____
12. Which magazines and comic books do you read?

    _____

13. Comments: _____

    _____

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