SEGA™

GENESIS™

KONAMI®



OFFICIAL SEGA SEAL OF QUALITY

INSTRUCTION MANUAL

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



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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 previously 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 Genesis Cartridge is intended for use exclusively with 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.

Warning to owners of projection televisions: 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.

Thank you...

for purchasing this fun new video game from Konami. You're in for a real treat as you play Animaniacs™. These wacky Warner Bros. characters are zany, witty, warm, mischievous, goofy, sly...they're everything except boring! Join the Warner brothers (and sister) on a journey through the Warner Bros. Studio lot for "lots" of fun! We recommend that you read through this manual first to take full advantage of this game.

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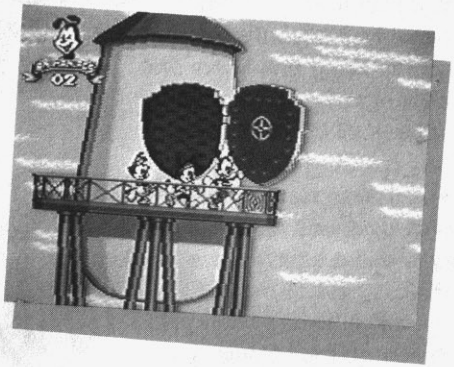
Our story begins...

in the 1930s, a period regarded by many as the Golden Age of Animation. Many studios in Hollywood were pumping out reels and reels of new cartoons. During this time, one of the more eccentric and gifted animators at Warner Bros. created the Warner brothers and the Warner sister—specifically, YAKKO, WAKKO and DOT.

From the beginning, however, these three were labeled too wacky, too wild and just too zany to be let loose on an unsuspecting public. Their comical genius was too far ahead of the times. Behind top-secret closed-door meetings, the studio executives, vice presidents, managers, managing vice presidents, chief executive vice directors of managing, and some people who were really important, decided to lock them up immediately in the Warner Bros. Water Tower.

They remained imprisoned in that water tower for over 60 years, when they escaped! As soon as they got out, the Warner brothers and their sister immediately began to amuse themselves by wreaking havoc upon film stages all across the studio lot.

One day, they found something even more entertaining to do. They decided to collect various items used in movies from Warner Bros. Studio and open their own "hip pop culture" shop. Join them now as they pursue their "life's dream" of the day.



Who are the Animaniacs?

So glad you asked! If you haven't met them, then you're in for a treat. Here is a brief look at this lovable, wacky trio...



Yakko

He's a born leader, a fast-talker and an ideal big brother. Yakko takes the lead in one off-the-wall Animaniacs adventure after another. His zingy one-liners and comical cool make him appeal to the lunatic in all of us. Yakko is seen here sporting a cool pair of khaki Perry Alias slacks. Great for tropical cruises and nurse chasing... and a handy place to store his paddleball.



Wakko

The youngest brother. He has unlimited slapstick energy and an appetite for pranks—and anything else he can fit into his mouth! His wacky antics make all but the most stuffy studio executives crack-up. Wakko is easily recognized by his red cap, his cockney accent, and his huge mallet!

Dot



She's the cute one. Really. If you don't believe us, then just ask her... she'll be glad to tell you. She has a sassy spirit and witty sense of humor. She'll light up almost anyone's face with a quick kiss and a big hug. Her dream date includes a certain Mr. Lethal Weapon... if she can ever catch him.

Starting up your system

1. Set up your Genesis System, following the instructions in your Genesis System Instruction manual. Plug in Control Pad 1.

2. Make sure the console's power switch is turned off.

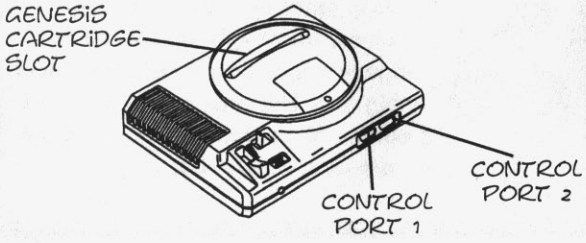
3. Insert the **Animaniacs** cartridge into the console with its label facing forward. Press the cartridge firmly into the cartridge slot.

4. Turn the power switch on. The Konami screen appears.

NOTE: If nothing appears on screen, turn the switch off. Check your cartridge to make sure it is inserted correctly and check all cables to make sure they are properly connected, then try again.

IMPORTANT: Always make sure your Genesis System is turned off before inserting or removing the game cartridge.

5. Press the Start Button on Control Pad 1.



Playing the game

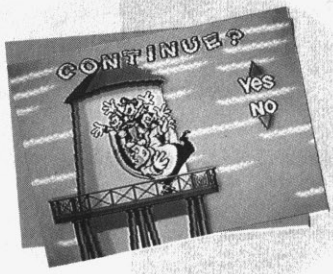
Use each of the Warner brothers' (and sister's) special skills to advance through the game. One player operates the game as one of the three main Warner characters, and the other two characters tag along. The player (that's you!) switches between these characters depending on the trap to be avoided...or conquered.

Each stage is divided into several sections. You solve puzzles and avoid traps to clear each stage and advance to the next.

The damage to each character is displayed on the face of the character in play. A character loses one life when he (or she) falls off the screen or has been too damaged to continue.

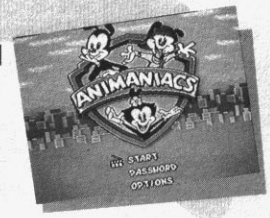
If you have any lives left, your character must start over at the beginning of that section.

When there are no remaining lives, the game ends and the player can select Yes or No on the Continue screen.



Starting the game

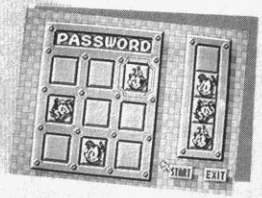
Press the Start button to skip the opening demo and go to the Title screen. Use the Direction button to move the director's cue board to the desired selection.



START

PASSWORD

OPTIONS



START: After the opening demo, the Practice mode begins. This is followed by the Stage Select screen. (You can practice the individual techniques of Yakko, Wakko and Dot during the Practice mode.)

PASSWORD: Input the password that appears at the end of each stage you clear to restart the game from that stage.

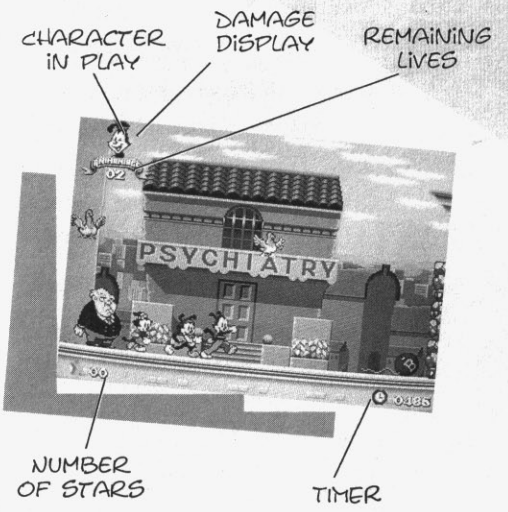
OPTIONS: You can change game settings from this screen. Here are the items you can change:

- LEVEL: Change the level of play difficulty during a game. (The number of remaining lives changes according to the difficulty.)

  EASY: 05
  NORMAL: 03
  HARD: 01

- CONTROL: Change the settings for the A, B and C buttons of the Control Pad.
- SOUND MODE : You can select either Stereo or Monaural.
- EXIT: You can exit the option screen.

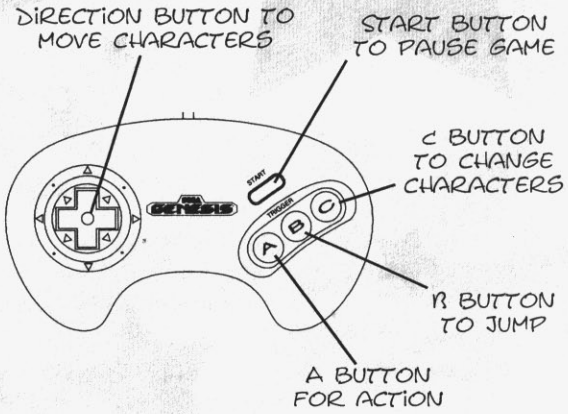
Screens



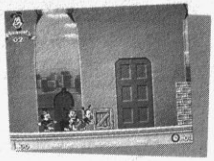
Operations

This is a single-player game.

You can change the functions of buttons A through C in the Options mode.



Basic character actions

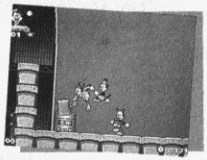


YAKKO: Pushes and pulls movable wooden boxes.

Press A for paddleball attack.

• Push
Use the Direction key to push in desired direction.

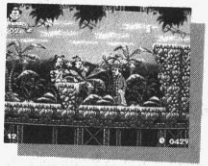
• Pull
Press and hold A + the Direction button to move in the desired direction. (Note: Must be close to the object for this to work.)



WAKKO: Pounds with a hammer.
Lights fuse.
Destroys blocks.

• Pounds switches and seesaws.
Press A for hammer smash.

DOT: Flirts.
Charms characters out of Animaniacs' path.

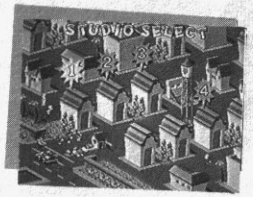


Press A to blow a kiss.

Each character's actions have other effects as well, so try them out for yourself.

Stages

Select any stage from Stage 1 to Stage 4 from the Stage Selection screen.

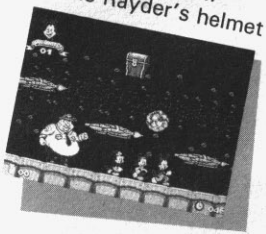




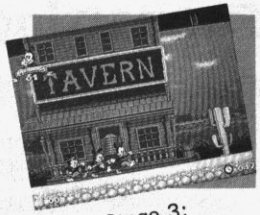
Stage 1:
The Adventure Of Dirk Rugged VII
Target item:
Dirk Rugged's hat



Stage 4:
To Scream Or Not To Scream
Target item:
Janus' mask

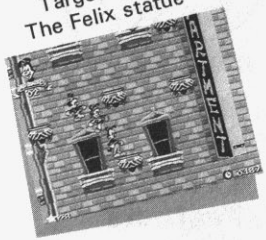


Stage 2:
Space Trucking
Target item:
Dume Rayder's helmet



Stage 3:
Remember The À La Mode
Target item:
Jetho Anderson's badge

Stage 5:
Once There Was A Man Named Oscar
Target item:
The Felix statue





Finalé:
Pinky & The Brain Take Over The World!
Target item(s):
Your Stuff!!

Items

1-UP: One more Animaniac is added.

Star: Gather these for Bonus Points. Collect 100 stars for a 1-UP.

Timer: Animaniacs' time increases.

Power Restored (Food items): Animaniacs' power is restored.

Supporting cast

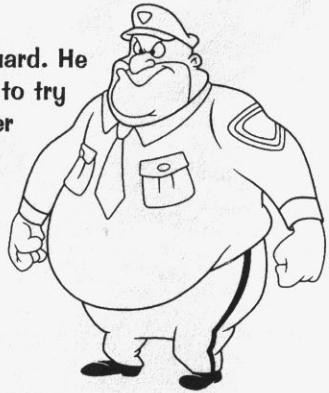


Pinky & The Brain

Experimental mice that spend their days thinking of ways to conquer the world.

Ralph

Warner's security guard. He appears everywhere to try and catch the Warner Brothers.



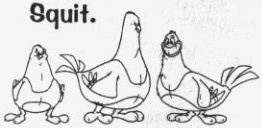


Mindy and Buttons

Mindy's a precocious, four-year-old girl and Buttons is the faithful dog that's always saving her from calamities.

The Good Feathers

Three would-be acting pigeons — Pesto, Bobby and Squit.



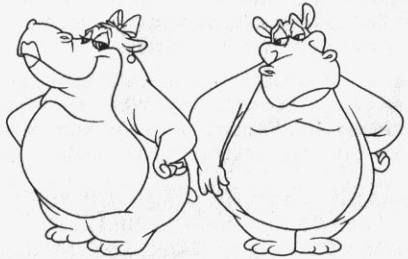


Dr. Scratchansniff

Warner Bros. in-house counselor.

The Nurse

WarnerBros. staff nurse.



Marita & Flavio, The Hip Hippos

A yuppie hippo couple with "ultimate hip."

Rita and Runt

Homeless cat and dog. Since they both have been looking for a home sweet home, they've become inseparable pals.



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Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this game and all the fine Konami products.

Konami Game Hint & Tip Line:
1-900-896-HINT (4468)

Konami (America) Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089

☎ 85¢ per minute for recorded hints

☎ $1.15 per minute for live support from a game counselor

☎ Touch tone phone required

☎ Children under 18 years old must have parental permission before calling

Hints are available 24 hours a day. Live support Monday-Friday 8:30AM—5:00PM CST only. Prices and availability subject to change. U.S. accessibility only.

If you experience technical problems with your **Animaniacs™** game cartridge, try our Warranty Services number (708) 215-5111.

Online support

Konami Consumer Support is available online from:

CompuServe: To reach our Consumer Support board in the Video Game Publishers Forum, type GO VIDPUB at any "!" prompt. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your free introductory membership and $15 usage credit.

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