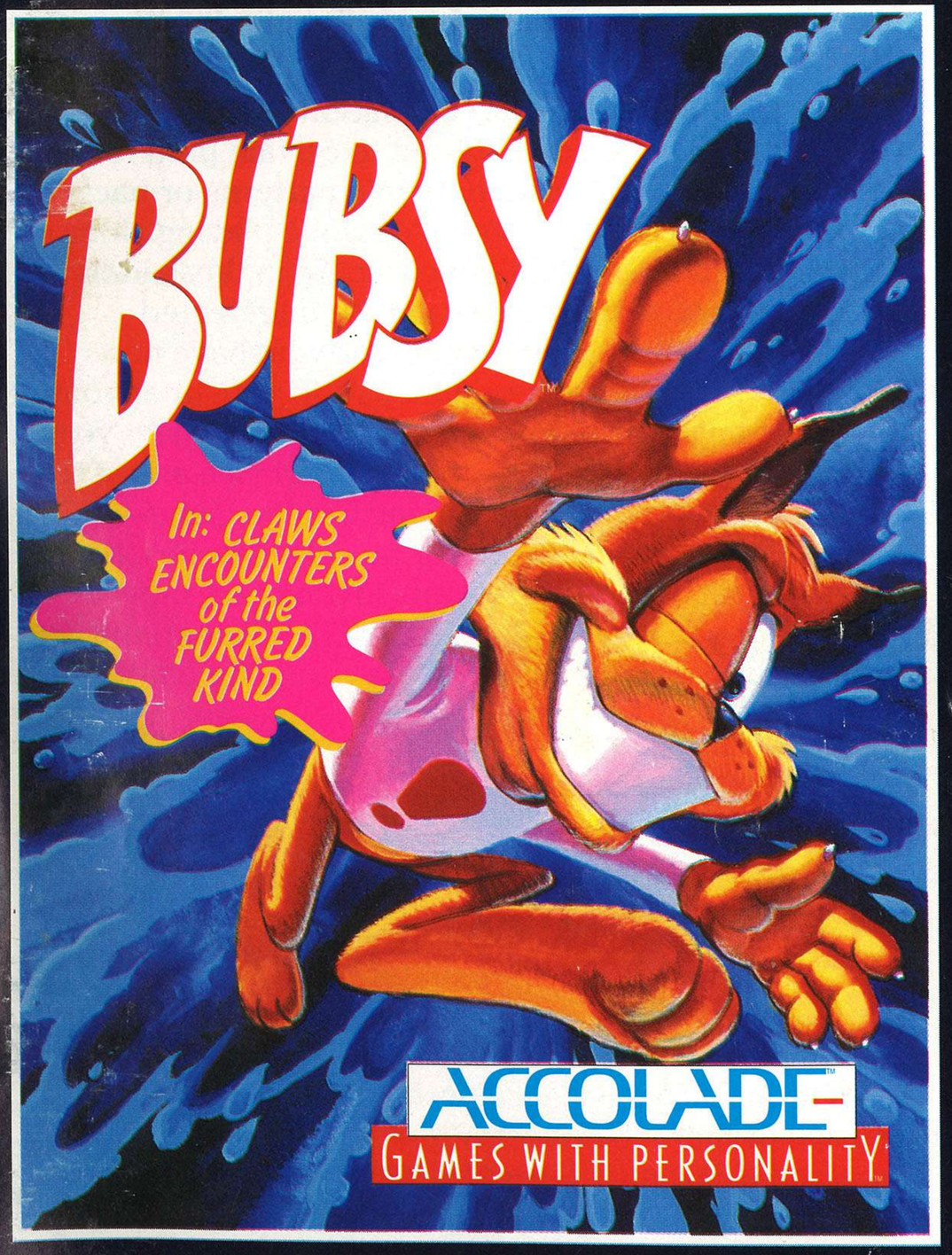
ACCOLADE™
GAMES WITH PERSONALITY

5300 Stevens Creek Blvd., San Jose, CA 95129, (408) 296-8400

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

Patents: U.S. Nos 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)

VID 4040



FOR THE SEGA™ GENESIS™ SYSTEM

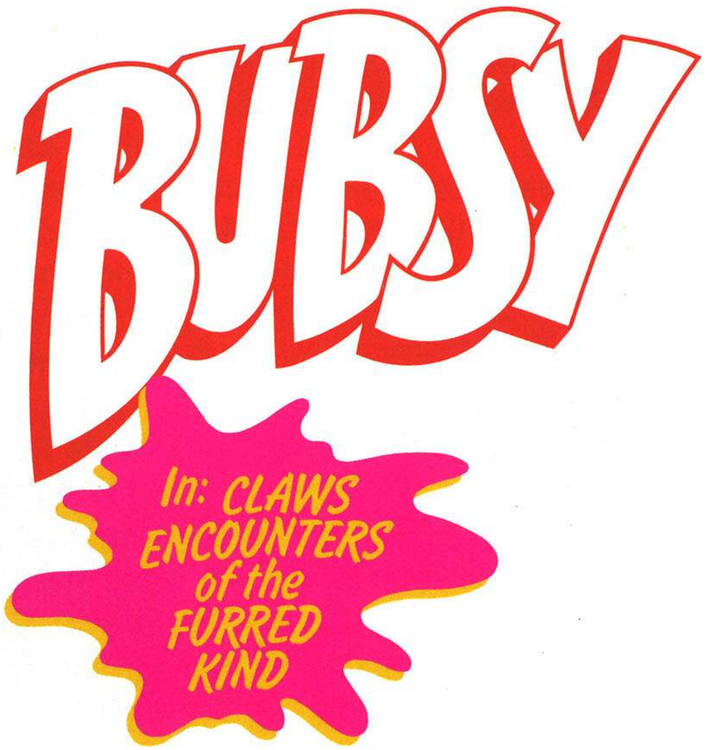
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small portion of the population may experience epileptic seizures when exposed to certain 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

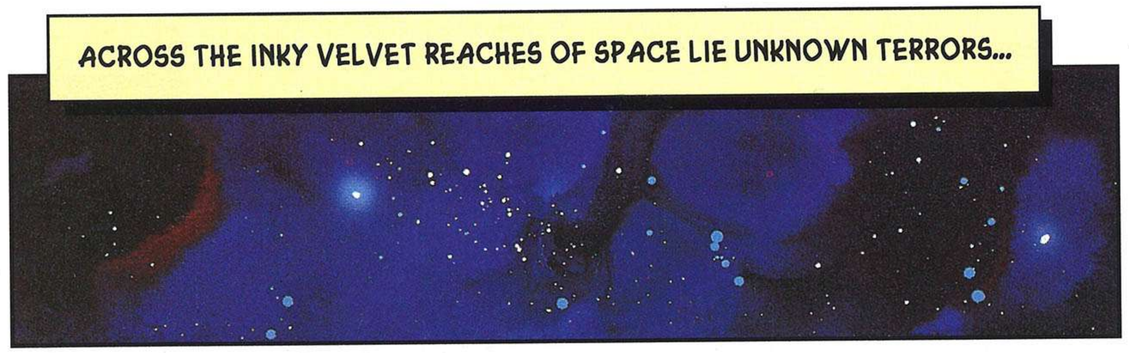
- The Sega Genesis Cartridge is intended for use exclusively with the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Cartridge.

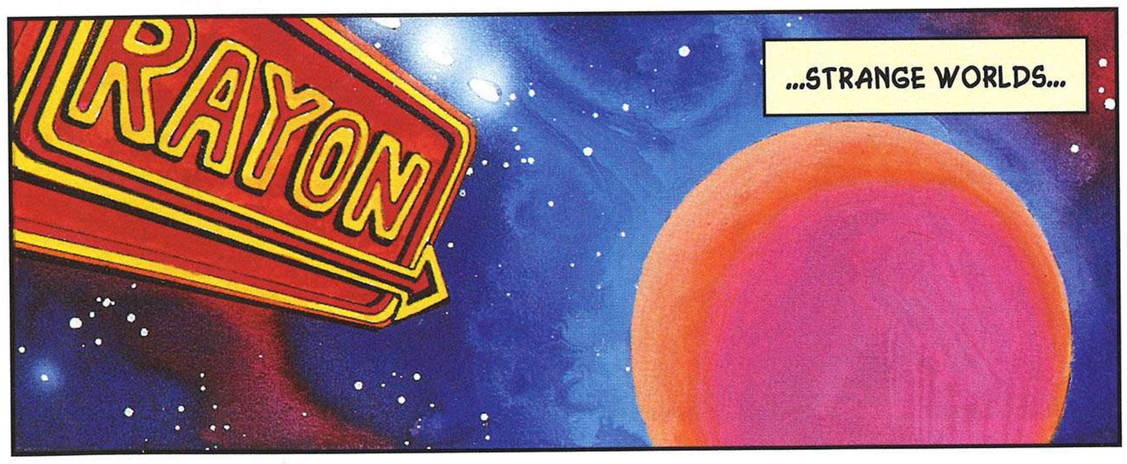
Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



CREDITS

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THERE ARE BEINGS THAT STRETCH THE VERY FABRIC OF REALITY.

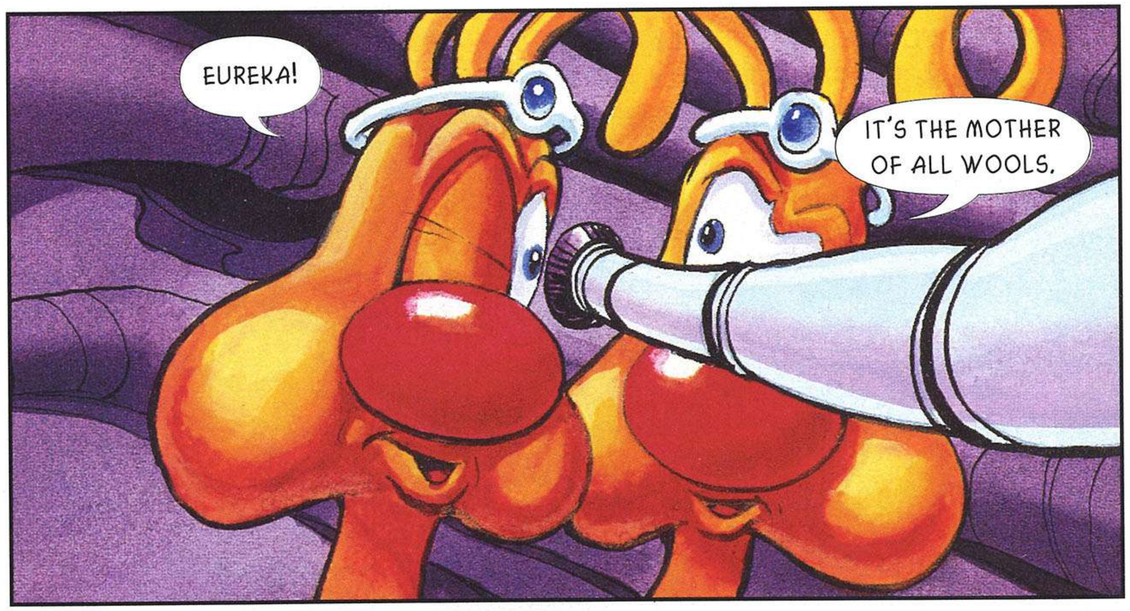
BEINGS LIKE THE WOOLIES, WHOSE UN-BRIDLED LUST FOR YARN IS LEGENDARY ACROSS THE GALAXIES.

AND NO WOOLIE IS MORE GREEDY FOR THE FURRY FIBER THAN THE TWIN QUEENS OF RAYON, POLY AND ESTER.

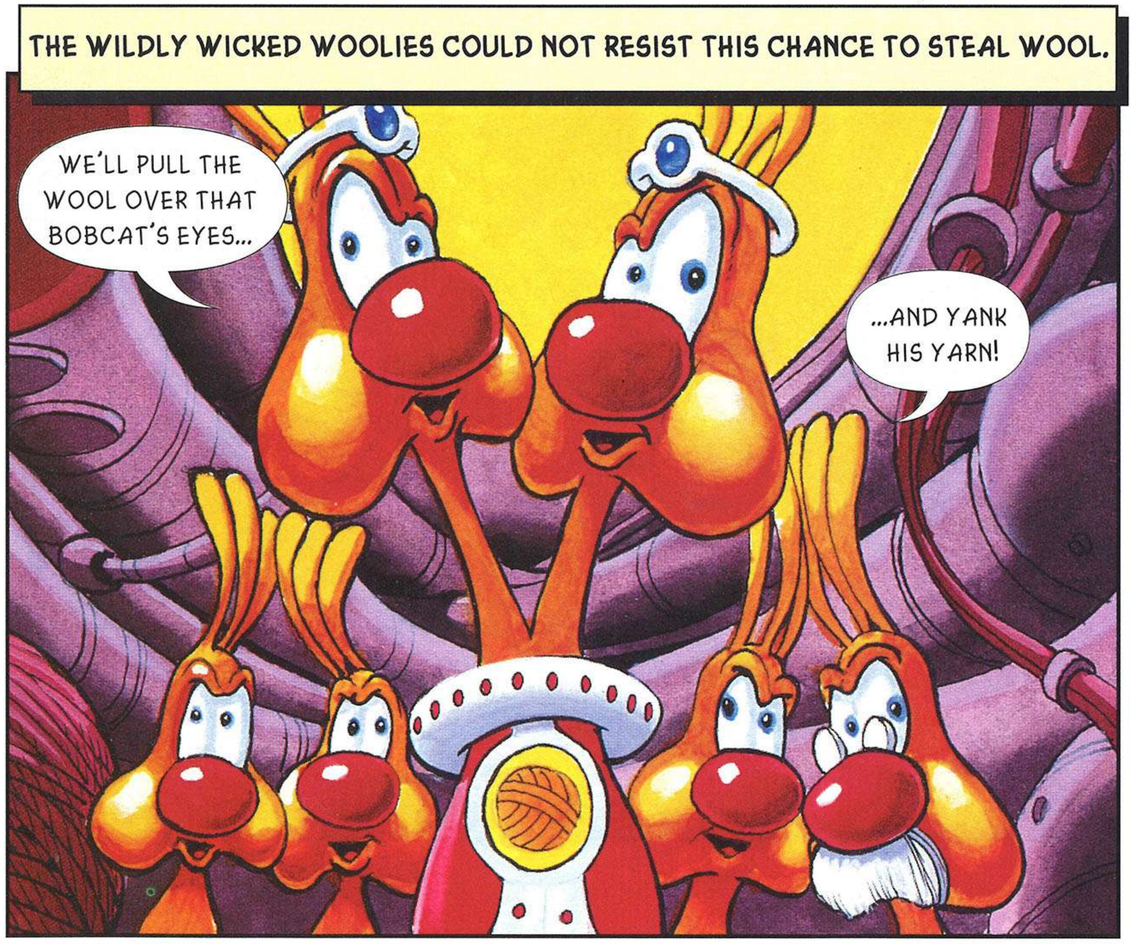
WELL, PROFESSOR NYLON...

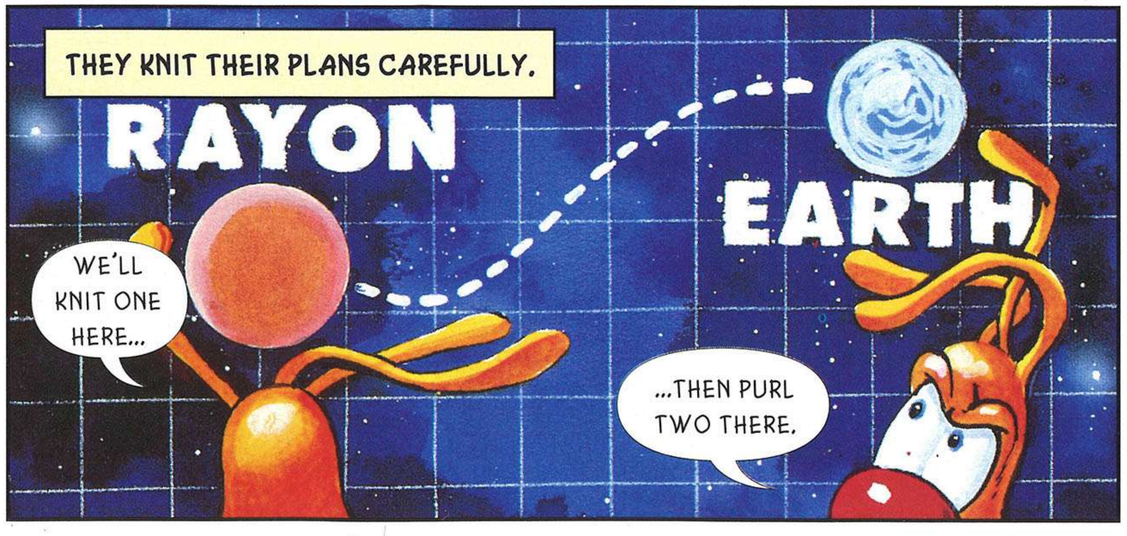
...HAVE YOU FOUND A NEW PLANET TO PLUNDER OF WONDERFUL WOOL?

YES, YOUR EMBROIDERED HIGHNESSES. HAVE A BO-PEEP THROUGH MY FIBER OPTIC YARNOSCOPE.


EUREKA!
IT'S THE MOTHER OF ALL WOOLS.


WHAT A WEIRD LOOKING CREATURE!
I'LL SAY! HE'S NOT WEARING ANY PANTS.
THERE'S JUST NO PRIVACY FOR US BIG STARS.


THE WILDLY WICKED WOOLIES COULD NOT RESIST THIS CHANCE TO STEAL WOOL.
WE'LL PULL THE WOOL OVER THAT BOBCAT'S EYES...
...AND YANK HIS YARN!


THEY KNIT THEIR PLANS CAREFULLY.
RAYON
EARTH
WE'LL KNIT ONE HERE...
...THEN PURL TWO THERE.

AND SOON THE VERY FABRIC OF SPACE WAS BEING WARPED BY THEIR DREADED SAUCERS OF SILK.

WHAT'S OUR YARN CONSUMPTION, ENSIGN?

ABOUT TWO LIGHT YEARS TO THE YARD, SIR.

BUT THE WOOLIES HAD CHOSEN TO INVADE THE SPACE OF ONE PURR-FECTLY FUR-OCIOUS FELINE.

I'M BAD. WHOOAA, I'M BAD.

A BOBCAT READY, WOOLING AND ABLE TO DEFEND THE RIGHTS OF THE DOWNTRODDEN.

GO AHEAD, MAKE MY DAY.

...SMITE THE EVIL DOERS...

SOME I SMITE, SOME I BITE. IT'S A MOOD THING, REALLY.

...AND TO GENERALLY ACT IN A HEROIC AND POLITICALLY CORRECT MANNER.

I REGRET THAT I HAVE BUT NINE LIVES TO GIVE TO MY PLANET.

WELL, IT COULD HAPPEN.

AND SO THE NEFARIOUS, NASTY, NO ACCOUNT WOOLIES PROCEEDED TO CLEAN BUBSY'S CLOCK.

I'LL VACUUM.

I'LL DUST.

THE WOOLIES SWIFTLY MADE A SUCKER OUT OF BUBSY.

WHO SAID CAT HAIR WAS HARD TO VACUUM UP?

COURSE IT HELPS IF IT'S STILL ATTACHED TO THE CAT.



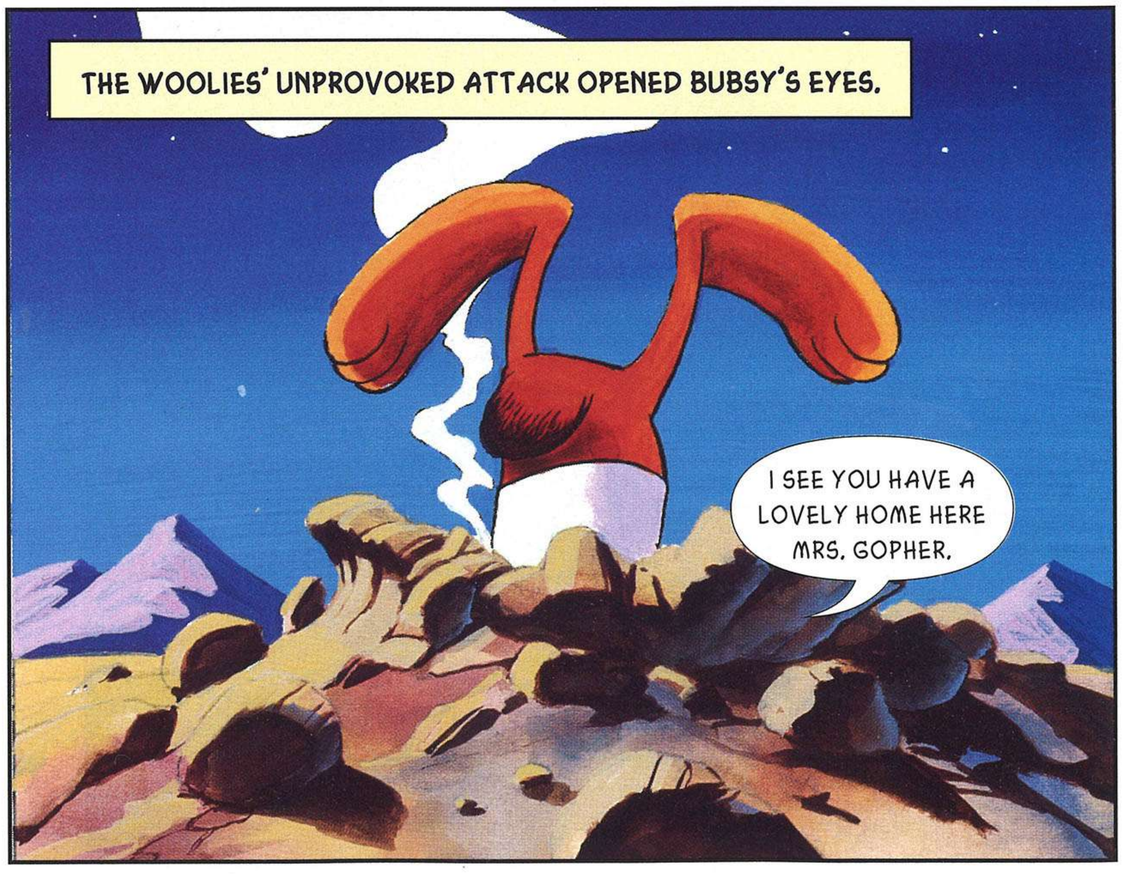
AND IN MIND-NUMBING SUCCESSION HE WAS FIRST REJECTED...

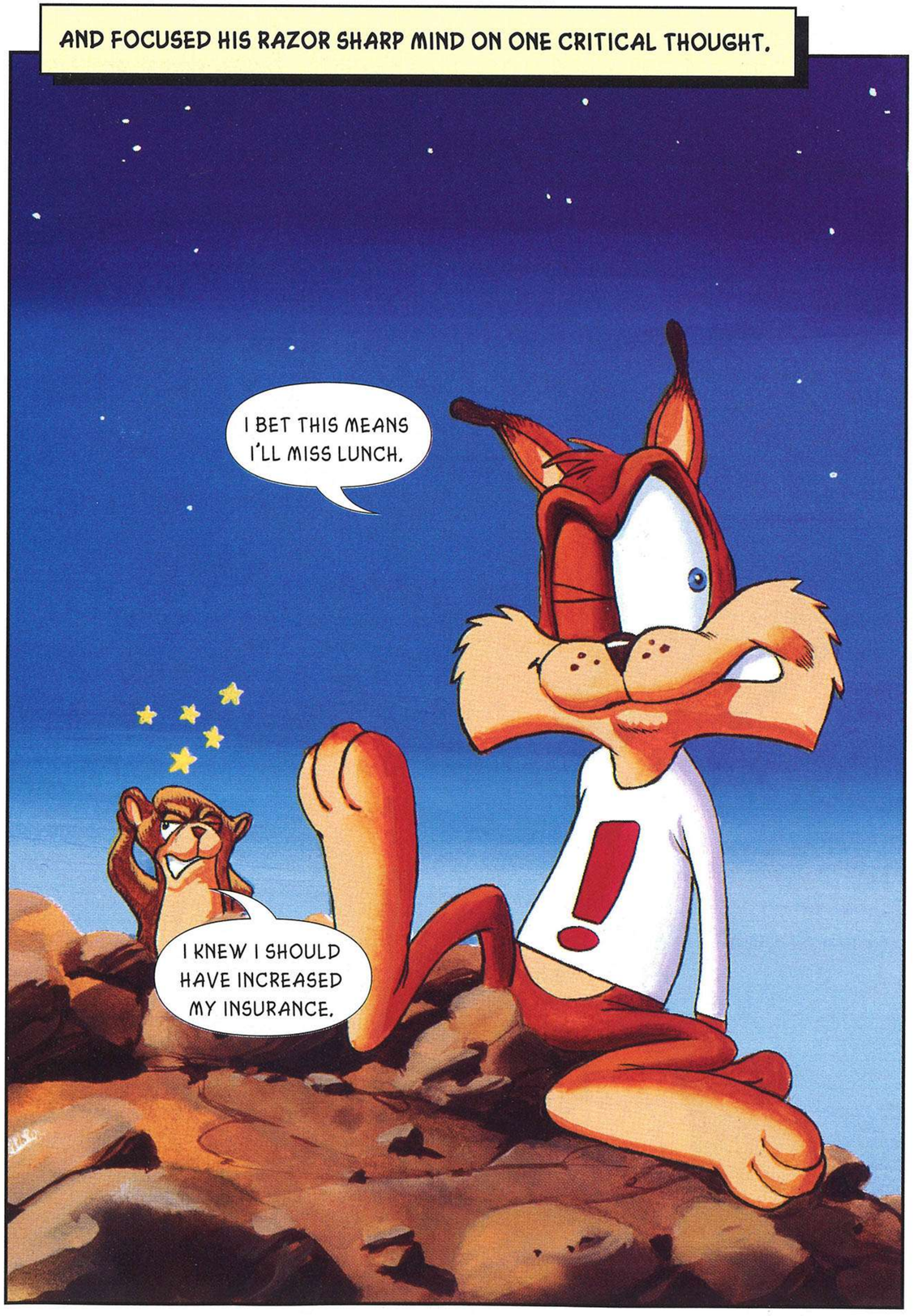


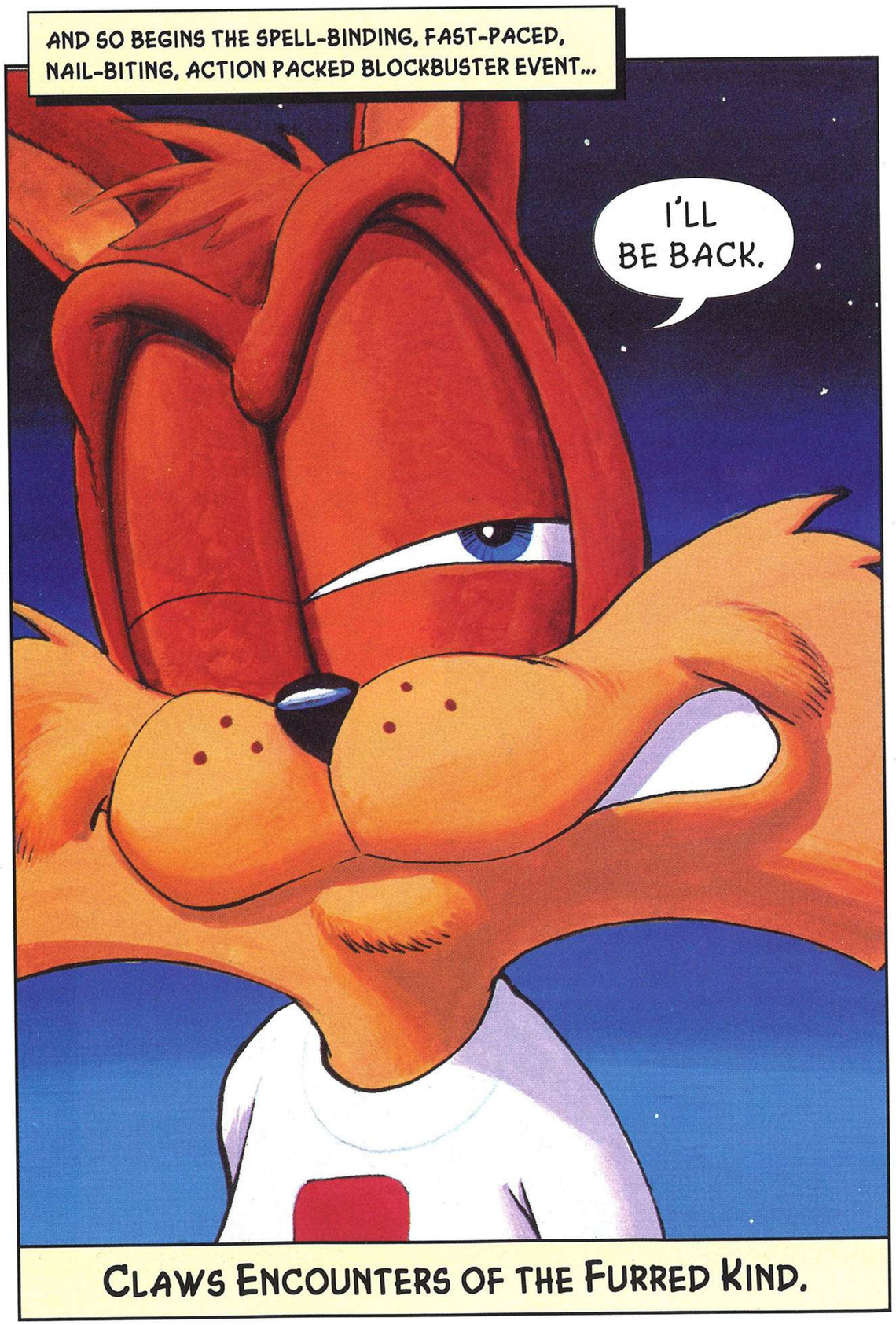
AND THEN EJECTED.

I'D LIKE TO REMIND THE PRODUCER OF THIS GAME THAT I AM AN ENDANGERED — REPEAT ENDANGERED — SPECIES!


EEEEEEEEEEYOW!


THE WOOLIES' UNPROVOKED ATTACK OPENED BUBSY'S EYES.
I SEE YOU HAVE A LOVELY HOME HERE MRS. GOPHER.


AND FOCUSED HIS RAZOR SHARP MIND ON ONE CRITICAL THOUGHT.
I BET THIS MEANS I'LL MISS LUNCH.
I KNEW I SHOULD HAVE INCREASED MY INSURANCE.



INSTRUCTIONAL DOCUMENTATION FOR THE INSERTION AND IMPLEMENTATION OF CLAWS ENCOUNTERS OF THE FURRED KIND CARTRIDGE FOR THE SEGA GENESIS

Step 1: Firmly grasp the ergonomically designed plastic cartridge housing with both hands making sure the description label is facing North.

Step 2: Verify that the cartridge/machine interface connectors are pointing towards the core of the planet.

Step 3. Stand in front of the Sega Genesis System in a relaxed manner with both feet slightly apart and terminate all power to the system by grasping the handle



Hey wait a minute! I never saw this stuff before. Who's the chowder head writing this thing anyway? I was supposed to get Stephen King for the manual. It's in my contract. O.K. that's it, get Stephen on the line, I'll...

Oh, oh, I get it. Show it to the old Bubster and he'll throw a fit and do it himself. Save a few bucks, he's just a bobcat. Is that it?

Well, it's not going to work this time buster. I'm not going to stand up here and make some dorky speech about how the Woolies have stolen all the Earth's yarn for their own evil ends, and how you're supposed to trash every Woolie you see and grab every yarn ball in sight. No siree, not me. Find somebody else to talk about gettin' through the village, past the carnival, hitchin' a ride on the canyon train, and goin' down river to the forest.

And besides, the big Woolie mother ship at the end is a secret. You don't want to tell anyone about that anyway. That's how you win.

Yep, you have to get up pretty early in the morning to fool this bobcat. I'm not talkin' about any secret Woolie warp caves full of yarn and stuff. Nope. Not me. You guys try to get me to do everything around here. Sheesh, I mean, maybe you'd like me to take out the trash now?

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LET'S GET GOING, OK?

Now that I've taken out the trash, I just can't wait to get into this. Collecting yarn balls... Adventuring... And, best of all, wiping out Woolies. Ah, life is good...

Here's What I Do...

1 First I make sure the power switch on your Sega Genesis console is OFF.

2 Then I stick my *Bubsy* cartridge (the one with me flashing that great grin...) into the cartridge slot and press it down firmly.

3 I plug a control pad into port 1. For two players, I plug a second control pad into port 2.

4 I turn the power switch ON. And I turn the TV on too, of course.

That's it!!! There I am!!! Look at me as long as you like (which will probably be quite a while) and then press **Button C** to go to the Options screen and make your selections.

When I Want to Play With 2 Players...

If you and your friend want to wipe out Woolies together, that's great. To get a 2nd player into the game, press the **START** button on player 2's controller. Or, select **2 Players** on the Options screen. (Player 2 will have two exclamation marks by his score.)

The Options Screen

This is where you can change a bunch of stuff. Like the sounds, the music, what the buttons do and more. I'll explain each option to you below. But first I want to tell you how to change an option.

To change an option, highlight the option by pressing the Control Pad ▲ or ▼. Then press **Button C** to toggle between choices.

When you've made all your changes, press **START** to begin playing.



Here's a brief bit about each option:

Pounce/Glide

This option lets you change what the buttons make me do. (If you haven't messed with it, **Button B** makes me pounce and **Button A** makes me glide.)

Full Audio

This lets you fiddle with the sound — choose between **Full Audio**, **Mute**, **Sound FX Only** or **Music Only**.

Enter Passcode

This is great. With passcodes, you and I can start where we left off. Which means that if you get like all the way to the desert or something, you don't have to start at the village the next time you play.

Each time you finish three chapters, you'll be given a passcode. WRITE IT DOWN!!!! I mean it!!!

To enter your six digit passcode, highlight **Enter Passcode** on the Options screen and press ►. Then press ▲ or ▼ to scroll through the letters. When the correct letter is displayed, press ► to go to the next space. (If you make a mistake, press ◄ to back up.) After you have entered all six letters, press **Button C**. After the chapter number appears, press **START**.

Bubsy Creators

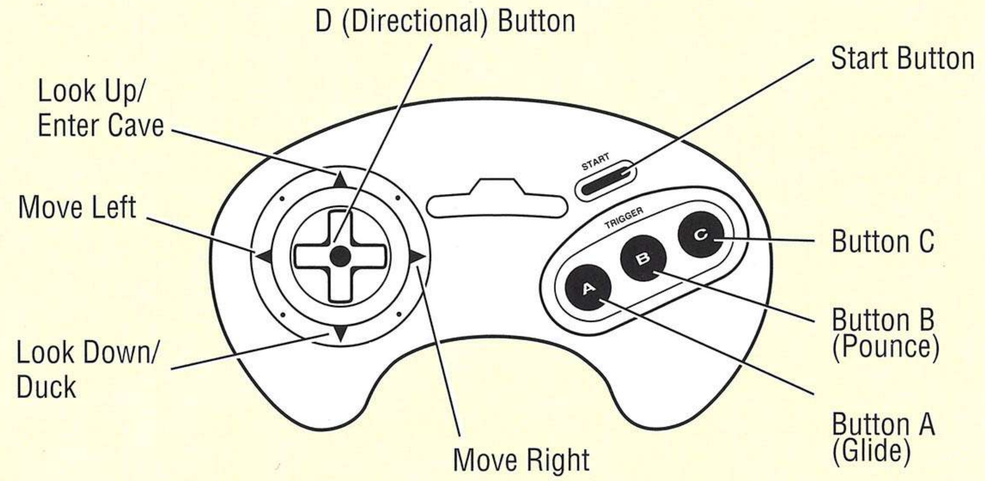
This option gives credit where credit is due. Press ▲ or ▼ to see all the people who made me what I am today… one fantastic bobcat! Enough said about other people, let's move on.

Exit

Returns you to the title screen.

IT'S A CONTROL THING, REALLY

I'm a control freak. So? Lots of powerful mammals are. If I wasn't, this whole place would have the Woolies pulled over its eyes. Now to help me beat these Woolie Bullies, you've got to understand a few simple things about control. And here they are:



Control Pad

Up

- I'll look up
- I'll enter caves, mine shafts, etc., if I'm standing in front of them

Down

- I'll duck down
- I'll look below me

Right/Left

- I'll run, or glide, right or left on the ground, in the air and on water slides
- Put on the brakes by pressing opposite the direction I'm running. Or, speed up by pressing in the same direction I'm running

Button B

- I'll pounce and if I hit a Woolie, or one of their henchmen, they're history
- The longer you hold it, the higher I jump and the more I'll bounce when I pounce on the bad guys

Button A

- I'll swoop through the air and land light as a feather
- I can pounce on enemies while I'm gliding. Try holding **Button B** down at the same time. I'll do a super pounce and soar into the air

Button C + ◄

- I'll look to my right (your left)

Button C + ►

- I'll look to my left (your right)

PLAYING AROUND



On the Screen

Here's a quick rundown on all the stuff you see on the screen. Like the nifty numbers, flashing digits and other stuff that, quite frankly, detracts from little ole me...

You probably figured all this out anyway. But it's in my contract, (have you heard about my contract?) so I have to tell you about it — here it is:

Overall Score

I give ya points, big ones, for all the Woolies you eliminate. (I get additional points for each enemy I bop in succession.) Then I add in more points for special colored yarn balls.

Yarn Balls Collected

You don't really need me to explain this one, do you?

Time Remaining

The timer keeps counting down. Even when you're not playing with the controller, unless you pause the game.

Lives Remaining

Guess how many lives I start with? Big surprise: NINE!

Mid-Level Markers

Congratulations! When I get to an exclamation point, I'm part-way through a chapter. Make me hit it and it will change to a spinning red yarn ball with my handsome face on one side. When I lose a life, I'll come back to the last Mid-Level Marker I hit.





A Word About Water

You know the old saying: you can lead a cat to water but you can't make it sink... Okay, I know. They're wrong. You *can* make it sink. But don't do it. Don't get me in over my head. P-l-e-a-s-e! Cats *hate* water. *I* hate water. You wouldn't want to immerse a sweet, lovable feline like me, would you? (Don't answer that.)

Bonus Points

Here's how you rack these up: you get ten bonus points for every second left at the end of a chapter. You started with 10 minutes. If you had one minute left, you'd get 600 bonus points. Get it? Good.

Collector's Items

As you know by now, I collect yarn balls. Any kind. Any size. Any color. Here's the diffs:



Wool-gas-matron

Keeps wool under extreme pressure in a high fiber plasma state. Random point value between 1000 and lucky number 7777.

Colored Yarn Balls

I give you points for all yarn balls!!! But some are more valuable to me than others. Here's what they're worth:



10 points



20 points



30 points



40 points

Surprise Yarn Balls

These change colors randomly. Points are determined by the color of the surprise yarn ball at the moment I touch it. (See point values, above.)



Yarn Crates

A giant stash of yarn balls. Each one holds 25 and is worth 500 points. Not something I'd want to pass up.

The T-Shirt Craze (and other power ups)

Okay, you've played these games before. So of course you know what a power-up is. (If you don't, go ask your kid brother.) These power-ups even come with a free T-shirt! Or is it the other way around?

Here's what gets me what:



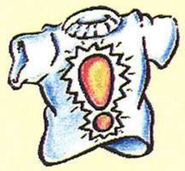
Numbered T-Shirts: More Bubsy

See the big number on these shirts? That's how many more lives I'll get. If I can get the shirt.

Black T-Shirts: Shadow Bubsy

This one flashes. And as long as it does, the Woolies can't even see me.





Invincible T-Shirt: Super Bubsy

This covers me with a Super Bubble. And as long as it does, I'm totally invincible to Woolies and their henchmen (of course, water, spikes and other natural disasters can have a deadly effect on me).

Continues

I need these! As many as I can pick up. 'Cuz if I snag a Continue and lose all my lives, I'll start on the same level where I lost my last life!



Free Rides

Yeah sure, I've taken a lot of free rides in my time. Why not? If I don't take them, someone else will. Here are some of my favorites:



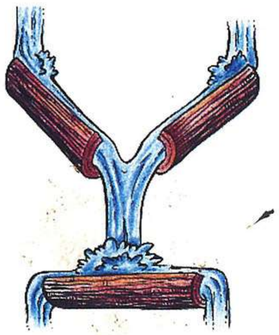
Bouncy Branches

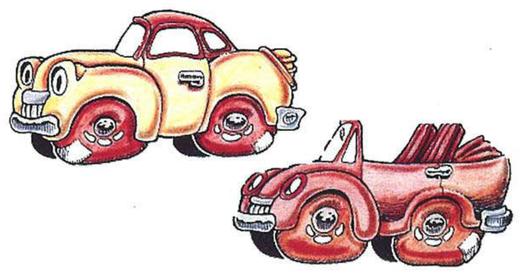
I'd jump (**Button B**) on one of these photosynthesis factories to really take off.

Water Slides

I can control where I'm going here by pressing the Control Pad ◄ or ►. Slow me down by pressing the Control Pad opposite the direction I'm headed. Press **Button B** to jump.







Cars

Jump on one of these for a high-flying time. But avoid the red hot convertibles. And don't take rides with strangers.

Roller Coasters

To jump off a roller coaster, press the **Pounce** or **Glide** buttons. Push ▲ to raise my hands and collect goodies. Push ▼ to cover my eyes.





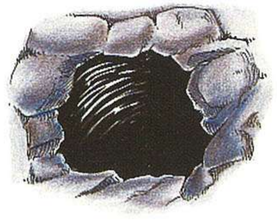
Rocket Cars

A great way to pick up some easy yarn balls. Push ▲ to raise my hands and collect goodies. Push ▼ to duck and cover my eyes.

Log Rafts

Jump on to head downstream. And look out for Snorkel Turtles.







Warp Caves

I know. You're going, "Huh? Like a cave is a free ride?" Well, okay, not all caves give you free rides. But some hyperwarp you to other places in your world. And some even lead to the Woolies' secret yarn stashes.

Manhole Covers

Most manhole covers go down. But these also let me go up. If I stand on them just right…



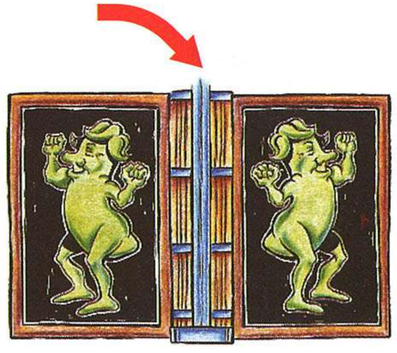


TNT Crate

This one is dynamite! I can bounce off the top or power pounce off the side. Either way, press the **Pounce** button for extra height.

Strongmen

I'd jump here if I were you. For extra height, hold down the **Pounce** button when I hit it.

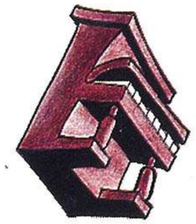


Alien Invaders & Other Bad Guys



Woolies – 500 Points

Jump on these irritating yarn snatchers from the planet Rayon. But don't hesitate when you get up close.



Pianos – 800 Points

Bang those ivories!



Grumbleweeds – 600 Points

There's nothing more irritating than a plant that moves.



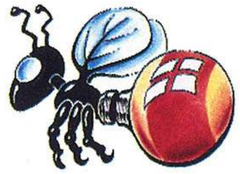
Giraffes on train

Jump on their heads and see what happens.



Beavers – 500 Points

Chomp these chumps.



Lightbulb Bugs – 300 Points

Turn these guys off!



Tree Frogs – 200 Points

Hip-hop on 'em.



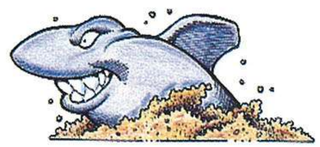
Snorkel Turtles – 200 Points

They'll give Teenage Ninjas a run for their money.



Snapagators – 300 Points

Will chomp my raft away.



Sand Sharks – 800 Points

Bury 'em alive!

What to Avoid



Gumball Machines, Firecrackers, Horny Toads, Cactus, Tack Crates, Loose Tacks, and any Other Pointy Thing.

Don't try to attack them or you'll gum up the works.

CUSTOMER SERVICE

90-Day Warranty

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this cartridge that it will be free from defects in materials and workmanship. A defective cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

To receive warranty service:

1 DO NOT return your defective cartridge to the retailer.

2 Notify Accolade Customer Service of the problem by calling (408) 296-8400 between the hours of 8 AM and 5 PM (Pacific Standard Time) Monday through Friday. Please **do not** send your cartridge to Accolade before calling Customer Service.

3 If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective cartridge (be sure your packaging is at least 4" x 6" as many shipping companies will not ship anything smaller), and return your cartridge FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Accolade
Customer Service
5300 Stevens Creek Blvd. #500
San Jose, CA 95129

After the 90-day period, a defective cartridge may be replaced in the United States for $20 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. Purchasers may want to insure the cartridge. Accolade, Inc. is not responsible for cartridges lost in the mail. (To speed up processing, return only the cartridge, not other materials.)

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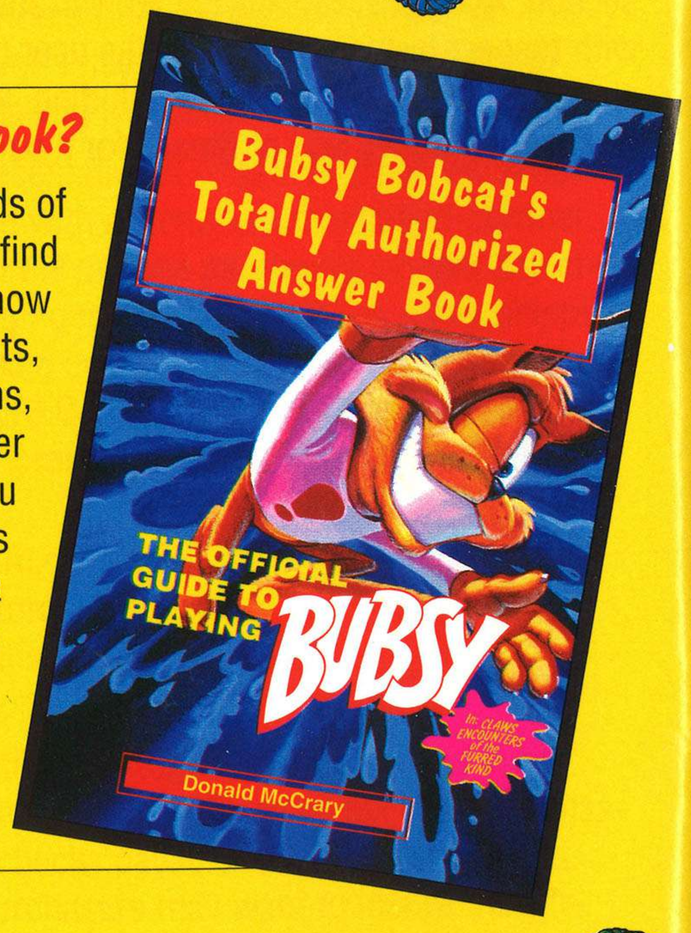


WHOA! CHECK IT OUT! A BOOK ABOUT ME!

Of course, this should come as no surprise. After all, I'm Bubsy Bobcat, the face of the '90's. It's only natural people would want to know more about me and my adventures in *Claws Encounters of the Furred Kind*. That's why *Compute Books* jumped at the chance to write an everything-you-ever-wanted to know type book about my game.

What's in the book?

It's packed with all kinds of secret stuff you can't find anywhere else – like how to score the most points, find all the secret locations, yarn balls, crates and other goodies. It will help you become the best there is at my game. You'll be a hero. You could achieve fame and fortune and *maybe* become almost as popular as me! Just think!



What's this book called?

Well, I wanted them to call it *Bubsy Presents Bubsy Bobcat's Totally Authorized Answer Book to Bubsy's Great New Game by Bubsy Bobcat*, but it wouldn't fit on the cover. So I settled for: ***Bubsy Bobcat's Totally Authorized Answer Book***.

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