SEGA™
GENESIS™
16-BIT CARTRIDGE



# FLICKY™

## INSTRUCTION MANUAL

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Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080
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# Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.

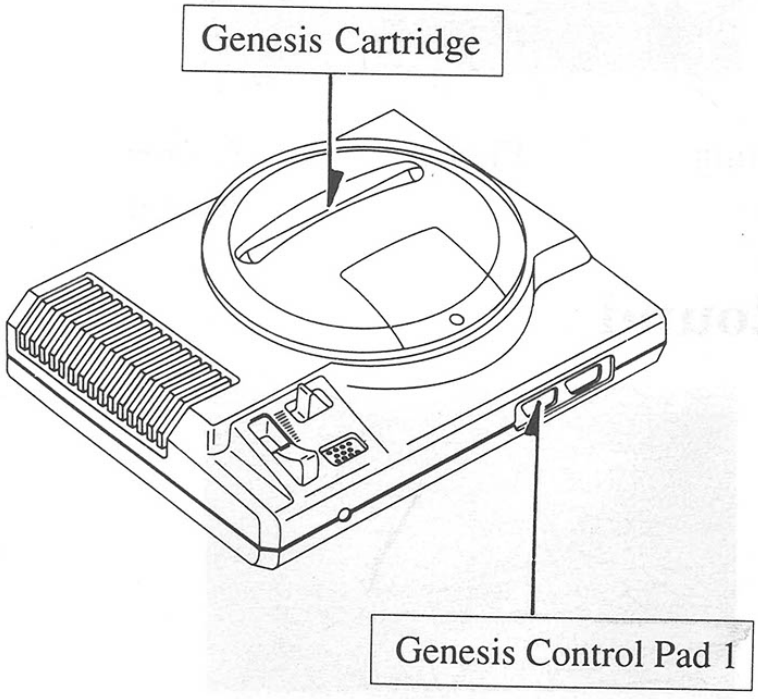
2. Make sure the power switch is OFF. Then insert the Flicky cartridge into the console.

3. Turn the power switch ON. In a few moments, the Flicky 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 the power switch is turned OFF before inserting or removing the cartridge.

**Note:** Flicky is for one player only.

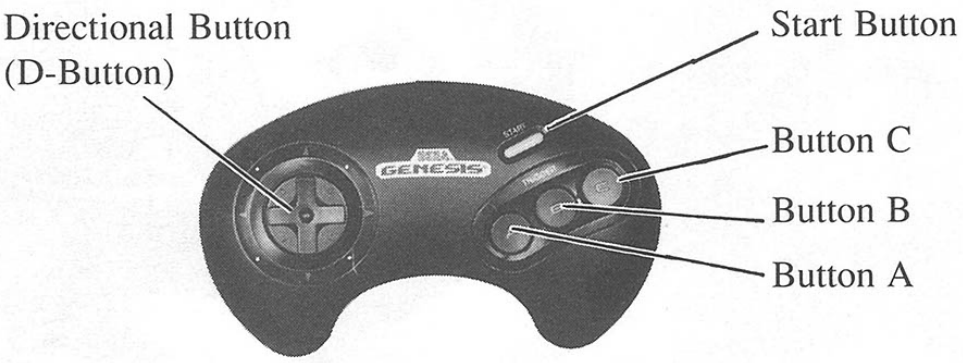


# The Coolest Little Bird You Ever Saw!

Join the adventures of Flicky, a fun-loving, little blue bird who drives cats everywhere crazy! Move Flicky up, down, and all around, and take the the yellow Chirps to the door, where they'll be safe from those ferocious felines and slimy lizards!

# Take Control!

Learn the functions of each button on your Control Pad before beginning play.




**D-Button**

- Press to move Flicky in any direction.

**Start Button**

- Press to start the game.
- Press to pause the action; press again to resume play.

**Buttons A, B, and C**

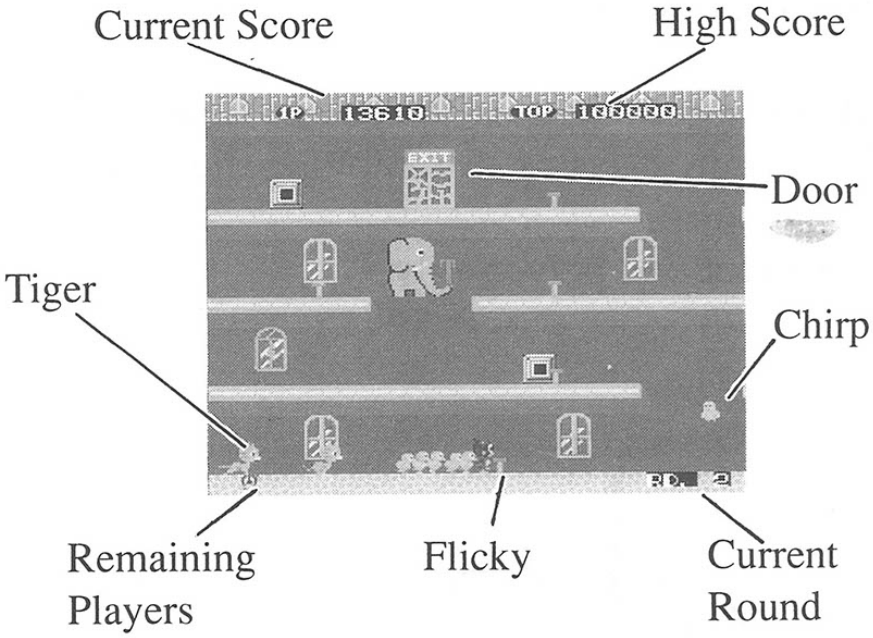
- Press any of these buttons to make Flicky jump or throw Items.

# Getting Started

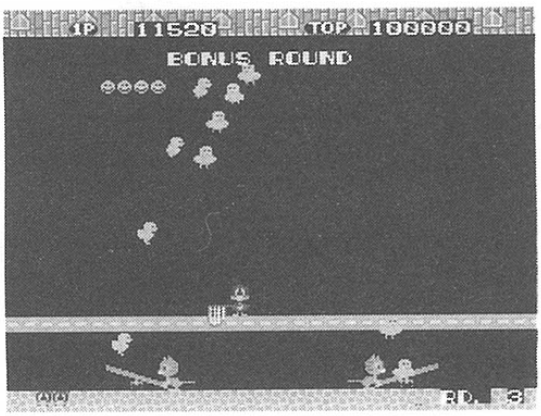
The Title screen appears after the Sega logo. In a moment, the demonstration begins. Press the Start Button at the Title screen, and a game explanation screen appears. After you read it, press the Start Button to begin play.
**NOTE:** Press the Start Button during the demonstration to return to the Title screen.

# Screen Signals

## Game Screen




## Bonus Round



# Run For Cover!

Flicky must find all of the Chirps in each round and take them to the door with "Exit" written above it. Watch out for the hungry Tiger cats and Iggy lizards! Jump from level to level, grabbing Chirps and dodging enemies. There are also items found on various levels that Flicky can throw at the Tigers and Iggys (see *Items* ). In each of the first two rounds, there are six Chirps Flicky has to rescue. Every normal round thereafter has eight of the Chirps. You can take one Chirp at a time to the door if you want. Each one is worth 100 points. There are special bonus points available though, if Flicky can take a group, or possibly all, of the Chirps to the door at the same time (see *Scoring* ).

# Items

As Flicky moves about, he can pick up one of the items to throw at oncoming foes. The items may be anything from telephones to flowerpots, cups or bottles. To hurl one at a cat or lizard, press Button A, B, or C. Make sure Flicky is facing in the direction of the enemy.

Diamonds that are worth bonus points will also appear from time to time. They are small, so watch for them as you play!

In the bonus round, Tigerss use see-saws to propel Chirps skyward. Flicky must move side to side and catch as many as possible using his net. The more he catches, the higher the bonus will be (see *Scoring* ).

# Scoring

If Flicky brings just one Chirp to the door at a time, each one is worth 100 points. If you're good enough to grab a group of Chirps, the point value increases as shown in the chart.

| | |
|---|---|
| 1st Chirp..... | 100 points |
| 2nd Chirp.... | 200 points |
| 3rd Chirp..... | 300 points |
| 4th Chirp..... | 400 points |
| 5th Chirp..... | 500 points |
| 6th Chirp..... | 1,000 points |
| 7th Chirp..... | 2,000 points |
| 8th Chirp..... | 5,000 points |

If Flicky rescues 4 Chirps, a total of 1,000 points is added to your score (100 + 200 + 300 + 400 = 1,000).

A Time Bonus is also available. If you clear a round in under a minute, you receive points as shown in the chart.

| | |
|---|---|
| 0 - 19 seconds..... | 20,000 points |
| 20 - 29 seconds..... | 10,000 points |
| 30 - 39 seconds..... | 5,000 points |
| 40 - 49 seconds..... | 3,000 points |
| 50 - 59 seconds..... | 1,000 points |

In the bonus round, each Chirp Flicky catches is worth 250 points. You'll receive a 10,000 point bonus if our little hero manages to haul in all twenty Chirps!

# Tips From the Top...

- Take as many Chirps in a group to the door as you can, and watch your score soar!

- Perfect your catching technique, and get that 'perfect' bonus in every bonus round!

# Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge 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: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphar of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.**

# Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety 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 warranty service, call the Sega Consumer Service Department at the following number:

**1-800-USA-SEGA**

Our Consumer Service Department is in operation from 8:00 a.m. to 8:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we 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 Genesis Cartridge requires repairs after termination 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 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 ninety 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.