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TAITO CORPORATION

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INSTRUCTION MANUAL

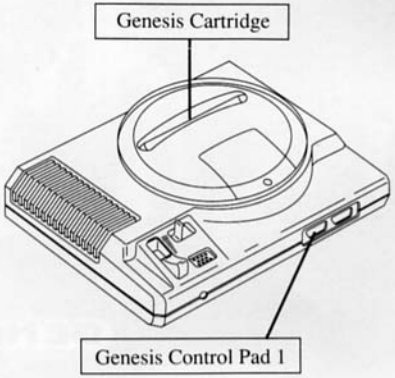
Loading Instructions/Starting Up:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Genesis System (shown below) as described in your GENESIS SYSTEM.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion .

IMPORTANT: Always make sure the System is turned OFF when inserting or removing your Genesis Cartridge.

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

For 1 Player: Press **START** Button on Genesis Control Pad 1





CONTENTS

GROWL: The Story So Far 1
Starting the Game 2
Controller Operations 3
The Display 4
Special Agents for PAWS 5
Weapons 9
The Battlefields 11
Members of RAPO 15

GROWL
The Story So Far

It is the year 1998. A worldwide craze to own rare and exotic pets has led to the near extinction of many species. Of course, these species are protected by law, but no one seems to want to listen. Compelled by the prestigious status it brings to own exotic pets, people are willing to pay the big bucks. And the sellers, of course, are getting rich in the process. The Protectors of Animals' World Society (PAWS) has made it their #1 goal to bring a stop to this horrible trade. Its main target is a clandestine organization operating under the cover name The Rendow Animal Protection Organization (RAPO). Now, this name would imply they are concerned with animal welfare. Quite contrary! They are nothing but a bunch of greedy low-lifes operating the world's largest poaching and smuggling ring. And with little concern for wildlife of any kind!

The ring is reportedly based in the port city of Machanga, but every PAWS agent sent there to investigate has turned up missing. Recently, Interpol agents found the body of one of the missing PAWS agents. Obviuosly the victim of foul play, the body had bullet wounds in the abdomen and what looked like animal teeth marks on one shoulder. In the victim's stomach, uncovered during the autopsy, was a microfilm wrapped in plastic.

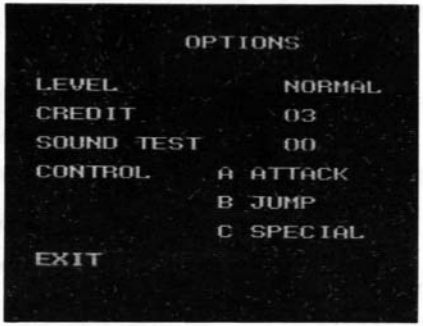
Altough the microfilm shed no light on the case, it did provide an added wrinkle — the seven photographs were of strange beasts that could only be described as monsters.

The frustrated PAWS leaders have decided to send four special agents into Machanga. These agents are licensed for destructive commando operations, but have been specially hand-picked for their concern and love for animals. Your agent has arrived in Machanga, and now waits to make contact another PAWS agent.

STARTING THE GAME

When the title screen appears, press the **START** button. **GAME START** and **OPTIONS** will then appear. Select **GAME START** to move directly into Machanga and begin your hunt for RAPO. Select **OPTIONS** to choose different game parameters.

OPTIONS SCREEN



LEVEL	Choose your difficulty level: normal or hard.
CREDIT	Set number of plays for this session.
SOUND TEST	Turn music and sound effects on or off.
CONTROL	Set control pads **A** to **C**.
EXIT	Return to main screen.

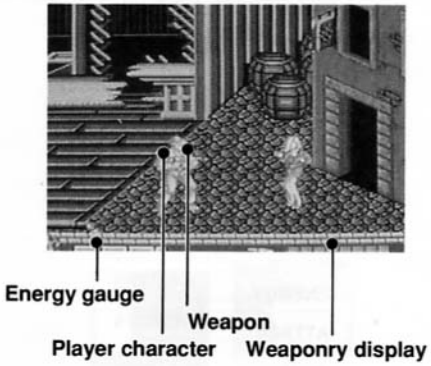
CONTROLLER OPERATIONS

Control Pad
To move the character in the direction indicated.
START Button
To start or pause the game.
A Button
To attack or pick up a weapon.
B Button
To jump.
C Button
To use special move or throw weapon.



- Press **A** and **B** at the same time to use the special move or throw the weapon you have now.
- Using the special move by pressing **A** and **B** together or **C** alone gradually drains energy from your character. When the energy gauge is at minimum, you cannot use that move.
- Check the energy parameter on the Player Select screen to see how your character is affected.

THE DISPLAY



Weapons, etc. Barrels, the contents of crates, things your enemies drop, etc., can be picked up and carried for future use.

Energy gauge This shows the energy level of your PAWS agent. The gauge starts green, changing to yellow at damage level 1 and red at level 2. At damage level 3, the agent dies, the gauge goes blank and the game is over.

Weaponry display This shows the special weapon you're using and ammunition remaining.

Score This shows your current score and the best recorded score.

SPECIAL AGENTS FOR PAWS

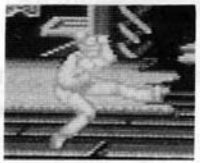


GEN

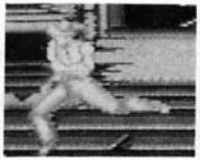
ENERGY	
ATTACK	
JUMP	

SPECIAL MOVES

FORWARD HEEL KICK



Press **A** and **B** together or **C** alone to kick.



Press **A** and **B** together or **C** alone to kick. All four agents use this move.



BURN

ENERGY	
ATTACK	
JUMP	

SPECIAL MOVES

KILLER UPPERCUT



Press **A** and **B** together or **C** alone for an uppercut.

MACH JAB



Press **A** for a short-range jab.



KHAN

ENERGY	
ATTACK	
JUMP	

SPECIAL MOVES

HYPER KICK



Press **A** and **B** together or **C** alone to kick.

HUNDRED-HAND HOOK



Press **A** for a short-range hook.



JACK

ENERGY	
ATTACK	
JUMP	

SPECIAL MOVES

BOMB KICK



Press **A** and **B** together or **C** alone to kick.

SHOTGUN PUNCH



Press **A** for a short-range punch.

WEAPONS, ETC.

These items may be hidden in something, like a barrel or crate, or dropped by the enemy. Pick them up for future use.



A **knife** can be thrust at short range or thrown.



An **iron bar** can be swung vertically or horizontally.



A **sword** can be thrust or swung vertically or horizontally.



Eat an **apple** to raise physical strength by one point.



A **whip** can hit an enemy in front or behind at fairly long range.



Throw a **grenade** by pressing the attack button; take cover on the ground until it explodes.



The **pistol** comes loaded with six bullets. Once you use up the ammunition, you can throw the empty gun at your opponent by pressing the attack button.



The **AK-47** is loaded with a 24-round clip. Each burst fired uses three bullets. Once you use up the ammunition, you can use the gun to hit your opponent.



The **rocket launcher** comes with four explosive rockets. When all the rockets have been used, you can hit the enemy with the launcher.

These items can be picked up and thrown at the enemy:

Crate





Barrel

Rock





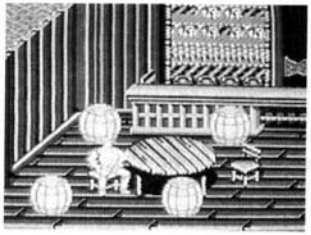
Powder keg (explodes)



If you see an **eagle** captured by the enemy in Field 1, free it and it will follow you through Field 1 and attack your enemies.

THE BATTLEFIELDS

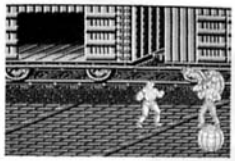
FIELD 1: Machanga



In a dive bar in Machanga, our man is waiting to make contact with a PAWS agent. Suddenly, a grenade flies at him! He takes cover instantly, survives the blast, then pulls a weapon from the crate and starts his counter-attack.



Knowing that his contact will not show up, our man goes out into the city. He finds a man beating a lion in an open square, and he attacks with fury.



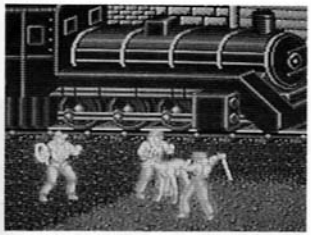
He finds a mysterious man loading a consignment of rare birds onto a train bound for the port. When our man thinks that he's taken care of the whole gang, one last goon appears — in a dynamite vest!

FIELD 2: The Unwelcome Passenger



Thinking the train will take him to some useful information, our man jumps on top of the train. But the train is full of RAPO goons, every one out for blood.

FIELD 3: Down on the Docks

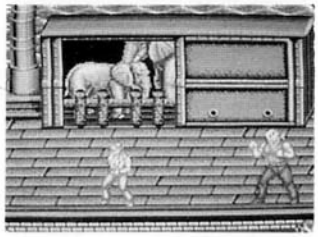


The train reaches its destination as the enemy attacks grow stronger. Our man knows he's getting closer to his goal, because the streets are full of RAPO men. There's no way out without a fight.



The last group of goons give our man a clue about what RAPO is up to — four giants, all with the same face! But to get to the ringleader, he'll have to beat the giants, one by one.

FIELD 4:
Cargo of Death



After knocking out the giants, our man discovers a secret pier with a cargo ship docked there. He curses RAPO when he finds elephants caged on board, and sets out to free them as quickly as possible.

After he has beaten the RAPO crew, our man meets another giant, this one with his face covered by a cloth bag. As our man winds up for the knockout blow after a fierce battle, the giant begs for mercy.

FIELD 5:
Jungle Battle

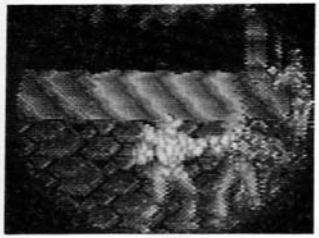


Our man sights land and beaches the ship, but as he enters the forest he's met by an artillery barrage!



Facing a tank, he thinks that his road ends here.

But ... what about the elephants?

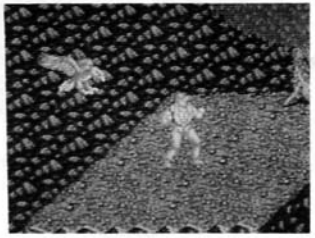


FIELD 6:
Daggers in the Dark

Our man finds a tunnel that can only be the entrance to the smugglers' stronghold. He lights a torch and enters, but the tunnel guards jump him from the darkness. He can't use his special moves because he's holding the torch, so he has to dodge and jump past the guards.



FIELD 7:
The RAPO Base



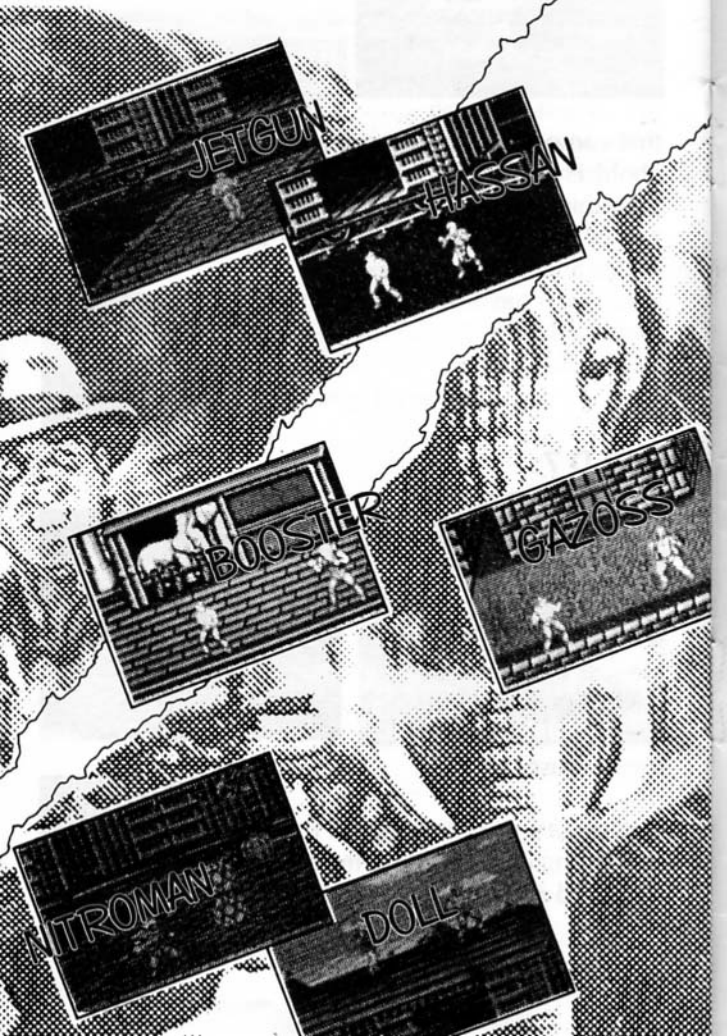
The tunnel empties onto the edge of a cliff. The ledge gives way, and as he struggles to hold on, an eagle flies near. He grabs it and it takes him to the enemy base.



Now it's time to take on the RAPO ringleader and save the endangered animals.

MEMBERS OF RAPO

(Rendow Animal Protection Organization)



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