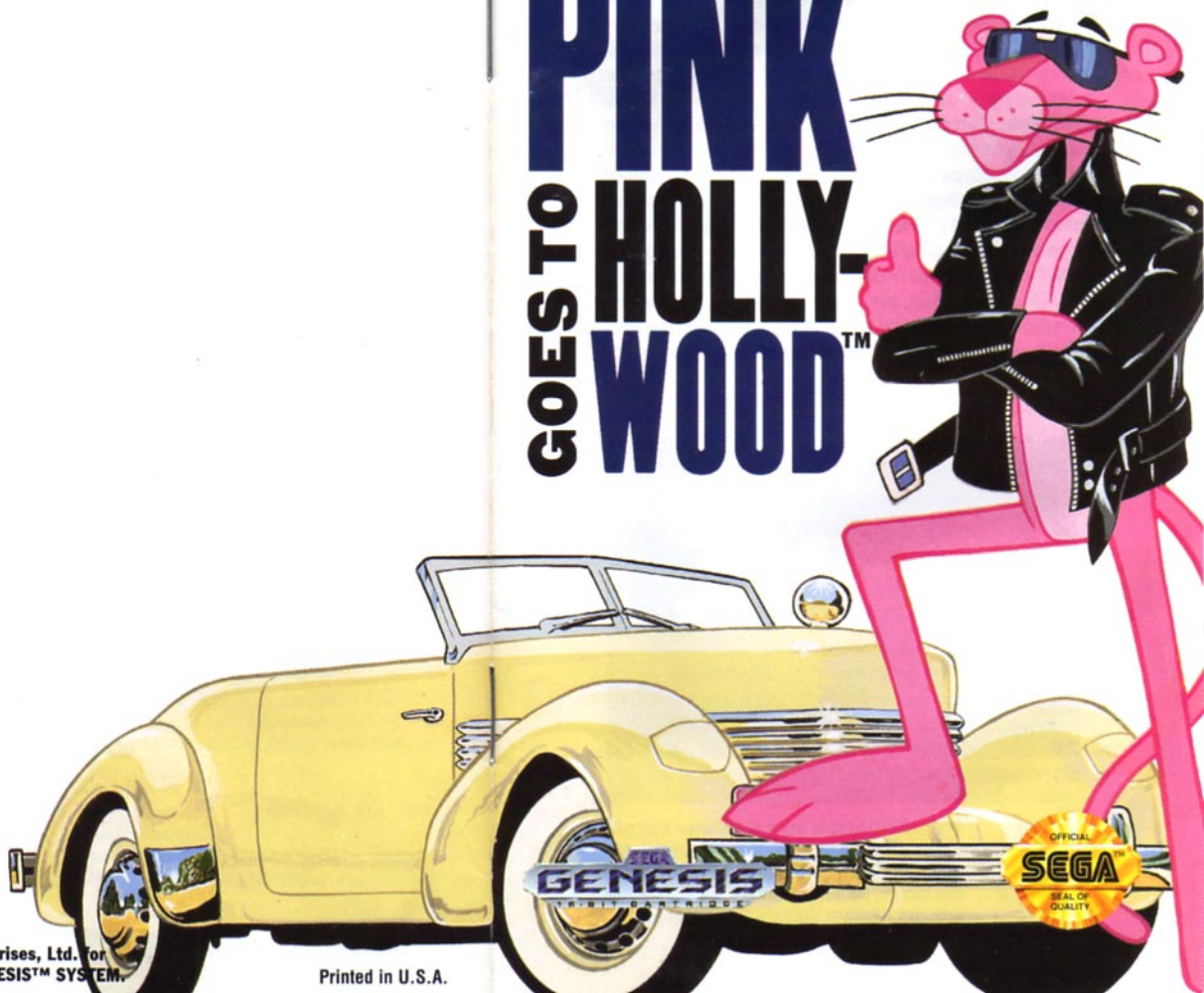
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PINK GOES TO HOLLY-WOOD™



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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 prior history of 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.**

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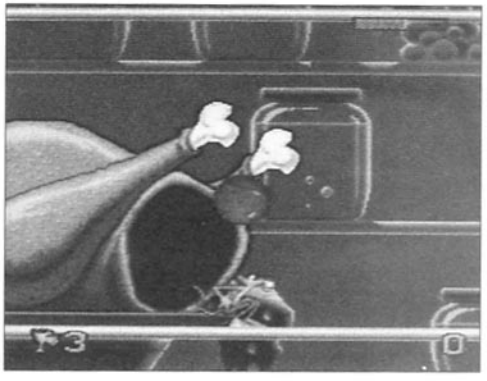
- The Sega Genesis Cartridge is intended for use exclusively on the Sega Genesis Game System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself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

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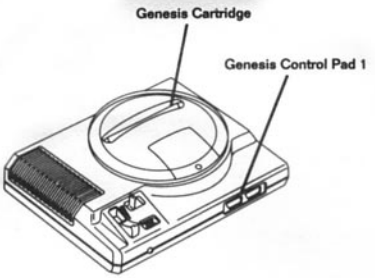
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SETTING UP



1 Set up the Sega Genesis Game System and make sure the **Power** switch is turned OFF.

2 Plug in one control pad.

3 Insert the ***Pink Goes to Hollywood*** cartridge into the console and press it down **firmly**.

4 Turn on your TV or monitor and turn the **Power** switch ON.

5 Hello, Hollywood! Here comes Pink Panther!

IMPORTANT

- Always make sure the **Power** switch is OFF before inserting or removing the game cartridge.
- If nothing appears on screen when you turn on the Genesis, turn the **Power** switch OFF. Make sure your Genesis system is set up correctly (see your owner's manual). Check that the cartridge is **firmly** inserted in the console, and the channel switch setting (3 or 4) on the back of the Genesis is the same as the TV channel being used. Then turn the **Power** switch ON again.

TALL, PINK & HANDSOME!

Everyone dreams of being a movie star, especially Pink Panther. He's just hit Hollywood on his way to audition for an important role that will put his name in lights!

On his first day at MGM, Pink Panther manages to wreck a scene starring the irascible Inspector Clouseau. Not one to take injury lightly, Clouseau sets off on a hunt to foil Pink Panther's chances at stardom!

The pranking panther races around the backlot, bombarded by rowdy cowboy boots, nutty squirrels and too-ripe turkey stuffing. He causes chaos on every movie set he dives into, from *Pinkinhood* to *Jungle Pink* to *Polter Pink*. But will his big break ever come?

GETTING STARTED

First, get a big bowl of popcorn. Then get ready for a day at the movies with Pink Panther!

When you turn on the game, you can watch Pink Panther cruise through three game demos. Each demo shows a special piece of "stage business" Pink Panther can do to punch out his enemies or move around.

Follow these steps when you're ready to play:

1 Press the **Start** button to get to the Title screen.

2 Press **Start** again to see the Main Menu.

3 Press **Start** to begin Pink Panther's movie career
OR
Press the **D-Pad** down to move Pink Panther to "Options," and press **Start**. You'll go on to the Options screen.

CHOOSING OPTIONS

Use the Options screen to change the game settings, preview the game's music and adjust the button controls. Here's how:

- To select an option, press the **D-Pad** up/down.
- To change a setting, press **Button A**, **B** or **C**.
- Press the **Start** button at any time to return to the Main Menu.

DIFFICULTY

Choose an "Easy" game to learn the controls, then move up to a "Normal" or "Hard" game.

LIVES

Start out with any number of lives from 3 to 7. The more lives you have, the more chances you have to stay in the game.

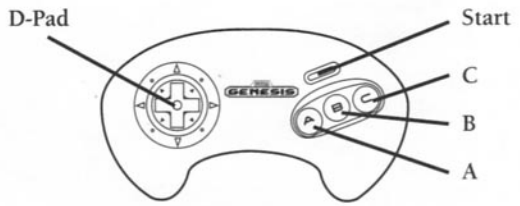
MUSIC & SFX

Preview all the versions of Pink Panther's favorite tune (*The Pink Panther Theme*, what else?) and the game's comic sound effects. Press the **D-Pad** left/right to change the selection, then press **Button A**, **B** or **C** to play it.

CONTROLS

Choose from six different settings to adjust the button controls to your personal taste. If you don't change the settings, they will be: **Button A** – Select
Button B – Attack
Button C – Jump

BUTTON CONTROLS



TO DO THIS:	PRESS THIS:
• Move right/left	**D-Pad** right/left
• Run right/left from a walk	Tap **D-Pad** right/left
• Run right/left from a standstill	Double-tap **D-Pad** right/left
• Enter doors and secret passages behind bookshelves	**D-Pad** up
• Duck	**D-Pad** down
• Look down	**D-Pad** down + **Select** button
• Punch	**Attack** button
• Jump up	**Jump** button. Tap for a short jump. Hold down for a super jump. The longer you hold down the button, the higher and farther you'll jump.
• Jump down	**D-Pad** down + **Jump** button
• Climb a rope or vine	**Jump** button, then **D-Pad** up/down

(continued on page 6)

Button Controls *(continued)*

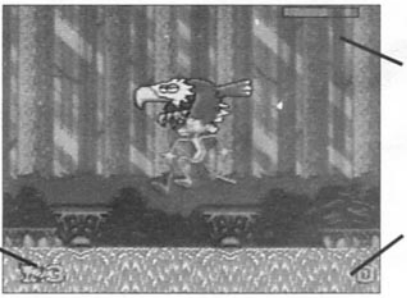
- Jump off a rope or vine, ... **Jump** button
  end a ride on an umbrella
  or magic carpet
- Select a Toll Card ..... **Select** button
  when in a Toll Booth
- Use the selected Toll Card ..... **D-Pad** up
- Leave the Toll Booth ..... **D-Pad** left/right
  without using a Toll Card
- Select a Trick from the Bag ..... **Select** button
- Use the selected Trick ..... **Attack** button
- Return a Trick to the Bag ..... **Jump** button
  without using it
- Pause/resume game ..... **Start Button**

THE GREAT PINKSBY

Pink Panther starts out in an oversized house full of secret passages. Search the house to find the entrances to other movie sets. Stand in front of an entrance and press the **D-Pad** up to enter. Once you get to a movie set, use all Pink Panther's antics and pranks:

- Punch surly cast members with your boxing glove!
- Shimmy up vines and ropes.
- Bounce on trampolines for sky-high jumps.
- Find doors that lead through sound stages to other movie sets. Some doors warp you to other places on the same set.
- Grab Toll Cards and Tricks hanging in the air and resting on scenery. See pages 8-9 for details.

THE BIG SCREEN



HEALTH BAR

Pink Panther loses some health every time he's injured. When his Health Bar is completely empty, he loses one life. He can return to the scene with a full Health Bar as long as he has lives left.

LIVES

If Pink Panther has lots of lives, have a blast! When he's down to one or two, don't take chances. Use up your last life and Clouseau gets the starring role!

TRICKS

Pull a gadget from your Bag of Tricks and keep the cast on its toes (see page 9). You'll find Tricks scattered around the scenes. The counter shows how many you have in the Bag.

SCORE

Your points add up as you punch out and wallop your foes. Grabbing Stars adds bonus points to your score.

TOLL CARDS & TOLL BOOTHS

The leg bone may be connected to the foot bone, but one stage of a scene isn't always connected to the other. In certain spots, you'll notice that Pink Panther has places to go, but no way to get there. That's when the Toll Cards and Toll Booths come in handy.

You can pick up three kinds of Toll Cards. Each one has a different effect.

- **Bridge/Stairs** Lays out a bridge between two stages, or builds stairs from a lower stage to a higher one.
- **Umbrella** Lifts you straight up on an invisible breeze to a higher stage. Press the **Jump** button to drop off the umbrella.
- **Magic Carpet** Floats you up to a higher stage. Press the **D-Pad** up and left/right to steer. (Magic has its limits. Pink Panther will start flashing if you go too far to the left or right.) Press the **Jump** button to end your ride. *Bon Voyage!*

When a Toll Booth mysteriously appears, walk inside. You'll then see all your Toll Cards on the bottom left of the Big Screen. Press the **Select** button repeatedly to cycle through the cards. Press the **D-Pad** up to select the one that's highlighted. If you don't want to use a Toll Card, just leave the Toll Booth.

PINK PANTHER'S BAG OF TRICKS

Pink Panther is something of a magician, with a Bag of Tricks waiting in the wings. Collect Tricks wherever you can find them. The Bag of Tricks on the Big Screen keeps count of how many you have.

When Pink Panther is standing up, press the **Select** button and watch him pull a Trick out of his sleeve. Press the button again to choose a different Trick, if you have one.

Tricks fend off a flurry of furious foes. They last just long enough to do their job:

- **Stoplight** Freezes foes in their tracks.
- **Jackhammer** Pulverizes enemies.

POWER-UPS

Look around for these valuable items and grab them to keep Pink Panther at his best.

- **Heart** Restores some of Pink Panther's health.
- **Panther** Rewards Pink Panther with an extra life.
- **Shield** Makes Pink Panther invincible to injury for a short time. He flashes while the Shield is in effect.
- **Super Glove** Extends Pink Panther's punch with the boxing glove for a short time.
- **Star** Adds extra points to your score.

MOVIE SETS

Honey, I Shrunk the Pink

Explore a giant room for the hidden doors to seven different movie sets. For example, check out the boot, the bookshelf, the refrigerator and the terrarium. Press the **D-Pad** up to enter a door. Once you reach a movie set, look for more hidden doors leading to other scenes.

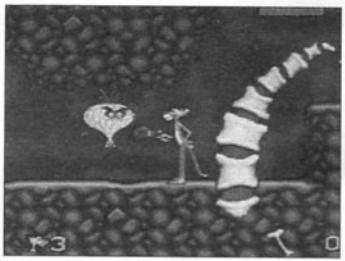
Sound Stages

Before entering the movie sets, Pink Panther gets trapped in a tricky sound stage. Dodge falling sand bags and runaway cameras to find the door to the next scene.

Refrigerator

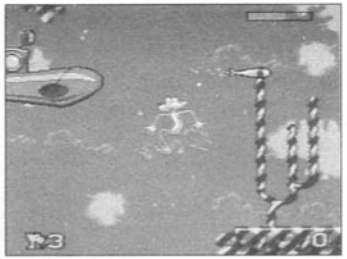
Slip through the ice machine into an eerie refrigerator rife with flying olives, asparagus spears, lemon slices and other leery leftovers.

Stuffing Battle



Once inside the refrigerator, go spelunking in the turkey, forging ahead through rivers of gravy and swarms of feather-less but still flying, miniature turkeys. Still hungry? Slip past bouncing onions and watch out for those spiky wishbones!

Pink Lemonade



On the top shelf, dive into a tall, cool pitcher of lemonade. Dog-paddle through this tasty aquarium, past funny fish and mounds of coral. Don't let the current blow you into the spiky sea plants. The sucking straws will take you on to unexplored territory.

Pinkinhood

Slip into Sherwood Forest. Pink Panther must navigate a maze of branches, archers, feisty squirrels and a tireless eagle in order to reach the castle and the pitched battle with an armor-clad Clouseau!

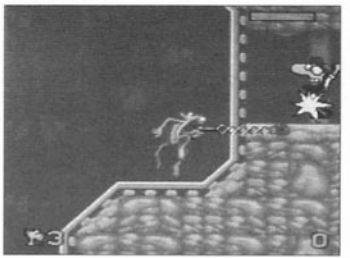
Cat on a Hot Pink Roof

Spring from roof to roof. Bounce by trampoline up into the stars! Watch out for slashing lightning, spitting cats and Charles Lindbergh Clouseau!

Pink Beard

Ahoy, matey! Pink Panther turns purple underwater while avoiding jellyfish and crabs. (He never liked seafood!) A water-spitting creature from a lost lagoon gets too territorial! Pirates charge him, and Long John Clouseau and his parrot try to scuttle Pink Panther's attempts to climb the mast and escape!

Jungle Pink



Pink Panther lands in the middle of a rain-forest, washed by powerful waterfalls and packed with snapping piranhas and creepy spiders. Even though Pink Panther's a publicity hound, shy away from tourist Clouseau's flash!

Pink Ranger

Mosey into a western, complete with scruffy cowboy boots and tumblin' tumbleweeds. In the underground gold mine, whirl away on an ore cart, disturbing grouchy prospectors and bats. Climb high to jump on the flying cows. The Sasparilla Saloon is a wild, woolly world of belching buffalo heads and hurtling bottles!

Polter Pink

Menacing trees, ghosts and bats make this haunted house a hoot! Search the floors for a fearful fright . . . er, fight!

Pinkenstein

Take the bookcase route to the recesses of the castle, where Frankenstein wannabes and bellicose bats hound the long-suffering Pink Panther. Ride moving platforms through a maze to escape the bubbling vats of ooze!

Notes

Notes

Notes

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