SEGA™

BOuncers™

TM

SEGA CD

OFFICIAL SEGA™ SEAL OF QUALITY

4908

KIDS TO ADULTS

AGES 6+

TM

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

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 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.**

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 TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

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SETTING UP



1. Connect your Sega CD and Sega Genesis systems and plug in control pad 1.

2. Turn on your TV or monitor, then turn on your Genesis. You will see the Sega CD logo appear on the screen.

3. **If you have an original Sega CD model**, press the Reset button to open the disc tray. Place the Bouncers compact disc into the disc tray, label side up. Press Start button to close the CD door. **Note:** Make sure there is no game cartridge in your Sega Genesis System.

   If you have a new Sega CD model, press the Open button on the Sega CD console to open the CD door. Place the Bouncers compact disc into the disc tray, label side up. Close the CD door.

4. If the Sega CD logo is on screen, press Start to begin the game. If the Control Panel is on screen, move the cursor to the CD-ROM button, and then press button A, B, or C to begin.

Note: If the *Bouncers* compact disc is already in the Sega CD when you turn it on the game will begin after a few moments.

HEADS UP!

It's B-Ball season on Bouncer island and the natives are jumpin' to play. But Bouncers (the zany creatures found on this out-of-the-way isle) don't play basketball by any rules you've seen; they don't use a ball! Bouncers don't need to because Bouncers are balls! So, the rules are simple: Put yourself through the hoop—any hoop—and you score.

Simple? Yes. Fun to play? You bet. Easy to score? Well...

Like any good Bouncer, you love to run and jump, but you can't leap high enough to dunk yourself through the basket. To do that, you must bounce off another Bouncer. You're out of control when you leave the ground, so don't throw any bricks or your on-court rival will run under you, bounce you into position, and then shoot for two points of his own—three if he jumps from beyond midcourt.

Sound crazy? Wait 'til you grab a powerup.

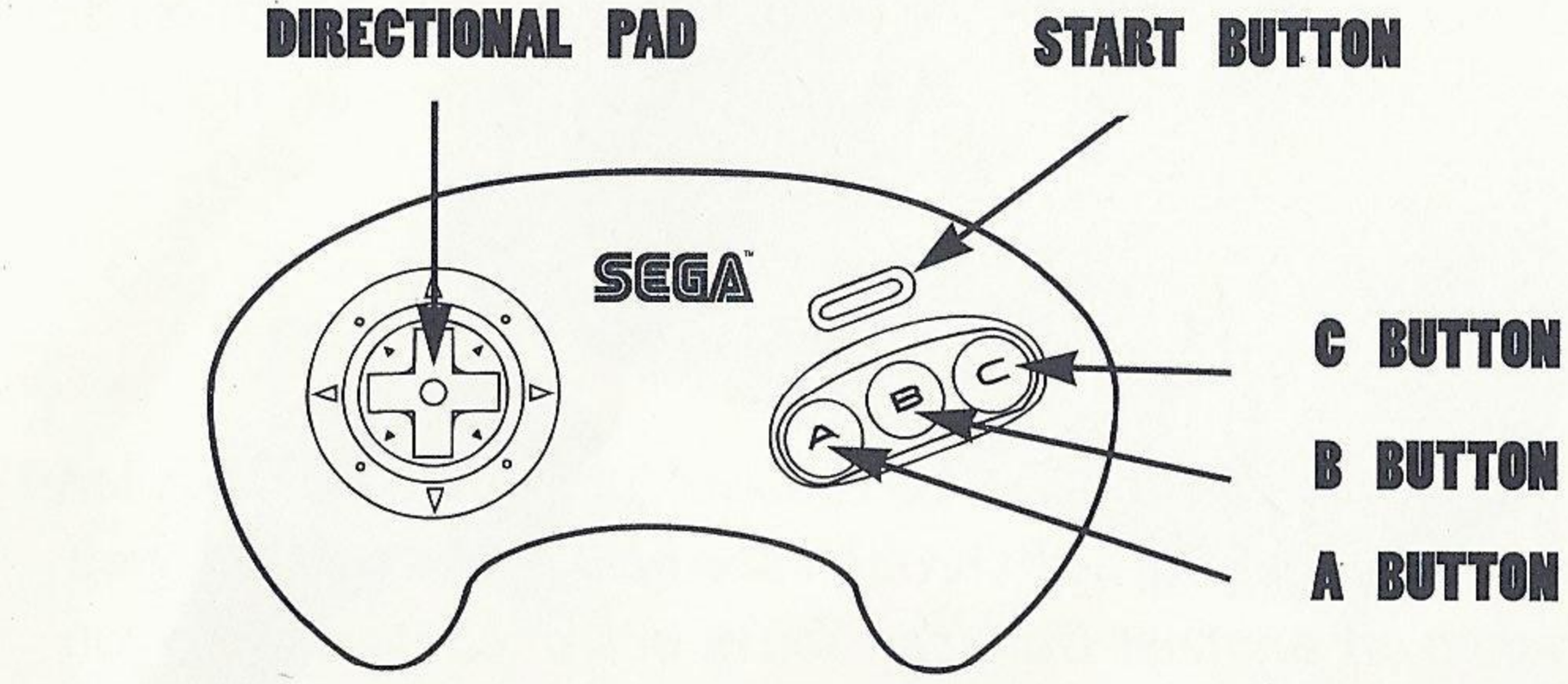
Bound high into the air with Spring Shoe powerups, fly around the screen with Wing Shoe powerups, zip down court with Track Shoe powerups. Hey! Look out for powerdowns like Lead Boots. Jumping is difficult when sporting this heavy footgear, even for a Bouncer like you. Each court has its own set of powerups and powerdowns so you never know what to expect.

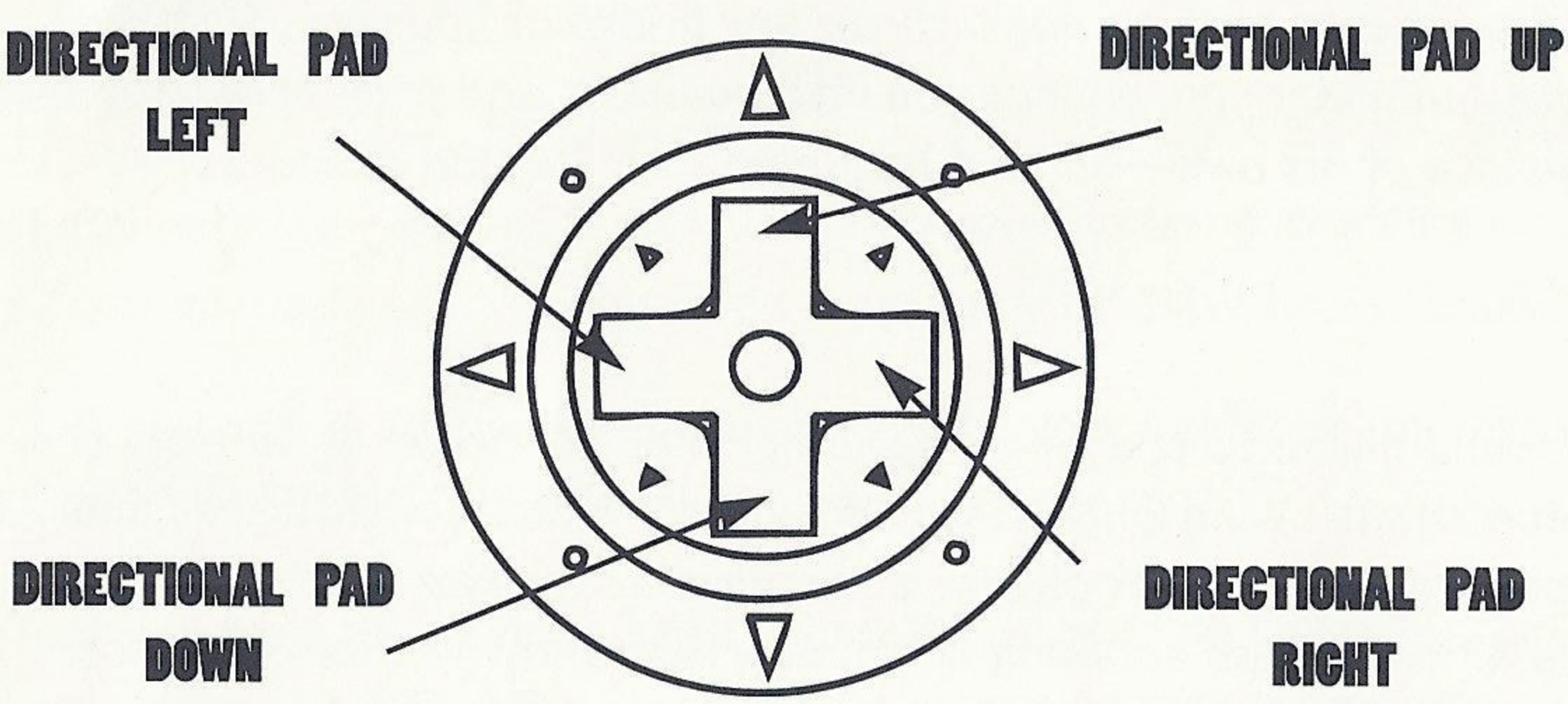
And check out the wacky courts!

Playing basketball underwater next to a shipwreck or in outerspace with moving baskets and jetpacks is normal on Bouncer island. So check it out! Hit the courts and join the Bouncers in a friendly game of hoops.

HE SHOOTS! HE SCORES!

Before you head down to the courts you might want to learn a few basic moves. Using your Sega controller you can run, jump, kick, and call for "Time Out" (pause the game). Here's how it works:





DIRECTIONAL PAD (D PAD)

Press the D pad left or right to run that direction. You usually can't control yourself when you're in the air, so this button is mainly for running on the ground. With powerups like the Wing Shoes, however, you can move the D pad in any direction to control where you fly. You can also jostle yourself left and right while bouncing on the rim.

USING THE D PAD TO STEER WHILE BOUNCING ON THE RIM GIVES YOU THAT "SHOOTERS" TOUCH

A BUTTON

Press the A button to jump. You jump in the direction you're moving.

B BUTTON

Press the B button to kick another player. You must be on the ground and close to the Bouncer that you are trying to kick.

C BUTTON

The C button lets you perform special stunts given to you by some of the game's powerups. For example, you can slam-dunk yourself through a basket with the C button after you collect a Jam powerup.

START BUTTON

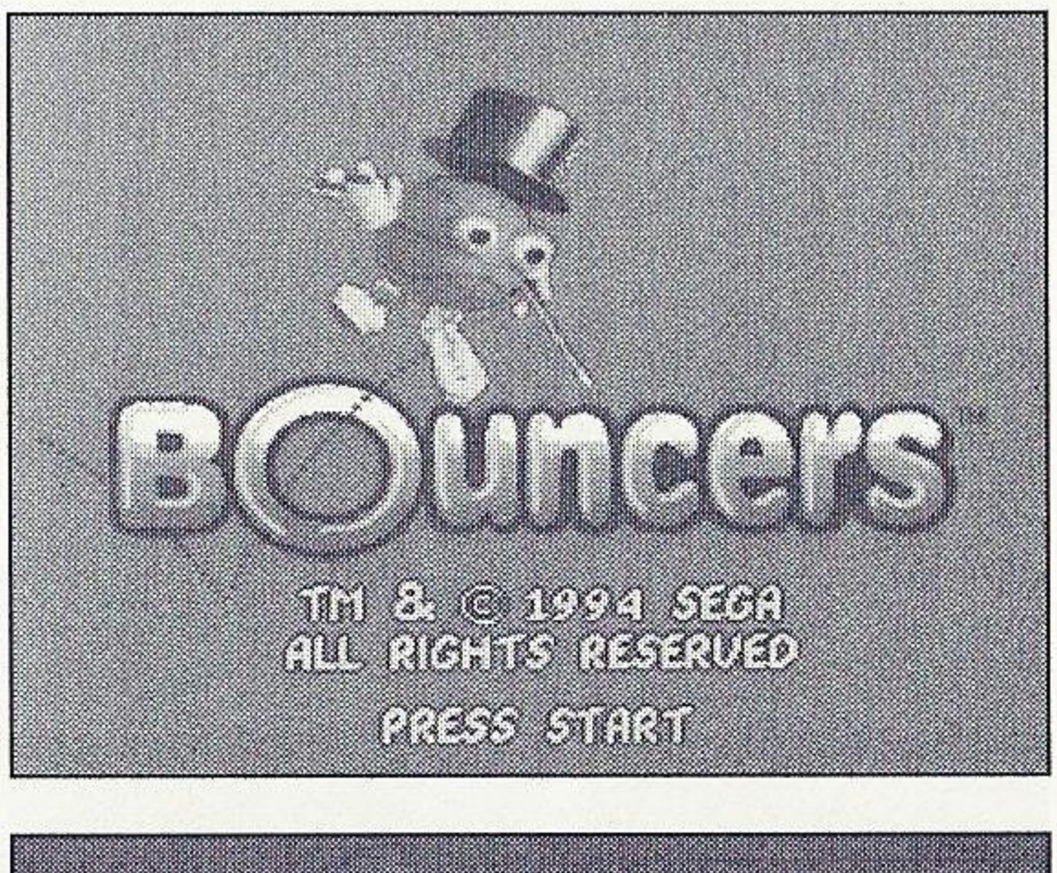
Press the Start button to call "Time Out" (pause the game). The words TIME OUT appear on the screen. Press the Start button again to continue the game. Any player can call "Time Out."

Pressing the Start, A, B, and C buttons all at the same time during a game returns you to the title screen—sort of a permanent
"Time Out."

GETTING STARTED

To play with two or more other people, plug in a Sega Genesis Team Player multi-player adapter into either Genesis control port and then set the Team Player Selector switch to MULTI. You may also use Electronic Arts 4 Way Play adapter.

When you turn on your Genesis, the title screen appears. Press the Start button to play a game, or, wait a while to watch the game's demo mode. Pressing the Start button during demo mode returns you to the title screen.



After you exit the title screen, a menu appears with the items START GAME, OPTIONS, and WATCH CARTOON (cartoons are available on the CD version only). Choose a menu item by pressing the D pad up or down and then pressing the A, B, C, or Start button to continue.



START GAME

Selecting OPTIONS brings up a new set of menus. Here you can set the number of players and choose CHALLENGE to challenge your opponent to a single game on a court of your choosing or TOURNAMENT to play a best-of-five tournament on randomly chosen courts (you automatically play in Challenge mode whenever there are three or more players); choose between ARCADE for a wild game where you can defy the laws of physics and quickly change the direction in which you're bouncing, STANDARD, where you have just a bit of "bounce control," and EXPERT where you have to earn each shot; turn on powerups with the POWERUPS option, add even more powerups with the MORE POWERUPS option, or turn off powerups altogether with the NO POWERUPS option; opt to listen to music during a game with the MUSIC ON and MUSIC OFF options.

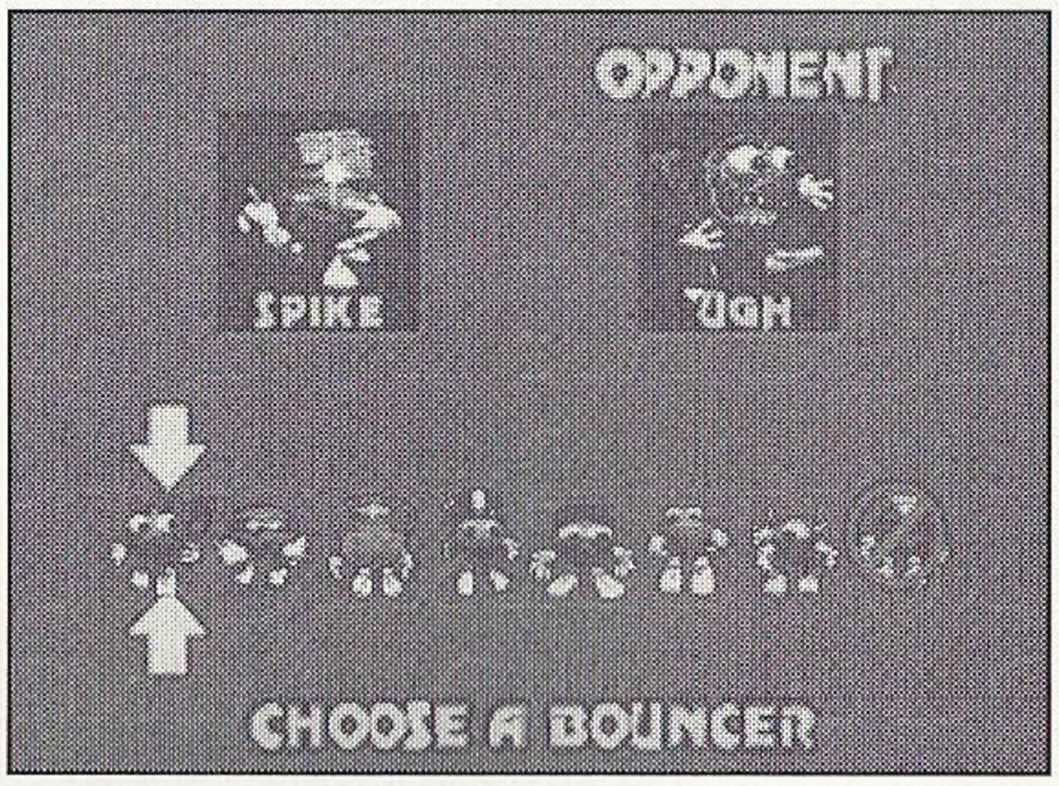
Choose the third menu item, WATCH CARTOON, to see a cool mini-movie featuring your favorite Bouncer. A Bouncer-selection screen appears. Choose a Bouncer by pressing the D pad left or right and then pressing the A, B, C, or Start button to start the cartoon.

START GAME

If you have not selected the number of players in the OPTIONS menu, the game will ask you to when you select START GAME. You are asked only once, however, so you must use the OPTIONS menu to change the number of players later on. (Note that unless you have a 4 Way Play adapter, or a Team Player set to MULTI mode, you can only play in 1 Player or 2 Players mode.)

PICK A BOUNCER, ANY BOUNCER

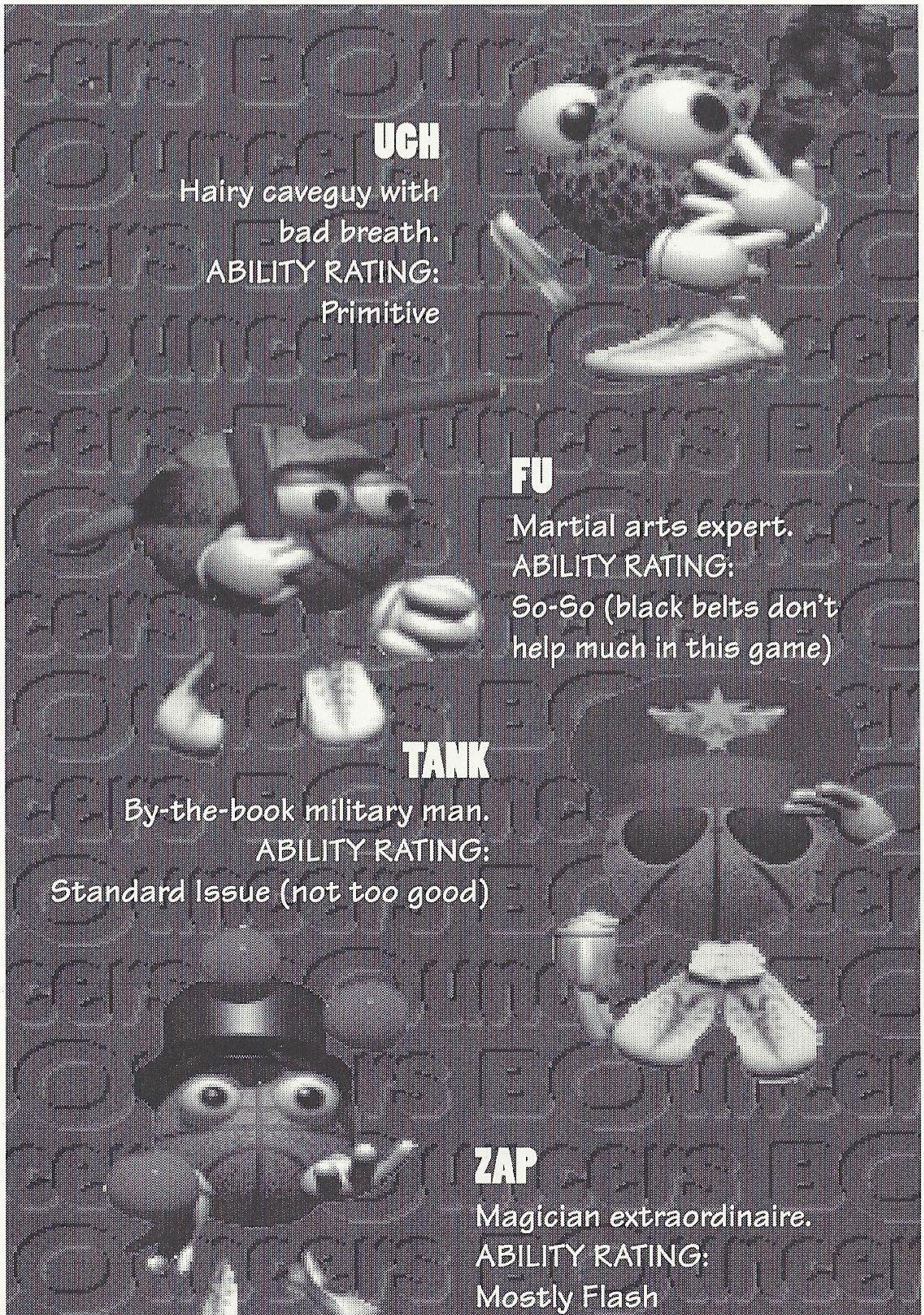
With the number of players and game mode (Challenge or Tournament) all set, each player gets to select a Bouncer. If you are the only player, you get to choose both your Bouncer and the Bouncer you want to play. Choose a Bouncer by pressing the D pad left or right and then pressing the A, B, C, or Start button to continue.



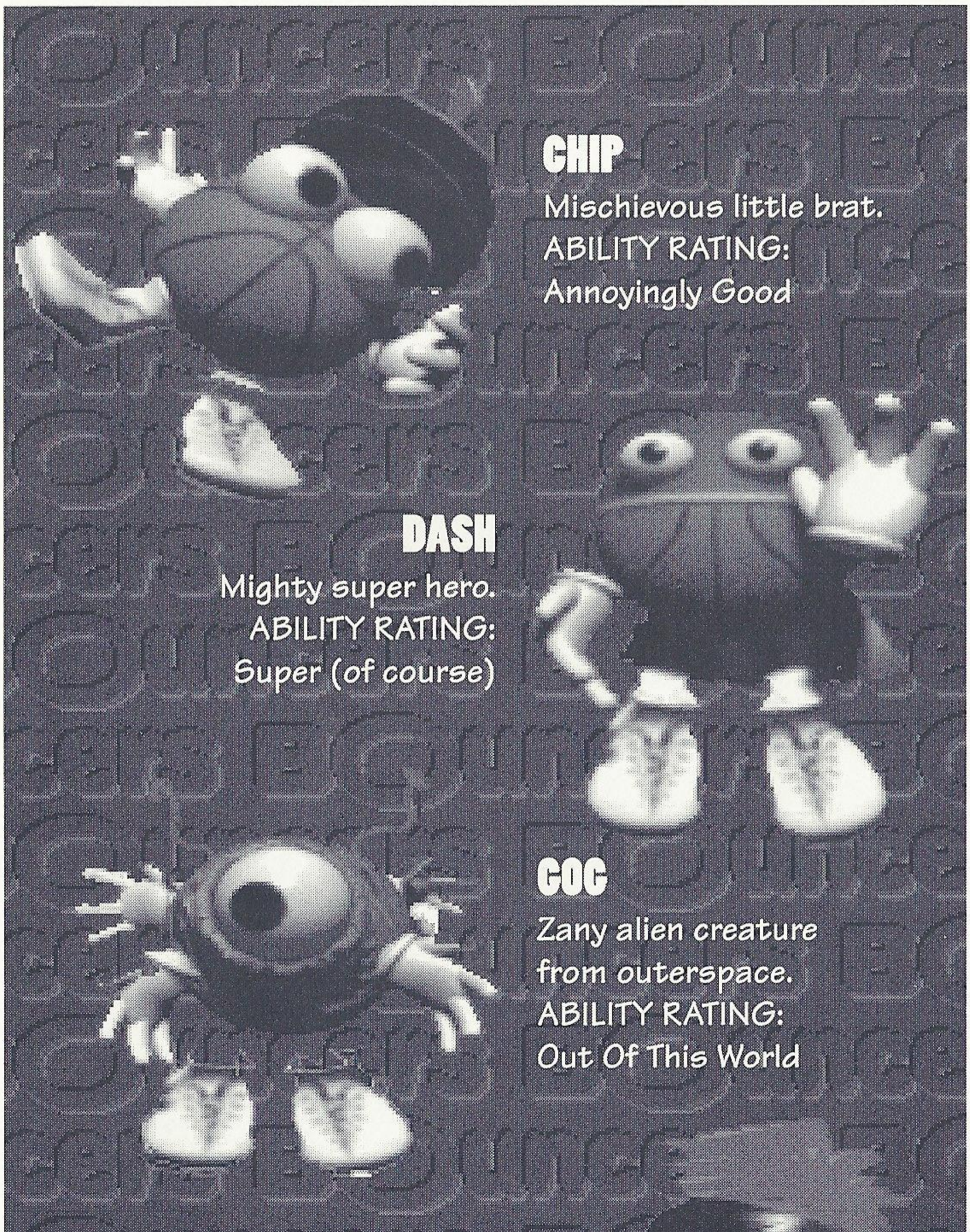
BOUNCER DESCRIPTIONS

Here's a short description of each Bouncer. Before you dare challenge one of these characters to a friendly one-player game, check out their Ability Rating. Some Bouncers really know how to shoot and score while others are just learning to play.

Note: With two or more players, Bouncers are only as good as the humans who control them.

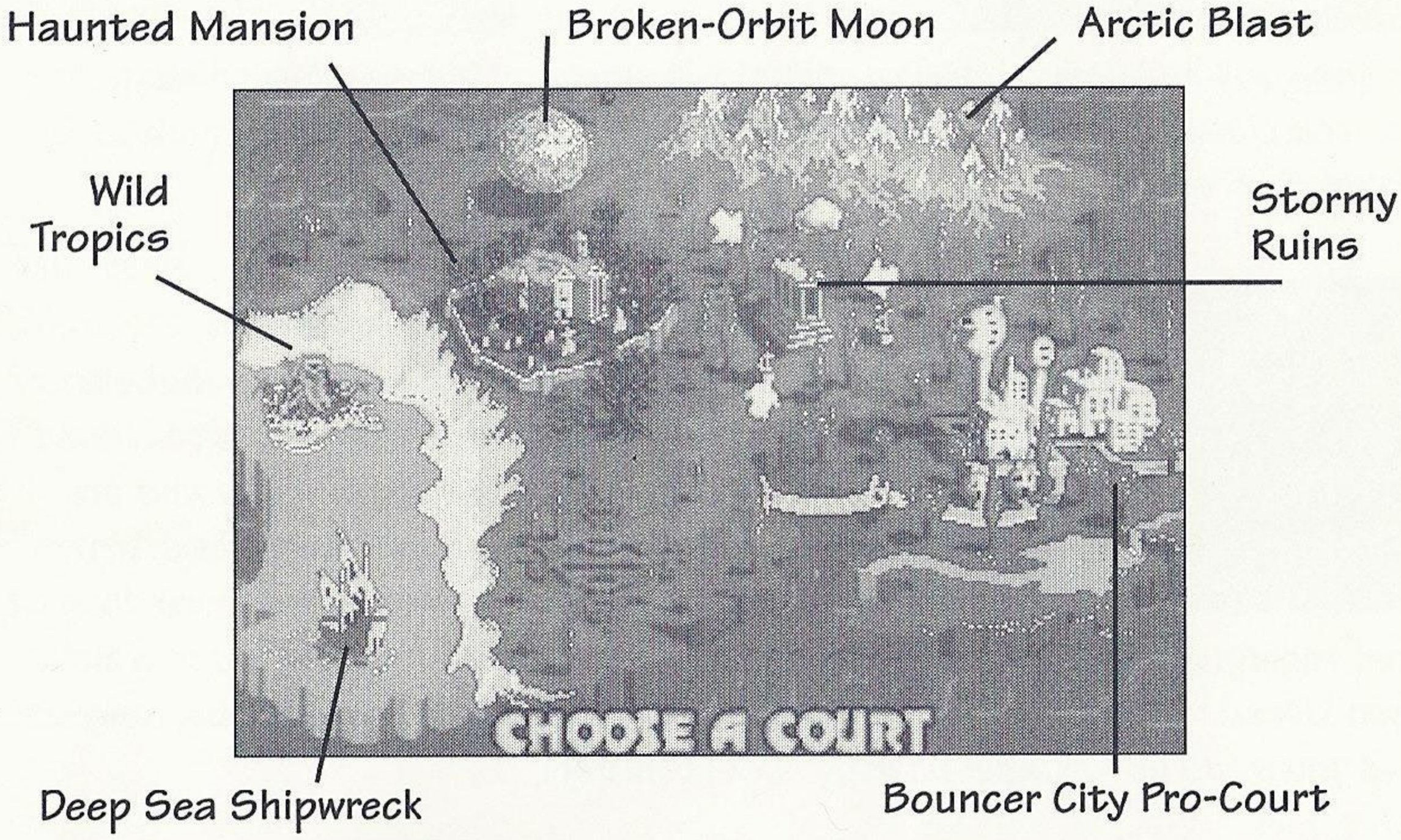


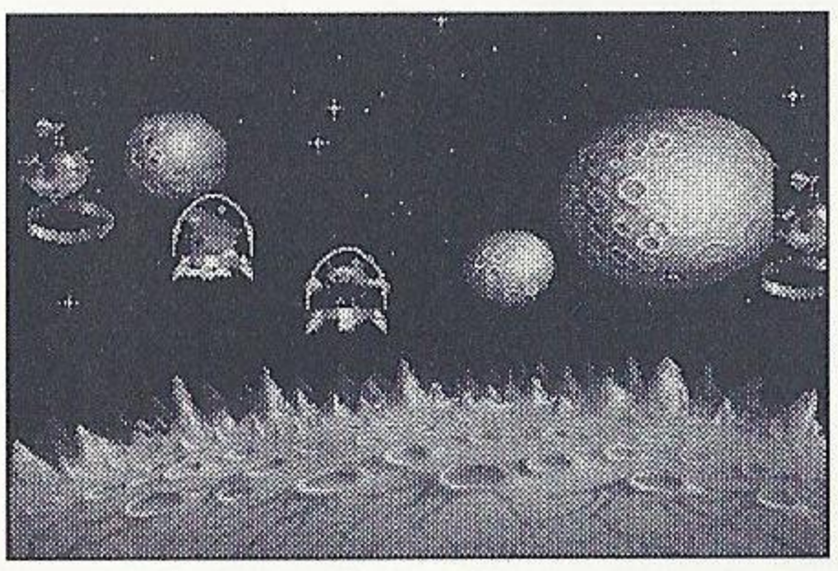
BOUNCER DESCRIPTIONS



HOME COURT ADVANTAGE

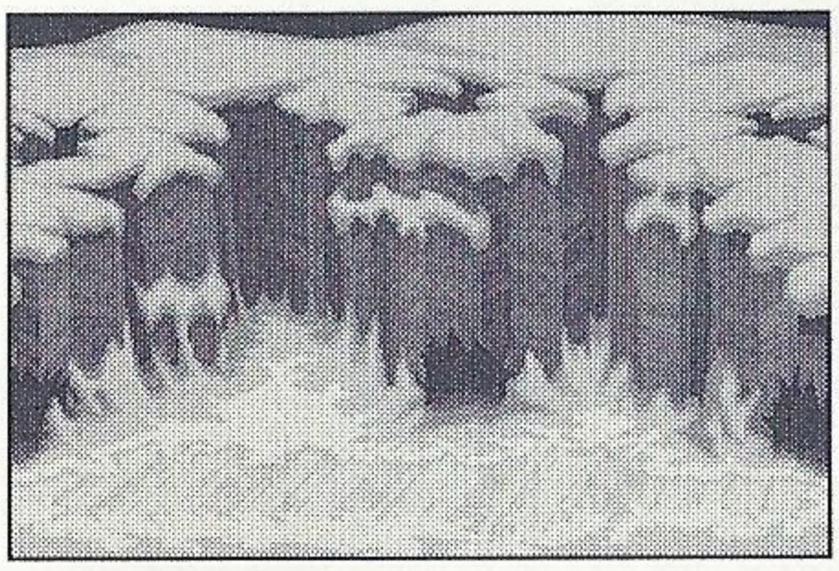
The court selection screen appears whenever you challenge another player and whenever you play with two or more other people. Choose a court by pressing the D pad and then pressing the A, B, C, or Start button to continue.





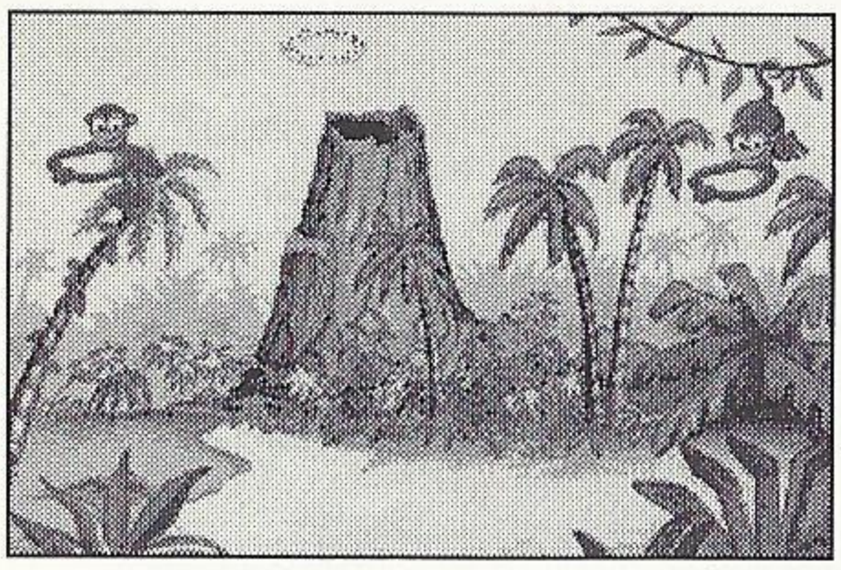
BROKEN-ORBIT MOON

Strap on your jet pack and blast off for a wild space walk on this out-of-this-world court. Three hoops attached to moving satellites make scoring that much more challenging, but rocket thrusters mounted to your space suit help you steer while you're drifting through outerspace. This is the only court where you're always in control... or are you?



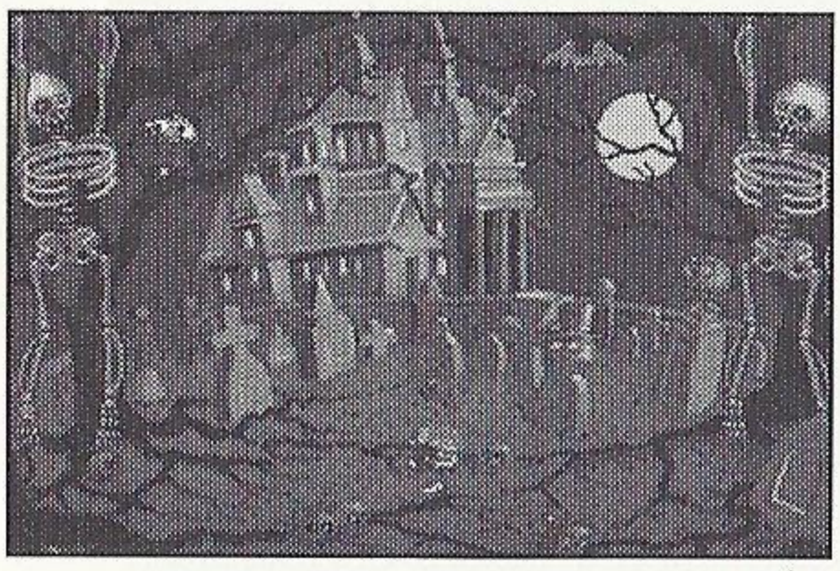
ARCTIC BLAST

The frozen northern mountains of Bouncer Island are just the place for a fun, fast-paced game of hoops. Dive head first into a deep ice chasm, disappear briefly for a slippery ride down inside the mountain, and then reappear tumbling wildly from a lower ice cave with two points—maybe three—added to your score. Watch out for the arctic winds, snow storms, and slippery ground.



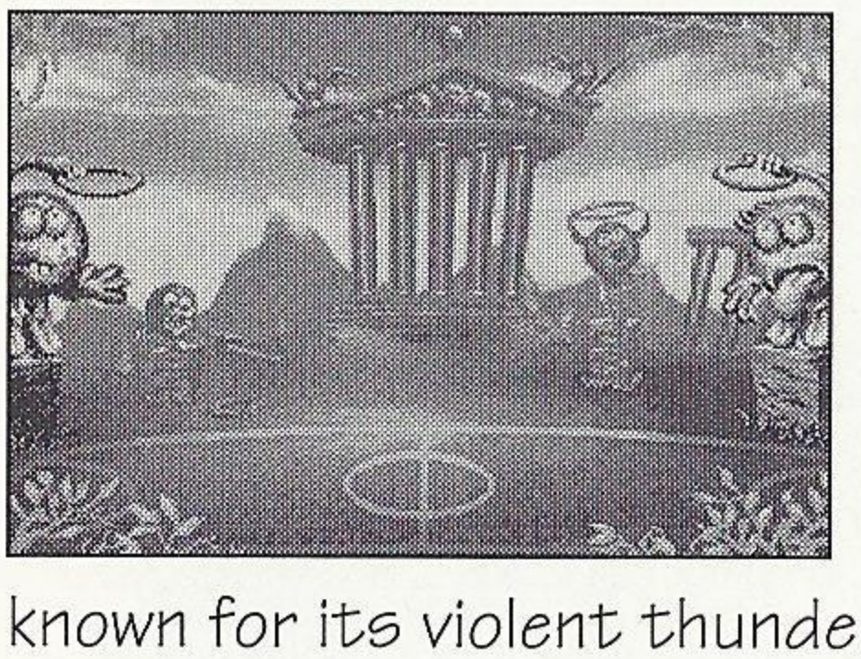
WILD TROPICS

Hit the beach for some basketball played on a tiny tropical island stuck out in the middle of a lagoon. Score points by leaping through the arms of one of two monkeys perched high in the tree tops. Or, shoot for one of the smoke rings belched out by the island's live volcano. Running on the sand is a breeze, but get too close to the water's edge and you'll have to wade slowly back to shore. Surf's up!



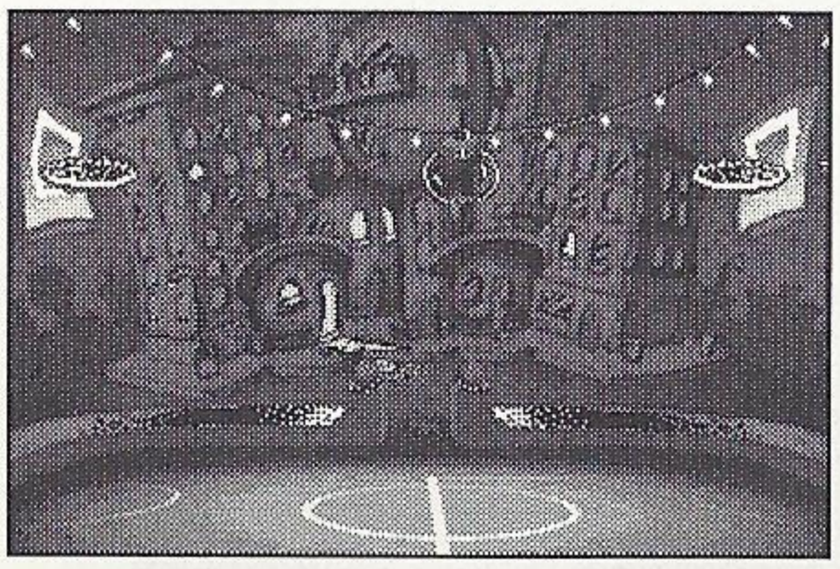
HAUNTED MANSION

While the ghoulish skeleton baskets and creepy headstones lead some to believe that this old mansion is haunted, the brave souls who are Bouncer enough to play here find this court a real thrill. Just to make the game more challenging, a mischievous bat swoops down to pick up any Bouncer that's been kicked by his or her fellow player. Spend too much time kicking, however, and you pass up valuable scoring opportunities.



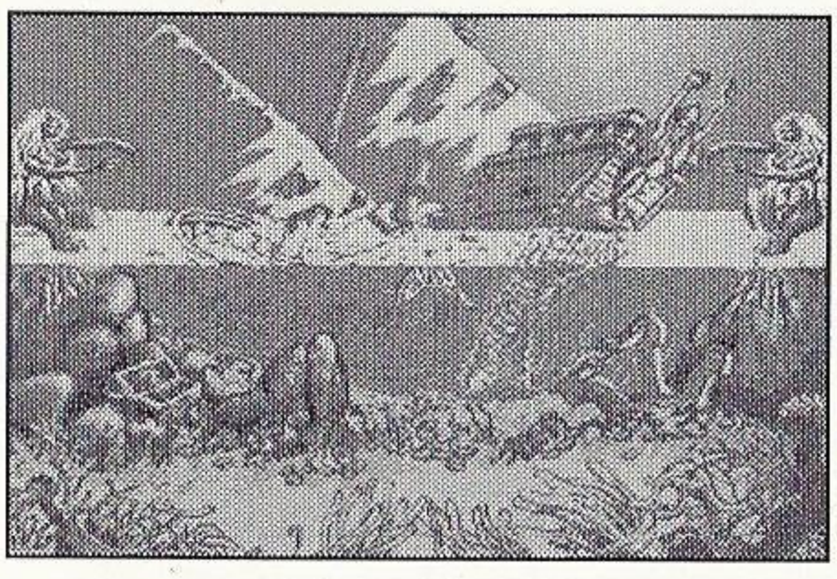
STORMY RUINS

History books tell of the ancient Bouncers who lived near the center of Bouncer island in a grand city built of stone and marble. Now a park with basketball court built out of the old city ruins, this lush green area of the island is known for its violent thunder storms. Avoid bouncing too high or you'll get hit by lightning. Not only do you get zapped, you lose whatever powerup you may have. A shocking experience to say the least.



BOUNCER CITY PRO-COURT

Ready for some serious hoops? Head downtown for a nighttime game on a blacktop court that has real baskets and unforgiving rims. And the hoops are mounted high, so points have to be earned. But if you can win on this court you can win anywhere.



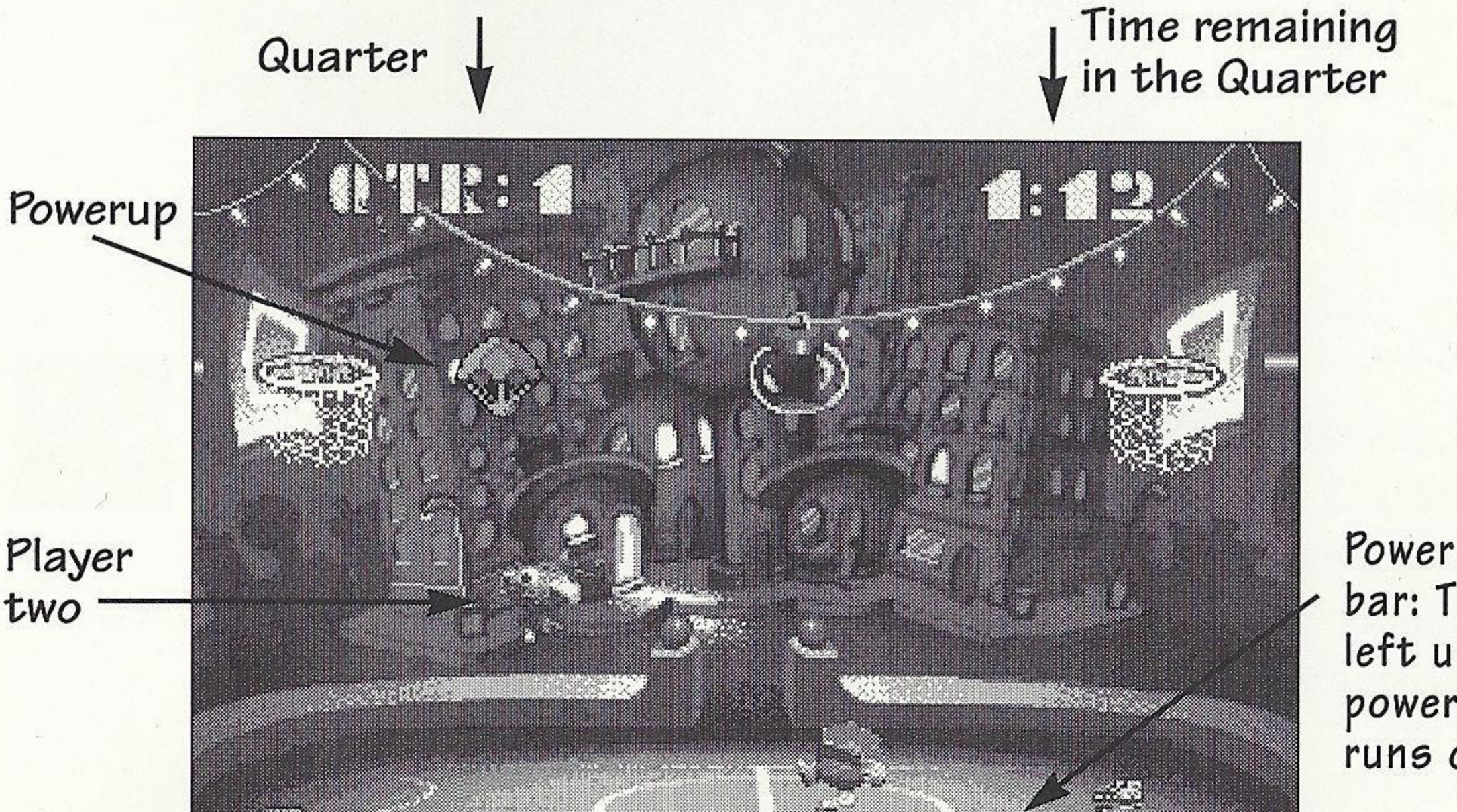
DEEP SEA SHIPWRECK

The perfect spot for a refreshing game of one-on-one. Invite more friends if you like, but be prepared to get splashed in the face. Hit the water hard enough and you'll skip like a well-thrown pebble—maybe for a three pointer. Use the D pad to swim around under water. Take aim before surfacing, however, because while you might swim like a fish, you fly like one too.

TIP OFF!

Bouncers are dropped from the sky at the start of each game. You're free to move after you stop bouncing. Press the D pad left and right to run. Press the A button to jump and the B button to kick other players.

Depending on the court, special powerups and/or powerdowns float by. Try to grab the powerups and knock your opponent(s) into the powerdowns. Nabbing a powerup activates a Powerbar found above your score showing you what powerup you have and how much longer it will last.

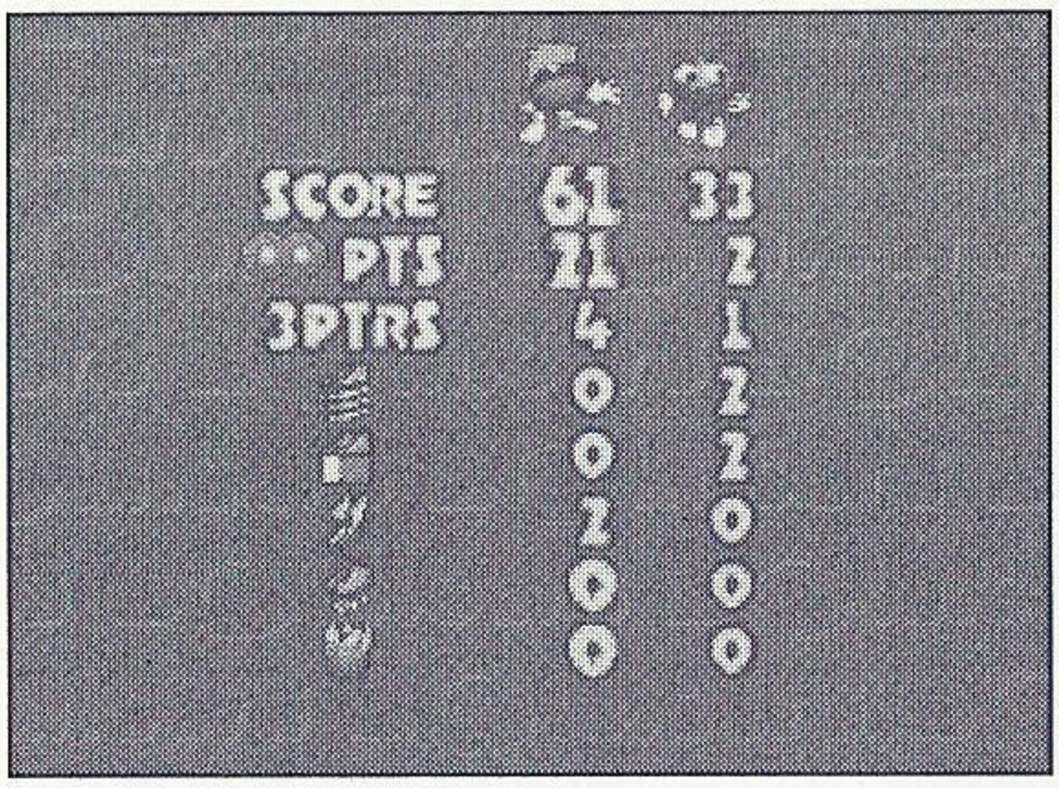


A game lasts for four quarters. Near the end of each quarter, you'll hear a clock ticking down to let you know it's time to take a last-second shot. You lose control of your Bouncer at the end of each quarter, but you'll continue to bounce around if you're still in the air—you just can't run or jump anymore. In fact, as long as you're in the air when the quarter runs out, you'll continue to get points for going through the basket. The next quarter begins when all players have settled down and are standing on the ground.

If the score is tied at the end of the fourth quarter, you'll play an extra one- or two-minute overtime period (depending on the game's OPTIONS setting). Overtime periods continue until there's a winner.

VITAL STATISTICS

After each complete game a Statistics screen appears. This screen lists each player's final score, number of points gained by collecting Bonus Balls, number of three-pointers made, and the number and types of powerups collected.



In Tournament mode, the Statistics screen also displays the number of wins each player has. The first player to win three games is declared Tournament champion.

POWER UPS AND DOWNS

As if this game weren't wild enough, Bouncers like to keep things lively with powerups (special powers you can collect to help you win the game) and powerdowns (bad powerups that make it more difficult to win). Here's a list of the powerups and powerdowns you might run into:



Lead Boots - powerdown

Collecting this heavy footwear can definitely be a downer. You can barely jump on top of another Bouncer when gravity pulls this hard. Fortunately, Lead Boots don't last forever, so you'll soon be back to your old, lighter self again.



Track Shoes - powerup

You never ran this fast before. Grab this powerup and you'll be zipping down court like a comet. Speed has its advantages, of course, but only if you can control it. Can *you*?



Bat Bait - powerup *and* powerdown

Here's a powerup that's only found on the Haunted Mansion court. If the court's pesky bat has been bothering you, collecting this powerup keeps him away. However, if the bat has been hiding, or has been leaving you alone, grabbing Bat Bait is the same as getting kicked on this court—when you least expect it, the bat will swoop down, pick you up, and drop you from the tree tops.



Hover - powerdown

The Hover powerdown is found only on the Haunted Mansion court. With a magical spell, this powerdown raises you into the air and keeps you floating there until another Bouncer bumps you from below or the spell wears off.



Jam - powerup

Slam dunk yourself through the rim with this powerup. For as long as the powerup lasts, you can jam yourself through the basket by pressing the C button just as you enter the rim. Time it just right and watch your Bouncers "burn" through the rim, jam hard against the ground, and fly back up for another two points. Mis-time your jam and you'll have to wait until you bounce off the ground or another player before you can try again.



Parachute - powerup

Collect this useful "safety" device and your C button becomes a rip cord. Parachutes are great for guiding yourself into a basket or simply slowing down your descent so that you *land* on the ground instead of bouncing off it.



Wing Shoes - powerup

Collect this powerup and fly around the screen using the D pad. No need to jump off another player to score when you have Wing Shoes, unless they get too old. Wing Shoes only last so long, and their strength wears out as time passes.



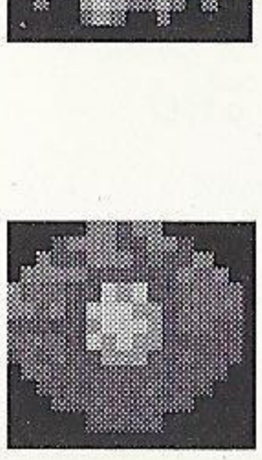
Spring Shoes - powerup

This powerup gives you one super jump—a jump high enough to put you in the basket from beyond midcourt. The springs are activated on the first jump after you collect this powerup, so use them wisely.



Sticky Shoes - powerup

Here's a powerup that helps you keep your feet on the ground. Sticky Shoes have a special glue-coated sole that makes you bounce less so you can land sooner and score more points.



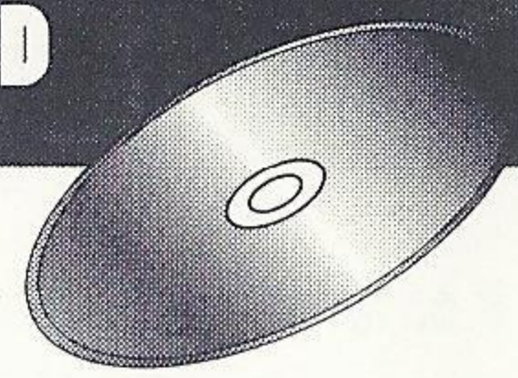
Bonus Balls - powerup

Collect these for instant points. Bonus balls come in two different flavors— purple and yellow. Stick with one color and watch the bonus points rack up.

BONUS BALLS ARE THE ONLY POWERUPS THAT GIVE YOU INSTANT POINTS.

- Remember: You can score through any hoop.
- If your opponent stubbornly refuses to jump, run up and kick him or her. Not only does this give you a chance to jump off your opponent and score, it's also a great way to knock him or her into a powerdown.
- You don't have to jump *on top* of your opponent to go through a basket as long both of you are on the ground. You can leap high into the air just by being in contact with another Bouncer when you jump.
- When playing in EXPERT MODE, a great shot to learn is the multi-basket shot, which can earn you up to six points in just one jump (note that this shot works best on the Haunted Mansion, Bouncer City Pro-Court, and Ancient Ruins courts). Just as someone is about to go through a basket located on the left or right side of the screen, jump on top of them at such an angle so that you bounce straight up and then fall straight down through the hoop. If done well, you will bounce off the Bouncer that just scored and go in again—and maybe even again!—for even more points.
- Avoid jumping against the wind on the Arctic Blast and Ancient Ruins courts.
- Don't forget about the three point shot. Any time you jump from beyond midcourt into the far basket you get three points. You can even bounce off another player (but not the ground) on your way to basket. This is usually the only way to make a three without Spring Shoes.
- If you've got a Jam powerup—and your timing is good—you can continually jam yourself through the basket until the powerup runs out. This can be devastating to your opponent. But if your opponent is the one with the Jam powerup, you need to know how to block a jam. To do that, simply stand *under* the basket (a normally dangerous area to hang out). You see, jamming off the ground puts you back up for two points but jamming off another Bouncer just gives you a headache.
- Important Arctic Blast court safety tip: Running along the ground is easy after a snow storm because the falling snow covers the frozen ground. After a while, however, when the snow starts to melt, you must be bit cautious. Beneath the snow is a slippery layer of ice. Even Sticky Shoes don't help with the traction here.

YOU AND YOUR SEGA CD



- The Sega CD Disc is intended for use exclusively with the Sega CD™ 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 CD Disc.
- **KEEP YOUR SEGA CD CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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NOTES

NOTES

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 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 compact disc 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 U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc 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 or she 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 compact disc 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 90 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.

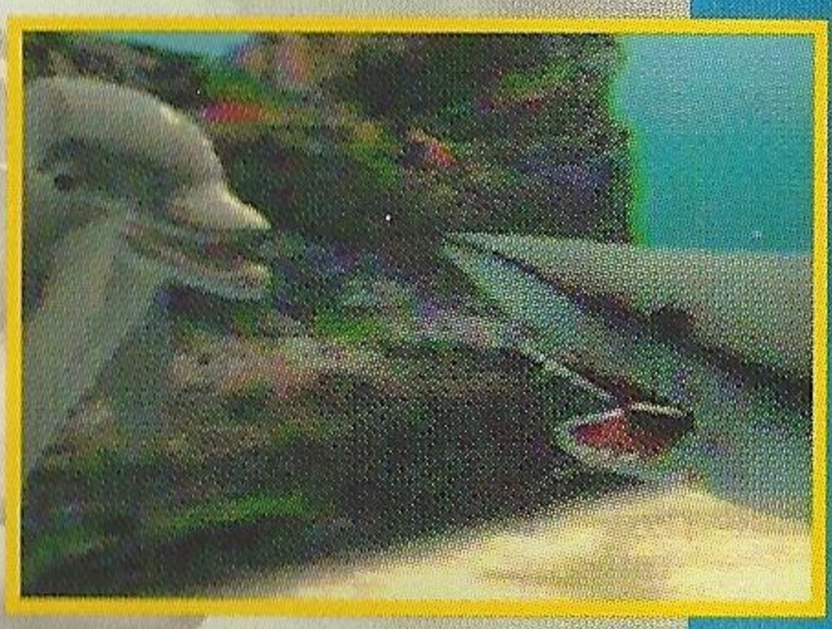
The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

ECCO

THE TIDES OF TIME™



Ecco is faster, more powerful but engulfed in danger! The ruthless Vortex has shattered Ecco's mentor, the mystical Asterite. Ecco and Trellia, a stunning dolphin of the future, must cross 100 million years of time to restore the Asterite and save life on Earth!



- ★ Ecco morphs! Ram a metasphere to become a powerful shark! Change into a seagull and fly! Safely pulse past dangers as a jellyfish!
- ★ Over 40 levels of spectacular aquatic adventure. Plus 5 stages of challenging 3D travel through vast oceans!
- ★ Touch video glyphs to reveal the mesmerizing, computer-animated history of Ecco's quest to find his family.
- ★ State-of-the-art stereo QSound™ submerges you in authentic dolphin and whale songs!
- ★ Fascinating dolphin facts and historical lore included in the manual!







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