

SEGA®

America's favorite bad boy alien has a mission: Get to Mars where his friends Skip and Rhonda are waiting. But his spaceship is broken and the Alien Task Force is hot on his trail! The Alfer isn't about to grow wings so the ship must be fixed. Can you do it? No problem. You're the Alfer!

Loading Instructions:
Starting Up:

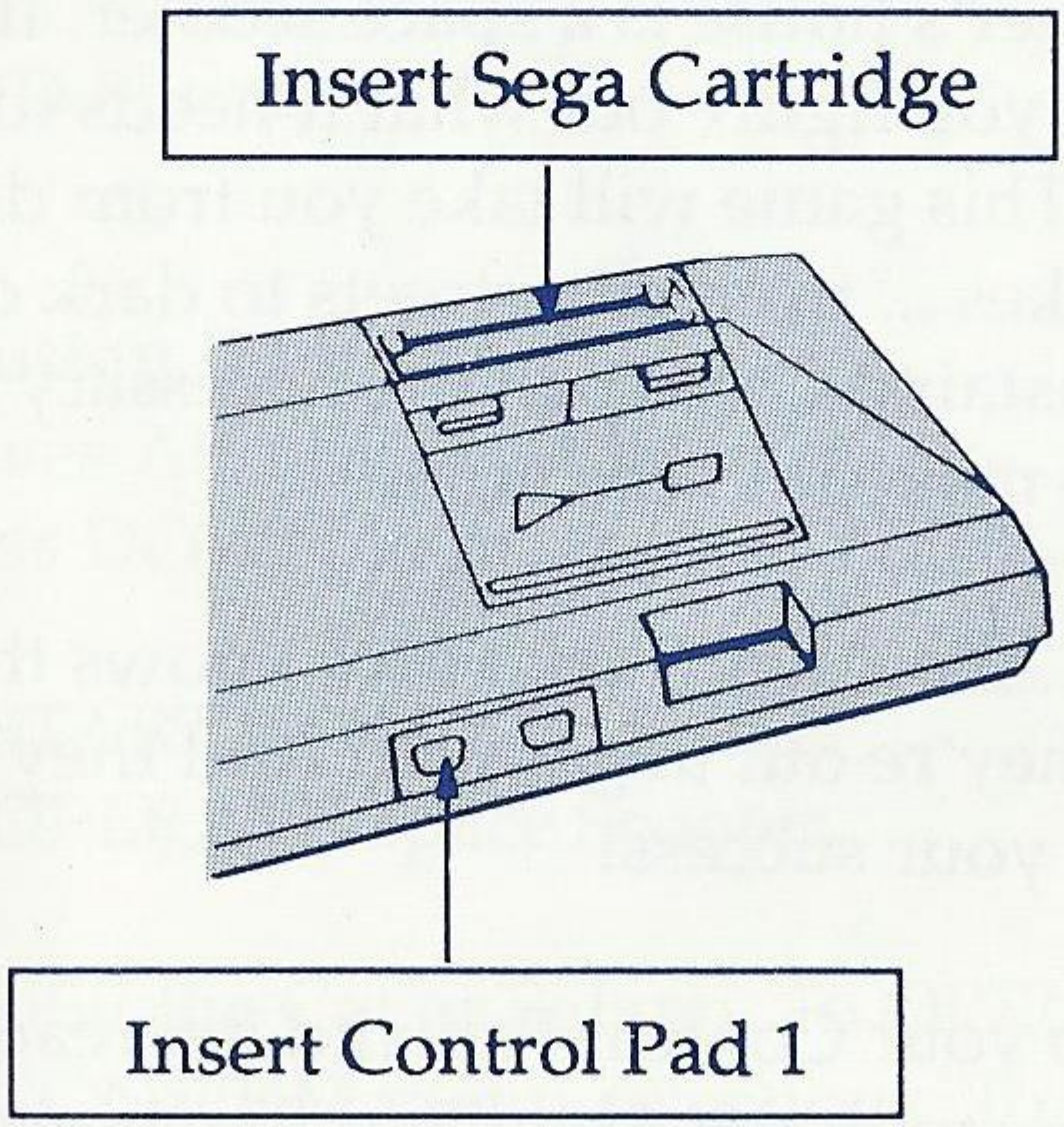
1) Make sure the power switch is OFF.

2) Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.

3) Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.

4) At the title screen, to start the game, press Button 1 or Button 2.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Sega Cartridge.



Alf®

Everybody knows Alf; that 229 year-old, furry, lovable alien life form from the planet Melmac! He's everywhere ... even on your Sega system in an all new exclusive adventure.

It all started in 1986 when Alf left Melmac to find a space-age candy store. Everyone on Melmac plugged in their hair dryers at the same time ... and the planet exploded! Only two other Melmacians escaped, Alf's good friends Skip and Rhonda. They ended up on Mars. The Alfer crash-landed on Earth in the Tanner family's yard. Now he's getting home-sick for his two pals. Especially for Rhonda, who is the cutest little ball of fur!

The problem is, Alf's spaceship has seen better days. It needs to be fixed before he can go zooming off into space. But to do it he needs your help.

Next to the Tanner's house is a space scooter. It will take you into the sky ... if you figure out what it needs to go ... and where to get it! This game will take you from deep space to the bottom of lakes ... from city streets to dark caves ... up-stairs and downstairs! Collect all the necessary items and you'll be able to make it to the moon!

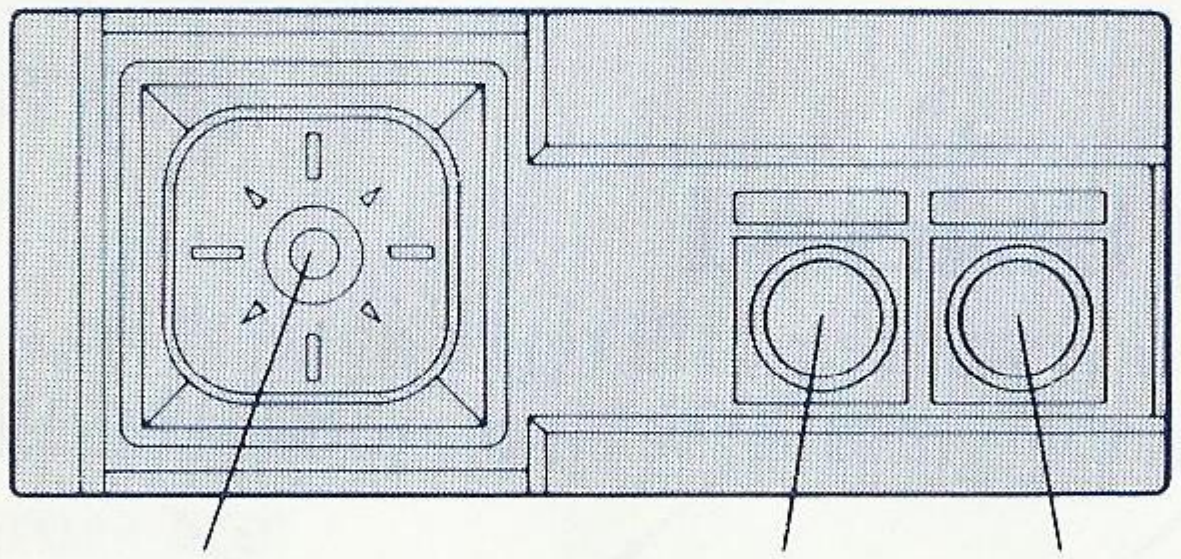
But remember ... the Alien Task Force knows the Alfer is around ... and they're out to get you! And they aren't the only obstacle to your success!

So sit back, grab your Control Pad and get ready for a rockin' good time with the Alien Bad Boy himself!

Ha! No Problem!



Taking Control



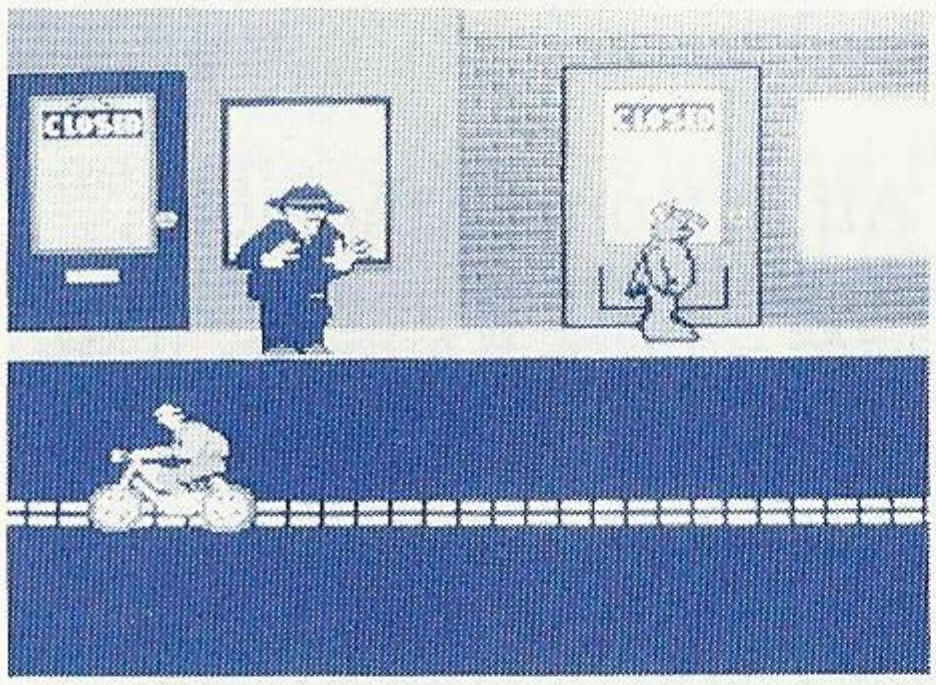
Directional Button (D-Button):

Moves Alf LEFT or RIGHT.
Press DOWN to make Alf KNEEL.

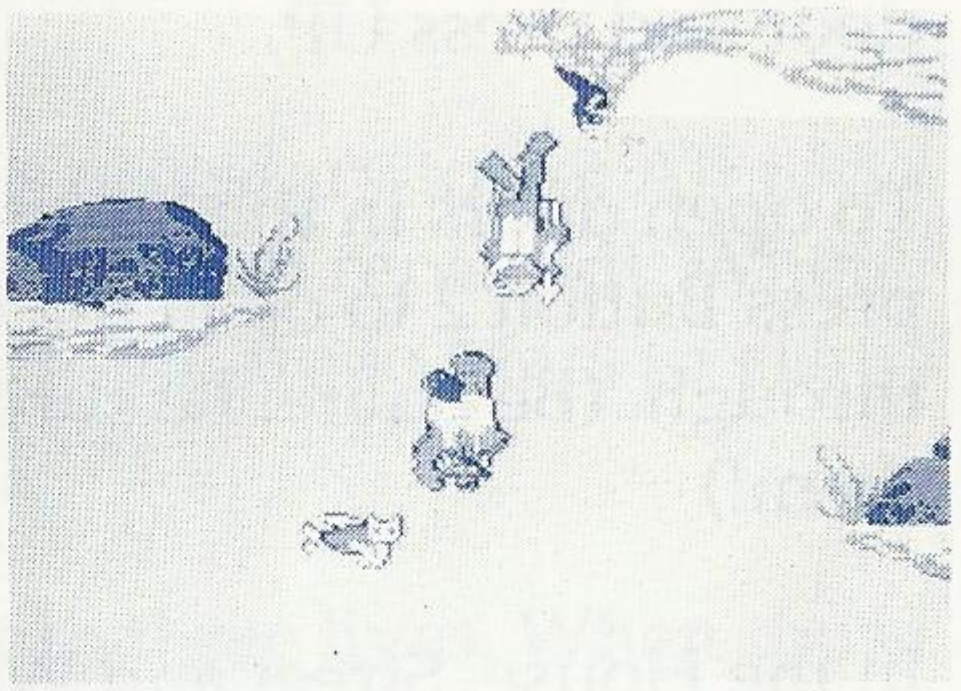
Button 1: To START GAME. To JUMP.
To OPERATE Space Scooter.

Button 2: To USE the Cat or Salami. To OPEN doors.
To CONFIRM menu selections. To GET items.

Street



Lake



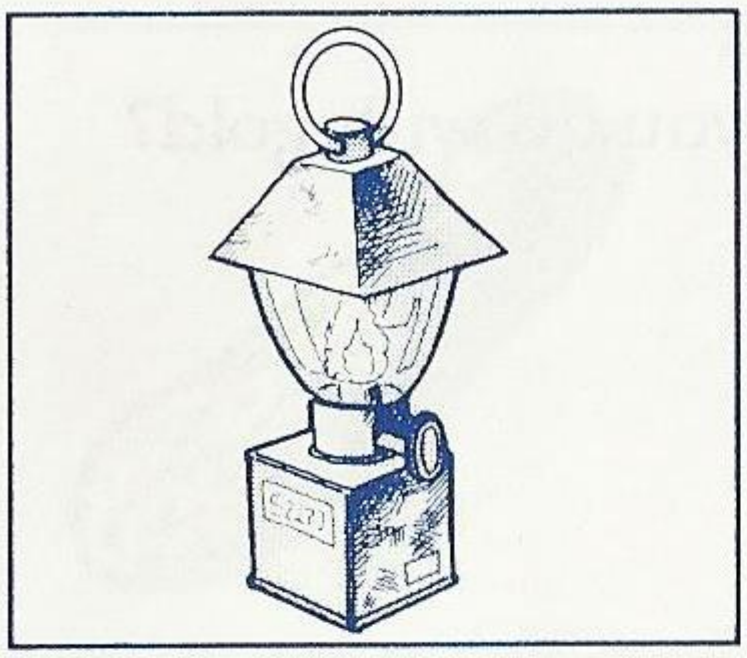
Sky



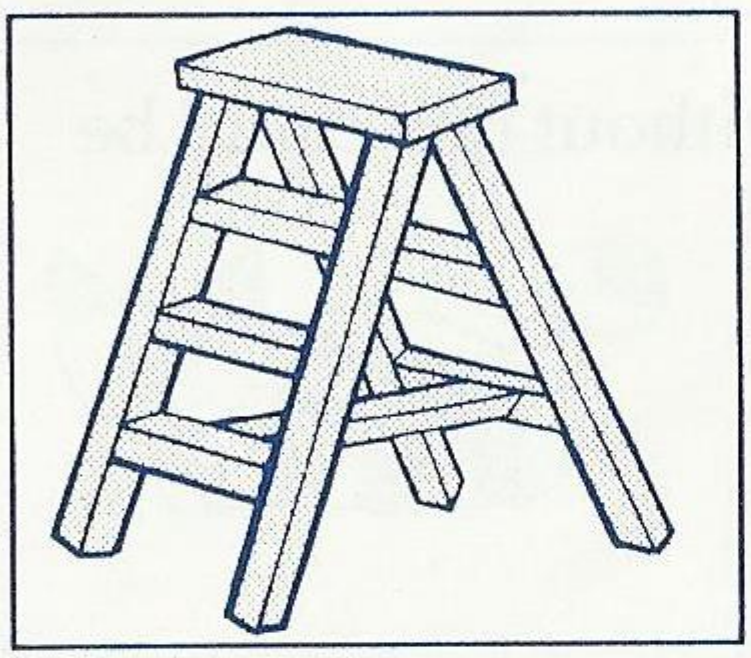
Items

You can't beat this game without items. Some are very necessary. Others are there to amuse you. You'll have to decide which is which!

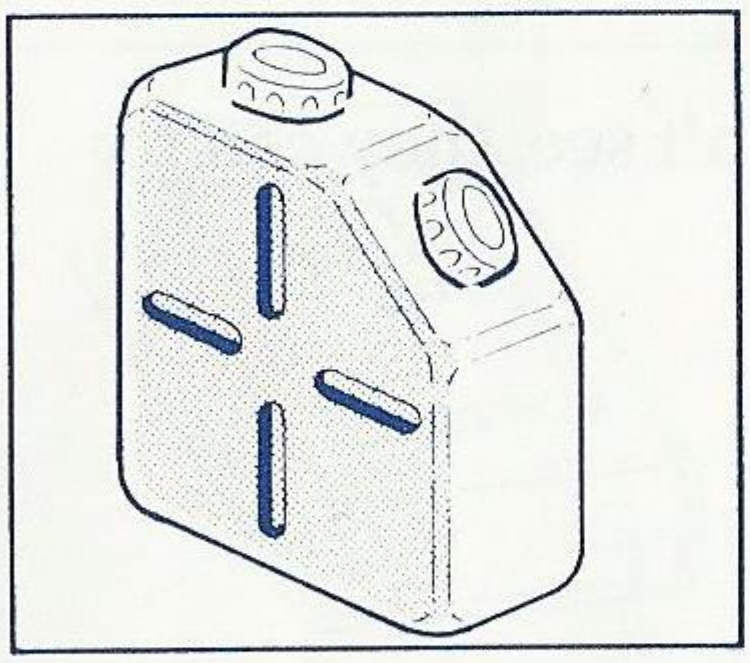
(NOTE: Not all items are actually pictured in the game, so we're showing you pictures of them here so you can see what they look like.)



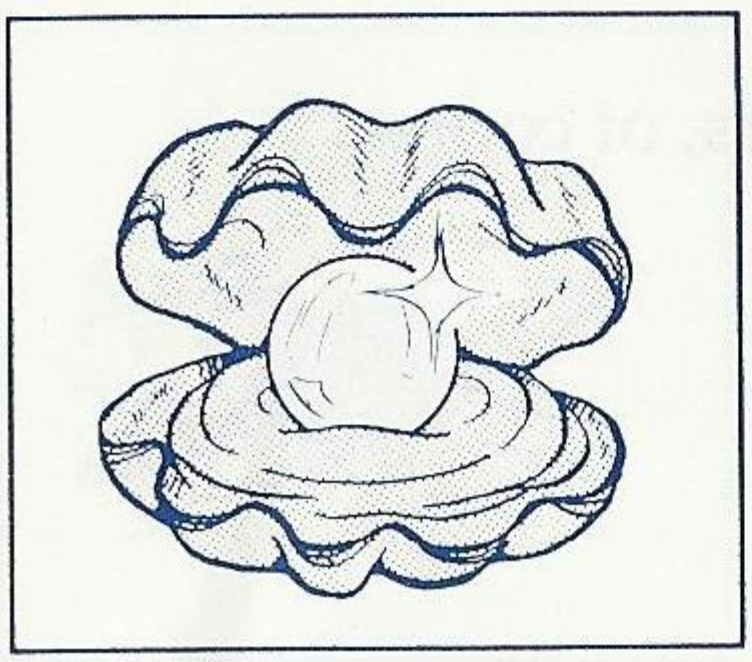
Lantern:
Lets you see in dark, dark places!



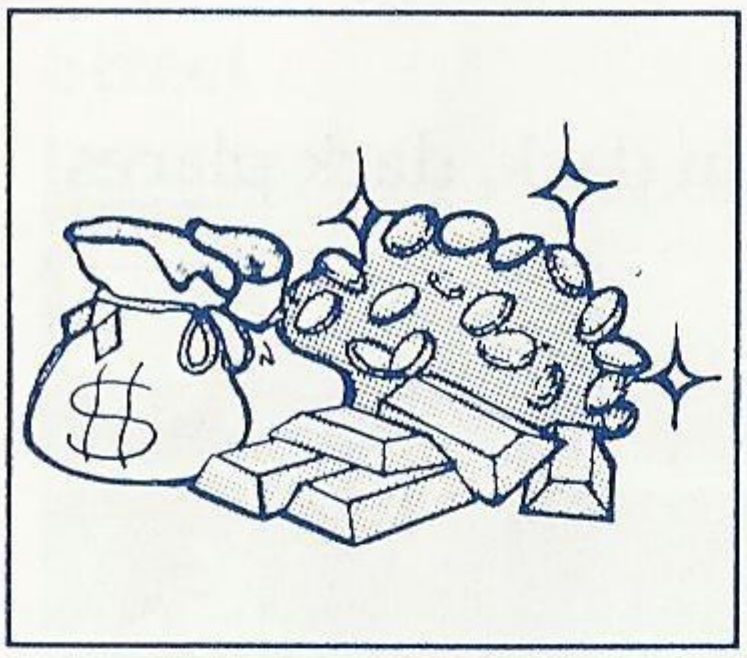
Ladder:
Try walking across it.



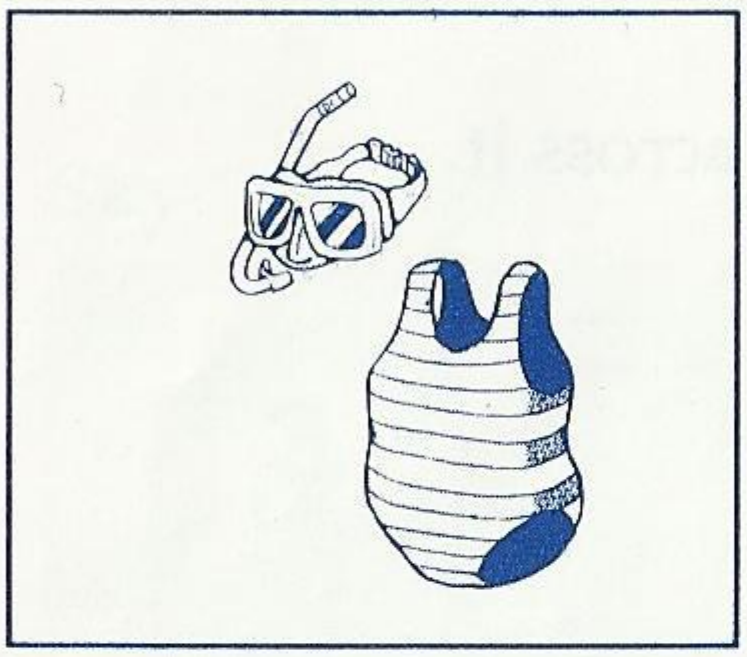
Fuel:
Needed to make things run!



Pearl:
Makes nice jewelry.
Could be worth serious money!



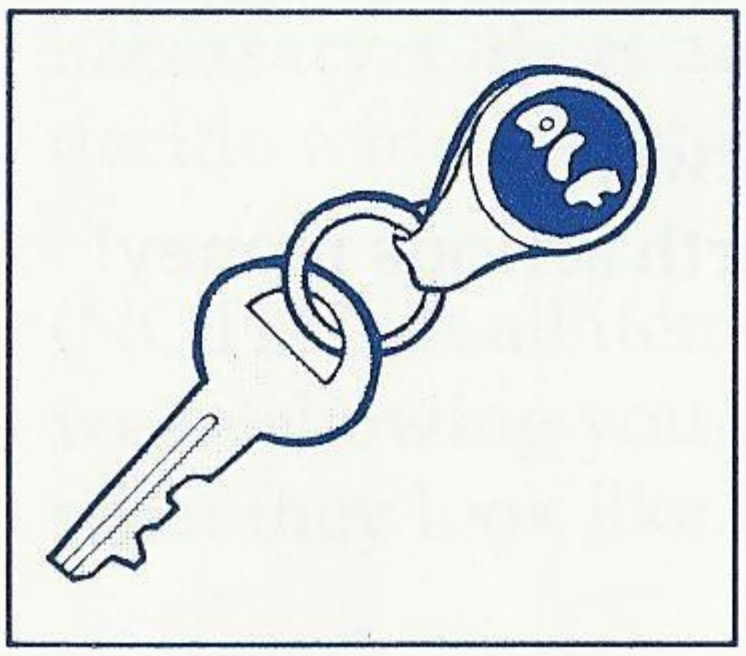
Gold Nugget:
What would you do with gold?



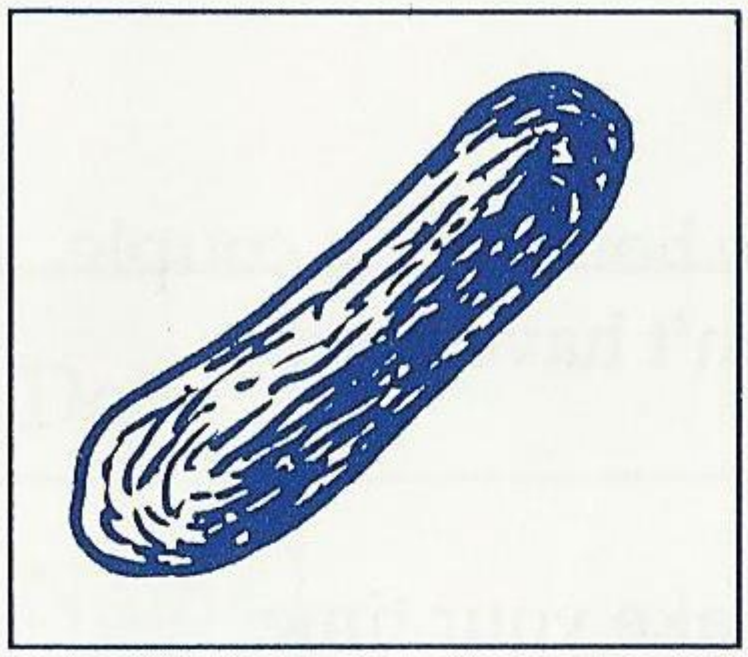
Swimsuit:
Swimming without one could be embarassing!



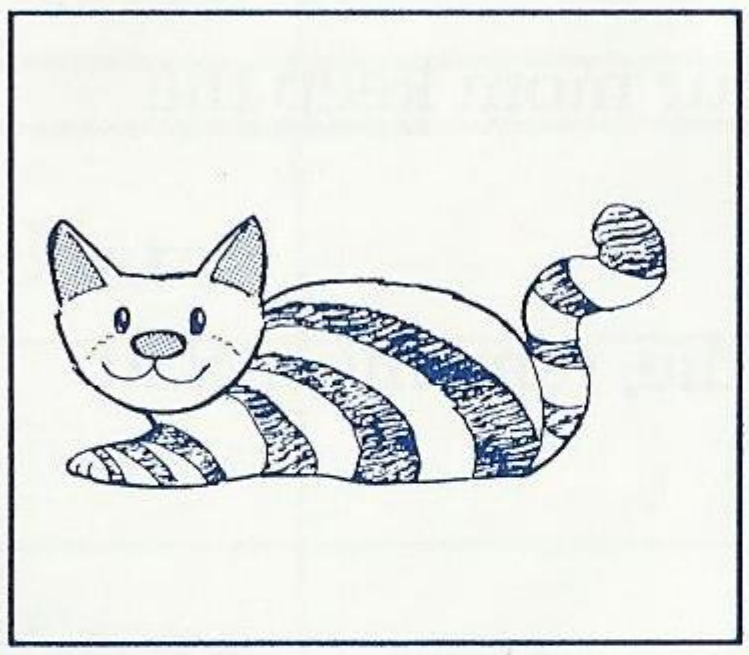
Costume:
What they can't see, they can't catch!



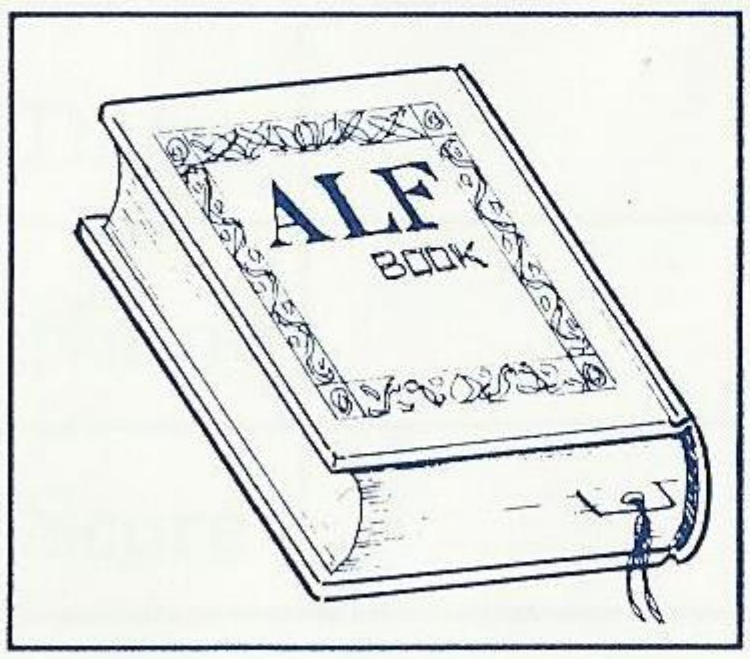
Key:
Unlocks doors, of course!



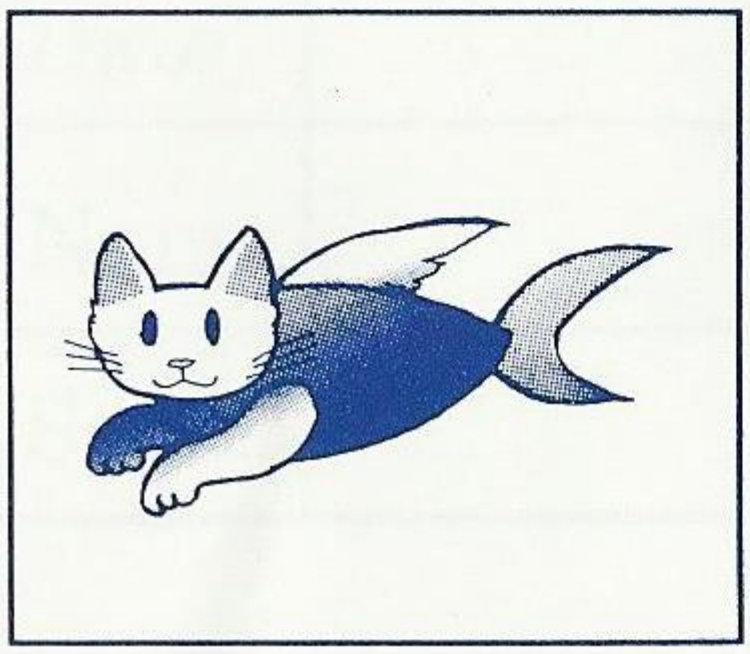
Salami:
Eating this lunch meat would give you heartburn! Bats certainly don't like it!



Cat:
Your friend Lucky. No, you can't eat him. But cats do serve a necessary purpose!



Alf Book:
Tells an interesting story that will really take you back to the beginning!



Fish:
What's the mystery surrounding this scaly subject? None, really ... but it does make the game interesting!

Helpful Hints

- For a good laugh, let Alf sit still in the house for a couple of minutes. Those alien types sure don't have much patience!

- The bats in the cave are very tricky. Take your time getting through them. Don't rush!

- Can't find the salami? Where does your mom keep the lunch meat?

- If you get the Gold Nugget and then die, remember that you don't have to get it twice!

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty
Sega® Card/Cartridge

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This 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.

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