

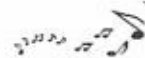
ToeJam & Earl™

INSTRUCTION MANUAL

Vinn's Lair

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Break - it - down / Now do the Slow Jam
If - your - name - is - ToeJam
Jam - Jam - Jam - J-Jammin it again
Earl and I are the funkiest of aliens
Funk - Funk - Funk - F-Funk Funk-it
If you're Earl then you Belly Bump-it
Rock'n it - Clock'n it - Shake'n it
throughout the Galaxy
We are the Hip Hop M.C.E.T.s



TOEJAM & EARL RAP



Yo I was hang'n in my rocketship / With nowhere to go
So I was cruisin' / Listnen to the radio
Jettied to my homey's / Pulled up outside
Said "Yo Earl! How about a joyride!"
Earl came in / Climbed into the back seat
We shot up / To about a million feet
Kicked back / Turned on the cruise control
Cranked up / The mega-watt stereo



We cruised by a planet took it low through the atmosphere
We took it low so the people down below could hear
Earl cranked the bass we were thumpin' out a funky beat
I was low ridin chillin' in the pilot's seat
Down be-low the pla-net was quake'n
On the ground they were / booty shake'n
They were def and definit / ly not fake'n
They were get'n down they were / break break'n



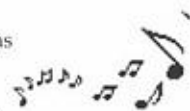
Pulled into outer space / Put the pedal down
- Picked up the pace / To the speed of funky sound
We hit the fast lane pass'n all the others by
I grabbed the gear shift and shifted into overdrive
Earl and I were High Speed Hip Hop'n
Given no indications of / Ever stop'n
We were def and definit / ly Bop bop'n
To the rhythm of our engine that was / Pop pop'n



We were truck'n / Groove'n to the funky beat
- When Earl said he'd like a shot in the driver's seat
Well Earl's cool but he's not the most coordinated
But I was feelin fly / - So I capitulated
Earl took the wheel but he was bustin out a Earl Jam - I said
"Yo Earl / Get with the program"
Earl looked up and said "Yo - Don't get - annoyed"
And thats when Big Rappin' Earl hit the asteroid.



Earl and I we were / Nose divin - I said
"Maybe its time for me to be drive'n" - it was
Look'n like I had made a mistake
That would end me up as a Toejam Pancake
We hit the ground in a great big fireball - Guess
we got lucky cause we didn't get hurt at all I said
"Yo Earl while were here lets check it out"
Cause bein' cool for me and Earl is what its all about

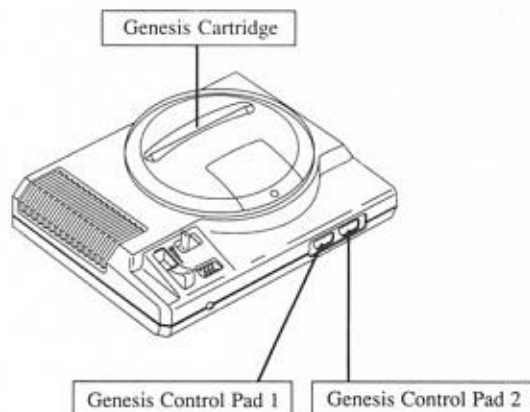


Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in the Control Pads.
2. Make sure the power switch is OFF. Then insert the *TOEJAM & EARL™* cartridge into the console.
3. Turn the power switch ON. In a few moments, the *TOEJAM & EARL™* 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.

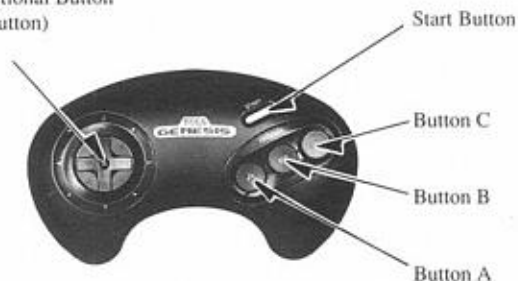
Note: *TOEJAM & EARL™* is for one or two players.



Quick Start Controls (For those of you who don't read manuals)

Before you begin bumpin' around earth, it's best to learn precisely what you can do with each of the controllers and buttons. Just to keep things straight, each of the controllers will be referred to as follows:

Directional Button
(D-Button)



Directional Button (D-Button)

- Moves ToeJam and Earl
- Makes Selections



Start Button

- Begins Play
- Pauses/Unpauses Game

Button A: (Action)

- Sneaks
- Uses Presents
- Confirms Selections

Button B: (Presents)

- Opens/Closes List

Button C: (Map)

- Opens/Closes Map



Setting Up

Introducing the Introduction

The first time you play ToeJam & Earl, don't just start punching away at the controller buttons. Kick back, relax and let ToeJam & Earl turn you on to their out-there story.

Introduction Speed

You can step through the intro faster by hitting Buttons A, B or C. Holding down any button makes a text message stay on the screen longer.

To bypass the intro, press the Start Button.

The "Who" Screen

Three choices. No biggie. Is it the both of you? Or just one of you? Use the Directional Button to highlight your selection. Then press any button.

The "What" Screen

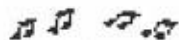
OK. When you get to this screen you'll have a bunch of choices to make. In the "random world" every game is different. Different maps, different baddies, different presents, etc. This is the normal way to play. The maps in the "fixed world" game, which may be more difficult, are always the same.

Controller Options

If you like your action on Button C instead of Button A, pick this and then pick the second variation. Press any key to confirm your selection.

Jam Out

Sometimes ToeJam and Earl like to stop and bust a few moves. They stop looking for space ship pieces for a while and bust out a rap. Join 'em!!



When you choose this option, you can pick from 6 different funky tunes, or bang out your own tune with no accompaniment. Later, check out the crazy sounds.

To make a selection, highlight your choice using the Directional Button. Then press any button.



To jam, use all the keys — even the Start Button. Experiment with the UP, DOWN, RIGHT and LEFT Directionals — they each crank out a different sound.

To quit jamming, hold down the Start Button. If you're in the middle of some hot and heavy jamming, ToeJam and Earl may take a couple of seconds to wind down.



The Basics

This is for those who want to know a little more than what's in the *Quick Start Controls* section. (Don't worry, we'll make this as quick as we can...)

LOOKING FOR PIECES

Find the 10 pieces of your rocketship. Some levels have pieces, some don't. But if there *is* a piece on a level, there will be a hint as soon as you arrive there. To check out the pieces situation – like if there's one on the level you're on or to see how many you have collected – go to the map screen then press Button A or B.

MOVING

Press the Directional Button in the direction you want to go. (Unless, of course, you've fallen victim to that four-letter word: LOVE.)



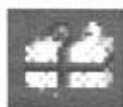
PRESENTS

To pick up a present walk over it.

To open one, select it from the Presents List (Button B) and press Button A.

To use a present, press Button A. Like if you have wings or spring shoes or a slingshot, use Button A to make them work. (For more on using presents, see *Everybody Loves Presents*, page 12.)

To drop a present use Button C when in the Present List to toggle between "DROP" and "OPEN."



EATING

To eat a piece of food, walk over it.

SNEAKING

To sneak past something sleeping, hold down Button A as you move.



RUNNING

To really move, pick a pair of Bonus Hi-Tops from the Presents List and press Button A. Then hold down Button A when you move.



WAKING UP

To wake up, just bang away on the buttons.

GOING UP

Use the elevator. In a two-player game both players must be in the elevator before it takes you to a *new level*.

FALLING OFF

Don't worry. Falling off won't hurt you. It just dumps you down to the level below.



HIGH FIVING

In a two-player game, if one of you is running low on life, the other can help you out (give you some of his or her life.) To do this, have ToeJam and Earl walk right into each other, bumping bellies, and do a high five. When they do, their life bars will be averaged.



Seeing Double

(And other things you should know about the screens)

Split Screen

In a two-player game, if you're walking along with your partner and you go off in separate directions, the screen will split and you'll each get half a screen. The advantage to this is that you can cover more territory. But there are advantages to staying together, too.

The Info Bar

"Yo, Whas' Up???" You can find out by checking out the Info Bar. Here's what's what:



When Toejam or Earl get flattened or youched, they lose some of the life from their life bars. When they eat food, their life bar goes back up. If a life bar burns out all the way, a life is lost. (For more about losing, gaining and protecting lives, see *What a Life*, page 18.)


Everybody Loves Presents




ToeJam and Earl are quickly finding out what a big deal presents are to Earthlings. And why they're so popular. But they're also finding out that you can't always judge a present by its wrapping paper. In fact, there are many presents that you'd be much better off leaving unopened. Or dropping altogether.


Opening and Dropping ‘Em...

To pick up a present, just walk over it. It's automatically added to your Present List.

To  view the Present List, press Button B. You can carry up to 16 presents – but you can only see 6 of them at a time. To see the rest of them, (if you have more than 6) hold the D-Button down.

To choose a present, highlight it using the D-Button.

To open a selected present,  press Button A.

To drop a selected present,  press Button C when in the Presents List. This toggles you between "Drop" and "Open." Select a present to drop just as you'd select one to open.

Note: To give a present to your partner, just drop it. And let your partner pick it up.

Presents Screen

In a two-player game, you each have your own Presents Screen. In a one-player game, there's just one.

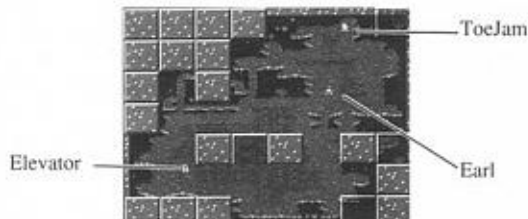
In addition to seeing all your presents, you can find out other valuable bits of information here. Like how many bucks you've collected, how many points you've earned and more.

Here's the rap on the Presents Screen:



Map Screen

The map screen shows you where you've been. Panels turn over as you explore each area (or when you answer the phone). You can use the map to look for major items – like the elevator and ship pieces – or to find the road.



Identifying 'Em...

?? ? ? ? ? ? ? ? ?

All presents start out unidentified. These will have question marks next to them. Once you use a present (eg. a red one), that kind of present will always be identified. Identical presents will always have the same things inside them for a given game. This all changes when you start a new game.

One type of present is black with a big yellow question mark on it. These are Mystery Presents and always have something random inside them.

The wiseman can identify presents for you. He's the one in the carrot suit. To get him to identify a present, just walk up to him and pay him two bucks. It's best to have the wiseman identify mystery presents, since there's no other way of finding out what's inside.

Sharing 'Em

If a present is good for one of you, it's even better for both of you. So in two player games, you'll get farther by sharing good presents. The way to do this is for both of you to be in the same screen when the present is opened.



How 🎁 Presents Work...

Whenever a present is opened, something will happen. Sometimes it is a single event (eg. 🍷 eat food or a decoy appears etc.). And sometimes it is something that lasts for awhile (eg. spring 🌧️ shoes or a rain cloud). Some of these timed presents are "Action Presents." They let you do some activity for a while.



The Action Presents are:

Spring Shoes — 🖱️ Press Button A and push in a direction to do a big jump. The longer you hold it down, the farther the jump.

Icarus Wings — When you are *standing still* 🖱️ press Button A repeatedly to flap. Use the D-Button for control.

Tomatoes — 🖱️ Press Button A to throw in the direction you are facing.

Slingshot — Same as the Tomatoes except it shoots faster and farther.

Rocket Skates — 🖱️ Press Button A to crouch. Let go to catch some air. This will only work when you are over land. You cannot turn when you are in the air, so be careful.

Super Hi-Tops — Hold Button A down to run. When you are 🏃 running, you will leap if you hit an edge.

Innertube — Use the Directional Button to move. Button A does nothing.

Rosebushes — 🖱️ Press Button A to drop 🌹 Rose Seeds. You should be moving when you do this or the rose bush will "youch" you when it grows. Only one rose bush can be present at a time. They do not grow on sand or road. These can be used to block baddies when they are chasing you.



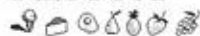
If one Action Present is still going when another one is opened, the new one will take the old one's place. If you want to open one without affecting the other player, move away from them until the screen splits and then open it.

When an Action Present is opened, a tiny picture of the present will appear in the info bar for as long as the present is active. When the time is about to run out, this picture will flash. Just before it runs out, the picture will flash very quickly.


Sorry: You can't "sneak" when an action present is active.




Fast Food



Food! ToeJam and Earl quickly acquire a taste for it. Especially for the good stuff: sundaes, pizza, burgers...

Eating food heals damage. So eat!!!

To eat food, simply  walk over it.

Some food is good and some is bad (ie: it does damage). The general rule is if it has lots of sugar or is fried, then it's good. Otherwise, it's bad. You will need to learn which is good and which is bad by experimenting.

Good food and bad food each come in three classes. ToeJam and Earl say different things based on how good or how bad the food is.

O.K. Foods - "Not Bad" Slightly Bad Foods - "ICK"

Good Foods - "YUMMM!" Bad Foods - "YUCK!"

Great Foods - "WOW!!!" Terrible Foods - "GROSS!"


Food cannot be picked up and carried unless it is in a present. Two kinds of food come in presents:

1.) **Fudge Sundaes:** Always Great Food

2.) **Food :** This is a random food and could be either good or bad. (About 70% of the time it will be good.) When it is opened when T.J. and E. are together, it might be good for one and bad for the other.

\$ Big Bucks

Here's another thing ToeJam & Earl quickly picked up: a love for money!

Pick up \$bucks by  walking over them, or by opening a present with bucks in it. To see how many bucks you have, bring up the Present List.

Use \$bucks to order presents from Mailboxes. To do this, stand still next to a mailbox and wait for the choices window to open. Then push up or down on the thumb controller to select "yup" or "nope" and press Button A. If you decide not to mailorder, press Button B to make the list go away.



Some of the characters you run into will do something for you for a buck or two. To get them to do their thing, just walk up to them and stop. Then select "yup" when they ask you for some bucks. The following characters will do things for you:

WIZARD — will heal you for a \$buck.

WISEMAN — will identify presents for 2 \$\$\$bucks.

OPERA SINGER — will pop all baddies on the screen for 3 \$\$\$bucks.



What a Life

ToeJam & Earl each start the game with three extra lives. When you lose all your lives, (which isn't that easy to do) your game is over.

Each life starts out with a life bar. (See *Seeing Double...*, page 10.) When you get flattened or youched or stay in the water too long, you lose life. But you can replenish it by eating the right foods. (And it ain't spinach!)

If your Life Bar hits bottom, you lose a life. When this happens, you see your angel fly up and one of your little "extra life stars" disappears.

When you go in the water, your life bar starts to go down. This is like holding your breath. If you get back out of the water before you run out of breath, your Life Bar goes right back up. But if you stay under too long, you may drown, and lose a life.

Note: When ToeJam and Earl fall on one another, the flattened one doesn't take any damage.



Extra Lives

You get an extra life every third time you go up in rank. (When you become a Poindexter, a Bro and a Funklord). You may also find a special present that contains an extra life.

High Five for Extra Life

Now here's a way to kinda, sorta get more life in a two-player game: If your life bar is low and your partner's isn't, "high five" each other. When you do, your life bars will be averaged and you can help each other steer clear of pushing petunias.



Get Back in the Game

If worse comes to worst and you die the final death in a two-player game, start pressing buttons like crazy. Then try and talk your partner into agreeing to give you one of his or her extra lives.



Pulling Rank

You start out in the game with the not-so-illustrious rank of "Wiener."

As you progress you earn points in two ways:

- 1.) By opening presents (any present gives you points)
- 2.) By uncovering terrain tiles (the purple tiles covering the map). *When you are together on a screen you both get points for every tile uncovered.*

Remember, being cool is what it's all about. Check your coolness meter.

Here are the different levels of coolness:

WIENER

DUFUS

POINDEXTER

PEANUT

DUDE

BRO

HOMEY

RAPMASTER

FUNKLORD

Every time you go up in rank your life bar gets a little longer. You are much weaker as a Wiener than you are as a Funklord.

Note: Earl starts out with a slightly longer life bar than ToeJam, but ToeJam is slightly faster than Earl.

Tried and True Travel Tips (And other stuff that doesn't fit into any of the other categories)

- Stay on the road whenever you can. You can move more quickly there.
- Walk along the edges of the land (outer space side—especially in higher levels. Because this is how you'll discover hidden corridors.
- Walking in the sand will slow you down because you'll start to sink. You'll pop up if you touch another player (meaning ToeJam or Earl, of course). So it's usually a good idea to tackle sandy areas together.
- Knock those bothersome Cupids out of the sky by touching them. To do this you'll need Spring Shoes or Icarus Wings.
- Here's a trick for handling tornadoes: stay on the grass as much as you can for speed. Then when they get very close, double back on them and dodge around. If you are near the water, jump in right before they get you — they'll eventually go away.
- In a two-player game, separate in the lower levels to save time finding things. But stick together in the higher levels to help each other out.



Compendium of Common Earthlings

Reprinted from the:

AAAAA TRAVELERS INTER-GALACTIC POCKET GUIDE BOOK

from pages 876954323 to 876954329

EARTH / EARTHLINGS

WARNING

ALL SHIPS ARE RECOMMENDED TO TAKE EXTREME CAUTION WHEN TRAVELLING NEAR EARTH.

LANDING HERE IS STRICTLY FORBIDDEN!

THE INHABITANTS OF THIS PLANET ARE WIDELY KNOWN TO BE THE MOST UNPREDICTABLE CREATURES IN THE SECTOR. PREDOMINANT AMONG THE EARTHLINGS ARE THE HUMANS, KNOWN FOR THEIR DESTRUCTIVE NATURE AS WELL AS FOR THEIR TENDENCY TO TAKE THEMSELVES FAR TOO SERIOUSLY. ALSO WORTHY OF NOTE IS THE HUMAN'S GENERAL LACK OF A HEALTHY PARTY-DOWN ATTITUDE, AND THEIR ALMOST NON-EXISTENT SENSE OF FUNK.

FOLLOWING IS A LISTING OF THE VARIOUS EARTHLINGS YOU MAY ENCOUNTER SHOULD YOU EVER LAND ON THIS PLANET (EVEN THOUGH, OF COURSE, ITS FORBIDDEN, SO OBVIOUSLY YOU WOULDN'T, BUT IF MAYBE YOU CRASHED OR SOMETHING, OR MAYBE YOU DECIDED TO LAND THERE ANYWAY, WHICH OF COURSE YOU WOULDN'T, BUT IF YOU DID...).

CRAZED SHOPPER

(Spenditallinadae)

This creature is actually a relatively minimal threat. She's in a constant state of 'buying frenzy' and will usually be only marginally aware of your presence. This distracted, or crazed state of mind is often aggravated even further by the presence of a screaming young human, usually propelled by the Shopper in a metal conveyance called a shopping basket.



WISEMAN

(Carrotus Smartius)

The Wiseman, or Carrotman as he is also called, is one of the few non-hostile natives of planet Earth. For a couple of bucks this creature will identify the contents of an unidentified present.

Many who are not so wise have asked the question "Why the carrot suit?" He has never actually answered this question, but since he is the Wiseman, it is assumed that he has his reasons.

To get him to identify the contents of a present simply stop and stand next to him. When he asks for 2 bucks say "yup," then choose the present to be identified. It is usually a good strategy to save up your bucks until the wiseman has identified the Randomizer present.

THE WAHINI

(Hawaiinus Bootius Shakium)



Wahines are young Hawaiian maidens with a strange and compelling charm. Wearing only skirts made of grass, and leis of flowers, these Earth creatures spend all their time doing the Hula. Anyone who gets close to them will find joining them in this strange alien dance all but irresistible. In fact, the closer one gets to a Wahini, the harder

it is to resist dancing. As pleasant as this may seem, it can be quite annoying when one is being pursued by a more hostile Earthling.



INSANE DENTIST

(Painus Maximus)

This Earth creature is particularly sneaky. Under the guise of fixing your teeth, he delights in inflicting as much pain as humanly possible. After drilling you with his oversized workman's drill,

he will usually stop to cackle and gloat. This can often be your chance to get away.

CUPID

(Cupidus Stupidus)

This adorable little Cherub, also known as the Cupid, or Baby of Love, has the annoying habit of singing off key and of shooting nasty little arrows. If you should happen to get hit with one of these arrows you will fall immediately in love. Be warned, falling in love is not all its cracked up to be. If you do touch one of these charming cherubim by using Icarus Wings, Spring Shoes or Super Hi-Tops, it will fall out of the sky and pop.



HAMSTER IN A ROLLY-BALL

(*Rodentia Nottoosmartium*)

These creatures are probably the least intelligent of all the Earthlings. Trapped inside of large clear plastic balls, these giant hamsters run continuously, attempting to get away from the plastic ball.



Funkotron scientists have no theories at present to explain how they got into these balls, and the question of how they eat or reproduce is a source of major controversy. Since hamsters do not move very fast, simply walk away from them.

BOOGIE MAN

(*Pygmyus Scaremtadeathium*)



The Boogie Man is one of the most dangerous of all Earth creatures. When not moving, it's completely invisible. When it is moving, it's only a tippytoeing shadow. The Boogie Man lives for the pleasure of sneaking up on unsuspecting victims and

shouting the words "Boogie Boogie."

NERDHERD

(*Geekus Dorkia*)

While humans are generally accepted as being the most insane and bothersome of all the Earth creatures, Nerdherds are a



subspecies of humans which are even worse in these respects. Unlike other individual creatures, the Nerdherd is actually a collection of creatures which are bound together by a powerful force referred to by Funkotron scientist Dr. Funkerman as "the Geek Field" or the "Extradimensional Insecurity Effect".

MOLE

(*Diggus Theifius*
Yawannakillum)

One of the quickest moving of the Earth creatures, this little rodent will burrow right underneath you and steal some of your presents. Then it will leave you alone until you have left the area and come back, or until you pick up a new present.





SANTA

(Ho Ho Hoiium)

Funkotron scientists generally believe this is the Earthling responsible for all of the presents lying around. Occasionally the odd traveller has reported running across Santa himself. He is usually spotted rummaging through his sack of presents.

ANGRY BEES

(Buzzius Stingium)

Nobody knows exactly why these tiny Earthlings are so angry, but it is generally a good idea to keep away from them. While all bees look the same, there are actually two types of bees: normal bees and deadly bees.

Normal bees are easier to get rid of due to memory lapses. Deadly bees, on the other hand, are much more single-minded.



WIZARDS

(Prestidigium Healum Ferabuckium)

These Earthlings are perhaps the friendliest of all Earth creatures. They can generally be found wandering slowly about, pondering weighty prestidigitative matters of great significance. Wizards will also perform healings for a buck. To get healed, simply stop moving when next to the Wizard. Then say "yup" when he asks you for a buck.

One of the great mysteries that continues to baffle Funkotron Scientists centers around the source of the "Hallelujah!" that is heard at the time of healing.

MAILBOX MONSTER

(Mailboxium Donttrustium)



Most Earthling humans are completely unaware of the danger they are in every time they mail a letter. This is due to the nefarious mailbox monster. It disguises itself as a mailbox and sits and waits for unsuspecting victims to walk up to it to mail a letter.

If one is patient, one can always tell a mailbox from a mailbox monster by waiting and watching it. Sooner or later, a monster will reveal itself by blinking its eyes. Other ways to identify a monster include making it dance, shooting it and, of course, walking straight up to it and hoping for the best.

LIL DEVIL

(Devilus Pokium)

This Earth creature has been named the Lil Devil. Some scholars believe it is due to the fact that it is small and red, and has horns, a tail, and a pitchfork. Others believe it is only a colloquial reference — referring to the fact that this creature is particularly mischievous and annoying.



SHARK

(Fishius Notsoniceum)

What can one say about the shark? Big Teeth. That is what one can say about the shark. The most effective defense against this water creature is to stay out of the water. When this is unavoidable, the other best defense is to swim like crazy.



TORNADO

(Spinus Makemsickium)

Technically speaking, the Tornado is not so much a creature as it is a Phenomenon. In spite of this, many visitors to planet Earth have claimed that Tornadoes seem to be intelligent, and actually chase visitors in an attempt to sweep them up.



While Funkotron scientists are skeptical, we feel it is safest to issue a warning nonetheless. Reports indicate that it is possible to avoid being caught by the tornadoes by swerving out of the way at the last minute.

FAT MAN & MOWER

(Americanus Suberbium)

Look out for this Earthling. One of the most dangerous of all earthlings, it is believed to be representative of the majority of male humans living in a region called "Middle America".



This creature spends large amounts of time walking back and forth in front of its place of dwelling, pushing a loud destructive machine known as a lawn mower. It is believed that this territorial behavior is an attempt by the males of this species to intimidate other males. As a sign of dominance, many of these males sport impressive stomachs. These are thought to attract females of the species.



OPERA SINGER

(Fattus Singus Irritatus)

The Opera Singer is actually a helpful Earthling, even though her help is largely unintentional. In her never-ending desire to find herself an audience, she will follow you around and sing for three bucks.

WARNING! After paying her, quickly cover your ears. It has yet to be determined how much eardrum damage could be caused by listening, but her singing is clearly powerful enough to pop all other Earthlings in the immediate area. This can be quite useful when surrounded by numerous hostile natives. If one happens to be wealthy, this singer can actually follow along for awhile and act as a body guard.

CHICKENS WITH MORTARS

(Cluckus Artillarius)

These Earthlings are only slightly less intelligent than the Humans of planet Earth, and unfortunately, they are equally as aggressive. These roving bands of poultry wander the countryside looking for opportunities to fire their tomato-launching mortars. Whenever they do this they become very excited, and cluck uncontrollably.



PHANTOM ICE CREAM TRUCK

(Driverus Insanicus Ghostium)

Quite possibly the most feared of all Earthlings. Many unsuspecting victims have been lured out of the safety of their homes by the sweet tinkling sound of music, only to see a ghostly Ice Cream truck bearing down on them from out of the mist.



No one really knows the story behind this Spectre of Frozen Confections, but it is assumed to be a tragic and awe-inspiring one.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis 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.

Warning to 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 televisions.

FOR GAME PLAY ASSISTANCE, PLEASE CALL:
(415) 871-GAME

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

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.

Use Your Head... Both of Them!



On an eerie island that's crawling with ghouls and goblins, our hero Chuck D. Head demolishes his enemies with just a toss of his head. He's also got an extra head in his chest for punching. Chuck must reunite the seven parts of Eyeland that were blown apart by the mad and ruthless Dr. Frank N. Stein. But first he must face the Doctor's fiendish creations, like Chuck Roast, Biojaw and Snojoe.



Chuck can lose a ghoul by leaping across a collapsing log bridge. Hop aboard a roving eyeball. Bounce over horned beasts with a flagpole, and get quick propulsion by punching a skull head. Totem poles bite and kick—but Chuck turns 'em into piles of toothpicks.



**Remember, two heads
are better than one!**

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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Vimm's Lair