

Destroy the Mutant Menace!

EX-MUTANTS™

EARTH: 2055

You and 5 others are Ex-Mutants, reclaimed humans brought back from genetic disaster. Now the Lord Mutant Sluggo wants to destroy you!

Four of your comrades have been captured as bait to lure you into Sluggo's lair. Are you tough enough to save them? Slash and bomb through 11 levels of a wasteland that calls itself Sluggtown.

Be Ackroyd, master of the battle axe, slicing a path through radio-active war zones. As she-warrior Shannon, smash the scourge with nunchakus and homing orbs. This time, you're more than a mere mortal. You're an EX-MUTANT!



SEGA GENESIS™

TOM MASON'S DINOSAURS FOR HIRE™



SEGA™

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<http://www.replacementdocs.com>

WARNING

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.**

WARNING TO OWNERS OF PROJECTION TVS

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.



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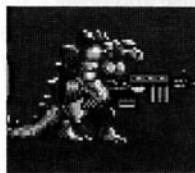
Dino Destruction!

War is hell unless you're a dinosaur with a major attitude. Then it's fun! Stomp into battle with three tough-talkin' dino dudes with a zest for action and high-caliber weapons!



Archie the Tyrannosaurus Rex is a seek-and-destroy kinda guy. He sports a leather jacket and fully automatic machine gun.

Lorenzo the Triceratops strikes a classy tone in his Hawaiian shirt and .50 caliber elephant gun. He'll polish off his gun barrel or the guy beside him with equal flair!

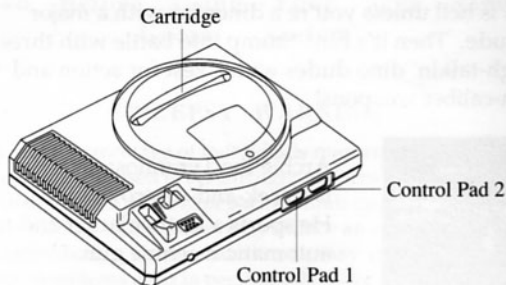


Stegosaurus Reese goes nowhere without his pulse cannon. A loose cannon himself, this big guy will fly into a bone-busting tantrum at the drop of a gun clip!

The boys get happy when they smell the aroma of gun powder. Oh sure, they'll tip the scales of justice toward the good. But hey, the fun's in the guns, right?

Speaking of guns, have you shot yours today? Well, load up, 'cuz it's time to unload some reptilian rage on the criminal crust who want to wreck cable TV and take over the world. As Reese would say, "Make my millenium, punks!"

Setting Up



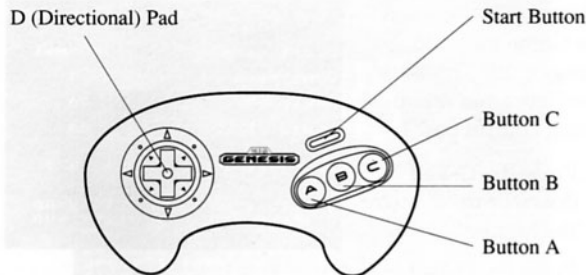
1. Set up the Genesis System and plug in control pad 1. For two-player games, plug in control pad 2.
2. With the power switch OFF, insert the *Dinosaurs for Hire* cartridge into the cartridge slot and press it down **firmly**.
3. Turn on your TV or monitor, and then turn on the Genesis power switch. The License and Sega screens appear, followed by a view of the dinosaur fatherland, which in this case is a putrid swamp about 160 million years in the past.
4. Press the **Start** button on control pad 1 to bring up the Title screen.

Important: If you don't see the Sega screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is **firmly** inserted in the console, and then turn the power switch ON again. Always turn the power switch OFF when you're inserting or removing the cartridge.

GAMEPLAY HOTLINE

For gameplay help, call 1-415-591-PLAY.

Making Game Choices



Press **Start** at the Title screen to bring up the Game menu. Using control pad 1:

- Press the **D-Pad** down or up to highlight your choice.
- Press **Start** to continue.



One Player

One player rampages through the battlezones, guns blazing. Start with Archie, Reese or Lorenzo.

Two Players

Two dinosaurs team up in double-barreled battle to devastate the criminal mob. Player 1 chooses a starting dino, and then Player 2 makes a choice.

Important: In Two Player games, dinos must move together in the same direction in order to advance through the levels.

Options

Choose this to go to the Dinosaur Configuration menu.

Setting Options

Choose "Options" on the Game menu to bring up the Dinosaur Configuration menu. Using control pad 1:

- Press the **D-Pad** down or up to move the highlight.
- Press the **D-Pad** right or left to change a setting.

Dinos' Configuration Menu	
Difficulty	Normal
Continues	3
Music	00
Sound FX	00
Joystick 1 Joystick 2	
A :Close-up	A :Close-up
B :Fire Gun	B :Fire Gun
C :Jump	C :Jump

Difficulty

Choose an Easy, Normal or Hard skill level.

Continues

Choose 3, 6 or 9 continues. When you lose all your lives, the Continue Game message appears. Press **Start** before the timer reaches zero to stay in the game. If you're a fantastic shot and you live a charmed life, choose 0 continues.

Music and Sound FX

Listen to the game's raging battle tunes and sounds by changing the setting, and then pressing **Button A**.

Joystick 1

Choose from six settings to customize the actions of **Buttons A, B** and **C** on control pad 1. (See page 6 for explanations of the button actions.)

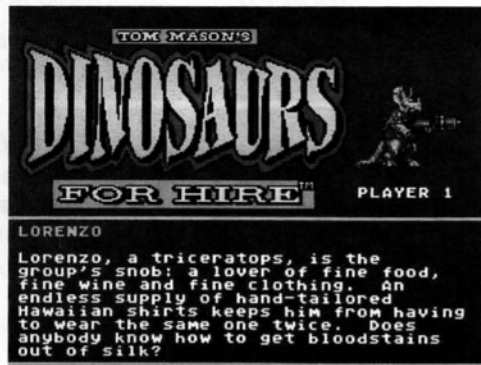
Joystick 2

Player 2 can customize the actions of **Buttons A, B** and **C** on control pad 2.

Exit

Highlight this option and press **Start** to exit the menu.

Pick a Dino and Kick Tail!



Choose a "One Player" or "Two Players" game on the Game menu and press **Start**. You'll go to the Dino Selection menu and meet the guys.

- Switch from dino to dino by pressing the **D-Pad** left and right.
- Read up on Archie, Lorenzo and Reese by pressing the **D-Pad** down to scroll through each fact sheet. None of them are lean, but all three are mean!
- Choose a dinosaur by pressing **Start**. In Two Player games, control switches to the second player after Player 1 presses **Start**. Then Player 2 makes a choice from the remaining two dinosaurs and presses **Start**.

Dino Combat Moves

D (Directional) Pad

Start Button



- Move left/right.
- Climb up/down.
- Lie prone to fire.
- Aim weapon.

D-Pad left/right.

D-Pad up/down.

D-Pad down.

D-Pad up, left, right or diagonally while standing still. When moving, you shoot in the direction you're going.

- Close-up attack.

Button A. Archie delivers slashing pistol whips, Lorenzo pounds 'em with head butts, and Reese lashes out with a tail sweep.

- Fire gun.
- Jump.
- Jump down.
- Do the Dino Stomp.
- Detonate a Smart Bomb.

Button B.

Button C.

D-Pad down + tap **Button C.**

D-Pad down + hold **Button C.**

Buttons A + B + C together.

- Speed up jet ski. **D-Pad** right.
- Slow down jet ski. **D-Pad** left.
- Pause/resume game. **Start.**
- Exit Boss Combat Hints screen. **Start.**

Remember: You can reset **Buttons A, B** and **C** to your personal combat tastes on the Dinosaur Configuration menu at the beginning of the game. See page 4.



DINOSAUR COMBAT CREDO

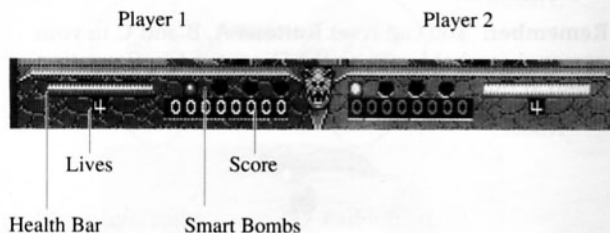
"Shoot it, stomp it, smack it with a hot gun barrel!"

Combat Tips

- Use the Dino Stomp. The boys learned this one back in the swamp days and it works just as good in the urban jungle. It squashes **almost** everything.
- Lay down and fire to blast low targets and dodge enemy counterattacks.
- Slash out with a close-up attack for in-your-face enemies.

Smash 'Em Flat!

Stampede through the urban front lines, stomping, blasting and annihilating everything that comes your way. Keep an eye on the bottom of the screen so you don't wind up extinct!



Health Bar: Decreases as you take damage. When the bar empties, you lose one life.

Lives: Shows the number of lives you have left. You start each game with four lives. You lose a life when you lose all your health, but you will return to the game as long as you have lives left.

Smart Bombs: Shows the number of Smart Bombs you have. You start the game with one Bomb, and you can pick up more during battle. To use a Smart Bomb, press **Buttons A + B + C** together to obliterate all enemies on screen.

Score: Your score so far for annihilating punks, thugs, ninjas, commandos, creepers, monsters and scumwads.

Boss Combat Hints

Before you tangle with mid-level and end-level bosses, Cyrano wings into view to give you some vital survival hints. Press **Start** to exit and take on your arch enemies!

Power-Ups

Blast the Crystals you find in the battlezones, and then jump or move into them to gain their power-ups. They contain smart bombs, extra lives and stuff that keeps a combat-weary dinosaur in top fighting condition.



Multishot triples your weapon's shots.



Power Field makes a dino invincible for a short time.



Dino Juice restores some health.



Dino adds another life.



Nuclear Holocaust gives you another Smart Bomb.



Universal Firepower fully powers up your weapon.

Game Over and Continues

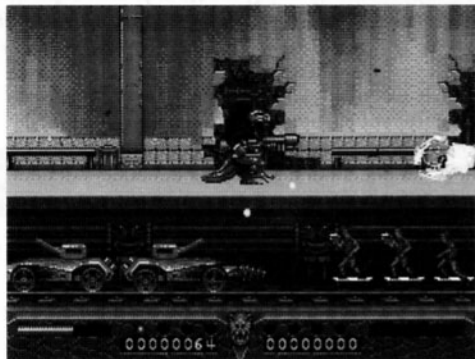
When you lose your last life, the Continue screen appears. Press **Start** before the countdown reaches zero to resume the game from the beginning of the last level you played.

If you have no Continues left, the game ends when you lose your last life.

Note: You can set your number of Continues from the Dinosaur Configuration menu at the beginning of the game. See page 4.

Dinos vs. The World!

Level 1



Tenement

Ninja punks and bad bikers crowd this rotten neighborhood. Look out for flame-shooting tenants and hang glider commandos. Shoot out the Big Gun to make the elevator safe for dinos.

Subway Part 1

Thug skateboarders hurl Molotov cocktails, but the cockroaches are worse. Vehicular slaughter is cool here. Heads up!

Subway Part 2

Hot lead everywhere! Take out the guns, then rise to the top of your field.

Subway Mid-Boss

This psycho driver wins with a "hot foot."

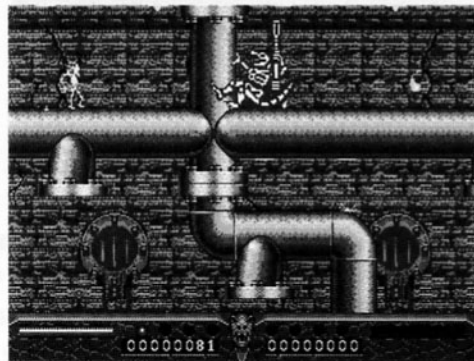
Empire State Building

Well-armed weirdos are airborne. Don't stop shooting to clean windows!

Mega Minotaur Boss

Do this right and you get a big hand. This bull has looks that can kill. Hold your ground and blast!

Level 2



The Cavern

Don't monkey around too long in one place. Every creepy, slimy crawling thing is here and hungry!

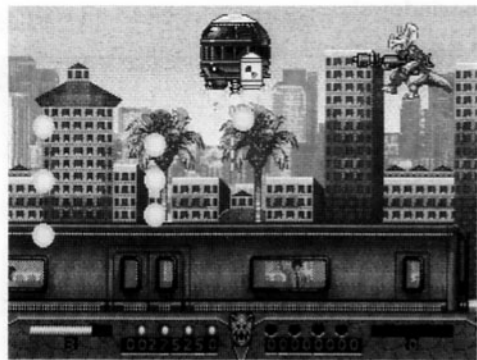
Under Hoover Dam

The shocking truth is that you could end up diced dino!

Giant Lizard Eats Hoover Dam!

When the ground shakes, don't be there. You need a hand to get ahead with this big boss. Get ready for an amphibious attack!

Level 3



Jet Ski Adventure

The water's alive with fire! Sail over danger or you're a Jurassic T-bone!

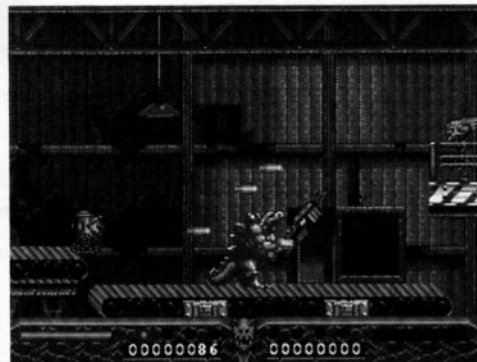
Hollywood Stage

C'mon, you're a dinosaur. Don't get whipped by a wind-up army. Take hints from famous monster movies.

Blue Line Train

Don't get railroaded by lounge-car lizards and air assaults.

Level 4



Toy Factory

Fight killer toys and avoid a fiery end!

Toy Factory Mid-Boss

This joker is some kind of homicidal clown. He's losing his marbles and they're aimed at you!

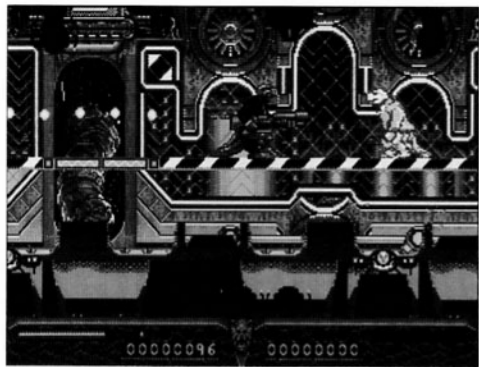
Somewhere in Japan

Go at a turtle's pace while samurai tornados and wicked eyes attack. Jump up to get 'em where they see!

Frozen Mega Lizard Boss

This defrosted cryogenic creepo has to be put back on ice. Be right on the button or you're a Fryosaurus!

Level 5



The Base

Ray gun attacks, high voltage booby traps and deranged dinosaurs with no sense of brotherhood make this a high-tech hell!

Final Boss Level

Gaseous Ghostosaurs pop up from a frozen soup. Then IT comes to finish you off!

Dino Score Sheet

Date: _____ Date: _____

Player: _____ Player: _____

Score: _____ Score: _____

Date: _____ Date: _____

Player: _____ Player: _____

Score: _____ Score: _____

Date: _____ Date: _____

Player: _____ Player: _____

Score: _____ Score: _____

Date: _____ Date: _____

Player: _____ Player: _____

Score: _____ Score: _____

Date: _____ Date: _____

Player: _____ Player: _____

Score: _____ Score: _____

Date: _____ Date: _____

Player: _____ Player: _____

Score: _____ Score: _____

Date: _____ Date: _____

Player: _____ Player: _____

Score: _____ Score: _____

Credits

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Lobster™ State Engine Programming:

Christopher Warner, Robert Morgan

Artists:

Dave Russ, Art Wong, Albert Co, Todd Tomlinson, Doug Nishimura,
Barbara Meyers

Technical Support:

Ala Diaz

Product Manager:

Mark Nausha

Music:

Paul Gadbois, Dave Delia

Lead Tester:

Terry Banks

Testers:

Rey Alferes, Bill Person, Kurt Tindle, Crisi Albertson, Heather Meigs, Lisa Stuart, Maria Tuzzo, Greg Becksted, Joe Cain, Harry Chavez, Marc Dawson, Dave Forster, Roman Greco, Keith Higashihara, Jason Kuo, Tony Lynch, John Russell, Siegie Stangenberg, Paul Walker, Jeff Todd, Blair Bullock, Richie Hideshima, William Emery, Atom Ellis, Glen Cureton, Ivan Fong, Vasily Lewis, Srini Chandra, Tim Spengler, Wesley Gittens

Marketing:

Scott Steinberg, Jaime Wojcik

Manual:

Carol Ann & Neil Hanshaw

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on 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 break during extended play, to rest yourself and the Sega cartridge.

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 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 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 U. S. warranty service, call the Sega U. S. 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 GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge 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 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 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 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 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 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.