

Instruction Manual



ABSOLUTE™

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.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.
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.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use solely with 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.



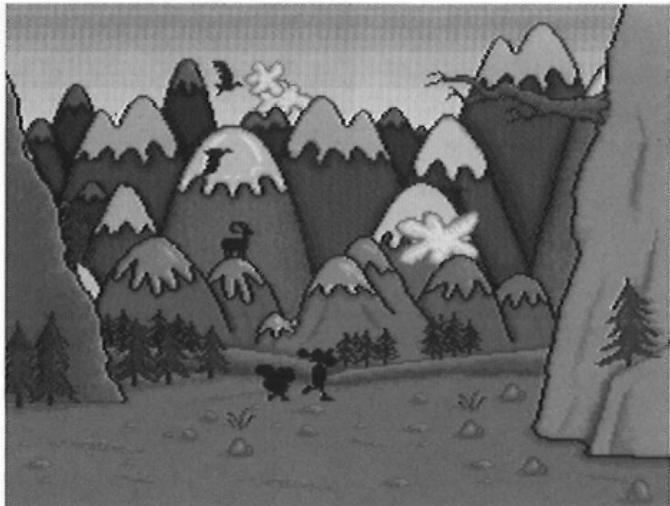
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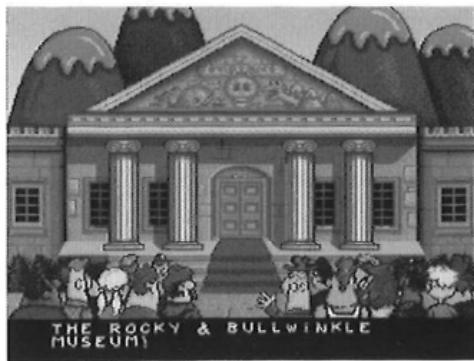
ABSOLUTE™

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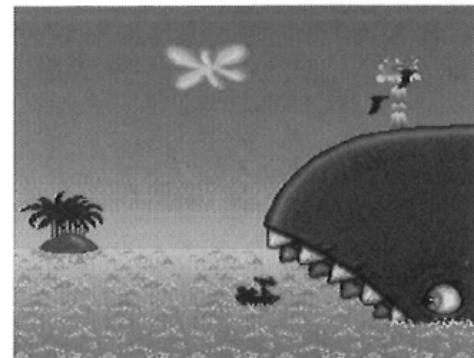


Wossamotta U.?



Our story begins at the celebrated opening of the Rocky & Bullwinkle Museum in beautiful downtown Frostbite Falls where a mystery is brewing. The fabled treasures Rocky and Bullwinkle have collected on their many exploits have been purloined by those Pottsylvania super-spies and all-around no-goodniks, Boris Badenov and Natasha Fatale!

Now it's up to the dynamic moose and squirrel to once again find their incredible valuables. Join Bullwinkle as he attempts to scale his way up to the treacherous Whynchutaka Peak, delves deep into the dark depths of the gravity-defying Upsidassium Mines, and even explores the belly of the mechanical whale, Maybe Dick!



Rocky picks up the action on the tough waterfront docks, mean city streets, and chamber of horrors of that spy capital of the world—Pottsylvania! Throughout, our heroes have to stay on their toes to nab those bomb-throwing bad guys and other assorted nasties in order to bring back the loot!

.....

What Are You Waiting For?

1. Make sure the power switch of your Sega Genesis unit is **OFF**.
2. Insert the **ROCKY & BULLWINKLE & FRIENDS™** cartridge into the Genesis unit as described in your Genesis instruction 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. A brief movie sequence of company logos will appear, followed by the Title Screen.
5. **TO START:** Push the **START BUTTON** on the game controller.

After the title screens advance, you'll see the story unfold. If you wish to bypass the opening sequence, press the **START BUTTON**.

So Many Options, So Little Time

After the introductory sequence is complete, the Options Screen appears. Here you have a choice of beginning the main game right away (the Rocky & Bullwinkle picture), or playing one of the two mini-games: Dudley Do-Right or Sherman & Peabody.

The mini-games can give you an extra life if you play them right. See pages 10 and 11 to learn how.

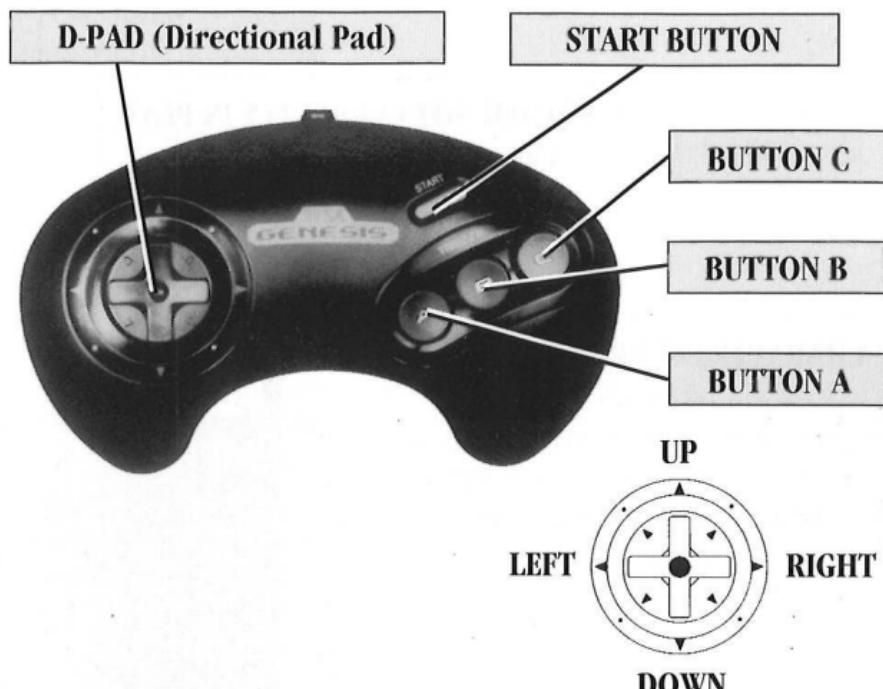
Use the **D-PAD** to point the Selector Arrow at your choice; then press **BUTTON A, B, or C** to get to it. You have three chances to win a mini-game. The first two times you lose, you'll return to the Options Screen. Lose a third time, and you'll automatically go into the main game. You don't have to play the same mini-game each time—if you lose Dudley, it's okay to try your hand at Sherman & Peabody and switch again after that if you want.

The game begins with Bullwinkle's perilous ascent of Whynchutaka Peak. Remember, Boris and Natasha will stop at nothing to keep their goodies, so be careful!



What Moves You?

Listed below are the game's controller functions. Take the time to master the character movements so you can thwart the evil schemes of Boris and Natasha.



D-PAD FUNCTIONS

- Left/Right:** Moves characters left or right.
Acts as Brake/Accelerator in Bullwinkle's mine car ride.
- Up:** Makes Bullwinkle climb up cliffs.
Makes Rocky enter doors and secret passages.
- Down:** Makes characters "duck" down.
Makes Bullwinkle climb down cliffs.
- Start Button:** Pauses/unpauses game play.
Bypasses the movie and text sequences.
- Button A:** Makes both characters jump.
- Button B:** Makes Rocky throw collected acorns.
Makes Bullwinkle throw collected mooseberries.
- Button C:** Makes Rocky do a tail spin.
Makes Bullwinkle head butt.
- Buttons A, B, or C:** Advance through full-screen text.

Whose Life Is It, Anyway?

Each game play screen contains what we in the video game business like to refer to as

CHARACTER NOT CURRENTLY IN PLAY

Always appears without color.

CHARACTER CURRENTLY IN PLAY

Always shown in color.

The more damage the character takes,
the less "lively" his picture will appear.

Grab as many Daisies as you can
to perk our heroes up.

NUMBER OF PENNANTS COLLECTED

15 pennants=1 Life.

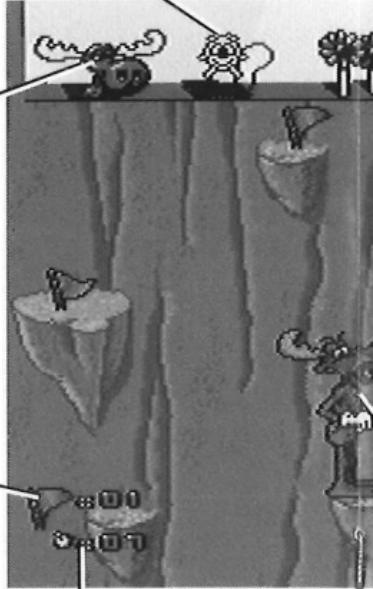
NUMBER OF SHOTS AVAILABLE TO TOSS AT ENEMIES

Collect Mooseberries for Bullwinkle.

Collect Acorns for Rocky.

Both can be picked up individually or in bunches.

Each time
damage
Collect ju



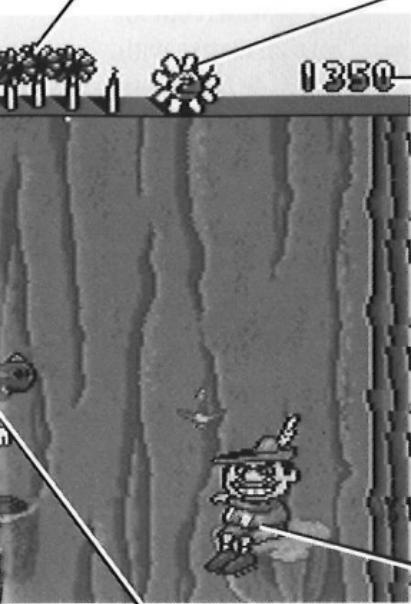
as Status Areas. The screen below shows you what's what, how, and why.

ENERGY DAISIES

Five Daisies=1 Life.
When the character takes a hit of
any damage, a Daisy falls off its stem.
Collect as many as you can to give our
heroes extra energy.

NUMBER OF LIVES REMAINING

You start the game with 3 lives:
the one you're in, plus 2 more.



OUR HERO

POORLY DISGUISED BAD GUY

Old Friends, New Mini-Games

As we mentioned back on page 6 in the *Options Screen* section, some of our heroes' old friends appear to break up the action of the game and steal a little attention. The aforementioned Options Screen appears at the beginning of the game, and also between the Whynchutaka Peak and Maybe Dick sections, and Maybe Dick and Pottsylvania. You don't have to play them, but it's worth a try to get that extra life.

Join Dudley Do-Right of the Mounties for a death-defying race to save the lovely Nell Fenwick from the machinations of the evil Snidely Whiplash. Dodge obstacles on railroad tracks as you and your horse (affectionately known as "Horse"), are chased by a locomotive piloted by the fiendish villain.

Speed up to stay ahead of the relentless smoke-spewer, but watch out for obstacles that you have to leap over or duck under. Stay on course with Horse until you reach the fair lady in distress (or dat dress, de blue dress—whatever she's wearing...).



DUDLEY'S CONTROLS

- D-Pad Left:** Slows down Dudley and Horse.
- D-Pad Right:** Keeps Dudley and Horse at maximum speed.
- D-Pad Down:** Makes Dudley duck under water tower spigots and tree limbs.
- Start Button:** Pauses/unpauses during game play.
- Buttons A, B, or C:** Make Dudley and Horse jump over gaps in the tracks, railroad crossing gates, and fallen branches.

The smartest canine in the world, Mr. Peabody, and his loyal boy, Sherman, also make a cameo appearance with their patented time-traveling Way Back™ machine. Sherman must dodge fire and brimstone from the mouth of a medieval dragon (and the ground fires, too), while trying to catch the bubble gum Peabody's tossing to him (just get Sherman to touch the gum and he's got it). Then Sherman's got to blow bubbles and aim them at the dragon's mouth. When he scores a hit, the monster's maw will start to clog up. Three bubble hits and he's history. Five hits on Sherman and your plan goes up in smoke.



SHERMAN'S CONTROLS

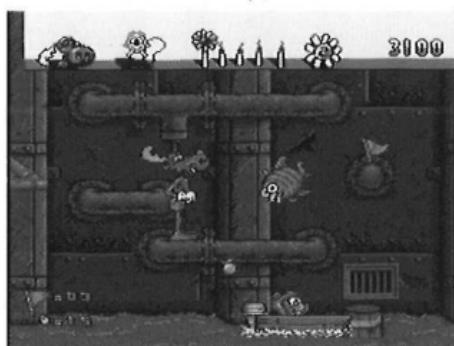
D-Pad Left/Right: Moves Sherman left or right.

Start Button: Pauses/unpauses during game play.

Button A: Makes Sherman jump.

Button B: Makes Sherman blow a bubble and release it.

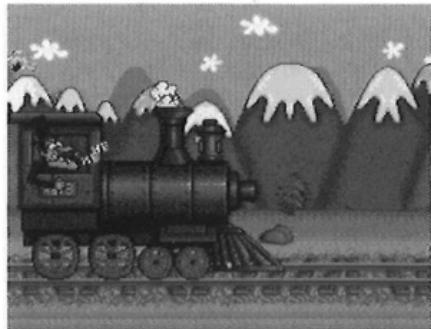
A Few Good Moose-Hints



- Many things in the background are capable of supporting the weight of a full-grown moose and hearty squirrel. For instance, pipes, window sills, boxes, and manhole covers—among other things.
- Head butts and tail spins are only effective on ground-based enemies. Don't waste our heroes' valuable time on anything else.
- While mountain climbing, explore the ledges instead of going straight up. You never know what useful stuff you'll find.
- Ride the mine car down into the mine shaft until you see the next one appear. Then jump into it before it's too late!
- While inside Maybe Dick the mechanical whale, don't stay on the barrels too long or you'll sink.

We're Bad, We're Bad!

Shown below are a few of the villainous types that appear in this game.



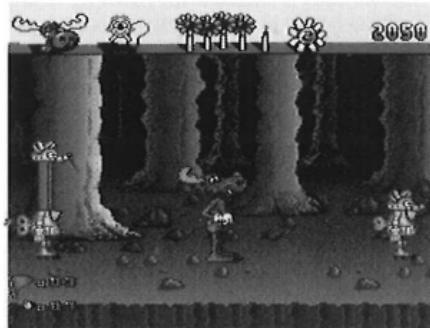
Snidely Whiplash



Boris Badenov



Natasha Fatale



Metal-Munching Moon Mice



Fearless Leader

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THE ADVENTURES OF ROCKY AND BULLWINKLE AND FRIENDS™ GENESIS™ PROOF OF PURCHASE

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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