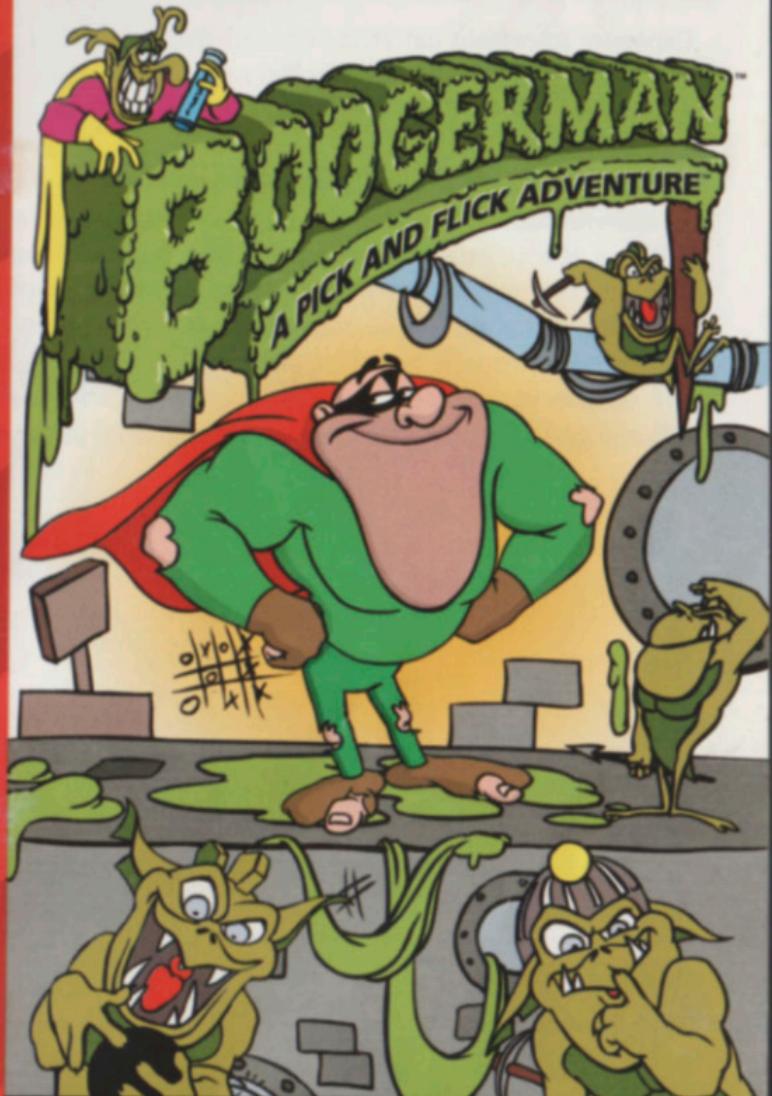


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Interplay™



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.



**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 previously 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.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEMS.

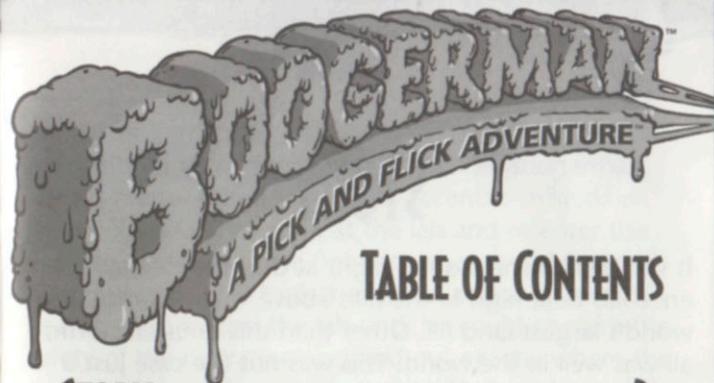
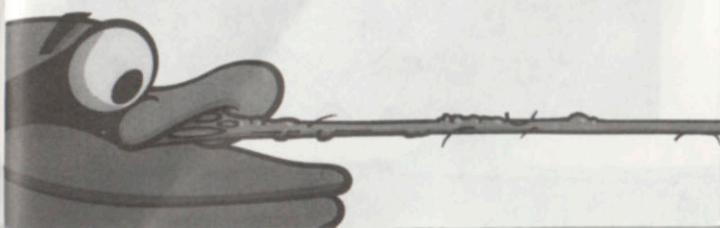


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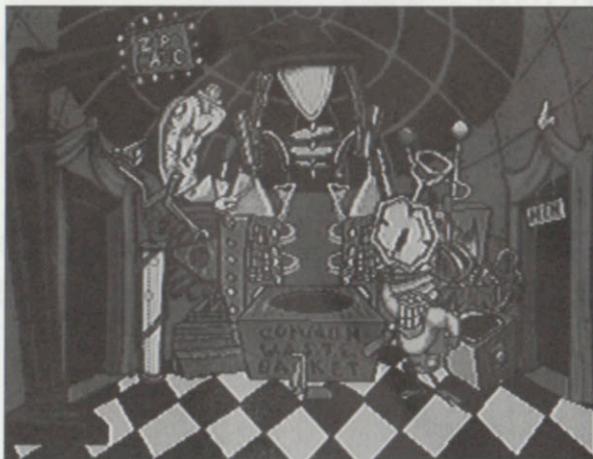
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STORY

It was a dark and stormy night at the strange new science lab built high in the hills above Takey Dump, the world's largest land fill. Other than this unusual storm, all was well in the world. This was not the case just a short time ago. The world had come dangerously close to being buried in its own garbage and pollution. All was saved when local mad scientist, Professor Stinkbaum, invented a device that could transexist the world's pollution to another dimension; a dimension that had come to be known as Dimension X-crement. Everything was running well and there had been no complaints. That is, until now.



An out of practice super hero known as Boogerman, left his mansion and identity as eccentric millionaire Snotty Ragsdale, to work at the lab and re-enter the exciting world of crime fighting, mystery solving and floor sweeping. He took the job as janitor so he could keep a close eye on the lab until he could confirm the safety of the operation and find out exactly where the pollution was going. He had a bad feeling about this latest solution to the world's problems and the lab was in need of a good cleaning anyway. This night his suspicions would come true.

The process of transexisting pollution to another dimension relies upon a very special fuse constructed of an isotope of an extremely rare element known as Snotrium 357. This crystalline structure of absurdly great power converts waste into a particle beam and fires it into the direct center of a Cosmic Oriented Mal-extruding Misanthropic Ocular Nimbus Warping Astrophysical Space and Time Erradicating basket better know as a C.O.M.M.O.N. W.A.S.T.E basket.

It was this crystal fuse that worried Snotty. Could its power be used for evil as well as for good? In the wrong hands it could be used to commit the most hideously heinous of humanly crimes. A person in possession of such power could j-walk across a street, drive in a carpool lane without passengers, or even spit on the sidewalk without even getting caught. Oh, the horror! This night the unthinkable HAPPENS...





HANDLING YOUR CARTRIDGE

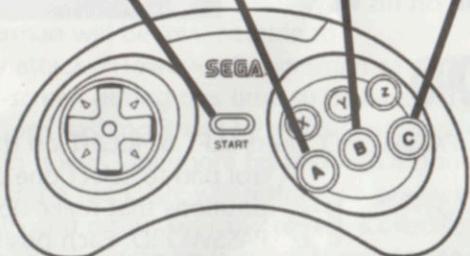
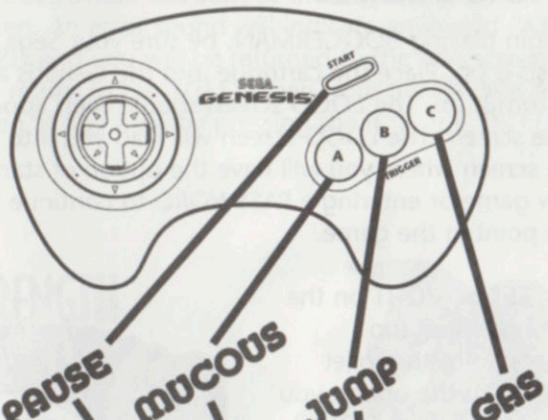
The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

1. Do not bend it, crush it, or submerge it in liquids or boogers.
2. Do not leave it in direct sunlight near a radiator or near another source of heat. Boogers will melt in extreme heat.
3. 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.



THREE-BUTTON CONTROLLER



SIX -BUTTON CONTROLLER





GETTING STARTED

To begin playing BOOGERMAN, be sure your Sega Genesis is off. Place the cartridge into the Genesis and then turn it on. The LOGO screen should then appear on the screen. The LOGO screen will lead you into the TITLE screen where you will have the option of starting a new game or entering a PASSWORD to continue from some point in the game.

Press LEFT or RIGHT on the control pad to jump Boogerman to the toilet labeled with the option you have chosen. Press DOWN on the control pad to select that option and send Boogerman on his way.

PASSWORD

To enter a PASSWORD, press LEFT or RIGHT on the control pad to select one of four positions that make up the PASSWORD. Each position will have a character from the game. To change the character in the selected position, press UP or DOWN to cycle through the character list. When you have entered a



valid password, press the START BUTTON. If you have entered a valid PASSWORD, the screen will fade out and Boogerman will start at the beginning of the level chosen. An error sound will indicate an invalid PASSWORD and you will be returned to the title screen. You may return to the TITLE screen from the PASSWORD screen at any time by pressing the A, B or C BUTTON.

STRENGTH

Boogerman begins each level with full strength shown by his red cape. If Boogerman is damaged, his cape will flash for a short time. During this time Boogerman will be invulnerable to enemy attacks. However, Boogerman can still drown or fall off-screen during this time so be careful. When his cape stops flashing it will be yellow to indicate that his strength is low. One more hit and he's a goner. Collecting a red CAPE will restore his health to full strength and return his cape to red. Collecting a red cape when Boogerman is at full strength will give him a super charge indicated by a glowing cape. Boogerman can then take three hits before loosing a try.





CONTROL

RUN



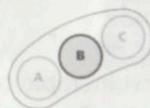
To RUN, press LEFT or RIGHT on the control pad.



JUMP

To JUMP, press the B BUTTON.

Boogerman can jump when standing, running, and while HANGING onto objects.



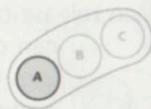
PUSH

To PUSH an object, press LEFT or RIGHT on the control pad when standing next to the object. Boogerman can only PUSH certain objects.



FLICK

To FLICK a booger, press the A BUTTON. Boogerman can FLICK boogers while standing, jumping, and ducking.



LOOGIE

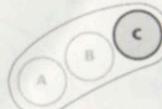


To LOOGIE, press the A BUTTON when Boogerman has the MILK BOTTLE power-up. Boogerman can LOOGIE while standing, jumping, and ducking.



BURP

To BURP, press and release the C BUTTON. Boogerman can only BURP while standing.

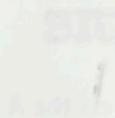
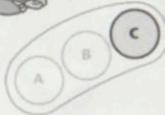




SUPER BURP



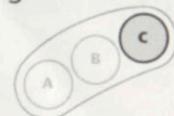
To SUPER BURP, press and hold the C BUTTON until the GAS METER flashes, then release the C BUTTON. Boogerman can only SUPER BURP while standing. Boogerman can break through certain barriers by using a SUPER BURP.



DUCK



To DUCK, hold DOWN on the control pad.

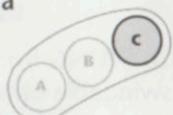


To FRRT, hold DOWN on the control pad to DUCK, then press and release the C BUTTON. Boogerman can only FRRT while ducking.

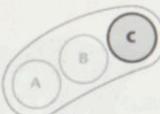


SUPER FRRT

To FRRT, hold DOWN on the control pad to DUCK, then press and hold the C BUTTON until the GAS METER flashes, then release the C BUTTON. Boogerman can only SUPER FRRT while ducking. Boogerman can break through certain barriers by using a SUPER FRRT.



FLY



To FLY, JUMP and then press and hold the C BUTTON when Boogerman has the CHILI power-up. Move Boogerman LEFT and RIGHT with the control pad. By alternately holding and releasing the C BUTTON, Boogerman can fly at any height.



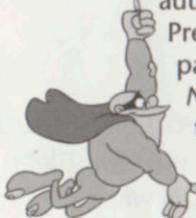
HANG

To HANG onto an object, hold UP on the control pad while jumping to an object that can be held onto. Press DOWN on the control pad to SLIDE down. Boogerman can only HANG onto certain objects.



SWING

To SWING from an object, JUMP to a swingable object. Boogerman will automatically grab hold of the object. Press LEFT or RIGHT on the control pad to swing from object to object. NOTE - holding DOWN on the control pad while jumping will tell Boogerman to not grab hold of objects.



BUTT WHOMP

To BUTT WHOMP an enemy, JUMP on top of them. Some enemies take more than one WHOMP to defeat.

CAUTION - Some enemies are not vulnerable to this attack. They have protection such as hard hats, spikes or puss.



DIG

Boogerman can dig through trash to find hidden items by pressing down while standing in a pile of trash. Hold DOWN until Boogerman has finished digging and an item will appear. Boogerman will then automatically collect the item.



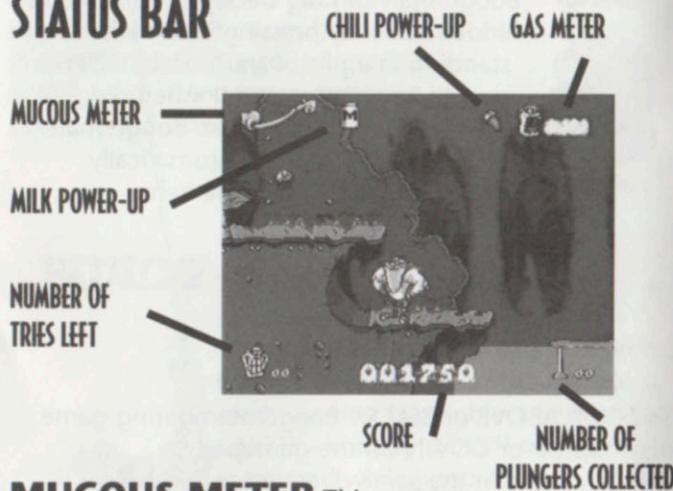
To LOOK ABOVE or BELOW Boogerman during game play, tap UP or DOWN on the gamepad and then hold in the same direction as tapped. The playfield will then be scrolled to show an area above or below Boogerman as selected.

To PAUSE the game during play, press the START BUTTON on the control pad. This will stop all game play and dim the screen. To RESUME game play, press the START BUTTON on the control pad again.





STATUS BAR



MUCOUS METER

This meter displays how much MUCOUS you have. MUCOUS is used for flicking BOOGERS and LOOGIES. The meter will get smaller as Boogerman uses his mucous attacks.



MILK POWER-UP This MILK bottle will be displayed when Boogerman has collected the MILK POWER-UP. This will allow Boogerman to do a more powerful mucous attack called a LOOGIE.



GAS METER

This meter displays how much GAS you have. GAS is used for BURPS, FRRTS and for FLYING. The meter will get smaller as Boogerman uses his gas attacks. FLYING uses a lot of gas very quickly.

CHILI POWER-UP

This CHILI PEPPER will be displayed when Boogerman has collected the CHILI POWER-UP. This will make Boogerman's gas attacks into FIERY attacks which are very powerful and even allows Boogerman to fly.



NUMBER OF TRIES LEFT

This number indicates how many more tries that Boogerman has left to complete the current level before he is returned to the start of the current world.



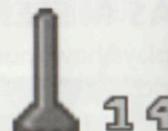
SCORE This number shows how many points Boogerman has scored by defeating enemies, collecting items, and finishing levels.





NUMBER OF PLUNGERS COLLECTED

This number indicates how many plungers that Boogerman has collected. These plungers are used at the completion of a level to allow Boogerman to build a ladder at the BONUS SCREEN.



BONUS SCREEN

When you have completed a level, Boogerman will enter the BONUS SCREEN. Points for plungers and zits will be awarded here and added to your score. If you collected 30 plungers or more in the completed level, Boogerman will build a ladder to reach the platform above where an extra try is awarded.

OPTIONS MENU



To bring down the OPTIONS MENU, pause the game by pressing the START BUT-

TION on the control pad during game play, then press the B BUTTON. The OPTIONS MENU will drop down from the top of the screen. Press the B BUTTON to return the OPTION MENU off the screen. Press START on the control pad to return the OPTIONS MENU off screen and resume game play.

MUSIC ON/OFF

Toggle this button to turn the MUSIC on or off.

SOUNDS ON/OFF Toggle this button to turn the SOUND EFFECTS on or off.

STEREO/MONO Toggle this button to switch sound to STEREO or MONO. Switch this button off for MONO if your television does not support stereo or you may not hear all of the sounds.

STATUS BAR ON/OFF Toggle this button to enable or disable view of the status bar. This will remove the status bar from obstructing the view of the playfield.

QUIT Activate this button to quit current game play and go to the PASSWORD SCREEN. The PASSWORD SCREEN will display the code to return to the world that you were playing so you may resume play later.

ITEMS

These items may be collected by passing Boogerman across them.



BOOGER - collecting these will add to the MUCOUS METER.



BEANS - collecting cans of beans will add to the GAS METER.



PLUNGER - collecting enough plungers will allow Boogerman to receive a bonus at the BONUS SCREEN.





CAPE - collecting the cape will restore Boogerman to full strength.



MILK - collecting the MILK bottle will power-up Boogerman's mucous attacks to a LOOGIE.



CHILI - collecting the CHILI pepper will power-up Boogerman's gas attacks to FIERY attacks and allows him to fly.



EXTRA TRY - collect this and receive an extra try.

OTHER POINTS OF INTEREST

TRASH PILE - these heaps of garbage sometimes contain valuable items. To search a trash pile, press DOWN on the control pad while standing on the pile. Boogerman will DIG through the garbage until it is gone. If the pile contains a plunger or a power-up, an icon of that object will rise from the trash to indicate what was found.



TOILET - these toilets will take Boogerman to the underground world of the sewers. To enter, jump Boogerman on top of a toilet and then press DOWN on the control pad. Boogerman will be flushed down to a sewer sub-level. A toilet in the sewer will bring Boogerman back to some point in the aboveground level.



TELEPORT NOSE - these NOSES will teleport Boogerman to another NOSE in the level. To activate a NOSE, stand underneath one and press UP on the control pad or jump up. Boogerman will be sucked up and then blown out somewhere else.



OUTHOUSE - this is a midpoint marker. To activate the marker, jump Boogerman on top of the OUTHOUSE. The OUTHOUSE will spring up to indicate it has been activated. Activating one OUT-HOUSE will deactivate any others and make it the current marker. If Boogerman loses a try and still has tries left, he will reappear at this OUT-HOUSE and can continue the level.

ARROW - This sign will point the way to the end of the level.



WORLDS

FLATULENT SWAMPS

Totally nauseating dude! You'll have to watch where you step here. These swamps are filled with the foulest substances in Dimension X-crement. Trudge through the sludge, wade in the glade, and hope you don't sink in the stink. You can cut the cheese but can you cut the muster to make it through these haunted bogs?

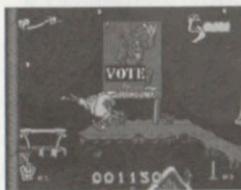
THE PITS

This world will make your skin crawl. It'll make your hair stand on end. It'll make you want to puke. Run the length of intestinal tracks as you wind your way through fleshy fields of hairs, moles, and EEEWWW! What's that thing? Do you have the GUTS to go for the glory?



BOOGERVILLE

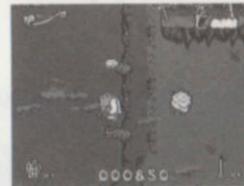
This is a quiet little town as pretty as a peach. SNOT! Forget about the enemies, even the buildings can be fatal. These goblins are certainly not architects, unless they studied under the stooges. The last time they tried to take out the



trash they gave up and just moved. It's an interesting place to visit but you wouldn't want to live there. Can you defeat Booger Meister's army of nose goblins? Who couldn't? Nyuk yuk yuk.

MUCOUS MOUNTAINS

Oozing with goo, Mucous Mountains are home to a bunch of butt heads. They don't take kindly to unexpected guests dropping in but they're sure to help you drop off. You can spring your way to the top but be careful not to fall. At this height, it's no time to take a trip. Hang in there. Don't make a mountain out of a mole hill and drop out.



NASAL CAVERNS

This place is nothing to sneeze at. Lakes of fresh green snot flow beneath, formed by post nasal drips that seem to ooze from everywhere. Watch out for the stalactite goblins. They like to drop by now and then. Don't get caught in the snot and blow it or you'll get snuffed.



PUS PALACE

You'll just have to wait and see for yourself.

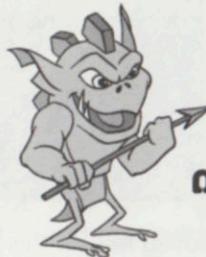




ENEMIES



FLYING GOBLIN



NOSE GOBLIN



RAM GOBLIN



MINER GOBLIN



WINDOW GOBLIN

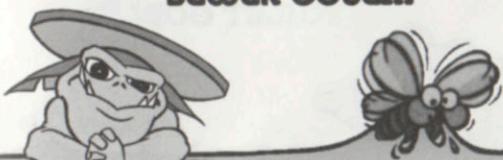
STALACTITE GOBLIN



ROCK GOBLIN



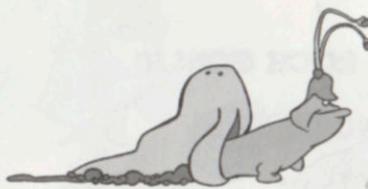
POGO GOBLIN



SEWER GOBLIN



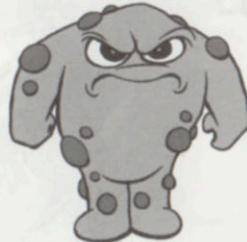
BOUNCING BOOGER



NOSE SLUG



FRRT GHOST



PUSS CREATURE



TOILET GOBLIN

ABDOMINAL SEWER MAN



TROLL



OGRE



SCAB CREATURE



BOOGERMAN™

BOSSES

REVOLTA - Truly a fatal attraction, she has the hots for our leading man. Having been turned down for a date once too often, Eugena

"Ug" Lee had her sights set on revenge. While brewing a witches love potion during a freak thunder-storm, she was struck by a lightning bolt causing her to implode and hurdle head over heals into Dimension X-rement.



ATTACKS:

- Lightning Breath
- P.U Attack (Plain Ugly)
- Ugly Stick

HICKBOY

Once a military man, Major Hick left the army to become a small town farmer who loved to tend the chickens. While out sowing his oats, Hickboy was swept away in a freak tornado caused by one of Boogerman's sneezes. The tornado blew him through a nearby transdimensional portal that someone accidentally left open and into Dimension X-rement.



ATTACKS:

- Egg Launcher
- Chickenerang
- Chicken Club (not a sandwich)

DEODOR ANT

- Back on Earth Deodor Ant was known as Warren Lariss, a paranoid hypochondriac video game programmer that collected bugs as a hobby. His favorite collection was an ant farm with real working tractors. During a routine reconnaissance flight, Boogerman ran out of gas and crashed headlong through Warren's roof smashing the ant farm into bits as he landed. When the ants began to run away, Warren chased them to a large ant hill. He jumped in after them not knowing that the ant hill was actually one of Professor Stinkbaum's early experiments buried in the ground; a dysfunctional teleportation tub. As he was teleported to Dimension X-rement, his molecules merged with those of the ants giving him special ant powers.

ATTACKS: Ant-ihistimine Ant-acid Ant-tenae

FLYBOY

- Buzz Winger was a hot shot crop duster in Hickboy's hometown. While dusting Major Hick's crop of hash browns (potatoes), his plane was struck by a lightning bolt, ricocheted off a tornado, and crashed into a large ant hill. You know what happened then...

ATTACKS:

- Vomit Bomb
- Frrt Duster
- Maggot Missiles



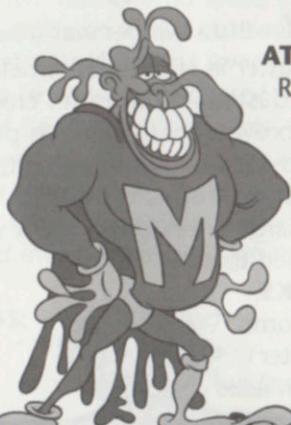


BOOGER MEISTER

Little is known about this guy other than the fact that he rules Dimension X-crement with an iron butt. It is said he lost his butt in a recent attempt to duplicate Boogerman's Super Flaming Frrt attack with tragic results. It would seem he failed to read the warning printed elsewhere in this manual.

Rather than a chip on his shoulder he's got a booger on his finger, and he can't get it off. He's a snotty boy that loves to j-walk, violate carpool laws, and spit on sidewalks. His favorite saying is "You can pick your friends, and you can pick your nose, but you can't pick your friends' nose... unless you're Booger Meister, of course."

ATTACKS: Unknown.
Rumored to be even more vile and disgusting than Boogerman on his best day.
Impossible you say?

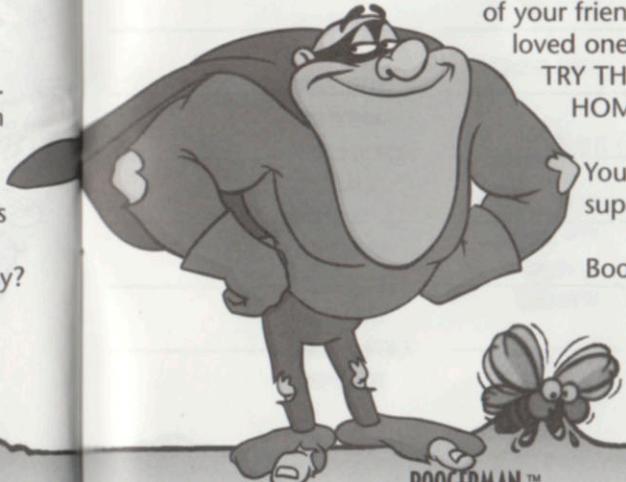


A MESSAGE FROM BOOGERMAN

As a super hero, there are many people out there in video land that look up to me, or down, as a role model. Why? I don't know, but that's beside the point. What I mean is, there are those who will try to imitate my super power bodily functions. Now I want you to understand that I have spent many years training and studying under the masters whose names, by request, I won't mention. The fact of the matter is that if done improperly and without self-control these bodily functions could cause property damage, mental suffering, and physical harm not to mention ridicule and a loss of friends. I oughta know. So remember, wherever there's grossness, wherever havoc is reeked, no matter how bad the smell, I'll be there. Until they ask me to leave.

And please, for the sake of your friends and loved ones...DON'T TRY THIS AT HOME.

Your favorite super hero,
Boogerman





PASSWORD NOTEBOOK

Use the space below to record your
passwords.

| | | | |
|----------------------------|--------------------|-----------------------------------|--------------------|
| President | BRIAN FARGO | Cast of Characters (continued) | ROBERT TOWERS |
| Executive Producer | ALAN PAYLISH | | JEFF WINKLESS |
| Producer and Programmer | MICHAEL STRAGEY | Manual Written By | MICHAEL STRAGEY |
| Level Design | CHRIS TREMMEL | Manual Design | |
| | MICHAEL STRAGEY | And Production | DAVE GAINES |
| Sewer Levels | MATT FINDLEY | LIL' GANGSTER CREDITS | |
| Artwork | EDDIE RAINWATER | Production Managers | CHRIS TAKAMI |
| | SCOTT BIESER | | JAY FRANCIS |
| Lead Tester | RYAN RUCINSKI | Director of Animation | GABI PAYN |
| Testers | JASON SUINN | Character Animators | NORLAND TELLEZ |
| | JIM BOONE | | BRENDA BANKS |
| | DAVID SIMON | | ART MORALES |
| Voice Editing | LERRY PEACOCK | | GABI PAYN |
| Voice Direction | CHARLES DEENEN | Assistant Animators | JOEL HAGEMAN |
| | MICHAEL MCCONNOLIE | | CLETE SHIELDS |
| RECORDED AT Post Logic | ROBERT AXELROD | Character Clean Up | BRIAN KINDREGAN |
| HOLLYWOOD, CALIFORNIA | ARLENE BANAS | And Color | PIKE MUNIZ |
| CAST OF CHARACTERS | STEVE BULEN | | MARK YARBOR |
| | WALLY BURR | Background Artists | ROZ GIBSON |
| | RICHARD EPCAR | | STEVEN ENGELS |
| | RODDIE FRIERSON | | JASON MAGNESS |
| | BARBARA GOODSON | | BRETT YARON |
| | STEVE KRAMER | Krisalis Credits | |
| | JOYCE KURTZ | Managing Director | TONY KAVINAUGH |
| | DAVID J. MALLOW | Original Music | |
| | MICHAEL MCCONNOLIE | And Effects | MATT FURNISS |
| | MICHAEL SORICH | | SHAWN HOLLINGWORTH |
| | MELODEE M. SPEYACK | Sound Driver | |
| | TERRENCE STONE | | |





Limited Warranty

INTERPLAY LIMITED 90-DAY WARRANTY

Interplay Productions warrants to the original consumer/purchaser that this Cartridge will be free from defects in material and workmanship for 90 days from the date of purchase. If the Cartridge is found defective within 90 days of original purchase, Interplay Productions agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the Cartridge originally provided by Interplay Productions and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mis-treatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. Interplay Productions disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Limited Lifetime Warranty

If the Cartridge should fail after the original 90-day warranty period has expired, you may return the Cartridge to Interplay Productions at the address noted below with a check or money order for \$15.00 (U.S. currency), which includes postage and handling, and Interplay Productions will mail a replacement to you. To receive a replacement, you should enclose the defective Cartridge (including the original product label) in protective packaging accompanied by: (1) a \$15.00 check, (2) a brief statement describing the defect, and (3) your return address. *If replacement Cartridges are not available the defective Cartridge will be returned and the \$15.00 refunded. Due to the nature of batteries, the battery back up in any Cartridge can only be warranted for a period of one year from the date of purchase.*

If you have a problem with your Cartridge, you may wish to call us first at (714) 553-6678. If your Cartridge is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the Cartridge with a description of the problem and \$15.00 to:

WARRANTY REPLACEMENTS

Interplay 17922 Fitch Ave., Irvine, CA 92714

NOTICE: Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

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